

FAIRY TALES

(Operating Manual Version : : FTL_O_06425_AA)

Foot
copy

	ERROR MESSAGE	PROCEDURE
12	CREDIT OVER !!	Please execute the "Cancel Credit", "Payout" or "Ticket Out" function.
13	DATA ERROR !!	Enter the "Data Setting" page and reset the statistics.
14	DOOR OPEN !!	Enter and exit the "Data Setting" page.
15	EEPROM ERROR !!	Please contact the provider.
16	HARDWARE ERROR !!	Please contact the provider.
17	HOPPER EMPTY !!	Please refill the coin. Enter and exit the "Data Setting" page.
18	HOPPER ERROR !!	Please repair the hopper. Enter the "Data Setting" page and change the setting of "Hopper Sensor". Exit the "Data Setting" page.
19	ODDS ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
20	RAM ERROR !!	Enter the "Data Setting" page and reset the statistics.
21	TICKET EMPTY !!	Please resupply the ticket. Enter and exit the "Data Setting" page.
22	TRANSFER ERROR !!	Please contact the provider.

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ERROR MESSAGE

If the program detects an error, the corresponding message will be shown on the screen. Please refer to the troubleshooting as follows.

	ERROR MESSAGE	PROCEDURE
1	BA MOTOR ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
2	BA SENSOR ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
3	BA STACKER ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
4	BA STACKER OPEN !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
5	BILL ACCEPT ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
6	BILL JAM !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
7	BILL UNIT ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
8	CALL ATTENDANT !!	The credit is more than "Max. Payout". Please ask the attendant for hand pay.
9	CF ERROR !!	Please contact the provider.
10	CHECKSUM ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
11	COIN JAM !!	Check the coin selector and coin entrance. Enter and exit the "Data Setting" page.

HISTORY

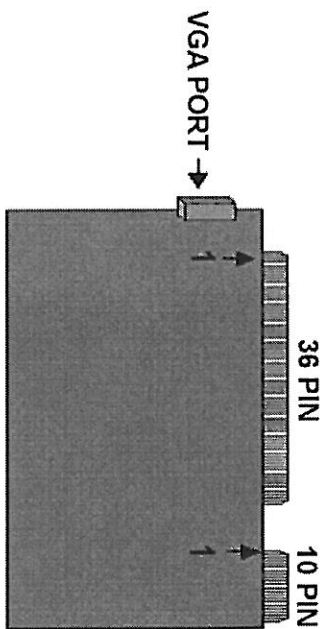
Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "History" then press START button to enter the "History" page.



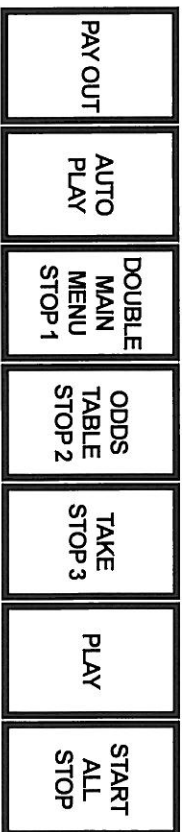
- Press DOUBLE or PLAY button to select the page.
- Press TAKE button to exit the "History" page.



INTERFACE



BUTTON LAYOUT



BUTTON	FUNCTION
PAY OUT	Payout coin or print ticket.
ODDS TABLE / STOP 2	Enter the game information pages. / Stop the middle 3 reels when in main game.
AUTO PLAY	Start the auto play function.
DOUBLE / MAIN MENU / STOP 1	Initiate double up. / Return to main menu. / Stop the right 3 reels when in main game.
TAKE / STOP 3	Take the winning. / Stop the left 3 reels when in main game.
PLAY	Increase the wager.
START / ALL STOP	Start the main game. / Stop all reels.

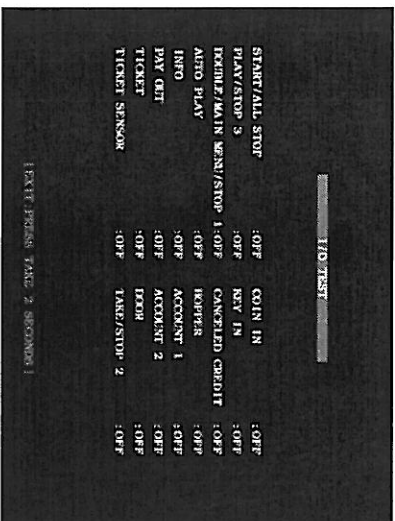
PIN LAYOUT

CONNECTOR (36PIN)

