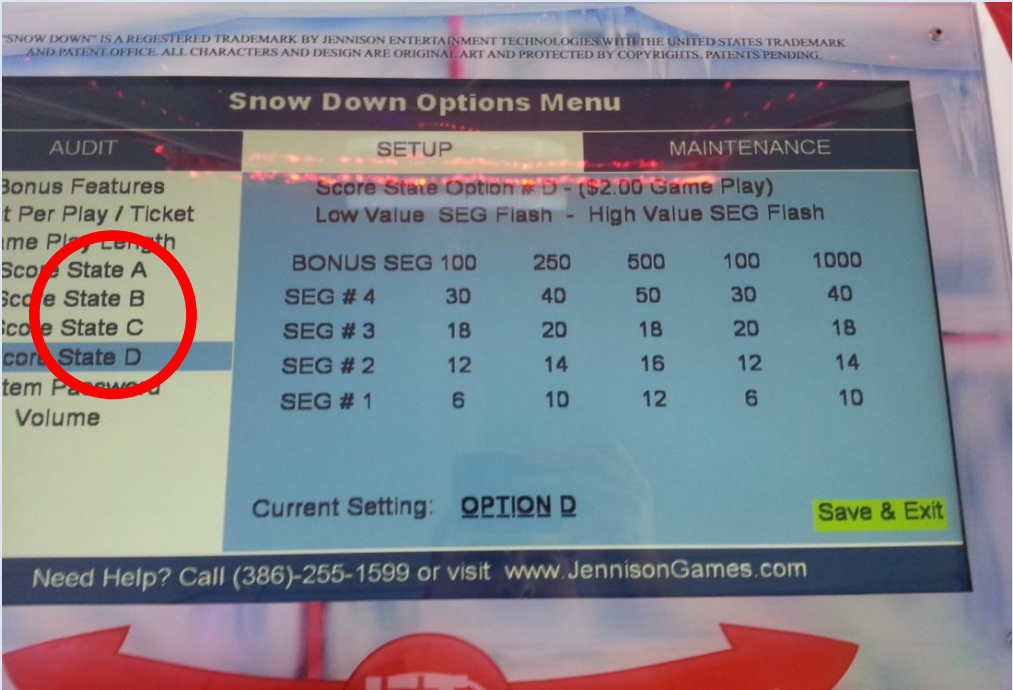


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

The software in Snow Down was designed so that operators may be able to quickly and easily change any and all values shown on the five score SEG display's. Should you wish to modify the values of the score SEG's to a value that is NOT pre-programmed in the SETUP menu by JET, please carefully review the following instructions. NOTE: We only suggest you make a change to these values should your payout need to be adjusted. Always select one of our pre-programmed settings (A,B,C, or D) first and then modify the software as a last result to fine tune your payout percentage.



Step # 1

Tools needed to change software file

In order to modify the Notepad file in the Windows Snow Down folder, you must have a wireless keyboard and mouse. These are not included in the game. We suggest a wireless keyboard and mouse with a 2.4GH range in order to properly use the device and see the monitor while changes are being made. NOTE: It is possible to use a wired keyboard and mouse - this will require an additional open USB port.



Step # 2

Insert the wireless transmitter into an open USB port

Insert the wireless transmitter into an open USB port on the computer. There should be four USB ports. Two of these four are currently used for the Watchdog security device and for the internal keypad.



CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 3

Ensure that the USB transmitter is securely seated

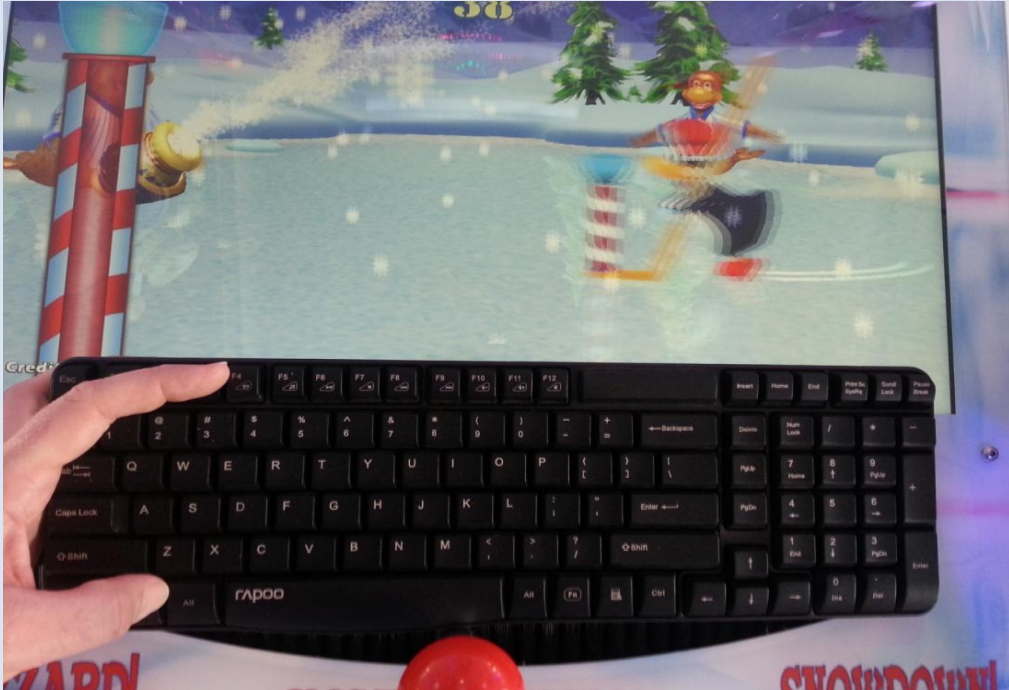
Ensure that you insert the transmitter into an available and proper USB port - (It is common for many people to accidentally install the transmitter into the modem port by accident). As shown in the photograph to the right, the modem is located directly above the USB port. Be sure that the device is in the proper USB port. If the game is not already turned ON, turn it ON now. If the game is already on, the software is running, and the volume in Windows is set properly, you should hear a confirmation "tone" through the speakers.



