

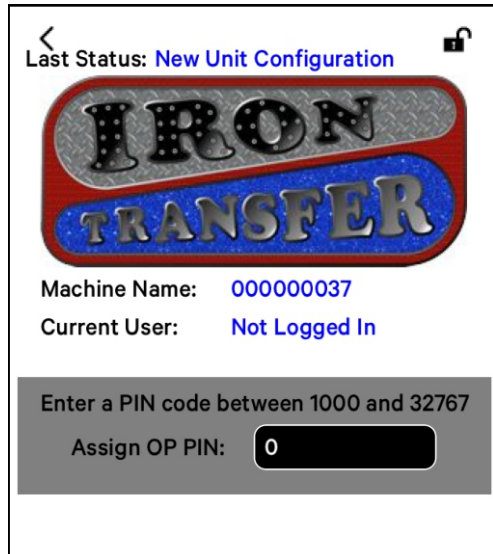
PinRemote™ Model AF Instructions



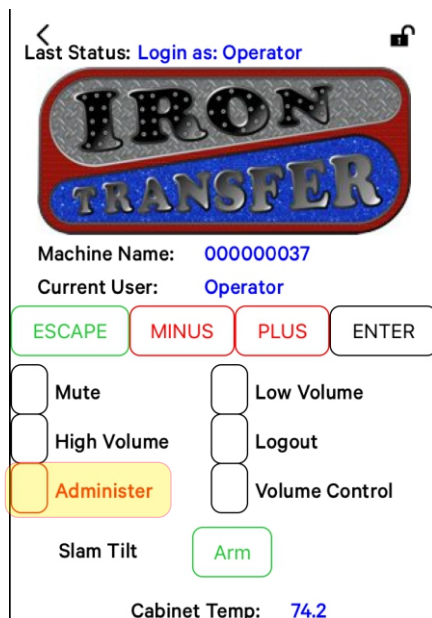
Overview The PinRemote™ Admission Fee (AF) model has 35 users: *Operator* being the master user. Four other accounts are designed for arcade people and 30 others are gift card accounts. Also included is a “Slam Tilt” feature that can be used to cancel current games and clear out all the balls for abandoned games in a Gate Entry fee arcade.

New Unit Config. New AF units need to be installed (see installation instructions). Once this is done you can pull up the Simblee app on your mobile device and you should see a choice for your new PinRemote™. The names you should see are “PinRem” and a 9 digit serial number (this number is on your circuit board too). Once you connect you will see this screen where the Operator assigns their PIN code:

Choose a PIN Code PIN codes are integers between 1000 and 32767 inclusive. We recommend 5 digit PIN codes. Once you click on the black area a keypad will come up. Press “Return” when done.



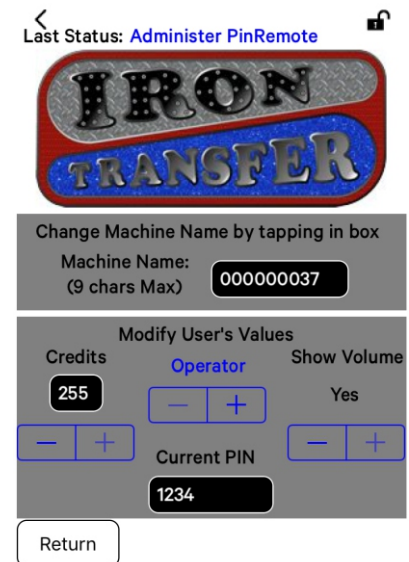
Administer the Machine



When you are logged in as the Operator you will see a button which takes you to the Administration screen. All other users will not see this button. Press it to change the PinRemote™ configuration. This is highlighted in **YELLOW** in the picture to the left.

