



SUPER 70'S
USER MANUAL

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CONNECTION DIAGRAM (36+10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP / TAKE	9	
SMALL / HELP / STOP3	10	
PLAY / STOP5	11	
TAKE / STOP4	12	
DOUBLE / CHANGE SYMBOL / STOP2	13	
	14	
	15	
BIG / HOLD / STOP1	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/ TAKE	29	
LAMP: SMALL/HELP/STOP3	30	
LAMP: PLAY/STOP5	31	LAMP: COUNT
LAMP: TAKE/STOP4	32	
LAMP: DOUBLE/ CHANGE SYMBOL/STOP2	33	
LAMP: BIG/ HOLD/ STOP1	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

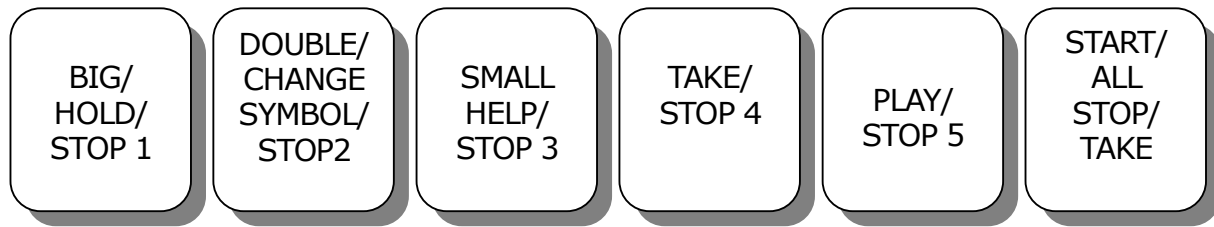
DIP SWITCH SETTING

1. DIP SWITCH SETTING

DIPSW 1		1	2	3	4	5	6	7	8
DEMO MUSIC	ON	OFF							
	OFF	ON							
NON STOP	OFF		OFF						
	ON		ON						
PASSWO RD	OFF			OFF					
	ON			ON					
ODDS TABLE	ON				OFF				
	OFF				ON				
DOUBLE GAME	ON					OFF			
	OFF					ON			
SYMBOL	70'S						OFF	OFF	
	FRUIT						ON	OFF	
	BOTH						OFF	ON	
	BOTH						ON	ON	

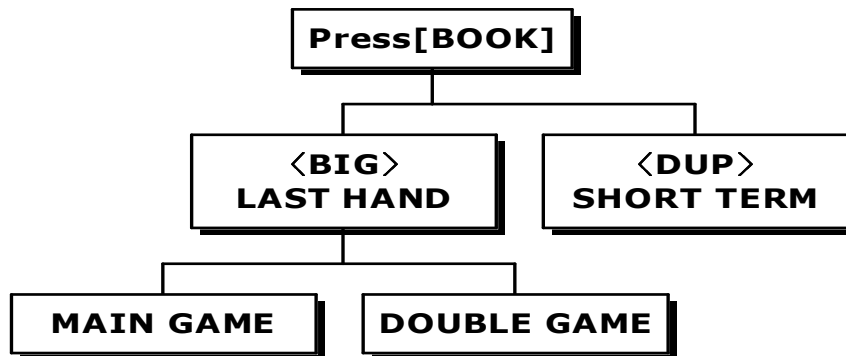
DIPSW 2		1	2	3	4	5	6	7	8
SCORE BOX	OFF	OFF	OFF						
	ON	ON	OFF						
	10X	OFF	ON						
	10X	ON	ON						
PLAY SCORE	ON			OFF					
	OFF			ON					
HAND COUNT	OFF				OFF				
	ON				ON				
HOLD PAIR	ON					OFF			
	OFF					ON			