Step # 4

Exiting the running software program

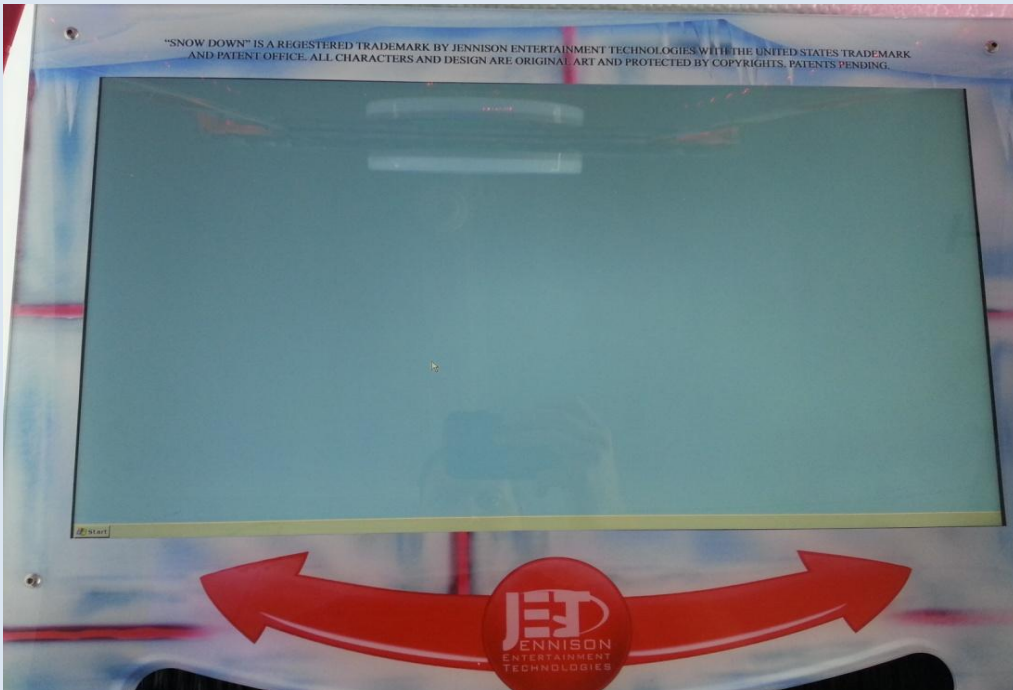
After the USB transmitter is installed into a USB port and you ensure that the keyboard and mouse are BOTH turned ON and connected. Push both the "ALT" and "F4" button on the keyboard at the SAME TIME. This will exit the Snow Down software and should take you to the Windows screen.



Step # 5

Viewing the Windows screen

After pushing the "ALT" and "F4" buttons at the same time, you should be viewing the Windows Desktop screen as shown in the picture to the right. The only open box should be the CPU temperature information (In Select Games). NOTE: In order to view the Windows Start icon, you must be viewing the monitor on Player # 1 (RED) side. You must also orient the mouse to be on the task bar at the bottom of the screen.

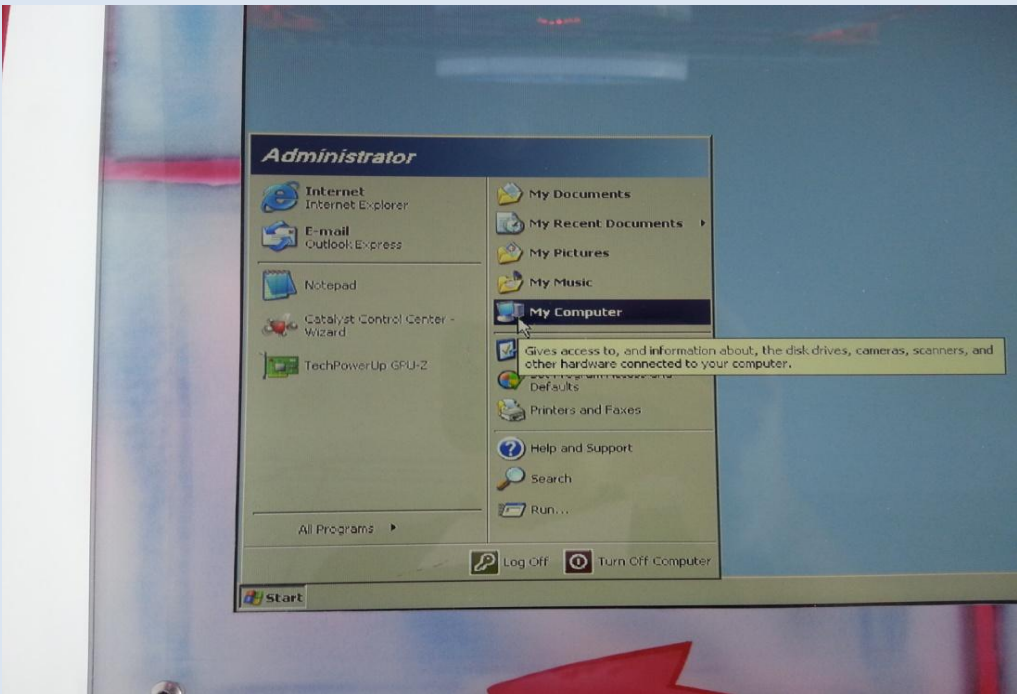


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 6

Locating the Snow Down configuration files

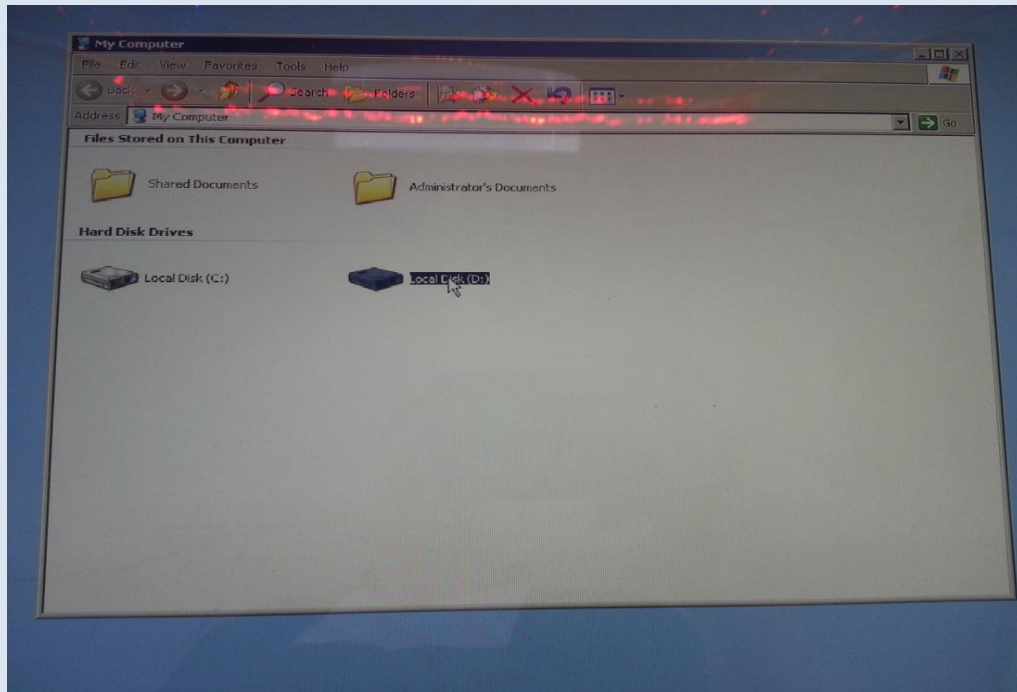
Click "START" and then "MY COMPUTER"



