50 TIGER
Manual
V201 (RS485)
### （**Touch Panel/VGA/20-reel, 50-line**）

I. Introduction
1. Features

(1) GSE-626A VGA Multigame **50 Tiger linking version can be applied to single machine or linking machine.**

(2) GSE-626A VGA Multigame **50 Tiger** is a 20-reel 50-line gambling game. Player can choose one to fifty lines to play the game. (This function is adjustable by inner set-up.)

(3) Player presses BET or LINE/STOP2 button to select the line to bet and press START to spin the reel.

(4) Player presses Stop1, Stop2, Stop3, Stop4, Stop5 or All Stop to stop the reel. Player can select "**double up**", or "**collect**" after winning main game.

(5) Press START to bet again and press RESERVE to enter reserve mode.

(6) The maximum bet for each line is 20 points. Since there are totally 50 lines to bet, **the maximum bet is 1,000 points** (20 points x 50 (lines) = 1000 points). **The maximum winning odds is 500,000** and the maximum winning points is **5,000,000**. (If player gets all [tiger icon] icons, he will get 2,500,000 points; 20 points x 2500 x 50 x Double Time).
If 1 point equals to 100 dollars, the maximum winning amount is **500,000,000.**

(7) Double-Up limitation is from zero to unlimited and is adjustable by inner set-up.

(8) The owner can see the future card distribution from the unique "Percentage Controlling Curve" Table.

(9) **Game rules for linking version are as follows:**

   A. Show machine number in linking mode or in single machine mode

(SINGLE)   (PCB NO)

(NO LINK)
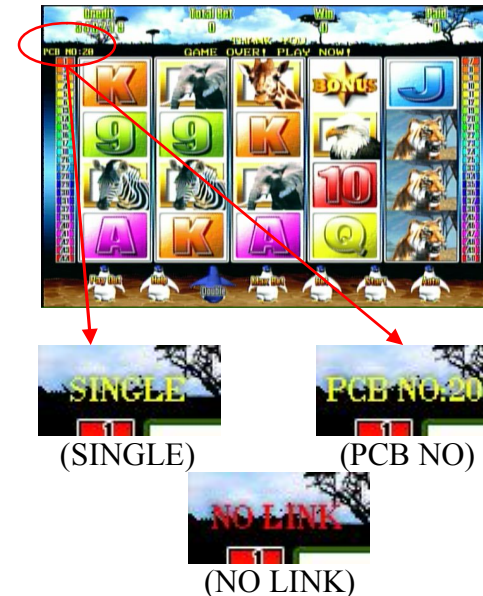
B. Timing for JP1 & JP2 is as follows:
   (*This specific function is not valid for single machine.)
   Player must bet all 50 lines and get "all the same symbols"
   ("**WILD**" is not included) to get JP.
   The ratio of JP and points are as follows:

Bet (points)	Lines	JP
20 points (All)	50 lines (All)	100 % (All)
19 points	50 lines	95 %
18 points	50 lines	90 %
17 points	50 lines	85 %
16 points	50 lines	80 %
15 points	50 lines	75 %
14 points	50 lines	70 %
13 points	50 lines	65 %
12 points	50 lines	60 %
11 points	50 lines	55 %
10 points	50 lines	50 %
9 points	50 lines	45 %
8 points	50 lines	40 %
7 points	50 lines	35 %
6 points	50 lines	30 %
5 points	50 lines	25 %
4 points	50 lines	20 %
3 points	50 lines	15 %
2 points	50 lines	10 %
1 points	50 lines	5 %

* If the maximum bet is 20 points, full bet is 20 points x 50 = 1000 points

● **JP1 (All the same symbols)**
   (*This specific function is not valid for single machine.)

All the same symbols as follows can get JP1 according to the ratio.

● **JP2** (*This specific function is not valid for single machine.)

All the same symbols as follows can get JP1 according to the ratio.

● **JP3** (*This specific function is not valid for single machine.)

Once the player bet at least one point during the main game, he/she has chance to get JP3.   JP3 will appear randomly at any machine.

   Once the player bet at least one point during the main game, he/she has chance to get JP3.   JP3 will appear randomly at any machine.

100% Bonus   **5% Bonus**

1. Press **HELP** button or touch **HELP** on the touch panel to see the game rules.

(1) WILD icon appears only on Reels 2,3,4,5

(2) When three **BONUSES** icons appear on any position of the reel, player can play **BONUS GAMES**.　The bet is the same as the main game.

(3) When four **BONUSES** icons appear on any position of the reel, player can get 5 extra free bonus games.　The bet is the same as the main game but the winning points will be double.

(4) When five **BONUSES** icons appear on any position, all the same symbols will appear at the next run.

2. **Free Games**

(1) **FREE GAME:** Any 3 icons appear on any position of the reel, player can play Free Game as follows:

(2) When playing Bonus Game, player can press **Stop 1** to **Stop 5** or use touch screen to choose the symbol.

