

Super King Derby



User's Manual



Gauss Enterprise

No.6, Lane 11, Fujung 10th ST, Taichung, Taiwan, R.O.C.

WEB: <http://www.gauss.com.tw>

TEL: 886-4-23585001(English) ; 886-4-23585223(Chinese)

FAX: 886-4-23586911(English) ; 886-4-23587803(Chinese)

E-Mail: gauss001@ms4.hinet.net; gauss.office@msa.hinet.net

Super King Derby

Features:

1. This game has "Coin In", "Coin Out", "Key In", and "Key Out" functions, and can be connected with Card Reader.
2. There are eight horses in each game.
3. The player can bet two different ways, win and quinella.
WIN: A win bet is a bet on the first place horse.
QUINELLA: A quinella bet is a bet on the first and second place horse regardless of the order.
4. The maximum odd is ✕ 999.
5. It can be an interface card operated by computer keyboard or mouse.
Or it can be a regular Arcade machine operated by joystick.
6. Each machine can have two players.
7. It has the "DOUBLE-UP" function.

System requirement:

1. O.S.: Microsoft Windows 98SE (Install DirectX7a or below; Direct 8 is not acceptable). Use **Express** Installation and avoid using it with useless software, especially updated multi-media software.
2. CPU: Pentium-III /AMD K6-2 350MHz or above.
3. RAM: 64M or above.
4. Hard disk space: 6.4GB or above
5. Motherboard: 1 or more ISA slot
6. Sound card: PCI DirectSound with accelerative function.
7. VGA card:
AGP: GE-Force2MX or TNT II-32MB or above.
PCI: S3 with 3D accelerative function.
8. Limitation: Win 2000 and Windows NT are not recommended.

1. Booting (Power Up)

When you power on, the system will start to boot up. It takes approximately 30 to 40 seconds to start the game. You will see a series of pictures shown on the screen until you see the odds board coming with a fanfare sound effect.



Fig.1 Initial Pictures on the Screen

Note:

1. When you see an error message, please turn the power off.
2. Wait 10 seconds then power on again.
3. If error message keep showing on the screen, please check inner pages for problem solving.

2. Display Mode

If there's no player playing the game (0 credits), the game will go to display mode. The display mode will alternate between initial screens and the first game re-play. If the game was played then it will show the

odd board, the race footage, and the optional bonus game as fig. 2.



Fig.2 Initial Screen, Odd Board and Bonus Game

3. How to play Super Kingderby

There are eight horses in each game. The player can bet two different ways, win and quinella.

WIN: A win bet is a bet on the first place horse.

QUINELLA: A quinella bet is a bet on the first and second place horse regardless of the order. Different cells on the screen represent different bets.

WIN (A)

1	
30	

(B) (C)

QUINELLA (A)

1 - 2	
150	

(B) (C)

The cells on the screen include three parts as above pictures show:
(A) Horse (B) Odds (C) Bet

The furthest left column represents the win bets (bet for the first place) and the other column is for quinella bets (bet for the first two places).

- ❶ To place a bet, the player uses the four direction buttons or joystick to select a cell then hits the bet button to increase the bet. As the player increase his bet, the credits on the bottom of the screen will be decreased.
- ❷ As the player adds additional bets on the other cells, the sum of the total bet will be displayed on the bottom of the screen.
- ❸ The player may cancel the bet by selecting the cell and hit the "cancel" button. After that, the bet will be re-set and the player's credits will be returned.
- ❹ When the player has finished placing his bets and started the game, he can no longer cancel his bets. But player can add his bet any time.
- ❺ For two-player version, when one player hits start, the other player has 10 seconds to enter the game.

4. Race

The race starts with a view of all the horses in the gates. The horses are coded by the same colors in each race. When the race begins, the camera view will change periodically. Players can see the player's bet, the numbers of the first three horses, and the player's current earnings on the screen. These items on the screen will be renewed in real time. So a player may win at some point during the race but then lose by the end of the race. **The player may hit start any time during the race and the race will stop and jump directly to show the final results.**

The player's winnings will be calculated by multiplying his bet by the odds.

5. Completion of Race

To play the bonus game, the player hits the START button. The ball will come out from the center of the game board and start to spin very fast. The ball will spin until the player hits **START/STOP**. The ball will then stop on one of the wheel positions. If the ball stops on a position marked "bomb", the player will lose his winnings. The gray spots are winners for which will either multiply or added the player's winnings by some number. The possible winnings are: x1, x2, x4, x8, and +100.

If the player wins in the bonus game, he can continue to play by hitting **BET**, or can return to the race by hitting **START/STOP**. When the player loses at the first time, he can be returned to the race.

6. Payout of Credits

The player can cash out by pressing the **PAYOUT** button. Either the hopper will begin to dispense coins or the printer will begin to print tickets depending on the type of the game machines. Any new memory inserted at this time will go to the creditors and will not be part of the cash out.

7. Configuration/Setup

The operator can enter the setup mode by pressing the setup button during the attract mode of the game. Depending on the cabinet, the setup button will usually either be an internal button or an external key switch.

In the setup mode, the operator will see the operation menu as fig.3:



Fig.3 Operation Menu

Displayed on the option menu, will be counters for power ups and setup.

Power Counter : The number of times that game software has been started.

Setup Counter : The number of changes made from the game internal Configuration menu. If you have made changes 3 times, the counter will be increased by 3.

Menu Navigation : Use the joystick or the 4 direction buttons to move the cursor. Press the **BET** button will enter the selection. Press **STOP** will exit the setup mode.

8. Meters (Menu of total record)

SINCE RESET		LIFETIME TOTAL	
COIN IN: 88	COIN OUT: 0	COIN IN: 2864	COIN OUT: 336
ATTEND OUT: 16600	ATTEND COIN: 79	ATTEND OUT: 59540	ATTEND COIN: 1343
TOTAL BET: 4035	TOTAL WIN: 2085	TOTAL BET: 36633	TOTAL WIN: 19715

Fig.4 Tables of Meters

Attend : Clears out or zeros the "Since Reset" meters.

Stop : Exit the meters menu then return to the option menu.

METERS : The meters on the left side of the screen are the period counters and only reflect the total for the history of the machine and it can not be reset.

Coin In : Total coins paid into the machine.

Coin Out : Total coins paid out from the machine.

Attend Out : Total KEYOUT amount by the attendant.

Attend Coin : The equivalent amount of cash paid out by the attendant.

$$\text{Value} = \text{Attend out} \div \text{Coin Value}$$

For example: if you set up **1Coin=5** dollars then **Attend Out = 500**. It

$$\text{means that } \text{Attend Coin} = 500 \div 5 = 100$$

Total Bet : Total credits wagered or bet.

Total Win : Total credits won.

