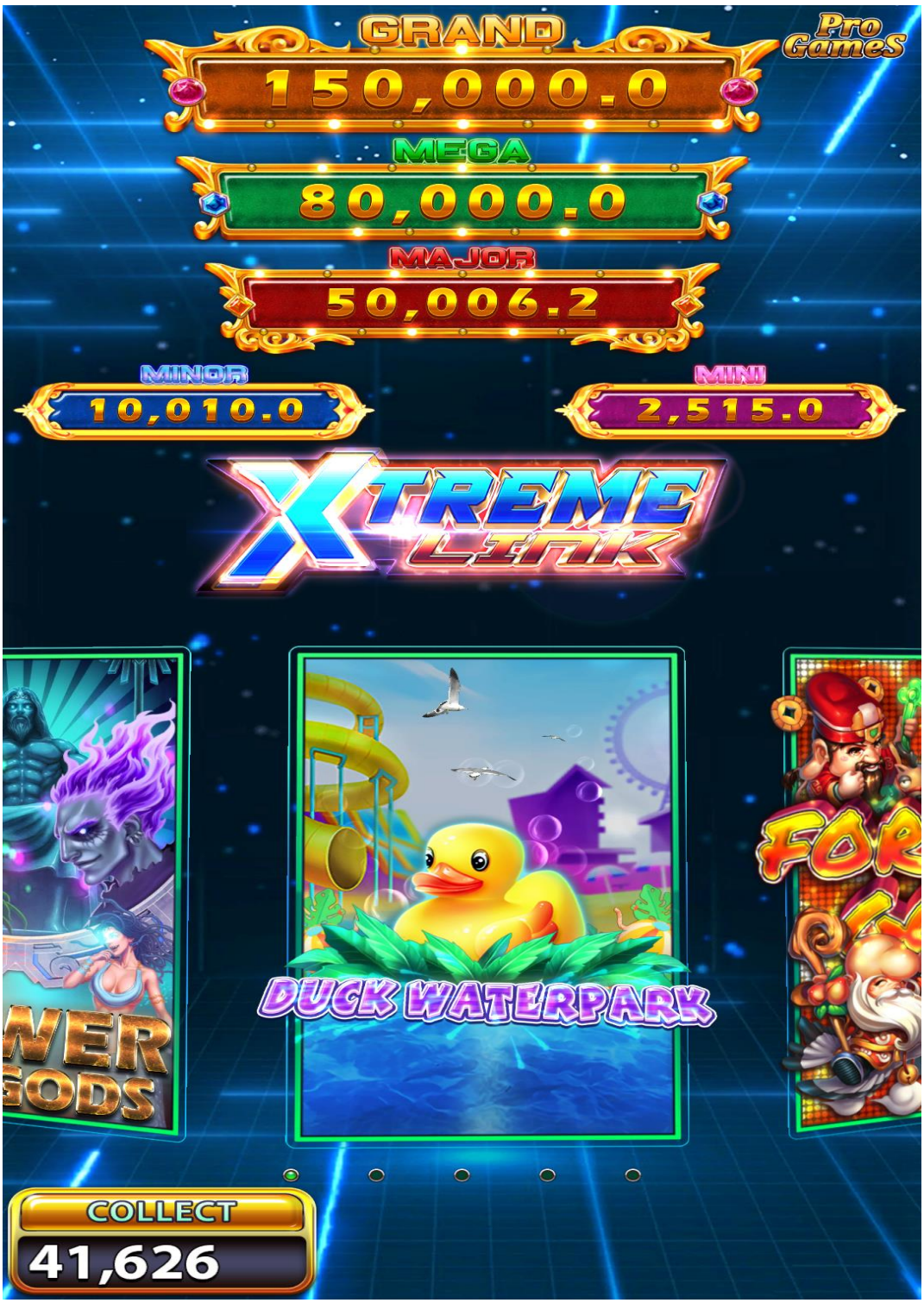
XTREME LINK

User's Manual



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1. CONNECTION DIAGRAMS

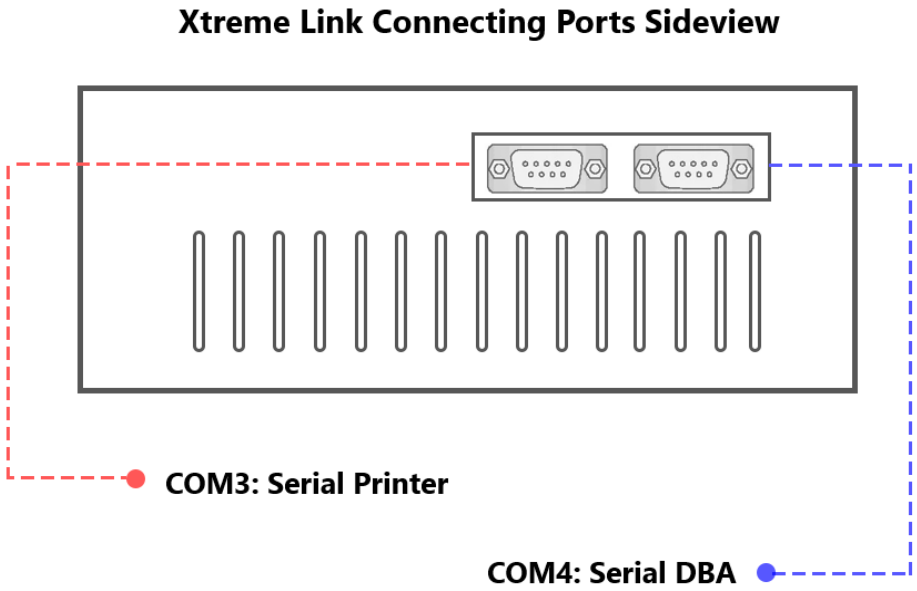
a) Pinout Diagrams

36Pins		
PARTS SIDE		**SOLDER SIDE**
	1	
SPEAKER_R +	2	SPEAKER_R -
SPEAKER_L +	3	SPEAKER_L -
	4	SPEAKER_L -
	5	
	6	
	7	
	8	
	9	
	10	PLAY BUTTON
	11	
	12	SPEAKER_L +
	13	
	14	LOGIC DOOR SW
	15	MAIN DOOR SW
	16	TICKET LAMP
	17	
PULSE BILL IN	18	
	19	
CLERK MENU SW	20	ADMIN MENU SW
	21	TICKET BUTTON
	22	
METER TOTAL IN	23	
	24	DISCONNET
	25	
	26	DISCONNET
	27	DISCONNET
METER TOTAL OUT	28	

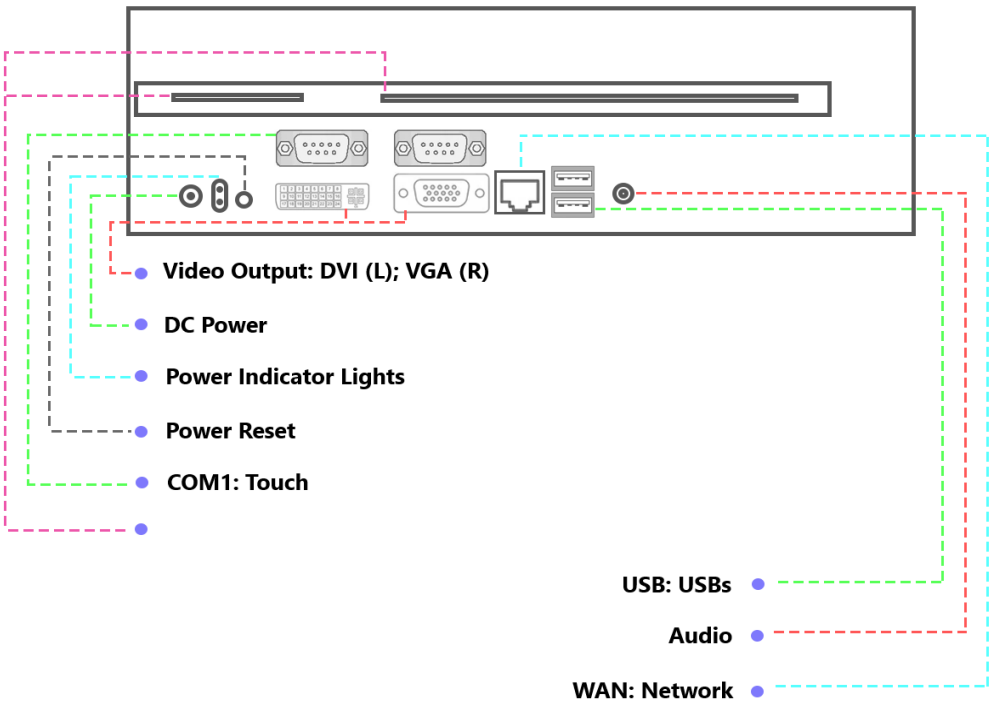
10 Pins		
PARTS SIDE		**SOLDER SIDE**
GROUND	1	GROUND
GROUND	2	GROUND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
	7	
	8	
GROUND	9	GROUND
GROUND	10	GROUND

