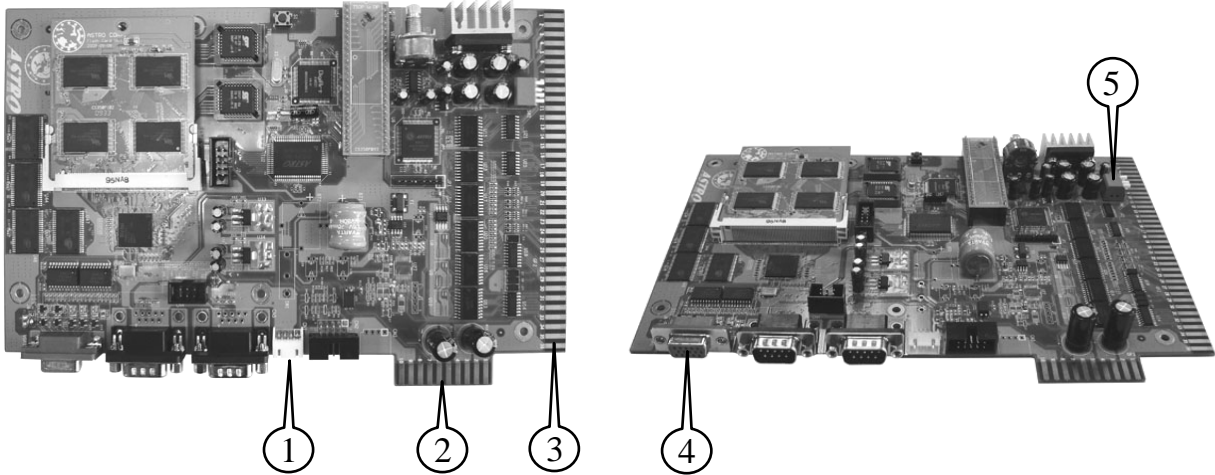


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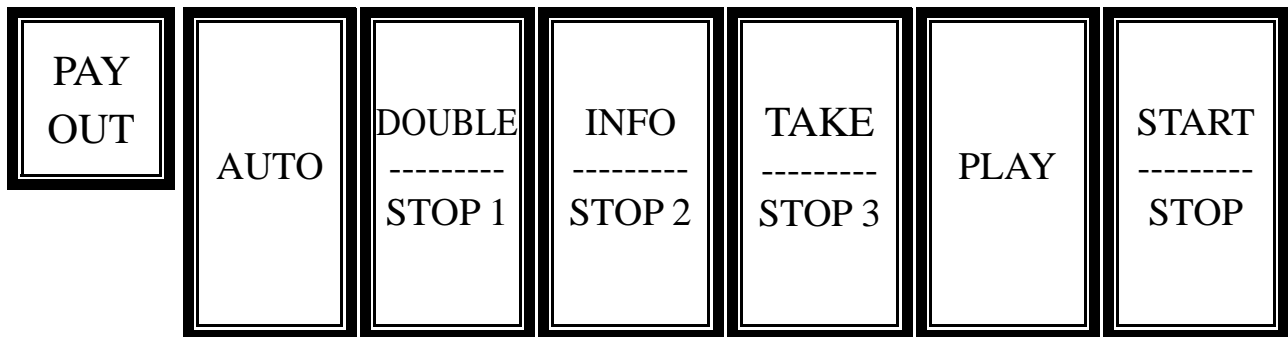
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INTERFACE



1. Linking socket.
2. 10 Pin.
3. 36 Pin.
4. VGA signal port, Compatible to monitor resolution: 640 * 480.
5. Caution: Please do not change the switch position.

BUTTON LAYOUT

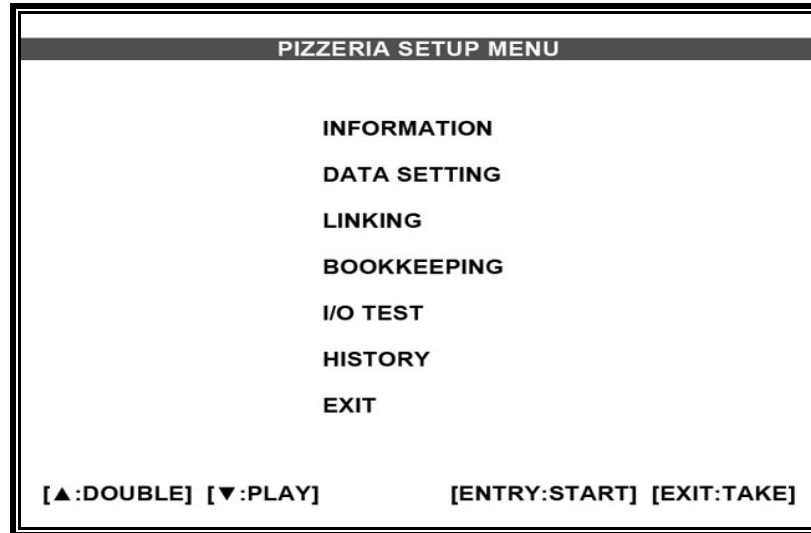


DATA SETTING LIST

NOTICE: If there is any credit in the game, the setting can not be changed, please make sure there is no any credit remaining before you enter the setting menu.

