C12II-Roulette 38

Google + 8 Amusement Games + C12II-Roulette 38

Manual

V204-LAN

（**Touch Panel/VGA**）

I.

Introduction

1. Features:

(1) GSE-626A VGA Multigame PCB **C12 Roulette 38** includes one virtual webpage, eight amusement games and one **Roulette** game.
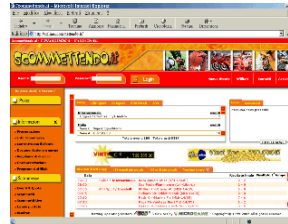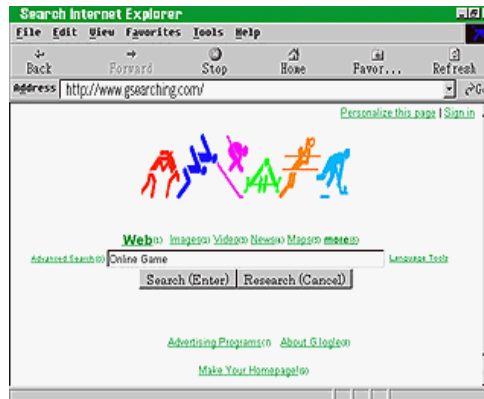
(2) This dual-player game simulates **C12 Roulette 38** game with 38 numbers which adapts **American Roulette gambling rules**.

(3) This game introduces the "probability controlled curve statistical table, which allows the owner to control future outcome distribution.

(4) This Roulette game is played by dropping a small ball on top of a large spinning wheel which is divided into numbered slots. When the wheel stops, the ball comes to rest in one of the slots. The number corresponding to that slot would instantly **flash** at the betting zone (grid).

(5) The player can bet on a maximum of 15 positions each game; the maximum bet for each position is 100 points and the minimum bet is 1 point. The maximum total bet is 2000 points. You can adjust betting limits in the SETUP except the number of betting positions.

(6) **Double** or **Fortune** play is simulated in the **"C12 Double-Up Mode"**: If the player wants to play this mode, he presses "Double" and places all his/her winning points from the last game on any position before the wheel starts to spin. In this case, the betting points are not limited to the betting maximum but those points cannot be accumulated to the original bet points. Beside that when the player plays "DOUBLE", the first bet points of each game will be the position of "DOUBLE". Please note that two players cannot place the bet at the same position; neither can the players add more points on the "Double" place. If the player doesn't place bet when the betting time is up, the system will automatically place the bet on the last bet position of the last game.

(7) The chip of a "DOUBLE" bet is different (a rotating crown) from a regular chip. The total bet points will be shown on the message column at the upper right corner.

2. JP:

Total winning points will be 2 to 5 times of the total bet points.

3. Linking Mode and Game Rules

(1) The following pictures show machine in linking mode or in single
machine mode

(LINK NO.1~30)
(NO.01~30)

(SINGLE MACHINE)
(ERROR!)

(2) Game rules for **JP 1**, **JP2** and **JP3**

☆**JP1**

When the winning points are over 500 times of the maximum bet,
player can win all JP1 prize.
For example: If the maximum bet is 100 and the winning points are
50000, player can get JP1.

☆**JP2**

When the winning points are over 300 times of the maximum bet,
player can win all JP2 prize.
For example: If the maximum bet is 100 and the winning points are
50000, player can get JP2.

☆**JP3**

Once there is any bet, player has chance to get JP 3. JP3 appears
randomly at indecisive amount in any linking machine. The
winning prize is 100% of the JP 3 amount.

4. HELP

(1) Statistic Table:
This table shows the last **15** historical records including betting
numbers, area, column, Red/Black, Even/Odd, and Low/High bets.

(2) Check previous game

To check the bet, numbers shown, positions, betting amount and the winning number of previous game

(3) Prize Table: To show the table for winning prize

II. System Requirement and Operation

1. MONITOR: 31.5 KHz (VGA) or computer monitor.
2. You can use DIPSW3-1 and DIPSW3-2 of PCB to choose if you want to operate the game by Keyboard, touch screen or both.
3. If you want to use touch screen to play the game, please setup touch screen as follows:
   (1) Power OFF.
   (2) Connect the of Touch screen to P.C. Board.
   (3) Set pin-4 of DIP SW3 to ON then Power ON.

Touch screen connector

DIP-SW3

   (4) Touch the flashing red points at four corners on the screen in sequence to enter testing mode.

(5) When in touch screen testing mode, you have to make sure the red point appears at the place where you touch it. If not, please press CANCEL and retry the setup procedure from step (a). Otherwise press OK and go to the next step.
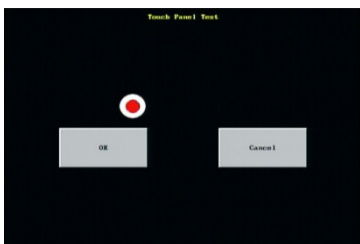
(6) Power OFF.
(7) Please set the DIPSW 3-4 on PCB to OFF.
(8) Setup procedure is finished. You can play this game by Touch screen.

This game works in the best condition by using the combination of MicroTouch **capacitive type touch screen and Serial/SMT3 controller.
※ MicroTouch is a trademark of 3M Company, and Serial/SMT3 is one kind of controllers from 3M Company.

