GOLDEN CITY
(5 REELS 25 LINES VIDEO XVGA SLOT GAME)

Golden City designs with the object of operating professional and amused game of casino, rather than making classic slot game. It's really extraordinary in the series of El Dorado that had never been seen in current games. You will find found a place in the collection as Golden City; and for the treasures, we are sure.


Main Game

HOW TO PLAY

- Insert coin(s) or bill(s).

- Press [Play] to bet one credit for each active line.

- 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.

Double Up Game

- Press [Help] to check the result of last game and relative game information.

GAME FEATURES

- EL DORADO SYMBOL: El Dorado symbol is wild as joker and enable to replace any symbols[a], except 'Free Play' symbol.

- EL DORADO BONUS AND JACKPOTS: The Bonus and 4-levels Jackpot will possible to find and win suddenly, if 'Golden El Dorado' symbol lands on the middle of 5 reels (third reel) and accumulate a lot.
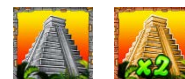
  Access Bonus screen, you'll receive 12 secret square stela triggers El Dorado Bonus. Selecting (Touching) a coin will reveal a symbol, and choose again, end the Bonus till EXIT finds.

El Dorado Bonus and Jackpots

  When 2 following matching symbols have been revealed, the corresponding Jackpot will be awarded.

 JP1 Yellow Jewel   JP2 Red Jewel   JP3 Green Jewel   JP4 Blue Jewel

When   and so on have been revealed, win the times of Total Bet value.

(1)

- FREE PLAY BONUS: Land three or more 'Free Play' symbols anywhere on the reel trigger the bonus. The symbols in the bonus will remove A, K, Q, J and 10 symbol to win easily and great award.

  3 FREE PLAY win Free Play 7 times
  4 FREE PLAY win Free Play 12 times
  5 FREE PLAY win Free Play 20 times

Free Play Bonus

(a) The symbols

|	EL DORADO	
	Replace following 10 symbols	

INSTALLATION

1) MAIN PCB

- Make sure you have powered-off game.
- Mount 'Game PC Board' on the cabinet.
- Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of 'Game PC Board'. Refer Page 11 for the diagram of Connector.

2) MONITOR

- Make sure the monitor (CRT/LCD/TFT) supports 1024x768 resolutions.
- Connect monitor connector to the monitor socket (VGA D-Sub) of 'Game PC Board'.
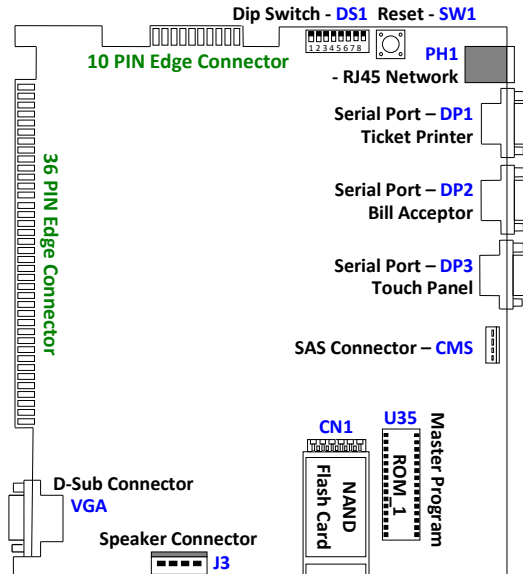
3) SPEAKER

