

# JUNGLE STORM 25

## (15 REELS 9 LINES VIDEO XVGA SLOT GAME)

Looking For Treasure Life in Wild Forest? Jungle Storm 25 - to the next level with new XVGA 15-reels and 25-lines of excitement.

**PROUDLY INTRODUCES THE NEWEST INNOVATION IN TRUE REEL GAME.**



**MAIN GAME**

### HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [Bet/Play] button to bet one credits each lines.
- Press [Start] button to preview the result of next game. Then press [Start] button again to spin the reels. Press [Stop1], [Stop2], [Stop3], [Stop4] or [Stop5] button to stop the reel or [Start] button again to stop all reels.
- When you have any win combination, you win. Press [Take Score] button to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] button to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- Press [Help] button to check the result of last game and relative game information.



**DOUBLE UP**

### GAME FEATURES

- **TARZAN SYMBOL:** Tarzan Symbol is wild as joker to replace any symbols.
- **HOT CORNERS:** Interactive fever game that starts when four Corners of 15 reels lands same symbol.

The symbol of 4 corners will hold, and both the symbol and blank symbol spin only for outstanding reels. If same symbol find in active reels, hold it and spin again outstanding reels. End when active reels without same symbol and collect for final winning combination. The prizes of “All same symbols” find in this bonus only.



**HOT CORNERS**

- **JUNGLE TREASURES & JACKPOTS:** Stare three or more “Treasure Chest” symbols land in the center of any of columns, and start Bonus game.

There are five Jackpot meters from left to right show the value of JP5, JP4, JP3, JP2 and JP1 in the bottom of Reel. The pop-up second screen shows odds table and to play classic 3 Reels slot game in order for relative column. According to combination of 3 reels, pays the Jackpot or award.



**JUNGLE TREASURES & JACKPOTS**

Tarzan is wild for Joker. 3 Jokers on the line win the Jackpot.

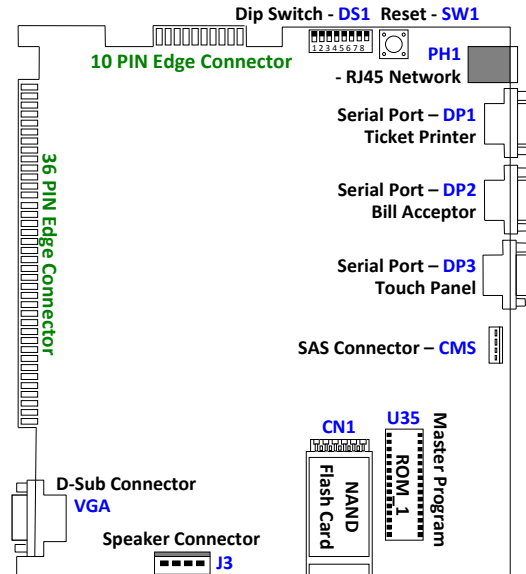
# INSTALLATION

## 1) MAIN PCB

- Make sure you have powered-off game.
- Mount 'Game PC Board' on the cabinet.
- Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of 'Game PC Board'. Refer Page 11 for the diagram of Connector.

