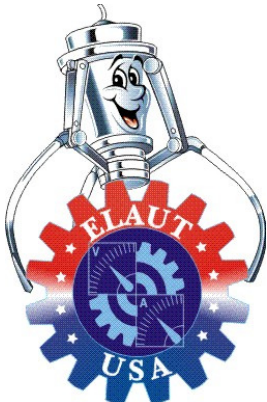


**Disco Round ®
Intelligrab Controller
Reference Manual**



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Introduction

Congratulations on the purchase of your Elaut Disco Round® with Intelli Technology. This manual covers the ***Disco Round***® and we advise you to read this manual completely so you become more familiar with the use of this system.

Different aspects of the game can be set and will be covered further in this manual which is drawn from what we have found helpful in US operations.

Through the LCD display and a few pushbuttons, a lot of information about the functioning of the system can be displayed. Also settings can be made and test functions can be activated.

Principals of Operation

There are a few keys points that should be followed:

Key 1:

Disco Round® is a skill-based merchandiser. The quality and quantity of prizes that you place on the spinning turntable will determine the earnings of this game. It's very important to select the correct merchandise for the machine. The size of the merchandise must be adapted to the size of the machine. The Disco Round® has a small playfield which is perfect for smaller prizes or gift boxes which could represent bigger prizes which can be redeemed at the location.

A good-looking game attracts players and don't forget: *"If they watch someone playing, they want to play themselves!"*

Key 2:

When a player try's and does not capture a prize due to unskillful placement of the magnetic pickup, the player will gain confidence that they can win as they observe that the magnet can pick up the merchandise and they will want to try again. The player must have the feeling that they control the game and that the machine does exactly what they want it to do. Don't let a persevering player go home with empty hands. A lot of onlookers have probably followed the game and also want to give it a try.

The course of the game

A player puts in money and gets credits to play.

By means of the joystick the player moves the magnet grab above the playfield.

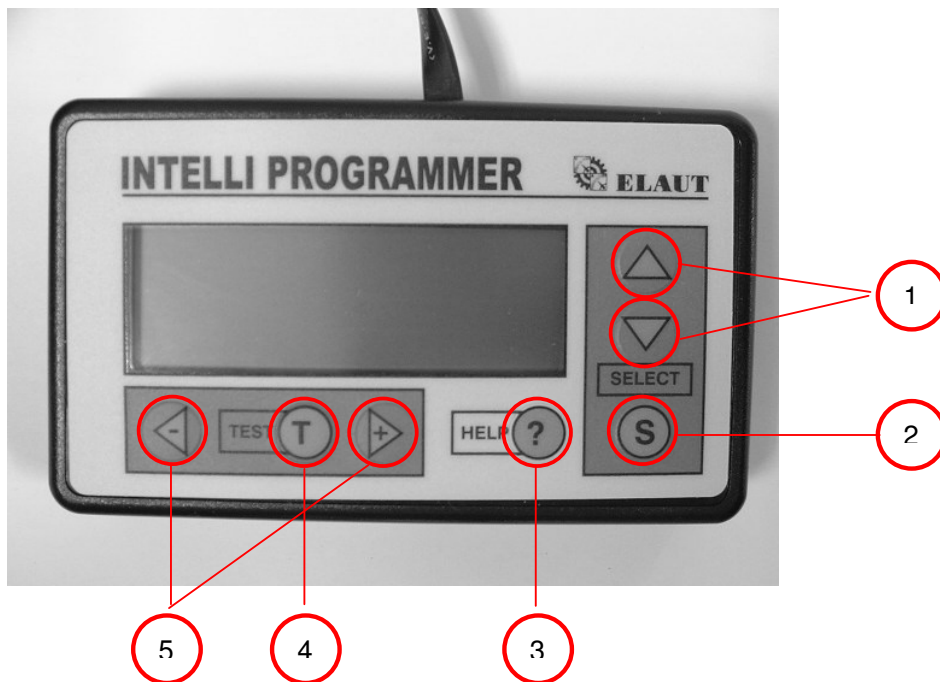
When the player pushes the button on the joystick above the chosen object the playfield stops rotating and the magnet grab is lowered to fit in the cup ring on the prize.

If the player is successful the prize will be picked up and moved to the prize hole area, lowered and released.

This is a skill game.

Different aspects of the game can be set as you look further in this manual.

Working with the Intelli Programmer

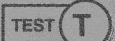


- The arrows “**up**” and “**down**” (1) are used to scroll through the different menus and settings.
- The “**Select**” button (2) is used to open or close the different menus or to do specific actions, like clear counters.
- With the “**Help**” – button (3) can you get more information about each setting.
- Under specific menus you can test the set values by pressing “**Test**” – button (4).
- The buttons “**-**” and “**+**” (5) are for changing values.




