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CONNECTIONION DIAGRAM (36 & 10 pins)

<i>36 Pins</i>		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT/ PRINTER PRINT	7	
TICKET SWITCH	8	
START/ ALL STOP / KEEP	9	
PICK/STOP 3/HELP	10	
PLAY / RAISE	11	
TAKE/EXIT	12	
SELECT GAME/STOP 2/QUI CK PICK/WIPE CARD	13	
	14	
	15	
HOLD/STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT
	22	CALL ATTENDANT
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: TICKET OUT/ PRINT OUT
OUT METER	27	
	28	
LAMP: START/ ALL STOP / KEEP	29	
LAMP: PICK/STOP 3/HELP	30	BILL ENABLE
LAMP: PLAY / RAISE	31	LAMP: COUNT
LAMP: TAKE/EXIT	32	LAMP: CALL ATTENDANT
LAMP: SELECT GAME/STOP 2/QUICK PICK/WIPE CARD	33	
LAMP: HOLD/STOP 1	34	
CLEAR ERROR	35	
GND	36	GND

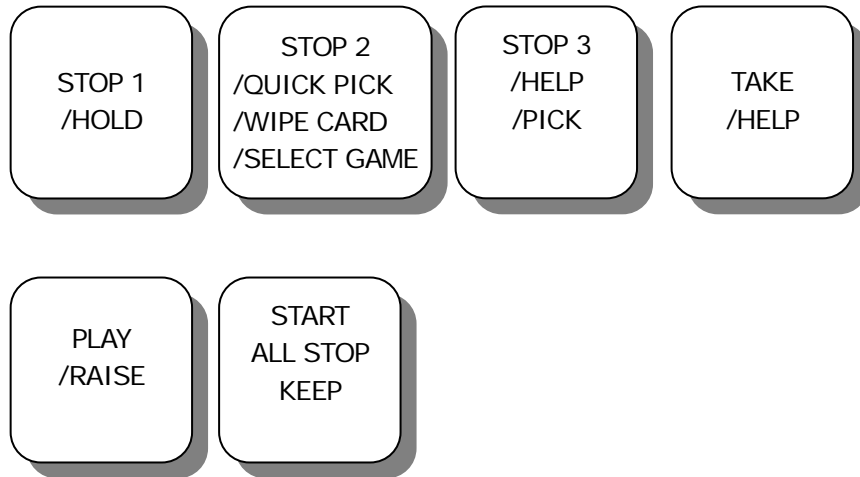
<i>10 Pins</i>		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	NO	OFF							
	YES	ON							
PASSWORD	NO		OFF						
	YES		ON						
ODDS TABLE	NO			OFF					
	YES			ON					
SCORE BOX	NO				OFF	OFF			
	YES				ON	OFF			
	10X				OFF	ON			
	10X				ON	ON			
PLAY SCORE	NO						OFF		
	YES						ON		
HAND COUNT	NO							OFF	
	YES							ON	
AUTO TICKET	NO								OFF
	YES								ON
DIP SWITCH 2		1	2	3	4	5	6	7	8
NON STOP	NO	OFF							
	YES	ON							
HOLD PAIR	REGULAR		OFF						
	GEORGIA		ON						
SYMBOL STYLE	BOTH			OFF	OFF				
	FRUIT			ON	OFF				
	BUG			OFF	ON				
	BUG			ON	ON				
TOUCH FUNC.	NO								OFF
	YES								ON

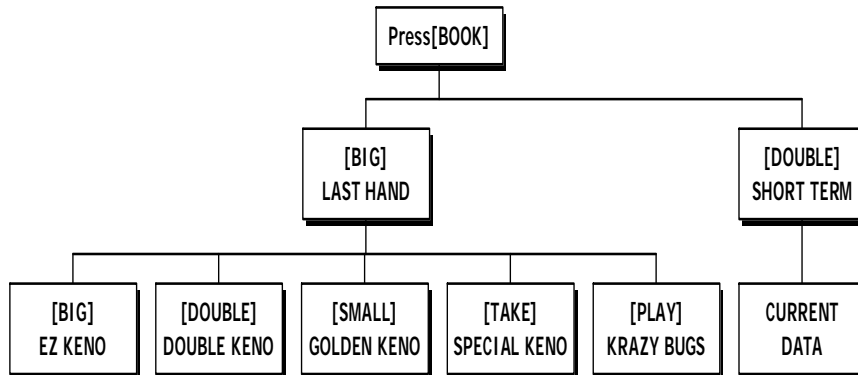
【REMARK】 Default Password of System Setup: [START] × 8

