

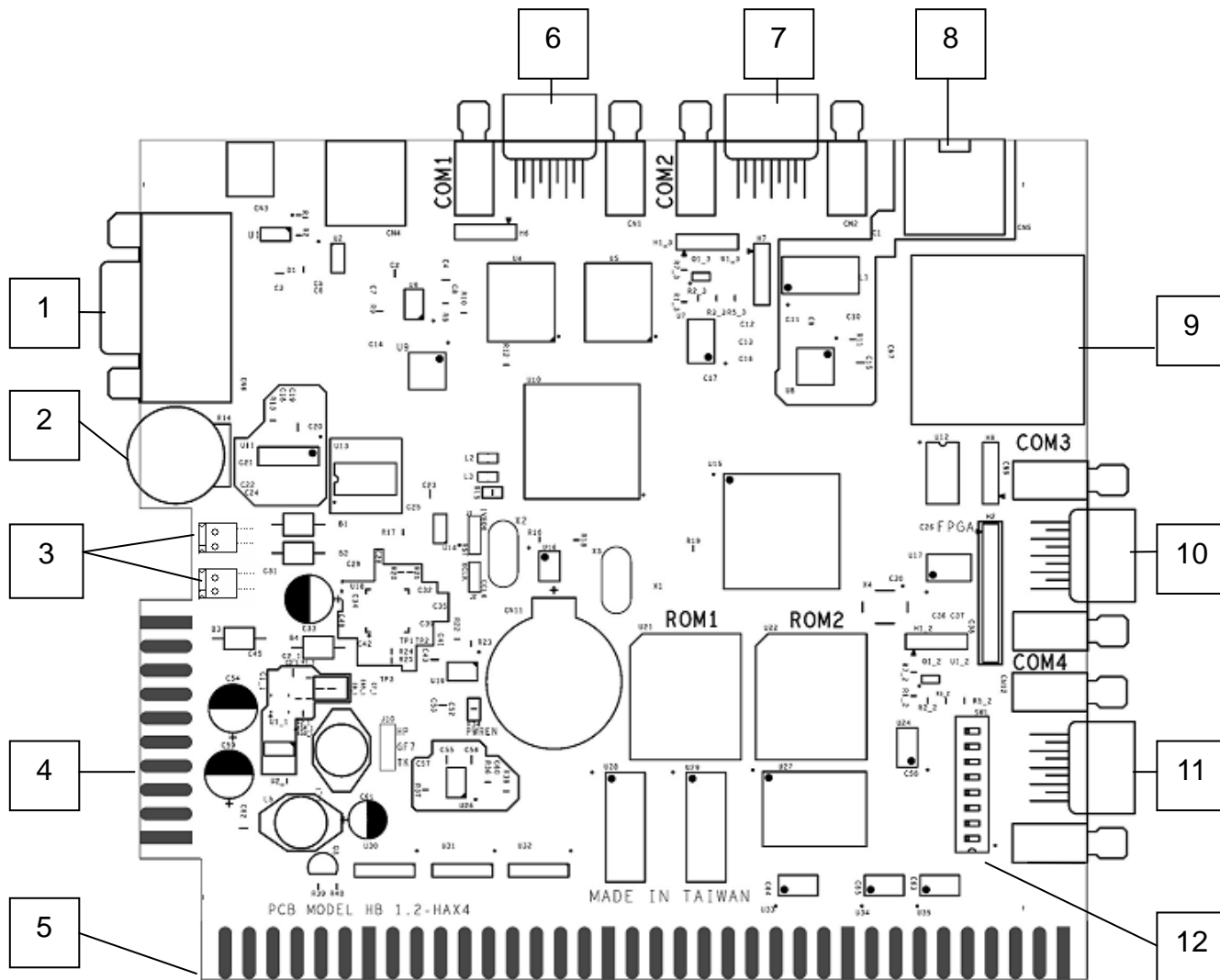
BURNING RUBBER

XGA (1024 x 768)

USER MANUAL

BURNING RUBBER

PCB



1、VGA CONNECTOR	7、COM2
2、SOUND VOLUME	8、RJ-45
3、SPEAKER CONNECTORS	9、SD CARD READER
4、10-PIN EDGE CONNECTOR	10、COM3
5、36-PIN EDGE CONNECTOR	11、COM4
6、COM1	12、DIP SWITCH

Use speaker cables provided to connect directly from speaker connectors to speaker (+) and (-) terminals. **Do not connect to GND.** Speaker cables are only included in new purchases.

