了GS 鈊象電子股份有限公司 INTERNATIONAL GAMES SYSTEM CO., LTD.

POSEIDON

V100XB

SYSTEM SETUP CONTENT

ASS 1,2,3,4,15

P.1

Item	Content	Setup selection	Default
1	Max. bet (each line)	5,10,20,30	10
2	Min. Bet(each line)	1,5,10,20,30,40	1
3	Coin rate	0, 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500	10
4	Bill acceptor	0, 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500	10
5	Key in rate	0, 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500	100
6	Key out rate	0, 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500	1
7	Hopper Rate	1, 5, 10, 20, 50, 100, 200	10
8	Ticket Rate	1, 5, 10, 20, 50, 100, 200	100
9	Meter rate	0, 1, 10, 50, 100, 200, 500	10
10	Max. hopper coins	0, 50, 100, 150, 200, 250, 300, 500, 700, 1000	1000
11	Credit Limit (= System Limit)	1000, 2000, 5000, 9000, 10000, 20000, 50000, 200000, 500000	500000
12	Hopper time out	10, 15, 20, 25, 30	30
13	Demo Music	Yes, No	Yes
14	Double Game	Yes, No	Yes
15	Auto Play	Yes, No	No
16	Non Stop	Yes, No	No
17	Payout Select	Hopper, Ticket	Hopper
18	Inhibit	High, Low	High
19	Door open	N.O, N.C.	N.O.
20	Game Speed	Normal · Fast	Normal

Meter rate

The rate you select will be for Meter of Total in, Total out, Total bet

Credit Limit

Credit Limit = System Limit, when Credit + Win > System Limit, the system will take win automatically, and limit to play Double Game.

Release the Credit Limit by KEYOUT.

Game speed

The setting "Fast" of Game speed is increased the speed of "take score".

Take score

Press "Start" button to take score and game will directly continue to next play. Press "Line 9" to take score.

CHANCE SETUP CONTENT

Content	Setup selection	Default
Main Game rate	90, 91, 92, 93, 94, 95, 96, 97, 98%	94%
Double up rate	91, 92, 93, 94, 95, 96, 97, 98, 99%	92%

TGS 鈊象電子股份有限公司 INTERNATIONAL GAMES SYSTEM CO., LTD.

POSEIDON

V100XB

Remark:

1 Alarm pin (parts side pin 15)
This PCB will send out an alarm to alert the attendant by receiving error signal

Release the alarm by using Refill key.

2 Inhibit (parts side pin 34)

from peripheral devices.

This game would inhibit coin in or bill in during the game key out or pay off.

The coin would be automatically rejected if the player inserts coin or bill during the payoff period.

3 Refill (parts side pin 19)

Push the refill button, the messages of refill and coin number would be show on the screen. During this moment, operator could refill the coins through coin acceptor.

Increase 1 coin; the coin amount would correspond with 1.

Push refill button again after finish the refill coins.

The number of refill coins would keep on the bookkeeping data.

Bookkeeping data divides as long term for operator and short term for attendant.

4 Error record

The error message includes:

- (1) HOPPER EMPTY: When cash box is empty, system will record this error message and send out an alarm to alert the attendant for refill coins.
- (2) HOPPER BREAK: When a coin is jammed during the payout, system will record this error message and send out an alarm to alert the attendant.
- (3) HOPPER CAPACITY: When credits more than hopper can give, then push "payout" button, system will appear error message of HOPPER CAPACITY.
- (4) SYSTEM LIMIT: When credits reach credit limit, system will record this error message and send out an alarm to alert the attendant.
- (5) RECORD LIMIT: When the record of Bet total over the original setting (a huge number), system will record this error message and send out an alarm to alert the attendant. In this situation, this PCB no longer operates except reseting it.
- (6) COIN ERROR: When a coin is jammed or fished in coin acceptor, system will record this error message and send out an alarm to alert the attendant.
- (7) ALARM: System will send out an alarm to alert the attendant by receiving error signal from peripheral devices and record this error message.

5 Winner Lamp

Winner lamp is glistened in the condition of Big Win, and Pay out of coins.

