

The logo for 'Skill Supreme' is rendered in a highly stylized, 3D font. The letters are primarily gold with a blue outline and a white-to-gold gradient. The word 'SKILL' is in a bold, blocky font, while 'SUPREME' is in a more decorative, cursive-like font. A small red diamond is positioned between the 'S' and 'U' of 'SUPREME'. The background features a glowing grid pattern that radiates from behind the text, set against a gradient of orange and red.

**BORDEN**  
TECHNOLOGY CORPORATION



## INTRODUCTION

|                         |    |
|-------------------------|----|
| LOBBY .....             | 01 |
| JUNGLE JUNGLE .....     | 02 |
| GENIE .....             | 05 |
| THE LOST TREASURE ..... | 08 |

## SYSTEM SETUP

|                     |    |
|---------------------|----|
| GAME SETUP .....    | 12 |
| EMPLOYEE MENU ..... | 12 |
| OPERATOR MENU ..... | 13 |

## MESSAGE SOLUTION

|                       |    |
|-----------------------|----|
| ERROR MESSAGE .....   | 14 |
| FORGOT PASSWORD ..... | 14 |

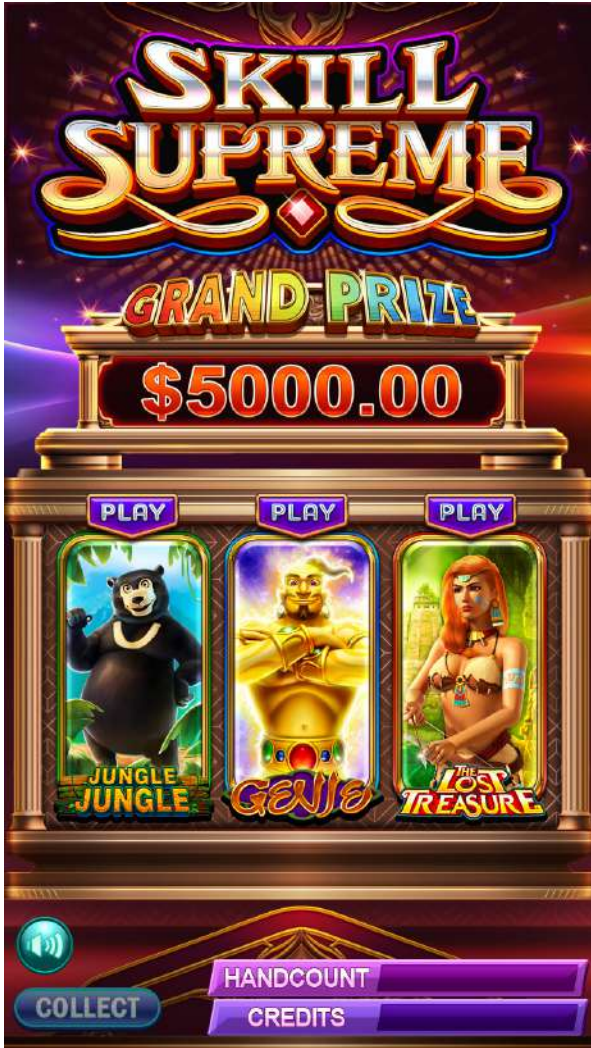
## DIAGRAM AND PCB

|               |    |
|---------------|----|
| DIAGRAM ..... | 15 |
| PCB .....     | 17 |

## LOBBY

## INTRODUCTION

- SKILL SUPREME is a 3 in 1 Nudge multigame.



## JUNGLE JUNGLE






### GAME RULES



- Press or to adjust your play.
- Press to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
- only appears in MAIN GAME.
- on pay line triggers BONUS GAME.

## Main Game Feature



- There will be a stacked , a  symbol, a  symbol, a  symbol, or a  symbol when Bear comes out.


## BONUS GAME



- Player has opportunity to win Score or Free Game Times once volcano erupts triggering scattered bonus or a stacked bonus.
- Player doesn't needs to RAISE or LOWER the symbols in bonus game.
- Bonus game end when spin times become zero.

## HOW TO WIN GRAND PRIZE



- When  symbol appears on the reels player will win GRAND PRIZE .




## LINE CHART




### GENIE

#### GAME RULES



- Press  or  to adjust your play.
- Press  to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.

-  align on the pay line will trigger FEATURE GAME
- These feature games include FREE GAME, BIG SYMBOL RESPIN and GRAND PRIZE.
- The feature game ends when FREE GAME, spin time to zero, and BIG SYMBOL RESPIN ends.



**FREE GAME**



- When entering FREE GAME, player win 5 times free spin.
- Player doesn't needs to RAISE or LOWER the symbols in free game,
- Free game end when spin times become zero.

**BIG SYMBOL SPIN**




- When entering BIG SYMBOL SPIN, the big symbols will spin automatically.
- IN BIG SYMBOL SPIN, the win line will include line 2 and line 3.

