## BJ BONUS -- V3.0 LAMPS CONTROL

## A. INSTRUCTIONS

THIS GAME IS USED TRADITIONAL BLACK JACK GAME WAY AND ADDITIONAL SEPCIAL FUNCTION TO IMPROVE THE GAME'S ATMOSPHERES.

1. HOW TO WIN THE BONUS?

When the player get the "777" or "7 cards" or "Super BJ" and win the BONUS. THE MAXIMUM is 50 TIMES of BET. BET more and WIN

FEVER GAME :

When the player get the "SAME COLOR 678" and entry the "678 FEVER". He has the chance win the 30 TIMES of BET in one time. BET more and WIN more.

3. Double BET function:

The player can Double BET after first two cards.

4. SPLIT CARD:

When the player get the same degree card on the first two cards, he can choice SPLIT card and additional the Win rate.

- 5. Maximum BET after WIN is 500 or 1000. (Adjustable by DIP SWITCH).
- Dealer and remained cards can show off by random. Bet more and chance higher.
- 7. Super 8 cards, can win the 200 TIMES of BET.
- 8. W-UP function setting available.

### B. BONUS TABLE

ODDS LIST	RATE	BONUS 1	BONUS 2	BONUS 3
		PLAY	PLAY	PLAY
		SMALL	MIDDLE	MAXIMUM
SUPER 8 CARDS			X 200	
7 CARDS	X 50	1/4	1/2	ALL
SUPER BJ	X 30	1/8	1/4	1/2
SPECIAL 777	X 15	1/16	1/8	1/4
6 CARDS	X 6			
VICE BJ	X 6			
BJ	X 2			
WIN	X 1			
SAME COLOR	X 1	FEVER	FEVER	FEVER
678		_	<b>ω</b>	υn

# C. W-UP GAME (DOUBLE UP GAME)

When the player win the scores from main game, he can push "W-UP" button to entry the "Double Up" game and guess the hidden is "BIGGER" or "SMALLER" than "7". If the card show on the "7", that's mean "PASS" don't care the player guess.

# D. GAME'S SETUP (software setup only)

Original password is pushed 8 times of "START" switch button

JAMMA connector parts side No.15 pin (or 8 Lines connector solder No. 20 pin) – TEST SW. shut to GND, and input the correct password to setup the game. The first number is "Factory suggestion".

a. == FIRST MENU == INPUT PASSWORD: xxxxxxxx

[BET] CHANGE PASSWORD [HIT] GAME SETUP [START] EXIT

b. == GAME SETUP PAGE 1 ===
 MAIN GAME RATE: 93%, 95%, 97%, 99%
 HIGH SCORE LIMITED: 100000, 200000

GIRL DISPLAY: YES, NO

COIN LIMITED: 30000, 1000

W-UP GAME: YES, NO

W-UP GAME RATE: 88%, 92%

COIN RATE: 1, 2, 4, 5, 10, 15, 20, 25, 30, 50, 75, 100, 500

[STAND] NEXT PAGE | START] EXIT

c. === GAME SETUP PAGE 2 ===

KEY IN RATE: 1, 2, 4, 5, 10, 15, 20, 25, 30, 50, 75, 100, 500 MIN. BET: 1, 8, 25, 100

MAX. BET: 8, 25, 50, 100, 500

CONTINUE BET: <u>500</u>, 1000

PAY OUT METER: BY PAY OUT RATE, EVERY 100

GAME COUNTING: NORMAL-NO, ENABLE

PAY OUT RATE: 1, 2, 4, 5, 10, 15, 20, 25, 30, 50, 75, 100, 500

[STAND] NEXT PAGE [START] EXIT

d. == GAME SETUP PAGE 3 ===

KEY OUT METER: BY KEY IN RATE, 100

CARDS VOICE: YES, NO

DISPENSER: NORMAL HIGH, NORMAL LOW

[BET] SELECT [HIT] CHANGE [STAND] NEXT PAGE [START] EXIT

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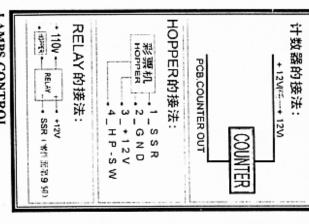
- I. WHEN YOU USE THE HARDWARE RESET (SHUT THE BATTERY OR USE THE RESET SWITCH ON THE LEFT-UP CORNER), THE INNER BOOKKEEPING WILL BE CLEAR AND THE GAEM'S PASSWORD WILL CHANGE INTO THE ORIGINAL SETUP (8 TIMES OF START BUTTONS). BUT, THE GAME'S SETUP SAME AS YOU LAST SETUP.
- 2. THE HARDWARE DIP-SWITCH NO. 1  $\sim$  3 ON THE PCB WITHOUT USE ANY MORE. ALL GAME'S SETUP CHANGE INTO SOFTWARE ONLY.

