

MEGA Multigame System

Power ON then you will see the main menu as Fig. A or Fig. B or Fig. C



(Fig A) Mode I Main Menu



(Fig B) Mode II Main Menu



(Fig C) Mode III Main Menu

Hold 1 → up Hold 2 → down

Start → Enter the game

Hold 1 + Hold 4 → Exit → Return Main Menu

I. Introduction

Mega 7 in 1- Mode I

Include the following 7 games

1. Crazy Monkey
2. Fruit Cocktail
3. Garage
4. Lucky Hunter
5. Resident
6. Rock Climber
7. Pirate



Mega 7 in 1- Mode II

Include the following 7 games

1. Crazy Monkey
2. Fruit Cocktail
3. Garage
4. Lucky Hunter
5. Island 2
6. Sweet Lift
7. Keks



Mega 7 in 1- Mode III

Include the following 7 games

- 1.Crazy monkey
- 2.Fruit Cocktail
- 3.Garage
- 4.Gnome
- 5.Multi Fish
- 6.Island II
- 7.Pirate II



II. Features

Crazy Monkey

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	125.000 credits
Max bet	540 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Mask” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer’s one. If the cards are equal, the game starts again and the win stays. If you win, you can play one more time. You can collect your win at any moment.

"ROPES" BONUS GAME

If there are 3 or more “Monkey” symbols on the reels in the basic game you win the bonus game. There are 5 ropes and a monkey on the screen. Amount of your win depends on the choice of the rope.

SUPER BONUS GAME

If you have pulled down all the ropes in the bonus game, the super bonus game starts. There are two panels on the screen, and a prize behind one of them. After pulling the proper button you will see your prize multiplier.

Fruit Cocktail

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	125.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Cocktail in melon” symbol acts as Joker. Wins on all lines are summarized

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer’s one. If the cards are equal, the game starts again and the win stays. If you win, you can play one more time. You can collect your win at any moment

"STRAWBERRY" BONUS GAME

If there are 3 or more “Strawberry” symbols on the reels in the basic game you win the bonus game. There are 3 reels in the centre of the screen, and all game symbols are placed by the perimeter. You win when the symbol on the reel coincides with the highlighted symbol on the perimeter

Garage

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Key” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer’s one. If the cards are equal, the game starts again and the win stays. If you win, you can play one more time. You can collect your win at any moment.

"BOX" BONUS GAME

If there are 3 or more “Box” symbols on the reels in the basic game you win the bonus game. There are 5 boxes on the screen. Your goal is to open the one with the maximum prize multiplier.

"BURGLAR" BONUS GAME

If there are 3 or more “Lock” symbols on the reels in the basic game you win the bonus game. Your goal is to find out where is the key and to open all the locks, starting from the lowest.

Island 2

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after you push the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Dolphin” symbol acts as Joker. Wins on all lines are summarized.

RISK-GAME

In this game you can double-up your win each time you open the card that is bigger than the dealer’s one. The number of your try is displayed on the screen. The player can stop the game and take the win when the dealer’s card is open.

“ROBINZON”

If there are 3 or more “Island” symbols on the reels in the basic game you win the bonus game. Your goal is to choose a dolphin’s fin out of five fins floating in front of raft. If a fin belongs to a shark, the bonus game ends. If you pass all five stages of the game you win the super bonus.

SUPER BONUS GAME

Before you there are two pieces of meat: one with a prize, another with a trap. You are to choose a piece of meat without a trap. If you guess it right, there will be a number which product on the full bet is added in your win.

KEKS

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. You can increase your win in the double-up game. "Keks" symbol acts as Joker. Wins on all lines are summarized

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer's one. If the cards are equal, the game starts again. If you win, you can play one more time. You can stop the game to collect your win at any moment.

"OVEN" BONUS

Three or more "Oven" symbols on the reels in the basic game start the bonus game. On the screen you see an oven with 5 doors. You can open oven doors in any order. You get a prize for every successful attempt. If there are ashes in the oven, the bonus game is over.

SUPER BONUS GAME

The game starts if you win "Oven" bonus game. There are two bushes on the screen. Your goal is to find out where is Keks.

Lucky Hunter

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Horseshoe” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There are 5 multicolored tins on the screen. To win, choose a tin with greater number than barman's. If numbers are equal, the game starts again. If you win, you can play one more time. You can stop the game to collect your win at any moment.

