

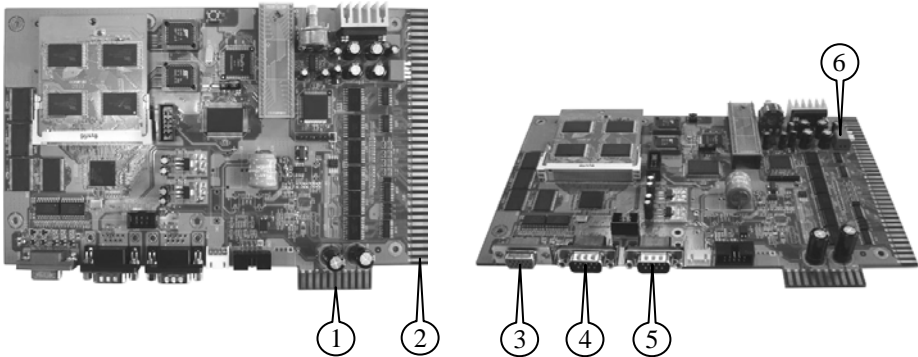
~ Golden Mines ~

(Version No. USA-20170421)

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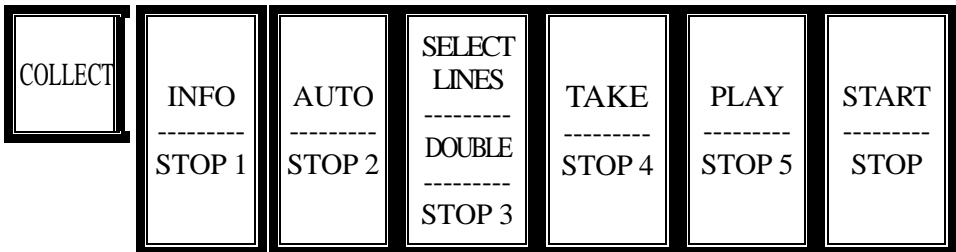
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INTERFACE



1. 10 Pin.
2. 36 Pin.
3. SVGA signal port, Compatible to monitor resolution: 800 * 600.
4. RS232 port connected to "TOUCH SCREEN".
5. RS232 port connected to "PRINTER".
6. Caution: Please do not switch any item on this dipswitch in order any system disorder.

BUTTON LAYOUT



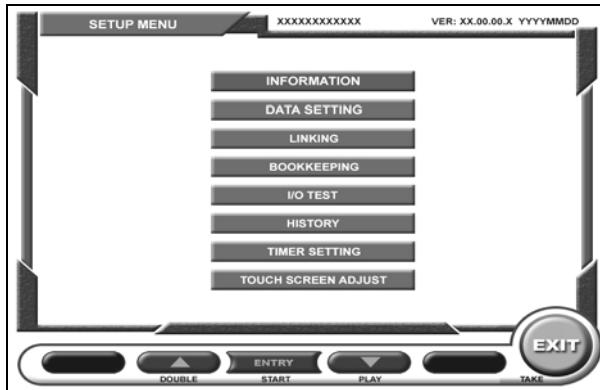
DATA SETTING LIST

NOTICE: If there is any credit in the game, the setting can not be changed, please make sure there is no any credit remaining before you enter the setting menu.

