

THE WIZARD OF OZ (USA)

USER MANUAL



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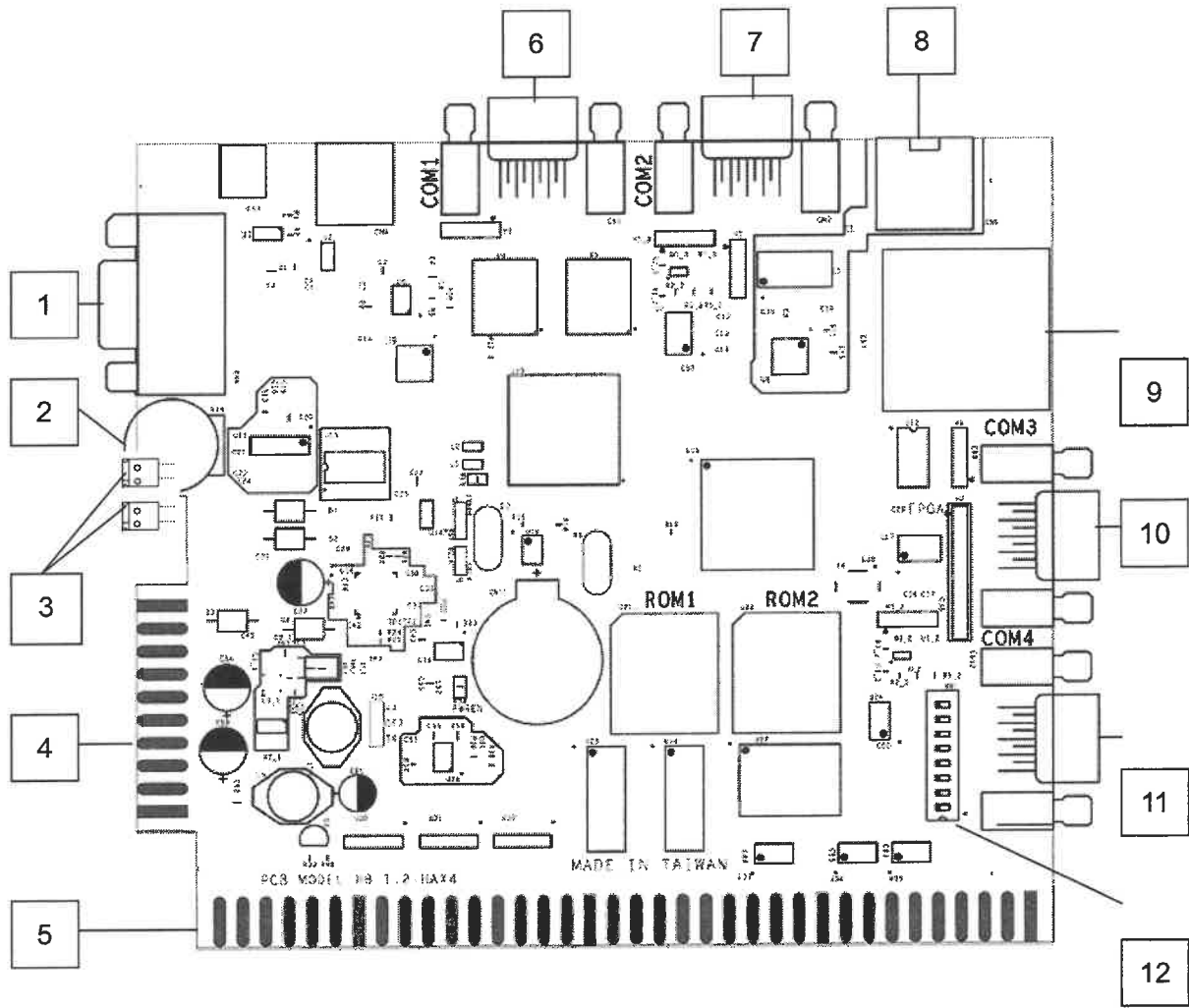
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THE WIZARD OF OZ (USA)



- | | |
|---------------------|-----------------------|
| 1、VGA PORT | 7、COM2 |
| 2、VOLUME CONTROL | 8、RJ-45 (HB2 support) |
| 3、AUDIO OUT | 9、SD |
| 4、10PIN Gold Finger | 10、COM3 |
| 5、36PIN Gold Finger | 11、COM4 |
| 6、COM1 | 12、DIP SWITCH |

WIRE DIAGRAM : 36PIN

PIN	PARTS SIDE	SOLDER SIDE	PIN
A1			B1
A2			B2
A3			B3
A4			B4
A5			B5
A6			B6
A7	BUTTON : TICKET OUT		B7
A8	TICKET DISPENSER		B8
A9	BUTTON : START/ALL STOP		B9
A10	BUTTON : ODDS TABLE/SMALL	AUDIO LEFT OUT+	B10
A11	BUTTON : BET	AUDIO LEFT OUT-	B11
A12	BUTTON : TAKE		B12
A13	BUTTON : DOUBLE/AUTO	AUDIO RIGHT OUT+	B13
A14	BUTTON : RESERVED 1	AUDIO RIGHT OUT-	B14
A15			B15
A16	BUTTON : LINE PLAY/BIG		B16
A17			B17
A18	COIN IN1	BUTTON : KEY IN	B18
A19	BUTTON : RESERVED 2	COIN IN 2	B19
A20	BUTTON : ACCOUNT	BUTTON : SETTING	B20
A21	BUTTON : HOPPER PAYOUT	BUTTON : KEY OUT	B21
A22	HOPPER FULL	HOPPER SWITCH	B22
A23	METER : COIN IN		B23
A24	METER : KEY IN	LAMP : RESERVED 1	B24
A25	LAMP : NORMAL WIN LIGHT		B25
A26	METER : RESERVED2		B26
A27	METER : HOPPER PAYOUT		B27
A28	METER : KEY OUT		B28
A29	LAMP : START/ALL STOP		B29
A30	LAMP : ODDS TABLE/SMALL		B30
A31	LAMP : BET		B31
A32	LAMP : TAKE		B32
A33	LAMP : DOUBLE/AUTO		B33
A34	LAMP : LINE PLAY/BIG	LAMP : BIG WIN LIGHT	B34
A35			B35
A36	GND	GND	B36