BURNING RUBBER

36-PIN EDGE CONNECTOR *Speaker cannot be connected to GND

PIN	PARTS	SOLDER	PIN
A1			B1
A2			B2
A3			B3
A4			B4
A5			B5
A6			B6
A7	BTN : TICKET OUT		B7
A8	TICKET NOTCH		B8
A9	BTN : START/ALL STOP		B9
A10	BTN : RULES/SMALL	LEFT SPEAKER+(*)	B10
A11	BTN : PLAY	LEFT SPEAKER-(*)	B11
A12	BTN : TAKE		B12
A13	BTN : DOUBLE/AUTO	RIGHT SPEAKER+(*)	B13
A14	NOT USED	RIGHT SPEAKER-(*)	B14
A15			B15
A16	BTN : LINES/BIG		B16
A17			B17
A18	COIN 1	KEY IN	B18
A19	NOT USED	COIN 2 (NOT USED)	B19
A20	SERVICE MENU (ACCOUNT)	SERVICE MENU (CONFIRM)	B20
A21	BTN : HP PAYOUT	KEY OUT/PRINTER PRINT	B21
A22	HOPPER FULL	HOPPER SWITCH	B22
A23	COIN IN METER		B23
A24	KEY IN METER	LAMP: NOT USED	B24
A25	LAMP : NORMAL WIN		B25
A26	METER : NOT USED		B26
A27	METER : HOPPER OUT		B27
A28	METER : KEY OUT		B28
A29	LAMP : START/ALL STOP		B29
A30	LAMP : RULES/SMALL		B30
A31	LAMP : PLAY		B31
A32	LAMP : TAKE		B32
A33	LAMP : DOUBLE		B33
A34	LAMP : LINES/BIG	LAMP : BIG WIN	B34
A35			B35
A36	GND	GND	B36

BURNING RUBBER

10-PIN EDGE CONNECTOR

PIN	PARTS	SOLDER	PIN
A1	GND	GND	B1
A2	GND	GND	B2
A3	+5V	+5V	B3
A4	+5V	+5V	B4
A5	+12V	+12V	B5
A6	+12V	+12V	B6
A7	TICKET DISPENSER ENABLE		B7
A8	HOPPER SSR		B8
A9	GND	GND	B9
A10	GND	GND	B10