ITEM		VALUE
1	LINE TYPE	25 LINES, <u>9 LINES</u>
2	COIN IN UNIT	1,2,3,4,5,10,15,20, <u>25</u> ,30,40 50 60,75,80,100,200,250,400,500,1000
3	KEY IN UNIT	1,2 3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400, 500, <u>1000</u> , OFF
4	KEY OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u> , CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN)
5	TICKET OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u>
6	COIN OUT LIMIT	100,200,300, <u>500</u> ,1000,2000,3000,5000 ,OFF
7	MAX. TICKETS PER GAME	<u>CONTINUOUS</u> ,1,2,3,4,5,8,10
8	CREDIT LIMIT	1000,3000,5000,10000,20000, <u>30000</u> ,50000,100000,990000
9	MAX. PLAY / LINE	9 LINES 9(1), 18(2), 27(3), 36(4), 45(5), 54(6), 63(7), 72(8), 81(9), <u>90(10)</u> , 135(15), 180(20), 225(25), 270(30)
		25 LINES 25(1), 50(2), 75(3), 100(4), 125(5), 150(6), 175(7), 200(8), 225(9), <u>250(10)</u> , 275(11), 300(12), 375(15), 500(20)
10	MIN. PLAY / TOTAL	9 LINES <u>1</u> , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
		25 LINES <u>1</u> , 3, 5, 7, 9, 10, 15, 20, 25, 50, 75, 100, 150, 200, 250, 300, 500
11	JP MIN. PLAY	9 LINES 9, 18, 27, 36, <u>45</u> , 54, 63, 72, 81, 90, 135, 180, 225, 270
		25 LINES 9, 25, <u>50</u> , 75, 100, 150, 200, 250, 300, 500
12	DOUBLE UP GAME	<u>ON</u> , OFF
13	LEVEL OF DIFFICULTY	LEVEL 1(EASIEST), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7, <u>LEVEL 8(HARDEST)</u>
14	DEMO SOUND VOLUME	5,10,15,20,25,30,35,40,45,50,55,60,65, <u>70</u> ,75,80,85,90,95,100,OFF
15	GAME SOUND VOLUME	5,10,15,20,25,30,35,40,45,50,55,60,65, <u>70</u> ,75,80,85,90,95,100,OFF
16	WIN TO	<u>CREDIT</u> , SCORE
17	PLAY SCORE	YES, <u>NO</u>
18	10 TIMES FEATURE	ON, <u>OFF</u>
19	GAME COUNT	ON, <u>OFF</u>
20	AUTO PLAY	<u>ON</u> , OFF
21	CONTINUOUS SPIN	ON, <u>OFF</u>
22	ODDS TABLE	<u>ON</u> , OFF
23	BOOKKEEPING	<u>ON</u> , OFF
24	DEMO	<u>ON</u> , OFF
25	PASSWORD	<u>OFF</u> , 1, 2, 3, 4, 5, 6, 7

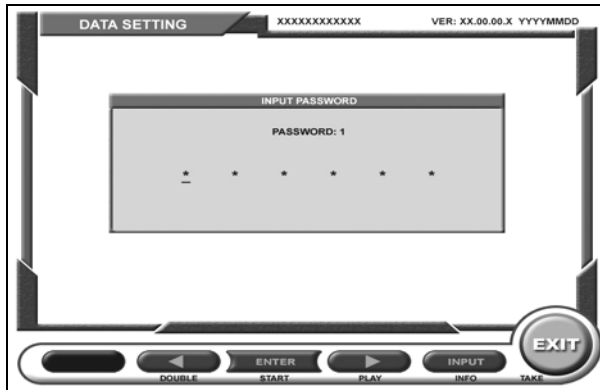
ITEM		VALUE	
26	HOPPER SENSOR	<u>NORMAL HIGH</u> , NORMAL LOW	
27	TOUCH SCREEN	ON, <u>OFF</u> , ON(3M STANDARD), ON(ADJUST EVERY TIME)	
28	COLLECT BUTTON	<u>DIRECT DRIVE(TICKET OUT)</u> , INTERFACE BOARD, ATTENDANT, DIRECT DRIVE(COIN IN), DIRECT DRIVE(PRINTER)	
29	PRINTER SETUP	PRINTER OUT UNIT	1, 2, 3, <u>4</u> , 5, 8, 10, 15, 20, 25, 40, 50, 75, 80, 100, 200, 250, 400, 500, 1000, 2000, 2500, 4000, 5000
		POINT VALUE	\$00.01, \$00.02, \$00.04, \$00.05, \$00.10, \$00.20, <u>\$00.25</u> , \$00.50, \$01.00 , \$02.00, \$03.00, \$04.00, \$05.00, \$10.00
		CREDIT PRINTED TYPE	<u>POINT</u> , DOLLAR
		MACHINE NO.	1 ~ 30
		INFORMATION	
		VALIDATION	
		SAMPLE PRINTING	
		PRINT BOOKKEEPING DATA	

SETUP MENU



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 LINKING 》、《 BOOKKEEPING 》、《 I/O TEST 》、《 HISTORY 》、《 TIMER SETTING 》 and 《 TOUCH SCREEN ADJUST 》.
3. Press **DOUBLE** or **PLAY** button to select the item.
4. Press **START** button to entry.
5. Press **TAKE** to exit **Setup Menu**.

