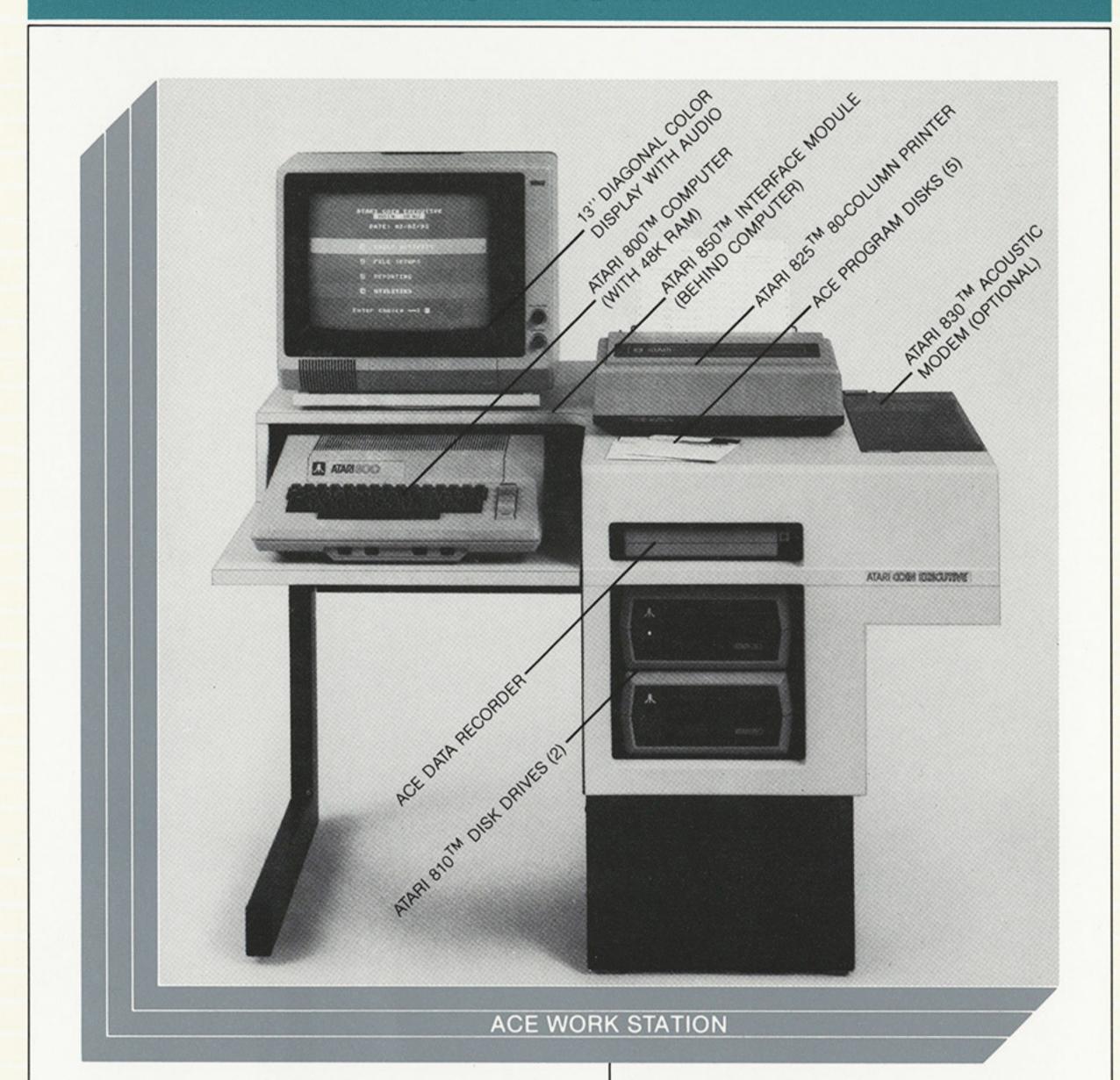
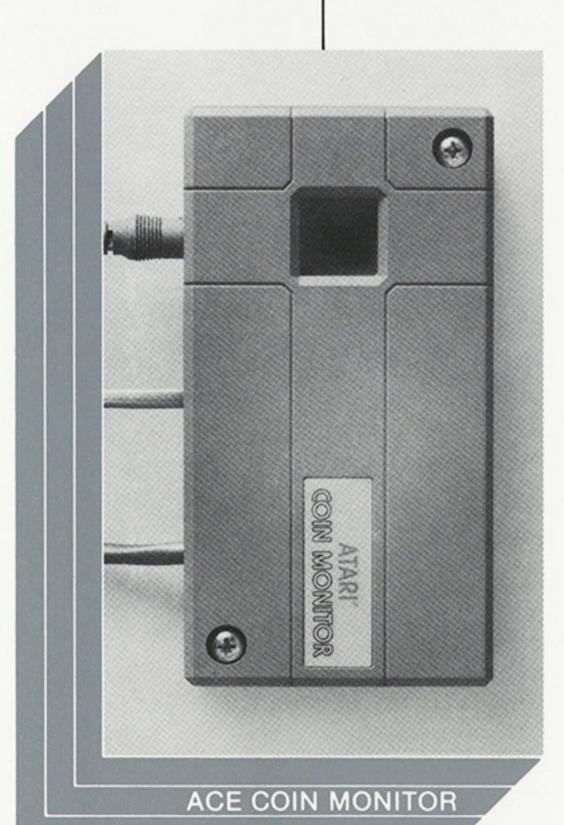
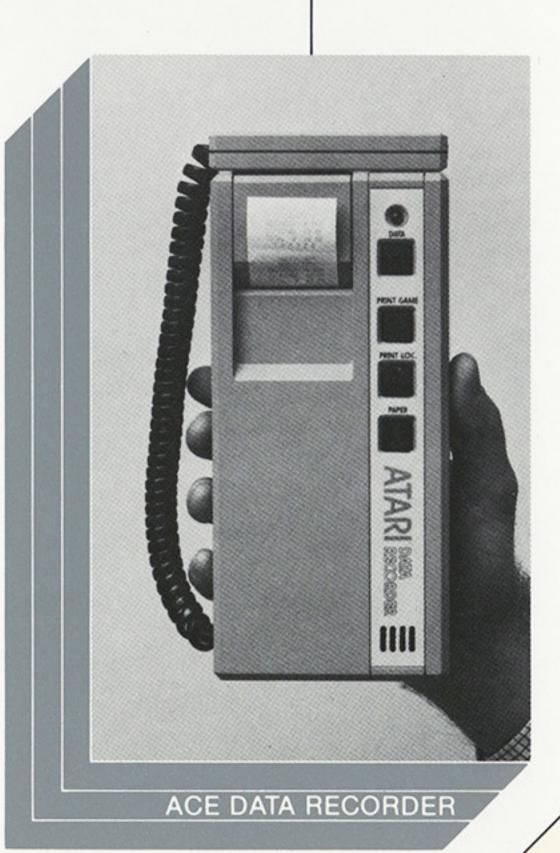


