Arachnid® HotButton

There are three types of HotButtons: Operator Buttons, Player Buttons and Collector Buttons. All three HotButtons can be used with the Black Widow and Galaxy II dartboards.

Equipment And Software Requirements

Before continuing, please make sure the following requirements have been met:

⇨ Asset Manager version 1.1.457
⇨ Black Widow software version 3.12 Build 4975
⇨ Galaxy II software Build 2260
⇨ Button Reader Kit installed in Black Widow Part # 42027

⇨ 512 byte Player Button
Part #   41990 - Red
          41991 - Yellow

⇨ 8K Operator Button
Part #   41992 - Black

⇨ 512 byte Collector Button
Part #   41990 - Red
          41991 - Yellow

Features of the HotButton

The Arachnid HotButton has many operator selectable features that can be enabled through Asset Manager.

All HotButtons

⇨When in the dartboard's setup menu, any button can be used to enter the HotButton Menu

The Player Button

⇨Use of a player's name any time one is asked for
⇨Store game credits*
⇨Use game credits*
⇨Store promotions*

The Operator Button*

⇨Used to get to the Setup Menu*
⇨Save game settings*
⇨Read game settings

The Collector Button*

⇨Enter the Collectors Screen*

The features with an asterisk (*) are disabled by default. This is for security purposes. The Operator may enable these options using Asset Manager.

Enabling Features of the HotButton

To enable the various features of the HotButton you will need Asset Manager version 1.1.457

To be able to use the HotButton configuration in Asset Manager you must first enable the Add-In by going to the menu at the top of Asset Manager and selecting **Configure** | **Manage Add-Ins**. Make sure the *pgAButton* add-in is checked.
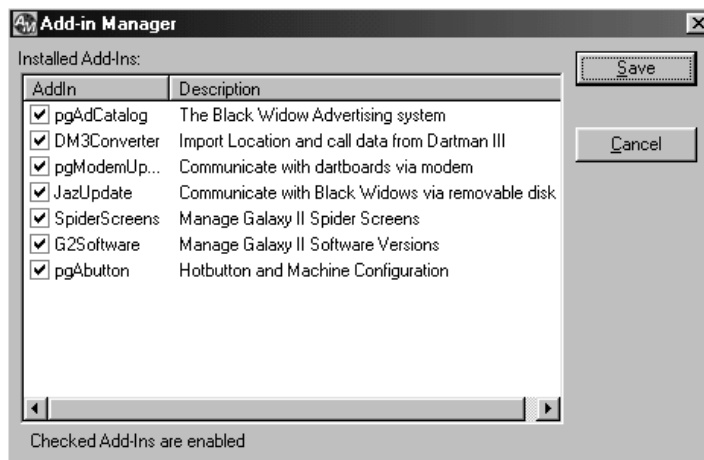
Navigating the "HotButton" screen

The HotButton set up screen is listed under the `Machine Configuration` task on the side task menu. Once this task has been selected, click **HotButton Setup**. From here there are two options, `Modify Operator Defaults` and `Customize a Location.`