WIRE DIAGRAM : 10PIN

PIN	PARTS SIDE	SOLDER SIDE	PIN
A1	GND	GND	B1
A2	GND	GND	B2
A3	+5V	+5V	B3
A4	+5V	+5V	B4
A5	+12V	+12V	B5
A6	+12V	+12V	B6
A7	TICKET DISPENSER ENABLE		B7
A8	HOPPER SSR		B8
A9	GND	GND	B9
A10	GND	GND	B10

NOTE : Do not connect speaker to ground.



INTRODUCTION

1. This is a 5 reels or 15 reel 25 liners game. After inserting coins, players bet and select lines.



◆ Pressing the START button and the reels spin, players can press stop 1, stop 2, stop 3, stop 4, stop 5 or all stop (the START button: A9). When the reels stop, if the left three or the right three are the same symbol which can make a line. Players will win different BONUS on numbers of lines, double up (can be removed) and win points.

◆ Additional description on STOP button:

1. Press STOP 1 button continuously to stop Line 1, Line 2, Line 3, Line 4, Line 5 sequentially.
2. Press STOP 2 button continuously to stop Line 2, Line 1, Line 3, Line 4, Line 5 sequentially.
3. Press STOP 3 button continuously to stop Line 3, Line 2, Line 4, Line 1, Line 5 sequentially.
4. Press STOP 4 button continuously to stop Line 4, Line 5, Line 3, Line 2, Line 1 sequentially.
5. Press STOP 5 button continuously to stop Line 5, Line 4, Line 3, Line 2, Line 1 sequentially.

◆ Auto mode: Bonus minimum bet, press DOUBLE button to enter the auto mode.

THE WIZARD OF OZ (USA)

2. ODDS TABLE

25 liner mode

Games 6

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Symbol	Payout
Scarecrow	5000
Scarecrow	500
Scarecrow	100
Scarecrow	1000
Scarecrow	80
Scarecrow	30
Scarecrow	100
Scarecrow	15
Scarecrow	5
Witch	5000
Witch	200
Witch	80
Witch	500
Witch	50
Witch	15
Witch	50
Witch	10
Witch	2
Brick Road	2000
Brick Road	100
Brick Road	50
Brick Road	300
Brick Road	30
Brick Road	10
Wild Card	5000
Wild Card	2000
Wild Card	100
Wild Card	50
Wild Card	300
Wild Card	30
Wild Card	10

THE POINT OF OZ 433

SCORE 150 L.PLAY 0 LINES 0 T.PLAY 0

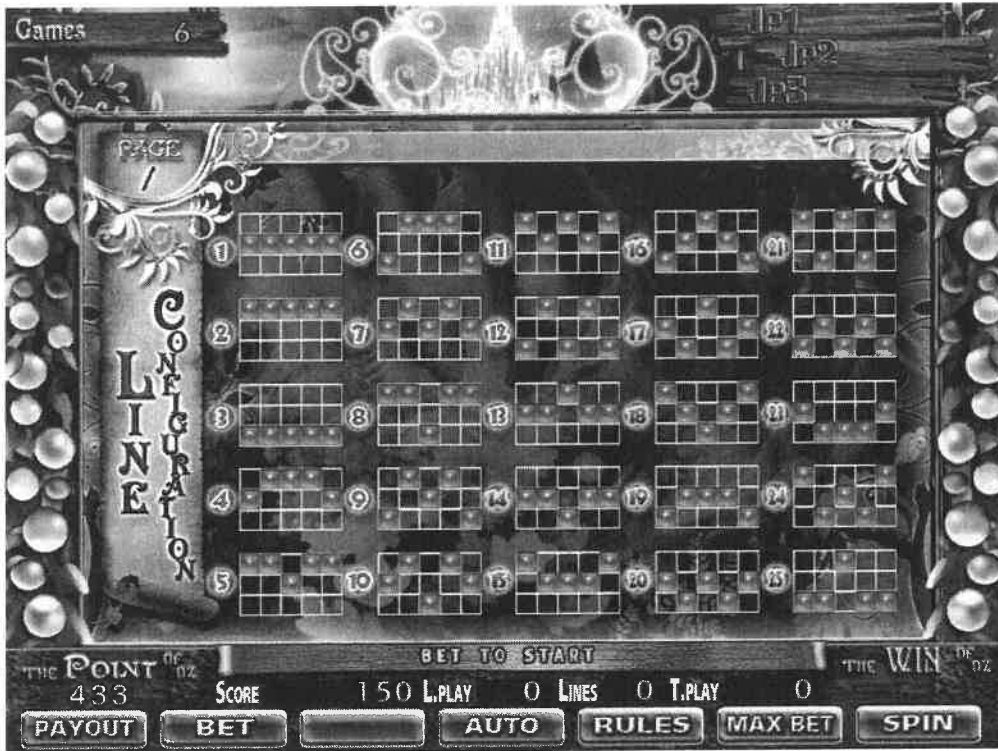
THE WIN OF OZ

PAYOUT BET AUTO RULES MAX BET SPIN

THE WIZARD OF OZ (USA)

3. Pay Chart

Line-Up Pattern: 25 liners



THE WIZARD OF OZ (USA)

4. When the total bet higher than minimum bet of bonus game and liners are all selected, players will go into BONUS game when the reels have two or more symbols of the following.



1. Wheel Bonus



2. Hot Air Balloon



3. Red Shoes

1. Wheel Bonus: Spin the wheel to win points.
2. Hot air balloon: Free spin
3. Red shoes: Extra odds. Each line heightens odds.

