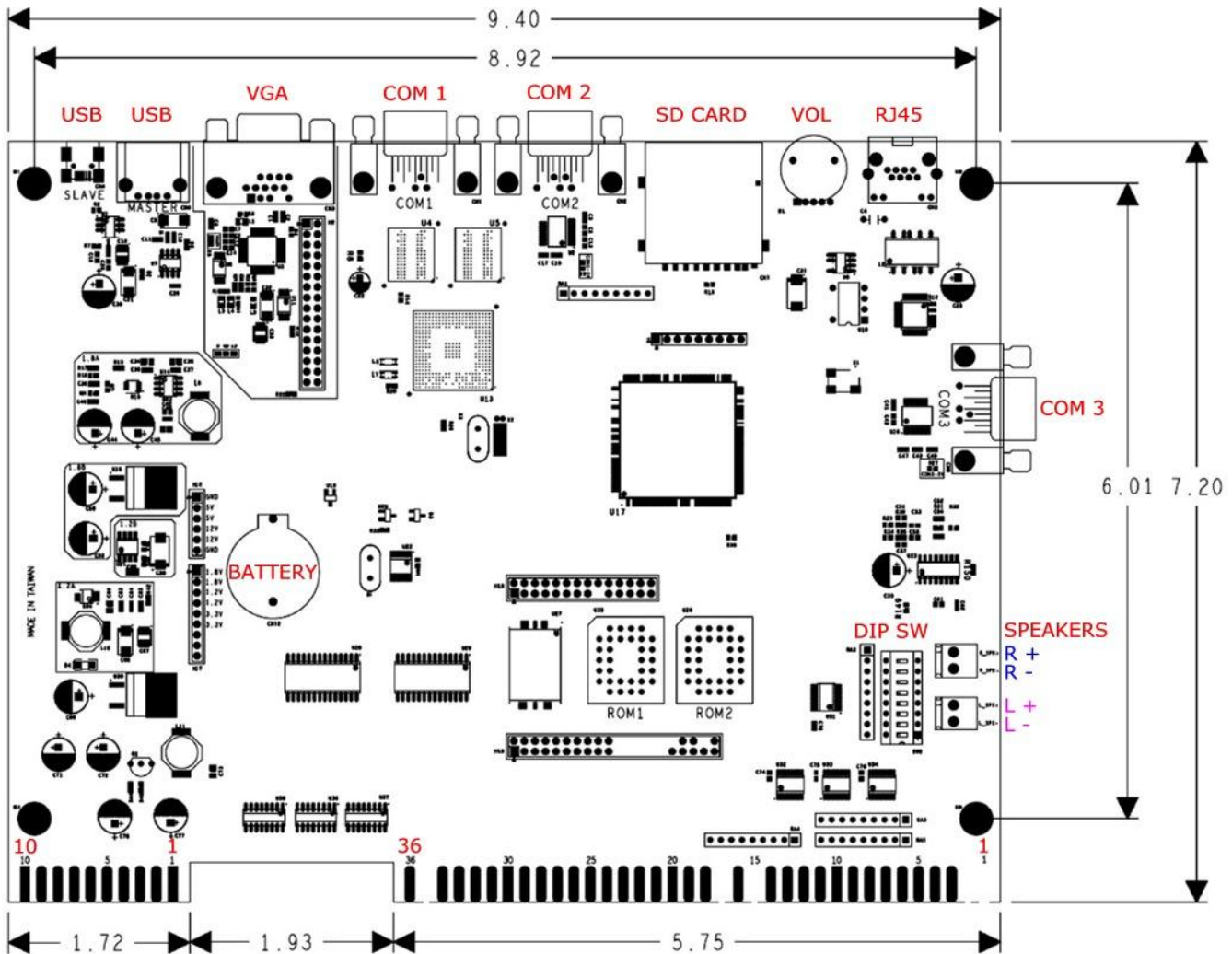


# RED LIONESS



## MANUAL VERSION USR

## RED LIONESS



Caution: there are components on the solder side; do not press solder side on hard surface or metal surface; elevate the board about 1/2 inch from surface.

