

MULTI

GAMINA TOR

V.1



5 IN 1 SYSTEM OPERATION MANUAL

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☞SAFETY ATTENTION☞

SAFTY ITEMS: THE FOLLOWING MATTER IS TO PREVENT THE ACCIDENT, PLEASE READ AND FOLLOW THE ATTENTION ITEMS AND THEN START THE RELEVANCE.

➤USING ATTENTION◀

- 1) When setting up this product, please contact with the related persons first, and then to start setting.
- 2) Please prevent setting in the place with high humidity and heat.
- 3) The all spare parts should be the specifications.
- 4) The socket should not expose on the floor, in order to prevent the accident.
- 5) Please do not use the multiple socket, it will cause the fire or get the electronic shock.
- 6) Forbid to disassemble, re-create or to change the product informally. If this informal behavior causes the error on the machine, we will not take the responsibility.

Our company has the priority to change the product specification without notice in advance on the premise that we improve the quality.

☆POWER ON INSTRUCTION☆

Power on, 30 seconds after the end of the music, then enter the normal game screen.

☆MAIN GAME RULES☆

1. If there are three or two (above) symbols in each chosen bet line, then win the prize. System will show the prize items, and plus each credits of the bet line to WINNINGS.
2. Choose bet lines:
Press HOLD1 button: add 1 line in each pressing
Press HOLD2 button: add 3 lines in each pressing
Press HOLD3 button: add 5 lines in each pressing
Press HOLD4 button: add 7 lines in each pressing
Press HOLD5 button: add 9 lines in each pressing
3. Press BET button, choose the bet ratio
4. Press AUTO button, game will execute automatically; press START or AUTO can remove the AUTO function.
5. Press START button then game start.
6. Rolling wheel start and then stop automatically in few minutes.
7. Winning the prize can choose to play the double-up game, press DOUBLE button to start double-up game. Press TAKE button or START button, the total prizes will add to CREDIT. When drawing the prizes, press the START button, will ignore the plus of credits, and add the credits directly to CREDIT.
8. DEMO shows , press HOLD5, will display the ratio diagram.
9. If there are 3 (above) Joker symbols in a line, then start the little bonus games. (Without additional fees).
10. The credits not enough, press START button to reduce the bet credits & bet lines.

☆MAIN GAME SCREEN☆

1 : <OCEANIC PEARL>



◎RATIO DIAGRAM◎



2 : <FRUITS HOT>



©RATIO DIAGRAM©



3 : <CHARMING LADY>



©RATIO DIAGRAM©



4 : <FRUITS RICHES>



©RATIO DIAGRAM©



<TIME IS MONEY>



©RATIO DIAGRAM©

All prizes in CREDITS

<p>10, wallet</p> <table border="1"> <tr><td>5</td><td>250</td><td>500</td></tr> <tr><td>4</td><td>75</td><td>150</td></tr> <tr><td>3</td><td>15</td><td>30</td></tr> </table>	5	250	500	4	75	150	3	15	30	<p>Man</p> <table border="1"> <tr><td>5</td><td>9000</td></tr> <tr><td>4</td><td>2500</td></tr> <tr><td>3</td><td>250</td></tr> <tr><td>2</td><td>10</td></tr> </table>	5	9000	4	2500	3	250	2	10	<p>Money bag, \$</p> <table border="1"> <tr><td>5</td><td>1500</td><td>750</td><td>5</td></tr> <tr><td>4</td><td>250</td><td>125</td><td>4</td></tr> <tr><td>3</td><td>50</td><td>25</td><td>3</td></tr> <tr><td>2</td><td>4</td><td>2</td><td>2</td></tr> </table>	5	1500	750	5	4	250	125	4	3	50	25	3	2	4	2	2
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<p>AK</p> <table border="1"> <tr><td>5</td><td>125</td><td>250</td></tr> <tr><td>4</td><td>50</td><td>100</td></tr> <tr><td>3</td><td>10</td><td>20</td></tr> </table>	5	125	250	4	50	100	3	10	20	<p>Scatter (\$)</p> <table border="1"> <tr><td>5</td><td>500</td></tr> <tr><td>4</td><td>20</td></tr> <tr><td>3</td><td>5</td></tr> <tr><td>2</td><td>2</td></tr> </table>	5	500	4	20	3	5	2	2	<p>Man</p> <table border="1"> <tr><td>5</td><td>800</td><td>400</td><td>5</td></tr> <tr><td>4</td><td>200</td><td>100</td><td>4</td></tr> <tr><td>3</td><td>40</td><td>20</td><td>3</td></tr> </table>	5	800	400	5	4	200	100	4	3	40	20	3				
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<p>10, Q, J</p> <table border="1"> <tr><td>5</td><td>100</td><td>200</td></tr> <tr><td>4</td><td>25</td><td>50</td></tr> <tr><td>3</td><td>5</td><td>10</td></tr> </table>	5	100	200	4	25	50	3	5	10	<p>15 Free Games → x3 Multiplier</p>	<p>Man</p> <table border="1"> <tr><td>5</td><td>200</td><td>100</td><td>5</td></tr> <tr><td>4</td><td>50</td><td>25</td><td>4</td></tr> <tr><td>3</td><td>10</td><td>5</td><td>3</td></tr> <tr><td>2</td><td>4</td><td>2</td><td>2</td></tr> </table>	5	200	100	5	4	50	25	4	3	10	5	3	2	4	2	2								
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<INNER SYSTEM SETTING>