"CAPS" BONUS

If there are 3 or more “Caps” symbols on the reels in the basic game you win the bonus game. There are caps on the screen, each of them values at fixed number of points. Your goal is to choose the one which gives you maximum win.

SUPER BONUS GAME

Super bonus game starts if all caps in the bonus game were with prizes. There are two covered dishes on the screen, and your goal is figure out where is the broiled chicken.

Pirate

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Pirate” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

You can redouble your win by every step in this game. Gamble your win in even (red) and odd (black) dice game.

"CHESTS" BONUS GAME

If there are 3 or more “Chest” symbols on the reels in the basic game you win the bonus game. The goal is to open as many treasure chests as possible. Number of attempts depends on the number of chests on the reels. Chest with bones in it stops the game.

"BARRELS" BONUS GAME

3 or more “Barrel” symbols on the reels in the basic game start the bonus game. To win you have to select a barrel with jewels in it by stopping one of the rolling dices in correct position. Game continues until empty barrel stops it.

Resident

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Fire extinguisher” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer’s one. If the cards are equal, the game starts again and the win stays. If you win, you can play one more time. You can collect your win at any moment.

"SAFE" BONUS GAME

If there are 3, 4 or 5 “Safe” symbols on the reels in the basic game you win the bonus game. There are 4 safes on the screen. Your goal is to open the one with the maximum prize multiplier.

SUPER BONUS GAME

If you are successful with the bonus game you will proceed to the super bonus. There are two doors on the screen, and your goal is open the one with a girl behind it.

Rock Climber

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Flag” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer’s one. If the cards are equal, the game starts again and the win stays. If you win you can play one more time. You can collect your win at any moment.

"CONQUEROR OF PEAKS" BONUS GAME

If there are 3 or more “Rope” symbols on the reels in the basic game you win the bonus game. There are 5 ropes on the screen, your goal is to choose the one with maximum prize. If you pass all stages of the game you win the prize on the very peak of the mountain.

Sweet life

Type plate	Video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The “Bellows” symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

The screen displays a bear climbing up a tree with many bees’ nests on each side. Your goal is to decide between two nests pointed with arrows. If there is honey in the nest, your win is redoubled; if you choose the nest with bees inside - you lose. If you win, you can play one more time. You can collect your win at any moment.

"BEEHIVES" BONUS GAME

If there are 3 or more “Beehive” symbols on the reels in the basic game you win the bonus game. There is a bee-garden with 5 beehives the screen. In search of honey the bear opens the hives. If his attempt meets with success the player’s bet is multiplied. The multiplier value is shown over the hive. The bee instead of honey means the game is over.

SUPER BONUS GAME

If the player successfully opens all beehives in the bee-garden, the super bonus starts. The screen shows the bear who is to decide between 2 barrels. One contains the prize – honey, the other a queen bee. If you succeed you can increase your bet up to 500 times.

Gnome

Type plate	video-slot
Fever Games	2 Bonus games
Line	9
Max bet	100 credits
Reel	5

GAME

The game starts after pushing the START button if you have more than 0 credits. After reels stopped, you see your prize. This game gives you an opportunity to play on 9 lines, prizes on all lines summarize. Gnome symbol can take place of any other with lower index. If there's two different prizes, this symbol take place of the bigger one.

DOUBLE-UP GAME

Risky game starts after pressing «risk» button. To win you have to choose a card larger than the dealer's one. If the cards are equal, the game starts again and the win stays. If you win you can play one more time. There's no limit of tries in risky game.

BONUS GAME

The idea of game – to detrain the largest number of lorries. “Stone” symbol means prize from 1 to 50 full bets. If there is dirt in one of them and it falls on gnome – game stops. If the game is with big bets gnome has an umbrella to protect himself from the dirt once.

SUPER BONUS GAME

Super bonus game starts if there's all lorries detrained and gnome isn't dirty. The idea of game is to open golden chest. If the try is lucky there is a prize – from 50 to 500 full bets.

Multi Fish

Type plate	video-slot
Fever Games	Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

Multi Fish game consists of one video-slot and three video-pokers. The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. Wins on all lines are summarized.