	29	
	30	
	31	PLAY LAMP
	32	
	33	
	34	
	35	DISCONNET
SPEAKER_R -	36	

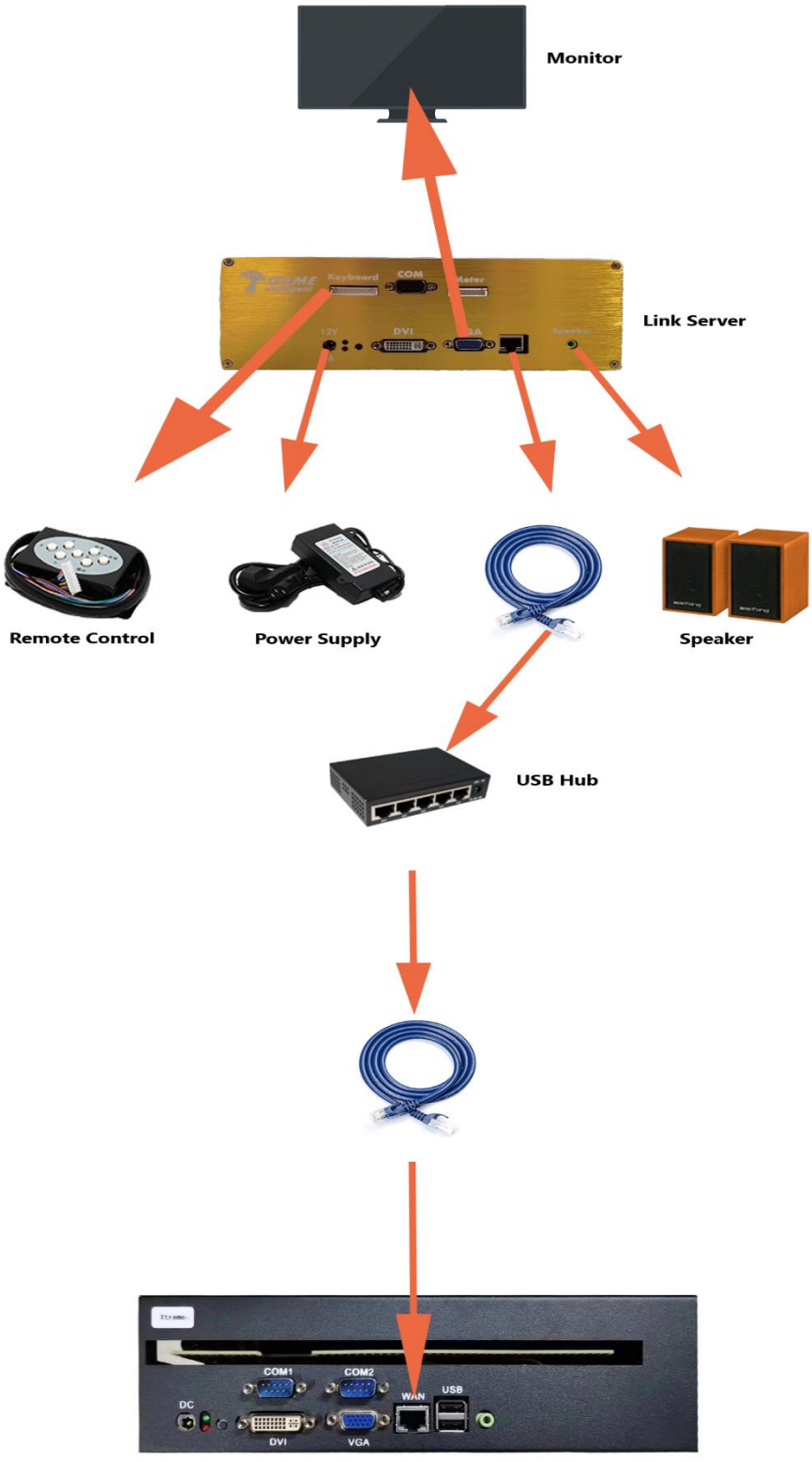
b) Connecting Ports Diagrams



Xtreme Link Connecting Ports Front View



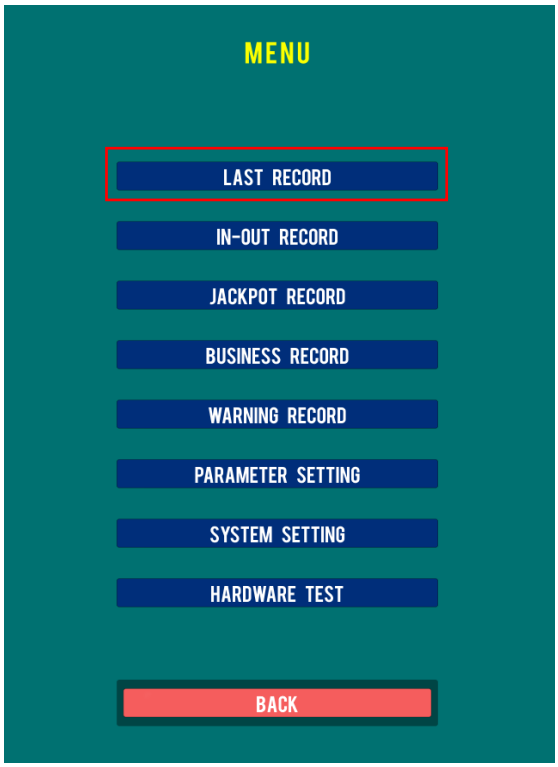
Jackpot Linking Diagram

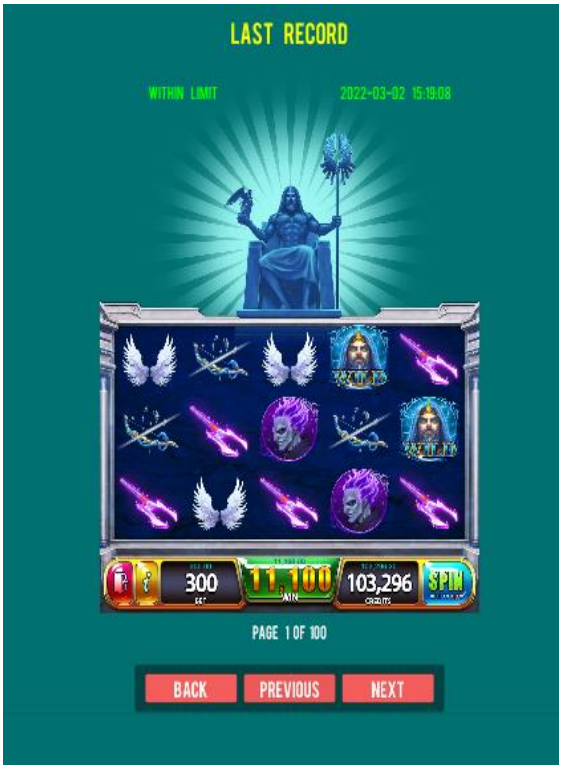


Xtreme Link Main Unit

2. LAST RECORD

From Menu select LAST RECORD to view the last game records.

