

New Mega 7 IN 1

User Manual



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Attention: In “MAIN MENU”, “Coin In” and “Bill Acceptor” no working.

Controlling with the buttons:

Hold 1 → up









Hold 2 → down

Hold 1 + Hold 4 → Exit → Return Main Menu

When loading in any of the games, “Coin In” and “Bill Acceptor” will start to work and be available.

I. Game List of all Modes









Mega 7 in 1- Mode I

Main Screen	Crazy Monkey	Fruit Cocktail	Garage
			
Lucky Hunter	Resident	Rock Climber	Pirate
			




Mega 7 in 1- Mode II

Main Screen	Crazy Monkey	Fruit Cocktail	Garage
			
Lucky Hunter	Island 2	Sweet Lift	Keks
			









Mega 7 in 1- Mode III

<p>Main Screen</p> 	<p>Crazy Monkey</p> 	<p>Fruit Cocktail</p> 	<p>Garage</p> 
<p>Gnome</p> 	<p>Multi Fish</p> 	<p>Island II</p> 	<p>Pirate II</p> 









Mega 7 in 1- Mode IV

<p>Main Screen</p> 	<p>Crazy Monkey</p> 	<p>Fruit Cocktail 2</p> 	<p>Garage</p> 
<p>Gnome</p> 	<p>Multi Fish</p> 	<p>Island II</p> 	<p>Pirate II</p> 



Mega 7 in 1- Mode V

Main Screen	Fruit Cocktail	Fruit Cocktail 2	Garage
			
Gnome	Multi Fish	Island II	Keks
			









Mega 7 in 1- Mode VI

Main Screen	Fruit Cocktail	Fruit Cocktail 2	Garage
			
Gnome	Multi Fish	Lucky Haunter	Keks
			

Mega 7 in 1- Mode VII

<p>Main Screen</p> 	<p>Fruit Cocktail</p> 	<p>Fruit Cocktail 2</p> 	<p>Garage</p> 
<p>Gnome</p> 	<p>Crazy Monkey</p> 	<p>Sweet Lift 2</p> 	<p>Island 2</p> 

Mega 7 in 1- Mode VIII

<p>Main Screen</p> 	<p>Fruit Cocktail</p> 	<p>Fruit Cocktail 2</p> 	<p>Garage</p> 
<p>Pirate 2</p> 	<p>Resident</p> 	<p>Island 2</p> 	<p>Lucky Hunter</p> 

II. System Setup

Press **SERVICE (B20) button to enter the picture as follows:

SEVICE MENU



Controlling with the buttons:
Cancel → Exit
Hold 1 → up
Hold 2 → down
Start → Enter
* CANCEL BUTTON = (BET/DOUBLE BUTTON)

OPERATION STATISTIC

CRAZY MONKEY V03-1110 20.10.03 09:00

OPERATION STATISTIC

```

CREDIT                2
TOTAL IN              53
TOTAL OUT             30
ACTUAL PERCENTAGE    56%

KEY IN                40
COINS IN              13
BILL IN               0
COMP. IN              0

KEY OUT               20
HOPER OUT             10
TICKET OUT            0
COMP. OUT             0

HOPPER UNLOAD        0

PAGE 1 / 2
    
```

CANCEL Clear		HOLD2 Next				START Exit
-----------------	--	---------------	--	--	--	---------------

Controlling with the buttons:

Cancel → Clear

Hold 2 → Next

Start → Exit

CRAZY MONKEY V03-1110 20.10.03 09:01

OPERATION STATISTIC

```

INIT MACHINE          0  9.05.08  19:49
CHANGED TOT. SET.    0  0.00.00  00:00
CHANGED GM. PREF.    0  0.00.00  00:00
PREV. F DOOR OPEN    0  0.00.00  00:00
PREV. B DOOR OPEN    0  0.00.00  00:00
PREVIOUS SERVICE     2  9.05.08  19:49
SHORT STAT. CLEAR    0  0.00.00  00:00
OPER. STAT. CLEAR    0  0.00.00  00:00
POWER ON              2  20.10.03  08:19
LAST VIEW SHORT      0  0.00.00  00:00
LAST VIEW OPER.      0  0.00.00  00:00

PAGE 2 / 2
    
```

		HOLD2 Next				START Exit
--	--	---------------	--	--	--	---------------

Controlling with the buttons:

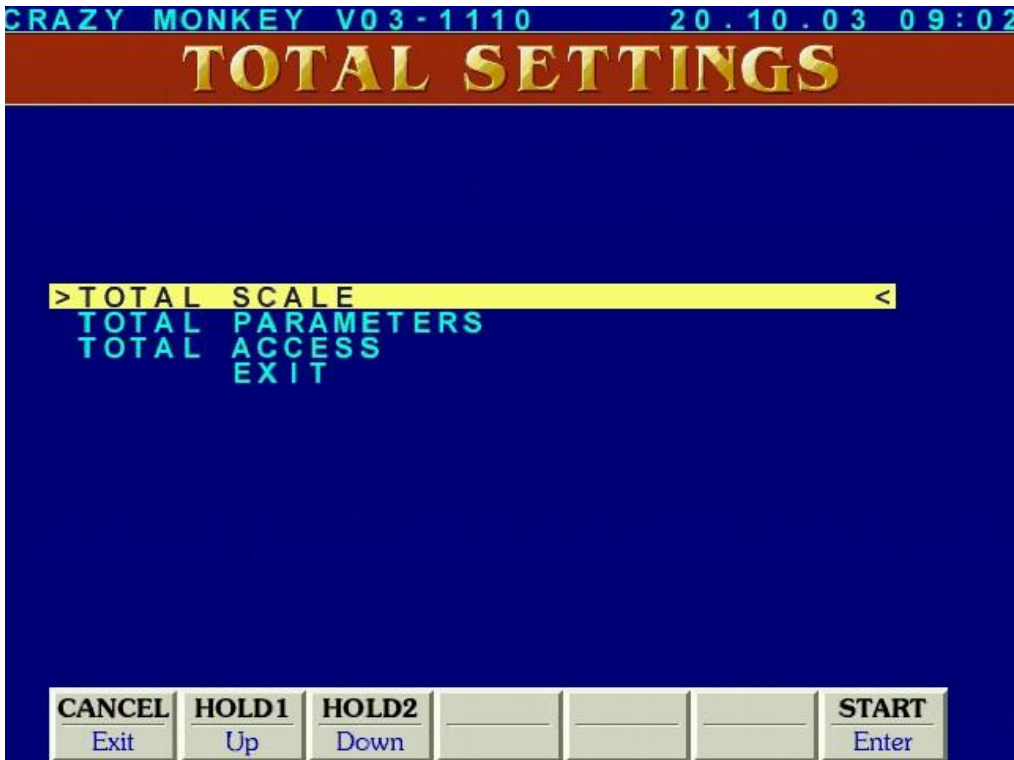
Hold 2 → Next

Start → Exit

TOTAL SETTINGS



Controlling with the buttons:
Cancel → Exit
Hold 1 → Up
Hold 2 → Down
Start → Enter



Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold1 → Up	Start → Enter

TOTAL SCALE

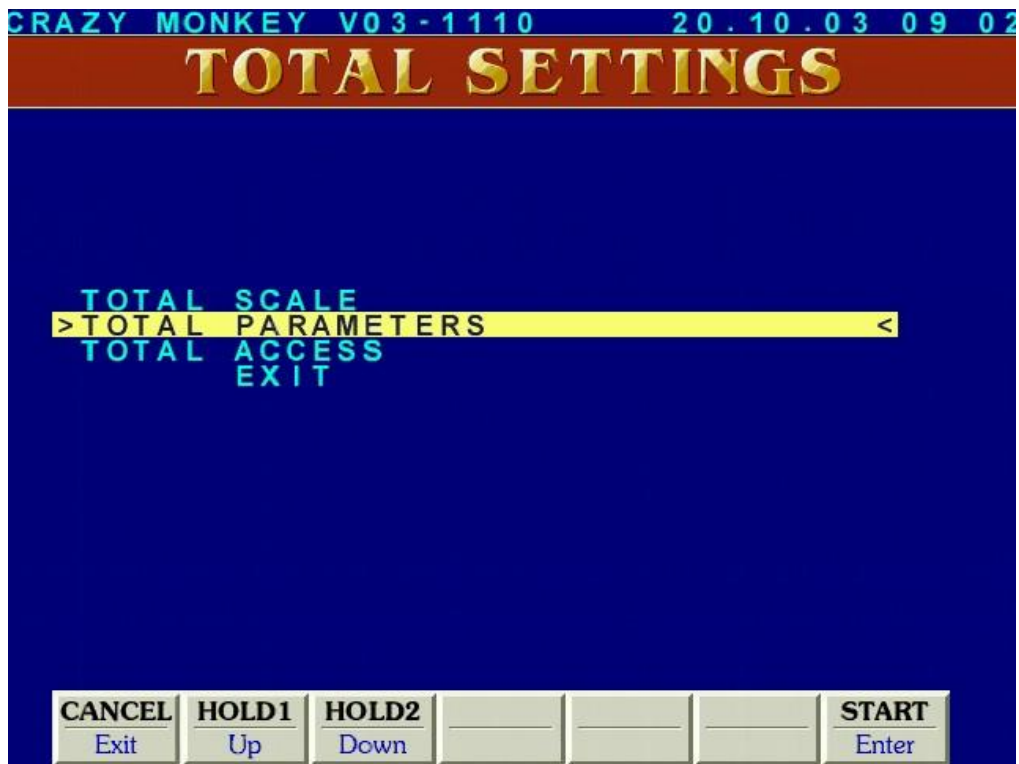


Items	Details
COIN A	0 - 5000
COIN B	0 - 5000
COIN C	0 - 5000
COIN D	0 - 5000
HOPPER OUT COIN (PAYOUT RATE FOLLOW) coin	A, B, C, D
BILL ACCEPTOR 1	0 - 5000
BILL ACCEPTOR 2	0 - 5000
BILL ACCEPTOR 3	0 - 5000
BILL ACCEPTOR 4	0 - 5000
CREDIT KEY (KEYIN RATE)	10 - 1000
COUNTERS RATE (WIN METER CLICK)	1, 10, 100
BET COUNTERS RATE (BET METER CLICK)	0 - 5000

BUTTONS	REFLECTION
KEY IN+HOLD5	KEY OUT
KEY IN+HOLD4	KEY IN 1
KEY IN +HOLD3	KEY IN 10
KEY IN +HOLD2	KEY IN 100
KEY IN+HOLD1	KEY IN 1000

Controlling with the buttons:	
Hold 1 → Up	Hold 4 → +
Hold 2 → Down	Start → Exit
Hold 3 → -	

TOTAL PARAMETERS



Controlling with the buttons:

Cancel → Exit Hold 2 → Down

Hold 1 → Up Start → Enter

TOTAL PARAMETERS

```

>WIN PERCENT 60<
CREDIT LIMIT 20000
BARRIER 200
MAX TOTAL BET 250
BILL INHIBIT LEVEL HIGH
BILL RECEPTION LIMIT 2000
HOPPER INHIBIT LEVEL HIGH
HOPPER SW EDGE FRONT
HOPPER CAPACITY 300
    
```

