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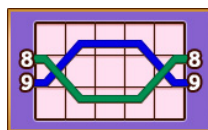
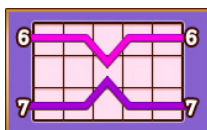
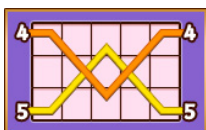
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## INTRODUCTION

- MONEY BANG BANG is a 5-reel 9 line game. Player first presses [BET] to select bet amount or [MAX BET] to maximize the bet.
- Player presses [BET] or [MAX BET] to bet on each selected line, then presses [START] to spin the reels. Once the reels start spinning, player can either presses [STOP1], [STOP2], [STOP3], [STOP4], [STOP5] or [STOP] to make all reels stop. Player wins along both sides – left to right or right to left – with corresponding multiples of the bet.
- Once credits are won, player can either choose to take score or enter the double up game.















# MONEY BANG BANG

## FREE GAME

FREE GAME will be activated when    or    showing up on the center as a spin result during the main game, and player can get free spins for 10 times.



Player can get another free spins for 10 times during free game if    or    showing up on the center, and get another 5 times free spins if    or    showing up on the same place.





## FREE GAME

### SPECIAL FEATURE

During the Free Game, every spin will reload the revolver on the top of screen with random amount of bullets which will offer player 1~4 row of WILD.









## DOUBLE UP GAME



Guess the color or the suit of the middle cards. If the guess is correct, then the winning amount will be multiplied (doubled or by 4 times). Otherwise, the winning amount will be reset to zero and the system will return to the main game.



# MONEY BANG BANG

## BONUS GAME

BONUS GAME will be activated when    or    showing up on the center as a spin result during the main game.

There are 5 targets for picking on the Bonus Game page, and the winning reward according to what player chooses. When one  be picked or six  are picked the BONUS GAME will be ended.





## OPERATOR MENU

### MESSAGE REMOVAL

After the corresponding problem is solved, please remove the message by the following directions.

MESSAGES	STATUS	REMOVE THE MESSAGE
COIN JAM	COIN JAM	CHECK AND CLEAN UP THE HOPPER. THEN PRESS EMPLOYEE MENU BUTTON TO LIFT ERROR INFORMATION.
CREDIT LIMIT	CREDIT VALUE IS OVER THAN SETTING (OVER THE FIGURE SYSTEM ALLOWED)	KEY OUT TO LIFT CREDIT LIMITATION INFORMATION.
HOPPER ERROR	HOPPER MOTOR IS ERROR	PLEASE PRESS EMPLOYEE MENU BUTTON TO CLEAR THE ERROR MESSAGE.
SYSTEM LIMIT	CREDIT ADDED BY KEY IN IS OVER SYSTEM DEFAULT.	PLEASE PRESS KEY OUT BUTTON TO RESET CREDIT TO ZERO FOR REMOVING THE ERROR MESSAGE.
SRAM	GAME PROGRAM CAN NOT BE EXECUTED NORMALLY.	PLEASE SEND BACK THIS MOTHERBOARD TO THE MANUFACTURER FOR REPAIR.

### OPERATOR MENU

OPERATOR MENU		YYYY/MM/DD Hr:Min:Sec.
1. OPERATOR MAIN BOOKKEEPING 2. GAME SETUP 3. PASSWORD SETUP 4. SYSTEM EVENT RECORD 5. MAIN FUNCTION SETUP 6. CLEAR ALL EVENT & STATISTICS 7. RELOAD DEFAULT		
		* OPERATOR DEFAULT PASSWORD: 1111 * STORE OWNER DEFAULT PASSWORD: 1212
【STOP1】: ▲    【STOP2】: ▼    【STOP5】: ENTER    【START】: EXIT		

\*TO ACCESS OPERATOR MENU, PASSWORD INPUT IS NECESSARY.

\*PASSWORD INPUT INCORRECTLY FOR 3 TIMES, THE SYSTEM WILL LOCK OPERATOR MENU FUNCTION FOR 30 MINUTES. PLEASE TRY AGAIN AFTER 30 MINUTES.

\*OPERATOR MENU CAN NOT BE ACCESSED WHEN THE SYSTEM IS EXECUTING PROCESS OF KEY OUT OR COIN OUT.