There are **5** meters on the machine:

- ❶ Coin In
- ❷ Coin Out
- ❸ Attend Out
- ❹ Total Bet
- ❺ Total Win

9. Game Configuration Setup



The screenshot shows a 'CONFIGURATION SETUP' screen with a table of settings and control buttons. The table has 4 columns: ID, Parameter, Value, and another ID. The settings are as follows:

ID	Parameter	Value	ID
1	Coin value	100	7
2	Coin for start	1	2
3	Min bets/cell	1	
4	steps of bet	1	
5	Max bets/cell	99	
6	Min bets/game	1	
7	Probability %	90	
8	Max odds rate	500	
9	JackPot ND	10000	
10	Forced out	disable	
11	Attendant coin	0	
12	stop racing	enable	
13	Bonus game	enable	
14		NU	0
15		NU	0
16		NU	0
17		NU	0
18		NU	0
19		NU	0
20		NU	0
21	start Game	2	

Control buttons include 'CHANGE' with left and right arrows, and 'EXIT' with a 'STOP' button.

Fig.5 Table of Configuration Setup

- <UP> : Moves the cursor up.
- <DOWN> : Move the cursor left.
- <LEFT> : Increment the current setting.
- <RIGHT> : Decrement the current setting.
- <STOP> : Exit game configuration without saving any changes.
- <BET> : Exits, saving all changes.

EXPLANATIONS FOR GAME CONFIGURATION

Some options have another number at the right side. This number tells how many times the option has been changed. Each time an option is modified, the procedure will show on the screen. When under the option of START GAME and want to modify "number of players, you have to exit the menu and wait about 10 seconds. Then turn off the machine and wait few more seconds before re-turning it on.

SETTINGS

- 1 → COIN VALUE : Number of credits per coin (1...250)
- 2 → COIN FOR START : Minimum amount of coins to insert to play (1...10)
- 3 → MIN BET : Minimum bet per winning combination (1...50)
- 4 → STEPS OF BET : Number of credits per bet (1...50)
- 5 → MAX BET/CELL : Maximum bet per winning combination (1...99)

6 → MIN BETS/GAME : Minimum combinations allowed to play (1...100)

7 → PROBABILITY : Percentage (80...100)

8 → MAX ODDS RATE : Maximum odds rate (100...1000)

9 → JACKPOT NO. : Winnings in credits adjustable (100...25000)
that will be considered as a JACKPOT.

10 → FORCED OUT :

ENABLE→When a winning equal or exceed the amount set as point 9(Jackpot), it will happen. The machine will pay automatically the amount of coins adjusted as point 11: ATTENDANT USE.

ATTENTION: If the option is enabled, the bonus game can only be played for the winnings lower than the JACKPOT NO.

DISABLE→Bonus game can be played for all winnings including JACKPOT.

The machine does not pay anything automatically. The winnings are transferred to the credit meter. The machine will pay the amount for attendant use by pushing START and COLLECT buttons and a CALL ATTENDANT will be necessary if the option of ATTENDANT USE is no effect.

11 → ATTENDANT COINS :

Maximum value paid by the hopper (0...10,000).

If this value is 0 then "Hopper Empty" will appear on the screen

and will "Call Attendant" to pay.

12 → STOP RACING :

Options of allowing or not to stop the race after playing 5 seconds as soon as the first 3 horses appear on the screen.

13 → BONUS GAME :

Options of allowing or not to play the bonus game: DISABLE or ENABLE.

18 → ATTENDANT USE :

ENABLE→When a player wins a JACKPOT and the machine "Call Attendant" then the amount discounted will be only what he won. The credits will remain on the CREDIT METER.

DISABLE→When a player wins a JACKPOT and the machine "Call Attendant", the amount discounted will be what he won plus credits. (WIN+CREDITS)

21 → START GAME : I or 2 players

10. Volume Adjustment



Fig. 6 Table of Volume Setting

- <UP> Move cursor up
- <DOWN> Move cursor down
- <RIGHT> Increment value
- <LEFT> decrement value
- <STOP> Exit without saving changes
- <BET> Exit and save all the changes

Buttons: The volume of the button sound. 【0...15】

Play race: The volume of the race sound effect. 【0...15】

Logo title: The volume of Logo 【0...15】

Jackpot: The volume of Jackpot 【0...15】

11. Test Buttons

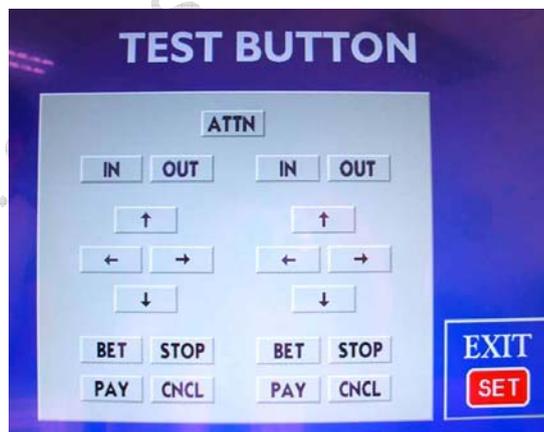


Fig.7 Table of Test Buttons

The operator can test his/her control panel buttons and his coin or bill acceptor. When a button on the control panel is pressed, the corresponding button on the screen will blink. If player insert coins,

the "IN" button on the screen will blink. To exit, press **TEST** gain.