A TOTAL CONCEPT







HARDWARE

Coin Monitor

- Installed in every coin-operated video game in each arcade or route location.
- Counts coin switch closures to eliminate counting on-site. Counts coins or tokens.
- · Detects and logs tampers by time.
- Detects and logs power-on time.
- Identified by permanent, unique serial number.
- Rechargeable battery guarantees against loss of memory for up to 30 days.

Data Recorder

- · Portable, battery-powered and belt-hung.
- Initializes newly installed coin monitors through insertion of probe.
- Can store data from 65 coin monitors before transferring data to system computer.
- Can provide printed receipts to be left at each location - either game by game, as a summary of the location, or both.
- Acts as an interface between system computer and hardwired locations.
- Calculates percentage splits for location.

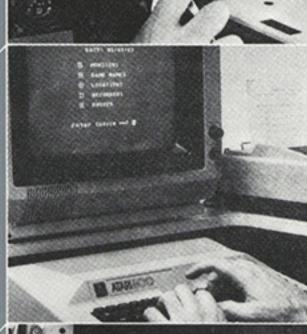
Ace Work Station

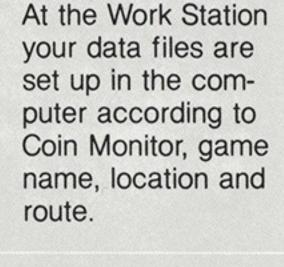
Complete custom desk to hold system.

SOFTWARE

- Custom ACE software program disks.
- Memory maximum of 800 Coin Monitors and a combination of 320 game names/locations.
- Menu driven system: user selects actions by menu and responses are computer prompted.
- Provides secure collection and operation monitoring for each location.
- · Global password control for system access.
- No manual computation or entry.
- Can update memory in up to 200 Coin Monitors at one time.
- Can place system into a watchdog mode through security monitoring to record any coin door openings.
- Can provide "flash feedback" of collections at any time without resetting the Coin Monitor counters.
- Generates revenue analysis report by game name or location.
- Provides a rolling sixteen-week earnings report plus a gross revenue history to date per Coin Monitor.
- Provides "exception" reports of games or locations collecting under specified amounts.
- Generates payback analysis for each game and net dollars analysis per week.
- Allows immediate identification of high or low earning games and evaluation of overall location performance.
- Reports last collection, last service, and security tamper detailing by time.
- Offers remote monitoring with optional modem.
- Provides office automation and expanded system capability via other software applications of the ATARI 800 Computer system.