6 Warning Lamp

attendant, Service modes, all Error messages, Door Open, Long Term, and Short Term.

7 Autoplay

Entering Autoplay mode, please hold "START" button for 5 seconds.

Pressing "START" button to cancel Autoplay mode.

Besides, Autoplay mode will be cancelled from DEMO to Main Game.

8 Non stop

The reels will not be stopped automatically, to press the "Start" button for reel

P.2



POSEIDON

V100XB

P.3

BUTTON PANEL

LINE 1/ STOP 1/ BIG LINE 3/ STOP 2/ DOUBLE UP LINE 5/ STOP 3/ SMALL LINE 7/ STOP 4 LINE 9/ STOP 5/ TAKE

PAYOUT

HELP

MAX. BET

BET

START/ AUTOPLAY

IGS 鈊象電子股份有限公司 INTERNATIONAL GAMES SYSTEM CO., LTD.

POSEIDON

V100XB CONNECTION DIAGRAM

PARTS SIDE

P.4

SOLDER SIDE

	1	
	2	
SPEAKER	3	SPEAKER GND
LINE 1/ STOP 1/ BIG	4	
LINE 3/STOP 2/ DOUBLE UP	5	SHORT TERM
LINE 5/ STOP 3/ SMALL	6	
	7	
LINE 7/ STOP 4		
	8	
START	9	
LINE 9/ STOP 5/ TAKE	10	AL CALL
BET	11	
MAX. BET	12	[a]
HELP	13	
DOOR ALARM (SW)	14	
ALARM PIN	15	
CALL ATTENDANT	16	
CALL ATTENDANT	17	
COIN	18	KEY IN
	19	BILL
REFILL BUTTON		1 Description
LONG TERM	20	TEST
PAYOUT	21	KEY OUT
	22	HOPPER SW. (TICKET SW.)
	.23	
TOTAL IN METER	24	
REFILL METER	25	LAMP: ATTENDANT
	26	
TOTAL OUT METER	27	
TOTAL BET METER	28	
LAMP: START/TAKE	29	LAMP: LINE 1/STOP 1/ BIG
LAMP: LINE 9/ STOP 5	30	LAMP: LINE 3/STOP 2/ DOUBLE UP
A TABLE 2014 AND STORE LIVE A STORE OF STREET AND A STORE OF STREET AND A STORE OF STREET AND A STORE OF STREET	31	LAMP: LINE 5/STOP 3/ SMALL
LAMP: BET		14.25 CARC AND ACCIONAL CONTROL CONTROL CONTROL AND ACCOUNT OF THE CONTROL CON
LAMP: MAX. BET	32	LAMP: LINE 7/ STOP 4
LAMP: HELP	33	Lunius I IIIs
INHIBIT	34	WINNER LAMP
	35	WARNING LAMP
GND	36	GND
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+124		T124
	6	
(TICKET SSR) HOPPER SSR	7	
	8	
GND	9	GND
GND	10	GND

POSEIDON

V100XB SHORT TERM P.5-1

- 1. Active when bet = 0 or during Demo
- 2. Press Short term switch to enter "SHORT TERM"

Content of "RECORD MENU"

<line 1=""></line>	LAST HAND
<line 3=""></line>	SHORT TERM
<line 5=""></line>	ERROR RECORD
<start></start>	EXIT

^{*}Press button "LINE 1" to check LAST HAND inclusive MAIN GAME and DOUBLE GAME

Data content includes

CURRENT TIME

Coin in	
Credit in	
Bill in	
Refill in	
Pay out	
Hand out	
Ticket out	
Total in	
Total out	
Bet total	
Win total	
Bet times	
Win times	
Door open	

LAST LAST TIME

Coin in	
Credit in	
Bill in	
Refill in	
Pay out	
Hand out	
Ticket out	
Total in	
Total out	
Bet total	
Win total	
Bet times	
Win times	
Door open	

To clear CURRENT data to LAST data, please hold "BET" button for 3 seconds.

To press "BET" button, screen will be shown "TRANSFER", after 3 seconds hold, the screen will be shown "TRANSFER...OK", and will send a sound to prompt the data

^{*}Press button "LINE 3" to check SHORT TERM data. SHORT TERM data includes CURRENT data and LAST data.

