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CRAZY BUGS II

USER MANUAL

CONTENT

CONNECTIONION DIAGRAM
(36 & 10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/ ALL STOP	9	
STOP 3/HELP	10	
PLAY	11	
TAKE	12	
STOP 2	13	
	14	
	15	
HOLD/STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT
	22	CALL ATTENDANT
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: TICKET OUT/ PRINT OUT
	27	
OUT METER	28	
LAMP: START/ ALL STOP	29	
LAMP: STOP 3/HELP	30	BILL ENABLE
LAMP: PLAY	31	LAMP: COUNT
LAMP: TAKE/EXIT	32	LAMP: CALL ATTENDANT
LAMP: STOP 2	33	
LAMP: HOLD/STOP 1	34	
CLEAR ERROR	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 1		1	2	3	4	5	6	7	8
DEMO MUSIC	NO	OFF							
	YES	ON							
PASSWORD	NO		OFF						
	YES		ON						
ODDS TABLE	NO			OFF					
	YES			ON					
SCORE BOX	NO				OFF	OFF			
	YES				ON	OFF			
	10X				OFF	ON			
	10X				ON	ON			
PLAY SCORE	NO						OFF		
	YES						ON		
HAND COUNT	NO							OFF	
	YES							ON	
AUTO TICKET	NO								OFF
	YES								ON
DIP SWITCH 2		1	2	3	4	5	6	7	8
NON STOP	NO	OFF							
	YES	ON							
HOLD PAIR	REGULAR		OFF						
	GEORGIA		ON						
SYMBOL STYLE	BOTH			OFF	OFF				
	FRUIT			ON	OFF				
	BUG			OFF	ON				
	BUG			ON	ON				

【REMARK】Default Password of System Setup: [START] ✕ 8

36 & 10 PIN BUTTON LAYOUT

| STOP 1 HOLD | STOP 2 | STOP 3 HELP | TAKE |

| PLAY | START ALL STOP |
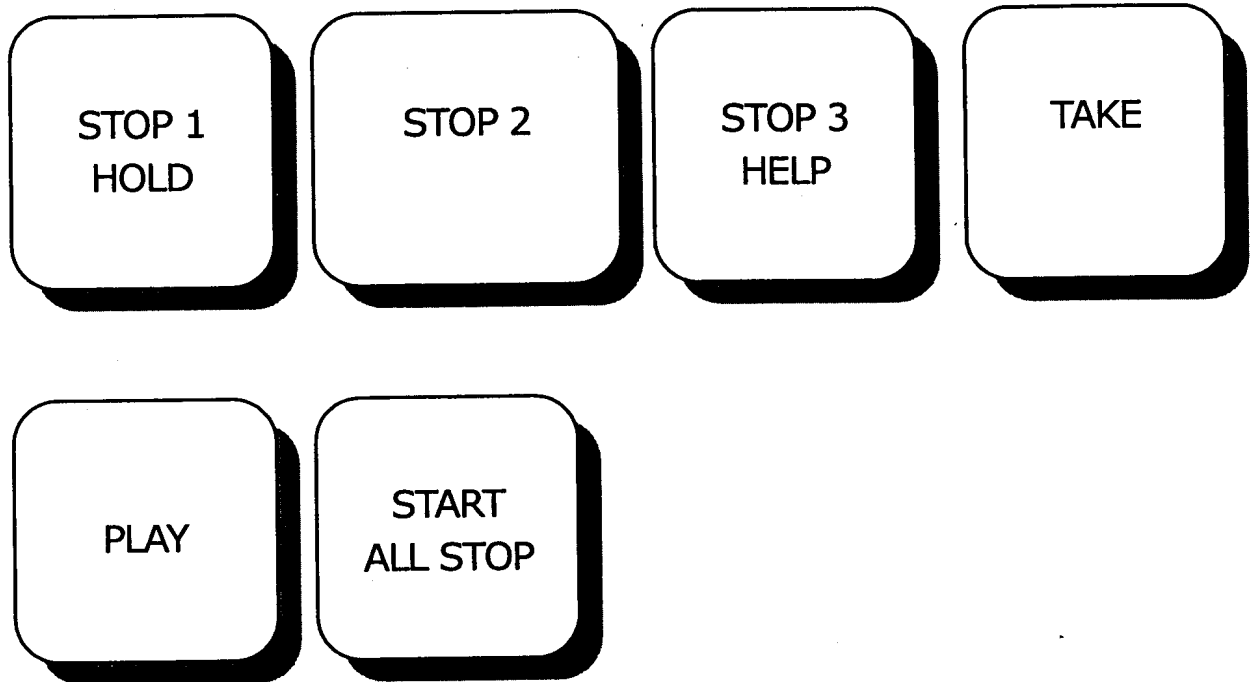
BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW

```
                    ┌─────────────────┐
                    │  Press[BOOK]    │
                    └────────┬────────┘
             ┌───────────────┴───────────────┐
    ┌────────────────┐            ┌────────────────┐
    │   [STOP 1]     │            │   [STOP 2]     │
    │   LAST HAND    │            │  SHORT TERM    │
    └────────────────┘            └────────┬───────┘
                                  ┌─────────────────┐
                                  │    CURRENT      │
                                  │     DATA        │
                                  └─────────────────┘
```