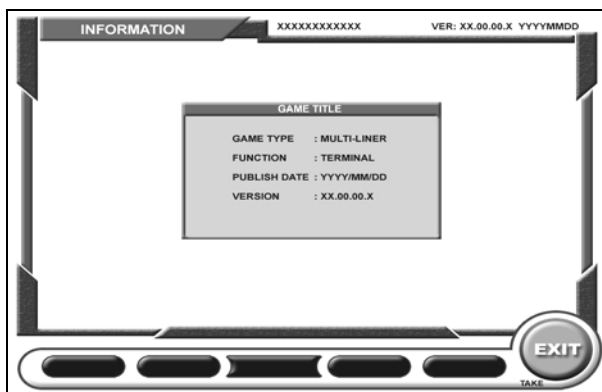
INPUT PASSWORD



1. Press **DOUBLE** button to move towards left.
2. Press **PLAY** button to move towards right.
3. Press **INFO** to change the digit.
4. Press **START** to enter the password, if the password is correct, will enter the Data Setting page.
5. Press **TAKE** to exit the Password page.

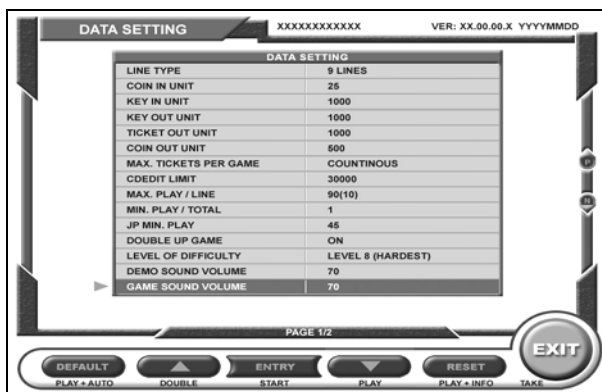
Password No.	OFF	1	2	3	4	5	6	7
Code	No use	227417	563369	759210	586059	789058	375151	138062

INFORMATION



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.

DATA SETTING



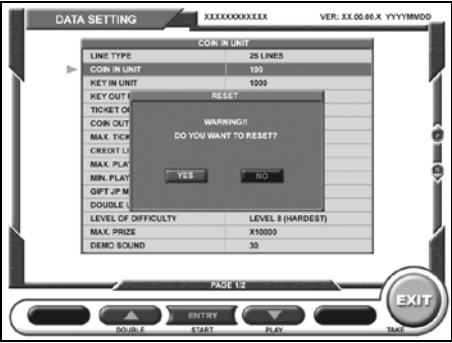
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **DOUBLE** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **TAKE** to exit Data Setting.
6. Press **PLAY** + **AUTO** to load the factory default (Data Format).
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the values in the setting.