**Resolution: XGA 1024 x 768**

**Color: 32-bit true color**

**Sound: 44.1 kHz CD quality stereo**

**Graphic: 2D & 3D**

**Movie: 3D Motion Pictures**

**USB 2.0: 2 (slave, master)**

**VGA DB25 connector: 1**

**RS232: 3 (COM1, COM2, **COM3 = 3M TOUCH SCREEN**)**

**SD CARD READER: 1 (SD card not included)**

**VOLUME: 1**

**RJ45: 1**

**RIGHT CHANNEL: 1**

**LEFT CHANNEL: 1**

**DIP SWITCH: 1**

**BATTERY: CR2032 3.0V**

**Edge Connectors**

	Push Buttons (on control panel)
	Peripherals (Internal)
	Key Switches (on external side of metal cabinet) – short & release type

# RED LIONESS

**CAUTION: Speaker (-) negative must NOT be connected to GND; connect to speaker directly.**

PIN	PARTS SIDE	SOLDER SIDE	PIN
1			1
2			2
3			3
4			4
5			5
6			6
7	TICKET OUT (button on panel)		7
8	TICKET NOTCH - ticket dispenser		8
9	<b>START / ALL STOP</b> (START)		9
10	<b>GAME RULES / STOP 4</b> (SMALL)	SPEAKER LEFT +	10
11	<b>PLAY / CHECK WIN / STOP 1</b> (BET)	SPEAKER LEFT -	11
12	<b>TAKE / STOP 5</b> (TAKE)		12
13	<b>AUTO PLAY / STOP 3</b> (DOUBLE)	SPEAKER RIGHT +	13
14		SPEAKER RIGHT -	14
15			15
16	<b>STOP 2</b> (BIG)		16
17			17
18	COIN 1 IN	KEY IN (optional)	18
19	SERVICE IN (button inside cabinet)	COIN 2 IN	19
20	SERVICE MENU (button inside cabinet)	SERVICE MENU (unique)	20
21	<b>HOPPER PAYOUT</b> (button on panel)	KEY OUT (or <b>PRINTER OUT</b> on panel)	2 1
22	(Not used in this game)	*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	KEY IN METER (optional)		24
25			25
26	COIN 2 IN METER		26
27	HOPPER OUT METER		27
28	KEY OUT METER		28
29	<b>START LAMP</b> (START)		29
30	<b>GAME RULES LAMP</b> (SMALL)		30
31	<b>PLAY / CHECK WIN LAMP</b> (BET)		31
32	<b>TAKE LAMP</b> (TAKE)		32
33	<b>AUTO PLAY LAMP</b> (DOUBLE)		33
34	(Not used in this game) (BIG)		34
35			35
36	GND	GND	36

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE	TICKET DISPENSER ENABLE	7
8	HOPPER SSR	HOPPER SSR	8
9	GND	GND	9
10	GND	GND	10

\* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

## RED LIONESS

VERSION: USR1.28  
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ID:19809702

### SERVICE MENU

#### SET-UP & DIP SW & KEY PORT TEST

ACCOUNT INFORMATION

MAIN GAME HISTORY

I/O TIMING

SET DATE & TIME

RS232 PRINTER & TICKET SET-UP

RS232 BILL ACCEPTOR

TOUCH SCREEN CALIBRATION

RESET

CHANGE PASSWORD

DOWN

UP

ENTER

EXIT

SMALL=DOWN BIG=UP , DOUBLE=ENTER , START=EXIT

### SERVICE MENU MAIN PAGE

- 1/ Press SERVICE MENU button / switch to enter SERVICE MENU main page.
- 2/ A list of available services will be shown (subject to changes and vary with different program versions).
- 3/ Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to enter; press START button to exit SERVICE MENU.
- 4/ Available services (at time of publication) are:
  - a) SET-UP & DIP SW & KEY PORT TEST
  - b) ACCOUNT INFORMATION
  - c) MAIN GAME HISTORY
  - d) I/O TIMING
  - e) SET DATE & TIME
  - f) RS232 PRINTER & TICKET SET-UP
  - g) RS232 BILL ACCEPTOR
  - h) TOUCH SCREEN CALIBRATION
  - i) RESET
  - j) CHANGE PASSWORD

