



# Operator Manual

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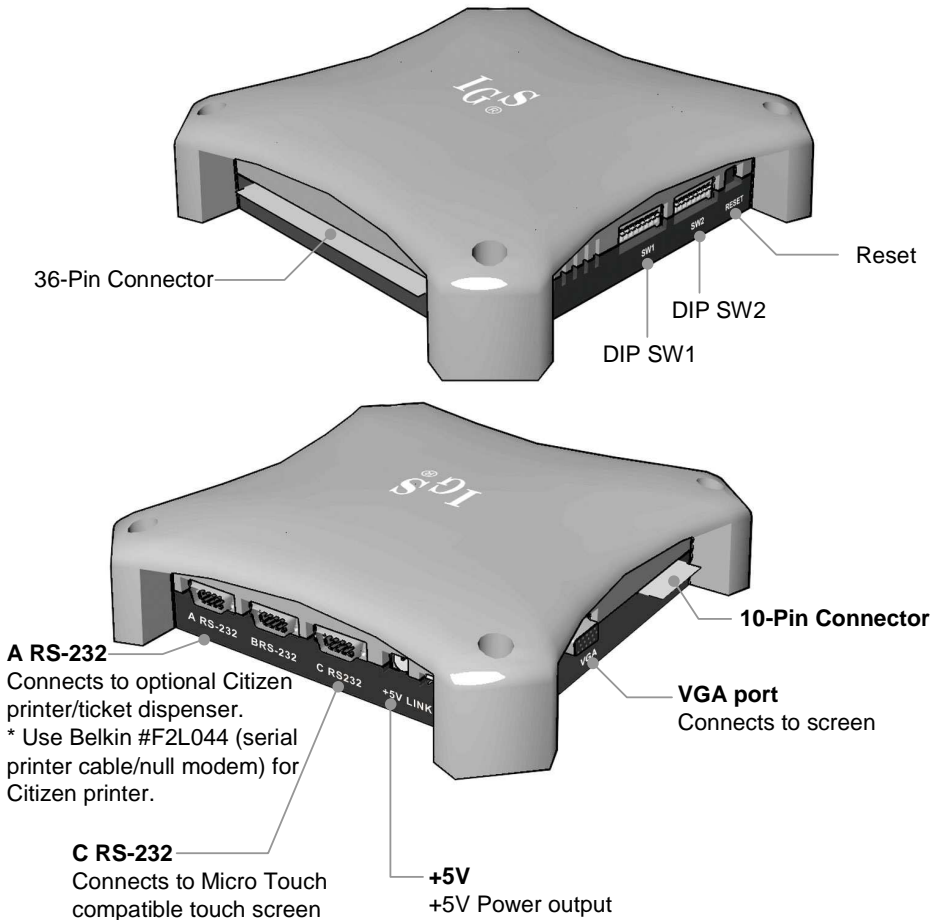


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# 1. Hardware

## 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	
	15	
STOP2/BIG/HOLD PAIR	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT/PRINTER OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	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/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

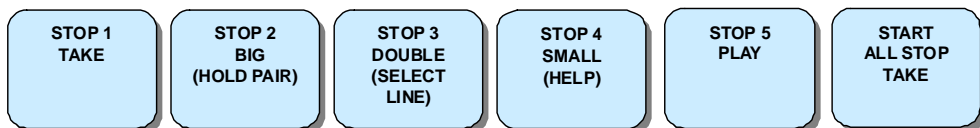
# DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	OFF			
	12	ON	ON	OFF	ON	OFF			
	13	OFF	OFF	ON	ON	OFF			
	14	ON	OFF	ON	ON	OFF			
	15	OFF	ON	ON	ON	OFF			
	16	ON	ON	ON	ON	OFF			
	17	OFF	OFF	OFF	OFF	ON			
	18	ON	OFF	OFF	OFF	ON			
	19	OFF	ON	OFF	OFF	ON			
	20	ON	ON	OFF	OFF	ON			
	21	OFF	OFF	ON	OFF	ON			
	22	ON	OFF	ON	OFF	ON			
	23	OFF	ON	ON	OFF	ON			
	24	ON	ON	ON	OFF	ON			
		OFF	OFF	OFF	ON	ON			
		ON	OFF	OFF	ON	ON			
		OFF	ON	OFF	ON	ON			
		ON	ON	OFF	ON	ON			
		OFF	OFF	ON	ON	ON			
		ON	OFF	ON	ON	ON			
		OFF	ON	ON	ON	ON			
		ON	ON	ON	ON	ON			
LINK MODE	SINGLE								OFF
	LINK								ON



DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	OFF	OFF							
	ON	ON							
KEYOUT MODE	FAST								OFF
	NORMAL								ON

## 36 & 10 PIN Button Layout

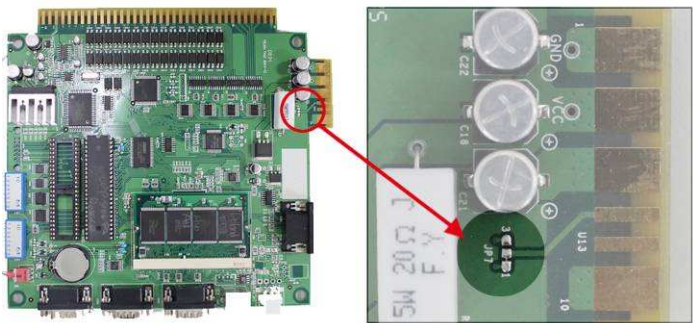


# Solving Ticket SSR Error

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

## How to solve:

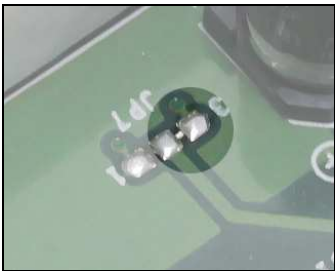
- 1. Locate the Ticket SSR jump (JP7) on the PC board. Then identify current Ticket SSR is at HIGH ACTIVE or LOW ACTIVE.



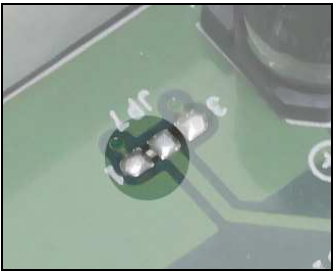
- 2. Change to use the alternative JP7 setting.

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

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



Open pins 2 and 3  
Remove the solder bridge between pins 2-3.



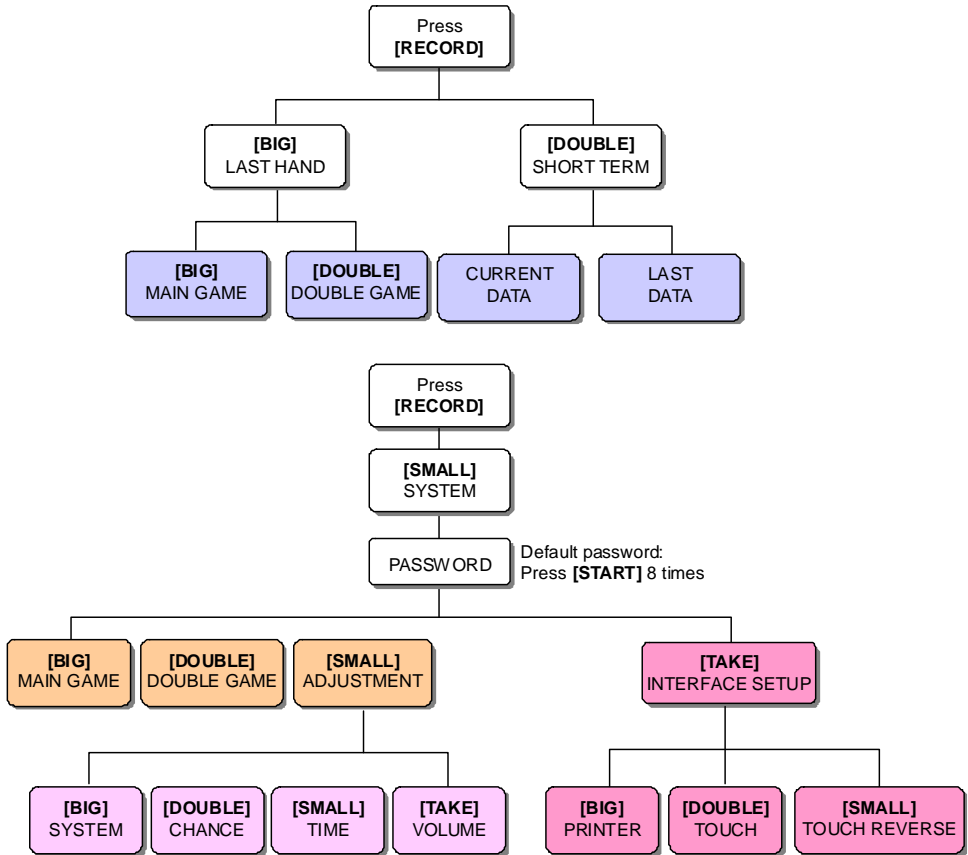
Short pins 1 and 2.  
Then apply solder to bridge pins 1-2.