There are total 2 pages in the data setting

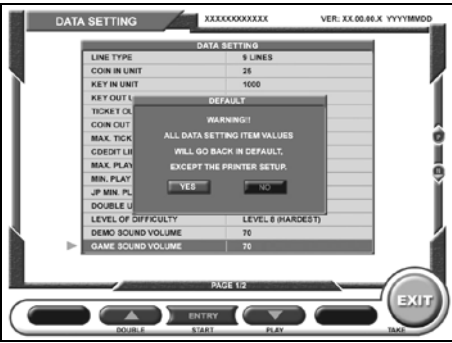
LINE TYPE CHANGE



GAME RESET

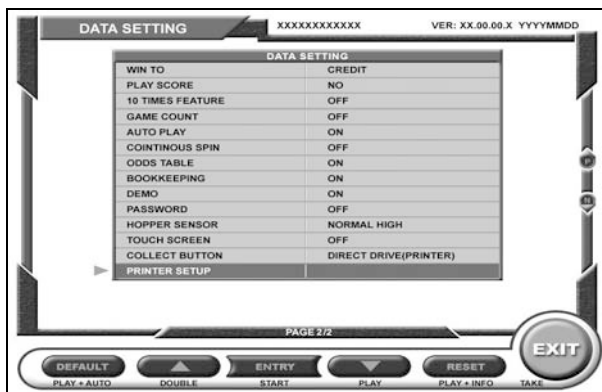


DEFAULT

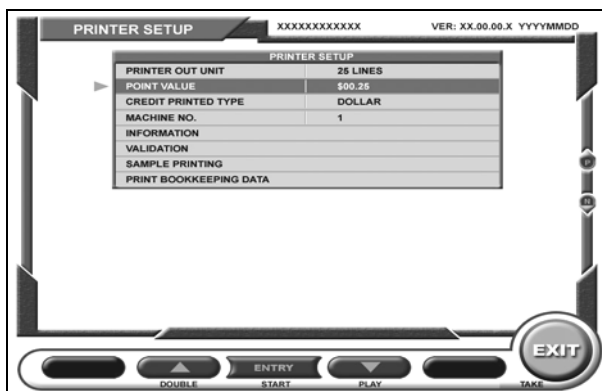


The program will reconfirm the instruction.

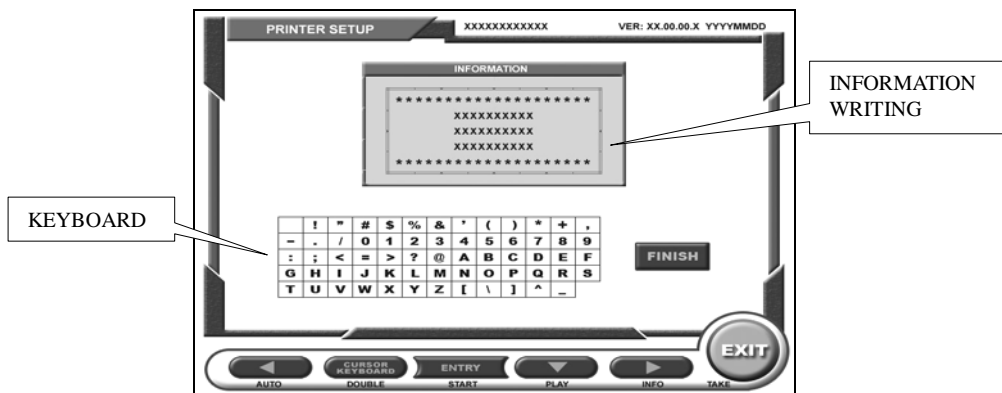
PRINTER SETUP



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Enter the 《 DATA SETTING 》.
3. Go to the item "COLLECT BUTTON" and select the function " DIRECT DRIVE (PRINTER)" to activate the item " PRINTER SETUP ".

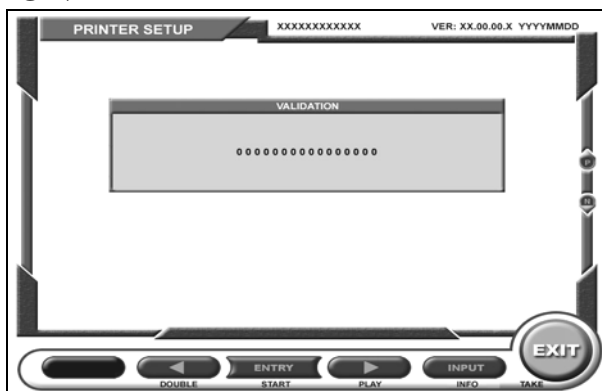


1. Enter the 《 DATA SETTING 》 .
2. The “PRINT SETUP” contains: PRINTER OUT UNIT, POINT VALUE, CREDIT PRINTED TYPE, MACHINE NO., INFORMATION, VALIDATION, SAMPLE PRINTING and PRINT BOOKKEEPING DATA.
3. Press **DOUBLE** or **PLAY** button to select the item.
4. Press **START** to change the values.
5. Press **TAKE** to exit **PRINTER SETUP** page.



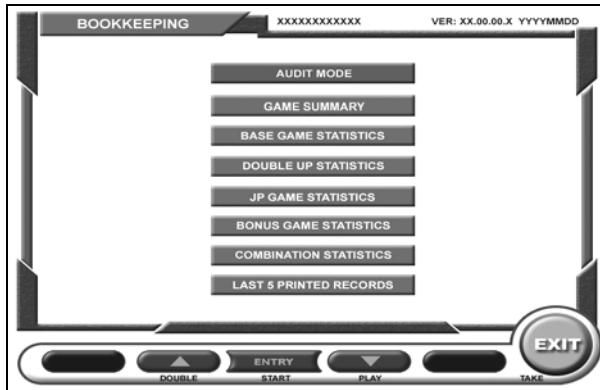
1. Select “INFORMATION” to enter the information page.
2. There two areas: INFORMATION WRITING and KEYBOARD.
3. Press **DOUBLE** button to shift the cursor between the areas.
4. Press **AUTO** button, the cursor moves leftward.
5. Press **INFO** button, the cursor moves rightward.
6. Press **PLAY** button, the cursor moves downward.
7. Press **START** button to input the letter.
8. Select “FINISH” finishing the information input.
9. Press **TAKE** to exit **INFORMATION** page.