This “**i**” indicates that the opposite line shows only information. This value is unchangeable.



This “**T**” indicates a test function. Press  to activate.



This “**S**” indicates a function. Press  to activate.

The game is controlled electronically, but that doesn't mean that it adjusts automatically. The most important link is, and stays, the manager or operator. You can adjust the game by settings desired by the managers and players. The programmer (see picture on previous page) makes it easy to adjust. You scroll through the different menus that are mutually linked, and make adjustments. The settings appear immediately on the display. Take your time to go completely through the settings with this manual. Play the game several times to be sure it plays and grabs as you desire. Check and re-check your settings for proper operation.

Check if all credits are played. Clear the remaining credits with the function "recalibrate" in the menu "payout information".

Overview menu

DISCO ROUND

```
DISCO ROUND
MACHINE TYPE XXX
VERSION XX REV XX
'standard'
```

Program Identification

Here you find the machine type, version, and revision number. This information is the most important for the technical department should you have a question or problem.

Intelli link - Optional - Not Installed in Disco Round® For Reference Only, not used

```
INTELLI LINK
address      1
remote language 1
```

address: For Reference Only, not used
remote language: For Reference Only, not used

Accounts

```
ACCOUNTS
total out:    100.0
total in:     285.0
payout:       35%
#tot. wins:   15
#tot. refill: 20
S clear accounts
acc.security  OFF
```

total out: total of won merchandise, expressed in terms of money.

total in: total receipts, expressed in terms of money

payout: amount of payout merchandise expressed in percentage

#tot. wins: number of won prizes.

#tot refill: number of prizes that were filled since the last reset.

The accounts are used as "long term counters". You can check the results on a certain period. They can be used as a base for the payment between manager and owner. Clear the accounts by placing the cursor next to the line "**clear accounts**" and press "S". *Note: This is an accounting function that should be only used if you are clearing the accumulators.*

acc security: Not used. This is normally set to "OFF"

Cashboxes

```
CASHBOXES
coin in      185.0
bill/tk in   100.0
#wins        15
#dispenser   570
S clear cashboxes
S toys alarm 0
S toys refill 0
S dispenser al 0
```

coins in: amount of received coins.

bill/tk in: amount of received bills.

#wins: amount of won prizes.

#dispenser: amount of consolation prizes won.

ex: ticket dispenser if a prize of some kind must be dispensed

The “cashboxes” are used as “short term counter”.

You can use them to check the earnings by emptying the cashbox. Clear this also by pressing “S”.

toys alarm: if the number of won prizes exceeds this

number (0= not active) there will be switched on an alarm. Push ‘S’ to activate / reactivate.

toys refill: Not used in Disco Round®.

dispenser alarm: (0=not active). Not used in Disco Round®.

Note: This is an accounting function that should be only used if you are clearing the accumulators.

Manual control

```
MANUAL CONTROL
S assign win
S 1 free game
S game with bonus
S bonus till win
stand-by      OFF
free game mode OFF
```

assign win: if a player wins but the prize is not detected by the machine, you can assign a win. This function will correct the counters, accounts, ... You can only use this option once on the end of a game.

1 free game: free game with retaining power

game with bonus: free game with pick up power

bonus till win: pick up power until next win

stand-by: with this function you can put the playfield in

stand by. It's impossible to insert money and on the display you see 2 bars lighting up.

free game mode: if this function is on, you can play without inserting any money. This has no influence on the counters.

Remember- It is possible for the player to win anytime with skill!

Payout information – Typical Settings for Disco Round® Factory Pre-Set

```
PAYOUT INFORMATION
i current perc. 40%
i set perc.      40%
est.price out   100.0
products cost   25.0
i grabsuccess   82%
i win xx games ago
S calibrate
```

current perc: the percentage that is already paid out. “Money in” and “prize out” automatically calculate this percentage. This is information, so not adjustable.

set perc: the desired pay out percentage.

est. price out: vending price

products cost: the cost of the merchandise.

grabsuccess

win xx games ago: indicates how many games are played after the last winning game.

calibrate: If you make any changes in the settings, than you have to calibrate. This has no influence on the counters. This function clears also the remaining credits. Scroll down to the *calibrate* function and press the “S” button.

Credit values – Typical Setting for Disco Round® – 1 play \$1.00

CREDIT VALUES	
fixed value	ON
game price	1.00
bonus level	0.00
reference channel	-
- CR for - x	0.25
- CR for - x	0.25
- CR for - x	1.0
- CR for - x	2.0
- CR for - x	5.00
- CR for - x	2.00
- CR for - x	1.00

fixed value: Must remain ON in Disco Round®

game price: value of a game if 'fixed value' is ON

bonus level: if you reach this amount of value, you get an extra credit. Example; **Changing the bonus level to \$2.00 allows the player to get 7 plays for \$5.00**

reference channel: Not Applicable in Disco Round®

Coin values – Typical Setting for Disco Round®

COIN VALUES	
coin 1	0.25
coin 2	0.25
coin 3	1.00
coin 4	2.00
coin 5	5.00
coin 6	2.00
meter divider	1.0

To adjust the value of a coin for each slot if installed.