(3) After choosing the symbol, player can get 5 to 15 free games.

(4) If there are 3 **BONUS** icons appear when player plays Free Game, player can enter BONUS GAME loop again and can have chance to get up to unlimited free games.

3. Auxiliary game in the main game loop – HAPPY TIME

If player gets any 4 **BONUS** , he/she will enter "HAPPY TIME" to get 3 more free games.   The bet credit is the same as the main game the winning amount will be double.

4. Auxiliary game in the main game loop – All the same symbols

When five **BONUSES** icons appear on any position of the reel, player will win the prize of all the same symbols.

5. Double-Up Game

(1) Press **DOUBLE** or **HALF DOUBLE** for double-up loop.
(2) When player plays Double-Up game, he/she can choose STOP1, STOP2, STOP4, STOP5 to guess Heart , Diamond , Club , Spade or to guess "RED" or "BLACK" by MAXBET or BET. If the player gets the correct answer then he wins.

6. Machine Reserved Mode (Press RESERVE button)
(1) When player needs to leave the machine temporarily, he/she can use this mode to reserve the machine.
(2) Player can use this reserved mode only when one game is finish and he still has credits

(3) If there is password, player must remember the password and press START before he leaves.

Password setup: Setup → GAME SETUP → RESERVE POSSWORD

(4) When player uses RESERVED mode, the timer on the screen will start to count down to "Zero" then back to the previous gaming screen. The waiting time of reservation can be setup by inner set-up.

System Setup → GAME SETUP → RESERVE TIME

(5) If you setup password for reservation mode, player must enter correct password before he presses "**RESERVED**" for playing the previous game no matter the counting time is up or not. If player enters wrong password for three times, he/she must wait until the counting time is up.

(6) If you don't setup PASSWORD for reservation mode, player doesn't need to enter password but press "**RESERVED**" to go back to previous gaming screen

7.   System Requirement and Operation

(1) **MONITOR**: 31.5 KHz (VGA) or computer monitor.
(2) You can use DIPSW3-1 and DIPSW3-2 of PCB to choose if you want to operate the game by Keyboard, touch screen or both.
(3) If you want to use touch screen to play the game, please setup touch screen as follows:

a. Power OFF.

b. Connect the of Touch screen to P.C. Board.

c. Please set the PCB DIPSW 3-4 to ON, then power ON.

Touch Screen

Connector

DIP-SW3
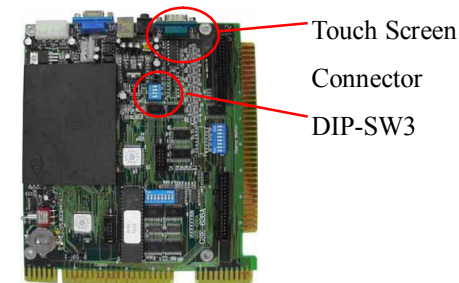
d. Touch the flashing red points at four corners on the screen in sequence to enter testing mode.

e. When in touch screen testing mode, you have to make sure the red point appears at the place where you touch it. If not, please retry the setup procedure from step (a). Otherwise go to the next step.

f. Press **OK** button on screen to save setup data.
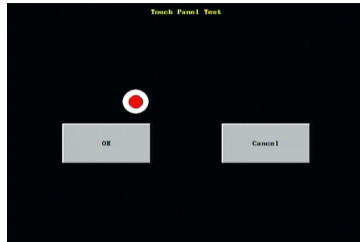
g. Power OFF.

h. Please set the DIPSW 3-4 on PCB to OFF.

i. Setup procedure is finished. You can play this game by Touch screen.

(4) This game works in the best condition by using the combination of MicroTouch **capacitive** type touch screen and Serial/SMT3 controller.

※ MicroTouch is a trademark of 3M Company, and Serial/SMT3 is one kind of controllers from 3M Company.
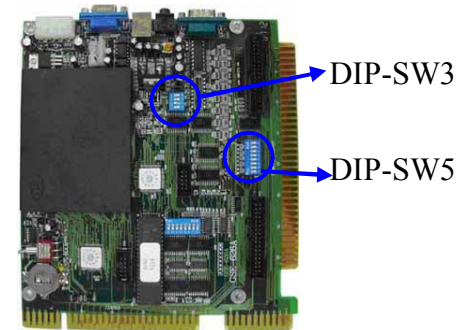
II. P.C. Board DIP Switch Set-up

DIP SW3		1	2	3	4
TOUCH SCREEN	USE	ON			
	NO USE	OFF			
DOOR ALARM	NO USE			OFF	
	USE			ON	
TOUCH SCREEN ADJUSTMENT	NO				OFF
	YES				ON