36 & 10 PIN BUTTON LAYOUT

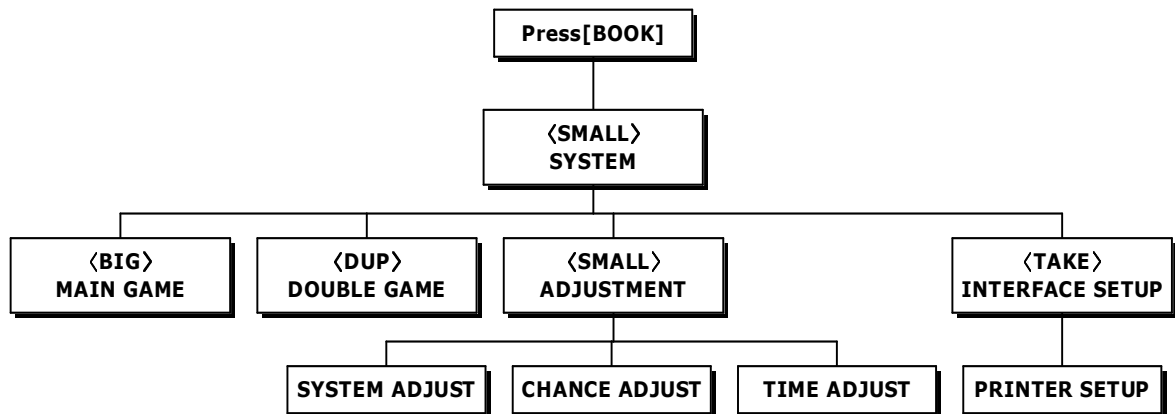


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	27, 36, 45, 90, 180, 270,450	90
MIN. PLAY	1, 9, 18, 27	9
MIN.PLAY FOR JACKPOT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	9
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
KEY IN RATE	1,2,3,4,5,10,15,20,25,30,40,	100
KEY OUT RATE	50,60,75,80,100,200,250,400,	1
TICKET RATE	500,1000	500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
MAX JACKPOT	2000, 3000, 5000, 10000, 15000, 20000, 25000, 30000, 40000, 50000	10000
MIN JACKPOT	500, 1000, 2000, 3000, 5000, 8000, 10000, 12000, 15000, 20000	5000
JACKPOT MODE	RANDOM, PROGRESSIVE	RANDOM
INTERFACE	DISPENSER, PRINTER	DISPENSER
PRINTER COMMAND	CBM1, ESC / POS, STAR	CBM1
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO

[REMARK]

1. Printer only can be used by one machine which is driven by RS232 COM A.
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 1.
3. **Default Password of System Setup: press [START] 8 times**

CHANCE

CHANCE ADJUSTMENT

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6	LEVEL 5
W-UP GAME LEVEL	85%, 90%, 95%	90%

HOW TO PLAY

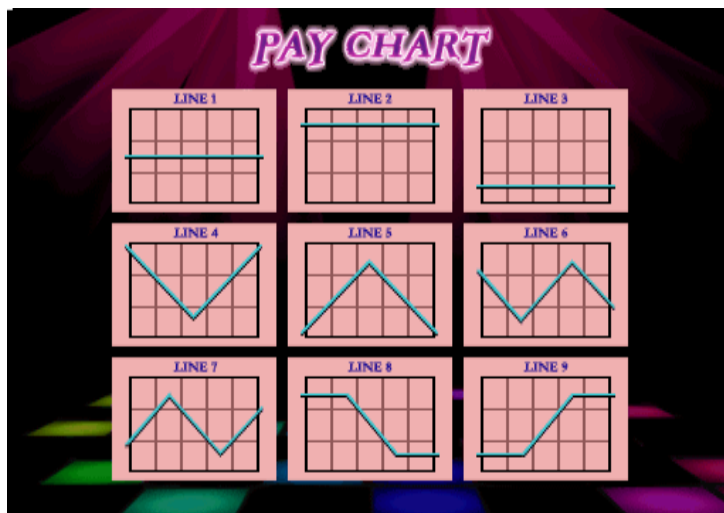
MAIN GAME DESCRIPTION

SUPER 70'S is a 15-reel & 9-liner game with 1 JACKPOT game and 1 bonus game.



SUPER 70'S Main Screen

PAY CHART



Line-up Pattern: 9-Liner

JACKPOT GAME & ENCOURAGING HIGHER WAGERS



Get 3, 4, or 5  on the screen and enter the Jackpot game.

- Players enter the game with 3, 4, or 5 times depending on how many symbols are displayed.
- Once in the game, players move forward on the map depending on what numbers appear on the wheel. The game ends when the numbers are gone.



Screen of JACKPOT Game

FREE GAME

Get 3, 4, or 5  on the screen and enter the Free Game bonus.

- Players can receive Free Games of 5, 10, or 15 times depending on how many symbols are displayed.



Screen of Free Game

DOUBLE GAME

- After winning the Main game or Bonus game, player can press “DOUBLE UP” button to play Double game.
- Player can press “DOUBLE UP” button to select one of five masks from the lower row. Then, press “BIG” or “SMALL” to guess it’s bigger or smaller than the mask highlighted.



Screen of Double Game

BONUS GAME



Get 3, 4, or 5  on the screen and enter the bonus game.

- ◆ Select 1 of the 5 records to play. Watch the dancer "get down and boogie." The more she likes the music, the better the score will be.
- ◆ If the music is bad the dancer will fall down and the game will end.
- ◆ When the "love meter" is full, the woman will show her love for the man. Players will win the high score and the bonus game ends.



Screen of Bonus Game

ODDS TABLE

ODDS TABLE						
5 In Line	10000	1000	500	450	400	
4 In Line	1000	500	300	230	125	
3 In Line	100	80	50	40	40	
5 In Line	300	250	200	90	30	
4 In Line	80	60	40	20	15	
3 In Line	30	20	15	10	5	

ODDS TABLE						
5 In Line	10000	1000	500	450	400	
4 In Line	1000	500	300	230	125	
3 In Line	100	80	50	40	40	
5 In Line	300	250	200	90	30	
4 In Line	80	60	40	20	15	
3 In Line	30	20	15	10	5	

Screen of Odds Table