Step # 7

Locating the Snow Down configuration files

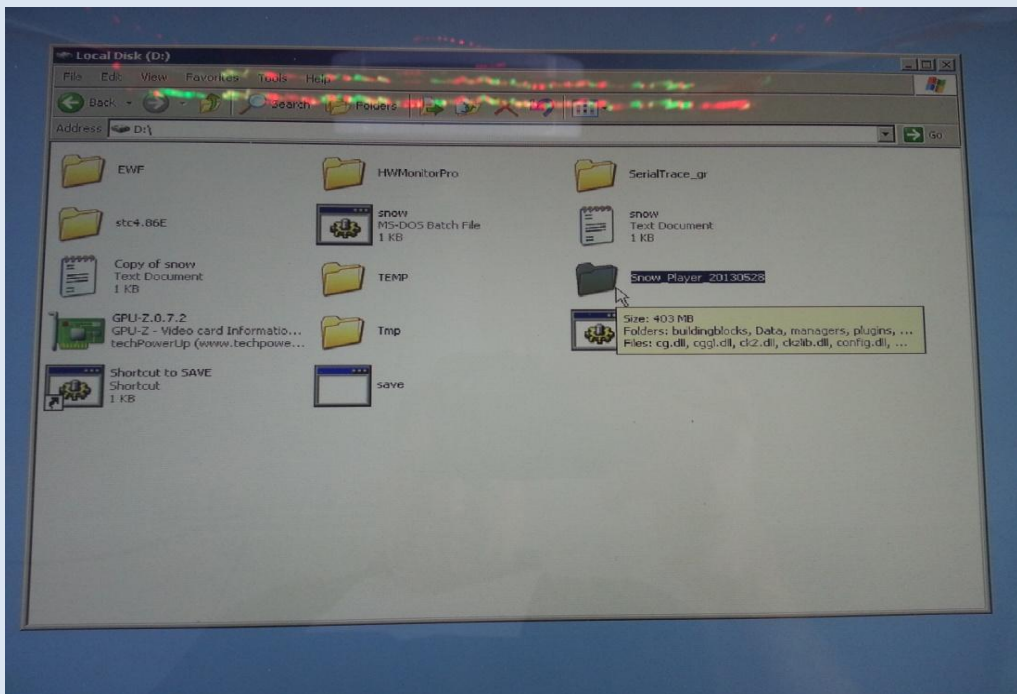
Under HARD DISK DRIVES - click" LOCAL DISCK (D:)"



Step # 8

Locating the Snow Down configuration files

In the D DRIVE - locate and open the "SNOW_PLAYER_20130528" folder. Please note that the name of this file may vary depending upon your software version and whether you have replaced the flash drive.

