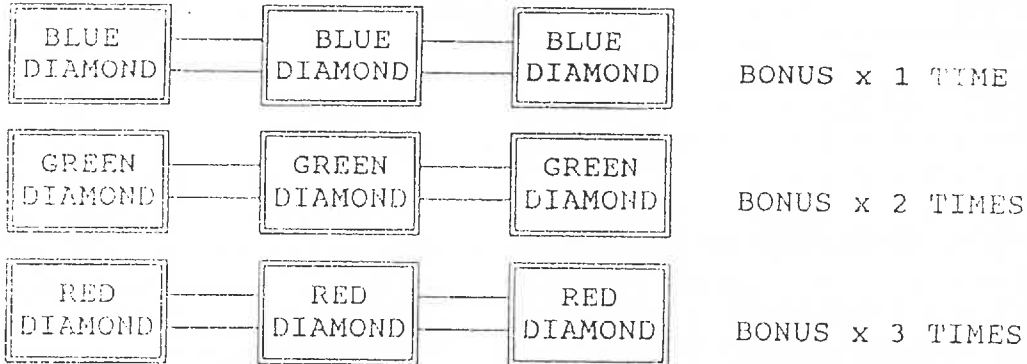


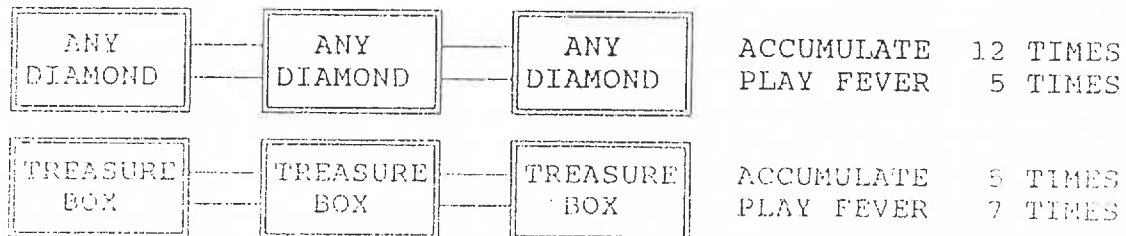
# TREASURE ISLAND [ALPHA] V1.1

## A) ROULETTE BONUS (Diamond Bonus) :



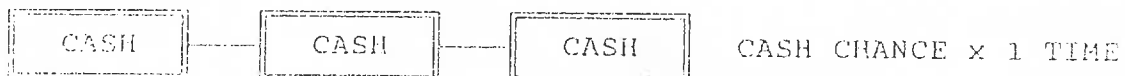
Enter this screen, four Wheels will be turned automatically in the mid-screen which can display prize items ( ex. Diamond, Watermelon , 7, Cherry). Then , the yellow square move along with screen's sides until stop. If item of stop location is as same as any of four wheels items, you will win this prize. In the contrary, you are not win any prize and the yellow square will continuously move until it stop at " EXIT " that over this time.

## B) TURBO FEVER



The FEVER game is almost the same as main game except all fruit items are removed. Therefore, it is more easily to win big odds. The BET for "ANY DIAMOND" or "BOX" Turbo Fever is the average bet each time you win an "ANY DIAMOND" OR a "BOX" line.

## C) CASH CHANCE:



The player will get a CASH valued from 10 to 2000 points.

## D) OTHERS

STOP: Column-Stop & All-Stop functions are all provided.

D-UP BINGO: Additional exciting BINGO game is supported in D-UP.

## □ □ NOTE □ □

The min bet for ROULETTE BONUS, TURBO FEVER, CASH CHANCE & HOLD is 8.

# OPERATION GUIDE

## A) BOOK:

- 1) Press BOOK key to show the book screens continuously.
- 2) Press START key to go back to main game.

## B) RESET (CLEAR):

### a) Clear ALL:

- 1) Turn on the power supply. The CLEAR function doesn't work when the power supply is OFF.
- 2) Push RESET button on board.

The Win Rate for both Main Game and D-UP Game will be cleared by this function.

### b) Clear COIN, PAYOUT, KEYIN, and KEYOUT only:

- 1) Press BOOK key to show the 1st book screen (Contains COIN, PAYOUT, KEYIN and KEYOUT).
- 2) Push RESET button while the 1st book screen is shown.

The Win Rate remains unchanged by this function.

## C) DIP-SW SETTING:

- a) Press TEST key to show all the SW's Status on screen.
- b) Adjust the DIP-SW and check the status on screen at the same time.
- c) Press START key to go back to main game.

### \*\* NOTE \*\*

You had better push RESET button if you change either MAIN GAME RATE or D-UP RATE.

The MAIN GAME RATE and D-UP RATE are absolutely independent, there are no relationship between them.

The RATES are calculated as follows:

$$\text{MAIN GAME RATE} = \frac{\text{Total score wined in Main Game}}{\text{Total score played in Main Game}}$$

$$\text{DOUBLE-UP RATE} = \frac{\text{Total score wined in D-UP Game}}{\text{Total score played in D-UP Game}}$$

This definition is quite different from old 8-Line games. (They usually defined the win rate as COIN OUT/ COIN IN). So you don't set the win rate in the same value as the old games. In our local market experience, the ideal Win Rate for Main Game is 85-95 % and for D-UP Game is 80-92%.