## 2. Bookkeeping & Adjustment

### Access Flow Chart



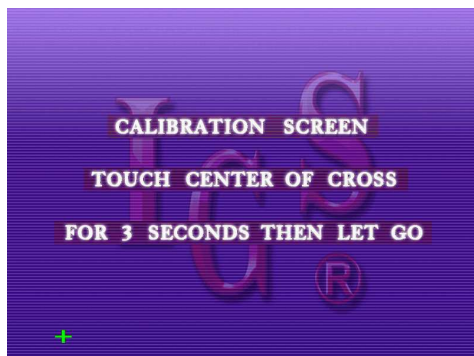
## System Settings

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20, 30	30
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
JACKPOT MAX	15000, 20000, 30000, 50000, 100000, 150000, 200000	50000
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		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, ESC/POS2, STAR	CBM1
DISPLAY	CREDIT, MONEY 1C, MONEY 2C, MONEY 4C, MONEY 5C, MONEY 10C, MONEY 20C, MONEY 25C, MONEY 50C, MONEY \$1, MONEY \$2, MONEY \$4, MONEY \$5	CREDIT
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
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	RANDOM

## Chance Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAIN 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



1. 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.

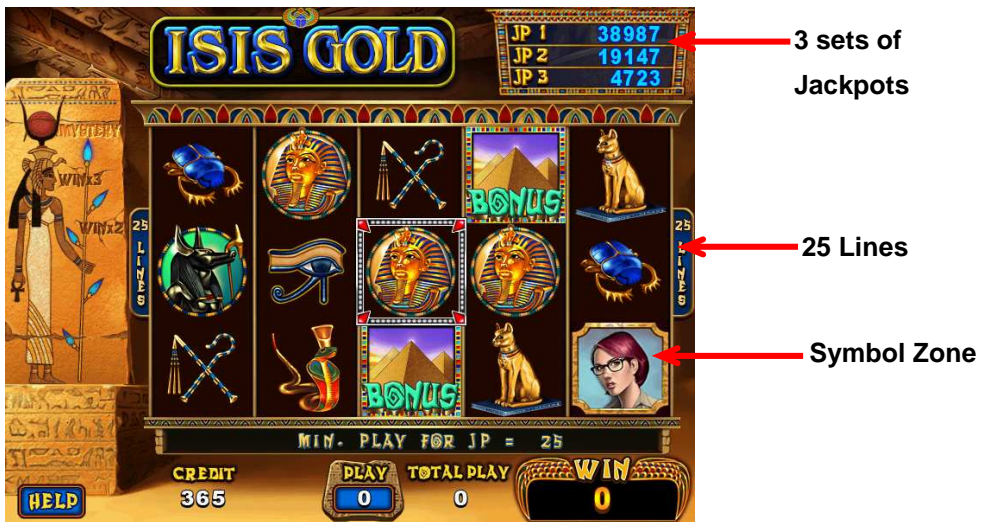
# 3. Game Introduction

## Features

- 25 Lines.
- Max. Win up to 750,000.
- 3 sets of Jackpot, progressive and random mode adjustable.
- Touch screen / Auto play support.