"GOLD FISH" BONUS GAME

If there are 3 or more "Goldfish" symbols on the reels in the basic game you win the bonus game. You can try three times to choose a ball with the maximum multiplier. Every next attempt cancels the previous one. After every winning you can stop the game.

WIN POKER

Simple poker with joker, where you must hit the winning combination. Joker replaces any card in almost every combination.

BINGO POKER

Simple poker without joker, but with some elements of bingo. The goal of the game is to hit the winning combination of cards and to fill your lotto card.

DOUBLE-UP GAME

There are 5 coins on the screen. Choose the right one and win. If you win you can play one more time.

DOUBLE POKER

Card poker with three deals in two decks at once. You win the prize when cards in different decks coincide.

DOUBLE-UP GAME

There are 5 cards on the screen. To win you have to choose a card larger than the dealer's one. If the cards are equal, the game starts again and the win stays. If you win you can play one more time. You can pick your win at any moment.

Pirate 2

Type plate	video-slot
Fever Games	2 Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The "Pirate" symbol acts as Joker. Wins on all lines are summarized.

RISK-GAME

In this game you can double-up your win each time you open the card that is bigger than the dealer's one. The number of your try is displayed on the screen. The player can stop the game and take the win when the dealer's card is open.

"CHESTS" BONUS GAME

If there are 3 or more "Chest" symbols on the reels in the basic game you win the bonus game. The goal is to open as many treasure chests as possible. Number of attempts depends on the number of chests on the reels. Chest with bones in it stops the game.

"BARRELS" BONUS GAME

3 or more "Barrel" symbols on the reels in the basic game start the bonus game. To win you have to select a barrel with jewels in it by stopping one of the rolling dices in correct position. Game continues until the empty barrel stops it.

Island

Type plate	video-slot
Fever Games	2 Bonus games and double-up game
Reel	5
Max win	155.000 credits
Max bet	225 credits
Line	9

BASIC GAME

The game starts after pushing the START button if you have more than 0 credits. If you hit a winning combination, you can increase your win in the double-up game. The "Dolphin" symbol acts as Joker. Wins on all lines are summarized.

DOUBLE-UP GAME

There is a dealer's hand with a coin on the screen. To win you have to guess what will drop out - heads or tails. If you win, you can play one more time. You can collect your win at any moment.

"ROBINZON

If there are 3 or more "Island" symbols on the reels in the basic game you win the bonus game. Your goal is to choose a dolphin's fin out of five fins floating in front of raft. If a fin belongs to a shark, the bonus game ends. If you pass all five stages of the game you win the super bonus.

SUPER BONUS GAME

Before you two pieces of meat: one with a prize, another with a trap. You are to choose a piece of meat without trap. If you guess right, there will be a number which product on the full bet is added in your win.

II. System Setup

Press **SERVICE (B20) button to enter the picture as follows:

SERVICE MENU

1. OPERATION STATISTIC
2. TOTAL SETTINGS
3. INIT
4. EVENT LIST
5. SET CLOCK
6. GAME STATISTIC
7. GAME OPTIONS
8. TESTS
9. EXIT

CANCEL	HOLD1	HOLD2	START
Exit	Up	Down	Enter

** CANCEL BUTTON = (BET/DOUBLE BUTTON)

OPERATION STATISTIC

CREDIT	979
TOTAL IN	1292
TOTAL OUT	0
ACTUAL PERCENTAGE	0%
KEY IN	0
COINS IN	1292
BILL IN	0
COMP IN	0
KEY OUT	0

HOPPER OUT	0
TICKET OUT	0
COMP OUT	0
HOPPER UNLOAD	0

PAGE: 1 / 2

CANCEL	HOLD1	START
Clear	Next	Exit

OPERATION STATISTIC

INIT MACHINE	21	04 . 05	22 : 56
CHANGED TOT SET	0	0	00 : 00
CHANGED GM PREF	0	0	00 : 00
PREV F DOOR OPEN	0	0	00 : 00
PREV B DOOR OPEN	0	0	00 : 00
PREVIOUS SERVICE	3	21	04 . 00
SHORT STAT CLEAR	0	0	00 : 00
OPER STAT CLEAR	0	0	00 : 00
POWER ON	1	22	04 . 05
LAST VIEW SHORT	0	0	00 : 00
LAST VIEW OPER		22	04 . 05