III. Operation

1. **PCB DIPSW3-1** and **DIPSW3-2** can adjust the operation device as JAMMA, Joystick (FRUIT), touch screen or both.
2. FUNCTIONS OF PUSH BUTTONS:
    (1) START   ：Start the game
    (2) LAST BET   ：Place the same Bet as last game
    (3) CANCEL   ：Cancel last bet
         (*Player can not press cancel after he/she place bet of double-up.)
    (4) FORTUNE   ：Double-up
    (5) ALL CANCEL : Cancel all bets
    (6) COLLECT   ：Score
    (7) PAYOUT   ：Payout

(8) AUTO   ：Automatically repeat the current bet and start the game until the credits in BANK is insufficient or press FORTUNE and WIN; Press AUTO again to STOP.
(9) ENTER   ：Bet
(10) ENTER+START：Switch player
(11) ENTER+CANCEL：Change to AUTO
(12) ENTER+COLLECT：Switch to Chips / HELP
(13) ETER+FORTUNE：Away from HELP screen

3. When use JAMMA, player must press ENTER before he/she place bet.
4. The Win-lamp and the Big Prize-lamp are the same one but with different presentation.
    (1) **Win-lamp**: blinking 3 times every one second.
    (2) **Big-prize lamp**: blinking 10 times every 0.5 second.

IV. DIP Switch of PCB

DIP SW3		1	2	3	4
TOUCH SCREEN	NO	OFF			
	YES	ON			
INPUT INTERFACE	JOYSTICK		OFF		
	FRUIT (Note 1)		ON		
DOOR OPEN	NO			OFF	
	YES			ON	
TOUCH PANEL ADJUSTMENT	NO USE				OFF
	USE				ON

Note1: Please set the input interface to "FRUIT", if you use linking bonus system.

| DIP SW 5		1	2	3	4	5	6	7	8
Machine No.	1	ON	OFF	OFF	OFF	OFF			
	2	OFF	ON	OFF	OFF	OFF			
	3	ON	ON	OFF	OFF	OFF			
	4	OFF	OFF	ON	OFF	OFF			
	5	ON	OFF	ON	OFF	OFF			
	6	OFF	ON	ON	OFF	OFF			
	7	ON	ON	ON	OFF	OFF			
	8	OFF	OFF	OFF	ON	OFF			
	9	ON	OFF	OFF	ON	OFF			
	10	OFF	ON	OFF	ON	OFF			
	11	ON	ON	OFF	ON	OFF			
	12	OFF	OFF	ON	ON	OFF			
	13	ON	OFF	ON	ON	OFF			
	14	OFF	ON	ON	ON	OFF			
	15	ON	ON	ON	ON	OFF			
	16	OFF	OFF	OFF	OFF	ON			
	17	ON	OFF	OFF	OFF	ON			
	18	OFF	ON	OFF	OFF	ON			
	19	ON	ON	OFF	OFF	ON			
	20	OFF	OFF	ON	OFF	ON			
	21	ON	OFF	ON	OFF	ON			
	22	OFF	ON	ON	OFF	ON			
	23	ON	ON	ON	OFF	ON			
	24	OFF	OFF	OFF	ON	ON			
	25	ON	OFF	OFF	ON	ON			
	26	OFF	ON	OFF	ON	ON			
	27	ON	ON	OFF	ON	ON			
	28	OFF	OFF	ON	ON	ON			
	29	ON	OFF	ON	ON	ON			
	30	OFF	ON	ON	ON	ON			
Virtual webpage	NO								OFF
	YES								ON

V. System Setup

1. TEST/SETUP

(1) Press TEST/SETUP to Power On then enter SCREEN TEST. Press TEST/SETUP again to enter I/O test; Reset the computer can exit In/Out counter, meter, button lamp and DIP SW3 test.

Meter Test:

METER	TEST KEY
PAYOUT METER	RECORD
KEYOUT METER	KEYOUT
KEYIN METER	KEYIN
COIN METER	COIN A~C
PLAY METER	START
TOTAL BET METER)	RESET ERROR
TOTAL WIN METER	TEST

(2) Power On then press TEST/SETUP to enter TEST/SETUP screen.
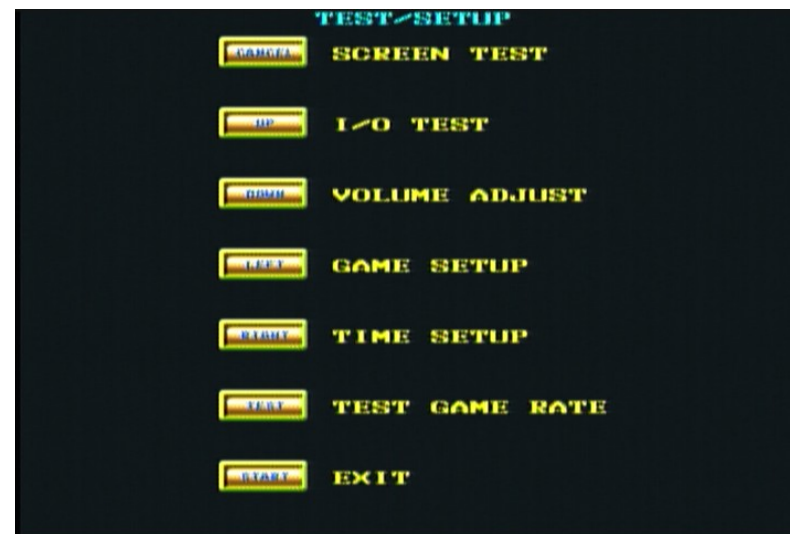
**Use TOUCH SCREEN or JAMMA to set-up:

◎ START : SCREEN TEST
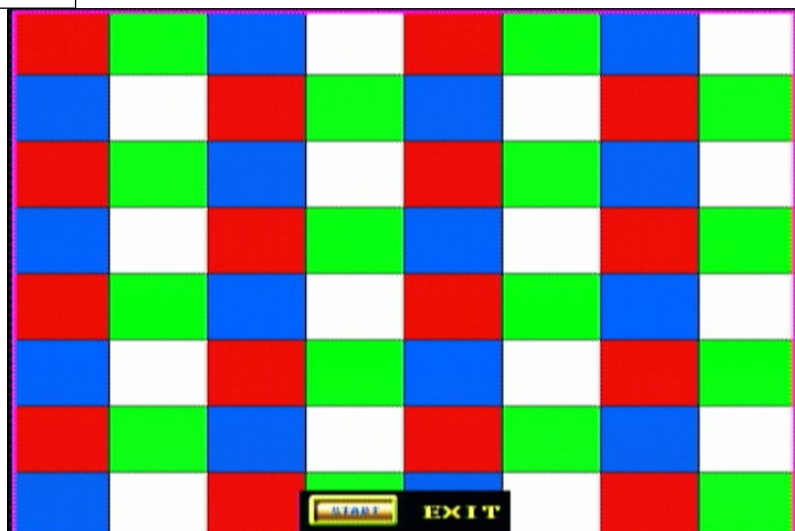
Press START on SCREEN TEST mode to EXIT.

