

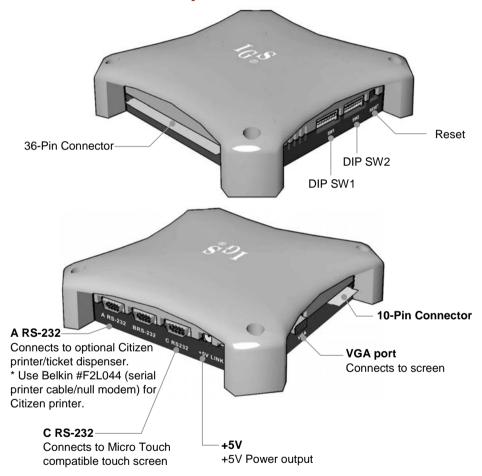
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# 1. Hardware

## **Connectors Descriptions**



#### Notes:

- 1. Printer only can be driven when connecting to the RS-232 port.
- 2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram).

# **Connection Diagram**

36 Pins				
PARTS SIDE SOLDER SIDE				
	1			
	2			
SPEAKER	3	GND		
	4			
	5			
	6			
TICKET OUT	7			
TICKET SWITCH	8			
START/ALL STOP	9			
STOP4/SMALL/HELP	10			
STOP5/PLAY	11			
STOP1/TAKE	12			
STOP3/DOUBLE/SELECT LINE	13			
	14			
070000000000000000000000000000000000000	15			
STOP2/HOLD PAIR/BIG	16			
COIN A	17	IZEV INI		
COIN A	18	KEY IN		
DECORP	19	COIN C		
RECORD	20	TEST		
	21	KEY OUT/PRINTER OUT		
OOIN A METER	22			
COIN A METER	23			
KEY IN METER	24			
2011 2 11	25			
COIN C METER	26			
OUT METER	27			
	28			
LAMP: START/ALL STOP	29			
LAMP: STOP4/SMALL/HELP	30			
LAMP: STOP5/PLAY	31	LAMP: COUNT		
LAMP: STOP1/TAKE	32			
LAMP: STOP3/DOUBLE/SELECT LINE	33			
LAMP: STOP2/HOLD PAIR/BIG	34			
	35			
GND	36	GND		

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



# **DIP Switch Settings**

DIP SWITCH	H 1	1	2	3	4	5	6	7	8
TOUCH	YES	ON							
ТООСП	NO	OFF							
LINER SELECT	25		ON						
LINER SELECT	9		OFF						

Note: Please reset after adjusting LINER SELECT.

# 36 & 10 PIN Button Layout

STOP 1 TAKE STOP 2 BIG (HOLD PAIR) STOP 3 DOUBLE (SELECT LINE) STOP 4 SMALL (HELP) STOP 5 PLAY START ALL STOP TAKE

## **Solving Hopper SSR Error**

After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the hopper SSR's jump setting is incorrect.

#### How to solve:

1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



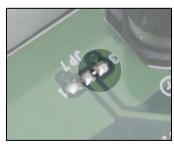
2. Change to use the alternative JP7 setting.

JP7	Low Active (Default)	3 2 1	Short pins 1-2
JF /	High Active	3 2 1	Short pins 2-3

The following example shows how to change from **LOW ACTIVE** to **HIGH ACTIVE**.



Open pins 1 and 2 Remove the solder bridge between pins 1-2.

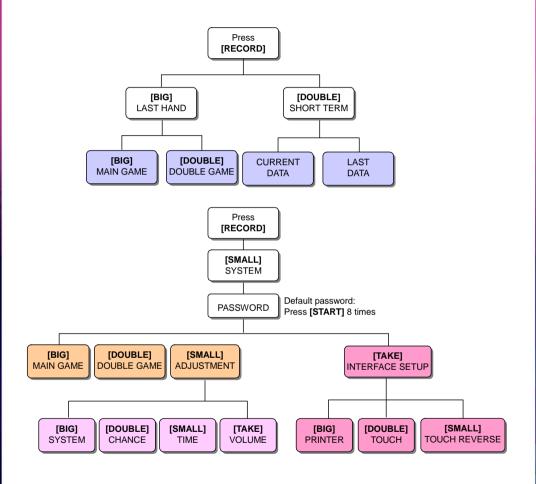


Short pins 2 and 3. Then apply solder to bridge pins 2-3.



