

## User manual

1.I.C. Board Layout:

2.Wiring Diagram:

| 10 PINS Connector |  |  |
| :---: | :---: | :---: |
| Parts Side | PIN | Solder Side |
| GND | 1 | GND |
| GND | 2 | GND |
| +5 V | 3 | +5 V |
| +5 V | 4 | +5 V |
| +12 V | 5 | +12 V |
|  | 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 |
| :---: | :---: | :---: |
| STOPA |$\quad$| DOUBLE |
| :--- |
| STOP B |$\quad$| SMALL |
| :---: |
| STOP C |$\quad$| BET |
| :---: |
| TAKE <br> ALL <br> STOP |
| START <br> AUTO |

AUTO PLAY : *Press START for 4 sec .
*Press START again to cancel AUTO PLAY.
*When player in the AUT0 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 |

## G.DATA SETTING:

| main gave 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, 20000, 30000, 40000, 50000 |
| CREDIT LImit | 50000, 100000, 150000, 200000, 300000 |
| MAXIMUM BET | 32, 64, 80, 128, 160 |
| MINIMUM BET <br> (Gearing with Ma. Bet) | MAX. BET 48 : $1,8,16,32,48$ <br> MAX. BET 64 : $\quad 8,16,32,48,64$ <br> MAX. BET 80 : $16,32,48,64,80$ <br> MAX. BET 128 : $32,48,64,80,128$ <br> MAX. BET 160 : 64, 80, 128, 144, 160 |
| coin 0ut | YES, N0 |
| TAKE WIN TO | CREDIT, COIN OUT |
| $1+3$ REEL BONUS T0 | WIN, COIN OUT |
| GAME COUNT MODE | NO(NORMAL), YES(COUNT) |
| REEL Auto STOP | YES, N0 |
| 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 |  | ㅁ口п |  |
| :---: | :---: | :---: | :---: |
| 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 COINOUT Jackpot。
2. Win table is indicated as below:

| All of a kincl | Line prize |
| :---: | :---: |
|  | TOTAL BET X 200 |
|  | TOTAL BET X 100 |
|  | TOTAL BET X 100 |


| SYMABCL | LINE PIRIZE |
| :---: | :---: |
|  | BET X10 |
|  | BET X 2 |
| (T) Pr - | BET X 5 |
| (F) Fe me | BET X 10 |
|  | BET X 10 |
|  | BET X 14 |
|  | BET X 20 |
|  | BET X 18 |
| $\text { (b) } 6$ | BET X 50 |
|  | BET X 100 |
|  | BET X 200 |
|  | BET X 300 |

(3) All Red Man Symbol prize

| RED MAN | Line Prize |
| :---: | :---: |
| $\left[y^{2}\right]_{x} \text {. }$ | BET X 2 |
| $\left[\mathrm{y} \mathrm{y}^{2}\right]_{\times 3}$ | BET X 5 |
| $[\mathrm{y}]_{\mathrm{x}}$ | BET X 20 |
| $\left[\begin{array}{r} 5 \\ \hline \end{array}\right]_{5}$ | BET X 100 |
| $\left.y^{2}\right]_{\text {хк }}$ | BET X 300 |
| $\left[y^{2}\right]_{x 7}$ | BET X 500 |
| $[\sqrt{2}]_{\mathrm{x}}$ | 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. |

4. Bouns game:

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

- 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.

