



# MONEY MATCH LINKING



## Operator Manual







## Safety Notice

- After the installation of the linking system completed, please power on all machines and reset the Control Box to begin the operation.
- If the Control Box itself or its program chips need to be replaced due to the break-down during the operation, please power on and reset all machines after replacement.
- If the game board breaks down during the operation and needs to be replaced, please reset it before operation after replacement. (Note: the red tag on the game board is the reset switch.)
- All non-function pins on DIP Switch should be set at OFF to avoid error.
- Please adjust the voltage of game board between 5.0V~5.2V. (Note: the voltage can be measured from the connection pins [golden finger].)

# Table of Contents

|  |           |
|--|-----------|
| <b>Safety Notice .....</b>                   | <b>i</b>  |
| <b>1. Product Overview .....</b>             | <b>4</b>  |
| 1.1 Packed Items.....                        | 4         |
| 1.1.1 E3000 Packed Items.....                | 4         |
| 1.1.2 G2000-1 Packed Items .....             | 4         |
| 1.2 E3000 PCB.....                           | 5         |
| 1.2.1 Rear Panel.....                        | 5         |
| 1.2.2 Side Panel .....                       | 6         |
| 1.3 G2000-1 PCB .....                        | 7         |
| 1.3.1 Rear Panel.....                        | 7         |
| 1.3.2 Side Panel .....                       | 8         |
| <b>2. Installation – Linking System.....</b> | <b>9</b>  |
| 2.1 Connect E3000 To Peripherals .....       | 10        |
| 2.1.1 Connect Power supply .....             | 10        |
| 2.1.2 E3000 Rear Connection.....             | 11        |
| 2.2 Connecting G2000-1 To Peripherals .....  | 12        |
| 2.2.1 G2000-1 Rear Connection .....          | 12        |
| 2.2.2 G2000-1 Front Connection .....         | 12        |
| <b>3. DIP Switch Settings .....</b>          | <b>13</b> |
| 3.1 E3000 PCB.....                           | 13        |
| 3.2 G2000-1 PCB .....                        | 14        |
| <b>4. Connection Diagram.....</b>            | <b>15</b> |
| 4.1 Connection Diagram (10 Buttons).....     | 15        |
| 4.2 Button Layout (10 Buttons) .....         | 16        |
| <b>5. System Menu.....</b>                   | <b>17</b> |
| 5.1 Access Flow Chart.....                   | 17        |
| 5.2 Setup - System Settings .....            | 18        |
| 5.3 Setup – Game Setting.....                | 19        |
| 5.3.1 Space Pirate (25 Liner) .....          | 19        |
| 5.3.2 The Ocean (9 Liner).....               | 19        |
| 5.3.3 Samba Poker (5 Card Draw Poker).....   | 20        |
| 5.3.4 Lucky 7 (20 Liner) .....               | 20        |
| 5.3.5 Wild Rider (Scatter) .....             | 20        |
| 5.3.6 Golden Goal (40 Liner) .....           | 21        |
| 5.3.7 Hot Hot Chilies (25 Liner).....        | 21        |
| 5.3.8 Bingo Bingo (Bingo).....               | 21        |
| 5.4 Setup – Bill Acceptor.....               | 21        |







|  |           |
|--|-----------|
| 5.5 Setup – System Reset .....           | 22        |
| <b>6. Test.....</b>                      | <b>23</b> |
| 6.1 Access Flow Chart .....              | 23        |
| 6.1.1 Key Test.....                      | 24        |
| 6.1.2 Volume Setting .....               | 24        |
| 6.1.3 Clock Setting .....                | 24        |
| 6.1.4 Touch Setting .....                | 25        |
| <b>7. Short Term Data .....</b>          | <b>26</b> |
| 7.1 Access Flow Chart .....              | 26        |
| 7.1.1 Short Term Data.....               | 27        |
| 7.1.2 Last Hand Data.....                | 27        |
| 7.1.3 Error Record .....                 | 27        |
| <b>8. Game Introduction .....</b>        | <b>28</b> |
| 8.1 Space Pirate (25 Liner) .....        | 28        |
| 8.2 The Ocean (9 Liner).....             | 30        |
| 8.3 Samba Poker (5 Card Draw Poker)..... | 32        |
| 8.4 Lucky 7 (20 Liner) .....             | 33        |
| 8.5 Wild Rider (Scatter) .....           | 34        |
| 8.6 Golden Goal (40 Liner) .....         | 36        |
| 8.7 Hot Hot Chilies (25 Liner).....      | 37        |
| 8.8 Bingo Bingo (Bingo) .....            | 39        |
| <b>9. Troubleshooting.....</b>           | <b>40</b> |
| 9.1 Error messages and solutions.....    | 40        |


# 1. Product Overview

## 1.1 Packed Items

### 1.1.1 E3000 Packed Items

| Item                    | QTY | Appearance   |
|-------------------------|-----|--|
| E3000 PCB               | 1   |    |
| Power Supply (ATX 450W) | 1   |  |

### 1.1.2 G2000-1 Packed Items

| Item        | QTY | Appearance   |
|-------------|-----|--|
| G2000-1 PCB | 1   |  |

## 1.2 E3000 PCB

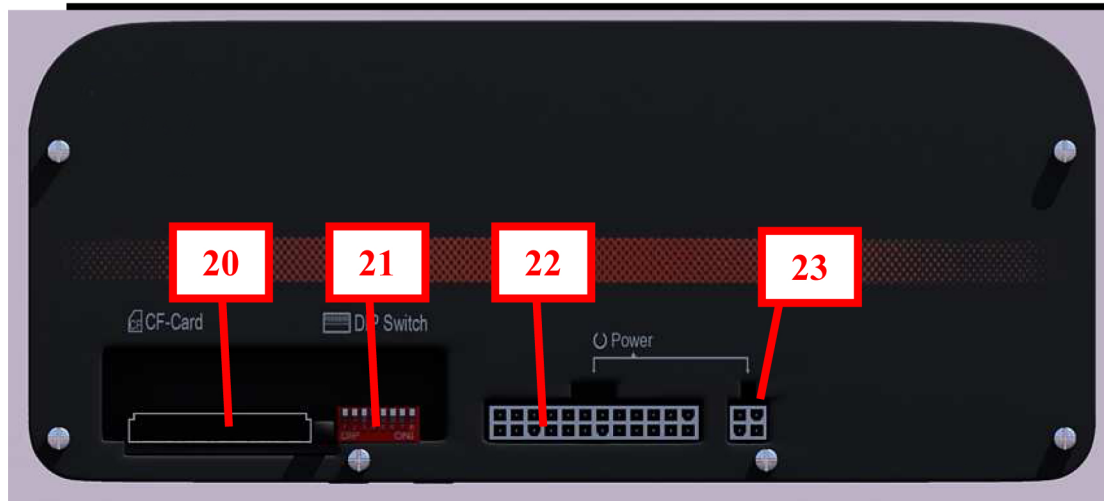
### 1.2.1 Rear Panel



| NO. | Connector                 | Connect to.../Function     | Cable to be used      |
|-----|---------------------------|----------------------------|-----------------------|
| 1   | KEYBOARD                  | Reserved                   | N/A                   |
| 2   | COM1                      | Reserved                   | N/A                   |
| 3   | COM2                      | Reserved                   | N/A                   |
| 4   | VGA                       | Reserved                   | N/A                   |
| 5   | DVI-D 1                   | Reserved                   | N/A                   |
| 6   | LAN                       | PC's LAN port              | Network Cable         |
| 7   | USB X 4                   | Reserved                   | N/A                   |
| 8   | CS-Out                    | Reserved                   | N/A                   |
| 9   | RS-Out                    | Reserved                   | N/A                   |
| 10  | SS-Out                    | Reserved                   | N/A                   |
| 11  | L-In                      | Reserved                   | N/A                   |
| 12  | L-Out                     | Display's audio connector  | Audio Cable           |
| 13  | MIC                       | Reserved                   | N/A                   |
| 14  | DVI-D 2                   | Reserved                   | N/A                   |
| 15  | DVI-D 3                   | Display's Screen connector | DVI Cable             |
| 16  | 15PIN<br>D-Type(Optional) | Reserved                   | N/A                   |
| 17  | 25PIN<br>D-Type(Optional) | Reserved                   | GPIO Cable (Optional) |
| 18  | RS-485 PORT 1             | Reserved                   | N/A                   |
| 19  | RS-232 PORT 1             | Reserved                   | N/A                   |