### **BJ BONUS 28 PIN JAMMA**

NET SIDE   SOLDER SIND   1 GND   1 GND   1 GND   2 GND	GND	28	GND
NET SIDE   SOLDER S NID   I GND NID   I GND NID   I GND NID   2 GND NID   3 +5V NID   4 +5V NID   6 +12V NID   6 +12V NID   6 +12V NID   6 +12V NID   7 COIN OUT NISTRIN   9   NID   10   NEET   10   NID   12 RGB GRI NID   13 RGB GRI NID   14 BOOKKJEE NEST   15 RESE OIN   16 KEY I NUE BET   17   NUE BET   18   NUE BET   17   NUE BET   18   NUE BET   17   NUE BET   17   NUE BET   18   NUE BET   18   NUE BET   17   NUE BET   18   NUE BET   18   NUE BET   17   NUE BET   18   NUE BET   18   NUE BET   17   NUE BET   18   NUE BET   18   NUE BET   18   NUE BET   19   NUE BET   18   NUE BET   19   NUE BET   17   NUE BET   18   NUE BET   18   NUE BET   19   NUE BET   1	GND	27	GND
SOLDER SOLDER S   SO	HOPPER-SW	26	MIN BETT STANDA
ATT SIDE   SOLDER S  ND   1 GND  ND   2 GND  ND   2 GND  ND   3 +5V  ND   4 +5V  S   6 +12V  N Meter   7 COIN OUT  NSER IN   9  NSER IN   9  NSER IN   10  RED   12 RGB GR  B RED   12 RGB GR  B RED   13 RGB SY  T PAY SW.   14 BOOKKJEF  T PAY SW.   14 BOOKKJEF  T PAY SW.   14 BOOKKJEF  T PAY SW.   16 KEY I  NUE BET   17  NUE BET   17  NUE BET   18  ODS TAB.   22 PAY OUT  TY W-UP   23  THITTBUY   24	KEY OUT	25	NOICH IICKE I OUT
DE   SOLDER S  I GND  I GND  2 GND  3 +5V  4 +5V  5 6 +12V  6 +12V  17 COIN OUT  18 KIEY OUT  10 13 RGB GR  D 13 RGB SR  D 14 BOOKKIE  SW. 14 BOOKKIE  16 KEYI  17 18  BLE 19  BLE 19  PAY OUT  TAB. 22 PAY OUT  TAB. 23		24	SMALL/ HIT/ BUY
DE SOLDER S    1 GND   2 GND   3 +5V     4 +5V     5		23	SPLIT/ W-UP
DE   SOLDER S  1	<	22	BIG/ ODDS TAB.
DE   SOLDER S  I GND  2 GND  2 GND  3 +5V  4 +5V  4 +5V  6 +12V  6 +12V  10 GN OUT  NV 9  11 RGB GR  D 13 RGB GR  D 13 RGB GR  D 14 BOOKKJEF  SW. 14 BOOKKJEF  16 KEYI  BET 17  BET 17  BET 17  18		21	
DE SOLDER S  I GND  I G		20	
DE   SOLDER S  I GND  2 GND  2 GND  3 +5V  4 +5V  4 +5V  6 +12V  16 7 COIN OUT  NV 9  11 RGB GRI  D 13 RGB GRI  D 13 RGB SY  SW. 14 BOOKKEE  16 KEY1  18  16 KEY1  17		19	PLAY/ DOUBLE
DE   SOLDER S  I GND  2 GND  2 GND  3 +5V  4 +5V  4 +5V  6 +12V  er 8 KEY OUT  IN 9  II RGB GR  D 13 RGB GR  D 13 RGB SY  SW. 14 BOOKKEE  II KEY III		8	
DE   SOLDER S   1   GND     2   GND     3   +5V     4   +5V     5   6   +12V     6   +12V     6   +12V     10   11   RGB GR SY     10   13   RGB SY SW.     14   BOOKKJEF     16   KEY1     17   RESE     18   RESE     19   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     16   RESE     16   RESE     17   ROB GR     18   RESE     19   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     16   RESE     17   RESE     18   RESE     19   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     16   RESE     17   RESE     18   RESE     19   RESE     10   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     16   RESE     17   RESE     18   RESE     19   RESE     10   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     16   RESE     17   RESE     18   RESE     19   RESE     19   RESE     10   RESE     10   RESE     10   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RESE     15   RESE     16   RESE     17   RESE     18   RESE     18   RESE     19   RESE     10   RESE     10   RESE     10   RESE     10   RESE     10   RESE     11   RESE     12   RESE     13   RESE     14   RESE     15   RES		17	START/ CONTINUE BET
DE   SOLDER S  I GND  2 GND  3 +5V  4 +5V  5 +12V  6 +12V  10 6 +12V  11 COIN OUT  IN 9  12 RGB GR  D 13 RGB SR  SW. 14 BOOKKJEF  15 RESE		16	COIN
DE SOLDER S  I GND  2 GND  3 +5V  4 +5V  5 6 +12V  6 +12V  10 9  11 RGB GRI  D 13 RGB SY  14 BOOKKEE	RESET	15	TEST
SOLDER S  I GND  2 GND  3 +5V  4 +5V  5 +12V  6 +12V  7 COIN OUT  8 KEY OUT  9  10  11 RGB GRI	BOOKKEEPING	Ξ	TICKLET PAY SW.
SOLDER S  I GND 2 GND 3 +5V 4 +5V 5 6 +12V 7 COIN OUT 8 KIEY OUT 9 10 RGB GRI	RGB SYNC	ដ	RGB BLUD
SOLDER S  I GND 2 GND 3 +5V 4 +5V 5 6 +12V 7 COIN OUT 8 KEY OUT 9	RGB GREEN	12	RGB RED
SOLDER S  I GND 2 GND 3 +5V 4 +5V 5 6 +12V 7 COIN OUT 8 KEY OUT		Ξ	
SOLDER S  I GND 2 GND 3 +5V 4 +5V 5 +12V 6 +12V 7 COIN OUT 8 KEY OUT		Ξ	SPEAKER (+)
SOLDER S  I GND  2 GND  3 +5V  4 +5V  5 +12V  7 COIN OUT  8 KEY OUT		ی	DISPENSER IN/ SSR
### SOLDER SOLDE	KEY OUT Meter	œ	COIN Meter
6 5 4 3 2 -	TUO	7	$\overline{z}$
34 + 32 12 - II	+12V	Đ,	+12V
4 3 2 -		'n	
3 2 -	+5V	+	۸۶+
2 - 7	+5V	3	+5V
- I	GND	2	GND
- NEC	GND	-	GND
CONNECTOR Zopin	SOLDER SIDE	_	PARTS SIDE
CONNECTOR 28ain	TOR 28pin ]	0	[EDGE CONNE

