

**Basic Game Setup**

**Note:** When configuring Back to the Future: Back In Time via G2S, it is recommended to send a single event, with 2 commands (one for each theme) to prevent the game from tilting. If the game is tilted, configuration will need to be done at the EGM.

- 1. Access the Game Setup menu page as normal.
- 2. Select BTTF-Marty's Game and select Change on the Enable screen.



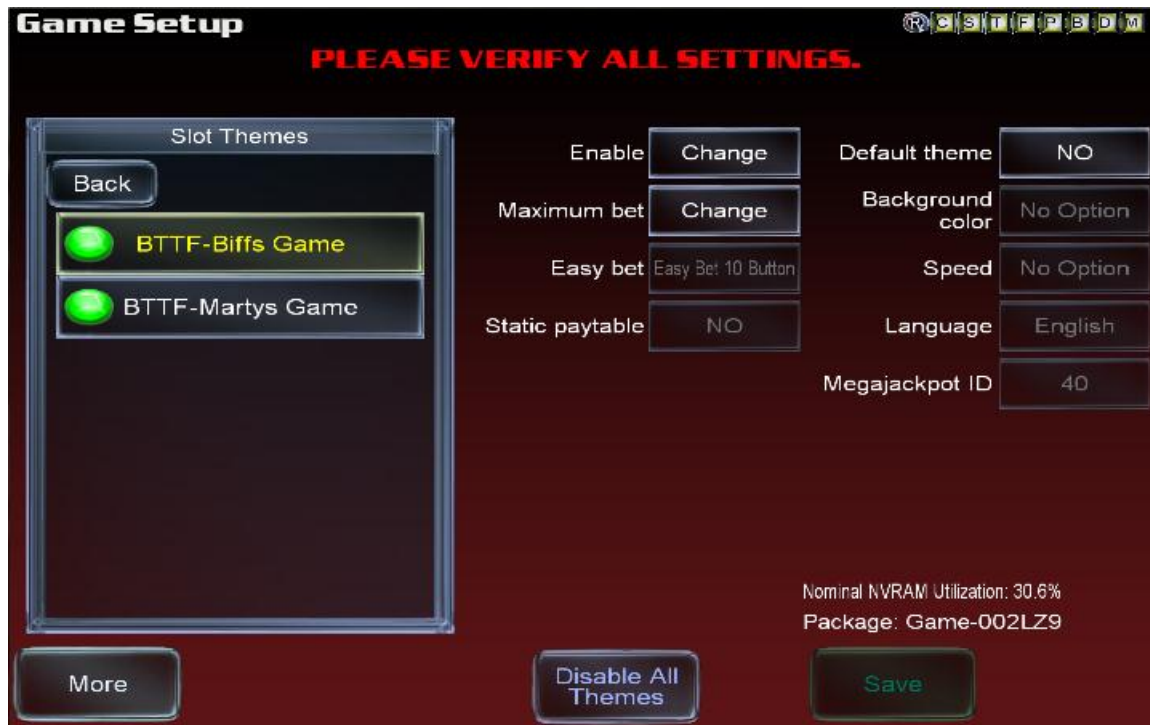
- 3. Select the payable you wish to configure and the denomination, then press Enable Selected Game



- 4. Save settings and press Back.

5. Repeat steps 2-4 for *BTTF-Biff's Game*. Then press More.

**Note:** It is possible to enable both themes (BTTF-Marty's Game & BTTF-Biff's Game) at different payback percentages. It is recommended to enable the same payback percentage in both themes.



6. Disable the More Games Advertisement by going to Setup->Attract->MoreGames Ad.  
7. Set Display more games advertisement after money in to **NO**, hit **Save**, then press **Back**.



8. **Goto Setup -> Main Menu**

9. Select Game Controlled Main Menu and set **Enable main menu style** to **TRUE**.

**Note: If Game Controlled Main Menu option is not listed, then FI014-MM-THM001-01, or its replacement needs to be installed on the EGM.**