**WARNING: MAX TOTAL BET
INFLUENCE ON GAME PARAMETERS**

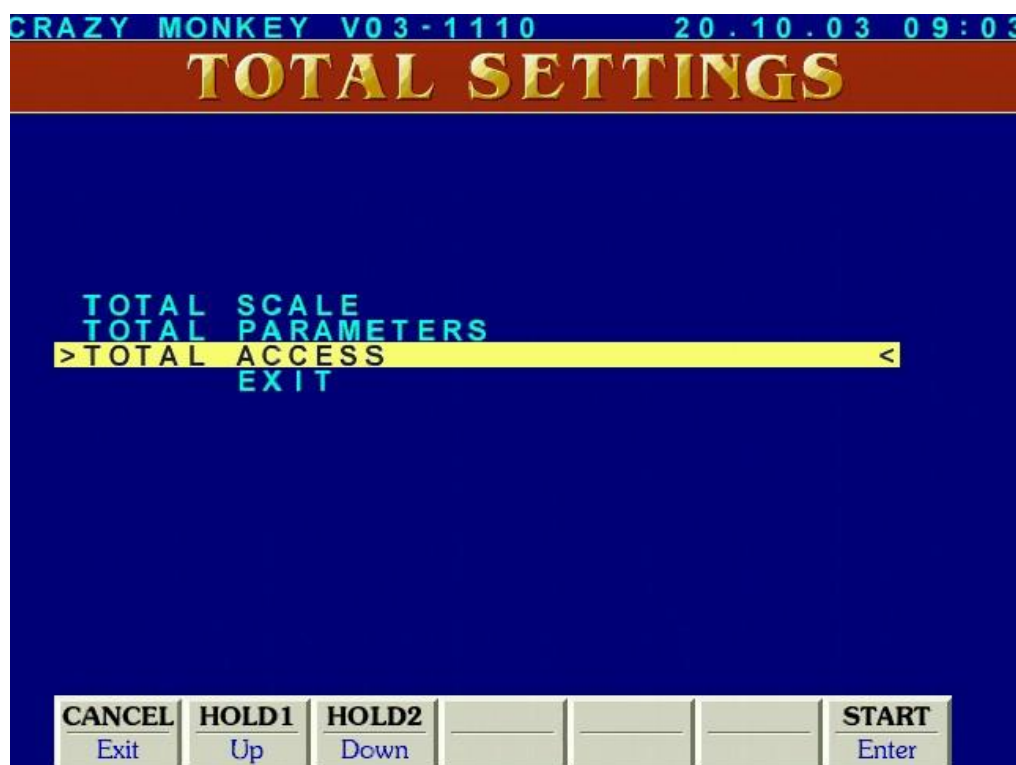
	HOLD1	HOLD2	HOLD3	HOLD4		START
	Up	Down	-	+		Exit

Items	Details
WIN PERCENT (MAINGAME RATE)	60,62,64,66,68,70,72,74,76,78, 80,82,84,86,88,90,91,92,93,94
CREDIT LIMIT	1000 - 900000
BARRIER win	2 - 50000
MAX TOTAL BET (Max bet)	10 - 1000
BILL INHIBIT LEVEL	HIGH / LOW
BILL RECEPTION LIMIT (Bill PAYOUT LIMIT)	100 - 10000
HOPPPER INHIBIT LEVEL	HIGH / LOW
HOPPER SW EDGE	FRONT/ BACK
HOPPER CAPACITY (Tokens PAYOUTLIMIT)	100 - 3000

**WARNING: MAX TOTAL BET
WILL INFLUENCE ON THE GAME PARAMETERS**

Controlling with the buttons:	
Hold 1 → Up	Hold 4 → +
Hold 2 → Down	Start → Exit
Hold 3 → -	

TOTAL ACCESS



Controlling with the buttons:

Cancel → Exit

Hold 2 → Down

Hold 1 → Up

Start → Enter

TOTAL ACCESS

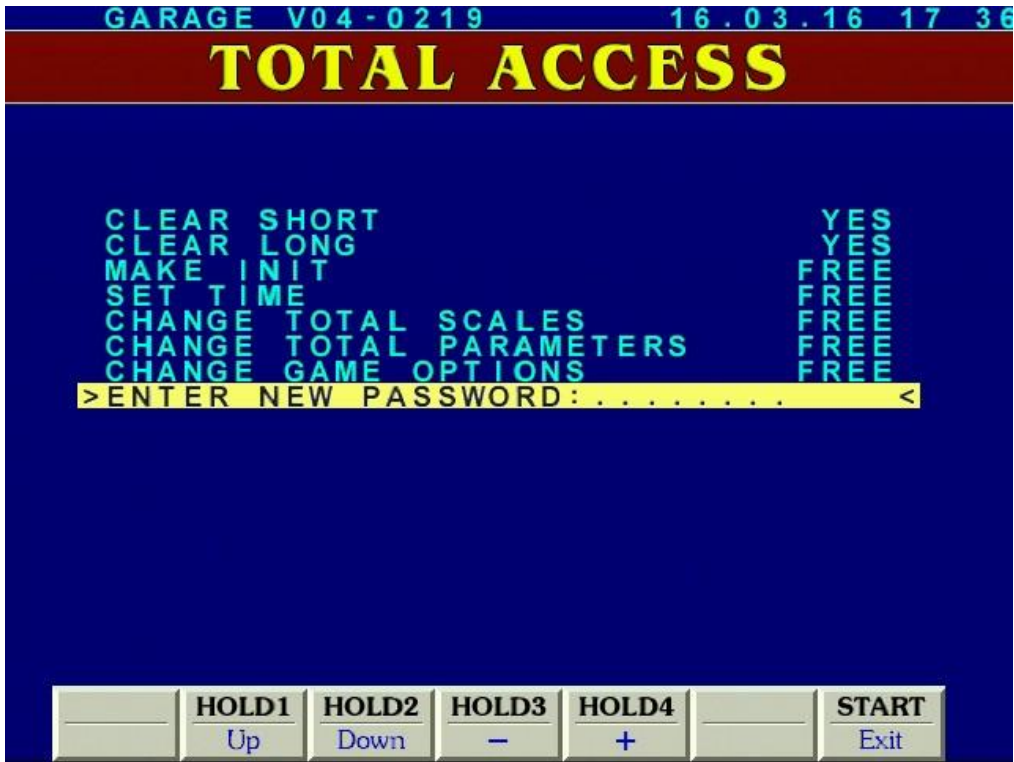
```

>CLEAR SHORT          YES<
CLEAR LONG           YES
MAKE INIT            FREE
SET TIME             FREE
CHANGE TOTAL SCALES  FREE
CHANGE TOTAL PARAMETERS FREE
CHANGE GAME OPTIONS  FREE
PASSWORD
    
```



Items	Details
CLEAR SHORT (CLEAR CURRENT RECORD?)	YES , NO
CLEAR LONG (CLEAR HISTORY RECORD?)	YES , NO
MAKE INIT (DATA CLEAR?)	FREE, PAROLE
SET TIME	FREE, PAROLE
CHANGE TOTAL SCALES	FREE, PAROLE
CHANGE TOTAL PARAMETERS	FREE, PAROLE
CHANGE GAME OPTIONS	FREE, PAROLE
PASSWORD	NEED or NO NEED

Controlling with the buttons:	
Hold 1 → Up	Hold 4 → +
Hold 2 → Down	Start → Exit
Hold 3 → -	



Choosing Password section then enters your password numbers, total no more than 8 numbers.

