

LUCKY COMBO

(SUBSINO CASINO GAME – XVGA SERIES)

This new multi-games bring a new dimension of fun to your gaming floor! Break Into Fashion! 5-In-1 Money-proven Games and built in SUBSINO reliable XVGA platform.

Easy to understand, fun to play, interactive and extremely entertaining which describe why our games attract your players.

HOW TO PLAY

- Insert coin(s) or bill(s).
- Select the game from Screen of Game Selection.



GAME SELECTION

a. GREAT PHARAOH, NIGHT FEVER AND MARINE LIFE GAME



GREAT PHARAOH



NIGHT FEVER



MARINE LIFE

- Press [10 lines] or [20 lines] to choice the lines you would like to play.
- Press [Bet] to bet one credit for each select line. Or, press [Max Bet] for max bet and begin.
- Then press [Start] button to spin the reels. Press [Stop1], [Stop2], [Stop3], [Stop4] or [Stop5] to stop the reel or [Start] button again to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- Press [More Games] to access Screen of Game Selection and select & Change the game.
- Press [Help] to check the result of last game and relative game information.



DOUBLE-UP (For All Games)

b. FORTUNE FRUIT GAME

- Press [Bet] to bet one credit for 8 lines. Or, press [Max Bet] for max bet and begin.
- Then press [Start] button to begin. Press [Stop1], [Stop2] or [Stop3] to stop the reel or [All Stop] to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.



FORTUNE FRUIT

- If lost, press [Start] button for next game. Or, press [Hold1] or [Hold2] or [Hold3] (Column Hold mode)/ [Hold] (Symbol Hold mode) to keep good combination and press [Start] again.
- Press [More Games] to access Screen of Game Selection and select & Change the game.
- Press [Help] to check the result of last game and relative game information.

c. REAL DRAW GAME

- Press [Bet] to bet the value or [Max Bet] for max bet.
- Watch “Yellow square move on the cards”, and find the site your like to deal, then press [Start] button to deal the cards.
- Press [Hold1], [Hold2], [Hold3], [Hold4] or [Hold5] to keep a good combination.
- Watch again “Yellow square move on the cards”, and find the site your like to deal, then press [Start] again to change and deal the rest closed cards.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- Press [More Games] to access Screen of Game Selection and select & Change the game.
- Press [Help] to check the result of last game and relative game information.



REAL DRAW

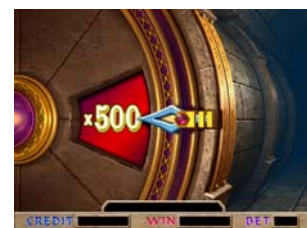
GAME FEATURES

a. GREAT PHARAOH

- **Wild Symbol:** Wild 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 reels with this symbol will lock, and start to spin. If same symbol find in active reels, lock it and spin again. End when active reels without same symbol and collect for final winning combination.
- **Fortune Wheel:** Initiated bonus game when three SPIN FEVER symbols scatter anywhere on reels, start and spin Fortune Wheel.



HOT CORNER



FORTUNE WHEEL

b. NIGHT FEVER

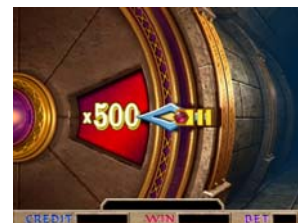
- **Wild Symbol:** Wild Symbol is wild as joker to replace any symbols.
- **Free Play:** When three or more FREE SPIN symbols scattered on any position, it's time for some serious free-spin fun. Each free spin uses same number of lines - and bet per line - as the initiating game.
3 FREE SPIN – Free 7 times, 4 FREE SPIN – Free 12 times, 5 FREE SPIN – Free 20 times



FREE PLAY

c. MARINE LIFE

- **Oyster Symbol:** Oyster Symbol is wild as joker to replace any symbols.
- **Fortune Wheel:** Stare 3 SPIN FEVER symbols land in any position of Reel #3, #4 and #5, and initiate bonus game. Press Start button to trigger the wheel for great reward – Max. 500 times or Free play 10/20 times.