- Audio Amplifier of hardware is newest powerful stereo Amplifier. It uses 2 set separate speakers for Audio Out. Connect two speakers to (R+:R-) and (L+:L-) of J3.
- 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.
- The 20watt, 8 ohm speaker and more is recommended. If the power of speaker doesn't enough, the "distortion" may find when audio out.
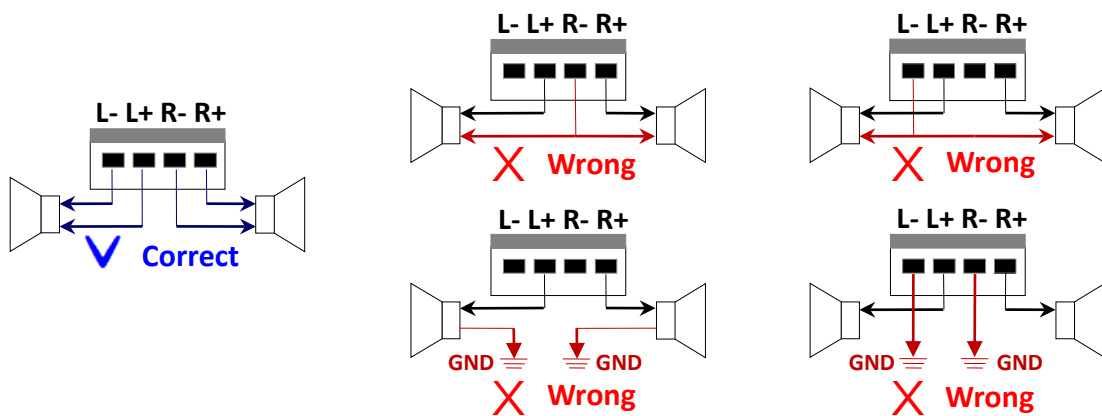
4) TOUCH PANEL

- It's optional and shows relative function automatically after connect.
- Make sure (a) The panel is 3M Microtouch panel or compatible. (b) Connect to DP3 – Touch Panel port. (c) Dip #5 of Dip Switch on PC Board adjust to ON. (d) Power Off and On again to ensure the setup is available. The screen will show relative 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.
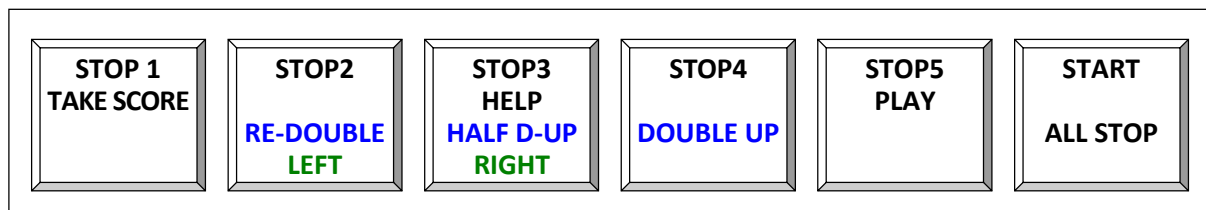
5) BILL ACCEPTOR (SERIAL TYPE)

- The game is available to use both pulse and serial type of Bill Acceptor.
- If use serial type of Bill Acceptor as JCM WBA/ UBA or compatible, adjust Dip Switch Dip#1 to ON and link the connector of Bill Acceptor to DP2 – Bill Acceptor.

6) TICKET PRINTER AND SAS PROTOCOL

Both Ticket Printer (DP1) and SAS Protocol (CMS) are unavailable in the version, and supports in specific version only.

7) CONTROL PANEL

STOP 1 TAKE SCORE	STOP2 RE-DOUBLE LEFT	STOP3 HELP HALF D-UP RIGHT	STOP4 DOUBLE UP	STOP5 PLAY	START ALL STOP

Establish above buttons on the panel. Refer the page of Connector Diagram.

► STOP1, STOP 2, STOP 3, STOP 4, STOP 5
Stop the reel by [Stop1], [Stop2], [Stop3], [Stop4] and [Stop5].

► DOUBLE UP, RE-DOUBLE, HALF DOUBLE, LEFT, RIGHT
Select Double-Up Game & Mode by [Double Up], [Half D-UP] (Half Double) or [Re-Double], and Play by [Left] or [Right].

► START/ALL STOP: Begin the game and again to stop all reels.

► PLAY: To bet one credit for each lines.

► TAKE SCORE: Take winning score into Credit.

