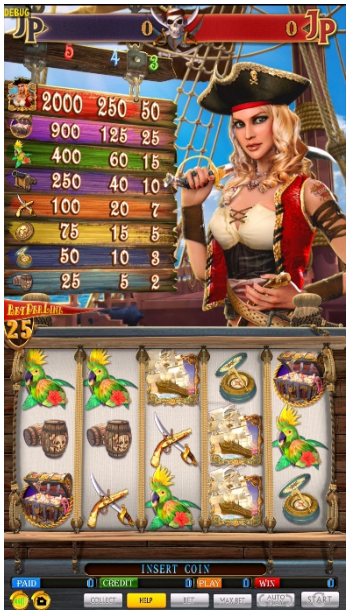
TREASURE COMBO

(MULTIPLE GAMES 3 IN 1)

This new multi-games bring a new dimension of fun to your gaming floor! Break Into Fashion! 3-In-1 Money-proven Games and built in SUBSINO reliable platform.

Easy to understand, fun to play, interactive and extremely entertaining which describe why our games attract your players.

EL DORADO



PIRATE QUEEN ADVANCED

SHANGRI-LA

HOW TO PLAY

GAME SELECTION

DOUBLE-UP GAME

- Insert coin(s) or bill(s).
- Select the game from Screen of Game Selection.
- Press **[BET]** to bet one credit for each select line. Or, press **[MAX BET]** for max bet and begin.
- Then press **[START]** button to spin the reels. Press **[STOP1]**, **[STOP2]**, **[STOP3]**, [**STOP4**] or [**STOP5**] to stop the reel or [Start] button again to stop all reels.
- When you have any win combination, you win. Press **[TAKE SCORE]** to take winning score into Credit, or press **[DOUBLE UP]**, **[HALF DOUBLE]** or [**RE-DOUBLE**] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- Press **[SELECT GAME]** to access Screen of Game Selection and select & Change the game.
- Press **[HELP]** to check the result of last game and relative game information.

GAME FEATURES

A. EL DORADO (GAME)

- **SUN GOD** is wild as joker --- Replace for any symbols, except FREE PLAY and PYRAMID symbol.

- **FREE PLAY**: Win Free Play Bonus when over three FREE PLAY symbols hit on any position. It's time for serious free-spin fun and possibility with great reward.

  5 FREE PLAY Symbols – Free Play 20 times
  4 FREE PLAY Symbols – Free Play 12 times
  3 FREE PLAY Symbols – Free Play 7 times

- **SPIN FEVER**: Initiated bonus game when three Spin Fever symbols scatter anywhere on reels, start and spin Fortune Wheel.

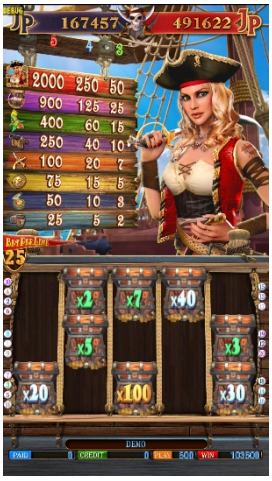
FREE PLAY

SPIN FEVER

B. PIRATE QUEEN ADVANCED (GAME)

- **WILD** is joker --- Replace for any symbols, except HEAD SKULL and BOMB symbol.
- **GREAT REEL BONUS**: Wagering Fortune Reel when over three HEAD SKULL symbols hits on any position. It's time for serious award and Jackpot fun. Initiate big Fortune Reel and break the winning by you. The prizes contain Black JP (Jackpot), Red JP (Jackpot), max. Free Play 40 times and max 500 times prize.
- **BOMB BONUS**: Stare BOMB symbol spin in the middle of third reel, and touch the Bomb instantly to blast and scatter surprised Treasure Chest on five reels. Touch the Treasure Chest to open your awards.

GREAT REEL BONUS

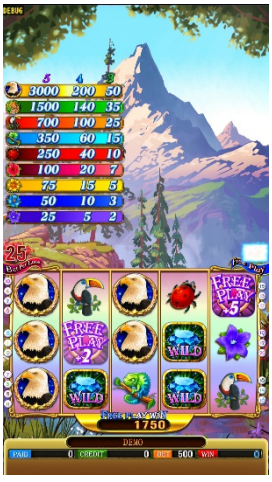


BOMB BONUS

C. SHANGRI-LA (GAME)

- **DIAMOND** is joker --- Replace for any symbols, except FREE PLAY symbol, CARD symbol and SPIN symbol.
- **SPIN FEVER**: Win the fever when land over three SPIN symbols on the Reel #1 Reel #3 and Reel #5 and spin Great Lucky Wheel for serious award with Max 500 times of Bet. If win "Re-spin with win times", win the times and spin again.

SPIN FEVER



FREE PLAY

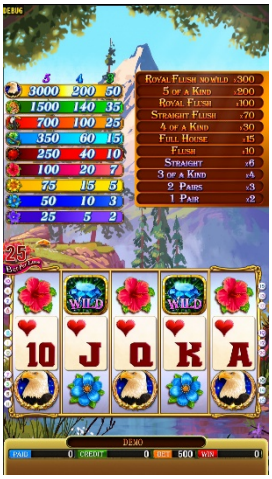
- **FREE PLAY**: Land three or more FREE PLAY symbols anywhere on the reel trigger the Bonus. It's time for serious free-spin fun and possibility with extra Free Play (+1, +2, +3, +4 or +5) find within the bonus.