DATA SETTING FLOW

```
                    ┌─────────────────┐
                    │  Press[BOOK]    │
                    └────────┬────────┘
            ┌────────────────┴──────────────────┐
    ┌──────────────────┐              ┌──────────────────┐
    │    [STOP 1]      │              │     [TAKE]       │
    │  SYSTEM SETUP    │              │  PRINTER SETUP   │
    └────────┬─────────┘              └────────┬─────────┘
    ┌──────────────────────┐          ┌──────────────────┐
    │ PASSWORD ON or OFF   │          │    PRINTER       │
    └────────┬─────────────┘          │     SETUP        │
                                      └──────────────────┘
   ┌─────────────┬──────────────┬──────────────┐
┌──────────────┐ ┌──────────────┐ ┌──────────────┐
│  [STOP 1]    │ │  [STOP 2]    │ │  [STOP 3]    │
│ MAIN GAME    │ │  SYSTEM      │ │  CHANCE      │
│ RECORD       │ │  ADJUST      │ │  ADJUST      │
└──────────────┘ └──────────────┘ └──────────────┘
```
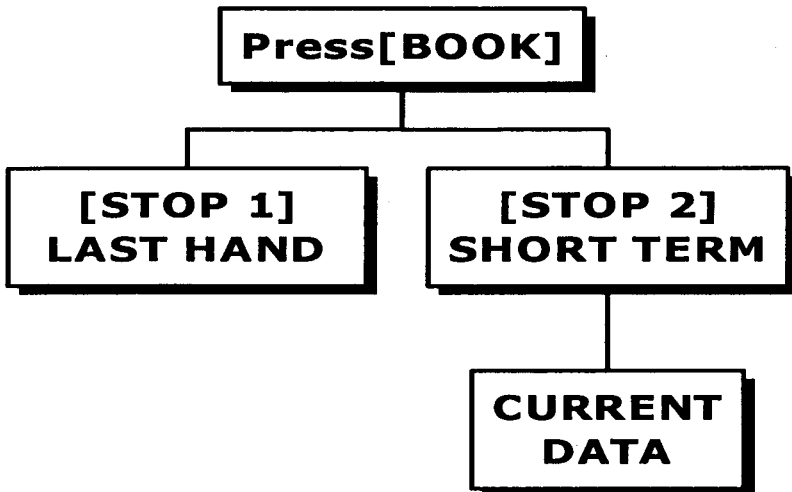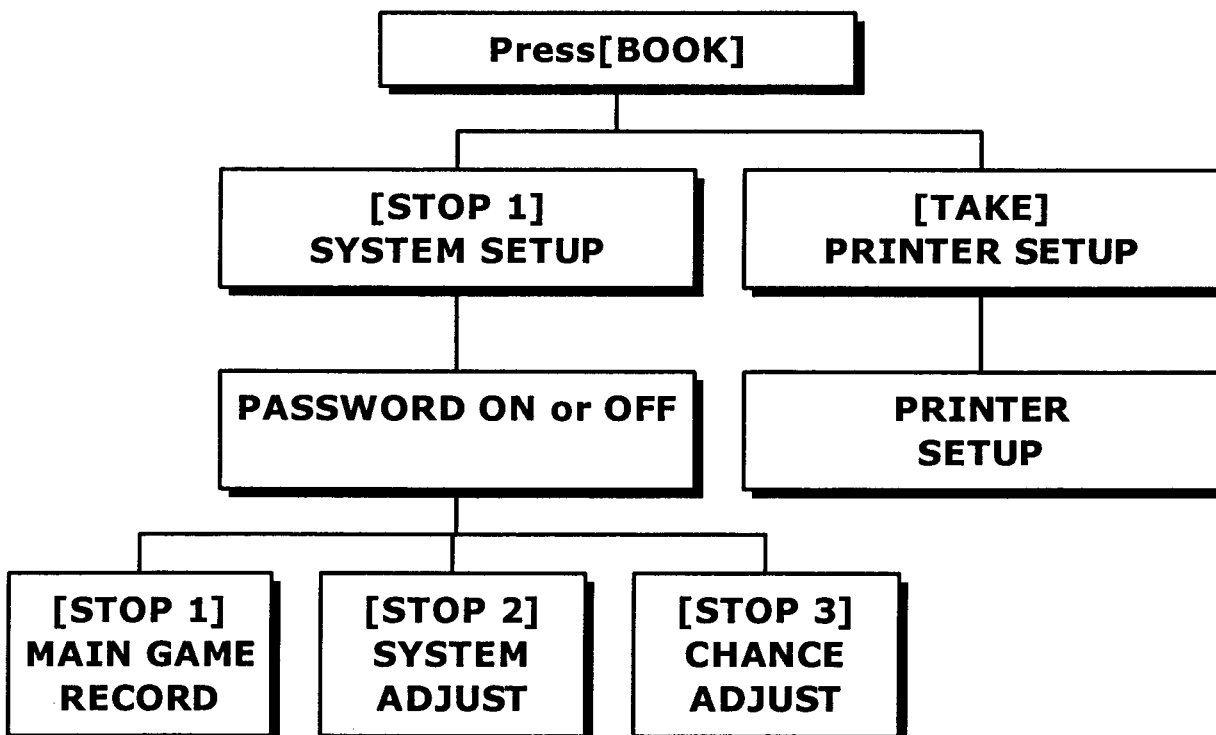
ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[STOP 3]→[STOP 2] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MIN. PLAY	1, 2, 4, 8,10,16,24,32,48, 64	1
MAX. PLAY	8 , 10 , 16 , 32 , 64 , 128 , 256 , 400	128
COIN RATE		5
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUE
TICKET OUT INTERFACE	DISPENSER DIRECT / PRINTER DIRECT /	DISPENSER DIRECT
PRINTER COMMAND	CBM1 、 ESC / POS 、 STAR	CBM1
SYSTEM LIMIT	NO, MAX PLAY X 1100	NO
MIN.PLAY FOR JACKPOT	8, 16, 24, 32	8