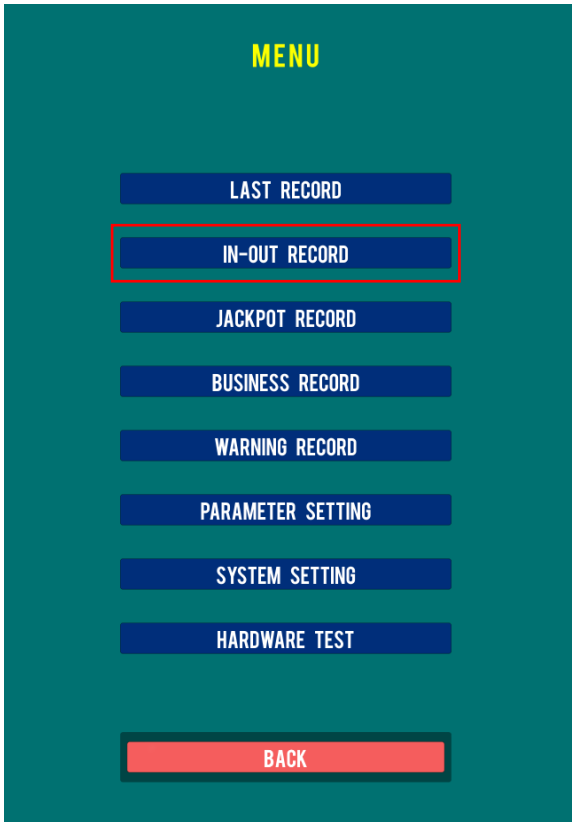


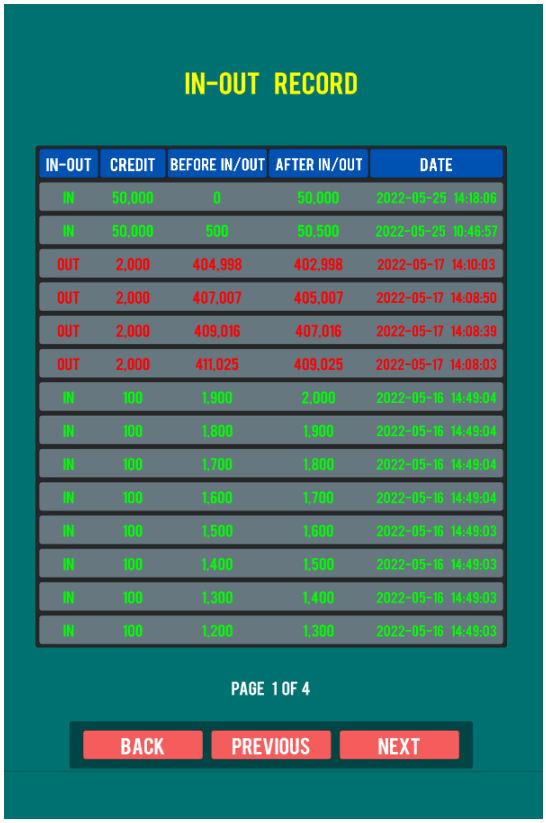


LAST RECORD		
1	Status	WITHIN LIMIT – normal hand; BEYOND THE LIMIT- winning over the credit limit, needs validation process BEYOND THE LIMIT (PASS)- winning was validated by attendant BEYOND THE LIMIT (NO PASS) - winning was disqualified by attendant SELECTION ERROR – in skill play, player selected the wrong answer. (Upper right is the time stamp when record was created)
2	PAGE * OF *	Current page and total pages of the history records
3	NEXT	Go to next page
4	PREVIOUS	Go to previous page
5	BACK	Exit out of Last Record

3. IN-OUT Record

From Menu select "IN-OUT RECORD" option to view the IN and OUT records

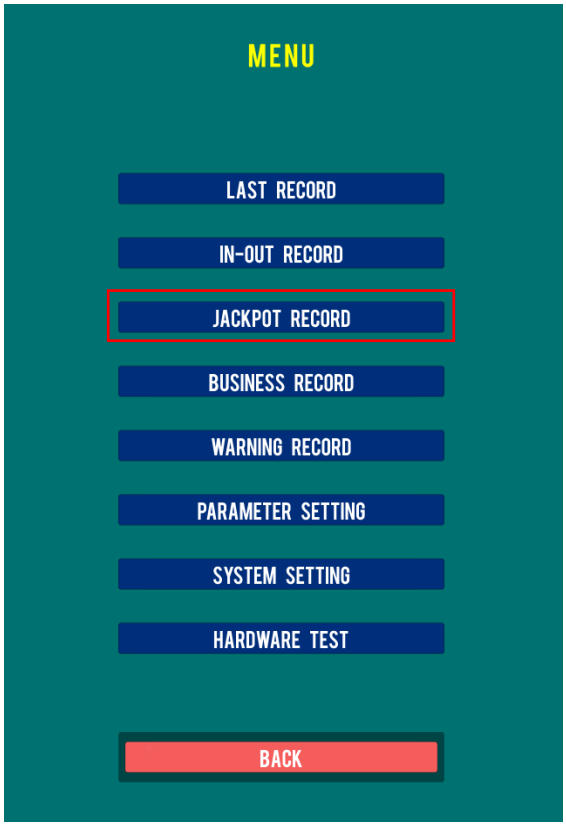


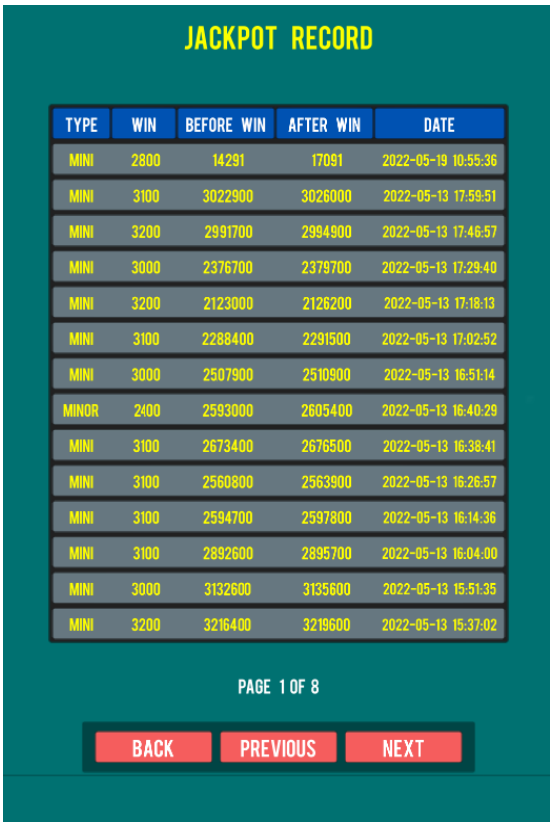


IN-OUT RECORD		
1	IN-OUT	IN=Credit in，OUT=Credit out
2	CREDIT	Credit In or Credit Out amount
3	BEFORE In/Out	Credit before In/Out action
4	AFTER In/Out	Credit after In/Out action (AFTER = BEFORE + CREDIT)
5	Date	Time stamp
6	PAGE* OF*	Current and total pages of the in-out records
7	NEXT	Go to next page
8	PREVIOUS	Go to previous page
9	BACK	Exit out of In-Out Record

4. Jackpot Record

From Menu select the "JACKPOT RECORD" option to view the jackpot records

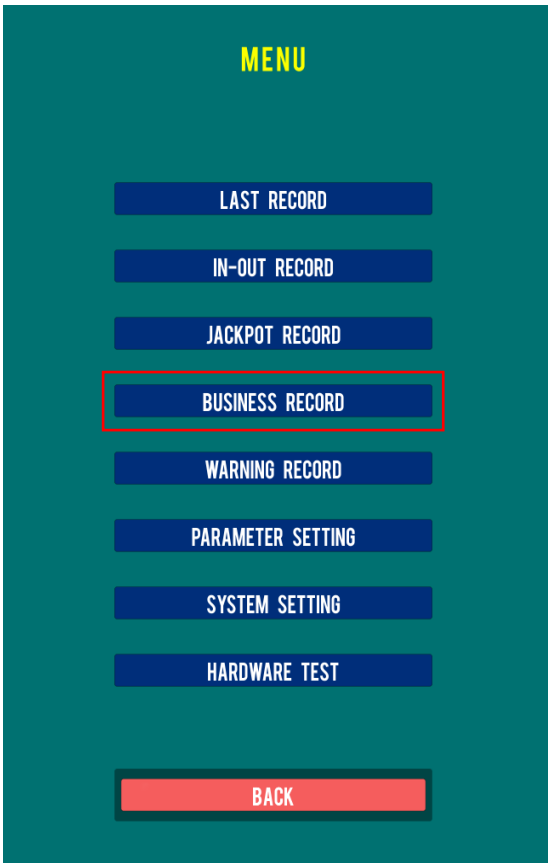


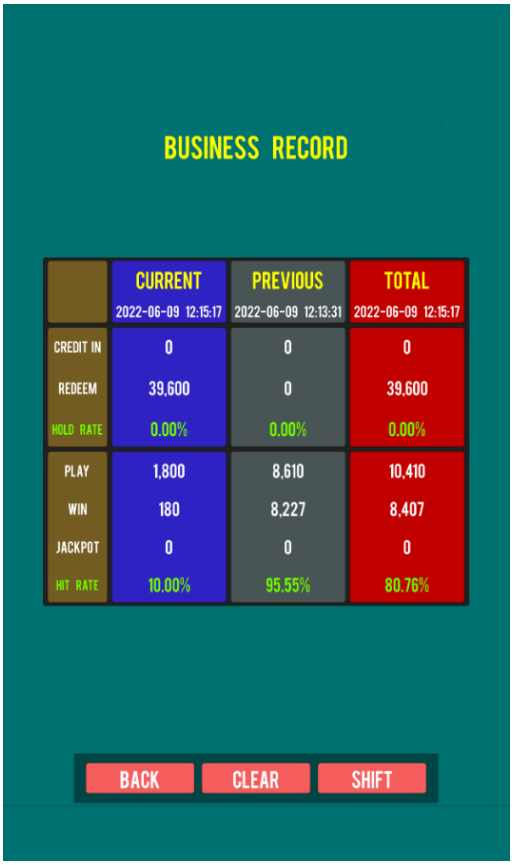


JACKPOT RECORD		
1	TYPE	Jackpot Type, Mini, Minor or Major
2	WIN	Jackpot Credit won
3	BEFORE Win	Credit before jackpot win
4	AFTER Win	Credit after jackpot win (AFTER = BEFORE +WIN)
5	DATE	Time stamp when jackpot was won
6	PAGE * OF *	Current page and total pages
7	NEXT	Go to next page
8	PREVIOUS	Go to previous page
9	BACK	Exit out of Jackpot Record