# CONNECTOR

COMPONENT SIDE A		B SOLDER SIDE	
VIDEO RED	1	1	VIDEO GREEN
VIDEO BLUE	2	2	VIDEO SYNC
SPEAKER +	3	3	SPEAKER -
	4	4	
	5	5	
	6	6	
	7	7	
	8	8	
START	9	9	
SMALL/STOP 3	10	10	
BET/ALL STOP	11	11	
TAKE SCORE/STOP 1	12	12	
DOUBLE UP	13	13	
	14	14	
	15	15	
BIG/STOP 2	16	16	
	17	17	
COIN 1	18	18	COIN 2 (KEY IN)
	19	19	
BOOK SWITCH	20	20	CONFIRM SWITCH
PAYOUT (HOPPER)	21	21	KEY SWITCH
	22	22	HOPPER MICRO SWITCH
COIN 1 IN METER	23	23	
COIN 2 IN METER	24	24	
	25	25	
	26	26	
PAY OUT COUNTER	27	27	
KEY OUT COUNTER	28	28	
START LAMP	29	29	
BIG/SMALL/STOP 2,3 LAMP	30	30	
BET/ALL STOP LAMP	31	31	
TAKE SCORE/STOP 1 LAMP	32	32	
DOUBLE LAMP	33	33	
	34	34	
	35	35	
GND	36	36	GND

EDGY CONNECTOR 20PIN			
GND	1	1	GND
GND	2	2	GND
+5V	3	3	+5V
+5V	4	4	+5V
+12V	5	5	+12V
	6	6	
HOPPER CONTROL	7	7	HOPPER VCC (DC +12V)
	8	8	
GND	9	9	GND
GND	10	10	GND

EDGY CONNECTOR 20PIN					
GND	1	1	GND		
GND	2	2	GND		
+5 V	3	3	+5 V		
+5 V	4	4	+5 V		
+12 V	5	5	+12 V		
	6	6			
HP CONTROL	7	7	HP VCC (DC +12 V)		
	8	8			
GND	9	9	GND		
GND	10	10	GND		

## CONTROL PANEL



# TREASURE ISLAND DIP SWITCH CONFIGURATIONS

*on on off on off off off off*

SW 1	1	2	3	4	5	6	7	8					
1 COIN 1 CREDIT	ON	OFF	OFF										
1 COIN 2 CREDIT	OFF	ON	OFF										
1 COIN 5 CREDIT	ON	ON	OFF										
1 COIN 10 CREDIT	OFF	OFF	OFF	(COIN A)									
1 COIN 20 CREDIT	OFF	OFF	ON										
1 COIN 25 CREDIT	ON	OFF	ON										
1 COIN 50 CREDIT	OFF	ON	ON										
1 COIN 100 CREDIT	ON	ON	ON										
1 KEY IN 4 CREDIT									ON	OFF	OFF		
1 KEY IN 8 CREDIT									OFF	ON	OFF		
1 KEY IN 20 CREDIT									ON	ON	OFF		
1 KEY IN 40 CREDIT (COIN B)				OFF	OFF	OFF							
1 KEY IN 80 CREDIT				OFF	OFF	ON							
1 KEY IN 100 CREDIT				ON	OFF	ON							
1 KEY IN 200 CREDIT				OFF	ON	ON							
1 KEY IN 400 CREDIT				ON	ON	ON							
PAY OUT = COIN A							OFF						
PAY OUT = COIN B							ON						

*off off on off off off off off*

SW 2	1	2	3	4	5	6	7	8
MIN. BET 1	OFF	OFF						
3	ON	OFF						
16	OFF	ON						
32	ON	ON						
MAX. BET 64			OFF	OFF				
32			ON	OFF				
16			OFF	ON				
8			ON	ON				
DEMO MUSIC ON					ON			
DEMO MUSIC OFF					OFF			
GAME LIMIT 5000						OFF		
GAME LIMIT 10000						ON		
AUTO TAKE-SCORE ON							ON	
AUTO TAKE-SCORE OFF							OFF	
TURBO FEVER TIMES								OFF
ANY DIAMOND <u>12 TIMES - 5</u> & TREASURE BOX <u>5 TIMES - 7</u>								ON
ANY DIAMOND <u>7 TIMES - 3</u> & TREASURE BOX <u>3 TIMES - 4</u>								ON

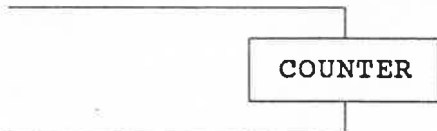
*on off on*

SW 3		1	2	3	4	5	6	7	8
MAIN GAME RATE	84%	ON	ON	ON					
	86%	OFF	ON	ON					
	<del>88%</del>	<del>ON</del>	<del>OFF</del>	<del>ON</del>					
	89%	OFF	OFF	ON					
	90%	ON	ON	OFF					
	91%	OFF	OFF	OFF					
	92%	OFF	ON	OFF					
	94%	ON	OFF	OFF					

*off off ← ALL*

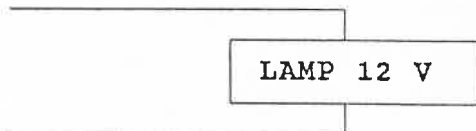
SW 4		1	2	3	4	5	6	7	8
DOUBLE UP RATE	70%	ON	ON	ON					
	74%	OFF	ON	ON					
	78%	ON	OFF	ON					
	82%	OFF	OFF	ON					
	86%	ON	ON	OFF					
	90%	OFF	OFF	OFF					
	<del>94%</del>	<del>OFF</del>	<del>ON</del>	<del>OFF</del>					
	98%	ON	OFF	OFF					
DOUBLE UP LIMIT	5000				OFF				
	10000				ON				

+12 V



PCB. COUNTER OUT

+12 V



PCB. LAMP OUT