DIP SW 5		1	2	3	4	5	6	7	8
Machine No.	1	ON	OFF	OFF	OFF	OFF			
	2	OFF	ON	OFF	OFF	OFF			
	3	ON	ON	OFF	OFF	OFF			
	4	OFF	OFF	ON	OFF	OFF			
	5	ON	OFF	ON	OFF	OFF			
	6	OFF	ON	ON	OFF	OFF			
	7	ON	ON	ON	OFF	OFF			
	8	OFF	OFF	OFF	ON	OFF			
	9	ON	OFF	OFF	ON	OFF			
	10	OFF	ON	OFF	ON	OFF			
	11	ON	ON	OFF	ON	OFF			
	12	OFF	OFF	ON	ON	OFF			
	13	ON	OFF	ON	ON	OFF			
	14	OFF	ON	ON	ON	OFF			
	15	ON	ON	ON	ON	OFF			

	16	OFF	OFF	OFF	OFF	ON		
	17	ON	OFF	OFF	OFF	ON		
	18	OFF	ON	OFF	OFF	ON		
	19	ON	ON	OFF	OFF	ON		
	20	OFF	OFF	ON	OFF	ON		
	21	ON	OFF	ON	OFF	ON		
	22	OFF	ON	ON	OFF	ON		
	23	ON	ON	ON	OFF	ON		
	24	OFF	OFF	OFF	ON	ON		
	25	ON	OFF	OFF	ON	ON		
	26	OFF	ON	OFF	ON	ON		
	27	ON	ON	OFF	ON	ON		
	28	OFF	OFF	ON	ON	ON		
	29	ON	OFF	ON	ON	ON		
	30	OFF	ON	ON	ON	ON		
Display real bonus board rate on record page(Note 2)	NO						OFF	
	YES						ON	
Google	NO							OFF
	YES							ON

Note 1: Display extra bonus rate from COIN B on the RECORD page.

III. System Setup

1. TEST/SETUP

(1) Press TEST/SETUP to Power On then enter SCREEN TEST, press TEST/SETUP again to enter I/O test, In/Out Meter Test, Meter, Button Lamp and DIP SW3 Test.

(2) Power On then press TEST/SETUP to enter TEST/SETUP screen.

(3) Power OFF then Power On again to EXIT.

**Meter Test
◎ PAYOUT METER　: Press RECORD to add 1 to the meter
◎ KEYOU METER　: Press KEYOUT to add 1 to the meter
◎ KEYIN METER　: Press KEYIN to add 1 to the meter
◎ COIN METER　　: Press COIN A~C to add 1 to the meter
◎ PLAY METER　　: Press START to add 1 to the meter
◎ BET METER　　: Press RESET ERROR to add 1 to the meter
◎ WIN METER　　: Press "TEST" to add 1 to the meter

**Using touch screen or buttons to enter SETUP

Power On then press TEST/SETUP to enter TEST/SETUP screen.

◎**STOP 1：SCREEN TEST**
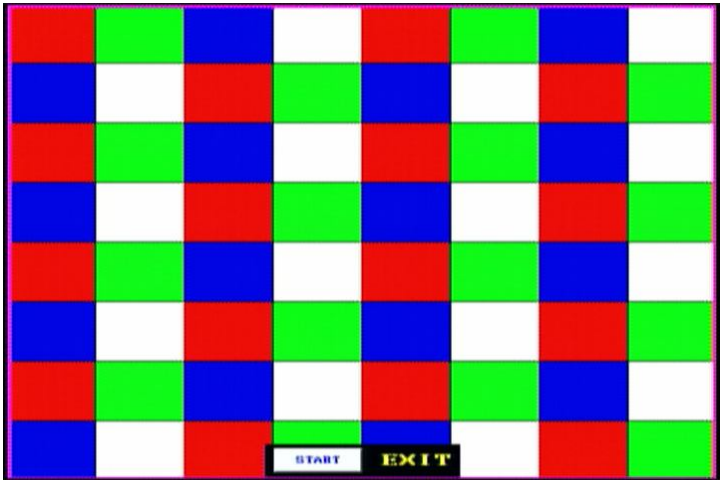
Press **START** under **SCREEN TEST** mode to **EXIT.**

◎**STOP 2：I/O TEST**

Press **RECORD** and **TEST/SETUP** simultaneously under **I/O TEST** mode to **EXIT**

◎**STOP 3：VOLUME ADJUST**

◎ Press STOP 4 under **VOLUME ADJUST** mode to **SAVE Volume Adjustment** and press **START** to **EXIT.**
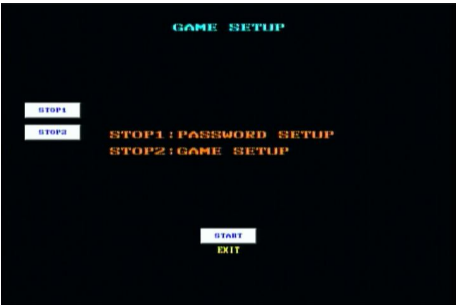
◎ **STOP 4：GAME SETUP**

Press password to enter GAME SETUP. Default password is to press **STOP 1** eight times.

Note: The passwords for inner setup and other passwords are different.