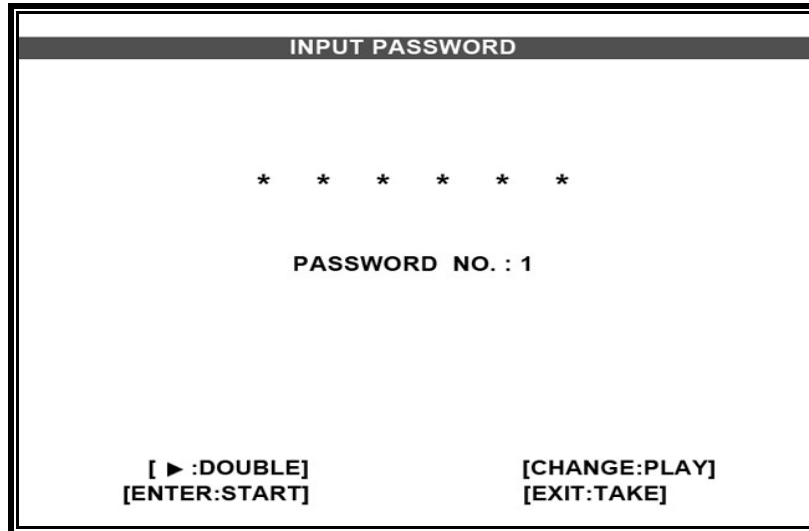
ITEM		VALUE
1	COIN IN UNIT	1,2,3,4,5,10,15,20, <u>25</u> ,30,40 50 60,75, 80,100,200,250,400,500,1000
2	KEY IN UNIT	1,2,3,4,5,10,15,20,25,30,40 50 60,75, 80,100,200,250,400,500, <u>1000</u> ,OFF
3	KEY OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u> , CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN)
4	TICKETOUTUNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u>
5	COIN OUT LIMIT	100,200,300, <u>500</u> ,1000,2000,3000,5000 ,OFF
6	MAX.TICKETSPERGAME	<u>CONTINUOUS</u> ,1,2,3,4,5,8,10
7	CREDIT LIMIT	1000,3000,5000,10000,20000, <u>30000</u> ,50000,100000,990000
8	MAX. PLAY/LINE	8,10,16,24,32,40,48,56,64,72, <u>80</u> ,120,160,200,240
9	MIN. PLAY	<u>1</u> ,2,4,6,8,10,16,24,32,40,48,56,64,72,80,120,160,200,240
10	JP MIN. PLAY	8,10,16,24,32, <u>40</u> ,48,56,64,72,80,120,160,200,240
11	DOUBLE UPGAME	<u>ON</u> , OFF
12	LEVEL OF DIFFICULTY	LEVEL1(EASIEST), LEVEL2, LEVEL3, LEVEL4, LEVEL5, LEVEL6, LEVEL7, <u>LEVEL8(HARDEST)</u>
13	DEMO SOUND VOLUME	5,10,10,20,25,30,35,40,45,50,55,60,65, <u>70</u> ,75,80,85,90,95,100,OFF
14	GAME SOUND VOLUME	5,10,10,20,25,30,35,40,45,50,55,60,65, <u>70</u> ,75,80,85,90,95,100,OFF
15	WIN TO	<u>CREDIT</u> , SCORE
16	PLAY SCORE	YES, <u>NO</u>
17	10TIMES FEATURE	ON, <u>OFF</u>
18	GAME COUNT	ON, <u>OFF</u>
19	AUTO PLAY	<u>ON</u> , OFF
20	CONTINUOUS SPIN	ON, <u>OFF</u>
21	NO SPINNING	ON, <u>OFF</u>
22	ODDS TABLE	<u>ON</u> , OFF
23	BOOKKEEPING	<u>ON</u> , OFF
24	DEMO	<u>ON</u> , OFF
25	PASSWORD	<u>OFF</u> , 1, 2, 3, 4, 5, 6, 7
26	HOPPER SENSOR	<u>NORMAL HIGH</u> , NORMAL LOW

SETUP MENU



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 LINKING 》、《 BOOKKEEPING 》、《 I/O TEST 》、《 HISTORY 》 and 《 EXIT 》.
3. Press **DOUBLE** or **PLAY** button to select the item.
4. Press **TAKE** to exit **Setup Menu**.

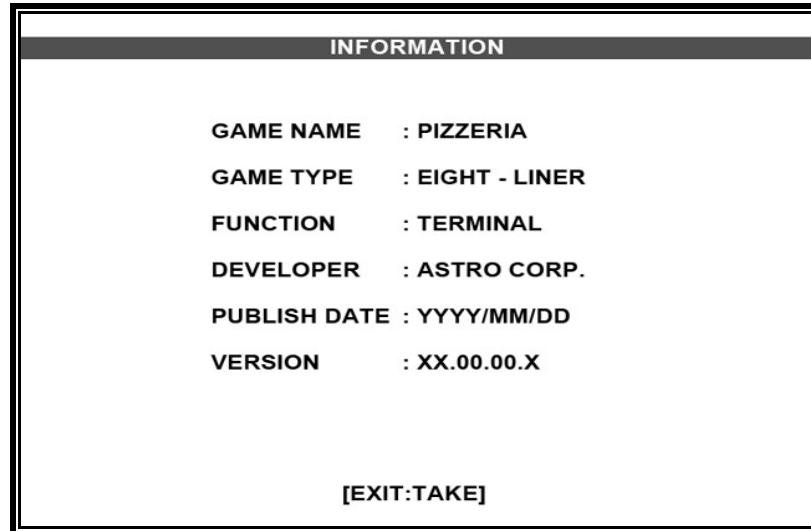
INPUT PASSWORD



1. Press **DOUBLE** to select the icons.
2. Press **PLAY** to change the value.
3. Press **START** to enter the setting page.
4. Press **TAKE** to exit the Password page.

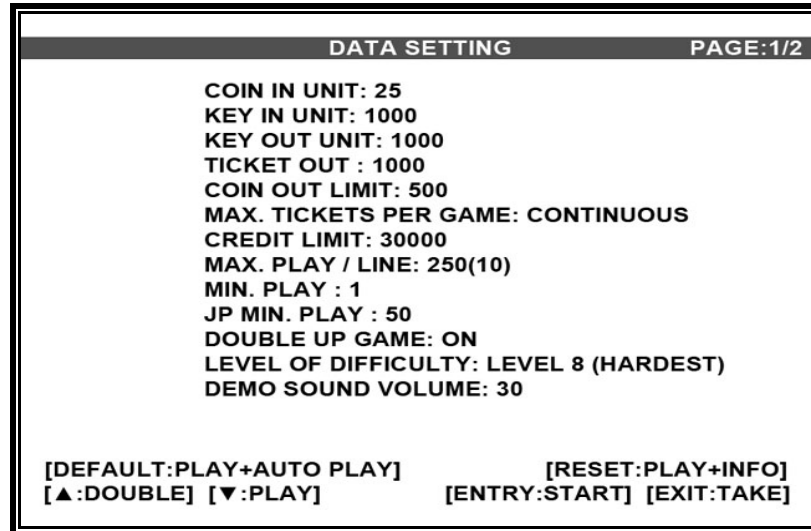
Password No.	OFF	1	2	3	4	5	6	7
Code	No use	110184	324888	315795	889556	323474	201987	638893

INFORMATION



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.

DATA SETTING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **DOUBLE** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **PLAY** + **AUTO** to load the factory default (Data Format).
6. Press **TAKE** to exit Data Setting.
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the values in the setting.