An ACE Coin Moni-

every coin operated

video game in each

arcade or route lo-

"counting" for you.

cation to do the

tor is installed in



The portable ACE
Data Recorder
eliminates counting
on-site and makes
route collections
easy and computer
accurate.



After gathering collection data, ACE can provide a printed receipt to be left at your location anywhere in your operation.

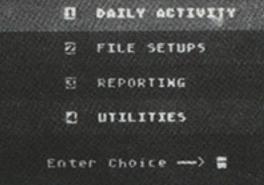


ACE calculates percentage splits automatically so all you need to do is bag the coins and pay the location owner.



DATE: 03/04/83

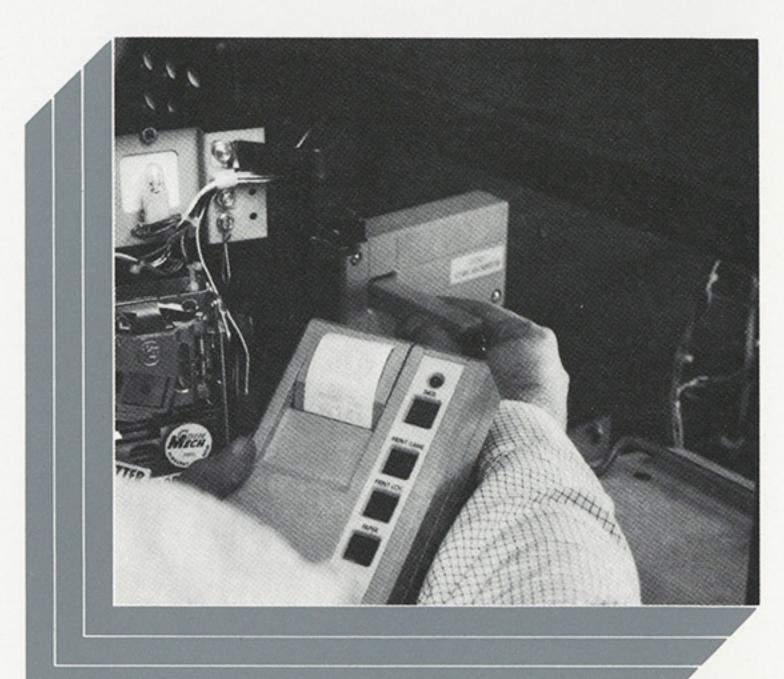
At the office, information stored in the Data Recorder is automatically transferred to the ACE System's ATARI 800 Computer.



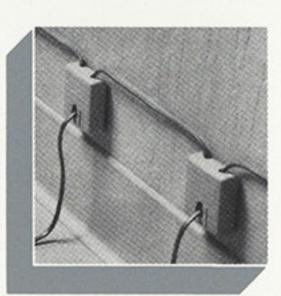
Select a computer menu, type in your responses as the computer prompts, and the system does all the posting.

ACE IS DESIGNED FOR BOTH ROUTES AND ARCADES





Single Arcades ● The individual arcade owner can wire his Coin Monitors directly to the computer system on the premises. The arcade is wired with common telephone jacks and wires, which both the Coin Monitors and the Data Re-



corder accept.
Data is fed directly to the computer. The ACE System can routinely poll each Coin Monitor—up to 800—and generate reports.

Multiple Arcades • Provision has been made to allow the ACE System to remotely poll several wired arcades via an acoustic Modem (optional equipment) using an ordinary premises telephone. Each remote arcade must be wired,



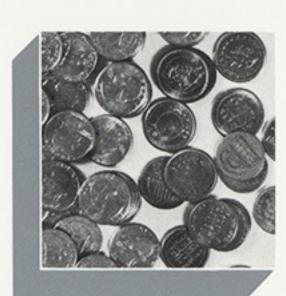
have a Data Recorder and the optional Modem. Voice contact is first established, then the Modem is engaged and all data is collected.

Routes • The Data Recorder allows collection reporting of Coin Monitors which are widely scattered, such as in street locations. The battery-powered Data Recorder can collect up to 65 Coin Monitors before data must be released to the



computer. A printed receipt can be made by this portable unit for each game and the entire location with the touch of a button.