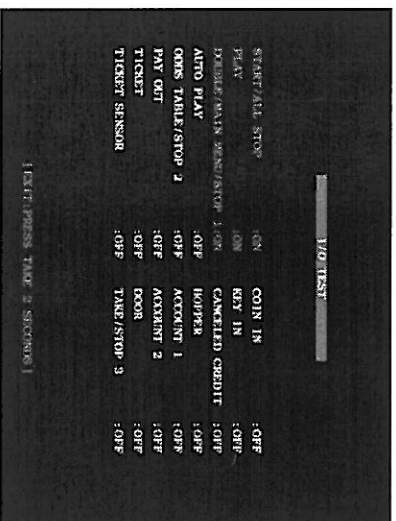
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER R+	3	SPEAKER R-
SPEAKER L+	4	SPEAKER L-
	5	
	6	
TICKET OUT BUTTON	7	
TICKET NOTCH (DISPENSER)	8	
START / ALL STOP BUTTON	9	
ODDS TABLE / STOP 2 BUTTON	10	
PLAY BUTTON	11	
TAKE / STOP 3 BUTTON	12	
DOUBLE / MAIN MENU / STOP 1 BUTTON	13	
	14	
	15	
AUTO PLAY BUTTON	16	
	17	
COIN IN SWITCH	18	KEY IN SWITCH
DOOR SWITCH	19	
ACCOUNT 1 SWITCH	20	ACCOUNT 2 SWITCH
PAY OUT BUTTON	21	CANCEL CREDIT SWITCH
	22	HOPPER SWITCH
COIN IN METER	23	
KEY IN METER	24	HOPPER SSR
	25	
	26	
PAY OUT METER	27	
KEY OUT METER	28	
START / STOP LAMP	29	TICKET SSR
ODDS TABLE / STOP 2 LAMP	30	ERROR LAMP
PLAY LAMP	31	WIN LAMP
TAKE / STOP 3 LAMP	32	
DOUBLE / MAIN MENU / STOP 1 LAMP	33	
AUTO LAMP	34	
	35	
GND	36	GND

I/O TEST

Turn on the ACCOUNT switch to enter the "Setup Menu" page. Select "I/O Test" then press START button to enter the "I/O Test" page.

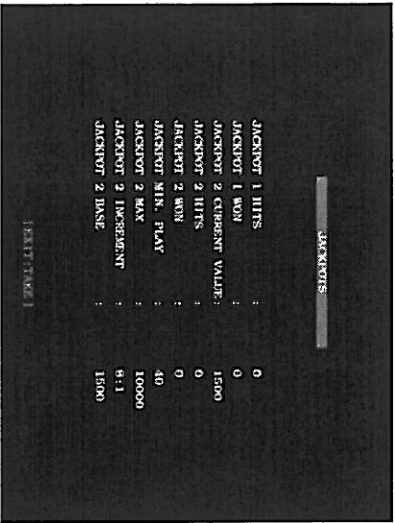


- Press the button or turn the switch to test the function in "I/O Test" page.
- Press TAKE button 2 seconds to exit the "I/O Test" page.



JACKPOTS

Enter the "Bookkeeping" page. Select "Jackpots" then press START button to enter the "Jackpots" page.



- Press TAKE button to exit the "Jackpots" page.

ITEM	DEFINITION
1 JACKPOT 1 HITS	The total won times of JP1.
2 JACKPOT 1 WON	The total won score from JP1.
3 JACKPOT 2 CURRENT VALUE	The current value of JP2.
4 JACKPOT 2 HITS	The total won times of JP2.
5 JACKPOT 2 WON	The total won score from JP2.
6 JACKPOT MIN. PLAY	The minimum wager to get the qualification for winning Jackpot.
7 JACKPOT 2 MAX	The upper limit of JP2.
8 JACKPOT 2 INCREMENT	The increment for JP2 when the "Fairy" appears.
9 JACKPOT 2 BASE	The initial value of JP2.

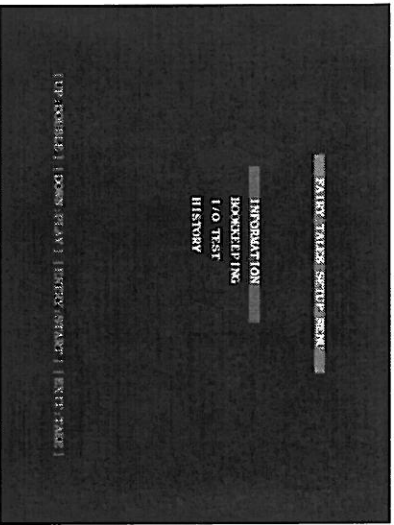
CONNECTOR (10PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
(1) +5V	3	+5V
+5V	4	+5V
(1) +12V	5	+12V
+12V	6	+12V
(2) TICKET DISPENSER ENABLE	7	
(3) HOPPER SSR	8	
GND	9	GND
GND	10	GND

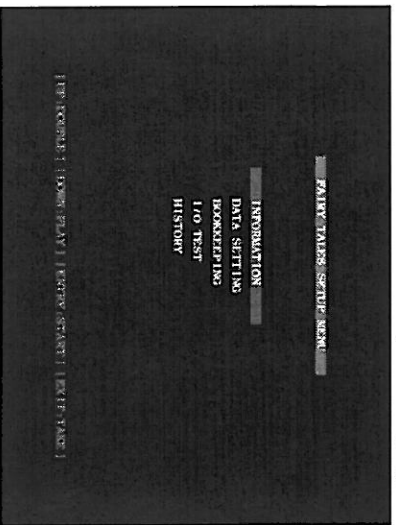
- (1) DC +5V 2A and DC +12V
- (2) This pin is normal low. When it enable is +5V.
- (3) This pin is connected with the solder side 24th of connector 36 pin.