Press KEY TEST button, system will enter this frame.

GAMINATOR V .I 08		PAGE PERIOD
CASH		
TOTAL IN		790000
TOTAL OUT		610875
TOTAL IN-OUT		179125
SERVICE IN		
COIN A IN		0
COIN B IN	790000	0
SERVICE OUT		
HOPPER OUT	610875	0
PUSH 3 SEC BET TO CLEAR		
HOLD2 TEST	HOLD3 PROTOKOL	HOLD4 PAGE GRAND
PUSH HOLD1	FOR NEXT PAGE	START TO EXIT

- ◎TOTAL IN : COIN total credits
 - ◎TOTAL OUT : Coin out credits
 - ◎TOTAL IN-OUT : Total inner profit
 - ◎SERVICE IN : Open credits for free, except the counter.
 - ◎COIN A IN : COIN A, total credits
 - ◎COIN B IN : COIN B, total credits
 - ◎SERVICE OUT : Open credits for free, except the counter.
 - ◎HOPPER OUT : HOPPER total coin out credits
- * Press BET button, and hold for 3 seconds, system will delete the above information to zero.
- * Press HOLD 2 button once, enter the system to test the buttons function.
- * Press HOLD 3 button once, inquire system of winning the prize.
- * Press HOLD 4 button once, inquire the total account.
- * Press HOLD 1 button once, jump to next page of system..
- * Press START button once, exit this frame, and go back to the main game DEMO.

《Total account frame, press BET button and hold for 3 seconds, system will delete the information and reset to zero》

GAMINATOR V .I 08		PAGE GRAND
CASH		
TOTAL IN		790000
TOTAL OUT		610875
TOTAL IN-OUT		179125
SERVICE IN		0
COIN A IN		0
COIN B IN		790000
SERVICE OUT		0
HOPPER OUT		610875
COUNTERS		
TOTAL IN		0
TOTAL OUT		5
PUSH 3 SEC BET TO CLEAR		START TO EXIT
PUSH HOLD1 TO MENU		

- ◎Press BET button, and hold for 3 seconds, system will delete the above information to zero.
- ◎Press HOLD 1 button, enter 4 types system adjusting.
- ◎Press START button, and exit this frame to go back to the main game DEMO.