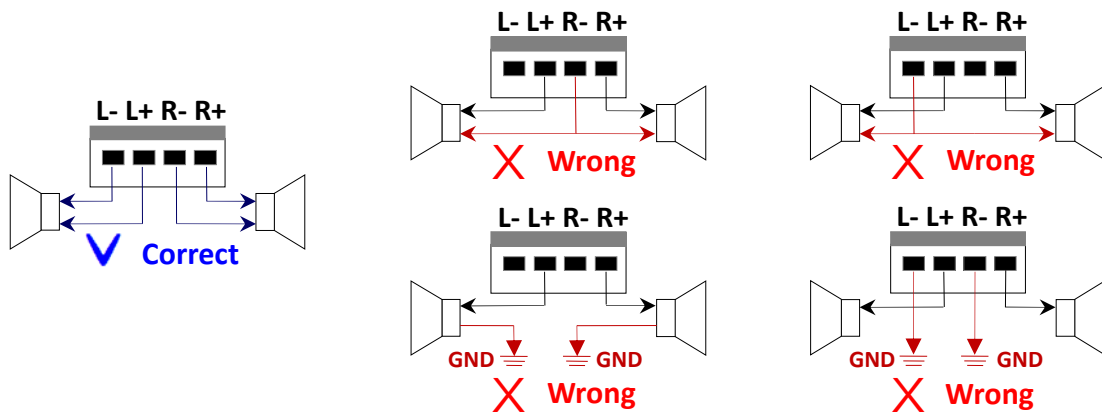
## 2) MONITOR

- Make sure the monitor (CRT/LCD) supports 1024x768 resolutions.
- Connect monitor connector to the monitor socket (VGA D-Sub) of 'Game PC Board'.



## 3) SPEAKER

- Audio Amplifier of hardware is newest powerful stereo Amplifier. It uses 2 set separate speakers for Audio Out. Connect two speakers to (R+:R-) and (L+:L-) of J3.
- Don't connect any of "Audio Out" to Ground (GND) or link directly the speaker to Ground. In the case of wrong Ground linkage, it will cause PC Board (hardware) damage.
- The 20watt, 8 ohm speaker and more is recommended. If the power of speaker doesn't enough, the "distortion" may find when audio out.



## 4) TOUCH PANEL

- It's optional and shows relative function automatically after connect.
- Make sure (a) The panel is 3M Microtouch panel or compatible. (b) Connect to DP3 – Touch Panel port. (c) Touch Screen function in Game Setup B of Test/ Setup set to "Enable" to activate. (d) Power Off and On again to ensure the setup is available. The screen will show relative buttons and function this moment.
- Calibrate: Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode" and select "Touch Screen Calibrate". Touch a Cross symbol for two times to calibrate.

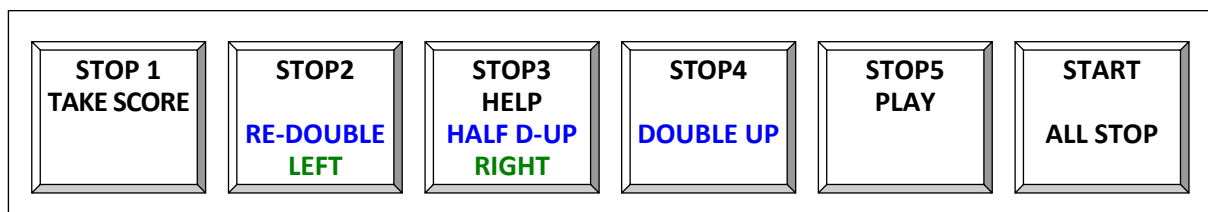
## 5) BILL ACCEPTOR (SERIAL TYPE)

- The game is available to use both pulse and serial type of Bill Acceptor.
- If use serial type of Bill Acceptor as JCM WBA/ UBA or compatible, adjust Dip Switch Dip#1 to ON and link the connector of Bill Acceptor to DP2 – Bill Acceptor.

## 6) TICKET PRINTER AND SAS PROTOCOL

Both Ticket Printer (DP1) and SAS Protocol (CMS) are unavailable in the version, and supports in specific version only.

## 7) CONTROL PANEL



Establish above buttons on the panel. Refer the page of Connector Diagram.

- ▶ STOP1, STOP 2, STOP 3, STOP 4, STOP 5  
Stop the reel by [Stop1], [Stop2], [Stop3], [Stop4] and [Stop5].
- ▶ DOUBLE UP, RE-DOUBLE, HALF DOUBLE, LEFT, RIGHT  
Select Double-Up Game & Mode by [Double Up], [Half D-UP] (Half Double) or [Re-Double], and Play by [Left] or [Right].
- ▶ START/ALL STOP: Begin the game and again to stop all reels.
- ▶ BET/PLAY: To bet one credit for each lines.
- ▶ TAKE SCORE: Take winning score into Credit.
- ▶ HELP: Check last game and game features before the player bets.

