

NUDGE JACK
USER MANUAL

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## 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/AL STOP/KEEP/TAKE | 9 |  |
| STOP2/SMAL/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 | CAL ATTENDANT |
| COIN A MEIER | 23 |  |
| KEY IN MEIER | 24 |  |
|  | 25 |  |
| COIN IN C MEIER | 26 | LAMP: <br> TICKET OUT/PRINT OUT |
| OUT MEIER | 27 |  |
|  | 28 |  |
| LAMP: START/AL STOP/KEEP | 29 |  |
| LAMP: STOP2/SMA山/HELP | 30 |  |
| LAMP: PLAY | 31 | LAMP: COUNT |
| LAMP: STOP3/TAKE | 32 | LAMP: CAL ATTENDANT |
| LAMP: STOP1/DOUBLE | 33 |  |
| LAMP: BIG | 34 |  |
| CLFAR ERROR | 35 |  |
| GND | 36 | GND |


| 10 Pins |  |  |
| :---: | :---: | :---: |
| PARTS SIDE |  | SOLDER SIDE |
| GND | 1 | GND |
| GND | 2 | GND |
| +5 V | 3 | +5 V |
| +5 V | 4 | +5 V |
| +12 V | 5 | +12 V |
| +12 V | 6 | +12 V |
| TICKET SSR | 7 |  |
|  | 8 |  |
|  | 9 |  |
| GND | 10 | GND |

## DIP SWMTCH SETTING

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

## BOOKREEPINC \& ADJUSTMENT

## BOOKKEEPING FLOW



## DATA SETTING FLOW



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

## ON-SCREEN SYSTEM SETTINC

## SYSTEM SETUP

Press $[B O O K] \rightarrow[$ SMALL $] \rightarrow[$ 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 | $\begin{aligned} & \$ 0.01, \$ 0.02, \$ 0.04, \$ 0.05, \$ 0.08, \$ 0.10, \$ 0.15, \$ 0.20, \$ 0.25, \$ 0.30, \$ \\ & 0.40, \$ 0.50, \$ 0.60, \$ 0.75, \$ 0.80, \$ 1.00, \$ 2.00, \$ 4.00, \$ 5.00, \$ 8.00, \$ 1 \\ & 0.00 \end{aligned}$ | \$ 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 | $\begin{array}{\|l} \$ 0.01, \$ 0.02, \$ 0.04, \$ 0.05, \$ 0.08, \$ 0.10,0.15, \$ 0.20, \$ 0.25, \\ \$ 0.30, \$ 0.40, \$ 0.50, \$ 0.60, \$ 0.75, \$ 0.80, \$ 1.00 \end{array}$ | \$ 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, | \$ 1.00 |
| KEY OUT RATE | $\$ 4.00, \$ 5.00, \$ 10.0$ | \$ 0.01 |
| TICKET RATE |  | \$ 0.20 |
| JACKPOT BETBASE | $\begin{aligned} & \text { 5X, 10X, 20X, 50X, 100X, 200X, 400X, 500X, 800X, 1000X, } \\ & 1200 X, 2400 X \end{aligned}$ | 20X |
| JACKPOT MAX | $\begin{array}{\|l\|} \hline 5 \mathrm{X}, 10 \mathrm{X}, 20 \mathrm{X}, 50 \mathrm{X}, 100 \mathrm{X}, 200 \mathrm{X}, 400 \mathrm{X}, 500 \mathrm{X}, ~ 800 \mathrm{X}, 1000 \mathrm{X}, \\ 1200 \mathrm{X}, 2400 \mathrm{X} \\ \hline \end{array}$ | 100X |
| PROGRESS <br> 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 |

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| 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.


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

Press $[B O O K] \rightarrow[S M A L L] \rightarrow[D O U B L E] \rightarrow[D O U B L E]$ to select the following items.

## TOUCH SCREEN CALIBRATION

1. 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

or to adjust your play.
- Press START to start a new game.
- Press aratnsm or a ITATEER to move one symbol UP or DOWN. Only one moue is allowed.
- Press

to begin the game automatically.
$\Rightarrow$ When there's no win, KEEP Tab will be enabled automatically and then starts the next play.

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

symbols in a row, players can get Jackpots depending on the JP symbol.

## 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 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

