



# £100 Casino

Operating Manual R2

July 2025

CatC Menu 4.0



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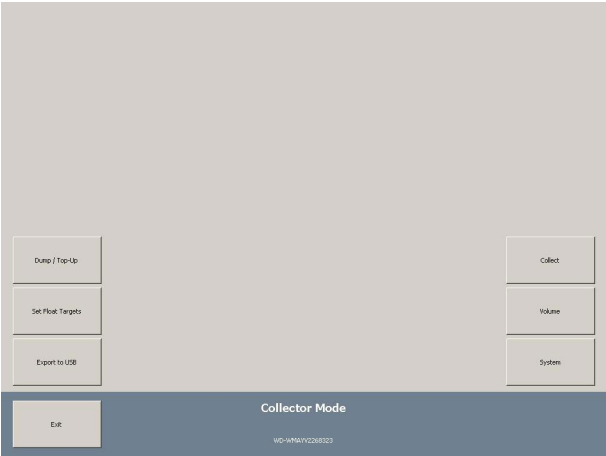
## Game Overview / User Interface

The FatCat “£100 Casino” Video AWP compendium not only looks fantastic; it also places itself in a unique position in the market.

Taking all the benefits of a multi game Category C video AWP and combining it with exclusive SWP content.



# Collector Mode



To enter Collector Mode, open the bottom door with the top door closed and turn the Refill Key.

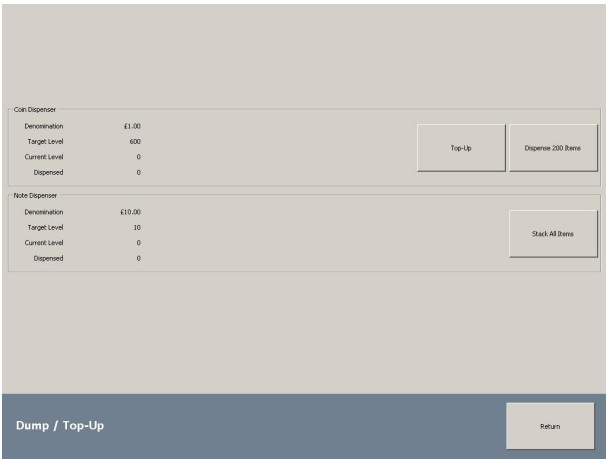
The Collector Mode Screen will now be displayed. From this menu you can access and set various cabinet functions by pressing the relevant buttons from the menu.

The functions that can be accessed in Collector Mode are detailed below.

To return to the Collector Mode menu from any of the functions screens below press the Return Button in the bottom right hand corner.

To exit Collector Mode, remove the Refill Key and press Exit.

## 1. Dump / Top-Up



Press the Dump/Top-Up Button to access the Hopper Dump/Top-Up Menu.

Pressing the Top-Up button will set the current float level to the current target float level.

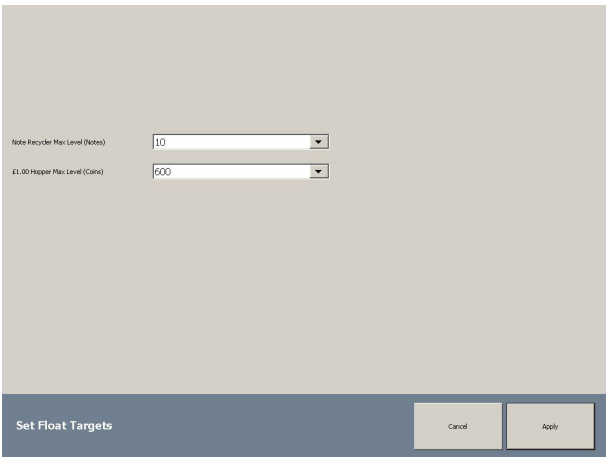
Pressing the Dispense 200 Items button will start the hopper dump procedure. In the event of a shortfall the current hopper level will be changed to the number of coins dumped. The machine

will assume that you have re-floated to this level. If you are making up the difference, insert the required number of coins and press the Top-Up Button.

NOTE: Only £200 coins are dumped at a time. Press the “Dispense 200” Button again to continue the hopper dump procedure.

If the Note Recycler is fitted & enabled, you can also transfer the contents of the note store into the note stacker (for collection) by pressing the Stack All Items button.