By selecting `Modify Operator Defaults` the operator will be able to set the default value for every option used for the HotButton such as credit duration and promotions.
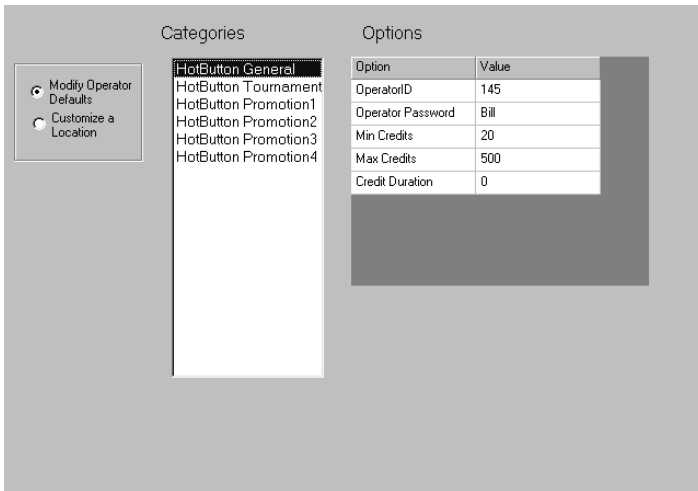
Selecting `Customize a Location` will let the operator modify specific locations. Any location that has not been customized will get the default settings set up by the operator. The `Customize a Location` feature does not work with Zip disk updates. All updates done via Zip disk will get the default settings.
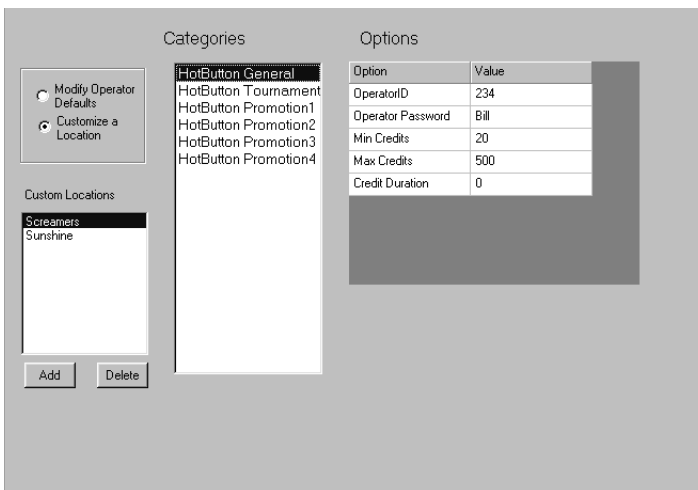

HotButton Options

This is where the options can be set for the HotButton. To open the options area select the category that you wish to view settings for (i.e., HotButton General).

The *Operator ID* will be generated by Asset Manager and is editable. You can change the *Operator Password* (also automatically generated the first time), minimum number of credits that can be purchased for the HotButton, the maximum credits that you want to allow on the HotButton, and the numbers of days

before credits on the HotButton are no longer valid.
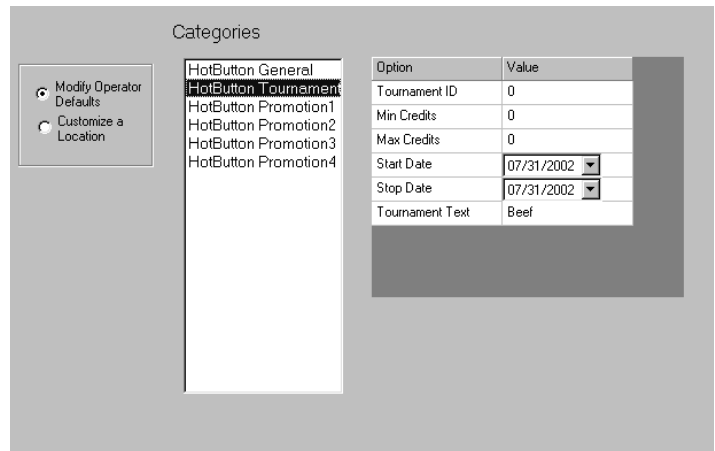
Credits will expire unless you buy at least the minimum amount of credits once during the credit duration period. Expired credits cannot be reused and the button must be reformatted to put more credits on it. It is up to the operator whether these credits can be refunded. If the credit duration period is set to zero, HotButton credits will never expire.

HotButton Tournament lets an operator set up a HotButton tournament. The operator can set the Tournament ID (so the players in the tournament are recognized by the dart machines), the Minimum/Maximum credits allowed, and the dates during which the tournament will be played. The operator must enter a name (letters and numbers only) for the tournament by typing it in the Tournament Text area. The credits specified here are credits to use in the tournament only and do not affect or mix with credits the player has on their HotButton from before.
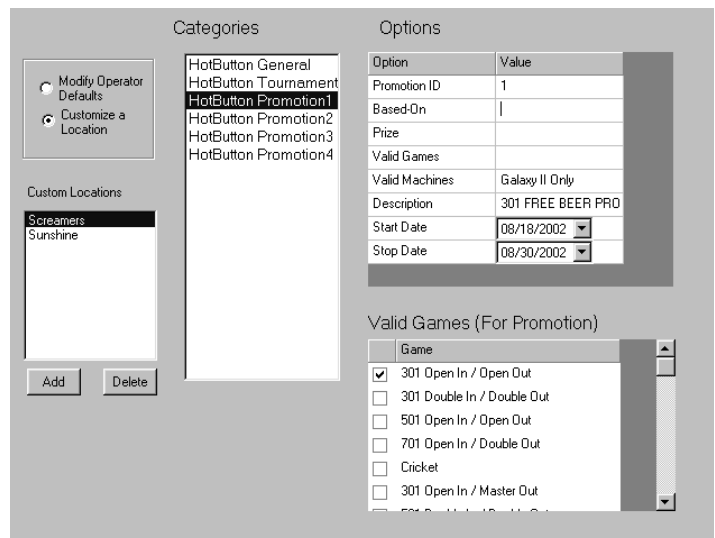
The first time a player uses their HotButton at a tournament, the dartboard will ask if they want to change to the current tournament (or do so automatically if they've never used the button in a tournament). If the player selects YES, the tournament credits will be set to zero. They may then add credits as usual. After the tournament (or when using the HotButton on a machine that isn't part of the tournament), credits will revert back to their normal count instead of showing tournament credits.

