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PARTS SALES & TECHNICAL SUPPORT

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TO: Parts & Service Managers

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Disney **PIRATES of the CARIBBEAN**   ♠ **WORLD POKER TOUR™**

SUBJ: FYI : How To Update Your Game Code
(S.A.M. System Games World Poker Tour, Pirates of the Caribbean and future ...)

Page 2 is a helpful instruction sheet for updating / backing-up game code for first timer's who are not yet familiar with our new game system. Please print and post in your tech labs.

*Note: Updating your code requires the that the backglass is removed. As the power must be on to update or backup your game code, always use great care not to touch any power supply connections. Ensure the **BOOT FLASH EPROM** is present and is seated properly.   The Boot Flash ePROM is located on the middle right side of the board. Always check that all connectors are seated properly as well.*

1. Currently, to access the **UPDATE & BACK-UP MENUS** you must change the 8-Position Dip Switch (push #8 to 'ON'). *The Dip Switch is located on the lower left side of the CPU/Sound Board (S.A.M. System).*

2. Then, the **RESET BUTTON** must be pressed. *The Reset Button is located on the upper left side of the CPU/Sound Board. Powering the game off and on via the toggle switch resets the game as well.*

3. Insert your **MEMORY STICK** into the port as requested on the Dot Display. *The USB 1.1 Compatible Port is located on the upper right edge of the CPU/Sound Board.* **Press the Black Button (Coin Door), then follow the on-screen prompts.**
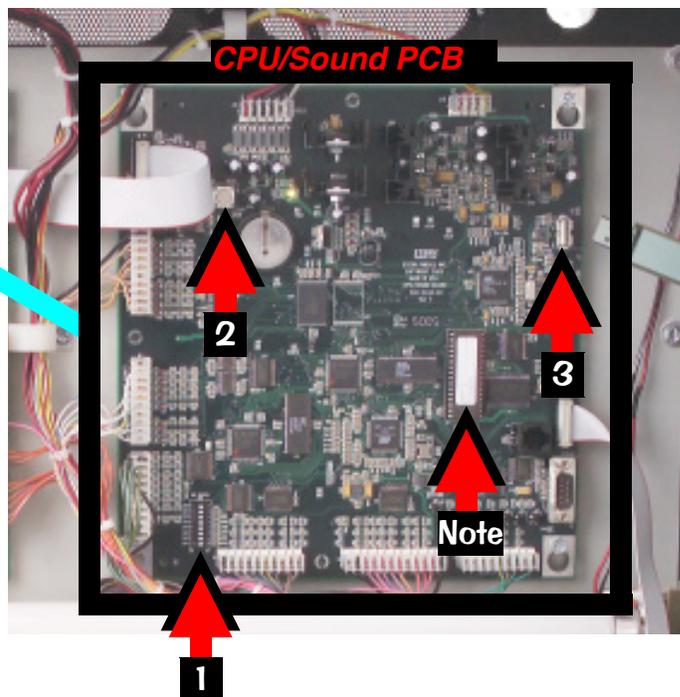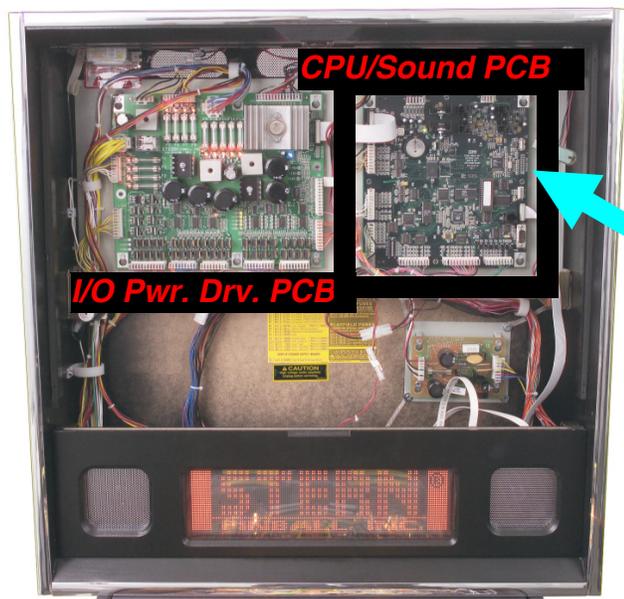
Please phone or eMail with any questions or comments to the below address.

HOW TO UPDATE YOUR GAME CODE FOR THE NEW S.A.M. SYSTEM

USB 1.1 Compatible Memory Sticks (aka Thumb, Flash *or* Jump Drives) up to 128MB *will work with our system.*
S.A.M. System compatible, tested & SPI approved USB Memory Sticks 128MB
available through your local distributor: Ask for **SPI Part Number 970-0128-00**
* *to get the Memory Stick with the latest* **Game Code** *copied to it, add "***add game name***" to above part number.*

STYLE, COLOR, SIZE AND MANUFACTURER SUBJECT TO CHANGE.

Game Code is subject to change. Update this game with the latest code downloaded from our website, from another game *or* order through your local distributor *(use SPI PN + name above)*.