## Main Game

ISIS GOLD is a 5 Reels & 25 lines game.





## Jackpot

- With 5  symbols on the screen, players will win the Jackpot 1.
- With 4  symbols on the screen, players will win the Jackpot 2.
- With 3  symbols on the screen, players will win the Jackpot 3.

# Main Game Features

## TUMBLING & WINNING RULE








- After collecting winning values, the winning symbols will be cleared with new symbols dropped above to fill all empty spaces, and then re-collecting again if there is a win.
- A game repeats the game rule above until there is no winning combination.



## WILD STORM FEATURE



- If the  symbol stops in the FEATURE BOX , the WILD STORM FEATURE will be triggered.
- The WILD STORM will break the FEATURE BOX  and will bring a massive quantity of WILD SYMBOLS  that will stop on REEL 2, REEL 3 and REEL 4.
- When starting a new game, the FEATURE BOX  will appear again on the screen.



## ISIS FEATURE



- If the winning symbols disappear for 3 times in sequence, ISIS will multiply the 3rd hit 「WINx2」.



- If the winning symbols disappear for 4 times in sequence, ISIS will multiply the 4th hit 「WINx3」.






- If the winning symbols disappear for 5 times in sequence, ISIS will appear on the screen and give more SURPRISES.



## Bonus Game

### THE MYSTERY OF ISIS



- With 3 or more  symbols will appear on the screen, the 「THE MYSTERY OF ISIS」 Bonus Game will be triggered.
- Players can choose 1 fire bowl coffin and obtain its prize.
- The game ends when the 「EXIT」 message pops up.
- If a player chooses the , 「The Revive the ISIS」 Bonus Game will be triggered.
- If a player chooses the , 「The Eternity of Khepri」 Bonus Game will be triggered.

## REVIVE THE ISIS

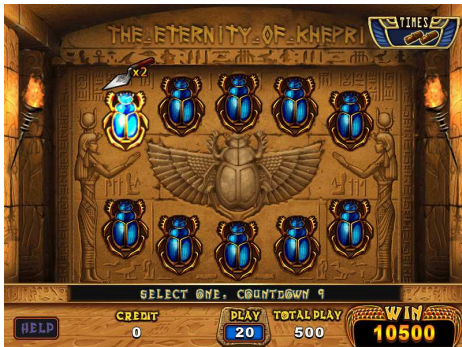


- Players can choose 1 coffin and obtain its prize.
- After choosing the coffin, the game will jump back to 「**THE MYSTERY OF ISIS**」 Bonus Game.

## THE ETERNITY OF KHEPRI



- Players can play the game 3 times.
- Every time, players first need to choose a bag with the multiplier number in it, than select one of the 10 Khepri. The collected points will be multiplied according to the multiplier chosen at the beginning.



- After the third time, the game will jump back to「**THE MYSTERY OF ISIS**」 Bonus Game.

## Double Game



- Players can press **[DOUBLE UP]** button to play the Double Game when there is a win in each game play.
- Select either black cat or white cat to play the Double Game.
- A prize will be doubled if players guess right.



# 4. Wins Rules

## Encouraging Higher Play

MIN. PLAY	JACKPOT
25	50%
50	100%

## Odds Table

JP1 37741			JP2 15985			JP3 6890		
			MIN. PLAY 25 FOR JP					
5	500			250	5			
4	150			80	4			
3	50			40	3			
	5 200			5 150			5 100	
	4 60			4 50			4 40	
	3 30			3 25			3 20	
	5 75			replaces all the symbols except for  and 				5 50
	4 30			5 500				4 25
	3 15			4 150				3 10
				3 50				
If 3 or more  symbols will appear on the screen, 「THE MYSTERY OF ISIS」 Bonus Game will be triggered.								



## Line Chart





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