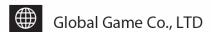
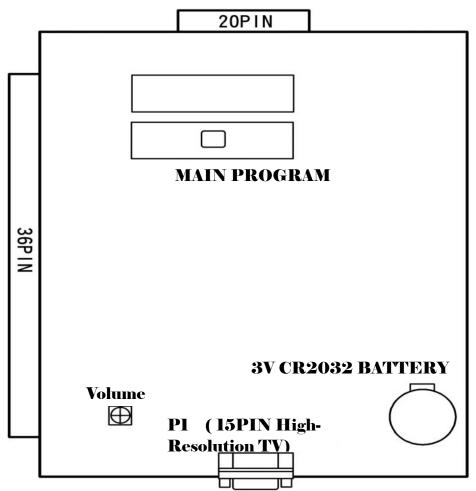


User manual



1.I.C. Board Layout:



2. Wiring Diagram:

10 PINS Connector		
Parts Side	PIN	Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
SSR	7	
	8	
GND	9	GND
GND	10	GND

36 Pin Connector		
Parts Side	Pin	Solder Side
GND	1	GND
	2	Speaker(-)
Speaker(+)	3	Speaker(-)
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Machine Notch	8	
Start/Auto	9	
Small/Stop C	10	Error Reset
Bet / Play	11	
Take/All Stop	12	
Double/Stop B	13	
	14	
	15	
Big/Stop A	16	
	17	
Coin In Signal 2	18	Key In
	19	Coin In Signal 1
Check	20	Set
Coin Out Button	21	Key Out
	22	Hopper SW
Coin In Meter	23	
Key In Meter	24	
	25	
	26	
Payout Meter	27	
Key Out Meter	28	
Start/ All Stop (Light)	29	
Small (Light)	30	
Bet (Light)	31	
Take (Light)	32	
Double Up (Light)	33	
Big (Light)	34	
JP (Light)	35	
GND	36	GND

3. Button layout:

BIG DOUBLE SMALL BET TAKE START ALL STOP A STOP B STOP C STOP

AUTO PLAY: *Press START for 4 sec.

*Press START again to cancel AUTO PLAY.

*When player in the AUTO PLAY, Double game could not be entered.

4. ACCOUNT CHECKING:

Start/Bet Next Page Take Last Page

Double Exit

Key Out Clear Current Account

(Press Key Out button then press Start button)

5. RESET:

START/ BET Cursor moving

BIG/ SMALL RESET
RESET NEXT PAGE

DOUBLE EXIT

6. DATA SETTING:

MAIN GAME RATE	92%, 93%, 94%, 95%, 96%, 97%, 98%
DOUBLE UP RATE	92%, 94%, 96%, 98%
COIN IN RATE	1, 2, 4, 5, 10, 25, 50 , 100, 200, 300, 500
COIN OUT RATE	1, 2, 4, 5, 10, 25, 50 , 100, 200, 300, 500
KEY IN RATE	50, 100 , 200, 300, 500, 1000
KEY OUT RATE	1, 2, 4, 5, 10, 25, 50 , 100, 200, 300, 500
KEY IN LIMIT	10000, <mark>20000</mark> , 30000, 40000, 50000
CREDIT LIMIT	50000, 100000, 150000, 200000, 300000
MAXIMUM BET	32, 64, 80, 128, 160
MINIMUM BET (Gearing with Ma. Bet)	MAX. BET 48 : 1, 8, 16, 32, 48 MAX. BET 64 : 8, 16, 32, 48, 64 MAX. BET 80 : 16, 32, 48, 64, 80 MAX. BET 128 : 32, 48, 64, 80, 128 MAX. BET 160 : 64, 80, 128, 144, 160
COIN OUT	YES, NO
TAKE WIN TO	CREDIT, COIN OUT
1+3 REEL BONUS TO	WIN, COIN OUT
GAME COUNT MODE	NO(NORMAL), YES(COUNT)
REEL AUTO STOP	YES, NO
TAKE OUT TYPE	TICKET OUT, COIN OUT
MOTOR SPEED	0(FAST), 1, 2, 3, 4, 5, 6, 7(SLOW)
LOAD DEFAULT	
RESET SYSTEM	

COIN OUT RATE will influence the scores which based on COIN.
 (4 reel 1 liner JP)

*Please enter to Game Setting to set the MOTOR SPEED when you find the problem of hopper.

7. Game Info.:

1. This is a 10 reel 8 liner slot game. When you get 3 or more identical and neighboring symbols, you will win prizes. The winning table is indicated as below:







BET			
160	150000	50000	5000
128	120000	40000	4000
64	80000	30000	3000
32	50000	20000	2000
16	25000	10000	1000

(* Won the 3 kind of prizes above, could play 11, 12 reel bonus game)

11, 12 REEL BONUS GAME: When these 2 reel showing the same table above, you could play the jackpot for every winning.

4 reel 1 liner : Depends on the table, could be played 10~300 COIN-OUT Jackpot $^{\circ}$

2. Win table is indicated as below:

table is indicated as below.	
All of a kind	Line prize
	TOTAL BET X 200
A STATE OF THE STA	TOTAL BET X 100
	TOTAL BET X 200
	TOTAL BET X 300
	TOTAL BET X 500
	TOTAL BET X 2000
	TOTAL BET X 15
	TOTAL BET X 50

SYMBOL	LINE PRIZE
	BET X10
	BET X 2
	BET X 5
	BET X 10
STATE OF STA	BET X 10
	BET X 14
	BET X 20
	BET X 18
E E E	BET X 50
	BET X 100
	BET X 200
	BET X 300



All Red Man Sy	ymbol prize
RED MAN	Line Prize
X2	BET X 2
X3	BET X 5
X4	BET X 20
X5	BET X 100
V A	BET X 300
X7	BET X 500
V8	BET X 1000

3. Free game: seeing the following pattern, you could enter the free game. Different pattern is for different game.



CROSS: FREE-RUN game for 5 times. All the free game as below:

Win these 4 kinds of symbol for a cross; you may play the FREE-GAME 1 by these 4 patterns + blank pattern.
Win these 3 kinds of symbol for a cross; you may play the REE-GAME 2 by these 3 patterns + blank pattern.
Win these 2 kinds of symbol for a cross, you may play the FREE- GAME 3 by these 2 patterns + blank pattern.

4. Bouns game:



: seeing this symbol showing the X boxes, you may enter the bonus game.

- ullet 3 Devils showing, one is The Real McCoy and two of them are not. When player got The Real One will take a score (total x 10). Keep winning 5 times will be getting Bonus JP by random. The player has two chances to lose it. The game will be over when the third time lost.
 - button A BIG button B - Double button C -SMALL
- 8. Double game: When WIN shows the score, you may press Double Up button to enter Double Game.
- Choose 10 different symbols by random to be upper and lower for 2 lines, each one for 5 patterns. The banker is the Upper line and the player will be the lower one. The banker will turns the sign from left side to right side step by step. The player could choose the timing which turns the sign to play with the banker. Every winning will go through next one, and the limit is 5 times.
- The banker will turns one sign first, and moving the signs step by step. The player could press BIG or SMALL to play with the banker when it moved to the sign that player wants to choose. If the player pressed BIG and the sign was bigger than the banker's, the player wins and gains the winning scores. The player could press Double Up Button to keep going on next one or press TAKE to exit it. If the player made a wrong guess, the winning scores will be lost and the game will be over.