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Hardware Setup/Installation

I. Setup the network –

1. Supplied Hardware:



HMS



Router



Wireless network
Coordinator and
USB Cable



6' Ethernet Cable

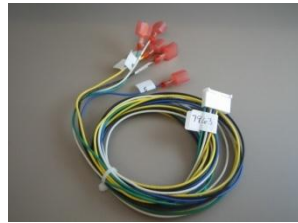
1. Unpack all network components.
2. Connect customer supplied Ethernet cable from internet connection to the port labeled "Internet" on the GameAlert router.
3. Connect 6' RJ45 Ethernet cable (included) from any open port on the GameAlert Router to the HMS.
4. Using the USB cable included with the Coordinator, connect the Coordinator to the HMS using any open USB port.
5. Connect power cable to the GameAlert Router and plug into a surge protected power strip.
6. Connect power cable to the HMS and plug into a surge protected power strip.
7. Use cable ties to keep all new cables in place in a neat and orderly fashion.
8. Power on the HMS by pushing the power button.

II. Install Game Modules in games

1. Supplied Hardware:



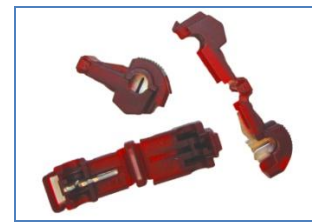
Game Module



#7963 Game
Data Interface
Wire Harness



#7964 Game Power
Wire Harness



Wire Insulation
Displacement Terminals
(7 per pack)

1. Unpack Game Module installation kit. Have the Game Module Installation Log with you to record the specific game associated with each game board (and it's unique serial #). You will need this completed list when setting up the game in the software.
2. Disconnect power to the game.
3. Connect GA Power Wire Harness (#7964) to a 5VDC to 25VDC power source from game. Black (1) to power ground (-). Red (2) to positive source (+).
4. Connect Input Wire Harness (#7963) to game per step 5.
5. Crimp wire displacement terminal as indicated below and then connect appropriate harness wire:

4	YELLOW	TICKETS LOW	Hot side (not ground)
5	BLUE	TICKET COUNT	Pulse side ticket meter
6	WHITE	ENABLE TICKET DISPENSE	Enable signal wire
7	GREEN	TOKEN COUNT	Pulse side coin meter
8	BLACK	GROUND	Game CPU ground



6. Mount the Game Module as high as possible (preferably on a vertical surface) inside the game cabinet using the hook and loop fastener strips (included).
7. Use cable ties to keep all new cables in place in a neat and orderly fashion and clear from getting caught on movable equipment (ticket dispenser sleeves, doors etc).
8. Reconnect power to the game and turn on.
9. One yellow light on the game module indicates power. A second yellow light indicates network connection.
10. Press and hold the button marked 'MODE (S1)' on the game module, near the notch in the plastic base, for 5 full seconds. This will "train" the module for the inactive state for the input connections (tokens, tickets, ticket enable, low tickets). Note: If game is registering a low ticket signal you must deactivate the low ticket switch before "training" the module or you will "train" the module in the incorrect state.
11. Affix the FCC Compliance label (included) on the outside, back of the game after installation.



III. Installation Guide for compatible American Changer changers

Supplied Hardware:



Changer Module



#7964 Power Wire
Harness



Wire Insulation
Displacement Terminals
(7 per pack)



3 ft. DB9 Cable

1. Unpack Changer Module kit. Have the Changer Module Installation Log with you to record the specific changer associated with each changer module (and it's unique serial #). You will need this completed list when setting up the changer in the software.
2. Disconnect power to the changer.
3. Locate a hole or drill a hole in the changer cabinet large enough to run an Ethernet cable through to connect to the GA Changer Module. NOTE: This cable should have RJ45 connectors at both ends and the cable should be CAT5 or CAT6 cable. It should have enough length to connect the GA Changer Module to the GA Router. Customer must supply this cable due to the various lengths required to reach the Changer machine.
4. Connect the Ethernet cable from the GA Changer Module to any open port on the GA Router.
5. Attach one end of the 3 ft. DB9 cable (included) to the RS232 connector on the American Changer board in the changer. Attach the other end of the DB9 cable to the connector on the GameAlert changer module marked "J5 To American Changer"
6. Using the #7964 power wire harness (included), connect the white, 2 pin connector end to the white 2 pin connector, marked J2, on the GameAlert Changer Module.
7. Connect GA Power Wire Harness (#7964) to a 5VDC to 25VDC power source from changer. Black (1) to power ground (-). Red (2) to positive source (+).
8. Mount the Changer module inside the changer cabinet using the supplied Velcro strips.
9. Use cable ties to keep all new cables in place in a neat and orderly fashion.
10. Reconnect power to the changer and turn on.
11. Red lights on GameAlert changer module indicate power.

FCC Notices:

Regulatory Compliance Notices

The RF24A1 transceiver module mounted on a GA-100-RC controller board has received regulatory approvals for use in the United States and Canada.

Caution: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

USA-Federal Communications Commission (FCC)

FCC ID#: ZOD-RF24A1

The RF24A1 module complies with Part 15 of the FCC rules and regulations when used with the GA-100-RC controller.

1. Only the permanently installed antennas filed under FCC ID: ZOD-RF24A1 can be used with this device.
2. The assembly using ZOD-RF24A1, GA-100-ASSY, must be installed and used in strict accordance with the manufacturer's instructions as described in the user documentation that comes with the product.
3. A regulatory label on the finished assembly must include the statement: "Contains FCC ID: ZOD-RF24A1". The required FCC Part 15 regulatory label will be applied on the outside of the enclosure at the time of installation.

Compliance Statement (Part 15.105(b))

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, it may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by tuning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the distance between the equipment and the receiver.
- Connect the equipment to outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Canada – Industry Canada (IC)

IC: 9750A-RF24A1

This device complies with RSS 210 of Industry Canada.

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of this device."

The term "IC" before the equipment certification number only signifies that the Industry Canada technical specifications were met.