* Press button " LINE 5" to check ERROR RECORD.

There are three pages for error record, per page can record 10 error messages.

The latest message is shown on the top of page.

The error message includes HOPPER EMPTY, HOPPER BREAK, HOPPER COPACITY, SYSTEM LIMIT, RECORD LIMIT, COIN ERROR and ALARM.

Push "BET" button to show the next page of ERROR RECORD.

Content of "ERROR RECORD"

Controlle or			
MODE	DATE	TIME	1/3

MODE	DATE	TIME	2/3

MODE	DATE	TIME	3/3

IGS 鈊象電子股份有限公司 INTERNATIONAL GAMES SYSTEM CO., LTD.

POSEIDON

V100XB LONG TERM P.6

- 1. Active when bet = 0 or during Demo
- 2. Press long term switch to enter "LONG TERM"

Before entering long term, you will be asked to key in password.

Default password: Press 8 times button "Start".

Password correct, you have 2 possibilities: Changing password by pressing button "BET" or other button to enter System Data.

Warning!! If you change the password, please keep this new password in mind otherwise you can't enter System Data page but RESET!! Reset will cause all satistics data to 0 and all setup back to default

Content of "SYSTEM DATA"

Comtone o	. 0.0.2
<line 1=""></line>	MAIN GAME
<line 3=""></line>	DOUBLE UP GAME
<line 5=""></line>	SYSTEM SETUP
<line 7=""></line>	CHANCE SETUP
<line 9=""></line>	HOPPER DISCHARGE
<bet></bet>	TIME SET
<start></start>	EXIT

*Press button "LINE 1" to check MAIN GAME data. MAIN GAME data means total statistics MAIN GAME data content

Coin in		Bonus	game
Credit in		Score	
Bill in		Free t	imes
Refill in	6	Score	
Coin out			
Hand out			25
Ticket out			
Total in			
Total out			
Rate			
Bet total			
Win total			
Game rate			
Bet times			
Win times			
Hit rate			

Push "BET" button to show the all symble appear times in lines.

	Poseidon	Sun	Moon	Fish 1	Fish 2	Fish 3	Fish 4
5 in Line							
4 in Line						121	
3 in Line							
2 in Line							

*Press button "LINE 3" to check DOUBLE GAME data.

DOUBLE GAME data content:

Bet total	the same
Win total	
Rate	_
Bet times	
Win times	
Rate	

- *Press button "LINE 5" to check or adjust SYSTEM SETUP content. The content, please refer to page 1/5
- * Press button "LINE 7" to check or adjust CHANCE SETUP content The content, please refer to page 1/5.

*Press button "LINE 9" for HOPPER DISCHARGE function Go to this page, you can count the total coins left in hopper. Push "Payout" button to discharge hopper Push " Bet" button to clear Push " Start" button to exit.

P.7

POSEIDON

V100XB

- 1. Enter Test mode: Keeping Test key then power machine On.
- 2. On this page, you can check the condition of dip swith, all keys, speech, monitor and time.

DIP SWITCH TEST

SW1:00000000	
SW2:00000000	

KEY TEST

LINE 1	HELP	SHORT TERM
LINE 3	BIG	HP SW
LINE 5	DOUBLE-UP	LONG TERM
LINE 7	SMALL	TEST
LINE 9 (Take)	MAXBET	BILL
START	ATTENDANT	KEY SW
BET	PAYOUT	REFILL
TAKE	COIN	ALARM
		DOOR OPEN

Content of "TEST DATA"

<test>&<line 1=""></line></test>	ENTRY SPEECH TEST
<test>&<line 3=""></line></test>	ENTRY SCREEN TEST
<test>&<line 5=""></line></test>	ENTRY TIME TEST

^{*}Press botton "TEST" and "LINE 1" to "ENTRY SPEECH TEST".

SPEECH TEST content:

<line 3=""> SUB</line>	<line 1=""> ADD</line>
<line 5=""> LOOP</line>	<bet> SPEECH</bet>
<start> ENTRY KEY TEST</start>	

^{*}Press button "LINE 3" to SUB ID, "LINE 1" to ADD ID.