◎ UP: I/O TEST

Press RECORD + TEST/SETUP to exit.

◎ DOWN：VOLUME ADJUSTMENT

Press ENTER to save volume setting and START to EXIT.

◎ LEFT： GAME SETUP

Only 20 items will be shown on one page. Press NEXT PAGE to see the following messages.

GAME SETUP

1.	LANGUAGE	ENGLISH	ENGLISH; CHINESE
2.	MAINGAME RATE	96%	90~99%
3.	COIN A(BILL) RATE	1	1~5000
4.	COIN B(BILL) RATE	100	1~5000
5.	COIN C(BILL) RATE	10	1~5000
6.	KEYIN RATE	1000	100~5000
7.	KEYOUT RATE	1000	100~5000
8.	KEYOUT OVER	ZERO	ZERO; RATIO
9.	SYSTEM LIMIT	UNLIMITED	200XFORTUNE MAX(50000~ UNLIMITED)
10.	PAYOUT LIMIT	100	50~UNLIMITED
11.	CREDIT IN LIMIT	UNLIMITED	1000~UNLIMITED *Note 1
12.	PAYOUT RATE	COIN A	COIN A~C *Note 2
13.	TOTAL BET METER CLICK	1000	1~1000
14.	TOTAL WIN METER CLICK	1000	1~1000
15.	METER SPEED	4	1~50 TIMES/SEC
16.	HOPPER MODE	N.O.	N.O. ; N.C.
17.	HOPPER / TICKET	HOPPER	HOPPER ; TICKET
18.	DEMO MUSIC	MUSIC 1	MUSIC1~3; NO USE
19.	COLLECT MODE	MANUAL COLLECT	MANUAL COLLECT; AUTO COLLECT; AUTO PAYOUT
20.	COLLECT SPEED	NORMAL	NORMAL; FAST
21.	MIN BET	1	1~100
22.	MAX BET	100	50~1000
23.	FORTUNE MAX	1000	1000~20000
24.	GAME LEVEL CURVE	S	S; M; L *Note 3
25.	STOP BET TIME	10	10~30 SEC
26.	BET TIME	30	10~99 SEC
27.	REEL SPEED	SLOW	SLOW; NORMAL; FAST
MOVE UP			ADJUST +
MOVE DOWN			ADJUST −
SAVE			EXIT

Note 1: This value must be higher than the value of FORTUNE MAX; otherwise, the score for FORTUNE will not be enough.
Note 2: Setup the rate of coin out, coin out meter and the ratio of meter.
Note 3: The S level means the game provides many small prizes but few big prizes; the L level means the game provides many big prizes but few small prizes.

Explanation:

1. LANGUAGE
 (1) Default value: English
 (2) Adjustment range: English; Chinese

2. MAINGAME RATE:
   (1) Default value: 96
   (2) Adjustment range: 90 ~ 99
   (The lowest winning rate is 90; the highest winning rate is 99)

3. COIN A(BILL) RATE
 (1) Default value: 1
 (2) Adjustment range: 1~5000
   **If the value is 1, the credit will be increased by 1 each time when you insert coin into COIN A.)

4. COIN B(BILL) RATE
 (1) Default value: 100
 (2) Adjustment range: 1~5000
   **If the value is 100, the credit will be increased by 100 each time when you insert coin into COIN B.)

5. COIN C(BILL) RATE
 (1) Default value: 10
 (2) Adjustment range: 1~5000
   **If the value is 10, the credit will be increased by 10 each time when you insert coin into COIN C.)

6. KEYIN RATE
 (1) Default Value: 1000
 (2) Adjustment Range: 100~5000 (If the value as 1000, the credit will be increased by 1000 each time when you KEYIN).

7. KEYOUT RATE
 (1) Default Value: 1000
 (2) Adjustment Range: 100~5000 (If the value as 1000, the credit will be increased by 1000 each time when you KEYOUT).

8. KEYOUT OVER
 (1) Default Value: 0
 (2) Adjustment Range: **ZERO; RATIO**
 (3) ZERO: Clear all credits to ZERO
 (4) RATIO: KEYOUT according to the KEYOUT RATIO.

9. SYSTEM LIMIT
   (1) Default Value: Unlimited
   (2) Adjustment Range: 200 x FORTUNE MAX~ Unlimited

10. PAYOUT LIMIT
 (1) Default value: 100
 (2) Adjustment range: 50 ~ unlimited
 (3) If the value is 100, 100 coins can be paid each time.

11. CREDIT IN LIMIT
 (1) Default value: unlimited
 (2) Adjustment range: 1000~ unlimited
 (3) If the value is 50000, Key In or Coin In value will not exceed 50000 but player can still have chance to win the prize over 50000.

12. PAYOUT RATE
 (1) Default value: Coin A
 (2) Options: Coin A, Coin B, Coin C.
 (3) When you set Coin A, the coin in ratio is 1: 1; the coin out ratio will be 1: 1.
 (4) When you set Coin C, the coin in ratio is 1: 10; the coin out ratio will be 1: 10.

