



KIT INSTALLATION  
MANUAL

**FOR AMUSEMENT ONLY**  
**Ver. 1.03**  
**- PLUG & PLAY VERSION -**



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# BEFORE YOU INSTALL...

## ATTENTION!!!

Before you install REEL 'N QUAKE, please read following information.

### About TICKET PAYOUT

- REEL 'N QUAKE PCB does not have any Ticket payout setting. Please provide "TICKET INTERFACE BOARD at your end. About wiring, refer to page 18 of "TICKET PAYOUT."

### +12VDC of Power supply box on your cabinet

- Our REEL 'N QUAKE PCB uses about 2A of 12VDC. If your power supply box has only 1A of 12VDC and uses +12VDC input of Bill Acceptor, you may have a reset problem. We recommend the following:
  - 1 Exchange the Power Supply Box to large spec. one. (Recommend 2A)
  - 2 Exchange the Bill Acceptor to 120VAC input one.
  - 3 Add other Power Supply Box for +12VDC.

### About "Printer"

- REEL 'N QUAKE PCB does not have any Printer Connector port. If you want to connect the printer, you need to provide "Printer Interface Board" at your end.

## NEW FEATURES FOR Ver. 1.03

### New Edge Connectors

- REEL 'N QUAKE PCB Ver. 1.03 provides NEW EDGE CONNECTORS (72 pin and 20 pin). You do not need a "Converter Board."

### Software version changes

- **NUDGE FEATURE**  
The time to NUDGE has increased.  
START / STOP ALL button Lamp will blink during nudge feature.
- **PINCH & TAKE FEATURE**  
At this mode (after you lost game), DOUBLE UP button will light up.
- **LIMITATION SETTING OF PROGRESSIVE (MAX. PROGRESSIVE)**  
You can set the limitation of Progressive numbers from 1 of 8 kinds:  
(No Limit, x 500, x 1000, x 1500, x 2000, x 3000, x 4000, x 5000)  
EX: If you set to 2000, Progressive number will stop increasing at 2000.
- **COIN ERROR FEATURE**  
When COIN is jammed, screen will keep showing "COIN ERROR" until game is re-powered on.

# KIT INSTALLATION

## ATTENTION: REGARDING "BET CANCEL/HELP" BUTTON

Reel 'n Quake has an additional new 7th button which is called the "BET CANCEL/HELP" button. This button works as follows:

- **Cancels the bet(s) before start of game.**
- **Check Game feature on screen before player bets.**

If you want to use this button, you have to provide one more button Assy, Cable & mounting position on Control panel. (Cut hole....etc.) We recommend that you wire this button Assy to BET CANCEL/HELP button harness on Edge connector and check how this button works before you decide whether to use it. (Please refer to next page for "BUTTON LAYOUT")

### Replace Main PCB

- Make sure you have powered-off game.
- Remove old Main PCB from your cabinet.
- Mount the Reel 'n Quake Main PCB there.
- Connect 72 pin and 20 pin Edge connectors of your cabinet to Edge connectors (72 pin & 20 pin) of New Reel 'n Quake Main PCB.

### Replace Button Sheet

- Take BUTTON PLUNGERS off each button.
- Take BUTTON CAP off each Plunger and clean up.
- Take Reel 'n Quake BUTTON SHEET SET from KIT and cut into 7 pcs.
- Put New button sheet on Plunger. Refer to next page for "BUTTON LAYOUT."
- Replace all Button Plungers with same button positions.

### Attach the Odds Sheet

- Clean up Monitor Bezel or Front Plexi.
- Take ODDS SHEET from KIT and peel off the back side paper.
- Attach ODDS SHEET on bottom of Monitor Bezel or Front Plexi.

### Power on and Check

- After you do all of above, please power on the game. Check +5VDC on Main PCB side. (+4.95~5.05VDC is good.)
- Press DIAGNOSTIC SWITCH on your cabinet to go to "DIAGNOSTIC MODE."
- Refer to pages 9 to 15 of "DIAGNOSTIC MODE" to set each setting.
- Also, check each function and movement in Diagnostic Mode. (All buttons and Lamps, all I/O, TV size and color adjustment.....etc.)
- If you have any malfunctions or problems, please refer to page 19 of "TROUBLESHOOTING."

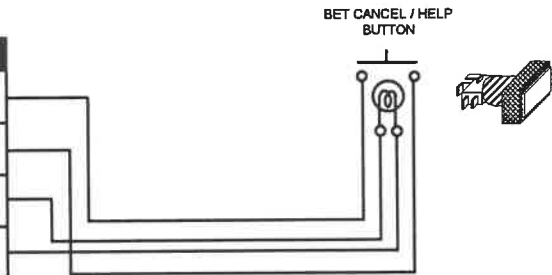
# BUTTON LAYOUT

**ATTENTION: REGARDING “BET CANCEL/HELP” BUTTON**  
 You can choose 2 kinds of layout. Please refer below before you start to modify Control Panel.

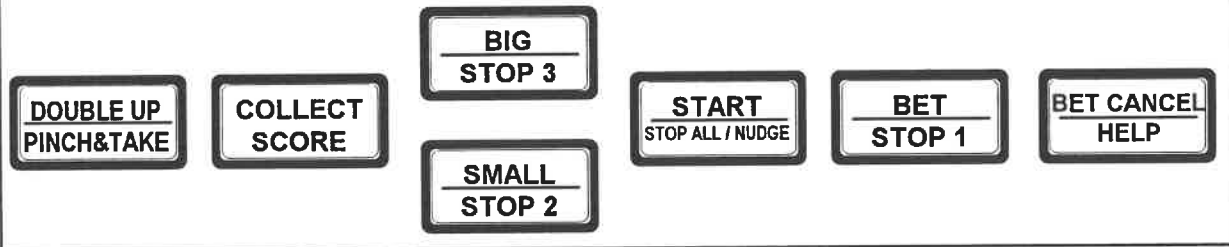
**Using “BET CANCEL/HELP” button**

- Your cabinet should have enough space for mounting the 7th button on Control panel.
- 7th button's harness and 7th button Assy are not included in Reel 'n Quake KIT. Please provide yourself.
- Button sheet of “BET CANCEL/HELP” is included in KIT.
- About Wiring and Button layout, refer below.

FUNCTION	COLOR	WIRE FROM	CONNECTION OF TERMINAL
BET CANCEL / HELP SWITCH	VIOLET	72 pin Edge Connector, Pin 14 on Parts side.	Connect to Normal Open. of Button Assy
SWITCH GND	BLACK	Switch GND of your cabinet	Connect to Common of Button Assy
BET CANCEL / HELP LAMP	YEL/GRY	72 pin Edge Connector, Pin 35 on Parts side.	Connect to Lamp terminal of Button Assy
+5VDC	RED	+5VDC of your cabinet	Connect to Lamp terminal of Button Assy



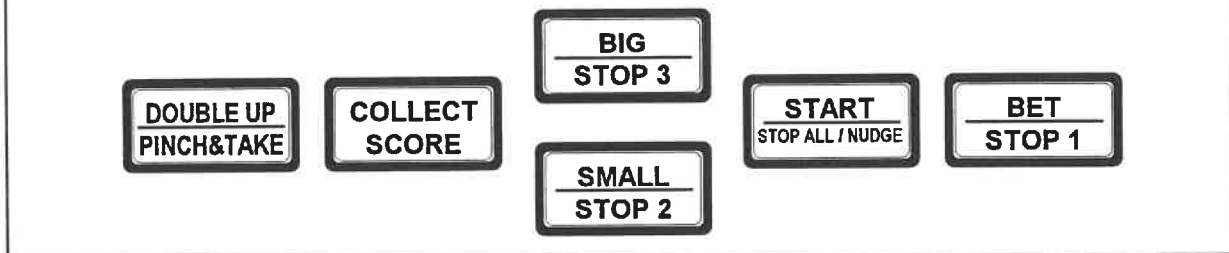
**BUTTON LAYOUT (STYLE A)**  
 - Using BET CANCEL/HELP button -