5. Business Record

From Menu select “Business Record” option to view business records



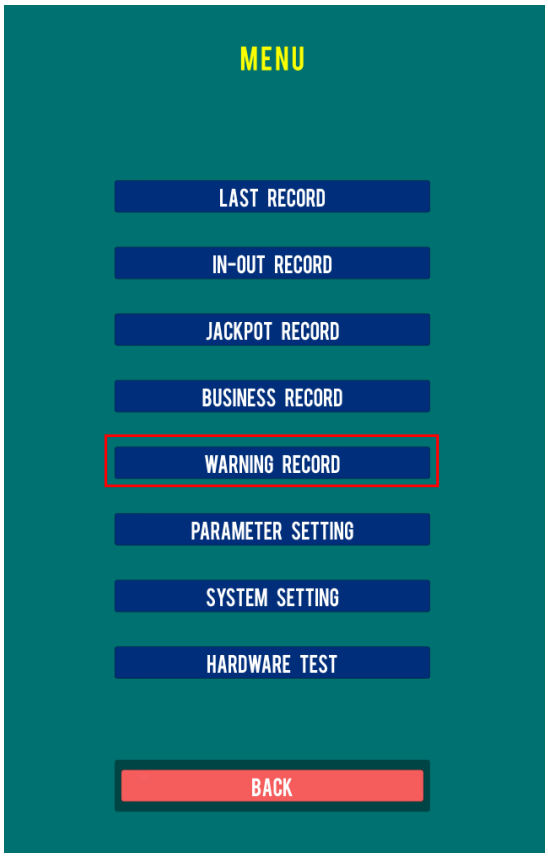


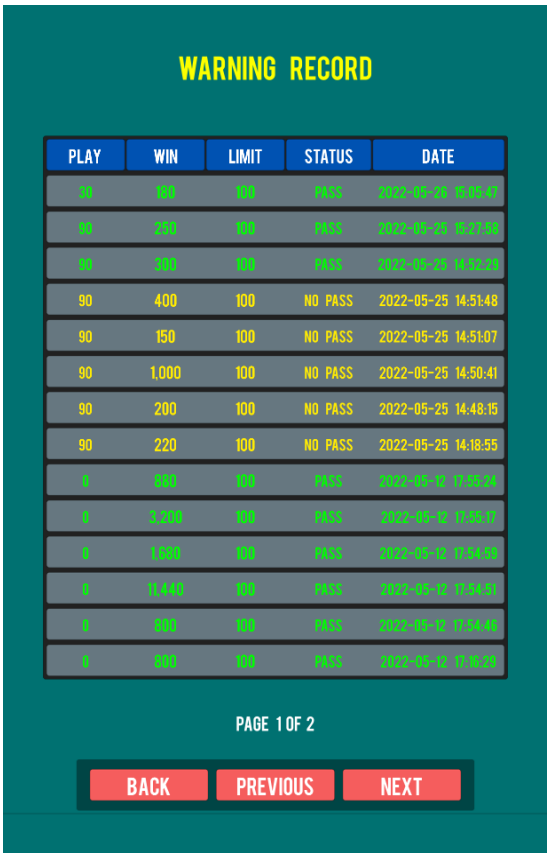
BUSINESS RECORD		
1	CURRENT	Data since last clear (last clear time shown)
2	PREVIOUS	Data between the two previous clears (the earlier clear time shown)
3	TOTAL	Current plus Previous
4	CREDIT IN	Credit In
5	REDEEM	Credit Out
6	Hold Rate	(Credit In - Credit Out)/Credit In
7	PLAY	Credit played
8	WIN	Credit won from other than Jackpot

9	JACKPOT	Credit won from Jackpot
10	Hit Rate	(WIN+JACKPOT)/PLAY
11	BACK	Exit out of Business Record
12	CLEAR	Clear all data, including current and previous
13	SHIFT	Update Current to Previous and clears the Current

6. Warning Record

From Menu select "Warning Record" option to view the warning records

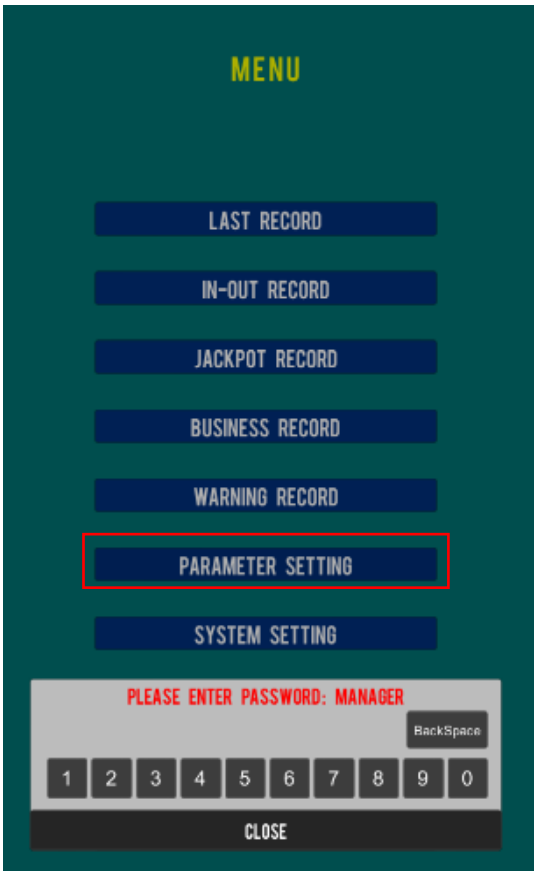




WARNING RECORD		
1	PLAY	Credit played
2	WIN	Credit won
3	LIMIT	Winning limit
4	STATUS	PENDING- require validation; PASS- winning was allowed; NO PASS- winning was thrown out.
5	DATE	Time stamp of the warning
6	PAGE *OF*	Current page and total pages of Warning
7	NEXT	Go to next page
8	PREVIOUS	Go to previous page
9	BACK	Exit out of Warning Record

7. PARAMETER SETTINGS

From Menu select "Parameter Setting" option to set all relevant game parameters. Enter password to start (the manufacturer set password is 11111111).

