





# INTRODUCTION

INTRODUCTION .....	02
FREE GAME .....	03
DOUBLE UP GAME .....	04
BONUS GAMES .....	05
JACKPOT .....	05

# SYSTEM SETUP

TOUCH SCREEN CALIBRATION .....	07
MESSAGE REMOVAL .....	08
OPERATOR MENU .....	08
EMPLOYEES MENU .....	18

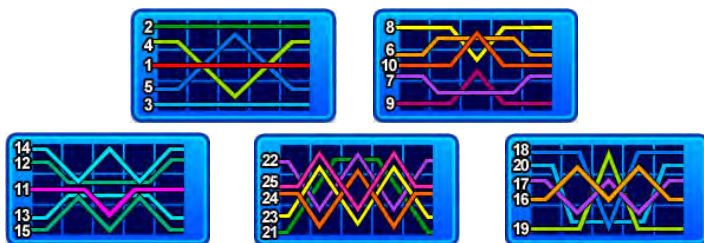
# WIRING DIAGRAM AND CONTROL PANEL

WIRING DIAGRAM .....	26
CONTROL PANEL .....	27
PCB CONNECTOR PIN DIAGRAM .....	28

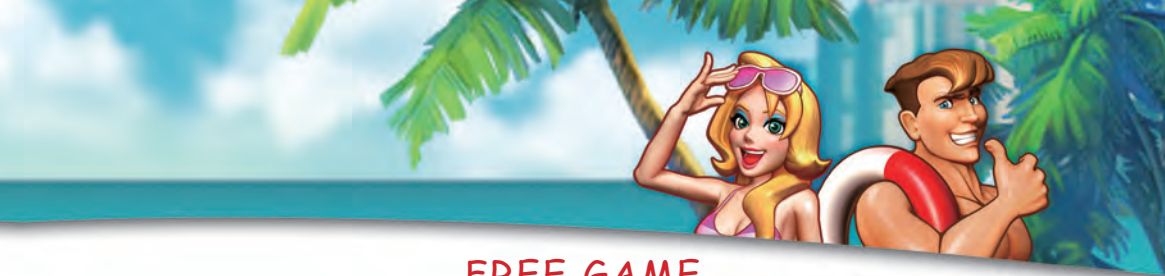
# Miami

## INTRODUCTION



- MIAMI is a 15-reel, 25-line video slot game. Players can choose to bet on 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23 or 25 lines and increase their bets by pressing "PLAY" button. Press "START" to spin the reels and stop the spinning by pressing "STOP 1" - "STOP 5" or "ALL STOP" to stop all reels at once.
- Players win prize when similar symbols are lined up from left to right on the selected lines. Players can choose either "TAKE SCORE" to collect the prize or "Double" to win more.

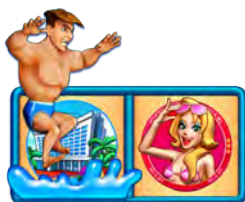


- ★ Player can win the pay rate of each corresponding symbol if there are 3 or more same symbols in a row one after another from left side to right side on the selected line.



## FREE GAME

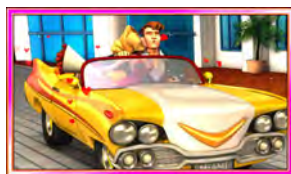
During the main game, when  appears on the left and  appears on the right side, which show up with a successful result of followings, FREE GAME will be activated.



OR



OR



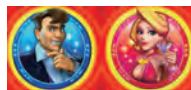




## FREE GAME

Special feature of offering player 1 or 2 rows of WILD is only available on the FREE GAME.

Player will win another 8 times FREE GAME when the





## DOUBLE UP GAME

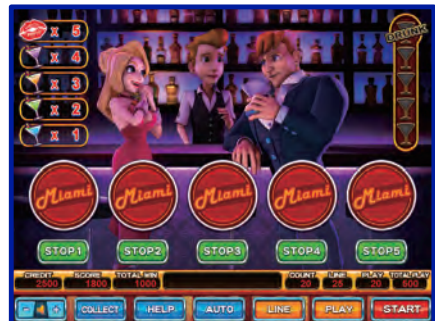
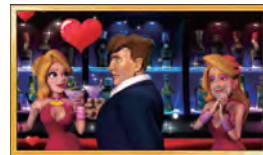
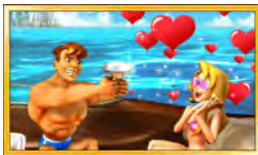
Guess the color or the suit of the middle cards. If the guess is correct, then the winning amount will be multiplied (doubled or by 4 times). Otherwise, the winning amount will be reset to zero and the system will return to the main game.