## 8) POWER ON AND CHECK

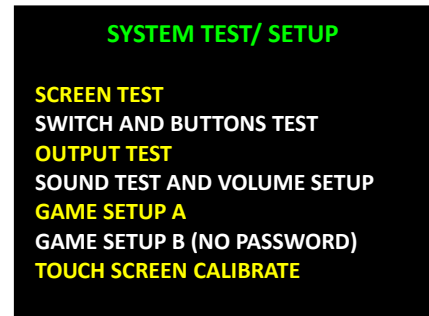
- After you do all of above, please power on the game. Check +5V DC on main PCB side. The voltage between +4.95 to 5.05V DC is good.
- Press [Test/ Setup] on the cabinet to go to “Test/ Setup Mode”.
- Refer Page 4 to 7 of “Test/ Setup Mode” to set each setting.
- Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment ... etc.)
- Please refer to page 10 of “Troubleshooting” or “Error” if you have any problems or malfunctions.

# TEST AND SETUP

If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode.

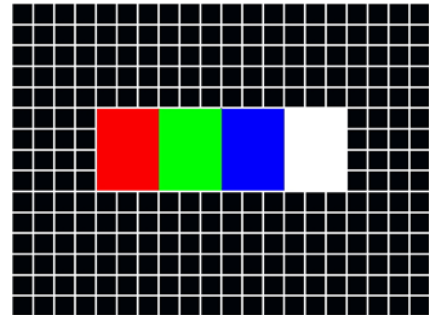
Power ON and Press [Test/ Setup] key will go to the mode, as right.

- Moving the bar by pressing [Stop1] button. After choosing one of the contents with the bar, press [Stop5] to enter.
- Press [Start] to exit and back to game mode of main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.



## 1) SCREEN TEST

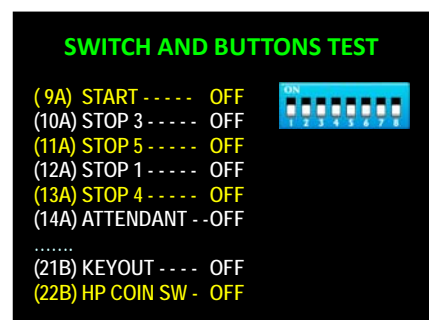
- Use this screen to check the color of monitor and the size of pictures.
- The color bands in the center should be Red, Green, Blue and White from left to right.
- The Cross Hatch test pattern has a white grid on a black background. The check as follows:
  - ▶ The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
  - ▶ “Out” line of grid line is same size as “Out” line of game screen, which should able to be seen without overflow of grid lines on screen.
- If the screen does not match above description, adjust the monitor as described in the monitor’s manual.
- Press [Start] button to back main menu.



## 2) SWITCH AND BUTTONS TEST

Use this screen to check the buttons and switch in this game.

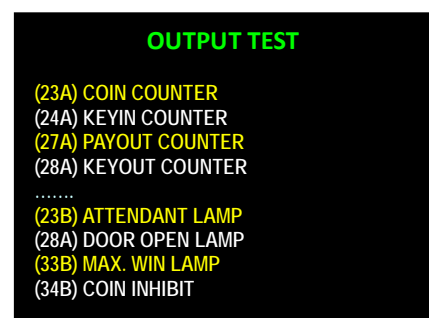
- To check the functioning of each button and switch, activate it and watch the corresponding “OFF” letters change to “ON”. If the “ON” and “OFF” letters don’t appear correctly, check the hardness connections and switches.
- Press [Start] button to back main menu.



## 3) OUTPUT TEST

Use this screen to check the lamp of buttons in this game.

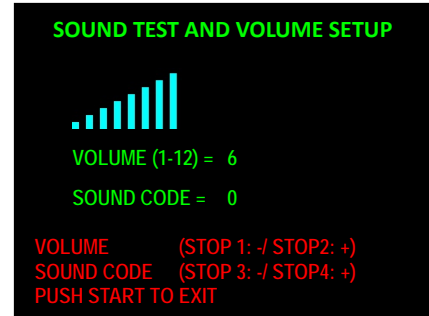
- To check the functioning of each output, including Counters and lamp of button. Press [Stop1] to move and press [Stop5] to test as watch the corresponding lamp ON.
- Counters, Bill Inhibit, Coin Inhibit and HP Full Out are to test the action, no lamp.
- Press [Start] button to exit.



#### 4) SOUND TEST AND VOLUME SETUP

Use this screen to check all game sounds and setup the volume as soft volume control.