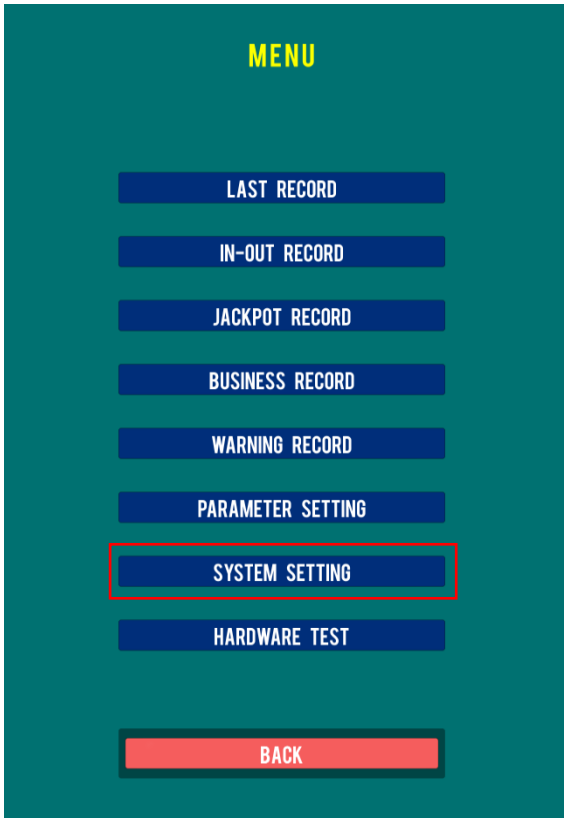


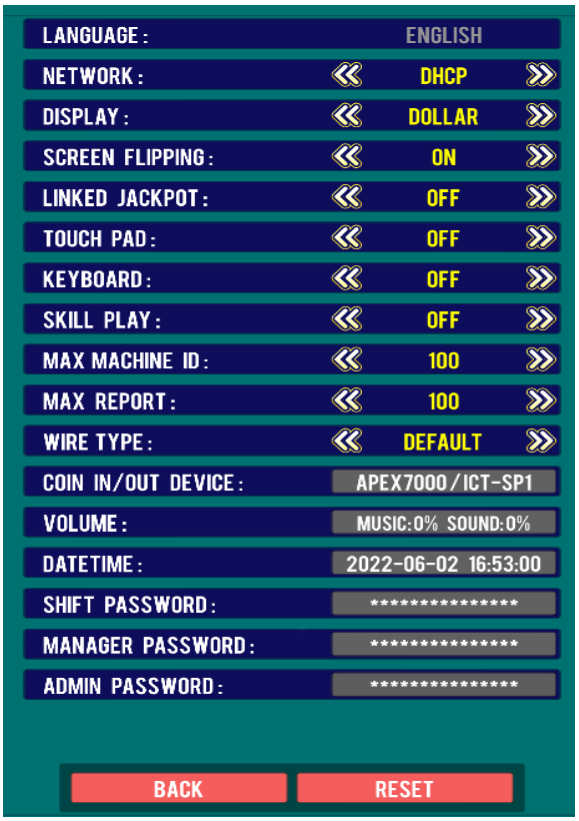
PARAMETER SETTING		
1	MACHINE ID	Assign an unique ID for linking purpose
2	COIN-IN LIMIT	When DBA in serial mode, set Coin-in limit between 1 to 100,000. Excessive amount will be rejected; when DBA in pulse mode, no Coin-in limit
3	CREDIT LIMIT	Credit limit, set between 1 to 100,000. Once the credit balance is over the limit, must redeem to continue
4	GAME WAVE	Select from Low, Mid, High, correspond to payout amplitude
5	BILLS ALLOWED	Default is $1,5,10,20,50,100. May de-select any. Only for serial mode
6	LOCAL JACKPOT	#, from 1~8, the bigger the faster the jackpot number builds

<table>
<tr><td></td><td></td><td>MAJOR, resets at, select one from 400-500-600-700
MINOR, resets at, select one from 100-200-300-400
MINI, resets at, select one from 25-50-75-100</td></tr>
<tr><td>7</td><td>COLLECT</td><td>Redeem fashion. Select from ALL-100-500-1000 for redeem all at once or 100, 500 or 1000 at each collection</td></tr>
<tr><td>8</td><td>MAX BET</td><td>Max Bet, select one from 100, 200, 300, 500 or Manual. Where 100-500 automatically applies to every individual games, Manual allows selection at individual game level</td></tr>
<tr><td rowspan="5">9</td><td>DUCK WATERPARK</td><td rowspan="5">Individual game settings.
Game Rate, select one from 85% to 99%, default at 98%
Line Bet, changes dis-allowed unless Manual is selected in Max Bet. Otherwise, you may keep or throw offered line bet numbers</td></tr>
<tr><td>FORTUNE GODS</td></tr>
<tr><td>BIRDS IN FOREST</td></tr>
<tr><td>ST. PATRICK'S GOLD</td></tr>
<tr><td>POWER OF GODS</td></tr>
</table>

8. System Setting

From Menu select “System Setting” option to set parameters at the system level



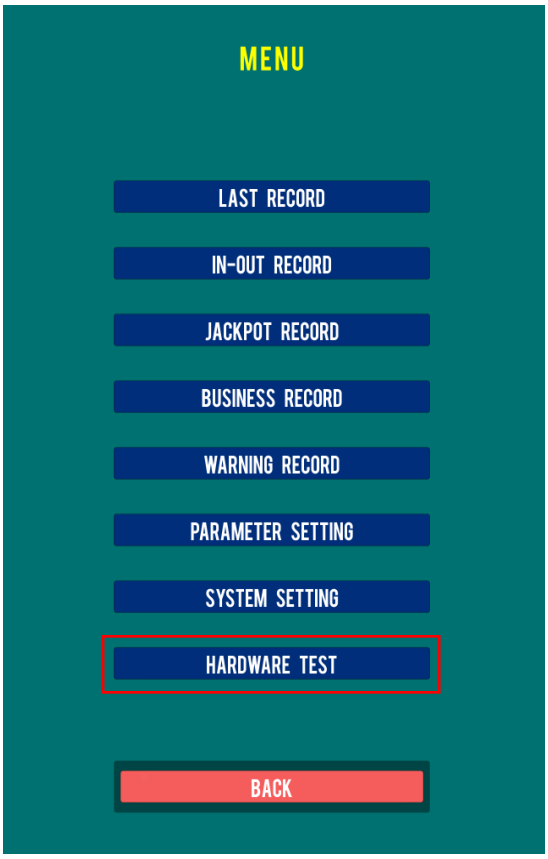


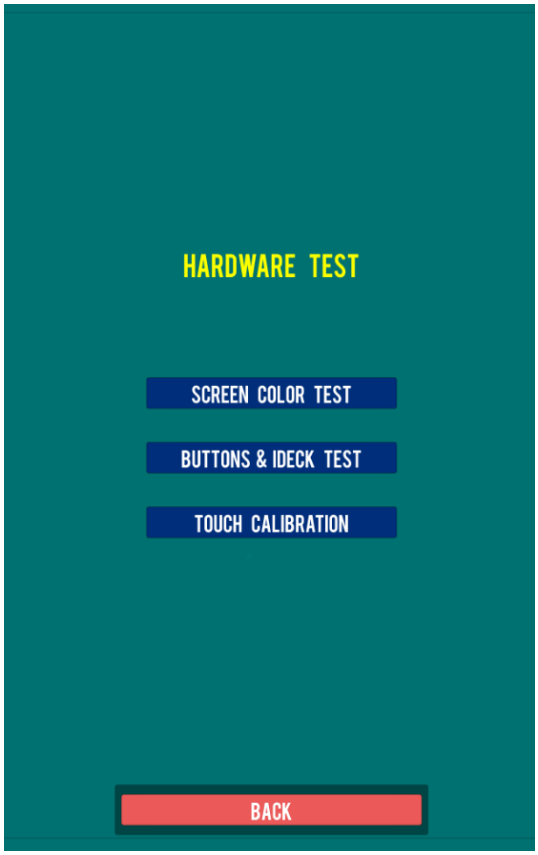
SYSTEM SETTING		
1	LANGUAGE	English
2	NETWORK	Stays as DHCP (Note: After restart need to connect the network cable, with or without network both okay.)
3	DISPLAY	Dollar or Score expression in all displays. There are two decimals in dollar expression but whole integer in score (allow decimal in jackpot progression)
4	LINKED JACKPOT	On or Off
5	TOUCH PAD	On or Off
6	KEYBOARD	Keyboard control panel On or Off

7	SKILL PLAY	Skill Play ON or OFF. At ON, a selection window will pop-up at each winning. Correct answer validates the win; wrong answer cancels it.
8	MAX MACHINE ID	25~250，incremental by 50
9	MAX REPORT	Maximum number of game reports 10-500, incremental by 100
10	MAX REDEEM	Maximum payout limit 100~1000, incremental by 100
11	WIRE TYPE	WIRE TYPE
12	COIN IN/OUT DEVICE	【COIN IN】: PULSE; SERIAL ICT-TAO, APEX7000; 【COIN IN CHECK】: Detect COIN IN, only display ON will take effect 【COIN OUT】: PULSE; SERIAL SPI; TG558; ICT-GP58CR 【COIN OUT CHECK】: Detect COIN OUT, only display ON will take effect.
13	VOLUME	Volume adjustment
14	DATETIME	Date setting 【YEAR MONTH DAY HOUR MINUTE SECOND】
15	SHIFT PASSWORD	Shift password only for data transfer at employee shifts (Manufacturer setting 11111111)
16	MANAGER PASSWORD	Manger password, only for modify game parameters. (Manufacturer setting 11111111)
17	ADMIN PASSWORD	Adm or owner password only for clear operation data and initialize system. (Manufacturer setting 11111111)
18	BACK	Exit out of System Setting
19	RESET	System initialization, clear all game data.

9. Hardware Test

From Menu select “Hardware Test” option to select various actions





HARDWARE TEST		
1	SCREEN TEST	SCREEN Color Test. Circling from Red, Green, Blue, B/W chess mat, Black Dots then back
2	BUTTONS & IDECK	BUTTONS & IDECK confirmation
3	TOUCH CALIBRATION	Touch the “+” signs to calibrate
4	BACK	Exit out of Hardware Test

10. Warning Prompts

Explanation		
Icon	**Tips**	**Solution**
	Bill acceptor format error	Recheck the pulse or serial port.
	Credit in exceeded the limit	Redeem points first.
	Printer format error	Recheck the pulse or serial port.
	The touch pad is not connected.	Connect the touch pad.
	Total credit out of limit	Redeem points first.
	Winning credit exceeded the limit.	Select PASS / NO PASS buttons in the WARNING BAR.
	Linked jackpot is not connected.	Connect to linked jackpot server board.