  5 FREE PLAY Symbols – Free Play 20 times

  4 FREE PLAY Symbols – Free Play 12 times

  3 FREE PLAY Symbols – Free Play 7 times

- **CARD BONUS**: Watch five POKER CARD symbols roll up on the five reels and your winning pays the amount, according to combination of 5 cards as video poker game. The maximum win is up to x300 for spade sort of Royal Flush without Joker. The number of cards are from 9 to A and easy to assemble for the prize.



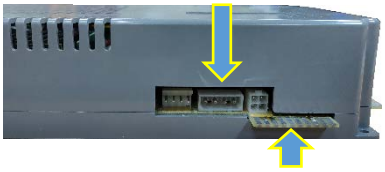
CARD BONUS

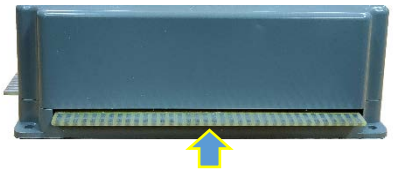
ROYAL FLUSH (No Joker)	x300	FLUSH	x10
5 OF A KIND	x200	STRAIGHT	x6
ROYAL FLUSH (With Joker)	x100	3 OF A KIND	x4
STRAIGHT FLUSH	x70	2 PAIRS	x3
4 OF A KIND	x30	1 PAIR	x2
FULL HOUSE	x15		

INSTALLATION

1) MAIN PCB

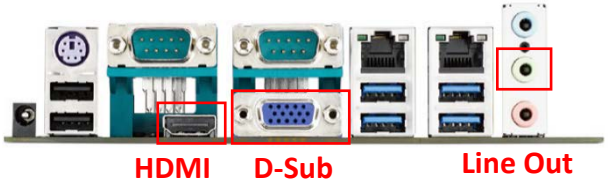
- Make sure you have powered-off game.
- Mount 'Game PC Board' on the cabinet.
- Power Supply: Use standard **PC Computer Power Supply** and support **DC+12V** with min. **1.5A**. Don't use traditional Switching Power Supply and not enough to offer Stable power.
- Connect Molex 4-Pins Power Connector of Power Supply to Power In (CON3) on Game PC Board.
- Connect 36pin connector of the cabinet to Gold Finger 36pin of 'Game PC Board'. Refer Page 14 for the diagram of Connector.





2) MONITOR

- Make sure the LCD monitor supports 1920x1080 resolutions.
- Connect monitor connector to the monitor socket (VGA D-Sub or HDMI) of 'Game PC Board'.



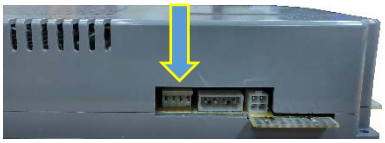
3) SPEAKER

- The Game Board supports two kind of Audio Out from Line Out Port and 4 pins Sound Out (CON8) of Game PC Board.

- Line Out Port (lime): This port connects to a speaker (or a headphone for the purpose of testing).

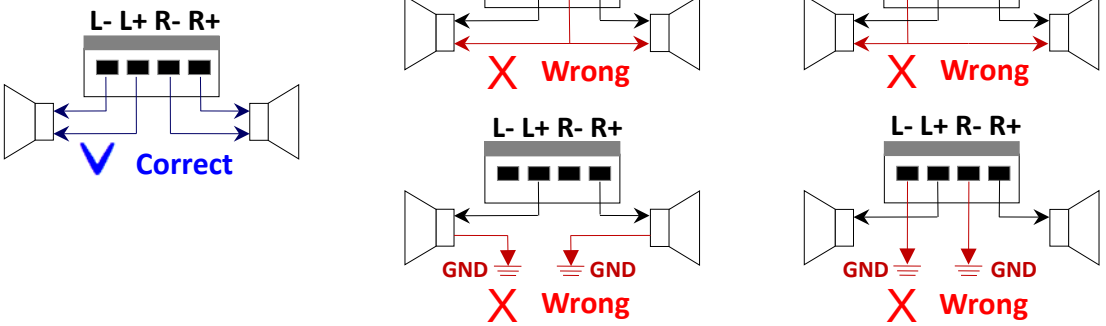
- 4 pins Sound Out (CON8): The Pin Out is better to assemble the machine. The wire of original supply is WR8168. It uses 2 set separated speakers for Audio Out. Connect two speakers to (R+:R-) and (L+:L-) of CON8.

4 pins Sound Out (Con8)



a. Don't connect any of "Audio Out" to Ground (GND) or link directly the speaker to Ground. In the case of wrong Ground linkage, it will cause PC Board (hardware) damage.

b. The 20watt, 8 ohm speaker and more is recommended. If the power of speaker doesn't enough, the "distortion" may find when audio out.