## BONUS GAMES

During the main game, when  appears on the left and  appears on the right side, which show up with a successful result of followings, BONUS GAMES will be activated.






# Miami

## JACKPOT

Players will win JP1 with all symbols of  ,  and  .



Players will win JP2 with all symbols of  ,  and  .



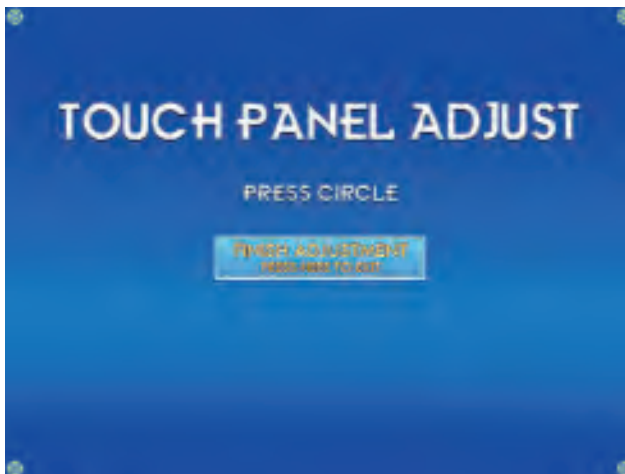




## TOUCH SCREEN CALIBRATION

©Please do the calibration when first time power on the machine, or when changing the touch screen to another one.

©Press the OPERATOR MENU button for five seconds to go into the touch screen adjustment.



Doing the calibration please touch the screen note on four corner of the screen.





## OPERATOR MENU

### MESSAGE REMOVAL

After the corresponding problem is solved, please remove the message by the following directions.

Messages	Remove the Message
COIN JAM	Press the <b>Employee</b> button to clear the error message.
CREDIT LIMIT	Press the <b>Key out</b> button to clear the error message.
TICKET DISPENSOR ERROR	Press the <b>Key out</b> button to clear the error message.

### OPERATOR MENU

Press **OPERATOR MENU** button to enter setup page.

#### OPERATOR MENU

1. OPERATOR MAIN BOOKKEEPING
2. IN/ OUT SETUP
3. GAME SETUP
4. SYSTEM EVENT RECORD
5. RELOAD DEFAULT
6. CLEAR ALL EVENT & STATISTICS

【HELP】: EXIT   【AUTO】: ▲   【DOUBLE】: ▼   【START】: ENTER

## OPERATOR MENU

### 1. OPERATOR MAIN BOOKKEEPING

	PERIOD AMOUNT		ALL AMOUNT
TOTAL IN		TOTAL IN	
TOTAL OUT		TOTAL OUT	
PROFIT		PROFIT	
PAYOUT RATE	%	PAYOUT RATE	%
TOTAL PLAY		TOTAL PLAY	
TOTAL WIN		TOTAL WIN	
WINNING RATE	%	WINNING RATE	%
PERIOD FROM YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 01 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE

MAIN GAME			
	PERIOD AMOUNT		ALL AMOUNT
GAME TIMES		GAME TIMES	
PLAY		PLAY	
WIN		WIN	
WINNING RATE	%	WINNING RATE	%
DOUBLE UP			
	PERIOD AMOUNT		ALL AMOUNT
PLAY			
WIN			
GAME TIMES			
WIN TIMES			
PERIOD FROM YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 02 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE



## OPERATOR MENU

































































































































































































FREE GAME			
	PERIOD AMOUNT		ALL AMOUNT
ENTER TIMES		ENTER TIMES	
GAME TIMES		GAME TIMES	
WIN		WIN	
PERIOD FROM YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 03 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE

BONUS GAME A			
	PERIOD AMOUNT		ALL AMOUNT
ENTER TIMES		ENTER TIMES	
GAME TIMES		GAME TIMES	
WIN		WIN	
BONUS GAME B			
	PERIOD AMOUNT		ALL AMOUNT
ENTER TIMES		ENTER TIMES	
GAME TIMES		GAME TIMES	
WIN		WIN	
PERIOD FROM YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 04 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE

## OPERATOR MENU

MAIN GAME RECORD			
	PERIOD AMOUNT		ALL AMOUNT
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
JP1		JP1	
JP2		JP2	
    		    	
    		    	
   		   	
    		    	
   		   	
  		  	
  		  	
   		   	
  		  	
   		   	
   		   	
   		   	
  		  	
   		   	
  		  	
   		   	
  		  	
   		   	
  		  	
   		   	
  		  	
  		  	
  		  	
  		  	
PERIOD FROM YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 05 OF 14 PAGES			

【HELP】 : EXIT    【AUTO】 : PREV.    【DOUBLE】 : NEXT    【TAKE SCORE】 : UPDATE





















## OPERATOR MENU

FREE GAME RECORD			
	PERIOD AMOUNT		ALL AMOUNT
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
JP1		JP1	
JP2		JP2	

## OPERATOR MENU

BONUS GAME A RECORD			
	PERIOD AMOUNT		ALL AMOUNT
			
			
			
			
			
			
			
			
PAGE 13 OF 14 PAGES			

BONUS GAME B RECORD			
	PERIOD AMOUNT		ALL AMOUNT
			
			
			
			
			
PAGE 14 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE



## OPERATOR MENU

### 2.IN/OUT SETUP

COIN

NOTE

CLEAR

COLLECT

HOPPER SWITCH

COLLECT OPTION

AUTO TICKET

GAME TICKET

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : + 【PLAY】 : -

COIN

OFF、1、2、4、5、10、15、20、25、30、40、50、60、75、80、100、200、250、400、500、1000

NOTE

OFF、1、2、4、5、10、15、20、25、30、40、50、60、75、80、100、200、250、400、500、1000

CLEAR

OFF、1、2、4、5、10、15、20、25、30、40、50、60、75、80、100、200、250、400、500、1000

COLLECT

OFF、1、2、4、5、10、15、20、25、30、40、50、60、75、80、100、200、250、400、500、1000

HOPPER SWITCH

N.O.、N.C.

COLLECT OPTION

TICKET DISPENSER、CLEAR SW、DISABLED

AUTO TICKET

ON、OFF

GAME TICKET

CONTINUOUS、1、2、3、4、5、8、10

## OPERATOR MENU

### 3. GAME SETUP

GAME RATE

DOUBLE UP RATE

MAX PLAY PER LINE

MIN PLAY PER LINE

PLAY PER LINE

CREDIT LIMIT

LINE SELECTION

SPIN OPTION

GAME COUNT

DOUBLE UP

DOUBLE UP LIMIT

SCORE BOX

PLAY SCORE

AUTO PLAY

DEMO MUSIC

VOLUME ADJUSTMENT

TIME SETUP

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【PLAY】 : -

GAME RATE

1=99%、2=98%、3=97%、4=96%、5=95%、6=94%、7=93%、8=92%

DOUBLE UP RATE

1、2、3、4、5、6、7、8

MAX PLAY PER LINE

5、10、20

MIN PLAY PER LINE

1、2、5

PLAY PER LINE

1、2、5

CREDIT LIMIT

50000、100000、200000、300000、400000、500000、600000、800000、1000000、1200000、1600000、

2000000、NO RESTRICTION

LINE SELECTION

ON、OFF

SPIN OPTION

NON STOP、AUTO STOP

GAME COUNT

ON、OFF

DOUBLE UP

ON、OFF

DOUBLE UP LIMIT

30000、60000、NO RESTRICTION





## OPERATOR MENU

SCORE BOX

ON, OFF, 10X

PLAY SCORE

ON, OFF

AUTO PLAY

ON · OFF

DEMO MUSIC

ON · OFF

VOLUME ADJUSTMENT

OFF · 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9 · 10

### 4.SYSTEM EVENT RECORD

EVENT(S)

