Software Release Notes

Product:	EA SPORTS™ PGA TOUR® Golf Team Challenge
Software Version:	4.0.0
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This document describes the new play modes and Operator Menus in EA SPORTS™ PGA TOUR® Golf Team Challenge. It includes *Chapter 5—Operator Menu and Game Setup* from the new System Manual. Please refer to this document instead of Chapter 5 of your existing System Manual.

In addition to the re-designed Operator Menus, this game software includes a number of new play modes and other features for players, described under *New Game Features* on page 2.

Refer to the Cabinet Upgrade Instructions in the Upgrade Kit for complete instructions to upgrade your cabinet.

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EA SPORTS PGA TOUR® Golf Team Challenge

New Play Modes, New Courses, *More Revenue!*

The developers of EA SPORTS™ PGA TOUR® Golf have done it again. Exciting new play modes attract new players while challenging the old. New courses and new golfers update the golf setting while the addition of exciting new competitive play and training modes make **EA SPORTS™ PGA TOUR® Golf Team Challenge** fun and easy for the novice and challenging for pros.

New Game Features:

- **All Access Pass** makes 25 courses available.

- **Team Play:** 2-player co-operative or 4-player versus, where each team hits their best ball.

- All new **Driving Range** with high-score leaderboard helps train new and old players alike.

- New amusement courses including the *Fantasy Tour*.

- **9-hole Training Course** helps beginners learn the game quickly.

- **Button Combos** let you instantly step through leaderboards or attract video:
  - **Rotate Golfer**: Advance to the next or previous Attract Movie or Ad.
  - **Fly Over**: Advance to the next Amusement leaderboard.
  - **Press and hold Shot Type**: Holds on current leaderboard.

This chapter describes the Game Operator Menu screens, their functions, and default settings. The Operator Menu is used to set up the game or diagnose problems. All game audits, settings and control diagnostics are accessed from the Operator Menu.

Press the Operator button behind the coin door to enter the Operator Menu. You will see a list of menu selections on the left side of the screen. Each selection will open a screen with information and settings for your game. Use the trackball and **START** button to navigate the screens, as described below.

Using the Trackball to Navigate the Menus

Once you press the Operator button to enter the Operator Menu, use the trackball to move up and down through the menu list on the left side of the screen. When you move over a menu item, a gray highlight will appear around it, and the submenu items will appear below it in about half a second. When you use the trackball to move over a submenu item, a blue highlight will appear around the item.

Once you highlight a menu item, press the **START** button to enter the menu. At the bottom of each menu you will see a box with specific instructions for using that menu, but in most menus, use the trackball and **START** button to make selections. You can also use the **ROTATE GOLFER** buttons to move through selections and menus, and **FLY OVER** to go back..

Some screens, such as the Pricing menu (see Figure 7 on page 10) use sliders to set numeric values. A slider, as shown below, will appear when you highlight the item and press **START**. To set the slider, move the trackball right or left, or use the **ROTATE GOLFER** button to increase or decrease the value, and then press **START** again.

Some menu items use popup menus to select settings, as shown below. The popup menu will appear when you highlight the item and press **START**. Use the trackball to select from the popup menu, and then press **START** again.