## RED LIONESS

VERSION: USR1.28	ID:19809702				
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SERVICE MENU					
SET-UP & DIP SW & KEY PORT TEST					
ACCOUNT INFORMATION					
MAIN GAME HISTORY					
I/O TIMING					
SET DATE & TIME					
RS232 PRINTER & TICKET SET-UP					
RS232 BILL ACCEPTOR					
TOUCH SCREEN CALIBRATION					
RESET					
CHANGE PASSWORD					
ENTER ADMIN PASSWORD:					
START CLEAR	BET 1	BIG 2	DOUBLE 3	SMALL 4	TAKE EXIT
DOWN UP ENTER EXIT					
SMALL=DOWN BIG=UP , DOUBLE=ENTER , START=EXIT					

### ENTER ADMIN PASSWORD

To go into SET-UP screen, enter ADMIN password. Default ADMIN password is 1234.

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SERVICE MENU					
SET-UP & DIP SW & KEY PORT TEST					
ACCOUNT INFORMATION					
MAIN GAME HISTORY					
I/O TIMING					
SET DATE & TIME					
RS232 PRINTER & TICKET SET-UP					
RS232 BILL ACCEPTOR					
TOUCH SCREEN CALIBRATION					
RESET					
CHANGE PASSWORD					
ENTER ADMIN PASSWORD:					
START CLEAR	BET 1	BIG 2	DOUBLE 3	SMALL 4	TAKE EXIT
DOWN UP ENTER EXIT					
SMALL=DOWN BIG=UP , DOUBLE=ENTER , START=EXIT					

### CHANGE PASSWORD

ADMIN password can be changed by user. After changing, default password will no longer be useful and user must remember the newly changed password. To change password, first enter ADMIN or old password.

## RED LIONESS

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SERVICE MENU					
SET-UP & DIP SW & KEY PORT TEST					
ACCOUNT INFORMATION					
MAIN GAME HISTORY					
I/O TIMING					
SET DATE & TIME					
RS232 PRINTER & TICKET SET-UP					
RS232 BILL ACCEPTOR					
TOUCH SCREEN CALIBRATION					
RESET					
CHANGE PASSWORD					
ENTER NEW PASSWORD:					
START CLEAR	BET 1	BIG 2	DOUBLE 3	SMALL 4	TAKE EXIT
DOWN	UP	ENTER	EXIT		
SMALL=DOWN BIG=UP , DOUBLE=ENTER , START=EXIT					

### ENTER NEW PASSWORD

Second, enter new password. Password consists of 4 numbers from 1 to 4.

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SERVICE MENU					
SET-UP & DIP SW & KEY PORT TEST					
ACCOUNT INFORMATION					
MAIN GAME HISTORY					
I/O TIMING					
SET DATE & TIME					
RS232 PRINTER & TICKET SET-UP					
RS232 BILL ACCEPTOR					
TOUCH SCREEN CALIBRATION					
RESET					
CHANGE PASSWORD					
VERIFY NEW PASSWORD:					
START CLEAR	BET 1	BIG 2	DOUBLE 3	SMALL 4	TAKE EXIT
DOWN	UP	ENTER	EXIT		
SMALL=DOWN BIG=UP , DOUBLE=ENTER , START=EXIT					

### VERIFY NEW PASSWORD

Finally, verifying the new password by entering the new password one more time. If done correctly, the screen will show "NEW PASSWORD SET".