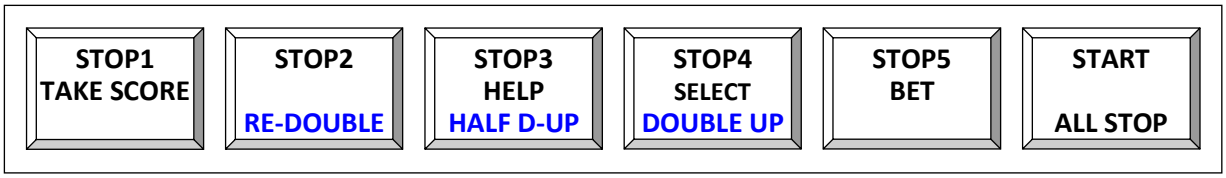
4) TOUCH PANEL

- It's optional and shows relative function automatically after connect.
- The Panel is 3M Microtouch panel or compatible, and support 3M Ex2 USB & 3M Ex2 Serial (@9600 8N1)
- Make sure (a) Connect to any of USB port or RS232 port of Top "Mother Board". (b) Touch Screen function in Game Setup B of Test/ Setup set to "Enable" to activate. (c) Power Off and On again to ensure the setup is available. The Game Screen will show relative Screen buttons and function this moment.
- Calibrate: Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode" and select "Touch Screen Calibrate". Touch a Cross symbol for two times to calibrate.

5) BILL ACCEPTOR (SERIAL TYPE)

- The game is available to use both pulse and serial type of Bill Acceptor.
- Pulse type: Adjust "Bill Acceptor" in Game Setup B of Test/ Setup set to "Pulse".
- Serial type: If use serial type of Bill Acceptor, adjust "Bill Acceptor" in Game Setup B of Test/ Setup set to relative Bill Model (JCM ID003, ICT 200U, MEI EBDS or TOPVENDING 104U_S), and link the connector of Bill Acceptor to any of RS232 port of Game PC Board.

6) CONTROL PANEL



Establish above buttons on the panel.

► SELECT (SELECT GAME): Enter the screen of Game Selection to select game for playing.

► STOP1/ DOUBLE UP, STOP2/ HALF DOUBLE, STOP3/ RE-DOUBLE, STOP4, STOP5

a. Stop the reel by [Stop1], [Stop2], [Stop3], [Stop4] and [Stop5].
b. Select Double-Up Game & Mode by [Double Up], [Half D-UP] or [Re-Double].

► START/ ALL STOP/ TAKE SCORE

a. Begin the game and push again to stop all reels.
b. Take winning score after won.

► BET: To bet one credit per push for each select line.

► MAX BET: To wager max value of bet and start the game.

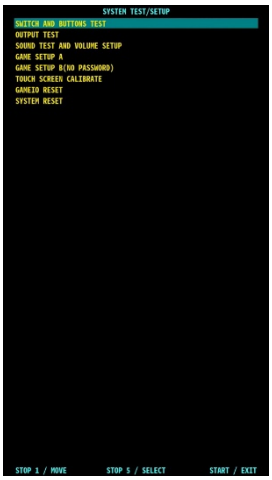
► HELP: Check last game and game features before the player bets.

7) POWER ON AND CHECK

- After you do all of above, please power on the game. Check +12V DC on #2 of HP-CTRL (CON2) of Game PC Board. The voltage between +11.95 to 12.05V DC is good.
- Press [Test/ Setup] on the cabinet to go to “Test/ Setup Mode”.
- Refer Page 6 to 11 of “Test/ Setup Mode” to set each setting.
- Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment … etc.)
- Please refer to page 16 of “Troubleshooting” or “Error” if you have any problems or malfunctions.

TEST AND SETUP

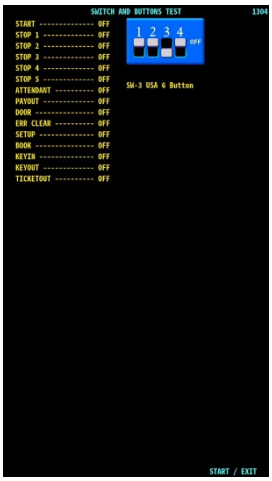
If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode. Power ON and Press [Test/ Setup] key will go to the mode, as right.



- Moving the bar by pressing [Stop1] button. After choosing one of the contents with the bar, press [Stop5] to enter.
- Press [Start] to exit and back to game mode of main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

1) SWITCH AND BUTTONS TEST

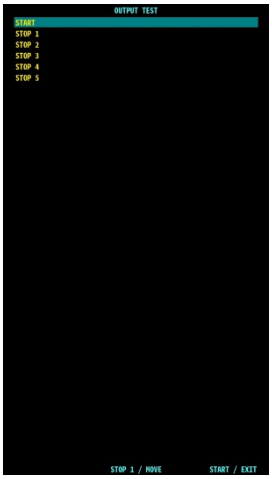
Use this screen to check the buttons and switch in this game.



- 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 don’t appear correctly, check the hardness connections and switches.
- Press [Start] button to back main menu.