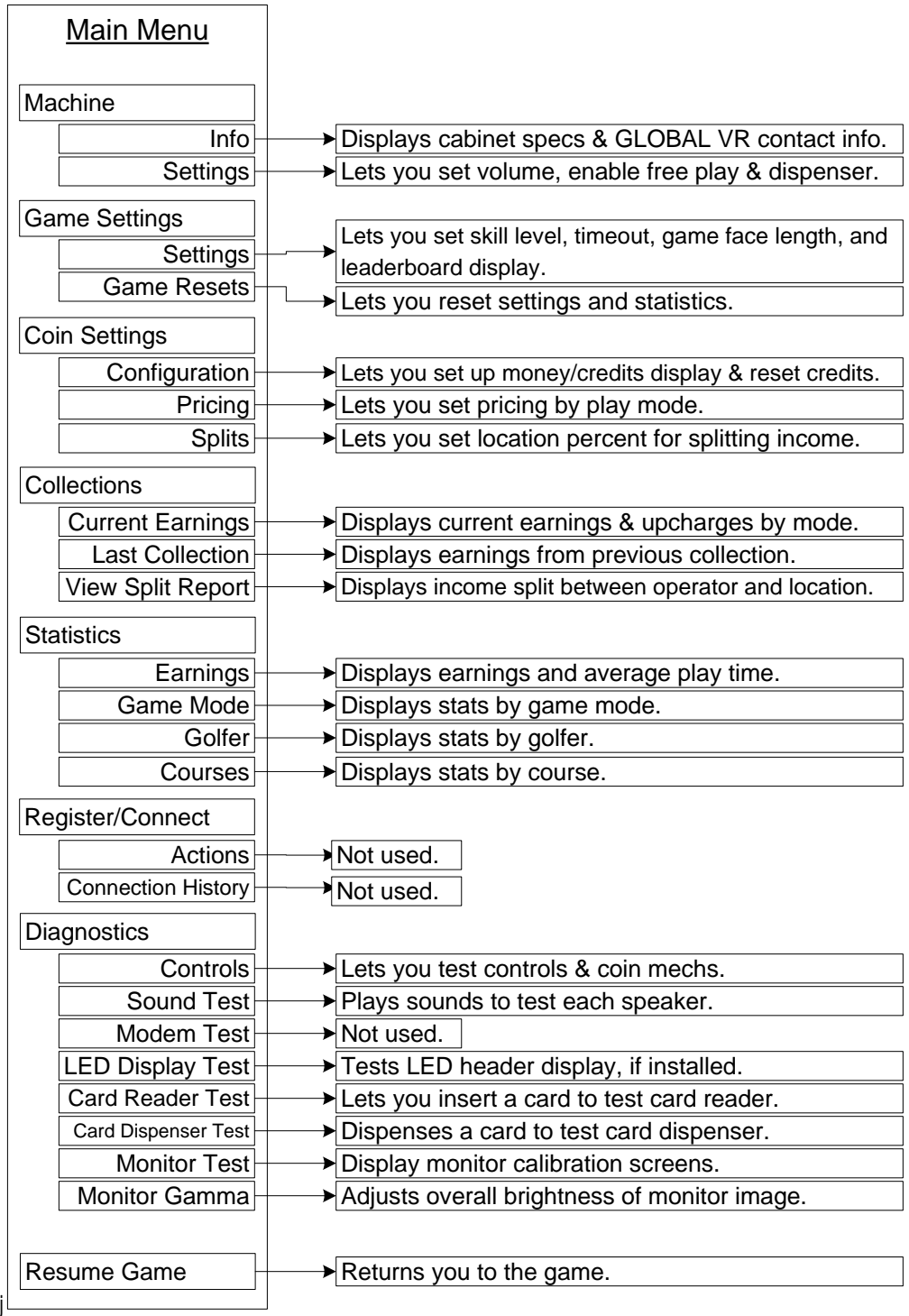To exit from a menu, press the **FLY OVER** button.

Main Menu

Machine
- Info → Displays cabinet specs & GLOBAL VR contact info.
- Settings → Lets you set volume, enable free play & dispenser.

Game Settings
- Settings → Lets you set skill level, timeout, game face length, and leaderboard display.
- Game Resets → Lets you reset settings and statistics.

Coin Settings
- Configuration → Lets you set up money/credits display & reset credits.
- Pricing → Lets you set pricing by play mode.
- Splits → Lets you set location percent for splitting income.

Collections
- Current Earnings → Displays current earnings & upcharges by mode.
- Last Collection → Displays earnings from previous collection.
- View Split Report → Displays income split between operator and location.

Statistics
- Earnings → Displays earnings and average play time.
- Game Mode → Displays stats by game mode.
- Golfer → Displays stats by golfer.
- Courses → Displays stats by course.

Register/Connect
- Actions → Not used.
- Connection History → Not used.

Diagnostics
- Controls → Lets you test controls & coin mechs.
- Sound Test → Plays sounds to test each speaker.
- Modem Test → Not used.
- LED Display Test → Tests LED header display, if installed.
- Card Reader Test → Lets you insert a card to test card reader.
- Card Dispenser Test → Dispenses a card to test card dispenser.
- Monitor Test → Display monitor calibration screens.
- Monitor Gamma → Adjusts overall brightness of monitor image.

Resume Game → Returns you to the game.

