

C12II-Roulette 38

Google + 8 Amusement Games + C12II-Roulette 38

Manual

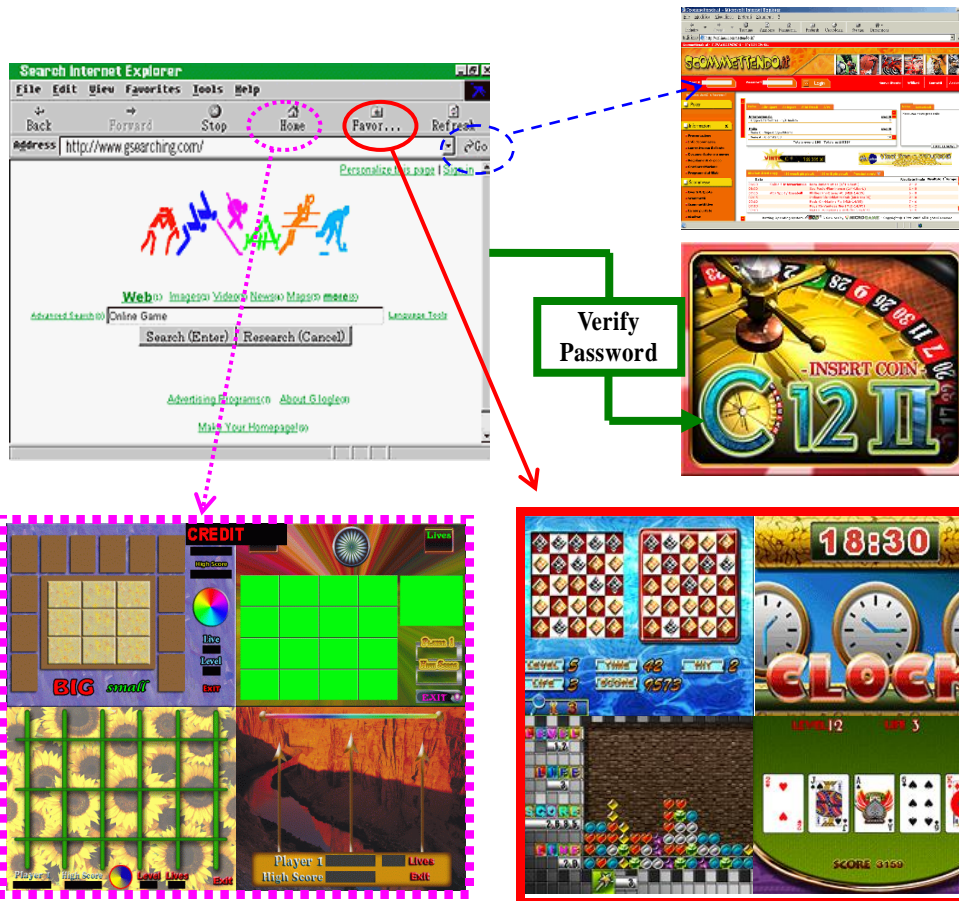
V201-LAN

(Touch Panel/VGA)

I. Introduction

1. Features:

- (1) GSE-626A VGA Multigame PCB **C12 Roulette 38** includes one virtual webpage, eight amusement games and one **Roulette** game.
- (2) This dual-player game simulates **C12 Roulette 38** game with 38 numbers which adapts **American Roulette gambling rules**.
- (3) This game introduces the “probability controlled curve statistical table, which allows the owner to control future outcome distribution.
- (4) This Roulette game is played by dropping a small ball on top of a large spinning wheel which is divided into numbered slots. When the wheel stops, the ball comes to rest in one of the slots. The number corresponding to that slot would instantly **flash** at the betting zone (grid).
- (5) The player can bet on a maximum of 15 positions each game; the maximum bet for each position is 100 points and the minimum bet is 1 point. The maximum total bet is 2000 points. You can adjust betting limits in the SETUP except the number of betting positions.
- (6) **Double** or **Fortune** play is simulated in the “**C12 Double-Up Mode**”: If the player wants to play this mode, he presses “Double” and places all his/her winning points from the last game on any position before the wheel starts to spin. In this case, the betting points are not limited to the betting maximum but those points cannot be accumulated to the original bet points. Beside that when the player plays “DOUBLE”, the first bet points of each game will be the position of “DOUBLE”. Please note that two players cannot place the bet at the same position; neither can the players add more points on the “Double” place. If the player doesn't place bet when the betting time is up, the system will automatically place the bet on the last bet position of the last game.
- (7) The chip of a “DOUBLE” bet is different (a rotating crown) from a regular chip. The total bet points will be shown on the message column at the upper right corner.



