

# **~ Crazy Circus ~**

The following developer is responsible for the declaration:

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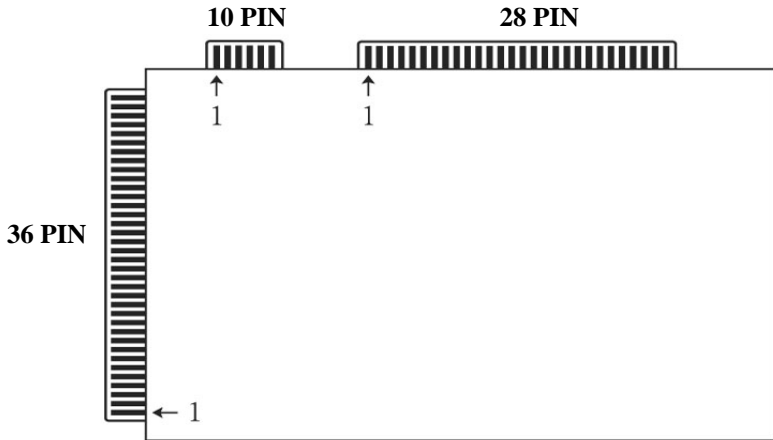
( Version No. AA-070516 )



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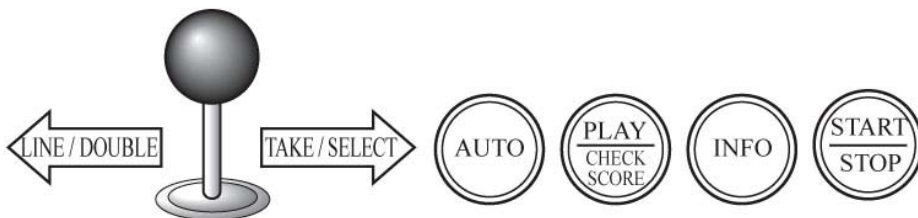
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# Interface