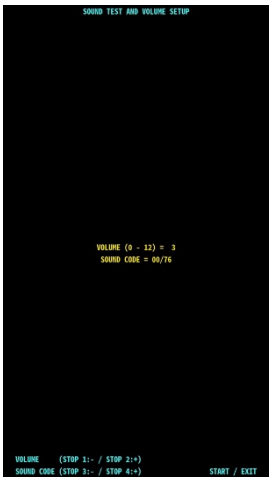
2) OUTPUT TEST

Use this screen to check the lamp of buttons in this game.



- To check the functioning of each output, including Counters and lamp of button. Press [Stop1] to move and press [Stop5] to test as watch the corresponding lamp ON.
- Counters, Bill Inhibit, Coin Inhibit and HP Full Out are to test the action, no lamp.
- Press [Start] button to exit.

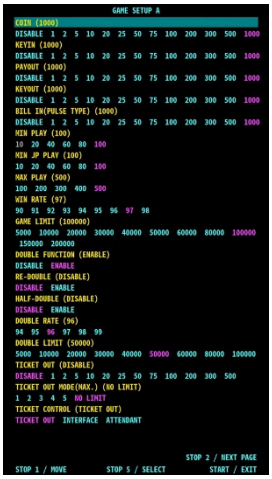
3) SOUND TEST AND VOLUME SETUP



Use this screen to check all game sounds and setup the volume as soft volume control.

- Press [Stop 5] to select the game for sound test.
- Adjust the volume by pressing [Stop1] to decrease and [Stop2] to increase.
- Choose a sound by pressing [Stop3] button (previous) or [Stop4] button (next), and the machine will make a sound in the moment.
- Press [Start] button to back main menu.

4) GAME SETUP A



The setup items are important and operated by important person as owner only. The password is necessary before enter the screen of Game Setup A. The default value is **111111** (six 1) and enable to change in same password screen.

[Stop1] button for 1; [Stop2] button for 2; [Stop3] button for 3;
[Stop4] button for 4; [Stop5] button for 5;

When the password input correctly, “OK!” is shown on the screen. Use the screen to manually adjust the game setting.

- Moving the bar by pressing [Stop1] button. Select the setting value by pressing [Stop5] button. And, pressing [Stop2] button for next page.
- To change new password, moving the bar to last item “***Set Password ***” to access and input new password as you want.
- Press [Start] button to back main menu. In the case, the value you adjusted would available instantly and don't need to turn off the power.

CONTENTS	SETTING SELECTION (Underline item is default)
COIN	1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, 1000
KEYIN	1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, 1000
PAYOUT	1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, 1000
KEYOUT	1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, 1000
BILL IN (PULSE STYLE)	1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, 1000
MIN PLAY	10, 20, 40, 60, 80, 100
MIN JP PLAY	10, 20, 40, 60, 80, 100
MAX BET	100, 200, 300, 400, 500
WIN RATE	88, 89, 90, 91, 92, 93, 94, 95, 96
GAME LIMIT	5000, 10000, 20000, 30000, 40000, 50000, 60000, 80000, 100000, 150000, 200000
DOUBLE FUNCTION	ENABLE, DISABLE
RE-DOUBLE	ENABLE, DISABLE
HALF-DOUBLE	ENABLE, DISABLE
DOUBLE RATE	94, 95, 96, 97, 98, 99

DOUBLE LIMIT	5000, 10000, 20000, 30000, 40000, 50000, 60000, 80000, 100000
TICKET OUT	DISABLE, 1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500
TICKET OUT MODE (MAX)	1, 2, 3, 4, 5, NO LIMIT
TICKET CONTROL	TICKET OUT, INTERFACE, ATTENDANT
SCORE FUNC.	ENABLE, DISABLE
PLAY SCORE	ENABLE, DISABLE
GAME COUNT	ENABLE, DISABLE
X10 VIA SCORE	ENABLE, DISABLE
*** SET PASSWORD ***	

a. Coin: Adjust how many credits per insert coin.

b. Keyin: Adjust how many credits per Keyin.

c. Payout: Adjust how many credits per pay coin.

d. Keyout: Adjust how many credits per pay Step when Keyout.

e. Bill In (Pulse Style): Adjust how many credits per Bill signal.

f. Min Play: Adjust how many min bets to start the game.

g. Min JP Play: Adjust how many min bets to win the Jackpot.

h. Max Play: Adjust how many max bets can bet at one play.

i. Win Rate: Adjust total rate % of game.

   The win Rate is calculated and defines as follows:

   Win Rate = Total Won Score / Total Played Score

   Since this is quite different from some games, which defined the rate as “Coin Out” divided by “Coin In” (Usually call Payout Rate). You shouldn't set the win rate at the same value used in the games. In our experience, the ideal Win Rate is 96%.