Note:If the player does not choose to convert his/her HotButton to the current tournament, they will not be allowed to purchase or spend credits at the tournament.

HotButton Promotion lets an operator set up various promotions (i.e., play Cricket and win a free hat). The operator can set the Promotion ID, which games are to be used (check boxes below), valid machines (Black Widow, Galaxy II or both), Start/Stop Dates and a brief Description of the promotion. The items Based-On and Prize are for future use.

Note: A promotion cannot have the same Operator ID as any other currently running promotion.

To select valid games for the promotion select the appropriate games in the *Valid Games* section under HotButton Promotions. If you do not select any games, it will not be possible for the players to accumulate credit for that promotion. Be aware that some games (double header) are not available on the Galaxy II.

Each time the player uses his HotButton to play a promotional game, the count on the HotButton will be incremented. The player will not get credit for playing the game unless they insert their name during the game using the HotButton. Simply using credits will NOT increment the counter, the name must be inserted.

At any time during the promotion, the HotButton can be touched to a game and read to find out how many "points" that player has. Simply use the HotButton to enter the Player Button Menu, and it will show you a count of valid promotions on the HotButton that the player has at least 1 "point" for. After all buttons are read, the winner can be determined.

Sending the HotButton Configuration to the dartboards

Sending the HotButton Configuration to the dartboards is the same as sending any option in Asset Manager. While in the appropriate screen (i.e., `Removable Disk` or `Modem Communications`) select *HotButton Machine Configuration* and send that file along with the other options.

Using the HotButton

In the sections below you will learn how to format and use the three types of HotButtons.
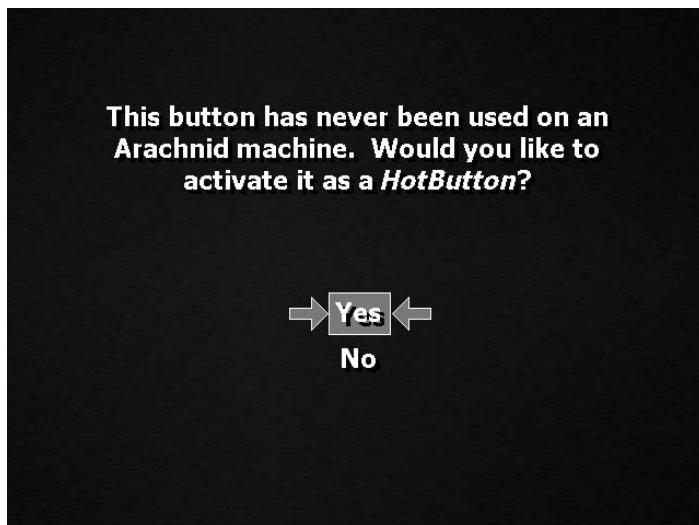
Player Button

Each Player Button can store the player name, credits, promotions (i.e., play 25 games and win a free hat) and tournament information. The Player Button can be used anywhere a dartboard asks for player information.

Using the HotButton to insert the player name on a Galaxy II (above) and a Black Widow (below).

**Player Format HotButton Screen
Galaxy II below - Black Widow left**

Note: Credits are disabled by default. To enable credits the Min Credits, Max Credits and Credit duration must be entered in the Asset Manager HotButton Configuration menu.