REMARK:
1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 1.

CHANCE ADJUSTMENT

Press [BOOK]→ [STOP 3]→[STOP 3] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 5

MAIN FEATURES OF CRAZY BUGS II

- **Progressive Jackpot:** Draw the Jackpot by collecting 5 different larvas.

- **Top Award:** Max Win could reach 400,000.

- **Additional Skill Setting:** When "Skill Hold" (Dip SW2) is activated, player has a second chance to make a "skillful decision" with no win on first hand, and then re-spin.

- **2 Graphics Substitute:** Classic Fruit, Bugs. (via Dip SW2, #3 & 4, Switch Symbol by hitting "STOP 2" button).

- **New Story themed Fever Game:** When 3 bees in a line, player enters Fever Game and win more bonus by choosing one of the bushes.

- **Trees Re-spin:** When more than 2 tree symbols show up, it opens tree re-spin.

- **Special "Wild" Award:** representing any Symbol, any line or must win during no win combination shows.

HOW TO PLAY

Main Game

Jackpot →

Fever →

Tree →
Respin
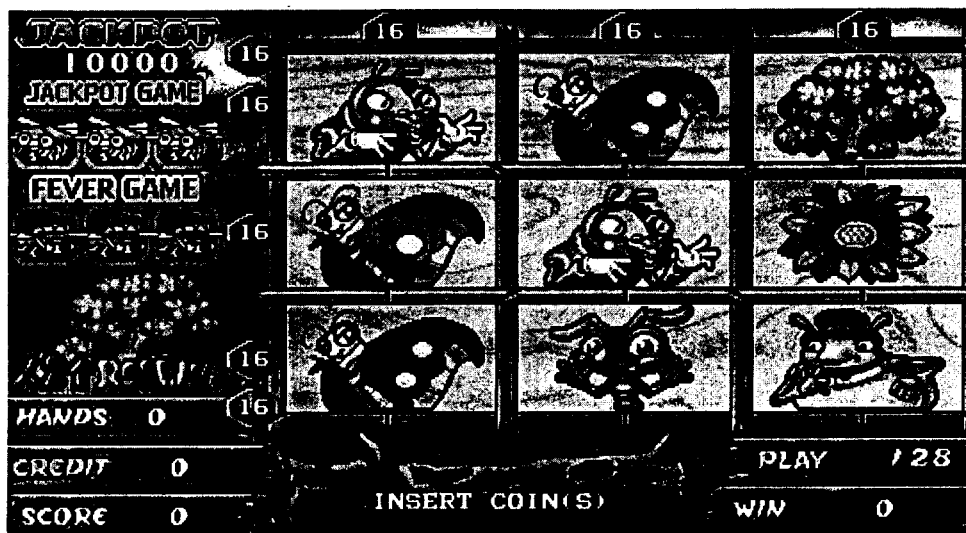
Main Screen of Crazy Bugs II