   Please don't RESET the system except necessary. To stabilize the rates, the game should operate a period (more long, more steady) for the balance as setup.

j. Game Limit: Adjust how many credits game can hold.

k. Double Function: Play D-Up game when Main Game won. The play score in D-Up is winning score in main game.

l. Re-Double: The play score in Double Up is twice winning score in main game.

m. Half Double: The play score in Double Up is a half of winning score in main game.

n. Double Rate: The rate of D-Up game and defines as Win Rate.

o. Double Limit: To limit the winning score in Double Up. The system will take the score automatically when winning score is over Double Limit.

p. Ticket Out: Adjust how many credits per Ticket.

q. Ticket Out Mode: It limits Max. Tickets out.

r. Ticket Control: To drive Ticket Dispenser by Subsino PC board (Direct) or additional Sub-Board (Interface) or by Attendant.

s. Score Func.: Set the winning score takes into the window of SCORE, not into CREDIT.

t. Play Score: Set the window of SCORE can be played.

u. Game Count: Count Play times till Credit=0 & (Score=0, if Score Function is available), and zero to count again.

v. X10 via Score: Play by Score, the max win is “10 times of Bet value” or “20 times of Coin value”, choose smaller one.

w. *** Set Password **: To set new password for Setup A.

5) GAME SETUP B (NO PASSWORD)

The setup items are general ones and can operate by the staff in field. The password is unnecessary for the function of Game Setup B. Use the screen to manually adjust the game setting.

CONTENTS	SETTING SELECTION (Underline item is default)
DEMO MUSIC	DISABLE, ENABLE
DEMO SHOW	DISABLE, ENABLE
KEYOUT TYPE	ZERO, REST
MAX. PAY TOKENS	200, 300, 400, 500, 1000, FREE
BILL INHIBITION	N.C., N.O.
AUTO PLAY	DISABLE, ENABLE
LINE	10, 20
BILL ACCEPTOR	PULSE, JCM_ID003_S, ICT_200US, MEI_EBDS_S, TOPVENDING 104U_S
DOOR OPEN	N.C., N.O.
HOPPER PULSE	30, 40, 50, 60 (Milli-Second)
TOUCH SCREEN	DISABLE, ENABLE
TOUCH SCREEN ROTATION	NO, CLOCKWISE, COUNTER CLOCKWISE
SKILL STOP	DISABLE, ENABLE
COLLECT_TOUCH	PAYOUT, KEYOUT, KEYOUT (RS-232), DISABLE

a. Demo Music: To enable or disable demo music.

b. Demo Show: To enable or disable demo function.

c. Keyout Type: Adjust Keyout should take to 0 (zero) or under one Keyout value (rest).

d. Max Pay Tokens: Adjust max coins are paid, which to avoid the hopper empty.

e. Bill Inhibition: For Bill Acceptor. N.C. - Normal close (low), N.O. – Normal Open (Hi).

f. Auto Play: To enable or disable play automatically.

g. Line: To set how many lines to operate and play by the player.

h. Bill Acceptor: Select the model of Bill Acceptor.

i. Door Open: For main door. N.C. - Normal close (low), N.O. – Normal Open (Hi).

j. Hopper Pulse: To adjust how much time (milli-second) to output one coin by hopper. If the hopper pay out extra coins, please use this item to adjust.

k. Touch Screen: To enable or disable Touch Function. To activate Touch Screen, you should Power OFF and then ON to calibrate it.

l. Touch Screen Rotation: To define the direction of rotation of touch screen.

m. Skill Stop: To enable or disable the mode of Skill Stop. If set to enable, five reels will spin continuously until push Stop1, Stop2, Stop3, Stop4 or Stop5 button to stop the reel.

n. Collect_Touch: Set the function of Collect button on touch screen.

1) Payout: For Hopper. Select this one if the machine operates by Hopper and Coin payout. And, Payout (Collect) Button on Control Panel link to Payout (36pins, Side A #21).

2) Keyout: For ICT GP58CR Printer, Pulse style. Select this one if the machine pay out by Printer paper (ICT GP58CR). And, Payout (Collect) Button on Control Panel link to Keyout (36pins, Side B #21).

3) Keyout (RS-232): For ICT GP58CR Printer, Serial port. Select this one if the machine pay out by Printer paper (ICT GP58CR).

- The version of GP-58CR Printer must GP0XXXXMY(3025) or higher. Please contact local distributor of printer to update old ones.
- Dip Switch No.2 of GP-58CR adjust to "ON".
- Use RS-232 Line to link between Serial Port of GP-58CR and Game PCB.

4) **Disable**: For Hand pay. Select this one if the machine pay out by the staff. And, Payout (Collect) Button on Control Panel is unnecessary to install.

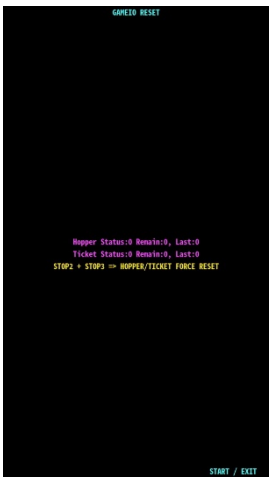
6) TOUCH SCREEN CALIBRATE

The item appears only when Touch Panel was connected. It’s to calibrate the touch position. Enter the item and touch a Cross symbol for two times to calibrate.

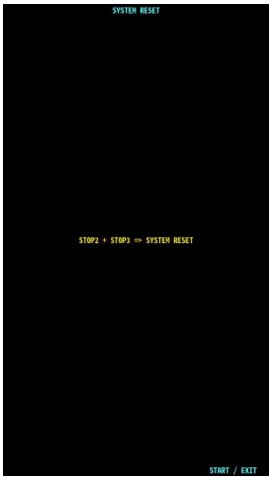
7) GAMEIO RESET

The function is to zero the status of hopper and Ticker dispenser. Pressing both [Stop2] and [Stop3] simultaneously in this page to reset it.

