



Display mode: VGA



JUNGLE ADVENTURE

USER'S MANUAL

JUNGLE ADVENTURE

I、遊戲說明

1. Alluring Video Mario Slot Game. Spot maxbet up to 100 credits.
2. Operator adjustable Multilingual: English/ Spanish/ Traditional Chinese and Simple Chinese.
3. Insert coins then bet desired symbols, press [START] to start. When spot light stopped on wagered symbol player wins the odds. Then chose Move Left or Move Right button to increase or decrease the wager to play the doubleup game, or just press [COLLECT] to finish.
4. Odds:
 - a. When spot light stopped on big symbol it pays upper odds on the top of the symbol. Stopped on small symbol it pays double.
 - b. BAR Bonus: When spot light stopped on BAR 50 or BAR 100 awards extra chance. BAR 50 awards 1~5 lights while BAR 100, 3~10 lights.
 - c. Chance/Destiny: When spot light stopped on the Volcano, it may award 1~3 lights, or just just finish the game without pay.
 - d. Treasure Box Bonus: When spot light stopped on Treasure Box Symbol, it pays to all wagers according to the LED number.
 - e. JP Bonus: When spot light stopped then the JP lamp keep flashing, all wagers award double.
 - f. All Lamp Bonus: randomly awards All Lamp Bonus and pays all.
 - g. Lucky Reels: When spot light stopped and one reel matched wagered symbol it pays double, 2 reels matched pays x4, 3 reels matched pays x10.
 - h. Double Up: After winning press [Big/Left] or [Small/Right] to try the Double or Nothing Game. Number 7 is even and game goes on
 - i. Free Lights odds not enable on Treasure Box nor Volcano.

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:
 1. Power off PCB.
 2. Connect Touch-Panel to PCB through the RS232 connector.
 3. Set the PCB's DIPSW 3-4 to ON (DIPSW 3-4 to OFF) then power on PCB.
 4. Touch the red points appearing at the four corners of screen to calibrate the panel. System will then active the testing mode.
 5. 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.
 6. If well tested, press "OK" to save the calibration data.
 7. Calibration complete.
4. This game and PCB are well tested with MicroTouch touchscreen with Serial/SMT3 controller, and ELO touchscreens.
5. 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	
BAR	SCREEN TEST
DOUBLE 7	I/O TEST
STARS	VOLUME ADJUST
MELON	GAME SETUP
BELL	TIME SETUP
START	EXIT

- Press [BAR]--- SCREEN TEST: Press [START] button to exit.
- Press [DOUBLE 7]---I/O TEST: Press [RECORD] and [TEST/SETUP] button simultaneously to exit.
- Press [STARS]---VOLUME ADJUST: Press [MELON] button to save the changes then press [START] button to exit.
- Press [MELON]---GAME SETUP:

GAME SETUP		MANGO DEFAULT
1 GAME PAYOUT RATE	93	50.55.60.65.70.75.78.81.84.87.90.93.96.
2 DOUBLE UP RATE	75	50.55.60.65.70.75.80.85.90.95
3 COIN A (BILL) RATE)	10	
4 COIN B (BILL) RATE)	100	1.2.4.5.10.15.20.25.50.75.100.150.200.250.300.
5 COIN C (BILL) RATE)	1	400.500.800.1000.2000.2500.3000.4000.5000
6 KEYIN RATE	1000	
7 EYOUT RATE	100	
8 KEYOUT OVER	REST	REST. ZERO
9 SYSTEM LIMIT	200000	5000.10000.20000.30000.40000.50000.100000
10 PAYOUT LIMIT	100	50.100.200.250.300.400.500.1000.2000.3000.
11 CREDIT-IN LIMIT	10000	1000. 5000. 10000. 20000. 30000. 40000. 50000. 100000.
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
14 WIN METER CLICK	1	500.1000
15 METER SPEED	4 TIMES/SEC	1.2.4.5.6.8.10.12.15.16.18.20.25.30.40.50
16 IN/OUT RATE	STANDARD	1. 10. 100 . STANDARD
17 DEMO MUSIC	ENABLE	ENABLE. DISABLE
18 COLLECT MODE	DOUBLEUP	DOUBLEUP. AUTOCOLLECT. AUTOPAYOUT
19 DOUBLEUP MODE	NUMBER	NUMBER. LEFT/RIGHT
20 COLLECT SPEED	NORMAL	NORMAL. QUICKLY. MOVE
21 SPOT MAXBET	50	10.20.30.50
22 SPOT BET RATE	1:1	1:1. 2:1. 5:1. 10:1
23 PAYOUT MODE	BUTTON	BUTTON. BUTTON & TOUCH
24 LANGUAGE	ENGLISH	ENGLISH/SPANISH/CHINESE TRAD-SIMP
BAR	MOVE UP	STARS ADJUST +
DOUBLE7	MOVE DOWN	MELON ADJUST -
BELL	SAVE	START EXIT

- Press [BELL] button to save changes, [START] button to exit.
- Press [BELL]---TIME SETUP: [MELON] to save, [START] to exit.