There are total 2 pages in the data setting

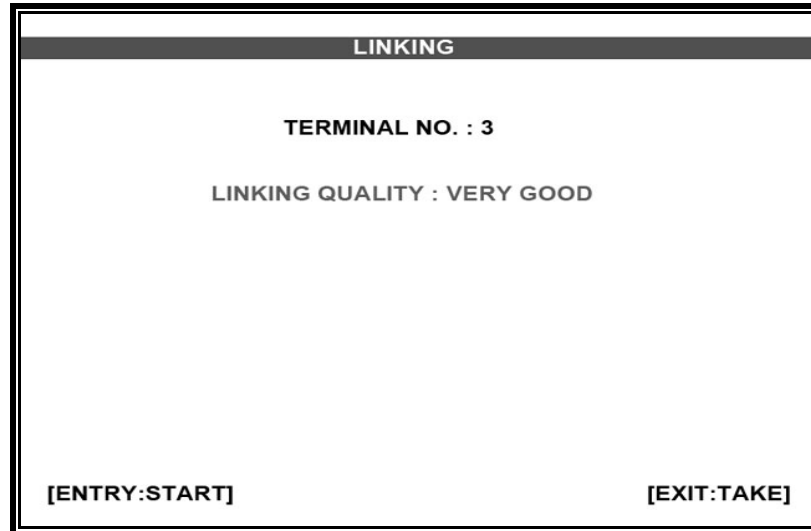
GAME RESET

WARNING!!
DO YOU WANT TO RESET ?
YES
NO

[SELECT:DOUBLE] [ENTER:START] [EXIT:TAKE]

The program will reconfirm the reset instruction.

LINKING

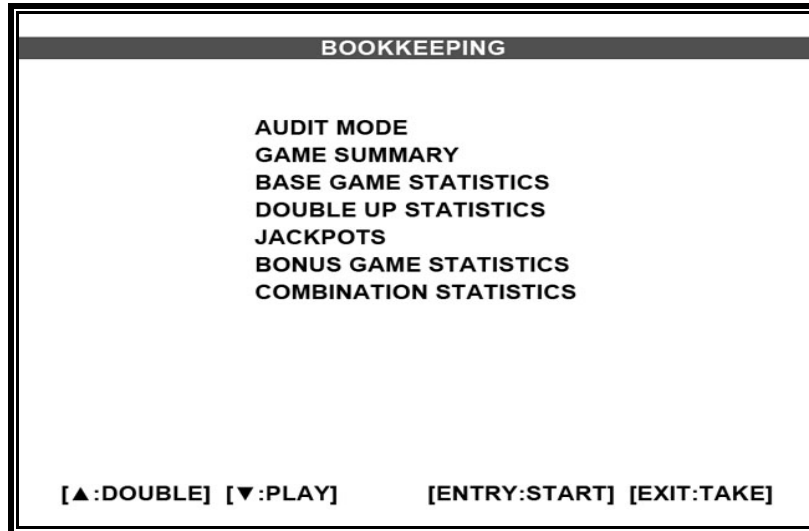


1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 **LINKING** 》 to enter the Linking setup page.
3. Press **START** to Set up terminal ID number.
(Select “**OFF**” will turn off the linking function)
4. Press **TAKE** to exit Linking Setting.

NOTICE:

- The terminals' ID numbers are from **2** to **20** (the server is always ID 1).
- The terminals can not work if two of them have the same ID number.
- The Linking setting of server please refers to “LINKING SETTING” user manual.

BOOKKEEPING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 BOOKKEEPING 》 to enter the bookkeeping.
3. The Bookkeeping contains: 《 AUDIT MODE 》、《 GAME SUMMARY 》、《 BASE GAME STATISTICS 》、《 DOUBLE UP STATISTICS 》、《 JACKPOTS 》、《 BONUS GAME STATISTICS 》、《 COMBINATION STATISTICS 》.
4. Press **DOUBLE** or **PLAY** button to select the item.
5. Press **TAKE** to exit **Bookkeeping**.

STATISTICS		PAGE:1/7
GAME SUMMARY		
TOTAL KEY IN	: 0	(UNIT: 1000)
TOTAL COIN IN	: 0	(UNIT: 25)
TOTAL KEY OUT	: 0	(UNIT: 1000)
TOTAL PAY OUT	: 0	(UNIT: 25)
TOTAL TICKET OUT	: 0	(UNIT: 1000)
KEY OUT REMAINDER	: 0	
CURRENT CREDIT	: 0	
CURRENT SCORE	: 0	
TOTAL PROFIT	: 0	
PAY OUT RATE	: 0.00%	

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

1/7

STATISTICS		PAGE:2/7
BASE GAME STATISTICS		
GAME PLAYED TIMES	: 0	
GAME WON TIMES	: 0	
HIT FREQUENCY	: 0.00%	
TOTAL PLAYED	: 0	
TOTAL WON	: 0	
GAME RETURN	: 0.00%	

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

2/7

STATISTICS		PAGE:3/7
DOUBLE UP STATISTICS		
PLAY DOUBLE UP TIMES	: 0	
WIN DOUBLE UP TIMES	: 0	
DOUBLE UP HIT FREQUENCY	: 0.00%	
TOTAL DOUBLE UP IN	: 0	
TOTAL DOUBLE UP OUT	: 0	
TOTAL DOUBLE UP RATE	: 0.00%	

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

3/7

STATISTICS		PAGE:4/7
JACKPOTS		
JACKPOT 1 TIMES	: 0	
JACKPOT 2 TIMES	: 0	
JACKPOT 3 TIMES	: 0	
JACKPOT 1 WON	: 0	
JACKPOT 2 WON	: 0	
JACKPOT 3 WON	: 0	
JACKPOT TOTAL TIMES	: 0	
JACKPOT TOTAL WON	: 0	

















[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

4/7

STATISTICS		PAGE:5/7
BONUS GAME STATISTICS		
PIZZA DOUGH TIMES	:	0
COOKING PIZZA TIMES	:	0
TOTAL BONUS GAME TIMES	:	0
PIZZA DOUGH WON	:	0
COOKING PIZZA WON	:	0
TOTAL BONUS GAME WON	:	0
FREE GAME TIMES	:	0
TOTAL PLAY TIMES	:	0
FREE GAME WON	:	0



























[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

5/7

STATISTICS		PAGE:6/7
COMBINATION STATISTICS		
ALL		X 0
8X		X 0
7X		X 0
6X		X 0
5X		X 0
4X		X 0
3X		X 0
2X		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL		X 0
ALL PIZZA		X 0

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

6/7

STATISTICS		PAGE:7/7
COMBINATION STATISTICS		
		X 0
		X 0
		X 0
		X 0
		X 0
		X 0
		X 0
		X 0
		X 0
	ANY 	X 0
		X 0
		X 0
		X 0

