

# Beanstalk



Display mode : XVGA





## **INTRODUCTION**

INTRODUCTION	02
SPECIAL SYMBOL	03
DOUBLE-UP GAME	03
ENTER BONUS GAME	04
BONUS GAME	04

## **SYSTEM SET UP**

MESSAGE REMOVAL	06
TEST/SET UP	06
RECORD	10

## **WIRING DIAGRAM**

WIRING DIAGRAM	12
CONTROL PANEL	13
PCB / RS232 CONNECTOR PIN DIAGRAM	14






## INTRODUCTION


- Beanstalk is a fabulous 5-reel 15-line game.
- Select to bet on 1 line, 3 lines, 5 lines, 7 lines, 9 lines, 11 lines, 13 lines or 15 lines by pressing the [Line] button or [Line] image on the screen.
- Press [Play] to increase the bet or press [Max Bet] to maximize the bet (Touch Panel use only) on the selected lines.
- Press [Start] to spin the reels then press [Stop 1]~[Stop 5] or [All Stop] or wait for the reels to stop automatically.
- Player wins if three or more same symbols link one another along the left to the right side on a selected line.
- Press [Take Win] to continue the main game or press [Double] to enter the double-up game.
- Press [Auto] to turn on or off the auto play mode. However, if the credit points are not enough, the auto play mode is disabled.(Touch Panel use only)







## SPECIAL SYMBOL

The wild symbol  can substitute for any other symbols except  and .

If three or more  appear from the most left side to the right of the selected line, the player can enter BONUS GAMES.

  You'll get score = [TOTAL PLAY] x 2

   **Free Game** x 15 times

    **Free Game** x 50 times

     **Free Game** x 99 times

## DOUBLE-UP GAME

DOUBLE-UP GAME Tossing the Coins



Guess which side of the coin that giant tosses, the "Red Sun" or the "Blue Moon"? If player wins the toss, the winning credits will be doubled.



ENTER BONUS GAME



There are three options for BONUS GAME; you may choose any one of the doors to enter different bouns game.

BONUS GAME

BONUS GAME I Hiding in the Stove



Pick up one golden egg, then chooses one of the five stoves to hide himself. Game will continue until he chooses the stove with fire and gets burnt.





## BONUS GAME

### BONUS GAME II Copping the treasure



Choose one of the 3 treasure boxes and get different bouns until time is up.

### BONUS GAME III Stealing the Magic Harp



Open 7 bonus bags one after one until the harp that crying out 「HELP」 is found.

Press [STOP1] to select, and press [START] to open the bag.



## SYSTEM SET UP

### Error Message Removal

Please remove the advised messages by following direction:

Messages	Way to Remove the Message
COIN JAM	Press <b>RECORD</b> button to clear the error message . Check coin acceptor and solve the problem.
CREDIT LIMIT	Reset the Credit Limit range in the SET UP page . OR Press <b>KEYOUT</b> button to clear the error message.
HOPPER ERROR	Press <b>KEYOUT</b> button to clear the error message. Check Hopper and solve the problem

©Before pressing **KEYOUT** button to clear the error message, please remember to record the original credit first.

### TEST/SET UP

Press [SET UP] button when power is ON to enter TEST/SET UP screen:

TEST/SET UP
1.SET UP RECORD
2.IN/OUT SET UP
3.FUNCTION SET UP
4.PASSWORD SET UP
5.RELOAD DEFAULT
6.EVENT RECORD
7.TEST
8.TOUCH PANEL
9.CLEAR THE RECORD
【STOP1】 :MOVE UP 【STOP2】 :MOVE DOWN 【STOP5】 :ENTER 【START】 :EXIT





## SYSTEM SET UP

### TEST/SET UP

#### 1.SET UP RECORD

THE LAST TIME TO RELOAD DEFAULT  
THE LAST TIME TO CHANGE IN/OUT SET UP  
THE LAST TIME TO CHANGE RATE SET UP  
THE LAST TIME TO CHANGE FUNCTION SET UP  
THE LAST TIME TO TURN ON  
THE LAST TIME TO CLEAR THE CURRENT RECORD  
THE LAST TIME TO CLEAR THE RECORD