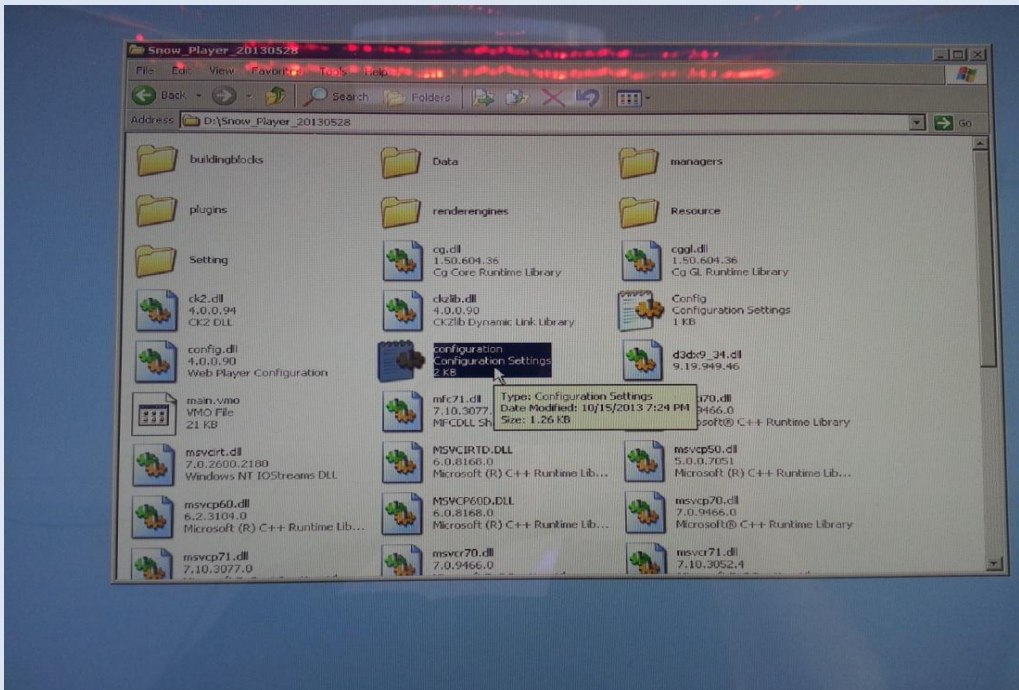


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 9

Viewing the files inside the Snow Down folder

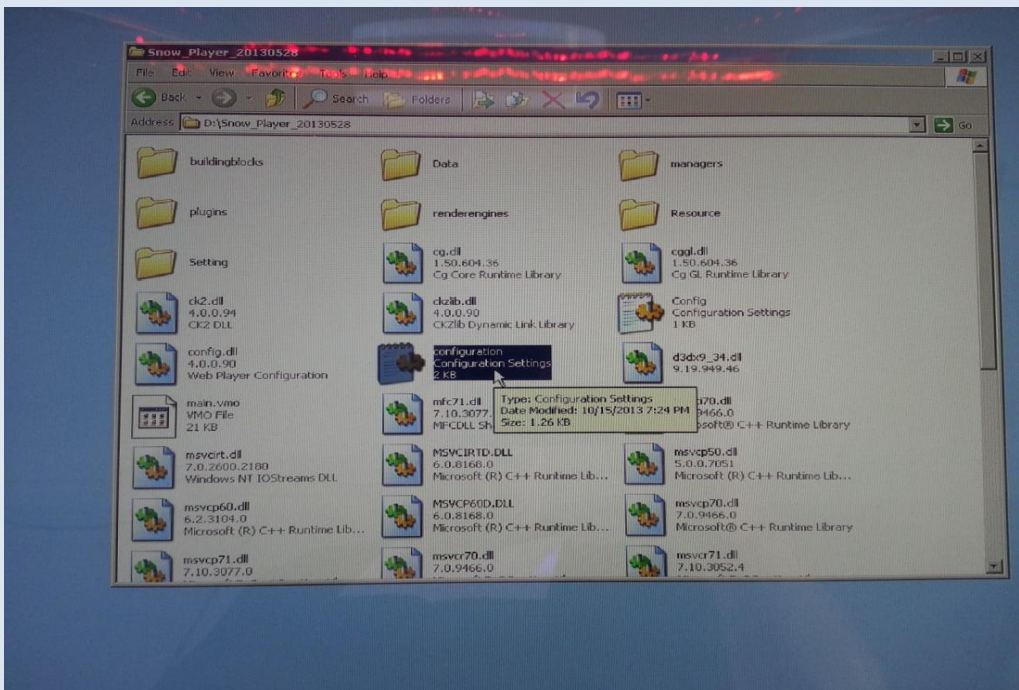
There are various files and folders inside the Snow Down program file. **DO NOT delete or modify any of the files inside this folder!** Making modifications to any files other than instructed below, will result in damage to links in the software which may result in voiding any warranties on the equipment, the inability to run the software, and the necessity of running a system recovery to restart the game properly.



Step # 10

Locating the Snow Down configuration file

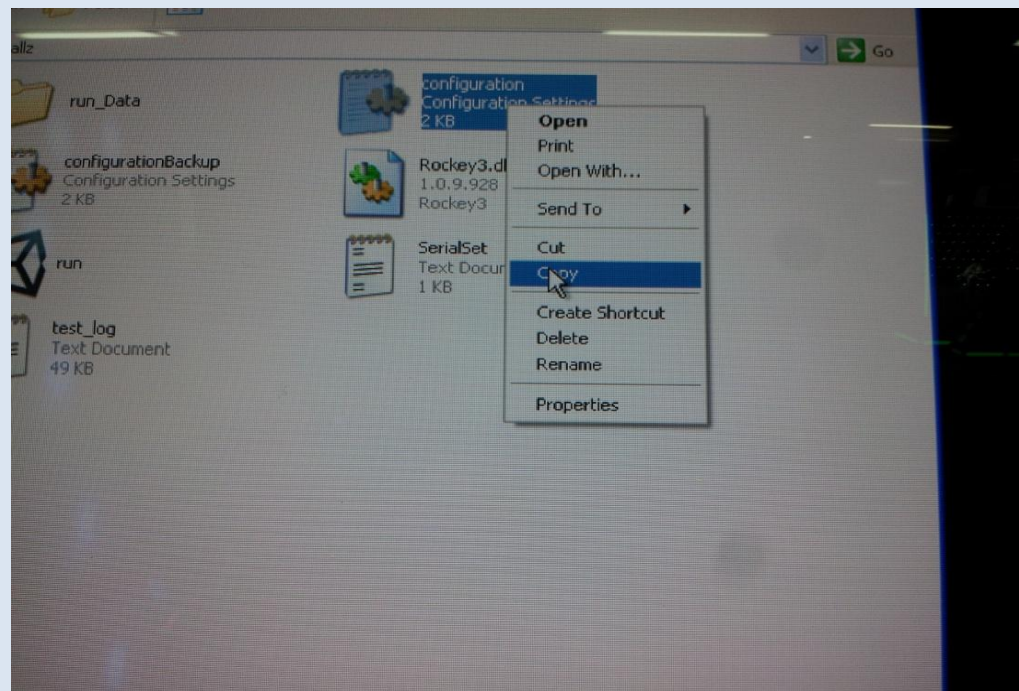
Inside the Snow Down folder, you will see several files including a file named "CONFIGURATION". This is the file that we want to modify in order to change the default values within the Snow Down menu. Because many features are linked to this file - any input of corrupt information or accidentally deleting values during a change will cause problems within the unit. Because of this, JET recommends that you COPY this file first before opening it.



Step # 11

Saving a copy of the configuration file

In order to undo any mistakes made during a file modification, we recommend that you copy the "CONFIGURATION" file to a different part of the hard disk. The best way to do this is to RIGHT CLICK on the CONFIGURATION file and then click COPY. Navigate to the Windows Desktop and PASTE the file to the Desktop. Keep this file here for future use if needed.



CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 12

Opening the configuration file

Navigate back to the Snow Down folder and then open the CONFIGURATION file. This file should open in NOTEPAD or a similar editing software. All values that can be modified in the Snow Down menu are written to this file. DO NOT change any of the settings above the SCORE STATE lines - Any modification to this data can and SHOULD be done from the Snow Down menu. It is recommended that you modify only the score state that is close to the approximate payout that you desire. In some extreme cases, you could modify all four score state values and then be able to make quick changes later from the system setup menu.

```
NumberOfPlaysperGame=1
;;; -ÖËÿxéÉèÖÅ
ScoreState=0
ScoreStateA0=50,10,100,10,500
ScoreStateA1=8,20,8,40,8
ScoreStateA2=20,4,10,4,20
ScoreStateA3=8,10,8,10,8
ScoreStateA4=4,8,10,4,8

ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
ScoreStateB2=10,20,10,30,10
ScoreStateB3=16,8,16,8,16
ScoreStateB4=6,10,8,6,10

ScoreStateC0=100,10,500,10,500
ScoreStateC1=10,50,10,40,10
ScoreStateC2=20,10,20,10,30
ScoreStateC3=10,16,10,16,10
ScoreStateC4=8,10,8,10,8

ScoreStateD0=100,250,500,100,1000
ScoreStateD1=30,40,50,30,40
ScoreStateD2=18,20,18,20,18
ScoreStateD3=12,14,16,12,14
ScoreStateD4=6,10,12,6,10

FAULT#1=START BUTTON SENSOR # 6 FAULTY
FAULT#2=REAR ACCESS DOOR OPEN
```