12. System Architecture

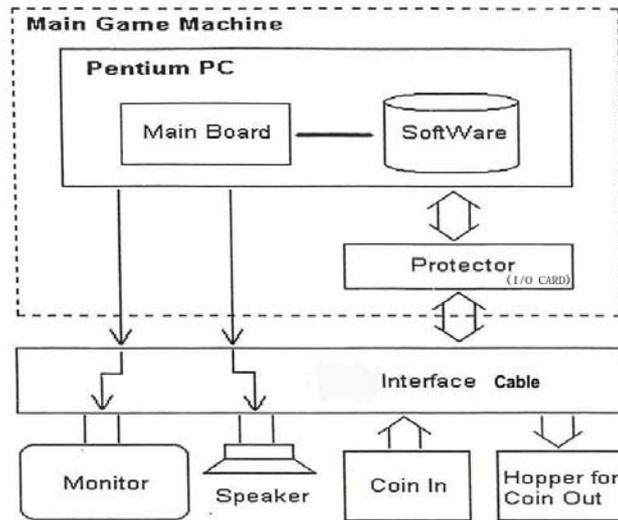
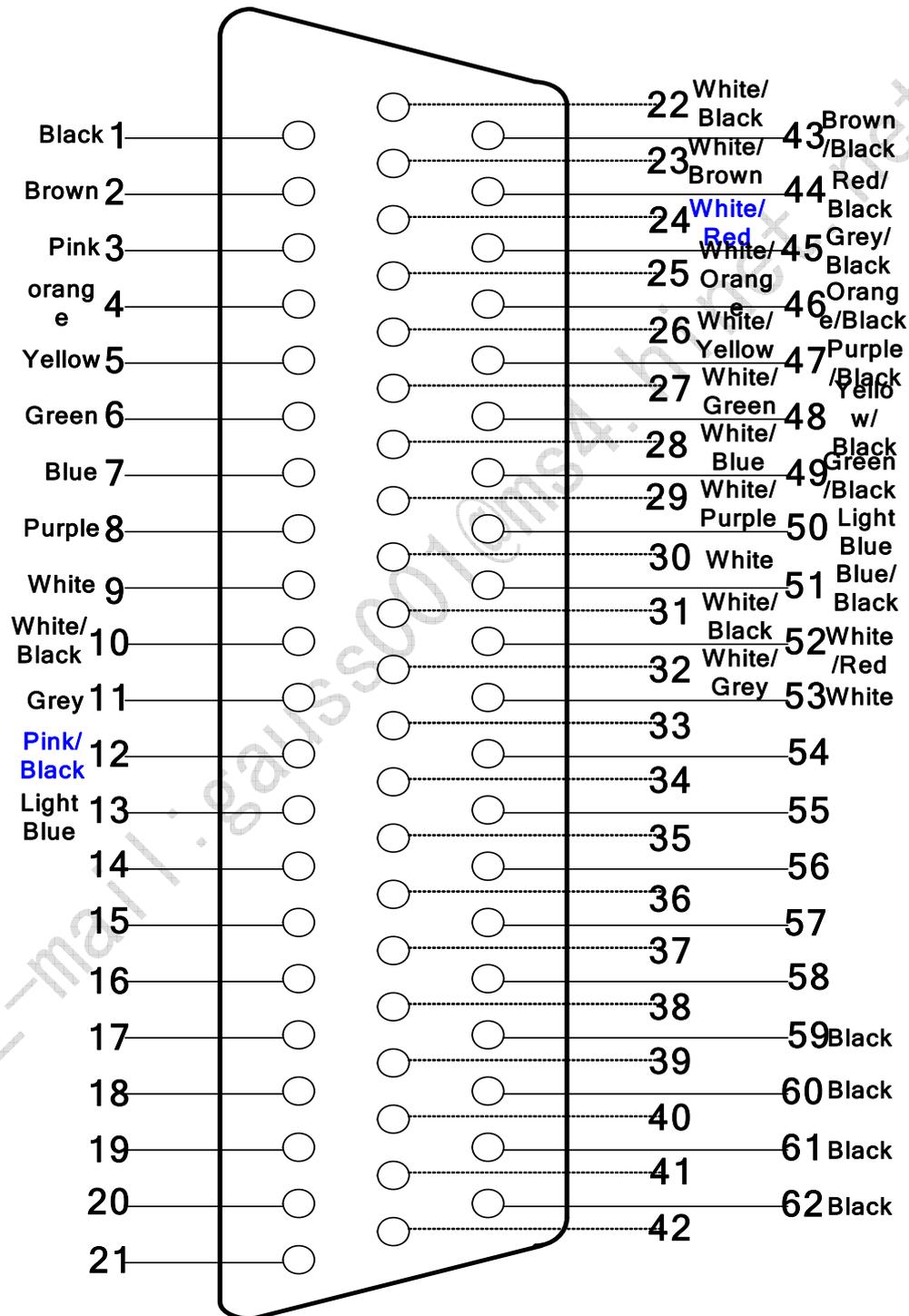


Fig.8 System Architecture

As indicated by the above picture, button panel, and hopper are connected to the I/O interface Card. The function of I/O interface cards is responsible for hopper output and coin input. The I/O interface card is connected to PC via the ISA bus.

13. I/O Mapping A : (Computer End--GSE-598 Output Female)

※ White/Black means white color with black frame; Brown/Black means Brown color with black frame



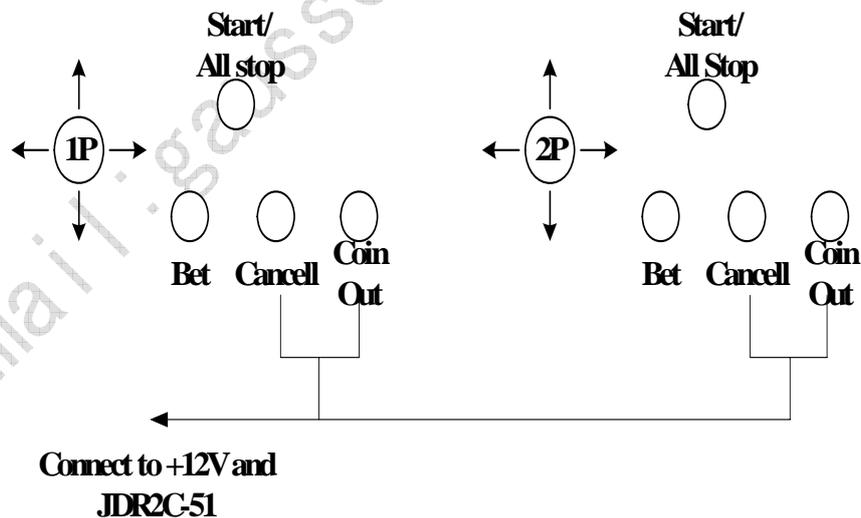
JDR3A		JDR1B		JDR2C	
1	UP SW (1P)	22	UP SW (2P)	43	TOTAL COIN METER
2	DOWN SW (1P)	23	DOWN SW (2P)	44	TOTAL HOPPER METER
3	LEFT SW (1P)	24	LEFT SW (2P)	45	TOTAL ATTENDANT METER
4	RIGHT SW (1P)	25	RIGHT SW (2P)	46	TOTAL BET METER
5	BET SW (1P)	26	BET SW (2P)	47	TOTAL WIN METER
6	START/STOP (1P)	27	START/STOP (2P)	48	BET SW LIGHT
7	PAYOUT SW (1P)	28	PAYOUT SW (2P)	49	START SW LIGHT
8	CANCEL SW (1P)	29	CANCEL SW (2P)	50	ATTENDANT LIGHT
9	COIN IN SENSOR 1 (1P) COIN 1	30	COIN IN SENSOR 1 (2P) COIN 1	51	UP/DOWN/LEFT/RIGHT/PAY OUT/CANCEL SW LIGHT
10	COIN OUT SENSOR (1P) HP. SW	31	COIN OUT SENSOR (2P) HP. SW	52	HOPPER ROTATE (1P) SSR
11	COIN IN SENSOR 2 (1P) COIN 2	32	COIN IN SENSOR 2 (2P) COIN 2	53	HOPPER ROTATE (2P) SSR
12	SETTING KEY SW	33		54	
13	ATTENDANT KEY SW	34		55	+12V
14		35		56	+12V
15		36		57	+12V
16		37		58	+12V
17		38		59	GND
18		39		60	GND
19		40		61	GND
20	TX	41		62	GND
21	RX	42			