13. TOTAL BET METER CLICK
 (1) Default value: 1000
 (2) Adjustment range: 1~5000
 (3) If you set the value as 1, the meter will increase 1 for each bet.

(4) If you set the value as 1000, the meter will increase 1 for the bet of 1000.

14. TOTAL WIN METER CLICK
 (1) Default value: 1000
 (2) Adjustment range: 1~1000
 (3) If you set the value as 1, the meter will increase 1 for each bet.
 (4) If you set the value as 1000, the meter will increase 1 for the bet of 1000.

15. METER SPEED
 (1) Default value: 4/sec.
 (2) Adjustment range: 1~50/sec.
  **Please make sure the speed of meter is correct. If the speed of meter is not correct, please set the speed lower.

16. HOPPER MODE
 (1) Default value: N.O.
 (2) Adjustment range: N.O. ; N.C.

17. HOPPER / TICKET
 (1) Default value: HOPPER
 (2) Adjustment range: HOPPER;TICKET

18. DEMO MUSIC
 (1) Default value: MUSIC 1
 (2) Adjustment range: MUSIC 1~ 3; NO USE

19. COLLECT MODE
 (1) Default value: Manual Collect
 (2) Adjustment range: Manual Collect; Auto Collect; Auto Payout
    **This is the way for adding winning points to credits.

20. COLLECT SPEED
 (1) Default value: Normal
 (2) Adjustment range: Normal ~ Fast

**This is the speed for adding winning points to credits.

21. MINIMUM BET
 (1) Default value: 1
 (2) Adjustment range: 1~100

22. MAX BET
 (1) Default value: 100
 (2) Adjustment range: 50~1000

23. FORTUNE MAX
 (1) Default value: 1000
 (2) Adjustment range: 1000~20000

24. GAME LEVEL CURVE
 (1) Default value: S
 (2) Adjustment range: S; M; L
  **The S level means the game provides many small prizes but few big prizes; the L level means the game provides many big prizes but few small prizes.

25. STOP BET TIME
 (1) Default value: 10 seconds
 (2) Adjustment range: 10 ~ 30 seconds

26. BET TIME
 (1) Default value: 30 seconds
 (2) Adjustment range: 10 ~ 99 seconds

27. REEL SPEED
 (1) Default value: Slow
 (2) Adjustment range: Slow; Normal; Fast

◎ RIGHT KEY: TIME SETUP

TIME SETUP

2011-05-25 13:05:51

2011-05-25 13:05:47

COLLECT SELECT
UP + UP COUNT
DOWN − DOWN CONUT
ENTER SAVE
START EXIT

Press **START** to EXIT

◎ TEST KEY: TEST GAME RATE

You will see the page of password when enter this item.
The default password is "UPUPUPUPUPUPUPUP" (8 Ups).
1. Enter correct password to the next page.
2. Press **UP** to change password. (Enter one set of 8-digit passwords twice)
3. Press **START** to save new passwords then back to the previous page.
4. Press **DOWN** to the TEST page.
5. Press **PATOUT** under TEST GAME RATE mode to clear test records.
6. Press **CANCEL** to pause or start and press **START** to EXIT.

2. RECORD

(1) Power on and press **RECORD** to check record.

CURRENT RECORD

CURRENT RECORD   FORTUNE CLEAN

ITEM	CURRENT	LAST
COIN A(BILL A)	0	0
COIN B(BILL B)	0	0
COIN C(BILL C)	0	0
PAYOUT	0	0
KEYIN	0	0
KEYOUT	0	0
CREDIT IN	0	0
CREDIT OUT	0	0
TOTAL WIN	0	0
TOTAL BET	0	0
TOTAL BONUS (JP)	0	0
LINK BONUS	0	0
TIME	2011-05-25 13:35:14	2011-05-25 13:35:14

COLLECT NEXT PAGE   START EXIT

(2) Press **COLLECT** to the next page:

TOTAL RECORD

VERSION:200   POWER ON:11   DOOR OPEN:0
SETUP:0   RECORD 1

ITEM	TOTAL
COIN A(BILL A)	0
COIN B(BILL B)	0
COIN C(BILL C)	0
PAYOUT	0
KEYIN	0
KEYOUT	0
CREDIT IN	0
CREDIT OUT	0
TOTAL WIN	0 (0%)
TOTAL BET	0
TOTAL BONUS (JP)	0
LINK BONUS	0

RESET TIME:2011-05-25 13:35:14

MAIN GAME		FORTUNE GAME	
BET CREDITS	0	BET CREDITS	0
WIN CREDITS	0	WIN CREDITS	0
GAME CHANCE	0%	GAME CHANCE	0%
PLAY TIMES	0	PLAY TIMES	0
WIN TIMES	0	WIN TIMES	0

COLLECT NEXT PAGE   START EXIT

(3) Press **COLLECT** to the next page:

JP RECORD

RECORD 2

ITEM	TIMES	SCORE
JP × 2	0	0
JP × 3	0	0
JP × 4	0	0
JP × 5	0	0

COLLECT NEXT PAGE   START EXIT

(4) Press **COLLECT** to the next page:

TIMES OF EACH NUMBER APPEAR

RECORD 3

NO	TIMES	NO	TIMES
00	0	18	0
0	0	19	0
1	0	20	0
2	0	21	0
3	0	22	0
4	0	23	0
5	0	24	0
6	0	25	0
7	0	26	0
0	0	27	0
9	0	28	0
10	0	29	0
11	0	30	0
12	0	31	0
13	0	32	0
14	0	33	0
15	0	34	0
16	0	35	0
17	0	36	0

COLLECT NEXT PAGE   START EXIT

(5) Press **COLLECT** to the next page:

RECORD OF THE HIGHEST POINTS

RECORD 4

NO	SCORE	TIME

SCORE		TIMES
5000 — 9999		0
10000 — 19999		0
20000 — 29999		0
30000 — 49999		0
50000 — 100000		0
100000 — 777777		0

COLLECT NEXT PAGE   START EXIT

(6) Press **COLLECT** to the next page:

LINKING BONUS AMOUNT AND DATES

RECORD—LINK BONUS

JP	SCORE	TIME

COLLECT NEXT PAGE   START EXIT

VI. Wire Map and Control Panel

1. JOYSTICK (Pin-2 of DIP SW3 is OFF)

◆**Control panel:**

2. FRUIT PIN (Pin-2 of DIP SW3 is OFF)

PARTS SIDE	36P	SOLDER SIDE
TOTAL BET METER	30	TOTAL WIN METER
START LAMP	31	CANCEL / LAST BET LAMP
ALL CENCEL / COL LAMP	32	PAYOUT LAMP
ENTER LAMP	33	FORTUNE LAMP

3. JAMMA: (Pin-2 of DIP SW3 is OFF)

PARTS SIDE	28P	SOLDER SIDE
GND	1	GND
GND	2	GND
＋5V	3	＋5V
＋5V	4	＋5V
	5	
＋12V	6	＋12V
	7	
KEYIN METER	8	KEYOUT METER
COIN METER	9	PAYOUT METER
SPEAKER＋	10	SPEAKER－
KEY IN	11	KEY OUT
（CGA）VIDEO R	12	（CGA）VIDEO G
（CGA）VIDEO B	13	（CGA）VIDEO SYNC
GND	14	RECORD
TEST / SETUP	15	COIN C
COIN A	16	COIN B
START; GOOGLE(1)	17	
UP ; GOOGLE(2)	18	RESET ERROR (ENTER GAMBLING GAME)
DOWN; GOOGLE(3)	19	GOOGLE(4)
LEFT; GOOGLE(5)	20	ENTER
RIGHT ; GOOGLE(ENTER)	21	DOOR OPEN
CANCEL / LAST BET; GOOGLE(CANCEL)	22	
ALL CANCEL / COLLECT	23	
PAYOUT	24	SERVICE
SERVICE LAMP	25	FORTUNE
HOPPER：SSR	26	H.P. SW
GND	27	GND
GND	28	GND

◎ **Fruit Mode: (Pin-2 of DIP SW3 is ON)**

1. **Control panel**

2. **Fruit Pins: (When Pin-2 of DIP SW3 is ON)**

PARTS SIDE	10P	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
+ 12V	6	+ 12V
HOPPER：SSR（一）	7	
Bill Accepter or Coin Selector Inhibited（Active HI）※Note	8	**Bill Accepter or Coin Selector Inhibited（Active Low）**
GND	9	GND
GND	10	GND

※NOTE:
1. COIN A and COIN B can only be input pins of coin counter for gambling games.
2. COIN C can be input pin of coin counter for both gambling games and amusement games.
3. Please connect the inhibited pins of bill accepter and coin counter to the inhibited pins of COIN A and COIN B.
4. Using bill accepter and coin counter with inhibited function can avoid the coins for playing amusement games entering COIN A and COIN B by mistakes without showing credits for playing gambling games.

PARTS SIDE	36P	SOLDER SIDE
	1	
	2	
SPEAKER＋	3	SPEAKER－
UP; GOOGLE(1)	4	
DOWN; GOOGLE(2)	5	
LEFT; GOOGLE(3)	6	
RIGHT; GOOGLE(4)	7	
ENTER; GOOGLE(5)	8	
START; GOOGLE	9	
ALL CANCEL / COLLECT	10	
CANCEL / LAST BET 、GOOGLE (CANCEL)	11	
AUTO	12	
FORTUNE	13	
SERVICE	14	
RESET ERROR (ENTER GAMBLING GAME)	15	
	16	
DOOR OPEN	17	
COIN A	18	KEY IN
COIN B	19	COIN C
RECORD	20	TEST / SETUP
PAYOUT	21	KEY OUT
GND	22	H.P. SW
COIN A METER	23	
KEYIN METER	24	TOTAL BET METER
COIN B METER	25	TOTAL WIN METER
COIN C METER	26	PAYOUT LAMP
PAYOUT METER	27	
KEYOUT METER	28	CANCEL / LAST BET LAMP
	29	START LAMP
	30	ALL CENCEL / COLLECT LAMP
	31	FORTUNE LAMP
	32	
ENTER LAMP	33	AUTO LAMP
SERVICE LAMP	34	
GND	35	GND
GND	36	GND

VII. Troubleshooting

1. Error Codes and solutions:

Close the door of the machine to resolve the problems for the following error codes:

    DOOR_OPEN   : Machine door ajar

2. Press RESET ERROR to resolve problems with the following error codes:

    COIN_A_ERROR   : Coin duct A jammed or malfunction
    COIN_B_ERROR   : Coin duct B jammed or malfunction
    COIN_C_ERROR   : Coin duct C jammed or malfunction
    HOPPER_ERROR   : Coin return error (jammed)
    HOPPER_EMPTY   : Coin return timed out (insufficient coins)
    LIMIT_OVER   : CREDIT exceeds system maximum

3. POWER OFF and Reset the Toggle switch then POWER ON for the following error codes:

    HW_006 ERROR   : Account exceed 2 billion points
    SYSTEM_ERROR : CREDIT exceeds system upper limit

4. For the following error codes, **POWER OFF, Reset the DIP SW then POWER ON**. If the problem persists, call your **MANUFACTURER** or **AGENT**:

    HW_001 ERROR : Touch Panel malfunction (erroneous connection)
    HW_002 ERROR : ERROR_PROTECTED
    HW_003 ERROR : ERROR_CHKPORT
    HW_004 ERROR : Memory malfunction
    HW_005 ERROR : BACKRAM malfunction

VIII. Illustration of Roulette Bet Type

Single: Betting on a single number (For example: 4, 23 or 35)

Split Bet: Betting on two numbers, indicated by placing the chip on the line between the two numbers you wish to bet on. (For example: 2and 3)

Row Bet: Betting three numbers on the same row. (For example: 7, 8, 9)

Triple Bet: Betting on the boundary of 0, 2, 00.