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

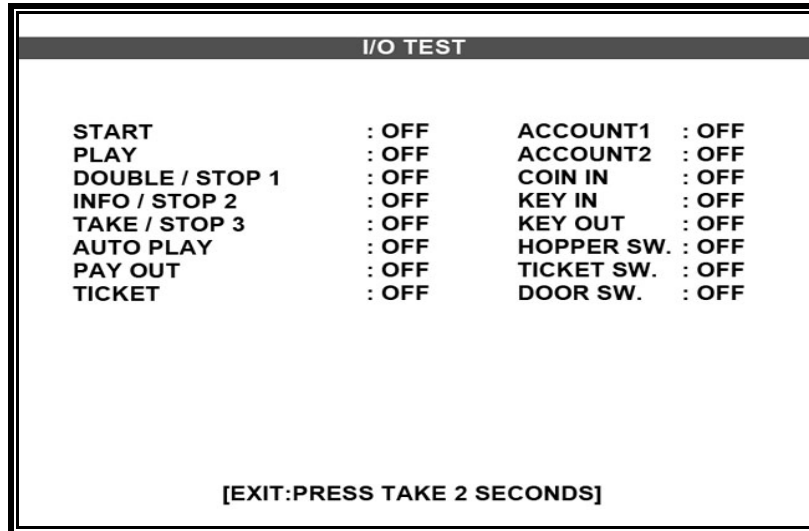
7/7

AUDIT MODE

AUDIT MODE	
PERIODIC AUDIT	CURRENT AUDIT
KEY IN : 0	KEY IN : 0
COIN IN : 0	COIN IN : 0
KEY OUT : 0	KEY OUT : 0
PAY OUT : 0	PAY OUT : 0
TICKET OUT : 0	TICKET OUT : 0
[SHIFT:START+AUTO PLAY]	[EXIT:TAKE]

1. Press **START** + **AUTO** button to shift record.
2. Press **TAKE** to exit.

I/O TEST
















1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard functions testing.
4. Press **TAKE** button for 2 seconds to exit I/O Test.

HISTORY

HISTORY

RECORD : 43 6TH RECORD

TIP 80	4	6	7	8	
	2				WON LINES : N/A
	1				JP# : N/A
	3				WON BONUS : N/A
	5				PIZZA DOUGH : N/A

CREDIT : 21798
SCORE : 0
PLAY : 80
TOTAL WON : 80

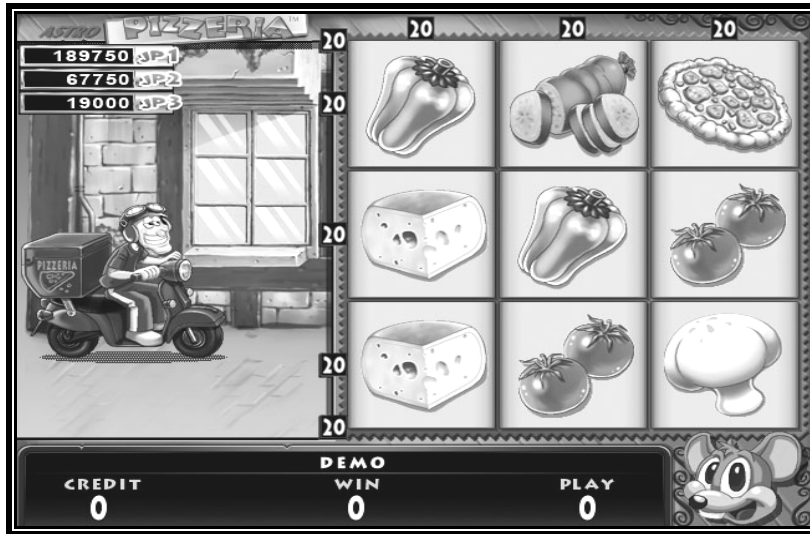
WON BONUS : N/A
FREE GAME : N/A (0)
TIP : N/A (0)
SPECIAL HOLD : N/A
EXTRA SPIN : N/A
DOUBLE UP : N/A (0)

[▲:DOUBLE] [▼:PLAY] [EXIT:TAKE]

5. Turn on the **Account** switch to enter the **Setup Menu**.
6. Select 《 HISTORY 》 to enter the History.
7. Press **DOUBLE** or **PLAY** button to select the page.
8. Press **TAKE** button to exit History.