#### ANALYZER: ©PUSH "BOOKKEEPING KEY" TO

DOWN PAGE-STAND UP PAGE →DRAW →START



### AMPS CONTROL

										Ę
_	2-	_	'n	6	7	œ	9	10	PIN NO	
	3								Ô.	6
DC	NO	STA	TH	SPI	BIG	BET	STA	DC	Г	
+127	USE	Đ	(+30	) TĽ	(+34	(+3)	RT (	+12V	Ę	1
	٦	+32	PIN	+33 P	PIN	PIN	+29 P		ŝ	
		PIN	Ĭ	Ž	ľ		Ž		CIONS	
			1							١

	27	KEY OUT Meter
	26	COIN Meter
	25	
	24	KEY IN Meter
	23	COIN Meter
HOPPER-SW	22	GND
KEY OUT	21	PAY OUT
TEST	20	BOOKKEEPING
COIN	19	RESET
KEY IN	18	COIN
	17	
	16	BIG/ ODDS TAB.
	15	
	Ŧ	
	13	W-UP / SPLIT
	12	WIN BETY STAND/ NO
	Ξ	BET*1/ DOUBLE
	10	SMALL/ HIT/ BUY INS.
	9	START/ CONTINUE
	8	TICKET Out NOTCH
	7	TICKET PAY SW.
	9	
	١٠,	
	+	
GND	3	SPEAKER (+)
RGB SYNC	2	RGB BLUE
RGB GRENN	1	RGB RED
SOLDER SIDE	S	PARTS SIDE
36 p i n ]	TOR	[ EDGE CONNECT

## BJ BONUS (8 LINERS) Connector

GND	36	GND
	35	
	34	BIG LAMP
	33	W-UP/ SPLIT LAMP
	32	STAND LAMP
	31	PLAY LAMP
	30	HIT/ SMALL LAMP
	29	START LAMP
	28	Coin / Ticket OUT Meter 28

## BJ BONUS (8 LINERS) CONNECTOR

[EDGE CONNECTOR 10pin	OR 1	Opin ]
PARTS SIDE		SUBER
GND	-	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	O	+12V
	6	
DISPENSER IN/ HP SSR(PS.)	7	
	<b>«</b>	
GND	9	GND
GND	10	GND

PS.
TO DRIVE US TICKET DISPENSER (DC+5V),
YOU MUST BE CUT PIN 14 ON U10 PART &
RAN A WIRE FORM PIN 3 TO THE TRACE OF
PIN 14.