2. Set Target Float

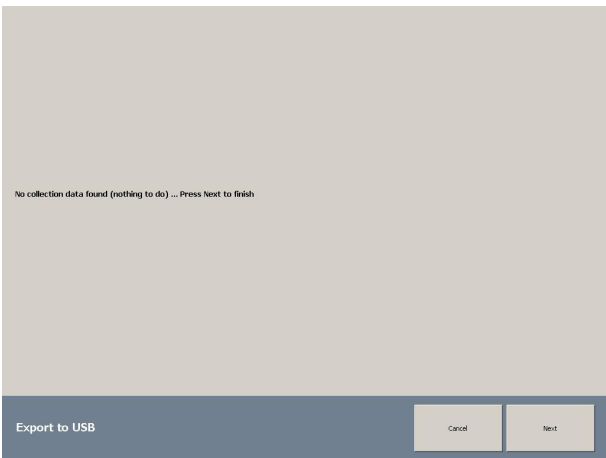


Press the Set Target Float Button to access the Set Target Float Menu.

This menu allows you to change or set the Hopper Float Level to the desired level by selecting the value from the drop-down list (press arrow to open list).

The machine can be supplied with a Note Recycler. When fitted & enabled, this menu allows you to set the number of notes stored in the recycler.

3. Export to USB



To export the collection data to a USB device, plug a USB device into a spare USB slot in the PC (the USB device MUST have a folder named “hotwirelive” on the root of the device). Once the USB device is inserted, press next and follow export instructions.

4. Collect

Site Name:

|           | LCD Meter | Long Term | Short Term |
|-----------|-----------|-----------|------------|
| Refill:   | 0         | 0         | 0          |
| Cash In:  | 0         | 0         | 0          |
| Cash Out: | 0         | 0         | 0          |
| Vtp:      | 0         | 0         | 0          |
| Note In:  | 0         | 0         | 0          |
| Note Out: | 0         | 0         | 0          |
| Hand Pay: | 0         | 0         | 0          |

Collect

CancelCollect

Once in the “Collect” menu you can view all the Long and short term meters. To perform a collection, press the “collect” button.

5. Volume

Decrease100%Increase

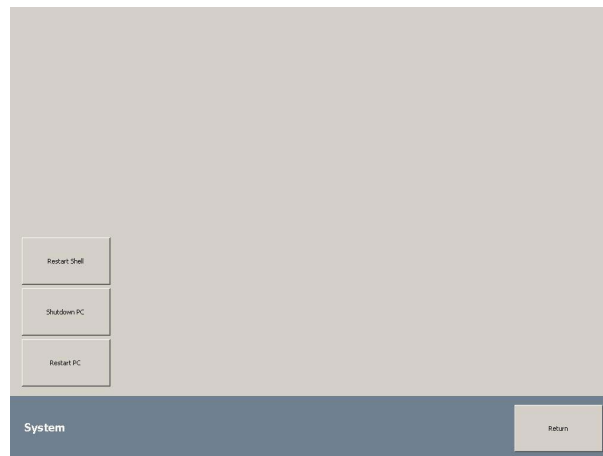
Volume

Return

Press the Volume Button to enter the Volume Menu.

In this menu you can adjust the Volume of the machine by pressing the Increase or Decrease Buttons.

## 6. System

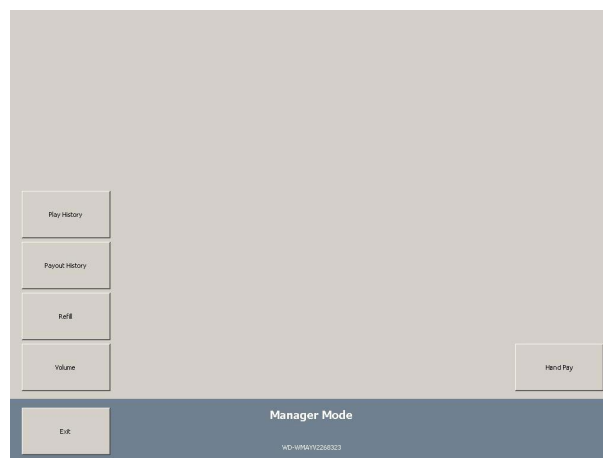


Press the System Button to access the System Menu.

From this menu you can safely shutdown or restart the Machine pressing the corresponding buttons.

## Manager Mode

### Manager Mode - Entry / Information



The Manager Mode Menu can be accessed by turning the Refill Key with both doors closed.

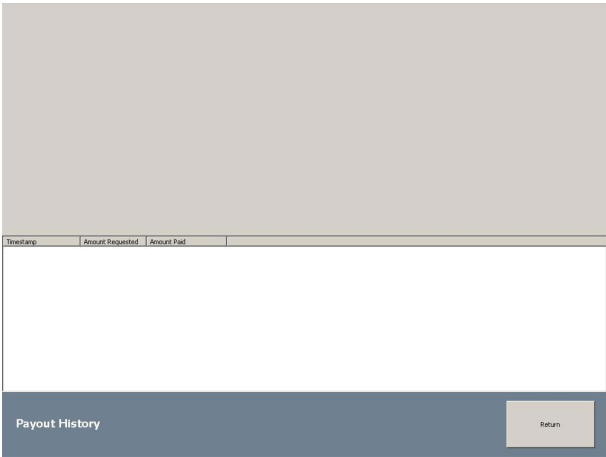
This menu enables authorised site personnel access to limited functions such as

Play History, Payout History, Refill Mode, Volume adjustment and Hand Pay.