## Game Unlock Mode Setup

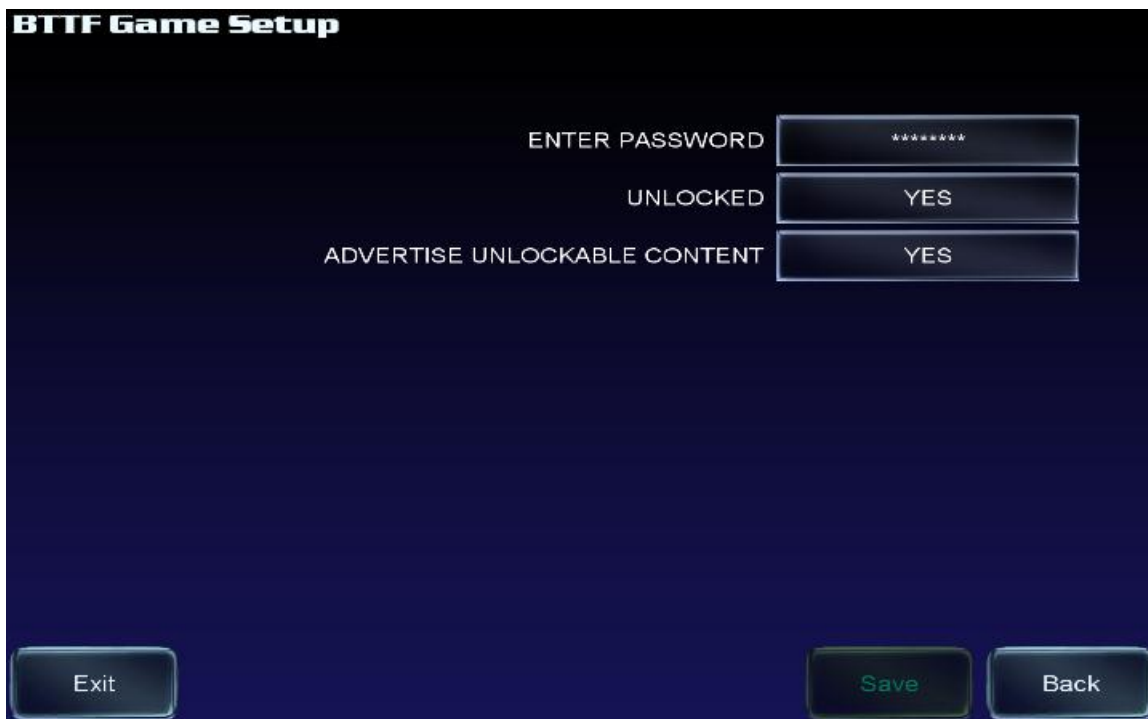
To change the unlock mode, the following steps are required:

1. Access Back to the Future: Back In Time Theme specific setup page. This is done by using an E-Key and going to Setup -> Game ->Theme Specific ->Slot -> BTTF-Martys Game -> BTTF Unlock Setup



2. Input the unlock password, “1981DELOREAN”.
3. Set Unlocked to YES.

**Note: ADVERTISE UNLOCKABLE CONTENT** should only be set to YES if the game has been on the floor in **LOCKED** mode, and the game is changing to **UNLOCKED** mode. It is designed to play some extra attracts that only make sense to the patron if they are familiar with the **LOCKED** version of the game.



## **Invalid Game Setup Tilts**

If the EGM is set up incorrectly, tilts can occur. The following are common tilts and how to correct them.

### **Please Enable Game Controlled Main Menu**

This is from skipping Step 8 and Step 9 in the Basic Game Setup section.

1. **Goto Setup -> Main Menu**
2. Select Game Controlled Main Menu and set **Enable main menu style** to **TRUE**.

**Note: If Game Controlled Main Menu option is not listed, then FI014-MM-THM001-01, or its replacement needs to be installed on the EGM.**

### **Disable Bill In Ad in Attract Setup Menu**

This is from skipping Step 6 and Step 7 in the Basic Game Setup section.

1. Disable the More Games Advertisement by going to Setup->Attract->MoreGames Ad.
2. Set Display more games advertisement after money in to **NO**, hit **Save**, then press **Back**.

### **Enable Both BTTF-Martys Game and BTTF-Biffs Game Themes Only**

This tilt occurs in the following scenarios:

- Non Back to the Future: Back In Time Themes are enabled, and need to be disabled.
- Only **Biff's Game** is enabled and the game is in **UNLOCKED** mode. Enable Marty's Game.
- Only **Marty's Game** is enabled and the game is in **UNLOCKED** mode. Enable Biff's Game.

### **Switch to Marty's Game or Change Unlock Option**

This tilt occurs when **Biff's Game** is displayed while in LOCKED mode. This can be solved by:

1. Verify Marty's Game is enabled by following Steps 1 – 4 in the Basic Game Setup section.
- 2a. Unlock the game, detailed above in the Game Unlock Mode Setup section - **or** -
- 2b. Switch to Marty's Game. This can be done easiest by closing the door and pressing the Switch Game button on the tilt window.

### **Themes Must Have The Same Denomination**

This tilt occurs when **Biff's Game** and **Marty's Game** are both enabled at different denominations.

1. Repeat Steps 1 – 4 in the Basic Game Setup section, for each theme. Ensure the same denomination is selected for both **Biff's Game** and **Marty's Game**.