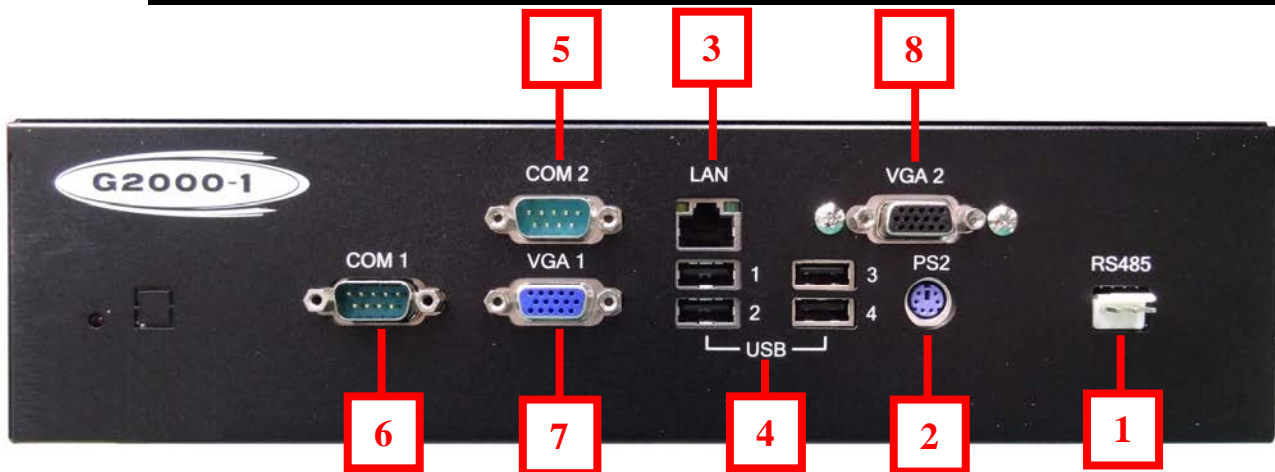
## 1.2.2 Side Panel



| NO. | Connector    | Connect to.../Function | Cable to be used         |
|-----|--------------|------------------------|--------------------------|
| 20  | CF-Card Slot | CF-Card                | N/A                      |
| 21  | DIP Switch   | For adjustment use     | N/A                      |
| 22  | Power        | Power supply           | 20Pin + 4Pin Power Cable |
| 23  | Power        | Power supply           | 4Pin Power Cable         |

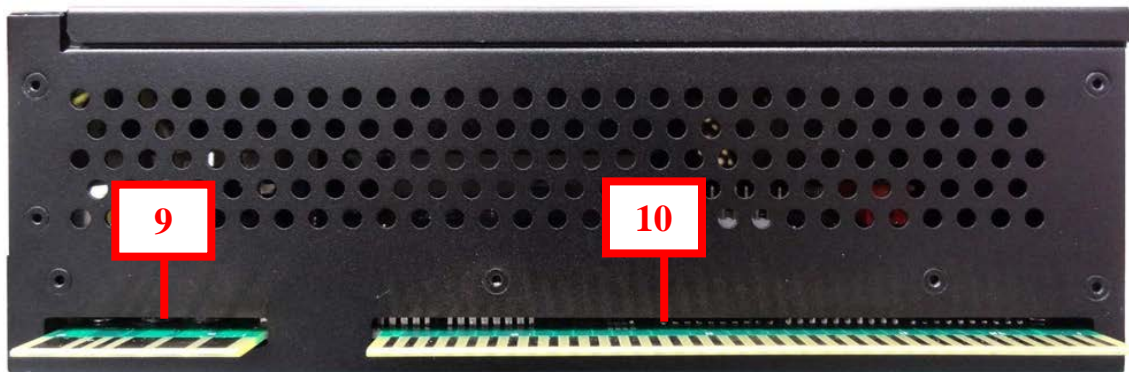
## 1.3 G2000-1 PCB

### 1.3.1 Rear Panel



| NO. | Connector     | Connect to.../Function         | Cable to be used |
|-----|---------------|--------------------------------|------------------|
| 1   | RS-485 PORT 1 | Reserved                       | N/A              |
| 2   | PS2           | +5V power                      | N/A              |
| 3   | LAN           | Reserved                       | Network Cable    |
| 4   | USB X 4       | Reserved                       | N/A              |
| 5   | COM 2         | Bill Acceptor                  | Bill Acceptor    |
| 6   | COM 1         | Touch Panel                    | RS 232 Cable     |
| 7   | VGA 1         | Connects to the first screen.  | VGA Cable        |
| 8   | VGA 2         | Connects to the second screen. | VGA Cable        |

### 1.3.2 Side Panel



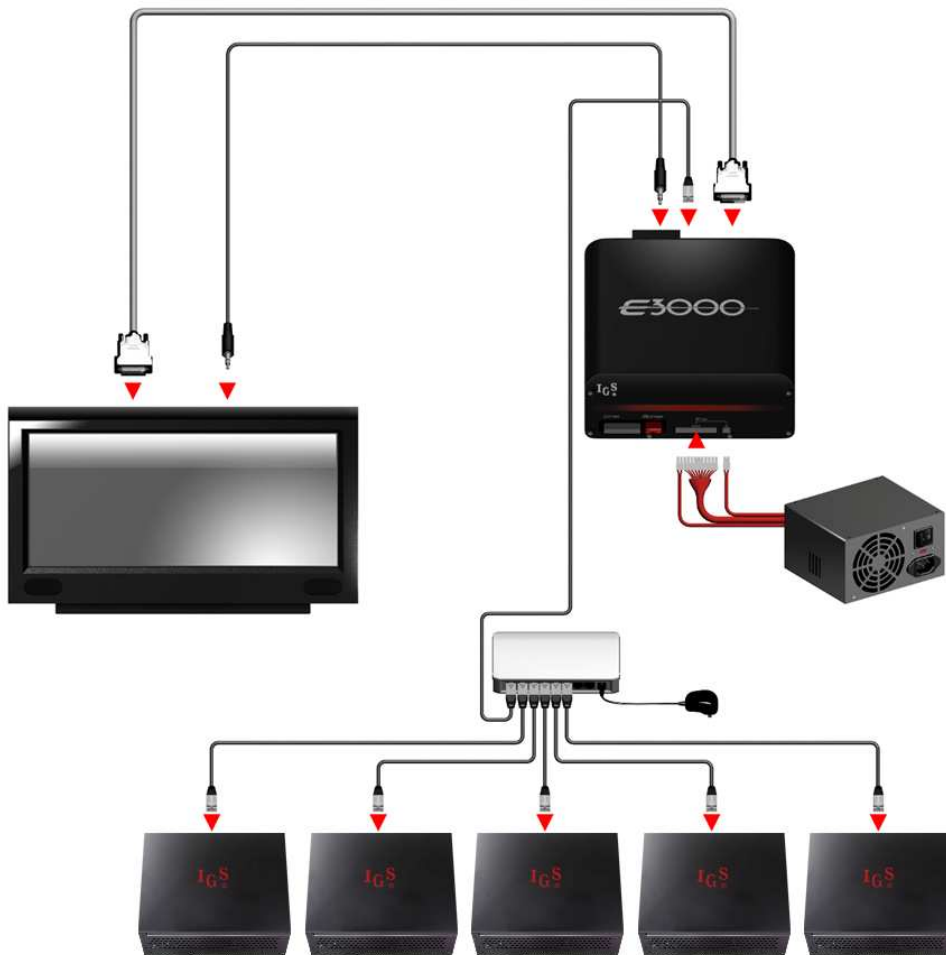
| NO. | Connector        | Connect to.../Function | Cable to be used |
|-----|------------------|------------------------|------------------|
| 9   | 10 Pin connector | POWER                  | N/A              |
| 10  | 36 Pin connector | IO / SOUND             | N/A              |





## 2. Installation – Linking System

The following diagram illustrates the connection of the whole system.



