

CONNECTOR (10PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
(*1) +5V	3	+5V
+5V	4	+5V
(*1) +12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(1) DC +5V 2A and DC +12V

(2) This pin is connected with the solder side 24th of connector 36 pin.

BLACK BEARD

PIN LAYOUT

CONNECTOR (36PIN)

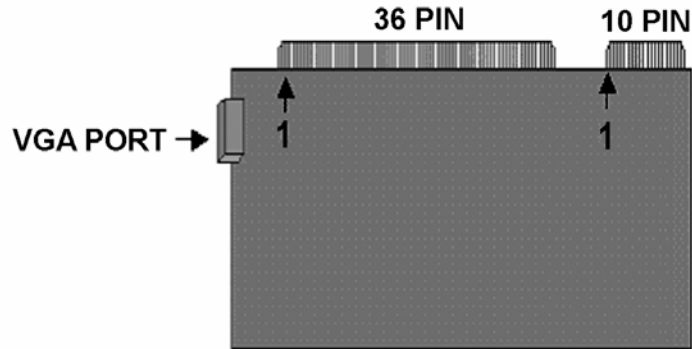
PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start / Stop Button	9	
Odds / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Line / Double / Stop 3 Button	13	
	14	
	15	
Auto Play / Stop 2 Button	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account Switch	20	Test Switch
Pay Out Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Odds / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Line / Double / Stop 3 Lamp	33	
Auto Play / Stop 2 Lamp	34	
	35	
GND	36	GND

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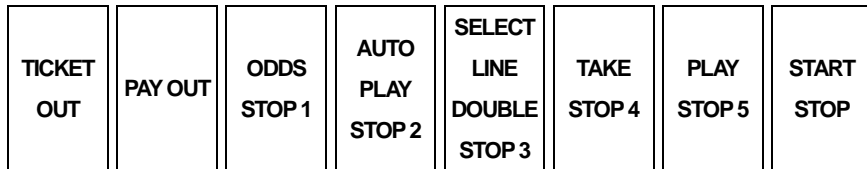
	Option	Description
1	COIN IN/CREDIT	The credit value at each coin in will increase. Coin in unit Max. Credit
2	KEY IN/CREDIT	The credit value at each key in will increase. Key in unit Max. Credit
3	COIN OUT/CREDIT	The credit value at each coin out will decrease.
4	KEY OUT TYPE	The meter unit of key out.
5	TICKET OUT CREDIT	The ticket value when the machine pays out.
6	MAXIMUM TICKETS PER GAME	The maximum tickets can be paid per game.
7	CREDIT LIMIT	The maximum credit value the machine can record.
8	MAX. PLAY	The maximum play value of a game.
9	MIN. PLAY	The minimum play value of a game.
10	PLAY UNIT	The credit value at each play will decrease.
11	LEVEL OF DIFFICULTY	The payout rate of main game.
12	DOUBLE UP	The Player can play "Double Up" game or not.
13	WINNING TYPE	When the player wins, where the winning credit record in.
14	PLAY SCORE	When the player's winning credit record in score, can the player play the score or not.
15	COIN OUT LIMIT	The maximum credits of hopper can payout.
16	AUTO PLAY	The player can auto play or not.
17	ODDS TABLE	The player can see the odds table or not.
18	BOOK KEEPING	The operator can see the bookkeeping or not.
19	DOOR OPEN ALARM	Door open will trigger the alarm or not.
20	DEMO SOUND	Play music during the Demo or not.
21	GAME COUNT	The counter of game played.
22	10 TIMES FEATURE	The maximum winning can record in score is 10 times play or not.
23	CONTINUOUS SPIN	The reels will stop only the stop button is pressed.
24	RESET CODE TYPE	The current setting of reset code.
25	JP MIN. PLAY	The minimum play value to win the Jackpot. Min. Play JP min. Play Max. Play
26	SOUND VOLUME	The current setting of the sound volume.
27	FORCED PRIZE	Once you turn on this function, the program will give a prize for 1000~10000 times of "PLAY PER LINE" within 15000~30000 hands of play, but this function can use for only one time. After reset, it would be available for once again.
28	HOPPER SENSOR	The current setting of hopper sensor.