BIRDS IN FOREST

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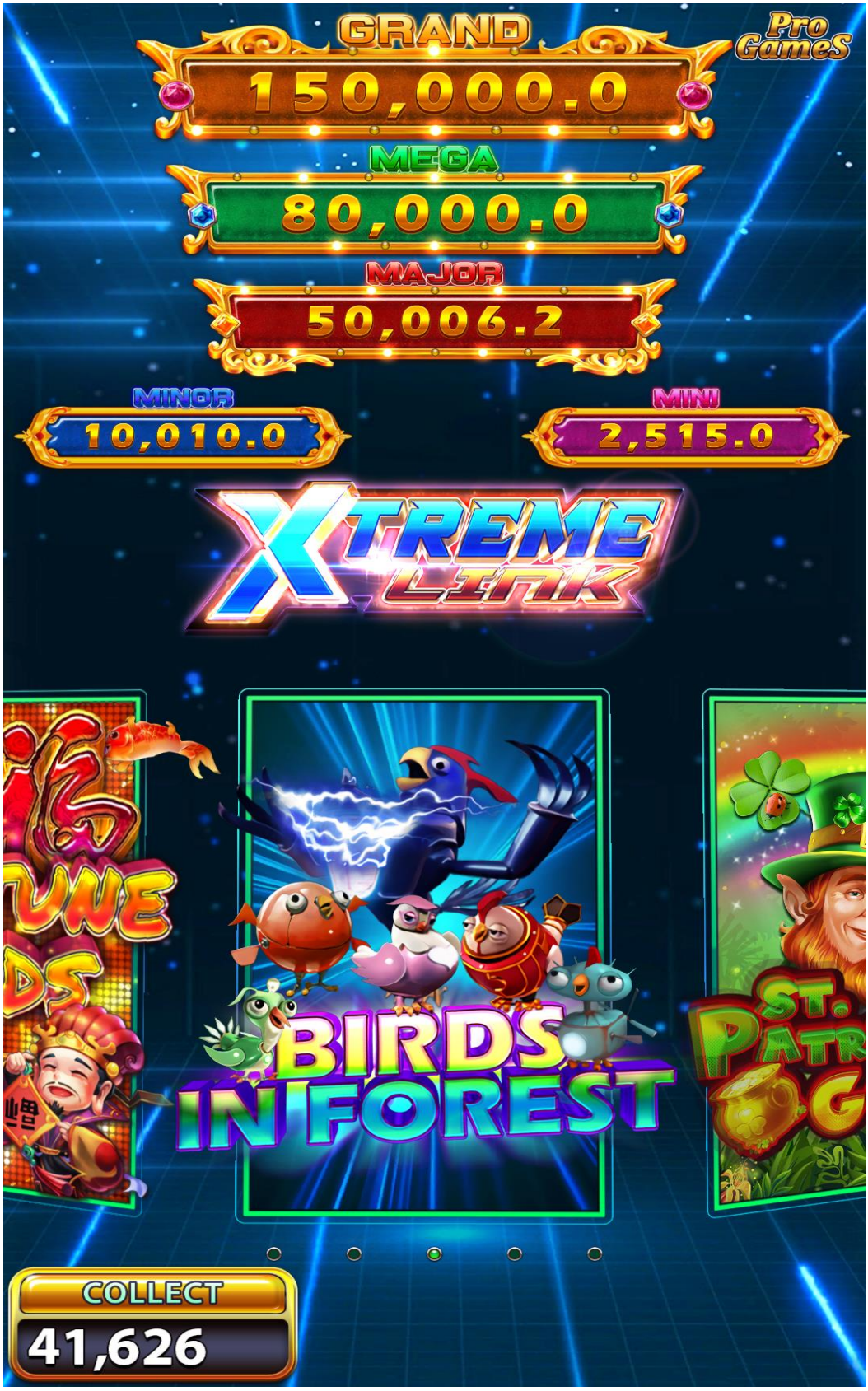
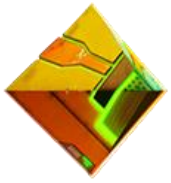
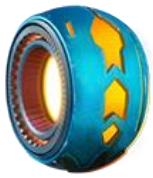


Play Instructions

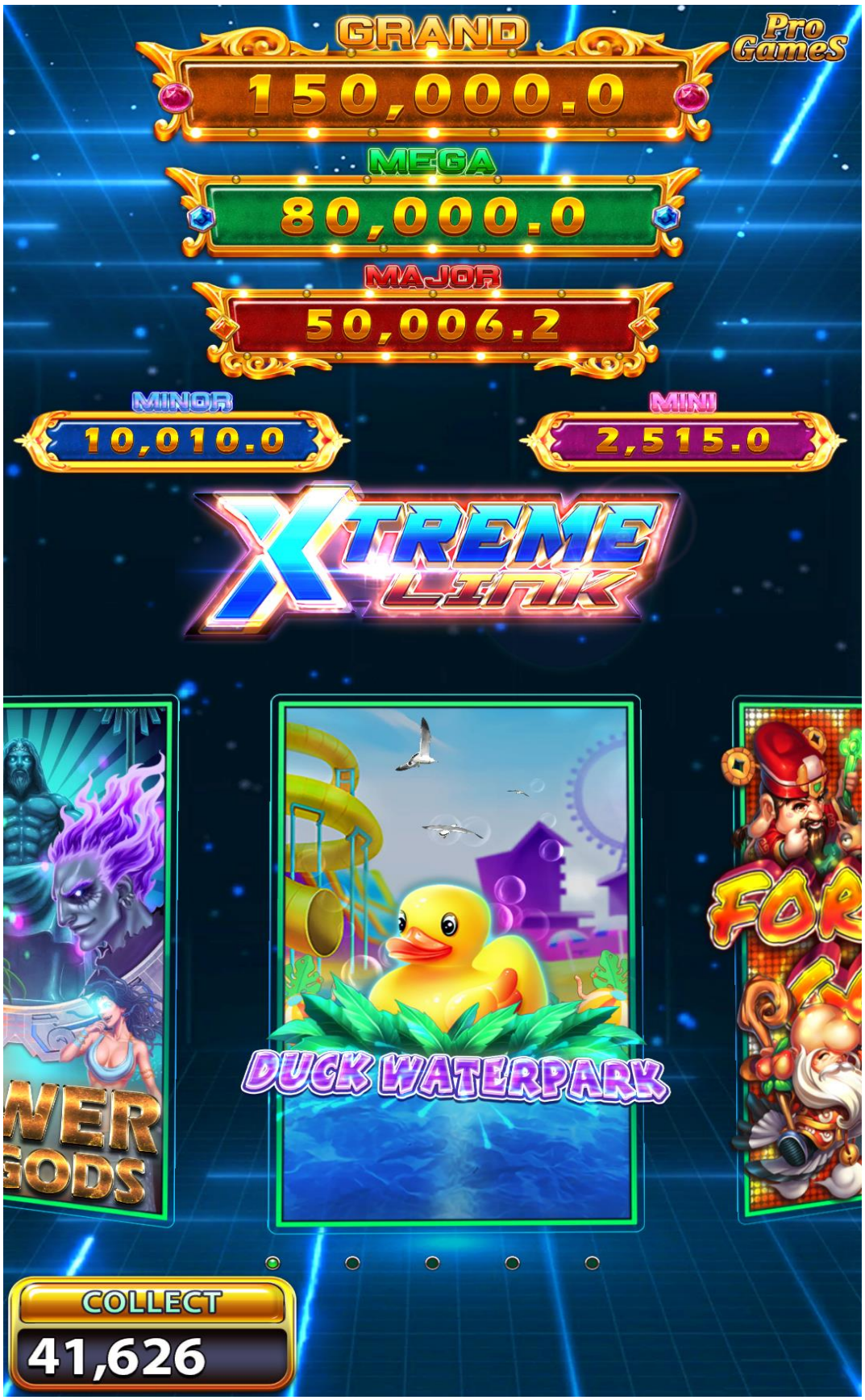
Common Characters					
Icon	**Number of lines**	**Odds**	**Icon**	**Number of lines**	**Odds**
	5	1000		5	500
	4	200		4	150
	3	40		3	40
	2	10		2	4
	5	500		5	400
	4	150		4	80
	3	40		3	20
	2	4			
	5	400		5	400
	4	80		4	100

	3	20		3	20
	5	400		5	200
	4	100		4	30
	3	20		3	10
	5	200		5	200
	4	30		4	20
	3	10		3	10
	5	200			
	4	20			
	3	10			