FORTUNE WHEEL

d. FORTUNE FRUIT

- **Clown Symbol:** Clown Symbol is wild as joker to replace any symbols.
- **Corner Bonus:** A winning combination of 4 same symbols on 4 corners of 9 reels triggers the Bonus. The reels with this symbol will lock, and start to spin.

There are two symbols for “this symbol” and “Blank” only in active Reels. If same symbol find in active reels, lock it and spin again. End when active reels without same symbol and collect for final winning combination.

- **Joker Fever:** The excitement builds when Clown (Joker) symbol lands on central reel. Pop Up the special award (x2, x3 or x5), and your winning pays the amount is “Win value” multiplied by the times.



CORNER BONUS



JOKER FEVER

e. REAL DRAW

- **Joker Symbol:** Joker Symbol is wild to replace any symbols.
- **Lucky 7:** Watch any of “7” card deal in five cards and your winning pays amount is double.

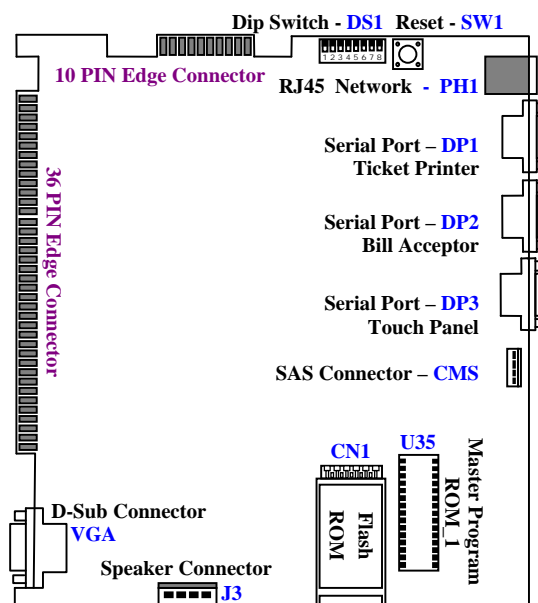
INSTALLATION

● MAIN PCB

- 1) Make sure you have powered-off game.
- 2) Mount “Lucky Combo” main PC Board on the cabinet.
- 3) Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of “Lucky Combo” main PCB. Refer Page 12 for the diagram of Connector.

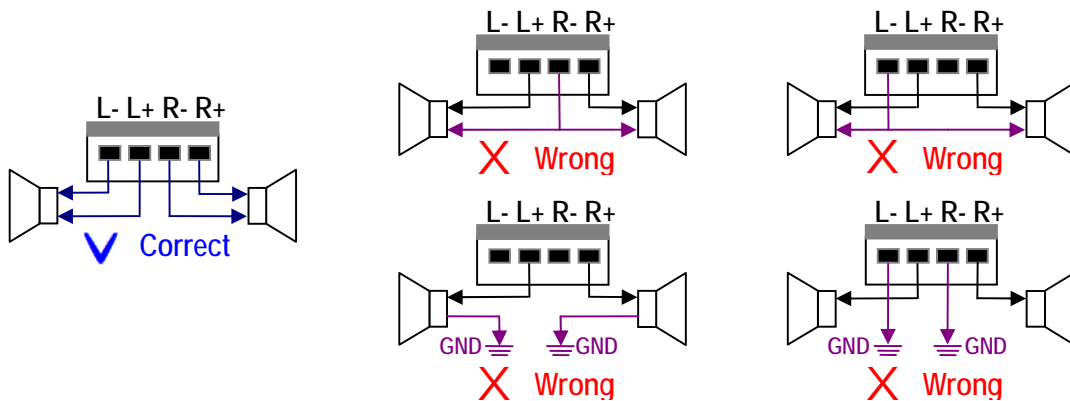
● MONITOR

- 1) Make sure the monitor (CRT/LCD/TFT) supports **1024x768 resolution**.
- 2) Connect monitor connector to the monitor socket (VGA D-Sub) of “Lucky Combo” PC Board.



● SPEAKER

- 1) 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.
- 2) **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.**



- 3) The **20watt, 8 ohm speaker and more** is recommended. If the power of speaker doesn't enough, the "distortion" may find when audio out.