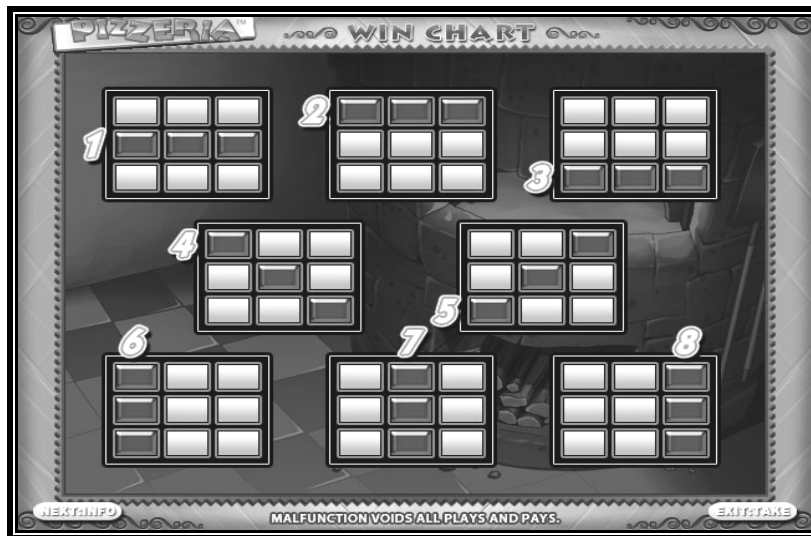
HOW TO PLAY

- MAIN GAME



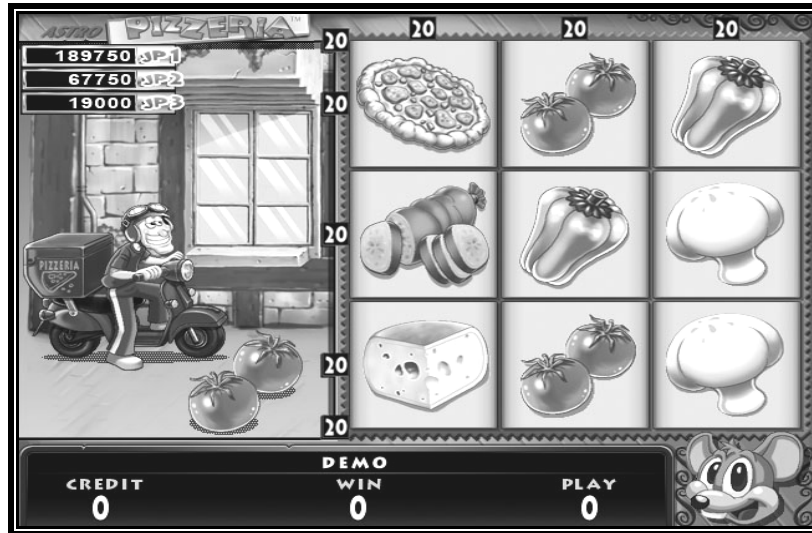
EIGHT - LINER GAME

- WIN CHART

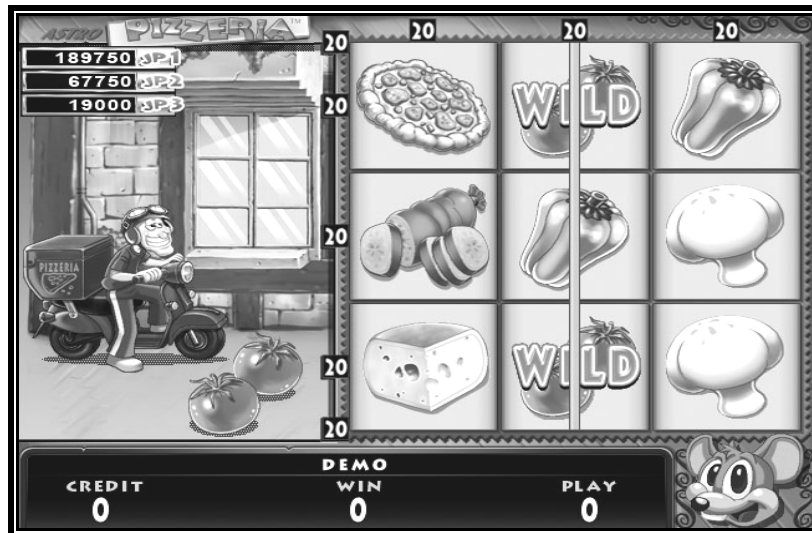


WIN CHART

- **WILD SYMBOL**

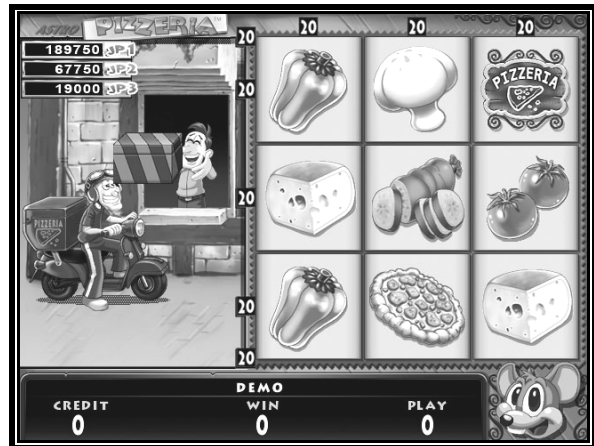
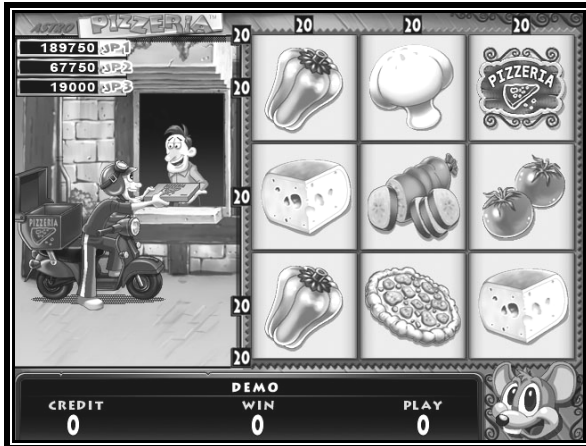


- When , , , or fall from the and matches with the symbols in the reels, these symbols will become **WILD**.

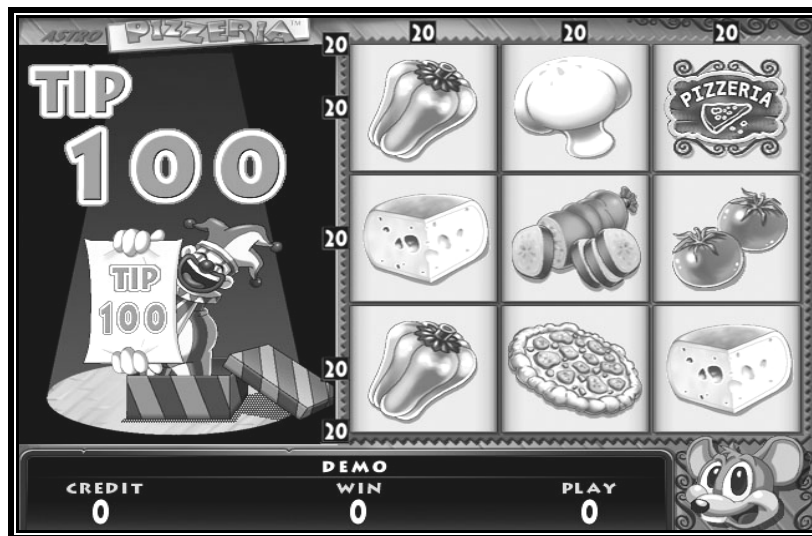


- The WILD symbol substitutes for all symbols, except: , , and **Jackpot** .

