



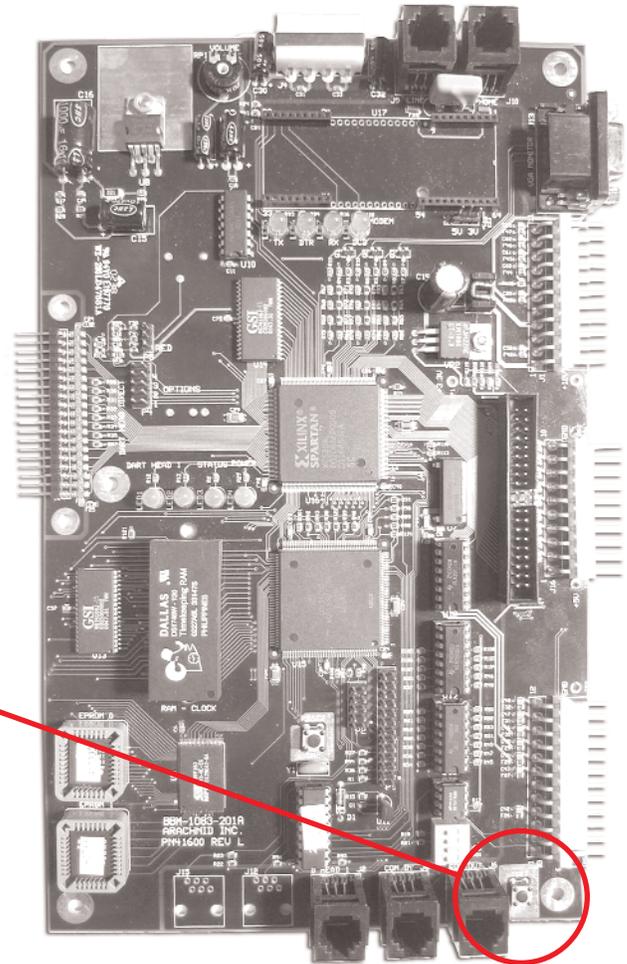
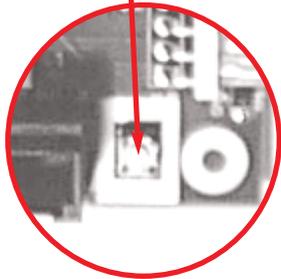
Adding Locations into LeagueLeader Cheatsheet

This document will help you get the necessary information off of the Galaxy II's and enter that information into LeagueLeader. These Instructions are ment to simplify the process. Use the manual for more detailed information

Getting the Screen ID from the Galaxy II

1. Open the darthead door.

2. Find and press the **TEST** button on the motherboard.

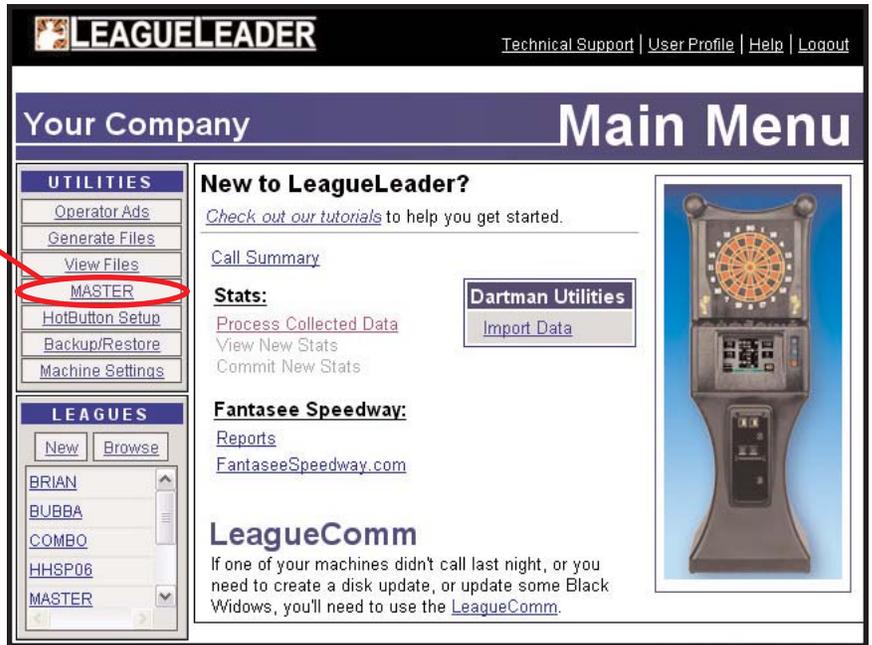


3. On the main setup menu, locate the **SCREEN ID**. Yours will probably be four (4) digits long. This is what will be needed to send the HotButton information to the boards.

