

NUDGE JACK USER MANUAL

CONTENT

CONNECTIONION DIAGRAM	1
DIP SWITCH SETTING	2
BOOKKEEPING & ADJUSTMENT	3
ON-SCREEN SYSTEM SETTING	4
TOUCH SCREEN CALIBRATION	6
MAIN FEATURES	7
HOW TO PLAY	8

CONNECTIONION DIAGRAM

(36 & 10 pins)

36 Pins					
PARTS SIDE		SOLDER SIDE			
	1				
	2				
SPEAKER	3				
	4				
	5				
	6				
TICKET OUT/PRINTER PRINT	7				
TICKET SWITCH	8				
START/ALL STOP/KEEP/TAKE	9				
STOP2/SMALL/HELP	10				
PLAY	11				
STOP3/TAKE	12				
STOP1/DOUBLE	13				
	14				
	15				
BIG	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			
OLET METER	27	·			
OUT METER	28				
LAMP: START/ALL STOP /KEEP	29				
LAMP: STOP2/SMALL/HELP	30				
LAMP: PLAY	31	LAMP: COUNT			
LAMP: STOP3/TAKE	32	LAMP: CALL ATTENDANT			
LAMP: STOP1/DOUBLE	33				
LAMP: BIG	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		
+12V	6	+12V		
TICKET SSR	7			
	8			
	9			
GND	10	GND		

DIP SWITCH SETTING

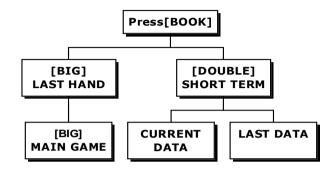
DIP SWITCH 1		1	2	3	4	5	6	7	8
LONG TERM	YES	ON							
LONG TERM	NO	OFF							
	YES		ON						
AUTO PLAY	NO		OFF						
PLAY MODE	SHUTTER			ON					
	SPIN			OFF					
	CREDIT				OFF	OFF			
DISPLAY MODE	MONEY				ON	OFF			
	POINT				OFF	ON			
TOUCH ADJUST	ENTER								ON
100CH ADJUST	EXIT								OFF

Remark:

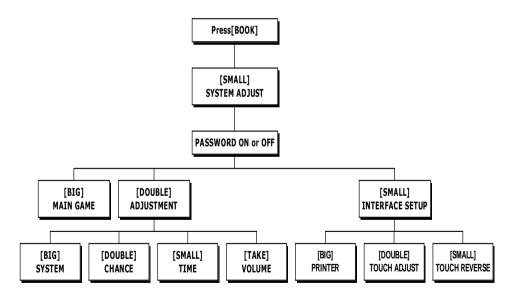
Dip Switch Bank 1, SW 8, when it is selected on **then reboot the machine**, and the game will enter calibration mode (Touch Adjust). After the adjustment finish, the operator needs to adjust into OFF then it will return to game.

BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



Remark: Touch Reverse is used while the touch sensor is up-side-down

IGS USER MANUAL

ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX BET	\$0.05,\$0.10,\$0.15,\$0.20,\$0.30,\$0.40,\$0.50,\$0.80,\$1.00,\$1.50,\$ 2.00,\$4.00,\$5.00,\$8.00,\$10.00,\$15.00,\$20.00	\$1.00
MIN BET	\$0.01,\$0.02,\$0.04,\$0.05,\$0.08,\$0.10,\$0.15,\$0.20,\$0.25,\$0.30,\$ 0.40,\$0.50,\$0.60,\$0.75,\$0.80,\$1.00,\$2.00,\$4.00,\$5.00,\$8.00,\$1 0.00	\$ 0.05
MIN BET FOR JP	\$0.01,\$0.02,\$0.04,\$0.05,\$0.08,\$0.10,\$0.15,\$0.20,\$0.25,\$0.30,\$ 0.40,\$0.50, \$0.60, \$0.75,\$0.80, \$1.00	\$ 0.05
Credit Value	\$0.01, \$0.02, \$0.04, \$0.05, \$0.08, \$0.10, 0.15, \$0.20, \$0.25, \$0.30, \$0.40, \$0.50, \$0.60, \$0.75, \$0.80, \$1.00	\$ 0.01
COIN RATE		\$ 0.25
KEY IN RATE	\$0.01, \$0.02, \$0.03, \$0.04, \$0.05, \$0.10, \$0.15, \$0.20, \$0.25, \$0.30, \$0.40, \$0.50, \$0.60, \$0.75, \$0.80, \$1.00, \$2.00, \$2.50,	\$ 1.00
KEY OUT RATE	\$4.00, \$5.00, \$10.0	\$ 0.01
TICKET RATE		\$ 0.20
JACKPOT BETBASE	5X, 10X, 20X, 50X, 100X, 200X, 400X, 500X, 800X, 1000X, 1200X, 2400X	20X
JACKPOT MAX	5X, 10X, 20X, 50X, 100X, 200X, 400X, 500X, 800X, 1000X, 1200X, 2400X	100X
PROGRESS MODE	YES, NO	YES
PROCESS CONT	2.00%, 1.00%, 0.50%, 0.25 %	0.50%
INTERFACE	DISPENSER · PRINTER · ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1 · ESC / POS · STAR	CBM1
SYSTEM LIMIT	NO · YES	NO
HAND COUNT	NO · YES	NO
HAND COUNT TIMER	NO · YES	YES
SCORE BOX	OFF · ON · 10X	OFF

