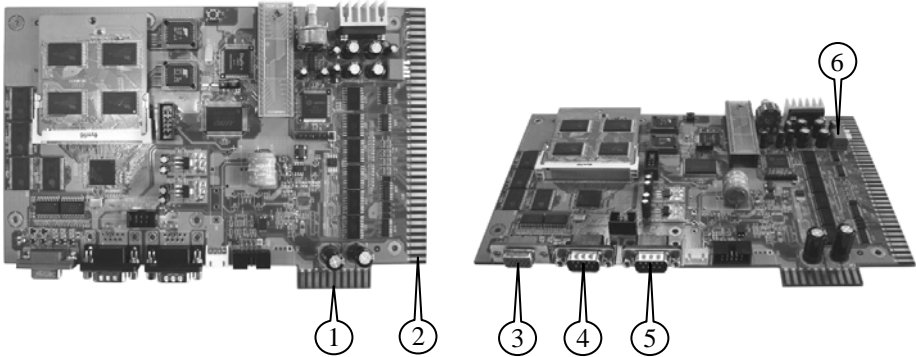


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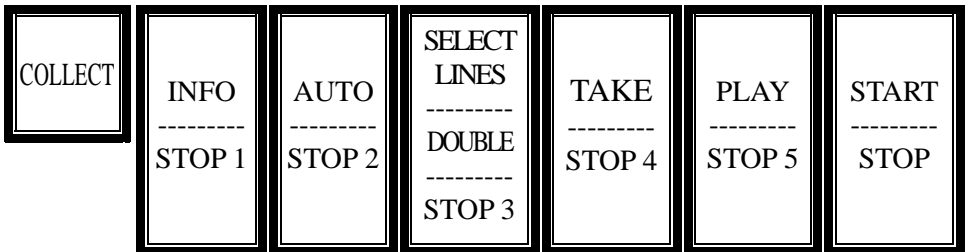
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INTERFACE



1. 10 Pin.
2. 36 Pin.
3. SVGA signal port, Compatible to monitor resolution: 800 * 600.
4. RS232 port connected to "TOUCH SCREEN".
5. RS232 port connected to "BILL ACCEPTOR".
6. Caution: Please do not switch any item on this dipswitch in order any system disorder.

BUTTON LAYOUT



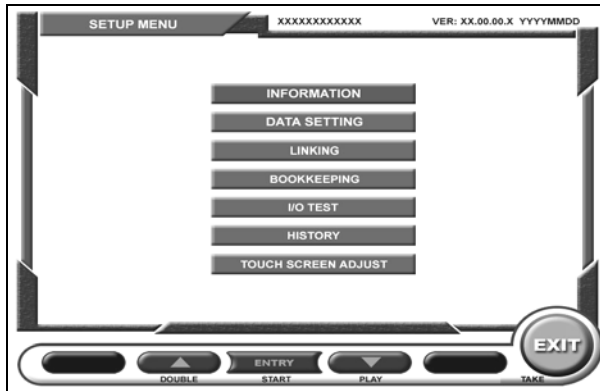
DATA SETTING LIST

NOTICE: If there is any credit in the game, the setting can not be changed, please make sure there is no any credit remaining before you enter the setting menu.