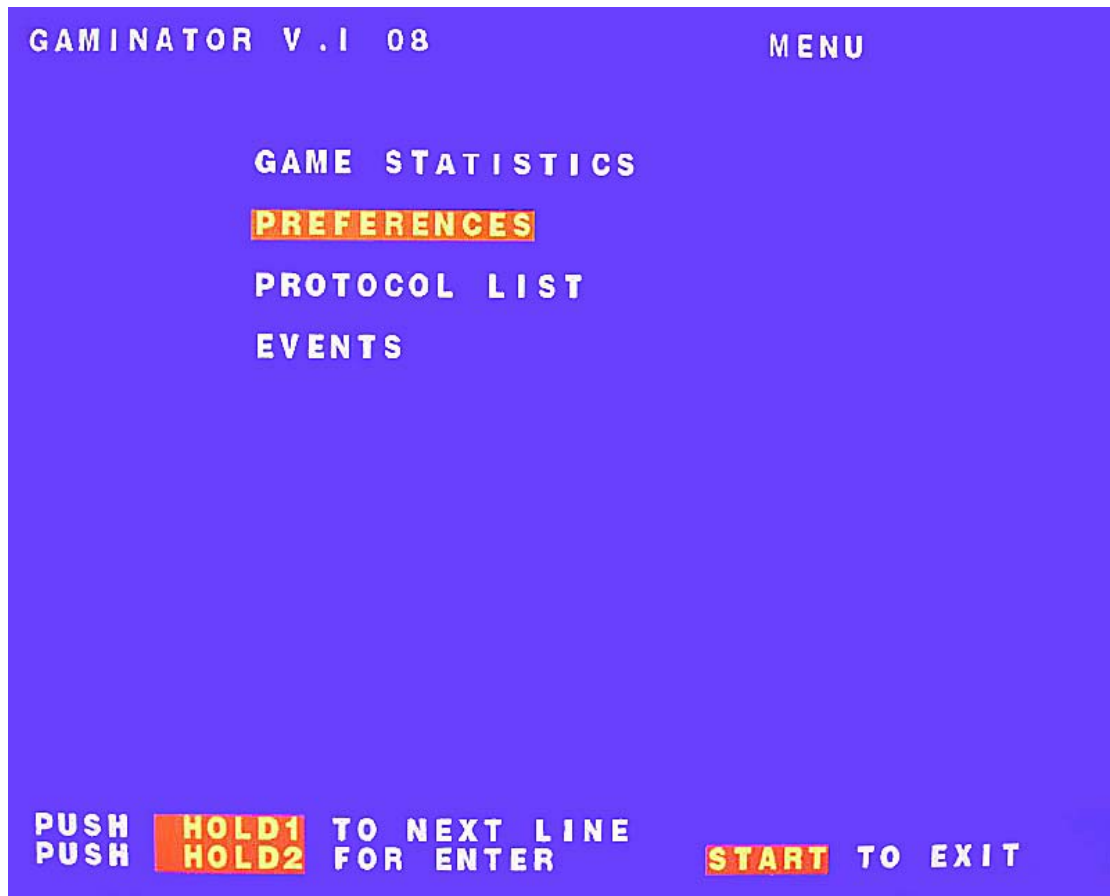
【ACCOUNT CALCULATING】



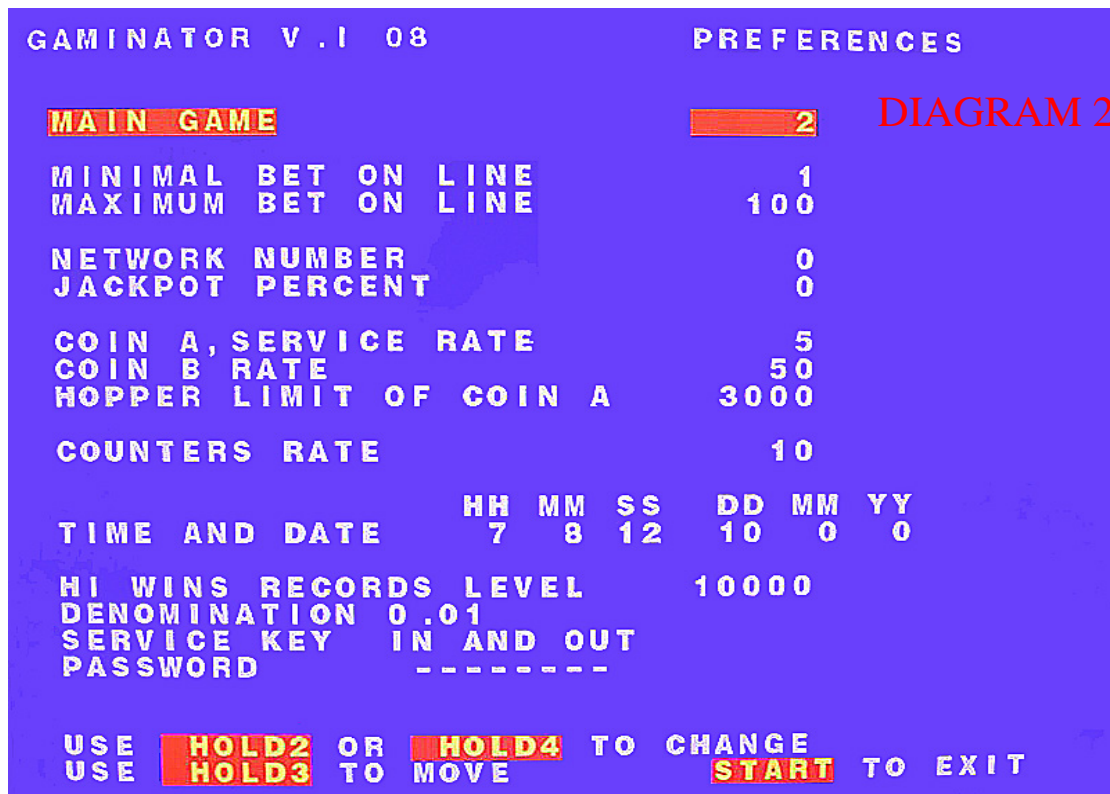
※As diagram 1



【GAME RATIO, COIN, HOPPER, DATE ADJUSTING SYSTEM】



※As diagram 2



【GAME RATIO, COIN, HOPPER, DATE ADJUSTING SYSTEM INSTRUCTION】

◎MAIN GAME : game ratio: the smaller number, the higher prize winning; the larger number, the lower prize winning.

Adjusting range : 1~4

◎MINIMAL BET ON LINE : Start as having the lowest bet.

Adjusting range : 1~5

◎MAXIMUM BET ON LINE : Have the Highest 100 bets.

Adjusting range : 10 、 20 、 30 、 40 、 50 、 100

◎NETWORK NUMBER :

Adjusting range : 0~255

◎JACKPOT PERCENT : The percentage to Win JACKPOT BOUNDS

Adjusting range : 0~5

◎COIN A SERVICE RATE : COIN A, adjust the rate.

Adjusting range : 1 、 2 、 4 、 5 、 10 、 20 、 25 、 50 、 100 、 200 、 500 、 1000

◎COIN B RATE : COIN B, adjust the rate.

Adjusting range : 1 、 2 、 4 、 5 、 10 、 20 、 25 、 50 、 100 、 200 、 500 、 1000

◎HOPPER LIMIT OF COIN A :