● TOUCH PANEL

- 1) It's optional and shows relative function automatically after connect.
- 2) Make sure the panel is **3M Microtouch panel or compatible**, and connect to **DP3 – Touch Panel port**. The screen will show relative buttons and function this moment.
- 3) 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.

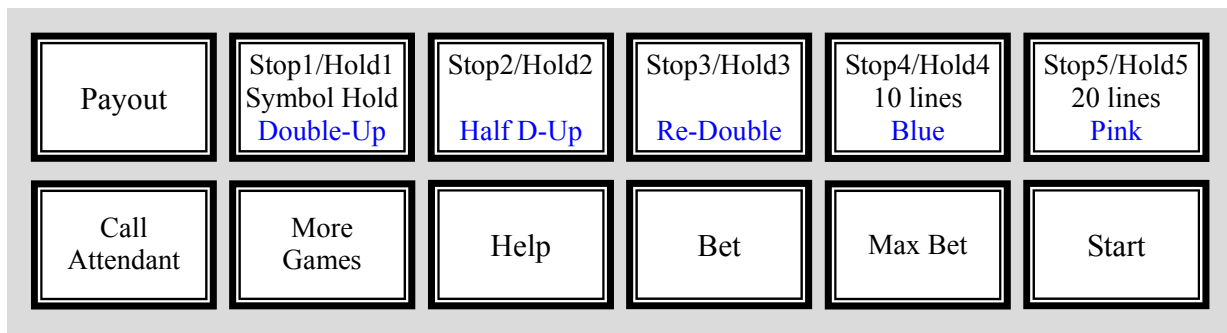
● BILL ACCEPTOR (SERIAL TYPE)

- 1) The game is available to use both pulse and serial type of Bill Acceptor.
- 2) 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**.

● TICKET PRINTER AND SAS PROTOCOL

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

● **CONTROL PANEL**



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

- ▶ **MORE GAMES**: Enter the screen of Game Selection to select game for playing.
- ▶ **STOP1/ HOLD1/ SYMBOL HOLD/ DOUBLE**
STOP2/ HOLD2/ HALF DOUBLE
STOP3/ HOLD3/ RE-DOUBLE
STOP4/ HOLD4/ 10 LINES/ BLUE
STOP5/ HOLD5/ 20 LINES/ PINK
 - 1) **Stop1, Stop2, Stop3, Stop4, Stop5**: Stop the reel (Great Pharaoh, Night Fever & Marine Life).
 - 2) **Hold1, Hold2, Hold3, Hold4, Hold5**: Hold the Card (Real Draw).
 - 3) **Stop1, Stop2, Stop3**: Stop the reel of column (Fortune Fruit).
 - 4) **Hold1, Hold2, Hold3**: Hold the reel at Column Hold Mode (Fortune Fruit).
 - 5) **Symbol Hold**: Hold same symbols at Symbol Hold Mode (Fortune Fruit).
 - 6) **10 Lines, 20 Lines**: Choice the lines to play (Great Pharaoh, Night Fever & Marine Life).
 - 7) **Double, Half Double, Re-Double, Blue, Pink**: Choice D-Up Mode and Play (All Games).
- ▶ **START/ ALL STOP/ TAKE SCORE**
 - 1) **Start**: Initiate the game (All Games).
 - 2) **All Stop**: Stop all reels (Great Pharaoh, Night Fever, Marine Life & Fortune Fruit).
 - 3) **Take Score**: Take winning score after won (All Games).
- ▶ **BET**: To bet one credit per push for each select line or game (All Games).
- ▶ **MAX BET**: To wager max value of bet and start the game (All Games).
- ▶ **HELP**: Check last game and game features before the player bets (All Games).