【START】: EXIT

#### ★ 2.IN/OUT SET UP

COIN

COIN RATE : 1000 · 500 · 250 · 200 · 100 · 80 · 75 · 60 · 50 · 40 · 30 · 25 · 20 · 15 · 10 · 5 · 4 · 2 · 1 · OFF

NOTE

NOTE RATE:1000 · 500 · 250 · 200 · 100 · 80 · 75 · 60 · 50 · 40 · 30 · 25 · 20 · 15 · 10 · 5 · 4 · 2 · 1 · OFF

CLEAR

CLEAR RATE: 1000 · 500 · 250 · 200 · 100 · 80 · 75 · 60 · 50 · 40 · 30 · 25 · 20 · 15 · 10 · 5 · 4 · 2 · 1 · OFF

PAY OUT

PAY OUT RATE: 1000 · 500 · 250 · 200 · 100 · 80 · 75 · 60 · 50 · 40 · 30 · 25 · 20 · 15 · 10 · 5 · 4 · 2 · 1 · OFF

HOPPER SWITCH

HOPPER SWITCH: NO · NC

PAY OUT OPTION

PAY OUT OPTION: TICKET DISPENSOR · HOPPER

AUTO TICKET : ON/OFF

GAME TICKET ; CONTINUOUS, 1 · 2 · 3 · 4 · 5 · 8 · 10

【STOP1】: MOVE UP 【STOP2】: MOVE DOWN 【STOP3】: + 【STOP4】: - 【START】: EXIT

★ TO ENTER THE PAGE, A PASSWORD IS NEEDED.

Ⓢ INCORRECT PASSWORD FOR THREE TIMES CONSTANTLY, PLEASE WAIT FOR 30 MINUTES TO ENTER ANOTHER PASSWORD.







## SYSTEM SET UP

### ★3.FUNCTION SET UP

GAME RATE : 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8

DOUBLE UP RATE : 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8

MAX PLAY THE RATE INFLUENCES CREDIT LIMIT · MINI PLAY · PLAY PER LINE · DOUBLE-UP GAME.

MAX PLAY : 450 · 360 · 270 · 180 · 90 · 45

CREDIT LIMIT WHEN EXCEEDS THE CREDIT LIMIT RATE ,WILL SHOW THE 「 CREDIT LIMIT 」 MESSAGE.

WHEN THE MAX PLAY IS 450,THE NUMERICAL : NO RESTRICTION · 2000000 · 1000000 · 500000

WHEN THE MAX PLAY IS 360,THE NUMERICAL : NO RESTRICTION · 1600000 · 800000 · 400000

WHEN THE MAX PLAY IS 270,THE NUMERICAL : NO RESTRICTION · 1200000 · 600000 · 300000

WHEN THE MAX PLAY IS 180,THE NUMERICAL : NO RESTRICTION · 800000 · 400000 · 200000

WHEN THE MAX PLAY IS 90,THE NUMERICAL : NO RESTRICTION · 400000 · 200000 · 100000

WHEN THE MAX PLAY IS 45,THE NUMERICAL : NO RESTRICTION · 200000 · 100000 · 50000

MINI PLAY

X1 AND X9

PLAY PER LINE

WHEN THE MAX PLAY IS 450,THE NUMERICAL : 10 · 5

WHEN THE MAX PLAY IS 360,THE NUMERICAL : 10 · 5

WHEN THE MAX PLAY IS 270,THE NUMERICAL : 10 · 5 · 3

WHEN THE MAX PLAY IS 180,THE NUMERICAL : 10 · 5 · 2

WHEN THE MAX PLAY IS 90,THE NUMERICAL : 5 · 2 · 1

WHEN THE MAX PLAY IS 45,THE NUMERICAL : 2 · 1

SPIN OPTION : NON STOP · AUTO STOP

GAME COUNT : ON/OFF

DOUBLE UP : ON/OFF

DIRECT DOUBLE UP : ON/OFF

DOUBLE UP LIMIT WHEN WINS EXCEED THE DOUBLE UP LIMIT,THE ENTRY OF THE DOUBLE UP GAME IS DISABLED.

WHEN THE MAX PLAY IS 450,THE NUMERICAL : NO RESTRICTION · 100000 · 50000

WHEN THE MAX PLAY IS 360,THE NUMERICAL : NO RESTRICTION · 80000 · 40000

WHEN THE MAX PLAY IS 270,THE NUMERICAL : NO RESTRICTION · 60000 · 30000

WHEN THE MAX PLAY IS 180,THE NUMERICAL : NO RESTRICTION · 40000 · 20000

WHEN THE MAX PLAY IS 90,THE NUMERICAL : NO RESTRICTION · 20000 · 10000

WHEN THE MAX PLAY IS 45,THE NUMERICAL : NO RESTRICTION · 10000 · 5000

DEMO MUSIC

COIN THE SAME WITH IN/OUT SET UP

NOTE IN

SCORE BOX : ON/OFF/10X

PLAY SCORE : ON/OFF

TIME SET UP

VOLUME ADJUSTMENT

【STOP1】 : MOVE UP 【STOP2】 : MOVE DOWN 【STOP3】 : + 【STOP4】 : - 【START】 : EXIT

★ TO ENTER THE PAGE, A PASSWORD IS NEEDED.

⊙ INCORRECT PASSWORD FOR THREE TIMES CONSTANTLY, PLEASE WAIT FOR 30 MINUTES TO ENTER ANOTHER PASSWORD.