Coin 1 is equal to the first slot of the coin acceptor.

Always mark the real value, even if this channel represents a coin or a bill.

meter divider: the value of a pulse to the mechanical counters. e.g.: if '1' is marked, then 1 pulse will be given to the counters by each dollar. The amount you see will be the amount in dollars.

Coin 5 and 6 can be used for coins or bills, depending on

the setting "bill/ token values"

Bill / token values - Typical Setting for Disco Round®

BILL/TOKEN VALUES	
bill 1 value	1.00
bill 1 indic	1.00
bill 2 value	2.00
bill 2 indic	2.00
bill 3 value	5.00
bill 3 indic.	5.00
meter divider	1.0

bill 1 value: value of a bill

bill 1 indic: the indicated value of a bill

bill 2 value: value of bill/ coin/ token

bill 2 indic: the indicated value of a bill/ coin/ token

bill 3 value: value of bill/ coin/ token

bill 3 indic: the indicated value of a bill/ coin/ token

meter divider: the value of a pulse to the mechanical counters

F.ex: if '1' is marked, then 1 pulse will be given to the

counters by each dollar. The amount you see will be the amount in dollars.

The **indicative value** is only important for the mechanical counters and the cashboxes.

F.ex. When "bill value" is adjust to 5.0 (a \$5 bill) and you adjust bill indic. to 1, then \$5 bill will be counted for the payout regulator and accounts, but in cashboxes and mechanical counters only 1 will be counted. You now directly the number of bills without taking cares of the value.

Bill 1 is always a bill (channel 7), for bill 2 and 3 you can choose between a bill, coin or token. To make the difference between this, you have to adjust the value on 0 for coins or tokens, then it will be automatic be counted the coin meter. If you set a value here, than it will be counted to the bill meter.

Game settings – Typical Settings for Disco Round®

GAME SETTINGS	
game timer	20s
disk continuous	0N
return diagonal	0N
stop and drop	5
instant replay	0FF
smart detector	0FF
credit limit	25
money-in limit	15.0

game timer: the maximum playtime. This time starts from the moment that the first move is made.

disk continuous: This controls the spinning turntable playfield and must remain on in Disco Round®

return diagonal: If this function is turned on, the gantry returns diagonal instead of a traditional return.

stop and drop: here you adjust how far the magnetic pickup goes down before it releases. At 0 the magnet releases when it arrives at the start position.

Instant replay – Not used in the Disco Round® and should be switch off.

smart detector: when this option is switched off, the

detector will be taken into account. Must remain OFF in Disco Round®

credit limit: coin and bill acceptor will be disabled when you reach this limit. If you go under this limit, the coin and bill acceptor are again enabled.

money in limit: coin and bill acceptor will be disabled when you reach this limit. You have to play all credits before it will be enabled again.

Motor speeds – Typical Settings for Disco Round®

MOTOR SPEEDS	
forward motor	40%
sideward motor	40%
up/down	40%

The speed of each motor can be adjusted separately. For the Disco Round®, it is suggested that the forward, sideward and up/down motors be set to 40%.

Dispenser settings - Not Used in Disco Round®

DISPENSER SETTINGS	
S pay award	0
S feed	
# pay at win	0
# pay at loss	1
# pay at start	0
# pay at end	0
S clear awarded	
dispenser type	0

pay award: Not used in the Disco Round®

feed: Not used in the Disco Round®

pay at win: Not used in the Disco Round®

pay at loss: Not used in the Disco Round®

pay at start: Not used in the Disco Round®

pay at end: Not used in the Disco Round®

clear award: Not used in the Disco Round®

dispenser type: Not used in the Disco Round®

Attract. Settings - Typical Settings for Disco Round®

ATTRACT. SETTINGS	
volume game	70%
volume attr.	70%
sound track	1
attr time out	10min
attr movement	0N
auxiliary volume	0%

volume game: volume during the game

volume attr: volume during the attract mode

sound track: 1 = the standard sound track, 2 = the optional soundtrack (different in game, win and attraction)

attr time out: the interval time between the attraction when there is not being played

attr movement: if this function is activated the gantry makes a move when the attraction sound starts

auxiliary volume: volume of an extern sound source (optional). This sound will be mixed with the standard sound

Default settings – Scroll down to:

```
DEFAULT SETTINGS
S save settings
S load settings
#decimals          2
language (2=FRA)  1
S - Load Default
S - Load C. Europe
S - Load N. Europe
S - Load USA
S - Load UK
S - Load Switzerland
```

save settings: if Disco Round ® is adjusted to your wishes than you can save your settings by pressing “S”.

load settings: if your settings are disordered then you can load your saved settings and Disco Round ® will operate like before.