In case not reset, press [Start] button to back main menu.



8) SYSTEM RESET



The function is to reset the system. In case of reset, all of Book data will zero and the values of game setup will set to default value. ("System Counters" in the first page of Book data remain unchanged.)

Pressing both [Stop2] and [Stop3] simultaneously in this page, and then the password is requested. The password is same as “Game Setup A”. The default value is **111111** (six 1).

You should do Reset if you change or update the program, or after adjust the Win Rate.

In case not reset, press [Start] button to back main menu.

9) DIP SWITCH FUNCTION

Except Screen Setup, some of functions are defined and setup from Dip Switch of PC Board, as follows:

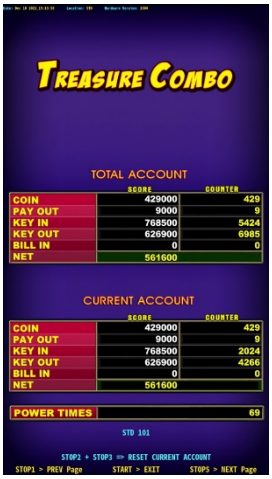
DIP SWITCH		1	2	3	4
HOPPER SW TYPE	N.C.	ON	Normal is low		
(Active Level)	N.O.	OFF	Normal is high		
BUTTONS MODE	6 Buttons	(Default)		ON	
	10 Buttons			OFF	

** DIP SWITCH: Adjust to “Up” is OFF and Adjust to “Down” is ON.

BOOK

Press [Book] button to enter Book screens. Press [Stop5] to enter next page and [Stop1] for previous page. Press [Start] button to back normal game.

FIRST PAGE (Total for All Games)



The page shows the records (Coin, Payout, Keyin, Keyout, Bill In and Net) of Total Account and Current Account for all games.

The *Counter* column are "System Counters", and unable to clear by anyway, included by Reset function. It's to compare relatively with machine's mechanical counters when "check out" each time.

Power Times: The times of Power ON.

How to clear Current Account: Pressing [Stop2] and [Stop3] button simultaneously in this page to clear the data of Current Account. The total records for from initial operation remain unchanged by this function.

SECOND PAGE (Shangri-La Game)

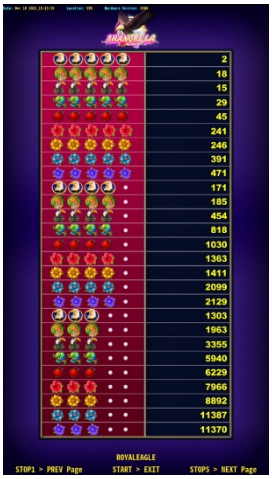
The page shows the record of Shangri-La game (Single game).

(Total/ Main/ Double) Played & Won
Played and Won scores in Total/ Main game/ Double game.

(Total/Double) Play Times & Win Times
Played & Win times in Total/Double game.

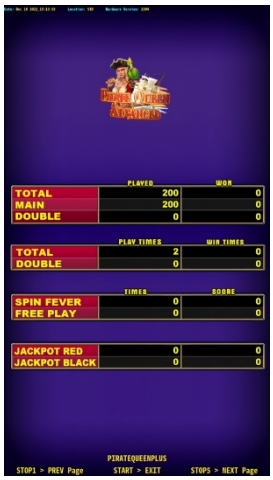
(Spin Fever/ Card Bonus/ Free Play) Times & Score
Win times and scores in Spin Fever/ Card Bonus/ Free Play.

THIRD PAGE (Shangri-La Game)



The page shows winning times of each prize in Shangri-La game (Single game).

FOURTH PAGE (Pirate Queen Advanced Game)



The page shows the record of Pirate Queen Advanced game (Single game).

(Total/ Main/ Double) Played & Won
Played and Won scores in Total/ Main game/ Double game.

(Total/Double) Play Times & Win Times
Played & Win times in Total/Double game.

(Spin Fever/ Free Play) Times & Score
Win times and scores in Spin Fever / Free Play.

(Jackpot Red/ Jackpot Black) Times & Score
Win times and scores in Jackpot Red/ Jackpot Black.

FIFTH PAGE (Pirate Queen Advanced Game)

The page shows winning times of each prize in Pirate Queen Advanced game (Single game).

SIXTH PAGE (El Dorado Game)

The page shows the record of El Dorado game (Single game).

(Total/ Main/ Double) Played & Won
Played and Won scores in Total/ Main game/ Double game.