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

8) POWER ON AND CHECK

- After you do all of above, please power on the game. Check +5V DC on main PCB side. The voltage between +4.95 to 5.05V DC is good.
- Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode".
- Refer Page 5 to 8 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 12 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.
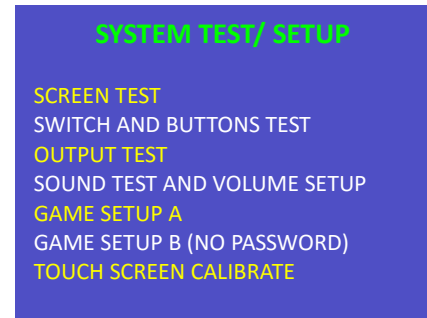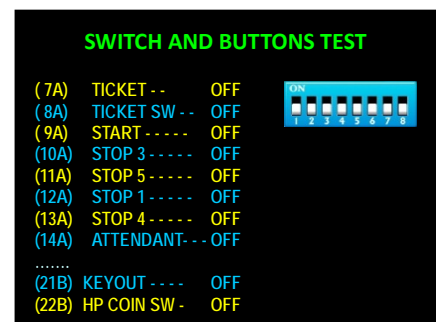
1) SCREEN TEST

- Use this screen to check the color of monitor and the size of pictures.

- The color bands in the center should be Red, Green, Blue and White from left to right.

- The Cross Hatch test pattern has a white grid on a black background. The check as follows:

  ► The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.

  ► "Out" line of grid line is same size as "Out" line of game screen, which should able to be seen without overflow of grid lines on screen.

- If the screen does not match above description, adjust the monitor as described in the monitor's manual.

- Press [Start] button to back main menu.
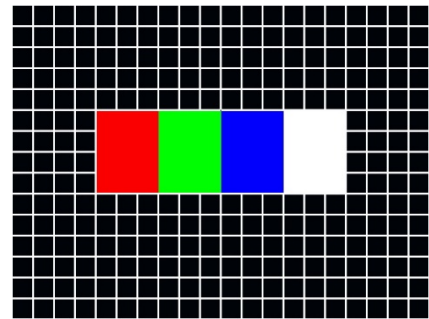
2) SWITCH AND BUTTONS TEST

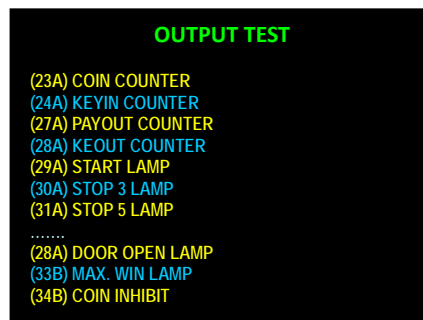Use this screen to check the buttons and the switch in this game.

- 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.

3) OUTPUT TEST

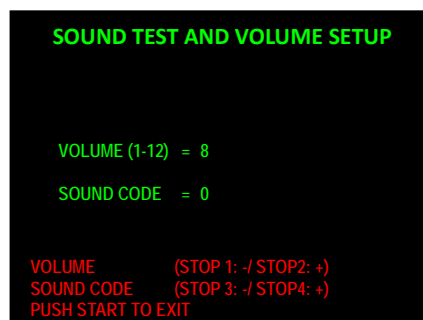Use this screen to check the lamp of buttons in this game.

- 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.

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              OUTPUT TEST

(23A) COIN COUNTER
(24A) KEYIN COUNTER
(27A) PAYOUT COUNTER
(28A) KEOUT COUNTER
(29A) START LAMP
(30A) STOP 3 LAMP
(31A) STOP 5 LAMP
.......
(28A) DOOR OPEN LAMP
(33B) MAX. WIN LAMP
(34B) COIN INHIBIT
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4) SOUND TEST AND VOLUME SETUP

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

- 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.

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     SOUND TEST AND VOLUME SETUP