*Press button "TEST" and "LINE 3" to "ENTRY SCREEN TEST

ENTRY TIME TEST content:

<line 1=""> ADD</line>	<line 3=""> SUB</line>
<line 5=""> RIGHT</line>	<line 7=""> LEFT</line>
<start> ENTRY KEY TEST</start>	

^{*}Press button "LINE 1" to ADD date, "LINE 3" to SUB date.

^{*}Press button "LINE 5" to choose YES/NO LOOP.

^{*}Press button "BET" to test "SPEECH"

^{*}Press button "START" to "ENTRY KEY TEST"

^{*}Press button "TEST" and "LINE 5" to "ENTRY TIME TEST".

^{*}Press button "LINE 5" to "RIGHT", "LINE 7" to "LEFT"

^{*}Press button "START" to "ENTRY KEY TEST"

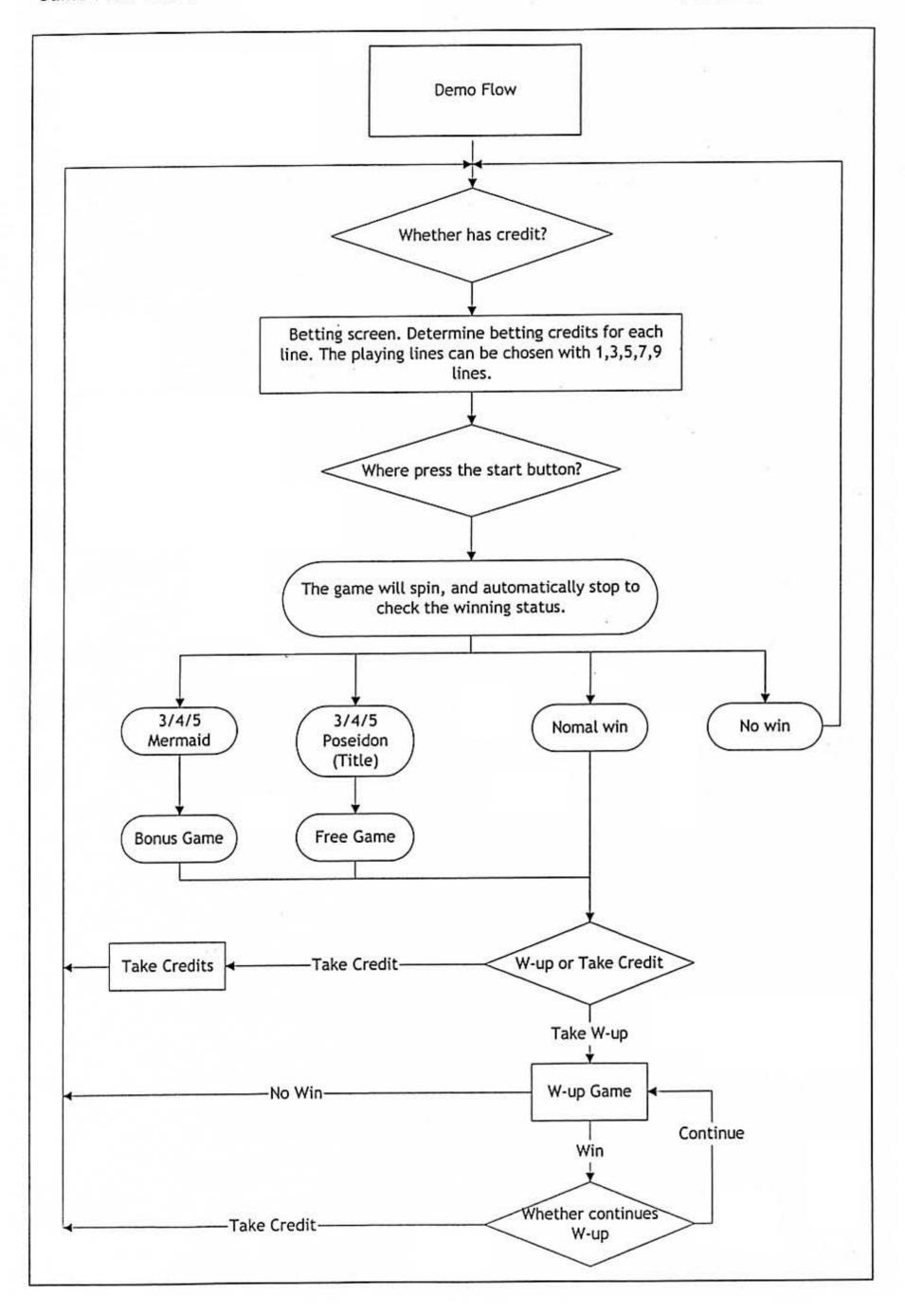
Machine	e 1:						P.8	
	Location of in	nstallation						
	Chance setup	% =		%				
	Operation per	riod: From			to			_
	Max. Bet					- 10		
	Min. Bet		-			*		
	Coin		-					
	Main Game d	lata:						
	Coin in		Bet total		Bonus gam	e		
	Credit in		Win total	G 45.5	Score			
	_		Game rate		-			
	Bill in		a. ■		Free times			
	Refill in		Bet times		Score			
	1000 40		Win times		•			
	Coin out		Hit rate		-			
	Hand out		•					
	Ticket out							
	Total in		_					
	Total out							
	rate							
		Town.	Sec.	All .	ില	(City	COM	1
		(£ £			250	200	U.S.	
	18.00	Type		CATALON STATES	A second division of		PROSE STATE	1
in Line								
in Line in Line								1
2 in Line								1
				·				
	Double up ga	me data:		2				
					Your comm			
	Bet total				players and	operator' c	omments,	thank
	Win total		· i					
	Rate _				-			-
	Bet times			9				
	Win times				1			
	Rate							