14. I/O Mapping B :

Part side		Solder Side	
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
BET SW LIGHT	5	E	START SW/ LIGHT
+12V	6	F	+12V
ATTENDANT SW LIGHT	7	G	PAY/CANCEL SW LIGHT
TOTAL COIN METER	8	H	TOTAL BET METER
TOTAL HOPPER METER	9	I	TOTAL WIN METER
SP (+)	10	J	SP (-)
TOTAL ATTEN METER	11	K	
R	12	L	G
B	13	M	S
GND	14	N	
1P KEY IN	15	O	2P KEY IN
1P COIN	16	P	1P COIN
1P START/STOP	17	Q	2P START/STOP
1P UP	18	R	2P UP
1P DOWN	19	S	2P DOWN
1P LEFT	20	T	2P LEFT
1P RIGHT	21	U	2P RIGHT
1P BET	22	V	2P BET
1P CANCEL	23	W	2P CANCEL
1P PAY	24	X	2P PAY
SETTING KEY SW	25	Y	ATTENDENT SW
1P SSR	26	Z	2P SSR
1P HP. SW	27	a	2P HP. SW
TX	28	b	RX

※ATTENTION:

1. PIN color of Coin for 1P & 2P are red, white and black (red: +12V; White: signal; Black: GND)
2. PIN color of HP SW for 1P & 2P are orange, white and black (Orange: +5V; White: HP SW; Black: GND)
3. Y Plug: Red and Yellow: +12V; Orange: +5V; Black: GND
4. Both 1P and 2P can use JDR3A-13 (ATTENDANT SW) for the function of Key out and Attendant.
 - ①Key out button for 1P and 2P must be separated.
 - ②Key out lamp for 1P and 2P must be parallel connection (JDR2C-50)
5. Both 1P and 2P can use JDR2C-51 (PAY OUT/CANCEL LAMP); the lamp of PAYOUT/CANCEL for 1P and 2P must be parallel connection as follows:



15. Account Check

This system provides two ways of account checking.

①Checking METERS:

TOTAL COIN METER

TOTAL HOPPER METER

TOTAL BET METER

TOTAL WIN METER

TOTAL ATTENDENT METER

②Checking Computer Records:

To check the last 10 games and computer records

A. Under 0 bet, turn KEY LOCK then press **KEYOUT** and push 2P

Joystick at the same time you can check the last time games. If you want **DOWN** to check the bet, operate the direction of joystick shown on the right side of the screen. Pull the joystick "UP" to check last game and Push the joystick "DOWN" to check the next game. Press **START** to back to the main screen.

B. Under 0 bet, turn KEY LOCK then press **KEYOUT** and push 2P

Joystick **UP** at the same time you can check the last time games you can check the computer record. Press **START** to back to the main screen.

C. Under 0 Credit (CREDIT=0) , turn KEY LOCK then press

KEYOUT and push 2P Joystick **UP** at the same time you will see item B. Turn the Joystick to the Right side and HOLD it then press **BET**, you can transfer the computer account record (Company

Machine Only).

If you don't have Company Machine Meters, the machine will give you an error message and reset the machine but all the records will be kept. (**Warning: This machine doesn't have this function.**)

E-mail: gauss001@ms4.hinet.net

Super KingDerby

Installation Manual

※ We use Win98SE(Chinese, English Version) for our standard installation version. We also use VIA series 4-in 1 industrial computer as the Motherboard.

※ We already install GiGaByte series motherboard · VIA Chips · Win 98 and other common drivers in C:\DerbyII\Driver. Please follow regular steps for program installation.

(Please purchase your own Windows98 from Microsoft by yourself to avoid copyright problem. The Win98 system we used in this hard disk is only for your back-up reference.)

How to set-up the Super King Derby

1. Prepare a new 30GB (or above) hard disk then use GHOST or other programs to backup this hard disk. We name this back-up HD for program installation as Derby-II-Original-HD. Save the original HD in a safe place.
2. Prepare one computer with at least one ISA Slot to execute WIN98 system.
 - ① AMD K-6II-450MHZ or ALL-IN-ONE P-III-800MHZ RAM 64~256M
 - ② VGA card
 - ③ Sound card
3. Use only Win98 or Win98SE for software and choose Express Setup. Don't update DirectX or Mplayer once you have installed the game. (We suggest you to copy Win98se Source to the new HD before you start to install the program.)
4. Connect CD-ROM and back-up HD to your computer then name this HD as IDE 0-Primary Master Device, the CD-ROM as IDE 1-Secondary Slave Device.
*Don't install Ethernet network card or any other unnecessary hardware and software.

5. You can copy **Mother Board Driver** of your new computer to **Derby-II-Original-HD**.
(Use other Win 98 or Win SE computer that has CD-ROM to install Derby-II-Original-HD on Second Primary Master. Boot the system and copy the Driver of your new computer to DerbyII under D:\DerbyII\Driver)
6. After you finish HD installation, please insert GSE598 into the ISA slot of your computer.
 - ❶ Power ON
 - ❷ You will see HD installation procedure as follows:
 - ❶ Machine.inf
 - ❷ xxxMach.inf
 - ❸ xxxMach.inf



Note : Please follow all steps to set-up.

- ❹ Driver of WIN98 (CD)
- ❺ Driver of WIN98 (Sound Driver)

If the system requires **"Reset"**, please **skip** it. You have to make sure you have installed all drivers then **"Reset"**.

- =====
- ※If you installed the drivers correctly, you will be asked to set the resolution of VGA card. **Please set 640x480x24bit color** mode(You can set it 1024x768x16bit during the installation procedures.)
You will see the first execution of Super KingDerby. If the graphics looks badly and the speed is too slow, it is because the installation is not completed. **Wait until you see the main game, press "ESC" to desktop** then do the following detail setup procedures.
 - ※If you use an empty HD and new computer to install **Windows98**, you have to copy **NEWH** from **Derby-II-Original-H** to new HD.
- =====

※Because this game is executed on the computer, you have to do some protection to avoid malicious breaking of system information.

- ① Hide **Windows icon**.
- ② Set MOUSE as a "DOT"
- ③ Add some files of registration for security

Modification of brand- new system installation :

- ① Move the Tool Bar on the bottom of the screen to the right side of the screen then hide it.
- ② Copy the "•" Mouse cursor to C:\Windows\ursors\ then use the "•" as mouse cursor on the control panel and hide it. (Remember to copy the "•" before you use the "•" as Mouse cursor.
- ③ For the setting of the screen, please choose :
 - Hide icon when on the WEB



- ④ There are two files in C:\DERBY\CURSORS\DIG\P\; i.e. "P.reg" and "UP.reg".

P.reg : Double clicks (To protect file system must Reset)

UP.reg : Double clicks (After executing file protection, you have to reset.)

※ You can find some related programs for protection on CD with the interface card.
Before doing file protection if you use a brand-new Win98 and copy NEWH to HD, you have to execute C:\NEWH\R2.EXE at least once.