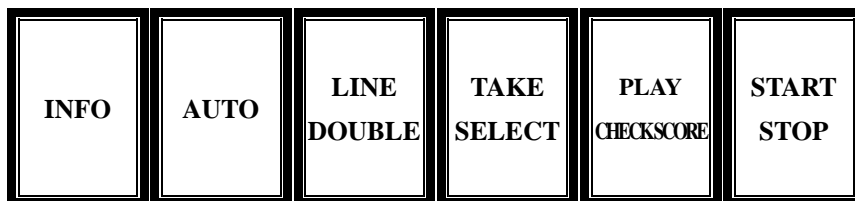


# 28 PIN & 36 PIN Button Layout

## A. 28PIN Button Layout



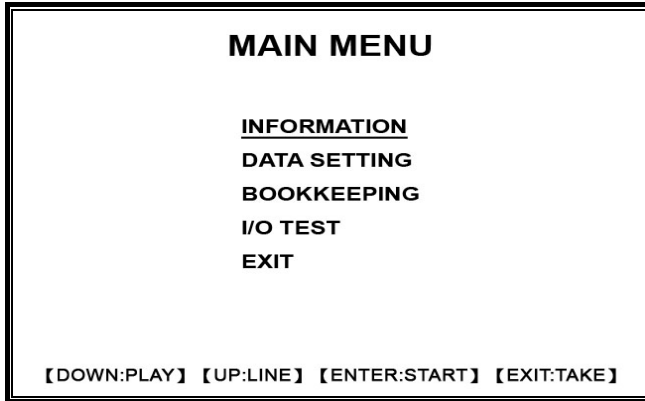
## B. 36PIN Button Layout



# Data Setting

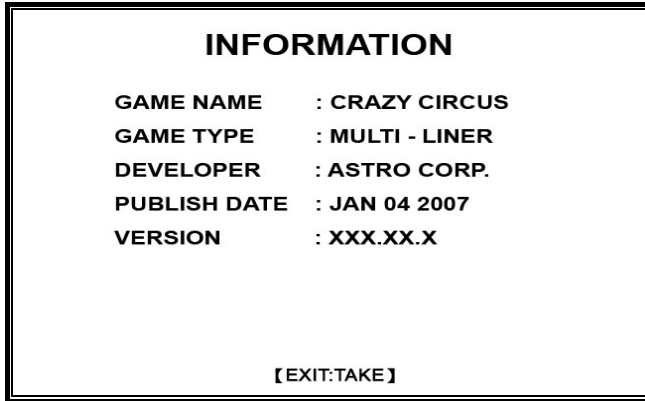
| ITEM |                      | RANGE  |
|------|----------------------|--|
| 1    | COIN IN              | 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000 |
| 2    | KEY IN               | 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000 |
| 3    | TICKET OUT           | 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000 |
| 4    | KEY OUT              | AS COIN IN,AS KEY IN,CLEAR ALL,TICKET OUT                        |
| 5    | CREDIT LIMIT         | 5000,10000,20000,30000,40000,50000,100000,990000                 |
| 6    | MAX. PLAY/LINE       | 1,2,3,4,5,6,8,10,15,20,25,30                                     |
| 7    | MIN.PLAY/TOTAL       | 1,5,10,15,20,25,50,75, 100,125,150,200,250,375,500,625,750       |
| 8    | MAINPAY OUTRATE      | LEVEL 1(Easiest),2,3,4,5,6,7,8(Hardest)                          |
| 9    | DOUBLE UPRATE        | 1(Easiest),2,3,4,5 (Hardest)                                     |
| 10   | BINGO MAX./LINE      | 1,2,3,4,5,6,8,10,15,20,25,30                                     |
| 11   | BINGO MIN/TOTAL      | 1,5,9,18,27,36,45,54,72,90,135,180,225,270                       |
| 12   | BINGO RATE           | LEVEL 1(Easiest),2,3,4,5,6,7,8(Hardest)                          |
| 13   | DOUBLE UPGAME        | ON,OFF   |
| 14   | MUSICOFDEMOSHOW      | ON,OFF   |
| 15   | RESET TYPE           | NO USE,1,2,3,4,5,6,7   |
| 16   | GAME TYPE            | SLOT+BINGO , BINGO , SLOT , SKILL HOLD (SLOT)                    |
| 17   | SPINNINGTYPE         | REEL,SHUTTER   |
| 18   | PAYOUT               | OFF,HOPPER,TICKET  |
| 19   | WIN TO               | CREDIT,SCORE   |
| 20   | PLAY SCORE           | YES,NO   |
| 21   | 10TIME FEATURE       | YES,NO   |
| 22   | AUTO PLAY            | YES,NO   |
| 23   | ODDS TABLE           | YES,NO   |
| 24   | BOOKKEEPING          | YES,NO   |
| 25   | GAME COUNT           | ON,OFF   |
| 26   | CONTINUOUS           | YES,NO   |
| 27   | MAX TICKETS PER GAME | CONTINUOUS,1,2,3,5,8,10  |

# Main Menu



1. Press **TEST** button to enter the Main Menu page.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 BOOKKEEPING 》 and 《 I/O TEST 》 .
3. Press **LINE** or **PLAY** button to select the item.
4. Press **TAKE** to exit Main Menu.

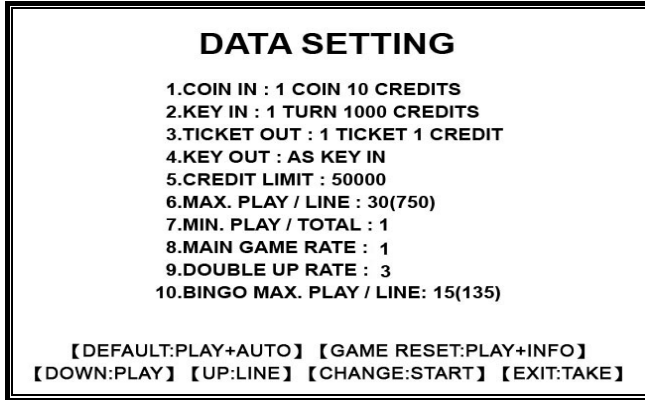
# Information



1. Press **TEST** button to enter the Main Menu.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.



# Data Setting



1. Press **TEST** button to enter the Main Menu page.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **PLAY** or **LINE** to choose the selection.
4. Press **START** to change the values
5. Press **PLAY** + **AUTO** to load the factory default(Data Format).
6. Press **TAKE** to exit Data Setting.
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the value in the setting.

