



# USER MANUAL

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36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
ALL STOP/START	9	
SMALL / STOP 2	10	
PLAY	11	
TAKE/STOP 3	12	
DOUBLE/STOP 1	13	
	14	
	15	
BIG/SYMBOL CHANGE	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: COUNT
	27	
OUT METER	28	
LAMP: ALL STOP/START	29	
LAMP: SMALL / STOP2	30	
LAMP: PLAY	31	
LAMP: TAKE/STOP 3	32	
LAMP: DOUBLE /STOP1	33	
LAMP: BIG	34	
	35	
GND	36	GND

# CONNECTIONION DIAGRAM (36 & 10 pins)

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	

# DIP SWITCH SETTING

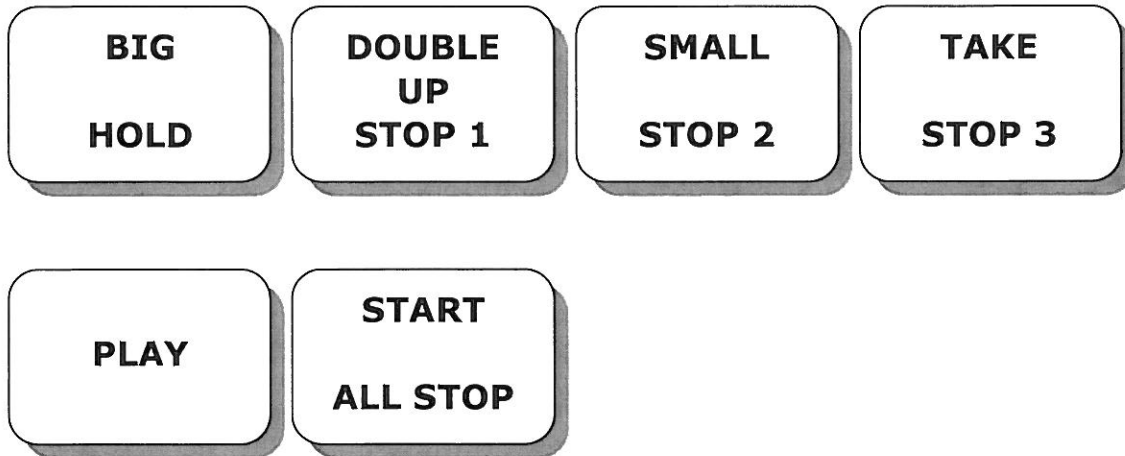
DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	YES			OFF					
	NO			ON					
ODDS TABLE	YES				OFF				
	NO				ON				
DOUBLE GAME	YES					OFF			
	NO					ON			
SYMBOL	BUGS						OFF	OFF	
	FRUIT						ON	OFF	
	BOTH						OFF	ON	

DIP SWITCH 2		1	2	3	4	5	6	7	8
SCORE BOX	NO	OFF	OFF						
	YES	ON	OFF						
	10X	OFF	ON						
PLAY SCORE	NO			OFF					
	YES			ON					
HAND COUNT	NO				OFF				
	YES				ON				
HOLD PAIR	OFF					OFF	OFF		
	REGULAR					ON	OFF		
	GEORGIA					OFF	ON		
AUTO HOLD	NO							OFF	
	YES							ON	

## REMARK:

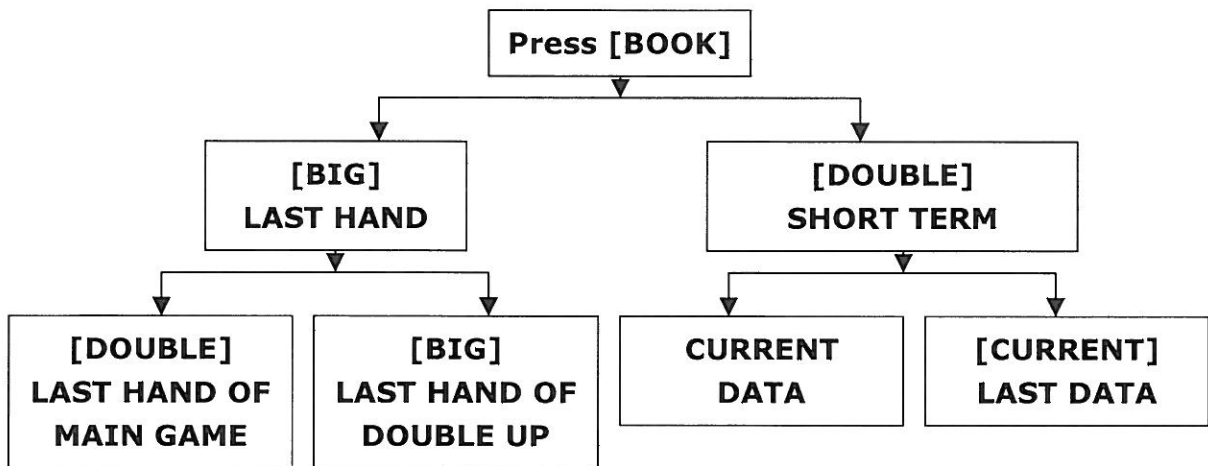
1. Default Password of System Setup: [Start] \* 8