## SYSTEM SET UP

### \*4. PASSWORD SET UP

ADMINISTRATOR PASSWORD  
CHANGE THE ADMINISTRATOR PASSWORD  
USER PASSWORD  
CHANGE THE USER PASSWORD  
PASSWORD TO SPECIAL PAGE : ON / OFF  
DEFAULT ADMINISTRATOR PASSWORD: **1111**  
DEFAULT USER PASSWORD: **1212**

**STOP1** :1 **STOP2** :2 **STOP3** :3 **STOP4** :4 **START** : CANCEL

【STOP1】: MOVE UP 【STOP2】: MOVE DOWN 【STOP3】: OFF 【STOP4】: ON 【STOP5】: ENTER 【START】: EXIT

### \*5. RELOAD DEFAULT

IF YOU WANT TO RELOAD DEFAULT ,PLEASE PRESS BOTH **STOP5** AND **INFO** TOGETHER,  
AND HOLD FOR 5 SECONDS.

● ATTENTION ! AFTER RELOAD DEFAULT, THE MACHINE WILL RETURN TO THE ORIGINAL SET UP !

### 6. EVENT RECORD

TOTAL EVENT RECORD ▶ LAST 256 TIMES RECORD

IN/OUT METER EVENT RECORD ▶ KEYIN , KEYOUT AND PAYOUT RECORD

GRAND PRIZES RECORD ▶ ALL PRIZES RECORD

【STOP1】 : LAST PAGE 【STOP2】 : NEXT PAGE 【START】: EXIT

### 7. TEST

#### BUTTON TEST

PRESS TO CHECK IF  
EACH BUTTON IS ON  
AND MARK

COIN  
STOP2/DOUBLE  
STOP4  
NOTE  
CLEAR  
SET UP  
TICKET OUT  
HOPPER SW

STOP1 /LINE/RED  
STOP3/HELP/BLUE  
STOP5/PLAY  
START/TAKE WIN/ALL STOP  
RECORD  
PAY OUT  
TICKET NOTCH

【START+HELP】: EXIT

**MUSIC TEST ADJUSTMENT** SOUND TRACK 1 SOUND TRACK 2 SOUND TRACK 3 SOUND TRACK 4  
PRESS **STOP5** TO TEST THE SOUND.

【STOP1】 : MOVE UP 【STOP2】: MOVE DOWN 【START】: EXIT

**PICTURES TEST** PRESS **STOP5** TO CONTINUE OR STOP THE TEST

### 8. TOUCH PANEL

POR FAVOR PRESIONE SIGNO DE FLASHING HASTA APARECE SUCESO!

★ TO ENTER THE PAGE, A PASSWORD IS NEEDED.

◎ INCORRECT PASSWORD FOR THREE TIMES CONSTANTLY, PLEASE WAIT  
FOR 30 MINUTES TO ENTER ANOTHER PASSWORD.



## SYSTEM SET UP>>RECORD

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

### RECORD 1

GAME RECORD	
<b>TOTAL RECORD</b>	
POWER ON	CURRENT
COIN IN	
PAYOUT	
NOTE IN	
CLEAR	
<b>MAIN GAME</b>	
TOTAL PLAY	CURRENT
TOTAL WIN	
GAME TIMES	
WIN TIMES	
BONUS	
FREE GAME	

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT) INFO (CLEAR THE LAST RECORD)

### RECORD 2

GAME RECORD	
<b>DOUBLE UP</b>	
PLAY	CURRENT
WIN	
GAME TIMES	
WIN TIMES	
<b>BONUS GAME I</b>	
ENTER TIMES	CURRENT
PLAY TIMES	
WIN	
<b>BONUS GAME II</b>	
ENTER TIMES	CURRENT
PLAY TIMES	
WIN	
<b>BONUS GAME III</b>	
ENTER TIMES	CURRENT
PLAY TIMES	
WIN	

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT) INFO (CLEAR THE LAST RECORD)

### RECORD 3

Game Record	
<b>FREE GAME</b>	
ENTER TIMES	CURRENT
PLAY TIMES	
WIN	

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT)  
INFO (CLEAR THE LAST RECORD)





## SYSTEM SET UP

### RECORD 4

**GAME RECORD**

Main Game

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT)

### RECORD 5

**GAME RECORD**

Main Game

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT)

### RECORD 6

**GAME RECORD**

Free Game

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT)

### RECORD 7

**GAME RECORD**

Free Game

STOP1 (LAST PAGE) STOP2 (NEXT PAGE) START (EXIT)