There are total 3 pages in the data setting

**WARNING!!**

DO YOU WANT TO RESET ?

YES

NO

【SELECT:PLAY】 【ENTER:START】 【EXIT:TAKE】

**The program will reconfirm the reset instruction.**

# Bookkeeping

| LAST RECORD    |   |       |
|----------------|---|-------|
| TOTAL IN       | : | 0     |
| TOTAL OUT      | : | 0     |
| CURRENT CREDIT | : | 0     |
| CURRENT SCORE  | : | 0     |
| TOTAL PROFIT   | : | 0     |
| PAYOUT RATE    | : | 0.00% |
| MAIN GAME IN   | : | 0     |
| MAIN GAME OUT  | : | 0     |
| MAIN GAME RATE | : | 0.00% |
| DB. GAME IN    | : | 0     |
| DB. GAME OUT   | : | 0     |
| DB. GAME RATE  | : | 0.00% |

【CLEAR LAST RECORD : PLAY+AUTO】  
【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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1. Press **TEST** button to enter the Main Menu.
2. Select 《 BOOK KEEPING 》 to enter the Bookkeeping.
3. Press **PLAY** or **LINE** to go to the next page.
4. Press **TAKE** to exit Bookkeeping.
5. There are total 10 pages(2 pages for the Last Record and 8 pages for Total Record.)
6. Press **PLAY** + **AUTO** to clear the “Last Record”(only in LAST RECORD).
7. Total record would not be reset unless to be reset the system.

## LAST RECORD

|                |   |       |
|----------------|---|-------|
| TOTAL GAME     | : | 0     |
| TOTAL HITS     | : | 0     |
| TOTAL LOST     | : | 0     |
| HIT RATE       | : | 0.00% |
| COIN IN        | : | 0     |
| KEY IN         | : | 0     |
| BILL IN        | : | 0     |
| COIN OUT       | : | 0     |
| KEY OUT        | : | 0     |
| CURRENT CREDIT | : | 0     |
| CURRENT SCORE  | : | 0     |

【CLEAR LAST RECORD : PLAY+AUTO】  
【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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## TOTAL RECORD

|                |   |       |
|----------------|---|-------|
| TOTAL IN       | : | 0     |
| TOTAL OUT      | : | 0     |
| CURRENT CREDIT | : | 0     |
| CURRENT SCORE  | : | 0     |
| TOTAL PROFIT   | : | 0     |
| PAYOUT RATE    | : | 0.00% |
| MAIN GAME IN   | : | 0     |
| MAIN GAME OUT  | : | 0     |
| MAIN GAME RATE | : | 0.00% |
| DB. GAME IN    | : | 0     |
| DB. GAME OUT   | : | 0     |
| DB. GAME RATE  | : | 0.00% |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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## TOTAL RECORD

|                |   |       |
|----------------|---|-------|
| TOTAL GAME     | : | 0     |
| TOTAL HITS     | : | 0     |
| TOTAL LOST     | : | 0     |
| HIT RATE       | : | 0.00% |
| COIN IN        | : | 0     |
| KEY IN         | : | 0     |
| BILL IN        | : | 0     |
| COIN OUT       | : | 0     |
| KEY OUT        | : | 0     |
| CURRENT CREDIT | : | 0     |
| CURRENT SCORE  | : | 0     |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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## SLOT RECORD

|                    |   |       |
|--------------------|---|-------|
| SLOT GAME IN       | : | 0     |
| SLOT GAME OUT      | : | 0     |
| SLOT GAME RATE     | : | 0.00% |
| SLOT PLAY TIMES    | : | 0     |
| SLOT HIT TIMES     | : | 0     |
| SLOT HIT RATE      | : | 0.00% |
| BOX BONUS TIMES    | : | 0     |
| BOX BONUS OUT      | : | 0     |
| CORNER FEVER TIMES | : | 0     |
| CORNER FEVER OUT   | : | 0     |
| BINGO BONUS TIMES  | : | 0     |
| BINGO BONUS OUT    | : | 0     |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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## BINGO RECORD