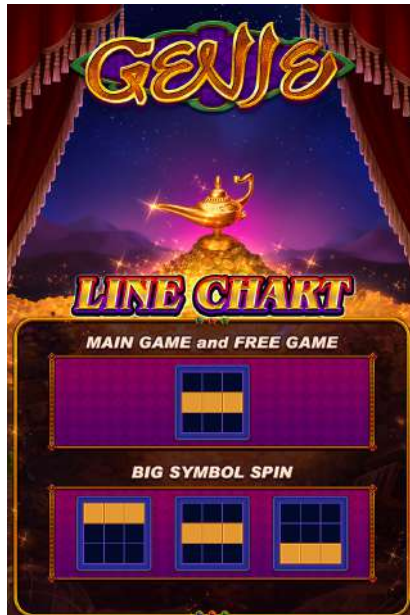


### HOW TO WIN GRAND PRIZE



- When  symbol appears on the reels player will win GRAND PRIZE .

### LINE CHART



## THE LOST TREASURE





### GAME RULES



- Press or to adjust your play.
- Press to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
- can substitute for all symbols except , or .
- only appears in main game and free game on reel 1 and 3.
- only appears in main game and free game.
- only appears in main game and bonus game.




### Main Game Feature



-  may change to ,  or .
- Re-spin feature will be triggered randomly.

### Free Game



- When    symbols meet on pay line, FREE GAME will be triggered.
- After entering FREE GAME, player wins 9 times free spin.
- Player doesn't needs to RAISE or LOWER the symbols in free game,
- Free game end when spin times become zero.












## Free Game Feature



- When pyramid shows in free game, there will be stacked WILD on 1st and 3rd row.




## Bonus Game



- When    symbols meet on pay line, BONUS GAME will be triggered.
- Before start the 6 free spins in bonus game, player can select    symbols from the pyramid to win corresponding reward.
- When there is a  symbol appears in bonus game, player can select  symbol from the pyramid to win corresponding reward. If there are   symbols, player can select two...and so on.
- Bonus game ends when free spin times reset to zero or player wins all  reward.

### HOW TO WIN GRAND PRIZE



- When    symbol appears on the reels player will win GRAND PRIZE.

### LINE CHART



**SYSTEM SETUP**
**GAME SETUP**

| FUNCTION                  | OPTION   | DEFAULT          |
|---------------------------|--|------------------|
| MAX PLAY                  | 200、250、300、400、500                            | 500              |
| MINI PLAY                 | 25、50、100、150、200                              | 25               |
| MINI PLAY FOR GRAND PRIZE | 25、50、100、150、200                              | 100              |
| MAX GRAND PRIZE           | \$3000~\$5000                                  | \$5000           |
| MINI GRAND PRIZE          | \$500~\$3000                                   | \$1200           |
| SYSTEM LIMIT              | OFF、ON   | ON               |
| BILL ACCEPTOR MODE        | PULSE, ICTPA7 RS232                            | PULSE            |
| PAY OUT OPTION            | PULSE, PYRAMID PRINTER, ICT PRINTER, DISPENSER | PULSE            |
| DISPLAY                   | DOLLAR, CREDIT                                 | DOLLAR           |
| SCORE BOX                 | OFF, ON  | OFF              |
| PLAY SCORE                | OFF, ON  | ON               |
| HAND COUNT                | OFF, ON  | OFF              |
| TIME OUT                  | OFF, 15, 20, 30, 60s                           | OFF              |
| TIME                      | YYYY/MM/DD 00:00                               | -                |
| VOLUME                    | GAME: 0~4, DEMO: 0~4                           | GAME: 4, DEMO: 4 |
| GAME RATE                 | EASY, MIDDLE, HARD                             | MIDDLE           |

**EMPLOYEE MENU**
**BOOKKEEPING**

UPDATE: While update the statistics, the current statistics will add into pre.

**GRAND PRIZE RECORD**

Recording when player wins over total bet x30/max denomination.

**LAST 100 GAME RECORD**

Recording the last 100 games including game result, credit, total win, total play, and time.

**IN/OUT RECORD**

Recording the timestemp of key in, key out, coin in, coin out, bill in.

**TEST**

BUTTON TEST: Testing all buttons, key function and all lamps.

SOUND TEST: Test amplifier.

TOUCH SCREEN TEST: Four option of touch screen [EETI/3M/GT/LEO]. Press the points on the screen and leave by touching the banner in the middle of the screen which will finish the calibration.

## OPERATOR MENU

### PASSWORD SETUP

There are two kinds of password, LEVEL A and LEVEL B, and LEVEL A is superior to B, which is having completed authorization.

#### LEVEL B:

- \*Can only modify the password itself.
- \*The default is 1212.
- \*The maximum digits are 10.

#### LEVEL A:

- \*Can modify all passwords of any levels.
- \*The default is 1111.
- \*Will not be reset even reload default.
- \*First digit of password cannot be set as 0.
- \*The maximum digits are 10.

Please memorize the password you set.

### SYSTEM EVENT RECORD

All access logs are recorded here.