Step # 13

Viewing the SCORE STATE values A, B, C, & D

There are four different Score State settings that can be saved and then retrieved in the system menu. These are Score State A, Score State B, Score State C, and Score State D. The four of these score states and the factory programmed values can be edited in the Notepad file. Each score state has 5 different value sets. For example, setting B includes B0,B1,B3, & B4. **ONLY MODIFY THE NUMBER VALUES TO THE RIGHT OF THE EQUAL SIGN. DO NOT DELETE THE COMMA BETWEEN EACH NUMBER.** Setting 0 can be up to a four digit number - this is the bonus value. Setting 1-4 can only be a two digit value.

```
NumberOfPlaysperGame=1
;;; -ÖËÿxéÉèÖÅ
ScoreState=0
ScoreStateA0=50,10,100,10,500
ScoreStateA1=8,20,8,40,8
ScoreStateA2=20,4,10,4,20
ScoreStateA3=8,10,8,10,8
ScoreStateA4=4,8,10,4,8

ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
ScoreStateB2=10,20,10,30,10
ScoreStateB3=16,8,16,8,16
ScoreStateB4=6,10,8,6,10

ScoreStateC0=100,10,500,10,500
ScoreStateC1=10,50,10,40,10
ScoreStateC2=20,10,20,10,30
ScoreStateC3=10,16,10,16,10
ScoreStateC4=8,10,8,10,8

ScoreStateD0=100,250,500,100,1000
ScoreStateD1=30,40,50,30,40
ScoreStateD2=18,20,18,20,18
ScoreStateD3=12,14,16,12,14
ScoreStateD4=6,10,12,6,10

FAULT#1=START BUTTON SENSOR # 6 FAULTY
FAULT#2=REAR ACCESS DOOR OPEN
```

Step # 14

Score state values A

When you modify score state A in this configuration file, you will be modifying what appears later in the Snow Down System setup menu. To modify score State A - Locate the ScoreStateA0 - ScoreStateA4 lines. Only modify the five values to the right of the equals sign. To delete a value from one of the pre-programmed settings, place the mouse cursor to the right of the value you wish to change. Then delete the old number using the "BACKSPACE" button on the keypad and type in the desired number. Do not delete the comma between each number. Setting 0 can be up to a four digit number - this is the bonus value. Setting 1-4 can only be a two digit value.

```
BlizzardFeature=1
BlizzardLength=5
SnowDownFeature=1
NumberOfPlaysperGame=1

;;; -ÖËÿxéÉèÖÅ
ScoreState=0
ScoreStateA0=50,10,100,10,500
ScoreStateA1=8,20,8,40,8
ScoreStateA2=20,4,10,4,20
ScoreStateA3=8,10,8,10,8
ScoreStateA4=4,8,10,4,8

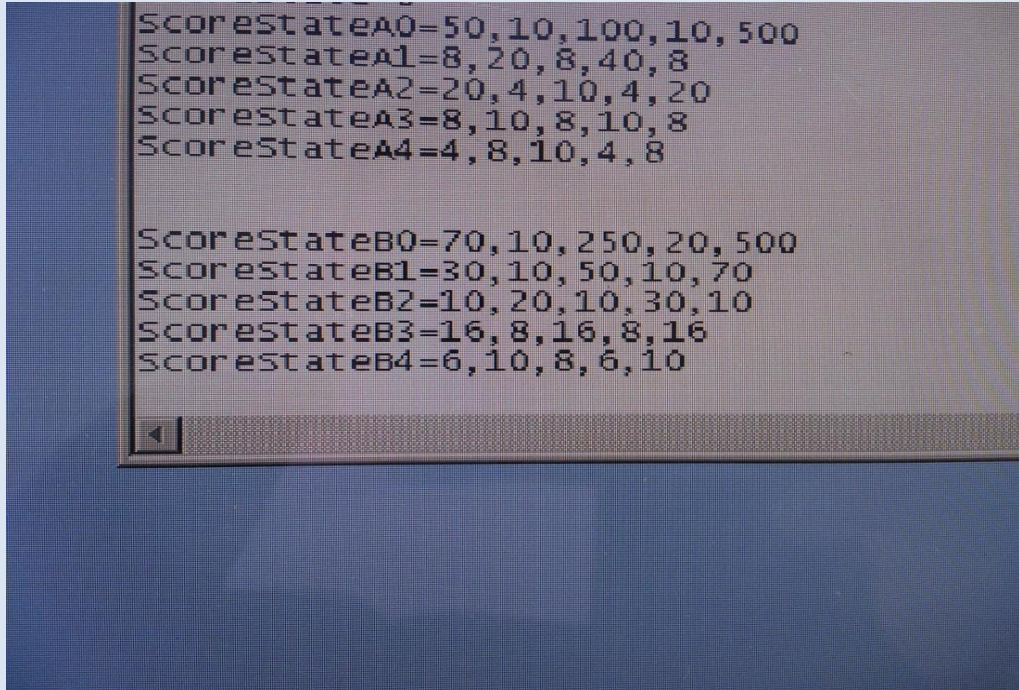
ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
```


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 15

Score state values B

When you modify score state B in this configuration file, you will be modifying what appears later in the Snow Down System setup menu. To modify score State B - Locate the ScoreStateB0 - ScoreStateB4 lines. Only modify the five values to the right of the equals sign. To delete a value from one of the pre-programmed settings, place the mouse cursor to the right of the value you wish to change. Then delete the old number using the "BACKSPACE" button on the keypad and type in the desired number. Do not delete the comma between each number. Setting 0 can be up to a four digit number - this is the bonus value. Setting 1-4 can only be a two digit value.