## 2.1 Connect E3000 To Peripherals

---

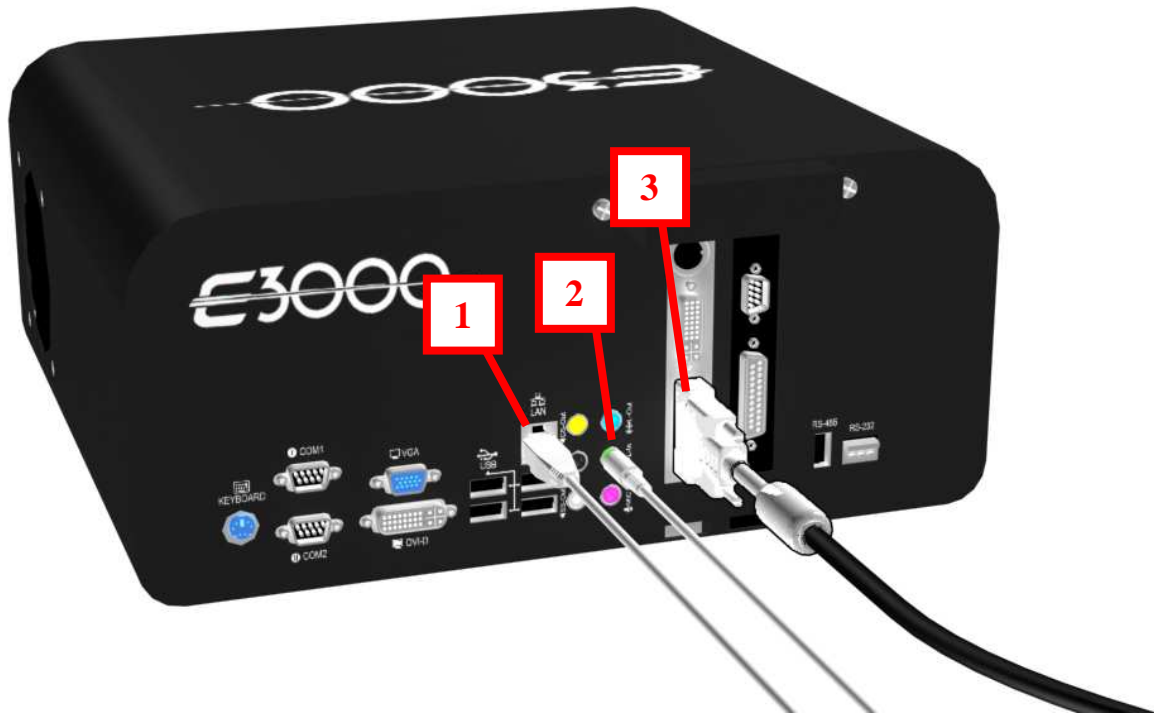
### 2.1.1 Connect Power supply

---



- (1) 20Pin + 4Pin Power Cable.
- (2) 4Pin Power Cable.

## 2.1.2 E3000 Rear Connection

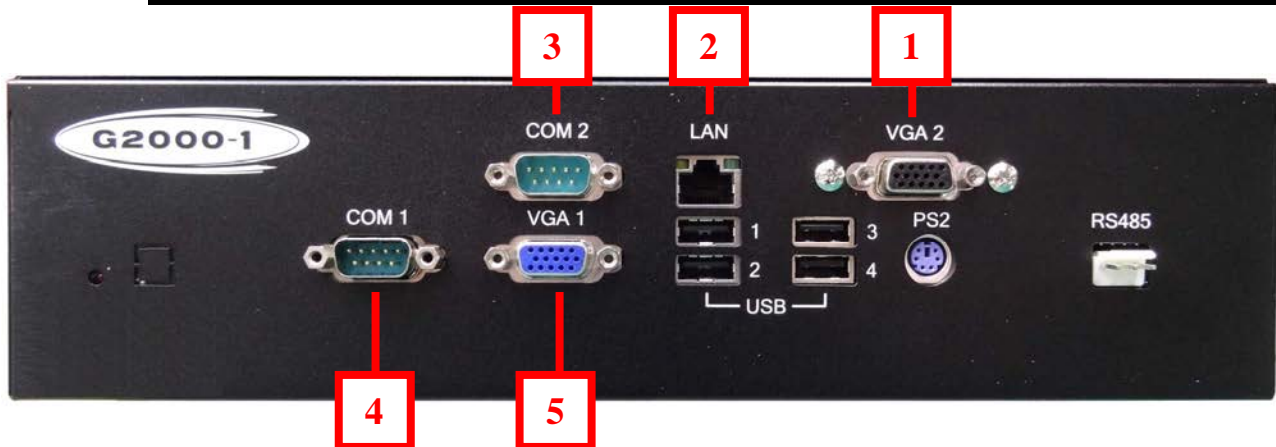


- (1) Network Cable.
- (2) Audio Cable.
- (3) DVI Cable.



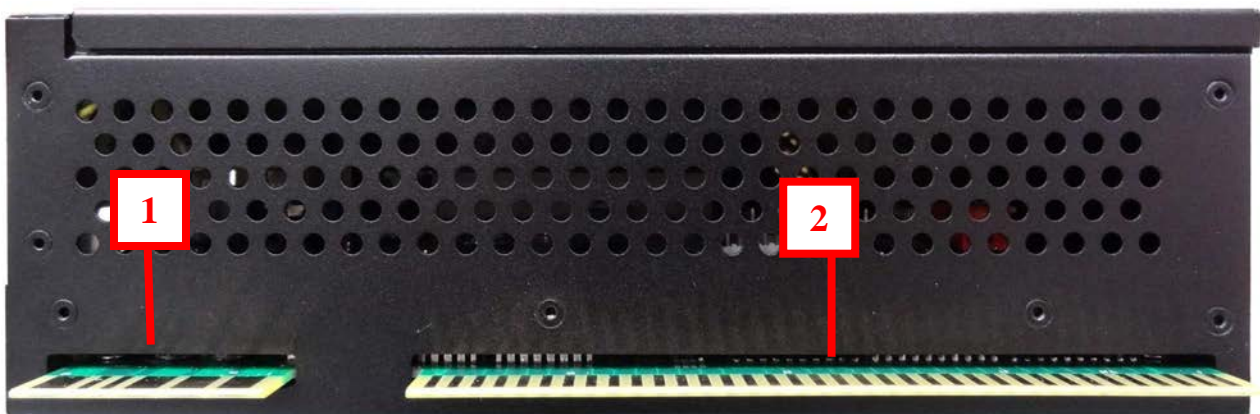
## 2.2 Connecting G2000-1 To Peripherals

### 2.2.1 G2000-1 Rear Connection



- (1) 2<sup>nd</sup> Screen.
- (2) Network Cable.
- (3) Bill Acceptor.
- (4) Touch Panel.
- (5) VGA Cable.

### 2.2.2 G2000-1 Front Connection



- (1) 10 Pin connector.
- (2) 36 Pin connector.

## 3. DIP Switch Settings

### 3.1 E3000 PCB



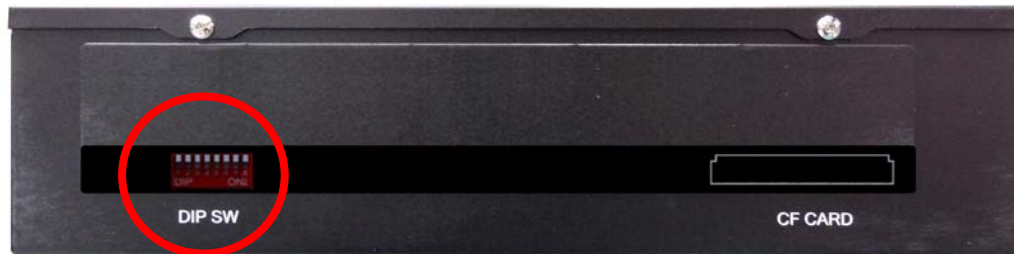
Powering on :

After the unit is powered on, LED (0) and (1) light on for 10 seconds to read DIP data.

| DIP SW                                      | 1  | 2  | 3   | 4   | 5  | 6  | 7   | 8   |
|---|----|----|-----|-----|----|----|-----|-----|
| Reset Book-keeping Password                 | ON | ON | OFF | OFF | ON | ON | OFF | OFF |
| After set up, LED (0) and (1) flash slowly. |    |    |     |     |    |    |     |     |

**Caution:** Please keep DIP switches to be “Off” mode to prevent application failure.

## 3.2 G2000-1 PCB



| DIP SWITCH     |        | 1   | 2   | 8   |
|----------------|--------|-----|-----|-----|
| TOUCH FUNCTION | NO     | OFF |     |     |
|                | YES    | ON  |     |     |
| BILL ACCEPTOR  | PULSE  |     | OFF |     |
|                | RS-232 |     | ON  |     |
| Reset          | NO     |     |     | OFF |
|                | YES    |     |     | ON  |

### Notes:

1. If any DIP setting is changed, you must reboot the machine to enable the settings.
2. In case the game is not loaded upon startup, run system reset via **SYSTEM RESET** menu. If problem persists, then run system reset via the DIP switch. If the game is still not loaded, shut down the machine. Remove the battery from its holder and place it back. Then rebook the system.