STOP 1: Password of inner set up

STOP 2: Password for program setup

** Twenty records will be shown on one page.

Press the next page for records on the next page.

GAME SETUP

1.	MAINGAME RATE	96%	50~99%
2.	DOUBLE UP RATE	94%	80~98%
3.	LIMITATION OF DOUBLE UP	5	NO USE ~ UNLIMITED
4.	LIMITATION OF DOUBLE UP AMOUNT	100000	10000~1000000
5.	RATIO OF COIN A	1	1~10000
6.	RATIO OF COIN B	100	1~10000
7.	RATIO OF COIN C	10	1~10000
8.	KEYIN POINTS	1000	100~10000
9.	KEYOUT RATIO	1000	100~10000
10.	KEYOUT MODE	0 (END)	0; RATIO
11.	FREE IN	NO USE	NO USE~10000
12.	MAXIMUM BET PER LINE (FREEIN)	2	1~20
13.	POINTS FOR FREE PLAY	1000	100~10000
14.	RATIO OF FREE PLAY	10%	10~200%
15.	AMOUNT OF FREE PLAY	3000	NO USE~100000
16.	SYSTEM LIMIT	UNLIMITED	25000 ~ UNLIMITED
17.	COIN OUT LIMIT	100	50~UNLIMITED
18.	KEYIN LIMIT	UNLIMITED	1000~UNLIMITED
19.	RATIO OF COIN OUT	COIN A	COIN A~C
20.	RATIO OF TOTAL BET METER	1000	1~10000
21.	RATIO OF TOTAL WIN METER	1000	1~10000

22. SPEED OF METER	10	1~50 TIMES/SEC
23. RATIO OF METER	STANDARD	1~1000, STANDARD
24. HOPPER SENSOR SPEED	200 MSEC	40~1000 MSEC
25. DEMO MUSIC	YES	YES, NO
26. COLLECT SPEED	NORMAL	NORMAL; FAST
27. MAXIMUM BET PER LINE	20	1~20
28. MINIMUM BET PER LINE	1	1~20
29. LINES MODE	FIXED (50 LINES)	ADJUST +1~FIXED (50 LINES)
30. LANGUAGE	ENGLISH	ENGLISH; CHINESE
31. PAYOUT MODE	BUTTON & TOUCH	BUTTON & TOUCH BUTTON ; NO USE
32. RATIO OF POINTS **(IF THE MACHINE NUMBER IS FIXED, THE FUNCTION IS NOT WORKING)**	$1=1POINT	USER; $1 = 0.1~10 POINT
33. GAME DIFFICULTY	M	S; M; L
34. RESERVE TIME	3	3~180 MINUTES
35. RESERVE PASSWORD	YES	YES; NO

STOP 1	UP	**STOP 4**	+
STOP 2	DOWN	**STOP 5**	−
STOP 3	SAVE	**START**	EXIT

Explanation:

1. MAINGAME RATE
(1) Default Value: 94
(2) Adjustment Range: 50~99 (The lowest rate is 50; The highest rate is 99)

2. DOUBLE RATE
(1) Default Value: 94
(2) Adjustment Range: 80~98 (The lowest rate is 80; The highest rate is 98)

3. DOUBLE UP (TIMES)
(1) Default Value: 5
(2) Adjustment Range: 0~ UNLIMIT
(3) 0: No double up
(4) UNLIMIT: No limitation of double up

4. DOUBLE UP(CREDIT)
(1) Default Value: 100000
(2) Adjustment Range: 10000~1000000

5. COIN A(BILL A) RATE
(1) Default Value: 1
(2) Adjustment Range: 1~10000 (When you set the value as 1, the credit will be increased by 1 each time you insert coin into COIN A.)

6. COIN B(BILL B) RATE
(1) Default Value: 100
(2) Adjustment Range: 1~10000 (When you set the value as 100, the credit will be increased by 100 each time you insert coin into COIN B.)

7. COIN C(BILL C)RATE
(1) Default Value: 10
(2) Adjustment Range: 1~10000 (When you set the value as 10, the credit will be increased by 10 each time you insert coin into COIN C.)

8. KEYIN POINT
(1) Default Value: 1000
(2) Adjustment Range: 1~10000 (When you set the value as 1000, the credit will be increased by 1000 each time you KEYIN).

9. KEYOUT RATIO
(1) Default Value: 1000
(2) Adjustment Range: 1~10000. (When you set the value as 1000, the credit will be decreased by 1000 each time you KEYOUT).

10. KEYOUT MODE
(1) Default Value: **ZERO**
(2) Options: ZERO or REST
(3) ZERO: Clear all credits to ZERO
(4) REST: KEYOUT according to the KEYOUT RATE.
For example:

When your credit is 985 and you set the KEYOUT rate as 100, the credit will be cleared until 85 left. When your credit is 354 and you set the KEYOUT rate as 200, the credit will be cleared until 154 left.