(BONUS game MIN. bet is settable; please into SET-UP & DIP SW & KEY PORT to set).

BONUS GAME

1. Wheel Bonus



Corresponding Chart



Introduction of Wheel Bonus:

At the bottom of right side, the “LAST” means the game number of times. Bet 200 points, player will have one chance to play the Wheel Bonus, bet 400 points, player will have two chances to play the wheel and so on.

For example: Bet 200 points, the LAST=1, bet 400 points, the LAST=2

and so on. You bet more to win the bonus more. There are 8 arrows will be lighting up when you bet 200 points.

At the upper, there are four extra bonus “Red, Green, Blue and Purple”.

For example: When the arrow pointed at the Red, player will win all points inside of the Red and so on. Points inside of Red, Green, Blue and Purple are random.

The total light up 8 arrows will gather all points and show at the bottom of the right side “YOU WIN”.


BONUS GAME



2. Hot air balloon: Free spin



Corresponding Chart



- ◆ With 2  or more symbols appeared, players will have several chances to win the bonus. How to get the chance?

Appeared one  to get 5 chances, appeared 2  to get 10 chances and so on, but at least it has to appeared 2 or up than 2 symbols then be able to play the “Free Spin” bonus game.

- ◆ Players can not change their bets or liners while play Free Spin. All points will not be deducted when play Free Spin.
- ◆ Hold feature function: The won symbols will be held to the next spin for once when won points each time. The won points will save at the middle of above temporary unless the hold function has been released and all won points will settle to the bottom of right side “WIN”.

If appeared three same symbols at left three reels or right three reels (included Wild Card), the hold function is void.


BONUS GAME


3. Red shoes: Extra odds. Each line heightens odds.





Corresponding Chart



- ◆ With 2  or more symbols appeared on the screen, the player will have several chance to win the Bonus Game.

How to get the chance? Appeared one  to get 5 chances, appeared 2 same symbols to get 10 chances and so on.

- ◆ Players could change their bets or liners at this bonus game, but points will be deducted when play Extra Odds. The numbers of game time will show on the  above  pattern.
- ◆ If players do not make a line, the number of game times will remain the same. It will reduce the number of game times when won points.
- ◆ The right and left side multiple lamps will be changed and it will be changed by time going fast or slow. The left and right side multiple lamps will stop change while start the reels spin.
- ◆ How to count the points?

$$\text{Players bet} \times \text{Pay table's points} \times \text{multiple lamp's number} = \text{Won Points.}$$

JACKPOT



Introduction of Jackpot:

While the main game finished and if the “Scarecrow” , “Tin Man” , “Lion” and “Dorothy” which permutation combination is like Picture 1 and Picture 2. It means you have won the Jackpot. There are total 6 distributed ways to win the



The middle of the yellow frame is Wild Card. The Jackpot scores will appear on the middle of the Jackpot screen.

This game board has two different versions to win Jackpots.

Linking Version: It has Super JP, JP1, JP2 and JP3.

Independent Version: It has JP1, JP2 and two JP3.

The Super JP only appears when linked all machines.

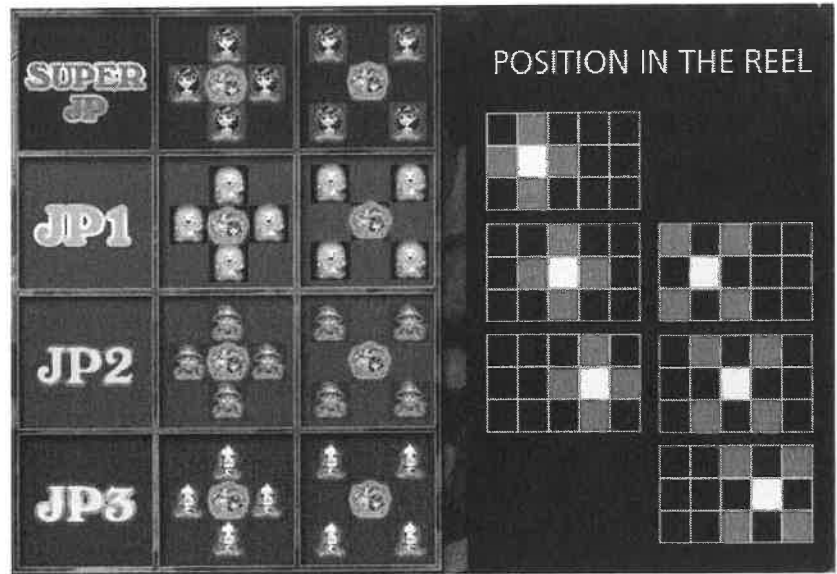
All Jackpots will according to player’ s bet then give points.

For example: If the MAX setting is 500 points and player bets 50 points, will then the Jackpot will be 1/10 (5/50) and the LCD Jackpot screen monitor will show 1/10 points of Jackpot.

THE WIZARD OF OZ (USA)