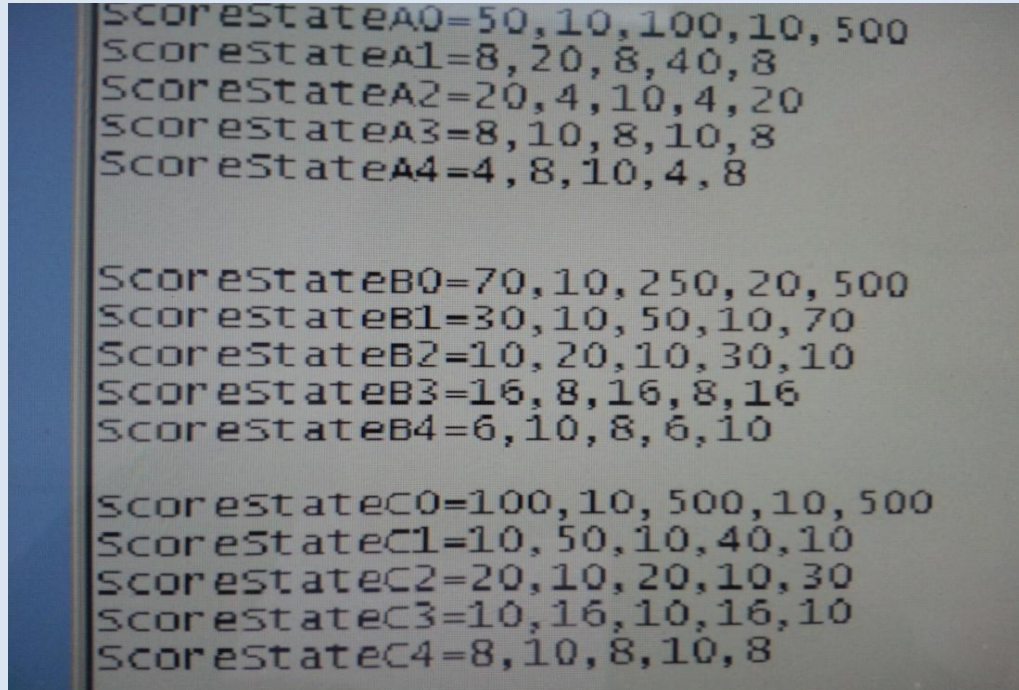
```
ScoreStateA0=50,10,100,10,500
ScoreStateA1=8,20,8,40,8
ScoreStateA2=20,4,10,4,20
ScoreStateA3=8,10,8,10,8
ScoreStateA4=4,8,10,4,8

ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
ScoreStateB2=10,20,10,30,10
ScoreStateB3=16,8,16,8,16
ScoreStateB4=6,10,8,6,10
```

Step # 16

Score state values C

When you modify score state C in this configuration file, you will be modifying what appears later in the Snow Down System setup menu. To modify score State C - Locate the ScoreStateC0 - ScoreStateC4 lines. Only modify the five values to the right of the equals sign. To delete a value from one of the pre-programmed settings, place the mouse cursor to the right of the value you wish to change. Then delete the old number using the "BACKSPACE" button on the keypad and type in the desired number. Do not delete the comma between each number. Setting 0 can be up to a four digit number - this is the bonus value. Setting 1-4 can only be a two digit value.



```
ScoreStateA0=50,10,100,10,500
ScoreStateA1=8,20,8,40,8
ScoreStateA2=20,4,10,4,20
ScoreStateA3=8,10,8,10,8
ScoreStateA4=4,8,10,4,8

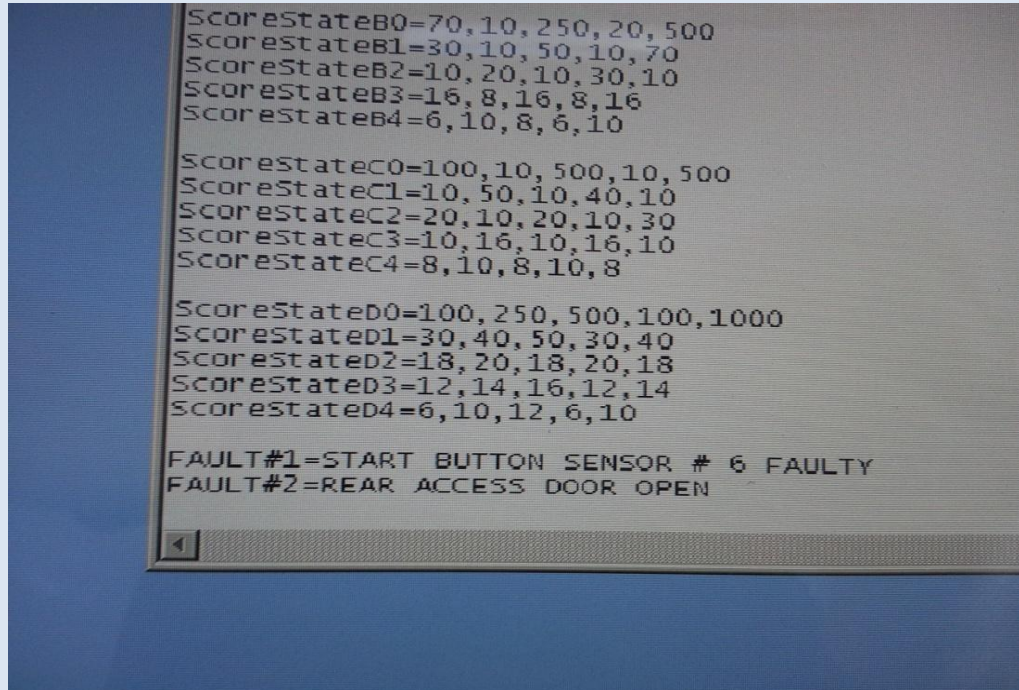
ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
ScoreStateB2=10,20,10,30,10
ScoreStateB3=16,8,16,8,16
ScoreStateB4=6,10,8,6,10

ScoreStateC0=100,10,500,10,500
ScoreStateC1=10,50,10,40,10
ScoreStateC2=20,10,20,10,30
ScoreStateC3=10,16,10,16,10
ScoreStateC4=8,10,8,10,8
```