## OPERATOR MENU

### 1. OPERATOR MAIN BOOKKEEPING

KEY IN	GAME TIMES
KEY OUT	WIN TIMES
COIN IN	TOTAL BET
PAY OUT	TOTAL WIN
BILL IN	WINNING RATE %
PRINT OUT	
TOTAL IN	
TOTAL OUT	
PROFIT	
PAYOUT RATE %	
PAGE 1 / 4	











FREE GAME	BONUS GAME
ENTER TIMES	ENTER TIMES
WIN	WIN
DOUBLE UP	
BET	
WIN	
GAME TIMES	
WIN TIMES	
PAGE 2 / 4	











【STOP1】 : PREV. 【STOP2】 : NEXT 【START】 : EXIT





## OPERATOR MENU

MAIN GAME RECORD			
	X3	X4	X5
			
			
			
			
			
			
			
			
			
			
PAGE 3 / 4			

FREE GAME RECORD			
	X3	X4	X5
			
			
			
			
			
			
			
			
			
			
PAGE 4 / 4			

【STOP1】 : PREV. 【STOP2】 : NEXT 【START】 : EXIT

## 2. GAME SETUP

KEY IN	BET SELECTION
KEY OUT	LINE SELECTION
CREDIT LIMIT	DOUBLE UP LIMIT
MAX BET PER LINE	DOUBLE UP
MIN BET PER LINE	SUBGAME MANUAL START
HOPPER SWITCH	
HOPPER MAX PAY OUT	
PAY OUT OPTION	
DEMO MUSIC	
VOLUME ADJUSTMENT	

【STOP1】 : ▲ 【STOP2】 : ▼ 【STOP5】 : ENTER 【START】 : EXIT

【STOP3】 : - 【STOP4】 : + 【STOP5】 : ENTER



## OPERATOR MENU

### KEY IN

OFF · 15 · 50 · 75 · 100 · 500 · 1000 · 2000 · 3000 · 5000 · 10000 · 20000 · 50000

### KEY OUT

OFF · 1 · 15 · 50 · 75 · 100 · 500 · 1000 · 2000 · 3000 · 5000 · 10000 · 20000 · 50000

### CREDIT LIMIT

OFF · 100000 · 500000 · 1000000 · 2000000

### MAX BET PER LINE

5 · 10 · 20 · 30 · 40 · 50

### MIN BET PER LINE

1 · 2 · 5 · 10 · 20 · 30 · 40 · 50

### BET SELECTION

1 · 2 · 5 · 10

### LINE SELECTION

ON · OFF

### DOUBLE UP LIMIT

50000 · 100000 · 150000 · 200000 · 250000 · 300000

### DOUBLE UP

ONcOFF

### SUBGAME MANUAL START

OFF · 60 · 180 · 300

### HOPPER SWITCH

NO · NC

### HOPPER MAX PAY OUT

25 · 50 · 100 · 500 · 1000 · 2000 · 10000 · OFF

### PAY OUT OPTION

HOPPER · PRINTER

### DEMO MUSIC

ON · OFF

### VOLUME ADJUSTMENT

OFF · 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9 · 10



## OPERATOR MENU

### 3.PASSWORD SETUP

EMPLOYEE PASSWORD

OPERATOR PASSWORD

【STOP1】 : ▲    【STOP2】 : ▼    【STOP5】 : ENTER    【START】 : EXIT

### 4.SYSTEM EVENT RECORD

EVENT	TIME
CHANGE GAME RATE	
CHANGE DOUBLE UP RATE	
CHANGE COIN IN SETUP	
CHANGE BILL IN SETUP	
CHANGE PAY OUT SETUP	
CHANGE PRINT OUT SETUP	
TIME SETUP	
CHANGE CREDIT LIMIT	
CHANGE DOUBLE UP LIMIT	
CHANGE MAX BET PER LINE	
CHANGE MIN BET PER LINE	
CHANGE BET SELECTION	
CHANGE DOUBLE UP SETUP	
CHANGE LINE SELECTION SETUP	
CHANGE KEY IN SETUP	
CHANGE KEY OUT SETUP	
CHANGE EMPLOYEE PWD	
CHANGE OPERATOR PWD	
ENTER OPERATOR MENU	
RELOAD DEFAULT	
CLEAR ALL EVENT & STATISTICS	
UPDATE CURRENT STATISTICS	
CHANGE SUBGAME MANUAL START	

【STOP1】 : PREV.    【STOP2】 : NEXT    【START】 : EXIT



## OPERATOR MENU

### 5.MAIN FUNCTION SETUP

GAME RATE	%
DOUBLE UP RATE	%
COIN IN	
PAY OUT	
BILL IN	
PRINT OUT	
TIME SETUP	/ / : :