SETUP MENU

Turn on ACCOUNT switch to enter the "Setup Menu" page.



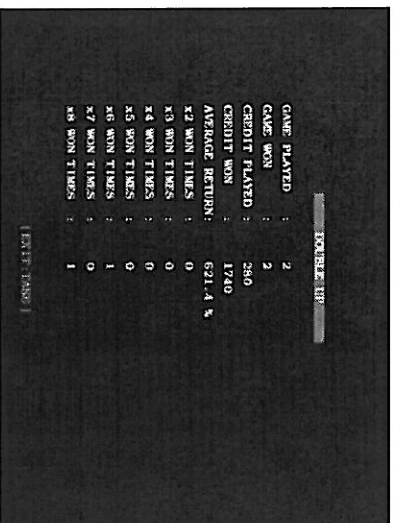
- Press DOUBLE or PLAY button to select the option.
- Press START button to enter the selected page.
- Press TAKE button to exit the "Setup Menu" page.



Turn on ACCOUNT 2 switch to enter the "Setup Menu" which including the "Data Setting".

DOUBLE UP

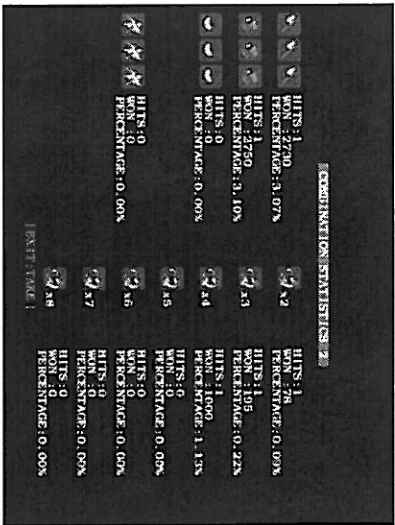
Enter the "Bookkeeping" page. Select "Double Up" then press START button to enter the "Double Up" page.



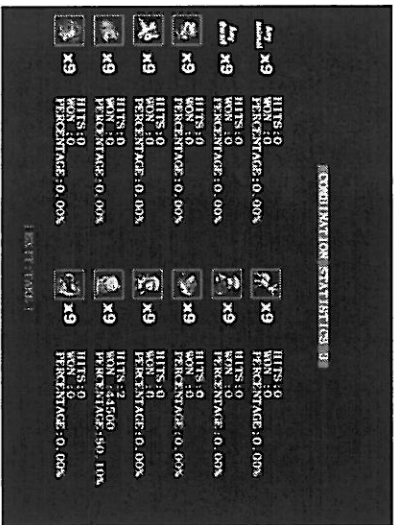
- Press TAKE button to exit the "Double Up" page.

ITEM	DEFINITION
1 GAME PLAYED	The total times of double up game played.
2 GAME WON	The total winning times of double up.
3 CREDIT PLAYED	The total credits that put in double up.
4 CREDIT WON	The total score that won from double up.
5 AVERAGE RETURN	This item calculates the percentage that "Credit Won" divided by "Credit Played."
6 *2 WON TIMES	The total winning times of "double" in double up game.
7 *3 WON TIMES	The total winning times of "triple" in double up game.
8 *4 WON TIMES	The total winning times of "quadruple" in double up game.
9 *5 WON TIMES	The total winning times of "fivefold" in double up game.
10 *6 WON TIMES	The total winning times of "sixfold" in double up game.
11 *7 WON TIMES	The total winning times of "septuple" in double up game.
12 *8 WON TIMES	The total winning times of "octuple" in double up game.

Enter the "Bookkeeping" page. Select "Combination Statistics 2" then press START button to enter the "Combination Statistics 2" page.

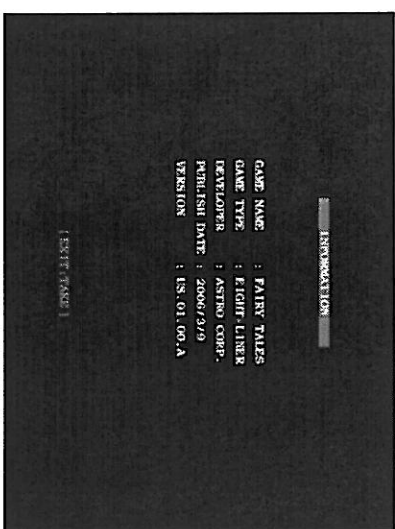


Enter the "Bookkeeping" page. Select "Combination Statistics 3" then press START button to enter the "Combination Statistics 3" page.