36 & 10 PIN BUTTON LAYOUT

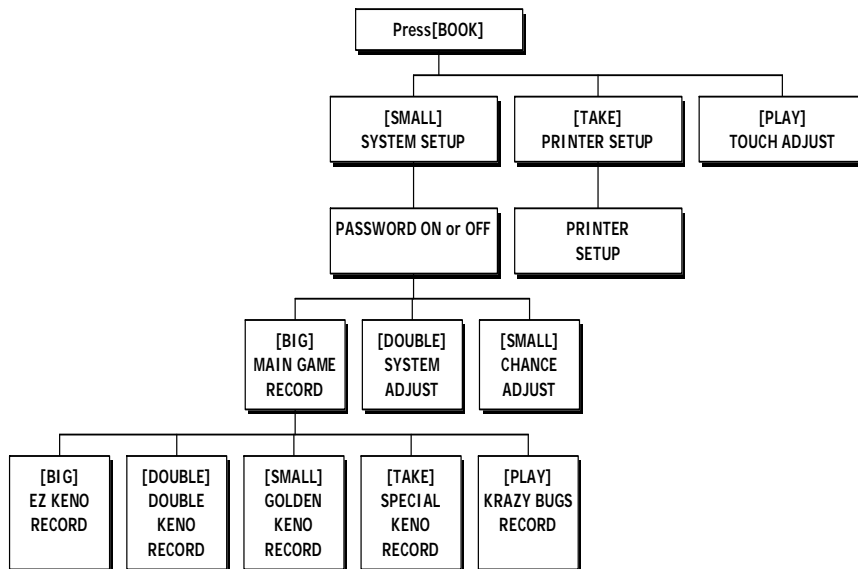


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[STOP 3]→[STOP 2] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MIN. PLAY	1, 2, 4, 8,10,16,24,32,48, 64	1
MAX. PLAY	8, 10, 16, 32, 64, 128, 256, 400	128
COIN RATE		5
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100,	100
KEY OUT RATE	200, 250, 400, 500, 1000	1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUE
TICKET OUT INTERFACE	DISPENSER DIRECT / PRINTER DIRECT / ATTENDANT	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1
SYSTEM LIMIT	NO, MAX PLAY X 1100	NO
MIN.PLAY FOR JP OF KRAZY BUGS	8, 16, 24, 32	8
KENO GAMES ANIMATOR SPEED	NORMAL / FAST	NORMAL

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 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 1.

CHANCE ADJUSTMENT

Press [BOOK]→ [STOP 3]→[STOP 3] 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

MAIN FEATURES OF KRAZY KENO

- **Progressive Jackpot:** Each game has one progressive Jackpot.
- **5 game types to be selected by individual player:** Krazy Keno is a multi game, composed of four Keno games and one 9-reel / 8-liner game.
- **Max. win :** Krazy Bugs Max Win could reach Total Play Odds x 2000.
- **Hold Pair feature for Krazy Bugs:** Players can select a desired symbol to hold by pressing [Big] button.
- **2 sets of selectable symbols:** Krazy Bugs allows players to switch playween two sets of symbols (fruit of the traditional type and bugs) by pressing Double up button.