Upon power-up the display will describe the version of code installed in your game. When directed to do so (via Service Bulletin or website announcement) you will need to update your code ... with the **BOOT FLASH EPROM*** installed, **here's how:**

Press 🔘 **SELECT** for **SERVICE MENU** -01F
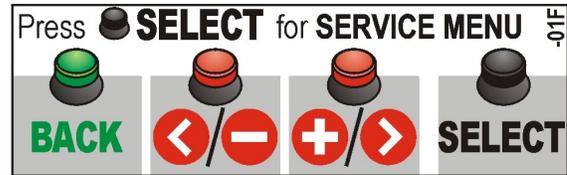
BACK	◀/➖ ➕/▶	SELECT
● **Green Button** Press to **Escape Back** (or **Exit**).	●● **Red Buttons** Press to move **< Left , Right >.** Press to **– Decrease** *or* **+ Increase** values *or* to change settings.	● **Black Button** Press to **Enter Select** (or **'OK'**).

STEP 1   Open the Back Box and locate the **8-Position Dip Switch** *(SW1 on the CPU/Sound Board)*.

STEP 2   Switch Dip Switch **#8** to **'ON'**.
(***BOOT FLASH EPROM** must be installed.)*

STEP 3   Press the **White Reset Button** *(S1 RESET on the CPU/Sound Board)* or Power Cycle the game **OFF/ON**
(ON/OFF Switch is located on the outside of the cabinet bottom, front right).

STEP 4   Using the **4-Button Service Switch Set** *(inside the Coin Door):*

4A }   Press **[SELECT]** to begin.
4B }   With the "UPDT" *Icon highlighted,* press **[SELECT]**.
4C }   Insert your Memory Stick [with latest file(s)] into the USB Port.
4D }   Press **[<]** *or* **[>]** to select your file. Press **[SELECT]** to update.
4E }   Follow on-screen prompts.

CPU/Sound Board (S.A.M. System)
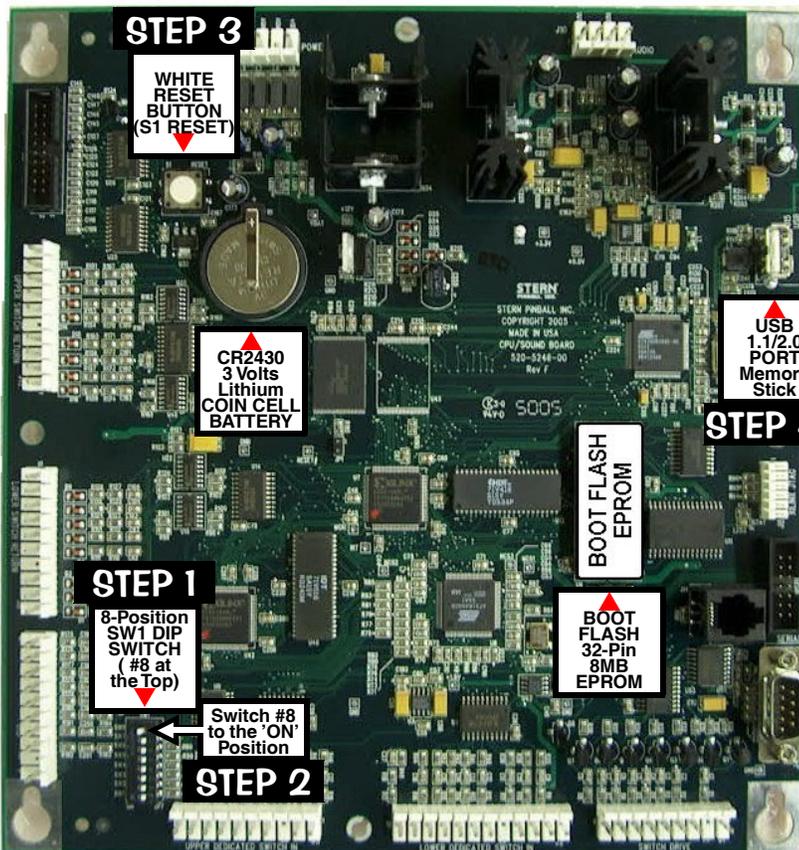
STEP 4

4A   ✱BOOT EPROM✱ VERSION   PRESS 'SELECT' TO BEGIN

BOOT EPROM
V0.00   SYS. 0.00   HDW. 0
SERVICE MENU
PRESS 'SELECT' TO CONTINUE

4B   UPDT BKUP QUIT   **UPDATE GAME CODE**

4C   GAME CODE UPDATE   INSERT USB MEMORY STICK   OR   PRESS 'BACK' TO EXIT

4D   GAME CODE UPDATE   IMAGE.BIN   PRESS 'SELECT' TO UPDATE   OR   PRESS 'BACK' TO EXIT

STEP 4E → **FOLLOW ON-SCREEN PROMPTS**

You can also retrieve your latest code from another game! Select the "BKUP" *Icon* instead and load to your Memory Stick. *Do this after* **Step 3** *above.*

BKUP

! Quick Tip ~ *Try backing up your current code prior to installing your new code, just in case your Memory Stick file was corrupted by a computer glitch while you were copying / downloading.*

Got confused? Comments? Questions? Call Technical Support at 800-542-5377 or 708-345-7700 (Option 1).