

SWP v8.0 Software Update (Expiry Date March 30th 2015)

RELEASE INFORMATION



April 2014

AMEDIS Code	Machine Name	Software Version	Jackpot (AWP/Club Only)	Machine Category (AWP/Club Only)	MGD Level (AWP/SWP/Club Only)
GAW41200	Paragon	v8.0 (SCD)	£100	AWP	20%
GAW41100	Paragon	v8.0 (S)		SWP	20%
GAW41400	Paragon	v8.0 (D)	£8.00	AWP	5%
GAW41300	Paragon	v8.0 (T)		Video	VAT
GAW41600	Paragon O.P.E.N. Conv	v8.0 (SCD)	£100	AWP	20%
GAW41800	Paragon O.P.E.N. Conv	v8.0 (S)		SWP	20%
GAW41700	Paragon O.P.E.N. Conv	v8.0 (D)	£8.00	AWP	5%
GAW41900	Paragon O.P.E.N. Conv	v8.0 (T)		Video	VAT

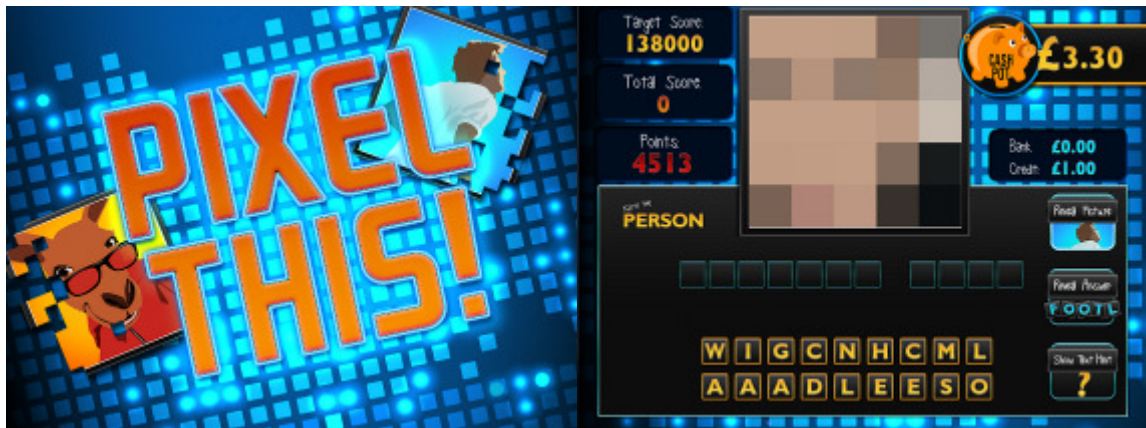
Introduction

The **v8.0** software release for SWP introduces **TWO** brand new **single-burn** games:

- Pixel This

An exciting App-styled picture game, where the player has to guess the words as the images 'pixelate' into view. The faster players answer, the more points they earn. Multiplier bonuses will be rewarded for quick answers. If the player exceeds the Target Score then he/she will win the **Cash Pot**. Hints such as Reveal Picture, Reveal Answer and Text Hint are available.

PLUS - Extra Hints are available **to buy** during the game.



- Can You Dig It?

A pirate-themed game based on the proven Deal or No Deal: No Questions 'Skill-Stop' mechanic. A group of 18 pirates is dropped onto a Treasure Map. The player must Skill-Stop the 'X' onto one of the pirates to make him dig for treasure at that spot. The player continues playing until he/she fails to land on a pirate or has selected them all. Collect three Emeralds, four Rubies or six Diamonds to earn 'mini-games'. Collect three Keys to win the Cash Value inside the Treasure Chest. Cash Purses award Instant Prizes.



Additional New v8.0 Features

v8.0 also features a new **Menu Design**, allowing up to **NINE** games to be displayed on the front page for each selected Game Zone. A further **NINE** games can be displayed on the second (back) page, meaning **18** games in total. Game Zones are selected by touching the **Zone** buttons at the top of the screen.



PLUS....

- **v7.3 Triennial Software Update** for £100 Cat C content
- **New £100 'Attract' Screens** promoting Triennial updated Cat C content
- **FREE SWP Games** this feature provides players with 'sample' games and encourages increased levels of play. This feature is fully operator configurable within *Smart Settings*
- **Recommended Games** a choice of recommended games is now offered to the player after exiting a game. This feature is similar in style to that seen on *Amazon*
- **Menu Screen Set-Up** operators can now re-order the games on the front page in *Game Settings*
- **Diagnosis Mode Upgrade** a new button in *Maintenance Mode* allows the machine to dump information to a USB stick. This helps to identify any technical problems and more efficiently provide 'fixes'
- **Collector Mode Upgrade** a message has been added to *Collector Mode* warning when dongle credits are getting low. A **YELLOW** message means less than 1,000 credits remaining; a **RED** message means less machine has entered its 'Grace Period'

v8.0 is available by DOWNLOAD

- Visit www.gwhl.co.uk and download software onto **DVD** or **USB Pens** for *transfer*
- If you wish us to supply pre-loaded **USB Pens** to you, these are available at **£9.99 each**

v8.0 is also available on DVD - ON REQUEST ONLY

- Call GW Technical Support on: **01332 228480** or email on: support@gwhl.co.uk

Installation Instructions

- Your SWP terminal **must** have **v7.0.00** (or later) software already installed
- To begin, open the top and bottom doors and press **Test Switch** to enter **Maintenance Mode**
- Insert your **DVD** or loaded **USB Pen** into **Tower** and press **Load Update**
- After accepting the 'EULA' installation will proceed
- Wait for the **v8.0** software to install. This will take 15-20 minutes
- When this is complete the SWP terminal will *automatically* reboot
- **WARNING:** Do **NOT** turn the machine off during this process
- Remove **DVD** or **USB Pen** from **Tower** and close and lock both doors to complete installation