ITEM		VALUE
1	LINE TYPE	25 LINES, 9 LINES
2	COIN IN UNIT	1,2,3,4,5,10,15,20, 25 ,30,40 50 60,75, 80,100,200,250,400,500,1000
3	KEY IN UNIT	1,2 3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400, 500, 1000 ,OFF
4	BILL IN UNIT	1 , 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	BILL SIGNAL	RS232-JCM , RS232-ICT(A7), RS232-ICT(J830)
	BILL IN METER	1 , 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, 5000.
4	KEY OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, 1000 , CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN)
5	TICKET OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, 1000
6	COIN OUT LIMIT	100,200,300, 500 ,1000,2000,3000,5000 ,OFF
7	MAX. TICKETS PER GAME	CONTINUOUS ,1,2,3,4,5,8,10
8	CREDIT LIMIT	1000,3000,5000,10000,20000, 30000 ,50000,100000,990000
9	MAX. PLAY / LINE	25 LINES 25(1), 50(2), 75(3), 100(4), 125(5), 150(6), 175(7), 200(8), 225(9), 250(10) , 275(11), 300(12), 375(15), 500(20)
		9 LINES 9(1), 18(2), 27(3), 36(4), 45(5), 54(6), 63(7), 72(8), 81(9), 90(10) , 135(15), 180(20), 225(25), 270(30)
10	MIN. PLAY / TOTAL	25 LINES 1 , 3, 5, 7, 9, 10, 15, 20, 25, 50, 75, 100, 150, 200, 250, 300, 500
		9 LINES 1 , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
11	MAGIC JP MIN. PLAY	25 LINES 9, 25 , 50 , 75, 100, 150, 200, 250, 300, 500
		9 LINES 9 , 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
12	DOUBLE UP GAME	ON , OFF
13	LEVEL OF DIFFICULTY	LEVEL 1(EASIEST), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7, LEVEL 8(HARDEST)
14	MAX. PRIZE	25 LINES X1500 , X2000, X2500, X3000
		9 LINES
15	DEMO SOUND VOLUME	5,10,15,20,25,30,35,40,45,50,55,60,65, 70 ,75,80,85,90,95,100,OFF
16	GAME SOUND VOLUME	5,10,15,20,25,30,35,40,45,50,55,60,65, 70 ,75,80,85,90,95,100,OFF
17	WIN TO	CREDIT , SCORE
18	PLAY SCORE	YES, NO
19	10 TIMES FEATURE	ON, OFF
20	GAME COUNT	ON, OFF
21	AUTO PLAY	ON , OFF
22	CONTINUOUS SPIN	ON, OFF
23	ODDS TABLE	ON , OFF

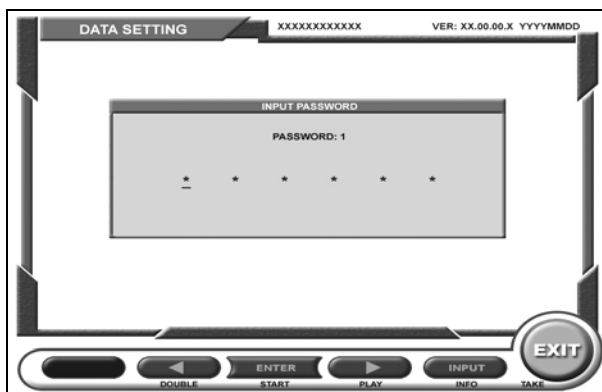
ITEM		VALUE
24	BOOKKEEPING	<u>ON</u> , OFF
25	DEMO	<u>ON</u> , OFF
26	PASSWORD	<u>OFF</u> , 1, 2, 3, 4, 5, 6, 7
27	HOPPER SENSOR	<u>NORMAL HIGH</u> , NORMAL LOW
28	TOUCH SCREEN	ON, <u>OFF</u> , ON(3M STANDARD), ON(ADJUST EVERY TIME)
29	COLLECT BUTTON	<u>DIRECT DRIVE(TICKET OUT)</u> , INTERFACE BOARD, ATTENDANT, DIRECT DRIVE(COIN IN)

SETUP MENU



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 LINKING 》、《 BOOKKEEPING 》、《 I/O TEST 》、《 HISTORY 》 and 《 TOUCH SCREEN ADJUST 》.
3. Press **DOUBLE** or **PLAY** button to select the item.
4. Press **START** button to entry.
5. Press **TAKE** to exit **Setup Menu**.