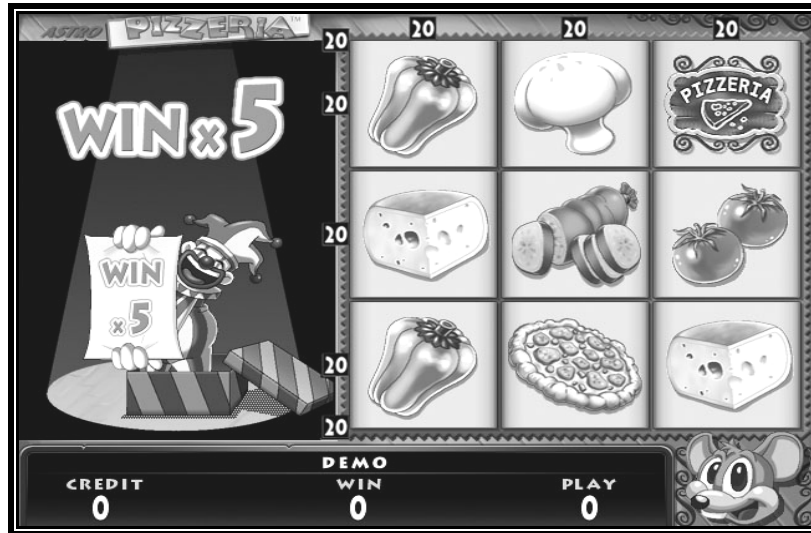
- **PIZZA DELIVERY**



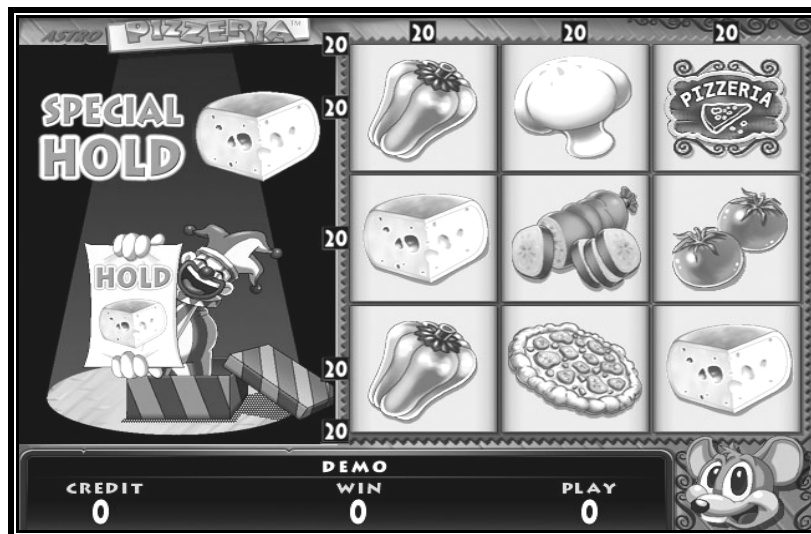
- After the customer receives the pizza, will give a gift.



- When the clown jumps out of the box and shows the tip, the player gets the extra tip bonus.

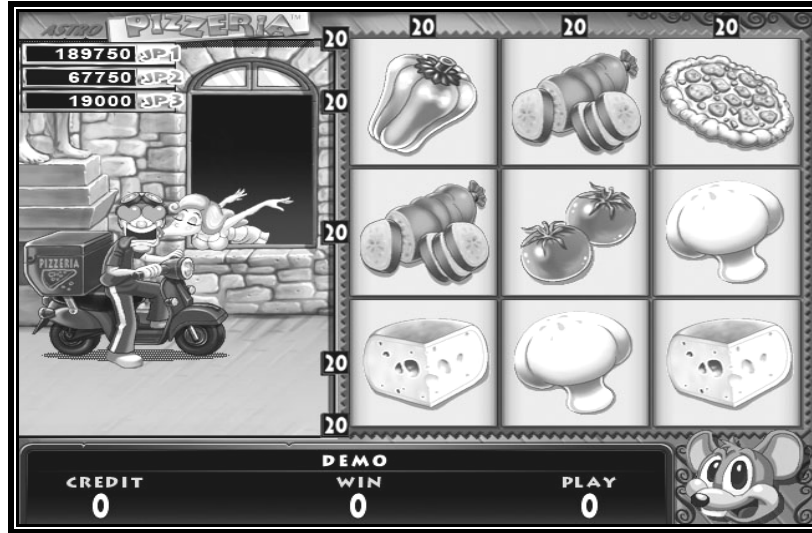



- When the clown jumps out of the box and shows a multiplier value, then the winning lines will be multiplied by that value.

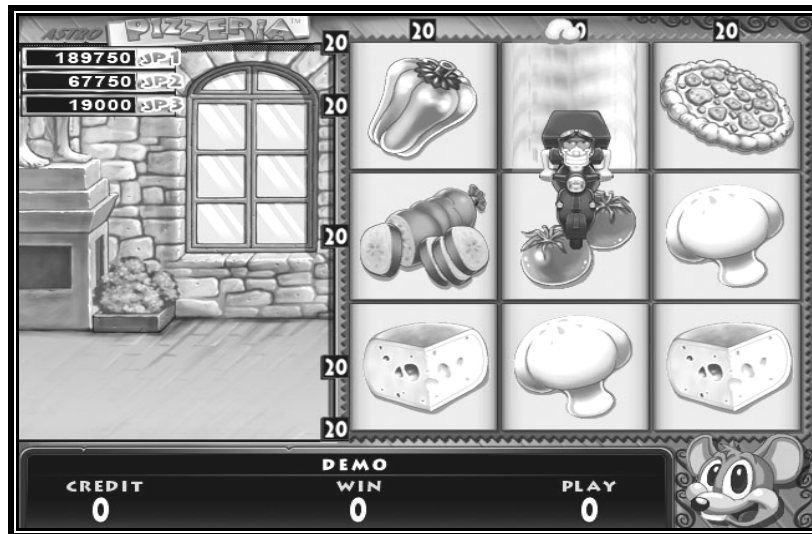


- When the clown jumps out of the box and shows a “special hold symbol”, if the symbols in the reels match with the special hold symbol, these symbols will be held. The rest of the reels will then start to re-spin again, if the symbols match with the special hold symbol, they will be held.
- Re-spinning continues until no more reels match the special hold symbol. The player’s reward will be according to the final combination.