## WIRING DIAGRAM AND CONTROL PANEL

COMPONENT SIDE	36PIN	SOLDER SIDE
	1	
	2	
AUDIO OUT	3	AUDIO GND
	4	
	5	
	6	
TICKET OUT SW	7	
TICKET NOTCH SW	8	
ALL STOP/START/TAKE WMN SW	9	
STOP 3 /HELP/BLUE SW	10	
STOP5 / PLAY SW	11	
STOP 4 / SW	12	
STOP 2 / DOUBLE SW	13	
	14	
	15	
STOP 1 / LINE / RED SW	16	
	17	
COIN IN	18	NOTE IN
	19	
ACCOUNT SW	20	SETUP/TEST BUTTON
PAY OUT BUTTON	21	CLEAR SW
	22	HOPPER SW
COIN IN METER	23	
NOTE IN METER	24	HOPPER MOTOR
	25	
	26	
PAY OUT METER	27	
CLEAR/TICKET METER	28	
ALL STOP/START/TAKE WMN LAMP	29	
STOP 3 / HELP/ BLUE	30	
STOP5 / PLAY LAMP	31	
STOP 4 / LAMP	32	
STOP 2 / DOUBLE LAMP	33	
STOP 1 / LINE / RED LAMP	34	
	35	
GND	36	GND





## WIRING DIAGRAM AND CONTROL PANEL

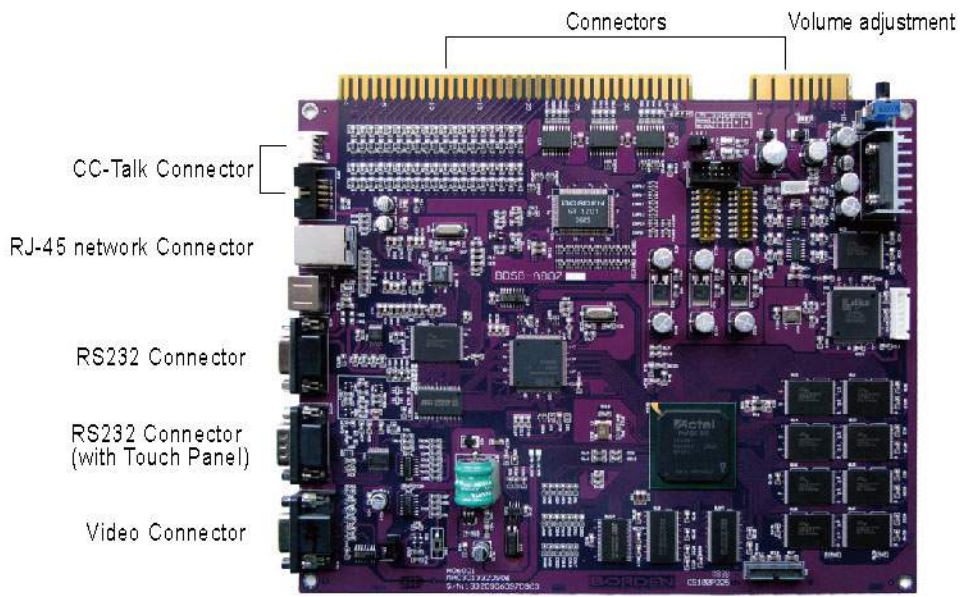
COMPONENT SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
5V	3	5V
5V	4	5V
12V	5	12V
NC	6	NC
TICKET DISPENSER OUT	7	TICKET DISPENSER OUT
NC	8	NC
GND	9	GND
GND	10	GND

## CONTROL PANEL





**WIRING DIAGRAM AND CONTROL PANEL**

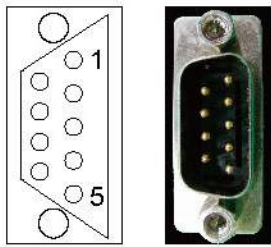


**RS232 Connector Pin Diagram**

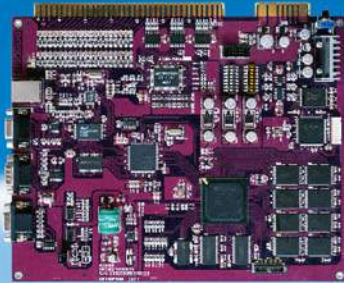
Pin 1	N.C.
Pin 2	RX
Pin 3	TX
Pin 4	N.C.
Pin 5	GND
Pin 6	N.C.
Pin 7	N.C.
Pin 8	N.C.
Pin 9	N.C.

★ N.C. : No Connection

Connector DB9 male (Front View)



# Beanstalk



Display mode : XVGA  
Resolution : 1024X768  
Formats : 4:3  
Vertical Scan Freq : 60Hz  
Horizontal Scan Freq : 48kHz

**BORDEN**  
TECHNOLOGY CORPORATION

Game development and manufacturing

No.2, Lane 55, Wan shing St.,Kaohsiung 807, TAIWAN.R.O.C

T E L : +886-7-3852311 · FAX:+886-7-3836639

E - m a i l : sales@borden.com.tw

Web Site : www.borden.com.tw