CONTENT	SETTING SELECTION	DEFAULT
DEMO MUSIC	NO · YES	YES
NON STOP	NO · YES	NO
ALL_STOP	NO · YES	YES
GAME_SPEED	NORMAL, FAST	NORMAL
PASSWORD	NO · YES	NO
BG SELECT	SUNSET, NIGHT	SUNSET
DEMO PLAY	NO YES	NO

Recommendation:

- 1. Operator doesn't need to reset the game after Max Bet selection.
- 2. Max. Bet setting should fit the local average bet for best program status.
- 3. In any adjustment of JACKPOT BETBASE, JACKPOT MAX or PROGRESS CONT would be corresponding to Jackpot Number.

CHANCE ADJUSTMENT

CONTENT	SETTING SELECTION	DEFAULT
Main Game Rate	EASY (75%), MEDIUM (85%), HARD (90%)	EASY

Press [BOOK] \rightarrow [SMALL] \rightarrow [DOUBLE] \rightarrow [DOUBLE] to select the following items.

TOUCH SCREEN CALIBRATION

- Dip Switch Bank 1, SW 8, when it is selected on then reboot the machine, and the game will enter calibration mode (Touch Adjust).
 After the adjustment finish, the operator needs to adjust into OFF then it will return to game.
- 2. Touch center of the cross on the screen for 3 seconds.
- 3. Follows the cross when it moves till the calibration is completed.



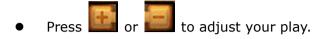
MAIN FEATURES

- ◆ Max. Win up to 4,800,000
- System Limit is 3500 times of MAXBET
- 1 set of Jackpot. If Jackpot Symbols are 3 in row, players can hit get Jackpots.
- Symbol can be present as any symbol. When shows, the ODDS will be doubled.
- ◆ Touch screen / Auto play support.
- ◆ The game only can be active in "Touch" Setting.



Main Game Screen

HOW TO PLAY



- Press
 START to start a new game.
- Press or to move one symbol UP or DOWN. Only one moue is allowed.
- Press to begin the game automatically.
 - > When there's no win, **KEEP** Tab will be enabled automatically and then starts the next play.
 - > When there's no win, will be disabled to let you nudge.
- If the horizontal line matches a WINNING COMBLINATION, you win the amount shown.
- Can be present as any symbol. When shows, the ODDS will be doubled.

Jackpot



With 3 the JP symbol.

symbols in a row, players can get Jackpots depending on

Bonus Game



With 3

symbols in a row, the player enters the Bonus Game.

■ Bonus Game 1: City Map

- ◆ The player stops the spinning wheel and move spaces along the map according to the number shown on the wheel. Scores are awarded according to the objects player obtains along the path ∘
- ◆ The game ends when the player completes the map ∘



Bonus Game 1 Screen

IGS USER MANUAL

■ Bonus Game 2: Trading with the Natives

- ◆ The player stops the spinning wheel and trade the object shown on the wheel with the natives ∘
- ◆ Natives exchange gifts with the player according to their fondness of the player's gift. Scores are awarded according to the gift traded ∘



Bonus Game 2 Screen

■ Bonus Game 3: Late Night Kisses

- ◆ The player selects one window out of five and sings a love song to the lady behind the window. Scores are given according to which lady appears from behind the window ∘
- ◆ The game ends if an ugly lady appears. If a beauty appears, the player must select a gift and deliver it to the lady ∘
- ◆ The beauty kisses the player according to her fondness for the gift. The more she likes the gift, the more kisses she gives and the higher the score ∘



Bonus Game 3 Screen