VALIDATION



1. Press **DOUBLE** button to move towards left.
2. Press **PLAY** button to move towards right.
3. Press **INFO** to change the digit.
4. Press **START** to enter the validation number.
5. Press **TAKE** to exit the **VALIDATION** page.

BOOKKEEPING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 BOOKKEEPING 》 to enter the bookkeeping.
3. The Bookkeeping contains: 《 AUDIT MODE 》、《 GAME SUMMARY 》、《 BASE GAME STATISTICS 》、《 DOUBLE UP STATISTICS 》、《 JP GAME STATISTICS 》、《 BONUS GAME STATISTICS 》、《 COMBINATION STATISTICS 》、《 LAST 5 PRINTED RECORDS 》.
4. Press **DOUBLE** or **PLAY** button to select the item.
5. Press **TAKE** to exit Bookkeeping .

STATISTICS		XXXXXXXXXXXX	VER. XX.00.00.X YYYYMMDD
GAME SUMMARY			
TOTAL KEY IN	0	(UNIT: 1000)	
TOTAL COIN IN	0	(UNIT: 25)	
TOTAL PRINTER OUT	0	(UNIT: 4)	
TOTAL KEY OUT	0	(UNIT: 1000)	
TOTAL PAY OUT	0	(UNIT: 25)	
TOTAL TICKET OUT	0	(UNIT: 1000)	
KEY OUT REMAINDER	0		
CURRENT CREDIT	0		
CURRENT SCORE	0		
TOTAL PROFIT	0		
PAY OUT RATE	0.00%		
PAGE 1/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

1/8

STATISTICS		XXXXXXXXXXXX	VER. XX.00.00.X YYYYMMDD
BASE GAME STATISTICS			
GAME PLAYED TIMES	0		
GAME WON TIMES	0		
HIT FREQUENCY	0.00%		
TOTAL PLAYED	0		
TOTAL WON	0		
GAME RETURN	0.00%		
PAGE 2/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

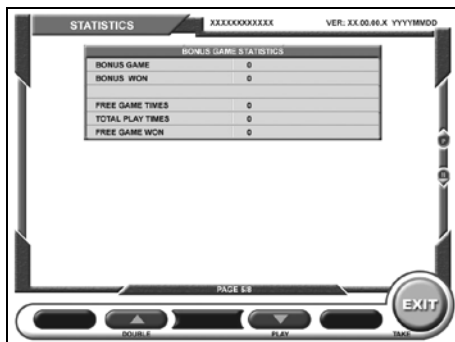
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STATISTICS		XXXXXXXXXXXX	VER. XX.00.00.X YYYYMMDD
DOUBLE UP STATISTICS			
PLAY DOUBLE UP TIMES	0		
WIN DOUBLE UP TIMES	0		
DOUBLE UP HIT FREQUENCY	0.00%		
TOTAL DOUBLE UP IN	0		
TOTAL DOUBLE UP OUT	0		
TOTAL DOUBLE UP RATE	0.00%		
PAGE 3/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

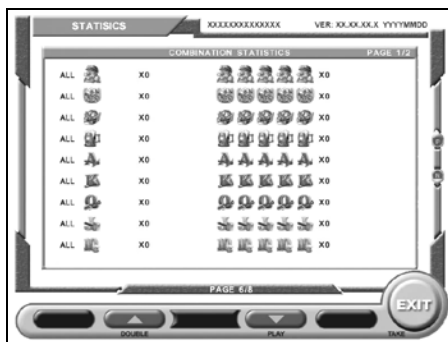
3/8

STATISTICS		XXXXXXXXXXXX	VER. XX.00.00.X YYYYMMDD
JACKPOT GAME STATISTICS			
JACKPOT GAME TIMES	0		
JACKPOT GAME WON	0		
JACKPOT 1 TIMES	0		
JACKPOT 2 TIMES	0		
JACKPOT 3 TIMES	0		
JACKPOT 1 WON	0		
JACKPOT 2 WON	0		
JACKPOT 3 WON	0		
JACKPOT TOTAL TIMES	0		
JACKPOT TOTAL WON	0		
PAGE 4/8			
<div> <div>DOUBLE</div> <div>PLAY</div> <div>EXIT</div> </div>			