POSEIDON

Game Flow Chart

V100XB



NORMAL GAME

Betting description:

- * Press "line 1", "line 3", "line 5", "line 7", or "line 9" to select how many lines you want to
- * The first betting is limited by min bet setup.
- * No continuous betting if the credit is insufficient.

Player can directly press "Start" to initiate the game without betting credit.

- * At this moment the game would automatically initiate the new round according to last bet lines and credits.
- * When the credit is insufficient, the game will reduce the bet credit first, and then reduce the bet

Player can press "Max Bet" to initiate the game with maximum credits at any time.

* This function don't work if the credit is insufficient.

At this moment, player can press"Help" to scrutinize illustration screen.

- * Press "Help" or "Start" ro changes the pages in illustration screen.
- * The game will return to bet screen after 3 illustrated pages display.
- *** Help page, please refer to "Help chart"

Main game (symbol description):

7 Common symbols and Odds Table:

						Sign	
5 in line	10000	1000	500	100	100	100	100
4 in line	1000	· \200	100	40	40	40	40
3 in line	100	60	30.	10	10	10	10
2 in line	10	4	2				

4 Special Symbols:









- * All pays left to right or right to left.
- * Whenever any 3 or more



occur, the Bonus game is won.



Will change to another symbol that can win best (ex







(The Temple) substitutes for all symbols (ex

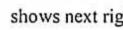




* Whenever any 3 or more any

occur, free game are won.







side and two symbols adjoin together



will discharge electricity to renovate other symbols increasing the link-up opportunities.

Free Game:



The requirements of Free Game entrance:

- * Any 3
- on the screen can play extra 5 Free Games.
- * Any 4

on the screen can play extra 10 Free Games.

* Any 5

on the screen can play extra 15 Free Games.

- * Play the Free Game like normal main game but for free (no credit deducted).
- * Credits of all Free Games totals. Afer the final round of Free Game, choose to have "Double-up or take "Credit".
- * It won't hit the "Free Game" or "Fever Game" in the rounds of Free Game.