## RED LIONESS

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LEVEL 1=HIGHEST ... LEVEL 6=LOWEST

GAME LEVEL: LEVEL 6

RESPIN ALL LIMIT: TOTAL PLAY X4000

COIN 1 TO POINT: 25

COIN 2 TO POINT: 25

KEY IN TO POINT:1000

COIN IN LIMIT:100000

MIN PLAY TO START: 100

MIN PLAY FOR BONUS: 100

MAX PLAY EACH LINE: 15

KEY OUT/TICKET UNIT: 100

KEY OUT/TICKET MODE: NO LIMIT

TICKET OUT: PRINTER DIRECT

HOPPER UNIT USE: COIN 1

HOPPER LIMIT: 500 TOKENS

USE SCORE: NO

SCORE OUT: MANUAL

LIMIT SCORE PER GAME: NO

PLAY REMAIN SCORE: NO

COUNT GAME: NO

SHOW ACCOUNT: YES

NON-STOP SKILL SPIN: NO - AUTO PLAY OPTION

AUTO PLAY OPTION: YES

BOUNCE AT END OF SPIN: NO

DEMO MUSIC/SOUND: YES

BACKGROUND MUSIC: YES

DIP SWITCH

1	2	3	4	5	6	7	8
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

KEY PORT TEST

START PLAY BIG DOUBLE SMALL TAKE

STOP-1 STOP-2 STOP-3 STOP-4 STOP-5

CANCEL CHECK ACCOUNT SET-UP KEY-IN

PRINTER-OUT TICKET-OUT HOPPER-OUT

TICKET NOTCH=0

HOPPER SWITCH=0

DETECTED HOPPER SW COIN THROUGH=1

DOWN

UP

CHANGE

EXIT

TEST

SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT TAKE=DIP SW & KEY PORT TEST

### SET-UP & KEY PORT TEST PAGE

1/ This page consists of two (2) sections – SET-UP and KEY PORT TEST.

2/ In SET-UP, Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to change value; press TAKE button to go to KEY PORT TEST; press START button to exit.

3/ In SET-UP, there is a list of items available for adjustment. These items are subject to changes and vary with different program versions. Available items (at time of publication) are:

- 1) GAME LEVEL (1=Highest ... 6=Lowest) (Change in DEMO mode only. Change after Main Games > 2000 will require soft RESET.)
- 2) RESPIN ALL LIMIT
- 3) COIN 1 TO POINT (1 pulse signal = how many GAME POINT)
- 4) COIN 2 TO POINT (1 pulse signal = how many GAME POINT)
- 5) KEY IN TO POINT (1 pulse signal = how many GAME POINT)
- 6) COIN IN LIMIT (>=value cannot put in more points; but do not affect the winning of points)
- 7) MIN PLAY TO START
- 8) MIN PLAY FOR BONUS
- 9) MAX PLAY EACH LINE
- 10) KEY OUT/TICKET UNIT
- 11) KEY OUT/TICKET MODE (default=NO LIMIT – until GAME POINT < KEY OUT/TICKET UNIT; 1 UNIT/GAME means 1 KEY OUT/TICKET UNIT per game...etc.)
- 12) TICKET OUT (PRINTER DIRECT, INTERFACE BOARD or DISPENSER DIRECT)
- 13) HOPPER UNIT USE (can use COIN 1, COIN 2 or KEY OUT/TICKET UNIT as reference)
- 14) HOPPER LIMIT (UNTIL EMPTY, 1000 TOKENS, 500 TOKENS (default), 400 TOKENS, 300 TOKENS)

## RED LIONESS

- 15) USE SCORE
- 16) SCORE OUT
- 17) LIMIT SCORE PER GAME
- 18) PLAY REMAIN SCORE
- 19) COUNT GAME
- 20) SHOW ACCOUNT
- 21) NON-STOP SKILL SPIN (If YES, reel spinning will not stop until STOP buttons are activated.)
- 22) AUTO PLAY OPTION
- 23) BOUNCE AT END OF SPIN
- 24) DEMO MUSIC/SOUND
- 25) BACKGROUND MUSIC

4/ Hopper Payout Limit is adjustable. Default is limited to not over 500 tokens. If over 500 tokens, screen will display "CALL ATTENDANT" when Hopper Payout Button is pressed. Attendant shall use KEY-OUT to payout for the player. If Hopper Payout Limit is 'UNTIL EMPTY', payout until there is no token in the hopper.

5/ In KEY PORT TEST, there are three (3) areas of indication. Press PLAY (BET) to return to SET-UP.