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HOLD2	START
Next	Exit

TOTAL SETTINGS

TOTAL SCALE
 TOTAL PARAMETERS
 TOTAL ACCESS
 EXIT

CANCEL	HOLD1	HOLD2	START
Exit	Up	Down	Enter

TOTAL SCALE

COIN	A		1	0 - 5000
COIN	B		2	0 - 5000
COIN	C		5	0 - 5000
COIN	D		10	0 - 5000
HOPPER OUT COIN (PAYOUT RATE FOLLOW) coin			A	A, B, C, D
BILL	ACCEPTOR	1	10	0 - 5000
BILL	ACCEPTOR	2	20	0 - 5000
BILL	ACCEPTOR	3	50	0 - 5000
BILL	ACCEPTOR	4	100	0 - 5000
CREDIT	KEY	(KEYIN RATE)	** BUTTONS	1 - 1000
COUNTERS	RATE	(WIN METER CLICK)	1	1, 10, 100
BET	COUNTERS	RATE (BET METER CLICK)	1	0 - 5000

**KEY IN+HOLD5---KEY OUT

**KEY IN+HOLD4---KEY IN 1

**KEY IN +HOLD3---KEY IN 10

**KEY IN +HOLD2---KEY IN 100

**KEY IN+HOLD1---KEY IN 1000

HOLD1	HOLD2	HOLD3	HOLD4	START
Up	Down	-	+	Exit

TOTAL PARAMETERS

WIN PERCENT	(MAINGAME RATE)	** 3	92,93,94,95,96
CREDIT LIMIT		20000	1000 - 900000
BARRIER win		200	2 - 50000
MAX TOTAL BET	(Max bet)	250	10 - 1000
BILL INHIBIT LEVEL		HIGH	HIGH LOW
BILL RECEPTION LIMIT	(Bill PAYOUT LIMIT)	2000	100 - 10000
HOPPPER INHIBIT LEVEL		HIGH	HIGH LOW
HOPPER SW EDGE		FRONT	FRONT BACK
HOPPER CAPACITY	(Tokens PAYOUT LIMIT)	300	100 - 3000

**WARNING: MAX TOTAL BET
INFLUENCE ON GAME PARAMETERS**

** PERCENTAGE

- 1 92%
- 2 93%
- 3 94%
- 4 95%
- 5 96%

HOLD1	HOLD2	HOLD3	HOLD4	START
Up	Down	-	+	Exit

TOTAL ACCESS

CLEAR SHORT	(CLEAR CURRENT RECORD?)	YES	YES , NO
CLEAR LONG	(CLEAR HISTORY RECORD?)	YES	YES , NO
MAKE INIT	(DATA CLEAR?)	FREE	FREE, PAROLE
SET TIME		FREE	FREE, PAROLE
CHANGE TOTAL SCALES		FREE	FREE, PAROLE

CHANGE TOTAL PARAMETERS

FREE FREE, PAROLE

CHANGE GAME OPTIONS

FREE FREE, PAROLE

PASSWORD

(NEED or NO NEED)

HOLD 1 1

HOLD 2 2

HOLD 3 3

HOLD 4 4

HOLD 5 5

** From 1-5 array associations, Can't exceed 8 figure number

ARE YOU SURE?

NEW PASSWORD IGNORED

START NEW PASSWORD ACCEPTED

HOLD1

HOLD2

HOLD3

HOLD4

START

Up

Down

-

+

Exit

INIT

FOR INIT MACHINE PRESS CANCEL BUTTON
AND HOLDIT APPROXIMATE 5 SECONDS

CANCEL

Clear

START

Exit

EVENT LIST

ALL EVENT LIST

PAYOUT LIST

PAY AND CONTROL LIST

IN OUT

CR. MONKEY EVENT LIST (Fever Games Record)

EXIT

CANCEL

Exit

HOLD1

Up

HOLD2

Down

START

Enter

ALL EVENT LIST

COIN IN	20	22 . 04	10 : 01
POWER ON		22 . 04	10 : 00
POWER OFF		21 . 04	22 : 58
COIN IN	50	21 . 04	22 : 58
SEVERAL LINES	250	21 . 04	22 : 58