Controlling with the buttons:	
Hold 1 → Numer 1	Hold 4 → Numer 4
Hold 2 → Numer 2	Hold 5 → Numer 5
Hold 3 → Numer 3	



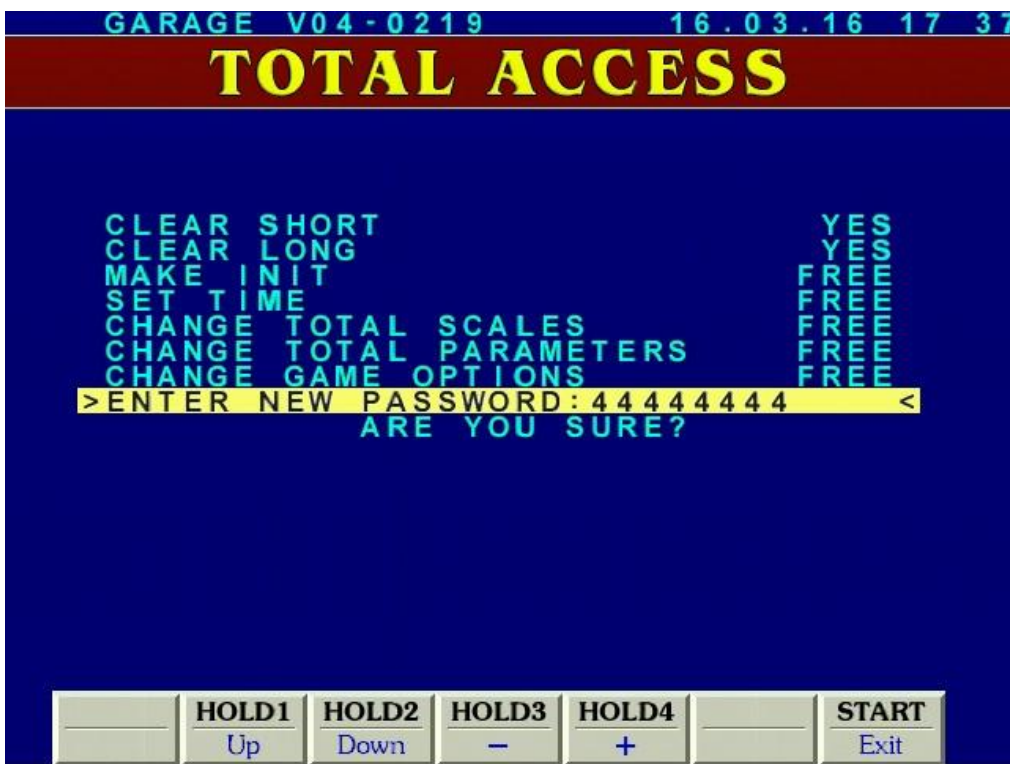
After enter new password, the system will confirm with the user again.

Controlling with the buttons:				
Hold 1 → Up	Hold 2 → Down	Hold 3 → -	Hold 4 → +	Start → Exit



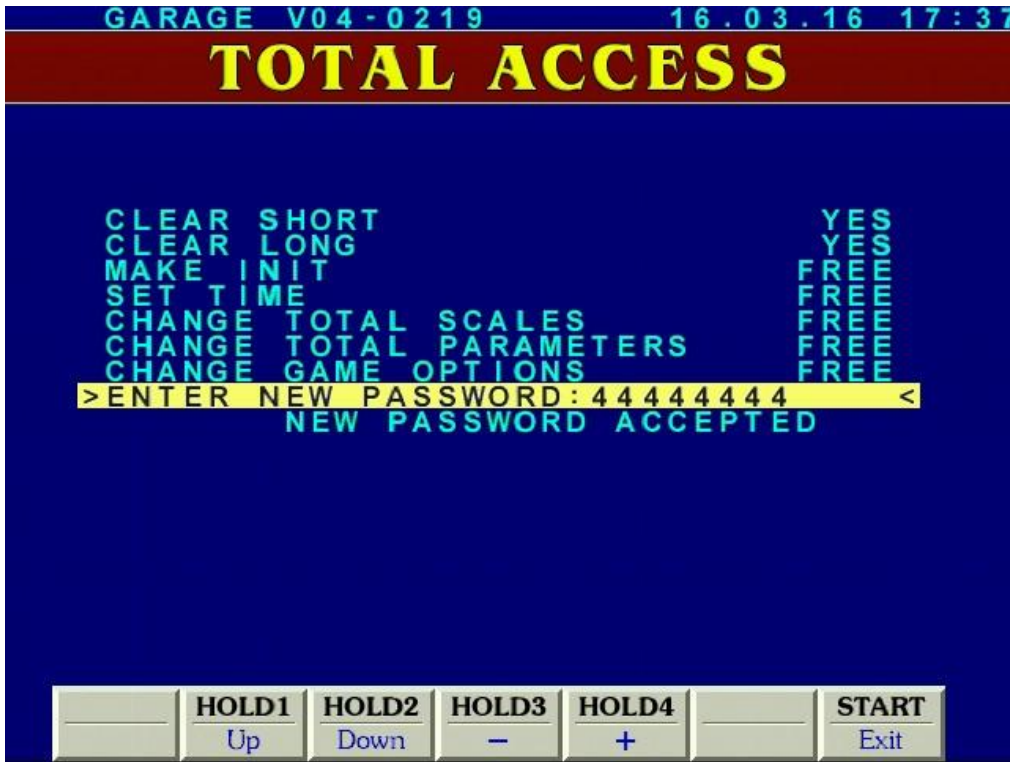
If you want to change the password numbers, just ignore the old numbers then enter the new ones.