2. JP:

Total winning points will be 2 to 5 times of the total bet points.



3. Linking Mode and Game Rules

- (1) The following pictures show machine in linking mode or in single machine mode



NO.01

(LINK NO.1~30)
(NO.01~30)

ERROR!

(SINGLE MACHINE)
(ERROR!)

- (2) Game rules for **JP 1**, **JP2** and **JP3**

☆JP1

When the winning points are over 500 times of the maximum bet, player can win all **JP1** prize.

For example: If the maximum bet is 100 and the winning points are 50000, player can get **JP1**.

☆JP2

When the winning points are over 300 times of the maximum bet, player can win all **JP2** prize.

For example: If the maximum bet is 100 and the winning points are 50000, player can get **JP2**.

☆JP3

Once there is any bet, player has chance to get **JP 3**. **JP3** appears randomly at indecisive amount in any linking machine. The winning prize is 100% of the **JP 3** amount.

4. HELP

- (1) Statistic Table:

This table shows the last **15** historical records including betting numbers, area, column, Red/Black, Even/Odd, and Low/High bets.



(2) Check previous game

To check the bet, numbers shown, positions, betting amount and the winning number of previous game



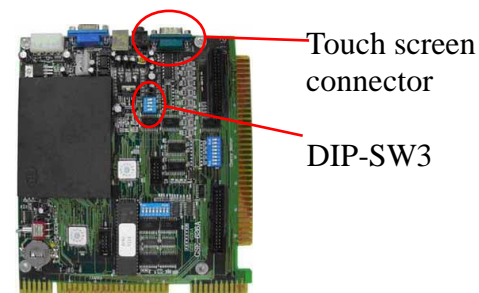
(3) Prize Table: To show the table for winning prize



II. 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:

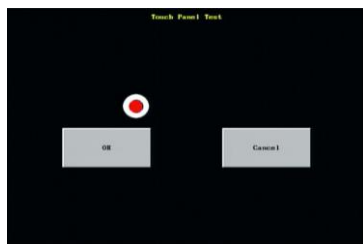
- (1) Power OFF.
- (2) Connect the of Touch screen to P.C. Board.
- (3) Set pin-4 of DIP SW3 to ON then Power ON.



- (4) Touch the flashing red points at four corners on the screen in sequence to enter testing mode.



- (5) 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 press **CANCEL** and retry the setup procedure from step (a). Otherwise press **OK** and go to the next step.



- (6) Power OFF.
 (7) Please set the DIPSW 3-4 on PCB to OFF.
 (8) Setup procedure is finished. You can play this game by Touch screen.

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.

III. Operation

- PCB DIPSW3-1** and **DIPSW3-2** can adjust the operation device as JAMMA, Joystick (FRUIT), touch screen or both.
- FUNCTIONS OF PUSH BUTTONS:**
 - START** : Start the game
 - LAST BET** : Place the same Bet as last game
 - CANCEL** : Cancel last bet
 (*Player can not press cancel after he/she place bet of double-up.)
 - FORTUNE** : Double-up
 - ALL CANCEL** : Cancel all bets
 - COLLECT** : Score
 - PAYOUT** : Payout
 - AUTO** : Automatically repeat the current bet and start

the game until the credits in BANK is insufficient or press **FORTUNE** and **WIN**; Press **AUTO** again to **STOP**.

- ENTER** : Bet
- ENTER+START** : Switch player
- ENTER+CANCEL** : Change to AUTO
- ENTER+COLLECT** : Switch to Chips / **HELP**
- ETER+FORTUNE** : Away from **HELP** screen

- When use JAMMA, player must press **ENTER** before he/she place bet.
- The Win-lamp and the Big Prize-lamp are the same one but with different presentation.
 - Win-lamp**: blinking 3 times every one second.
 - Big-prize lamp**: blinking 10 times every 0.5 second.

IV. DIP Switch of PCB

DIP SW3		1	2	3	4
TOUCH SCREEN	NO	OFF			
	YES	ON			
INPUT INTERFACE	JOYSTICK		OFF		
	FRUIT (Note 1)		ON		
DOOR OPEN	NO			OFF	
	YES			ON	
TOUCH PANEL ADJUSTMENT	NO USE				OFF
	USE				ON

Note1: Please set the input interface to “FRUIT”, if you use linking bonus system.