Corner Bet: Betting on four numbers by placing chips at the corner where the four numbers meet. (For example: 19, 20, 22, and 23)

Top Line: Betting on the numbers 0, 00, 1, 2, and 3 by placing your chips on the boundary line, where the line between 0 and the first row intersects it.

Line Bet: Betting two Triple bets by placing your chips on the inner left boundary line where the line dividing the two rows intersects it.

Column Bet: You can place bets for the numbers at the same column. (For example: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36) 0 and 00 are losing numbers.

Dozens Bet: You can bet on a group of twelve numbers by placing your chips in one of the three boxes marked (1-12, 13-24, and 25-36)

Red/Black Bet: Betting on color Red or Black.

Odd/Even: Betting on the winning number to be odd or even (except 0 or 00).

High/Low: Betting on the winning number to be small (1-18) or large (19-36).

Prize	Rate
Single	35
Split	17
Row (Triple)	11
Corner	8
Top Line	6
Line	5
Column	2
Dozens	2
Red/Black	1
Odd/Even	1
High/Low	1

IX. Probability Test Procedures and Examples

1. Note

(1) Before conducting the test, first POWER OFF the machine, then reset the switch, follow by a POWER ON. Above procedures will clear all gaming records in the board.

(2) All test results will be stored in the "Record" page. After the test, this information can be viewed in the "Record" screen.

(3) If there is no specific betting amount for testing, please do not use operation key (↑, ↓, ←, →). The program will randomly test the bet and betting amount at the range of minimum bet and maximum bet. (TOTAL PALY BET will show random number in random test mode.)

(4) Press "PAYOUT" under test screen will clear all the records then you can start to key in and test. The Key In amount is the largest betting amount x 400.

(5) The testing program will pause after 2,000 cycles. At this time, press "CANCEL" key to save the test results and continue to run another

2,000 cycles.

(6) Press "START" key under testing screen will stop the test and reset the unfinished credit to zero.(Clear all records)

(7) When the test is complete, repeat the POWER OFF – reset switch – POWER ON procedure as (1). This procedure will clear all account information so the games can be played normally.

2. Operation

(1) When the password screen appears, please enter eight "UP".

(2) If the password is correct, you will see the operation screen as follows:
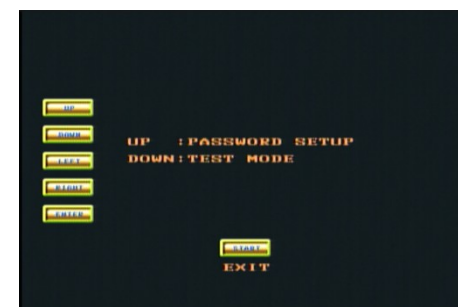
(3) Press "UP" to change passwords and enter a series of 8-digit new passwords twice then press START to save new passwords and back to previous page.

(4) Press **DOWN** to enter TEST page.

SETTING ZONE
TOTAL PLAY BET
TOTAL CREDIT IN
SETUP GAME RATE
SETUP JP RATE
SETUP GAME LEVEL
SETUP PLAY BET
SETUP PLAY NUMBER
MIN BET
MAX BET

TEST ZONE
TOTAL GAME WIN
TOTAL GAME BET
GAME RATE
BONUS(JP) RATE
TEST TIMES
WIN HIT
WIN RATE

BANK
MAX SCORE
A BANK
B BANK
E BANK
A1 BANK
B1 BANK
E1 BANK
D BANK

● **Test message**

FORTUNE ：NEXT

COLLECT ：PREVIOUS PAGE

RECORD ：RECORD

PAYOUT ：CLEAR ALL TEST RECORD

CANCEL ：START / STOP TEST

START ：EXIT

X. **Google Virtual Webpage and Amusement games**

1. Operation

(1) Power On and enter virtual webpage.

(2) Click **HOME** and **Favor...** to play four amusement games each.

(3) Click **GO** to enter the second layer of virtual webpage as Fig. 1 shows.
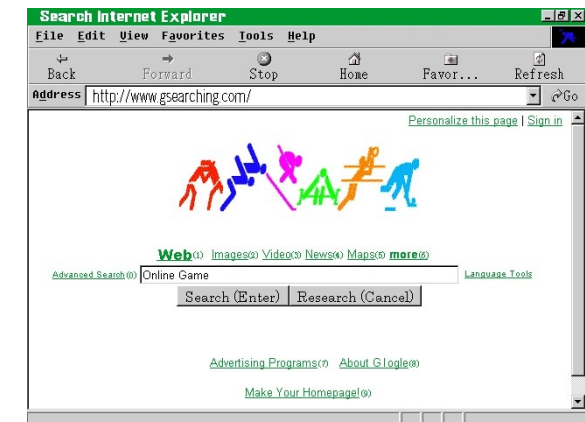
Fig. 1 Virtual webpage (1st Layer)

(4) Press **SCOMMETTENDO** on the left side to go back to the virtual webpage as Fig. 2 shows.

Fig. 2 Virtual webpage (2nd Layer)

(5) **Enter password to enter amusement games set-up:**

① **Touch screen**

Press (1) → (2) → (3) → (4) on virtual webpage then press **Enter** to

enter system set-up page.

② **Buttons:**

GOOGLE (1) →GOOGLE (2) →GOOGLE (3) →GOOGLE (4)
then press GOOGLE **to enter system set-up page.**

2. Instruction

(1) **Enter Amusement Games:**

① Press HOME (Touch screen only) to enter four amusement games,
press Favor… to enter another four amusement games.