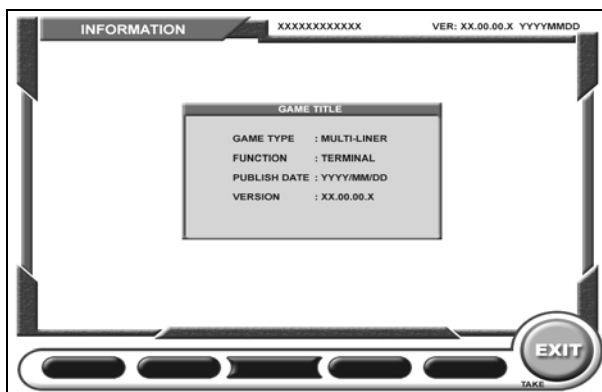
INPUT PASSWORD



1. Press **DOUBLE** or **PLAY** to select the item to change.
2. Press **INFO** to change the digit.
3. Press **START** to enter the password, if the password is correct, will enter the Data Setting page.
4. Press **TAKE** to exit the Password page.

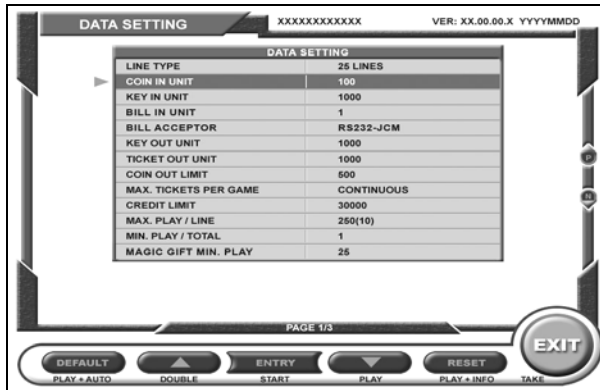
Password No.	OFF	1	2	3	4	5	6	7
Code	No use	875444	224197	869974	463791	699899	204020	766688

INFORMATION



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.

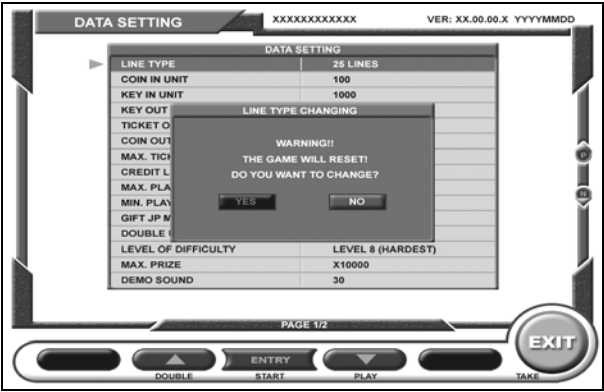
DATA SETTING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **DOUBLE** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **TAKE** to exit Data Setting.
6. Press **PLAY** + **AUTO** to load the factory default (Data Format).
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the values in the setting.

There are total 3 pages in the data setting

LINE TYPE CHANGE

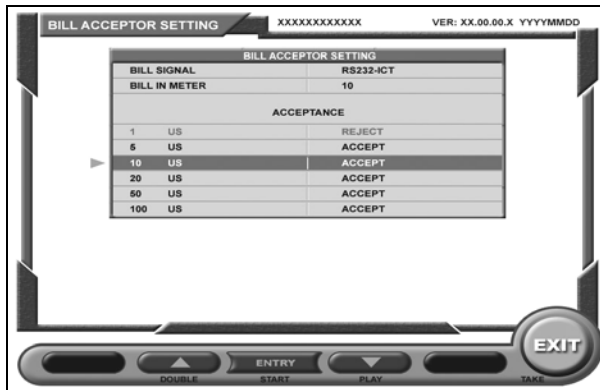


GAME RESET



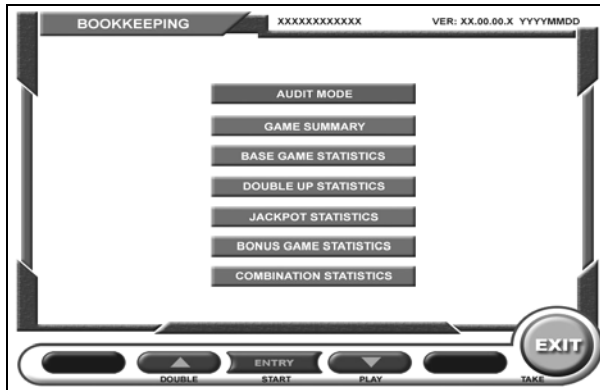
The program will reconfirm the reset instruction.