### PASSWORD AND AUTHORIZATION

O : OPERABLE / Δ : REVIEW ONLY / - : HIDDEN

| LEVEL                            | 1111 / LEVEL A |     | 1212 / LEVEL B |     |
|----------------------------------|----------------|-----|----------------|-----|
|                                  | NO             | YES | NO             | YES |
| SATISTICS REPORT                 | NO             | YES | NO             | YES |
| SETTING FOR PLAY LEVEL           | O              | O   | -              | -   |
| SETTING FOR GRAND PRIZE ACTIVATE | O              | O   | -              | -   |
| SETTING BILL ACCEPTOR MODE       | O              | O   | -              | -   |
| SETTING PAY OUT OPTION           | O              | O   | -              | -   |
| DISPLAY                          | O              | O   | -              | -   |
| SETTING SCORE FUNCTION           | O              | O   | -              | -   |
| HAND COUNT SETTING               | O              | O   | -              | -   |
| TIME OUT SETTING                 | O              | O   | -              | -   |
| TIME SETTING                     | O              | O   | -              | -   |
| GAME RATE                        | O              | O   | -              | -   |

## MESSAGE SOLUTION ERROR MESSAGE

If an error message appears, please follow the instructions below to remove.

| MESSAGE      | REMOVE THE MESSAGE  |
|--------------|---|
| SYSTEM LIMIT | The maximum limit of credits amount is exceeded. Press PAY OUT for Five seconds to remove the message.              |
| SRAM         | If unexpected system problems occurred, please return this game board to the manufacture for inspection and repair. |
| HOPPER ERROR | To make sure the hopper is under normal situation, then Press PAY OUT for Five seconds to remove the message.       |

## FORGOT PASSWORD

Please contact the manufacturer and provide the code in the bottom right corner of the EMPLOYEE MENU (in the red box) to get a TEMPORARY CODE. This temporary code will be invalid after logging in and out.





## DIAGRAM

| COMPONENT SIDE                           | 36PIN | SOLDER SIDE                              |
|--|-------|--|
| GND                                      | 1     | GND                                      |
| AUDIO OUT L                              | 2     | AUDIO GND                                |
| AUDIO OUT R                              | 3     | AUDIO GND                                |
|  | 4     |  |
|  | 5     |  |
|  | 6     |  |
| TICKET OUT SW                            | 7     |  |
| TICKET NOTCH                             | 8     |  |
| ALL STOP / START / TAKE SCORE SW         | 9     |  |
| STOP3 / INFO SW                          | 10    | ALL STOP / START / TAKE SCORE SW         |
| STOP5 / BET SW                           | 11    |  |
| STOP4 / MAX BET SW                       | 12    |  |
| STOP2 / LINE SW                          | 13    |  |
| PRINTER ERROR_OUT                        | 14    |  |
| PRINTER TICKET_OUT                       | 15    | N/A For A808s                            |
| STOP1 / AUTO SW                          | 16    | N/A For A808s                            |
|  | 17    |  |
| BILL IN A                                | 18    | BILL IN                                  |
|  | 19    | KEY IN SW                                |
| ACCOUNT SW                               | 20    | SET UP SW                                |
| KEY OUT SW                               | 21    | PAY OUT(COLLECT) SW (TO TRIGGER PRINTER) |
|  | 22    | HOPPER SWITCH                            |
| BILL IN A METER (BILL IN A SERIAL METER) | 23    | BILL INHIBIT                             |
| NOTE IN METER                            | 24    | HOPPER SSR                               |
| KEY IN METER                             | 25    | ERROR LAMP                               |
| HOPPER INHIBIT                           | 26    | PRINTER METER                            |
| PAY OUT METER(COLLECT) METER             | 27    | WIN LAMP 1                               |
|  | 28    | WIN LAMP 2                               |
| ALL STOP / START / TAKE SCORE LAMP       | 29    | JP LAMP                                  |
| STOP3 / INFO LAMP                        | 30    |  |
| STOP5 / BET LAMP                         | 31    |  |
| STOP4 / MAX BET LAMP                     | 32    | PRINTER PAYOUT Trigger                   |
| STOP2 / LINE LAMP                        | 33    | PAY OUT LAMP                             |
| STOP1 / AUTO LAMP                        | 34    | TICKET SSR                               |
| NC                                       | 35    | NC                                       |
| GND                                      | 36    | GND                                      |

## DIAGRAM

| COMPONENT SIDE | 36PIN | SOLDER SIDE |
|----------------|-------|-------------|
| GND            | 1     | GND         |
| GND            | 2     | GND         |
| +5V            | 3     | +5V         |
| +5V            | 4     | +5V         |
| +12V           | 5     | +12V        |
| NC             | 6     | NC          |
| HOPPER SSR     | 7     | HOPPER SSR  |
| NC             | 8     | NC          |
| GND            | 9     | GND         |
| GND            | 10    | GND         |

PCB



# SKILL SUPREME

**BORDEN**  
TECHNOLOGY CORPORATION

BORDEN

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](mailto:sales@borden.com.tw)

Web Site : [www.borden.com.tw](http://www.borden.com.tw)