11. FREE IN

(1) Default Value: NO USE

(2) Adjustment Range: NO USE; 100~10000

Note:

- When you use this function, the free credits will appear under the "BANK" on the left side of the screen. If there are credits left in the "BANK", player cannot KEYOUT (KEYOUT has no function.)
- Connect pin 11 of "FREE IN" to another KEYIN lock and use it as normal KEYIN Lock. (Please note the KEYIN lock here is different from the KEYIN lock for pin 9, pin 10 and pin 18 of solder side.)

12. MAXIMUN BET PER LINE IN FREE MODE

(1) Default Value: 2

(2) Adjustment Range: 1~20

This function is the limitation of maximum bet for each line when player has free credits.

13. POINTS FOR FREE PLAY

(1) Default Value: 1000

(2) Adjustment Range: 1~10000 (When you set the value as 1000, the credit will be increased by 1000 each time you KEYIN).

(3) If you use the FREE IN function and the value is 1000, the credits are 1000 plus the bonus ratio of Free In.

14. RATIO OF FREE PLAY

(1) Default Value: 10%

(2) Adjustment Range: 10 ~ 200%

Note:

- When you use this function, the free credits will be added to the "CREDIT". If there are credits left in the "BANK", player cannot KEYOUT (KEYOUT has no function.) The column of "CREDIT" will blink when KEYOUT function is invalid.

- When you set it as 10%, player will get 10% more credits. If KEYIN credits are 1000, player can get 100 extra free credits.
- Connect pin of "FREE IN" to a KEYIN lock and use it as normal KEYIN Lock. (Please note the KEYIN lock here is different from the KEYIN lock for pin 9, pin 10 and pin 18 of solder side.)

15. KEYOUT POINT

(1) Default Value: 3000

(2) Adjustment Range: NO USE~ 100000

Note:

- When you use "FREE IN" function, points must exceed the default value of "FREE IN" to KEYOUT otherwise the KEYOUT function will be invalid. The points will blink when KEYOUT function is invalid.
- If the value is "NO USE", players can KEYOUT anytime.

16. SYSTEM LIMIT

(1) Default Value: UNLIMIT

(2) Adjustment Range: 25000 ~ UNLIMIT

17. PAYOUT LIMIT

(1) Default value: 100

(2) Adjustment range: 50 ~ UNLIMIT

*If the value is 100, the payout limitation is 100 coins every time.

18. CREDIT IN LIMIT

(1) Default value: UNLIMIT

(2) Adjustment range: 1000 ~ UNLIMIT

(3) When you set the value as 50000, the credit limit will be 50000 but the game prize can be over 50000.

19. RATIO OF COIN OUT

(1) Default value: Coin A

(2) Options: Coin A, Coin B, Coin C.

(3) When you set Coin A, the coin in ratio is 1: 1; the coin out ratio will be 1: 1.

(4) When you set Coin C, the coin in ratio is 1: 10; the coin out ratio will be 1: 10.

20. RATIO OF TOTAL BET METER
  (1) Default value: 1000
  (2) Adjustment range: 1~10000
  (3) If you set the value as 1, the meter will increase 1 for each bet.
  (4) If you set the value as 1000, the meter will increase 1 for the bet of 1000.

21. RATIO OF TOTAL WIN METER
  (1) Default value: **1000**
  (2) Adjustment Range: 1~10000
  (3) If you set the value as 1, the meter will increase 1 for each bet.
     If you set the value as 1000, the meter will increase 1 for the bet of 1000.

22. SPEED OF METER (ALL)
  (1) Default value: 10/sec.
  (2) Adjustment range: 1~50/sec.
  (3) Please make sure the speed of meter is correct. If the speed of meter is not correct, please set the speed lower.

23. RATIO OF METER
  (1) Default value: STANDARD
  (2) Adjustment range: STANDARD; 1~1000
  (3) Coin A ~ Coin C: One coin for one click
  (4) Payout: One coin for one click
  (5) Key in & Key out: According to inner set-up
  (6) When the value is 1, Coin A~ Coin C, Key In, Key Out and Pay Out click one time for one point.

24. HOPPER SENSOR SPEED
  (1) Default value: 200/MSEC
  (2) Adjustment range: 40~1000MSEC
  (3) If machine always has coin jam, please adjust this value.

25. DEMO MUSIC
  (1) Default value: YES
  (2) Adjustment range: YES or NO

26. CREDIT SPEED(Speed of adding credits)
  (1) Default value: normal
  (2) Adjustment range: normal or fast

27. MAXIMUM BET PER LINE
  (1) Default value: 20
  (2) Adjustment range: 1~20

28. MINIMUM BET PER LINE
  (1) Default value: 1
  (2) Adjustment range: 1~20

29. LINES MODE
  (1) Default value: Fixed (50 lines)
  (2) Options: Adjustable+ 1 or Fixed (50 lines)
  (3) If you set the value as ADJUSTABLE, player can choose the number of lines, he/she wants to bet by pressing "Line".
  (4) If you set the value as FIXED, player can only bet 50 lines.   If the credits are not enough for betting 50 lines, the program will adjust automatically to bet the maximum lines at once and all credits will be used up.