- **LUCKY KISS (EXTRA SPIN)**

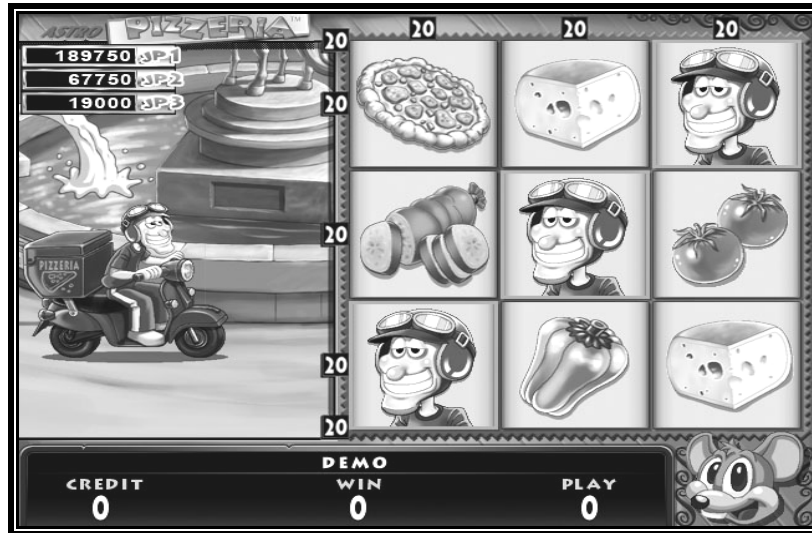


- When the beautiful blond receives the pizza, will kiss the delivery boy.
- The  goes crazy when kissed and will start riding the motorcycle across the reels.

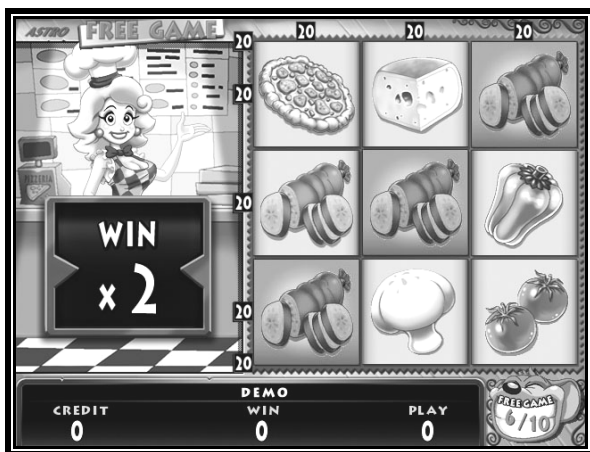


- The reels he passes by will spin again.

- **FREE GAME**

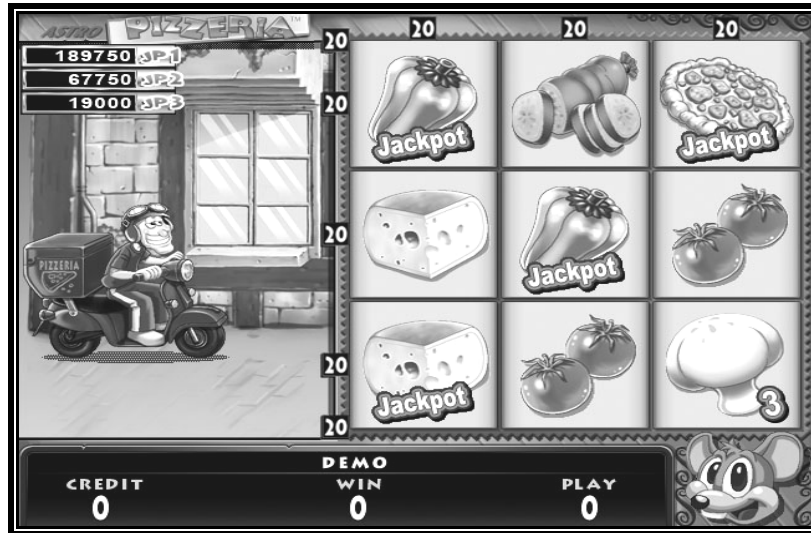


- When 3  symbols line-up in any play line, the player will get 10 FREE SPINS.



- During the free game, the player has the chance to get extra free spin or multiplier from the extra reel on the left side of the screen.

● JACKPOTS



1	2	3
4	5	6
7	8	9

- The game offers three Jackpots.
- Play JP MIN. PLAY to initiate the jackpot game.
- The **Jackpot** symbol will only appear on the 1st, 3rd, 5th and 7th reel.
- The jackpot # **1**, **2** and **3** will only appear on the 9th reel.

Jackpot **Jackpot** **Jackpot** **Jackpot** **1** : Player gets jackpot 1

Jackpot **Jackpot** **Jackpot** **Jackpot** **2** : Player gets jackpot 2

Jackpot **Jackpot** **Jackpot** **Jackpot** **3** : Player gets jackpot 3

- When the game operates independently, the jackpots are “**RANDOM**”.
 Jackpot 1 is a random bonus from 300 ~ 1000 times of total play.
 Jackpot 2 is a random bonus from 100 ~ 300 times of total play.
 Jackpot 3 is a random bonus from 50 ~ 100 times of total play.
- When the game operates in a linking group, the jackpots are “**PROGRESSIVE**”.

DOUBLE UP



- After a winning in the main game or bonus game, the player can press **DOUBLE** to play the Double-up Game or press **TAKE** to continue playing the main game .
- Press **START** button to select a chef to start the Double-up Game.

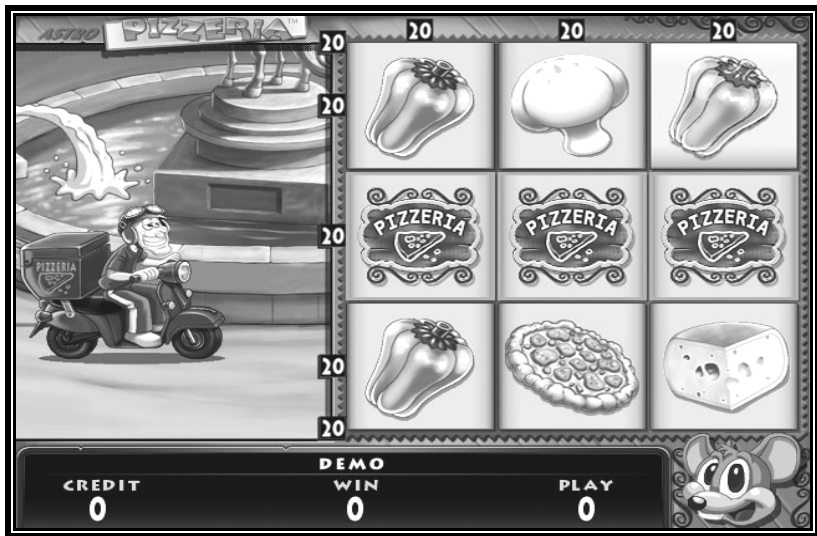


- Selecting the one who successfully catches the pizza dough, will award with a winning, on the contrary, if the failing one is selected, player will lose.
- If the player passes successfully for five times, will get an EXTRA BONUS.
- Player can press **TAKE** to exit Double Up Game.