Pay Chart

- **8 Line-up**
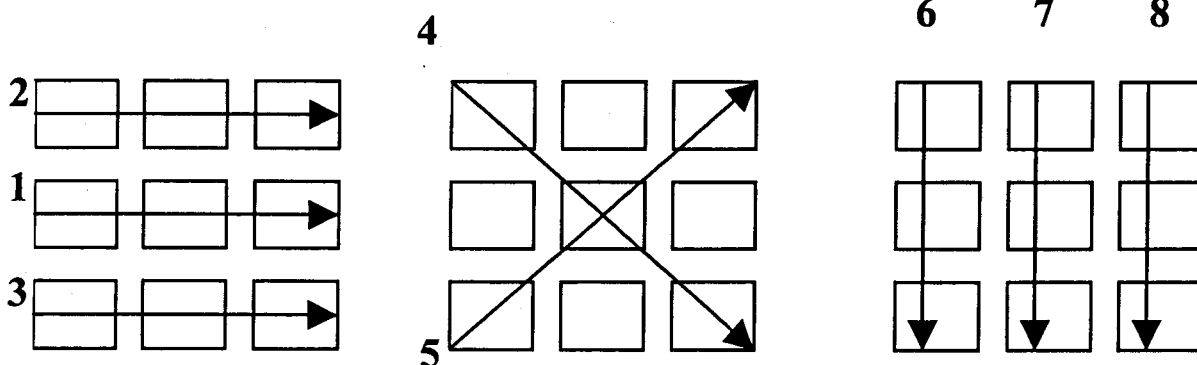
Jackpot Game

- Linking 3 lines of dragonfly symbols allows players to enter Jackpot Game.
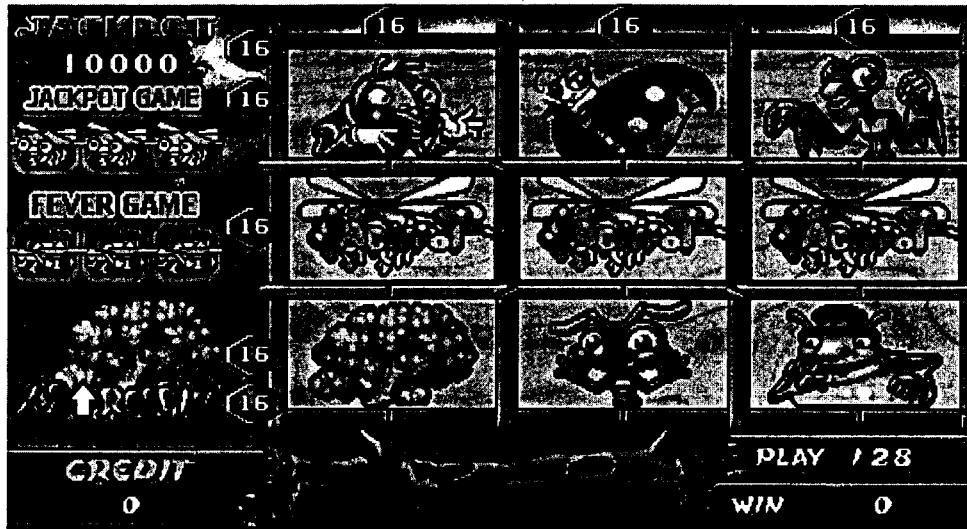
Screen of Jackpot Entrance

