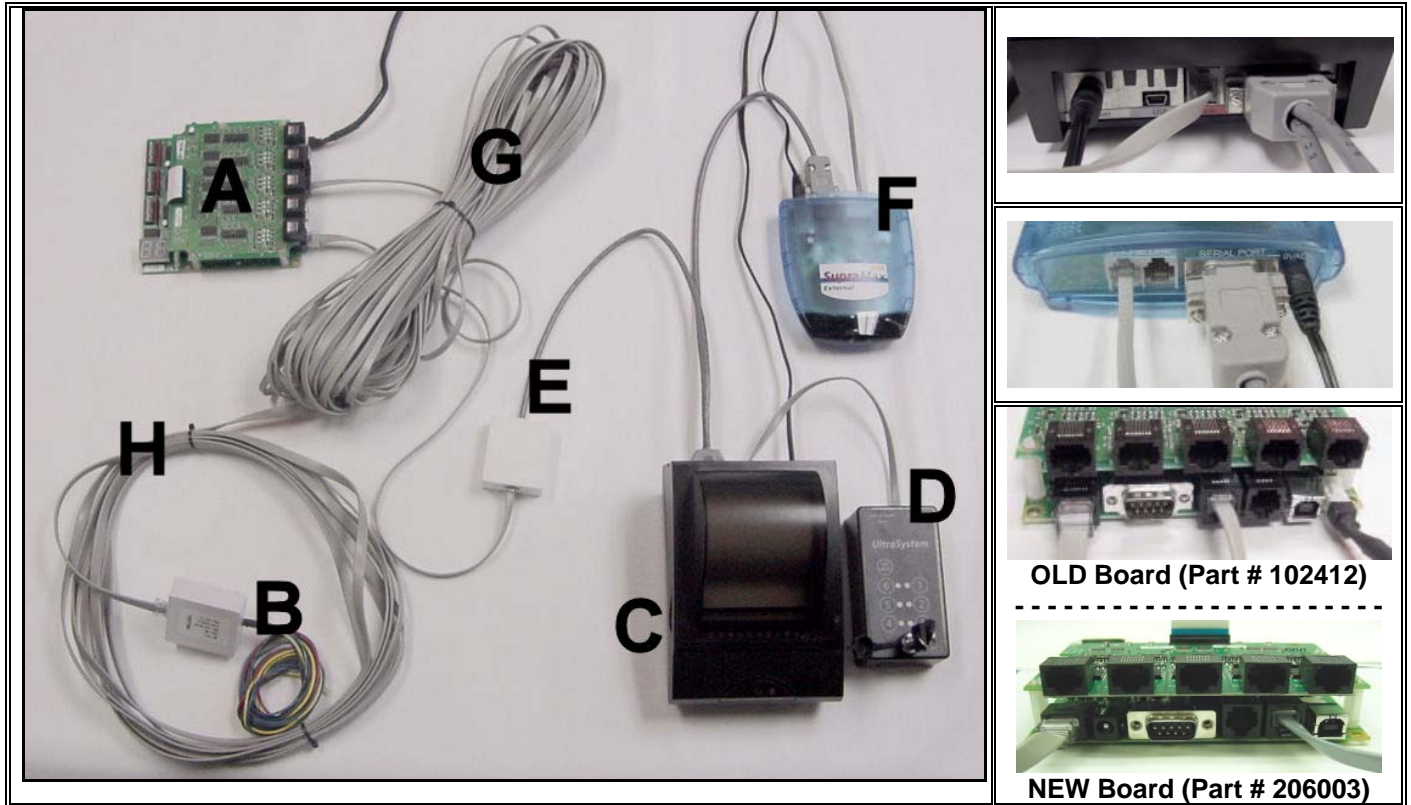


Quick Setup guide for the Nanoptix Ultra System



1. Shut down all gaming terminals
2. Remove Ultra Board (A) from packaging and mount inside gaming terminal (closest to the bar or counter) using enclosed mounting screws and spacers
3. – Using OLD Board: Connect the Ultra Board's (A) power input harness to the gaming terminal's 5VDC supply using enclosed crimps or other appropriate connection hardware
– Using NEW Board: Ultra Board is powered through game port 1 (use of external power is optional)
4. Mount break-out-boxes (B) inside every gaming terminal that will be monitored (up to a maximum of 6 gaming terminal per Ultra Board)
5. Each break-out-box is to be connected to each gaming terminal as follows:
 - Attach the **black wire (GND)** from the break-out-box to the *ground connection* of the gaming terminal's power supply using the enclosed crimps or other appropriate connection hardware
 - Attach the **red wire (SUPPLY VOLTAGE)** from the break-out-box to the **+5 VDC** of the gaming terminal's power supply using the enclosed crimps or other appropriate connection hardware
 - Attach the **yellow wire (CREDITS IN)** from the break-out-box to the gaming terminal's "credits out" hard meter using the enclosed crimps
 - Attach the **blue wire (FORCE CASHOUT)** from the break-out-box to the gaming terminal's "knock off" button using the enclosed crimps
 - Attach the **green wire (COIN 1 IN)** from the break-out-box to the gaming terminal's "credits in" hard meter or directly to the coin mech, bill acceptor, etc. using the enclosed crimps
6. Connect each break-out-box to the Ultra Board using cable(s) (G) (RJ45 to RJ45)
7. Install Spill Proof printer at the bar or counter area (for further info consult the Spill Proof Printer Owner's Manual)
8. Connect the control box (D) to the spill proof printer through the attached RJ11 ended cable
9. Connect the DB15 end of "Y cable" (E) to the Spill Proof printer
10. Connect the DB9 end of the "Y cable" (E) to the modem (F) (Optional)
11. Connect the "white box end" of the "Y cable" (E) to one end of RS485 cable (G)
12. Connect the other end of RS485 cable (G) to either of the 2 RJ11 connector situated on the Ultra Board (A)
13. Power ON the Spill Proof printer (C) with paper loaded
14. Turn ON all gaming terminals, if the installation was completed correctly, within 5 seconds a power on ticket will be printed from the spill proof printer. If not, go back to step 1 and verify the installation