  VOLUME (1-12)  =  8

  SOUND CODE   =  0


VOLUME          (STOP 1: -/ STOP2: +)
SOUND CODE      (STOP 3: -/ STOP4: +)
PUSH START TO EXIT
```

5) 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 with correct, "OK!" is shown on the screen. To change new password, press [Max Bet] button and input new password as you want. Or, press [Start] button to enter screen of Game Setup.

Use the screen to manually adjust the game setting.

- Moving the bar by pressing [Stop1] button. Select the setting value by pressing [Stop5] button.

- Press [Start] button to back main menu. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

(6)

CONTENTS	SETTING SELECTION (Underline item is default)
COIN	DISABLE, 1 ,2, 5, <u>10</u>, 20, 25, 50, 75, 100, 200, 300, 500, 1000
KEYIN	DISABLE, 1, 2, 5, 10, 20, 25, 50, 75, 100, 200, 300, 500, <u>1000</u>, 2000, 3000, 5000
PAYOUT	DISABLE, 1, 2, 5, <u>10</u>, 20, 25, 50, 75, 100, 200, 300, 500, 1000
KEYOUT	DISABLE, 1, 2, 5, 10, 20, 25, 50, 75, <u>100</u>, 200, 300, 50<u>0</u>, 1000, 2000, 3000, 5000
BILL IN	DISABLE, 1, 2, 5, <u>10</u>, 20, 25, 50, 75, 100, 200, 300, 500, 1000
MIN. PLAY	1, <u>5</u>, 10, 25, 50, 100, 150, 200
MAX. PLAY	50, 100, 200, 250, 300, 400, <u>500</u>
WIN RATE	90, 91, 92, 93, 94, <u>95</u>, 96, 97, 98
GAME LIMIT	10000, 20000, 30000, 50000, <u>100000</u>, 200000, 300000, 500000, 1000000
DOUBLE FUNCTION	<u>ENABLE</u>, DISABLE
RE-DOUBLE	ENABLE, <u>DISABLE</u>
HALF-DOUBLE	ENABLE, <u>DISABLE</u>
DOUBLE RATE	91, 92, 93, 94, <u>95</u>, 96, 97, 98, 99
DOUBLE LIMIT	5000, 10000, 20000, 30000, <u>50000</u>, 100000, 200000, 300000
MIN. JP BET	1, <u>5</u>, 10, 25, 50, 100, 150, 200
JP WIN TYPE	<u>PROPORTION</u>, ALL
TICKET OUT	1, 2, 5, <u>10</u>, 20, 25, 50, 75, 100, 200, 300, 500
TICKET OUT MODE	MAX. 1 TK, MAX. 2 TK, MAX. 3 TK, MAX. 4 TK, MAX. 5 TK, <u>NO LIMIT</u>
TICKET CONTROL	<u>TICKET OUT</u>, INTERFACE, ATTENDANT

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: Adjust how many credits per Bill signal.

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

g. Max Bet: Adjust how many max bets can bet at one play.

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

The win Rate is calculated and defines as follows:

<u>Win Rate = Total Won Score / Total Played Score</u>

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 95%.

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

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

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

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

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

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