Mixed Operations • Both routes and arcades can be mixed—some units hard-wired and computer read, others Data Recorder read. The limits of the ACE System are a compromise of the number of Coin Monitors, game names



and locations required. With a maximum allocation of 800 Coin Monitors, the system can also support a combination of 320 game names and locations.

The video game experts who helped operators grow now help them account for their success with the new ATARI Coin Executive, the first total collection accounting system designed for routes, arcades, or both.

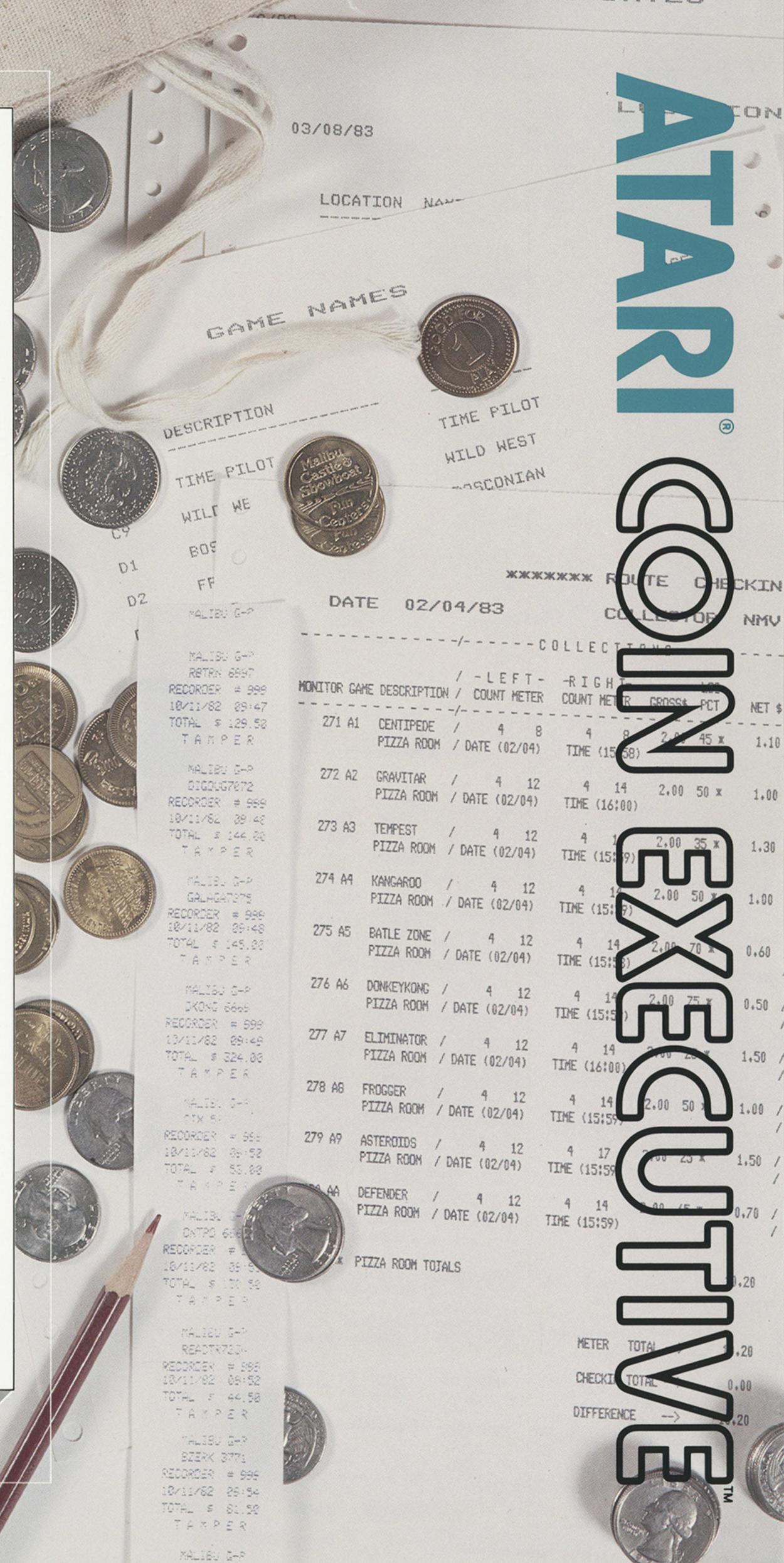
Bulky coin counters and rolls of quarters that used to weigh you and your business down are obsolete. So are the hours spent collecting just a single location, and the tedious manual entry of collection data into journals.