**Not Using “BET CANCEL/HELP” button**

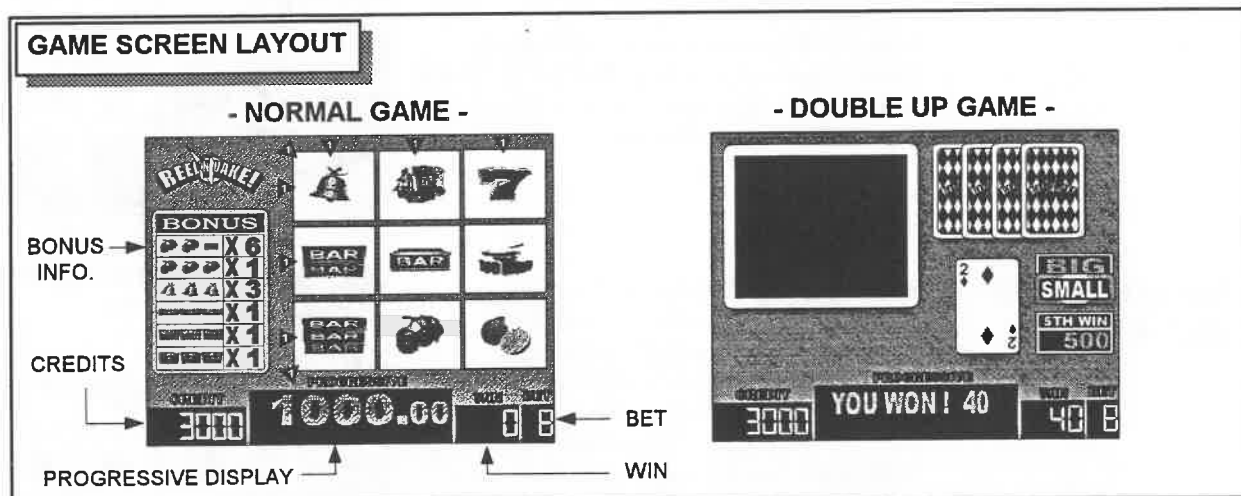
- Your game will not have the following features.
- BET CANCEL**  
Cancel the bet credit(s) before starting the game.
- HELP**  
Check Game features on screen before player bets.

**BUTTON LAYOUT (STYLE B)**  
 - Not Using BET CANCEL/HELP button -



# GAME PLAY

- NORMAL GAME**
- Insert coin(s) or Bill(s)
  - Press BET button to play credit(s) on each line.
  - Then press START button to Spin the Reels.
  - Press START button to stop all 9 Reels at one time.
  - Press BET/STOP 1 button to stop the 3 Left Reels.
  - Press SMALL/STOP 2 button to stop the 3 Center Reels.
  - Press BIG/STOP 3 button to stop the 3 Right Reels.
  - When you have any win combination, you win.



- DOUBLE UP GAME**
- When you win in a normal game, you can play "DOUBLE UP" game.
  - Press DOUBLE UP button to go to this screen.
  - Then decide if your card is "High" or "Low" from 7 and Press BIG or SMALL button to decide. ("7" is even.)
  - When you win, you can try again until 5th win or you can quit by pressing COLLECT SCORE button. ("Even" is not counted for win.)

- BONUS FEATURE**
- Cherry Bonus: 1 free spin
  - 1 Bar Bonus: 5 free spins
  - 3 Bar Bonus: 7 free spins
  - Bell Bonus: 3 free spins
  - 2 Bar Bonus: 6 free spins
- (You can adjust those spin numbers. Refer to page 12.)

- NUDGE FEATURE**
- Sometimes one of the Reels will be flashing after all 9 reels have stopped. At this time, you can NUDGE this Reel by pressing the START BUTTON.

- PINCH & TAKE**
- When game is over and you lose, you can select & hold two of the reels by pressing the "DOUBLE UP" button and playing the next game. This feature works after you lose.

- TORNADO SPIN**
- When a TORNADO appears on the reels, the reel color will change to green and you receive the same number of free spins as tornadoes that appear.
  - At this time ODDS will be doubled!

- PROGRESSIVE! (Single & LINK)**
- When you hit all 9 VOLCANOES in the reels, it's the PROGRESSIVE!!!
  - Single & Link Progressive available. (Link Progressive needs LINK UP CABLE set. Refer to page 16 for "LINK UP!")
  - You can adjust the starting progressive number in Diagnostic mode.
  - Progressive number will be increased by each bet. (Default Setting = Increase 0.01 with 8 bets. You can adjust this number in Diagnostic mode. Refer to page 12 for "DIAGNOSTIC MODE, GAME ADJUSTMENT.")

# CALCULATING ODDS

**ATTENTION: REGARDING "ODDS DESCRIPTION"**

There are three types of odds: NORMAL ODDS, SPECIAL ODDS and PROGRESSIVE ODDS. Normal odds are for each line of the screen. Special odds are awarded when all nine reels have the same symbol. Progressive odds are when all nine reels have the VOLCANOES. Please refer below.

**NORMAL ODDS (SINGLE LINE)**

- These odds are calculated as follows: For example, the reels stop as shown in Fig.-1. The winning combination of Oranges appear on the Center Horizontal line. With a total of 8 credits played, there is one credit played on this line. Three Oranges is at x 10 odds so, 1 credit x 10 = 10 credits won on this spin of the reels.

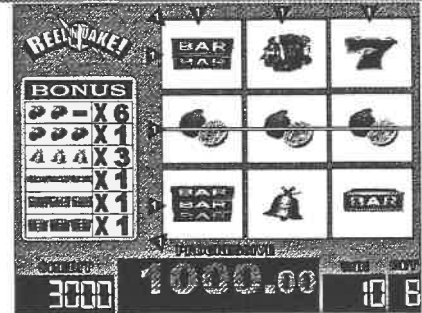


Fig-1, NORMAL ODDS

**NORMAL ODDS (COMBO. LINE)**

- See Fig-2, two cherries is the winning combination on Center Horizontal line while three oranges is the winning combination on Right Vertical line. With a total of 8 credits played, there is 1 credit played on each line. The credits for Center Horizontal line are calculated as follows: 1 credit x 5 odds = 5 credits won. The credits for Right Vertical line are calculated as follows: 1 credit x 10 odds = 10 credits won. Both totals will equal 15 credits.

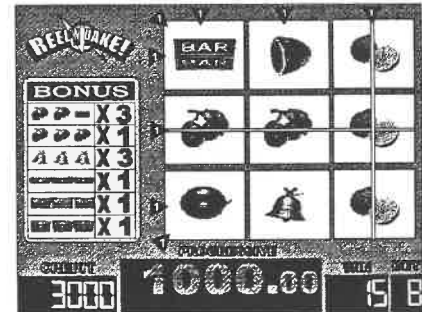


Fig-2, NORMAL (Combo.)

**SPECIAL ODDS**

- Special odds are awarded when all nine reels have the same symbols. Then credits are figured as follows: If all Plums (Fig-3) appear on the screen, and there is one credit played on each line (total 8 credits played), the credits won would be the total number of credits played (8) x 100 odds = 800 credits won, in addition to the normal odds that would also be won. 1 credit played on each line x 14 odds = 8 x 14 (number of active line) = 112 credits won. Both totals will equal 912 credits won.