② Press RECORD to check record of amusement games and to change
the shift.

③ Use **COIN A (P16 of28 pins)** as amusement game Coin In pin.

(2) Enter **System Password on virtual webpage** to enter system set-up
page as follows:

① **Touch screen**

Touch the **default value** of **system password** as (1) →(2) →(3)
→(4) →(5) →(5) then ENTER.

② **Buttons**

Press

GOOGLE(1)→GOOGLE(2)→GOOGLE(3)→GOOGLE(4)→G
OOGLE(5)→GOOGLE(5) then **GOOGLE(ENTER)**

③Press GOOGLE to **cancel** the set-up data.

(3) Administrator can do **set-up** as follows on the **set-up** page.

① **Touch screen**

Modify Game Password

Modify System Password

Modify Credit Ratio: If Coin/Credit ratio is 101 means the player
can play amusement games free of charge.

ENTER: EXIT

② **Buttons**

(4) **Function of Buttons:**

GOOGLE (1)→ MODIFY GAME PASSWORD

GOOGLE (2)→ MODIFY SYSTEM PASSWORD

GOOGLE (3)→ MODIFY CREDIT RATIO. **101** means the player
can play amusement games free of charge

GOOGLE → EXIT

(5) **Default Passwords:**

1   Enter Gambling Game: **(1)(2)(3)(4)**

2   Enter system Setup: **(1)(2)(3)(4)(5)(5)**

3   Credit Ratio: **1**

拾壹、支援 SAS 查帳之安裝與操作(需加購 SAS 小卡)

一、 注意事項

本遊戲支援 SAS 的主機透過遠端來進行以下機台數據表

(Meters) 查詢：

Total coin in credits
Total coin out credits
Total hand paid cancelled credits
Total cancelled credits
Games played
Games won
Total credits from come acceptor
Total credits from coins to drop
Total credits paid from hopper
Current credits
Total won credits
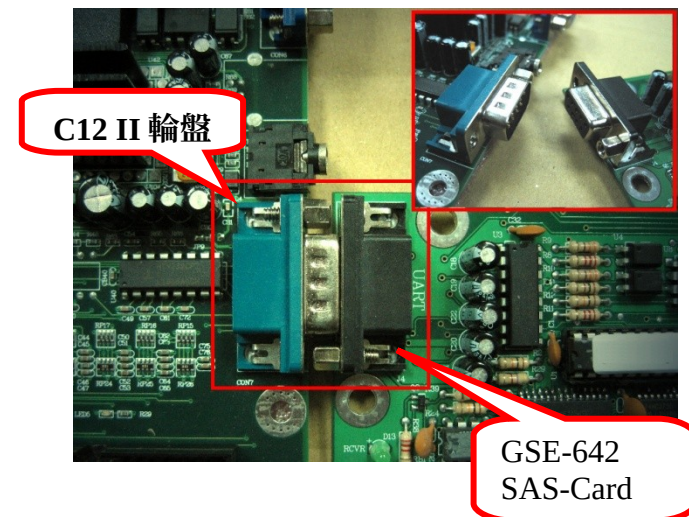Total hand paid credits
Total drop credits

二、 電路外觀

下圖是 GSE-642 SAS-Card 電路板之零件面外觀，並加以標示指出主要功能部份：
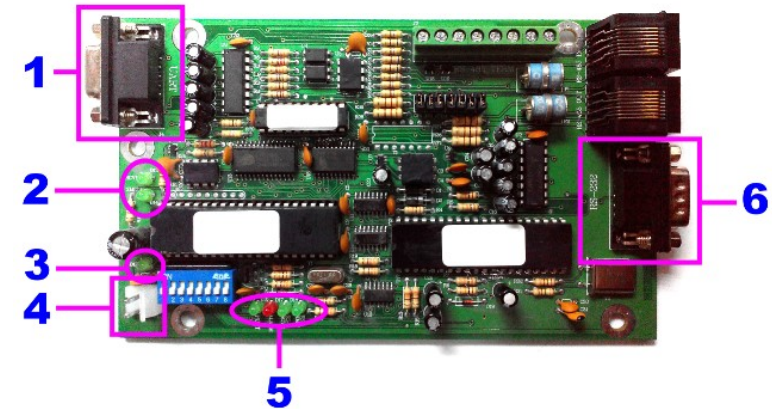
依照上圖數字標示，詳列如下

[1] UART 連接埠。

外觀規格為 D-Type 9 Pin 母座，用於連接 GSE-626A IC 板之 CON7。

C12 II 輪盤

GSE-642
SAS-Card

也可使用 RS-232 Cable(連接線)將 GSE-626A 的 CON7 和 GSE-642 SAS-Card(SAS 小卡)連接。

[2] UART 連接埠資料傳輸指示燈號。

用於指示 GSE-626A 遊戲主板之間的資料傳輸狀態。

[3] 電源狀態指示燈號。

標示電源供應狀態。

[4] J3 電源連接埠。

外觀規格為 3.96 mm、2-Pin 之含有背扣連接座。用於連接外部電源供應器，需求輸入 +5 V 電源。

(詳細請見：SAS 小卡之電源配置)

[5] 運作狀態指示燈。

用於標示當前 GSE-642 SAS-Card 硬體運作狀態。

[6] SAS 通訊用之 RS-232 連接埠。

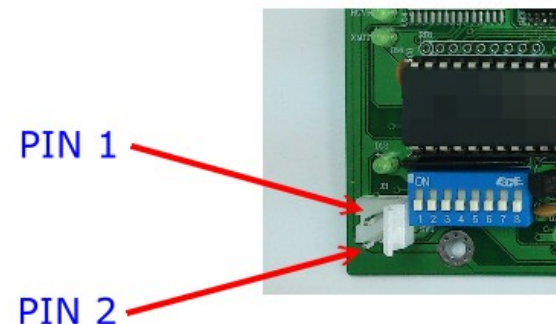外觀規格為 D-Type 9 Pin 公座，用於連接 SAS 平台系統之後台電腦端，連接線為 RS-232 Cable With Null MODEM。