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			
Virtual webpage	NO								OFF
	YES								ON

V. System Setup

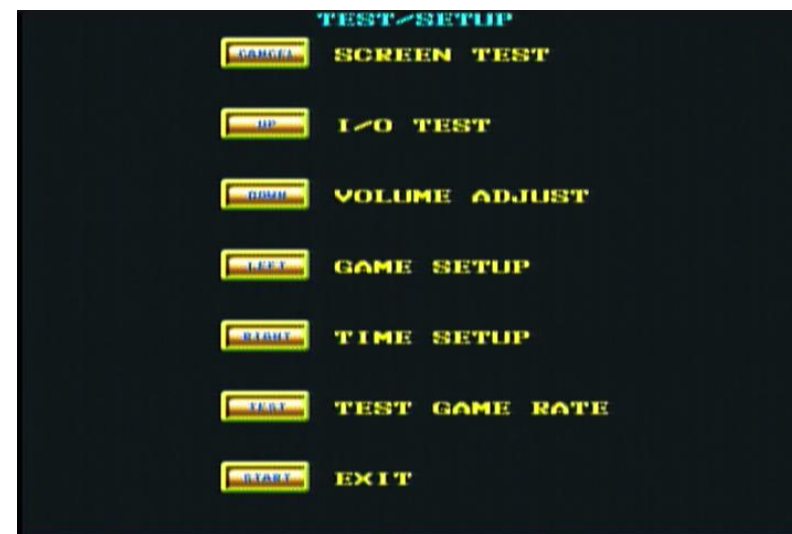
1. TEST/SETUP

- (1) Press **TEST/SETUP** to Power On then enter SCREEN TEST. Press **TEST/SETUP** again to enter I/O test; Reset the computer can exit In/Out counter, meter, button lamp and DIP SW3 test.

Meter Test:

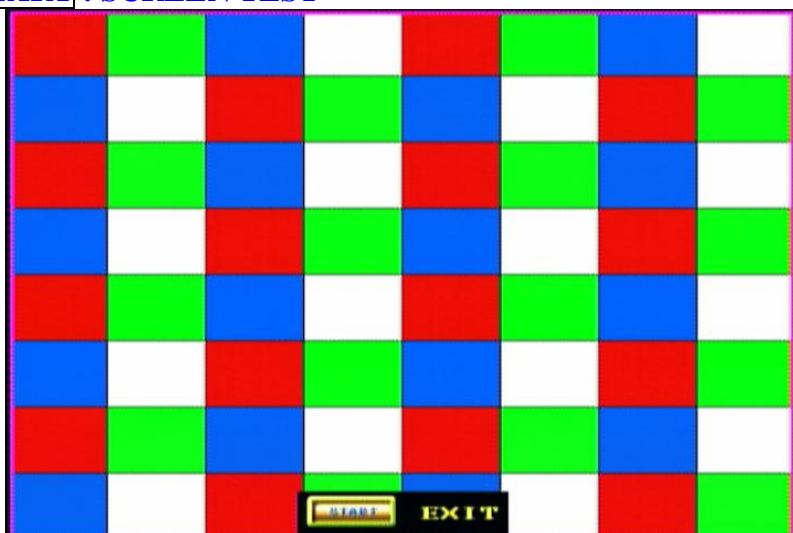
METER	TEST KEY
PAYOUT METER	RECORD
KEYOUT METER	KEYOUT
KEYIN METER	KEYIN
COIN METER	COIN A~C
PLAY METER	START
TOTAL BET METER)	RESET ERROR
TOTAL WIN METER	TEST