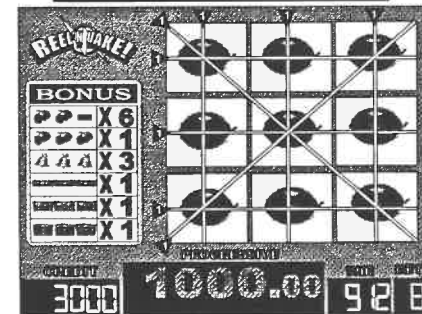


Fig-3, SPECIAL ODDS

**PROGRESSIVE**

**ATTENTION!!**  
PROGRESSIVE will effect any numbers of BET. (From 1 BET to 64 BET)

- Progressive is awarded when all nine reels have Volcanoes. Credits are figured as follows: If Progressive number is "1000.00" and all Volcanoes (Fig-4) appear on the screen and there is one credit played on each line (total 8 credits played), the credits won would be the total number of credits played (8) x Progressive number 1000 (1000.00) odds = 8000 credits won. (No additional winnings.)
- If progressive number is 1000.99, odds are 1000. Under a decimal of a point the progressive number will be "Rounded Down."

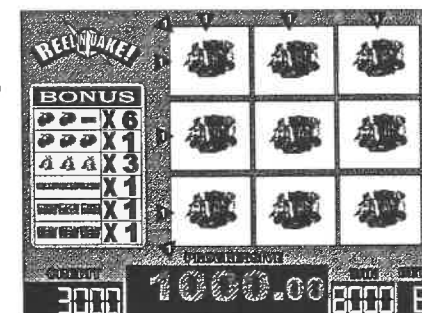


Fig-4, PROGRESSIVE

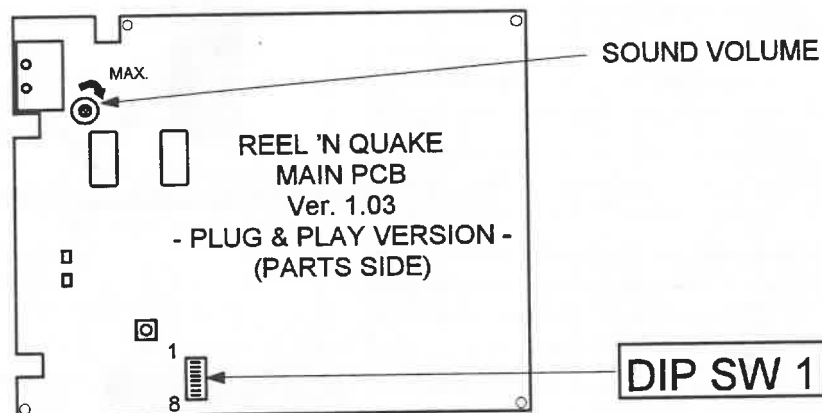
# DIP SW TABLE

DIP SWITCH 1		SWITCH POSITION							
FUNCTIONS	SETTING	1	2	3	4	5	6	7	8
NOT USED	<b>MUST BE "OFF" &gt;&gt;&gt;</b>	OFF							
KEY IN (COIN B)	<b>1 TURN 10 CREDITS</b>		OFF	OFF	OFF				
	1 TURN 2 CREDITS		ON	OFF	OFF				
	1 TURN 3 CREDITS		OFF	ON	OFF				
	1 TURN 5 CREDITS		ON	ON	OFF				
	1 TURN 20 CREDITS		OFF	OFF	ON				
	1 TURN 25 CREDITS		ON	OFF	ON				
	1 TURN 50 CREDITS		OFF	ON	ON				
	1 TURN 100 CREDITS		ON	ON	ON				
COIN A	<b>1 COIN 1 CREDIT</b>					OFF	OFF		
	1 COIN 2 CREDITS					ON	OFF		
	1 COIN 5 CREDITS					OFF	ON		
	1 COIN 10 CREDITS					ON	ON		
COIN C	<b>1 COIN 1 CREDIT</b>							OFF	OFF
	1 COIN 2 CREDITS							ON	OFF
	1 COIN 5 CREDITS							OFF	ON
	1 COIN 10 CREDITS							ON	ON

**DEFAULT SETTING**      OFF   OFF   OFF   OFF   OFF   OFF   OFF   OFF   OFF

## DIP Switch Location

- DIP Switch 1 is located as shown below.



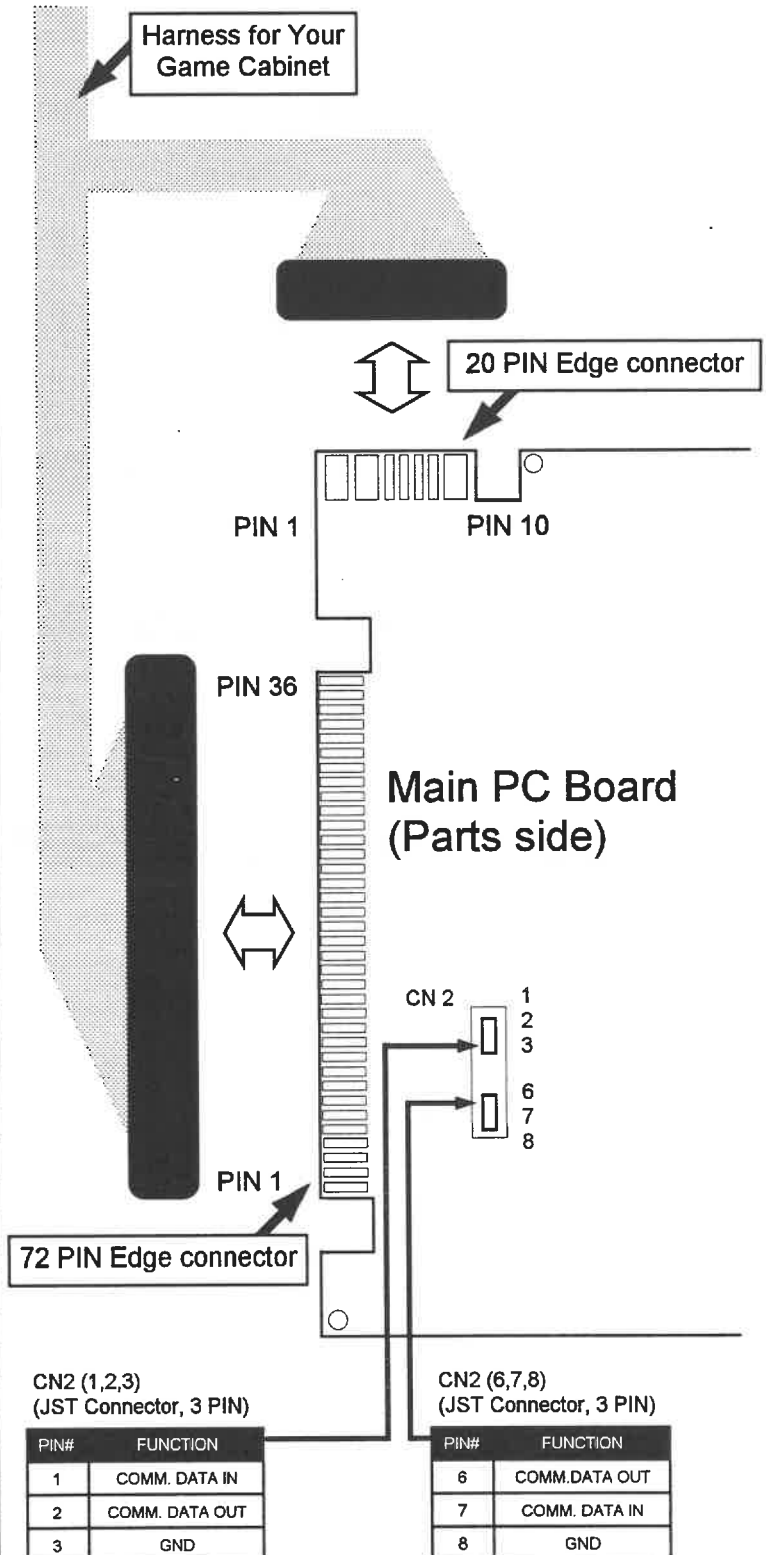
# EDGE CONNECTOR LAYOUT Ver. 1.03 - PLUG & PLAY VERSION -