Figure 1.   Operator Menu Flowchart

Machine Info Screen

Machine Info is the first screen displayed when you press the Operator Button. It displays important information about the cabinet, as well as contact information for GLOBAL VR.
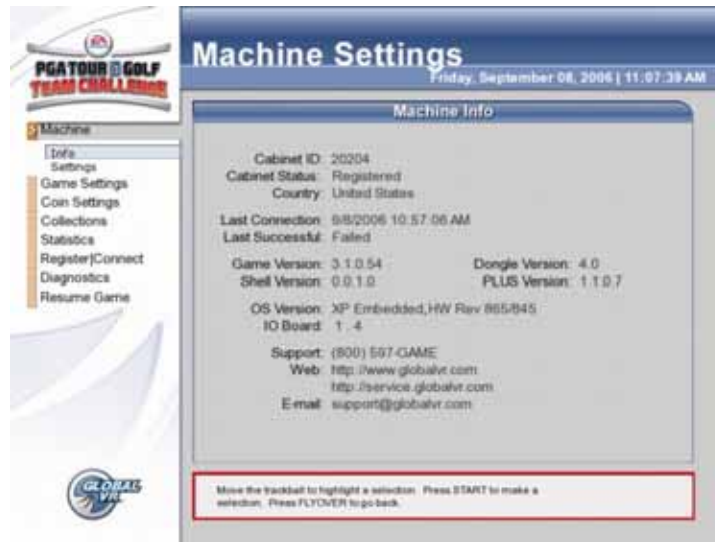

Figure 2.   Machine Info Screen

Menu Item	Description
Cabinet ID	Software ID number previously used for Tournament Play.
Cabinet Status	Indicates whether the cabinet is registered for Tournament Play (no longer used).
Country	Displays the country of operation.
Last Connection	Displays date and time of the last connection attempt to the GLOBAL VR servers.
Last Successful	Displays the status of the last connection attempt to the GLOBAL VR servers.
Game Version	Displays the current game software version.
Dongle Version	Displays the localized version of the software, as read from the game dongle.
Shell Version	Displays the software shell version.
PLUS Version	Displays the PLUS data engine version.
OS Version	Displays the operating system version.
IO Board	Displays the version of the USB I/O card installed in the computer.
Support	Displays GLOBAL VR support phone number.
Web	Displays GLOBAL VR website URLs.
E-mail	Displays GLOBAL VR support e-mail address.

Machine Settings Menu

The Machine Settings menu lets you set audio volume, turn free play on or off, and set up the Players' Card dispenser.
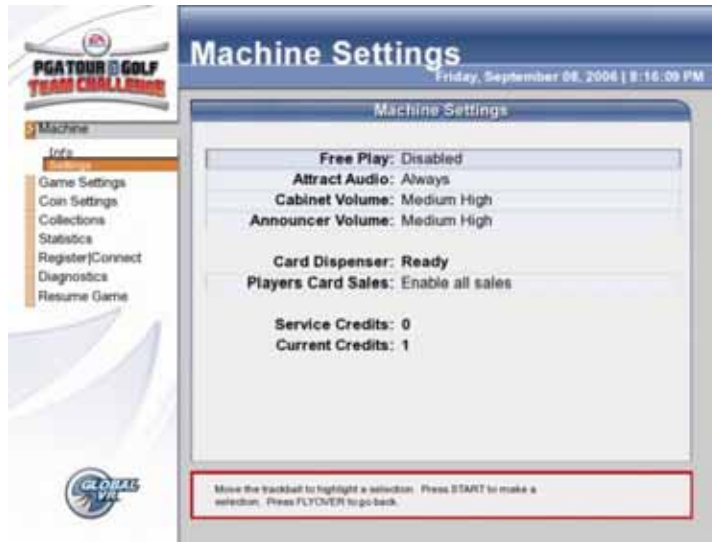

Figure 3.   Machine Settings Menu

Menu Item	Description
Free Play	Turns Free Play to Enabled or Disabled.
Attract Audio	Sets how often the Attract Mode sound plays. Options are Never, Occasionally, or Always.
Cabinet Volume	Sets the overall cabinet volume. Options are: Off, Low, Medium Low, Medium, Medium High, High, and Deafening.
Announcer Volume	Sets the volume for the announcer's voice during game play. Options are: Off, Low, Medium Low, Medium, Medium High, High, and Deafening.
Card Dispenser	Shows status of card dispenser.
Players Card Sales	Lets you set Players' Card sales to Enable all sales, Disable all sales, or Disable sales if empty (prevents card sales if dispenser is empty).
Service Credits	Indicates service credits available on the cabinet.
Current Credits	Indicates regular (coin drop) credits available on the cabinet.