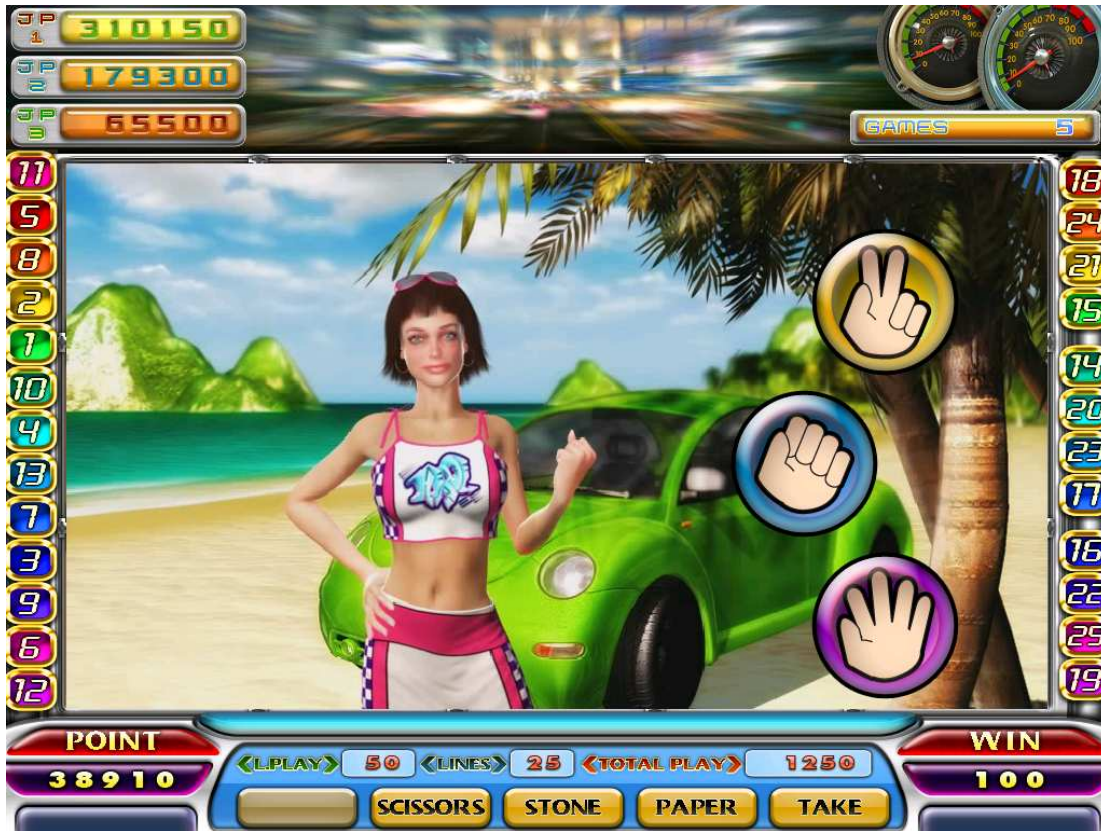
Game Contents

1. This game can be set as a 9-Liner or 25-Liner.



Main Game – WILD CARD substitutes any symbol.

BURNING RUBBER



Double Game option is selectable at SET-UP. BIG=SCISSORS DOUBLE=STONE SMALL=PAPER

2. Odds Table 【9-Liner】



BURNING RUBBER

【25-Liner】

The screenshot shows the 'PAY TABLE' screen for the game 'BURNING RUBBER'. The title 'BURNING RUBBER' is prominently displayed at the top in a stylized, pink and white font. Below the title, there are two speedometer gauges and a 'GAMES' button. The main area is a grid of 12 boxes, each representing a different symbol and its corresponding payout for 5, 4, and 3 lines. The symbols include a checkered flag, a blue car, a car engine, a red car, a green car, a wheel, a wrench, a spark plug, a blue car, and a 'JACKPOT' symbol. The payouts are listed as follows:

Symbol	5 Lines	4 Lines	3 Lines
Checkered Flag	5000	500	100
Blue Car	3000	200	80
Car Engine	2000	100	50
Red Car	1000	80	30
Green Car	500	50	15
Wheel	500	30	10
Wrench	100	15	5
Spark Plug	50	10	2
Blue Car	Wild Card	Wild Card	Wild Card
Jackpot	JP1	JP2	JP3

At the bottom of the screen, there are several buttons and indicators: 'POINT 1000', 'SMALL-NEXT BIG-PREV START-EXIT', 'WIN', 'LPLAY', 'LINES', 'TOTAL PLAY', 'PREV PAGE', 'NEXT PAGE', and 'EXIT'. The page number 'PAGE 2 / 4' is also visible.