This allows the machine to be checked if a player has a query, Topped-up in the event of a shortfall or the Volume adjusted without the need for an engineer site visit.

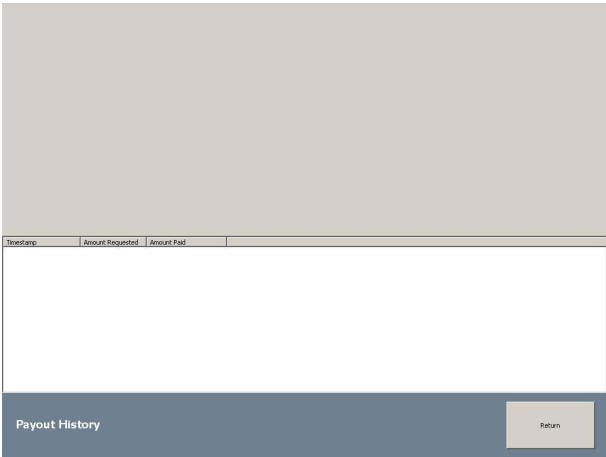
To exit Manager Mode, remove the Refill Key and press the Exit Button.

1. Manager Mode - Play History



Play history shows the last 17 games played on the machine - it displays the date & time that the game start button was pressed, the game name, the amount staked & any prize amount won from that particular game / reel spin.

2. Manager Mode - Payout History

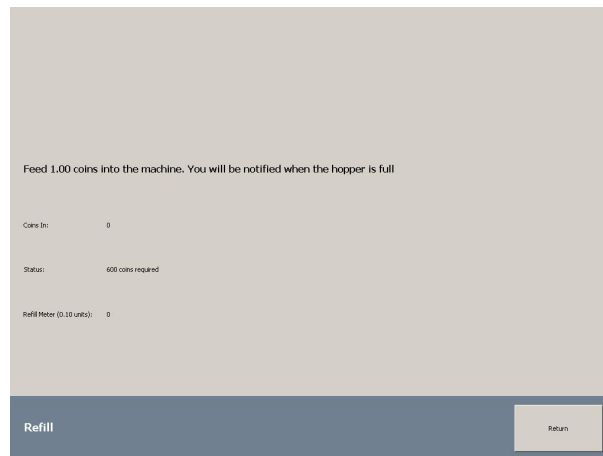


Pay history shows the payout attempt history of the machine.

It records the date & time that the Cashout button was pressed, as well as the amount requested to pay and the actual amount paid out from the hopper / note recycler (if fitted & enabled).



### 3. Manager Mode – Refill



In the event that the Hopper runs empty, authorised site personnel may top up the hopper by pressing the Refill Button to access the Refill Menu.

£1 coins can then be inserted into the machine through the Coin Mech to refill the hopper.

Any monies inserted in this way will be metered on the Refill Meter which can be found in the Accountancy Menu.

The machine will notify you when the Hopper is full.

To exit Refill Mode, press the Exit Button.

### 4. Manager Mode – Volume

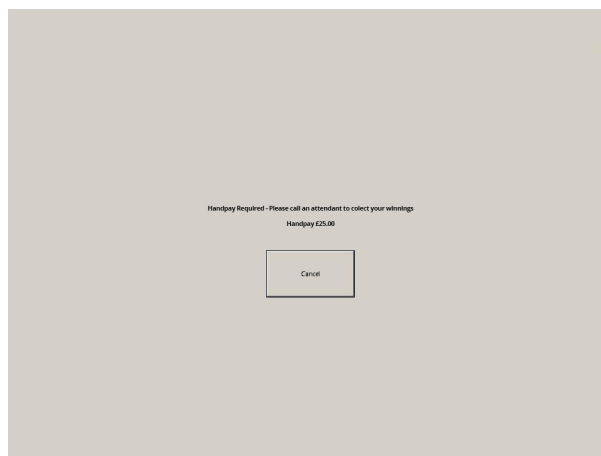


Press the Volume Button to enter the Volume Menu.

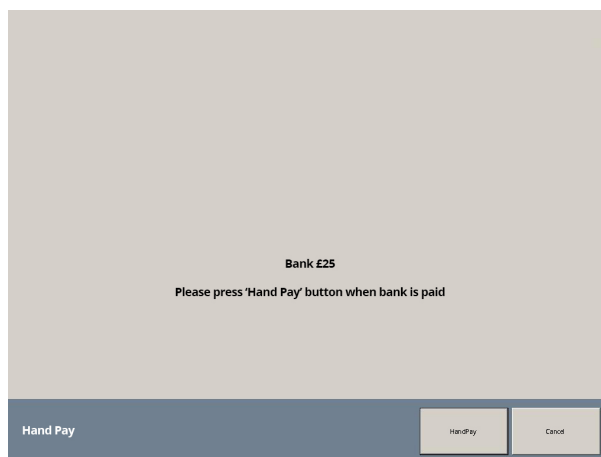
In this menu you can adjust the Volume of the machine by pressing the Increase or Decrease Buttons.