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



****Use TOUCH SCREEN or JAMMA to set-up:**

◎ **START : SCREEN TEST**



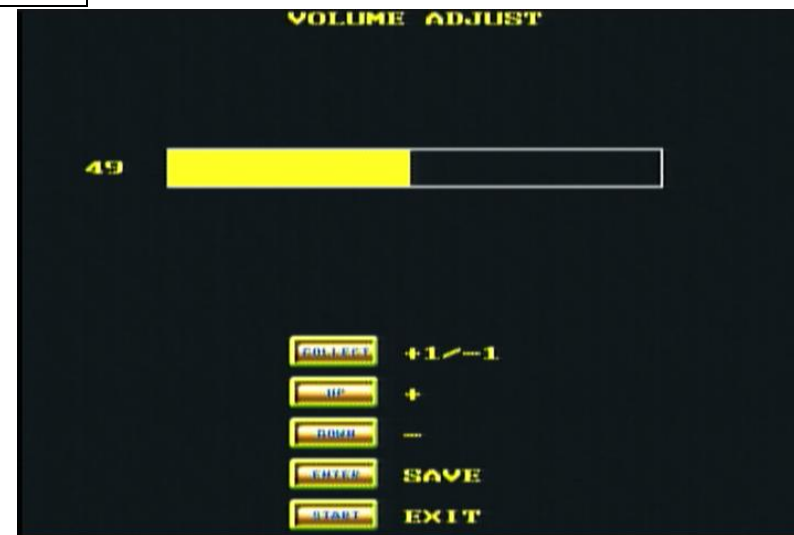
Press **START on SCREEN TEST mode to EXIT.

◎ **UP: I/O TEST**



Press **RECORD + **TEST/SETUP** to exit.

◎ **DOWN : VOLUME ADJUSTMENT**



Press **ENTER to save volume setting and **START** to EXIT.

◎ **LEFT : GAME SETUP**

Only 20 items will be shown on one page. Press NEXT PAGE to see the following messages.



GAME SETUP

1. MAINGAME RATE	96%	90~99%												
2. COIN A(BILL) RATE	1	1~5000												
3. COIN B(BILL) RATE	100	1~5000												
4. COIN C(BILL) RATE	10	1~5000												
5. KEYIN RATE	1000	100~5000												
6. KEYOUT RATE	1000	100~5000												
7. KEYOUT OVER	ZERO	ZERO; RATIO												
8. SYSTEM LIMIT	UNLIMITED	200XFORTUNE MAX(50000~ UNLIMITED)												
9. PAYOUT LIMIT	100	50~UNLIMITED												
10. CREDIT IN LIMIT	UNLIMITED	1000~UNLIMITED *Note 1												
11. PAYOUT RATE	COIN A	COIN A~C *Note 2												
12. TOTAL BET METER CLICK	1000	1~1000												
13. TOTAL WIN METER CLICK	1000	1~1000												
14. METER SPEED	4	1~50 TIMES/SEC												
15. DEMO MUSIC	MUSIC 1	MUSIC1~3; NO USE												
16. COLLECT MODE	MANUAL COLLECT	MANUAL COLLECT; AUTO COLLECT; AUTO PAYOUT												
17. COLLECT SPEED	NORMAL	NORMAL; FAST												
18. MIN BET	1	1~100												
19. MAX BET	100	50~1000												
20. FORTUNE MAX	1000	1000~20000												
21. GAME LEVEL CURVE	S	S; M; L *Note 3												
22. LANGUAGE	ENGLISH	ENGLISH; CHINESE												
23. STOP BET TIME	10	10~30 SEC												
24. BET TIME	30	10~99 SEC												
25. REEL SPEED	SLOW	SLOW; NORMAL; FAST												
26. COINOUT MODE	BUTTON & TOUCH SCREEN	BUTTON & TOUCH SCREEN BUTTON ONLY. NO USE												
<table><tr><td>UP</td><td>MOVE UP</td><td>LEFT</td><td>ADJUST +</td></tr><tr><td>DOWN</td><td>MOVE DOWN</td><td>RIGHT</td><td>ADJUST -</td></tr><tr><td>ENTE</td><td>SAVE</td><td>START</td><td>EXIT</td></tr></table>			UP	MOVE UP	LEFT	ADJUST +	DOWN	MOVE DOWN	RIGHT	ADJUST -	ENTE	SAVE	START	EXIT
UP	MOVE UP	LEFT	ADJUST +											
DOWN	MOVE DOWN	RIGHT	ADJUST -											
ENTE	SAVE	START	EXIT											

Note 1: This value must be higher than the value of FORTUNE MAX; otherwise, the score for FORTUNE will not be enough.

Note 2: Setup the rate of coin out, coin out meter and the ratio of meter.

Note 3: The S level means the game provides many small prizes but few big prizes; the L level means the game provides many big prizes but few small prizes.

Explanation:

1. MAINGAME RATE:

- (1) Default value: 96
- (2) Adjustment range: 90 ~ 99
- (The lowest winning rate is 90; the highest winning rate is 99)

2. COIN A(BILL) RATE

- (1) Default value: 1
- (2) Adjustment range: 1~5000
- **If the value is 1, the credit will be increased by 1 each time when you insert coin into COIN A.)

