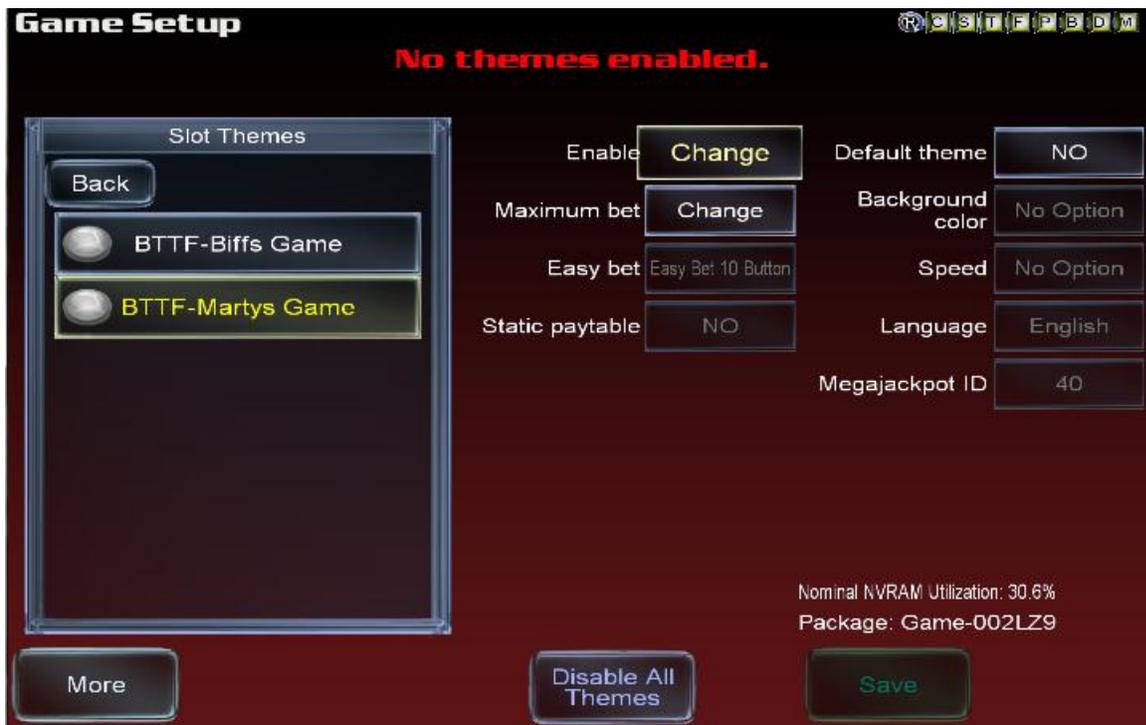


## Basic Game Setup

**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.



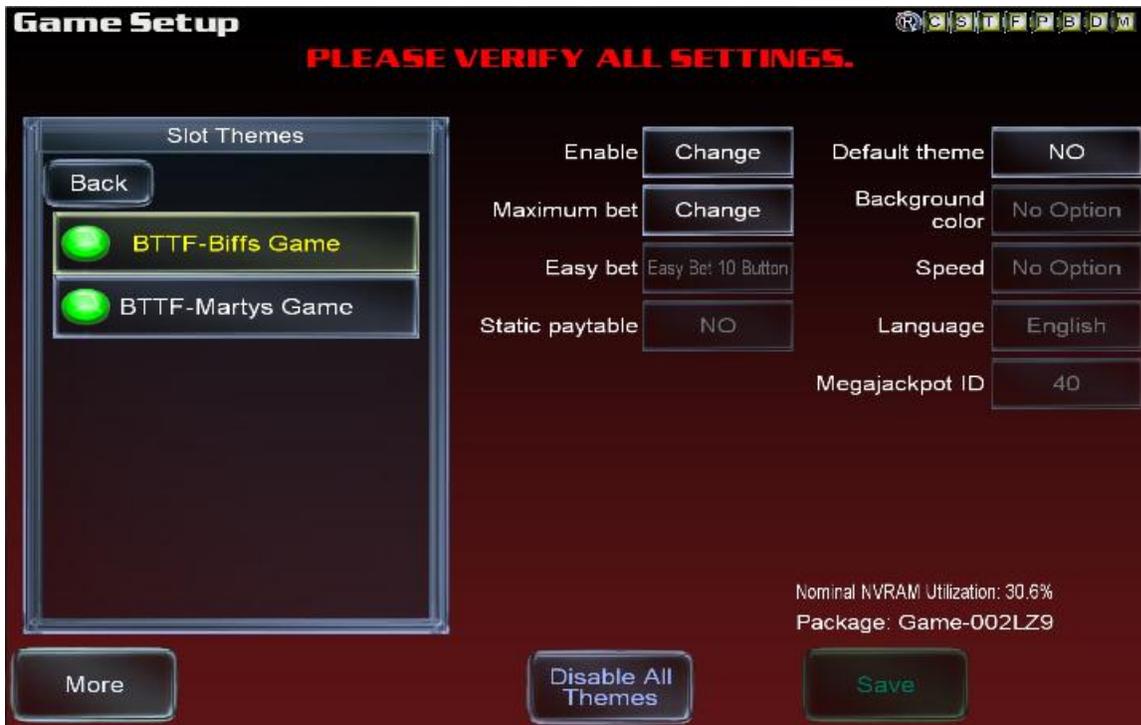
3. Select the payable you wish to configure and the denomination, then press Enable Selected Game



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**.