- ① Wait until you see the main game, press ESC and back to desktop.
- ② Shut off all the screens on the desktop.
- ③ After finishing Toolbar and Mouse setting then move mouse cursor→click→start→execute→type msconfig→
- ④ Press START→move all the options (change into) →Reset

※ Clear unnecessary programs→Double clicks P.reg→Registry Finish→ →Reset→Enter the Game

If you don't want to enter the game automatically and you want the game to be executed after double-click the icon under Win98, please refer to Q & A.

※ If you have done all the steps correctly, we believe you won't have any problems of setting-up the game.

If you still have any questions, please refer to Q & A sheet or contact us and state your questions clearly, we will help you to solve your problems as soon as possible.

Super KingDerby

Q & A

Q1: When I execute brand-new Windows 98 operation system, the horses run behind the scene.

Diagnosis: It is because you have installed too many unnecessary application programs or the Media-player version is not right.

Solution: ❶ Use Win98 CD to install again and choose "Typical" or 'Express' set-up.

❷ Install Multimedia options.

❸ Don't upgrade your program from the website. (Ethernet card driver is not necessary.)

❹ We strongly suggest you use [original Win98 CD](#) to install Win 98 operation system and choose [Express set-up](#) only. If you use GHOST to [copy](#) the Internet café HD newest version installation program, you will have [problem](#).

❺ This system use Active Movie.EXE of Windows Media Player. If you install DirectX or other related player inside your computer, you have to uninstall those programs to make the game run smoothly.

❻ If your VGA card is SIS6326, please change it and test again. (Don't use SIS6326)

Q2 : I install the program but the scene only shows on the left corner.

Diagnosis: VGA resolution value (1024X768) is not correct.

Solution : Set the VGA resolution to 640x480x16bit color mode.

Q3 : "This is not licensed copy" message shows on the screen.



Fig. 1: This is not licensed copy

Diagnosis: The registration file is not correct.

Solution: Please send the card back to the factory. Don't remove or change the battery on the interface card by your self.

Q4 : ERROR→ "Derby-I PCB is not or Bad" message shows on the screen.



Fig.2: Derby-I PCB is not or Bad

Diagnosis : ❶ Check the interface to see if it is on the right place.

❷ The interface card is damaged or absent.

❸ ISA slot of the Motherboard is damaged.

Solution: ❶ Use soft eraser or alcohol to clean ISA Slot and the golden fingers of the interface card (GSE-598) .

❷ Remove U1 、 U5 of the interface card and clean them with alcohol then put them back to the card.

❸ Use finger to press U2(CPU) and U1 、 U5 (ASIC)

Q5: I see three circles on the screen.

Diagnosis: Same as Q1

Q6: If I am sure the interface card is good and the computer is good why I still cannot run the game.

Diagnosis: The speed of reading ISA card is not correct.

Solution: ❶ Modify ISA Latency setup or Disable digital I/O.
❷ Change other interface card and execute the program once on the computer then put the card back and test again.

Q7: After executing the program, how to EXIT the program?

Solution: ❶ If you use single machine mode, Power On to execute the game automatically and Power OFF to EXIT the program.
❷ If you install the game under Win98 system, you can press ESC during the main race is finished but before the betting shows on the screen to back to the desktop.
❸ If you must EXIT the program, you can POWER OFF directly.

Q8: I don't want the program to be auto-executed. I want to choose the game from the desktop.

Solution: To install the game in Windows 98 :

❶ After you finish installing Windows 98, you COPY Super King Derby to Disk C. You execute the program once by Windows system then you will add an option to the operation system as run R2.EXE. After you have done this step, you will have the game auto executed every time you Power ON the computer.

If you don't want the game to be auto-executed, you have to do the following steps to cancel the auto-execution option from the system.

Start → Execute → Type msconfig → Change run R2.EXE into run R2.EXE → → Exit (Don't Restart)

❷ If you want to put a shortcut on the desktop, you have to do C:\NEWH\R2.EXE **shortcut** then Copy to the desktop. We don't suggest you to do this action because the program is out of protection so it may cause malicious breaking from the other person.
❸ After doing steps ❶ and ❷, you still want to do shortcut on the desktop, you have to Double clicks the **Pdesk.BAT** file on the list of PROTECT of your Super King Derby **installation CD**. You take this step can avoid the execution of R2 program every time when you Power On.

Q9: Why can your sample machine turn on 24 hours but my computer shut down sometimes or every two days?

- Solutions:**
- ❶ The sample computer is industrial computer so it works in better condition.
 - ❷ There is "Watch Dog" function in BIOS of sample computer so it will reset automatically without causing any troubles.
 - ❸ The best system requirement:
 - ❶ Use the Motherboard with "Watch Dog" BIOS.
 - ❷ You can Power OFF the computer and wait for 15 seconds if there's no player or between two shifts.
 - ❸ Reference of Motherboard with "Watch Dog" BIOS

❶ Company : Unicorn Computer Corp.

No. : ENDAT-3201M

TEL : 886-2-22236699

FAX : 886-2-22221269

Website : <http://www.unicorn-computer.com.tw/>

Products Information :

http://www.unicorn-computer.com.tw/product/product_3201m.htm

E-mail : sales@unicorn-computer.com.tw

❷ Company : **ICP Electronics Inc.**

No. of Motherboard : PCISA-C800EVR

No. of Chip : VIA VT82C686B

TEL : 886-2-26902098

Q10: Sometimes I get Error message or the computer is down when I press ESC.

Solution: The Super King Derby program is more complicated than other program so we suggest you remove unnecessary programs from your computer and Power OFF the computer and wait for 15 seconds if there's no player or between two shifts. You can Power OFF and wait for 15 seconds then Power On again.

Q11: How do I install the Super King Derby by original Windows 98 CD?

Solution:

- ❶ Prepare a clean 30GB 7200RPM Hard Disk

- ② Put the **HD** on **IDE-0** as **Primary Master Driver**.
Put the **CD ROM** on **IDE-1** as **Secondary Slave Driver** then
Power-on startup.
- ③ Hold **[Del]** to enter BIOS and set CD-ROM execution
- ④ Press **F10** to save BIOS setting and put the original Windows
installation CD into CD-Rom then press **Restart**.
- ⑤ Power On and choose EXPRESS set-up
 - (1) Check if the HD is good. If you see **[OK]**, press it to continue.
 - (2) Type in Win98 CD serial number
 - (3) C:\WINDOWS (Don't change it)
 - (4) Press **[OK]** and choose Typical (express) set-up mode.
 - (5) Install the operation system step by step. It takes about 20 to
30 minutes.
 - (6) During the installation procedures, you need to take off the
Win98 CD and **Drivers CD** then put them back again several
times. Just do it.
 - (7) Install VGA card.
Please inset Driver CD and install WIN9X, WIN98ME or
WIN98 Drivers.
 - (8) Install Sound card.
Please inset Driver CD and install WIN9X, WIN98ME or
WIN98 Drivers.
 - (9) Reset and check if you see a "horn" picture on the right corner
of the screen. Press right bottom of the Mouse to check if the
resolution is 640×480 (16bit color mode) . If not, adjust it.
 - (10) Power OFF the computer. Insert the Original Super King
Derby HD into IDE1 as Secondary Master Device and Reset.
 - (11) Enter WIN98 and execute "My computer" by double clicks.
Open D→Copy NEWH of the Super King Derby Directory
to C:\.
 - (12) HD protection as Q8