3. COIN B(BILL) RATE

- (1) Default value: 100
- (2) Adjustment range: 1~5000
- **If the value is 100, the credit will be increased by 100 each time when you insert coin into COIN B.)

4. COIN C(BILL) RATE

- (1) Default value: 10
- (2) Adjustment range: 1~5000
- **If the value is 10, the credit will be increased by 10 each time when you insert coin into COIN C.)

5. KEYIN RATE

- (1) Default Value: 1000
- (2) Adjustment Range: 100~5000 (If the value as 1000, the credit will be increased by 1000 each time when you KEYIN).

6. KEYOUT RATE

- (1) Default Value: 1000
- (2) Adjustment Range: 100~5000 (If the value as 1000, the credit will be increased by 1000 each time when you KEYOUT).

7. KEYOUT OVER

- (1) Default Value: 0
- (2) Adjustment Range: **ZERO; RATIO**
- (3) ZERO: Clear all credits to ZERO
- (4) RATIO: KEYOUT according to the KEYOUT RATIO.

8. SYSTEM LIMIT

- (1) Default Value: Unlimited
- (2) Adjustment Range: 200 x FORTUNE MAX~ Unlimited

9. PAYOUT LIMIT

- (1) Default value: 100
- (2) Adjustment range: 50 ~ unlimited
- (3) If the value is 100, 100 coins can be paid each time.

10. CREDIT IN LIMIT

- (1) Default value: unlimited
- (2) Adjustment range: 1000~ unlimited
- (3) If the value is 50000, Key In or Coin In value will not exceed 50000 but player can still have chance to win the prize over 50000.

11. PAYOUT RATE

- (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.

12. TOTAL BET METER CLICK

- (1) Default value: 1000
- (2) Adjustment range: 1~5000
- (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.

13. TOTAL WIN METER CLICK

- (1) Default value: 1000
- (2) Adjustment range: 1~1000
- (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.

14. METER SPEED

- (1) Default value: 4/sec.
- (2) Adjustment range: 1~50/sec.
- **Please make sure the speed of meter is correct. If the speed of meter is not correct, please set the speed lower.**

15. DEMO MUSIC

- (1) Default value: MUSIC 1
- (2) Adjustment range: MUSIC 1~ 3; NO USE

16. COLLECT MODE

- (1) Default value: Manual Collect
- (2) Adjustment range: Manual Collect; Auto Collect; Auto Payout
- **This is the way for adding winning points to credits.**

17. COLLECT SPEED

- (1) Default value: Normal
- (2) Adjustment range: Normal ~ Fast

****This is the speed for adding winning points to credits.**

18. MINIMUM BET

- (1) Default value: 1
- (2) Adjustment range: 1~100

19. MAX BET

- (1) Default value: 100
- (2) Adjustment range: 50~1000

20. FORTUNE MAX

- (1) Default value: 1000
- (2) Adjustment range: 1000~20000

21. GAME LEVEL CURVE

- (1) Default value: S
- (2) Adjustment range: S; M; L
- **The S level means the game provides many small prizes but few big prizes; the L level means the game provides many big prizes but few small prizes.**

22. LANGUAGE

- (1) Default value: English
- (2) Adjustment range: English; Chinese

23. STOP BET TIME

- (1) Default value: 10 seconds
- (2) Adjustment range: 10 ~ 30 seconds

24. BET TIME

- (1) Default value: 30 seconds
- (2) Adjustment range: 10 ~ 99 seconds

25. REEL SPEED

- (1) Default value: Slow
- (2) Adjustment range: Slow; Normal; Fast

26. COINOUT MODE

- (1) Default value: Buttons & Touch screen
- (2) Adjustment range: Buttons & touch screen; Buttons only; No Use

◎ **RIGHT KEY: TIME SETUP**



Press **START** to EXIT

◎ **TEST KEY: TEST GAME RATE**

You will see the page of password when enter this item.

The default password is "UPUPUPUPUPUPUPUP" (8 Ups).

1. Enter correct password to the next page.
2. Press **UP** to change password. (Enter one set of 8-digit passwords twice)
3. Press **START** to save new passwords then back to the previous page.
4. Press **DOWN** to the TEST page.
5. Press **PATOUT** under TEST GAME RATE mode to clear test records.
6. Press **CANCEL** to pause or start and press **START** to EXIT.

2. RECORD

- (1) Power on and press **RECORD** to check record.