BILL ACCEPTOR



1. Press **DOUBLE** or **PLAY** to choose the selection.
2. Press **START** to change the values.
3. Press **TAKE** to exit.

BOOKKEEPING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 BOOKKEEPING 》 to enter the bookkeeping.
3. The Bookkeeping contains: 《 AUDIT MODE 》·《 GAME SUMMARY 》·《 BASE GAME STATISTICS 》·《 DOUBLE UP STATISTICS 》·《 JACKPOT STATISTICS 》·《 BONUS GAME STATISTICS 》·《 COMBINATION STATISTICS 》 .
4. Press **DOUBLE** or **PLAY** button to select the item.
5. Press **TAKE** to exit Bookkeeping .

STATISTICS		XXXXXXXXXX	VER: XX.00.00.X YYYYMMDD
GAME SUMMARY			
TOTAL KEY IN	0	(UNIT : 1000)	
TOTAL COIN IN	0	(UNIT : 20)	
TOTAL BILL IN	0	(UNIT : 1)	
TOTAL KEY OUT	0	(UNIT : 1000)	
TOTAL PAY OUT	0	(UNIT : 20)	
TOTAL TICKET OUT	0	(UNIT : 1000)	
KEY OUT REMAINDER	0		
CURRENT CREDIT	0		
CURRENT SCORE	0		
TOTAL PROFIT	0		
PAY OUT RATE	0.00%		
PAGE 1/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

1/8

STATISTICS		XXXXXXXXXX	VER: XX.00.00.X YYYYMMDD
BASE GAME STATISTICS			
GAME PLAYED TIMES	0		
GAME WON TIMES	0		
HIT FREQUENCY	0.00%		
TOTAL PLAYED	0		
TOTAL WON	0		
GAME RETURN	0.00%		
PAGE 2/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

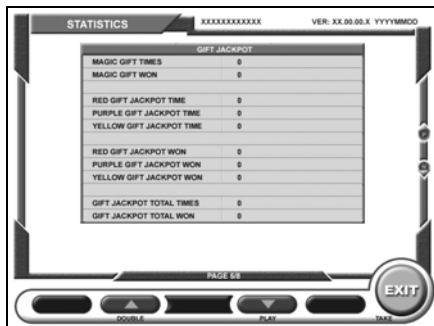
2/8

STATISTICS		XXXXXXXXXX	VER: XX.00.00.X YYYYMMDD
DOUBLE UP STATISTICS			
PLAY DOUBLE UP TIMES	0		
WIN DOUBLE UP TIMES	0		
DOUBLE UP HIT FREQUENCY	0.00%		
TOTAL DOUBLE UP IN	0		
TOTAL DOUBLE UP OUT	0		
TOTAL DOUBLE UP RATE	0.00%		
PAGE 3/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

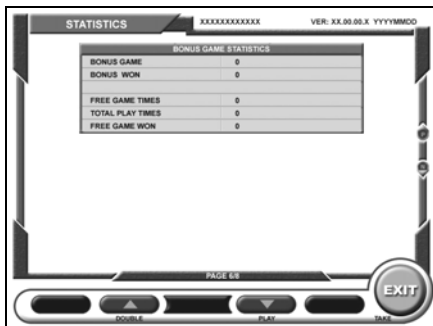
3/8

STATISTICS		XXXXXXXXXX	VER: XX.00.00.X YYYYMMDD
JACKPOT			
JACKPOT GAME TIMES	0		
JACKPOT GAME WON	0		
JACKPOT 1 TIMES	0		
JACKPOT 2 TIMES	0		
JACKPOT 3 TIMES	0		
JACKPOT 1 WON	0		
JACKPOT 2 WON	0		
JACKPOT 3 WON	0		
JACKPOT TOTAL TIMES	0		
JACKPOT TOTAL WON	0		
PAGE 4/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