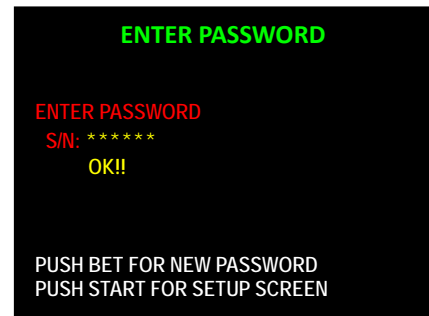
- Adjust the volume by pressing [Stop1] to decrease and [Stop2] to increase.
- Choose a sound by pressing [Stop3] button (previous) or [Stop4] button (next), and the machine will make a sound in the moment.
- Press [Start] button to back main menu.



#### 5) GAME SETUP A

The setup items are important and operated by important person as owner only. The password is necessary before enter the screen of Game Setup A. The default value is 111111 (six 1) and enable to change in same password screen.

- [Stop1] button for 1;                      [Stop2] button for 2;  
 [Stop3] button for 3;                    [Stop4] button for 4;  
 [Stop5] button for 5;



When the password input with correct, “OK!” is shown on the screen. To change new password, press [Bet/Play] button and input new password as you want. Or, press [Start] button to enter ‘Game Setup A’.

Use the screen to manually adjust the game setting.

- Moving the bar by pressing [Stop1] button. Select the setting value by pressing [Stop5] button.
- Press [Start] button to back main menu. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

CONTENTS	SETTING SELECTION (Underline item is default)
COIN	DISABLE, 10, 20, 25, 50, 75, <u>100</u> , 150, 200, 300, 500
KEYIN	DISABLE, 50, 75, 100, 150, 200, 300, 500, <u>1000</u> , 2000
PAYOUT	DISABLE, 10, 20, 25, 50, 75, <u>100</u> , 150, 200, 300, 500
KEYOUT	DISABLE, 50, 75, 100, 150, 200, 300, 500, <u>1000</u> , 2000
BILL IN	DISABLE, 10, 20, 25, 50, 75, <u>100</u> , 150, 200, 300, 500
MIN. BET	1, 5, 10, <u>25</u> , 50, 100, 150, 200
MAX. BET	50, 100, 200, 250, 300, 400, <u>500</u>
WIN RATE	92, 93, 94, 95, <u>96</u> , 97, 98
GAME LIMIT	50000, <u>100000</u> , 200000, 300000, 500000, 1000000
WIN RATE WAVE	<u>NORMAL</u> , HIGH
DOUBLE FUNCTION	<u>ENABLE</u> , DISABLE
RE-DOUBLE	<u>ENABLE</u> , DISABLE
HALF-DOUBLE	<u>ENABLE</u> , DISABLE
DOUBLE RATE	91, 92, 93, 94, 95, 96, <u>97</u> , 98, 99
DOUBLE LIMIT	<u>50000</u> , 100000, 200000, 300000

- a. Coin: Adjust how many credits per insert coin.
- b. Keyin: Adjust how many credits per Keyin.
- c. Payout: Adjust how many credits per pay coin.
- d. Keyout: Adjust how many credits per pay Step when Keyout.
- e. Bill In: Adjust how many credits per Bill signal.
- f. Min Bet: Adjust how many min bets to start the game.
- g. Max Bet: Adjust how many max bets can bet at one play.
- h. Win Rate: Adjust total rate % of game.

The win Rate is calculated and defines as follows:

$$\text{Win Rate} = \frac{\text{Total Won Score}}{\text{Total Played Score}}$$

Since this is quite different from some games, which defined the rate as “Coin Out” divided by “Coin In” (Usually call Payout Rate). You shouldn't set the win rate at the same value used in the games. In our experience, the ideal Win Rate is 96%.

Please don't RESET except necessary. To stabilize the rates, the game should operate a period (more long, more steady) for the balance as setup.

- i. Game Limit: Adjust how many credits game can hold.
- j. Double Function: Play D-Up game when Main Game won. The play score in D-Up is winning score in main game.
- k. Re-Double: The play score in Double Up is twice winning score in main game.
- l. Half Double: The play score in Double Up is a half of winning score in main game.
- m. Double Rate: The rate of D-Up game and defines as Win Rate.
- n. Double Limit: To limit the winning score in Double Up. The system will take the score automatically when winning score is over Double Limit.