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

o. Min. JP Bet: Min bet value to win Jackpot.

p. JP win Type: To set win Jackpot for all value or portion of Bet value/Max. Bet.

q. Ticket Out: Adjust how many credits per Ticket

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

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

6) 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	ENABLE, DISABLE
DEMO SHOW	ENABLE, DISABLE
KEYOUT TYPE	ZERO, REST
MAX. PAY TOKENS	200, 300, 400, 500, 1000, FREE
BILL INHIBITION	N.C., N.O.
HOPPER SW TYPE	N.C., N.O.
SKILL STOP	ENABLE, 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. Hopper Sw. Type: For Hopper. N.C. - Normal close (low), N.O. – Normal Open (Hi).

g. 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.

7) TOUCH SCREEN CALIBRATE

To use Touch Screen function, adjust Dip Switch #5 to ON to enable the function. This setup item is visible 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.

8) 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	5	6	7	8
BILL ACCEPTOR	Serial	ON	JCM bill acceptor or compatible						
	Pulse	OFF							
DOOR OPEN	N.C.		ON						
	N.O.		OFF						
HOPPER PULSE	30 ms			OFF	OFF				
(Milli-Second)	40 ms			ON	OFF				
	50 ms			OFF	ON				
	60 ms			ON	ON				
TOUCH SCREEN	Enable					ON			
	Disable					OFF			

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

The page shows the records from last "check out" till now.

Play Times: Total played times.
Play Scores: Total played score.
Win Scores: Total won score.

"Check Out": To clear this page. Please refer Page 9, Reset function for Clear Current Record Only.

SECOND PAGE

The Score column of top form shows the score of Coin, Payout, Keyin, Keyout, Bill In and Net.

The Counter column shows "System Counters". It doesn't able to clear by anyway and affected by Reset function, which to compare relatively with machine's mechanical counters when "check out each time".

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

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

Power Times: The times of Power ON.
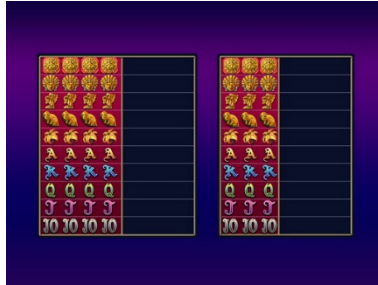
THIRD PAGE

(El Dorado Bonus/ Yellow Jewel Jackpot/ Red Jewel Jackpot / Green Jewel Jackpot / Blue Jewel Jackpot / Free Play) Times & Score

Won times and Won scores in El Dorado Bonus/ Free Play game.

Game Limit: The Times of Game Limit.

Double Limit: The Times of Double Limit

FOURTH & FIFTH PAGE: Both pages shown winning times of each prize.

SIXTH PAGE: The page shows the record of last 10 plays.

Press [Stop2] to move the play you want to check. Press [Stop3] to view the detail of play.

RESET (Clear)

● **CLEAR ALL**