To exit Volume Mode, press the Exit Button.

## 5. Manager Mode – Hand Pay



When the “Hand Pay” has been set, once the player presses collect (with equal or more than the amount set in the “service Mode” (5.3 Change General Settings) option, the above screen will be displayed. This screen states “Handpay required – Please call an attendant to collect your winnings”. The player can cancel the collect procedure at this time if required.



Once the above Hand Pay has been initiated and an attendant called, the attendant simply enters “Manager Mode” (Refill Key Only) and selects the “Hand Pay” option. The above screen will then be displayed. Once the attendant has paid the player, press the “Hand Pay” button to complete the Hand Pay procedure. This procedure clears the bank and adds the amount paid into the “Hand Pay” section in the collection stats.

# Service Mode

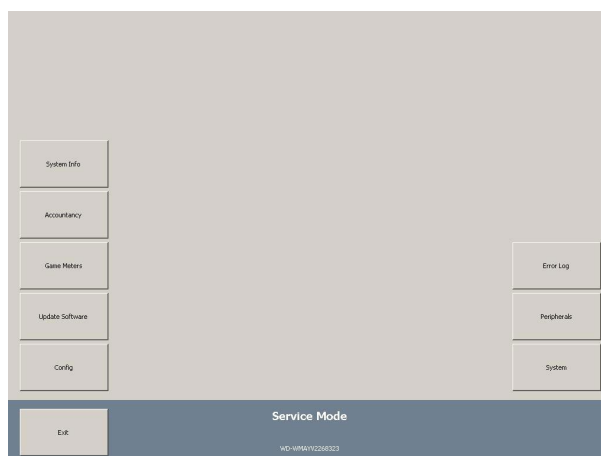
To enter Service Mode, open the Top Door, toggle or hold the Test Button.

An on-screen OK Button will appear on screen.

Press the OK Button to enter Service Mode.

**NOTE:** Pressing anywhere outside of the OK Button will enter Touchscreen Calibration.

**The machine will now enter Service Mode.**



Detailed below are the functions of this menu. Press the corresponding buttons to access these functions.

To return to the Service Mode Menu from any of the following screens press the Return Button in the bottom right hand corner of the screen.

To exit Service Mode, press the Exit Button.

## 1. System Information



Press the System Info Button to display information regarding the software version and status of the machine, some information may not be applicable depending on the machine setup.

## 2. Accountancy

- ### 3. Game Meters

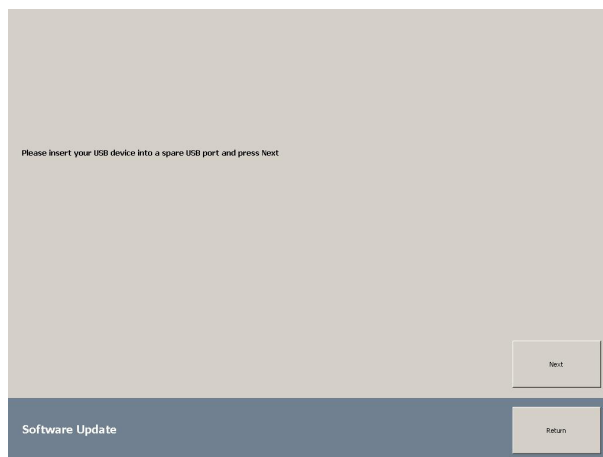
{ 11 }

Press the Config Button to access the Game Meters Menu

This menu shows the performance of each individual game:

|       |   |
|-------|---|
| Plays | - Number of times the game has been played. |
| VTP   | - Value of the total plays of the game.     |
| VTW   | - Value of Total Winnings from the game.    |
| RTP   | - Game Payout percentage.                   |

#### 4. Update Software



Insert the USB device with the Showtime update on then Press the “Next” Button and follow the instructions to update the software.

#### 5. Config



Press the Config Button to access the Configuration Menu.

This menu allows you to select machine categories - currently this is limited to CAT C.

This menu also allows enabling / disabling the note recycler (when fitted), which notes are recycled & how many are retained in the note store.

