Super King Derby

User's Manual

Gauss Enterprise

No.6, Lane 11, Fujhong 10th ST, Taichung, 40766 Taiwan, R.O.C.

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

TEL: 886-4-23585223(Chinese) 886-4-23585001(English)
FAX: 886-4-23587803(Chinese) 886-4-23586911(English)

E-Mail: gauss001@ms4.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.
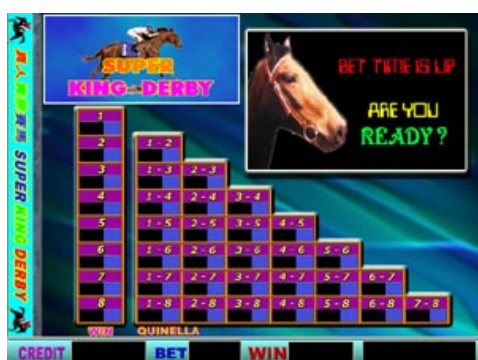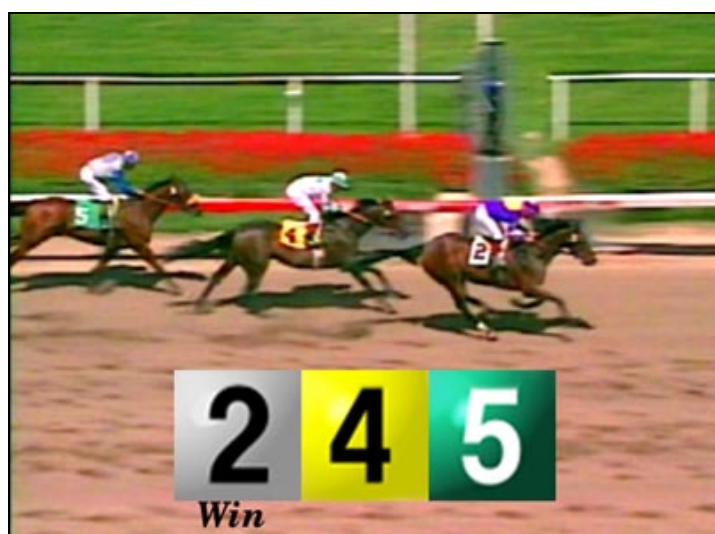

Fig.2 Initial Screen, Odd Board and Bonus Game

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.

❹When 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.

❺For two-player version, when one player hits start, the other player has 10 seconds to enter the game.

4. <u>Race</u>

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. <u>Completion of Race</u>

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. <u>Payout of Credits</u>

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. <u>Configuration/Setup</u>

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.

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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）

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.

Value = Attend out ÷ Coin Value

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

means that Attend Coin = 500 ÷ 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. <u>Game Configuration Setup</u>
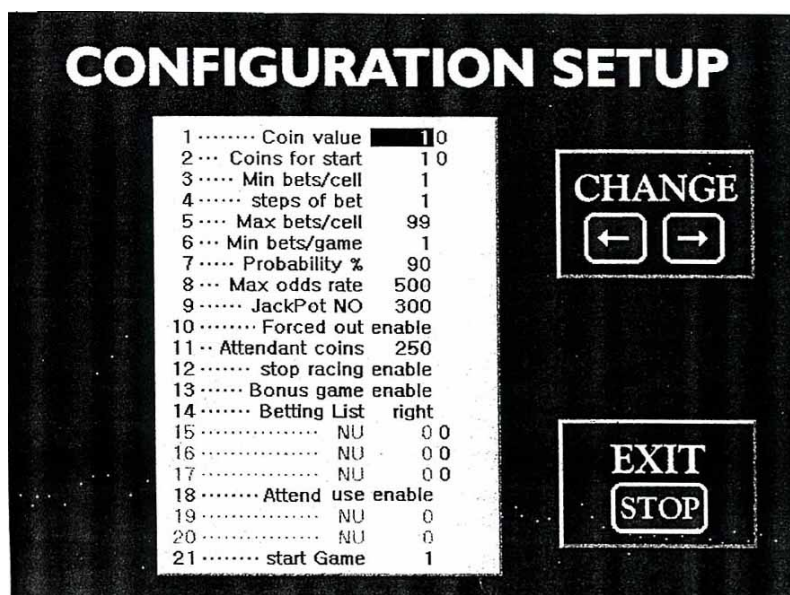