3. Line Configuration

【9-Liner】

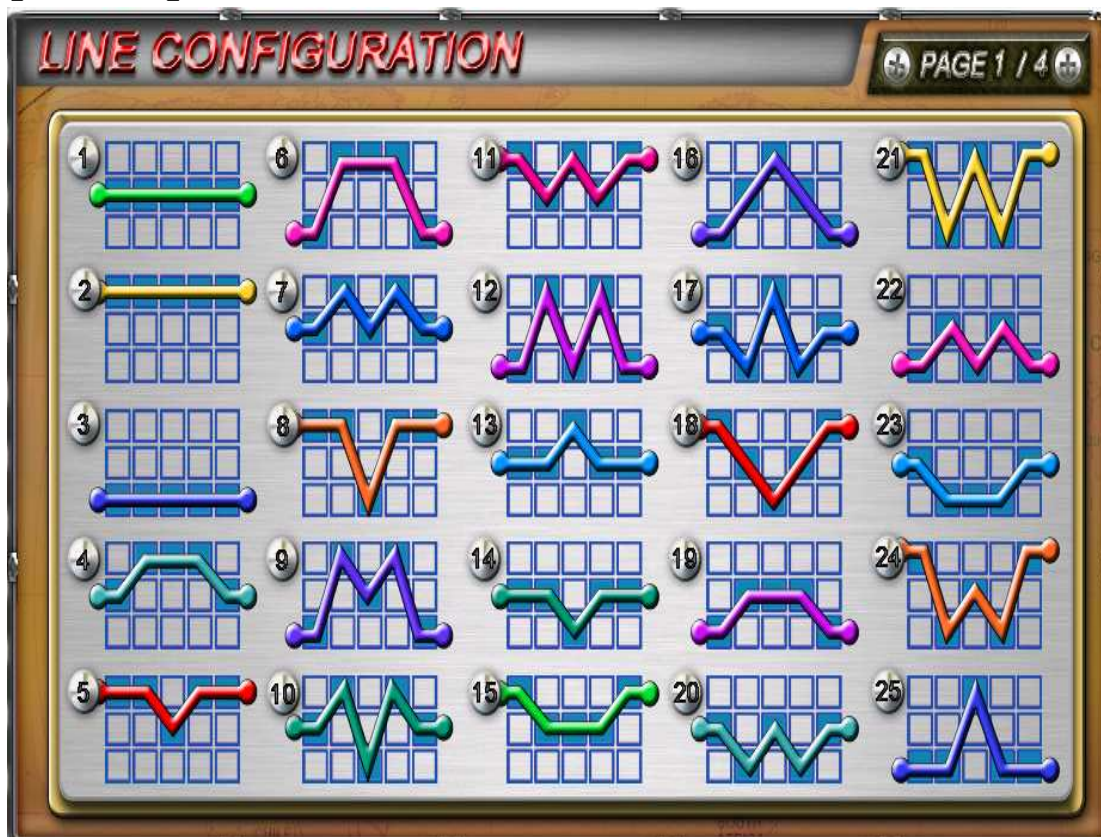
The screenshot shows the 'LINE CONFIGURATION' screen for the game 'BURNING RUBBER'. The title 'LINE CONFIGURATION' is prominently displayed at the top in a stylized, pink and white font. Below the title, there are two speedometer gauges and a 'GAMES' button. The main area is a grid of 9 boxes, each representing a different line configuration. The configurations are numbered 1 through 9 and show various patterns of lines on a 5x3 grid. The configurations are:

- 1: A horizontal line across all 5 columns.
- 2: A horizontal line across all 5 columns.
- 3: A horizontal line across all 5 columns.
- 4: A V-shaped line starting at column 1, going down to column 3, and going up to column 5.
- 5: A triangular line starting at column 1, going up to column 3, and going down to column 5.
- 6: A zigzag line starting at column 1, going down to column 2, up to column 3, down to column 4, and up to column 5.
- 7: A zigzag line starting at column 1, going up to column 2, down to column 3, up to column 4, and down to column 5.
- 8: A zigzag line starting at column 1, going down to column 2, up to column 3, down to column 4, and up to column 5.
- 9: A zigzag line starting at column 1, going up to column 2, down to column 3, up to column 4, and down to column 5.