- Entering the game, there are nine spider-web cages to select from. With 5 chances, player should have the dragonfly break the cage to win the game.
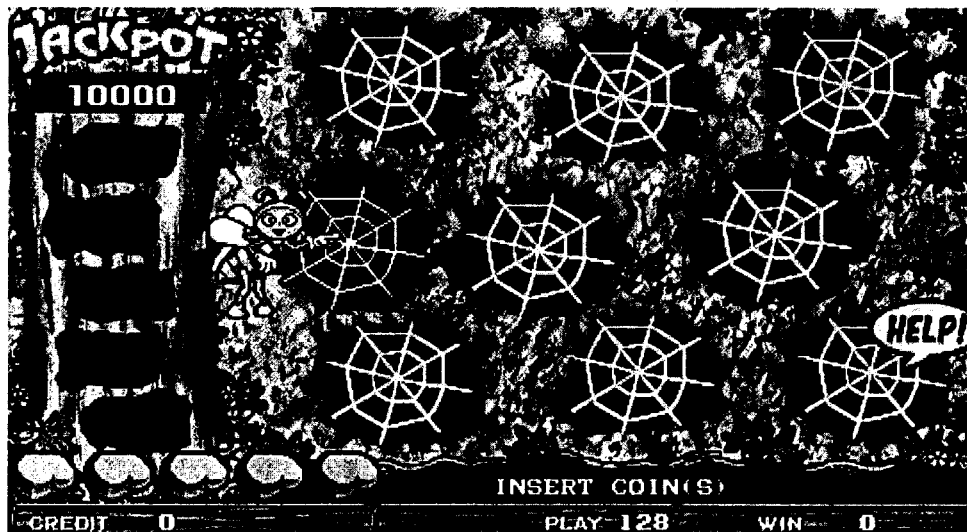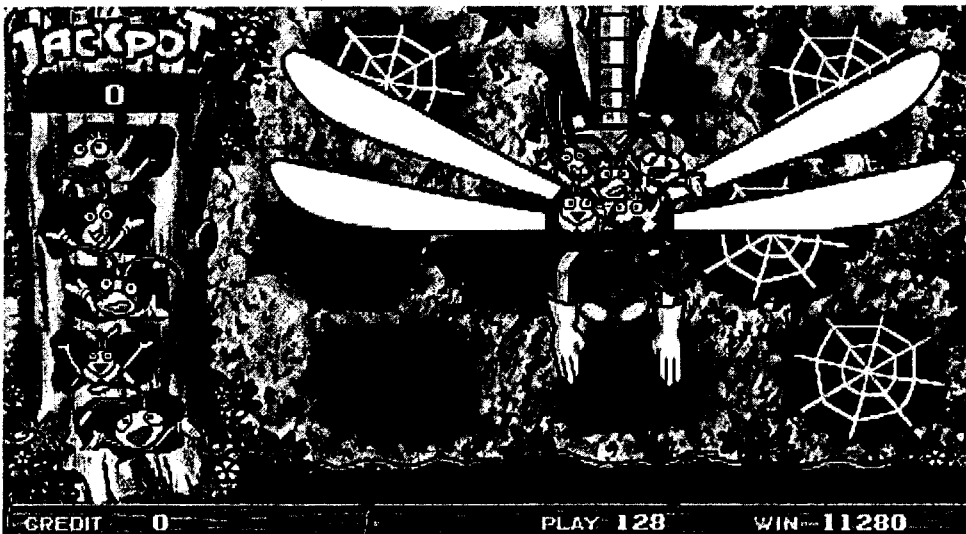

Screen of Jackpot

- To save the imprisoned larva, player must break the spider-web cage.
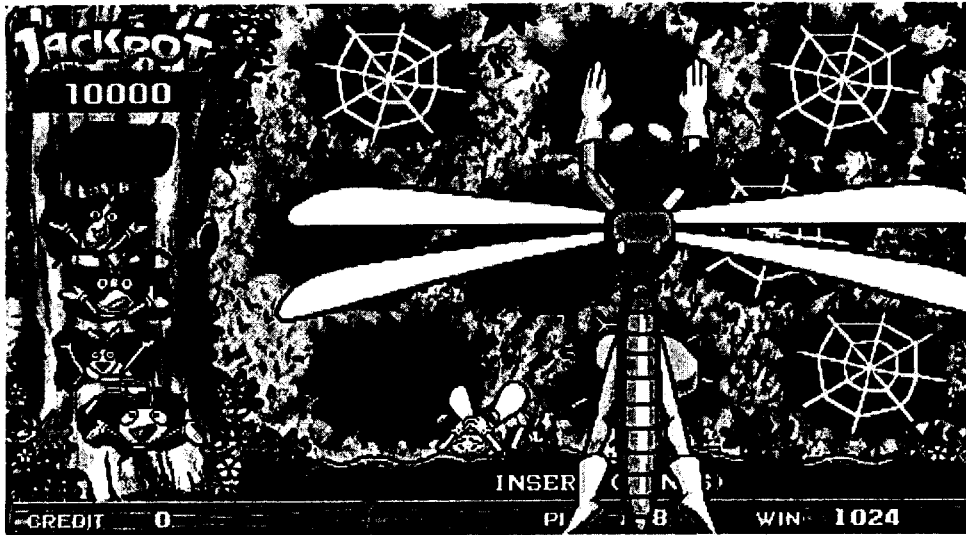
Screen of Jackpot