#decimals: the visual numbers after the comma. If there is indicated 1 than the money values will be displayed up to 1 number after the comma ex. 20,5.

language: there are always two languages available depending of your program version.

S - Loads default settings for the U.S.

Note: This setting is not normally changed. It will readjust the above settings.

Diagnostics

```
DIAGNOSTICS
i last money          4
i meter error        0
i coin/bill           0
i dispenser error    0
i pay out errors     0
i data errors        0
S clear diagnostics
```

last money: indicates the channel where the last money was inserted

meter error: number of times that the counters failed during counting

coin/bill: number of problems with the coin- or bill acceptor

dispenser error: number of times that the dispenser didn't pay or paid to late

payout errors: number of times that the payout-regulator warns for a payout that is too high (warnings for a too high / to low payout aren't registered).

data errors: number of errors related to communication

clear diagnostics: to clear all the diagnostics above, except the meter errors

Mechanical diagnostics

This menu will help you to detect a mechanical problem. Mostly you can solve these

problems yourself by adjusting the switches. The switches can be checked by hand **and** with help of the information (i) “gantry in” in the “selftest” menu.

```
MECHANICAL DIAGN
i last mech err      4
i #mechanic. err    0
i #home SW warn     0
i #left SW warn.    0
i #home failure     0
i #down SW stuck    0
i #down SW open     0
i #down failure     0
i #up SW stuck      0
i #up SW open       0
i #up failure       0
i #string broken    0
i #grabber stuck    0
i #grabber fail.    0
S clear diagnostics
```

last mech err: indicates an error code of the last mechanical error, also indicated on the display.

mechanic.err: number of mechanical errors since last reset.

home SW warn: the system suspects a problem with the forward switch

left SW warn: the system suspects a problem with the sideward switch

Mechanical diagnostics (Continued)

home failure: the systems suspects a problem while coming back (SW1 and/or SW2).

down SW stuck: the system suspects that SW4 stays

closed.

down SW open: the system suspects that SW4 stays open.

down failure: It takes to long before SW4 is detected. This can be caused by obstructing a movement..

up SW stuck: the system suspects that SW3 stays closed.

up SW open: the system suspects that SW3 stays open.

Mechanical diagnostics - continued;

up failure: it takes too long before SW3 is detected. This can be caused by obstructing the upward movement.

string broken: the system suspects that the string is broken.

grabber stuck: the system suspects that the magnetic pickup doesn't go down.

grabber fail: the system suspects an open or a short magnetic pickup circuit while starting the game or while playing the game.

clear diagnostics: to clear all the above mentioned diagnostics. This is necessary after every error to obtain a correct view of the most recent errors.

Self Test

```
SELFTEST
T cord replacement
T mech. cycle
T lamp test
T dispenser
i coin-in 00000000
i ctrl 00000000
i gantry-in00000000
i extension00000000
i data in (ad=0) 0
```

Cord replacement: two functions can be done:

1 replacing the string:

- Press "T"
- Lead the string until it's unwound completely.
- Place the new string correctly around the wheels (you may block the motor), hook up the string in the cutout of the string winder and pull slightly until the string starts to wind up.
- The motor will stop automatically...finished!

2. release a wrong winded up string:

- Press T,
- The motor will release the string and unwind the pulley so that the claw reaches the bottom.
- Now place the string manual on its correct position.
- Press "T" again and lead the string by rolling up.

mech cycle: a complete test of the mechanical cycle (SW4 will not be tested).

lamp test: the lamps of the controls flash one at the time

dispenser: the optional dispenser pays out 1 consolation prize

coin in: control of coin/bill acceptor

ctrl: control of the switches from push buttons/joystick

gantry-in: control of the switches on the gantry

extension: control of extensions f.ex: IR-detection

data in: control of the intelli link

The information lines above indicates if the input to the Intelli controller is activated (=I) or not (=O). The inputs are counted from the right to the left.

If an input changes, it has to be visible only on 1 position!

This menu will help you to localize and possibly solve a problem.

REMEMBER: Suggested Settings are to be verified by repeated testing and play by the Manager/Operator. Please use your common sense and judgment and consider that Winners Make Players.

Programmer display:

- (1) **WARNING: Grabber too powerful !!!**
Set -5% or change type
Press S to clear

- (2) **ERROR: Payout too high**
Check (Claw) settings and restart regulator first.
Press S to clear

Please ignore these messages as they do not pertain to the Disco Round®