HOW TO PLAY

EZ Keno

- Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of EZ Keno

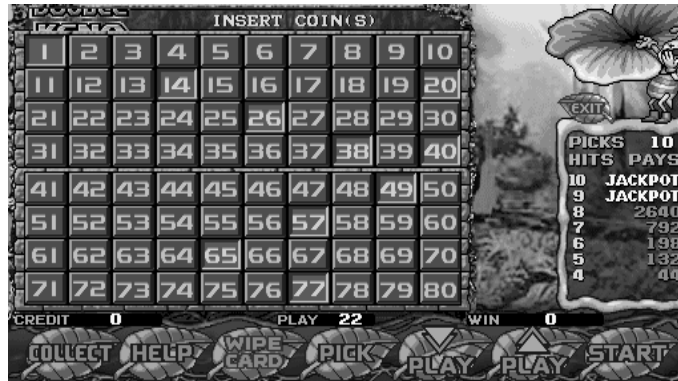
- To pick 10 numbers, play no less than 10. With 9 or 10 hits, you may play Jackpot.



Screen of EZ Keno

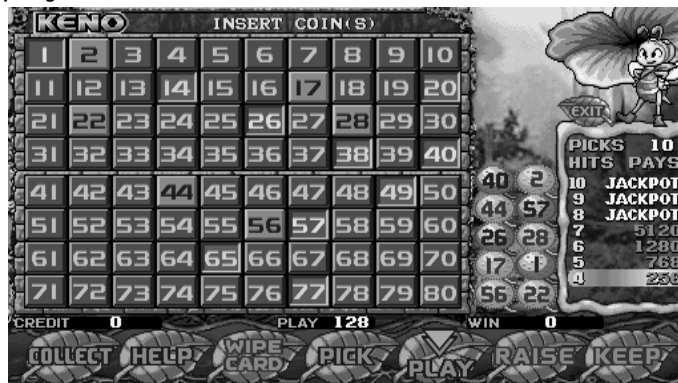
Double Keno

- Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of Double Keno

- With 10 balls on the screen, touch RAISE button to increase your play or KEEP button to remain the same play.



Screen of Double Keno

- To pick 10 numbers, play no less than 25. With 8, 9 or 10 hits, you may play Jackpot.



Screen of Double Keno

Golden Keno

- Mark On 2 To 10 spots on the keno card by touching the numbers desired.



Screen of Golden Keno

- To pick 10 numbers, play no less than 10. With 8, 9 or 10 hits, you may play Jackpot.



Screen of Golden Keno

- Be the last ball a red one, it is called Super Ball. With enough winning balls and also a matching super ball number, players get a Super Hit, a 4X prize, apart from Jackpot.



Screen of Golden Keno

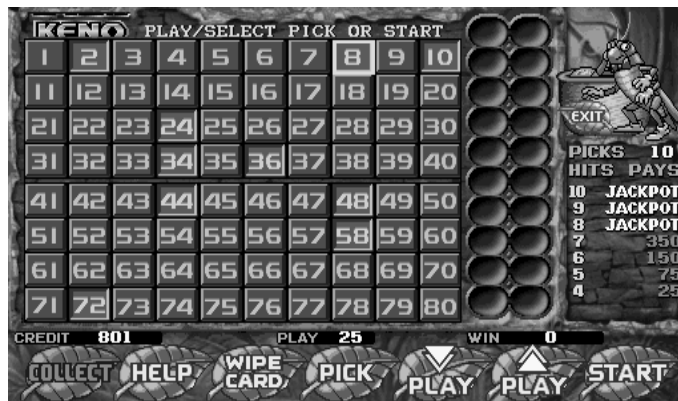
- Be the last ball a G ball, it is called Golden Ball. When one Golden Ball shows, meaning one less win number would be required; so the win rate will increase. Hitting Golden Ball gets players Golden hit, a 4X prize, apart from Jackpot.



Screen of Golden Keno

Special Keno

- Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of Special Keno

- With 10 balls on the screen, touch RAISE button to increase your play or KEEP button to remain the same play.



Screen of Special Keno

- To pick 10 numbers, play no less than 25. With 8, 9, or 10 hits, you may play Jackpot.



Screen of Special Keno

- Be the last ball a red one, it is called Super Ball. With enough winning balls and also a matching super ball number, players get a Super Hit, a 4X prize, apart from Jackpot.



