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HAUNTED HOUSE

USER MANUAL

CONTENT

CONNECTIONION DIAGRAM
(36 & 10 pins)

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	
START/ALL STOP	9	
ODDS TABLE/RIGHT	10	
PLAY	11	
TAKE	12	
PLAY LINE/W-UP	13	
	14	
	15	
HOLD PAIR/LEFT	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	
OUT METER	27	
	28	
LAMP: START/ALL STOP	29	
LAMP: ODDS TABLE/RIGHT	30	
LAMP: PLAY	31	LAMP: COUNT
LAMP: TAKE	32	
LAMP: PLAY LINE/W-UP	33	
LAMP: HOLD PAIR/LEFT	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 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	NO			OFF					
	YES			ON					
ODDS TABLE	NO				OFF				
	YES				ON				
SCORE BOX	NO					OFF	OFF		
	YES					ON	PFF		
	10X					OFF	ON		
	10X					ON	ON		
PLAY SCORE	NO							OFF	
	YES							ON	
AUTO TAKE	NO								OFF
	YES								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
HAND COUNT	NO	OFF							
	YES	ON							
HOLD PAIR	OFF		OFF	OFF					
	REGULAR		ON	OFF					
	GEORGIA		OFF	ON					
	GEORGIA		ON	ON					
AUTO TICKET	NO				OFF				
	YES				ON				
DOUBLE UP GAME	NO					OFF			
	YES					ON			
AUTO PLAY	NO						OFF		
	YES						ON		

【REMARK】Default Password of System Setup: [START] × 8

36 & 10 PIN BUTTON LAYOUT

STOP 1 LEFT (HOLD PAIR)	STOP 2 W-UP (PLAY LINE)	STOP 3 RIGHT (ODDS TABLE)	STOP 4 TAKE

STOP 5 PLAY	START ALL STOP TAKE
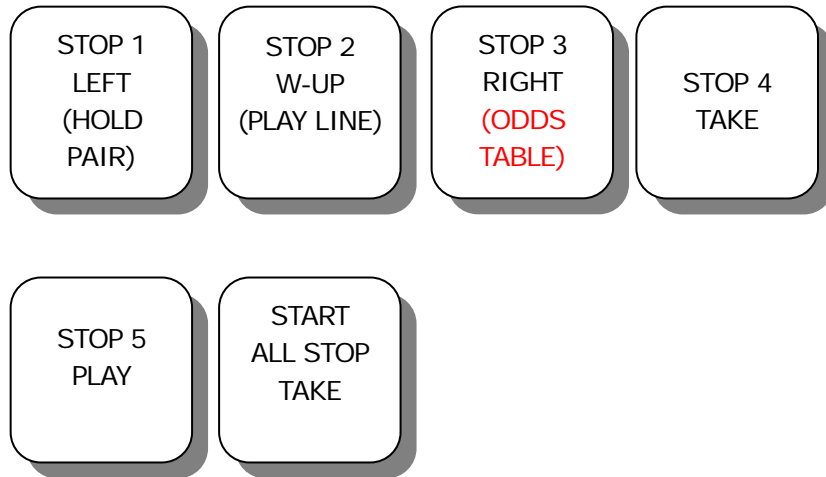
BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW

```
                    Press[BOOK]
                         |
        +----------------+----------------+
        |                                 |
   [STOP 1]                          [STOP 2]
   LAST HAND                         SHORT TERM
        |                                 |
   +----+----+                    +-------+-------+
   |         |                    |               |
MAIN GAME  DOUBLE UP          CURRENT          LAST DATA
           GAME                DATA
```