Formatting a Player Button

In order to format a Player Button from "Attract Mode" or the "Main Menu" place a HotButton on the HotButton Reader.

1. If the dartboard detects that this is a new HotButton, it will ask if you wish to convert the HotButton to a Player Button.

2. Select **YES** to bring up the "Enter Player Name" screen.

3. Enter a player name (at least two letters or numbers) and apply the HotButton to begin formatting.

4. After formatting is complete, the "Player Button Menu" will appear.

5. Select **EXIT**

Enter Player Name Screen
Galaxy II above - Black Widow below

If the operator needs to reformat a Player Button for some reason, or if he wishes to create one, he may do so from the HotButton Setup Menu. To get to the HotButton Setup Menu the operator must be in the dartboard Setup Menu.

1. Place any HotButton in the HotButton Reader and the "HotButton Setup Menu" will appear.

2. Select **Create New Player Button.** (On the Galaxy II there will be an extra selection on the HotButton Setup Screen called **Create Button.** Selecting this

will open the Button creation screen).

3. Enter the players name using the dartboard as shown on the screen.

4. Hold the HotButton you are going to use as the Player Button on the HotButton Reader.

5. The machine will then format the HotButton for use as a Player Button.

6. At the end of the format process, a completion message will be displayed.

7. Select `CONTINUE`.

After the Player Button is made exit out of the Setup Menu.

Opening the Player Menu

The Player Menu is where a player may edit his/her name, buy credits, check on the promotions he/she signed up for and the tournaments they might be in.

As long as you are in "Attract Mode" or "The Main Menu" you can get to the "Player HotButton Menu".

To get into the Player Menu, place the Player Button on the HotButton Reader for a few seconds while in "Attract Mode" or the "Main Menu" and the Player Menu will open.

Buying credits on the Player Button

In the Player Menu you can assign credits to a Player Button. If the current number of credits plus the minimum number of credits is greater than the maximum number allowed, then the player cannot buy credits.

Example: If the max credits is 100 and the minimum number to purchase is 20, then the player with 81 credits on his button cannot buy credits. (81+20=101)

Note: When buying credits on the Black Widow, ALL money inserted will automatically go to the side the Buy Credits screen is on. Only one Buy Credits Screen can be entered at one time.

1. Select **Buy Credits**, then insert the number of quarters equaling the number of credits you want.

a. The minimum amount of credits you can buy is operator configurable.

b. The maximum number of credits you can store on the HotButton is dependent on the operator.

2. Place your Player Button on the button reader when you are finished.

Buying Credits Screen
Galaxy II below - Black Widow above
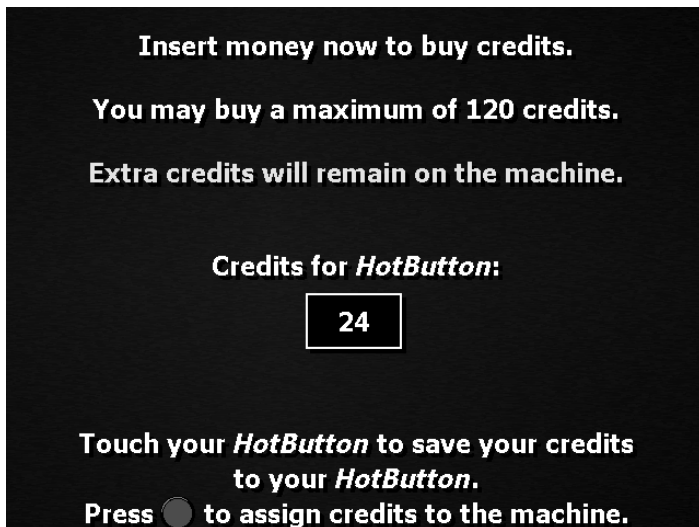
Note: Unless the credit duration was set to zero, the credits stored in this manner will not be useable after a number of days specified by the Operator.

<u>Spending credits from the Player Button</u>

On the pre-game screen, when the dartboard asks for credits to play a game, the player holds his Player Button on the Button Reader. The dartboard will then transfer a number of credits needed for one number (not player) to play the game selected. Then the dartboard will tell the player how many are left on his HotButton.