INFORMATION

Turn on ACCOUNT switch to enter the "Setup Menu". Select "Information" then press START button to enter the "Information" page.

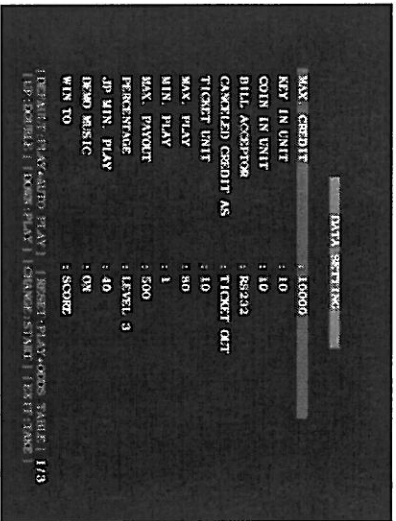


- Press TAKE button to exit the "Information" page.

ITEM	DEFINITION
1 GAME NAME	The game name.
2 GAME TYPE	The game type.
3 DEVELOPER	The manufacturer of the game.
4 PUBLISH DATE	The publish date of Fairy Tales.
5 VERSION	The program version.

DATA SETTING

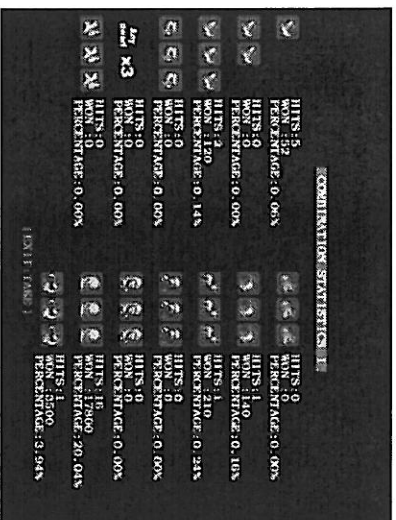
Turn on ACCOUNT 2 switch to enter the "Setup Menu". Select "Data Setting" then press START button to enter the "Data Setting" page.



- Press PLAY and AUTO PLAY buttons to restore the factory default settings. This function won't clear "Bookkeeping".
- Press PLAY and ODDS TABLE buttons to reset the data of "Bookkeeping", but the values of "Data Setting" won't be changed. After execute this function, the "Confirm Reset Bookkeeping" page will show to reconfirm once again.
- Press DOUBLE or PLAY button to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Data Setting" page.

COMBINATION STATISTICS

Enter the "Bookkeeping" page. Select "Combination Statistics 1" then press START button to enter the "Combination Statistics 1" page.



- Press TAKE button to exit the "Combination Statistics 1" page.

ITEM	DEFINITION
1 HITS	The item records the total hitting times of the winning combination.
2 WON	The item records the total score won from the winning combination.
3 PERCENTAGE	This item calculates the winning score take how much proportion of the "Total Pay Out".

SUB-GAME STATISTICS

Enter the "Bookkeeping" page. Select "Sub-Game Statistics" then press START button to enter the "Sub-Game Statistics" page.

```

SUB-GAME STATISTICS
-----
GOLDEN AX GAME PLAYED TIMES : 2
HIDE AND SEEK GAME PLAYED TIMES : 1
JACK'S BEANSTALK GAME PLAYED TIMES: 1
TOTAL SUB-GAME PLAYED TIMES : 4
SUB-GAME WON TIMES : 1
HIT FREQUENCY : 100.00%
TOTAL PLAYED : 200
GOLDEN AX GAME WON : 300
HIDE AND SEEK GAME WON : 30700
JACK'S BEANSTALK GAME WON : 300
TOTAL SUB-GAME WON : 31000
GAME RETURN : 150950.00%
AVERAGE PLAY : 50.00

[EXIT/BACK]
    
```

- Press TAKE button to exit the "Sub-Game Statistics" page.

