



## BatSlide V2.18

- 1) The improved DISPLAY ROUTINES are now the standard version.  
Multiple BatSlide boards and display types burned in for 10+ days.
  
- 2) The BONUS LEVEL settings now include a new option SAV and CLR These allow the option of saving or clearing any “odd” money after a bonus level is reached. For example, if you set the price per play to \$2.00 and the bonus trip point to \$5.00 there will be a left over \$1.00 after the insertion of a \$5.00 bill. If this setting is set to CLR it will dump the odd \$1.00. This will hold true for inserting multiples of the trip point too. If a \$10.00 is inserted, it will dump the odd \$2.00. Effectively giving you the option of \$2/Play 3 plays for \$5 and so on. While this function may be useful in some situations, we recommend the setting be left on SAV to ensure the player sees all the money they have inserted. Leaving the odd money is a great enticement to get the player to insert more money to get to the next rack play amount.
  
- 3) TIMED PRICING now had the ability to adjust not only the minutes, but the amount of money in to get those minutes. The minutes are adjustable from 1 to 60 and the pricing is adjustable from .25 to \$50.00 in .25 increments. So, if you set the dollar amount to \$10.00 and the minutes to 60, it will be \$10/hr pricing and the play HAS to put in at least \$10 to get the time. A setting of \$5.00 and 30 is still \$10/hr, but the player only has to put in \$5.00 to play. This will allow for many possible pricing structures.