30. LANGUAGE
  (1) Default value: English
  (2) Options: Chinese or English

31. PAYOUT MODE
  (1) Default value: Button & touch screen
  (2) Options: Button Only or Button and Touch Screen; No Payout

32. RATIO OF PAYOUT
  (1) Default value: $1 = 1 point
  (2) Options: USER; $1 = 0.1~10 POINT
  Note:
  If the setup value is "USER", players can set up the ratio by themselves.

33. GAME DIFFICULTY
  (1) Default value: Normal
  (2) Adjustment range: S; M; L
  (3) S level means players get more small prizes but less big prize.
  (4) Difficult: more big prize but less small prize.

34. RESEVER TIME
   (1) Default value: 3 minutes
   (2) Adjustment range: 3~180 minutes
   (3) If the reservation time is up, the game will exit from the reservation mode no matter it has password or not.

35. RESEVER PASSWORD
   (1) Default value: YES
   (2) Adjustment range: YES/NO

◎**STOP 5：TIME SETUP**
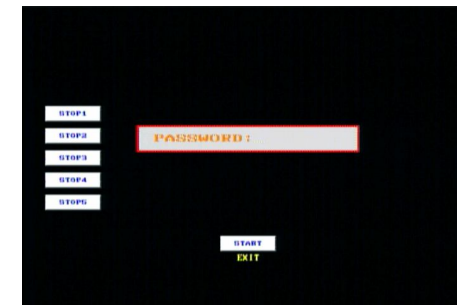Press **STOP 4** to **SAVE** and press **START** to EXIT.

◎**TEST: TEST GAME RATE**
   1. Please **KEYOUT** first before you start to do the following steps.
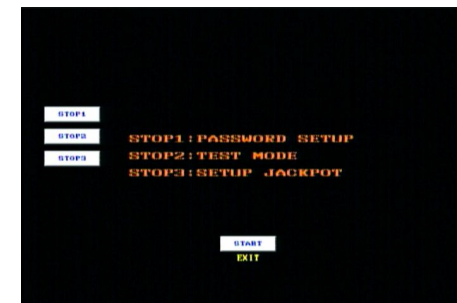   2. If you don't **KEYOUT** first, you will see the error message as follows:
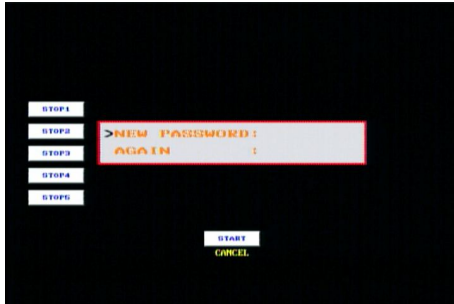   **Error: CREDIT IS NOT ZERO**

3. Default Value: press **STOP 1** eight times.

4. If password is correct, you will see the set-up page as follows:

5. You can press **STOP 1** to change password. The **new password** must be eight-digit combination and must enter the same password combination twice. Press **START** to SAVE new password and go back to last page.

6. Press **STOP 2** to enter test page.

(1) TEST GAME RATE Mode: Press **HELP** to clear test record

(2) Press **START** to PAUSE or COUNTINUE.

(3) Press **PAYOUT** to EXIT.

(4) Press **MAX BET** to enter Big prize adjustment.

(5) Press **DOUBLE UP** to enter RECORD.

Note: Please RESET the system first otherwise you will see
the message as follows:
PLEASE RESET SYSTEM

7. Press **STOP 3** in SET UP page to adjust the big prize

    (1) STOP 1   : UP

    (2) STOP 2   : DOWN

    (3) STOP 3   : LEFT

    (4) STOP 4   : RIGHT

    (5) STOP 5   : SAVE

    (6) START   : EXIT

    (7) BET   : +

    (8) MAX BET   : −

    (9) TEST   : DEFAULT VALUE

2.   **RECORD**

(1) Power On then Press **RECORD** to check record.

(1) Press **BET** to enter the second page of record.