|                  |   |       |
|------------------|---|-------|
| BINGO GAME IN    | : | 0     |
| BINGO GAME OUT   | : | 0     |
| SLOT GAME RATE   | : | 0.00% |
| BINGO PLAY TIMES | : | 0     |
| BINGO HIT TIMES  | : | 0     |
| BINGO HIT RATE   | : | 0.00% |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】




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## DOUBLE RECORD

|                   |   |       |
|-------------------|---|-------|
| DOUBLE GAME IN    | : | 0     |
| DOUBLE GAME OUT   | : | 0     |
| DOUBLE GAME RATE  | : | 0.00% |
| DOUBLE PLAY TIMES | : | 0     |
| DOUBLE HIT TIMES  | : | 0     |
| DOUBLE HIT RATE   | : | 0.00% |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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|   |      |   |   |      |   |
|---|------|---|---|------|---|
|  | ALL= | 0 |  | ALL= | 0 |
|   | 5    | 0 |   | 5    | 0 |
|   | 4    | 0 |   | 4    | 0 |
|   | 3    | 0 |   | 3    | 0 |
|  | ALL= | 0 |  | ALL= | 0 |
|   | 5    | 0 |   | 5    | 0 |
|   | 4    | 0 |   | 4    | 0 |
|   | 3    | 0 |   | 3    | 0 |
|  | ALL= | 0 |  | ALL= | 0 |
|   | 5    | 0 |   | 5    | 0 |
|   | 4    | 0 |   | 4    | 0 |
|   | 3    | 0 |   | 3    | 0 |
|   |      |   |  | ALL= | 0 |
|   |      |   |   | 5    | 0 |
|   |      |   |   | 4    | 0 |
|   |      |   |   | 3    | 0 |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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### BINGO RECORD

|              |   |   |
|--------------|---|---|
| X10000 TIMES | : | 0 |
| X5000 TIMES  | : | 0 |
| X1000 TIMES  | : | 0 |
| X500 TIMES   | : | 0 |
| X100 TIMES   | : | 0 |
| X50 TIMES    | : | 0 |
| X20 TIMES    | : | 0 |
| X10 TIMES    | : | 0 |
| X5 TIMES     | : | 0 |
| X2 TIMES     | : | 0 |
| X1 TIMES     | : | 0 |
| X1 TIMES     | : | 0 |
| LOST TIMES   | : | 0 |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】

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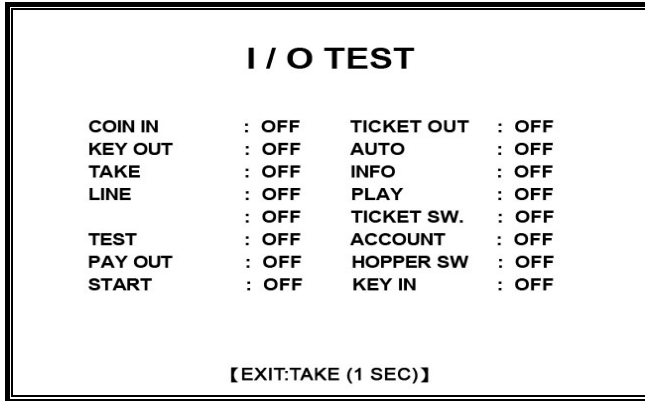
## BINGO BONUS RECORD

|              |   |   |
|--------------|---|---|
| X10000 TIMES | : | 0 |
| X5000 TIMES  | : | 0 |
| X1000 TIMES  | : | 0 |
| X500 TIMES   | : | 0 |
| X100 TIMES   | : | 0 |
| X50 TIMES    | : | 0 |
| X20 TIMES    | : | 0 |
| X10 TIMES    | : | 0 |
| X5 TIMES     | : | 0 |
| X2 TIMES     | : | 0 |
| X1 TIMES     | : | 0 |
| X1 TIMES     | : | 0 |
| LOST TIMES   | : | 0 |