CURRENT RECORD

ITEM	CURRENT	LAST
COIN A(BILL A)	0	0
COIN B(BILL B)	0	0
COIN C(BILL C)	0	0
PAYOUT	0	0
KEVIN	0	0
KEVOUT	0	0
CREDIT IN	0	0
CREDIT OUT	0	0
TOTAL WIN	0	0
TOTAL BET	0	0
TOTAL BONUS (JP)	0	0
LINK BONUS	0	0
TIME	2011-05-25 13:35:14	2011-05-25 13:35:14

PREVIOUS NEXT PAGE RESTART EXIT

- (2) Press **COLLECT** to the next page:

TOTAL RECORD

ITEM	TOTAL
COIN A(BILL A)	0
COIN B(BILL B)	0
COIN C(BILL C)	0
PAYOUT	0
KEVIN	0
KEVOUT	0
CREDIT IN	0
CREDIT OUT	0
TOTAL WIN	0 (0%)
TOTAL BET	0
TOTAL BONUS (JP)	0
LINK BONUS	0

VERSION:200 SETUP:0 POWER ON:11 DOOR OPEN:0
RESET TIME:2011-05-25 13:35:14

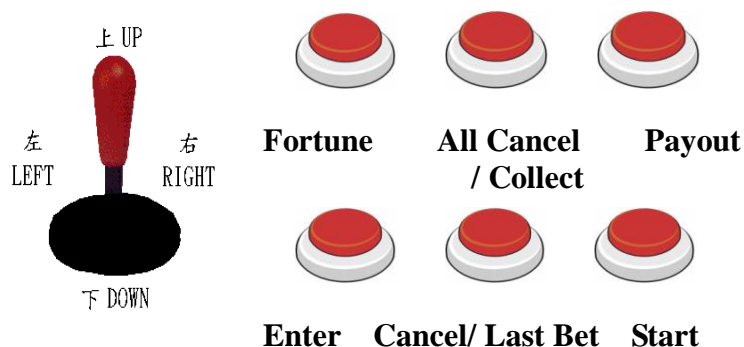
MAIN GAME		FORTUNE GAME	
BET CREDITS	0	BET CREDITS	0
WIN CREDITS	0	WIN CREDITS	0
GAME CHANCE	0%	GAME CHANCE	0%
PLAY TIMES	0	PLAY TIMES	0
WIN TIMES	0	WIN TIMES	0

PREVIOUS NEXT PAGE RESTART EXIT

VI. Wire Map and Control Panel

1. JOYSTICK (Pin-2 of DIP SW3 is OFF)

◆Control panel:



2. FRUIT PIN (Pin-2 of DIP SW3 is OFF)

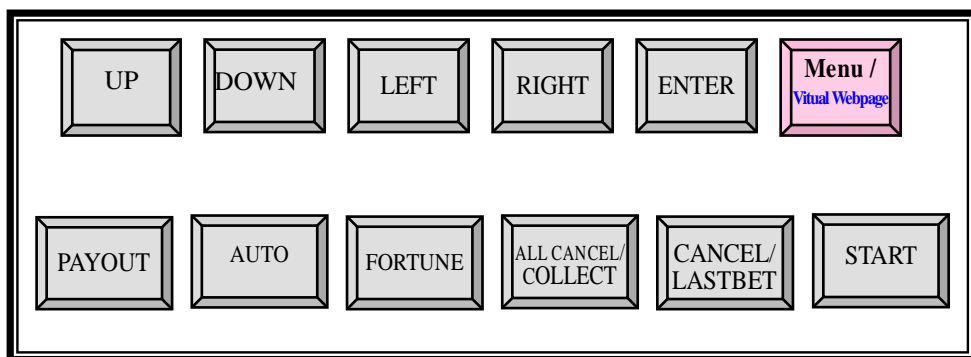
PARTS SIDE	36P	SOLDER SIDE
TOTAL BET METER	30	TOTAL WIN METER
START LAMP	31	CANCEL / LAST BET LAMP
ALL CENCEL / COL LAMP	32	PAYOUT LAMP
ENTER LAMP	33	FORTUNE LAMP