(3) Press **BET** to enter the third page

RECORD OF ALL WINNING PRIZE

**For example: If there are 50 lines hit two , the second column of ×2 will add by 50 as the following pictures.

(4) Press **BET** to enter the fourth page of **RECORD OF JP AMOUNT AND DATE.**
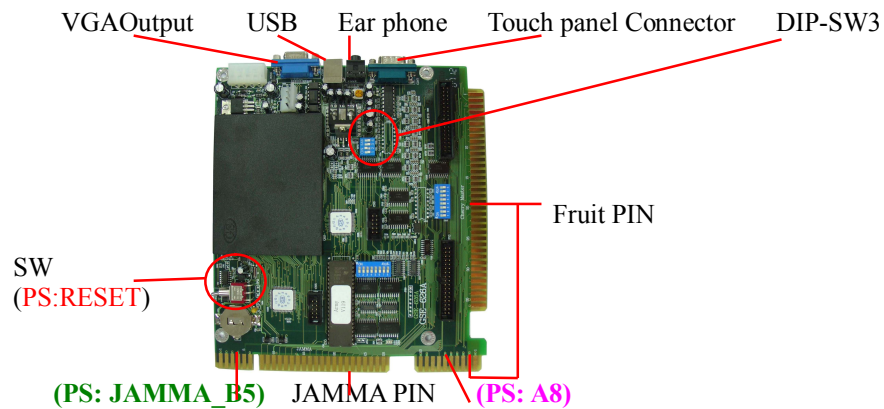

(5) Press **BET** to enter the fifth page of **RECORD OF DOUBLE U**

(6) Press **BET** to go back to the first page of **RECORD.**

3. P .C. B Map

VGAOutput   USB   Ear phone   Touch panel Connector   DIP-SW3

Fruit PIN

SW
(PS:RESET)
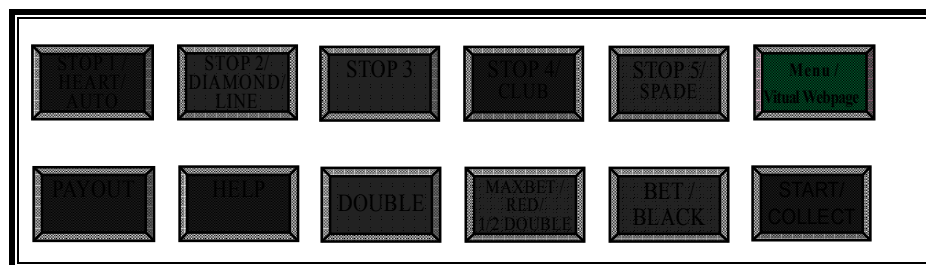
(PS: JAMMA_B5)   JAMMA PIN   **(PS: A8)**

PS: SW (RESET) → Switch it when power is OFF to clear record. The setup data of the game will NOT be clear by using RESET SW.

PS: JAMMA_B5（Pin 5 of 28PIN Solder side）is for the button of "Back to virtual website or Main screen.)

PS: **A8 (Active HI)** →Bill Accepter or Coin Selector Inhibited

IV. Wire Map and Control Panel

1. Control panel

2. Wiring map

PARTS SIDE	10P	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
+ 12V	6	+ 12V
HOPPER： SSR（－）	7	
Bill Accepter or Coin Selector Inhibited（Active HI）※**Note**	8	
GND	9	GND
GND	10	GND

※NOTE:

1. COIN A and COIN B can only be input pins of coin counter for gambling games.
2. COIN C can be input pin of coin counter for both gambling games and amusement games.
3. Please connect the inhibited pins of bill accepter and coin counter to the inhibited pins of COIN A and COIN B.
4. Using bill accepter and coin counter with inhibited function can avoid the coins for playing amusement games entering COIN A and COIN B by mistakes without showing credits for playing gambling games.

PARTS SIDE	36PIN	SOLDER SIDE
	1	
	2	
SPEAKER (+)	3	SPEAKER GND
STOP 1 / HEART / AUTO	4	
STOP 2 / DIAMOND / LINE	5	
STOP 3	6	
STOP 4 / CLUB	7	
STOP 5 / SPADE	8	
START / COLLECT / STOP ALL	9	FREE IN
MAXBET / RED	10	KEYIN BONUS
BET / BLACK	11	
HELP	12	
DOUBLE	13	RETURN TO GOOGLE
SERVICE	14	
RESET ERROR (Enter gambling game)	15	
	16	
DOOR OPEN	17	RESERVE
COIN A(BILL A)	18	KEYIN
COIN B(BILL B)	19	COIN C(BILL C)
RECORD	20	TEST/SETUP
PAYOUT	21	KEYOUT
GND	22	HOPPER SW
COIN A METER	23	
KEYIN METER	24	BET METER
COIN B METER	25	WIN METER
COIN C METER	26	PAYOUT LAMP
PAYOUT METER	27	PLAY METER
KEYOUT METER	28	BET / BLACK LAMP
STOP 1 / HEART / AUTO LAMP	29	START / COLLECT / ALL STOP LAMP
STOP 2 / DIAMOND / LINE LAMP	30	MAXBET / RED LAMP
STOP 3 LAMP	31	DOUBLE LAMP
STOP 4 / CLUB LAMP	32	
STOP 5 / SPADE LAMP	33	HELP LAMP
SERVICE LAMP	34	JACKPOT LAMP
GND	35	GND
GND	36	GND