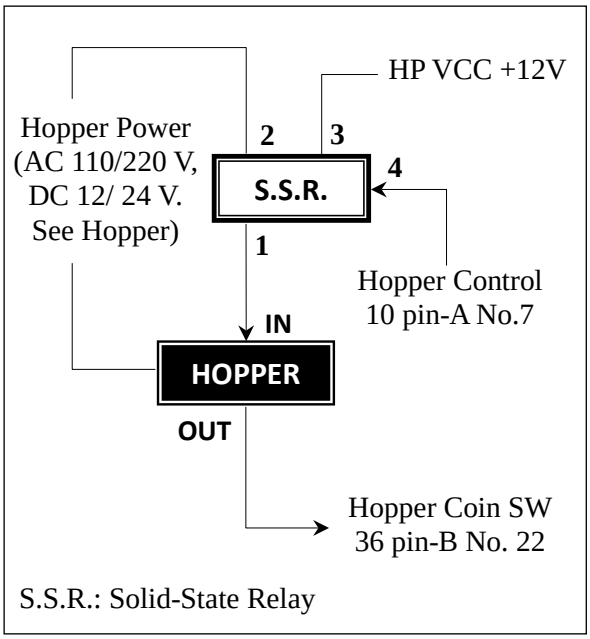
(Total/Double) Play Times & Win Times
Played & Win times in Total/Double game.

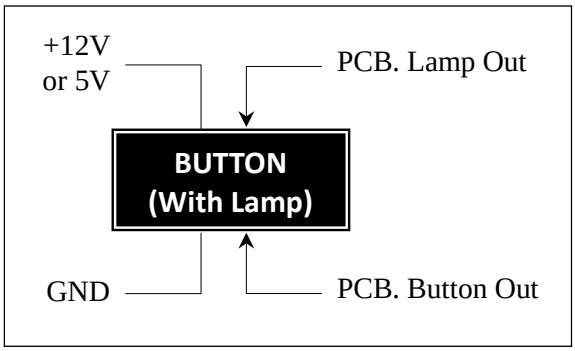
(Spin Fever/ Free Play) Times & Score
Win times and scores in Spin Fever / Free Play.

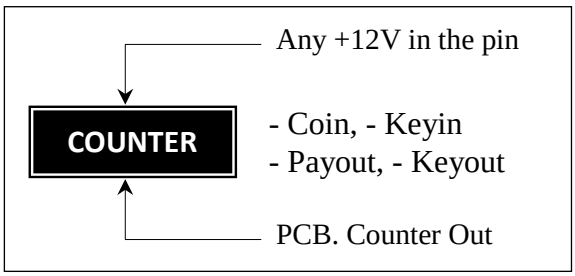
SEVENTH PAGE (El Dorado Game)

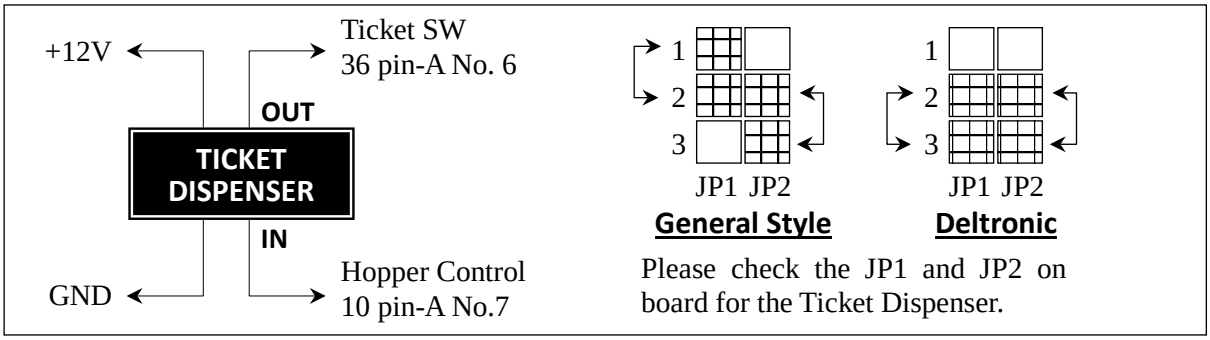
The page shows winning times of each prize in El Dorado game (Single game).