## 6) GAME SETUP B (NO PASSWORD)

The setup items are general ones and can operate by the staff in field. The password is unnecessary for the function of Game Setup B. Use the screen to manually adjust the game setting.

CONTENTS	SETTING SELECTION (Underline item is default)
TOUCH SCREEN	ENABLE, <u>DISABLE</u>
DEMO MUSIC	<u>ENABLE</u> , DISABLE
DEMO SHOW	<u>ENABLE</u> , DISABLE
KEYOUT TYPE	<u>ZERO</u> , REST
MAX. PAY TOKENS	200, 300, <u>400</u> , 500, 1000, FREE
BILL INHIBITION	<u>N.C.</u> , N.O.
HOPPER SW TYPE	<u>N.C.</u> , N.O.
AUTO PLAY	<u>ENABLE</u> , DISABLE

- a. Touch Screen: To enable or disable Touch Function.
- b. Demo Music: To enable or disable demo music.
- c. Demo Show: To enable or disable demo function.
- d. Keyout Type: Adjust Keyout should take to 0 (zero) or under one Keyout value (rest).
- e. Max Pay Tokens: Adjust max coins are paid, which to avoid the hopper empty.
- f. Bill Inhibition: For Bill Acceptor. N.C. - Normal close (low), N.O. – Normal Open (Hi).
- g. Hopper Sw. Type: For Hopper. N.C. - Normal close (low), N.O. – Normal Open (Hi).
- h. Auto Play: To enable or disable play automatically.

## 7) TOUCH SCREEN CALIBRATE

The item appears only when Touch Panel was connected. It's to calibrate the touch position. Enter the item and touch a Cross symbol for two times to calibrate.

## 8) DIP SWITCH FUNCTION

Except Screen Setup, some of functions are defined and setup from Dip Switch of PC Board, as follows:

DIP SWITCH		1	2	3	4	5	6	7	8
BILL ACCEPTOR	Serial Pulse	ON OFF	JCM bill acceptor or compatible						
DOOR OPEN	N.C. N.O.		ON OFF						
HOPPER PULSE (Milli-Second)	30 ms			OFF	OFF				
	40 ms			ON	OFF				
	50 ms			OFF	ON				
	60 ms			ON	ON				



# BOOK

Press [Book] button to enter Book screens. Press [Stop5] to enter next page and [Stop1] for previous page. Press [Start] button to back normal game.

## First Page

CURRENT RECORD	
COIN	
PAY OUT	
KEY IN	
KEY OUT	
BILL IN	
NET	
TOTAL TIMES	
TOTAL PLAYED	
TOTAL WON	

The page shows the records from last “Settle Up” till now.

Total Times: Total played times.

Total Played: Total played score.

Total Won: Total won score.

Settle-Up: To clear this page. Please refer Page 9, Reset function for Clear Current Record Only.

## Second Page

SCORE		COUNTER	
COIN			
PAY OUT			
KEY IN			
KEY OUT			
BILL IN			
NET			
PLAYED		WON	
TOTAL			
MAIN			
DOUBLE			
PLAYED TIME		WIN TIMES	
TOTAL			
DOUBLE			
POWER TIMES			

The Score column of top form shows total score of Coin, Payout, Keyin, Keyout, Bill In and Net.

The Counter column shows "System Counters". It doesn't able to clear by anyway and affected by Reset function, which to compare relatively with machine's mechanical counters while settle-up.

(Total/Main/Double) Played & Won

Played scores and Won scores in Total/ Main game/ Double Up game.

(Total/Double) Played Times & Win Times

Played times & Win times in Total/ Double Up game.

Power Times: The times of Power ON.

## Third Page

TIMES		SCORE	
JACKPOT FEVER			
JACKPOT 1			
JACKPOT 2			
JACKPOT 3			
JACKPOT 4			
JACKPOT 5			
HOT CORNER			
GAME LIMIT			
DOUBLE LIMIT			

(Jackpot Fever) Times & Score

Won times and Won scores (except Jackpots) in the bonus of Jungle Treasures & Jackpots.