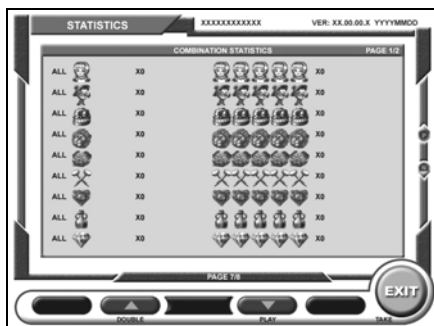
4/8



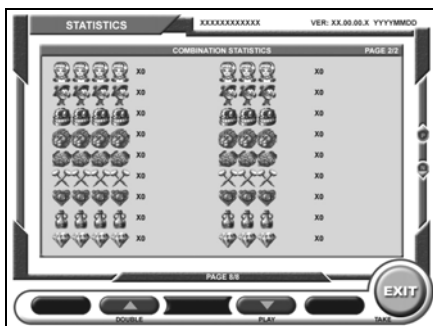
5/8



6/8

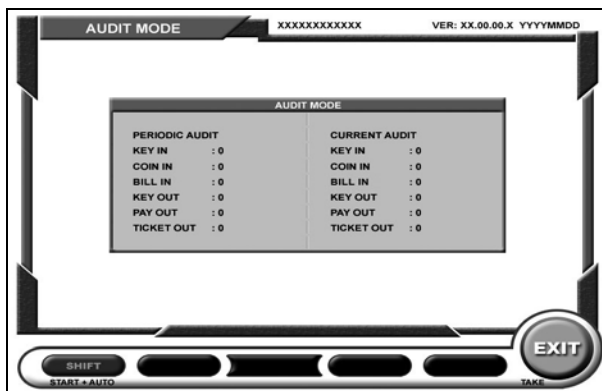


7/8



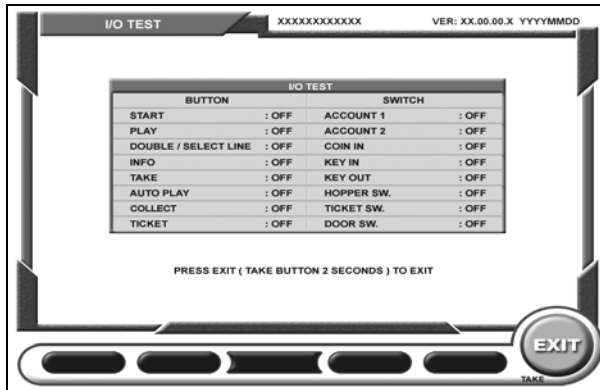
8/8

AUDIT MODE



1. Press **START** + **AUTO** button to shift record.
2. Press **TAKE** to exit.

I/O TEST



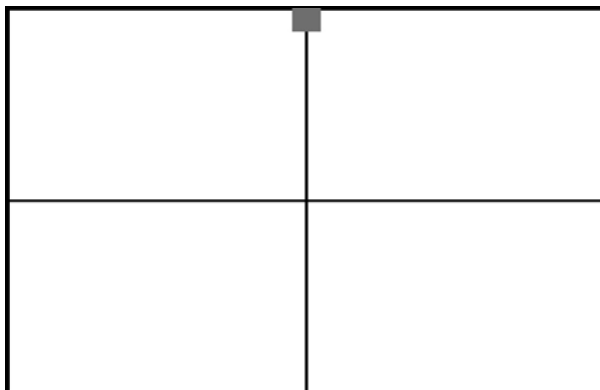
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard functions testing.
4. Press **TAKE** button for 2 seconds to exit I/O Test.