Controlling with the buttons:				
Hold 1 → Up	Hold 2 → Down	Hold 3 → -	Hold 4 → +	Start → Exit



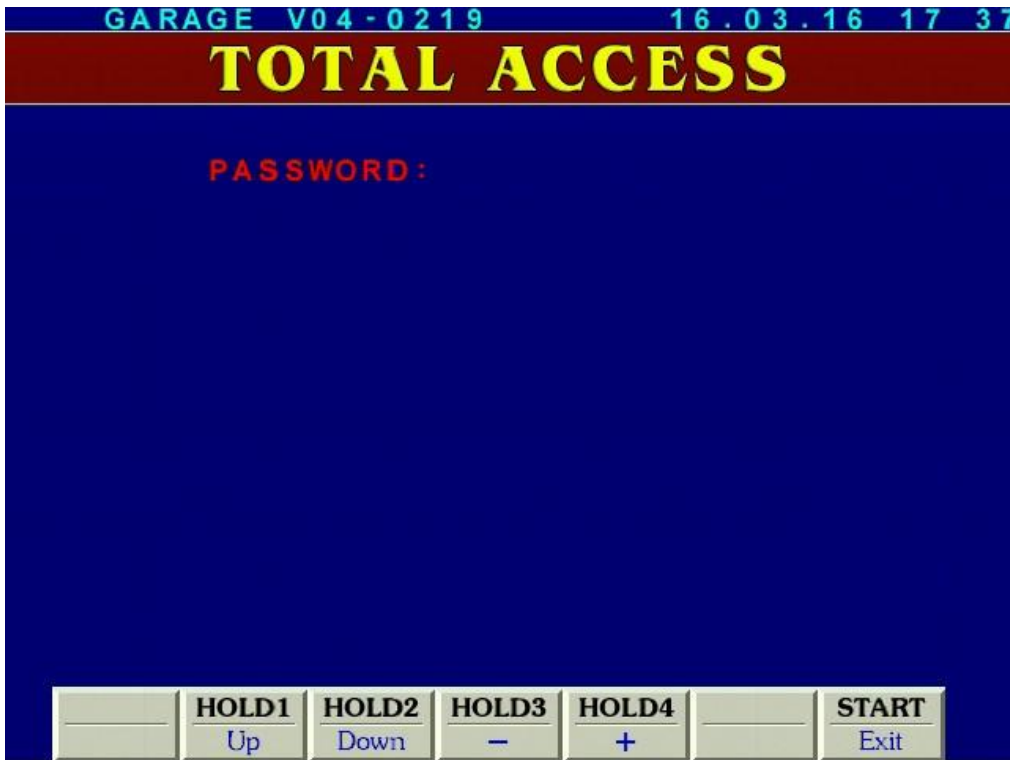
After the user enter the new numbers, the system will confirm again.

Controlling with the buttons:				
Hold 1 → Up	Hold 2 → Down	Hold 3 → -	Hold 4 → +	Start → Exit



If the password number is correct, just confirm it with the system.

Controlling with the buttons:				
Hold 1 → Up	Hold 2 → Down	Hold 3 → -	Hold 4 → +	Start → Exit



If the user already made the password, then anytime when the user wants to enter total access to do the setting, the system will ask the password numbers.

Controlling with the buttons:				
Hold 1 → Up	Hold 2 → Down	Hold 3 → -	Hold 4 → +	Start → Exit

INIT



Controlling with the buttons:

Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

- FOR INIT MACHINE PRESS CANCEL BUTTON AND HOLD IT APPROXIMATE 5 SECONDS THEN WILL CLEAR ALL THE DATA.

INIT

FOR INIT MACHINE PRESS CANCEL BUTTON
AND HOLD IT APPROXIMATE 5 SECONDS



Controlling with the buttons:	
Cancel → Clear	Start → Exit

INIT

FOR INIT MACHINE PRESS CANCEL BUTTON
AND HOLD IT APPROXIMATE 5 SECONDS



Controlling with the buttons:
Start → Exit

INIT

FOR INIT MACHINE PRESS CANCEL BUTTON
AND HOLD IT APPROXIMATE 5 SECONDS



Controlling with the buttons:

Start → Exit

INIT

FOR INIT MACHINE PRESS CANCEL BUTTON
AND HOLD IT APPROXIMATE 5 SECONDS



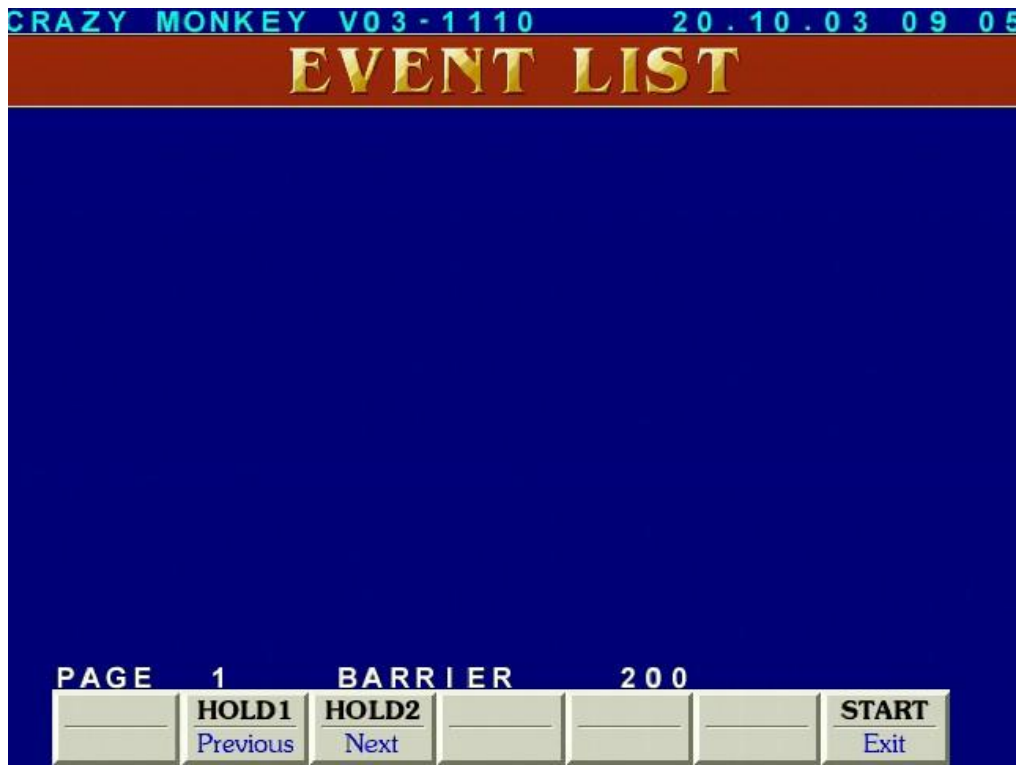
Controlling with the buttons:

Start → Exit

EVENT LIST

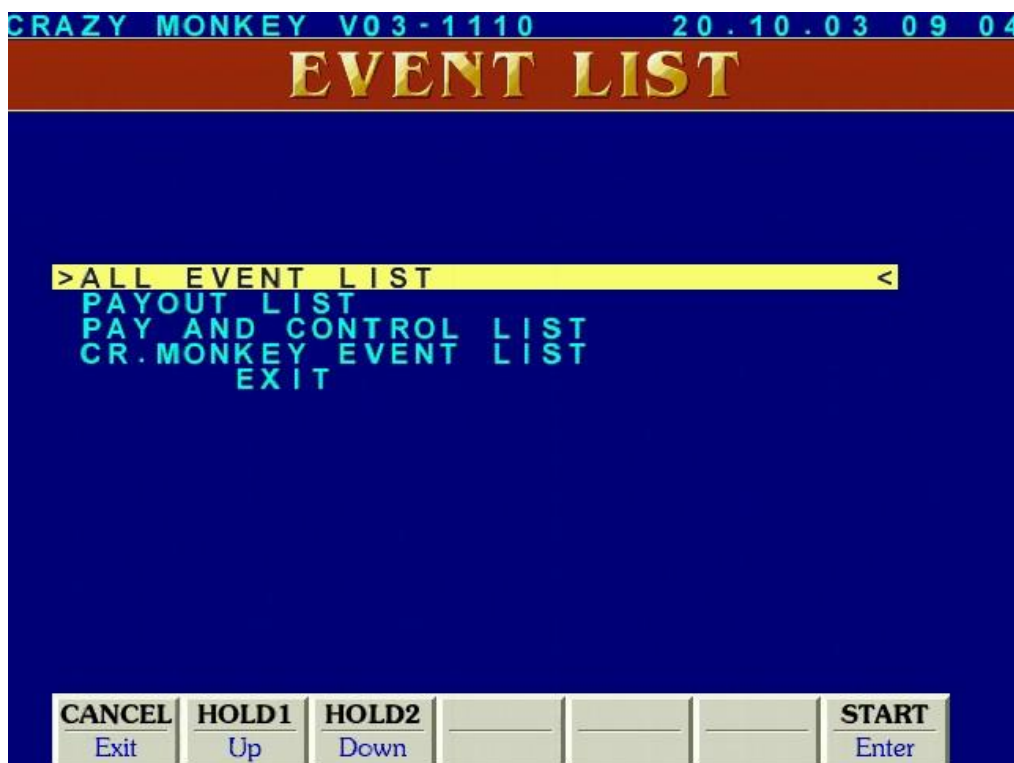


Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter



Controlling with the buttons:	
Hold 1 → Previous	Start → Exit
Hold 2 → Next	

ALL EVENT LIST



Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

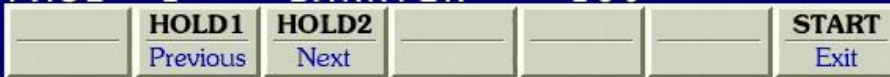


Controlling with the buttons:	
Hold 1 → Previous	Start → Exit
Hold 2 → Next	

ALL EVENT LIST

POWER ON	16.10	12:00
POWER OFF	09.05	19:51
INIT MACHINE	09.05	19:49

PAGE 2 BARRIER 200



Controlling with the buttons:	
Hold 1 → Previous	Start → Exit
Hold 2 → Next	

PAYOUT LIST

CRAZY MONKEY V03-1110 20.10.03 09:08

PAYOUT LIST

KEY IN	20	16.10	12:00
HOPER OUT	5	16.10	12:00
COIN IN	6	16.10	12:00
HOPER OUT	5	16.10	12:00
COIN IN	3	16.10	12:00
COIN IN	4	16.10	12:00
KEY OUT	20	16.10	12:00
KEY IN	20	16.10	12:00

PAGE 1 BARRIER 200

	HOLD1 Previous	HOLD2 Next				START Exit
--	--------------------------	----------------------	--	--	--	----------------------

Controlling with the buttons:	
Hold 1 → Previous	Start → Exit
Hold 2 → Next	

PAY AND CONTROL LIST

CRAZY MONKEY V03-1110 20.10.03 09 08

EVENT LIST

ALL EVENT LIST
PAYOUT LIST
>PAY AND CONTROL LIST <
CR. MONKEY EVENT LIST
EXIT

CANCEL Exit	HOLD1 Up	HOLD2 Down				START Enter
-----------------------	--------------------	----------------------	--	--	--	-----------------------

Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

PAY AND CONTROL LIST

CHANGE TOTAL SETTINGS		20.10	09:03
POWER ON		20.10	08:19
POWER OFF		16.10	12:00
KEY IN	20	16.10	12:00
HOPER OUT	5	16.10	12:00
COIN IN	6	16.10	12:00
HOPER OUT	5	16.10	12:00
COIN IN	3	16.10	12:00
COIN IN	4	16.10	12:00
KEY OUT	20	16.10	12:00
KEY IN	20	16.10	12:00
POWER ON		16.10	12:00
POWER OFF		09.05	19:51
INIT MACHINE		09.05	19:49

PAGE 1 BARRIER 200



Controlling with the buttons:

Hold 1 → Previous Start → Exit

Hold 2 → Next

SET CLOCK



Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter



Controlling with the buttons:	
Cancel → Restore	Hold 3 → -
Hold 1 → Previous	Hold 4 → +
Hold 2 → Next	Start → Exit

SET CLOCK

TIME : 11:36
 DATE : 07
 MONTH: 03 MARCH
 YEAR : 2016

CANCEL	HOLD1	HOLD2	HOLD3	HOLD4		START
Restore	Previous	Next	-	+		Exit

Controlling with the buttons:

Cancel → Restore	Hold 3 → -
Hold 1 → Previous	Hold 4 → +
Hold 2 → Next	Start → Exit

GAME STATISTIC

SERVICE MENU

OPERATION STATISTIC
 TOTAL SETTINGS
 INIT
 EVENT LIST
 SET CLOCK
 > GAME STATISTIC <
 GAME OPTIONS
 TESTS
 EXIT

CANCEL	HOLD1	HOLD2				START
Exit	Up	Down				Enter

Controlling with the buttons:

Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

GAME STATISTIC

PARAMETER	VALUE	LAST	DATE
TOTAL GAMES	463	02.06	15:28
TOTAL BET	103975	02.06	15:28
MAIN GAME WIN	44875	02.06	15:28
TAKEN WIN	61300	02.06	15:28
RISK IN	0	00.00	00:00
RISK OUT	0	00.00	00:00
BONUS QUANTITY	12	02.06	15:28
BONUS WIN	16425	02.06	15:28

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PERCENTAGE 58%

REAL PERCENTAGE: 58%

	HOLD1 Previous	HOLD2 Next			START Exit
--	-------------------	---------------	--	--	---------------

* How to calculate the real percentage of the board?