(詳細請見：連接 SAS 系統管理平台網路)

三、 SAS 小卡之電源配置

GSE-642 SAS-Card 上提供一個 3.96 mm，2-Pin (J3) 電源連接座，Pin 腳定義如下：

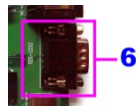| PIN	定義	說明
1	+5V 輸入	需與 GSE-626A 遊戲主板共用同一電源之 +5V，建議電源供應器之 +5V 能提供 10A 以上。
2	GND	需與 GSE-626A 遊戲主板共用同一電源之 GND 端點

3.96 mm，2-Pin (J3) 電源連接座之外觀，如下圖：

GSE-642 SAS-Card 與 GSE-626A 遊戲 IC 板請務必使用同一電源供應器供電，可幫助電路板的運作穩定。建議電源供應器採用額定電流 10A 以上之規格。

電源線材建議使用 18 awg 以上粗細型號。

四、 連接 SAS 系統管理平台網路

J1 是一個根據 RS-232 電氣訊號規格標準設計的連接埠，

外觀規格是一 D-Type 9 Pin 公座，在電路板上標示為 RS-232，若您的 SAS 系統管理平台主機端支援或提供有 RS-232 規格通訊，將其訊號妥善的配置並連接至 J1 連接埠，就能讓您順利的連接上 SAS 平台系統。其腳位定義如下表所示：

PIN	定義代號	說明
1	NC	未連接 (No Connected)。
2	RXD	用於接收來自 SAS 主端的資料 (Receive)。
3	TXD	用於發送資料到 SAS 主端 (Transmit)。
4	DTR	用於通知 SAS 主端，目前 GSE-642 SAS-Card "已經準備就緒"。
5	GND	地線 (Ground)。
6	DSR	用於接收來自 SAS 主端發送的 "已準備就緒" 通知。
7	RTS	用於通知 SAS 主端 GSE-642 SAS-Card 有資料需要傳送。
8	CTS	用於接收來自 SAS 主端備妥就緒可進行資料接收的通知。
9	NC	未連接 (No Connected)。

使用 J1 連接埠連接至您的 SAS 系統管理平台網路方面，本節介紹幾種可供您選用的方式，請您依照您的實際狀況與線材，妥善搭配調整連接配置。
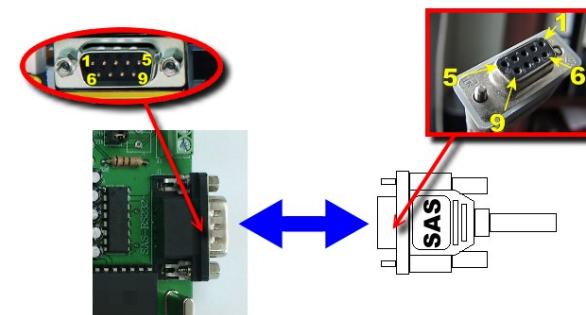
TXD、RXD、GND 三線配接法

這也是最簡單的連接方法，僅用到 TXD、RXD、GND 三個腳位訊號，線材方面十分簡易。當您的 SAS 主端的通訊連接埠若無硬體流量控制 (或僅僅使用軟體流量控制) 時，即為此時所使用的一種連接方法。您的線材腳位定義應如下圖所示：
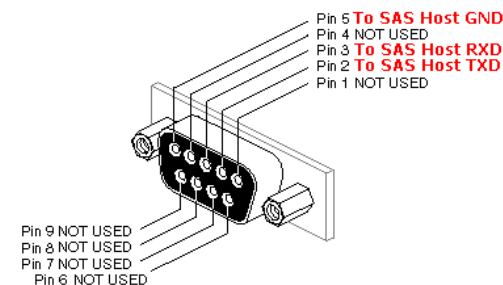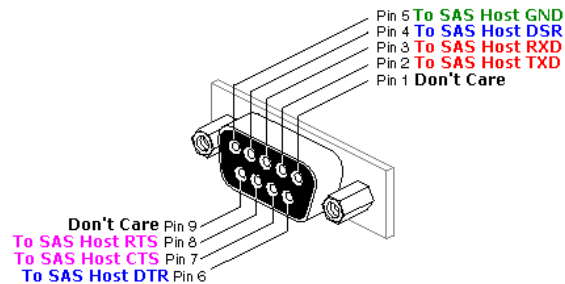

如圖所標示紅色字樣部份，其線材之中除了 Pin 2、Pin 3、Pin 5

之外，其餘腳位皆不使用 (無連接)。當您使用了此種連接方法，請您
務必確認零歐姆跳線 JP18、JP19、JP20 皆應處於為斷開的狀態。

含硬體流量控制的配接法

　　　　所謂硬體流量控制，指的是由負責連接埠訊號收發控制的晶片
元件來進行資料流量控制。是相對於軟體流量控制的一種通訊控制
方法，當您的 SAS 主端的通訊連接埠若開啟或採用了硬體流量控制
方式來進行通訊時，您便可以此方法來進行連接。您的線材腳位
定義應如下圖所示：

　　　　上圖中將訊號成對的腳位，以相同的顏色標示，相同顏色者應
成對同時存在使用於線路上。除其中標示為 Don't Care 之腳位處，其
表示可為任意訊號。請特別注意的是其中 RTS、CTS 訊號線對與
DTR、DSR 訊號線對，即使僅出現其中一組，線路也是能正常使用
的。端視您的 SAS 平台所提供的訊號為主。