HISTORY



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 HISTORY 》 to enter the History.
3. Press **DOUBLE** or **PLAY** button to select the page.
4. Press **TAKE** button to exit History.

TOUCH SCREEN ADJUST



1. Connect the touch screen to the main board and turn the power on.
(Please refer to P.4 INTERFACE)
2. Into the Data Setting page #28 “**TOUCH SCREEN**” to setting the touch screen.

ITEM	EXPLANATION
ON (3M STANDARD)	If your touch screen is “3M STANDARD” please select this item.(Don’t need adjust the touch screen)
ON (ADJUST EVERY TIME)	Every time you reset the game or restart the power, you need to adjust the touch screen again.
ON	Adjust the touch screen at the first time connected.
OFF	Turn the touch function off.

3. Select 《 TOUCH SCREEN ADJUST 》 to enter the Touch screen adjust.
4. Follow and touch the spot of the screen to adjust the touch screen.

HOW TO PLAY

● MAIN GAME

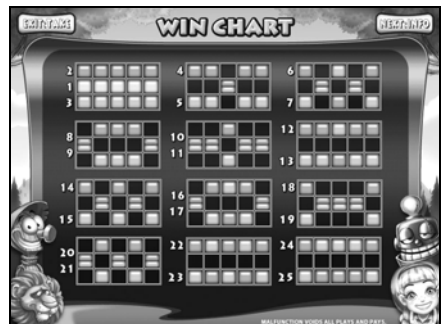


MULTI- LINER GAME

● WIN CHART



9 LINES WIN CHART



25 LINES WIN CHART






All line wins are paid while 3 or more winning symbols line up from left to right or right to left

- **WILD SYMBOL**




- The  is wild.



-  can substitute for all symbols except  ,  ,  & .

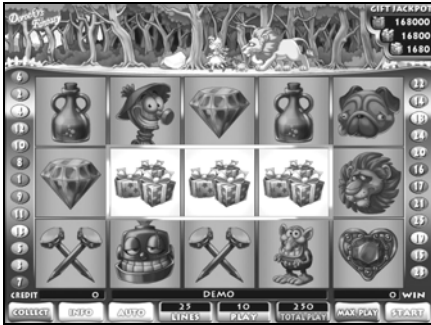
- **FREE GAME**




- When 3 or more  symbols appear, player will get 10 free games.



- During the free games, the player have chance to get extra free game or multiplier from the “TIN MEN” on the top of the screen.




- When Dorothy walks through the forest, if 3  symbols appear on the central 3 reels, the “MAGIC GIFT” game will be triggered.
- Gathering all main characters, the “MAGIC GIFT” game will be triggered.

MAGIC GIFT





● MAGIC GIFT











- “MAGIC GIFT” bonus game is a 3-reel slot game; the odds table is on the left side of the screen.
- When  symbol appears, she will make a spell to make one of the characters disappear; if all characters are disappeared the game will be over.



- In the “MAGIC GIFT” game player will have chance to win the “GIFT JACKPOT”.

   : Player wins  jackpot.

   : Player wins  jackpot.

   : Player wins  jackpot

- When player wins any gift jackpot the game will be over.

ODDS TABLE

● 9 LINES ODDS TABLE

EXIT/FASE		ODDSTABLE										NEAR/INFO	
ALL OF A KIND													
1500		800		400		250							
150		120		80		60		50					
MULTIPLIED BY THE TOTAL BET.													
EACH LINE													
500		200		150		100							
40		40		30		25							
30		20		15		12							
60		40		35		15		10					
20		15		10		7		5					
10		7		5		3		2					
WINNING LINES ARE MULTIPLIED BY THE LINE BET.													
MALFUNCTION VOIDS ALL PLAYS AND PAYS.													