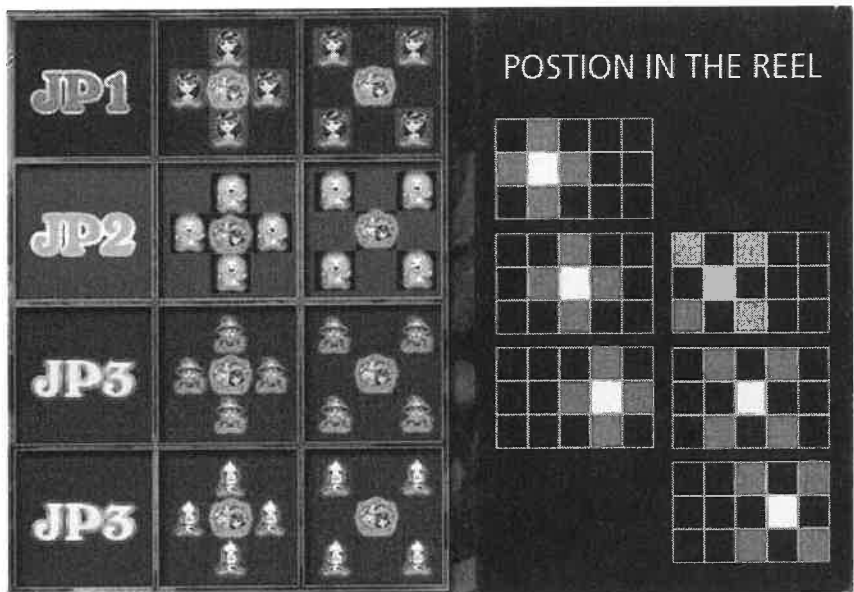
(Picture 1)

Linking Version:
Dorothy: Super JP
Lion: JP1
Tin Man: JP2
Scarecrow: JP3



(Picture 2)

Independent Version:
Dorothy: JP1
Lion: JP2
Tin Man: JP3
Scarecrow: JP3



DOUBLE UP GAME



- ◆ After the main game, and the player does not win more than double up Max bet (double up Max bet setting: p. 17), players could enter to the Double up Game.
- ◆ Guess where does the dog (Toto) hides, the left or right basket? If it's the correct guess, the player gets double points. If not, the game over and the won points return to zero.
- ◆ While the player won more than double up Max bet, the Double Up Game will exit in automatically.

Game program configuration and setting Main menu

(BIG to move up, SMALL to move down, DOUBLE to enter, START to exit)

```
VERSION: 1.3.004
2009/JUL/22 WED 05:29 PM
POWER-ON COUNT 11

SERVICE MENU

SET-UP & DIP SW & KEY PORT TEST
ACCOUNT INFORMATION
MAIN GAME HISTORY
USER INFO HISTORY
I/O TIMING
SET DATE & TIME
PRINTER TICKET SET-UP
SERIAL BILL ACCEPTOR
```

UP ENTER DOWN

SMALL=DOWN, BIG=UP, DOUBLE=ENTER, START=EXIT

EXIT

1. SET-UP & DIP SW & KEY PORT TEST
2. ACCOUNT INFORMATION
3. MAIN GAME HISTORY
4. I/O TIMING
5. SET DATE & TIME
6. PRINTER TICKET SET-UP
7. SERIAL BILL ACCEPTOR

THE WIZARD OF OZ (USA)

SET-UP & DIP SW & KEY PORT TEST

```
VERSION: 1.5.006
2009/AUG/20 THU 09:31 AM

MAIN PERCENTAGE:97%
COIN 1 TO POINT: 25
KEY IN TO POINT:1000
COIN IN LIMIT:100000
HOPPER LIMIT:UNTIL EMPTY
MIN PLAY TO START:1
MIN PLAY FOR BONUS:50
MAX PLAY EACH LINE:50
KEYOUT/TICKET UNIT:10
KEYOUT/TICKET MODE:CONTINUOUS
TICKET OUT:PRINTER DIRECT
USE SCORE:YES
SCORE OUT:MANUAL
LIMIT SCORE PER GAME:NO
PLAY REMAIN SCORE:YES
COUNT GAME:YES
GAMEOVER COUNTDOWN:15
CONTINUE SPIN:YES
JACKPOT MODE:RANDOM
MAIN GAME TYPE:LINE 25
PLAY KEY :LINE BET
NON-STOP SKILL SPIN:NO
DOUBLE GAME:YES
DOUBLE GAME MAX BET:10000
SHOW ACCOUNT:YES
AUTO PLAY OPTION:YES
TOUCH PAYOUT TYPE:HOPPER
BACKGROUND MUSIC:YES
HOLD FEATURE:YES

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

KEY PORT TEST
START PLAY BIG DOUBLE SMALL TAKE
STOP-1 STOP-2 STOP-3 STOP-4 STOP-5
CANCEL CHECK ACCOUNT SET-UP KEY-IN
PRINTER-OUT TICKET-OUT HOPPER-OUT

TICKET NOTCH=0
HOPPER SWITCH=1

UP CHANGE DOWN

TAKE=DIP SW & KEY PORT TEST
SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT

EXIT
```

1. MAIN PERCENTAGE
2. COIN 1 TO POINT
3. KEY IN TO POINT
4. COIN IN LIMIT
5. HOPPER LIMIT
6. MIN PLAY TO START
7. MIN PLAY TO BONUS
8. MAX PLAY EACH LINE
9. KEYOUT/TICKET UNIT
10. KEYOUT/TICKET MODE
11. TICKET OUT
12. USE SCORE
13. SCORE OUT SCORE
14. LIMIT SCORE PER GAME
15. PLAY REMAIN SCORE
16. COUNT GAME
17. GAMEOVER COUNTDOWN
18. CONTINUE SPIN
19. JACKPOT MODE JACKPOT
20. MAIN GAME TYPE
21. PLAY KEY
22. NON-STOP SKILL SPIN
23. DOUBLE GAME
24. DOUBLE GAME MAX BET
25. SHOW ACCOUNT
26. AUTO PLAY OPTION
27. TOUCH PAYOUT TYPE
28. BACKGROUND MUSIC
29. HOLD FEATURE

ACCOUNT INFORMATION

(BIG to clear recent records, START to exit, SMALL to clear all records,
KEYOUT to print out accountant information by printer)