At the bottom of the screen, there are several buttons and indicators: 'PAGE 1 / 4'.

BURNING RUBBER

【25-Liner】



4. Free Spins and Bonus Games (Minimum PLAY For Bonus is required)

	<p>Two or more anywhere will get Free Spins.</p>		<p>Two or more anywhere will get Bonus Game A.</p>
	<p>Two or more anywhere will get Bonus Game B.</p>		<p>Two or more anywhere will get Bonus Game C.</p>

BURNING RUBBER

Free Spins – 10 or more free spins after animation scene.



Bonus Game A



How to play :

Select **BIG** (left) and **SMALL** (right) to move the position of the Beetle. Press **START**. The Beetle will jump up to catch a flying plate. The winning points of the selected position are shown on the upper right hand corner. There are four chances.

Bonus Game B



How to play :
Lower right hand corner (LAST) shows how many chances left. Upper right hand corner shows the BASE of winning points of each quadrant. Press (START) to stop the spinning car at one of the quadrants. Press (START) another time to get a MULTIPLE from the center television set. The total winning points of a chance equal BASE X MULTIPLE.

Bonus Game C



How to play:
Top left hand corner (LAST) shows how many chances left. Press (START) three times to stop the spinning reels of BASE to get a base number. Press (START) another time to stop the spinning reel of MULTIPLE. The total winning points of a chance equal BASE X MULTIPLE.

BURNING RUBBER

SET-UP & DIP SW & KEY PORT TEST

VERSION: 2.2.002

2009/SEP/21 MON 04:28 PM

MAIN PERCENTAGE:97%

COIN 1 TO POINT: 25
KEY IN TO POINT:1000
COIN IN LIMIT:100000
MIN PLAY TO START:1
MIN PLAY FOR BONUS:45
MAX PLAY EACH LINE:50
CLEAR/TICKET UNIT:10
TICKET MODE:CONTINUOUS
TICKET OUT:PRINTER DIRECT
HOPPER LIMIT:UNTIL EMPTY
SHOW ACCOUNT:YES
DOUBLE GAME:YES
DOUBLE GAME MAX BET:10000
NON-STOP SKILL SPIN:NO
AUTO PLAY OPTION:YES
GAME TYPE:LINE 25
PLAY KEY:LINE BET
GAMEOVER COUNTDOWN:15
CONTINUE SPIN:YES
SCORE MODE:NO
ENABLE GAME COUNT:YES
LIMIT SCORE PER GAME:NO
PLAY REMAIN SCORE:NO
TOUCH PAYOUT TYPE:PULSE

DIP SWITCH

1 2 3 4 5 6 7 8
ON OFF OFF OFF OFF OFF OFF OFF

KEY PORT TEST

START PLAY BIG DOUBLE SMALL TAKE
STOP-1 STOP-2 STOP-3 STOP-4 STOP-5
CANCEL CHECK ACCOUNT SET-UP KEY-IN
PRINTER-OUT TICKET-OUT HOPPER-OUT