● 25 LINES ODDS TABLE

EXIT/FASE		ODDSTABLE										NEAR/INFO	
ALL OF A KIND													
2500		800		400		250							
150		120		80		60		50					
MULTIPLIED BY THE TOTAL BET.													
EACH LINE													
1000		300		200		150							
100		60		40		30							
50		30		20		15							
100		75		50		30		10					
20		15		12		10		5					
10		7		5		3		2					
WINNING LINES ARE MULTIPLIED BY THE LINE BET.													
MALFUNCTION VOIDS ALL PLAYS AND PAYS.													

DOUBLE UP



- After a winning in the main game or bonus game, player can press the **DOUBLE** button to play the Double-up Game.
- Player can take prizes and finish Double Up Game by pressing the **TAKE** button.
- Press the **START** button to select an elf to start the Double-up Game.




- Selecting the one who successfully stands on the driftwood, will be awarded with prizes, on the contrary, if the falling one has been selected, the player will lose.
- If the player has successfully hit five times, will get an EXTRA BONUS.

BONUS GAME

● RELEASE THE ELVES



- When 3 or more  symbols appear, will trigger the “RELEASE THE ELVES” bonus game.



- Select a door to release the elves.
- If the witch wakes up, she will enchant some released elves into a frog.
- The multiplier value depends on how many elves been released, and that value will be multiplied by the total play.
- Player can choose whether to continue releasing to risk for a higher bonus or stop releasing (press take button) and collect the current bonus.

DRAGON BALL JACKPOT (Only for linking version)







- There are three “PROGRESSIVE” linking jackpots.
- Play \geq JP MIN. PLAY to initiate “DRAGON JACKPOT” and hit more than 3 symbols, will trigger the ”JACKPOT CHANCE” game, in the ”JACKPOT CHANCE” game player have chance to get “DRAGON JACKPOT”.



- Select stone to collect dragon ball until match 3 same color of the dragon balls.



- If matching 3 green  dragon balls, their prize value will be added together and will be multiplied by the total play.
- Matching 3 red  dragon balls, player wins “DRAGON BALL JACKPOT 1”.
- Matching 3 yellow  dragon balls, player wins “DRAGON BALL JACKPOT 2”.
- Matching 3 blue  dragon balls, player wins “DRAGON BALL JACKPOT 3”.

TROUBLE SHOOTING

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
ROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
RAM ERROR	1. Restart the machine.
	2. Enter the “DATA SETTING” page and press PLAY + INFO to reset.
	3. If steps 1 and 2 do not solve the problem, please either replace the RAM or contact the supplier.
EEPROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
COIN JAM	1. Check the coin acceptor for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER JAM	1. Check the Hopper for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2. Restart the machine and go to the main menu to exit.
CREDIT LIMIT	1. Key out or coin out.
	2. Increase the value of #8. CREDIT LIMIT in the main menu.
DOOR OPEN	Shut the machine door properly.
TICKET EMPTY	Ticket ran out, please replenish.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. The Coin-in counter unit goes according to the operator setting value.
Any remainder goes to the next counting in the counter.
(i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 4 of DATA SETTING LIST in the main menu.

1. Key out as Coin in.
2. Key out as Key in.

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
	1	
	2	
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start/Stop Button	9	
Info/stop1 Button	10	
Play/stop5 Button	11	
Take/stop4 Button	12	
Select Line / Double/stop3 Button	13	
Game Count Pulse	14	
	15	
Auto/stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Collect Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Hopper Meter	27	Coin Inhibit
Key Out Meter	28	
Start/stop Lamp	29	Ticket SSR

Info/stop1 Lamp	30	Error Lamp
Play/stop5 Lamp	31	Win Lamp
Take/stop4 Lamp	32	Collect Lamp
Select line/Double /stop3 Lamp	33	Bill in Meter
Auto/stop2 Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
(*1)+5V	3	+5V
+5V	4	+5V
(*1)+12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC+5V 2A and DC + 12V 3A

(*2) This pin is connected with the solder side 24th pin of connector 36 pin.

