



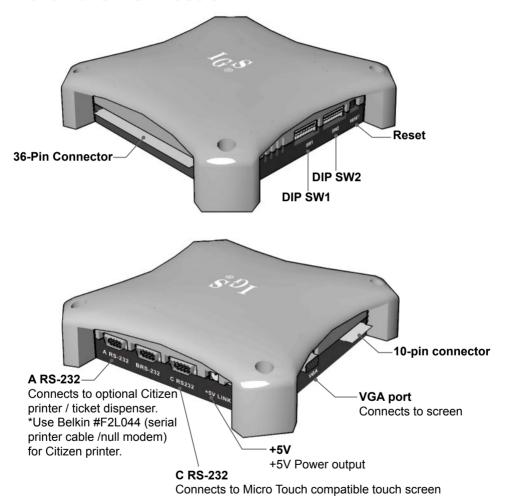


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1. Hardware

Hardware Connection



Remarks:

- 1. Printer only can be driven when connecting to the RS-232 port.
- 2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10-pin connector.



Connection Diagram

- Diagram						
36 Pins						
PARTS SIDE		SOLDER SIDE				
	1					
	2					
SPEAKER	3	GND				
	4					
	5					
	6					
TICKET OUT	7					
TICKET SWITCH	8					
START/ALL STOP/TAKE	9					
STOP 4/SMALL/HELP	10					
STOP 5/PLAY	11					
STOP 1/TAKE	12					
STOP 3/DOUBLE/SELECT LINE	13					
	14					
	15					
STOP 2/HOLD PAIR/BIG	16					
	17					
COIN A	18	KEY IN				
	19	COIN C				
воок	20	TEST				
	21	KEY OUT/PRINTER OUT				
	22					
COIN A METER	23					
KEY IN METER	24					
	25					
COIN C METER	26					
OUT METER	27					
OUT METER	28					
LAMP: START/ALL STOP/TAKE	29					
LAMP: STOP 4/SMALL/HELP	30					
LAMP: STOP 5/PLAY	31	LAMP: COUNT				
LAMP: STOP 1/TAKE	32					
LAMP: STOP 3/DOUBLE/ SELECT LINE	33					
LAMP: STOP 2/HOLD PAIR/BIG	34					
	35					
GND	36	GND				

10 Pins					
PARTS SIDE		SOLDER SIDE			
GND	1	GND			
GND	2	GND			
+5V	3	+5V			
+5V	4	+5V			
+12V	5	+12V			
	6				
TICKET SSR	7				
	8				
	9				
GND	10	GND			

DIP Switch Setting

DIP SWITCH	H 1	1	2	3	4	5	6	7	8
TOUCH	YES	ON							
FUNCTION	NO	OFF							
AUTO PLAY	YES		ON						
	NO		OFF						
LINER SELECT	25			ON					
	9			OFF					

REMARK: Please reset after adjusting LINER SELECT.

36 & 10 PIN Button Layout

STOP 1 TAKE STOP 2 BIG (HOLD PAIR) STOP 3 DOUBLE (SELECT LINE)

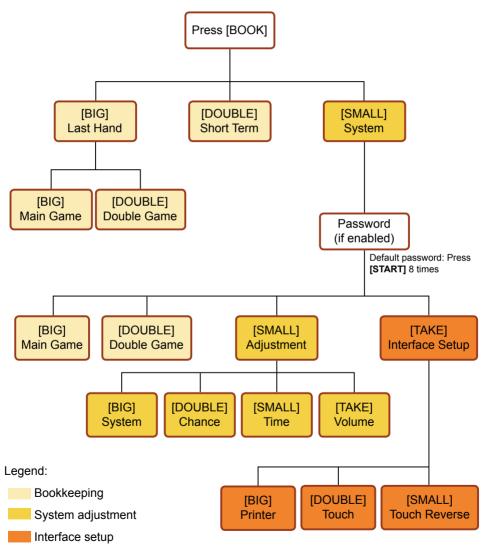
STOP 4 SMALL (HELP)

