INSERT COIN

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Display mode: VGA

MACHINE TOUCH KEYBOARD MOUSE

MIRACLE FRUIT

USER'S MANUAL

International Amusement Machine Co., Ltd.

MIRACLE FRUIT

I HOW TO PLAY

1. 9-Reel 8-Line slot game. Top award 244500 credits (ALL SAME SYMBOLS Bonus + LUCKY 7 LINER Bonus + JACKPOT 1).

2. Operator adjustable Multidenomination feature and Multilingual: English/ Spanish/ Traditional Chinese and Simple Chinese.

3. Insert credits then press [Bet] button to place your bets on the lines then press [Start]. While reels rolling, press [Stop1], [Stop2], [Stop3] or [All Stop] to quick stop the reels. After winning could choose Double Up Game for multiply your wins, or just press [Collect] button to collect the wins up.

4. Main features and bonuses (according to the pay table):

   a. **JACKPOT 1**: When the game results 9 reels revealing a same symbol of 7 or BAR, it awards Jackpot 1 up to 200000 credits !

   b. **JACKPOT 2:** When the game results 9 reels revealing a same symbol of BAR, cherry or BAR, it awards Jackpot 2.

   c. **JACKPOT 3:** When the game results 9 reels revealing a same symbol of watermelon, bell, grape, orange or ANY BAR, it awards Jackpot 3.

   d. **LINER WINS:** any pay line formed by 3 identical and adjacent symbols wins odds according to the pay table, except cherry which wins also by 1 or 2 symbols heading the pay line.

   e. **ALL SAME SYMBOLS BONUS:** The All Same Symbols Bonus is triggered when appear 9 identical symbol on the reels. Additionally may win the Jackpot 1, Jackpot 2, or Jackpot 3 bonus according to the betting rules.

   f. **LUCKY 7 BONUS:** The Lucky 7 Bonus is triggered when appear 2 ~ 9 7 symbols scattered on the reels.

   g. **ALL FRUITS BONUS :** When the game results 9 reels revealing a mix of fruit type symbols, it awards All Fruits Bonus.

   h. **JP TIME:** The JP TIME feature is triggered randomly and is played 5 times at the pay lines and bet of the trigger game. All wins are multiplied by the trigger multiplier.

   i. **DOUBLE UP GAME**: press the [Double Up] button to multiply your wins. Press [Stop1], [Stop2], or [Stop3] to choose a tree and shake it. Falling orange may award a x2, x3, or x5 multiplier, while honeycomb means the end and return to the reel game.

II HARDWARE

1. Resolution Display: 31.5Khz (VGA) or computer monitor.

2. Press button, touch panel, PS/2 Keyboard, and PS/2 mouse available. By board's PCB DIPSW3-1 and DIPSW3-2, it's operator adjustable for press button, touch panel and PS/2 Keyboard plays, for button and PS/2 Keyboard plays, or only playable with PS/2 mouse.

3. If board is adjusted for touch-panel plays, please first to calibrate the touch-panel as follow:

   e Power off PCB.

   f Connect Touch-Panel to PCB through the RS232 connector.

   g Set the PCB's DIPSW 3-4 to ON (DIPSW 3-4 to OFF) then power on PCB.

   h Touch the red points appearing at the four corners of screen to calibrate the panel. System will then active the testing mode.

   i In Testing Mode, touch arbitrary position on screen to see the result. If red point does not follow your finger touch, please retry the calibration from step a.

   j If well tested, press "OK" to save the calibration data.

   k Calibration complete.

- This game and PCB are well tested with MicroTouch touchscreen with Serial/SMT3 controller, and ELO touchscreens.

- MicroTouch is a trademark of 3M Company, and Serial/SMT3 is one of the controllers of 3M Company.

III P.C. BOARD DIP SWITCH SETTINGS

DIP SW3		1	2	3	4
OPERATION INTERFACE	BUTTON & KB	OFF	OFF		
	BUTTON & TOUCH & KB	ON	OFF		
	BUTTON ONLY	OFF	ON		
	BUTTON & TOUCH & KB	ON	ON		
DOOR OPEN	DISABLE			OFF	
	ENABLE			ON	
TOUCH PANEL	NO				OFF
	YES				ON

IV SYSTEM SETUP

●TEST/SETUP

- Press [TEST/SETUP] button while power up the PCB to enter SCREEN TEST, then press again [TEST/SETUP] button for I/O TEST, METER TEST, LAMP TEST and PCB DIPSW3 TEST. Then power off to exit.