ITEM	DEFINITION
1	GOLDENAX GAME PLAYED Total played times of "Golden Ax".
2	HIDE AND SEEK GAME PLAYED Total played times of "Hide And Seek".
3	JACK'S BEANSTALK GAME PLAYED Total played times of "Hide And Seek".
4	TOTAL SUB-GAME PLAYED Total played times of the sub-games.
5	GOLDENAX GAME WON The total score that won from "Golden Ax".
6	HIDE AND SEEK GAME WON The total score that won from "Hide And Seek".
7	JACK'S BEANSTALK GAME WON The total score that won from "Jack's Beanstalk".
8	TOTAL SUB-GAME WON The total score that won from the sub-games.

```

DATA SETTING
-----
PLAY SCORE : YES
PASSWORD : OFF
SECOND VOLUME : 30
PLAY DOUBLE UP : ON
DOUBLE UP : LEVEL 1(Eas/Strt)
HIT SETTING : HIGH
BOOPER SENSOR : NORMAL, HIGH
JP2 MAX : 10000
JP2 INCREMENT : 8+1
JP2 BASE : 1500
MAXIMUM TICKETS PER GAME: CONTINUOUS
AUTO PLAY : ON
OOOS TABLE : YES

[DEFAULT REAR+AUTO PLAY] [RESET PLAY+OOOS TABLE] 2/3
[RE-INITIAL] [DOWN+PLAY] [GAME+START] [EXIT/TAKE]
    
```

```

DATA SETTING
-----
BOOKKEEPING : ON
GAME COUNT : YES
10 TIMES FEATURE : YES
CONTINUOUS SPIN : YES
SUB GAMES : YES

[DEFAULT REAR+AUTO PLAY] [RESET PLAY+OOOS TABLE] 3/3
[RE-INITIAL] [DOWN+PLAY] [GAME+START] [EXIT/TAKE]
    
```

BONUS GAME STATISTICS

Enter the "Bookkeeping" page. Select "Bonus Game Statistics" then press START button to enter the "Bonus Game Statistics" page.

```

BONUS GAME STATISTICS
-----
GOLDEN AX GAME PLAYED TIMES : 1
HIDE AND SEEK GAME PLAYED TIMES : 1
JACK'S BEANSTALK GAME PLAYED TIMES : 0
FREE GAME PLAYED TIMES : 0
TOTAL BONUS GAME PLAYED TIMES : 2

GOLDEN AX GAME WON : 2730
HIDE AND SEEK GAME WON : 2730
JACK'S BEANSTALK GAME WON : 0
FREE GAME WON : 0
TOTAL BONUS GAME WON : 5460
    
```

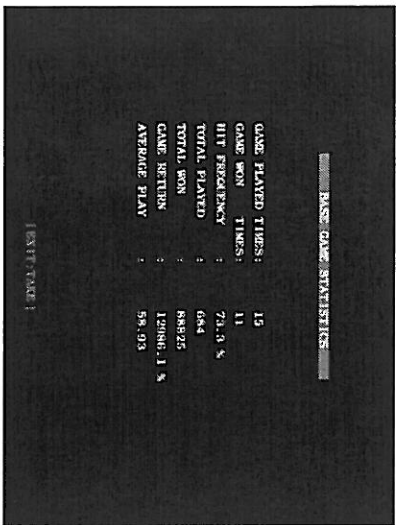
- Press TAKE button to exit the "Bonus Game Statistics" page.

OPTION	DEFINITION
1	MAX. CREDIT Setting the ceiling of game credit.
2	KEY IN UNIT Setting the increment of credit when key in.
3	COIN IN UNIT Setting the increment of credit when coin in.
4	BILL ACCEPTOR Setting the transmission signal of bill acceptor.
5	CANCELED CREDIT AS Setting the record method of meter when cancel credit.
6	TICKET UNIT Setting the unit of ticket.
7	MAX. PLAY Setting the maximum wager each round.
8	MIN. PLAY Setting the minimum wager each round.
9	MAX. PAYOUT Setting the limit to payout each time.
10	PERCENTAGE Setting the main game percentage.
11	JP MIN. PLAY Setting the minimum wager to get the qualification for winning jackpot.
12	DEMO MUSIC Play the music or not when in demo mode.
13	WIN TO Record the winning to "Credit" or "Score".
14	PLAY SCORE Setting the score in "Score" can be played or not.
15	PASSWORD Setting the password.
16	SOUND VOLUME Setting the sound volume.
17	PLAY DOUBLE UP Setting the double up game can be played or not.
18	DOUBLE UP Setting the percentage of double up.
19	HIT SETTING Setting the hit frequency for big prize or small prize.
20	HOPPER SENSOR Setting the sensor of Hopper.
21	JP2 MAX Setting the maximum value for JP2. According to "Max. Bet".
22	JP2 INCREMENT Setting the increment for JP2 when the "Faily" appears.
23	JP2 BASE Setting the initial value for JP2. According to "Jp Min. Bet".
24	MAXIMUM TICKET PER GAME Setting the maximum ticket for printing out each round. This function is available when "10 Times Feature" function is enable.
25	AUTO PLAY Enable or disable the auto play function.
26	ODDS TABLE Enable or disable the odds table function.
27	BOOKKEEPING Show or hide the statistics in setup menu.
28	GAME COUNT Turn on or off the game count function.
29	10 TIMES FEATURE Turn on or off 10 times feature function.
30	CONTINUOUS SPIN Setting the reels spin continuously or stop automatically.
31	SUB GAMES Setting the sub game can be played or not.