TICKET NOTCH=1
HOPPER SWITCH=0

UP

ENTER

DOWN

EXIT

SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT

- 1 MAIN PERCENTAGE
- 2 COIN 1 TO POINT
- 3 KEY IN TO POINT
- 4 COIN IN LIMIT
- 5 MIN PLAY TO START
- 6 MIN PLAY FOR BONUS
- 7 MAX PLAY EACH LINE
- 8 CLEAR/TICKET UNIT
- 9 TICKET MODE
- 10 TICKET OUT
- 11 HOPPER LIMIT
- 12 SHOW ACCOUNT
- 13 DOUBLE GAME
- 14 DOUBLE GAME MAX BET The maximum points above which cannot play or continue DOUBLE
- 15 NON-STOP SKILL SPIN
- 16 AUTO PLAY OPTION
- 17 GAME TYPE **LINE 9** (9-Liner) or **LINE 25** (25-Liner)
- 18 PLAY KEY **LINE BET** (use PLAY button to bet only and automatically select maximum LINES) or **SIMPLE** (select LINES & BET of each line independently)
- 19 GAMEOVER COUNTDOWN When run of credits (POINT=0) wait how long (in seconds) before going to DEMO
- 20 CONTINUE SPIN **YES** (allow press START to repeat bet conditions of previous game and start) or **NO** (have to go through betting procedure in the beginning of every game)
- 21 SCORE MODE
- 22 ENABLE COUNT GAME
- 23 LIMIT SCORE PER GAME
- 24 PLAY REMAIN SCORE
- 25 BACKGROUND MUSIC
- 26 DEMO MUSIC
- 27 TOUCH PAYOUT TYPE **PULSE**, **HOPPER** or **TICKET**

ACCOUNT INFORMATION

VERSION: 2.2.002 (0:1:45:98:25)

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MAIN GAMES: 0
HIT : 0
HIT RATE: 0.00(PPOINTS TOO SMALL TO CALCULATE)
MAIN POINTS PLAYED: 0
MAIN GROUP POINTS WON: 0
MAIN GROUP PERCENTAGE: 0.00(PPOINTS TOO SMALL TO CALCULATE)
DOUBLE POINTS PLAYED: 0
DOUBLE POINTS WON: 0
DOUBLE PERCENTAGE: 0.00(PPOINTS TOO SMALL TO CALCULATE)
TOTAL IN: 0
TOTAL OUT: 0
TOTAL PAYOUT PERCENTAGE: 0.00(PPOINTS TOO SMALL TO CALCULATE)
RECENT IN: 0
RECENT OUT: 0
RECENT PAYOUT PERCENTAGE: 0.00(PPOINTS TOO SMALL TO CALCULATE)
BONUS GAME(DANCING GRIL) WON: 0
BONUS GAME(SPIN CAR) WON: 0
BONUS GAME(CATCH PLATE) WON: 0
FREE SPIN WON: 0
JACKPOT 1 WON: 0
JACKPOT 2 WON: 0
JACKPOT 3 WON: 0
AVERAGE MAIN PLAY: 0
AVERAGE POINTS TO ENTER DOUBLE GAME: 0

CLEAR RECENT

CLEAR ACC.

DETAIL ACC.

EXIT

BIG=CLEAR RECENT IN&OUT,TAKE=DETAIL ACCOUNT,START=EXIT
SMALL=CLEAR ALL ACCOUNT INFOMATION

1. MAIN GAME
 2. HIT
 3. HIT RATE
 4. MAIN POINTS PLAYED
 5. MAIN GROUP POINTS WON
 6. MAIN GROUP PERCENTAGE
 7. DOUBLE POINTS PLAYED
 8. DOUBLE POINTS WON
 9. DOUBLE PERCENTAGE
 10. TOTAL IN
 11. TOTAL OUT
 12. TOTAL PAYOUT PERCENTAGE
 13. RECENT IN
 14. RECENT OUT
 15. RECENT PAYOUT PERCENTAGE
 16. BONUS GAME (DANCING GIRL) WON
 17. BONUS GAME (SPIN CAR) WON
 18. BONUS GAME (CATCH PLATE) WON
 19. FREE SPIN WON
 20. JACKPOT1 WON
 21. JACKPOT2 WON
 22. JACKPOT3 WON
 23. AVERAGE MAIN PLAY
 24. AVERAGE POINTS TO ENTER DOUBLE GAME
- BONUS GAME C
BONUS GAME B
BONUS GAME A

BURNING RUBBER

USER INFO HISTORY

Record the statistics of the last 200 sessions. Each session is counted from entering the main game from demo mode to exiting the main game to demo mode.

Each page shows 25 sessions. Press [BIG] to view previous page and [SMALL] to view next page. Press [START] to exit.