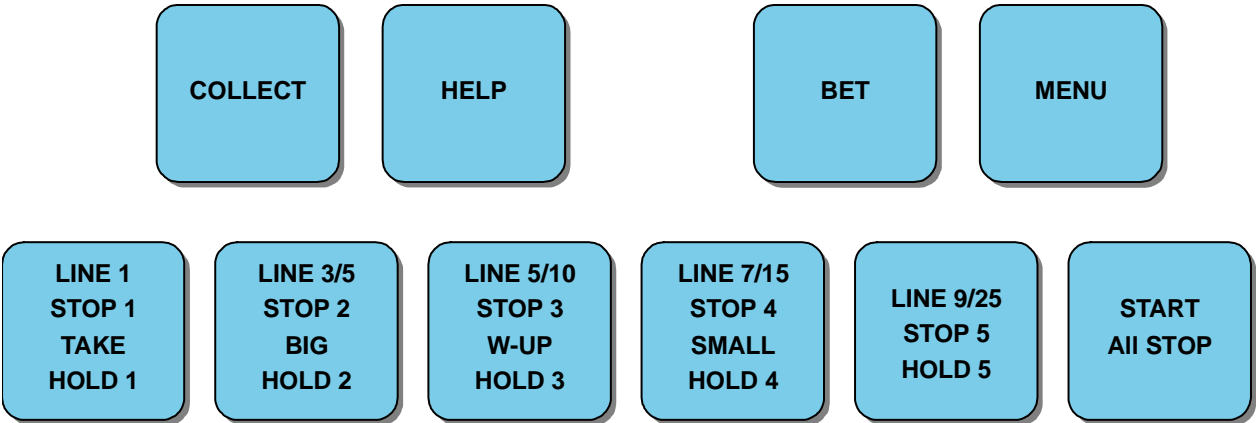
## 4. Connection Diagram

### 4.1 Connection Diagram (10 Buttons)

| 36 Pins                      |    |                                       | 10 Pins                  |    |             |
|------------------------------|----|---------------------------------------|--------------------------|----|-------------|
| PARTS SIDE                   |    | SOLDER SIDE                           | PARTS SIDE               |    | SOLDER SIDE |
|                              | 1  |                                       | GND                      | 1  | GND         |
|                              | 2  |                                       | GND                      | 2  | GND         |
| SPEAKER                      | 3  | SPEAKER GND                           | +5V                      | 3  | +5V         |
| LINE1/STOP1/TAKE/HOLD 1      | 4  |                                       | +5V                      | 4  | +5V         |
| LINE 3,5/STOP2/BIG/HOLD 2    | 5  | SHORT TERM                            | +12V                     | 5  | +12V        |
| LINE5,10/STOP3/W-UP/HOLD3    | 6  |                                       |                          | 6  |             |
| LINE7,15/STOP4/SMALL/HOLD4   | 7  |                                       | TICKET SSR<br>HOPPER SSR | 7  |             |
|                              | 8  |                                       |                          | 8  |             |
| START/ALL STOP               | 9  |                                       |                          |    |             |
| LINE9,25/STOP 5/HOLD 5       | 10 |                                       | GND                      | 10 | GND         |
| BET                          | 11 |                                       |                          |    |             |
| GAME MENU                    | 12 |                                       |                          |    |             |
| HELP                         | 13 |                                       |                          |    |             |
| DOOR ALARM (SW)              | 14 |                                       |                          |    |             |
| ALARM PIN                    | 15 |                                       |                          |    |             |
| CALL ATTENDANT               | 16 |                                       |                          |    |             |
|                              | 17 |                                       |                          |    |             |
| COIN                         | 18 | KEY IN                                |                          |    |             |
| REFILL                       | 19 | BILL                                  |                          |    |             |
| LONG TERM                    | 20 | TEST                                  |                          |    |             |
| PAYOUT                       | 21 | KEY OUT                               |                          |    |             |
|                              | 22 | HOPPER SW. (TICKET SW)                |                          |    |             |
| REFILL METER                 | 23 |                                       |                          |    |             |
| TOTAL IN METER               | 24 |                                       |                          |    |             |
|                              | 25 | LAMP: ATTENDANT                       |                          |    |             |
| TOTAL BET METER              | 26 |                                       |                          |    |             |
| HOPPER METER                 | 27 |                                       |                          |    |             |
| KEYOUT METER                 | 28 |                                       |                          |    |             |
| LAMP: START/ALL STOP         | 29 | LAMP: LINE1/STOP1/TAKE/HOLD 1         |                          |    |             |
| LAMP: LINE9,25/STOP 5/HOLD 5 | 30 | LAMP:<br>LINE 3,5/STOP2/BIG/HOLD 2    |                          |    |             |
| LAMP: BET                    | 31 | LAMP:<br>LINE5,10/ STOP3/W-UP/ HOLD 3 |                          |    |             |
| LAMP: GAME MENU              | 32 | LAMP:<br>LINE7,15/STOP4/SMALL/HOLD4   |                          |    |             |
| LAMP: HELP                   | 33 |                                       |                          |    |             |
| INHIBIT                      | 34 | WINNER LAMP (YELLOW) – TOP<br>LAMP    |                          |    |             |
|                              | 35 | Warning lamp (red) –Top Lamp          |                          |    |             |
| GND                          | 36 | GND                                   |                          |    |             |

## 4.2 Button Layout (10 Buttons)

---



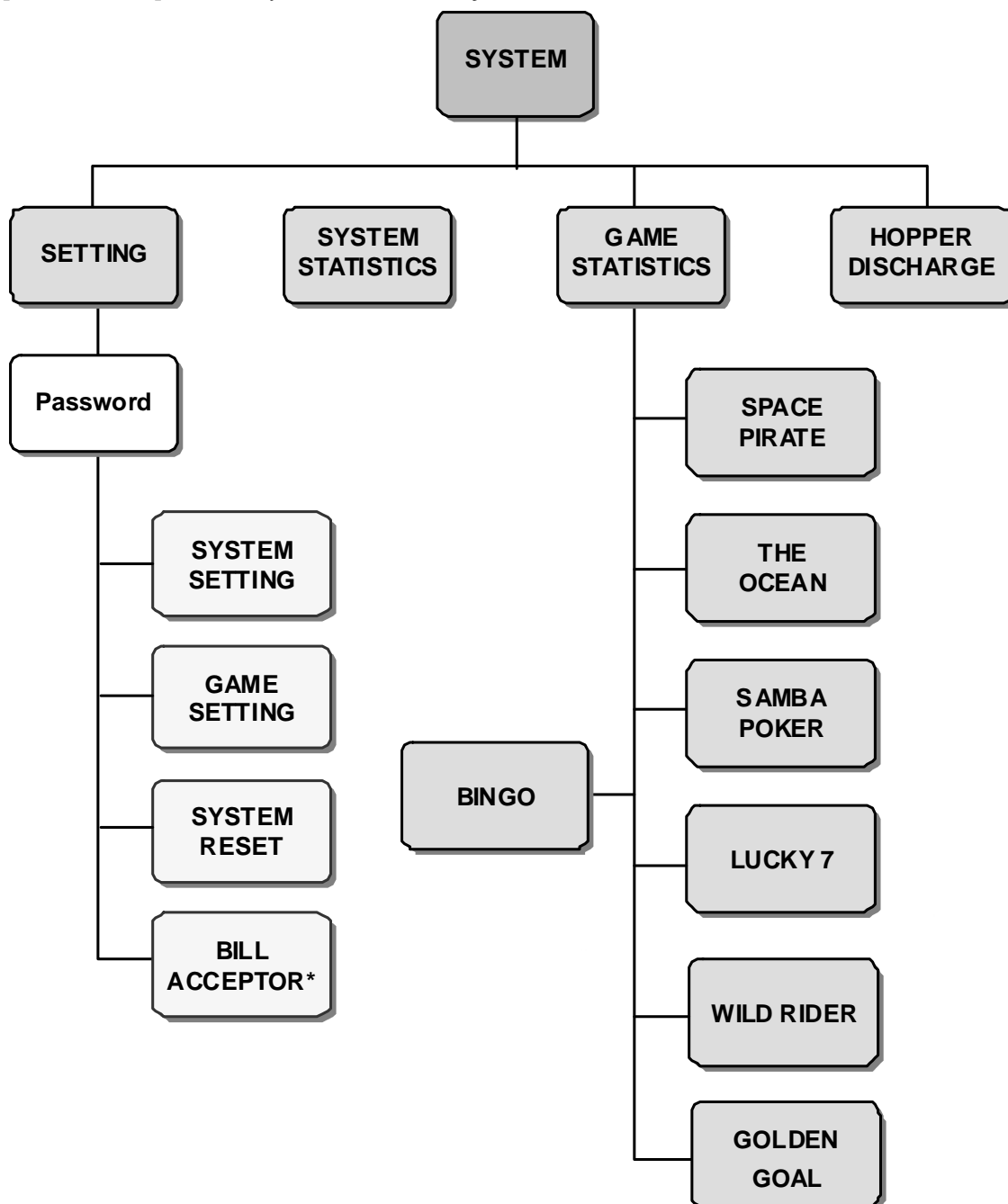




## 5. System Menu

### 5.1 Access Flow Chart

Press [LONG TERM] and then you will enter the **System** menu. The flow chart is as below:



\***BILL ACCEPTOR** option appears only when a RS-232 Bill Acceptor is connected and the pin **2 of DIP SWITCH** is set to **ON**.