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INTERFACE



BUTTON LAYOUT






According to Pin Layout.....p. 35

DATA SETTING LIST

	Option	Value
1	COIN IN/CREDIT	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	KEY IN/CREDIT	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	COIN OUT/CREDIT	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
4	KEY OUT TYPE	COIN IN, <u>KEY IN</u> , TICKET OUT, CLEAR ALL
5	TICKET OUT CREDIT	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
6	MAXIMUM TICKETS PER GAME	1, 2, 3, 4, 5, 8, 10, <u>CONTINUOUS</u>
7	CREDIT LIMIT	1000, 3000, 5000, <u>10000</u> , 20000, 30000, 50000, 100000, 990000
8	MAX. PLAY	1(9), 2(18), 3(27), 4(36), 5(45), 6(54), 7(63), 8(72), 9(81), <u>10(90)</u> , 15(135), 20(180), 25(225), 30(270)
9	MIN. PLAY	<u>1</u> , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
10	PLAY UNIT	<u>1</u>
11	LEVEL OF DIFFICULTY	1(EASIEST), 2, 3, 4, 5, <u>6, 7</u> , 8(HARDEST)
12	DOUBLE UP	1(EASIEST), 2, 3, 4, 5(HARDEST), OFF
13	WINNING TYPE	<u>INTO SCORE</u> , INTO CREDIT
14	PLAY SCORE	<u>YES</u> , NO
15	COIN OUT LIMIT	100, 200, 300, <u>500</u> , 1000, 2000, 3000, 5000, OFF
16	AUTO PLAY	<u>ON</u> , OFF
17	ODDS TABLE	<u>ON</u> , OFF
18	BOOK KEEPING	<u>ON</u> , OFF
19	DOOR OPEN ALARM	<u>YES</u> , NO
20	DEMO SOUND	<u>ON</u> , OFF
21	GAME COUNT	<u>YES</u> , NO
22	10 TIMES FEATURE	<u>ON</u> , OFF
23	CONTINUOUS SPIN	<u>YES</u> , NO
24	RESET CODE TYPE	1, 2, 3, 4, 5, 6, 7, <u>NO USE</u>
25	JP MIN. PLAY	9, 18, 27, 36, <u>45</u> , 54, 63, 72, 81, 90, 135, 180, 225, 270
26	SOUND VOLUME	0, 5, 10, 15, 20, 25, <u>30</u> , 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
27	FORCED PRIZE	<u>ON</u> , OFF
28	HOPPER SENSOR	<u>NORMAL HIGH</u> , NORMAL LOW

3. Bonus Game symbols

Symbol	Name	5	4	3
	Compass	1000, 100, 50, 10, 0	500, 50, 10, 5, 0	100, 10, 5, 2, 0
	Cash Box	Special prize max 1000 200, 100, 50, 20, 10	Special prize max 500 100, 50, 20, 10, 5	Special prize max 200 50, 20, 10, 5, 2
	Map	1000, 500, 100, 50, 0	500, 100, 50, 5, 0	100, 50, 5, 2, 0

SETUP MENU

Turn on ACCOUNT switch to enter the "Setup Menu" page.



- Press SELECT LINE or PLAY button to select the option.
- Press START button to enter the selected page.
- Press TAKE button to exit the "Setup Menu" page.

INFORMATION








Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "Information" option then press START button to enter the "Information" page.






- Press TAKE button to exit the "Information" page.

ODDS TABLE

1. Regular symbols, calculate with Line Play

Symbol	Name	5	4	3
	Black Beard	*10000	*500	*50
	Cutlass	*1000	*100	*20
	Telescope	*500	*70	*10
	Anchor	*300	*50	*7
	Hourglass	*150	*30	*5
	Coin pile	*100	*20	*4
	Teapot	*50	*10	*3
	Barrel	*20	*5	*2

2. Jackpot symbols, calculate with Total Play

Symbol	Name	5	4	3
	Pirate Ship	All Jackpot 1	1/2 Jackpot 1	1/4 Jackpot 1
	Jolly Roger	All Jackpot 2	1/2 Jackpot 2	1/4 Jackpot 2
	Hoard	All Jackpot 3	1/2 Jackpot 3	1/4 Jackpot 3

ERROR MESSAGE

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as follow.

Error Message	Procedure
CALL ATTENDANT !!	The credit is more than "Coin Out Limit". Please ask the attendant for hand pay.
CF ERROR !!	The version of program is incorrect. Please talk to your provider.
CHECKSUM ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
COIN JAM !!	Repair coin selector and coin entrance. Enter and leave the "Data Setting" page.
CREDIT OVER !!	Press key out, payout or ticket out.
DATA ERROR !!	Enter the "Data Setting" page and reset the bookkeeping data.
EEPROM ERROR !!	Please contact the provider.
HOPPER EMPTY !!	Please refill the coin. Enter and exit the "Data Setting" page.
HOPPER ERROR !!	Please repair the hopper. Enter the "Data Setting" page and change the setting of "Hopper Sensor". Exit the "Data Setting" page.
ODDS ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
RAM ERROR !!	Enter the "Data Setting" page and reset the statistics.
TICKET EMPTY !!	Repair coin out transporter or hopper. Enter and leave the "Data Setting" page.
TRANSFER ERROR !!	Restart the machine.