## 20 PIN Edge connector

PARTS SIDE	PIN#	SOLDER SIDE
GND	1	GND
GND	2	GND
+5VDC	3	+5VDC
+5VDC	4	+5VDC
+12VDC	5	+12VDC
+12VDC	6	+12VDC
	7	-
	8	-
GND	9	GND
GND	10	GND

## 72 PIN Edge connector

PARTS SIDE	PIN#	SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER(+)	3	SPEAKER (-)
	4	
	5	
	6	
	7	
	8	
START / STOP ALL BUTTON	9	SERVICE CREDIT SW
SMALL / STOP 2 BUTTON	10	
BET / STOP 1 BUTTON	11	
COLLECT SCORE BUTTON	12	
DOUBLE UP / PINCH & TAKE BUTTON	13	
BET CANCEL / HELP BUTTON	14	
	15	
BIG/STOP 3 BUTTON	16	
	17	
COIN IN SW A	18	KEY IN (COIN B) SW
COIN IN SW C	19	
ANALYZE SW	20	
	21	KEY OUT SW
	22	
COIN IN COUNTER A	23	
KEY IN (COIN B) COUNTER	24	
COIN IN COUNTER C	25	
	26	
	27	
KEY OUT COUNTER	28	
START / STOP ALL BUTTON LAMP	29	
SMALL / STOP 2 BUTTON LAMP	30	
BET / STOP 1 BUTTON LAMP	31	
COLLECT SCORE BUTTON LAMP	32	
DOUBLE UP / PINCH & TAKE BUTTON LAMP	33	
BIG / STOP 3 BUTTON LAMP	34	
BET CANCEL / HELP BUTTON LAMP	35	
GND	36	GND



# DIAGNOSTIC MODE

## Entering the DIAGNOSTIC MODE

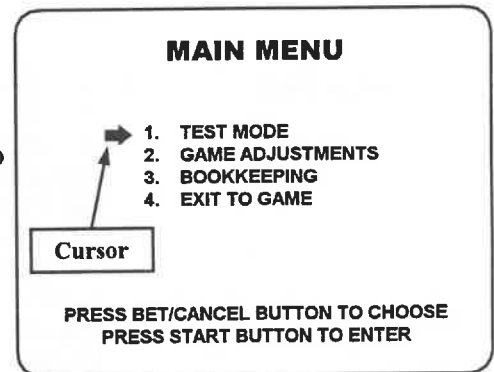
If you need to check the condition of the game circuitry and controls, you can use the DIAGNOSTIC MODE. Press Diagnostic switch during Attract mode or Game mode with no bet and game will go to the DIAGNOSTIC MODE, MAIN MENU.

## Returning to GAME MODE

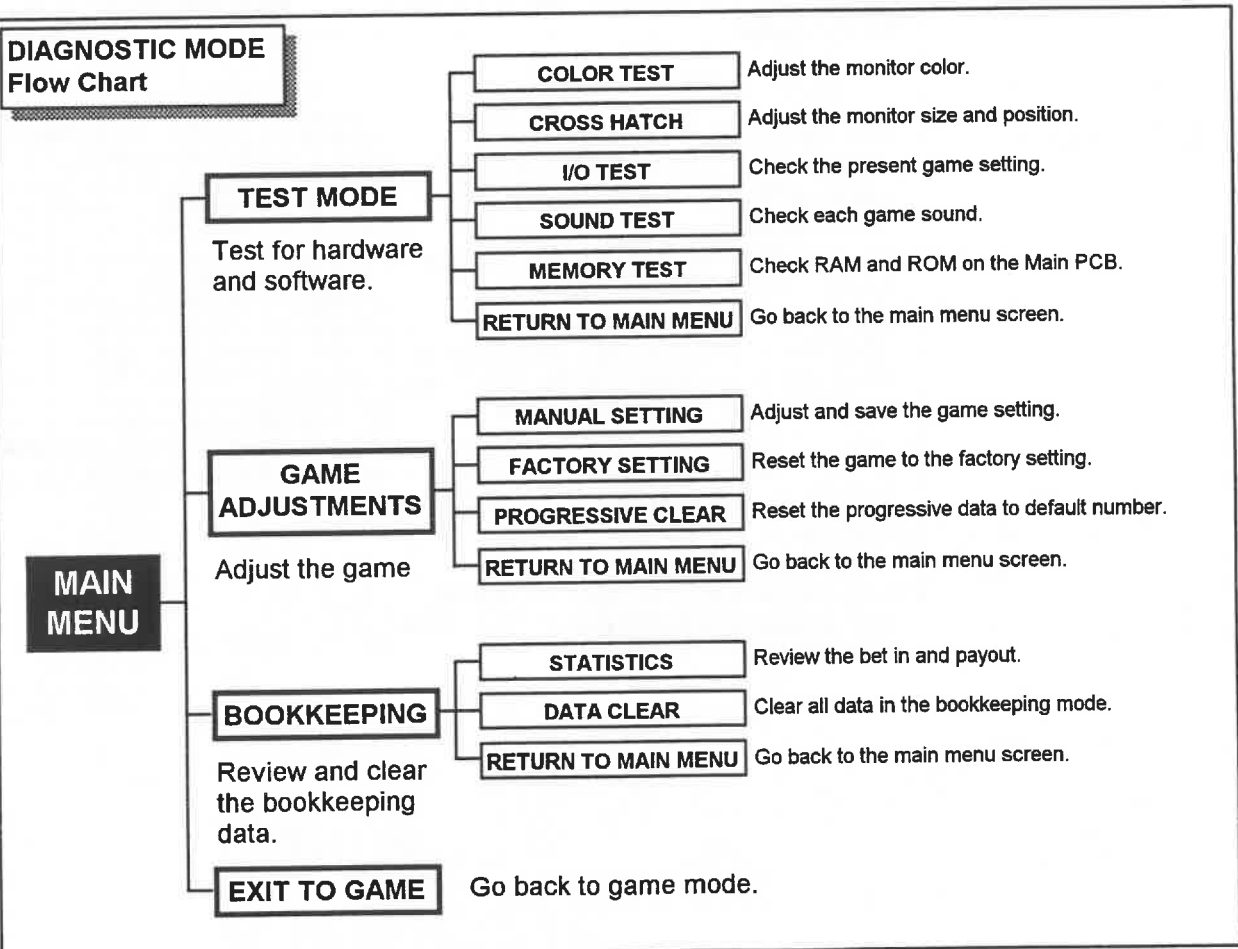
Choose "EXIT TO GAME" or press the DIAGNOSTIC SWITCH for 2 seconds and you go back to regular game mode.

## MAIN MENU

- Move the Cursor by pressing the BET BUTTON and the BET CANCEL BUTTON.
- After choosing one of the contents with the Cursor, press the START BUTTON to enter.
- Press the START BUTTON when the Cursor is on 4 to EXIT TO GAME or press the DIAGNOSTIC BUTTON for 2 seconds and you will go back to the regular game mode.