## 5.2 Setup - System Settings

Press **[LONG TERM]** > **[STOP1]** > Enter the default password by pressing **[START]** 8 times > **[START]** > **[STOP1]**, then you will enter the **System Setting** menu.

| ITEM                     | SELECTIONS  | DEFAULT |
|--------------------------|---|---------|
| Client ID                | 0, 1, 2, ~ 24   | 0       |
| JP Coin Rate             | 10, 20, 30  | 10      |
| JP Coin Decrease Time    | 1, 2, 3, 4, 5   | 3       |
| JP Coin Increase Speed   | 1, 2, 3, 4, 5   | 3       |
| COIN RATE                | 0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000 | 10      |
| KEY IN RATE              |   | 100     |
| BILL IN RATE*            |   | 10      |
| KEY OUT RATE             | 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000    | 1       |
| HOPPER RATE              | 0, 1, 2, 4, 5, 10, 20, 25, 50, 100, 200, 300, 500, 1000 | 10      |
| TICKET RATE              |   |         |
| METER RATE               | 0, 1, 10, 50, 100, 200, 500                             | 10      |
| HOPPER CAPACITY          | 0, 50, 100, 300, 500, 700, 1000                         | 500     |
| HOPPER TIMEOUT           | 10, 15, 20, 25, 30                                      | 30      |
| DOUBLE GAME              | YES, NO   | YES     |
| INHIBIT                  | LOW, HIGH   | LOW     |
| DOOR OPEN                | N.C., N.O.  | N.O.    |
| GAME SPEED               | NORMAL, FAST  | NORMAL  |
| AUTO PLAY                | NO, YES   | YES     |
| PAYOUT SELECT            | TICKET, HOPPER  | HOPPER  |
| LANGUAGE                 | ENGLISH, SPANISH  | ENGLISH |
| MAIN GAME RATE           | 98%, 97%, 96%, 95%, 94%, 93%, 92%, 91%, 90%,            | 94%     |
| DOUBLE UP RATE           | 98%, 95%,   | 95%     |
| JP Betting Time          | 15, 20, 25, 30, 35                                      | 25      |
| Server Commentary Volume | 0, 1, 2, 3, 4, 5  | 3       |
| Server Music Volume      | 0, 1, 2, 3, 4, 5  | 3       |
| Server Sound Volume      | 0, 1, 2, 3, 4, 5  | 3       |

\*The rate is for pulse bill acceptor only.



\*\* Notes :

| ITEM                   | Explain  |
|------------------------|--|
| Client ID              | Each Client machine must be assigned with a unique ID number, which shall not be repeated. Only ID 1 is allowed to perform the System Setting. |
| JP Coin Decrease Time  | Time for one coin to vanish. JP Coin is designed to fade out in one to five minutes.   |
| JP Coin Increase Speed | Time for accumulating one coin. The bigger the setting number is, the faster the speed of coin-accumulating will be.                           |

## 5.3 Setup – Game Setting

Press **[LONG TERM]** > **[STOP1]** > Enter the default password by pressing **[START]** 8 times > **[START]** > **[STOP2]**. Then select the target game to adjust the settings.

### 5.3.1 Space Pirate (25 Liner)

| ITEM          | SELECTIONS                             | DEFAULT |
|---------------|--|---------|
| MIN. BET      | 1, 5, 10, 15, 20, 25, 50, 75, 100, 150 | 25      |
| MAX. LINE BET | 2, 4, 8, 10, 15, 20                    | 20      |
| MUSIC         | SOFT, HARD                             | SOFT    |
| GAME ENABLE   | ON, OFF                                | ON      |
| NEW ICON      | ON, OFF                                | OFF     |

### 5.3.2 The Ocean (9 Liner)

| ITEM          | SELECTIONS                            | DEFAULT |
|---------------|---------------------------------------|---------|
| MIN. BET      | 1, 9, 18, 27, 36, 45, 54, 72, 90, 144 | 27      |
| MAX. LINE BET | 5, 10, 20, 30, 40, 50                 | 50      |
| GAME ENABLE   | ON, OFF                               | ON      |
| NEW ICON      | ON, OFF                               | OFF     |

### 5.3.3 Samba Poker (5 Card Draw Poker)

| ITEM              | SELECTIONS                         | DEFAULT   |
|-------------------|------------------------------------|-----------|
| MIN. CARD BET     | 1, 5, 10, 20, 30, 50, 75, 100, 150 | 1         |
| MAX. CARD BET     | 50, 100, 200, 300, 500             | 300       |
| MIN BET FOR FEVER | 1, 5, 10, 20, 30, 50               | 30        |
| HOLD OPTION       | AUTO HOLD, HOLD WIN, NO HOLD       | AUTO HOLD |
| DRAW SPEED        | FAST, NORMAL                       | FAST      |
| GAME ENABLE       | ON, OFF                            | ON        |
| NEW ICON          | ON, OFF                            | OFF       |

### 5.3.4 Lucky 7 (20 Liner)

| ITEM                  | SELECTIONS                             | DEFAULT |
|-----------------------|--|---------|
| MIN. BET              | 1, 5, 10, 15, 20, 40, 60, 80, 100, 140 | 20      |
| MAX. LINE BET         | 2, 4, 8, 10, 15, 25                    | 25      |
| MIN. BET FOR 6TH REEL | 1, 5, 10, 15, 20, 25, 30, 50, 75, 100  | 20      |
| GAME ENABLE           | ON, OFF                                | ON      |
| NEW ICON              | ON, OFF                                | ON      |

### 5.3.5 Wild Rider (Scatter)

| ITEM                          | SELECTIONS   | DEFAULT |
|-------------------------------|--|---------|
| MIN. BET                      | 1, 5, 10, 15, 20, 25, 30, 50, 75, 100, 150, 200, 300 | 20      |
| MAX. BET                      | 50, 100, 200, 300, 500                               | 500     |
| MIN. BET FOR 3 FEATURE CHANCE | 1, 5, 10, 15, 20, 25, 30, 50, 75, 100                | 30      |
| GAME ENABLE                   | ON, OFF  | ON      |
| NEW ICON                      | ON, OFF  | OFF     |



### 5.3.6 Golden Goal (40 Liner)

| ITEM          | SELECTIONS                                 | DEFAULT |
|---------------|--|---------|
| MIN. BET      | 1 , 5 , 10 , 15, 20, 40, 80, 120, 160, 200 | 40      |
| MAX. LINE BET | 2 , 4 , 8 , 10 , 12                        | 12      |
| GAME ENABLE   | ON, OFF                                    | ON      |
| NEW ICON      | ON , OFF                                   | ON      |

### 5.3.7 Hot Hot Chilies (25 Liner)

| ITEM              | SELECTIONS   | DEFAULT |
|-------------------|--|---------|
| MIN. BET          | 1 , 5 , 10 , 15, 20, 25, 50, 75, 100, 150                      | 25      |
| MAX. LINE BET     | 2 , 4 , 8 , 10 , 15 , 20                                       | 20      |
| MIN. BET FOR BOOK | 1, 5, 10, 15, 25, 30, 40, 50, 75, 100, 150, 200, 250, 300, 500 | 25      |
| GAME ENABLE       | ON, OFF  | ON      |
| NEW ICON          | ON , OFF   | OFF     |

### 5.3.8 Bingo Bingo (Bingo)

| ITEM          | SELECTIONS               | DEFAULT |
|---------------|--------------------------|---------|
| MIN. CARD BET | 1, 2, 3, 4, 5            | 1       |
| MAX. CARD BET | 10, 25, 50, 75, 100, 125 | 125     |
| GAME ENABLE   | ON, OFF                  | ON      |
| NEW ICON      | ON , OFF                 | ON      |

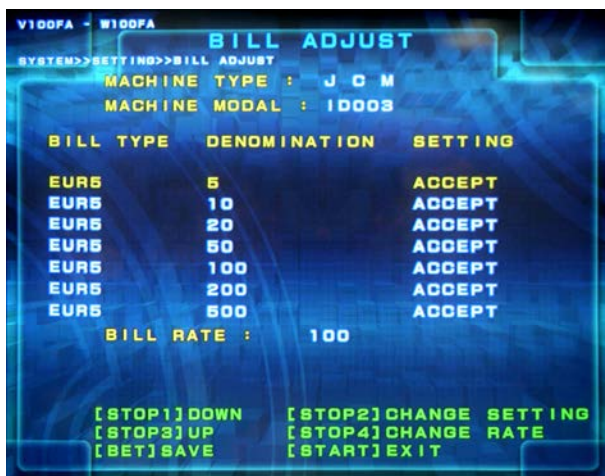
## 5.4 Setup – Bill Acceptor

Press **[LONG TERM]** > **[STOP1]** > Enter the default password by pressing **[START]** 8 times > **[START]** > **[STOP4]**. Then you can accept or reject certain denomination or adjust the **Bill Rate** as required.

For example, if **Bill Rate** is set to 100, then a \$5 bill is converted to 500 credits.

| ITEM      | SELECTIONS                                   | DEFAULT |
|-----------|--|---------|
| BILL RATE | 1, 4, 5, 10, 20, 25, 50, 100, 200, 500, 1000 | 100     |





**Note:** BILL ACCEPTOR option appears only when a RS-232 Bill Acceptor is connected and the pin 2 of DIP SWITCH is set to ON.