Game Settings Menu

This menu lets you set the difficulty, idle timeout, and Game Face time, and set the leaderboard display format.

Figure 4.   Game Settings Menu

Menu Item	Description
Difficulty	Sets how hard it is for a player to sink the ball. Each level (from 1 to 5) sets the size of the hole and the strength of the wind. Level 1 is the easiest, and level 5 is the hardest with the smallest hole and the strongest potential wind.
Idle Timeout	Sets Idle Timeout to On or Off. When Off, players have an indefinite amount of time to play each shot. When On, the game times out as set below.
Idle Timeout	Sets how much time before the game times out if a player does not touch the controls. After the set time, a prompt appears, and the player must press a button or use the trackball within 10 to 15 seconds or the game is forfeited and the cabinet returns to Attract Mode.
Game Face Length	Sets the time, in minutes, a player gets per Game Face purchase to work on their custom golfer.
National Tournament Prompt	No longer used.
Leaderboard Display	Sets the leaderboard display to City and State, or Location Name and State.

Game Resets Menu

This menu lets you reset cabinet statistics and available credits. When you select any reset button except Reset Credits, a confirmation box will appear, allowing you to accept or cancel your reset selection.

Figure 5.   Game Resets Menu

Menu Item	Description
Factory Settings	Returns all the Game settings to the default factory settings. Does not affect records and statistics. Also turns the **Instant Online** prompt back on, so it appears when the cabinet is booted. You can cancel this prompt by selecting **No, do not ask me again** when it appears.
All Course Records	Resets the eagles, birdies, longest drive and putt, Great Shot Points, and best score records for all of the golf courses. Does not affect the lifetime records stored by the game software.
Selected Course Records Only (Select Course)	Resets the eagles, birdies, longest drive and putt, Great Shot Points, and best score records for the course selected below. Does not affect the lifetime records stored by the game software. To select a course, highlight the course displayed directly below the Selected Course Records Only button, and press **START**. Use the trackball to select a course from the list that appears, and press **START** again.
All Game Stats	Resets all of the Game Statistics. Does not affect the lifetime records stored by the game software.
All Player Number Stats	Resets stats showing the number of players per game. Does not affect the lifetime records stored by the game software.
All Golfers Stats	Resets stats showing how many times each golfer has been played. Does not affect the lifetime records stored by the game software.
Reset Credits	Resets available credits to 0. Does not affect service credits. The number next to the button shows available credits.

Coin Settings, Configuration Menu

This menu lets you configure whether pricing is displayed in money or credits, set coins per monetary unit, and reset credits.

Important: Whenever you change the **Coins per $** setting, the **Coin Settings, Pricing** screen (see page 10) will change automatically. Always check the **Coin Settings, Pricing** screen before you exit to verify the pricing is the way you want it.

Figure 6.   Coin Settings, Configuration Menu

Menu Item	Description
Money Display	Sets whether the cabinet displays pricing in Money or Credits.
Coins Per $ (Symbol varies by country.)	Sets the number of coin drips it takes to reach a unit of money. Default is 4 in the USA and Canada (4 quarters per $). Options are 1–20.
Service Credits	Lets you add service credits for testing game play. These credits are not counted on the collection statistics, and can be used for amusement play only.
Current Credits	Displays regular (coin drop) credits currently available.
Reset Credits	Resets available credits to 0. Does not affect service credits.

Coin Settings, Pricing Menu

This menu lets you set pricing for each mode of play. The Money column displays the set price in money. The Fee column displays any applicable upcharge fees.