- During game plays, press [TEST/SETUP] button to active the TEST/SETUP setting menu:

TEST/SETUP	
STOP 1	SCREEN TEST
STOP 2	I/O TEST
STOP 3	VOLUME ADJUST
BET	GAME SETUP
DOUBLE	TIME SETUP
START	EXIT

- Press [STOP1]--- SCREEN TEST: Press [START] button to exit.
- Press [STOP2]---I/O TEST: Press [RECORD] and [TEST/SETUP] button simultaneously to exit.
- Press [STOP3]---VOLUME ADJUST: Press [BET] button to save the changes then press [START] button to exit.
- Press [BET]---GAME SETUP:

GAME SETUP		BET	DEFAULT
1 GAME PAYOUT RATE	93	75.78.81.84.87.90.93.96	
2 DOUBLE UP RATE	75	50.55.60.65.70.75.80.85.90.95.	
3 COIN A (BILL) RATE)	100		
4 COIN B (BILL) RATE)	1		
5 COIN C (BILL) RATE)	10	1.2.4.5.10.15.20.25.50.75.100.150.200.250.300.	
6 KEYIN RATE	1000	400.500.800.1000.2000.2500.3000.4000.5000	
7 EYOUT RATE	100		
8 KEYOUT OVER	REST	REST. ZERO	
9 SYSTEM LIMIT	100000	5000.10000.20000.30000.50000.80000.100000. 200000. 400000. 600000	
10 PAYOUT LIMIT	100	50. 100. 200. 400. 1000. 2000. 3000	
11 CREDIT-IN LIMIT	10000	1000. 5000. 10000. 20000. 30000. 40000. 50000. 100000. 200000. 250000. 300000. 500000. 1000000	
12 AYOUT RATE FOLLOW	COIN A	COIN A. COIN B. COIN C	
13 BET METER CLICK	1	1.2.4.5.10.20.25.50.75.100.150.200.250.300. 400.500.1000	
14 WIN METER CLICK	1		
15 METER SPEED	4 (TIMES/SEC)	1.2.4.5.6.8.10.12.15.16.18.20.25.30.40.50	
16 DEMO MUSIC	ENABLE	ENABLE. DISABLE.	
17 I/O METER RATE	STANDARD	STANDARD. 1. 10. 100	
18 COLLECT MODE	DOUBLEUP	DOUBLE UP. AUTO COLLECT. AUTOPAYOUT	
19 COLLECT SPEED	NORMAL	NORMAL. QUICKLY. FAST	
20 MAXIMUM BET	80	1. 8. 16. 32. 64 . 72. 80. 96. 120. 160	
21 MINIMUM BET	8	1. 8. 16. 32. 64 . 72. 80. 96. 120. 160	
22 BET MODE	MAX & GO	MAX & GO. CYCLING	
23 REEL SPEED	QUICKLY	QUICKLY. SLOW	
24 REEL STOP MODE	ONE BY ONE	ONE BY ONE. ALL STOP. NON STOP	
25 HELP TABLE	ENABLE	ENABLE. DISABLE	
26 PAYOUT MODE	BUTTON ONLY	BUTTON ONLY. BUTTON & TOUCH SCREEN	
27 LANGUAGE	ENGLISH	ENGLISH. SPANISH. CHINESE TRAD. CHINESE SIMP.	
28 CREDIT TYPE(MULTIDENOMINATION)	POINT	POINT-$0.01- $0.02- $0.025- $0.05- $0.1- $0.2- $0.25- $0.5- $1- $2- $5- $10- $50- $100	

STOP 1	MOVE UP	STOP 3	ADJUST+
STOP2	MOVE DOWN	DOUBLE	ADJUST
RECORD	SAVE	START	EXIT

- Press [RECORD] button to save changes, [START] button to exit.
- Press [DOUBLEUP]---TIME SETUP: [BET] to save, [START] to exit.

V RECORD

● Press [RECORD] button when power is ON to enter RECORD screen:

CURRENT RECORD   STOP 1   CLEAR

ITEM	CURRENT	LAST
COIN A(BILL A)	0	0
COIN B(BILL B)	0	0
COIN C(BILL C)	0	0
PAYOUT	0	0
KEYIN	0	0
KEYOUT	0	0
CREDIT IN	0	0
CREDIT OUT	0	0
TIME	2011-01-20 00:00:00	2011-01-20 00:00:00

BET   NEXT PAGE   START   EXIT

● Press [BET] button to next page, or [START] for exit

VERSION : V000	POWER ON : 00	DOOR OPEN : 000

RECORD 1

ITEM	TOTAL
COIN A(BILL A)	0
COIN B(BILL B)	0
COIN C(BILL C)	0
PAYOUT	0
KEYIN	0
KEYOUT	0
CREDIT IN	0
CREDIT OUT	0
GAME PAYOUT RATE	0%
TIME	2011- 01-20 00:00:00

MAIN GAME		DOUBLE UP GAME	
PLAY	0	PLAY	0
WIN	0	WIN	0
PLAY TIMES	0	PLAY TIMES	0
WIN TIMES	0	WIN TIMES	0
HIT RATE	0%	HIT RATE	0%

BET   NEXT PAGE   START   EXIT

● press [BET] button to next page, or [START]for exit

RECORD 2

7 7 7	000	(plums)	000
(BAR BAR BAR)	000	(oranges)	000
(ANY BAR x3)	000	(ANY BAR x3)	000
(BAR BAR BAR)	000	(cherries x3)	000
(watermelons)	000	(cherry cherry —)	000
(bells)	000	(cherry — —)	000