STOP 5 PLAY START ALL STOP TAKE



3. Bookkeeping & Adjustment

Access Flow Chart



System Settings

ITEM	SELECTIONS	DEFAULT
MAX. PLAY/LINE (25)	2, 4, 8, 10, 15, 20	20
MAX. PLAY/LINE (9)	5, 10, 20, 30, 40, 50	50
MIN. PLAY/TOTAL	1, 5, 7, 9, 10, 15, 20, 25	9
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	9
COIN RATE		25
KEY IN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80,	100
KEY OUT RATE	100, 200, 250, 400,500, 1000	1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	DISPENSER
PRINTER COMMAND	CBM 1, ESC/POS, STAR	CBM 1
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PAIR	NO, REGULAR, SKILL	NO
DOUBLE GAME	NO, YES	YES
JACKPOT 1 MODE	PROGRESS, RANDOM	PROGRESS

Remark: Default password of System Setup: pressing [START] 8 times.



Chance Adjustment

ITEM	SELECTIONS	DEFAULT	
MAIN GAME	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5,	LEVEL 6	
LEVEL	LEVEL 6 (hardest)	LEVEL 6	
DOUBLE GAME	95%. 90%. 85%	95%	
LEVEL	95%, 90%, 85%	95%	

Touch Screen Calibration



- Press [BOOK] and follow the on-screen prompts to enter the calibration screen.
- 2. Touch center of the cross on the screen for 3 seconds.
- 3. Follow the cross when it moves till the calibration is completed.

3. Game Introduction

Features

- 9/25-liner adjustable.
- Max. win up to 500,000 (in 25-liner setting).
- 1 set of progressive Jackpot and 2 sets of random Jackpot. If 5/4/3 Jackpot Symbols are in line, players gets Jackpots 1/2/3 depending on the JP symbol.
- Higher wagers encouragement: Win paid from left to right and right to left when matches the criteria.
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the symbols you don't want. Press Hold-Pair button to swap the Symbols.
- 5~20 free games: Free games will be triggered when correct symbols show up.
- Touch screen / Auto play support.

Main Game

BANDITS is a 15-reel & 9/25-liner game with 3 different bonus games.



-3 sets of Jackpot

9/25-liner adjustable

Symbol zone



Free Game





■ With



and



next to each other left to right, the player gets a

Free Game.

■ Select one



to get the number of play times and select one



get the mutlipler of the wins.

Double Game

After winning the Main game or Bonus game, player can press **[DOUBLE UP]** button to play Double game.



Player selects any one card from the lower deck. Then choose whether the next card will be "higher" (big button) or "lower" (small button) than card value above selection.

Bonus Game

Get 3 or more



symbols on the screen to enter the Bonus Game.

Bonus Game1 - Hunting Reward



- Select one from 9 question marks to start the game. Three successful arrests of the same criminals will get you extra wins.
- A maximum of six play times.

Bonus Game 2—Bingo



- Select one item from the screen to start the game.
- If the selected item can be linked and create a line in the bingo game on the left, a bonus is given and the player will return to main game.

Bonus Game 3—Jewels Hunting



Select 1 through 9 options to win prize. Game ends by selecting bomb.



4. Payout Rules

JACKPOT

JACKPOT 1	Five-in-line wins 100% of Jackpot 1; Four-in-line wins 50% of Jackpot 2; Three-in-line wins 25% of Jackpot 3.
JACKPOT 2	Five-in-line wins 100% of Jackpot 1; Four-in-line wins 50% of Jackpot 2; Three-in-line wins 25% of Jackpot 3.
JACKPOT 3	Five-in-line wins 100% of Jackpot 1; Four-in-line wins 50% of Jackpot 2; Three-in-line wins 25% of Jackpot 3.

Pay Chart





Line up pattern: 9-liner

Line up pattern: 25-liner

Encouraging Higher Wagers

9-Liner

JACKPOT

MIN TOTAL PLAY FOR JP	JACKPOT
9	2 X JACKPOT BASE
18	3 X JACKPOT BASE
27	4 X JACKPOT BASE
36	5 X JACKPOT BASE

Win paid from left to right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
9	2	18	1 - 3
9	3	27	1 - 6
9	4	36	1 - 9

25 Liner

JACKPOT

MIN TOTAL PLAY FOR JP	JACKPOT
9	JACKPOT BASE
50	2 X JACKPOT BASE

Win paid from left to right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
25	1	25	1 - 10
25	2	50	1 - 25

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Odds Table





Line up pattern: 9-liner

Line up pattern: 25-liner