(Jackpot 1/ Jackpot 2/ Jackpot 3/ Jackpot 4/ Jackpot 5) Times & Score

Won Jackpot times and Won Jackpot scores in the bonus of Jungle Treasures & Jackpots.

(Hot Corners) Times & Score

Won times and Won scores in the bonus of Hot Corners.

Game Limit/ Double Limit

The times of reach Game Limit & Double limit

**Fourth & Fifth Page:** Both pages shown winning times of each prize.

ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			

ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			
ALL			

**Sixth Page:** The page shows the record of last 10 plays.



## RESET (Clear)

### ● CLEAR ALL

Turn off the power. Turn on both [Book] key and [Setup] key simultaneously and then turn on the power. (If [Book] or [Setup] make by the buttons, you should press without release.)

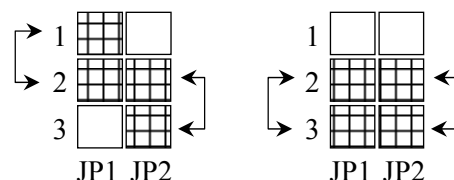
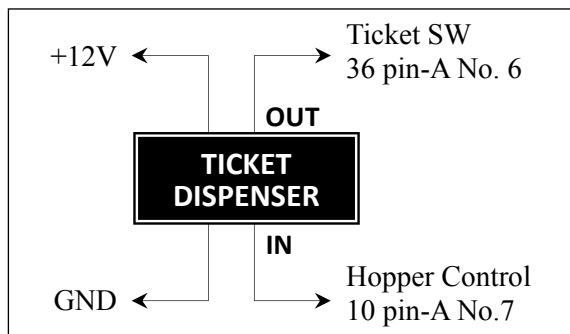
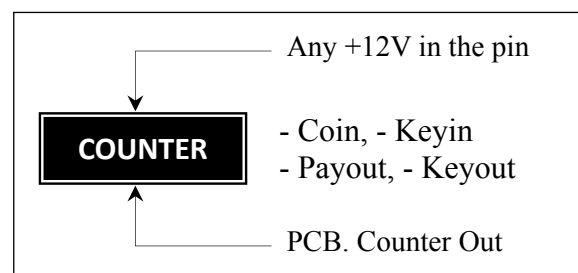
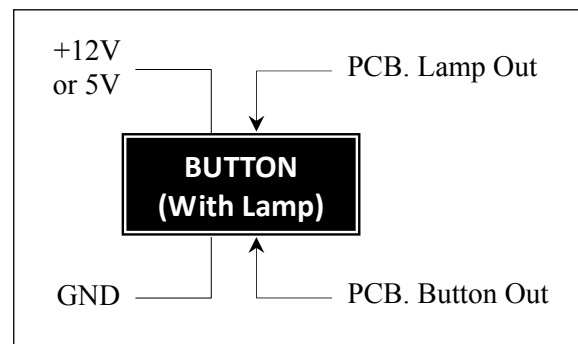
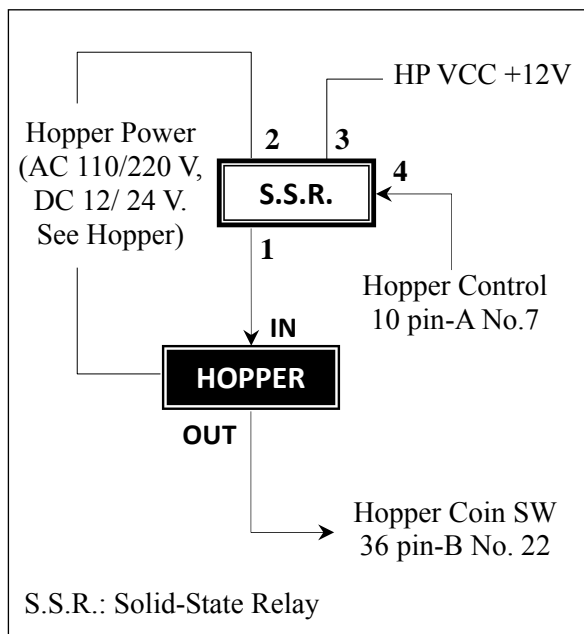
The screen will show "System Reset", which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.)