BET   NEXT PAGE   START   EXIT

● Press [BET] button to next page, or [START] for exit

RECORD 3

ALL	(BAR)	000	ALL 9	7	000
ALL	(BAR)	000	ALL 8	7	000
ALL	(cherry)	000	ALL 7	7	000
ALL	(BAR)	000	ALL 6	7	000
ALL	(watermelon)	000	ALL 5	7	000
ALL	(bell)	000	ALL 4	7	000
ALL	(plum)	000	ALL 3	7	000
ALL	(orange)	000	ALL 2	7	000
ALL	(ANY BAR)	000	ALL FRUITS		000

BET   NEXT PAGE   START   EXIT

● Press [BET] button to next page, or [START] for exit

RECORD 4

	PLAY TIMES	WIN
JACKPOT 1	0	0
JACKPOT 2	0	0
JACKPOT 3	0	0
J P TIME	0	

BET   NEXT PAGE   START   EXIT

● Press [BET] button to next page, or [START] for exit:

VI PCB MAP

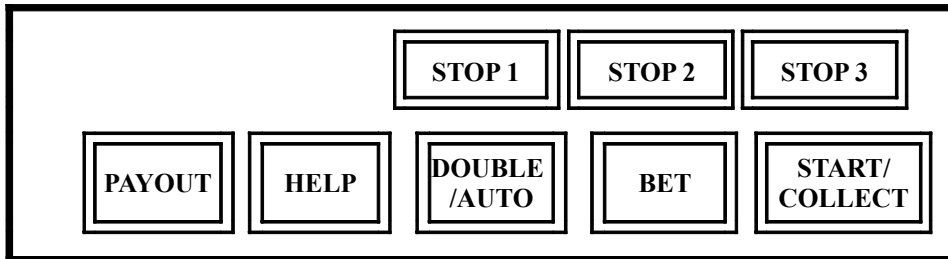**VGA OUT** **PS/2** **TOUCH PANEL DIP-SW3**

CONNECTOR
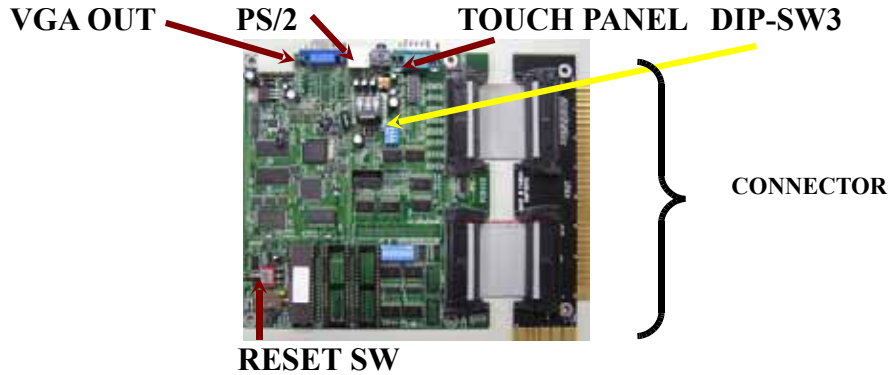
RESET SW

● **Reset SW**: Switch it when power is OFF to clear record. The game setup data will NOT be clear by RESET SW.

VII   CONTROL PANEL AND WIRE MAP

● CONTROL PANEL

	STOP 1	STOP 2	STOP 3	
PAYOUT	HELP	DOUBLE /AUTO	BET	START/ COLLECT

● PS/2 KEYBOARD

Num Lock	/	*	—
7	8	9 HELP	
4	5	6 DOUBLE/ AUTO	+
1 STOP 1	2 STOP 2	3 STOP 3	Enter START/ COLLECT/ ALL STOP
0 BET		Del	

● 36+10 PIN LAY OUT

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
SPEAKER	3	SPEAKER GND
STOP 1	4	
STOP 2	5	
STOP 3	6	
	7	
	8	
START/ COLLECT/ ALL STOP	9	
	10	
BET	11	
HELP	12	
DOUBLEUP/ AUTO	13	
ATTENDANT	14	
RESET ERROR	15	
	16	
DOOR OPEN	17	
COIN A (BILL A)	18	KEYIN
COIN B (BILL B)	19	COIN C (BILL C)
RECORD	20	TEST/SETUP
PAYOUT	21	KEYOUT
GND	22	HOPPER SW
COIN A METER	23	
KEYIN METER	24	BET METER
COIN B METER	25	WIN METER
COIN C METER	26	PAYOUT LAMP
PAYOUT METER	27	
KEYOUT METER	28	BET LAMP
STOP 1 LAMP	9	START/ COLLECT LAMP
STOP 2 LAMP	30	
STOP 3 LAMP	31	DOUBLE UP LAMP
	32	
	33	HELP LAMP
ATTENDANT LAMP	34	JACKPOT LAMP
GND	35	GND
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
HOPPER SSR	7	
	8	
GND	9	GND
GND	10	GND