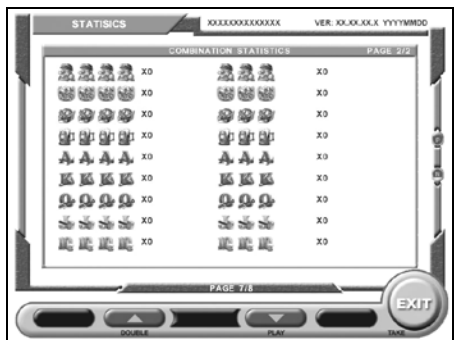
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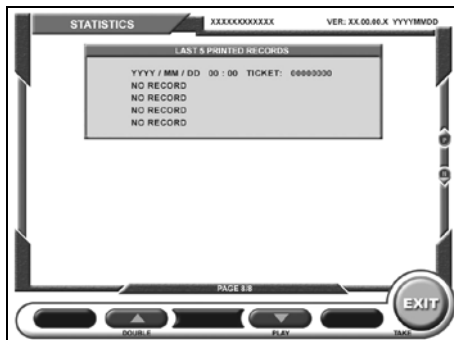
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6/8

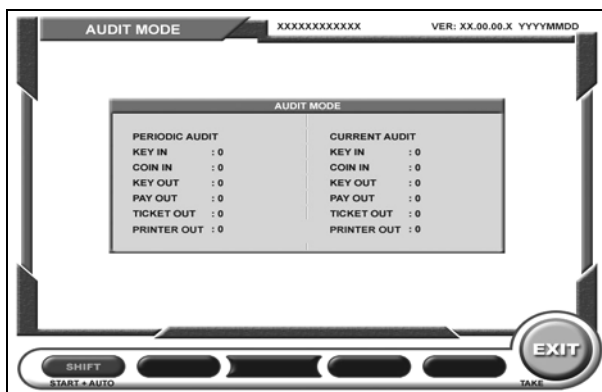


718



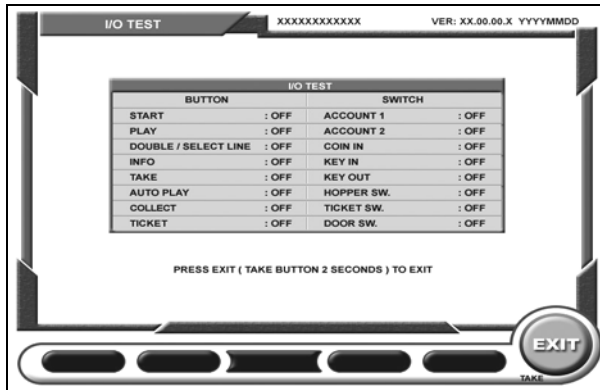
8/8

AUDIT MODE



1. Press **START** + **AUTO** button to shift record.
2. Press **TAKE** to exit.

I/O TEST



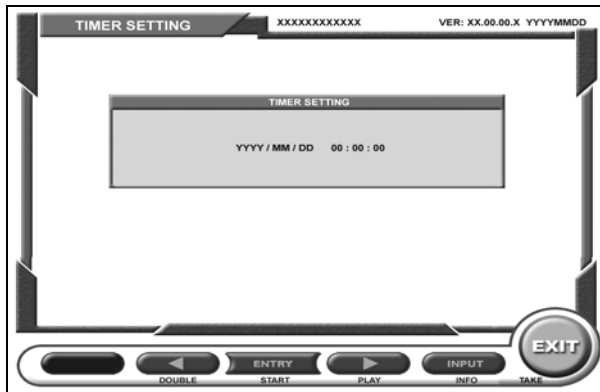
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard functions testing.
4. Press **TAKE** button for 2 seconds to exit I/O Test.