Rename the Machine

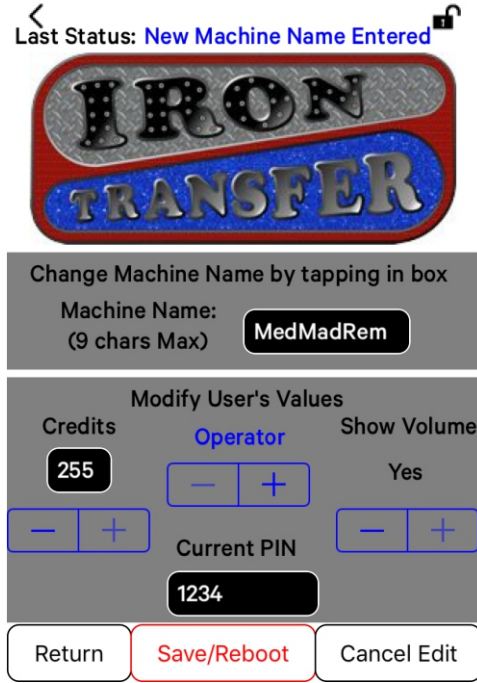
The machine’s name can be changed from its serial number to something more meaningful like “MedMadRem”. The new name is limited to 9 characters. Enter it by tapping into the machine name, using backspace to erase what is there and type out your new name and hit Enter.



Rename the Machine (continued)



The picture at the right shows the new name entered. To make this change happen, you need to click **Save/Reboot** at the bottom. If you don't want your edits to apply hit **Cancel Edit** or **Return** to go back to the main screen. The reboot allows you to connect to the new name you just entered.



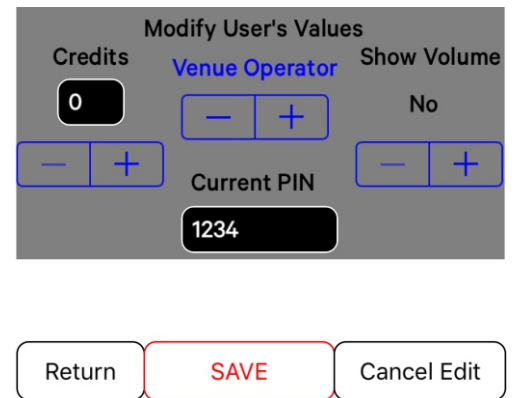
User Roles

There are 34 other roles besides the Operator. These roles are listed here. Each role that will be used needs to have a unique PIN code assigned to it. You assume that role when you login with that PIN code.

<u>User Name</u>	<u>Role Description</u>
Venue Operator	Arcade/Barcade Operator that doesn't own machines
Venue Employee	Arcade/Barcade Employees
Refund Account	Service credits that can be given when money not credited correctly
Gift Card 1	Gift Card 1 - customer "1" has bought bulk plays for this machine
Gift Card 2	Gift Card 2 "
...	...
Gift Card 30	Gift Card 30 "

How to Administer Users

Shown at the right is the bottom portion of the *Administration* screen. The "+ / -" boxes below the three changable items are *Steppers*. You can change the value above them by using + or - keys. You move between different users by using the center stepper. This capture shows the Venue Operator's values. This user has been assigned the PIN code value of "1234". You can also tap into the *Credits* numeric field and enter a value. The "Show Volume" stepper determines if the current user can directly use the volume buttons.



Once you change something for this user you are shown the *Save* and *Cancel Edit* buttons. *Save* puts the current values in the non-volatile memory and commits these values. *Cancel Edit* or *Return* discards any changes.

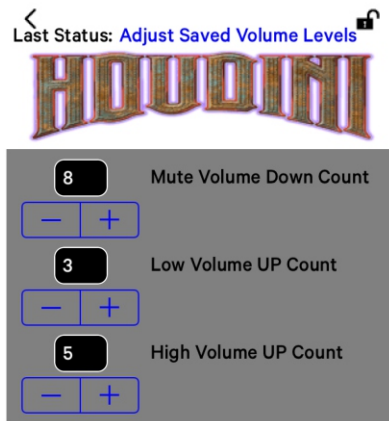
Volume Macro Buttons

There are 3 macro buttons in the center of the main screen that automate volume control. These are *Mute*, *Low Volume* and *High Volume*. Mute sends a controllable number of “volume down” commands to the CPU. Low Volume does a Mute macro followed by a controllable number of “volume up” commands. High Volume does a Mute followed by a separately-controllable number of “volume up” commands. The following section describes how to control these numbers.