ODDS TABLE

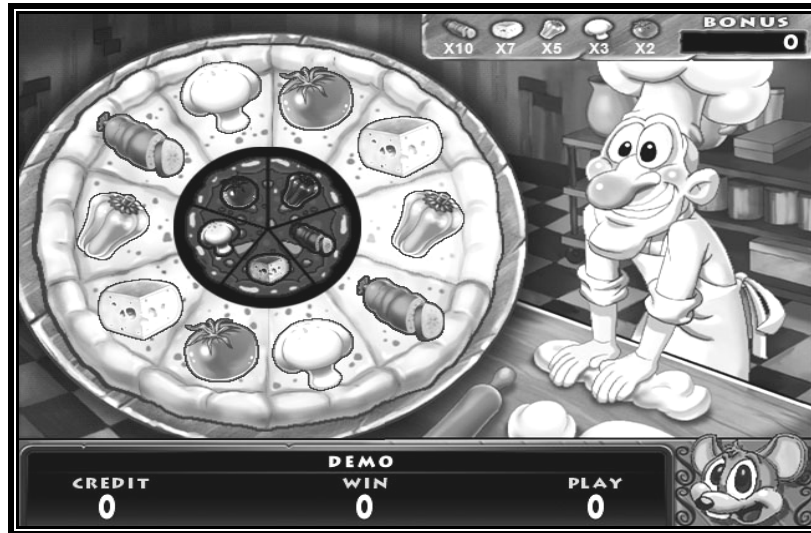
PIZZERIA								ODDS TABLE			
TOTAL PLAY											
ALL 1000	5X 50	ALL 500	ALL 120								
8X 400	4X 20	ALL 300	ALL 80								
7X 200	3X 5	ALL 300	ALL 60								
6X 100	2X 2	ALL 200	ALL 50								
		ALL 150									
PLAY PER LINE											
500	50	14	10								
200	30	10	5								
100	20	10	2								
								NEXT INFO			
								MALFUNCTION VOIDS ALL PLAYS AND PAYS.			
								EXIT GAME			

BONUS GAME

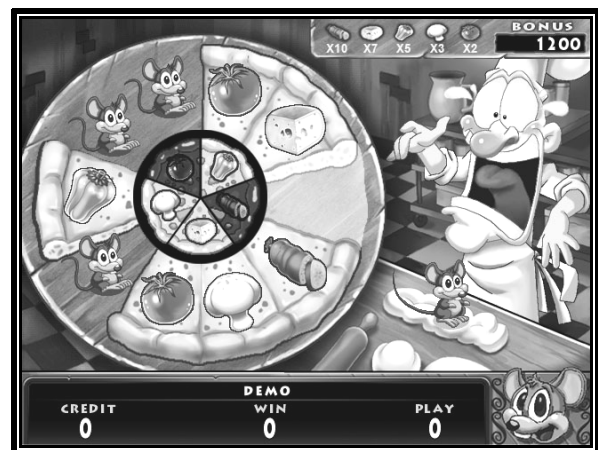


- When 3  symbols line-up in any play line, it will trigger the bonus game.

- **PIZZA DOUGH**



- Press **START** button to select a slice of pizza and collect the ingredients.
- The mouse will eat the selected slice.

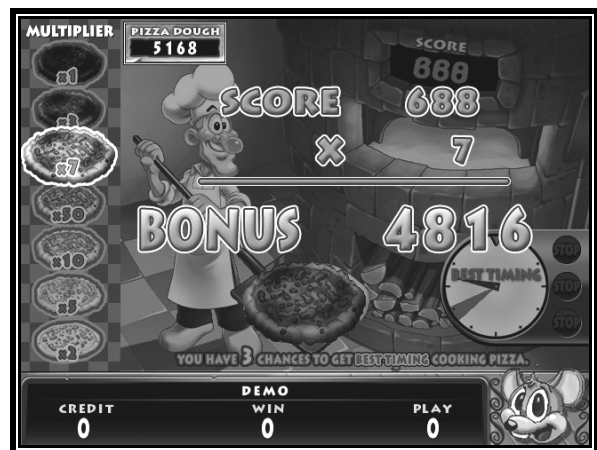


- There are altogether five kind of ingredients that need to be collected.
- Collecting the five kind of ingredients, will trigger the “COOKING PIZZA” game.
- When the mouse is selected, the game will be over.

- **COOKING PIZZA**



- Press **START** to stop the timer before the time's up.
- Player has 3 chances to stop the timer and to stop cooking pizza.
- The chef will show the pizza and the obtained bonus.
- Player needs to choose whether to keep the bonus or continuing cooking the pizza.



Note: If the timer runs one cycle, the pizza will be overcooked and the game automatically will finish cooking the pizza.

TROUBLE SHOOTING

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
ROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
RAM ERROR	1. Restart the machine.
	2. Enter the "DATA SETTING" page and press PLAY + INFO to reset.
	3. If steps 1 and 2 do not solve the problem, please either replace the RAM or contact the supplier.
EEPROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
COIN JAM	1. Check the coin acceptor for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER JAM	1. Check the Hopper for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2. Restart the machine and go to the main menu to exit.
CREDIT LIMIT	1. Key out or coin out.
	2. Increase the value of #7. CREDIT LIMIT in the main menu.
DOOR OPEN	Shut the machine door properly.
TICKET EMPTY	Ticket ran out, please replenish.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. The Coin-in counter unit goes according to the operator setting value.

Any remainder goes to the next counting in the counter.

(i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 4 of DATA SETTING LIST in the main menu.

1. Key out as Coin in.
2. Key out as Key in.

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
	1	
	2	
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out	7	
Ticket Notch (Dispenser)	8	
Start/Stop	9	
Info / Stop2	10	
Play	11	
Take / Stop3	12	
Double / Stop1	13	
Game Count Pulse	14	
	15	
Auto	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Pay out button	21	Key Out Switch
	22	Hopper Switch
Coin In meter	23	
Key In meter	24	Hopper SSR
	25	
	26	
Hopper meter	27	
Key Out meter	28	
Start/Stop Lamp	29	Ticket SSR
Info/Stop2 Lamp	30	Error Lamp

Play Lamp	31	Win Lamp
Take/Stop3 Lamp	32	Pay out Lamp
Double / Stop1 Lamp	33	
Auto Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
(*1)+5V	3	+5V
+5V	4	+5V
(*1)+12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC+5V 2A and DC + 12V 3A

(*2) This pin is connected with the solder side 24th pin of connector 36 pin.