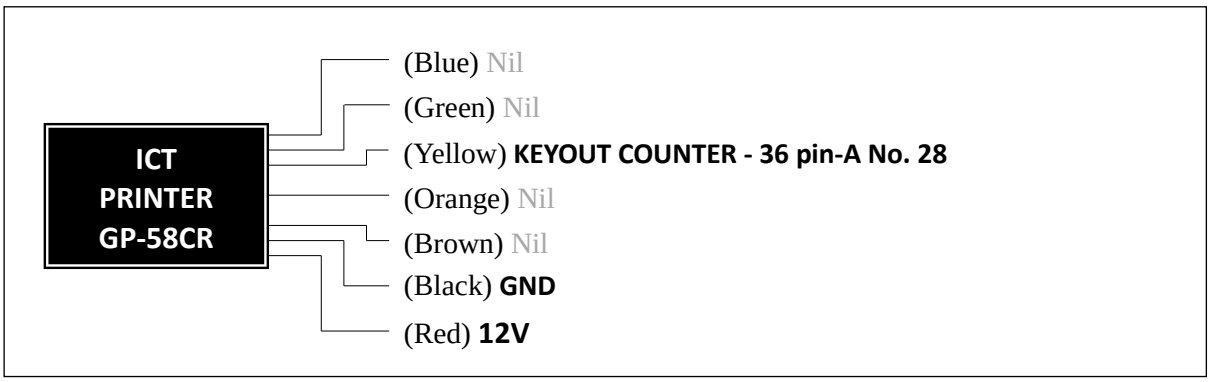
MACHINE LAYOUT











ERROR MESSAGE

MESSAGE	DESCRIPTION
Door Open	Door is open and close again for regular operation.
(Hopper) Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again. For general error (without jam), press directly “Reset Error” button.
(Hopper) Hopper Empty	Hopper without Coins. Please power OFF and insert Coins/Tokens then power ON again.
(Hopper) Hopper Full	Hopper reaches Max. Capacity. Remove the coins (as your experience) and press “Reset Error” button to correct it.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again. For general error (without jam), press directly “Reset Error” button.
(Ticket) Ticket Jam	Power off. Remove the jammed ticket from Ticket Dispenser and power on again. For general error (without jam), press directly “Reset Error” button.
(Ticket) Ticket Empty	Ticket Dispenser without Coins. Please power OFF and insert Tickets then power ON again.
(RAM) Error Ram X	Stop to operate, and return to the manufacture for check and fix. (X=1) CREDIT ERROR; (X=2) WIN ERROR; (X=3) SCORE ERROR
E201801	No Pass after verify whether original Mother Board is changed.
E201802	No Pass after verify whether original I/O Board is changed.
E201803	No Pass after verify whether the area of I/O Board is changed.
E201804	No Pass after verify whether the software is changed.
Call the manufacturer for other messages if found.	

TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	● Insert Microphone into “Line Out Port” of Mother Board to check whether sound out. ● Check the wire of (R+:R-) and (L+:L-) of J3. Two Speaker GND need to be wired separately and don’t use same ground. ● Check “Volume setup” on setup page whether close or not.
The counter doesn’t work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	● Check Coin and Keyin wire. Keyin SW port may wire to Coin SW or Bill Acceptor and so on. Please re-wire to correct port. ● Check Game Setup.
Test/ Setup unavailable	Check connection of GND wire between “Test/ Setup” line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor’s manual.
Touch Screen doesn’t react	● Check Touch Panel is 3M Microtouch or compatible. ● Check the connector of touch screen link exactly to USB or RS232 port. ● Check Touch Screen function in Game Setup B of System Test/ Setup set to “Enable” to activate. And then, power Off and On again to ensure the setup is available.
Bill Acceptor doesn’t react	● Check the connector of Bill Acceptor link exactly to USB or RS232 port. ● Check The model of Bill Acceptor in Game Setup B of System Test/ Setup set to correct model as installed. And then, power Off and On again to ensure the setup is available.

CONNECTOR DIAGRAM

(FOR 6 BUTTONS MODE – DIP SW NO.3 IS ON)

TREASURE COMBO (ALPHA)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
	3	
	4	
	5	
	6	
Ticket Out button	7	
Ticket SW	8	
Start	9	
Help/ Stop3	10	
Play/ Stop5	11	
Take Score/ Stop1	12	
Select Game/ Stop4	13	
Attendant	14	
Reset Error	15	
Stop2	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper Coin SW (1)
Coin Meter	23	Attendant Lamp
Keyin Meter	24	
	25	
Bill Meter	26	
Payout Meter	27	
Keyout/ Ticket Meter	28	
Start Lamp	29	
Stop3 Lamp	30	
Stop5 Lamp	31	
Stop1 Lamp	32	
Stop4 Lamp	33	
Stop2 Lamp	34	Coin GND
	35	
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
(2) Hopper Control	7	HP VCC (3)
	8	
GND	9	GND
GND	10	GND

(1) Hopper Coin SW: Out signal for Hopper

(2) Hopper Control: In signal for Hopper

(3) HP VCC - (DC+12V)

► Reset Error button: To correct instantly the message of “Coin Error”, “Coin Jam” and “Hopper Jam” etc after fix.

CONNECTOR DIAGRAM

(FOR 10 BUTTONS MODE – DIP SW NO.3 IS OFF)

TREASURE COMBO (ALPHA)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
	3	
Stop 1	4	
Stop 2	5	
Stop 3	6	
Select Game/ Stop 4	7	
	8	
Stop 5	9	
Bet	10	
Max. Bet	11	
Attendant	12	
Start	13	
Help	14	
Bill	15	
Clear Error	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
HP Full SW	22	Hopper Coin SW (1)
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
Bill in Counter	26	
Payout Counter	27	
Keyout Counter	28	Door Open Lamp
Stop 1 Lamp	29	Bet Lamp
Stop 2 Lamp	30	Max Bet Lamp
Stop 3 Lamp	31	Start Lamp
Stop 4 Lamp	32	Help Lamp
Stop 5 Lamp	33	Max. Win Lamp
Bill Inhibit	34	Coin Inhibit
HP Full Out	35	More Games Lamp
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
(2) Hopper Control	7	HP VCC (3)
	8	
GND	9	GND
GND	10	GND

(1) Hopper Coin SW: Out signal for Hopper

(2) Hopper Control: In signal for Hopper

(3) HP VCC - (DC+12V)

► Clear Error button: To correct instantly the message of “Coin Error”, “Coin Jam” and “Hopper Jam” etc after fix.