NORMAL GAME SCREEN LAYOUT



FREE GAME SCREEN LAYOUT



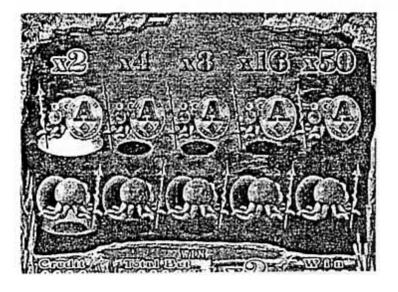
DOUBLE UP Game:

- * Players choose one out of the 5 covered cards (on the lower screen) to compare with the opposite cards on the upper screen.
- * Press "Double up" button to select card. Press "Big" button to decide Big; Press the "Small" button to decide Small.
- \star Card's sequence: A<2<3<4<5<6<7<8<9<10<J<Q<K. The player win the game when the same number appears .
- * No credit taking for first entrance and comparing cards is a must.
- * When winning the first game round, the player can decide either to take credit by pressing

*

- * The maximum guess is 5 rounds.
- * Odds Table: x2 \ x4 \ x8 \ x16 \ x50

DOUBLE UP GAME SCREEN LAYOUT



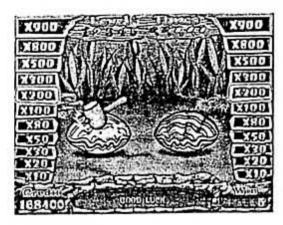
Bonus Game

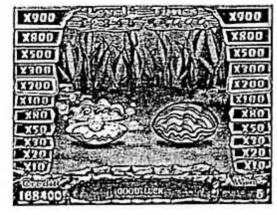
Mermaid Finding and Poseidon Palace Adventure

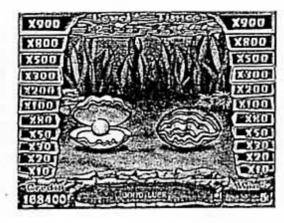
The journey of mermaid finding is full of thrilling adventures:

Bonus 1:

- * Pearl finding by a beetle, players must to choose left or right to find pearl.
- * Successful find wins you bonus; after totaling the bonus credits, you will return to Main Game.
- * Total win = Bet x odds (5 times for play)
- * Player could choose to take score by pressing button "Line 9" before every play, or continue to

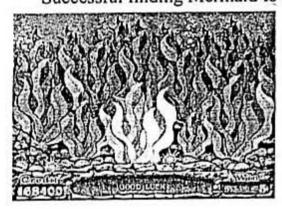


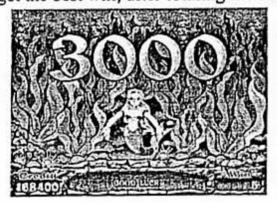


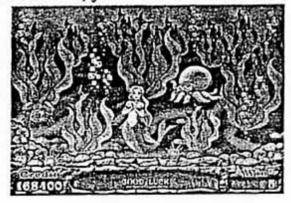


Bonus 2:

- * Finding marine life from 5 seaweeds, players must choose one among them.
- * Successful finding Mermaid to get the best win; after totaling the bonus credits, you will return to Main

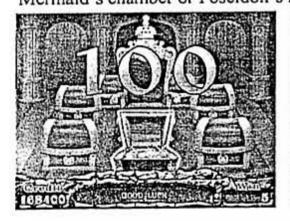




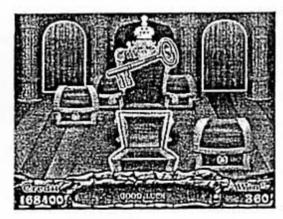


Bonus 3:

- * Seven treasure boxes are placed at Poseidon's Palace. Players must choose one among them.
- * Contents of the treasure boxes include Bonus, Key, and Serpent.
- * Bonus treasure wins players extra credits.
- * Serpent treasure returns you to the Main Game by totaling your credits and ending the Bonus
- * Key treasure allows you to choose one out of the two doors behind the throne, which lead to Mermaid's chamber or Poseidon's room.







- * Entering the door either to Mermaid's chamber or Poseidon's room.
- * Entering Mermaid's chamber wins you a Mermaid's kiss and bonus. After the credits are will return to Main Game.
- * Entering Poseidon's room will win you Free Spin.
- * Credits will be totaled after Free Spin ends, you will return to Main Game.