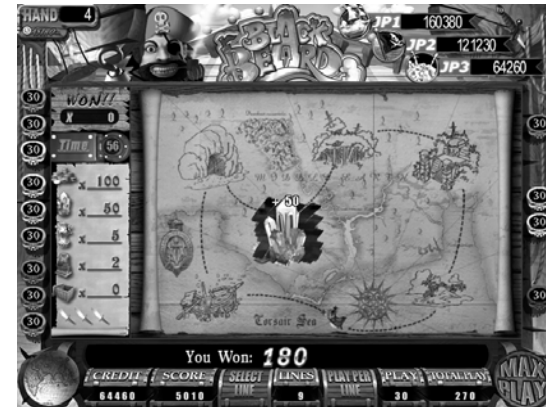
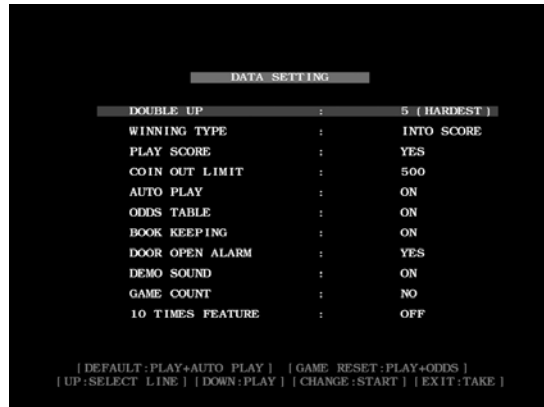
DATA SETTING

Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "Data Setting" option then press START button to enter the "Data Setting" page.



- Press PLAY and AUTO PLAY buttons to load the factory default and the data will return to original format. This function won't reset the data of "Bookkeeping".
- Press PLAY and ODDS buttons to reset the bookkeeping data, but the settings will not change. After execute this function, the "Confirm Reset" page will show to reconfirm once again.
- Press SELECT LINE or PLAY button to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Data Setting" page.

D. The treasure you found would convert to score according the table.



E. Total = Your Play x Game Score



3. Treasure

- A. In the main game, when player hit 3 or more “Sailing Chart” symbols will enter the “Treasure” bonus game.



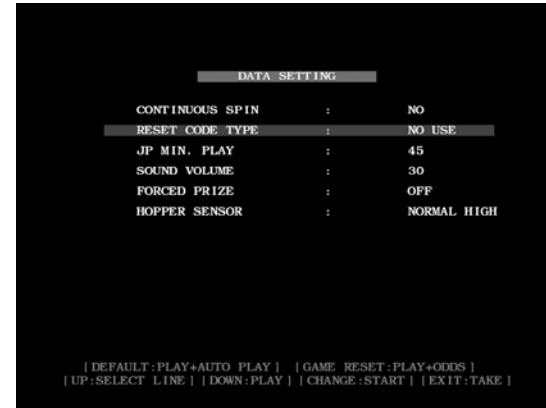
- B. The “Treasure” bonus game can be played 4 times within 60 seconds; the knives in the table’s bottom indicate how many times you can play.



- C. Choose the destination you want to explore then press START button.

1. Reset Code Type

Enter the “Data Setting” page. Select the “Reset Code Type” option then press START button to change the value.



CIPHER	1	2	3	4	5	6	7
Password	503954	962167	198570	393719	619234	473581	715992

After setup the password successfully, next time entering the “Data Setting” page will enter the “Input Password” page first.



- Press SELECT LINE button to select the digit.
- Press PLAY button to change the values.
- Press START button to entry the password. If the password is correct, and then will enter the “Data Setting” page; if not, will return to the “Setup Menu” page.
- Press TAKE button to exit the “Input Password” page, then will return to the “Setup Menu” page.

D. The player will win the score shown on the stopped checker, and the special prize in the cash box is shown on the table.



E. Total = Your Play x Game Score



2. Cash Box

- A. In the main game, when the player hit 3 or more “Treasure Box” symbols will enter the “Cash Box” bonus game.



- B. The “Cash Box” bonus game can be played 4 times within 60 seconds; the hooks in the table’s bottom indicate how many times you can play.



- C. Press START button to start the lamp and choose the cash box.

I/O TEST

Turn on ACCOUNT switch to enter the “Setup Menu” page. Select “I/O Test” option then press START button to enter the “I/O Test” page.



- Press the button or turn the switch to test the function in the “I/O Test” page.
- Press TAKE button 2 seconds to exit the “I/O Test” page.



HISTORY

Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "History" option then press START button to enter the "History" page.



- Press SELECT LINE or PLAY button to select the page.
- Press TAKE button to exit the "History" page.



- D. The number shown on the stopped spinner determine the steps, any treasure on the stopped checker is won.



- E. Total = Your Play x Game Score



BONUS GAME

1. Sailing

- A. In the main game, when player gets 3 or more “Compass” symbols will enter the “Sailing” bonus game.



- B. Time limit is 60 second.