Figure 7.   Coin Settings, Pricing Menu

Menu Item	Default	Description
3 Hole Stroke	3	Each of these items allows you to set the number of credits for the specified Amusement Play game. If Money Display is set to Money in the Coin Settings, Configuration menu (see page 9), the Money column shows the price in money, based on the coins per $ setting in the Coin Settings, Configuration menu.
9 Hole Stroke	8	
18 Hole Stroke	12	
3 Hole Training Course	3	
9 Hole Training Course	8	
3 Hole Team Play	3	
9 Hole Team Play	8	
18 Hole Team Play	12	
Shootout Match	4	
Driving Range	2	
Mulligan	1	Number of credits for a Mulligan (a replay of the last shot).
Game Face	2	Number of credits for a Game Face purchase.
Dispensed Player's Card	12	Number of credits to buy a Players' Card from the installed dispenser.
Player's Card Ordered	12	No longer used
9 Hole National Tournament	16	These Tournament Modes are no longer used.
18 Hole National Tournament	20	
Monday Tournament	16	
18 Hole World Tour	16	
9 Hole Challenge Match	12	
18 Hole Challenge Match	16	

Coin Settings, Splits Menu

Many operators set up cabinets at various locations that they do not own. In such cases, the operator can define what percentage of cabinet coin collection will be paid to the location owner. The software will calculate these amounts automatically, and display them in the Collections, Split Report screen (see page 13). The operator can define the split percentage separately for each category.

If you change the split percentage in any category, select **Reset Bookkeeping (Do Collection)** from the Collections, Current Earnings screen (see page 12). This will cause the software to reset the coin collection data and start using the newly defined location split percentage.

Figure 8.   Coin Settings Splits Screen

Menu Item	Description
Non Tournament	Each of these items allows you to set the percentage of earnings from the specified play mode that is to be paid to the location.
National Tournament	
Local Tournament	Entering **50** means a 50/50 split. Entering **40** means the location gets 40% and the operator gets 60%.
World Tour	Each item can be set separately, allowing you to give the location a higher percentage of certain play modes.
Challenge Match	
Players' Cards	**Note:** Tournament Modes are no longer used.
Unspent Monies	Percentage of Unspent Monies to be paid to the location.
Expenses	Items below this line are operating expenses that are paid to GLOBAL VR.
Online Service Fee	Not applicable.
Software Update Fee Split	Percentage of Software Update fees paid by the location.
Software Update Fee Amount __ per Month	Amount (*not* percentage) paid by the location per month for software update fees.

Collections, Current Earnings Screen

Figure 9.   Collections, Current Earnings Screen

This screen displays earnings, fees, expenses, and net income for the current period. To end the current period, select **Reset Bookkeeping (Do Collection)**. This will zero out all of the amounts, and move the data to the Last Collection screen, shown below.

Collections, Last Collection Screen

Figure 10.   Collections, Last Collection Screen

This screen displays earnings, fees, expenses, and net income for the previous collection period. This data is replaced when **Reset Bookkeeping (Do Collection)** is selected from the Collections, Current Earnings screen described above.

Collections, Split Report Screen

Figure 11. Collections, Split Report Screen

For operators who split cabinet income with a location, this screen displays the total earnings, fees and expenses, and the operator and location net income based on the Split percentages set up in the Coin Settings, Splits menu (see page 11).

Statistics Screens

The Statistics screens allow the operator to view the game play statistics collected by the cabinet. The lifetime totals are never reset unless the operating system is restored using the System Recovery Disk.

Figure 12.   Statistics Screens

- **Earnings:** Displays the Lifetime Earnings for the cabinet since the last software install, the start date for the lifetime totals; average weekly earnings, and average play time per game.

- **Game Mode:** Displays the total number of games played in each mode, plus Mulligans and extra holes purchased. Shows Total for the current period, and Lifetime Total.

- **Number Of Players:** Displays the number of games played by the number of players per game. Shows Total for the current period, and Lifetime Total.

- **Golfers:** Displays the number of times each golfer, including custom Game Face golfer, has been played. Shows Total for the current period, and Lifetime Total.

- **Courses:** Each of the Courses screens shows the number of games played on each course, sorted by play modes and which holes were played. Shows current period only.

Register/Connect, Actions Menu

This screen was previously used with online services. It is no longer used.

Figure 13.   Register/Connect Actions Menu

Register/Connect, Connection History Screen

This screen was previously used with online services. It is no longer used.