## 5.5 Setup – System Reset

Press [LONG TERM] > [STOP1] > Enter the default password by pressing [START] 8 times > [START] > [STOP3]. When prompted, press [BET]. Then restart the system to enable the reset.



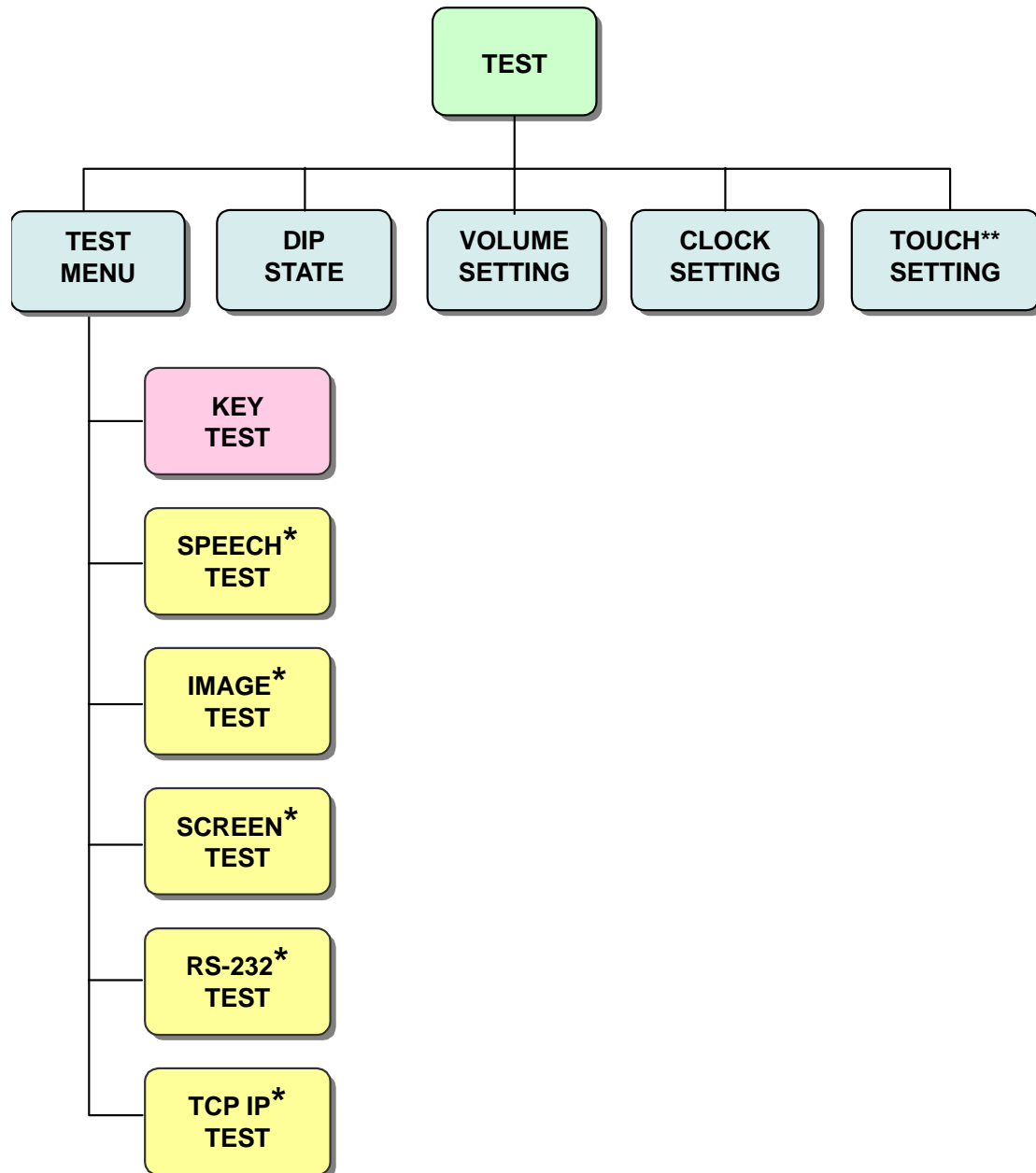
In case the game is not loaded upon startup, try these steps:

1. Run System reset via SYSTEM RESET.
2. Run system reset via DIP SWITCH.
3. Remove the system battery and place it back.

## 6. Test

### 6.1 Access Flow Chart

After machine setup, press **[TEST]** key to enter TEST screen to conduct required test and setup. The flow chart is as below:



\* These items are for IGS test only.

\*\* Touch Setting appears only when touch screen is connected and the pin **1 of DIP SWITCH** is set to **ON** to enable touch screen function.

## 6.1.1 Key Test



The **KEY TEST** page allows you to test the functionality of the keys. The string of tested key will be indicated.

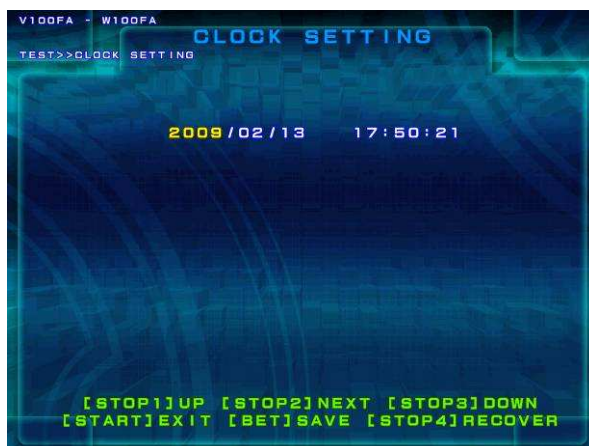
## 6.1.2 Volume Setting



The **SYSTEM VOLUME** page allows you to set the system volume from 0 to 10. The default is 5. If connected with amplifier, please use the default value.

If volume is set too high, noise will be generated.

## 6.1.3 Clock Setting



In the **CLOCK SETTING** page, set up the date and time and press **[BET]** to save the settings. The clock setting will no be cleared if you run system reset.

## 6.1.4 Touch Setting



**Note:**

To use the touch screen function, make sure you have make the VGA and RS-232 connections and the pin **1 of DIP SWITCH** is set to **ON**.

If you are using a touch screen, enter the CALIBRATION SCREEN page to calibrate the screen.

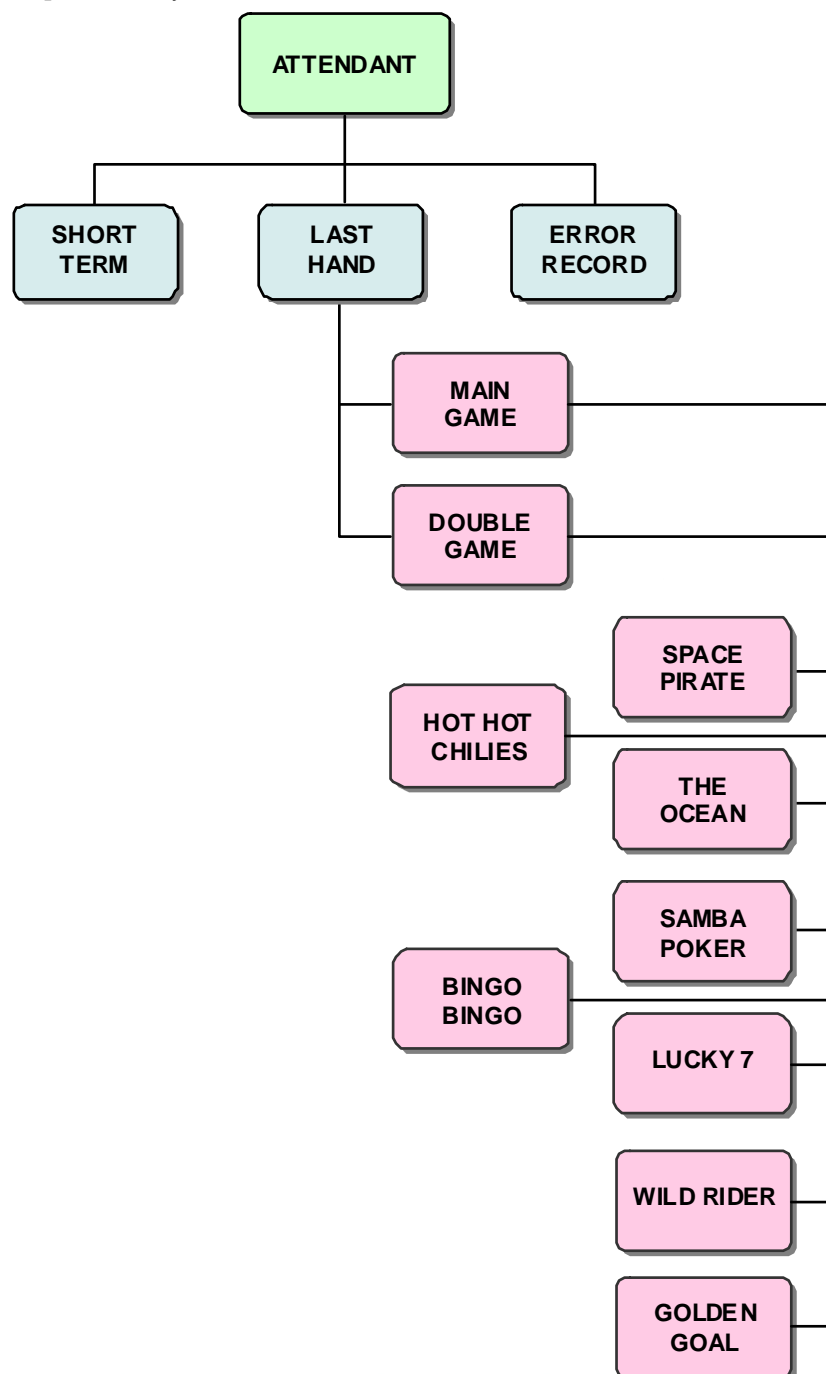
1. Touch the center of the cross on the screen.
2. Then follow the cross when it moves till the calibration is completed.