- C. Press START button to start the spinner.

BOOKKEEPING

Turn on ACCOUNT switch to enter the “Setup Menu” page. Select “Bookkeeping” option then press START button to enter the “Bookkeeping” page.



- Press SELECT LINE or PLAY button to select the page.
- Press TAKE button to exit the “Bookkeeping” page.





- D. After any winning, player can press TAKE button to claim current winning and leave “Double Up” game.



- E. Hit the shark will double your winning, hit the turtle will grant you more as shown on the table. But if you miss, it's game over.



5. Double Up

- A. After winning in the main game or the bonus game, player can press DOUBLE button to play the “Double Up” game.



- B. The “Double Up” game can be played for maximum 5 times, indicate by the cannonballs in the table’s top. The table will also show you how many monsters are here this turn.

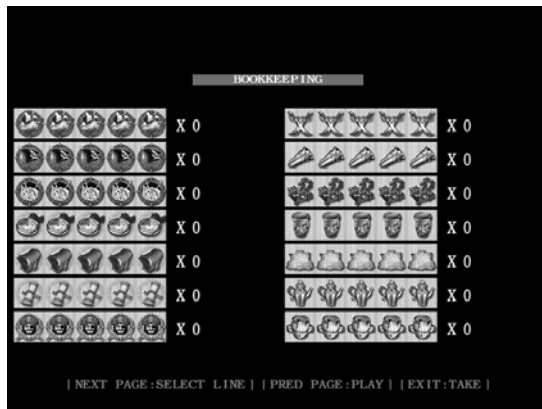
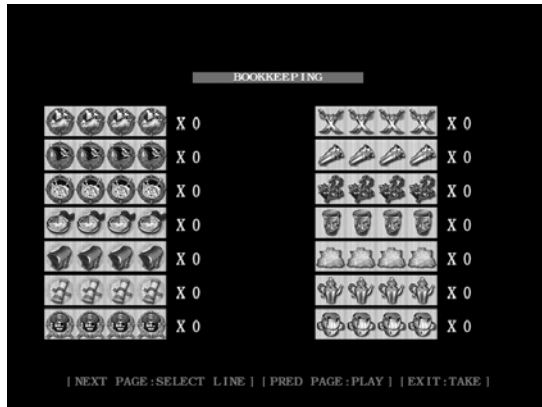


- C. Choose where you want to hit then press DOUBLE button to fire.



4. Jackpot

When the player plays more than the “JP Min. Play”, the player will have chance to win the Jackpot.



- **Jackpot 1: Pirate Ship (Random JP)**
Hits more than 3 “Pirate Ship” symbols will award the Jackpot 1 Bonus. Jackpot 1 is a random bonus from 550~650 times of Total Play.
- **Jackpot 2: Jolly Roger (Random JP)**
Hits more than 3 “Pirate Flag” symbols will award the Jackpot 2 Bonus. Jackpot 2 is a random bonus from 350~450 times of Total Play.
- **Jackpot 3: Hoard (Random JP)**
Hits more than 3 “Hoard” symbols will award the Jackpot 3 Bonus. Jackpot 3 is a random bonus from 150~250 times of Total Play.

3. Free Game

Occasionally, the game will give 6~10 rounds of free games while playing.



Credits played and lines played are the same as the game that started the free game.



1. Shift Record

Enter the "Bookkeeping" page. Press SELECT LINE or PLAY button to select the "Shift Record" page.



- Press START and AUTO PLAY buttons to shift. After execute this function, the "Confirm Shift" page will show to reconfirm once again.
- Press SELECT LINE or PLAY button to select the page.
- Press TAKE button to exit the "Shift Record" page.

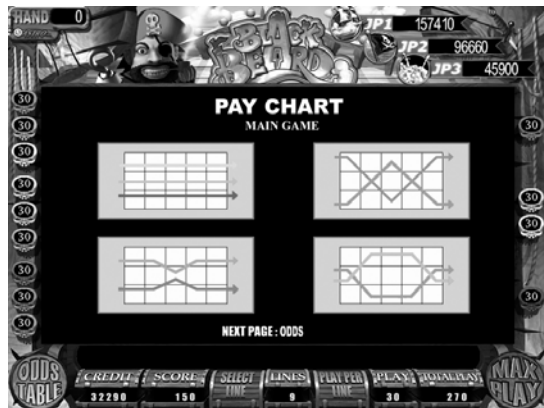
HOW TO PLAY

1. Main Game

Black Beard is a 5 reels and 9 lines multi-line game with 3 different bonus games. "Auto Play" function is available.



Winnings are paid for combination hit from left to right on the normal pay line.



2. Free Line

As the condition of playing with all lines, it will give 1-4 free lines to increase the winning possibility.



Winnings are paid for combination hit from right to left on the free play line. The play of free line is the same as normal pay line.