POWER ON

ENTER IN/OUT SETUP

ENTER GAME SETUP

CHANGE IN/OUT SETUP

CHANGE GAME SETUP

CHANGE GAME RATE

CHANGE DOUBLE UP RATE

TIME SETUP

UPDATE CURRENT STATISTICS

UPDATE PERIOD AMOUNT STATISTICS

RELOAD DEFAULT

CLEAR ALL EVENT & STATISTICS

OPEN THE FRONT DOOR

HOPPER ERROR

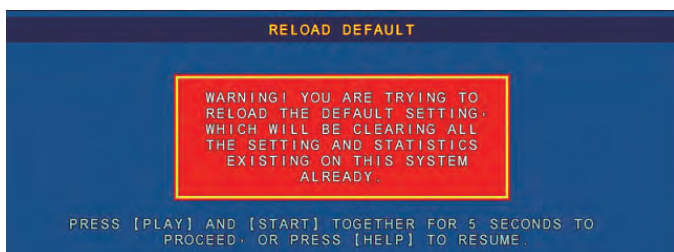
PAGE OF PAGE(S)

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT



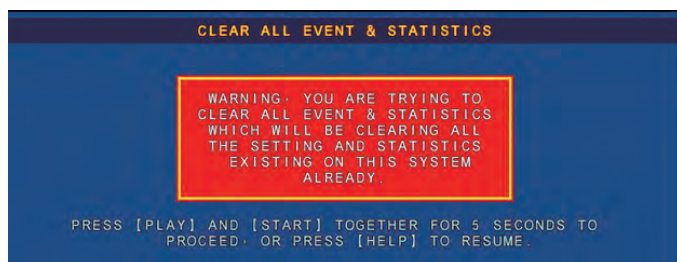
## OPERATOR MENU

### 5. RELOAD DEFAULT



【HELP】 : EXIT    【PLAY+START】 : PROCEED

### 6. CLEAR ALL EVENT & STATISTICS



【HELP】 : EXIT    【PLAY+START】 : PROCEED



## EMPLOYEES MENU

### EMPLOYEES MENU

Press **EMPLOYEES MENU** button to enter account page.

#### EMPLOYEES MENU

1. EMPLOYEE BOOKKEEPING
2. GRAND PRIZES RECORD
3. IN/ OUT RECORD
4. LAST 250 GAMES RECORD
5. BUTTON TEST
6. IN/ OUT TEST

【HELP】 : EXIT    【AUTO】 : ▲    【DOUBLE】 : ▼    【START】 : ENTER

#### 1. EMPLOYEE BOOKKEEPING

	CURRENT		LAST
NOTE IN		NOTE IN	
COIN IN		COIN IN	
COLLECT		COLLECT	
CLEAR		CLEAR	
PROFIT		PROFIT	
PAYOUT RATE	%	PAYOUT RATE	%
TOTAL PLAY		TOTAL PLAY	
TOTAL WIN		TOTAL WIN	
WINNING RATE	%	WINNING RATE	%
OPERATED SINCE YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 01 OF 14 PAGES			

【HELP】 : EXIT    【AUTO】 : PREV.    【DOUBLE】 : NEXT    【TAKE SCORE】 : UPDATE

## EMPLOYEES MENU

MAIN GAME			
	CURRENT		LAST
PLAY		PLAY	
WIN		WIN	
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
DOUBLE UP			
	CURRENT		LAST
PLAY		PLAY	
WIN		WIN	
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
OPERATED SINCE YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 02 OF 14 PAGES			

FREE GAME			
	CURRENT		LAST
ENTER TIMES		ENTER TIMES	
GAME TIMES		GAME TIMES	
WIN		WIN	
WIN TIMES		WIN TIMES	
OPERATED SINCE YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 03 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE







































































































































































































































































































## EMPLOYEES MENU

BONUS GAME A			
	CURRENT		LAST
ENTER TIMES		ENTER TIMES	
GAME TIMES		GAME TIMES	
WIN		WIN	
BONUS GAME B			
	CURRENT		LAST
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
WIN		WIN	
OPERATED SINCE YYYY / MM / DD Hr : Min TO YYYY / MM / DD Hr : Min			
PAGE 04 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE

## EMPLOYEES MENU

















MAIN GAME RECORD			
	CURRENT		LAST
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
ALL 		ALL 	
JP1		JP1	
JP2		JP2	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	
   		   	