ITEM	DEFINITION
1	GOLDEN AX GAME PLAYED Total played times of "Golden Ax".
2	HIDE AND SEEK GAME PLAYED Total played times of "Hide And Seek".
3	JACK'S BEANSTALK GAME PLAYED Total played times of "Jack's Beanstalk".
4	FREE GAME PLAYED Total played times of "Free Game".
5	TOTAL BONUS GAME PLAYED Total played times of the bonus games.
6	GOLDEN AX GAME WON The total score that won from "Golden Ax".
7	HIDE AND SEEK GAME WON The total score that won from "Hide And Seek".
8	JACK'S BEANSTALK GAME WON The total score that won from "Jack's Beanstalk".
9	FREE GAME WON The total score that won from "Free Game".
10	TOTAL BONUS GAME WON The total score that won from the bonus games.

BASE GAME STATISTICS

Enter the "Bookkeeping" page. Select "Base Game Summary" then press START button to enter the "Base Game Summary" page.



- Press TAKE button to exit the "Base Game Statistics" page.

ITEM	DEFINITION
1	GAME PLAYED TIMES This item records total times of game played.
2	GAME WON TIMES This item records total times of game won.
3	HIT FREQUENCY Total game won divided by game played times.
4	TOTAL PLAYED The total credits that player invest.
5	TOTAL WON The total score of game won.
6	GAME RETURN Total won divided by total played.
7	AVERAGE PLAY Total played divided by game played times.

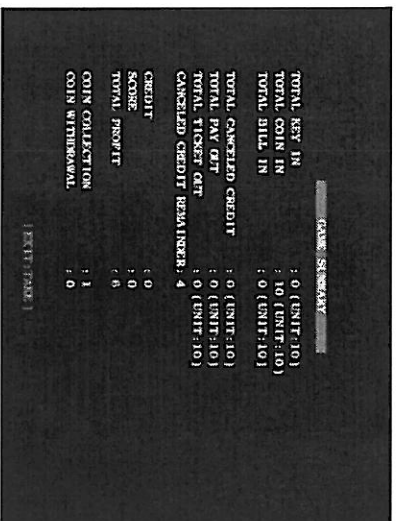
OPTION	VALUE
1	MAX. CREDIT 500, 1000, 2000, 5000, 10000, 30000, 50000, 100000, 300000
2	KEY IN UNIT 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	COIN IN UNIT 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
4	BILL ACCEPTOR RS232
5	CANCELED CREDIT AS TICKET OUT, COIN IN, KEY IN, CLEAR ALL (AS KEY IN), CLEAR ALL (AS COIN IN)
6	TICKET UNIT 1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
7	MAX. PLAY 8, 10, 16, 24, 32, 40, 48, 56, 64, 72, 80, 120, 160, 200, 240
8	MIN. PLAY 1, 2, 4, 6, 8, 10, 16, 24, 32, 40, 48, 56, 64, 72, 80, 120, 160, 200, 240
9	MAX. PAYOUT 300, 500, 800, 1000, OFF
10	PERCENTAGE LEVEL 1(Easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7(Hardest)
11	JP MIN. PLAY 8, 10, 16, 24, 32, 40, 48, 56, 64, 72, 80, 120, 160, 200, 240
12	DEMO MUSIC ON, OFF
13	WINTO SCORE, CREDIT
14	PLAY SCORE YES, NO
15	PASSWORD OFF, TABLE 1, TABLE 2, TABLE 3, TABLE 4, TABLE 5, TABLE 6, TABLE 7, CUSTOM
16	SOUND VOLUME 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
17	PLAY DOUBLE UP ON, OFF
18	DOUBLE UP LEVEL 1(Easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5(Hardest)
19	HIT SETTING HIGH, NORMAL, LOW
20	HOPPER SENSOR NORMAL HIGH, NORMAL LOW
21	JP2 MAX SEE TABLE 1
22	JP2 INCREMENT 8, 16, 24, 32, 40, 48, 56, 64, 72, 80
23	JP2 BASE SEE TABLE 2
24	MAXTICKET PER GAME CONTINUOUS, 1, 2, 3, 4, 5, 8, 10
25	AUTO PLAY ON, OFF
26	ODDS TABLE YES, NO
27	BOOKKEEPING ON, OFF
28	GAME COUNT YES, NO
29	10TIMES FEATURE YES, NO
30	CONTINUOUS SPIN YES, NO
31	SUB GAMES YES, NO

TABLE 1, JACKPOT 2 MAX

MAX. PLAY	JP2 MAX
8	1000, 2000, 3000, 4000, 5000, 8000, 10000
10	1000, 2000, 3000, 4000, 5000, 8000, 10000
16	2000, 4000, 6000, 8000, 10000, 16000, 20000
24	3000, 6000, 9000, 12000, 15000, 24000, 30000
32	4000, 8000, 12000, 16000, 20000, 32000, 40000
40	5000, 10000, 15000, 20000, 25000, 40000, 50000
48	6000, 12000, 18000, 24000, 30000, 48000, 60000
56	7000, 14000, 21000, 28000, 35000, 56000, 70000
64	8000, 16000, 24000, 32000, 40000, 64000, 80000
72	9000, 18000, 27000, 36000, 45000, 72000, 90000
80	10000, 20000, 30000, 40000, 50000, 80000, 100000
120	15000, 30000, 45000, 60000, 75000, 120000, 150000
160	20000, 40000, 60000, 80000, 100000, 160000, 200000
200	25000, 50000, 75000, 100000, 125000, 200000, 250000
240	30000, 60000, 90000, 120000, 150000, 240000, 300000

GAME SUMMARY

Enter the "Bookkeeping" page. Select "Game Summary" then press START button to enter the "Game Summary" page.