Fig.5 Table of Configuration Setup

<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 CONFIGULATION

　　　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)
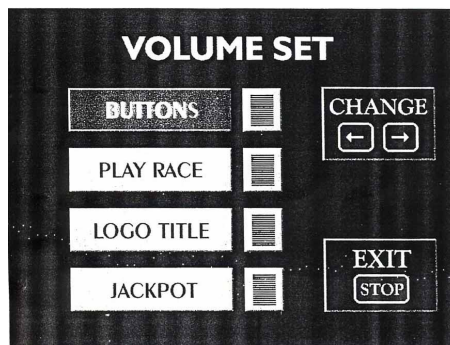
21 →START GAME：I or 2 players

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】
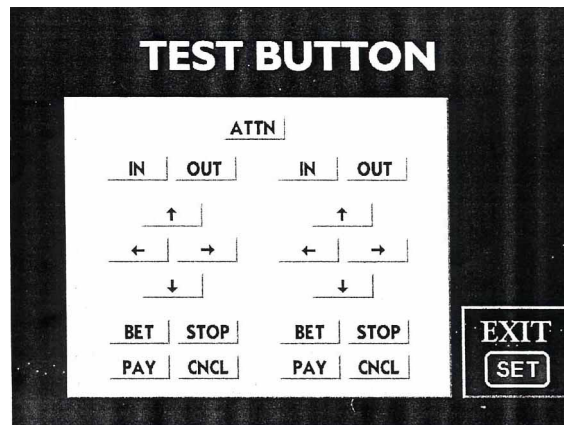
11. <u>Test Buttons</u>