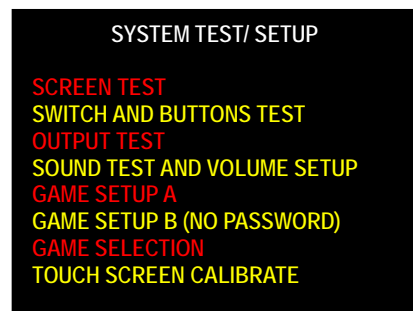
● **POWER ON AND CHECK**

- 1) 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.
- 2) Press [Test/ Setup] on the cabinet to go to “Test/ Setup Mode”.
- 3) Refer Page 6 to 11 of “Test/ Setup Mode” to set each setting.
- 4) Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment ... etc.)
- 5) Please refer to page 14 of “Troubleshooting” or “Error” if you have any problems or malfunctions.

TEST AND SETUP

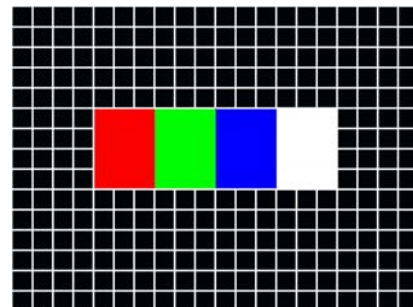
If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode. Power ON and Press [Test/ Setup] key will go to the mode, as right.

- Moving the bar by pressing [Stop1] button. After choosing one of the contents with the bar, press the [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

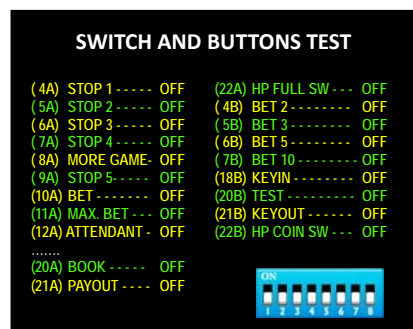
- Use this screen to check the color of monitor and the size of pictures.
- The color bands in the center should be Red, Green, Blue and White from left to right.
- The Cross Hatch test pattern has a white grid on a black background. The check as follows:
 - ▶ The grid line should be straight, and the 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 the [Start] button to back main menu.



2) SWITCH AND BUTTONS TEST

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

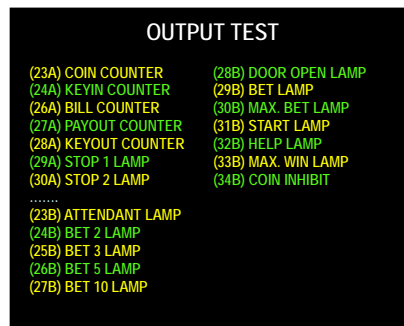
- To check the functioning of each button and switch, activate it and watch the corresponding “OFF” letters change to “ON”. If the “ON” and “OFF” letters don’t appear correctly, check the hardness connections and switches.
- Press the [Start] button to back main menu.



3) OUTPUT TEST

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

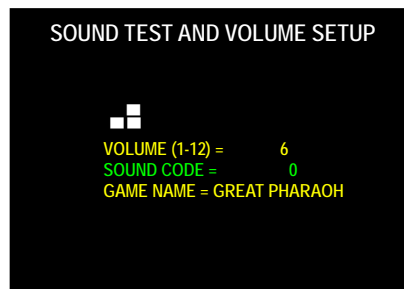
- To check the functioning of each output, including Counters and lamp of button. Press [Stop1] to move and press [Stop1] to test as watch the corresponding lamp ON.
- Counters, Bill Inhibit, Coin Inhibit and HP Full Out are to test the action, no lamp.
- Press the [Start] button to exit.



4) SOUND TEST AND VOLUME SETUP

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

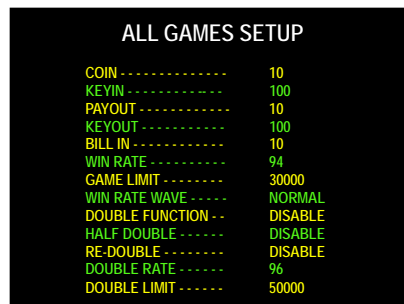
- Press [Stop 5] to select the game for sound test.
- Adjust the volume by pressing [Stop1] to decrease and [Stop2] to increase.
- Choice a sound by pressing [Stop3] button (previous) or [Stop4] button (next), and the machine will make a sound in the moment.
- Press the [Start] button to back main menu.