NO	GAME	HIT	PLAY	WIN	KEYIN	PAYOUT	TIME
000							
001							
002							
003							
004							
005							
006							
007							
008							
009							
010							
011							
012							
013							
014							
015							
016							
017							
018							
019							
020							
021							
022							
023							
024							

SMALL=NEXT BIG=BACK START=EXIT

Each session contains following information:

Game	The total number of main games
HIT	The total number of main hit
PLAY	Total points played
WIN	Total points won
KEYIN	Total points in
PAYOUT	Total points out
TIME	Total time duration in minutes

I/O TIMING

Recommend to use default settings. Adjust only if there is problem.

SET DATE & TIME

CR2032 3.0V battery must be inserted in the battery holder in order to keep date and time.

PRINTER TICKET SET-UP

```
VERSION: 2.2.002
2009/SEP/21 MON 04:31 PM
PRINTER & TICKET SET-UP
! " # $ % & ' ( ) * + , - .
/ 0 1 2 3 4 5 6 7 8 9 : ; < =
> ? @ A B C D E F G H I J K L
M N O P Q R S T U V W X Y Z
```

ENTER TEXT: BIG=COLUMN, SMALL=ROW, DOUBLE=ENTER, TAKE=ERASE

LOCATION:

MACHINE:

MESSAGE:

SHOW VALUE IN: POINTS

BRAND/COMMAND: NONE

COM PORT: COM 2

VERIFY INDEX: 13

PLAY=SELECT ITEM, DOUBLE=CHANGE

CAUTION

CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.

START=EXIT

SELECT	COLUMN	ENTER	ROW	ERASE	EXIT
--------	--------	-------	-----	-------	------

1/ Only one printer can used. Select COM port of the printer.

2/ Supported printer BRAND/COMMAND:

- (1) CITIZEN CBM1
- (2) ESC/POS
- (3) STAR
- (4) ITHACA
- (5) ITHACA70

SERIAL BILL ACCEPTOR

```
VERSION: 2.2.002
2009/SEP/21 MON 04:31 PM

RS232 BILL ACCEPTOR BRAND & PROTOCOL:NONE
RS232 BILL ACCEPTOR COM PORT:COM 1
COIN 1 & 2 PULSE SIGNAL:DISABLE
CURRENCY VALUE OF 1 POINT:000.01
CURRENCY:WORLD - JCM WBA ONLY (AUTO REQUEST DENOMINATION)

CAUTION
CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.
DISABLE COIN PULSE SIGNAL RECOMMENDED WHEN USING RS232.
WHEN PROTOCOL = NONE, COIN PULSE SIGNAL WILL BE ENABLED
AUTOMATICALLY. DISREGARD WHAT IS SHOWN HERE.
```

UP	ENTER	DOWN	EXIT
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SMALL=DOWN BIG=UP DOUBLE=ENTER START=EXIT

1/ The use of *true* RS232 bill acceptor (together with coin pulse signal disabled) will eliminate cheating actions such as triggering with electronic devices.