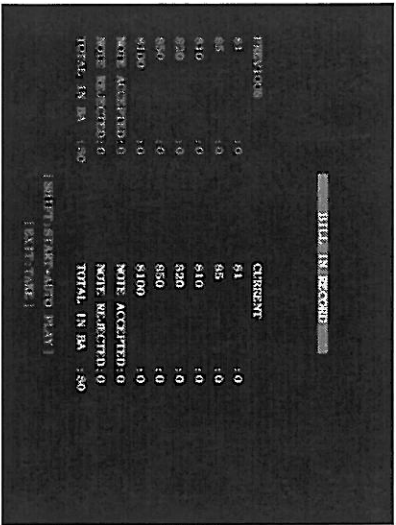


- Press TAKE button to exit the "Game Summary" page.

ITEM	DEFINITION
1 TOTAL KEY IN	The amount of key in.
2 TOTAL COIN IN	The amount of coin in.
3 TOTAL BILL IN	The amount of accepted banknote.
4 TOTAL CANCELLED CREDIT	The amount of cancelled credit.
5 TOTAL PAY OUT	The amount of cash out.
6 CANCELLED CREDIT REMINDER	The amount of ticket out.
7 CREDIT	The amount of credit that is insufficient for cancelled.
8 POINT	The score on "Credit".
9 TOTAL PROFIT	The score of "Paid".
10 COIN COLLECTION	Subtract "Total Out" from "Total In" is the profit.
11 COIN WITHDRAWAL	The amount of coin in.
12	The amount of coin down.

BILL IN RECORD

Enter the "Bookkeeping" page. Select "Bill In Record" then press START button to enter the "Bill In Record" page.



- Press START and AUTO PLAY button to shift. After execute this function, the "Confirm Shift Bill In Record" page will show to reconfirm once again.
- Press TAKE button to exit the "Bill In Record" page.

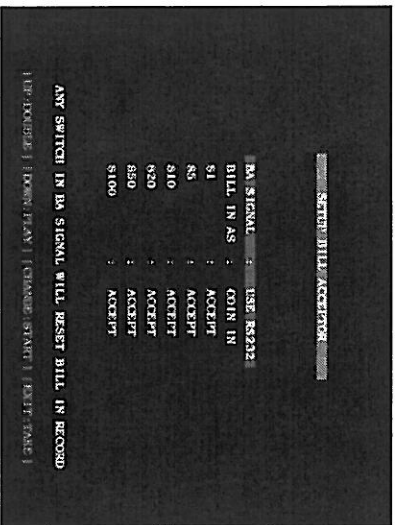
ITEM	DEFINITION
1	\$ 1 The amount of accepted 1 USD.
2	\$ 5 The amount of accepted 5 USD.
3	\$ 10 The amount of accepted 10 USD.
4	\$ 20 The amount of accepted 20 USD.
5	\$ 50 The amount of accepted 50 USD.
6	\$ 100 The amount of accepted 100 USD.
7	NOTE ACCEPTED The amount of accepted banknote.
8	NOTE REJECTED The amount of rejected banknote.
9	TOTAL IN BA The amount of money in Bill Acceptor.

TABLE 2. JACKPOT 2 BASE

JP MIN. PLAY	JP2 BASE
8	300, 500, 1000, 2000, 3000, 4000, 5000
10	300, 500, 1000, 2000, 3000, 4000, 5000
16	600, 1000, 2000, 4000, 6000, 8000, 10000
24	900, 1500, 3000, 6000, 9000, 12000, 15000
32	1200, 2000, 4000, 8000, 12000, 16000, 20000
40	1500, 2500, 5000, 10000, 15000, 20000, 25000
48	1800, 3000, 6000, 12000, 18000, 24000, 30000
56	2100, 3500, 7000, 14000, 21000, 28000, 35000
64	2400, 4000, 8000, 16000, 24000, 32000, 40000
72	2700, 4500, 9000, 18000, 27000, 36000, 45000
80	3000, 5000, 10000, 20000, 30000, 40000, 50000
120	4500, 7500, 15000, 30000, 45000, 60000, 75000
160	6000, 10000, 20000, 40000, 60000, 80000, 100000
200	7500, 12500, 25000, 50000, 75000, 100000, 125000
240	9000, 15000, 30000, 60000, 90000, 120000, 150000

1. Bill Acceptor (Data Setting 4th Option)

Enter the "Data Setting" page. Select "Bill Acceptor" then press START button to enter the "Setup Bill Acceptor" page.



