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1. Hardware

Hardware Connection



A. RS-232

Connects to optional Citizen printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

DIP Sw 2

DIP Sw 1

Connects to Micro Touch compatible touch screen

VGA port Connects to screen

+5V

+5V Power output

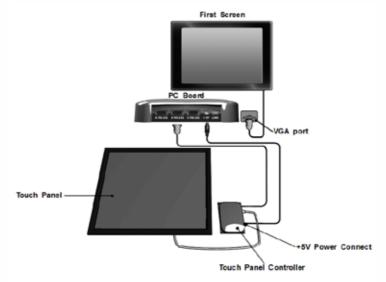


Connecting Touch Panel (Optional)

Type A



- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the **Pin 1** of **DIP SW2** to **ON** to enable touch mode.



Connection Diagram

36 Pins (6 Buttons)							
PARTS SIDE		SOLDER SIDE					
	1						
SPEAKER_R	2						
SPEAKER_L	3	GND					
	4						
	5						
	6						
TICKET OUT	7						
TICKET SWITCH	8						
START / ALL STOP	9						
STOP4/SMALL/HELP	10						
STOP5/PLAY	11						
STOP1/TAKE	12						
STOP3/DOUBLE/SELECT LINE	13						
	14						
	15						
STOP2/BIG/HOLD PAIR	16						
	17						
COIN A	18	KEY IN					
	19	COIN C					
RECORD	20	TEST					
	21	KEY OUT/PRINTER OUT					
	22						
COIN A METER	23						
KEY IN METER	24						
	25						
COIN C METER	26						
OUT METER	27						
OUT METER	28						
LAMP: START/ALL STOP	29						
LAMP: STOP4/SMALL/HELP	30						
LAMP: STOP5/PLAY	31	LAMP: COUNT					
LAMP: STOP1/TAKE	32						
LAMP: STOP3/DOUBLE/SELECT LINE	33						
LAMP: STOP2/BIG/HOLD PAIR	34						
	35						
GND	36	GND					

10 Pins (6 Buttons)							
PARTS SIDE		SOLDER SIDE					
GND	1	GND					
GND	2	GND					
+5V	3	+5V					
+5V	4	+5V					
+12V	5	+12V					
HOP-VCC	6						
TICKET SSR	7						
	8						
GND	9	GND					
GND	10	GND					



DIP Switch Settings

DIP SWITCH	1	1	2	3	4	5	6	7	8
	1	OFF	OFF	OFF	OFF	OFF		-	
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	OFF			
	12	ON	ON	OFF	ON	OFF			
	13	OFF	OFF	ON	ON	OFF			
	14	ON	OFF	ON	ON	OFF			
	15	OFF	ON	ON	ON	OFF			
	16	ON	ON	ON	ON	OFF			
SLAVE ID	17	OFF	OFF	OFF	OFF	ON			
	18	ON	OFF	OFF	OFF	ON			
	19	OFF	ON	OFF	OFF	ON			
	20	ON	ON	OFF	OFF	ON			
	21	OFF	OFF	ON	OFF	ON			
	22	ON	OFF	ON	OFF	ON			
	23	OFF	ON	ON	OFF	ON			
		ON	ON	ON	OFF	ON			
		OFF	OFF	OFF	ON	ON			
	24	ON	OFF	OFF	ON	ON			
		OFF	ON	OFF	ON	ON			
		ON	ON	OFF	ON	ON			
		OFF	OFF	ON	ON	ON			
		ON	OFF	ON	ON	ON			
		OFF	ON	ON	ON	ON			
		ON	ON	ON	ON	ON			
LINK	SINGLE								OFF
MODE	LINK								ON

DIP SWITC	H 2	1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
TOUCH	YES	ON							

36 & 10 PIN Button Layout

6 Buttons

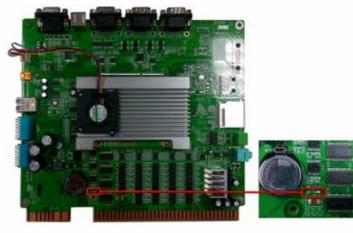
TAKE STOP1 BIG STOP 2 (HOLD) DOUBLE STOP 3 (SELECT LINE) SMALL STOP 4 (HELP) PLAY STOP 5 START ALL STOP TAKE