VERSION: 1.2.003	
2009/JUL/15 WED 03:29 PM	
MAIN GAMES: 0	
HIT : 0	
HIT RATE: 0.00(POINTS TOO SMALL TO CALCULATE)	
MAIN POINTS PLAYED: 0	
MAIN GROUP POINTS WON: 0	
MAIN GROUP PERCENTAGE: 0.00(POINTS TOO SMALL TO CALCULATE)	
DOUBLE POINTS PLAYED: 0	
DOUBLE POINTS WON: 0	
DOUBLE PERCENTAGE: 0.00(POINTS TOO SMALL TO CALCULATE)	
TOTAL IN: 0	
TOTAL OUT: 0	
TOTAL PAYOUT PERCENTAGE: 0.00(POINTS TOO SMALL TO CALCULATE)	
RECENT IN: 0	
RECENT OUT: 0	
RECENT PAYOUT PERCENTAGE: 0.00(POINTS TOO SMALL TO CALCULATE)	
BONUS GAME(CASTLE) WON: 0	
BONUS GAME(CROWN) WON: 0	
BONUS GAME(BALLOON) WON: 0	
SPECIAL EXTRA ODDS WON(SHOES) WON: 0	
JACKPOT 1 WON: 0	
JACKPOT 2 WON: 0	
JACKPOT 3 WON: 0	
AVERAGE MAIN PLAY: 0	
AVERAGE POINTS TO ENTER DOUBLE GAME: 0	
<input type="button" value="CLEAR RECENT"/>	<input type="button" value="CHECK DETAIL"/>
<input type="button" value="CLEAR ALL ACCOUNT INFO."/>	<input type="button" value="PRINT ACCOUNT"/>
BIG=CLEAR RECENT IN&OUT.TAKE=DETAIL ACCOUNT.START=EXIT	
SMALL=CLEAR ALL ACCOUNT INFOMATION	
<input type="button" value="EXIT"/>	

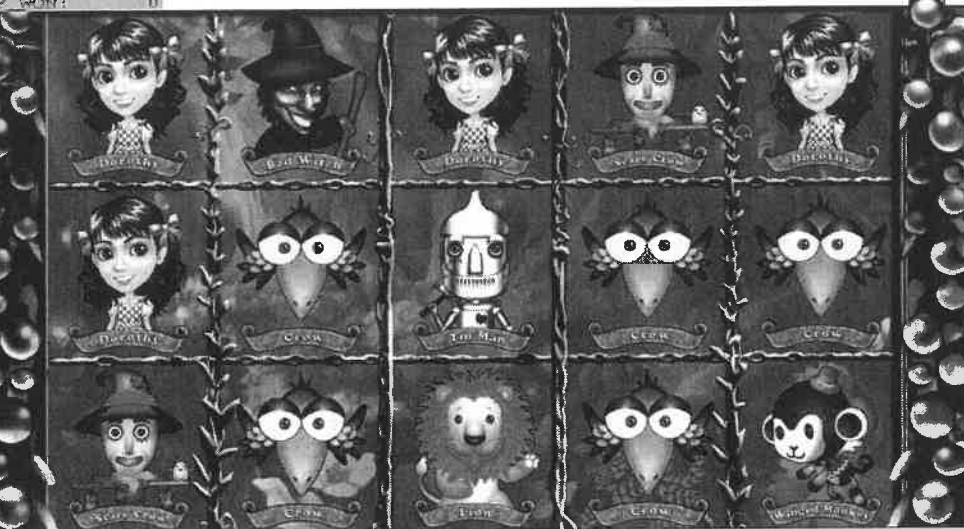
1. MAIN GAME
2. HIT
3. HIT RATE
4. MAIN POINTS PLAYED
5. MAIN GROUP POINTS WON
6. MAIN GROUP PERCENTAGE
7. DOUBLE POINTS PLAYED
8. DOUBLE POINTS WON
9. DOUBLE PERCENTAGE
10. TOTAL IN
11. TOTAL OUT
12. TOTAL PAYOUT PERCENTAGE
13. RECENT IN
14. RECENT OUT
15. RECENT PAYOUT PERCENTAGE
16. BONUS 1 WON
17. BONUS 2 WON
18. BONUS 3 WON
19. SPECAIL EXTRA ODDS WON
20. JACKPOT1 WON JP1
21. JACKPOT2 WON JP2
22. JACKPOT3 WON JP3
23. AVERAGE MAIN PLAY
24. AVERAGE POINTS TO ENTER DOUBLE GAME

THE WIZARD OF OZ (USA)

MAIN GAME HISTORY (Up to 50 records)

(BIG for previous game, SMALL for next game, START to exit)

```
LAST GAME 1 OF 50 RECORDS
AT INSTANT OF GAME START: POINT=      800
PLAYED LINES=25 EACH LINE PLAY= 4 TOTAL PLAY=100
MAIN WIN=      0 DOUBLE PLAY= 0 DOUBLE WIN= 0 BONUS GAME WIN=      0
BONUS GAME (CASTLE) WON:      0 (CROWN) WON:      0 (BALLOON) WON:      0
SPECIAL EXTRA ODDS WON(SHOES):      0
JP WON:      0
```



```
SUBSEQUENT ACTIONS DURING GAME PROCESS & BEFORE NEXT GAME START:
IN=      0 POINT OUT=      0
```

BACK NEXT SMALL=NEXT BIG=BACK START=EXIT EXIT

1. Recorded up to 50 main game history. Each record shows main game screen shot, also includes history of bonus game, double up, key in/out, coin in/out etc.
2. Record from 1 the latest to 50 the earliest.
3. RESET will clear the main game history.

THE WIZARD OF OZ (USA)

USER INFO HISTORY

(Record up to 200 games play. The record is from Demo→Game started→Game finished→Demo)

BIG for previous 25 records, SMALL for next 25 records, STRAT to exit

NO	GAME	HIT	PLAY	WIN	KEYIN	PAYOUT	TIME
000							
001							
002							
003							
004							
005							
006							
007							
008							
009							
010							
011							
012							
013							
014							
015							
016							
017							
018							
019							
020							
021							
022							
023							
024							

SMALL=NEXT BIG=BACK START=EXIT

Game: How many times the player plays the game.