Screen of Special Keno

- Be the last ball a G ball, it is called Golden Ball. When one Golden Ball shows, meaning one less win number would be required; so the win rate will increase. Hitting Golden Ball gets players Golden hit, a 4X prize, apart from Jackpot.



Screen of Special Keno

Krazy Bugs

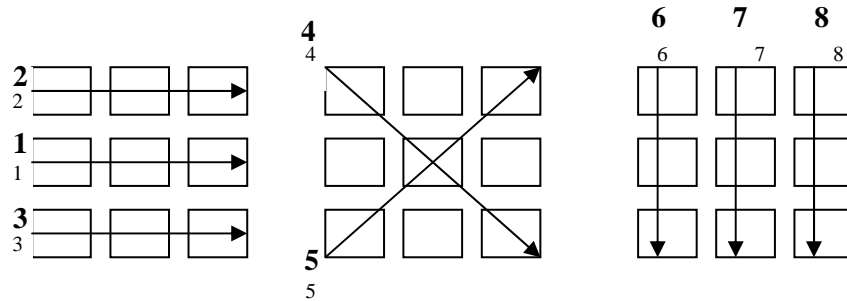
Main Game



Main Screen of Krazy Bugs

Pay Chart

- 8 Line-up



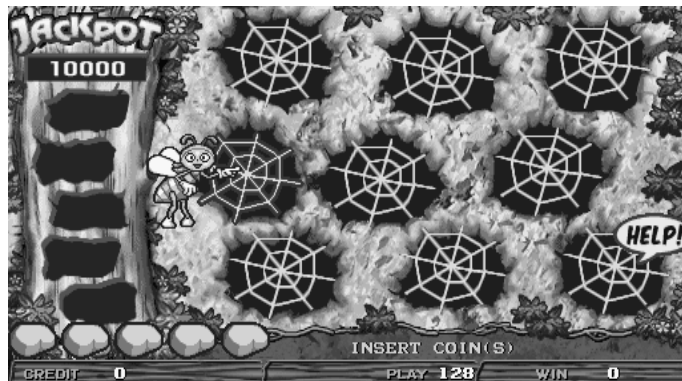
Jackpot Game

- Linking 3 lines of dragonfly symbols allows players to enter Jackpot Game.



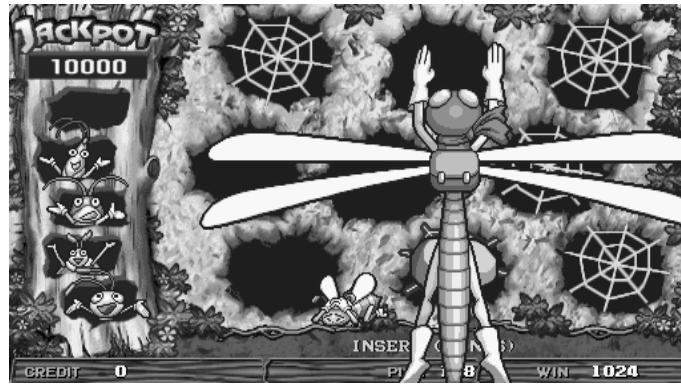
Screen of Jackpot

- Entering the game, players would have nine spider-web cages to select from. With 5 chances, players should have the dragonfly break the cage to win the game.



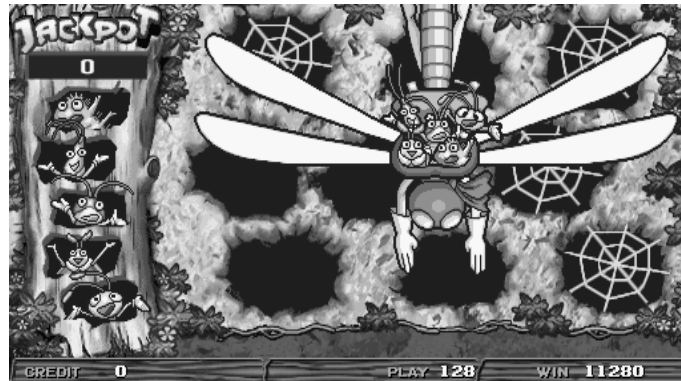
Screen of Jackpot

- To save the imprisoned larva, players must break the spider-web cage.