## 7. Short Term Data

### 7.1 Access Flow Chart

---

Press [SHORT TERM] and then you can access the short term data, last hand data and error record.





## 7.1.1 Short Term Data

SS100FA - ST100FA

ATTENDANT>>SHORT TERM

|                 | CURRENT    | LAST DATA |
|-----------------|------------|-----------|
| 2011/10/25      | 0000/00/00 |           |
| 14:29:31        | 00:00:00   |           |
| TOTAL IN        | 500        | 0         |
| BILL IN         | 0          | 0         |
| TICKET IN       | 0          | 0         |
| AFT IN          | 0          | 0         |
| KEY IN          | 500        | 0         |
| TOTAL OUT       | 0          | 0         |
| HANDPAY CREDITS | 0          | 0         |
| HANDPAY WIN     | 0          | 0         |
| TICKET OUT      | 0          | 0         |
| AFT OUT         | 0          | 0         |
| PAYOUT RATE     | 0.00%      | 0.00%     |
| BET TOTAL       | 627        | 0         |
| WIN TOTAL       | 287        | 0         |
| GAME RATE       | 45.77%     | 0.00%     |
| BET TIMES       | 14         | 0         |
| WIN TIMES       | 6          | 0         |
| HIT RATE        | 42.86%     | 0.00%     |
| REFILL          | 0          | 0         |

[START] EXIT [BET] SAVE

The **SHORT TERM** page shows the short term data since last saving. Pressing **[BET]** will save the record as last data and clear current data.

## 7.1.2 Last Hand Data

SS100FA - ST100FA

ATTENDANT>>LAST HAND

MIN BET FOR FEVER 50

| Hand        | Win     |
|-------------|---------|
| FIVE JOKERS | 1000000 |
| ROYAL FLUSH | 1000000 |
| 4 OF A KIND | 1000000 |
| STR FLUSH   | 1000000 |
| 4 OF A KIND | 1000000 |
| FULL HOUSE  | 1000000 |
| FLUSH       | 1000000 |
| STRAIGHT    | 1000000 |
| 3 OF A KIND | 1000000 |
| TWO PAIRS   | 1000000 |
| 7 BETTER    | 1000000 |

8♣ 10♣ 3♣ Q♣ 9♠

CREDIT 1120 BET 50 WIN 0

[START] EXIT [BET] NEXT

The **LAST HAND** page shows the last hand of a selected game.

## 7.1.3 Error Record

SS100FA - ST100FA

ATTENDANT>>ERROR RECORD

| ERROR       | DATE       | TIME     |
|-------------|------------|----------|
| ALARM ERROR | 2011/09/08 | 10:05:46 |
| DOOR OPEN   | 2011/09/08 | 10:05:44 |
| DOOR OPEN   | 2011/09/08 | 10:05:43 |

PAGE 1/3 TIME 2011/09/08 10:05:56

[START] EXIT [BET] NEXT

The **ERROR RECORD** page lists the error messages including the date and time when they have occurred. The records can be used for troubleshooting.

## 8. Game Introduction

### 8.1 Space Pirate (25 Liner)


#### Main Game



- 5-reel, 25-liner
- Lines: 1, 5, 10, 15, 25
- Jackpot Game.
- Bonus game: Monster Fever
- Up to 15 free games

#### Free Game






|   |       |                    |
|---|-------|--------------------|
|  | GET 5 | PLAY 15 FREE GAMES |
|   | GET 4 | PLAY 10 FREE GAMES |
|   | GET 3 | PLAY 5 FREE GAMES  |

- 3 or more FREE GAME symbols on the screen triggers Free Game.

## Monster Fever



|   |       |               |
|---|-------|---------------|
|  | GET 5 | SHOOT 5 TIMES |
|   | GET 4 | SHOOT 4 TIMES |
|   | GET 3 | SHOOT 3 TIMES |

- Get 3 or more  (Flying Eagle) symbols, player enters the Monster Fever Game.
- Shoot skeleton to win extra prize.
- If player get , the shooting times will be the bullet number plus 1 and the odds will increase.

## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

## Encouraging Higher Wagers

| Bet Lines | Line Bet  | Win Extra Lines |
|-----------|-----------|-----------------|
| 25        | 1         | 1~10            |
| 25        | 2 or more | 1~25            |

If 25 lines are selected, wins are paid both from left to right and right to left.

# 8.2 The Ocean (9 Liner)


## Main Game



- 5-reel, 9-liner
- Lines: 1, 3, 5, 7, 9
- Jackpot game
- Free games can be triggered during free games.

## Free Game



|  |       |                      |
|--|-------|----------------------|
|  | GET 5 | PLAY 7~12 FREE GAMES |
|  | GET 4 | PLAY 5~8 FREE GAMES  |
|  | GET 3 | PLAY 3~6 FREE GAMES  |

- Player can win more free games during free game play.



## Bonus Game



- Collect the matching icon to win extra bonus.
- 8 chance to choose in each play
- If a symbol is selected twice, the winning will be multiplied by the rate of the symbol.
- When dolphin was chosen, player goes to the Next Stage. There are three Next Stages and each stage provides 8 chances to select. The odds will also increase.
- Player can hold the unmatched symbols to be used in the next stage.

## Encouraging Higher Wagers

| Bet Lines | Line Bet  | Win Extra Lines |
|-----------|-----------|-----------------|
| 9         | 3         | 1~3             |
| 9         | 4         | 1~6             |
| 9         | 5 or more | 1~9             |

If 9 lines are selected, wins are paid both from left to right and right to left.

## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.



## 8.3 Samba Poker (5 Card Draw Poker)

### Main game



- 5 card draw poker game
- Jackpots Game.
- Flush Fever.

### Flush Fever



- If minimum bet for fever is placed and you get a flush, then you enter Flush Fever, where you are given 2~6 plays. During the play, if you get the same symbols of a kind, one kind wins you 1x bet. If you happen to get another flush, your play times will be incremented by 2~6.
- All the plays in the Flush Fever are played with bet.
- There is Min Bet for Flush Fever as well.

### Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

### Encouraging Higher Wagers

- Min bet must be placed to enter Flush Fever.
- Full bet allows to multiply the 4 OF A KIND wins to x60, which is normally set to x40.

## 8.4 Lucky 7 (20 Liner)


### Main game



- 5-reel, 20-liner
- Jackpot Game
- Bonus Game
- Up to 60 free games

### Free Game



|  |       |                       |
|--|-------|-----------------------|
|  | GET 5 | PLAY 10~20 FREE GAMES |
|  | GET 4 | PLAY 8~12 FREE GAMES  |
|  | GET 3 | PLAY 4~8 FREE GAMES   |

- 3 FREE GAME symbols on the screen triggers 10 free spins.
- Free game can be re-triggered and can add to 10 more free spins.
- Maximum 60 free spins can be played

### Double Paylines



- When the symbols on the small reel are the same as those on the winning paylines, the player wins a x2 multiplier.
- When the Bet is  $\geq$  MIN. BET FOR 6th REEL, the small reel is activated.
- When the Bet is  $\geq$  MIN. BET FOR 6th REEL\*2, more symbols will present with higher winning opportunity.

## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

## 8.5 Wild Rider (Scatter)

### Main game



- 15-reel, scatter
- Jackpot Game
- Bonus Game
- Free games

### Free Game



|            |       |                       |
|------------|-------|-----------------------|
| FREE RIDER | GET 5 | PLAY 10~20 FREE GAMES |
|            | GET 4 | PLAY 8~12 FREE GAMES  |
|            | GET 3 | PLAY 4~8 FREE GAMES   |



## Bonus Game




|       |              |
|-------|--------------|
| GET 5 | PLAY 9 TIMES |
| GET 4 | PLAY 7 TIMES |
| GET 3 | PLAY 5 TIMES |


- With 3 or more Bonus symbols on the screen, player enters the Bonus Game.
- Player selects a door to get one of the items behind it. Extra bonus will be awarded if the motorcycle is fully assembled.