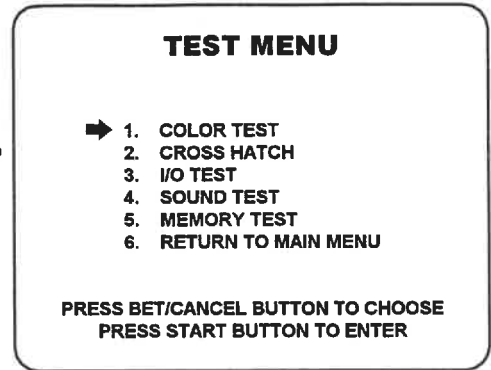


## DIAGNOSTIC MODE Flow Chart



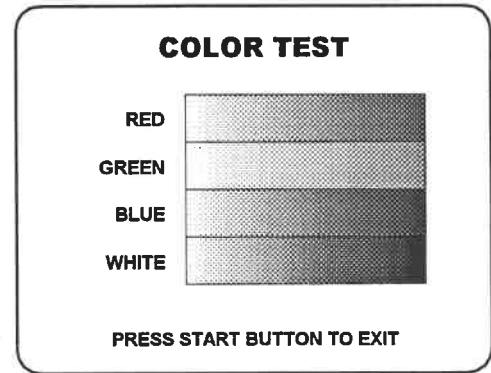
**TEST MENU**

- Move the Cursor by pressing the BET BUTTON and the BET CANCEL BUTTON.
- After choosing one of the contents with the Cursor, press the START BUTTON to enter.
- Press the START BUTTON when the Cursor is on 6 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.



**Color Test**

- Use this screen to check the color of monitor. The color bands in the center should be Red, Green, Blue and White from top to bottom, each with a color scale from bright to dark, left to right.
- If the screen does not match this description, adjust the Monitor as described in the Monitor's manual.
- Press the START BUTTON to exit.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.



**Cross Hatch**

- Use this screen to check the size of picture. The CROSS HATCH test pattern has a White grid on a Black background. Check following:
  - \* The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
  - \* "Out" line of grid line is the same size as "Out" line of game screen. So, "Out" line should be able to be seen with no overflow of grid lines on screen.
- If these are not as above, adjust the Monitor as described in the Monitor's manual.
- Press the START BUTTON to exit.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.



**I/O Test**

- Use this screen to check the **BUTTONS** and the **SWITCHES** in this game. To check the functioning of each **BUTTON** and **SWITCH**, activate it and watch the corresponding "OFF" letters change to "ON". If the "ON" and "OFF" letters do not appear correctly, check the harness connections and switches.
- Press the **START BUTTON** to exit.
- If you want to go directly to the regular game, press the **DIAGNOSTIC BUTTON** for 2 seconds.

**I/O TEST**

BUTTON	SWITCH
START : OFF	KNOCK DOWN : OFF
DOUBLE UP : OFF	SERVICE : OFF
COLLECT : OFF	DIAGNOSTIC : OFF
BET : OFF	COIN A : OFF
SMALL : OFF	KEY IN : OFF
BIG : OFF	COIN C : OFF
BET CANCEL : OFF	

PRESS START BUTTON TO EXIT

**Sound Test**

- Use this screen to check all game sounds. Choose a sound by pressing the **BET BUTTON** and the **BET/CANCEL BUTTON**. Press the **SMALL BUTTON**. The machine will make a sound. Press the **BIG BUTTON** when you want to stop the sound.
- Press the **START BUTTON** to exit.
- If you want to go directly to the regular game, press the **DIAGNOSTIC BUTTON** for 2 seconds.

**SOUND TEST**

SOUND CODE  
00H

SOUND NAME

FORWARD : BET
BACK : CANCEL
PLAY : SMALL
STOP : BIG

PRESS START BUTTON TO EXIT

**Memory Test**

- Use this screen to check **RAM** and **ROM** on the Main PCB. The Main PCB will automatically check them when you enter this screen. If there are no problems, the letters "OK" will appear on the screen. If you get the letters "NG", check the mounting of **RAMS** or **ROMS** on the Main PCB but if "NG" reappears, it needs to be replaced.
- You will automatically exit and go back to the **TEST MODE** screen after 2 seconds

**MEMORY TEST**

WORK RAM : OK
ROM (EVEN) : OK
ROM (ODD) : NG

## GAME ADJUSTMENTS

- Move the Cursor by pressing the BET BUTTON and the BET CANCEL BUTTON.
- After choosing one of the contents with the Cursor, press the START BUTTON to enter.
- Press the START BUTTON when the Cursor is on 4 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.

## Manual Setting

- Use these screens to manually adjust the game setting. Move the Cursor by pressing the BET BUTTON and the BET CANCEL BUTTON. (See table below.)
- After choosing one of the contents, select the setting style by pressing the BIG BUTTON and the SMALL BUTTON.
- If you choose "MORE...", you will go to next page.
- Press the START BUTTON to exit and go back to the GAME ADJUSTMENTS screen.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.

### NOTE:

*You cannot change the settings "GAME STYLE", "COIN A", "KEY IN" and "COIN C" in this mode. If you need to change their settings, you must change the DIP SWITCHES on the Main PCB.*

## GAME ADJUSTMENTS

- ➔ 1. MANUAL SETTING
- 2. FACTORY SETTING
- 3. PROGRESSIVE CLEAR
- 4. RETURN TO MAIN MENU

PRESS BET/CANCEL BUTTON TO CHOOSE  
PRESS START BUTTON TO ENTER

## MANUAL SETTING

GAME STYLE : STANDARD  
COIN A : 1 COIN 1 CREDIT  
KEY IN : 1 TURN 10 CREDITS  
COIN C : 1 COIN 1 CREDIT  
➔ COIN IN LIMIT : NO LIMIT  
CREDIT LIMIT : NO LIMIT  
MAX BET : 64  
MORE...

PRESS BET/CANCEL BUTTON TO CHOOSE  
PRESS SMALL/BIG BUTTON TO ADJUST  
PRESS START BUTTON TO EXIT

## MANUAL SETTING

➔ PAYOUT RATIO : 62%  
MIN. BET FOR BONUS : 8  
BONUS GAME COMBO : 6-1-3-1-1-1  
PROGRESSIVE VALUE : 0.01/8 BETS  
MIN. PROGRESSIVE : x 100  
MAX. PROGRESSIVE : NO LIMIT  
DOUBLE UP GAME : YES  
SHOWGIRL IN GAME : YES  
PREVIOUS

PRESS BET/CANCEL BUTTON TO CHOOSE  
PRESS SMALL/BIG BUTTON TO ADJUST  
PRESS START BUTTON TO EXIT

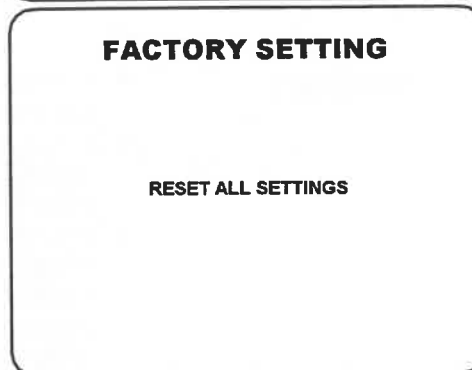
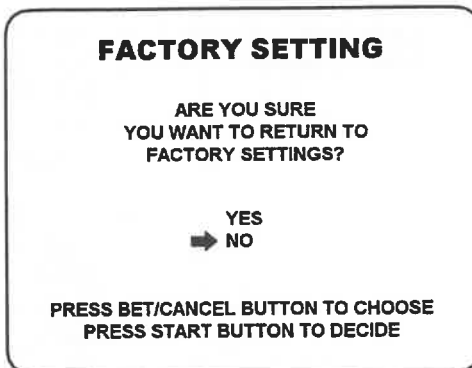
## DESCRIPTION OF MANUAL SETTING

[Underlined in Setting Selection are Default settings.]