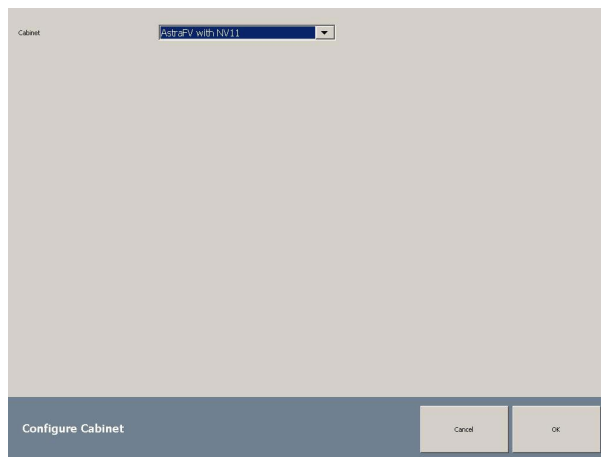
You can also set Hopper Target level (see Collector Mode option 2 on page 4).

There are settings for whether an advertising Top Box or 3G/Wi-Fi dongle are fitted.

Select the required options from the relevant drop-down menus.

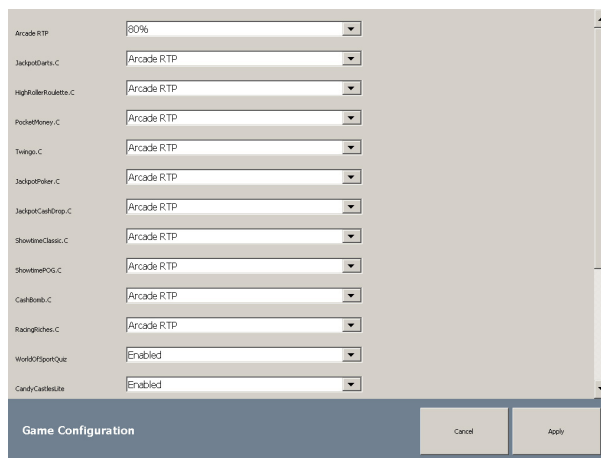
You will need to reset the shell/machine to apply changes (see System menu, page 6)

## 5.1 Configure Cabinet



Use the Configure Cabinet to configure between different cabinets (and for machine with or without Note Recycler) **Note. For all menus after Menu 2 Use the “Select Cabinet Type” (Page 23).**

## 5.2 Game Configuration



Use the Game Configuration screen to adjust the RTP of the AWP games.

- All Game RTP's are adjustable from 70% to 98% in 2% increments.
- The default setting is “Arcade RTP” set to 80%.
- All games are set to “Arcade RTP” by default.
- “Arcade RTP” sets all the game RTP's globally to the same RTP.
- You can also change any game individually to any RTP if required.

You can also use the Game Configuration screen to disable games.

**NOTE.**  
**In Menu 1.0. The Category C AWP Game RTP Values Cannot be changed.**

5.3 Change General Settings

Site Name

Machine Category

Note Acceptor BNV Key

Note Recycler

Note Recycler Max Level (Notes)

£1.00 Hopper Max Level (Coins)

Modem Name

Dataport Protocol

Handpay Limit

Change General Settings

Cancel

OK

Use the Change General Settings screen to...

- Add Site Name.
- Change Machine Category (CatC with SWP, CatC No SWP, CatB4 with SWP, CatB4 No SWP). *(Please note that you will need a Category B4 licence card to run Category B4 content).*
- Set Note Acceptor BNV Key (Default 123456).
- Set Note Recycler note value £10. **(£100 Casino does NOT allow £5 or £20 notes to be recycled).**
- Set Note Recycler max note level.
- Set £1 Hopper level.
- Set Modem Name (If Fitted).
- Enable/Disable Dataport (If Fitted).
- Set Handpay and Handpay Limits.

5.4 Set Handpay and Handpay Limits

Site Name

Machine Category

Note Acceptor BNV Key

Note Recycler

Note Recycler Max Level (Notes)

£1.00 Hopper Max Level (Coins)

Modem Name

Dataport Protocol

Handpay Limit

Change General Settings

Cancel

OK

Use the “Set Handpay and Handpay Limits” to set Handpay from £25 to All wins.

5.5 Set Date & Time

Please Note - Adjusting the date or time may deduct days from the balance.

Time

12:24:41

Date

23 February 2018

Set Date & Time

Cancel

Apply

Use the set date and time screen to set the date and time if required.

5.5 Volume

Decrease

100%

Increase

Volume

Return

Use the Volume screen to increase or decrease the volume setting.