## Feature : Motorcycle Respin



- When the symbol  is shown, the motorcycle rides out the screen from left to right and the symbols it passed by will respin. The player gets higher opportunity to win extra bonus.

- When the bet is  $\geq$  min. bet for

feature , more  symbols will appear to allow higher winning opportunities.

## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

## 8.6 Golden Goal (40 Liner)

### Main game



- 5-reel, 40-liner
- Jackpot Game
- Bonus Game
- Free games

### Bonus Game



|  |       |              |
|--|-------|--------------|
|  | GET 5 | PLAY 4 TIMES |
|  | GET 4 | PLAY 3 TIMES |
|  | GET 3 | PLAY 2 TIMES |

- With 3 or more Bonus symbols on the screen, player enters the Bonus Game.
- The number of balls indicates the play times. When player runs out of the balls, the bonus game ends.

### Fever Game



|  |       |                       |
|--|-------|-----------------------|
|  | GET 5 | PLAY 12~24 FREE GAMES |
|  | GET 4 | PLAY 8~16 FREE GAMES  |
|  | GET 3 | PLAY 4~8 FREE GAMES   |

- With 3 or more Fever symbols on the screen, player enters the Free Game.



## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

## 8.7 Hot Hot Chilies (25 Liner)


### Main game



- 5-reel, 25-liner
- Jackpot Game
- Bonus Game
- Free games

### Bonus Game



- With 3  on the screen, player enters the Bonus Game.
- Select a dinner plate to reveal a bonus.
- Get LOBSTER, ROAST CHICKEN or FAJITAS, player wins a higher bonus. Collect five of these ingredients wins the progressive bonus.

## Free Game



|       |                    |
|-------|--------------------|
| GET 5 | PLAY 15 FREE GAMES |
| GET 4 | PLAY 10 FREE GAMES |
| GET 3 | PLAY 5 FREE GAMES  |

- With 3 or more Free Game symbols on the screen, the player enters the Free Game.

## Feature : Cook Book



- Increase the bet to activate the COOK BOOK feature. If the number of symbol in the main game screen is equal or more than the number displayed in the cook book, player wins the COOK BOOK prize.

## Double Game



- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.

## 8.8 Bingo Bingo (Bingo)

### Main game



- 60 balls bingo game
- Maximum 4 bingo cards.
- Jackpots Game.
- Extra ball is available

### Feature : Extra Balls



- If the total bonus is expected to accumulate more than 40X, EXTRA BALL will be activated.
- Buy extra balls to increase the winning opportunity and maximize the earning.

### Double Game



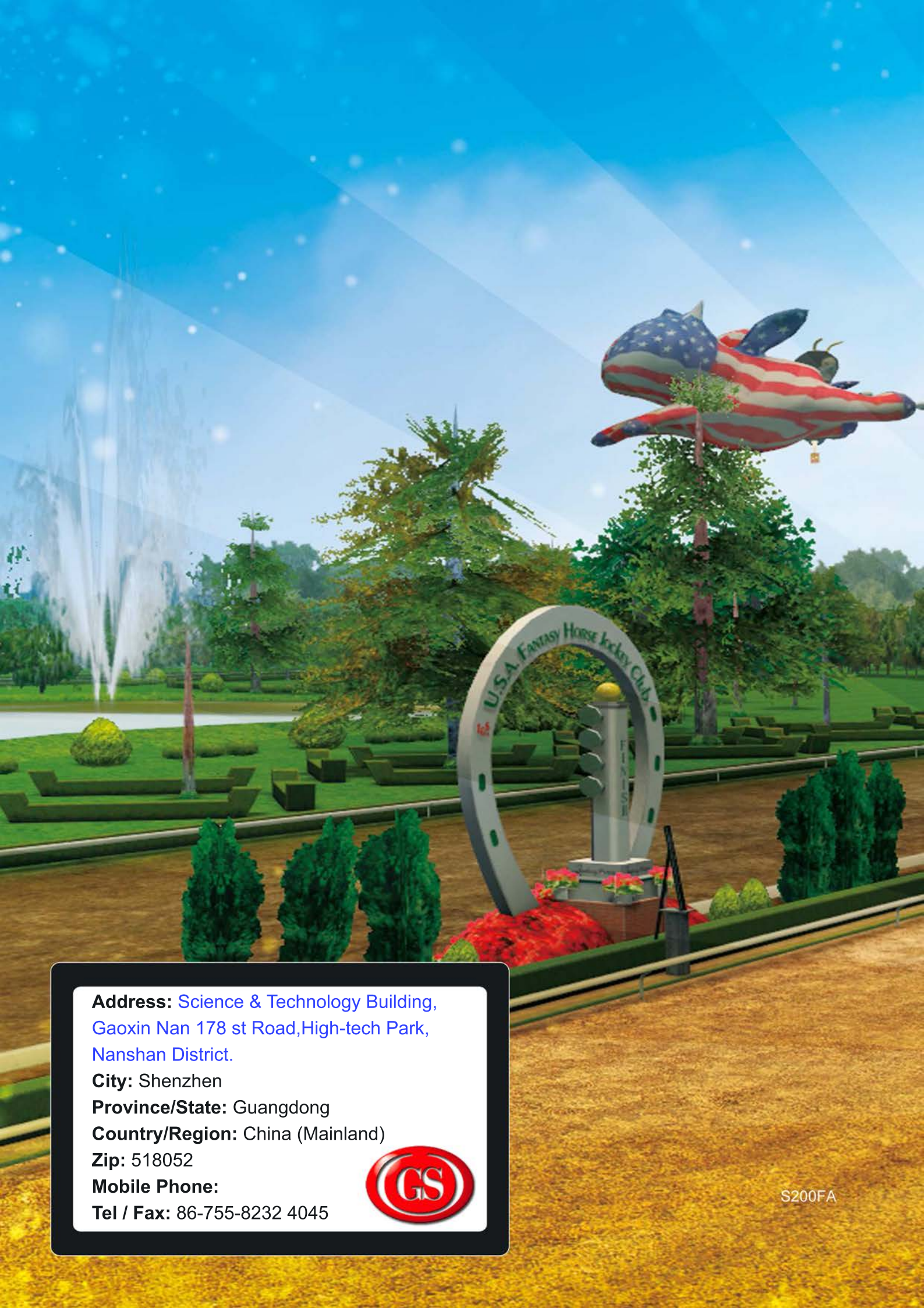
- **Rule:** Player is to guess if the next card is higher or lower and each win is x2.



## 9. Troubleshooting

### 9.1 Error messages and solutions

| Error Message               | Procedures  |
|-----------------------------|---|
| Coin Error                  | Power off the machine, check the selector and restart the machine.  |
| Bill In Error               | Power off the machine, check Bill machine and restart the machine.  |
| Credit Error                | Power off the machine and do System Reset.  |
| Win Error                   | Power off the machine and do System Reset.  |
| Bet Error                   | Power off the machine and do System Reset.  |
| Record Limit                | Power off the machine and do System Reset.  |
| Hopper Break                | Power off the machine, check Hopper and restart the machine.  |
| Ticket Break                | Power off the machine, check the ticket machine and restart the machine.  |
| Hopper Empty                | Power off the machine, check Hopper and restart machine. Or, press REFILL to add coins and press REFILL again to complete paying out. |
| Ticket Empty                | Power off the machine, check the ticket machine and restart the machine.  |
| Over Hopper Capacity        | Press KEY OUT button to resolve the problem.  |
| Alarm Error                 | Press REFILL button to resolve the problem.   |
| Door Open                   | Close door or adjust System Setting > Door Open state: N.C. or N.O.   |
| Call Attendant              | Press CALL ATTENDANT button to handle the situation.  |
| Bill Acceptor Cash Box Full | Power off the machine, check Bill Acceptor and restart the machine.   |
| Bill Acceptor Cash Box Open | Power off the machine, check Bill Acceptor and restart the machine.   |
| Bill Acceptor Break         | Power off the machine, check Bill Acceptor and restart the machine.   |
| Bill Acceptor Stack Break   | Power off the machine, check Bill Acceptor and restart the machine.   |
| Bill Acceptor Error         | Power off the machine, check Bill Acceptor and restart the machine.   |
| System Limit                | Press KEY OUT button to resolve the problem.  |



**Address:** Science & Technology Building,  
Gaoxin Nan 178 st Road,High-tech Park,  
Nanshan District.

**City:** Shenzhen

**Province/State:** Guangdong

**Country/Region:** China (Mainland)

**Zip:** 518052

**Mobile Phone:**

**Tel / Fax:** 86-755-8232 4045



S200FA