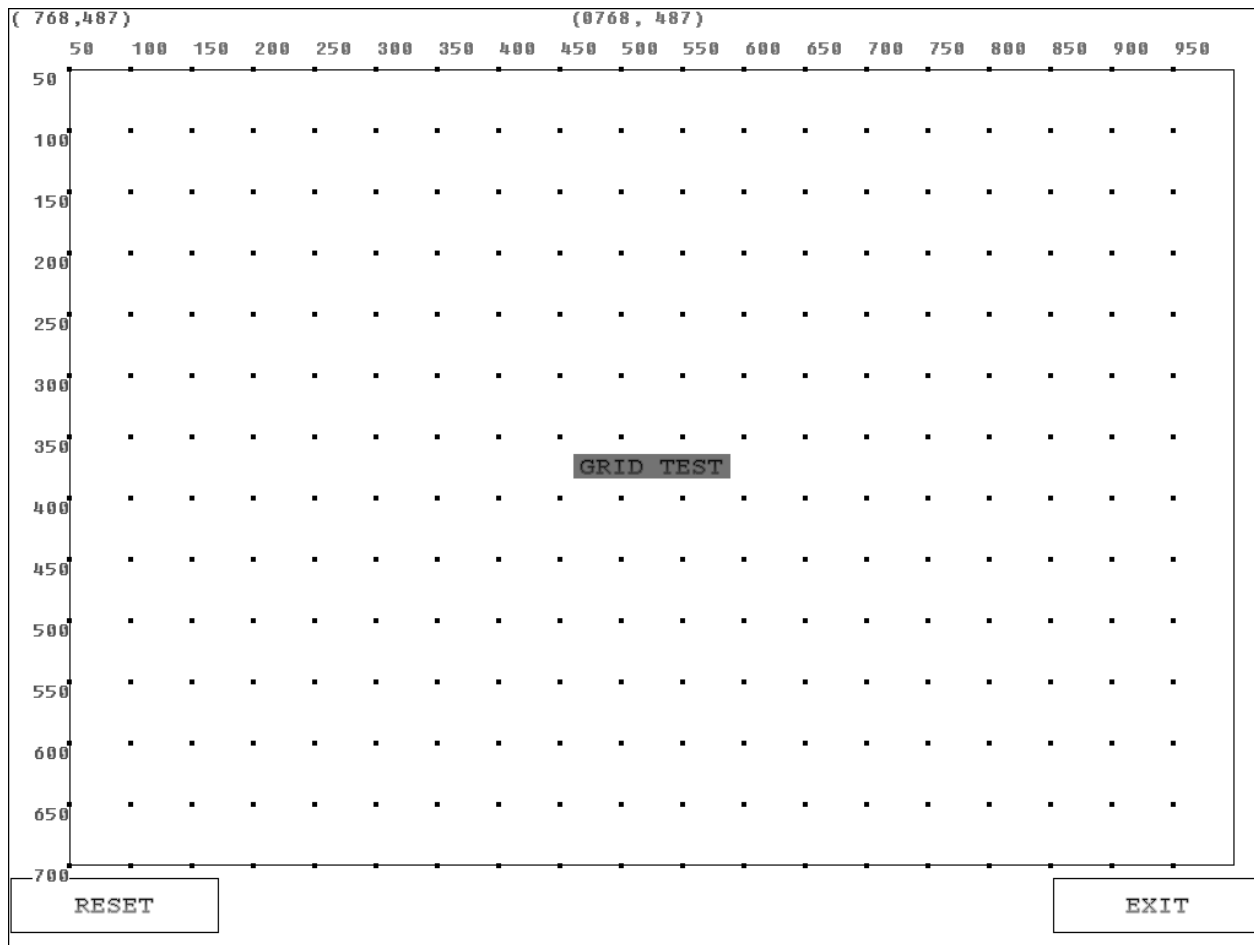
2/ Supported brand/model/protocol:

- (1) ICT-002
- (2) PYRAMID RS-232
- (3) JCM ID-003

TOUCH SCREEN

1. Power off.
2. Connect touch screen RS232 to COM1, COM2 or COM3.
 - If using **COM1** for touch screen, DIP SW **No.1 ON 2 OFF**, then power on.
 - If using **COM2** for touch screen, DIP SW **No.1 OFF 2 ON**, then power on.
 - If using **COM3** for touch screen, DIP SW **No.1 ON 2 ON**, then power on.
3. To calibrate, DIP SW No.3 ON, then power on.
 - (a) Follow on screen instructions to calibrate.
 - (b) After successful calibration, a GRID TEST screen will come up.
 - (c) Touch [RESET] to re-calibrate. Touch [EXIT] to exit.
 - (d) Turn DIP SW No.3 to OFF.

BURNING RUBBER



Supported systems:

- (1) 3M Touch System
- (2) ELO Touch System

CONTROL PANEL