Special Characters	
Icon	**Explanation**
	WILD Can substitute other icons in forming a winning pattern. Can multiply the winning. Cannot substitute SCATTER or XTREME LINK.
	SCATTER 3 such icons will get 200 points and 10 free games to accumulate winning.
	XTREME LINK 1. 3~5 such icons will trigger the super jackpot game. 2. The game is composed of six rows and five columns. Player try to accumulate the colored diamonds and crown symbols 3. accumulates the score multiplies the score by 1-3 times

DUCK WATERPARK

Product Manual



Play Instructions

Common Characters					
Icon	**Quantity**	**Win points**	**Icon**	**Quantity**	**Win points**
	ALL	3600		ALL	3150
	5	1000		5	400
	4	200		4	80
	3	50		3	20
	ALL	2700		ALL	2250
	5	200		5	160
	4	40		4	30
	3	15		3	10
	ALL	1800		ALL	1350
	5	100		5	60
	4	20		4	15
	3	7		3	5
	ALL	900		ALL	450
	5	40		5	20
	4	10		4	5
	3	3		3	2

Special Characters	
Icon	**Explanation**
	WILD Can substitute other icons in forming a winning pattern. Can multiply the winning. When the first row of reels comes with 2 or more WILD, it triggers special effect of whole column becomes WILD. Cannot substitute BONUS or XTREME LINK.
	BONUS 3 such icons will trigger free games. # of free games depends on # of icons obtained. Also, the first roll BONUS icon triggers special effect of whole column becomes WILD. 5 BONUS: 20 times 4 BONUS: 10 times 3 BONUS: 5 times
	XTREME LINK 1. 3~5 such icons will trigger the super jackpot game. 2. The game is composed of six rows and five columns. Player try to accumulate the colored diamonds and crown symbols 3. accumulates the score multiplies the score by 1-3 times

FORTUNE GODS

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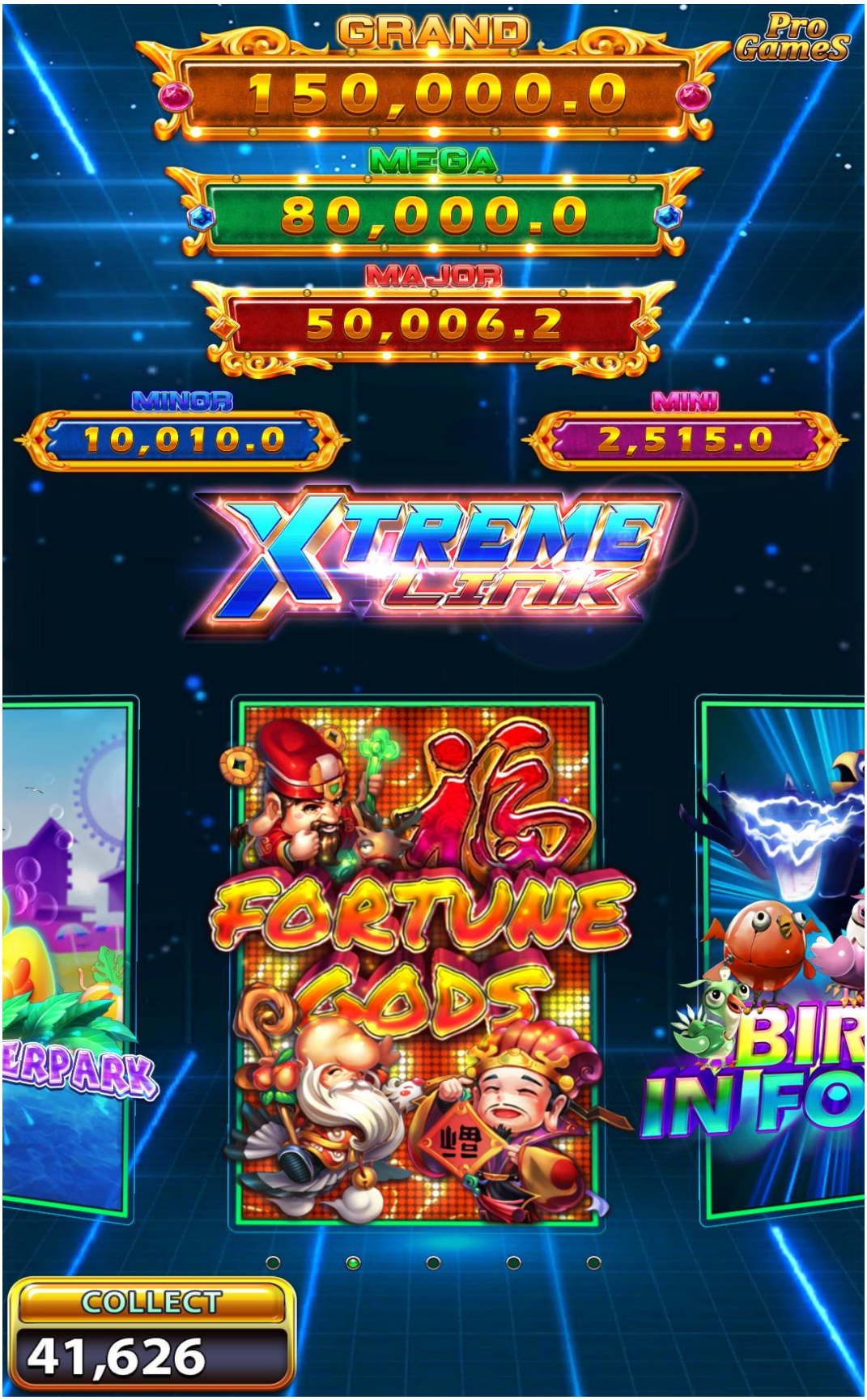

Play Instructions

Common Characters					
Icon	**Qty**	**Win points**	**Icon**	**Qty**	**Win points**
	ALL	2500		ALL	1000
	5	1000		5	400
	4	200		4	80
	3	50		3	20
	ALL	500		ALL	400
	5	200		5	160
	4	40		4	30
	3	15		3	10
	ALL	250		ALL	150
	5	100		5	60
	4	20		4	15
	3	7		3	5
	ALL	100		ALL	50
	5	40		5	20
	4	10		4	5
	3	3		3	2

Special Characters	
Icon	**Explanation**
	WILD Can substitute other icons in forming a winning pattern. Can multiply the winning. When the first row of reels comes with 2 or more WILD, it triggers special effect of whole column becomes WILD. Cannot substitute SCATTER or XTREME
	SCATTER 3 such icons will trigger free games. # of free games depends on # of icons obtained. Also, the first roll BONUS icon triggers special effect of whole column becomes WILD. 5 BONUS: 20 times 4 BONUS: 10 times 3 BONUS: 5 times
	XTREME LINK 1. 3~5 such icons will trigger the super jackpot game. 2. The game is composed of six rows and five columns. Player try to accumulate the colored diamonds and crown symbols 3. accumulates the score multiplies the score by 1-3 times