V - RECORD

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

CURRENT		MANGO	DELETE
ITEM	CURRENT	LAST	
COIN A	0	0	
COIN B	0	0	
COIN C	0	0	
PAYOUT	0	0	
KEYIN	0	0	
KEYOUT	0	0	
CREDIT IN	0	0	
CREDIT OUT	0	0	
TIME	2011-03-10 00:00:00	2011-03-10 00:00:00	

BAR NEXT START EXIT

- Press [BAR] button to next page, or [START] for exit.

VERSION : V000 POWER ON : 00 DOOR OPEN : 000

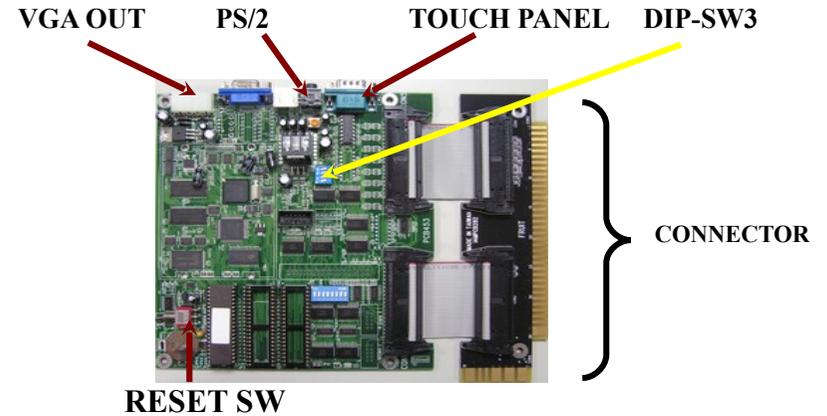
RECORD 1		TOTAL	
ITEM			
COIN A			0
COIN B			0
COIN C			0
PAYOUT			0
KEYIN			0
KEYOUT			0
CREDIT IN			0
CREDIT OUT			0
GAME PAYOUT RATE			0%
TIME			2011-03-11 00:00:00

MAIN GAME		DOUBLE UP	
PLAY	WIN	PLAY	WIN
0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0
0%	0%	0%	0%

BAR NEXT START EXIT

- Press [BAR] button to next page, or [START] for exit.

VI - PCB MAP



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

BAR	DOUBLE 7	STARS	MELON	BELL
MANGO	ORANGE	APPLE	MOVE LEFT	MOVE RIGHT
PAYOUT	SMALL/L EFT	AUTO/BIG /RIGHT	START/ COLLECT	

- PS/2 KEYBOARD

~	1	2	3	4	5	6	7	8	9	0	-	=	←		
Tab	Q	W	E	R	T	Y	U	I	O	P	[]	\		
Caps Lock	A LEFT	S RIGHT	D	F	G	H	J SMALL	K	L AUTO/BIG	;	'	Enter START			
hif ↑	Z BAR	X 77	C STARS	V MEL ON	B	N BEL L	M MAN GO	ORAN GE	APP LE	/	Shift ↑				
Ctrl		Alt	START										Alt		Ctrl

- 36+10 PIN LAY OUT

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
SPEAKER	3	SPEAKER GND
BAR	4	MOVE LEFT
DOUBLE 7	5	MOVE RIGHT
STARS	6	
WATERMELON	7	
BELL	8	
START/ COLLECT	9	
MANGO	10	
ORANGE	11	
APPLE	12	
SMALL 1~6/ LEFT SIDE	13	
ATTENDANT	14	
RESET ERROR	15	
AUTO/BIG/RIGHT SIDE	16	
DOOR OPEN	17	
COINA	18	KEYIN
COIN B	19	COIN 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	MOVE LEFT LAMP
KEYOUT METER	28	ORANGE LAMP
BAR LAMP	29	START LAMP
DOUBLE 7 LAMP	30	MANGO LAMP
STARS LAMP	31	SMALL 1~6/LEFT SIDE LAMP
WATERMELON LAMP	32	AUTO/BIG/RIGHT SIDE LAMP
BELL LAMP	33	APPLE LAMP
ATTENDANT LAMP	34	MOVE RIGHT 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	
GND	8	GND
GND	9	GND
GND	10	GND