## 36 & 10 PIN BUTTON LAYOUT

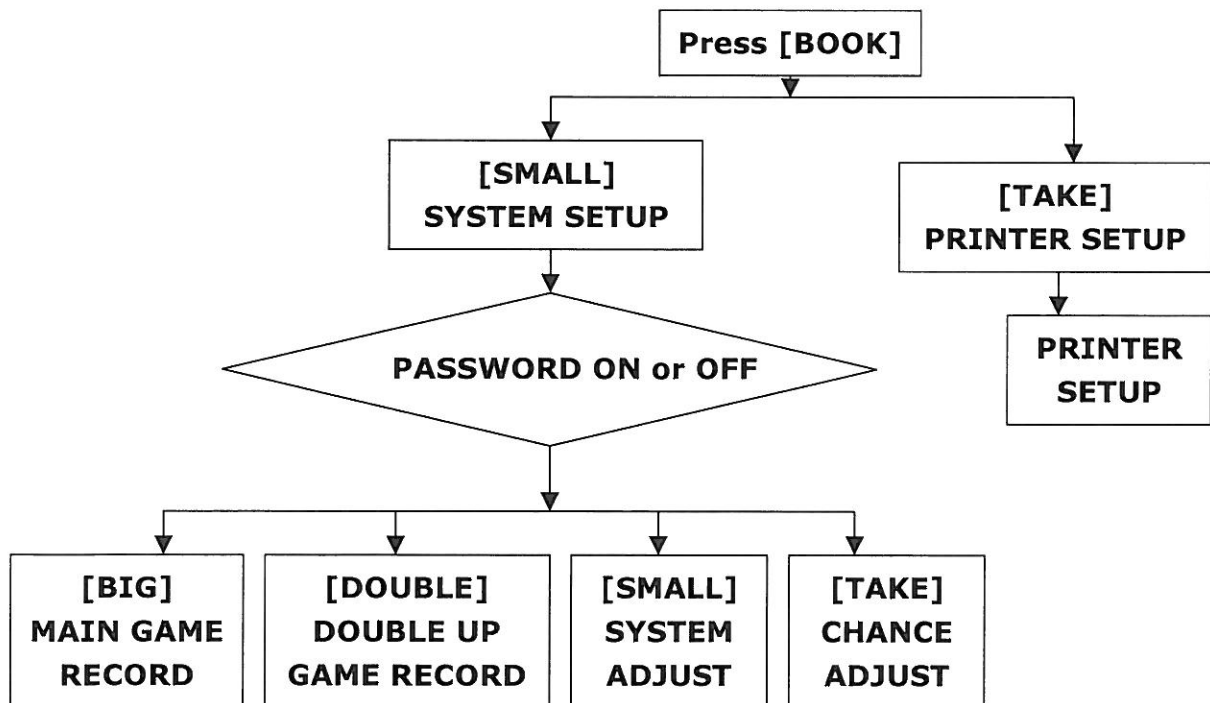


# BOOKKEEPING & ADJUSTMENT

## BOOKKEEPING FLOW



## DATA SETTING FLOW



# ON-SCREEN SYSTEM SETTING

## SYSTEM SETUP

Press [BOOK]→ [SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	8,16,32,64,128	128
MIN. PLAY	1,8, 10,16,24,32	8
SYSTEM LIMIT (Max. PLAY)	YES (within 400,000), NO	NO
COIN RATE		5
KEY IN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60,	100
KEY OUT RATE	75, 80, 100, 200, 250, 400, 500, 1000	1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUE	CONTINUE
MAX BONUS	1000, 2000, 3000, 5000, 8000, 10000	5000
TICKET OUT INTERFACE	PRINTER DIRECT/DISPENSER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1 · ESC/POS · STAR	CBM1

### REMARK:

1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7<sup>th</sup> pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.