PAGE 1 BARRIER

HOLD 1

Previous

HOLD 2

Next

START

Exit

PAYOUT LIST

COIN IN	20	22 . 04	10 : 01
COIN IN	50	21 . 04	22 : 58
COIN IN	30	21 . 04	22 : 54

HOLD 1 HOLD 2 START
Previous Next Exit

PAY AND CONTROL LIST

COIN IN	20	22 . 04	10 : 01
POWER ON		22 . 04	10 : 00
POWER OFF		21 . 04	22 : 58
COIN IN	50	21 . 04	22 : 58
COIN IN	30	21 . 04	22 : 54
BONUS POPES 2	1260	21 . 04	18 : 51
COIN	100	21 . 04	18 : 50
SET CLOCK		21 . 04	18 : 49
INIT MACHINE		21 . 04	18 : 48

HOLD 1 HOLD 2 START
Previous Next Exit

SEVERAL LINES

SEVERAL LINES	250	21 . 04	22 : 59
SEVERAL LINES	225	21 . 04	22 : 59
SEVERAL LINES	50	21 . 04	22 : 59
SEVERAL LINES	120	21 . 04	22 : 59
RISK WIN STEP # 3	600	21 . 04	22 : 58
SEVERAL LINES	225	21 . 04	22 : 58
SEVERAL LINES	275	21 . 04	22 : 57
SEVERAL LINES	100	21 . 04	22 : 57
RISK WIN STEP # 1	450	21 . 04	22 : 56

HOLD 1 **HOLD 2** **START**
Previous **Next** **Exit**

SET CLOCK

TIME : 10 : 40
DATE : 22
MONTH : 04 APRIL
YEAR : 2006

** START → SAVE CANCEL → EXIT

CANCEL **HOLD 1** **HOLD 2** **HOLD 3** **HOLD 4** **START**
Pestore **Previous** **Next** - + **Exit**

GAME STATISTIC

PARAMETER	VALUE	LAST	DATE
TOTAL GAMES	43	21 . 04	22 : 59
TOTAL BET	5443	21 . 04	22 : 59
MAIN GAME WIN	3534	21 . 04	22 : 59
TAKEN WIN	5130	21 . 04	22 : 59
RISK IN	300	21 . 04	22 : 58
RISK OUT	600	21 . 04	22 : 58
BONUS QUANTITY	1	21 . 04	22 : 51
BONUS WIN	1296	21 . 04	22 : 51
SBONUS QUANTITY	0	00 . 00	00 : 00
SUPER BONUS WIN	0	00 . 00	00 : 00

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HOLD 1 **HOLD 2** **START**
Previous **Next** **Exit**

GAME OPTIONS

MIN BET PER LINE	15	1 - 60
MAX BET PER LINE	25	40 - 90
MIN BET POR HELMET	20	10 - 900

HOLD1	HOLD2	HOLD3	HOLD4	START
Up	Down	-	+	Exit

TESTS

KEYS TEST
SOUND TEST
HOPPER UNLOAD
ERROR LIST

** When System has **NO ERRORS**, press CANCEL for 5 seconds to INIT.

EXIT

CANCEL	HOLD1	HOLD2	START
Exit	Up	Down	Enter

KEYS TEST

P, RESERVE (11 A)	OFF	COIN A (18 A)	OFF
P, RESERVE (12 A)	OFF	COIN B (18 B)	OFF
P, RESERVE (13 A)	OFF	COIN C (19 A)	OFF
MAX DET (14 A)	OFF	COIN D (19 B)	OFF
HELP KEY (15 A)	OFF		
		KEY IN (35 A)	OFF
CALL ATT. (17 B)	OFF	KEY OUT (21 B)	OFF
FR . DOOR (16 A)	OFF	PAY OUT (21 A)	OFF
FK . DOOR (17 A)	OFF		
SHORT ST . (20 A)	OFF	BILL # 1 (04 B)	OFF
LONG ST . (20 B)	OFF	BILL # 2 (05 B)	OFF
		BILL # 3 (06 B)	OFF
S . RESERVE (13 B)	OFF	BILL # 4 (07 B)	OFF
S . RESERVE (14 B)	OFF		
S . RESERVE (15 B)	OFF	HOPPER 1 (08 B)	OFF
S . RESERVE (16 B)	OFF	HOPPER 2 (09 B)	OFF
S . RESERVE (35 B)	OFF	HOPPER 3 (10 B)	OFF
		HOPPER 4 (11 B)	OFF
TICKET (12 B)	OFF		
HOPPER SW (22 B)	OFF		
		3 LINE (05 A)	OFF
BET / DBL (10 A)	OFF	5 LINE (06 A)	OFF
START (09 A)	OFF	7 LINE (07 A)	OFF
1 LINE (04 A)	OFF	9 LINE (08 A)	OFF

TO EXIT PRESS “ START ” + “ BET ”

*When Press START SW, OFF key will become ON in Red and START lamp will light up.