CONTENTS	DESCRIPTION	SETTING SELECTION
COIN IN LIMIT	Adjust "How many coins player can insert."	<u>No limit</u> , 1000, 2000, 3000, 5000
CREDIT LIMIT	Adjust "How many credits game can hold."	<u>No limit</u> , 5000, 10000, 20000, 30000, 40000, 50000, 100000
MAX. BET	Adjust "How many bets player can bet at one play."	<u>64</u> , 8, 16, 32
PAYOUT RATIO	Adjust Total Payout % of game.	<u>62%</u> , 30%, 38%, 46%, 54%, 70%, 78%, 86%
MIN. BET FOR BONUS	Adjust "Minimum number of bets a player must make to get Bonus."	<u>8</u> , 16
BONUS GAME COMBO	Adjust "Number of times that player needs to hit this bonus before payout." Ex. 6-1-3-1-1-1 means: 6 times for 2 Cherries-1 time for 3 Cherries-3 times for 3 Bells-1 time for 1 Bar-1 time for 2 Bars-1 time for 3 Bars.	<u>6-1-3-1-1-1</u> , 3-1-2-1-1-1, 9-1-5-1-1-1, 12-1-7-1-1-1
PROGRESSIVE VALUE	How many bets to increase the "Progressive number" or "No progressive."	<u>0.01/8 BET</u> , 0.01/10BET, 0.01/12BET, No progressive
MIN. PROGRESSIVE	Adjust "Default Progressive number."	<u>x100</u> , x000, x050, x150, x200, x300, x400, x500
MAX. PROGRESSIVE	Adjust "Limitation number of Progressive."	<u>No limit</u> , x500, x1000, x1500, x2000, x3000, x4000, x5000
DOUBLE UP GAME	Adjust "Use Double Up Game or not."	<u>YES</u> , NO
SHOWGIRL IN GAME	You can select to show "Nude girl or not" in Double Up Game.	<u>YES</u> , NO

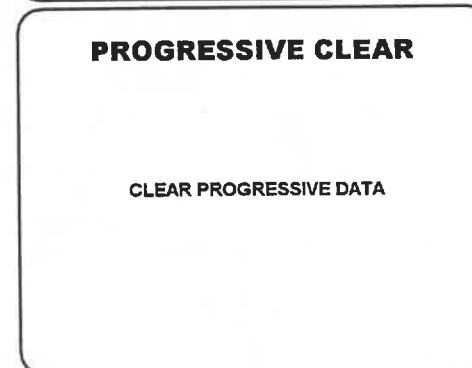
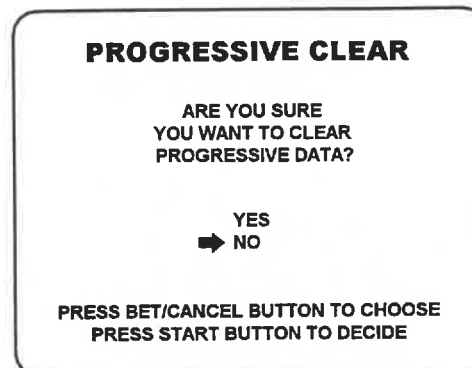
**Factory Setting**

- Use this screen to automatically adjust the game setting back to "Factory Installed Setting".
- The screen will ask if you want to return to "Factory Installed Setting". Choose YES or NO by pressing the BET BUTTON and the BET CANCEL/HELP BUTTON. Then decide by pressing the START BUTTON.
- If choosing "YES", the screen will show "RESET ALL SETTINGS" and the game setting will return to the "Factory Installed Setting". Then you will go back to the GAME ADJUSTMENT screen automatically.
- If choosing "NO", your game setting will not change and you will go back to the GAME ADJUSTMENTS screen automatically.



**Progressive Clear**

- Use this screen to reset the progressive number.
- The screen will ask if you want to clear "PROGRESSIVE DATA". Choose YES or NO by pressing the BET BUTTON and the BET CANCEL/HELP BUTTON. Then decide by pressing the START BUTTON.
- If choosing "YES", the screen will show "CLEAR PROGRESSIVE DATA" and the progressive number will return to the "Default number". Then you will go back to the GAME ADJUSTMENTS screen automatically.
- If choosing "NO", your game setting will not change and you will go back to the GAME ADJUSTMENTS screen automatically.



**BOOKKEEPING**

- Move the Cursor by pressing the BET BUTTON and the BET CANCEL/HELP BUTTON.
- After choosing one of the contents with the Cursor, press the START BUTTON to enter.
- Press the START BUTTON when the Cursor is on 3 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.

**BOOKKEEPING**

- ➔ 1. STATISTICS
- 2. DATA CLEAR
- 3. RETURN TO MAIN MENU

PRESS BET/CANCEL BUTTON TO CHOOSE  
PRESS START BUTTON TO ENTER

**Statistics**

- Use this screen to review the game statistics.
- If you want to review the next page, press the BET BUTTON or the BET CANCEL/HELP BUTTON.
- After reviewing the statistics, press the START BUTTON to exit and go back to the BOOKKEEPING screen.
- If you want to go directly to the regular game, press the DIAGNOSTIC BUTTON for 2 seconds.

**STATISTICS**

TOTAL GAMES : 00000000  
TOTAL BET : 00000000  
TOTAL PAYOUT : 00000000  
PAYOUT RATIO : 00%

TOTAL IN : 00000000  
TOTAL OUT : 00000000

PRESS BET/CANCEL BUTTON TO NEXT PAGE  
PRESS START BUTTON TO EXIT

**STATISTICS**

◆◆◆ 000000	◆◆◆ 000000
◆◆◆ 000000	◆◆◆ 000000
◆◆◆ 000000	◆◆◆ 000000
◆◆◆ 000000	◆◆◆ 000000
◆◆◆ 000000	◆◆◆ 000000
◆◆ - 000000	◆◆◆ 000000
◆ - - 000000	◆◆◆ 000000

PRESS BET/CANCEL BUTTON TO NEXT PAGE  
PRESS START BUTTON TO EXIT

**STATISTICS**

8x◆ 000000	ALL◆ 000000	ALL◆ 000000
7x◆ 000000	ALL◆ 000000	ALL◆ 000000
6x◆ 000000	ALL◆ 000000	ALL◆ 000000
5x◆ 000000	ALL◆ 000000	ALL◆ 000000
4x◆ 000000	ALL◆ 000000	ALL◆ 000000
3x◆ 000000	ALL◆ 000000	ALL◆ 000000
2x◆ 000000	ALL◆ 000000	ALL◆ 000000

PRESS BET/CANCEL BUTTON TO NEXT PAGE  
PRESS START BUTTON TO EXIT

**Data Clear**

- Use this screen to automatically clear all data of the game statistics.
- The screen will ask if you want to clear all data of the game statistics. Choose YES or NO by pressing the BET BUTTON and the BET CANCEL/HELP BUTTON. Then decide by pressing the START BUTTON.
- If choosing "YES", the screen will show "CLEAR ALL DATA" and all of the game statistics will clear. Then you will go back to the BOOKKEEPING screen automatically.
- If choosing "NO", your game statistics will not clear and you will go back to the BOOKKEEPING screen automatically.

**DATA CLEAR**

ARE YOU SURE  
YOU WANT TO CLEAR ALL DATA?

YES  
➔ NO

PRESS BET/CANCEL BUTTON TO CHOOSE  
PRESS START BUTTON TO DECIDE

**DATA CLEAR**

CLEAR ALL DATA

# LINK UP!

**ATTENTION:** Please refer to the following when you LINK UP!

- All of the Main P.C.B DIP Switch settings must be the same.
- All of the Main P.C.B DIAGNOSTIC MODE Settings must be same.
- You can connect up to 8 games. Do not connect more than 8 games.