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 correctly, “OK!” is shown on the screen. To change new password, press [Max Bet] button and input new password as you want. Or, press [Start] button to enter screen of Game Setup.

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 [Bet] button for next page or [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.

Page #1 – ALL GAMES SETUP

Contents	Setting Selection (Underlined in setting selection are default settings)
COIN	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
KEYIN	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300, 500
PAYOUT	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
KEYOUT	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300, 500
BILL IN	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300, 500
WIN RATE	90, 91, 92, 93, 94, <u>95</u> , 96, 97, 98
GAME LIMIT	5000, 10000, 20000, 30000, 40000, 50000, <u>60000</u> , 80000, 100000, 150000, 200000
WIN RATE WAVE	<u>NORMAL</u> , HIGH
DOUBLE FUNCTION	<u>ENABLE</u> , DISABLE
HALF-DOUBLE	<u>ENABLE</u> , DISABLE
RE-DOUBLE	<u>ENABLE</u> , DISABLE
DOUBLE RATE	91, 92, 93, 94, 95, 96, 97, <u>98</u>
DOUBLE LIMIT	5000, 10000, 20000, <u>30000</u> , 40000, 50000, 60000, 80000, 100000

- ▶ Coin: Adjust how many credits per insert coin.
- ▶ Keyin: Adjust how many credits per Keyin.
- ▶ Payout: Adjust how many credits per pay coin.
- ▶ Keyout: Adjust how many credits per pay Step when Keyout.
- ▶ Bill In: Adjust how many credits per Bill signal.
- ▶ Win Rate: Adjust total rate % of game.

The win Rate is calculated and defines as follows:

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

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 94%.

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.

- ▶ Game Limit: Adjust how many credits game can hold.
- ▶ Win Rate Wave: It's to assign the prizes and rate. Big wave has more big prizes and focus more win or lose. Small wave has more small prizes and rate with more steady.
- ▶ Double Function: Play D-Up game when Main Game won. The play score in D-Up is winning score in main game.
- ▶ Re-Double: The play score in Double Up is twice winning score in main game.
- ▶ Half Double: The play score in Double Up is a half of winning score in main game.
- ▶ Double Rate: The rate of D-Up game and defines as Win Rate.
- ▶ Double Limit: To limit the winning score in Double Up. The system will take the score automatically when winning score is over Double Limit.

Contents	Setting Selection (Underlined in setting selection are default settings)
GREAT PHARAOH/ NIGHT FEVER/ MARINE LIFE SETUP	
MIN. BET	10, 20, 40, 100
MAX. BET	100, 200, 300, 400
FORTUNE FRUIT SETUP	
MIN. BET	8, <u>16</u> , 32, 40, 64, 80
MAX. BET	16, 32, 40, 80, 120, 160, 200, 240, 400
HOLD FUNCTION	ENABLE, DISABLE
HOLD TYPE	COLUMN, SYMBOL
REAL DRAW SETUP	
MIN. BET	10, 15, 20, 25, 30, 50, 100
MAX. BET	50, 100, 200, 300
AUTO HOLD	<u>ENABLE</u> , DISABLE

- ▶ Min Bet: Adjust how many min bets to start the game.
- ▶ Max Bet: Adjust how many max bets can bet at one play.
- ▶ Hold Function: To enable or disable hold function.
- ▶ Hold Type: To change the hold mode for Column Hold or Symbol Hold
- ▶ Auto Hold: To enable or disable auto hold by the system when good combination.

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.

GAME FUNC. SETUP	
TOUCH SCREEN	DISABLE
DEMO MUSIC	DISABLE
DEMO SHOW	DISABLE
KEYOUT TYPE	ZERO
MAX. PAY TOKENS	FREE
BILL INHIBITION	N.C
HOPPER SW TYPE	N.O.
AUTO PLAY	ENABLE
HOPPER	ENABLE
BILL ACCEPTOR	JCM