- 1) DIP SWITCH
- 2) KEY PORT TEST (highlighted = active or short; press button to see)
- 3) The status of TICKET NOTCH and HOPPER SWITCH (0 = low; 1=high)

6/ Soft RESET will not alter settings.

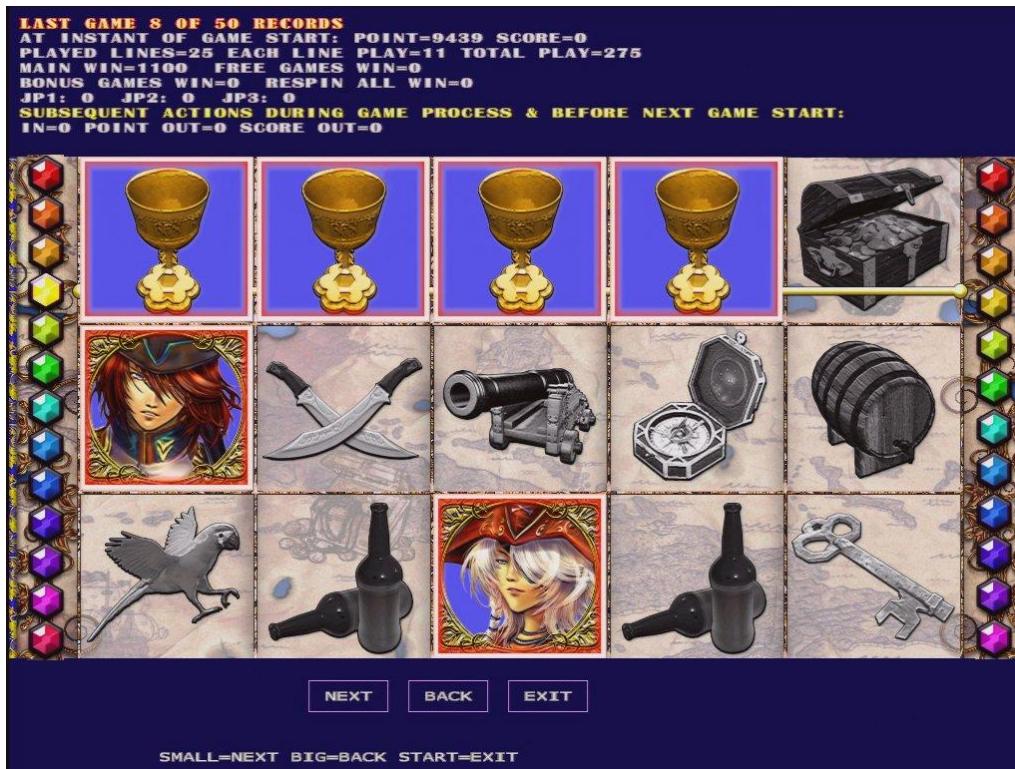
VERSION: USR1.28		ID:19809702
2009/JAN/24 SAT 02:57 AM		
 MAIN GAME: 0 WIN LINE: 0 WIN LINE RATE: 0.00 (POINTS TOO SMALL TO CALCULATE) GAME HIT: 0 GAME HIT RATE: 0.00 (POINTS TOO SMALL TO CALCULATE) TOTAL POINTS IN: 0 TOTAL POINTS OUT: 0 TOTAL PAYOUT PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE) RECENT POINTS IN: 0 RECENT POINTS OUT: 0 RECENT PAYOUT PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE) JP1 (POINTS): 0 JP2 (POINTS): 0 JP3 (POINTS): 0 AVERAGE RECENT PLAY (POINTS): 0 AVERAGE HISTORY PLAY (POINTS): 0		
<div>CLEAR</div> <div>EXIT</div> <div>LIST</div>		
BIG=CLEAR RECENT IN&OUT START=EXIT		

### ACCOUNT INFORMATION PAGE

Soft RESET = Press SMALL and follow on screen instructions to clear Account Information and RESET.



## RED LIONESS



### MAIN HISTORY PAGE

- 1/ The last 50 games are recorded in detail. Each game record not only shows the result of the Main Game graphically but all the winnings and transactions from the instant the game starts to the instant the next game begins are recorded systematically.
- 2/ Press SMALL button to go to the next record; press BIG button to return to the previous one; press START button to exit.
- 3/ Soft RESET will clear main history.