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.
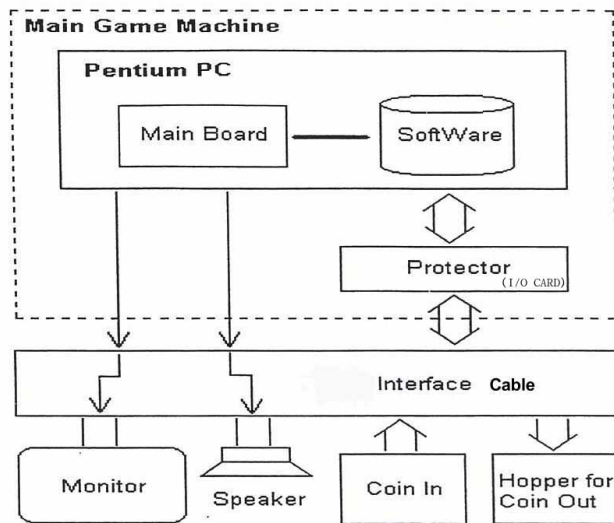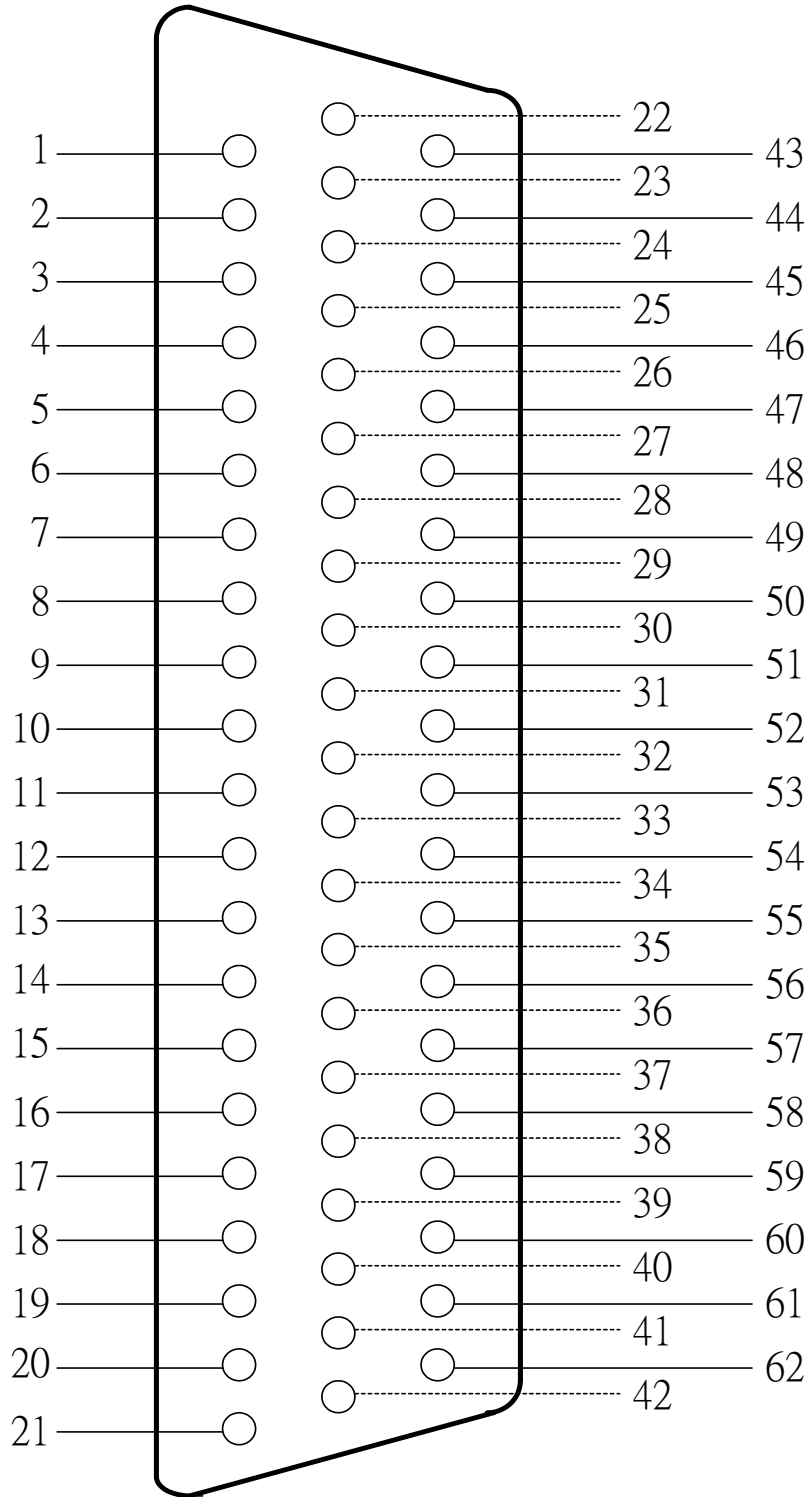
12. <u>System Architecture</u>

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. <u>I/O Mapping A</u>：

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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/PAYOUT/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. <u>I/O Mapping B</u>：

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
ATTENDENT 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

15. <u>Account Checking</u>

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.)

Super King Derby
8-horse Real Horse Racing Game

GSE-598

Super King Derby
ISA PC Interface Card

Features:
1. This game has "Coin In", "Coin Out", "Key In", and "Key Out" functions, and can also be connected with Card Reader.
2. There are eight horses in each game. When the race begins, the camera view of horse racing will change periodically. The player's bet, the number of the first three horses, and the player's current earning will be shown on the screen .
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 player's winnings are calculated by multiplying the bet by the odds. The maximum odds rate is 1000.
5. It can be a computer interface card operated by computer keyboard or mouse. It can also be a regular Arcade machine PCB operated by joystick.
6. Each machine can have either one or two players.
7. It has the "DOUBLE-UP" function.
8. It can be connected to either home TV set (AV / S Input) or computer monitor for display.

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 Direct Sound 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.