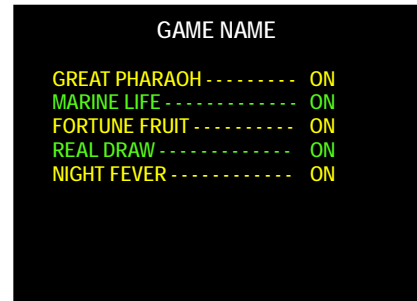
Contents	Setting Selection (Underlined in setting selection are default settings)
TOUCH SCREEN	ENABLE, <u>DISABLE</u>
DEMO MUSIC	ENABLE, <u>DISABLE</u>
DEMO SHOW	ENABLE, <u>DISABLE</u>
KEYOUT TYPE	<u>ZERO</u> , REST
MAX. PAY TOKENS	200, <u>300</u> , 400, 500, FREE
BILL INHIBITION	<u>N.C.</u> , N.O.
HOPPER SW TYPE	<u>N.C.</u> , N.O.
AUTO PLAY	<u>ENABLE</u> , DISABLE
HOPPER	<u>ENABLE</u> , DISABLE
BILL ACCEPTOR	JCM, ICT

- ▶ Touch Screen: To enable or disable Touch Function. To activate Touch Screen, you should Power OFF and then ON to calibrate it.
- ▶ Demo Music: To enable or disable demo music.
- ▶ Demo Show: To enable or disable demo function.
- ▶ Keyout Type: Adjust Keyout should take to 0 (zero) or under one Keyout value (rest).
- ▶ Max Pay Tokens: Adjust max coins are paid, which to avoid the hopper empty.
- ▶ Bill Inhibition: For Bill Acceptor. N.C. - Normal close (low), N.O. – Normal Open (Hi).
- ▶ Hopper Sw. Type: For Hopper. N.C. - Normal close (low), N.O. – Normal Open (Hi).
- ▶ Auto Play: To enable or disable play automatically.
- ▶ Hopper: To enable or disable Hopper function.
- ▶ Bill Acceptor: Select the model of Bill Acceptor.

7) GAME SELECTION

Operated games can be disabled or enabled from this page.

Press [Stop1] button to move the bar, and press [Stop5] button to enable or disable the game.



Contents	Setting Selection (Underlined in setting selection are default settings)
GREAT PHARAOH	<u>ON</u> , OFF
MARINE LIFE	<u>ON</u> , OFF
FORTUNE FRUIT	<u>ON</u> , OFF
REAL DRAW	<u>ON</u> , OFF
NIGHT FEVER	<u>ON</u> , OFF

- ▶ Great Pharaoh: To enable or disable Great Pharaoh Game.
- ▶ Marine Life: To enable or disable Marine Life Game.
- ▶ Fortune Fruit: To enable or disable Fortune Fruit Game.
- ▶ Real Draw: To enable or disable Real Draw Game.
- ▶ Night Fever: To enable or disable Night Fever Game.

8) 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.

9) 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							
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 (All Games)

The page shows the records (**Coin**, **Payout**, **Keyin**, **Keyout**, **Bill In** and **Net**) of Total Account and Current Account for all games.

The **Counter** column are "System Counters", and unable to clear by anyway, included by Reset function. It's to compare relatively with machine's mechanical counters when "check out" each time.

Power Times: The times of Power ON.

How to clear Current Account: Please refer Page 13: Reset (Clear) - Clear Current Account Only (Check Out).

Second Page (Great Pharaoh)

The page shows the record of each game.

(Total/ Main/ Double) Played & Won

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

(Total/Double) Play Times & Win Times

Played & Win times in Total/Double game.

(Fortune Wheel/ Hot Corners) Times & Score

Win times and scores in Fortune Wheel/ Hot Corners Bonus.

Third Page (Great Pharaoh)

The page shows winning times of each prize.