POWER OF GODS

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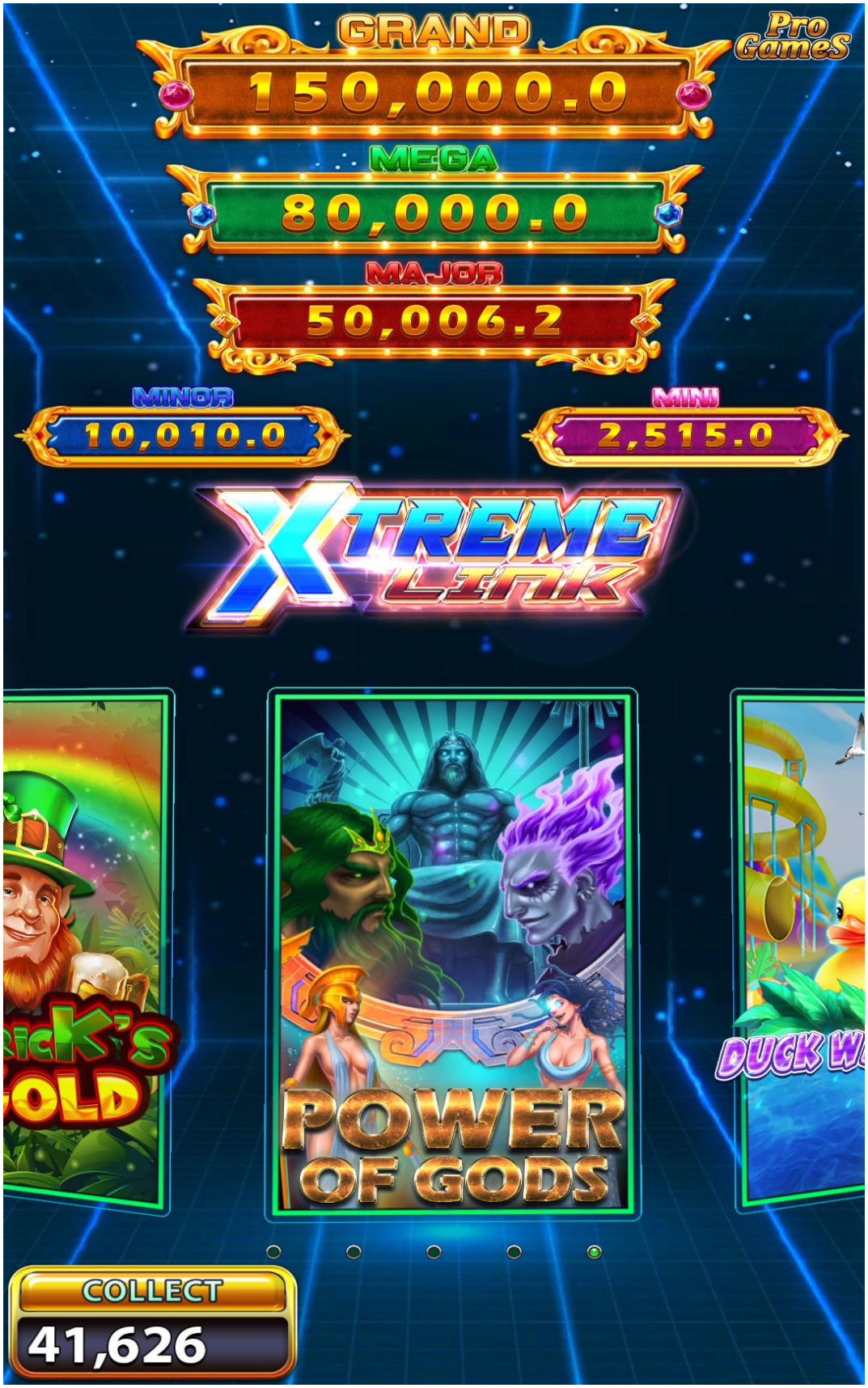


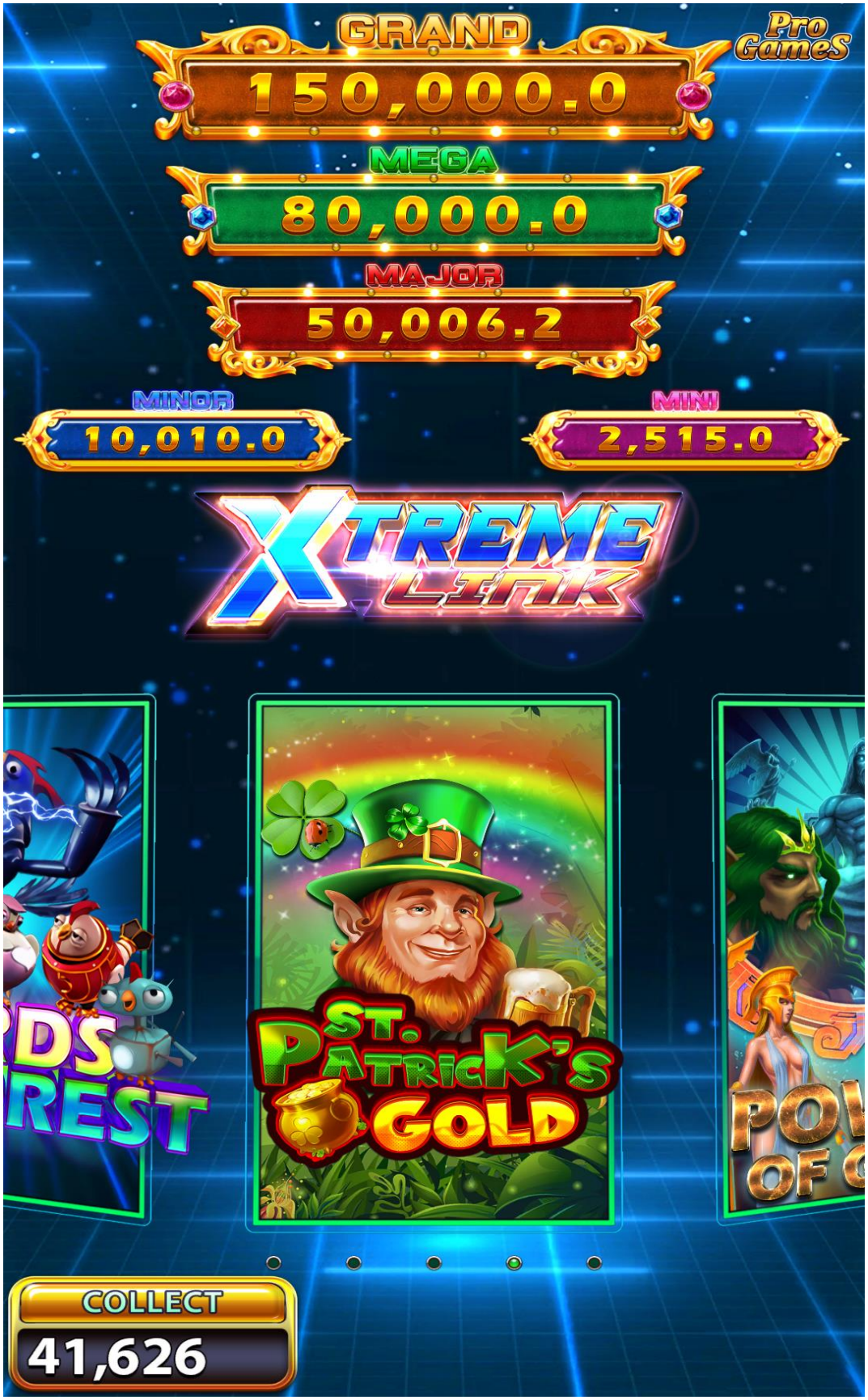
Play Instructions

Common Characters					
Icon	**Qty**	**Win points**	**Icon**	**Qty**	**Win points**
	5	240		5	150
	4	60		4	45
	3	15		3	3
	5	135		5	120
	4	45		4	65
	3	12		3	3
	5	90		5	90
	4	45		4	15
	3	6		3	3
	5	75		5	75
	4	15		4	15
	3	3		3	3
	5	60			
	4	15			
	3	3			

Special Characters	
Icon	**Explanation**
	WILD Can substitute other icons and double the winning by 2 or more times. Cannot substitute ULTRA WHEELS, SCATTER WHEEL, TEMPLE RICHES nor XTREME LINK.
	TEMPLE RICHES (WILD2) Can substitute other icons and can multiply the winning by 5 times. Cannot substitute for ULTRA WHEELS, SCATTER WHEEL, nor XTREME LINK.
	ULTRA WHEEL 3 icons will trigger Bonus game and enter the Lucky Wheel Lottery. Player will get the jackpot reward according to the corresponding value on the lucky wheel.
	SCATTER WHEEL 3 such icons will trigger SCATTER WHEEL game. Each icon will transform into a scatter wheel with bonus value. Accumulated winning will be awarded at the last wheel.
	XTREME LINK 1. 3~5 such icons will trigger the super jackpot game. 2. The game is composed of six rows and five columns. Player try to accumulate the colored diamonds and crown symbols 3. accumulates the score multiplies the score by 1-3 times

ST. PATRICK`S GOLD

Product Manual



Play Instructions

Common icons					
Icon	**Quantity**	**Win Points**	**Icon**	**Quantity**	**Win Points**
	5	240		5	150
	4	60		4	45
	3	15		3	15
	5	135		5	120
	4	45		4	45
	3	12		3	6
	5	90		5	90
	4	45		4	15
	3	6		3	3
	5	75		5	75
	4	15		4	15
	3	3		3	3
	5	60			
	4	15			
	3	3			

Special Icons	
Icon	**Explanation**
	WILD Can substitute other icons in forming a winning pattern. Can multiply the winning up to 25 times. Cannot substitute ULTRA WHEELS, SCATTER WHEEL, TEMPLE RICHES nor XTREME LINK.
	ULTRA WHEEL 3 such icons will trigger Free Game in lottery stage. Based on cards obtained, the corresponding wheel will spin for free.
	SCATTER WHEEL 3 such icons will trigger SCATTER WHEEL game. Each icon will transform into a scatter wheel with bonus value. Accumulated winning will be awarded at the last wheel.
	TEMPLE RICHES Can substitute other icons and can multiply the winning by 5 times. Cannot substitute for ULTRA WHEELS, SCATTER WHEEL, nor XTREME LINK.
	XTREME LINK 1. 3~5 such icons will trigger the super jackpot game. 2. The game is composed of six rows and five columns. Player try to accumulate the colored diamonds and crown symbols 3. accumulates the score multiplies the score by 1-3 times