# 2. Bookkeeping & Adjustment

### **Access Flow Chart**



# **System Adjustment**

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE (25)	2, 4, 8, 10, 15, 20	20
MAX. PLAY/LINE (9)	5, 10, 20, 30, 40, 50	50
MIN. PLAY/TOTAL	1,5,7,9,10,15,18,20,25 ,27 ,36 ,45 ,50 ,72 , 75,90 ,100 ,144 ,150	25
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	25
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75,	25
KEY IN RATE	80, 100, 200, 250, 400,500, 1000	100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	PRINTER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PAIR	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE



## **Chance Adjustment**

ITEMS	SETTING SELECTIONS	DEFAULT
IMAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
DOUBLE GAME LEVEL	95%, 90%, 85%	95%

### **Touch Screen Calibration**



- Press [RECORD] and follow the on-screen prompts to enter the calibration screen.
- 2. Touch center of the cross on the screen for 3 seconds.
- 3. Follows the cross when it moves till the calibration is completed.

## 3. Game Introduction

#### **Features**

- 9 / 25-liner adjustable.
- Max. Win up to 500,000 (in 25-liner setting).
- 1 set of progressive Jackpot and 2 sets of random Jackpot. If 5/4/3 Jackpot Symbols are in line, players can get Jackpots 1/2/3 depending on the JP symbol.
- Encouraging higher play: Win paid from left to right and right to left when matches the criteria. Players may win more as they play more.
- Hold Pair feature: Select the desired hold symbols and re-spin the rest of the symbols. Press Hold-Pair button to swap the symbols.
- Free Game: Free Game will be triggered when correct symbols show up.
- Touch screen / Auto play support.

### **Main Game**

**GETAWAY** is a 15-reel & 9/25-liner game with bonus games.





stand for all the other symbols on the screen except











## **Feature**



When



appear

next to each other, the FEATURE GAME will be initiated.

### **Free Game**



When



and



appear next to each other, player wins a FREE GAME.

### **Bonus Game**





Collect 3, 4 or 5 initiates the BONUS GAME.

Player gets extra credits by finding out \$ symbol from the floor. Open the vault to get higher bonus.

### **Double Game**



Choose RED or BLACK to play a DOUBLE GAME. The winnings will be doubled when choosing the right color.



# 4. Wins Rules

# **Jackpot**

JACKPOT 1	Five-in-line wins 100% OF Jackpot 1; Four-in-line wins 50% OF Jackpot 1; Three-in-line wins 25% OF Jackpot 1.
JACKPOT 2	Five-in-line wins 100% OF Jackpot 2; Four-in-line wins 50% OF Jackpot 2; Three-in-line wins 25% OF Jackpot 2.
JACKPOT 3	Five-in-line wins 100% OF Jackpot 3; Four-in-line wins 50% OF Jackpot 3; Three-in-line wins 25% OF Jackpot 3.

# **Encouraging Higher Play**

### 9-Liner

**JACKPOT** 

MIN. TOTAL PLAY	JACKPOT
9	25%
18	50%
27	75%
36	100%

Win paid from left to right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	EXTRA WIN LINES
9	2	18	1-3
9	3	27	1-6
9	4	36	1-9

### 25-Liner

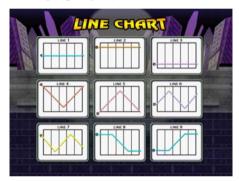
**JACKPOT** 

MIN. TOTAL PLAY	JACKPOT
25	50%
50	100%

Win paid from left to right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	EXTRA WIN LINES
25	1	25	1-10
25	2	50	1-25

### **Line Chart**

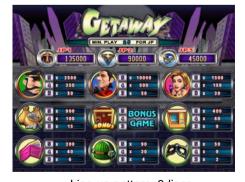


Line-up pattern: 9-liner



Line-up pattern: 25-liner

### **Odds Table**



Line-up pattern: 9-liner



Line-up pattern: 25-liner