Touching the Player Button to the HotButton Reader again will transfer more credits to the dartboard. (i.e., if you are playing a game of 301 open/out, which costs 2 credits, holding the Player Button on the Button Reader once will take off 2 credits. Placing the Player Button back on the Button Reader while in the same screen will take an additional 2 credits off.)

The dartboard will only take off a number of credits needed to play the game. (i.e., if there is on one credit on the machine and you need 2 credits to play, the dartboard will only transfer 1 credit.)

<u>Using the Player Button in leagues</u>

The Player Button is also very useful for leagues because it can be used to input team fees into the machines.

1. On the team fees collection screen you can use the Player Button instead of inserting money.

Note: If the league is playing on a Black Widow, then apply the player Button to the side that the league is currently playing on.

2. Each application of the Player Button will remove enough credits for one player's team fees. (i.e., if the player wished to pay for another players team fees, placing his HotButton back on the HotButton Reader will take off another amount equal to the team fees needed) This works like spending credits for a game. (i.e., If the dues are 10 credits and the machine already has 5 credits, then the button will transfer 5 credits). If you are using cash to pay part of the dues please insert this first.

<u>Substitutes</u>

The player button can also be used to enter new substitutes in league mode. After choosing new substitutes in the sub menu, apply the appropriate player button on the name input screen. The machine will use the name on the button.
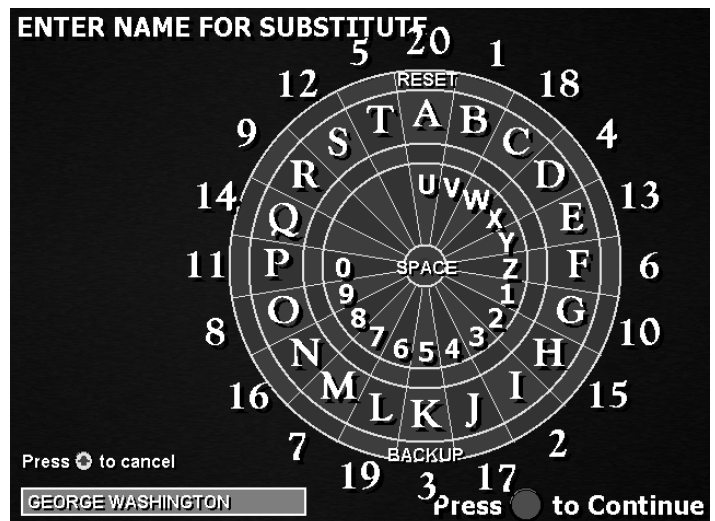
Using HotButton for
name of substitute on Galaxy II

<u>Using the Player Name</u>

Whenever there is a screen to enter a name, you can use the Player Button. This includes operator password fields. Meaning an operator could use a Player Button, which has the password as the name, on new dartboards needing a password or on dartboards asking for a password.

<u>Other Player Button Concerns</u>

The Player Buttons will work on any dartboard. However only the player name will work on another Operators dartboards. The only exception to this is during a tournament. During a tournament the player may only spend tournament credits using his Player Button.

Operator Button

An Operator Button is used to go directly to the "Setup Menu" on the dartboards. It can also be used to transfer game setup information from one dartboard to another.

Note: Operator Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the Asset Manager HotButton Configuration menu.

Formatting an Operator Button

In order to format an Operator Button the operator must be in the Setup Menu.

1. Place any HotButton on the HotButton Reader and the "HotButton Setup Menu" will appear.

2. Select **Create New Operator Button** (On the Galaxy II there will be an extra selection on the HotButton Setup Screen called **Create Button**. Select this before following these instructions. This will open the Button creation screen).

3. Enter the correct Operator Password using the darthead as shown on the screen and select **DONE**.

Note: It is important to have the same operator ID and password for all locations on the route or the Operator Button will not work properly. If there are different passwords for each location, each

4. Hold the Operator Button on the HotButton Reader. The machine will then format the Operator Button.

5. At the end of the format process, a completion message will be displayed.

6. Select **CONTINUE**.

**Storing and transferring settings with the Operator Button**

It is possible to transfer game settings from one machine to any other machine, either Black Widow or Galaxy II.

To store game settings on an Operator Button please follow the instructions below.

1. Select **Write Game Settings to HotButton**.

2. Enter the correct Operator Password.

3. Hold the Operator Button on the Button Reader and select **DONE**.

4. After the game settings have been written to the Operator Button a message will appear telling you that it is done. Select **CONTINUE**.