Another 4 games show same First Page, and following pages:

NIGHT FEVER

Second Page

NIGHT FEVER		
	PLAYED	WON
TOTAL MAIN		
DOUBLE		
	PLAYED/TIMES	WIN/TIMES
TOTAL DOUBLE		
FREE PLAY	TIMES	SCORE

Third Page

NIGHT FEVER				
	5	4	3	2
ALL [A]				
[B]				
[C]				
[D]				
[E]				

MARINE LIFE

Second Page

MARINE LIFE		
	PLAYED	WON
TOTAL MAIN		
DOUBLE		
	PLAYED/TIMES	WIN/TIMES
TOTAL DOUBLE		
FORTUNE WHEEL	TIMES	SCORE
FREE PLAY		

Third Page

MARINE LIFE				
	5	4	3	2
[A]				
[B]				
[C]				
[D]				
[E]				

FORTUNE FRUIT

Second Page

FORTUNE FRUIT		
	PLAYED	WON
TOTAL MAIN		
DOUBLE		
	PLAYED/TIMES	WIN/TIMES
TOTAL DOUBLE		
CORNER BONUS	TIMES	SCORE

Third Page

FORTUNE FRUIT		
ALL [A]	8x [A]	
ALL [B]	7x [B]	
ALL [BAR]	6x [BAR]	
ALL [C]	5x [C]	
ALL [BAR]	4x [BAR]	
ALL [D]	3x [D]	
ALL [E]	2x [E]	
ALL [F]	All Fruit	
ALL [G]	All Any Bar	

Fourth Page

FORTUNE FRUIT		
[A]	[A]	
[B]	[B]	
[BAR]	[BAR]	
[BAR]	[BAR]	
[C]	[C]	
[D]	[D]	
[E]	[E]	
[F]	[F]	
[G]	[G]	

REAL DRAW

Second Page

REAL DRAW		
	PLAYED	WON
TOTAL MAIN		
DOUBLE		
	PLAYED/TIMES	WIN/TIMES
TOTAL DOUBLE		

Third Page

REAL DRAW	
ROYAL FLUSH	
5 OF A KIND	
STR. FLUSH	
4 OF A KIND	
FULL HOUSE	
FLUSH	
STRAIGHT	
3 OF A KIND	
TWO PAIRS	
JACK / BETTER	

RESET (Clear)

● CLEAR ALL

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

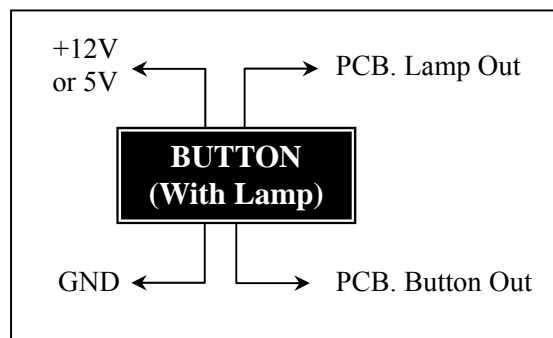
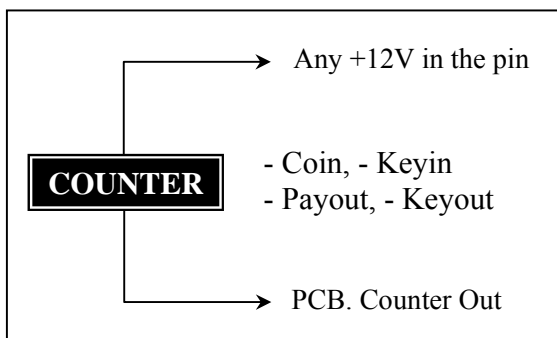
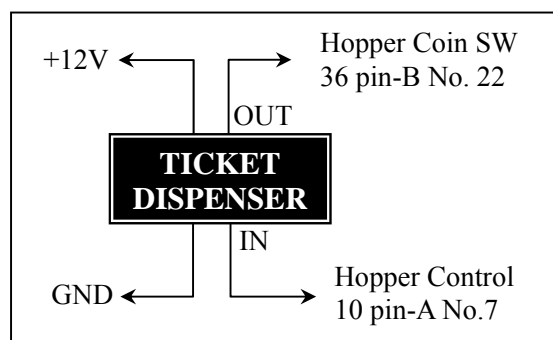
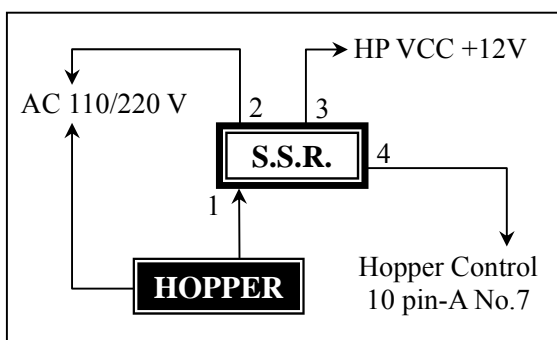
The screen will show “System Reset”, which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.).