HISTORY



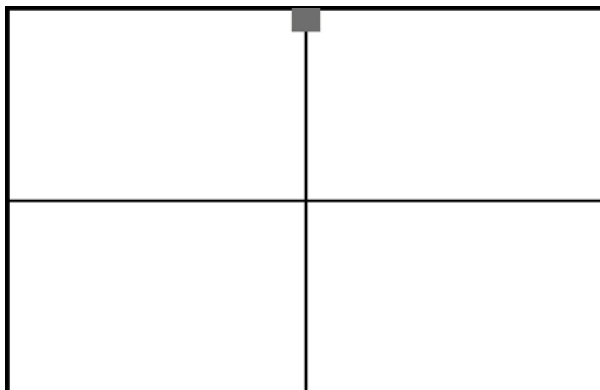
1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 HISTORY 》 to enter the History.
3. Press **DOUBLE** or **PLAY** button to select the page.
4. Press **TAKE** button to exit History.

TIMER SETTING



1. Press **DOUBLE** button to move towards left
2. Press **PLAY** button to move towards right.
3. Press **INFO** button to change figure.
4. Press **START** button to enter the figures.
5. Press **TAKE** button to exit the TIMER SETTING page.

TOUCH SCREEN ADJUST



1. Connect the touch screen to the main board and turn the power on.
(Please refer to P.4 INTERFACE)
2. Into the Data Setting page #27 “**TOUCH SCREEN**” to setting the touch screen.

ITEM	EXPLANATION
ON (3M STANDARD)	If your touch screen is “3M STANDARD” please select this item.(Don’t need adjust the touch screen)
ON (ADJUST EVERY TIME)	Every time you reset the game or restart the power, you need to adjust the touch screen again.
ON	Adjust the touch screen at the first time connected.
OFF	Turn the touch function off.

3. Select 《 TOUCH SCREEN ADJUST 》 to enter the Touch screen adjust.
4. Follow and touch the spot of the screen to adjust the touch screen.

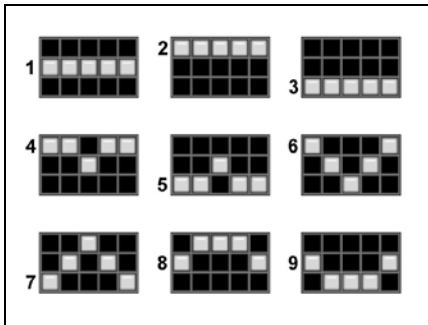
HOW TO PLAY

● MAIN GAME

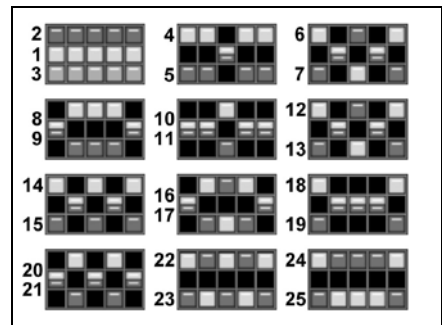


MULTI- LINER GAME

● WIN CHART



9 LINES WIN CHART






25 LINES WIN CHART

All line wins are paid while 3 or more winning symbols line up from left to right or right to left.

● WILD FEATURE




- When  symbol appeared on reel 2,3,4, the dwarf on the top of reel will get a beer and accumulate some beers.
- When the reel filled with beers, the reel will turn into wild reel for consecutive 3 rounds.
- Wild reel can substitute for all symbols, except:  & .




- Occasionally, the waitress will appear on the left side of the screen and ring the bell sometime. At the mean time each dwarf will get a glass of beer.

- **FREE GAME**

- It will have chance to trigger 10 free spins when 3 or more  symbols appear.



- There are 3 dwarfs mining on the top of 2nd, 3rd, and 4th reels. When the WILD symbol  appear on 2nd or 3rd or 4th reel, the dwarf will jump out of the wheel, and the reel will become the wild reel.



- When the gem' s been dug out, a number of free spins will be obtained.