Step # 17

Bonus score state values D

When you modify score state D in this configuration file, you will be modifying what appears later in the Snow Down System setup menu. To modify score State D - Locate the ScoreStateD0 - ScoreStateD4 lines. Only modify the five values to the right of the equals sign. To delete a value from one of the pre-programmed settings, place the mouse cursor to the right of the value you wish to change. Then delete the old number using the "BACKSPACE" button on the keypad and type in the desired number. Do not delete the comma between each number. Setting 0 can be up to a four digit number - this is the bonus value. Setting 1-4 can only be a two digit value.



```
ScoreStateB0=70,10,250,20,500
ScoreStateB1=30,10,50,10,70
ScoreStateB2=10,20,10,30,10
ScoreStateB3=16,8,16,8,16
ScoreStateB4=6,10,8,6,10

ScoreStateC0=100,10,500,10,500
ScoreStateC1=10,50,10,40,10
ScoreStateC2=20,10,20,10,30
ScoreStateC3=10,16,10,16,10
ScoreStateC4=8,10,8,10,8

ScoreStateD0=100,250,500,100,1000
ScoreStateD1=30,40,50,30,40
ScoreStateD2=18,20,18,20,18
ScoreStateD3=12,14,16,12,14
ScoreStateD4=6,10,12,6,10

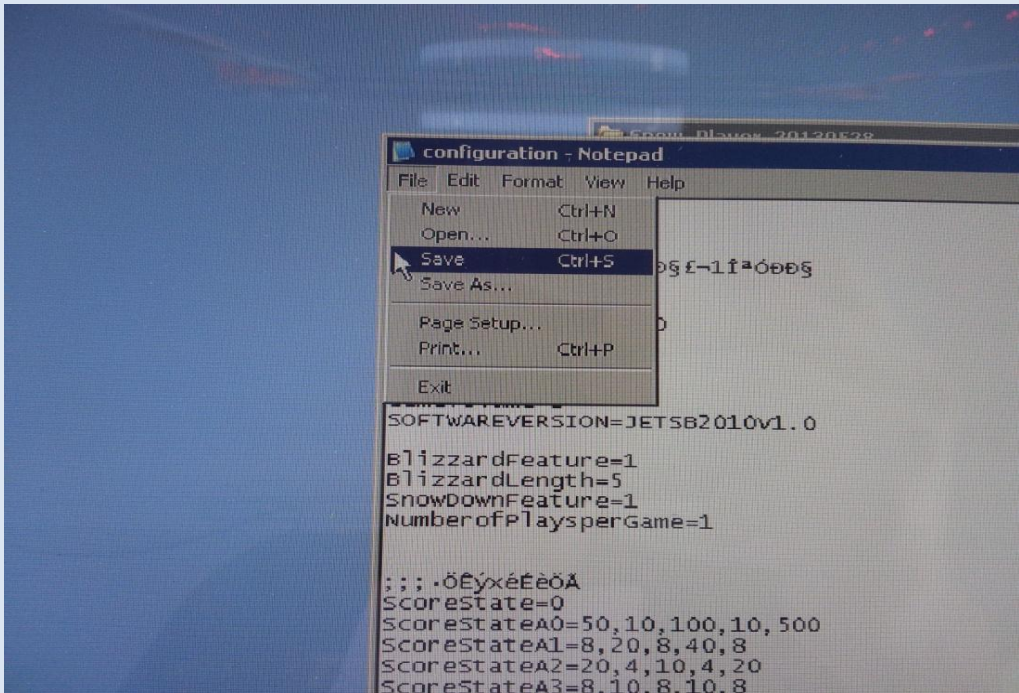
FAULT#1=START BUTTON SENSOR # 6 FAULTY
FAULT#2=REAR ACCESS DOOR OPEN
```


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 18

Saving the new information and changes

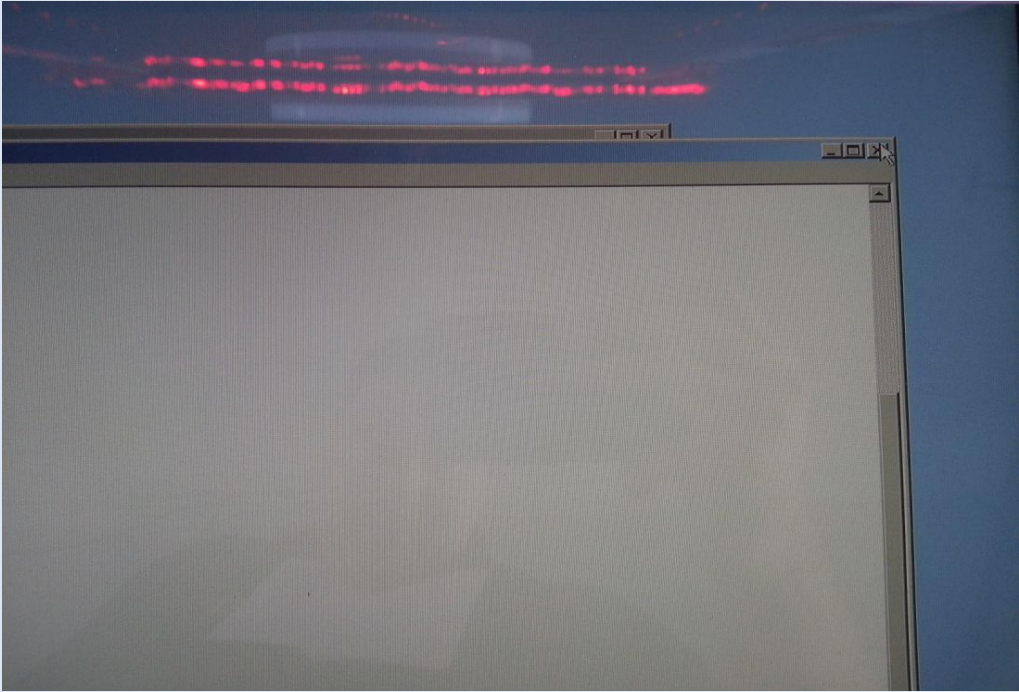
After you have changed all the desired values within each score state setting - you MUST save the file. Click "FILE" and then click "SAVE".



Step # 19

Closing the Notepad file

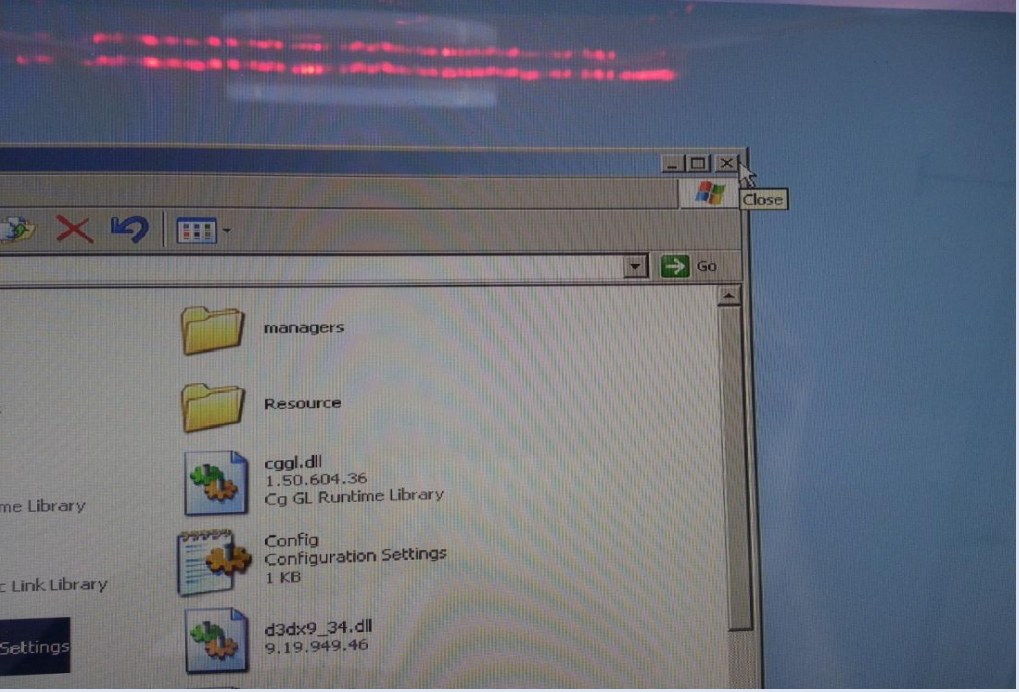
After saving the file, you may then click on the "X" in the top right corner of the window and close the Notepad file.