HIT: Game rounds have been won

PLAY: The player's total bet.

WIN: Scores total been won.

KEYIN: Total Coin in/Key in.

PAYOUT: Total Coin out/Key out.

TIME: Total Play Time (minute).

◆ RESET will clear the main game history.

THE WIZARD OF OZ (USA)

I/O TIMING

(BIG - Move up, SMALL - Move down, DOUBLE - Change, START - Exit, TAKE - Default)

The Default is priority.

```
VERSION: 1.2.003
2009/JUL/15 WED 03:35 PM
CAUTION
THIS VERSION AUTO ADJUST TIMING OF COIN SIGNAL .
TICKET NOTCH.HOPPER SWITCH & SERVICE IN SIGNAL .

TICKET NOTCH TAMPERING:2000
HOPPER EMPTY:4500
METER PULSE:30

VALUE IN (MS) 1MS=1/1000 SECOND

TAMPERING IS TICKET NOTCH BEING BLOCKED & RUN TICKETS OUT
HOPPER EMPTY IS TIME OUT AND NO MORE TOKEN GO THROUGH

UP CHANGE DOWN DEFAULT

SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT TAKE=DEFAULT EXIT
```

THE WIZARD OF OZ (USA)

PRINTER TICKET SET-UP

(BIG to move up, SMALL to move down, DOUBLE to change, PLAY for next line, START to exit, KEYOUT to print test page)

You can set the type and setting of printer, location of machine placed, machine ID, etc.

```
VERSION: 1.2.003
2009/JUL/15 WED 03:36 PM
PRINTER & TICKET SET-UP
! " # $ % & ' ( ) * + , - .
/ 0 1 2 3 4 5 6 7 8 9 : ; < =
> ? @ A B C D E F G H I J K L
M N O P Q R S T U V W X Y Z
```

COL ROW

ENTER TEXT: BIG=COLUMN, SMALL=ROW, DOUBLE=ENTER, TAKE=ERASE

LOCATION: _____ ERASE

MACHINE: _____ ENTER/CHANGE

MESSAGE: _____ SELECT ITEM

SHOW VALUE IN: POINTS

BRAND/COMMAND: NONE

COM PORT: COM 2

VERIFY INDEX: 13

PLAY=SELECT ITEM, DOUBLE=CHANGE

CAUTION

CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.

START=EXIT

PRINT EXIT

Attention:

1. One COM Port corresponds to one device.
2. If use a printer, go to the ACCOUNT menu and press KEYOUT button to print details.

THE WIZARD OF OZ (USA)

SERIAL BILL ACCEPTOR

(BIG to move up, SMALL to move down, DOUBLE to change, START to exit)

```
VERSION: 1.2.003
2009/JUL/15 WED 03:31 PM

RS232 BILL ACCEPTOR BRAND & PROTOCOL:NONE
RS232 BILL ACCEPTOR COM PORT:COM 1
COIN 1 & 2 PULSE SIGNAL:DISABLE
CURRENCY VALUE OF 1 POINT:000.01
CURRENCY:WORLD - JCM WBA ONLY (AUTO REQUEST DENOMINATION)

CAUTION
CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.
DISABLE COIN PULSE SIGNAL RECOMMENDED WHEN USING RS232.
WHEN PROTOCOL = NONE. COIN PULSE SIGNAL WILL BE ENABLED
AUTOMATICALLY. DISREGARD WHAT IS SHOWN HERE.
```

UP ENTER DOWN

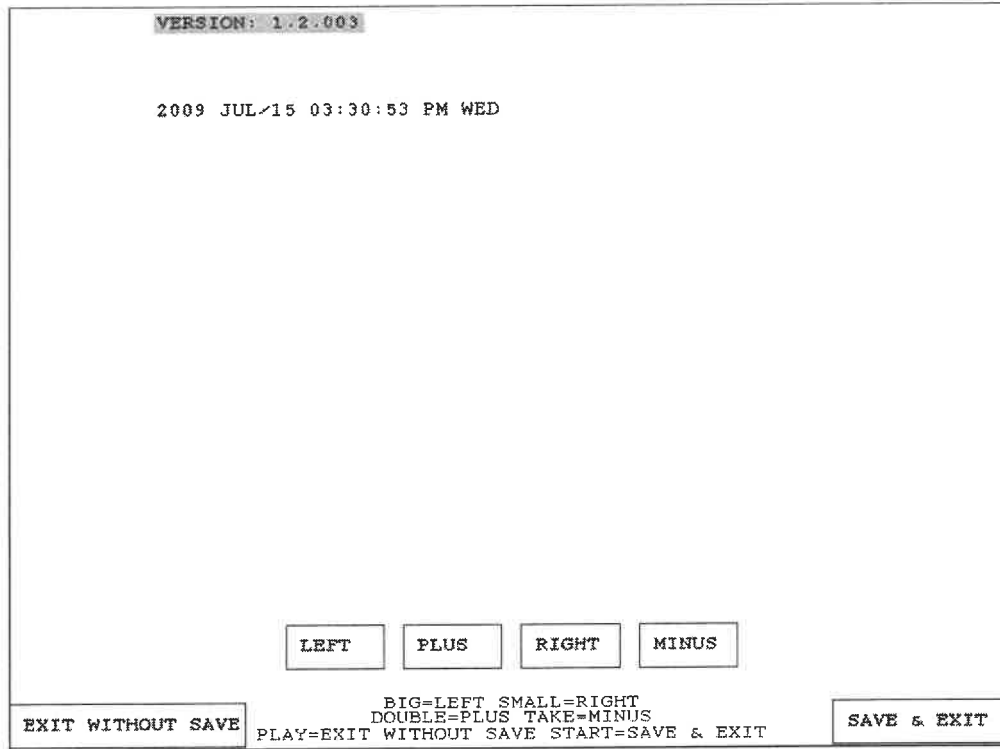
SMALL=DOWN BIG=UP DOUBLE=ENTER START=EXIT EXIT

Use RS232 bill acceptor and turn the coin selector pulse signal off to avoid cheat and interference.