***START:** Part side Pin 9

SHORT STATISTIC

****Press STATISTIC (A20) button to enter the picture as follows:**

TOTAL IN	1406	CREDIT	0
TOTAL OUT	624		
IN - OUT	+ 782		
ACTUAL PERCENTAGE	44 %		
KEY IN	1200	KEY OUT	624
COIN IN	206	HOPER OUT	0
BILL IN	0	TICKET OUT	0
COMP. IN	0	COMP. OUT	0
PREV. F DOOR OPEN	0	0. 00. 00	00:00
PREV. B DOOR OPEN	0	0. 00. 00	00:00
SHORT STAT. CLEAR	1	10. 08. 08	14:19

OPERATION STATISTIC

TOTAL IN	1474
TOTAL OUT	681
ACTUAL PERCENTAGE	46 %

CANAEL
Clear

START
Exit

Diagram:

PART SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
	7	
	8	
GND	9	GND
GND	10	GND

COMPONENT SIDE

SOIDER SIDE

	1	
	2	
SP +	3	GND
HOLD 1	4	Bill Acceptor 1
HOLD 2	5	Bill Acceptor 2
HOLD 3	6	Bill Acceptor 3
HOLD 4	7	Bill Acceptor 4
HOLD 5	8	Hopper 1
START	9	Hopper 2
BET / DOU	10	Hopper 3
P , Reserve	11	Hopper 4
P , Reserve	12	Ticket
P , Reserve	13	S . Reserve
MAX BET	14	S . Reserve
HELP	15	S . Reserve
Front Door	16	S . Reserve
Back Door	17	Call Att.

COIN A	18	COIN B
COIN C	19	COIN D
Statistic (short)	20	Service (long) set
Pay out	21	KEY OUT
GND	22	Hopper SW
Coin+bill counter	23	Coin inhibit
KEY in counter	24	Bill inhibit
Total in counter	25	Upper lamp green
Total out counter	26	Upper lamp red
Key out counter	27	Upper lamp yellow
	28	Total bet counter
HOLD 1 lamp	29	Bet / Dou lamp
HOLD 2 lamp	30	Max bet lamp
HOLD 3 lamp	31	Pay out lamp
HOLD 4 lamp	32	
HOLD 5 lamp	33	Hopper Motor SSR_
START lamp	34	HELP lamp
KEY IN	35	S . Reserve
GND	36	GND