【STOP1】 : ▲ 【STOP2】 : ▼ 【STOP5】 : ENTER 【START】 : EXIT

【STOP3】 : - 【STOP4】 : + 【STOP5】 : ENTER

#### GAME RATE

100、99.5、99、98.5、98、97.5、97、96.5、96、95.5、95

#### DOUBLE UP RATE

99.5、99、98.5、98、97.5、97、96.5、96

#### COIN IN

OFF、1、2、5、10、15、18、20、25、30、36、40、50、75、100、200、250、500、1000、3000

#### PAY OUT

OFF、1、2、5、10、15、18、20、25、30、36、40、50、75、100、200、250、500、1000、3000

#### BILL IN

OFF、1、2、5、10、15、18、20、25、30、36、40、50、75、100、200、250、500、1000、3000

#### PRINT OUT

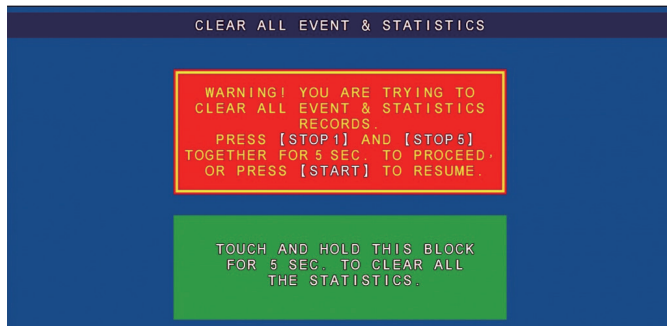
OFF、1、2、5、10、15、18、20、25、30、36、40、50、75、100、200、250、500、1000、3000





## OPERATOR MENU

### 6. CLEAR ALL EVENT & STATISTICS



【START】 : EXIT

### 7. RELOAD DEFAULT



【START】 : EXIT



## EMPLOYEE MENU

### EMPLOYEE MENU

#### EMPLOYEE MENU

1. EMPLOYEE BOOKKEEPING
2. GRAND PRIZE RECORD
3. LAST 100 GAME RECORD
4. IN/OUT RECORD
5. TEST

【STOP1】 : ▲    【STOP2】 : ▼    【STOP5】 : ENTER    【START】 : EXIT

#### 1. EMPLOYEE BOOKKEEPING

	CURRENT		LAST
KEY IN		KEY IN	
KEY OUT		KEY OUT	
COIN IN		COIN IN	
PAY OUT		PAY OUT	
BILL IN		BILL IN	
PRINT OUT		PRINT OUT	
TOTAL IN		TOTAL IN	
TOTAL OUT		TOTAL OUT	
PROFIT		PROFIT	
PAY OUT RATE	%	PAY OUT RATE	%
CREDIT		CREDIT	
PAGE 1 / 7			
LAST UPDATE                    /                    /                    :			

【STOP1】 : PREV.    【STOP2】 : NEXT    【STOP5】 : UPDATE    【START】 : EXIT

【STOP5】 : UPDATE    【START】 : EXIT



## EMPLOYEE MENU

	CURRENT		LAST
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
TOTAL BET		TOTAL BET	
TOTAL WIN		TOTAL WIN	
WINNING RATE		WINNING RATE	
FREE GAME			
ENTER TIMES		ENTER TIMES	
WIN		WIN	
LAST UPDATE		/ /	:
PAGE 2 / 7			










	CURRENT		LAST
BONUS GAME			
ENTER TIMES		ENTER TIMES	
WIN		WIN	
DOUBLE UP			
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
BET		BET	
WIN		WIN	
WINNING RATE	%	WINNING RATE	%
LAST UPDATE		/ /	:
PAGE 3 / 7			










【STOP1】 : PREV.    【STOP2】 : NEXT    【STOP5】 : UPDATE    【START】 : EXIT

【STOP5】 : UPDATE    【START】 : EXIT



## EMPLOYEE MENU

MAIN GAME RECORD			
CURRENT			
	X3	X4	X5
			
			
			
			
			
			
			
			
			
LAST UPDATE		/ /	:
PAGE 4 / 7			

MAIN GAME RECORD			
LAST			
	X3	X4	X5
			
			
			
			
			
			
			
			
			
LAST UPDATE		/ /	:
PAGE 5 / 7			









【STOP1】 : PREV. 【STOP2】 : NEXT 【STOP5】 : UPDATE 【START】 : EXIT









【STOP5】 : UPDATE 【START】 : EXIT





## EMPLOYEE MENU

FREE GAME RECORD			
CURRENT			
	X3	X4	X5
			
			
			
			
			
			
			
			
LAST UPDATE                      /                      /                      :			
PAGE 4 / 7			

FREE GAME RECORD			
LAST			
	X3	X4	X5
			
			
			
