GAME SHOW

USER MANUAL

CONTENTS

CONNECTION DIAGRAM
(36 & 10 pins)(6 BUTTONS)

PARTS SIDE	36 Pins	SOLDER SIDE
	1	
	2	
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP / TAKE	9	
SMALL / HELP / STOP 3	10	
PLAY / STOP5	11	
TAKE / SELECT GAME / STOP4	12	
DOUBLE / SELECT LINE / STOP 2	13	
	14	
	15	
BIG / HOLD / STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN C METER	26	
OUT METER	27	
	28	
LAMP: START/ALLSTOP/TAKE	29	
LAMP: SMALL/HELP/STOP3	30	
LAMP: PLAY/STOP5	31	LAMP: COUNT
LAMP: TAKE/SELECT GAME / STOP4	32	
LAMP: DOUBLE/SELECT LINE/STOP2	33	
LAMP: BIG/HOLD/STOP1	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP SWITCH SETTING

【REMARK】Please reset after adjusting **LINER SELECT**.

DIP SWITCH 1		1	2	3	4	5	6	7	8
TOUCH FUNCTION	ON	ON							
	OFF	OFF							

36 & 10 PIN BUTTON LAYOUT

BIG
HOLD
STOP1

DOUBLE
SELECT LINE
STOP2

SMALL
HELP
STOP3

TAKE
SELECT GAME
STOP4

PLAY
STOP5
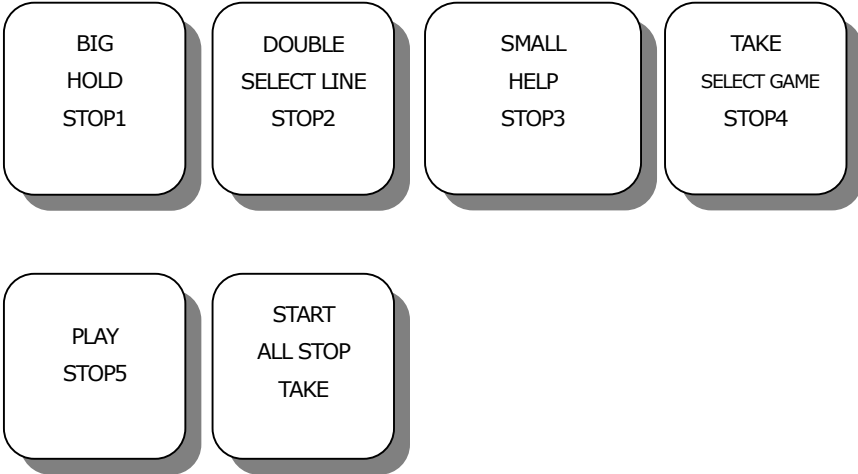
START
ALL STOP
TAKE

BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW

```
                    Press[BOOK]
           ┌────────────┴─────────────┐
      [BIG]                        [DOUBLE]
    LAST HAND                     SHORT TERM
     ┌───┴────┐                   ┌────┴────┐
  [BIG]    [DOUBLE]           CURRENT    LAST DATA
MAIN GAME   DOUBLE             DATA
            GAME
```

DATA SETTING FLOW

```
                    Press[BOOK]
                         │
                     [SMALL]
                     SYSTEM
                         │
                PASSWORD ON or OFF
   ┌──────────┬──────────┬──────────────────────────┐
 [BIG]    [DOUBLE]    [SMALL]                      [TAKE]
MAIN GAME DOUBLE GAME ADJUSTMENT               INTERFACE SETUP
              ┌───────┬────────┬────────┐    ┌──────┬───────┬────────┐
           [BIG]  [DOUBLE]  [SMALL]  [TAKE]  [BIG]  [DOUBLE]  [SMALL]
          SYSTEM  CHANCE    TIME     VOLUME  PRINTER TOUCH  TOUCH REVERSE
```
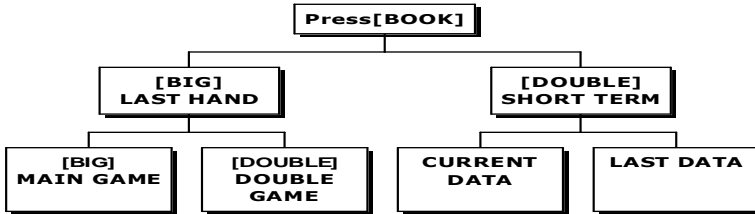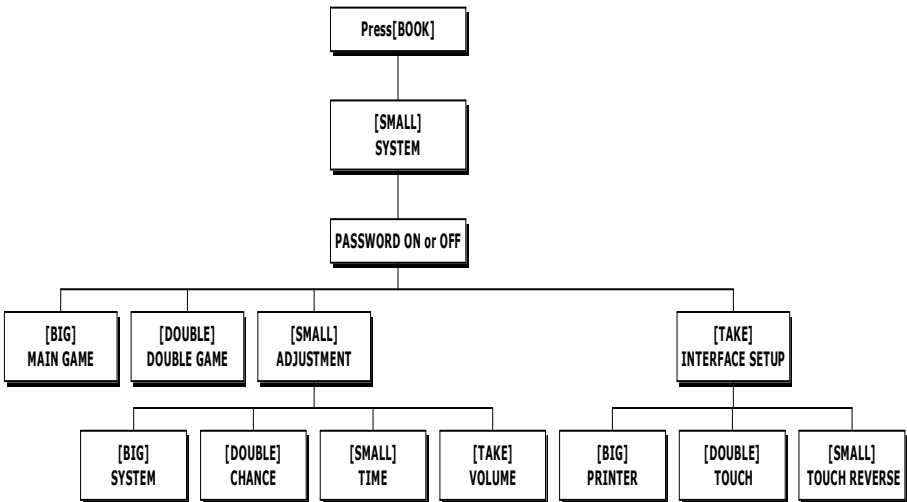
● Default Password of System Setup: press [START] 8 times.

ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[SMALL]→[SMALL]→[BIG] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY/TOTAL(8)	48,72,96,120,144,176,200,248,400, 504	96
MIN.PLAY/TOTAL(8)	1,3,5,8,10,16,20,24	8
MIN.PLAY FOR JACKPOT(8)	1,3,5,8,10,16,20,24	8
MAX JACKPOT(8)	1000,5000,10000,15000,20000,30000,50000,100000,130000,150000, 180000,200000,225000,250000	50000
MAX.PLAY/LINE (25)	2,3,4,5,6,7,8,10,16,20	4
MIN.PLAY/TOTAL(25)	1,5,10,15,20,25	10
MIN.PLAY FOR JACKPT(25)	1,5,10,25,50	25
MAX JACKPOT(25)	1000,5000,10000,15000,20000,30000,50000,100000,130000,150000, 180000,200000,225000,250000	100000
COIN RATE	1,2,4,5,10,15,20,25,30,40,50,60,75, 80,100,200,250,400,500,1000	25
KEYIN RATE		100
KEYOUT RATE		1
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUOUS	CONTINUOUS
AUTO TICKET	NO,YES	NO
INTERFACE	DISPENSER,PRINTER,ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1 , ESC/POS , STAR	CBM1

CONTENT	SETTING SELECTION	DEFAULT
SYSTEM LIMIT	NO , YES	NO
AUTOPLAY	NO , YES	YES
DEMO MUSIC	NO , YES	YES
NON STOP	NO , YES	NO
PASSWORD	NO , YES	NO
ODDS TABLE	NO , YES	YES
SCORE BOX	OFF , ON , 10X	OFF
PLAY SCORE	NO , YES	YES
HAND COUNT	NO , YES	NO
HOLD PAIR	NO , REGUAR , SKILL	NO
DOUBLE GAME	NO , YES	NO
JACKPOT 1 MODE	PROGRESSIVE , RANDOM	PROGESSIVE

REMARK:

1. Printer only can be driven when connecting to the RS-232 port.

2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram). See page 1.

● Default Password of System Setup: press [START] 8 times.

CHANCE ADJUSTMENT

Press [BOOK]→ [SMALL] → [SMALL] → [DOUBLE] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
DOUBLE GAME LEVEL	95%, 90%, 85%	95%

TOUCH SCREEN CALIBRATION

1. Press [BOOK] →[SMALL]→ [TAKE] → [DOUBLE] to enter TOUCH
    SCREEN CALIBRATION.
2. Touch center of the cross on the screen for 3 seconds.
3. Follows the cross when it moves till the calibration is completed.

◆ OPEN TOUCH
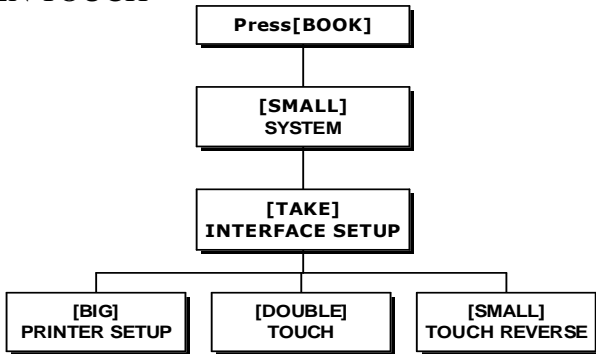
MAIN FEATURES

◆ 2 in 1 of 8/25-liner selection.

◆ Max. Win up to 300,000 (in 25-liner setting).

◆ The 1st set of progressive jackpot (can be set to random) and 2 sets of random Jackpot.

◆ Higher play encouragement: Win paid from left to right and right to left when matching the criteria.