DATA SETTING FLOW

```
                    Press[BOOK]
                         |
        +----------------+----------------+
        |                                 |
   [STOP 3]                          [STOP 4]
   SYSTEM SETUP                      PRINTER SETUP
        |
PASSWORD ON or OFF
        |
   +------------+------------+------------+
   |            |            |            |
[STOP 1]     [STOP 2]     [STOP 3]     [STOP 4]
MAIN GAME    DOUBLE UP    SYSTEM       CHANCE
RECORD       GAME         ADJUST       ADJUST
             RECORD
```
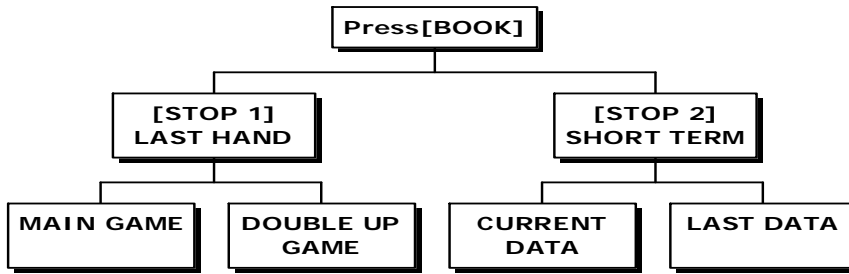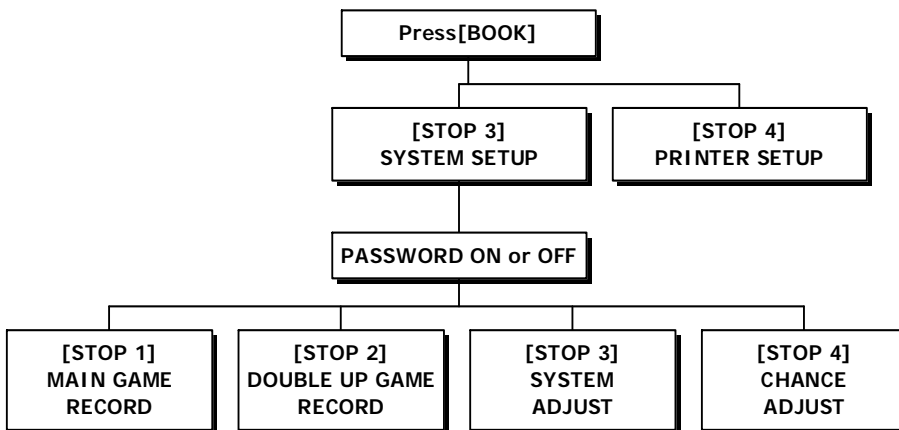
ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[STOP 3]→[STOP 3] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY/LINE	1, 2, 3, 4, 5, 6, 8, 10, 30	4
MIN. PLAY/TOTAL	1 , 5 , 10 , 15 , 20 , 25 , 50 , 75 , 100 , 125 , 150 , 200 , 250 , 375 , 500 , 625 , 750	1
SYSTEM LIMIT	NO, YES (MAX. PLAY/LINE X 25 X 3000)	NO
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	100
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE	CONTINUE
TICKET OUT INTERFACE	DISPENSER DIRECT / PRINTER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1
MIN. PLAY FOR JP	25, 50, 75, 100	25

REMARK:
1. Printer only can be used by one machine which is driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram). See   page 3.

CHANCE ADJUSTMENT

Press [BOOK]→ [STOP 3]→[STOP 4] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 5
DOUBLE UP RATE	95%, 90%, 85%	90%

MAIN FEATURES

- Max. Win could reach total Play Odds x 3000.
- 3 sets of progressive Jackpot: If Jackpot Symbol 5,4,3 are in line, players can get 3 Jackpots (1,2,3). Win Max. total play x700.
- Monster Cross Feature : All Same gives out max. play x3000.
- Double Pay: Given 20 bet line, any more bet line doubles and so as the win credits. Given 25 bet lines, give extra (max.) 12 lines and the credit doubles.
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the Symbol you don't want. Press **Hold-Pair** button to swap the Symbol.
- Auto Play Support

HOW TO PLAY

MAIN GAME DESCRPTION

Haunted House is a 15-reel & 25-lines game with 4 different bonus games.

3 sets of Jackpot

Symbol Zone

Haunted House Main Screen

Auto Play

Haunted House Main Screen

Pay Chart

Line-up Pattern
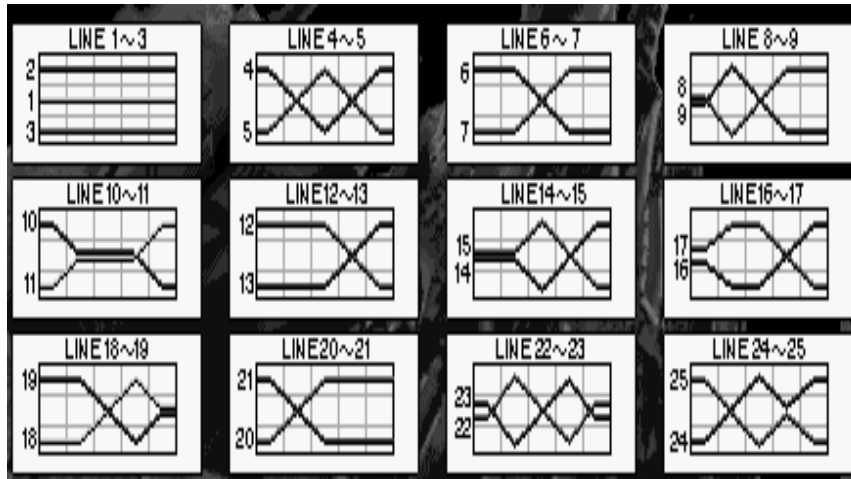
Double Pay Chart

Given 20 play line, any more play line doubles and so as the win credits. Given 25 bet lines, give extra (max.) 12 lines and the credit doubles.

The more the play lines, the more win lines.
Certain lines will double in points according to the following play table.