- ▶ RESET button on the board is unavailable in current version.
- ▶ You should do RESET if you change the Master program (Rom\_1).
- ▶ Don't forget to do RESET after changed the Win Rate.

### ● CLEAR CURRENT RECORD ONLY (CHECK OUT)

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Current Record. Press [Stop2] and [Stop3] button simultaneously to clear the data of this page. The total records (second page) for from initial operation remain unchanged by this function.

## MACHINE LAYOUT



**General Style**

**Deltronic**

Please check the JP1 and JP2 on board for the Ticket Dispenser.

## ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	The system may a little confusion instantly. Please do Reset function.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again. For general error (without jam), press directly “Reset Error” button.
Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again. For general error (without jam), press directly “Reset Error” button.
Hopper Empty	Hopper without Coins/Tokens. Please power OFF and insert Coins/Tokens then power ON again.

## TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	<ul style="list-style-type: none"> <li>● Check the wire of (R+:R-) and (L+:L-) of J3. Two Speaker GND need to be wired separately and don't use same ground.</li> <li>● Check “Volume setup” on setup page whether close or not.</li> </ul>
The counter doesn't work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	<ul style="list-style-type: none"> <li>● Check Coin and Keyin wire. Keyin SW port may wire to Coin SW or Bill Acceptor and so on. Please re-wire to correct port.</li> <li>● Check Game Setup.</li> </ul>
Test/ Setup unavailable	Check connection of GND wire between “Test/ Setup” line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor's manual.
Touch Screen doesn't react	<ul style="list-style-type: none"> <li>● Check Touch Panel is 3M Microtouch or compatible.</li> <li>● Check the connector of touch screen link exactly to DP3 – Touch Panel port.</li> <li>● Check Touch Screen function in Game Setup B of Test/ Setup set to “Enable” to activate. And then, power Off and On again to ensure the setup is available.</li> </ul>

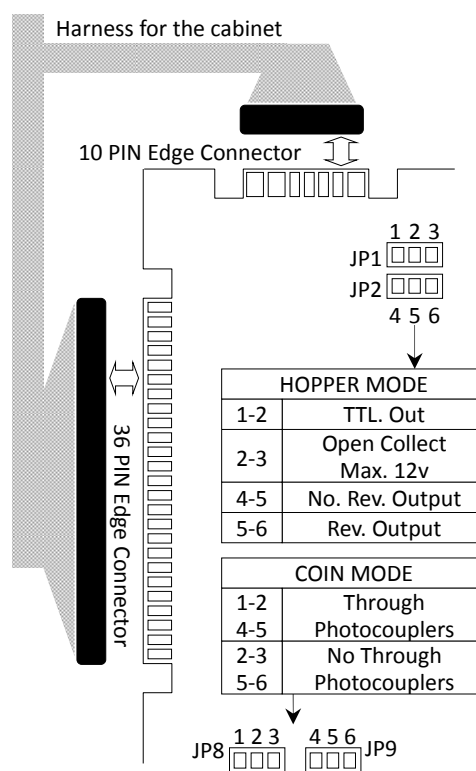
## WIRING DIAGRAM OF CONNECTOR

### JUNGLE STORM 25 (Preview)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
	3	
	4	
	5	
	6	
Ticket Out button	7	
Ticket SW	8	
Start	9	
Help/ Stop3	10	
Bet (Play)/ Stop5	11	
Take Score/ Stop1	12	
Stop4	13	
Attendant	14	
Reset Error	15	
Stop2	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper Coin SW <sup>(1)</sup>
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter	28	
Start Lamp	29	
Stop3 Lamp	30	
Stop5 Lamp	31	
Stop1 Lamp	32	
Stop4 Lamp	33	
Stop2 Lamp	34	Coin GND
	35	
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
Hopper Control <sup>(2)</sup>	7	HP VCC <sup>(3)</sup>
	8	
GND	9	GND
GND	10	GND

- <sup>(1)</sup> Hopper Coin SW: Out signal for Hopper
- <sup>(2)</sup> Hopper Control: In signal for Hopper
- <sup>(3)</sup> HP VCC - (DC+12V)



► Reset Error button: To correct instantly “Coin Error”, “Coin Jam” and “Hopper Jam” etc.