Screen of Jackpot

- To save all five types of larvas, players may win Jackpot.



Screen of Jackpot

Fever Game

- Linking three lines of bee symbols allow players to enter Fever Game.



Screen of Fever Game

- Enter the game, players see three bushes, one of which should be selected and sought by players.



Screen of Fever Game

- During the search, players would get different prizes according to the target they come across.



Screen of Fever Game

- However, the game ends if a carnivorous plant is found. Before that, players can search the bushes as many times as they want.



Screen of Fever Game

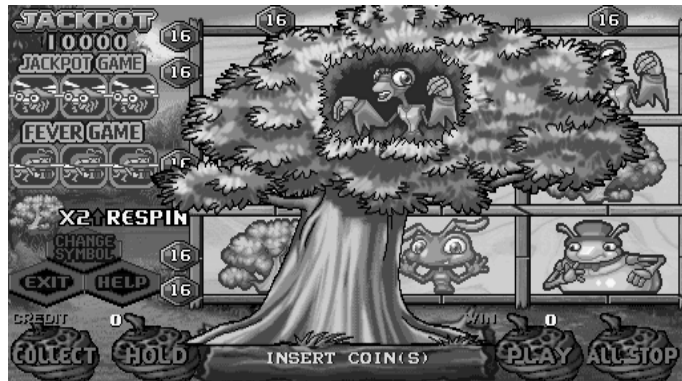
Tree Respin

- With more than 2 tree symbols will open Tree Respin.



Screen of Tree Respin

- Symbols that appear from the tree would replace the old main game tree symbols so that players can win prizes.



Screen of Tree Respin

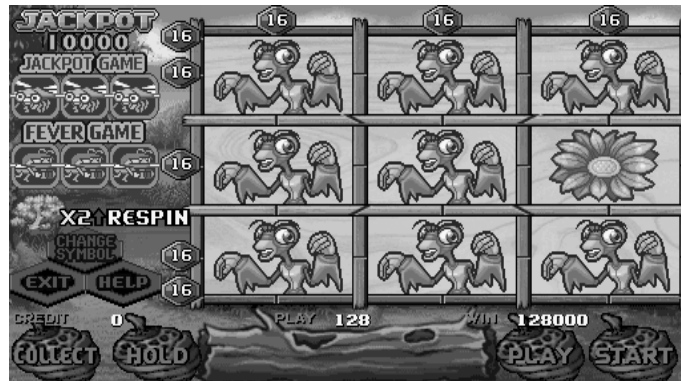
Wild Fever

- With WILD displaying on the screen and no winning, players would enter Wild Fever.



Screen of Wild Fever

- All symbols respin until players win the game.



Screen of Wild Fever

Odds Table

Regular Symbol

SPECIAL ODDS

ALL	X 700	ALL	X 80
ALL	X 500	ALL	X 70
ALL	X 150	ALL	X 50
ALL	X 200	ALL	X 40
ALL	X 100	ALL	X 40
ALL	X 80	ALL	X 15
ALL	X 40		

SPECIAL ODDS

ANY	X 300	ANY	X 20
ANY	X 200	ANY	X 18
ANY	X 50	ANY	X 14
ANY	X 100	ANY	X 10
ANY	X 50	ANY	X 10
ANY	X 30	ANY	X 5
ANY	X 10	ANY	X 2

SPECIAL ODDS

9	X 700	9	X 500	9	X 150
8	X 200	8	X 100	8	X 80
7	X 100	7	X 70	7	X 60
6	X 80	6	X 60	6	X 40
5	X 60	5	X 50	5	X 30
4	X 25	4	X 20	4	X 10
3	X 7	3	X 5	3	X 3
2	X 3	2	X 2	2	X 1

Screen of Odds Table