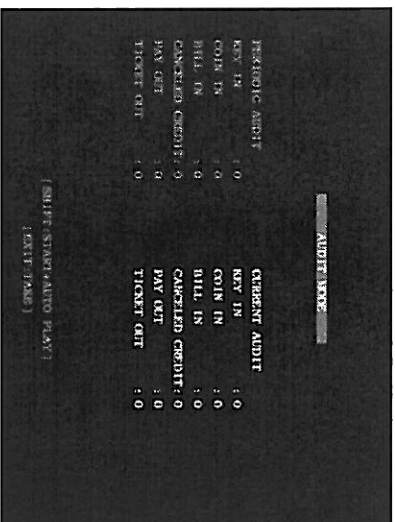
- Press DOUBLE or PLAY to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Setup Bill Acceptor" page.

	OPTION	DEFINITION
1	BASIGNAL	The signal of bill acceptor.
2	BILL IN AS	Each bill in count as which meter.
3	\$ 1	Accept this kind of note or not.
4	\$ 5	Accept this kind of note or not.
5	\$ 10	Accept this kind of note or not.
6	\$ 20	Accept this kind of note or not.
7	\$ 50	Accept this kind of note or not.
8	\$ 100	Accept this kind of note or not.

Change the BA signal will clear the "Bill In Record".

AUDIT MODE

Enter the "Bookkeeping" page. Select "Audit Mode" then press START button to enter the "Audit Mode" page.

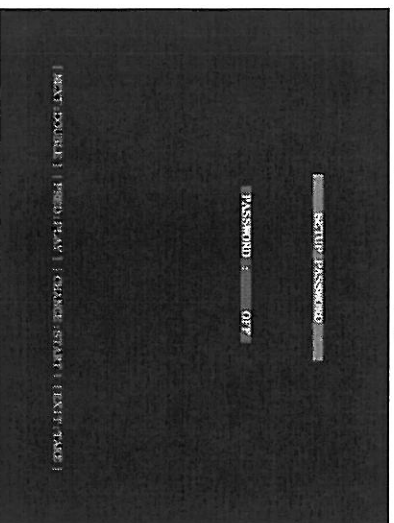


- Press START and AUTO PLAY button to shift. After execute this function, the "Confirm Shift Audit" page will show to reconfirm once again.
- Press TAKE button to exit the "Audit Mode" page.

	ITEM	DEFINITION
1	KEY IN	The amount of key in.
2	COIN IN	The amount of coin in.
3	BILL IN	The amount of accepted bill.
4	CANCELLED CREDIT	The amount of cancelled credit.
5	PAY OUT	The amount of cash out
6	TICKET OUT	The amount of ticket out.

2. Password (Data Setting 15th Option)

Enter the "Data Setting" page. Select "Password" then press START button to enter the "Setup Password" page.



- Press DOUBLE or PLAY button to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Setup Password" page.

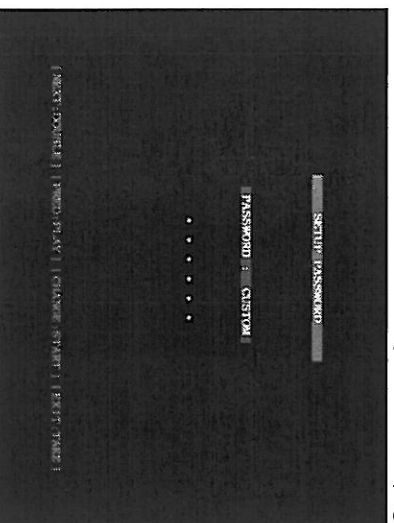
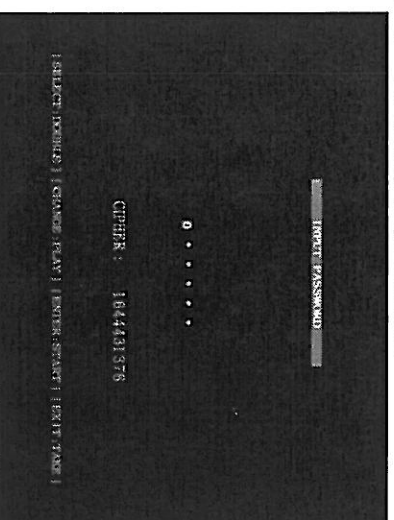


Table	1	2	3	4	5	6	7
Password	743910	581237	942658	621071	025376	291165	139766

After setup password, it will enter the "Input Password" page before entering the "Data Setting" page next time.



- Press DOUBLE button to select the unit.
- Press PLAY button to change the value.
- Press START button to input the password.
- Press TAKE button to exit the "Input Password" page.

Only one unit of password will be shown while input. After change the value, the former unit will show as*.