TAKEN WIN

TOTAL BET

Controlling with the buttons:	
Hold 1 → Previous	Start → Exit
Hold 2 → Next	

GAME STATISTIC

WIN TYPE	GAMES	WINNING	LAST WIN
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00
	0	0	00.00 00:00

PAGE 2 / 4

	HOLD1 Previous	HOLD2 Next			START Exit
--	-------------------	---------------	--	--	---------------

Controlling with the buttons:		
Hold 1 → Previous	Hold 2 → Next	Start → Exit

CRAZY MONKEY V03-1110 07.03.16 11 36

GAME STATISTIC

WIN TYPE	GAMES	WINNING	LAST WIN	
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00

PAGE 3 / 4

HOLD1 Previous	HOLD2 Next				START Exit
--------------------------	----------------------	--	--	--	----------------------

Controlling with the buttons:

Hold 1 → Previous

Start → Exit

Hold 2 → Next

CRAZY MONKEY V03-1110 07.03.16 11:36

GAME STATISTIC

WIN TYPE	GAMES	WINNING	LAST WIN	
	0	0	00.00	00:00
	0	0	00.00	00:00
	1	3	16.10	12:00
	0	0	00.00	00:00
	0	0	00.00	00:00
	0	0	00.00	00:00

PAGE 4 / 4

HOLD1 Previous	HOLD2 Next				START Exit
--------------------------	----------------------	--	--	--	----------------------

Controlling with the buttons:

Hold 1 → Previous

Start → Exit

Hold 2 → Next

GAME OPTIONS



Controlling with the buttons:

Cancel → Exit

Hold 2 → Down

Hold 1 → Up

Start → Enter

GAME OPTIONS

```

>MIN BET PER LINE 1<
MAX BET PER LINE 25
MIN BET FOR HELMET 40
    
```



Itrms	Details
MIN BET PER LINE	1 - 60
MAX BET PER LINE	40 - 90
MIN BET POR HELMET	10 - 900

Controlling with the buttons:	
Hold 1 → Up	Hold 4 → +
Hold 2 → Down	Start → Exit
Hold 3 → -	

TESTS



Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

KEY TEST



If the button works, the screen will show red color **【ON】** .

If not, the screen will not have any change, still show green color **【OFF】** .



Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

SOUND TEST

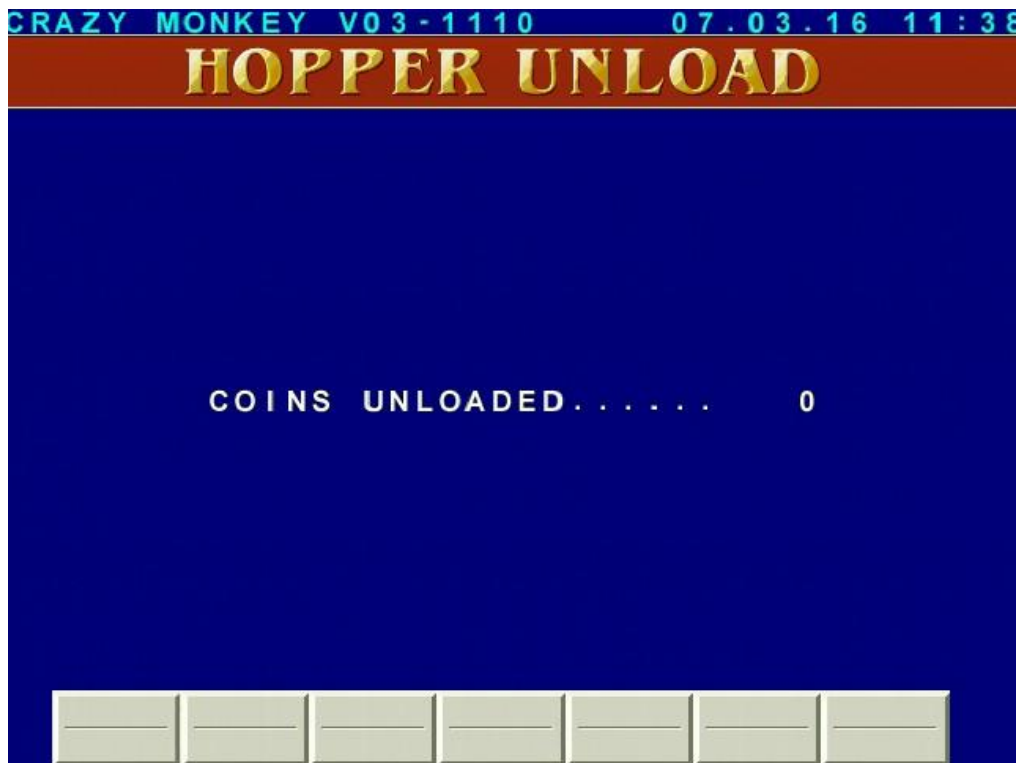




Controlling with the buttons:

Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

HOPPER UNLOAD





Controlling with the buttons:	
Cancel → Exit	Hold 2 → Down
Hold 1 → Up	Start → Enter

ERROR LIST



** When System has **NO ERRORS**, press CANCEL for 5 seconds to INIT.

Controlling with the buttons:	
Cancel → Clear	Start → Exit

SHORT STATISTIC

Press **STATISTIC (A20) button to enter the picture as follows:



Controlling with the buttons:

Cancel → Clear

Start → Exit

DIAGRAM:

COMPONENT SIDE		SOIDER SIDE
	1	
	2	
SP +	3	GND
HOLD 1	4	Bill Acceptor 1
HOLD 2	5	Bill Acceptor 2
HOLD 3	6	Bill Acceptor 3
HOLD 4	7	Bill Acceptor 4
HOLD 5	8	Hopper 1
START	9	Hopper 2
BET / DOU	10	Hopper 3
P , Reserve	11	Hopper 4
P , Reserve	12	Ticket
P , Reserve	13	S . Reserve
MAX BET	14	S . Reserve
HELP	15	S . Reserve
Front Door	16	S . Reserve
Back Door	17	Call Att.
COIN A	18	COIN B
COIN C	19	COIN D
Statistic (short)	20	Service (long) set
Pay out	21	KEY OUT
GND	22	Hopper SW
Coin+bill counter	23	Coin inhibit
KEY in counter	24	Bill inhibit
Total in counter	25	Upper lamp green
Total out counter	26	Upper lamp red
Key out counter	27	Upper lamp yellow
	28	Total bet counter
HOLD 1 lamp	29	Bet / Dou lamp
HOLD 2 lamp	30	Max bet lamp
HOLD 3 lamp	31	Pay out lamp

HOLD 4 lamp	32	
HOLD 5 lamp	33	Hopper Motor SSR_
START lamp	34	HELP lamp
KEY IN	35	S . Reserve
GND	36	GND

PART SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
	7	
	8	
GND	9	GND
GND	10	GND

Items

Several explaining Detail

	Total Settings->Total Scales
COINS	1,2,3,4,5 ,6,7, 8,9,10, 11, 12, 13,14, 15, 16, 17, 18, 19,20,21,22,23,24,25,26,27,28,29
A, B, C, D	30,35,40,45,50,55, 60, 65, 70, 75, 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
BILL ACCEPTORS	180,190,200,210,220, 230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
1,2,3,4	"600,650,700,750,800,850,900,950,1000,2000,5000
HOPPER OUT COIN	A, B, <u>C</u> , D
CREDIT KEY	10, 20, 50, 100, 200, 500, 1000. BUTTONS , OUT ONLY
COUNTERS RATE	<u>1</u> , 10, 100
	<u>1</u> ,2,3,4,5,6,7,8,9, 10, 11, 12, 13, 14, 15,16, 17,18, 19,20,21,22,23,24,25,26,27,28,29,
BET COUNTER RATE	30 35 40, 45, 50,55 60 65 70 75 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
	180,190,200,210,220,230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
	600,650,700,750, 800, 850, 900, 950, 1000, 2000, 5000
WIN PERCENT	60%, 62%, 64%, 66%, 68%, 70%, 72%, 74%, 76%, 78%, 80%, 82%, 84%, 86%, 88%, 90%, 91%, 92% ,93% ,94%
CREDIT LIMIT	1000, 5000, 10000, 20000 , 50000, 100000, 200000, 500000, 900000
BARRIER	2, 5, 10, 20, 50, 100, 200 , 500, 1000, 2000, 3000, 4000, 5000, 7000, 10000, 20000, 50000
MAX TOTAL BET	10,50, 100, 250 ,500, 1000
BELL INHIBIT LEVEL	HIGH , LOW
BILL RECEPTION	100, 200, 300, 400, 500, 600, 700. 800, 900, 1000, 1500, 2000 , 2500, 3000, 3500, 4000.
LIMIT	4500,5000, 6000, 7000, 8000, 9000, 10000
HOPPER INHIBIT LEEL	HIGH , LOW
HOPPER SW EDGE	FRONT , BACK
HOPPER CAPACITY	100, 200, 300 , 400, 500, 600, ..., 3000 (Begin from 100)
	Total Settings ->Total Access
CLEAR SHORT	YES , NO
CLEAR LONG	YES , - NO
MAKE INIT	FREE, PAROLE
SET TIME	FREE, PAROLE
CH. TOTAL SCALES	FREE, PAROLE
CH. TOTAL PARAMS	FREE, PAROLE
CH. GAME OPTIONS	FREE, PAROLE
PASSWORD	From 1-5 array associations Can't exceed 8 figure number
	Game Options
MINBET	<u>1</u> , 2, 3, 4, 5, 6, 7,8 ,9,10, 15, 20, 25, 30, 35, 40, 45, 50, 60
MAX BET	8, 9, 10, 1 5, 20, 25 , 30, 35, 40, 45 50, 60, 70, 80, 90
MIN BET FOR HELMET	10, 20, 30, 40 , 50, 60, 70, 80,90, 100, 150, 200, 250, 300, 400, 500, 600, 700, 800 900

TOTAL SCALE

The establishment of **Gnome and Fruit Cocktail 2** are different with other games.

Having value when dispatched from the factory of general other games



Having value when dispatched from the factory of **Gnome and Fruit Cocktail 2**:



OPERATION STATISTIC (Total Record)

OPERATION STATISTIC		
	IN	OUT
CRAZY MONKEY	1 0 0	0
FRUIT COCKTAIL	0	0
GARAGE	0	0
GNOME	0	0
MULTI FISH	0	0
ISLAND2	0	0
PIRATE2	0	0
==== TOTAL ====	1 0 0	0
CREDIT 9 6 7	IN - OUT	+ 1 0 0
	ACTUAL PERCENTAGE	0%

SOIDER SIDE p23 Coin inhibit and p24 Bill inhibit pin

Must connect to Coin acceptor and Bill acceptor inhibit control pin

- Under "MAIN MENU" screen, "Coin In" and "Bill Acceptor" do not work.
After loading in any of the games, "Coin In" and "Bill Acceptor" start to work and be available.
- Under the screen of "MAIN MENU", press SHORT STATSTIC SW (20A) to get into total record screen (OPERATION STATISTIC).
Press "SHORT STATISTIC SW" again to return to "MAIN MENU"
- The records IN/OUT in "OPERATON STATISTIC" screen for each game can be transferred from "SHORT STATISTIC" in single game to "OPERATION STATISTIC" (in single game) and the records of IN/OUT for each game will be erased from "OPERATON STATISTIC" screen.
- When executing "INIT" in single game, erase the records IN/OUT for the game in the "OPERATOIN STATISTIC".
- The data IN/OUT shown in the "OPERATION STATISTIC" is equal to the records of each single game.
- In the "OPERATION STATISTIC", existed a star signal "*" in the front of the game name, it means player inserts coins in the game but exits to play another games. When the game is played, the star signal "*" will disappear.