The Atari Coin Executive (ACE for short) lets you manage your cash collections quickly and efficiently. ACE is a total system that meets the demands of today's complex collection control requirements without being complex to operate. It's easy to learn. And ACE is the first computer cash control system that is affordable to large, medium and small operators alike.

ACE lets you constantly track and evaluate your operation with computer speed and accuracy. It allows immediate identification of top or slow earning games and overall location performance. It takes the guesswork out of game rotation determination and payback analysis. It provides secure collection and operation records for each location, records tampers by time, assures owneronly control for all operations, and more.

ACE also enhances your professional approach to the coin-operated amusement industry by showing potential location owners how seriously and efficiently you conduct your business. ACE is a tool that can help secure and maximize new profit opportunities in any type of location.

For today's busy operator, ACE really counts.



TOTAL \$1852 88

ACE SPECIFICATIONS

COIN MONITOR

One per game.

Inputs:

2 coin switches (5v), 1 coin door switch (supplied), AC Power

Outputs:

Serial data, 300 Baud

Circuits:

NEC 7507S, CMOS, 4 bit processor 2 opto-isolated data ports

Prom Factory serial number

Functions:

Binary internal clock Stores location, game name, password, location split Logs

Coin count and coin meter Service time by Recorder # Collection time by Recorder # Tamper type and times % power on time

Power:

120VAC, 60Hz, 3VA (power adapter supplied). Built-in rechargeable NICAD battery provides 30 day backup Dimensions: 5.42" x 2.92" x 17" Weight: .42 lbs.

DATA RECORDER

Inputs/outputs:

Serial data, 300 baud

Circuits:

6507 type, 8 bit microcomputer, PIA, 2K x 8 CMOS RAM

Opto-isolated data port

Prom Factory serial number

Functions:

Internal clock

Data transfer between coin monitor and computer

Calculate and print route receipts Initialize/update coin monitors Security controls of collection data Local poll line driver/receiver Remote poll line driver, modem interface

15 column thermal printer for receipts

Data Capacity:

Collects up to 65 coin monitors before data transfer required. Battery supports full exercise including ticket printing. Protective circuit prevents battery drain before data transfer.

Power:

120VAC, 60Hz, 3VA (Power adapter supplied) Built-in rechargeable NICAD battery support normal use on routes, overnight recharge

Dimensions: 8.44" x 3.94" x 1.54" Weight: 1.415 lbs.

SOFTWARE

In Basic and 6502 Assembler Source listings and manual supplied General:

Menu driven

User created, table driven Password security on all hardware Sequence number for data Computation and posting automatic Arcade Poll

Local by wire via Data Recorder Remote by modem/ Data Recorder Security poll monitoring

Route via Data Recorder

Reports:

Automatic menu prompts Revenue analysis by game name

Revenue analysis by location 16 week rolling net revenue Payback analysis; lease/buy

Exception with user set threshold

Coin Monitor

Extended Gross Revenue By game name

By location

Adjusted gross split by game Cash actual versus reported Route checkin controls Tampers by type and time Service time and recorder log Collections time and recorder log % on time log

Capacity:

Using the Computer System Table allocation of 7200 bytes

Each coin monitor uses 7 bytes Locations and game names use 5 bytes each

Number of coin monitors must exceed those of locations and game names

Example:

800 Coin monitors allows 320 combined names/locations.

Routes-40 routes/arcades Polling-200 per arcade/route Data Recorder-65 per collection

WORKSTATION:

Shipped unassembled—laminated wood top, sheet steel cabinet. Accepts computer system below, printer paper box, acoustic modem and provides a plug strip with a master power switch

COMPUTER SYSTEM:

The full functioning computer for the Atari Coin Executive 1-Atari 800 Computer with 48K RAM

2-Atari 810 Disk Drives

1-Atari 850 Interface Module

1-Atari 825 80 Column Printer

1-Amdek 13 inch Color monitor w/800 connector cable

All Atari manuals for above

ACE WARRANTY

- 90 Day limited warranty on Atari ACE Products.
- Extended Atari ServiceSM Contract on Atari ACE products for one full year after expiration of the original 90 day limited warranty.
- Atari Service Contract and/or ACE warranty service available through your local authorized Atari ACE Service Center and through factory authorized Atari ACE distributors.
- For full details of the Atari ACE Warranty and ServiceSM Contract, please refer to the Atari ACE Warranty and Service Contract information brochure.

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