6. Error Log

| Timestamp | Category | Source | Message |
|-----------|----------|--------|---------|
|           |          |        |         |

Error Log

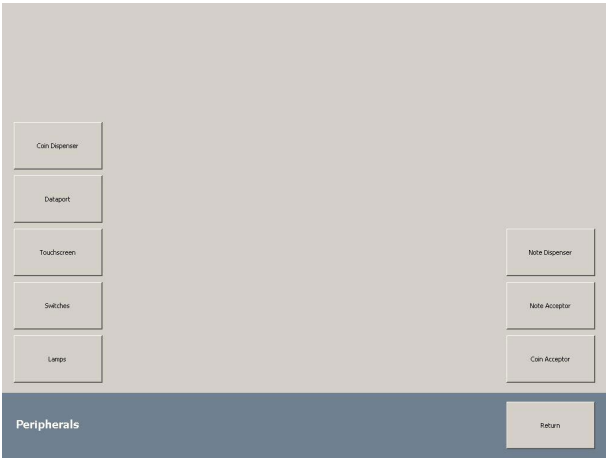
Return



The Error Log screen allows you to view all errors recorded. This will help assist in any technical support queries.

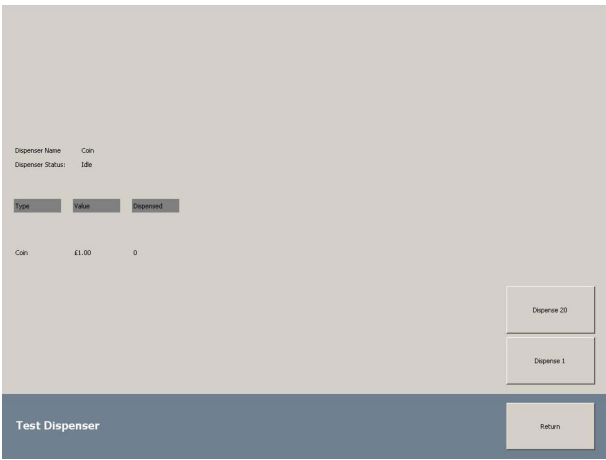
N.B. ANY CHANGES MADE HERE WILL REQUIRE A SHELL RESTART (see SYSTEM OPTION).

7. Peripherals



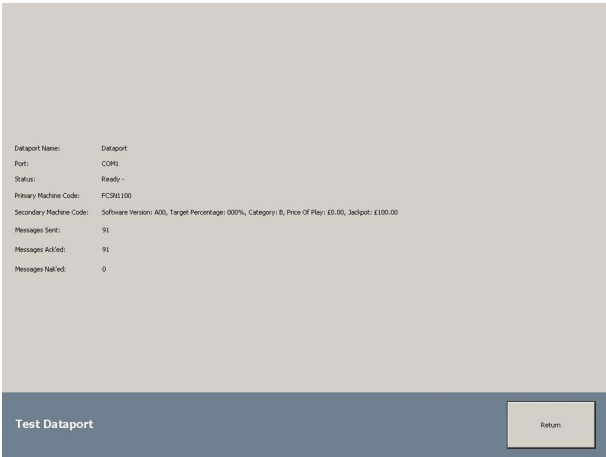
Press the Peripherals Button to access the Peripherals Menu. This menu allows access to machine functions for test and are detailed below.

7.1 Coin Dispenser



Press the Coin Dispenser Button to access the Hopper Test Menu. This menu allows you to test the payout of the Hopper by paying out 1 x Coin or 20 x Coins, this is done by pressing the corresponding Dispense 1 or Dispense 20 Button.

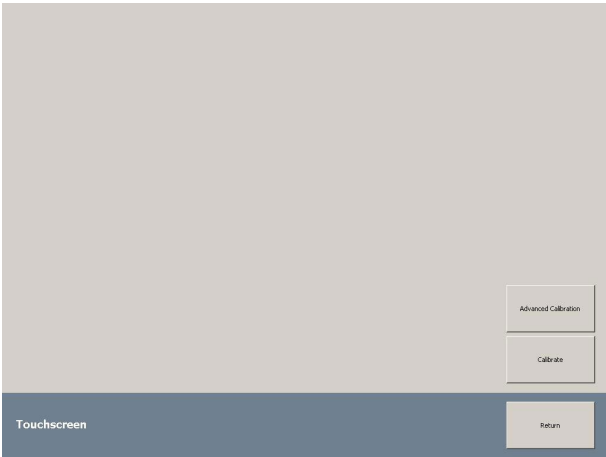
## 7.2 Test Dataport



Press the Test Dataport Button to test and see information regarding the Dataport Unit if fitted.

**Please note the Dataport is connected from the Serial Port. This may require a harness loom with a 12V supply which can be supplied by FatCat. Contact support on 07792 723113.**

## 7.3 Touchscreen



Press the “Touchscreen” button to enter the Touchscreen or Advanced Touchscreen Calibration Programs. The Advanced Touchscreen program is only needed in the rare event the normal Touchscreen program doesn’t work correctly

## 7.4 Switches



Press the Switches Button to open the Switch Test Menu. Here you can test the cabinet/play panel switches to ensure they are functioning correctly by pressing the buttons, the screen will show open/closed when buttons are pressed.

## 7.5 Lamps



Press the Lamps Button to access the Lamp test.