Items	Several explaining Detail
	Total Settings->Total Scales
COINS	1,2,3,4,5 ,6,7, 8,9,10, 11, 12, 13,14, 15, 16, 17, 18, 19,20,21,22,23,24,25,26,27,28,29
A, B, C, D	30,35,40,45,50,55, 60, 65, 70, 75, 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
BILL ACCEPTORS	180,190,200,210,220, 230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
1,2,3,4	"600,650,700,750,800,850,900,950,1000,2000,5000
HOPPER OUT COIN	A, B, <u>C</u> , D
CREDIT KEY	10, 20, 50, 100, 200, 500, 1000. BUTTONS , OUT ONLY
COUNTERS RATE	<u>1</u> , 10, 100
	<u>1</u> ,2,3,4,5,6,7,8,9, 10, 11, 12, 13, 14, 15,16, 17,18, 19,20,21,22,23,24,25,26,27,28,29,
BET COUNTER RATE	30 35 40, 45, 50,55 60 65 70 75 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
	180,190,200,210,220,230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
	600,650,700,750, 800, 850, 900, 950, 1000, 2000, 5000
WIN PERCENT	1,2, 3 , 4, 5 1 is low,5 is high
CREDIT LIMIT	1000, 5000, 10000, 20000 , 50000, 100000, 200000, 500000, 900000
BARRIER	2, 5, 10, 20, 50, 100, 200 , 500, 1000, 2000, 3000, 4000, 5000, 7000, 10000, 20000, 50000
MAX TOTAL BET	10,50, 100, 225 ,500, 1000
BELL INHIBIT LEVEL	HIGH , LOW
BILL RECEPTION	100, 200, 300, 400, 500, 600, 700. 800, 900, 1000, 1500, 2000 , 2500, 3000, 3500, 4000.
LIMIT	4500,5000, 6000, 7000, 8000, 9000, 10000
HOPPER INHIBIT LEEL	HIGH , LOW
HOPPER SW EDGE	FRONT , BACK
HOPPER CAPACITY	100, 200, 300 , 400, 500, 600, ..., 3000 (Begin from 100)
	Total Settings ->Total Access
CLEAR SHORT	YES , NO
CLEAR LONG	YES , - NO
MAKE INIT	FREE, PAROLE
SET TIME	FREE, PAROLE
CH. TOTAL SCALES	FREE, PAROLE
CH. TOTAL PARAMS	FREE, PAROLE
CH. GAME OPTIONS	FREE, PAROLE
PASSWORD	From 1-5 array associations Can't exceed 8 figure number
	Game Options
MINBET	<u>1</u> , 2, 3, 4, 5, 6, 7,8 ,9,10, 15, 20, 25, 30, 35, 40, 45, 50, 60
MAX BET	8, 9, 10, 1 5, 20, 25 , 30, 35, 40, 45 50, 60, 70, 80, 90
MIN BET FOR HELMET	10, 20, 30, 40 , 50, 60, 70, 80,90, 100, 150, 200, 250, 300, 400, 500, 600, 700, 800 900

OPERATION STATISTIC (Total Record)

OPERATION STATISTIC		
	IN	OUT
CRAZY MONKEY	55	0
FRUIT COCKTAIL	70	0
GARAGE	43	0
LUCKY HAUNTER	23	0
RESIDENT	70	0
ROCK CHIMBER	53	0
PIRATE	35	0
==== TOTAL =====	334	0
CREDIT	IN - OUT + 334	
266	ACTUAL PERCENTAGE 33%	

OPERATION STATISTIC		
	IN	OUT
CRAZY MONKEY	122200	122400
FRUIT COCKTAIL	45100	5500
GARAGE	3045	900
LUCKY HAUNTER	1530	200
ISLAND2	500	0
SWEET LIFT	500	0
KEK\$	1408	0
==== TOTAL =====	174483	130000
CREDIT	IN - OUT + 44150	
1286	ACTUAL PERCENTAGE 25%	

- Under "MAIN MENU" screen, "Coin In" and "Bill Acceptor" do not work. After loading in any of the games, "Coin In" and "Bill Acceptor" start to work and be available.
- Under the screen of "MAIN MENU", press SHORT STATSTIC SW (20A) to get into total record screen (OPERATION STATISTIC). Press "SHORT STATISTIC SW" again to return to "MAIN MENU".
- The records IN/OUT in "OPERATON STATISTIC" screen for each game can be transferred from "SHORT STATISTIC" in single game to "OPERATION STATISTIC" (in single game) and the records of IN/OUT for each game will be erased from "OPERATON STATISTIC" screen.
- When executing "INIT" in single game, erase the records IN/OUT for the game in the "OPERATOIN STATISTIC".
- The data IN/OUT shown in the "OPERATION STATISTIC" is equal to the records of each single game.
- In the "OPERATION STATISTIC", existed a star signal "*" in the front of the game name, it means player inserts coins in the game but exits to play another games. When the game is played, the star signal "*" will disappear.

PERCENTAGE

Item	Range
CRAZY MONKEY	92,93,94,95,96
FRUIT COCKTAIL	92,93,94,95,96
GARAGE	92,93,94,95,96
ISLAND	94,95,96,97,98
ISLAND 2	94,95,96,97,98
KEK\$	94,95,96,97,98
LUCKY HAUNTER	92,93,94,95,96
PIRATE	88,90,92,94,96
PIRATE 2	94,95,96,97,98
RESIDENT	92,93,94,95,96
ROCK CLIMBER	92,93,94,95,96
SWEET LIFT	88,90,92,94,96
GNOME	94,95,96,97,98
MULTI FISH	92,93,94,95,96