3. JAMMA: (Pin-2 of DIP SW3 is OFF)

PARTS SIDE	28P	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
KEYIN METER	8	KEYOUT METER
COIN METER	9	PAYOUT METER
SPEAKER +	10	SPEAKER -
KEY IN	11	KEY OUT
(CGA) VIDEO R	12	(CGA) VIDEO G
(CGA) VIDEO B	13	(CGA) VIDEO SYNC
GND	14	RECORD
TEST / SETUP	15	COIN C
COIN A	16	COIN B
START; GOOGLE(1)	17	
UP ; GOOGLE(2)	18	RESET ERROR (ENTER GAMBLING GAME)
DOWN; GOOGLE(3)	19	GOOGLE(4)
LEFT; GOOGLE(5)	20	ENTER
RIGHT ; GOOGLE(ENTER)	21	DOOR OPEN
CANCEL / LAST BET; GOOGLE(CANCEL)	22	
ALL CANCEL / COLLECT	23	
PAYOUT	24	SERVICE
SERVICE LAMP	25	FORTUNE
HOPPER : SSR	26	H.P. SW
GND	27	GND
GND	28	GND

◎ **Fruit Mode: (Pin-2 of DIP SW3 is ON)**

1. Control panel



2. Fruit Pins: (When Pin-2 of DIP SW3 is ON)

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 Acceptor or Coin Selector Inhibited (Active HI) ※Note	8	Bill Acceptor or Coin Selector Inhibited (Active Low)
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 acceptor and coin counter to the inhibited pins of COIN A and COIN B.
4. Using bill acceptor 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	36P	SOLDER SIDE
	1	
	2	
SPEAKER +	3	SPEAKER —
UP; GOOGLE(1)	4	
DOWN; GOOGLE(2)	5	
LEFT; GOOGLE(3)	6	
RIGHT; GOOGLE(4)	7	
ENTER; GOOGLE(5)	8	
START; GOOGLE	9	
ALL CANCEL / COLLECT	10	
CANCEL / LAST BET 、GOOGLE (CANCEL)	11	
AUTO	12	
FORTUNE	13	
SERVICE	14	
RESET ERROR (ENTER GAMBLING GAME)	15	
	16	
DOOR OPEN	17	
COIN A	18	KEY IN
COIN B	19	COIN C
RECORD	20	TEST / SETUP
PAYOUT	21	KEY OUT
GND	22	H.P. SW
COIN A METER	23	
KEYIN METER	24	TOTAL BET METER
COIN B METER	25	TOTAL WIN METER
COIN C METER	26	PAYOUT LAMP
PAYOUT METER	27	
KEYOUT METER	28	CANCEL / LAST BET LAMP
	29	START LAMP
	30	ALL CANCEL / COLLECT LAMP
	31	FORTUNE LAMP
	32	
ENTER LAMP	33	AUTO LAMP
SERVICE LAMP	34	
GND	35	GND
GND	36	GND

VII. Troubleshooting

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

VIII. Illustration of Roulette Bet Type

Single: Betting on a single number (For example: 4, 23 or 35)

Split Bet: Betting on two numbers, indicated by placing the chip on the line between the two numbers you wish to bet on. (For example: 2 and 3)

Row Bet: Betting three numbers on the same row. (For example: 7, 8, 9)

Triple Bet: Betting on the boundary of 0, 2, 00.

Corner Bet: Betting on four numbers by placing chips at the corner where the four numbers meet. (For example: 19, 20, 22, and 23)

Top Line: Betting on the numbers 0, 00, 1, 2, and 3 by placing your chips on the boundary line, where the line between 0 and the first row intersects it.

Line Bet: Betting two Triple bets by placing your chips on the inner left boundary line where the line dividing the two rows intersects it.

Column Bet: You can place bets for the numbers at the same column. (For example: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36) 0 and 00 are losing numbers.

Dozens Bet: You can bet on a group of twelve numbers by placing your chips in one of the three boxes marked (1-12, 13-24, and 25-36)

Red/Black Bet: Betting on color Red or Black.

Odd/Even: Betting on the winning number to be odd or even (except 0 or 00).

High/Low: Betting on the winning number to be small (1-18) or large (19-36).

Prize	Rate
Single	35
Split	17
Row (Triple)	11
Corner	8
Top Line	6
Line	5
Column	2
Dozens	2
Red/Black	1
Odd/Even	1
High/Low	1

IX. Probability Test Procedures and Examples

1. Note

- (1) Before conducting the test, first POWER OFF the machine, then reset the switch, follow by a POWER ON. Above procedures will clear all gaming records in the board.
- (2) All test results will be stored in the “Record” page. After the test, this information can be viewed in the “Record” screen.
- (3) If there is no specific betting amount for testing, please do not use operation key (↑, ↓, ←, →). The program will randomly test the bet and betting amount at the range of minimum bet and maximum bet. (TOTAL PALY BET will show random number in random test mode.)
- (4) Press “PAYOUT” under test screen will clear all the records then you can start to key in and test. The Key In amount is the largest betting amount x 400.
- (5) The testing program will pause after 2,000 cycles. At this time, press “CANCEL” key to save the test results and continue to run another

2,000 cycles.