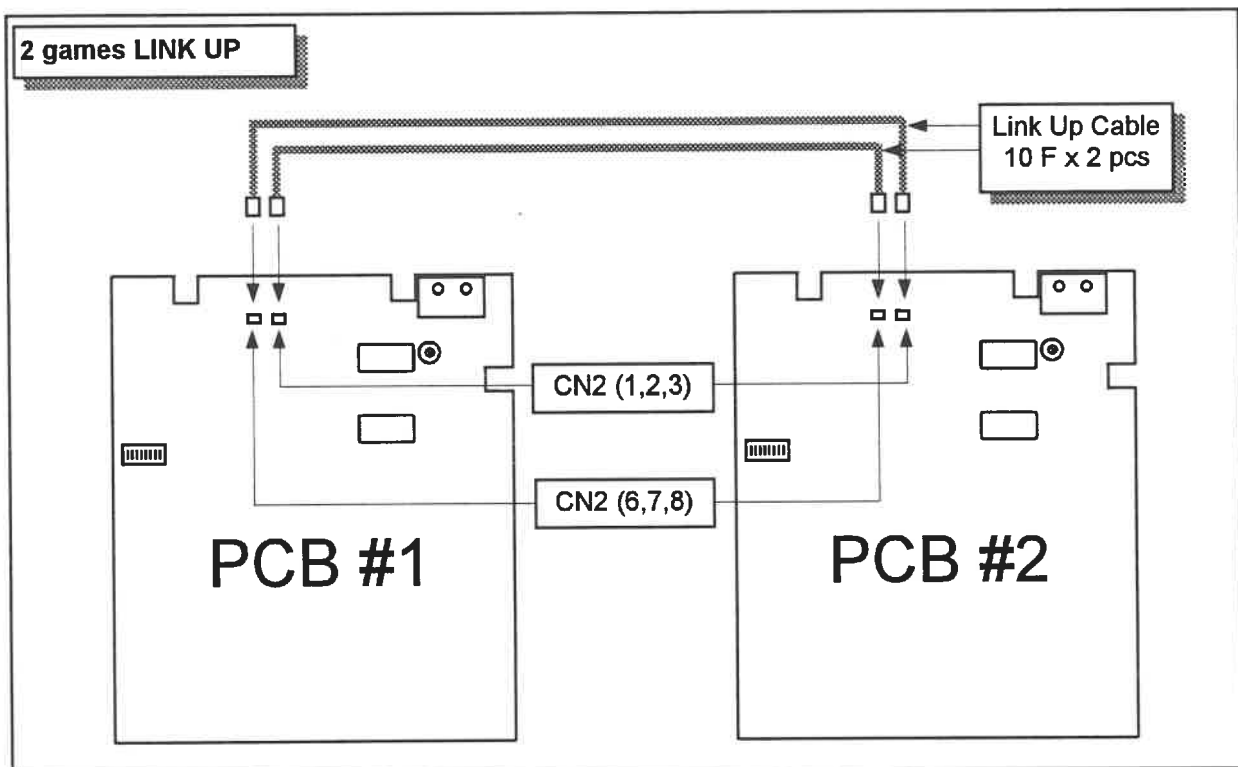
## Progressive LINK UP Feature!

- Reel 'n Quake already includes a Progressive LINK UP mode. The progressive number will be increased by each bet. (Default Setting = Increase 0.01 by 8 bets. You can adjust this number in Diagnostic mode. Refer to pages 9 to 15 for "DIAGNOSTIC MODE.")
- When you hit all 9 VOLCANOES on the reels, it's the PROGRESSIVE!
- You have to purchase LINK UP Cable Sets depending on how many games you are planning to link up. (Refer to next page for "LINK UP Cable KIT.")

## How to Link Up?

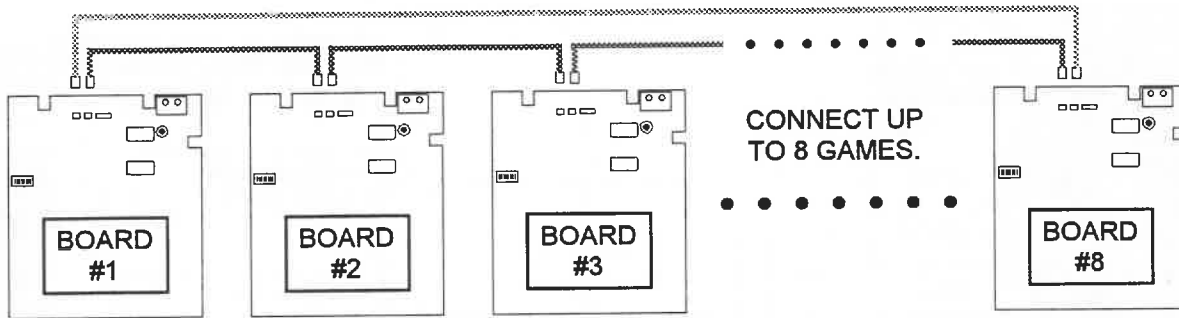
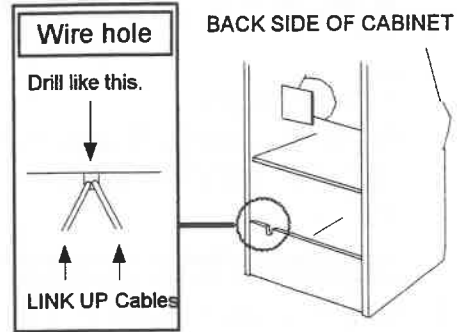
### Example: 2 games Link Up.

- Make sure you have powered-off the games.
- On the Main PCB, there are 2 - 3 pin connectors which are "CN2 (1,2,3)" and "CN2 (6,7,8)." Use LINK UP Cables to connect 2 boards as below. CN2 (1,2,3) on PCB #1 connect to CN2 (6,7,8) on PCB #2. CN2 (6,7,8) on PCB#1 connect to CN2 (1,2,3) on PCB#2,
- After you have done all of the above, please power on the games.
- The upper left side of the Monitor screen will show the letters "CONNECT OK!", if correctly connected. If not, screen will show the letters "NOT CONNECT!"



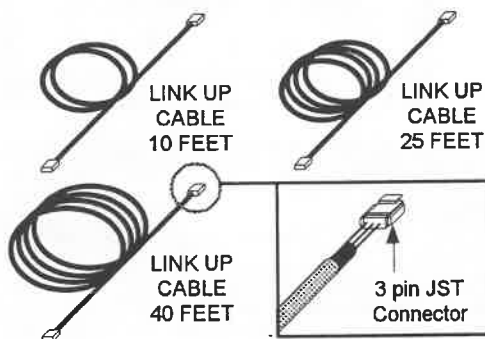
**Max. 8 games Link Up**

- You can connect 2,3,4,5,6,7 and 8 games by using LINK UP Cables. (Refer to the picture below.)
- Set up your cabinets close together and open back door to connect LINK UP Cables.
- If your cabinet does not have "Wire hole" for LINK UP Cable on back side of cabinet, you have to drill door or cabinet.



**LINK UP Cable KIT**

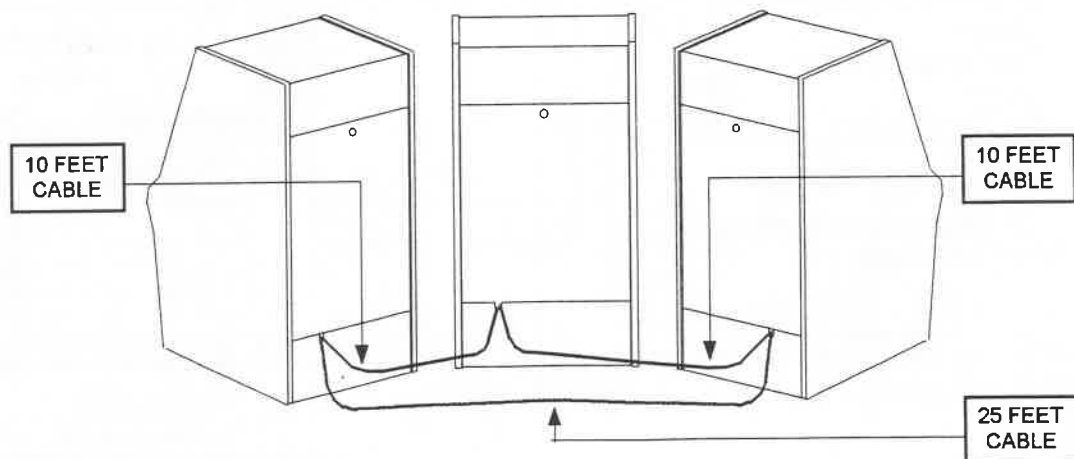
- Refer to following list when you purchase LINK UP Cable Set.



