**POWER REQUIREMENT:** 120 VAC

**OPENING MACHINE:**
- Unlock each end of the display hood.
- Pivot the display hood up and over the top.
- Lift up the door locking lever and open doors.

**PERSONAL IDENTIFICATION NUMBER (PIN):**
- Enter manager PIN, which is factory-set to 111. (We recommend you set a new manager PIN as soon as possible.) This PIN accesses all machine functions.
- Manager may assign up to nine employee PINs, which have limited access. One employee PIN – 999 – is pre-set.
- To change, add or delete PIN information, enter the active manager PIN.
- Then press: B–Misc. Information; then, C–Settings Menu; then, B–PIN Number Menu to access the following display:

```
A–Add PIN Number
B–Delete PIN Menu
C–Change Manager PIN
D–Quit
```

- Choose a function by pressing the corresponding key. Follow instructions on screen.

**LOADING TICKETS:**
- With machine door(s) open, remove ticket retainer and weight.
- Adjust back plate for ticket size (short/medium/long).
- Load approximately 10 tickets into bin, making sure tickets are behind gauge bar. Continue loading tickets until 1/4-1/2" from top of bin.
- Place weight on top of tickets.
- Replace ticket retainer, making sure the bottom of the retainer is behind the gauge bar.

**PROGRAMMING BINS**

A. **Loading a new game into empty bin:**
1. With display hood open, enter PIN, then press A–Ticket Menu (Figure 4).
2. Press C–Zero Out Bin’s Inventory.
3. To zero out a bin’s inventory, press the corresponding bin button, then the # key. (Press # twice to return to menu.)
5. Press the corresponding bin button. Press # to continue.
6. Enter new ticket cost in 25-cent increments, followed by the # key. Press A if correct. NOTE: Inventory must equal 0 before bin’s ticket cost can be changed.
7. Enter the number of tickets put in bin followed by the # key. Press A if correct.
8. Select short, medium, or long ticket size. Determine size by laying ticket on label on inside of machine.
9. Check all entered information (Figure 5). Press # key.
10. Press B, then A to freely dispense 3-4 tickets and return tickets to bin. This ensures that tickets will vend properly. (Freely dispensed tickets do not affect inventory or reporting.) BIN IS NOW READY TO BEGIN PLAY.

B. **Adding tickets to an existing game:**
1. With top hood open, enter PIN, then press A–Ticket Menu (Figure 4).
2. Press A–Load Tickets.
3. Press the corresponding bin button. Press # to continue.
4. Enter number of tickets added to bin, followed by the # key. Press A if correct.
6. Check all entered information (Figure 5). Press # key.
7. Press B, then A to freely dispense 3-4 tickets, and return tickets to bin. This ensures that tickets will vend properly. (Freely dispensed tickets do not affect inventory or reporting.) BIN IS NOW READY TO BEGIN PLAY.

**BIN LOCKOUT**

Price LED will go out if one of the following happens:

1. **Out of inventory:** If a bin has run out of inventory, open machine and add more tickets to that bin. Enter the amount of tickets added by following Step B, “Programming Bins”. Price LED should come back on.
2. **Ticket Jam:** Open machine, clear ticket jam, and free vend 3-4 tickets. Price LED should come back on.
To print reports, follow these instructions:
1. Open machine, enter your PIN, and press D-Report Menu. (Figure 7)
2. Choose the report you wish to run.

**A. INVENTORY REPORT**

Shows current ticket inventory and value. Press A to print.

<table>
<thead>
<tr>
<th>Bin</th>
<th>Dollars</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>38.00</td>
<td>38</td>
</tr>
<tr>
<td>2</td>
<td>20.50</td>
<td>41</td>
</tr>
<tr>
<td>3</td>
<td>15.00</td>
<td>15</td>
</tr>
<tr>
<td>4</td>
<td>4.25</td>
<td>12</td>
</tr>
<tr>
<td>5</td>
<td>0.00</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>6.50</td>
<td>13</td>
</tr>
<tr>
<td>Total Money $</td>
<td>101.00</td>
<td></td>
</tr>
<tr>
<td>Total Count</td>
<td>128</td>
<td></td>
</tr>
<tr>
<td>Grand Total $</td>
<td>129.25</td>
<td></td>
</tr>
<tr>
<td>Grand Total Cards: 244</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Includes:
- Bin numbers
- Ticket inventory
- Ticket cost
- Inventory value
- Grand total sales (non-resettable)
- Grand total cards (non-resettable)
- Configuration info.
- Software version in use
- Column configuration
- Bin timing

**B. SALES REPORT**


**Shift Sales Report:** Shows total dollar & ticket sales since last shift report was run. Press A to print.

<table>
<thead>
<tr>
<th>Bin</th>
<th>Dollars</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>38.00</td>
<td>38</td>
</tr>
<tr>
<td>2</td>
<td>20.50</td>
<td>41</td>
</tr>
<tr>
<td>3</td>
<td>15.00</td>
<td>15</td>
</tr>
<tr>
<td>4</td>
<td>4.25</td>
<td>12</td>
</tr>
<tr>
<td>5</td>
<td>0.00</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>6.50</td>
<td>13</td>
</tr>
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<td></td>
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<td></td>
</tr>
<tr>
<td>Grand Total $</td>
<td>129.25</td>
<td></td>
</tr>
<tr>
<td>Grand Total Cards: 244</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**C. AUDIT REPORTS**

Print By Count:
Shows up to the last 100 audited functions. Enter number of previous audited functions you wish to list. Press # to print.

Audited Functions Include:
- Date & time for each entry
- Price changes
- PIN used when Maxim™ is opened and closed
- Power failures
- Tickets added
- Bin lockouts
- Bins zeroed

**Transaction Report:** Shows the last transaction and how it was played.

**Includes:**
- Total money input
- Dollars played
- Total tic kets and money played, by bin number

**This Week/Last Week/Monthly Reports:**
(Available only with models equipped with printer.) These reports cover longer sales periods, which are defined as follows:
1) **This Week:** Sales since the most recent Sunday, starting at 12:00 A.M. (midnight).
2) **Last Week:** Sales over the last full week (Sunday - Saturday).
3) **Monthly:** Sales since the most recent Sunday, plus the last three full weeks.

**Bin Totals Report:** Shows a cumulative total of tickets dispensed from each bin.

**Hood Door/Cash Door Reports:**
Shows up to the last 25 events when these compartments are accessed.

For more detailed instructions on the functions outlined in this guide, as well as special functions not found in this guide, please consult your Operator’s Manual.