Solving Ticket SSR Error

After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

How to solve:

1. Locate the Ticket SSR jump (JP5) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.



2. Change to use the alternative JP5 setting.

JP5	Low Active	3	2_	_1	Short pins 1-2
353	High Active (Default)	თ•	2	1	Short pins 2-3



Reset

- 1. Power off the machine and then power on.
- 2. Press and hold the **TEST** button until the game enters the **CHECKING SYSTEM** page.
- 3. Enter the 「TEST」 page.



4. Press the **[PLAY]** button to enter the **TEST 2** PAGE (PAGE 2).



5. Press the **[STOP3]** button to enter the $\lceil RESET \rfloor$ page.



6. Press the **[PLAY]** button to **RESET** the game to default value.





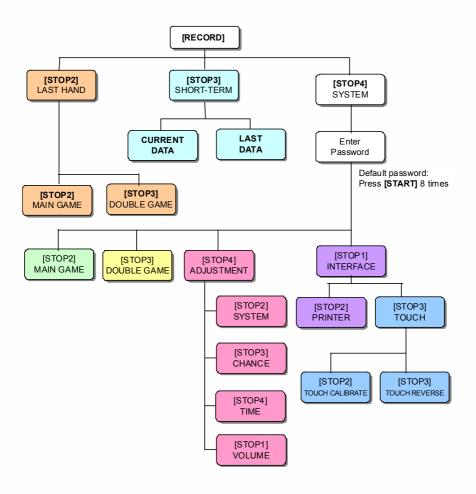
7. Press the **[PLAY]** button again to confirm **RESET** or press **ANY** button to **EXIT**.



- 8. After **RESET** is completed, it displays **SYSTEM RESET COMPLETED** on the screen.
- 9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment

Access Flow Chart





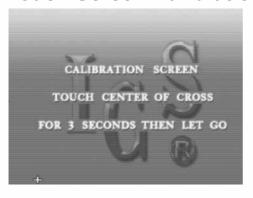
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY(TOTAL)	1, 5, 10, 15, 25, 50, 75, 100, 125, 150	25
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 25	25
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE		25
KEY IN RATE	1,5,10,20,25,50,75,100,200,500,1000	100
KEY OUT RATE	1,5,10,20,25,50,75,100,200,500,1000	100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUES	CONTINUES
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1, ESC/POS, ESC/POS2, STAR	CBM1
DISPLAY	CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, \$1	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON-STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PLAY	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6
DOUBLE GAME LEVEL	85%, 90%, 95%	95%

Touch Screen Calibration



- If a touch screen is connected, press [RECORD]> [SYSTEM]>[INTERFACE]> [TOUCH] and follow the on-screen prompts to enter the calibration screen.
- 2. Touch center of the cross on the screen for 3 seconds.
- 3. Follow the cross when it moves till the calibration is completed.



3. Game Introduction

Features

- 25 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 500,000.
- Touch screen / Auto play support.

Main Game

SHERLOCK is a 5 Reels & 25 Lines game.

3 sets of Jackpots



Symbol Zone

25 Lines

Credit

Game Feature - Wild Magnifier





■ When



feature triggers in a game,



will randomly make

symbols become.





Scatter Game









appear in a game to trigger the Scatter Game.

■ Players may have a chance to enter the





Bonus Game - Stage 1



- Players have 4 times to pick in the Stage 1
- Players may either win prizes or get the collected item with one extra pick
- Collect all items to enter the Stage 2



Bonus Game - Stage 2



- Players have only one chance in the Stage 2
- Get fo win the big prizes.

Free Game





■ When



appears in the FREE GAME,



will randomly make

symbols become





Double Game



■ Choose



or



to double the winning.

4. Wins Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT		
25	100%		

■ Win paid from left to right and right to left when Max.Line Play>=50.

Odds Table





Line Chart