Volume Control Screen

The *Volume Control* button shown above takes you to the screen shown here.



Here you adjust how many commands are sent for each macro button. The “Mute Volume Down Count” number should be greater than or equal to the highest volume level the machine is likely to be set to for zero volume to be achieved. “Low Volume Up Count” is how many up volume commands are sent to set the low volume level. “High Volume Up Count” is normally a larger number than the low level to limit how loud the machine can be turned up. You can tap on the number or use the steppers to change values, then you will see the *Save* button appear.

Gift Card Operation

Gift cards provide a way for operators to sell quantities of games that a customer can play in the future. Customers access their games by loading the free “Siblee for Mobile” app on their mobile device and using their PIN code to login to the PinRemote™ for the machine they bought their credits for. The screen at the right shows user *Gift Card 1* being given 30 credits with a PIN of 23456 and no volume control. These credits are retained over power cycles.

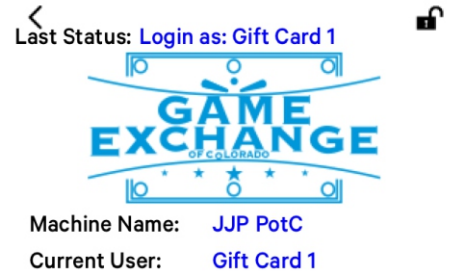
If a customer doesn't have a smart phone then venue personnel should be able to award credits using their PIN code using the house smart device.



Awarding Gift Credits

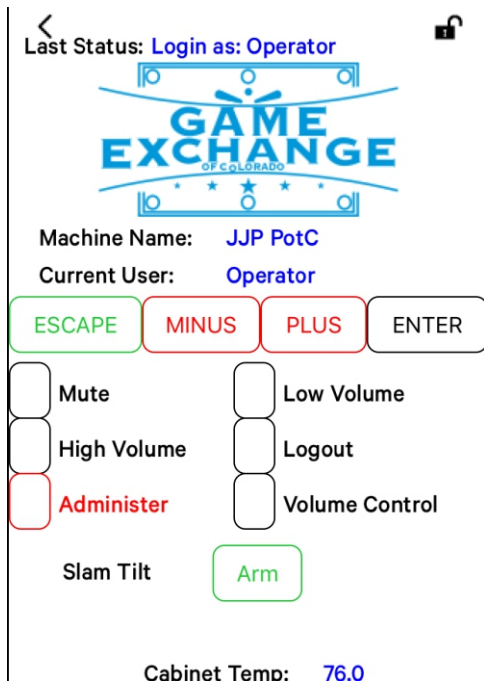
Once the Gift Card 1 user has logged in they will see the screen on the right. Their 30 credits are shown as entered by the Operator from the previous Administration screen.

Using the *Award Credit* button they can add machine service credits until the count goes to zero. This also keeps the income accounting correct.



Cabinet Temp: 75.6

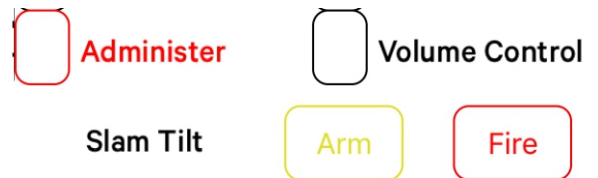
Slam Tilt Feature



Slam Tilt is supported by some machine manufacturers. It provides a convenient way for Admission Fee arcade operators to clear out abandon games. This is important because abandon games typically continue to play their soundtracks which is undesirable. Customers do not typically want to play partial games and are dissatisfied when they find them. Power cycling the machine is hard on the parts involved. Slam tilt ends current games and clears the balls making the machine ready to play. No coin door key needed.

Arm / Fire Slam Tilt

Slam Tilt is a 2 phase process of *Arming* then *Firing*. This confirmation step prevents accidental triggering. Once the *Arm* button is pressed it turns yellow and the *Fire* button appears. Pressing *Fire* executes the operation and the machine recovers normally. Arming then tapping any other function disarms the slam tilt.



Cabinet Temp: 75.6

Slam tilt is a standard connector on modern Stern machines but the gravity switch is not normally installed as it is an option.