THE WIZARD OF OZ (USA)

SET DATA & TIME

(BIG – Move to left, SMALL – Move to right, DOUBLE – Increase, TAKE - Decrease, PLAY - Exit without save, START - Exit and save)



1. Use CR2032 3.0V battery to keep the date and time.
2. The battery only uses for Date and Time. Data retention, backup and adjustment do not need the battery. To Reset will not affect the date and time.
3. Please set your local time and date when receive the board. ◦

Push Buttons Adjustment

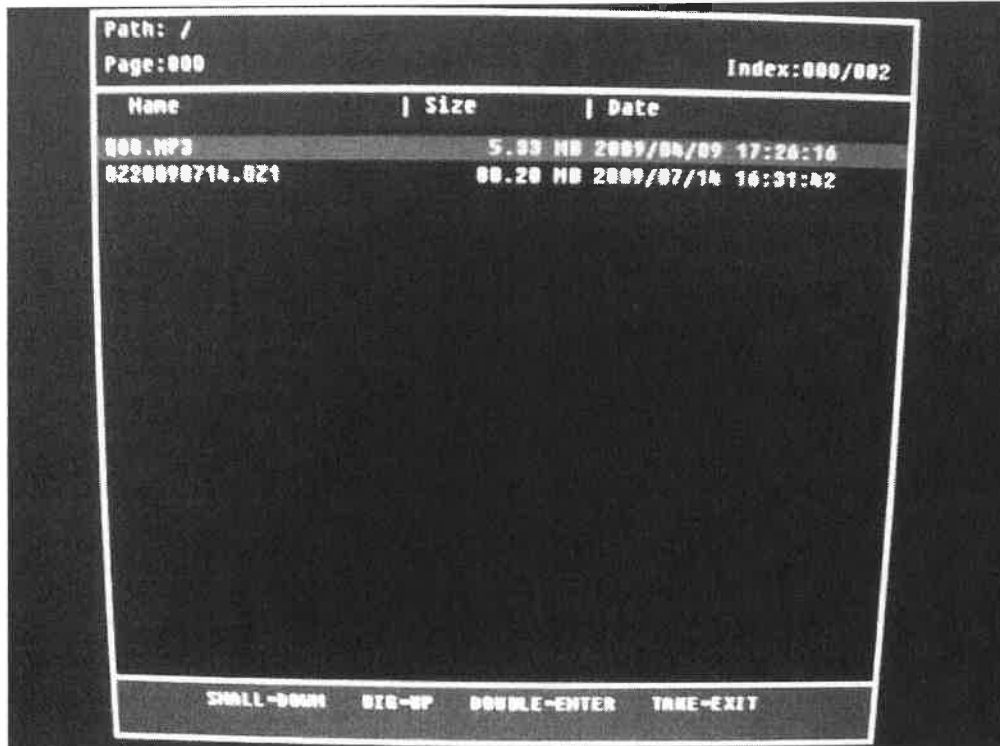
1. Turn on the power, DIPSW 3 to ON to do Push Buttons Setting.
2. Push buttons adjustment in order
 - START button
 - PLAY/STOP1 button
 - BIG/STOP2 button
 - DOUBLE/STOP3 button
 - SMALL/STOP4 button
 - TAKE/STOP5 button
- ◆ press buttons two times
3. Lights lamp in order
 - START light
 - PLAY/STOP1 light
 - BIG/STOP2 light
 - DOUBLE/STOP3 light
 - SMALL/STOP4 light
 - TAKE/STOP5 light
4. Adjust DIPSW3-4 to OFF and exit.