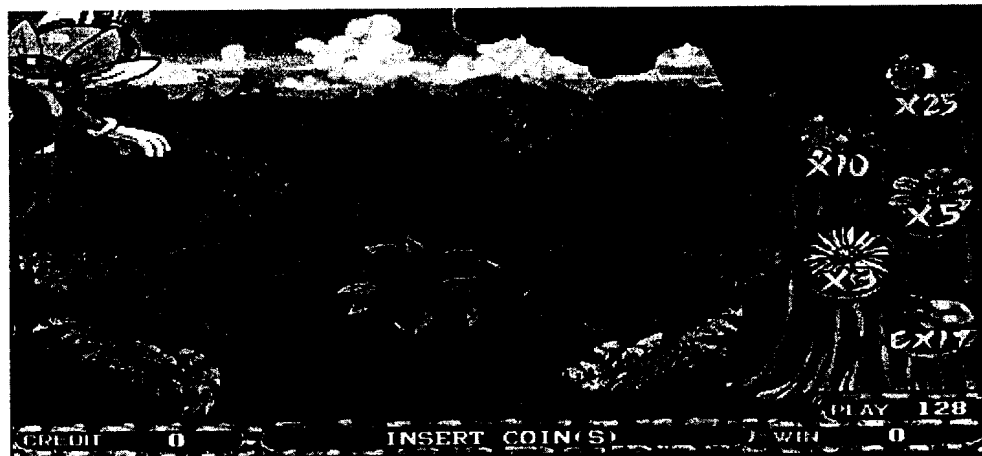- To save all five types of larvas, player may win Jackpot.

Screen of Jackpot

Fever Game

- Linking three lines of bee symbols allow players to enter Fever Game.
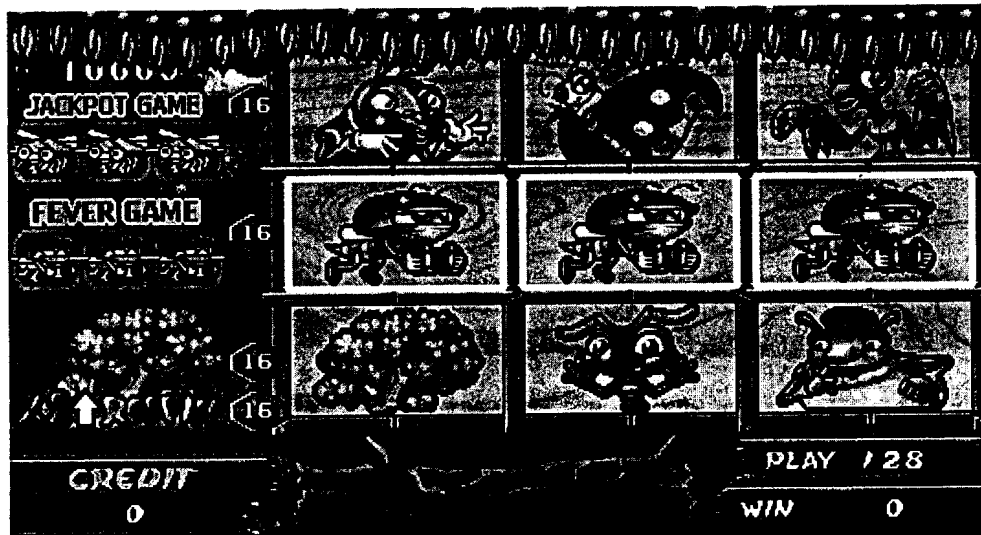
Screen of Fever Game