## RED LIONESS

VERSION: USR1.28

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THIS VERSION AUTO ADJUST TIMING OF COIN SIGNAL, TICKET NOTCH,  
HOPPER SWITCH & SERVICE IN SIGNAL.

TICKET NOTCH TAMPERING: 2000  
HOPPER EMPTY: 4500  
METER PLUSE: 30

VALUE IN (MS) 1MS=1/1000 SECOND

TAMPERING IS TICKET NOTCH BEING BLOCKED & RUN TICKETS OUT  
HOPPER EMPTY IS TIME OUT AND NO MORE TOKEN GO THROUGH

DOWN	UP	CHANGE	EXIT	DEFAULT
------	----	--------	------	---------

SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT TAKE=DEFAULT

### I/O TIMING PAGE

1/ The signal time length of COIN 1 & 2, SERVICE IN, TICKET NOTCH and HOPPER SWITCH will be automatically adjusted by program. Only TICKET NOTCH TAMPERING, HOPPER EMPTY and METER PULSE can be adjusted. The value used is millisecond (ms).

2/ Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to change value; press START button to exit.

3/ In case adjustment causes confusion, press TAKE button to restore to factory default value. Then, if needed, adjust again.

4/ TICKET NOTCH is fixed at normal low (notch not in sensor) and active high (notch in sensor). Notch is same as blank or nothing in sensor.

5/ Soft RESET will not change I/O timing.

## RED LIONESS

VERSION: USR1.28

2009 JAN/24 02:57:05 AM SAT



BIG=LEFT SMALL=RIGHT DOUBLE=PLUS TAKE=MINUS  
PLAY=EXIT WITHOUT SAVE START=SAVE & EXIT

### SET DATE & TIME PAGE

- 1/ CR2032 3.0V battery must be inserted in the battery holder in order to keep date and time.
- 2/ Press BIG button to scroll left; press SMALL button to scroll right; press DOUBLE button to add; press TAKE button to minus; press PLAY button to exit without saving changes; press START button to exit and save changes.
- 3/ Date and time are backed up by battery. Soft RESET will not change date and time.

## RED LIONESS

VERSION: USR1.28  
2009/JAN/24 SAT 02:57 AM  
PRINTER & TICKET SET-UP

! " # \$ % & ' ( ) \* + , - .  
/ 0 1 2 3 4 5 6 7 8 9 : ; < =  
> ? @ A B C D E F G H I J K L  
M N O P Q R S T U V W X Y Z

ENTER TEXT (BIG=COLUMN SMALL=ROW DOUBLE=ENTER TAKE=ERASE)

LOCATION: █ \_\_\_\_\_  
\_\_\_\_\_

MACHINE: \_\_\_\_\_  
\_\_\_\_\_

MESSAGE: \_\_\_\_\_  
\_\_\_\_\_

SHOW VALUE IN: POINTS

BRAND/COMMAND: NONE

COM PORT: COM 2

VERIFY INDEX: 13

(PLAY=SELECT ITEM DOUBLE=CHANGE)

**CAUTION**

CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.

COLUMN	ROW	ENTER	ERASE	ITEM	CHANGE	EXIT
--------	-----	-------	-------	------	--------	------

START=EXIT

### RS232 PRINTER & TICKET SET-UP PAGE

1/ By default, BRAND/COMMAND is set to NONE, which disables the use of RS232 printer. When use RS232 printer, SET-UP & KEY PORT TEST PAGE - TICKET OUT must be set to PRINTER DIRECT.

2/ Character Cursor is pink color. Position Cursor is red color.

2/ Enter LOCATION, MACHINE and MESSAGE text by BIG button, SMALL button, DOUBLE button and TAKE button.