**Q12: The meters keep moving when you move one good Super
KingDerby card from one computer to the other computer and
Power On.**

Diagnosis : When you install the Super KingDerby game, a record list will
be kept inside your computer; therefore, when you move the
interface card from one computer to the other computer, the

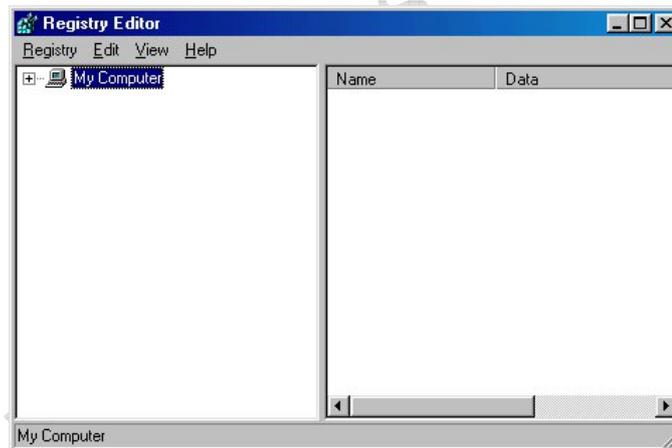
data will be mixed and the meters will keep running.

Solution: You have to follow the normal procedure to Power On the computer then do the following steps as shown on picture 1 to picture 10 to delete related data from the registry files then execute the Super KingDerby program again.

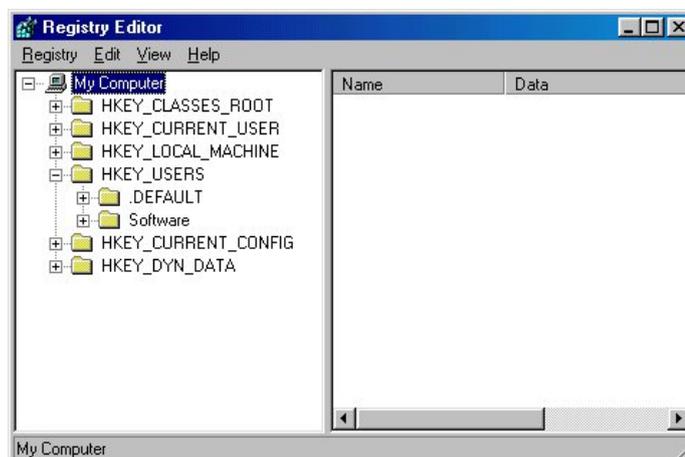
Picture 1:



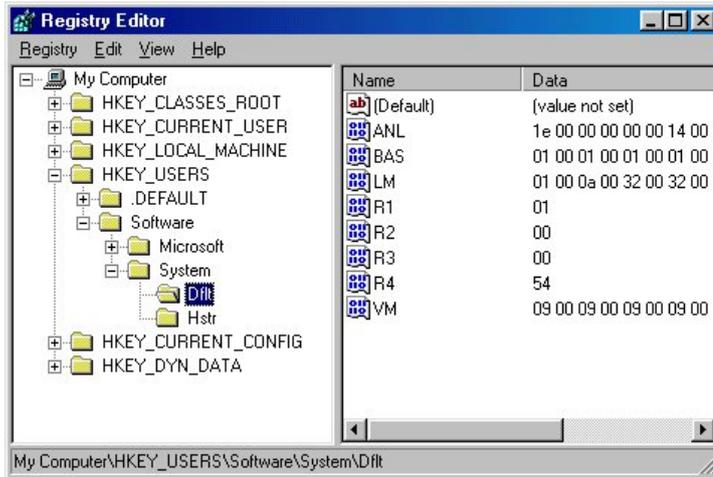
Picture 2:



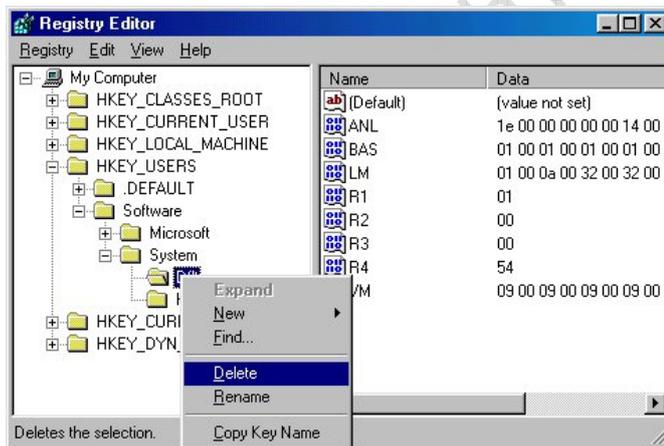
Picture 3:



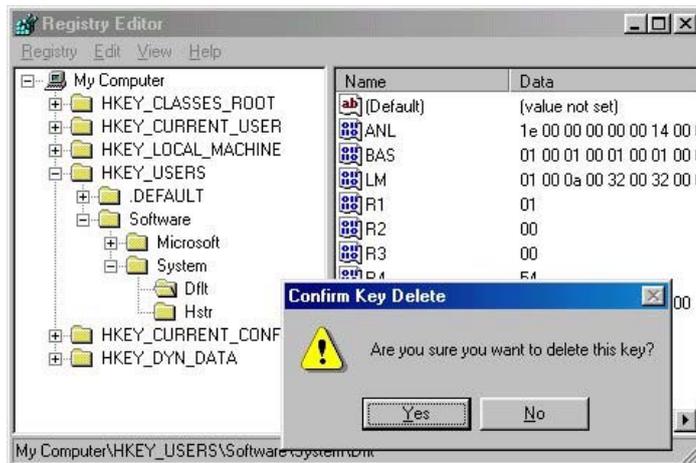
Picture 4:



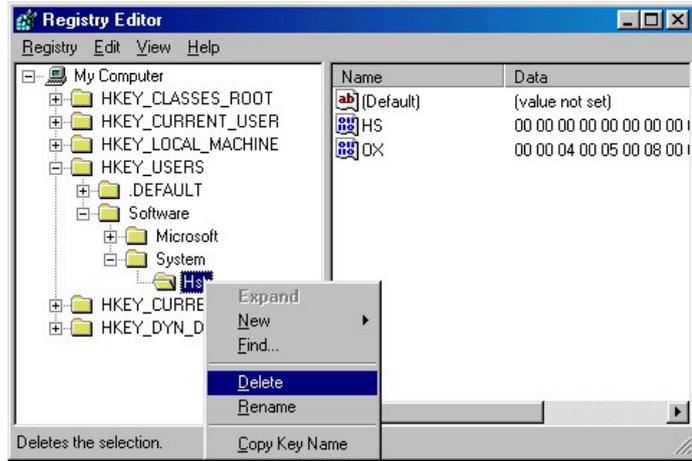
Picture 5:



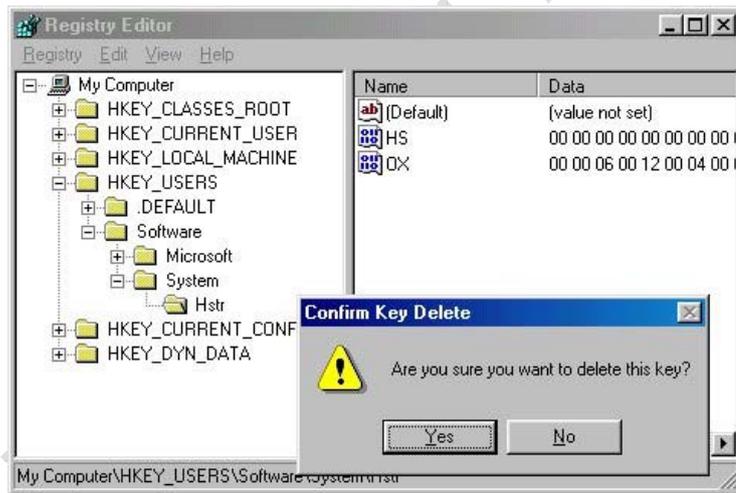
Picture 6:



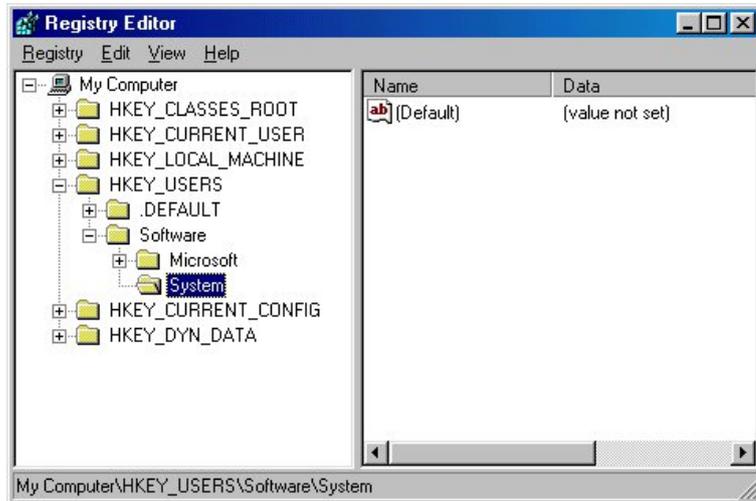
Picture 7:



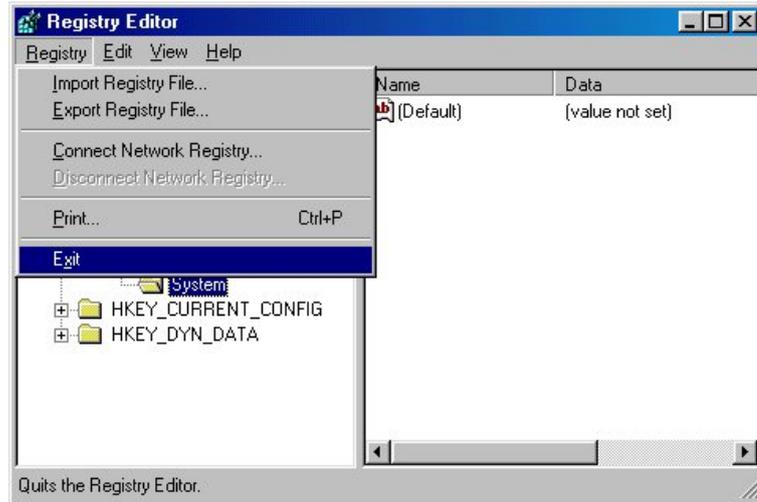
Picture 8:



Picture 9:



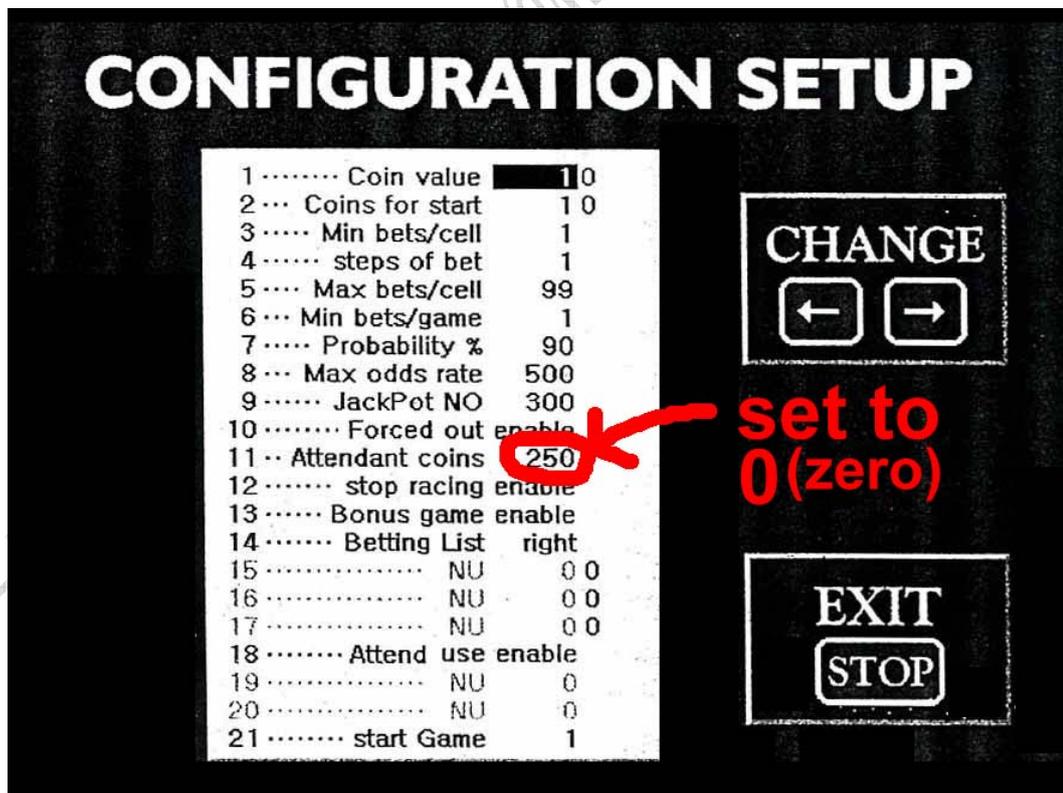
Picture 10:



Q13: To delete the credits we need to press the payout button and after press the key switch, how can we delete the credits only pressing on only button?