- (6) Press “START” key under testing screen will stop the test and reset the unfinished credit to zero.(Clear all records)
- (7) When the test is complete, repeat the POWER OFF – reset switch – POWER ON procedure as (1). This procedure will clear all account information so the games can be played normally.

2. Operation

- (1) When the password screen appears, please enter eight “UP”.



- (2) If the password is correct, you will see the operation screen as follows:



- (3) Press “UP” to change passwords and enter a series of 8-digit new passwords twice then press **START** to save new passwords and back to previous page.



(4) Press **DOWN** to enter TEST page.

SETTING ZONE
TOTAL PLAY BET
TOTAL CREDIT IN
SETUP GAME RATE
SETUP JP RATE
SETUP GAME LEVEL
SETUP PLAY BET
SETUP PLAY NUMBER
MIN BET
MAX BET

TEST ZONE
TOTAL GAME WIN
TOTAL GAME BET
GAME RATE
BONUS(JP) RATE
TEST TIMES
WIN HIT
WIN RATE

BANK
MAX SCORE
A BANK
B BANK
E BANK
A1 BANK
B1 BANK
E1 BANK
D BANK

● **Test message**

FORTUNE : NEXT
 COLLECT : PREVIOUS PAGE
 RECORD : RECORD
 PAYOUT : CLEAR ALL TEST RECORD
 CANCEL : START / STOP TEST
 START : EXIT





X. 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.

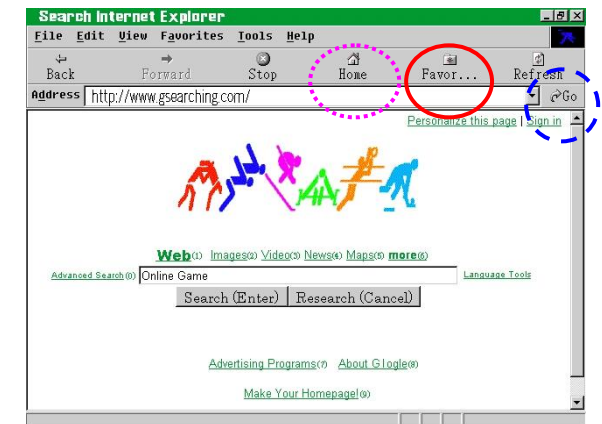


Fig. 1 Virtual webpage (1st Layer)

- (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 **Touch screen**

Press (1) → (2) → (3) → (4) on virtual webpage then press **Enter** to

enter system set-up page.

② **Buttons:**

GOOGLE (1) →GOOGLE (2) →GOOGLE (3) →GOOGLE (4)
then press **GOOGLE** to enter system set-up page.

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 A (P16 of 28 pins)** as amusement game Coin In pin.

(2) Enter System Password on virtual webpage to enter system set-up page as follows:

① Touch screen

Touch the **default value** of system password as (1) →(2) →(3) →(4) →(5) →(5) then **ENTER**.

② Buttons

Press

GOOGLE(1)→GOOGLE(2)→GOOGLE(3)→GOOGLE(4)→GOOGLE(5)→GOOGLE(5) then **GOOGLE(ENTER)**

- ③ Press **GOOGLE** to **cancel** the set-up data.

(3) Administrator can do set-up as follows on the **set-up page**.

① Touch screen

Modify Game Password

Modify System Password

Modify Credit Ratio: If Coin/Credit ratio is 101 means the player can play amusement games free of charge.

ENTER: EXIT

② Buttons

(4) Function of Buttons:

GOOGLE (1)→ MODIFY GAME PASSWORD

GOOGLE (2)→ MODIFY SYSTEM PASSWORD

GOOGLE (3)→ MODIFY CREDIT RATIO. 101 means the player can play amusement games free of charge

GOOGLE → EXIT

(5) Default Passwords:

- (1) Enter Gambling Game: **(1)(2)(3)(4)**
- (2) Enter system Setup: **(1)(2)(3)(4)(5)(5)**
- (3) Credit Ratio: **1**