Turn off the power. Turn on both [Book] key and [Setup] key simultaneously and then turn on the power. (If [Book] or [Setup] make by the buttons, you should press without release.)
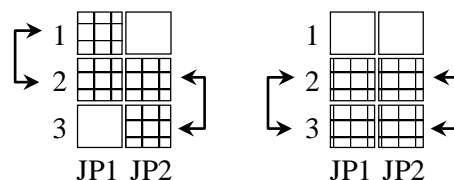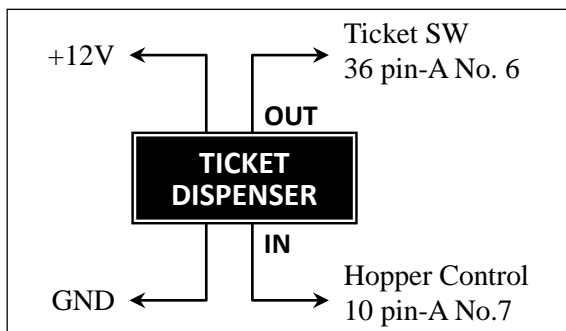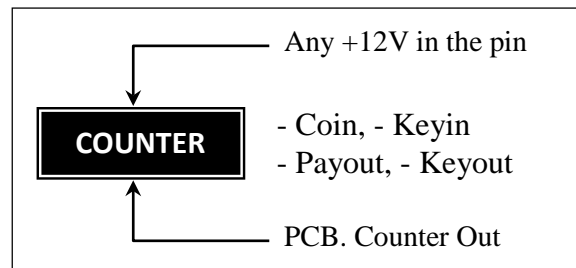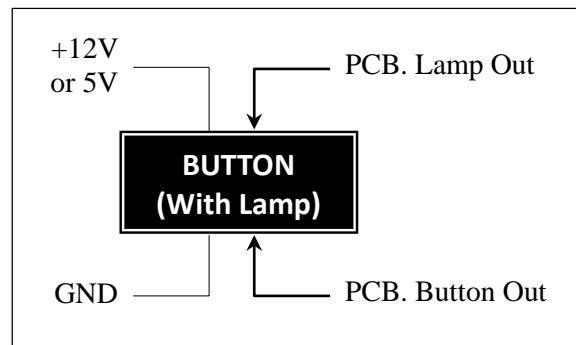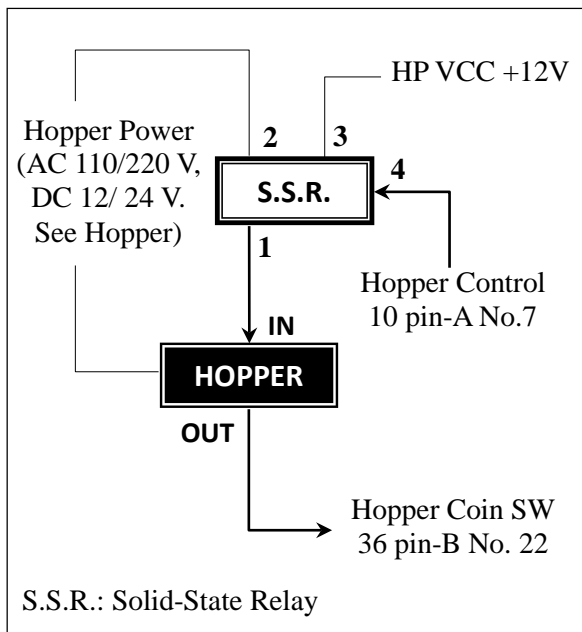
The screen will show "System Reset", which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.).

► RESET button on the board is unavailable in current version.
► You should do Reset if you change the Master program (Rom_1) or after changed the Win Rate.

● **CLEAR CURRENT RECORD ONLY (CHECK OUT)**

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Current Record. Press [Stop2] and [Stop3] button simultaneously to clear the data of this page. The total records (second page) for from initial operation remain unchanged by this function.

MACHINE LAYOUT

HP VCC +12V

Hopper Power
(AC 110/220 V,
DC 12/ 24 V.
See Hopper)

2　**3**

S.S.R.　**4**

1

Hopper Control
10 pin-A No.7

IN

HOPPER

OUT

Hopper Coin SW
36 pin-B No. 22

S.S.R.: Solid-State Relay

+12V
or 5V

PCB. Lamp Out

**BUTTON
(With Lamp)**

GND

PCB. Button Out

Any +12V in the pin

COUNTER

- Coin, - Keyin
- Payout, - Keyout

PCB. Counter Out

Ticket SW
36 pin-A No. 6

+12V

OUT

**TICKET
DISPENSER**

IN

GND

Hopper Control
10 pin-A No.7

1
2
3

JP1 JP2
General Style

1
2
3

JP1 JP2
Deltronic

Please check the JP1 and JP2 on board for the Ticket Dispenser.

ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	The system may a little confusion instantly. Please do Reset function.
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.
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 Empty	Hopper without Coins/Tokens. Please power OFF and insert Coins/Tokens then power ON again.

TROUBLESHOOTING

| SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	● 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 DP3 – Touch Panel port. ● Check Touch Screen function in Game Setup B of Test/ Setup set to "Enable" to activate. And then, power Off and On again to ensure the setup is available.

CONNECTOR DIAGRAM

GOLDEN CITY (USA)

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	
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 Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout/ Ticket Counter	28	
Start Lamp	29	
Stop3 Lamp	30	
Play/ Stop5 Lamp	31	
Take Score/ Stop1 Lamp	32	
Stop4 Lamp	33	
Stop2 Lamp	34	Coin Inhibit
	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)
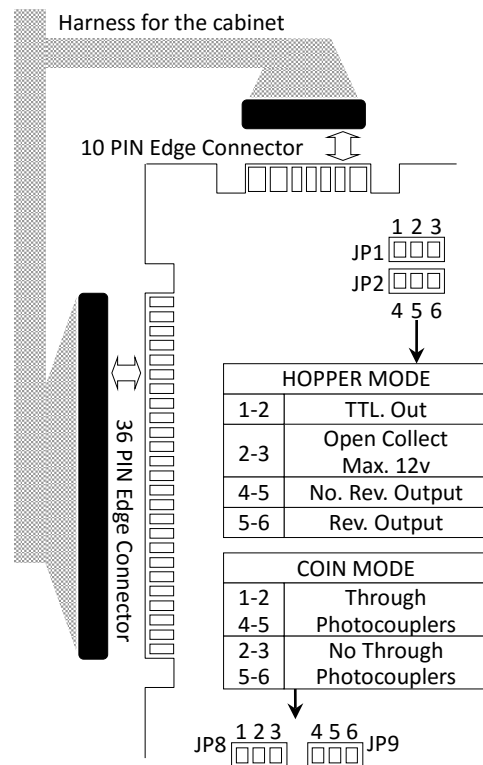
► Clear Error button: To correct instantly the message of "Coin Error", "Coin Jam" and "Hopper Jam" etc after fix.