Figure 14.   Connection History Screen

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Diagnostics, Controls Test Screen

The Controls Test allows the operator to test the player controls and coin mechs.
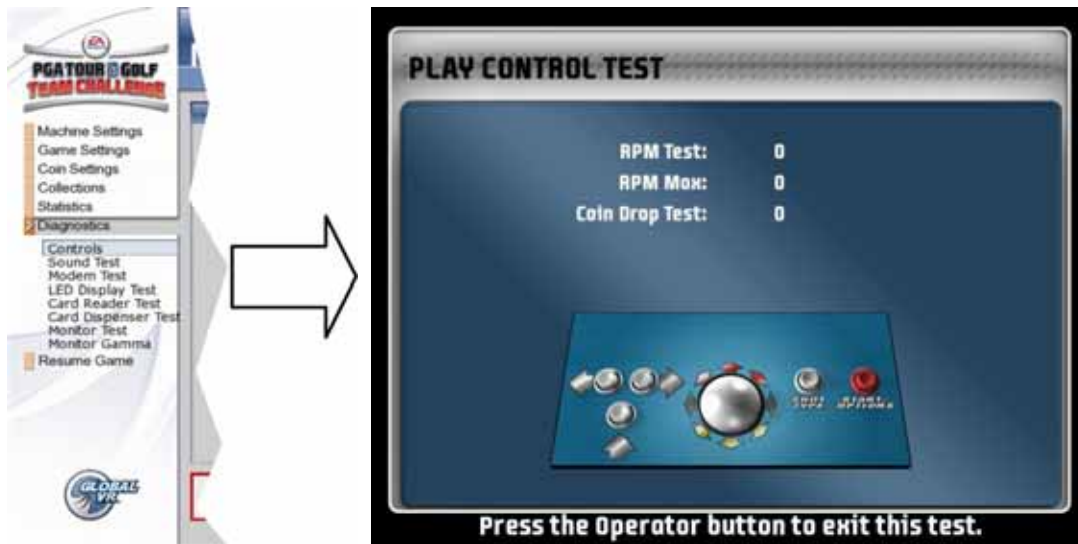

Figure 15.   Controls Test Screen

- When you press a control panel button, an arrow appears on the screen next to the button you pressed. When you roll the trackball in any direction, an arrow shows the direction of spin.

- **RPM Test / RPM Max:** When you roll the trackball, the current and maximum RPM are displayed. The average RPM Max should be between 9,000 RPM and 15,000 RPM. If you get readings lower than 9,000 RPM, it is probably time to service the trackball. See page **Error! Bookmark not defined.** for trackball cleaning, repair, and replacement information.

- **Coin Drop Test:** When you insert a coin or a bill in a coin mech or dollar bill validator, the counter increments, showing the number of credits inserted. This verifies that the device is working and the signal is being received by the computer.

When you are finished testing the player controls, press the Operator button to exit back to the main Operator Menu.

Diagnostics, Monitor Test

When you select Monitor Test, the first of a series of monitor calibration screens will appear. Use the trackball or any button to cycle through the series of calibration screens. Various screens are designed to help you align the horizontal and vertical sync, adjust the white balance and color hues, or adjust the picture size and geometry. Some of the screens are shown below.