【NEXT PAGE : PLAY】 【PREV. PAGE : LINE】 【EXIT : TAKE】



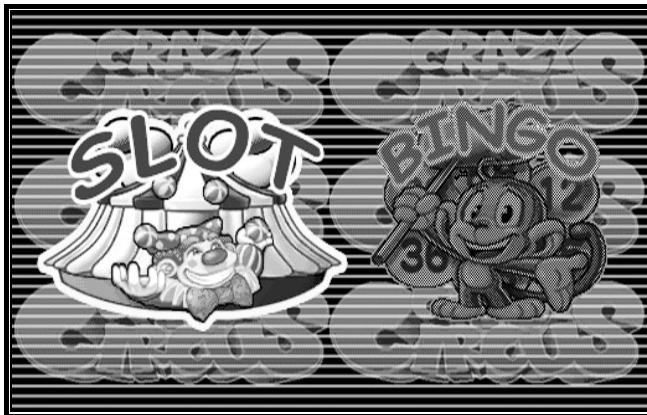
# I / O Test



1. Press **TEST** button to enter the Main Menu.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard function testing.
4. Press **TAKE** a second to exit I/o Test.

# Game Selection

## Game Selection



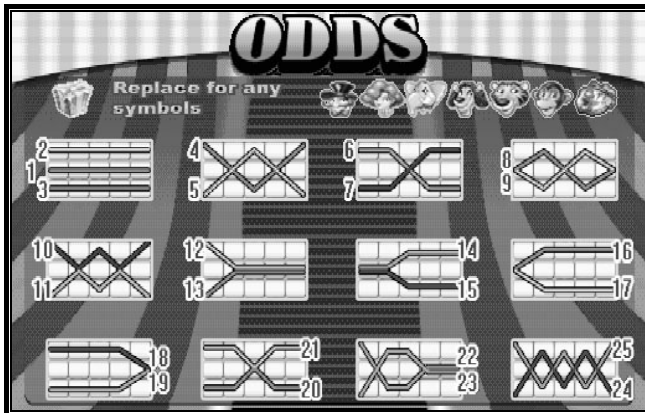
- Press **SELECT** button into the Game Selection page.
- Press any button to select game.

# Slot Game

## A. Main Game





15 reels, 25 liners style




Pay chart

B. Gift Box



-  substitutes for all symbols except  .



- When 3 or more  appear, player receives “Box Bonus”.

### C. Corner Fever



- When all 4 corners have the same symbol, they will be held and start the “Corner Fever” game.
- In the “Corner Fever” game, if the same symbol of the corners appeared on other reels they will be held and rest of reels will re-spin.



- Continue the foregoing until no more reel match the corners symbol.
- The price will reward to the player according to the final combination.

# Double Up Game

## Double up Game



- After winning in the main game or the bonus game, player can press **DOUBLE** button to play the Double up Game.
- Press **START** button selecting a character to start Double Up Game.




- If selected character wins, prizes will be doubled. If it loses, prizes will be taken and game over.
- Player can take prizes and finish Double up Game by pressing **TAKE** button.

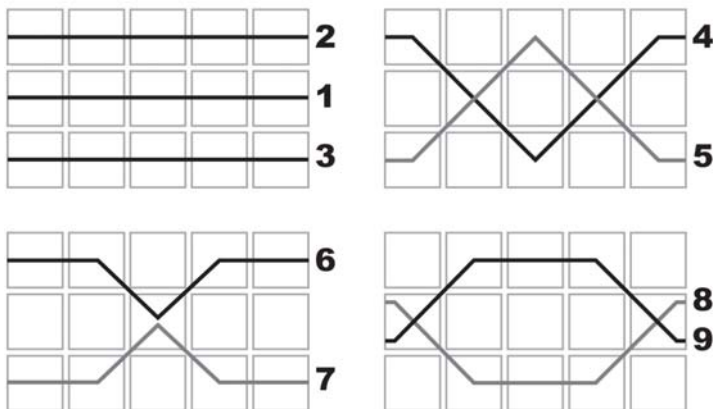
# Bingo Game

## Bingo Game



- When 3 or more  appear, player can play “Bingo Game” for one round.