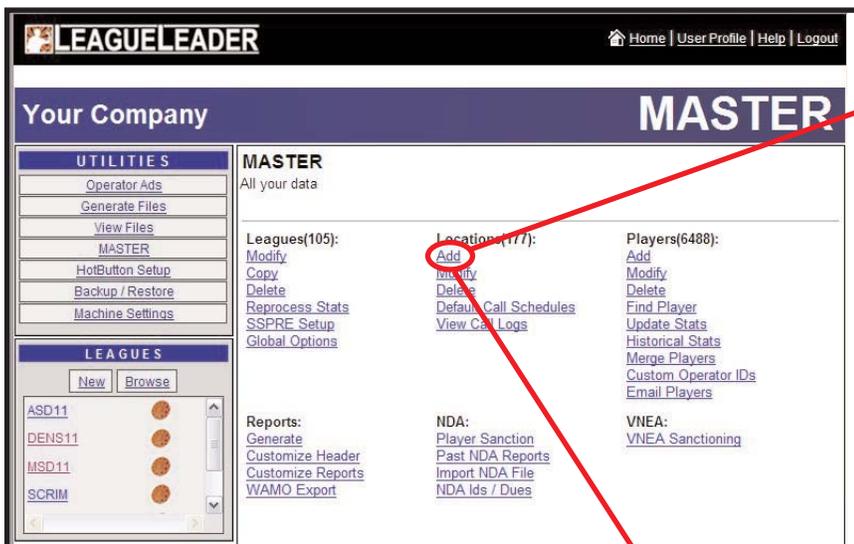


Creating a Location In LeagueLeader

1. Open LeagueLeader.
2. Click on **MASTER**.



3. Under **Locations** click on **ADD**. This will bring up the locations menu.



4. Enter in all the important information.

Edit Location

Location Details

Name: Voice Phone #:

Address 1: Data Phone #:

Address 2:

City: Fax Phone #:

State:

Zip Code:

Sponsor Fees

Expected: \$

Paid: \$

Master Machines

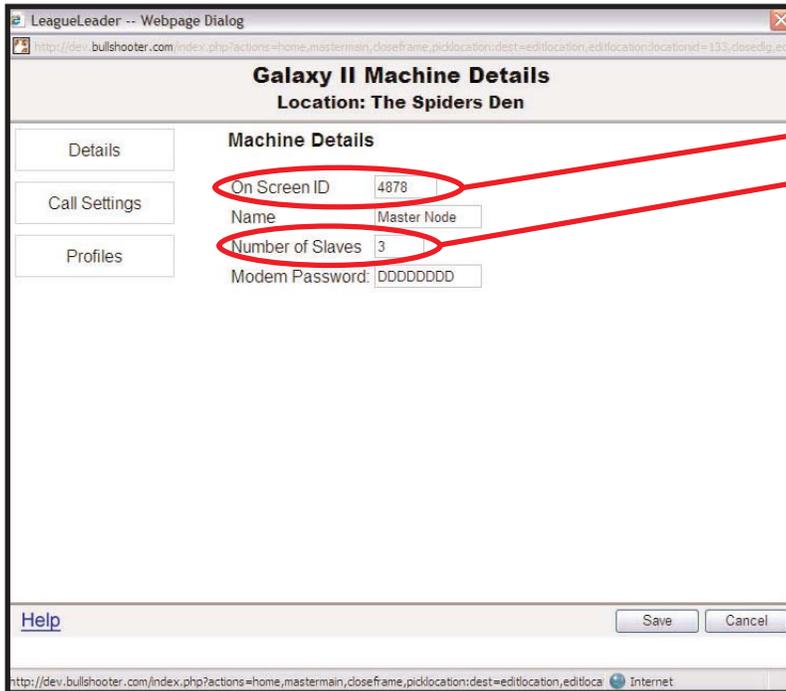
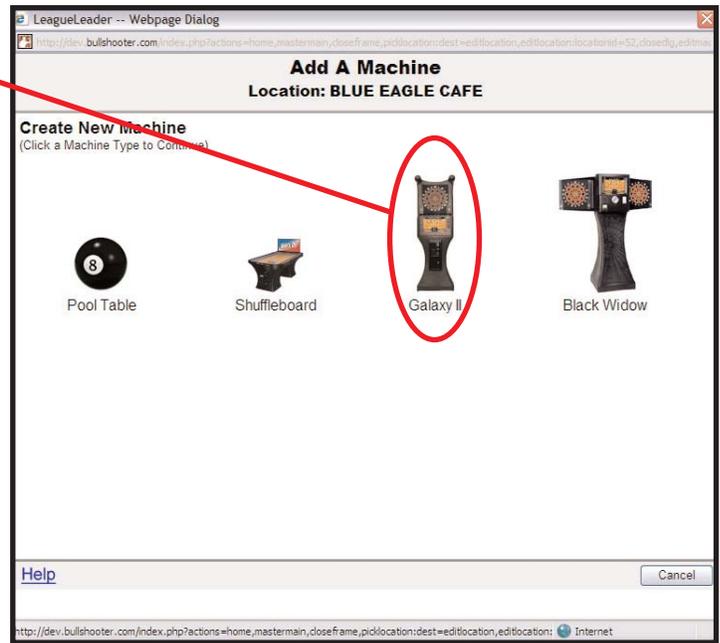
* Click Machine to edit

Screen ID	Name	Type	Machine Count	Build
<input type="checkbox"/> N/A	Main Hall	Pool Table	10	N/A
<input type="checkbox"/> 34:53:16:84:32:18	Shuffle 1	Shuffleboard	1	
<input type="checkbox"/> 4878	Master Node	Galaxy II	4	3390
<input type="checkbox"/> B4D	Big Guy	Black Widow	2	

Help

5. Click **ADD**. This will open the Machine Menu.

6. Select the Machine you are setting up. In your case that is a **Galaxy II**.



7. You will need to enter in the **Screen ID** and the **Number of Slave** machines.

8. Click **Save** when finished. This will bring you back to the Edit Locations page.

9. Click **OK** to exit.