To read game settings from an Operator Button please follow these instructions.

1. Select **Read settings from a HotButton.**

2. Hold the Operator Button on the button reader. The dartboard will read the game information from the button.

3. When this is done, there will be a message telling you it is finished, and then select **CONTINUE**.
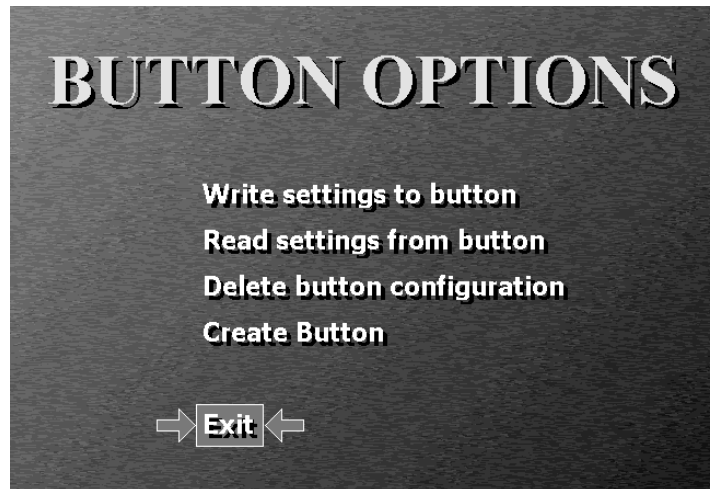
Operator Button Screen
Galaxy II above - Black Widow below

The same Operator Button can be used on every machine, as long as the Operator Password is the same at each location.

Collector Button

The Collector Button is unique because its sole purpose is to show the "Credits Collection Screen". This screen is used to show operators, collectors and bar owners how the credits affect their money in the machine and their share of the profits. No information is transferred to the Collector Button. It is just used to display the "Collectors Screen".

Note: Collector Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the Asset Manager HotButton Configuration menu.

Formatting a Collector Button

In order to format a Collector Button the operator must be in the "Setup Menu".

1. Place any HotButton in the HotButton Reader and the "HotButton Setup Menu" will appear.

2. Select **Create New Collector Button** (On the Galaxy II there will be an extra selection on the HotButton Setup Screen called **Create Button**. Select this before following these instructions. This will open the Button creation screen).

3. Enter the correct Operator Password using the dartboard as shown on the screen and select **DONE**.

Note: It is important to have the same Operator ID and Operator Password for all locations on the route or the Collector Button will not work properly. If you have different passwords for each location on a route, each location will require a different Collector Button.

4. Hold the HotButton you are going to use as the Collector Button on the HotButton Reader. The machine will then format the HotButton for use as a Collector Button.

5. At the end of the format process, a completion message will be displayed.

6. Select **CONTINUE**

Viewing financial information with the Collector Button

To go into the "Credit Collection Screen" you must be in attract mode or the main menu. On the Black Widows there cannot be a game in progress on either side.

1. Hold the Collector Button on the reader until the "Credits Collection Screen" appears.

2. To exit this mode select **CONTINUE** on the Galaxy II and **CANCEL** on the Black Widows.
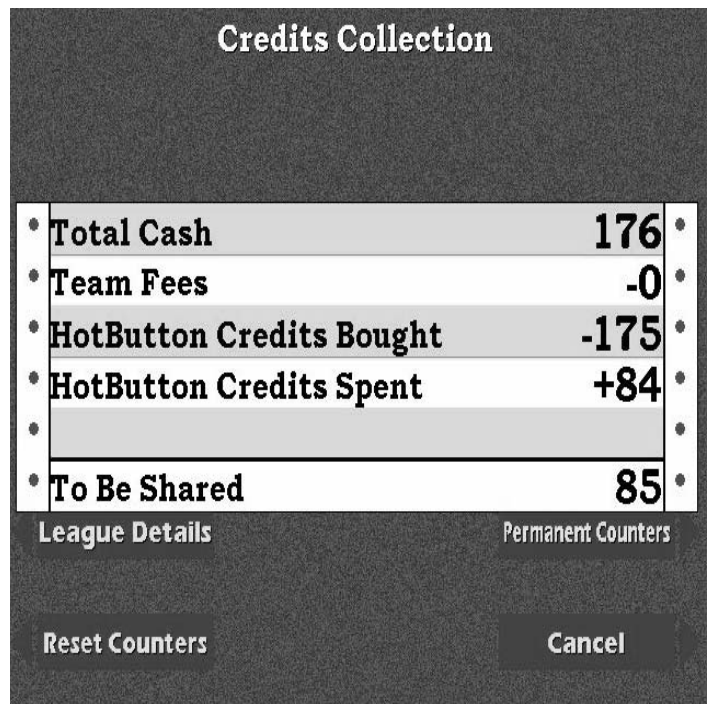
Accounting Information