This menu allows you to step through or flash any/all Lamps on the Cabinet including play panel buttons.

## 7.6 Note Dispenser



To test the Note Validator, press the Note Acceptor Button.

This menu allows you to test the Note mechanism, informs you of the operational status and allows you to set the BNV Code (See below).

Press the Set BNV Key Button to set the security code for the Note Validator.

Using the keypad enter the BNV Key then press the Set Button.

Once the machine has implemented the BNV Key the status of the Note Validator will be set to 'OK'. You can check this in the Note Acceptor Menu.

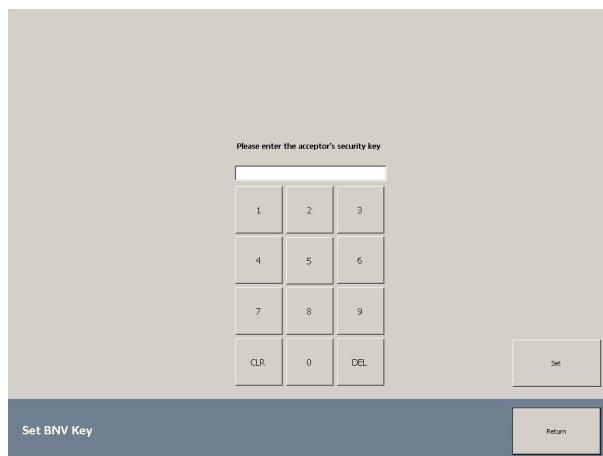
NOTE: In order for your Note Validator to function correctly the BNV Key set must match that of the Note Validator. This is usually labelled on the Note Acceptor but can also be the last 6 digits of the Note Acceptor Serial Number (dependant on model fitted).

## 7.7 Note Acceptor



To test the Note Validator, press the Note Acceptor Button.

This menu allows you to test the Note mechanism, informs you of the operational status and allows you to set the BNV Code (See below).



Press the Set BNV Key Button to set the security code for the Note Validator.

Using the keypad enter the BNV Key then press the Set Button.

Once the machine has implemented the BNV Key the status of the Note Validator will be set to 'OK'. You can check this in the Note Acceptor Menu.

NOTE: In order for your Note Validator to function correctly the BNV Key set must match that of the Note Validator. This is usually labelled on the Note Acceptor but can also be the last 6 digits of the Note Acceptor Serial Number (dependant on model fitted). The default setting is "123456".

**Please note ALL versions of £100 Casino from 2019 onward now use DES mode for note payout. Please refer to the manufacturer's instructions to pair your note recycler.**

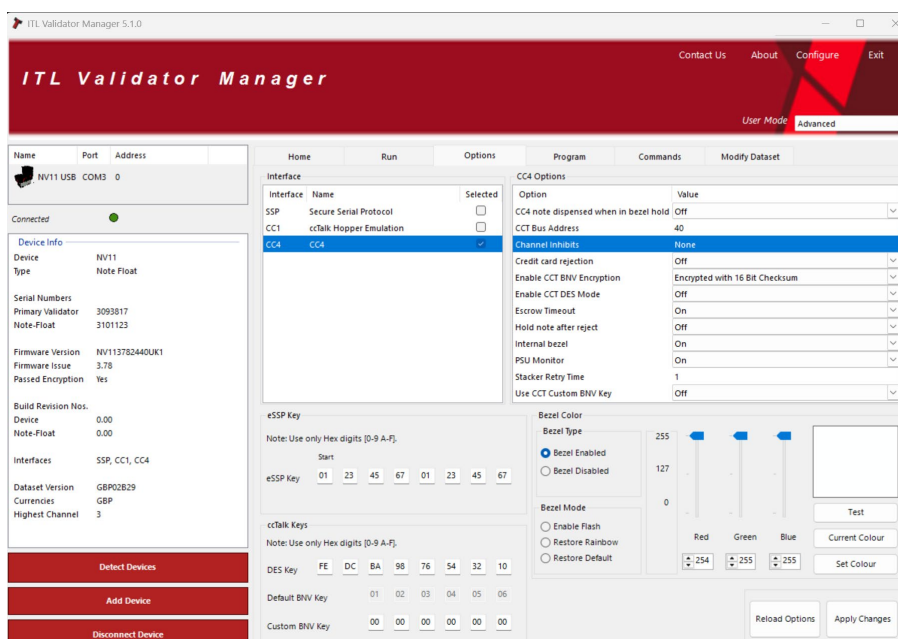
**£100 Casino currently supports the following Acceptors & Recyclers;**