Play Lines	No. of lines X2 win	Win line no.
20	2 lines	No.1~2
21	4 lines	No.1~4
22	6 lines	No.1~6
23	8 lines	No.1~8
24	10 lines	No.1~10
25	12 lines	No.1~12

Double Pay Chart Screen

Jackpot (default set Max/Play Line as 4)

- Jackpot Symbol 5 in line: Players win Jackpot 1。
- Jackpot Symbol 4 in line: Players win Jackpot 2。
- Jackpot Symbol 3 in line: Players win Jackpot 3。
  - Play reaching 25, if playing 1 for each line, players may draw 1/5 Jackpot.
  - Play reaching 50, if playing 2 (or more) for each line, players may draw all Jackpots.。

Jackpot 1 Win Screen

Jackpot 1 Win Screen

Monster Cross

- Given Symbol Cross in line on the screen, players enter the Monster Cross.
    - If the symbol starts re-spin, players may get All Same, winning Max. prize (x3000).
    - If Monster Cross Re-spin doesn't spin out identical symbol, it stops.

Screen of Monster Cross

Monster Cross Win Screen

Bonus Game

- Any 3 (or more) Bonus Game Symbol are in line, players enter the Bonus Game。

- Bonus Game Symbol being in line, the window of the castle opens to show the main character for Bonus Game. Then, players may start playing Bonus Game.

  - Bonus Game 1：

    - If Vampire shows up from the castle's window, players enter Bonus Game 1.

    - Press single button to stop the frame from moving. Players win the odds corresponding to the chosen symbol.

    - x2 Symbol: Double Odds table in the next game.

    - Skeleton Symbol: The game ends.

    - Question Symbol: Could be x2 or Skeleton symbol.
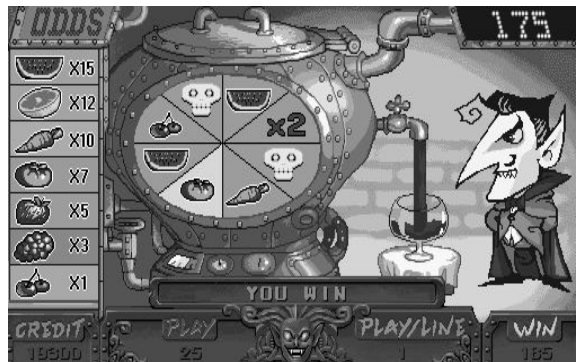
Bonus Game 1 Screen

■ Bonus Game 2

◆ If Wolfman shows up from the castle's window, players enter Bonus Game 2.

◆ Players select one tomb to dig and collect the bones. Each collected part wins credits. A complete skeleton wins extra odds (x100).

◆ 5 tombs can be dug repeatedly until a skeleton is collected and win x100 odds or a bomb is excavated and explodes, ending the game.

Bonus Game 2 Screen

Bonus Game 2 Screen

■ Bonus Game 3

◆ If Frankenstein shows up from the castle's window, players enter Bonus Game 3.

◆ Players select one liquid from five as cook material.

◆ Players may select to Take or Retry the above process; the former accepts the given credit, the latter tries to get higher score.

◆ Players can try five times at most and choose one favorable credit to take. Otherwise, players have to accept the last grade at any rate.
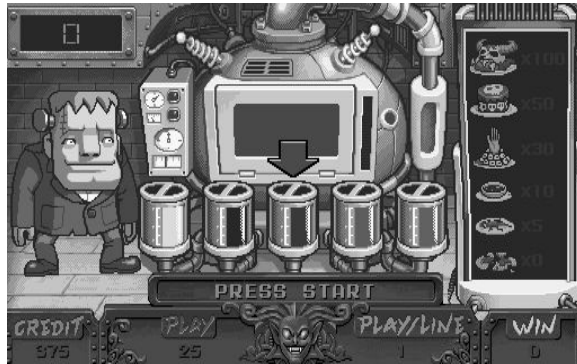
Bonus Game 3 Screen

Bonus Game 3 Screen

■ Bonus Game 4

◆ If Mummy shows up from the castle's window, players enter Bonus Game 4.

◆ Players press single key to spin the wheel so that Mummy start producing magical transformation chemical.

◆ If 3 chemical symbols in line, a successful chemical is produced and high credits are given. If 2 in line, the effect is transient and credits are lower.

◆ If no line, Ghost will disappear and the game ends.

Bonus Game 4 Screen

Bonus Game 4 Screen

Double Game

- After winning the Main game or Bonus game, players can press "Double" button to play Double game.

  - Players can select left/right to guess what the crystal is going to display. If treasure box, win x4; purse x3; golden coins x2; skeleton x0 and ends the game.

Odds Table — **Last 5 Hands**

Double Game Screen

Double Game Screen

Odds Table

- Regular symbol

ODDS TABLE				
All Same	3000	700	500	300
5 in line	1000	500	300	100
4 in line	100	50	30	20
3 in line	50	30	20	10
All Same	200	100	60	
5 in line	50	30	20	
4 in line	10	5	3	
3 in line	5	2	2	

Screen of Odds Table