- Enter the game, players see three bushes, one of which should be selected and sought by players.
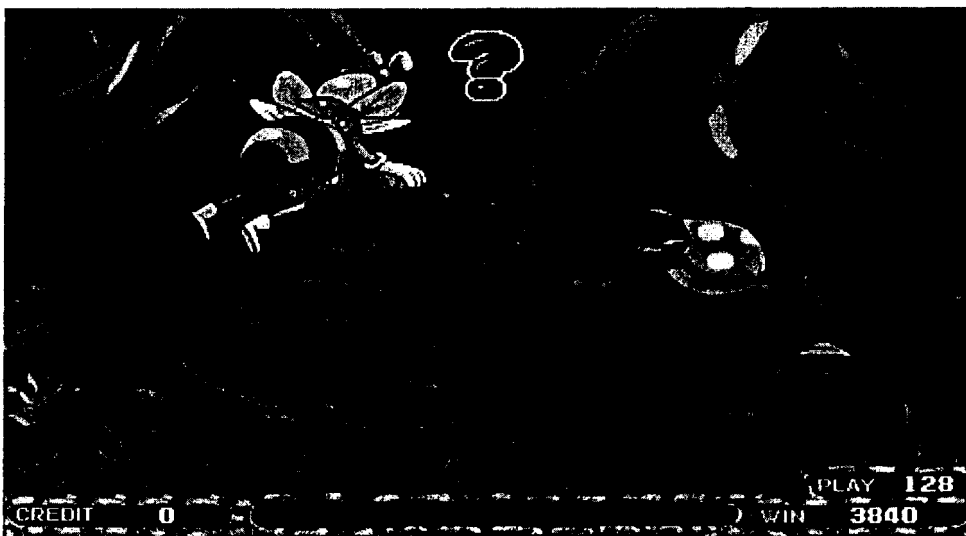

Screen of Fever Game

- During the search, players would get different prizes according to the target they come across.
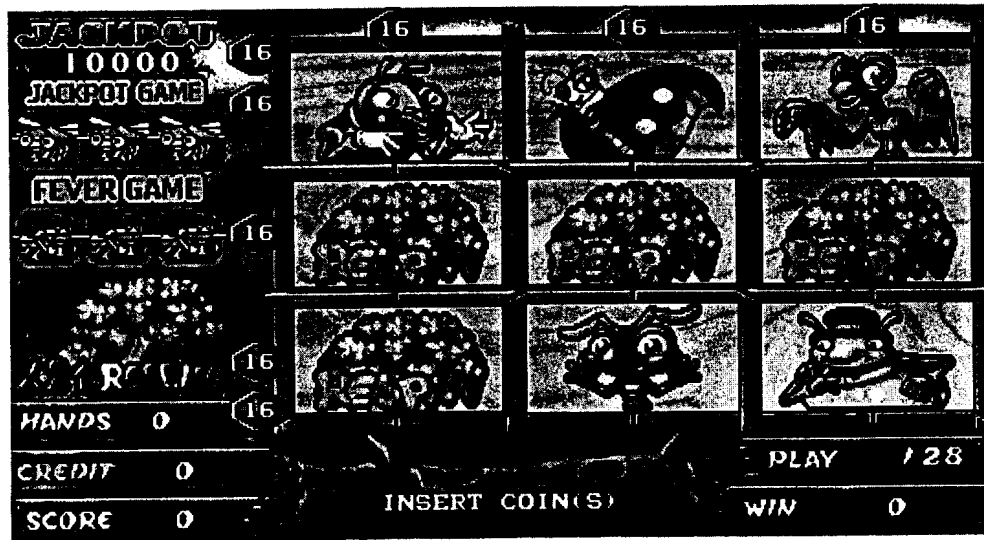