3/ Selection of text character:

- 1) BIG button = move Character Cursor (pink color) horizontally (column mode)
- 2) SMALL button = move Character Cursor (pink color) vertically (row mode)
- 3) DOUBLE button = pick highlighted character (pink color) and put it into the position of Position Cursor (red color)
- 4) TAKE button = erase the character before the Position Cursor (red color)
- 5) The first character, upper left top one, is blank, which represents [SPACE]

4/ Press PLAY (BET) button to jump from one item or line to another. Also use DOUBLE button to change selectable items. Selectable items (at time of publication):

- 1) SHOW VALUE IN: POINTS or DOLLAR
- 2) BRAND/COMMAND: NONE, CITIZEN CMB1, ESC/POS, START, ITHACA or ITHACA 70
- 3) COM PORT: COM1 or COM2 (default – recommend don't change)
- 4) VERIFY INDEX: (verify code on ticket divided by verify index shall have a remainder of 0)

5/ Soft RESET will not change RS232 printer & ticket set-up.

## RED LIONESS

VERSION: USR1.28  
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RS232 BILL ACCEPTOR BRAND & PROTOCOL: NONE  
RS232 BILL ACCEPTOR COM PORT: COM 1  
COIN 1 & 2 PULSE SIGNAL: DISABLE

### CAUTION

CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.  
DISABLE COIN PULSE SIGNAL RECOMMENDED WHEN USING RS232.  
WHEN PROTOCOL = NONE, COIN PULSE SIGNAL WILL BE ENABLED  
AUTOMATICALLY, DISREGARD WHAT IS SHOW HERE.

DOWN

UP

CHANGE

EXIT

SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT

RS232 BILL ACCEPTOR PAGE

1/ The use of *true* RS232 bill acceptor (together with coin pulse signal disabled) will eliminate cheating actions such as triggering with electronic devices.

2/ Selectable items (at time of publication);

- a) RS232 BILL ACCEPTOR BRAND & PROTOCOL: NONE (default), JCM ID003 protocol, PYRAMID RS-232 protocol or ICT 002 protocol.
- b) RS232 BILL ACCEPTOR COM PORT: COM 1 (default – recommend don't change) or COM 2
- c) COIN 1 & 2 PULSE SIGNAL: DISABLE (default – recommend don't change) or ENABLE

3/ Unless for special application, COIN 1 & 2 PULSE SIGNAL (in this PAGE) shall be set to DISABLE all the time. When RS232 bill acceptor is not used (PROTOCOL is set to NONE), coin pulse signal will be enabled automatically by program, disregard what is shown here.

4/ Bill acceptors:

- a) JCM WBA (World Bill Acceptor) using protocol ID003
- b) PYRAMID (For example: Apex 5000 series for *true* RS232 – RS232 communication harness P/N 05AA0009 is required; configuration card set-up: section 1 = RS-232, section 2 = None, section 3 = Fast & Solid On, section 4 = select types of bill you want to accept, section 5 = Low & All 4 Ways. Also, see manual of Apex 5000 series.)
- c) ICT (Use models which INTERFACE has ICT PROTOCOL (ICT 002). For example: models with ICT 002 PROTOCOL are A6 and A7 *with* WEL-V706 harness. Also see manual of A6 and A7.)

## RED LIONESS

- 5/ USR Version of this game will support US Dollar only.
- 6/ Soft RESET will not change RS232 bill acceptor set-up.



### TOUCH SCREEN CALIBRATION

- 1/ Touch the BLUE box appeared in lower left corner.
- 2/ Touch the BLUE box appeared in the upper right corner.
- 3/ After calibration, exit automatically.
- 3/ If you are not using touch screen and come into this page accidentally, press START button to exit.

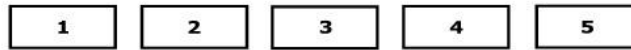


## RED LIONESS

VERSION: USR1.28  
2009/JAN/24 SAT 02:57 AM

**CAUTION**

**ENTER CODE 2:**



LAST RESET: 2009/JAN/23 FRI 03:23 PM

RESET PAGE

1/ ENTER CODE 1:

2/ ENTER CODE 2:

3/ After CODE is entered, screen will display additional information.