Step # 20

Closing the Snow Down system folder

After the Notepad file closes, click on the "X" of the "Snow_Down_20130528" folder to close it.



CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 21

Turning the game OFF

After all open dialog boxes have been closed in Windows, locate the game power switch and turn the game OFF.



Step # 22

Removing the transmitter

After you have turned the game OFF, remove the USB transmitter from the back of the computer.



Step # 23

Turning the game ON

After the transmitter has been removed and at least 45 seconds has elapsed from when the machine was shut down, turn the game back ON. NOTE: Please wait at least 45 seconds between turning the computer OFF and then turning it back ON - not doing so could damage the solid state drive.

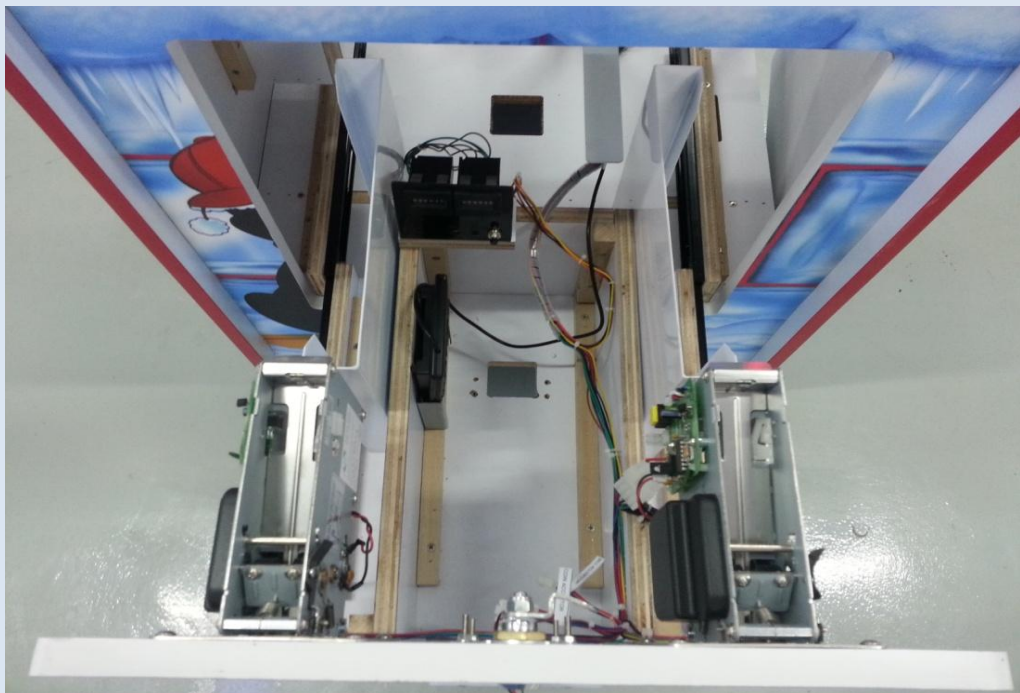


CHANGING INDIVIDUAL SCORE SEG DISPLAY VALUES

Step # 24

Entering the Snow Down system setup

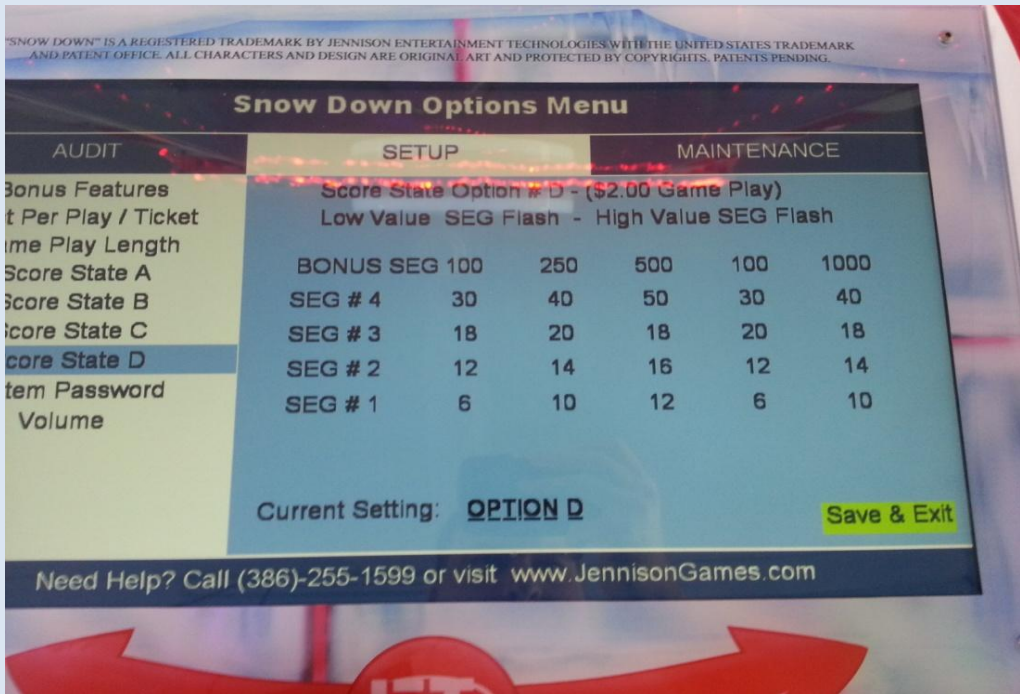
After the machine restarts, has entered the software mode, and has the software values displayed on the SEG displays - locate the keypad inside the Player # 1 (RED) ticket access door.



Step # 25

Confirming the changed values in the system setup menu

Push and HOLD the "+" button to enter the software and enter the appropriate password. Navigate to the SETUP screen and scroll down to the SCORE STATE selection screens. Verify that the values you entered above are now reflected under each score state A,B,C, & D. Choose the desired score state and select SAVE. After saving, push and hold the "-" button to exit the software.



Step # 26

Verifying the change in attract mode

The desired settings should now appear on the SEG displays after the machine completes its diagnostic startup procedure and links with the other side. The new bonus value will also display on the attract screen between the attraction video and JET Logo screens. NOTE: This process could take up to two minutes to complete.