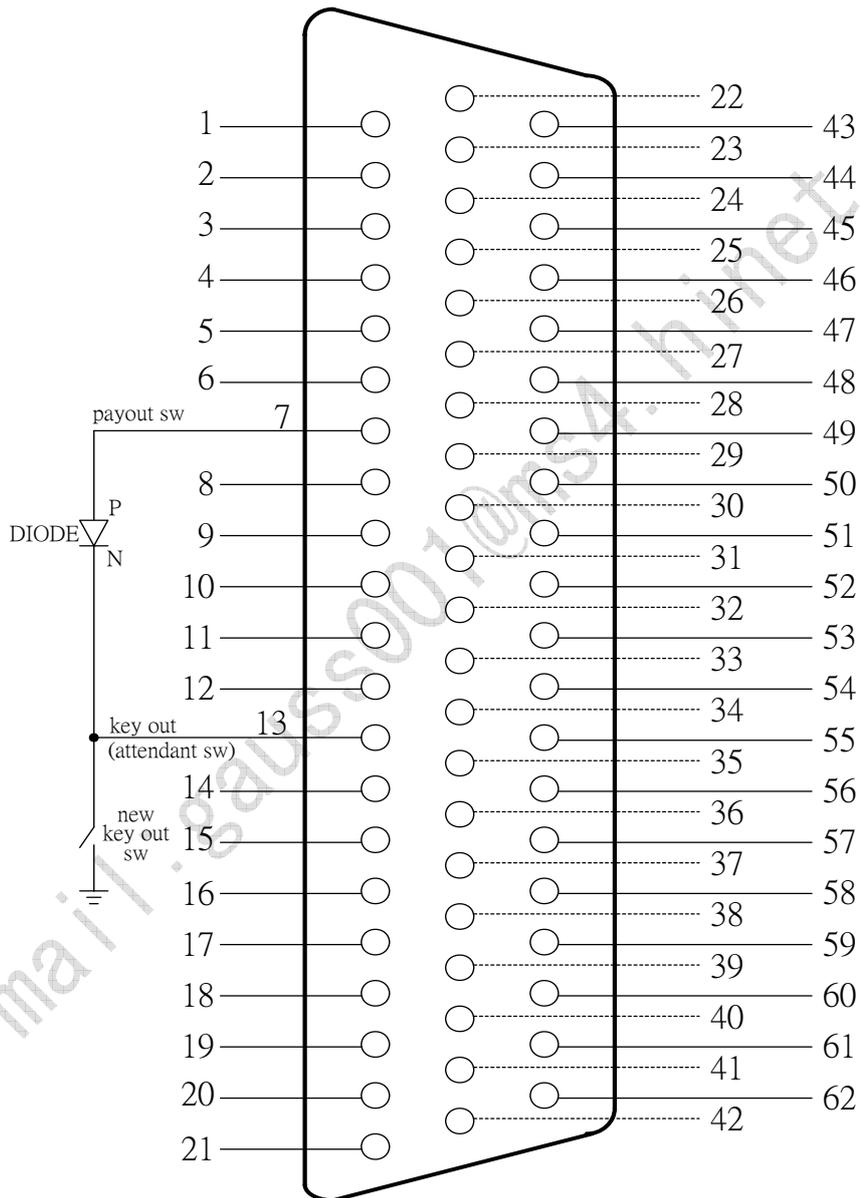
Solution:

- 1 Refer to Q13-Fig 1.jpg, set the configuration of Item 11 (Attendant Coins) to zero (0).



Q13-fig1.jpg

- ② Refer to I/O Mapping A, connect a **DIODE** between **Pin 7** and **Pin 13**.
- ③ After you finish these two modifications, you only need to press **NEW KEYOUT SW** three times to Key Out. (When you press **the first time**, you will hear the **Alarm**, press **the second time**, the **Alarm stop**, and press **the third time** to **Key Out**.)



I/O Mapping A

Q14: All the race scenes disappear and remain the betting table, but on the background the race continue without appearing.

Answer: If you use a back-up hard disk to install the program into a new computer then the problem could be as follows:

- ①The VGA card of your computer system (not our computer) is not suitable to SISXXX series.
- ②When you install the program (Find new hardware) the driver of the VGA card is not right.
- ③You used Express Setup to upgrade Dirext6 to Direx8 automatically therefore all the race scenes disappear and remain the betting table but on the background the race continue without appearing.
- ④If it is because of the MPG movie file damage then you can use “Ghost” to copy the file from the original Hard Disk (the industrial computer that we sent you) and install WHQL verified VGA and Sound Card Driver (Don’t use renew or upgraded Dirext6 Driver).

Q15: When a winning from the Roulette table to be added to the credit it will not go all the amount meaning , there is a winning of 10000 points on the roulette jackpot and we want to collect only two or three hundred are moving to the credit and the rest disappear.

Answer: Please refer to our user’s manual pp.11-18. Set the default value “Disable”.

Q16: When collecting the money or making payout sometimes the mechanical counter doesn't count the amount cleared after a while it start counting and not all the amount that it should be counted.

Answer: The Key In and Key Out counter will count before Bet and Score Counters so the situation is normal.

**** I have to remind you again that our program has protection and this program is very complicated therefore if you remove any parts from the interface card or you try to do any modification to the hard disk you will have problems. The best way is get a new hard disk and use “Ghost” to back-up the original hard**

disk. You can try the modification or test on the back-up hard disk instead of the original one.

Q17: The winning numbers cannot match the horse numbers shown on the screen.

Diagnosis: The reasons why the final winning numbers cannot match the horse numbers shown on the race can be as follows:

1. The name of the files on HD has been changed or rename.

Solution: In this case, please use the original spare HD that we sent you to copy the problem HD again.

2. If you set the Configuration setup "12. STOP RACING" as "Enable", when the race starts and the player press "Stop" to stop the game, the final result will shown on the screen directly and these numbers won't be the same as the numbers on the screen to prevent the player's guessing the winning numbers. All the winning numbers should be controlled by computer.

Solution: In this case, you can set this configuration as "Disable" to avoid the situation. (Please refer to our user's manual p.5)

If you already check the configuration and use the new HD but the problem can not be solved, please tell me in detail about the problem or use Digital recorder to show me the problem.

Q18: How to install new monitor? (Find new hardware)

1. Plug the signal wire of the screen into the male of VGA on the backside of the machine.
2. Connect Keyboard/Mouse wire to computer keyboard KBM connector (Y type wire).
3. Power On, you will see "Add New Hardware Wizard" → keep pressing on keyboard to install new monitor → Finish → → you will see the "Super King Derby" shown on the screen.
4. If you see the message "Add New Hardware Wizard" again, please do the above steps again.