## EMPLOYEES MENU

FREE GAME RECORD			
	CURRENT		LAST
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
ALL		ALL	
JP1		JP1	
JP2		JP2	

## EMPLOYEES MENU

BONUS GAME A RECORD			
	CURRENT		LAST
			
			
			
			
			
			
			
			
PAGE 13 OF 14 PAGES			

BONUS GAME B RECORD			
	CURRENT		LAST
			
			
			
			
			
PAGE 14 OF 14 PAGES			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT 【TAKE SCORE】 : UPDATE





## EMPLOYEES MENU

### 2. GRAND PRIZES RECORD

PRIZE	WIN	Y/ M/D/TIME
JP1		
JP2		
WILD x5		
DOUBLE UP		
FREE GAME		
BONUS A		
BONUS B		
PAGE <input type="text"/> OF <input type="text"/> PAGE(S)		

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT

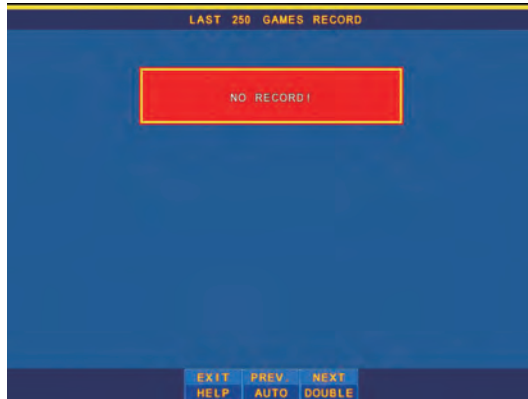
### 3. IN/ OUT RECORD

IN/ OUT EVENT	CREDITS	Y/M/D/	TIME
NOTE IN			
COIN IN			
COLLECT			
CLEAR			
PAGE <input type="text"/> OF <input type="text"/> PAGE(S)			

【HELP】 : EXIT 【AUTO】 : PREV. 【DOUBLE】 : NEXT

## EMPLOYEE MENU

### 4. LAST 250 GAMES RECORD



【HELP】 : EXIT 【AUTO】 : PREV. 【TAKE SCORE】 : UPDATE

### 5. BUTTON TEST

STOP1/HELP	STOP2/AUTO PLAY	STOP3/LINE/DOUBLE
STOP4/TAKE SCORE	STOP5/PLAY	START/ALL STOP
CLEAR	TICKET OUT	COLLECT
OPERATOR MENU	EMPLOYEES MENU	

【HELP+PLAY】 : EXIT

### 5. IN/ OUT TEST



【HELP】 : EXIT 【AUTO】 : ▲ 【DOUBLE】 : ▼ 【START】 : TEST



## WIRING DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
AUDIO OUT L	2	AUDIO GND
AUDIO OUT R	3	AUDIO GND
	4	
	5	
	6	
TICKET OUT SW	7	
TICKET NOTCH	8	
START / STOP ALL / TAKE SCORE SW	9	
STOP 1 / HELP SW	10	
STOP 5 / PLAY SW	11	
STOP 4 / TAKE SCORE SW	12	
STOP 3 / LINE / DOUBLE SW	13	
	14	
	15	
STOP 2 / AUTO SW	16	
FRONT DOOR SW	17	
COIN IN	18	NOTE IN
	19	
EMPLOYEE SW	20	OPERATOR SW
COLLECT SW	21	CLEAR SW
	22	HOPPER SW
COIN IN METER	23	
NOTE IN METER	24	HOPPER SSR
	25	
	26	
COLLECT METER	27	
CLEAR / TICKET METER	28	
START / STOP ALL LAMP	29	
STOP 1 / HELP LAMP	30	
STOP 5 / PLAY LAMP	31	
STOP 4 / TAKE SCORE LAMP	32	
STOP 3 / LINE / DOUBLE	33	
STOP 2 / AUTO LAMP	34	TICKET SSR
NC	35	NC
GND	36	GND



## WIRING DIAGRAM

COMPONENT SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
NC	6	NC
HOPPER SSR	7	HOPPER SSR
NC	8	NC
GND	9	GND
GND	10	GND

## CONTROL PANEL





## PCB CONNECTOR PIN DIAGRAM