V. Trouble Shooting

1. Error Codes and solutions:
Close the door of the machine to resolve the problems for the following error codes:

DOOR_OPEN : Machine door ajar

2. Press RESET ERROR to resolve problems with the following error codes:

COIN_A_ERROR : Coin duct A jammed or malfunction
COIN_B_ERROR : Coin duct B jammed or malfunction
COIN_C_ERROR : Coin duct C jammed or malfunction
HOPPER_ERROR : Coin return error (jammed)
HOPPER_EMPTY : Coin return timed out (insufficient coins)
LIMIT_OVER : CREDIT exceeds system maximum

3. POWER OFF and Reset the Toggle switch then POWER ON for the following error codes:

HW_006 ERROR : Account exceed 2 billion points
SYSTEM_ERROR : CREDIT exceeds system upper limit

4. For the following error codes, POWER OFF, Reset the DIP SW then POWER ON. If the problem persists, call your MANUFACTURER or AGENT:

HW_001 ERROR : Touch Panel malfunction (erroneous connection)
HW_002 ERROR : ERROR_PROTECTED
HW_003 ERROR : ERROR_CHKPORT
HW_004 ERROR : Memory malfunction
HW_005 ERROR : BACKRAM malfunction

5. Call your MANUFACTURER or AGENT:
CALL YOUR AGENT OR MANUFACTURER

VI. Google Virtual Webpage and Amusement games

1. Operation
(1) Power On and enter virtual webpage.
(2) Click **HOME** and **Favor…** to play four amusement games each.
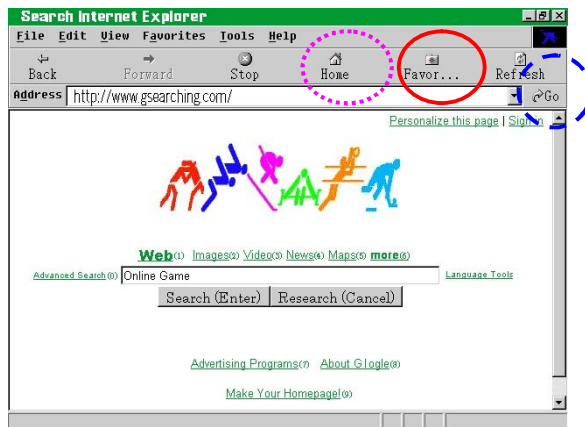(3) Click **⟲GO** to enter the second layer of virtual webpage as Fig. 1 shows.

Fig. 1 Virtual webpage (1st Layer)

(4) Press **SCOMMETTENDO** on the left side to go back to the virtual webpage as Fig. 2 shows.
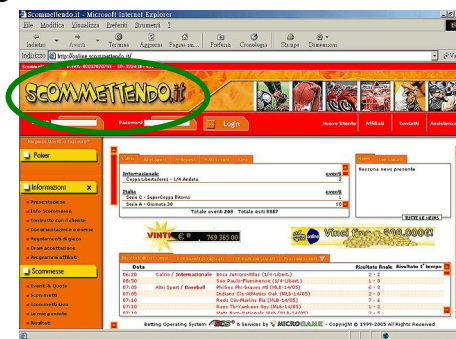

Fig. 2 Virtual webpage (2nd Layer)

(5) **Enter password to enter amusement games set-up:**
① Press password 123455 then press **Enter** to enter system set-up page. Or press STOP1→ STOP2→ STOP3→ STOP4→ STOP5→STOP 5 → START sequentially to enter system set-up screen.
② Press **BET** to **cancel** the set-up information and do it again.
③ Press **STOP1** to modify password of gambling games.
④ Press **STOP2** to modify system password.
⑤ Press **STOP3** to modify the coin/credit ratio. If the ratio is **101** means the player can play amusement games free of charge.
(6) **Enter password to play gambling games:**
Press password 1234 then press **Enter**. Or press STOP1→ STOP2→ STOP3→ STOP4→START sequentially to enter gambling game.

2. Instruction

(1) Enter Amusement Games:
① Press **HOME** (Touch screen only) to enter four amusement games, press **Favor…** to enter another four amusement games.
② Press **RECORD** to check record of amusement games and to change the shift.
③ Use **COIN C (P19 of solder side)** as amusement game Coin In pin.
(2) Enter **System Password on virtual webpage** to enter system set-up page as follows:
① **Touch** the **default value** of **system password** as **123455. Or** press STOP1→ STOP2→ STOP3→ STOP4→ STOP5→ STOP 5→ START buttons sequentially to enter **System Set-up** page.
② Press **BET** to **cancel** the set-up data**.**
(3) Administrator can do **set-up** as follows on the **set-up** page**.**
①**Gambling Game Password (**The default value is **1234)**
② **System Password (**The default value is **123455)**
③ **Credit: If Coin/Credit ratio is 101** means the player can play amusement games free of charge.
(4) Function of Buttons:
STOP1 → GAME PASSWORD SETUP
STOP2 → SYSTEM PASSWORD SETUP
STOP3 → CREDIT SETUP
START → EXIT

VII. PCB Connection