- ▶ RESET button on the board is unavailable in current version.
- ▶ You should do RESET if you change the Master Rom (Rom_1).
- ▶ Don't forget to do RESET after changed the Win Rate.

● CLEAR CURRENT ACCOUNT ONLY (CHECK OUT)

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Total/Current Account. Press [Stop2] and [Stop3] button simultaneously to clear the data of Current Account. The Total Account from initial operation remains unchanged by this function.

MACHINE LAYOUT



ICT BILL ACCEPTOR - CONNECTOR – CN#1

PIN#1(Red)	- To PCB +12V
PIN#2(Orange)	- To PCB GND
PIN#3(Yellow)	- To PCB +12V
PIN#4(Green)	- To PCB BILL GND (36 Pin Side A, #34)
PIN#5(Blue)	- To PCB BILL (36 Pin Side A, #15)
PIN#6(Purple)	- Unused

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"> ● 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. ● Check “Volume setup” on setup page whether close or not.
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"> ● 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. ● Check Game Setup.
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"> ● Check the connector of touch screen link exactly to DP3 – Touch Panel port. ● Check “Game Setup B” of Test/ Setup Mode”, Touch Screen set to “Enable” item. And then, power Off and On again to ensure the setup is available.

CONNECTOR DIAGRAM

Lucky Combo (Standard)

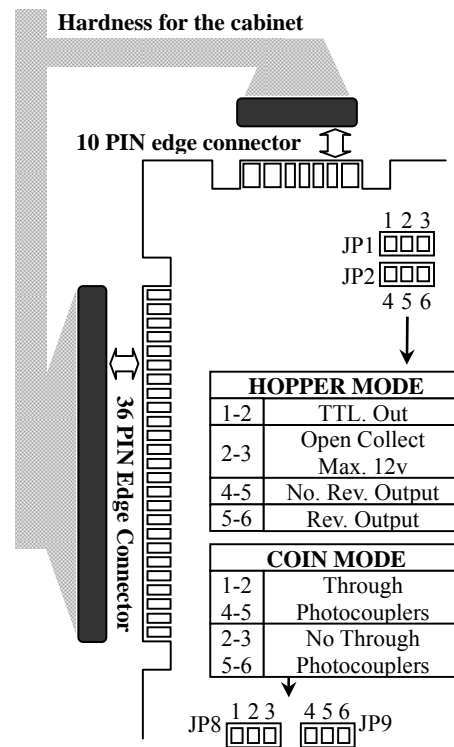
COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
	3	
Stop 1	4	
Stop 2	5	
Stop 3	6	
Stop 4	7	
More Games	8	
Stop 5	9	
Bet	10	
Max. Bet	11	
Attendant	12	
Start	13	
Help	14	
Bill	15	
Clear Error	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
HP Full SW	22	Hopper SW ⁽¹⁾
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
Bill in Counter	26	
Payout Counter	27	
Keyout Counter	28	Door Open Lamp
Stop 1 Lamp	29	Bet Lamp
Stop 2 Lamp	30	Max Bet Lamp
Stop 3 Lamp	31	Start Lamp
Stop 4 Lamp	32	Help Lamp
Stop 5 Lamp	33	Max. Win Lamp
Bill Inhibit	34	Coin Inhibit
HP Full Out	35	More Games Lamp
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	
⁽²⁾ Hopper Control	7	HP VCC ⁽³⁾
	8	
GND	9	GND
GND	10	GND

⁽¹⁾ HP Coin SW: Out signal for Hopper

⁽²⁾ HP Control: In signal for Hopper

⁽³⁾ HP VCC - (DC+12V)



- Clear Error button: To correct instantly the message of “Coin Error”, “Coin Jam” and “Hopper Jam” etc after fix.