## The pay chart of bingo game



## How to play bingo game



- There are a set of number cards on the right side of screen.
- Total 60 balls to be chosen randomly from 80 balls will be dropped during the game.



- If card's number matches the ball's, the card is hit.
- If 5 hit cards lining up, player receives the specific reward according to last hit and line up ball's position.



# Odds Table

| ODDS   |        |       |
|--------|--------|-------|
| x 3000 | x 1000 | x 500 |
| x 300  | x 100  | x 50  |
| x 30   |        |       |
| x 1000 | x 100  | x 50  |
| x 500  | x 50   | x 20  |
| x 200  | x 20   | x 10  |
| x 100  | x 20   | x 10  |
| x 50   | x 10   | x 5   |
| x 20   | x 5    | x 2   |
| x 20   | x 5    | x 2   |

| ODDS                |  |
|---------------------|--|
| <b>BINGO</b>        | Any  |
| <b>BOX BONUS</b>    | Any  |
| <b>CORNER FEVER</b> | <p>When all 4 corners have the same symbols, these symbols will be held and stay still. The rest of the symbols will continue spinning until there is no symbol identical with the symbols in those 4 corners.</p> |
|                     |  |

# Troubleshooting

When an error has been detected, an error message would appear in the message column. Please try the following steps

| Error Message  | Procedure  |
|----------------|--|
| ROM ERROR      | 1.Restart the machine.   |
|                | 2.If step 1 does not clear the error, please contact the maker.                                |
| RAM ERROR      | 1.Restart the machine.   |
|                | 2.Go to DATA SETTING and press <b>PLAY</b> + <b>INFO</b> to reset.                             |
|                | 3.If steps 1 and 2 do not clear the error, please either replace the RAM or contact the maker. |
| EEPROM ERROR   | 1.Restart the machine.   |
|                | 2.If step 1 does not clear the error, please contact the maker                                 |
| COIN JAM       | 1.Check the coin acceptor for any jamming.   |
|                | 2.Restart the machine and go to the main menu to exit.   |
| HOPPER JAM     | 1.Check the Hopper for any jamming.  |
|                | 2.Restar the machine and go to the main menu to exit.  |
| HOPPER EMPTY   | 1. Fill up the coins in the hopper.  |
|                | 2.Restar the machine and go to the main menu to exit.  |
| MAX. CREDIT    | 1.Key out or coin out.   |
|                | 2.Increase the value of #6. MAX. PAY OUT in the main menu to execute coin out.                 |
| DOOR OPEN      | 1.Shut the machine door properly.  |
|                | 2.Chooes OFF for #24 DOOR OPEN in the main menu.   |
| CALL ATTENDANT | 1.Key out or continue the game.  |
|                | 2.Increase the value of #7 MAX. PAY OUT in the main menu to execute coin out.                  |

# Special Notice

## COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

### **COIN-IN COUNTER:**

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. Bill Unit is counted the same as the Coin Unit. Any remainder unit(s) count(s) in the next round.

### **COIN-OUT COUNTER:**

1. For each coin out, the COIN-OUT COUNTER clicks once.

### **KEY-IN COUNTER:**

1. For each key in, the KEY-IN COUNTER clicks once.

### **KEY-OUT COUNTER:** Follow the steps of #5 in the main menu.

1. The cardinal number of COIN-IN or KEY-IN is the number of clicks of AS COIN or AS KEY-IN.
2. The cardinal number of KEY-IN is the number of clicks of CLEAR ALL. Any remainder goes to the next count.