The "Credit Collection Screen" shows the physical amount cash in the machine, the amount of money used for team fees, and if applicable the HotButton credits bought/spent. This screen can be accessed through the Setup Menu as well as through the use of a Collector Button.

Viewing to the "Credit Collection Screen"

To view the "Credit Collection Screen" with the Collector Button follow the instructions above in the section titled "Viewing financial information with the Collector Button".

To view the "Credit Collection Screen" from the Setup Menu, without the Collector Button, please follow these instructions.

**Credit Collection Screen
for the Black Widow**

From the Black Widow Setup Menu:

1. Select **Setup**

2. Next select **League Stats, Popularity & Credit Reports**

3. Then select **Credit Reports**

4. Finally select **Credits Collection Screen**

From the Galaxy II Setup Menu:

1. Select **Popularity Menu**

2. Select **Credits Report**

Terms of the "Credit Collection Screen"

On the "Credit Collection Screen" there are a few terms that need defining.

Total Cash is the total amount of actual REAL money put on the machine. This REAL money includes physical money (coins, dollars) put into the machine. This also includes team fees if the were physically put into the machine. This total is not affected by the HotButton.

HotButton Credits Spent is the number of credits that were put on the machine with the HotButton. This includes credits spent on games and team fees.

HotButton Credits Bought is the total number credits transferred to a HotButton either by using machine credits or inserting money into the machine.

Team Fees is the total number of credits used for team fees. This includes both HotButton credits used for team fees and actual physical money used for team fees.

To be Shared (Split) is the amount of money to be shared between the operator and the location owner. This number is the result of adding, or subtracting if necessary, the other counters. This number can be more than the amount of Total Cash on the machine, especially if HotButtons are being used.

Navigating the "Credit Collections Screen"

Navigating the "Credit Collections Screen" is different on the Black Widow than it is on the Galaxy II.

Black Widow

On the Black Widow there will be four options to select, League Details, Permanent Counters, Reset Counters and Cancel.

League Details shows a detailed list of team fees paid. This list includes the league name, team name, date, time and the amount they paid. This option will only be available if any team fees have been used on this machine since the last time credit counters were set.

Permanent Counters shows the Permanent Game Credits (cash) and Permanent Team Fee counters. These numbers include HotButton credits. If the HotButton was used for game credits, they will be entered in the Permanent Game Credits counter. If the HotButton was used to pay team fees, they will be entered in the Permanent Team Fees counters. These numbers can never be reset.

Reset Counters will reset all temporary, not Permanent Counters, on the "Credit Collections Screen" to zero. Because they are zero, the two HotButton counters and the League Details option will disappear.

Cancel will close this screen and send you back to the screen you entered the "Credit Collections Screen" from.

Galaxy II

On the Galaxy II there are two options on the main "Credit Collections Screen", Clear and Continue.

Clear will clear the temporary counters.

Continue will open the next screen.

The next screen shows the Temporary and Permanent Counters for **Team Fees**, **Game Credits** and **Total Credits**. This screen also has the Clear and Continue options. If the previous screen has already been cleared then the temporary counters here will be zero as well.

Team Fees is the cash, HotButton or physical, used to pay for team fees.

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CREDITS COLLECTION

Total Cash In Machine	433	
HotButton Credits Bought	-24	
Team Fees	-96	
To be split	313	

Press ⬆ to Clear Counters
Press ⬤ to continue

Credit Collection Screen
for the Galaxy II

Game Credits is the cash, HotButton or physical, used to pay for games played on the Galaxy II.

Total Credits is the total amount of Team Fees and Game Credits added together.