Screen of Fever Game

- However, the game ends if a carnivorous plant is found. Before that, players can search the bushes as many times as they want.
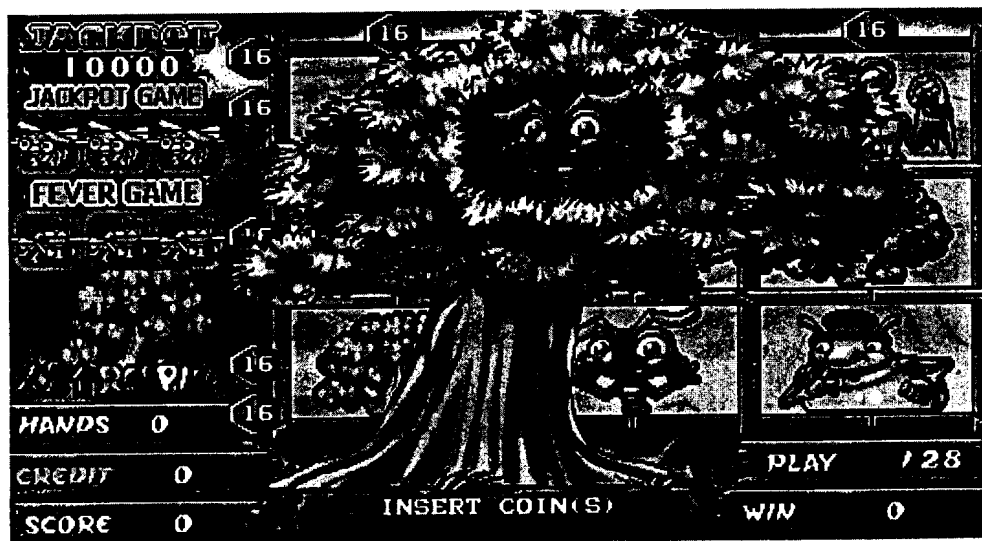

Screen of Fever Game

Tree Respin

- With more than 2 tree symbols will open Tree Respin.

Screen of Tree Respin

- Symbols that appear from the tree would replace the old main game tree symbols so that players can win prizes.
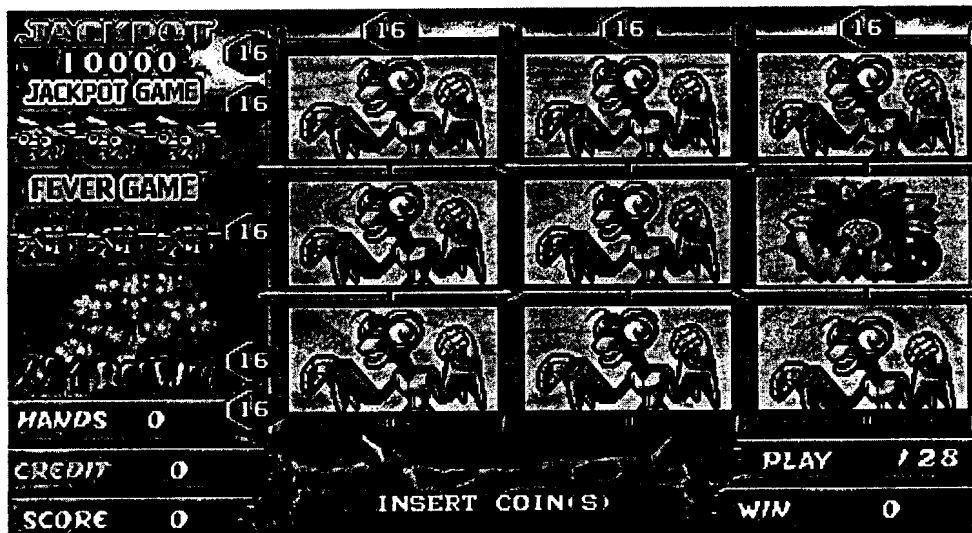

Screen of Tree Respin

Wild Fever

- With WILD displaying on the screen and no winning, players would enter Wild Fever.

Screen of Wild Fever

- All symbols respin until players win the game.

Screen of Wild Fever

Odds Table

Regular Symbol

ALL		X 700	ALL	X 80
ALL		X 500	ALL	X 70
ALL	ANY	X 150	ALL	X 50
ALL		X 200	ALL	X 40
ALL		X 100	ALL	X 40
ALL		X 80		X 15
ALL	ANY BAR	X 40		

	X 300		X 20
	X 200		X 18
ANY ANY ANY	X 50		X 14
	X 100		X 10
	X 50		X 10
	X 30		X 5
ANY BAR ANY BAR ANY BAR	X 10		X 2

9	X 700	9	X 500	9 ANY	X 150
8	X 200	8	X 100	8 ANY	X 80
7	X 100	7	X 70	7 ANY	X 60
6	X 80	6	X 60	6 ANY	X 40
5	X 60	5	X 50	5 ANY	X 30
4	X 25	4	X 20	4 ANY	X 10
3	X 7	3	X 5	3 ANY	X 3
2	X 3	2	X 2	2 ANY	X 1

Screen of Odds Table