HOW MANY LINK UP ?	10 FEET	25 FEET	40 FEET	TOTAL QTY
2 GAMES	2 pcs	-	-	2 PCS
3 GAMES	2 pcs	1 pc	-	3 PCS
4 GAMES	3 pcs	1 pc	-	4 PCS
5 GAMES	4 pcs	-	1 pc	5 PCS
6 GAMES	5 pcs	-	1 pc	6 PCS
7 GAMES	6 pcs	-	1 pc	7 PCS
8 GAMES	7 pcs	-	1 pc	8 PCS

**LINK UP Cable Layout**

- Refer to following. (Example 3 games LINKED UP.)
- Use 10 FEET CABLE x 2 pcs, 25 FEET CABLE x 1 pc.

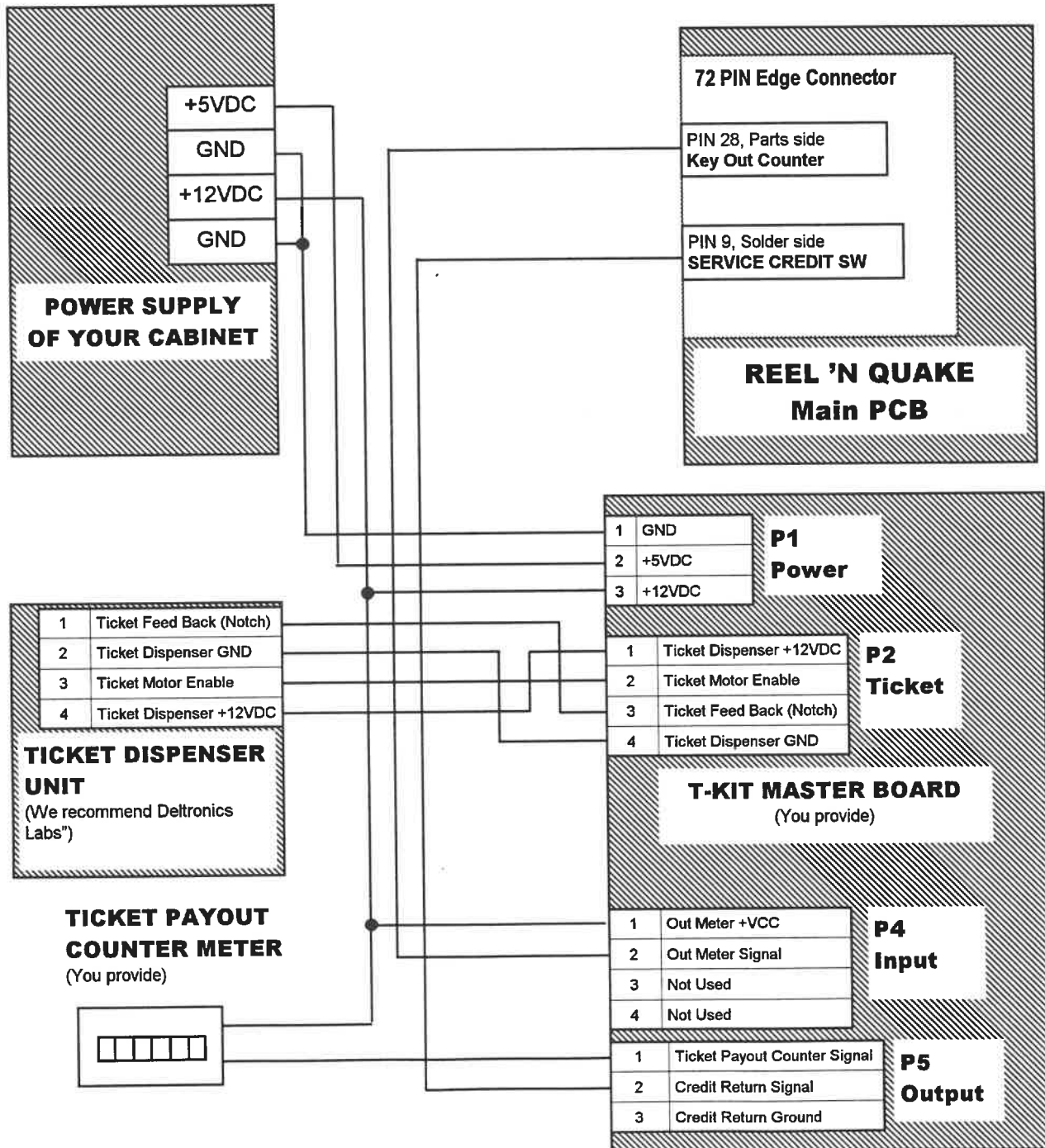


# TICKET PAYOUT

**ATTENTION!!!**

REEL 'N QUAKE Board does not have any Ticket payout setting. Please provide "TICKET INTERFACE BOARD (kind of Yogi board) at your end. About wiring, refer below.

Example: How to connect the T-KIT MASTER Board and REEL 'N QUAKE Main PCB



# TROUBLESHOOTING

- No sound**
- Check wire of "Speaker (-)" on your cabinet side. "Speaker (-)" line needs to be wired separately to Common GND line.
- Coin Error**
- Check Coin switch and Coin mech. inside. (Jam the coin, wire connect wrong...etc.)
- Do not go to "Diagnostic mode"**
- Check connection of GND wire between "Diagnostic Switch" line and common GND line. This GND wire needs to connect with other common GND wire.
- When you insert one coin, more than one credit is counted**
- Check KEY IN switch wire on your cabinet. Sometimes KEY IN SW port is wired to Coin SW (or Bill Acceptor) of your cabinet. You need to re-wire to connect the COIN IN switch line & KEY IN switch line.
  - Check DIP Switch setting.
- None of the counters work**
- Check the +12VDC (Or +5VDC) line of your counters wiring. Sometimes those wires are not connected together on 20 Pin edge connector side of your cabinet harness. You need to re-wire them.
- Malfunction of any buttons or switches**
- Check the GND wire. The Switch GND has to connect with common GND. Or check Micro Switch of the button, too old or dirty...etc. Please exchange them.
- Cannot Link Up**
- Check the LINK UP Cables, connector loose, LINK UP Cable damaged...etc.
  - Check LINK UP cable connection. Did you connect PCB #1, CN2 (1,2,3) and PCB #2, CN2 (6,7,8) properly? CN2 (1,2,3) must connect to CN2 (6,7,8) of the other PCB.
  - Check to insure that all games are powered on.
  - Check DIP Switch setting and Diagnostic mode setting of all PCBs. They must be same settings.
- Monitor wavy**
- Check +5VDC. (Max. +5.05VDC.)
  - Adjust Brightness or Screen of your monitor little bit lower.

## **FAQ**

**Made "5th win" in Double Up game, but...**

- If the player advances to 5th round on DOUBLE UP game and hits "EVEN" (Card #7), they will not win the 5th round.

**After the Progressive hits, what happen?**

- The Progressive number will reset to Default setting.

**Progressive show the number XXX.xx**

- XXX.xx = Does not represent a Money amount. It represents odds only.

**If you worry about big number on Progressive**

- Please reset the MAX. PROGRESSIVE number in Setting mode.

**If you do not want to increase the Progressive**

- Change to "NO PROGRESSIVE." The number of progressive stays at x 100 with no increase.

**When you bet only 1 credit and hit all 9 Volcanoes**

- You will win the Progressive! Progressive is effected by any bet numbers. (It will pay with less than "8 BET.")