NV10

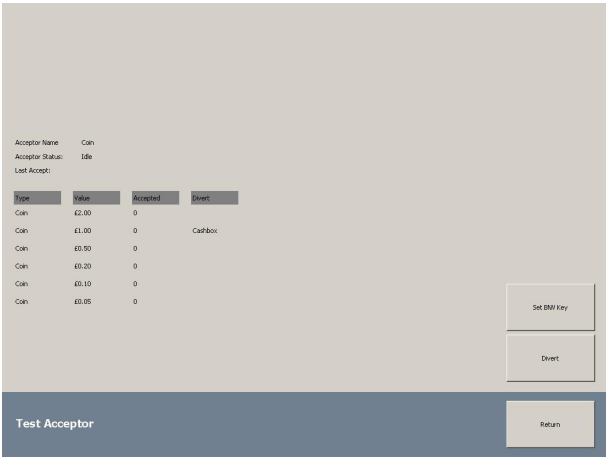
NV11 (All models)

JMC Vega

**All NV11 Recyclers must be programmed to CC4 BNV Key = 123456 (NOT DES encrypted).**

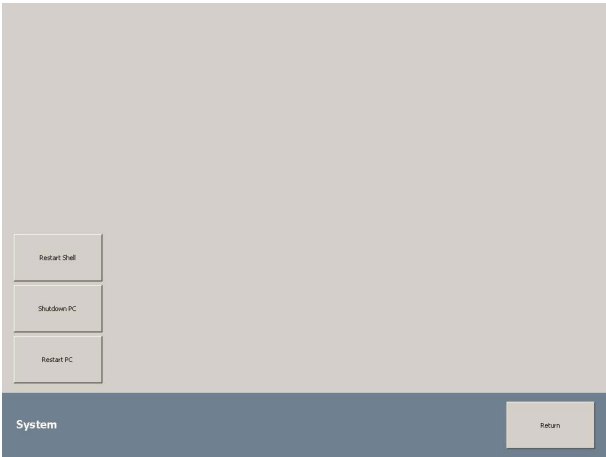


7.8 Coin Acceptor



To test the Coin Validator, press the Coin Acceptor Button. This menu allows you to test the Coin mechanism, informs you of the operational status and allows you to test the Coin Divert pressing the Divert Button.

8.0 System



Press the System Button to access the System Menu.

From this menu you can safely shutdown or restart the Machine pressing the corresponding buttons.

## **Touchscreen Calibration**

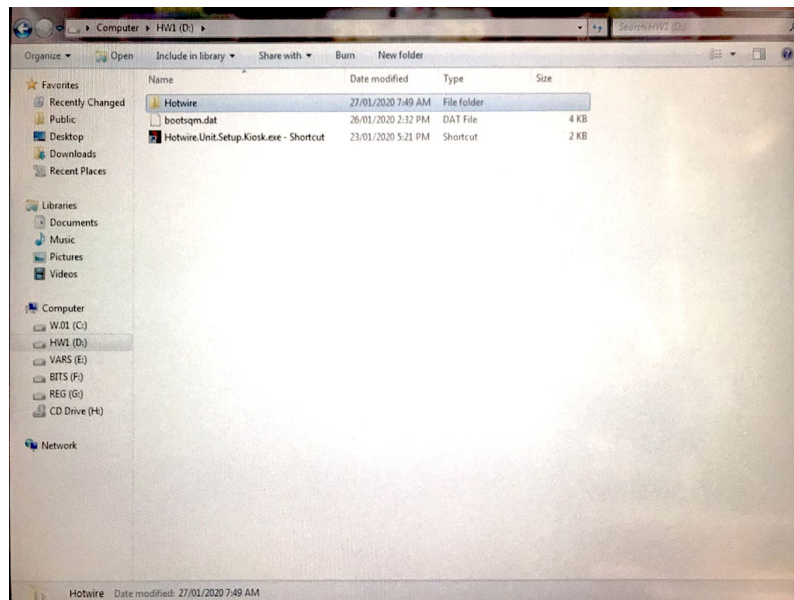
In order to calibrate the Touchscreen, follow the steps below:

1. Open the Top Door.
2. Press and hold the Test Button for 2 seconds.
3. The Enter Test Confirmation Button will appear.
4. Press anywhere outside of the Enter Test Button to enter Touchscreen Calibration.
5. The Touchscreen Calibration Program will now load.
6. Follow the on-screen prompts to Calibrate the touchscreen

## **Select Cabinet Type**

If at any point the machine loses its Cabinet Type please follow the following steps to correct the problem.

1. Connect a Keyboard to the PC and press CTtrl+Alt+Delete to enter Task Manager.
2. Go to "Applications" and press "New Task".
3. From the dropdown list select "Explorer".
4. In Explorer, navigate to HW1 (D)
5. Double click on the "Hotwire.Unit.Setup.Kiosk.exe – Shortcut" and select the cabinet type, Note acceptor or recycler and monitor type.



## Technical Support

Should you require assistance with this product please contact:

FatCat SoftWorks Technical Support - 0845 4631939 or 07792 723113

Jabro Games Technical Support - 0845 0559651