Adjusting range : 200 、 500 、 1000 、 2000 、 3000

◎COUNTERS RATE : Counters total calculating.

Adjusting range : 1 、 2 、 4 、 5 、 10 、 20 、 25 、 50 、 100 、 200 、 500 、 1000

◎TIME AND DATE : Adjust the time & date.

◎HI WINS RECORDS LEVEL : The limit of the highest bonus from line-up game.

Adjusting range : 10 、 100 、 1000 、 10000

◎DENOMINATION 0.01 : 1CREDIT=N COIN compare value setting.

Adjusting range : 0.01 、 0.02 、 0.05 、 0.10 、 0.50 、 1.00

◎SERVICE KEY IN AND OUT :

Adjusting range : IN AND OUT /OUT ONLY

◎PASSWORD : Reset the password.

◎HOLD2 : Change previous value and adjust it.

◎HOLD3 : Choose to remove or change the items.

◎HOLD4 : Change previous value and adjust it.

◎START : Press once and exit this frame, to go back to last page.

OPERATION OF KEY IN / OUT

KEY SERVICE + HOLD 1 --> KEY IN (COIN A VALUE X 1)

KEY SERVICE + HOLD 2 --> KEY IN (COIN A VALUE X 10)

KEY SERVICE + HOLD 3 --> KEY IN (COIN A VALUE X 100)