◆ Hold Pair Feature: Select the desired Hold Symbol and re-spin the symbols you don't want. Press Hold-Pair button to swap the symbols.

◆ 5~25 free games: Free games will be triggered when correct symbols show up.

◆ Touch screen support.

◆ Auto Play Support (25-liner only).

HOW TO PLAY

GAME SHOW is a 〈9-reel/8-liner〉 & 〈15-reel/25-liner〉 game．

1.〈9 REEL / 8LINER〉

A. (9-reel/8-liner) game with 3 different bonus games. (CROSS RESPIN, FEVER GAME, and JACKPOT GAME)

3 sets of Jackpot

Symbol Zone

B. Encouraging higher play
8-Liner
I. JP

MIN. TOTAL PLAY	JACKPOT	
8	GRAND	0
	MAJOR	0
	MINOR	1250
40	GRAND	0
	MAJOR	2500
	MINOR	1250
48	GRAND	5000
	MAJOR	2500
	MINOR	1250

II. FEVER GAME

MIN. TOTAL PLAY	TIMES	TIMES	TIMES
16	1	2	3
32	2	3	4
48	5	6	7

C. **Jackpot GAME**

With 3 or more symbols on the screen, player enters

the **JACKPOT GAME**.

Screen of JACKPOT GAME

i. Player stops the reel to get the result. Only one chance is given.

ii. Player has the chance to draw a jackpot.

D. Cross Respin

With identical symbols on cross line, player enters the **CROSS RESPIN.**

Screen of CROSS RESPIN

i. If CROSS RESPIN starts re-spin, player has a chance to get All Identical Symbols and get a MAX. PRIZE (x1000).

ii. The game ends on the CROSS RESPIN without spin out identical symbol.

E. Fever Game

With 3 symbols in line, player enters the FEVER GAME.

i. After entering the FEVER GAME, available symbols only include

, , and one of (which is highlighted).

Screen of FEVER GAME

F. Magic TV

With 2 or more symbols on the screen, player enters the **MAGIC TV**.

i. With 2 or more on the screen, the starts

spinning. The symbol it stops at will substitute for .

G. Double Game

Screen of Double Game

H. Odds Table

2. ⟨15 REEL / 25-LINER⟩

A. ⟨15-reel/25-liner⟩ game with 3 different bonus games.

3 sets of Jackpot

Symbol Zone

B. LINE Chart
● **Line-up Pattern: 25-liner**
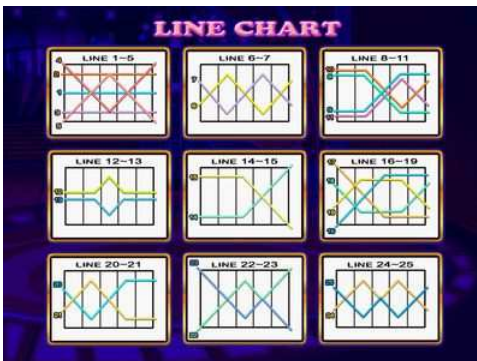
C. Encouraging higher play

25-Liner

III. JP

MIN. TOTAL PLAY	JACKPOT	
25	GRAND	5000
	MAJOR	2500
	MINOR	1250
50	GRAND	10000
	MAJOR	5000
	MINOR	2500

IV. Win paid from left to right and right to left

LINER	TOTAL PLAY	LINES PAID BOTH WAYS
25	25	1~ 10
25	50	1~ 25

D. Jackpot game

With 3 or more symbols on the screen, player enters the **JACKPOT GAME**.

i. Player can select multiple symbols from the 16 selections.

Player has the chance to get , , or .

ii. ：Player gets the multiplier indicated by the symbol.

iii. ：The 16 symbols are re-assigned for selection.

iv. ："GRAND WHEEL" will be triggered and player has the chance to draw a Jackpot.

v. ：Player exits the JACKPOT GAME and returns to the main game.

vi. In the "Grand Wheel", player can play game once with chance to hit the Jackpot

E. BONUS GAME

If there is no winning, player has a chance to enter the BONUS GAME.

Screen of LUCKY WHEEL

i.   It's a skill-based wheel game. When the wheel stops, the symbol pointed indicates the bonus to be awarded.

ii. Player has only one chance to play the game.

iii. **700** : Player hits **700** to get the wins and additional Bonus will be accumulated.

iv. **BONUS** : Player hits **BONUS** to get accumulated bonus.

F. **Free Game**

With 3 or more symbols on the screen, player enters the

Free Game.

i. Select to get the number of the play times.

ii. All wins during the free game will be multiplied by the

() selected.

iii. Get 3 or more symbols to play for extra 5 times.

iv. When the game is over, you can select Take Win or Replay
(one time only).

G. Double Game

Screen of Double Game

H. Odds Table

Screen of Odds Table