Check Push Buttons and Lights Adjustment

1. Turn on the power, DIPSW4 to ON.
2. After check, DIPSW3-4 to OFF and exit.

Instruction of SD card

1. Insert SD card
2. Turn on the power
3. When turn on the START button, the below screen shows--



Press SMALL button on the keyboard means DOWN

BIG means UP

DOUBLE means ENTER

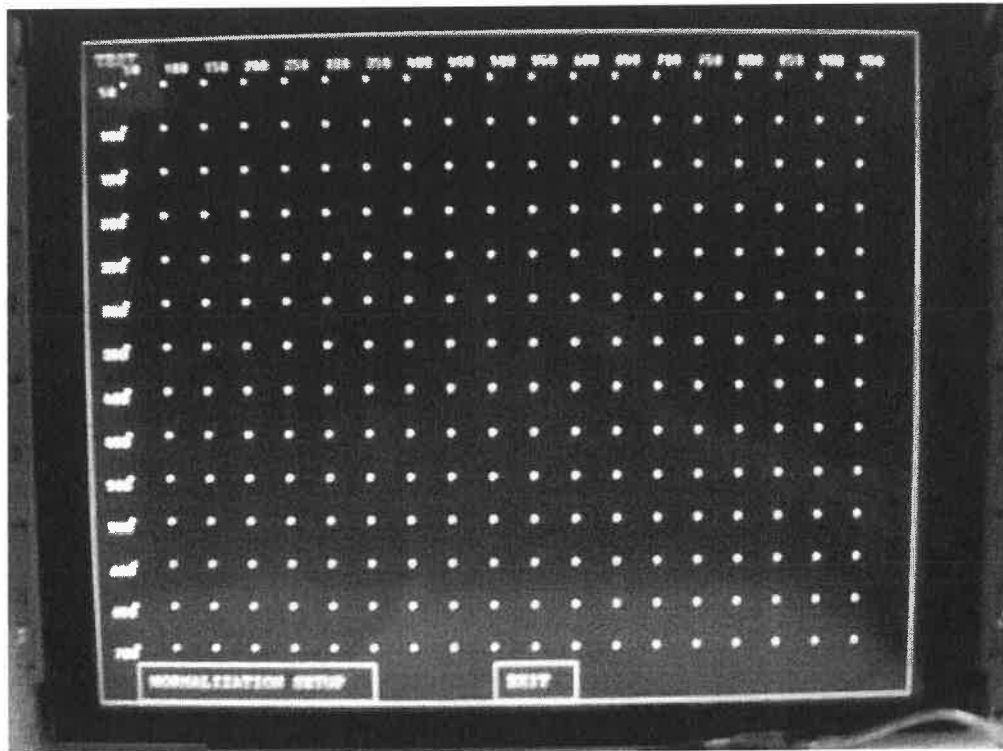
TAKE means EXIT

DOUBLE=ENTER

4. Choose files, press DOUBLE button to enter and burn the record automatically.
5. Please DO NOT remove SD card before the loading's finished.
6. When the record's burned successfully, it will restart automatically.
7. Remove SD card.

Instruction of Touch Screen Setting

1. Turn off the power
2. Put the touch screen's plug in the pcb's socket, COM1 or COM2 or COM3.
When plug in COM1, then DIPSW pin 1 to ON and pin 2 to OFF, turn on the power.
When plug in COM2, then DIPSW pin 1 to OFF and pin 2 to ON, turn on the power.
When plug in COM3, then DIPSW pin 1 to ON and pin 2 to ON, turn on the power.
3. Follow instructions to touch the screen to test.



4. When the test is alright, touch the EXIT at the bottom to leave or enter NORMALIZATION SETUP to set again.
5. Switch OFF on the DIPSW pin 1 and pin 2 to leave and enter the game.
6. The board is compatible with 3M Touch System. After our test, the operation works fine and steady.

TOUCH SCREEN INITIALIZATION

DIPSW 3 to ON and turn on the power to initialize touch screen.

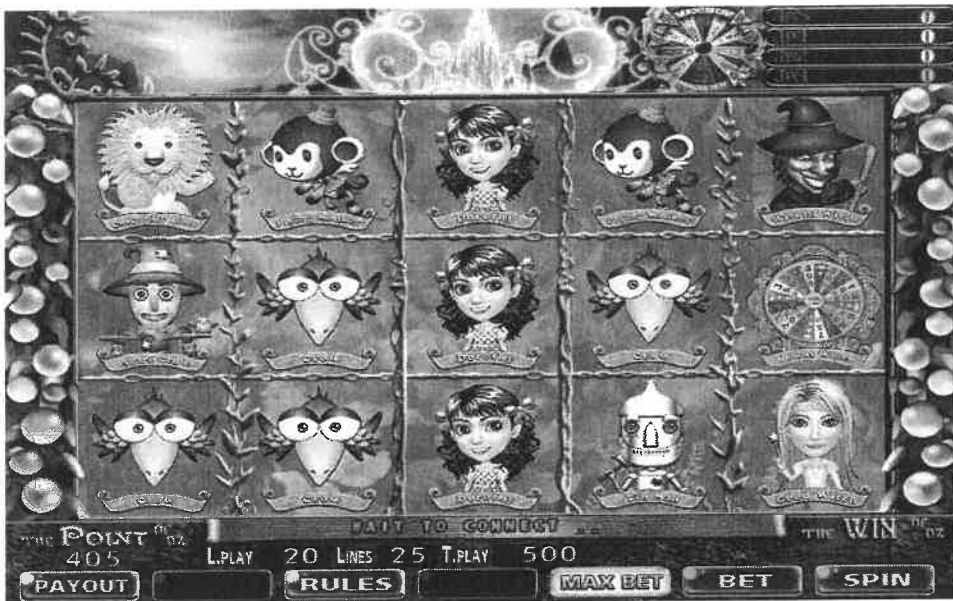
LAN (Local Area Network)

1. Before connect all machines, the DIP SWITCH pin 8 must be “ON”.

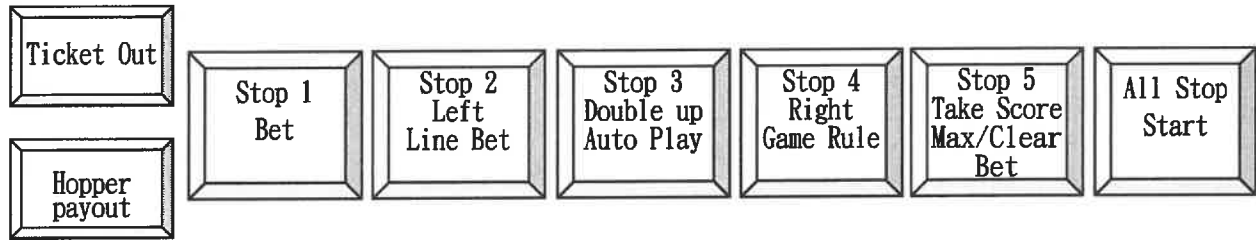
Otherwise only for one independent machine play.

2. Connects more than 2 machines must via HUB and it depends on the maximum quantity of HUB port then connect all machines. SWITCH HUB will be more stable when connected machines. May use HUB the series connection to increase lines, the SEVER defines one, but no limit for CLIENT. (Please see the picture as following.)

3. The light of RJ-45 port will continue flicker after connected. No special setting needs to be set when connect to the network. Each time the game starts, it can judge whether network connection. If the network delayed or the line broken, the game will be stopped entering the connection condition. (Please see the picture as following.)



Push Button Panel



DIP SWITCH設定

DIP SW	1	2	3	4	5	6	7	8
Touch Panel COM1	ON	OFF						
Touch Panel COM2	OFF	ON						
Touch Panel COM3	ON	ON						
Push Button Setting	OFF	OFF	ON					
Check Push Button	OFF	OFF		ON				
Touch Screen Adjustment	-	-	ON					
LAN Linking								ON