When you finish adjusting the monitor, press the Operator button to return to the Operator Menu.
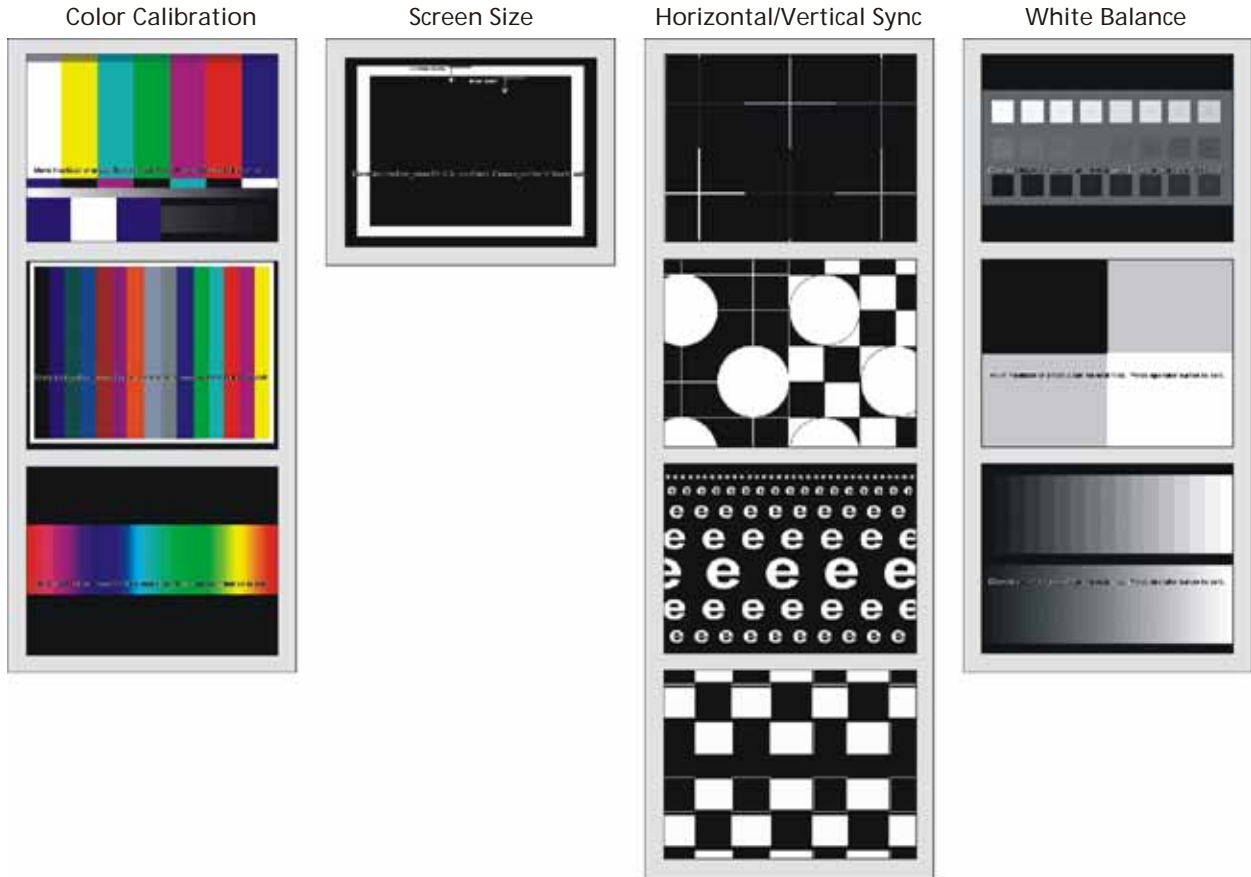
Color Calibration	Screen Size	Horizontal/Vertical Sync	White Balance

Figure 16.   Monitor Calibration Test Screens

Use the monitor remote control board, mounted inside the coin door, to adjust the monitor. The buttons on the monitor control panel allow you to access several menus for adjusting picture quality, size, and position. If you notice color distortion on the monitor, select Degauss.
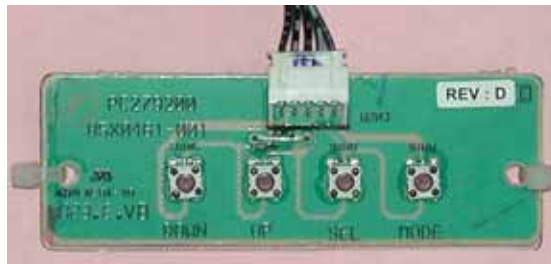

Figure 17.   Monitor Remote Control Board

Diagnostics, Additional Test Screens

The picture below shows the additional screens available under the Diagnostics menu.

Speaker Test: When you select this option, you hear sound from each speaker, followed by both speakers working together in stereo, while the onscreen graphic indicates the speaker(s) being played. Listen to verify that audio is working properly.

Modem Test: This was previously used with online services.

LED Display Test: For upgrade cabinets with an LED header, selecting this causes all of the LEDs to turn red, then orange, and then green. Visually verify that all LEDs are working correctly. The LEDs will return to normal operation after 10 seconds.

Card Reader Test: Select this option and insert a Players' Card or Operator Card when prompted. If the card reader is working properly, the screen will indicate whether a Players' Card or Operator Card was detected.

Card Dispenser Test: When you select this option with a card dispenser installed, the dispenser will dispense a card to confirm it is working.

Adjust Monitor Gamma: Select this option to adjust the monitor's overall screen brightness through a software setting. The higher the Gamma value, the brighter the picture becomes. (This setting is different from the hardware brightness adjustments made using the monitor remote control board.) The default setting is 1.00.