## CHANCE ADJUSTMENT

Press [BOOK]→ [SMALL]→[TAKE] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
<b>MAIN GAME RATE</b>	LEVEL 1(95%) , LEVEL 2(94%) , LEVEL 3(93%) , LEVEL 4(92%)	<b>LEVEL 4</b>
Total Points Won	LEVEL 5(91%) , LEVEL 6(90%) , LEVEL 7(89%) , LEVEL 8(88%)	
Total Points Played		
<b>W-UP GAME RATE</b>	LEVEL 1(95%) , LEVEL 2(90%) , LEVEL 3(85%)	<b>LEVEL 2</b>



## MAIN FEATURES OF CRAZY BUGS:

- ◆ **2 Graphics Substitute:** Classic Fruit, Bugs. (via Dip SW1, #6 & 7)
- ◆ **Special "Wild" Award:** representing any symbol, any line or must win during no win combination shows.
- ◆ **2-Trees up Re-spin:** open the "Magic Door" to reveal another symbol.
- ◆ **Bugs Collecting Bonus:** 2 to 50 times of different single bonus reward & maximum jackpot 10,000 award (adjustable on screen setting).
- ◆ **Additional Skill Setting:** When "Skill Hold" (Dip SW2) is activated, player never wins on the 1<sup>st</sup> hand, player is forced to make a "skillful decision", then re-spin.
- ◆ **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Crazy Bugs!

# HOW TO PLAY:

## MAIN GAME DESCRIPTION

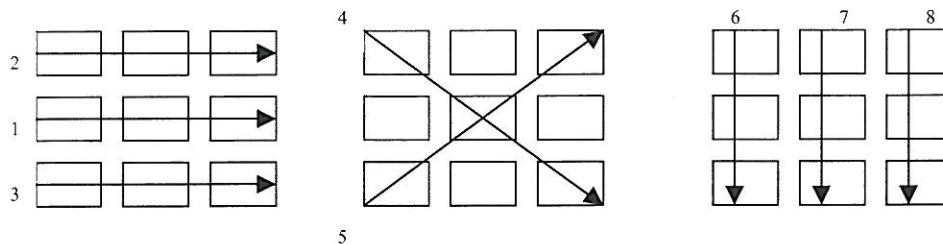


Main Screen of Crazy Bugs



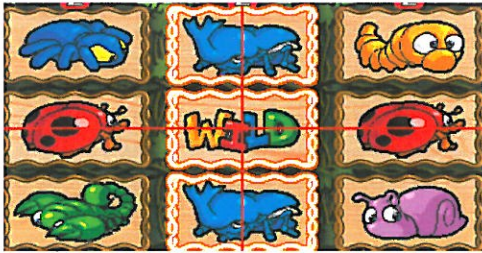
Main Screen of Fruit symbols

Regular 9 reels & 8-liner style, playing spots as follows:



# Wild Joke and Magic Tree

## Special



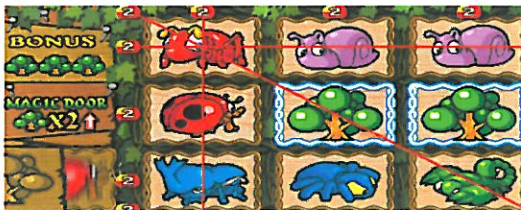
➤ Wild can be present as any line-up winning and any symbol as left graphic.



➤ When Wild shows and without any winning combination as left graphic, the other reel will spin again till win as right graphic.



## Magic

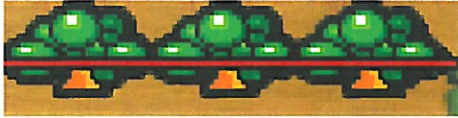


When 2 trees up show, it could open the Magic Door to reveal another symbol on main game.





## Collecting Bugs of BONUS



Entrance requirement: three trees lined up in a row allows player to enter bonus game.



➤ When player enter bonus game, he/she can select one of 5 trees from first rank, selecting symbols can be collected as one of five appointed bugs.

- If player pick up same bugs showed on collecting bugs, the one will erase.
- Other selecting bugs award as playing points multiplied

	x50
	x16
	x8
	x4
	x2

- Five appointed bugs collection can draw the bonus (the value set by operator). The bonus game will end when the snake shows up, but sometime there will have eagle to seize the snake then the game can be continued process.



### REMARK:

Max Bonus value can be adjusted on screen setting.

## Double UP Game Description



**Double-up Screen**

- Player selects any one card from the lower deck. Then choose whether the next card will be "higher"(big button) or "lower"(small button) than card value above selection.