# Setting Code

**INPUT PASSWORD**

0 \* \* \* \* \*

**PASSWORD NO. 1**

【SELECT : LINE】 【CHANGE : PLAY】  
【ENTER : START】 【EXIT:TAKE】

1. Press **LINE** button to select the icons.
2. Press **PLAY** button to change the value.
3. Press **START** button to enter the setting page.
4. Press **TAKE** button to exit the Password page.

| Password No. | 0      | 1      | 2      | 3      | 4      | 5      | 6      | 7      |
|--------------|--------|--------|--------|--------|--------|--------|--------|--------|
| Code         | No Use | 267861 | 097622 | 326729 | 958443 | 290950 | 720418 | 555652 |

# Pin Layout

## Connector (36 PIN)

| Parts Side            |    | Solder Side    |
|-----------------------|----|----------------|
| Video Red             | 1  | Video Green    |
| Video Blue            | 2  | Video Sync.    |
| Speaker               | 3  | Speaker GND    |
|                       | 4  |                |
|                       | 5  |                |
|                       | 6  |                |
| Ticket out Button     | 7  |                |
| Ticket Switch         | 8  |                |
| Start/Stop            | 9  |                |
| Info                  | 10 |                |
| Play/Check Score      | 11 |                |
| Take/Select           | 12 |                |
| Line/Double           | 13 |                |
|                       | 14 |                |
|                       | 15 |                |
| Auto                  | 16 |                |
|                       | 17 |                |
| Coin In Switch        | 18 | Key In Switch  |
|                       | 19 |                |
| Account Switch        | 20 | Test Switch    |
| Pay Out Button        | 21 | Key Out Switch |
|                       | 22 | Hopper Switch  |
| Coin In Counter       | 23 |                |
| Key In Counter        | 24 | Hopper SSR     |
|                       | 25 |                |
|                       | 26 |                |
| Hopper Counter        | 27 |                |
| Key out Counter       | 28 |                |
| Start/Stop Lamp       | 29 | Ticket SSR     |
| Info Lamp             | 30 | Error Lamp     |
| Play/Check Score Lamp | 31 | Win Lamp       |

|                  |    |     |
|------------------|----|-----|
| Take/Select Lamp | 32 |     |
| Line/Double Lamp | 33 |     |
| Auto Lamp        | 34 |     |
|                  | 35 |     |
| GND              | 36 | GND |

## Connector (10 PIN)

| Parts Side                  |    | Solder Side |
|-----------------------------|----|-------------|
| GND                         | 1  | GND         |
| GND                         | 2  | GND         |
| +5V                         | 3  | +5V         |
| +5V                         | 4  | +5V         |
| +12V                        | 5  | +12V        |
| +12V                        | 6  | +12V        |
| (*1)Ticket Dispenser Enable | 7  |             |
| (*2)Hopper SSR              | 8  |             |
| GND                         | 9  | GND         |
| GND                         | 10 | GND         |

(\*1) The pin is normal low. When it enable is +5V.

(\*2) This pin is connected with the solder side 24<sup>th</sup> pin of connector 36 pin.

### Connector (28 PIN)

| Parts Side       |    | Solder Side           |
|------------------|----|-----------------------|
| GND              | 1  | GND                   |
| GND              | 2  | GND                   |
| +5V              | 3  | +5V                   |
| +5V              | 4  | +5V                   |
|                  | 5  |                       |
| +12V             | 6  | +12V                  |
|                  | 7  |                       |
| Coin Counter     | 8  | Hopper Counter        |
| Key Counter      | 9  | Key Out Counter       |
| Speaker          | 10 | GND                   |
| Key In Switch    | 11 | Pay Out Button        |
| Video Red        | 12 | Video Green           |
| Video Blue       | 13 | Video Sync.           |
| GND              | 14 | Test Switch           |
| Account Switch   | 15 |                       |
| Coin In Switch   | 16 | Error Lamp            |
| Start/Stop       | 17 | Start/Stop Lamp       |
| Ticket/Select    | 18 | Ticket Out SSR        |
|                  | 19 | Win Lamp              |
| Info             | 20 | Info lamp             |
| Take/Select      | 21 | Take/Select Lamp      |
| Line/Double up   | 22 | Line/Double lamp      |
| Play/Check Score | 23 | Play/Check Score Lamp |
| Auto             | 24 | Auto Lamp             |
| Ticket Switch    | 25 | Key Out Switch        |
| Hopper SSR       | 26 | Hopper Switch         |
| GND              | 27 | GND                   |
| GND              | 28 | GND                   |