			
			
			
			
			
LAST UPDATE                      /                      /                      :			
PAGE 5 / 7			

【STOP1】 : PREV.    【STOP2】 : NEXT    【STOP5】 : UPDATE    【START】 : EXIT

【STOP5】 : UPDATE    【START】 : EXIT



## EMPLOYEE MENU

### 2.GRAND PRIZE RECORD

PRIZE	WIN	TIME
FREE GAME		
BONUS GAME		
PAGE /		

【STOP1】 : PREV. 【STOP2】 : NEXT 【START】 : EXIT

### 3.LAST 100 GAME RECORD



【STOP1】 : PREV. 【STOP2】 : NEXT 【START】 : EXIT

### 4.IN/OUT RECORD

IN/OUT EVENT	CREDITS	TIME
COIN IN		
PAY OUT		
KEY IN		
KEY OUT		
BILL IN		
PRINT OUT		
PAGE /		

【STOP1】 : PREV. 【STOP2】 : NEXT 【START】 : EXIT



## EMPLOYEE MENU

### 5.TEST

BUTTON TEST
TOUCHSCREEN TEST

【STOP1】 : ▲ 【STOP2】 : ▼ 【STOP5】 : ENTER 【START】 : EXIT

BUTTON TEST		
STOP1	STOP2 / LINE	STOP3 / DOUBLE
STOP4	STOP5 / BET	MAX BET
START/ STOP/ TAKE	AUTO	INFO
PAY OUT	KEY IN	KEY OUT
OPERATOR MENU	EMPLOYEE MENU	

【STOP5 + START】 : EXIT

TOUCHSCREEN TEST
MODEL
CALIBRATION

【STOP1】 : ▲ 【STOP2】 : ▼ 【STOP5】 : ENTER 【START】 : EXIT

【STOP3】 : - 【STOP4】 : + 【STOP5】 : EXIT

# MONEY BANG BANG



## WIRING DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
AUDIO OUT L	2	AUDIO GND
AUDIO OUT R	3	AUDIO GND
STOP1 SW	4	
STOP2/ LINE SW	5	
STOP3/ DOUBLE UP SW	6	
STOP4 SW	7	
	8	
START/ STOP/ TAKE WIN SW	9	
STOP5/ BET SW	10	
AUTO SW	11	
MAX BET SW	12	
INFO SW	13	
PRINTER ERROR	14	
PRINTER TICKET OUT	15	
	16	
	17	
COIN IN	18	KEY IN SW
	19	BILL IN
	20	OPERATOR BUTTON
PAY OUT SW	21	KEY OUT SW
	22	HOPPER SW
	23	
KEY IN METER	24	
BILL IN METER	25	ERROR LAMP
COIN IN METER	26	BIG WIN LAMP
PAY OUT METER	27	
KEY OUT METER	28	PRINTER PAY OUT
START/ STOP/ TAKE WIN LAMP	29	STOP1 LAMP
STOP5/ BET LAMP	30	STOP2/ LINE LAMP
AUTO LAMP	31	STOP3 / DOUBLE LAMP
MAX BET LAMP	32	STOP4 LAMP
INFO LAMP	33	KEY OUT LAMP
HOPPER SSR	34	
GND	35	NC
	36	GND

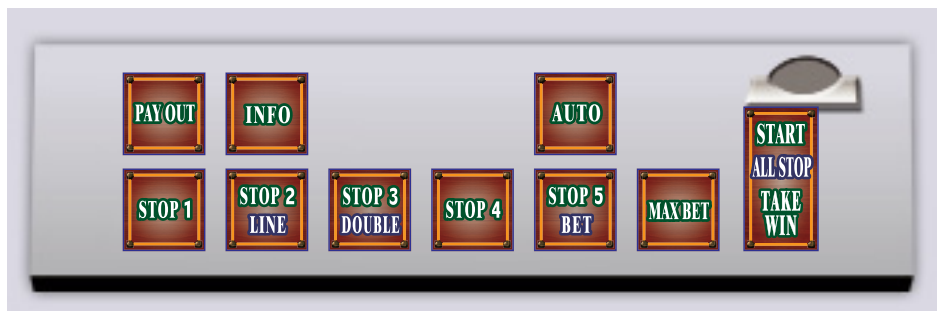




## WIRING DIAGRAM

COMPONENT SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
NC	6	NC
HOPPER SSR	7	HOPPER SSR
NC	8	NC
GND	9	GND
GND	10	GND

## CONTROL PANEL



# MONEY BANG BANG



## PCB CONNECTOR PIN DIAGRAM