- a) If CODE is correct, the screen will show:
  - i. RESET IS DONE
  - ii. PRESS START TO EXIT
- b) If CODE is wrong, the screen will show:
  - i. CODE IS INCORRECT AND RESET IS NOT DONE
  - ii. PRESS START TO EXIT

4/ Enter CODE 1 by pressing BIG button (2), SMALL button (4), DOUBLE button (3) and TAKE button (5) in sequence and one at a time.

5/ Enter CODE 2 by pressing PLAY (BET) button (1), DOUBLE button (3), BIG button (2) and SMALL button (4) in sequence and one at a time.

6/ If the present date and time is earlier than the last reset date and time, reset will not be performed.

## RED LIONESS

### GAME FEATURES (Watch full demo, which is divided into three parts.)

(1) MAIN GAME – 25 lines. Winning lines are bi-directional.



LINE ODDS - BIDIRECTIONAL			
	●●●●●	x4000	
	●●●●	x400	
	●●●	x80	
	●●●●●	x2000	
	●●●●	x250	
	●●●	x40	
	●●●●●	x1500	
	●●●●	x200	
	●●●	x35	
	●●●●●	x800	
	●●●●	x100	
	●●●	x25	
	●●●●●	x150	
	●●●●	x25	
	●●●	x5	





(2) **JACKPOTS** – There are 3 Jackpots. Jackpot 1 is a winning line of PARROT. Jackpot 2 is a winning line of KEY and Jackpot 3 is a winning line of SABER. The *point* of each jackpot varies with the amount of total PLAY and is generated randomly within a range corresponding to the level of total PLAY.

(3) **FREE GAMES** - Three or more OFFICER anywhere will get FREE GAMES. The Final Win of Free Games = Total Win of Free Games X FINAL MULTIPLIER. FINAL MULTIPLIER starts with 1 and **each** symbol of **OFFICER** appeared during free games will **add 1** to FINAL MULTIPLIER.





## RED LIONESS

(4) BONUS GAMES –There are 3 types of BONUS GAME. Three or more LADY PIRATE anywhere will get one of the bonus games.

### BONUS GAME A



This bonus game has a total of 15 chances (subject to change) and every chance will win. The RED CROSS moves to one of the six positions on the map. When being stopped, the objects hidden in the six positions are revealed. The object in the RED CROSS position is the award of the current chance. According to the chart on the left hand size, **add** the odds of the object X total PLAY to the total WIN.

## RED LIONESS

### BONUS GAME B



This bonus game has a total of 20 chances (subject to change). Each spinning action is one chance. Three reels are spinning to form a complete symbol of TELESCOPE, KNIFE, PISTOL or KEY. If two reels have parts of the same symbol, they will be held and the remaining reel will keep on spinning until a complete symbol is formed. AMOUNT on the top right hand side begins with the total PLAY. The multiplier will keep on changing. Whenever a complete symbol is formed, AMOUNT is multiplied by the multiplier and becomes the new AMOUNT for the next chance. At the end of this bonus game, AMOUNT will be the final winning.



## RED LIONESS

### BONUS GAME C



This bonus game has a total of 20 chances (subject to change). Three cards are flipped in each chance. Two **adjacent** cards of the same type of symbol will win. There are two kinds of winning calculation, **either add symbol odds X PLAY to Total Win or symbol odds X Total Win becomes the new Total Win**. Before the flip card action of each chance, **[X PLAY]** or **[X TOTAL WIN]** will be selected randomly. When all three cards are of the same type, it is still considered one winning and not two.



## (5) RESPIN ALL SAME CHANCE



1/ Symbols of the same type form the shape of a cross on the screen.

2/ There is no winning of another type of symbol.

3/ Do not qualify for FREE GAMES and BONUS GAME.

This is a very important feature of the game. The highest winning is up to the highest line odds of 5 CANNON X EACH X 25 lines and that is equivalent to the highest line odds of 5 CANNON (4000) X total PLAY. Each RESPIN ALL chance does not definitely come up with all the same type on all the reels; sometimes, one or two may be missing. Statistically, the lowest combination can be ten to eleven lines of 5-symbol-win plus six lines of 4-symbol-win. The winning of each chance varies but is guaranteed not less than the lowest combination.