KEY SERVICE + HOLD 4 --> NO FUNCTION

KEY SERVICE + HOLD 5 --> KEY OUT

【Inquire HOPPER OUT time】



※As diagram 3

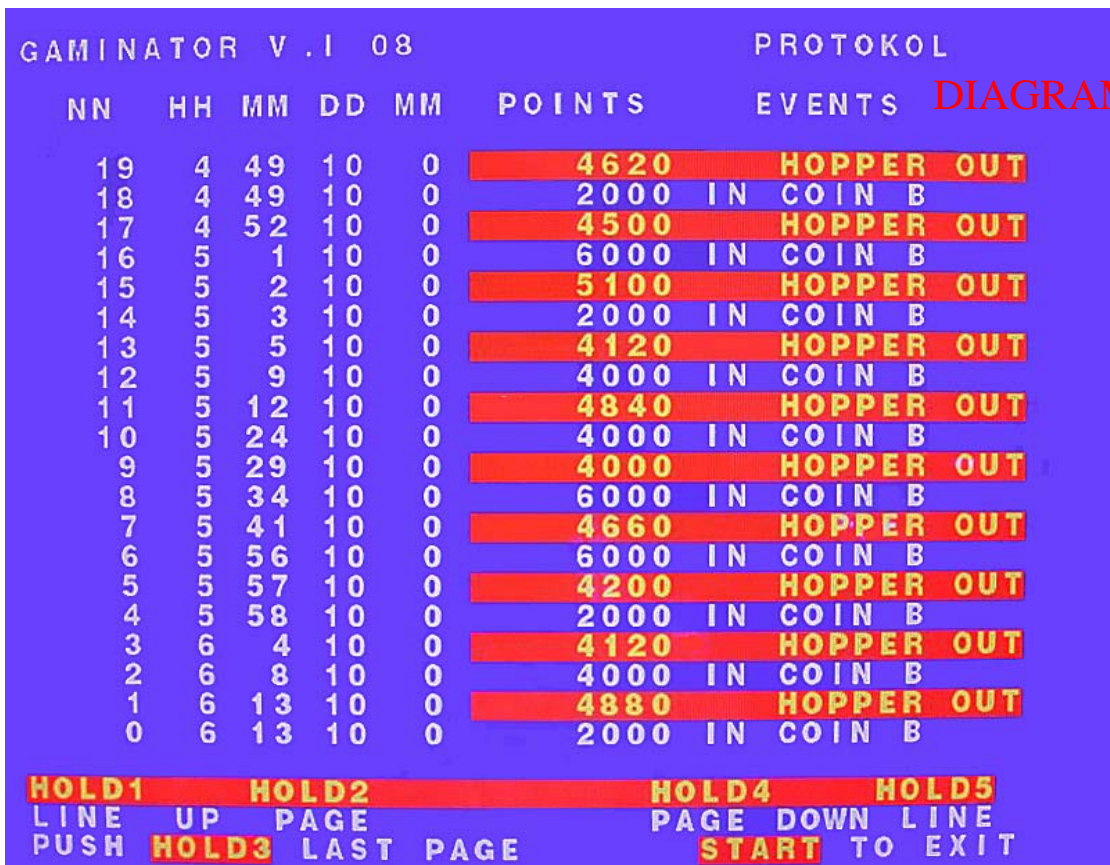


DIAGRAM 3

【INQUIRE IMPORTANT ACCOUNT (CAN NOT BE DELETED)】



※As diagram 4



CONNECTOR DIAGRAM

COMPONENT SIDE		SOLDER SIDE
	1	
	2	
SPEAKER +	3	GND
HOLD 1	4	
HOLD 2	5	
HOLD 3	6	
HOLD 4	7	
HOLD 5	8	
START	9	
BET/DOUBLE	10	
	11	
	12	
	13	
	14	
AUTO	15	
	16	
	17	
COIN A	18	COIN B
	19	
SHORT STATISTIC	20	SERVICE (LONG) STATISTIC
PAYOUT	21	
GND	22	HOPPER SW
	23	
	24	
TOTAL IN COUNTER	25	
TOTAL OUT COUNTER	26	
	27	
	28	
HOLD 1 LAMP	29	BET/DOUBLE LAMP
HOLD 2 LAMP	30	
HOLD 3 LAMP	31	PAYOUT LAMP
HOLD 4 LAMP	32	
HOLD 5 LAMP	33	HOPPER MOTOR SSR
START LAMP	34	AUTO LAMP
KEY IN	35	
GND	36	GND

"RAM ERROR" REMOVE: PRESS COMPONENT SIDE PIN 20 TO DO INITIALIZATION