ODDS TABLE

- ODDS TABLE

ALL OF A KIND					
MULTIPLIED BY TOTAL PLAY					
					
300	700	1200	500	200	
					
120	70	50	80		
When 2 or more					
1 SYMBOL KICKER "BONUS GAME" or "FREE GAME" will be triggered.					
HALF FUNCTION VOIDS ALL PLAYS AND PAYS					
EXIT TAKE					NEXT INFO

EACH LINE					
WINNINGS ARE MULTIPLIED BY THE LINE BET					
					
\$ 150 4 60 3 30	\$ 120 4 50 3 20	\$ 75 4 30 3 15	\$ 50 4 20 3 10	\$ 20 4 10 3 5	\$ 10 4 5 3 2
					
\$ 30 4 15 3 7	\$ 20 4 10 3 5	\$ 15 4 7 3 3	\$ 10 4 5 3 2	\$ 5 4 2 3 1	\$ 2 4 1 3 0
ALL LINE WINS ARE PAID AWAY FOR MORE WINNINGS DOUBLE LINE UP FROM LEFT TO RIGHT OR RIGHT TO LEFT.					
HALF FUNCTION VOIDS ALL PLAYS AND PAYS					
EXIT TAKE					NEXT INFO

9 LINES ODDS TABLE

ALL OF A KIND					
MULTIPLIED BY TOTAL PLAY					
					
300	700	1200	500	200	
					
120	70	50	80		
When 2 or more					
1 SYMBOL KICKER "BONUS GAME" or "FREE GAME" will be triggered.					
HALF FUNCTION VOIDS ALL PLAYS AND PAYS					
EXIT TAKE					NEXT INFO

EACH LINE					
WINNINGS ARE MULTIPLIED BY THE LINE BET					
					
\$ 300 4 70 3 30	\$ 200 4 50 3 20	\$ 150 4 40 3 15	\$ 100 4 25 3 10	\$ 50 4 15 3 5	\$ 25 4 10 3 2
					
\$ 50 4 25 3 12	\$ 35 4 18 3 8	\$ 25 4 12 3 5	\$ 15 4 7 3 3	\$ 10 4 5 3 2	\$ 5 4 3 3 1
ALL LINE WINS ARE PAID AWAY FOR MORE WINNINGS DOUBLE LINE UP FROM LEFT TO RIGHT OR RIGHT TO LEFT.					
HALF FUNCTION VOIDS ALL PLAYS AND PAYS					
EXIT TAKE					NEXT INFO


25 LINES ODDS TABLE

DOUBLE UP



- After winning in the main game or bonus game, player will be able to press the **DOUBLE** button to play the Double-up Game.
- Player can press the **TAKE** button before the start of each DOUBLE UP, get their wager and leave Double-up Game.
- Press the **START** button to select a color red or blue to start the Double-up Game.
- If the wheel stops on the selected color, player wins. On the contrary, player loses.
- The Double-up Game can only be won repeatedly for five times. When it comes to the fifth wins of DOUBLE UP, the credit will be awarded automatically and then leave the game afterwards.

BONUS GAME

- It will have chance to trigger bonus game when 3 or more  symbols appear.



- There are 15 ores in bonus game and each of them contains gems. The value of 15 gems will be displayed in the column on the right side of the screen.
- First choose one of the ore as "YOUR ORE". (The selected ore will move to the "player ore" column)



- In 1st to 4th rounds, choose a number of ores to be removed and break it to reveal the value of gems inside.
- The ore dealer will bid with the player to buy the "YOUR ORE".
- Players can choose to trade or not trade.



- When player chooses not to trade, the ore removal action will be repeated until the player chooses to trade or until the last round.
- If you choose to trade, the price offered by the ore dealer is the prize of the bonus game, the game is over.
- Game total of five rounds:
 - Select five ores to be removed in the first round.
 - Select three ores to be removed in the second round.
 - Select three ores to be removed in the third round.
 - Select two ores to be removed in the fourth round.
 - Choose one between "the player's ore" and "the remaining ore" in the last round.
 Player obtains the bonus price of the final selected ore, and the game ends.

DRAGON BALL JACKPOT







- There are three “RANDOM” jackpots.
- Play \geq JP MIN. PLAY to initiate “DRAGON BALL JACKPOT” and hit more than 3 symbols, will trigger the “JACKPOT CHANCE” game, in the “JACKPOT CHANCE” game player have chance to get “DRAGON BALL JACKPOT”.



- Select stone to collect dragon ball until match 3 same color of the dragon balls.



- If matching 3 **green**  dragon balls, their prize value will be added together and will be multiplied by the total play.
- Matching 3 **red**  dragon balls, player wins “DRAGON BALL JACKPOT 1”.
- Matching 3 **yellow**  dragon balls, player wins “DRAGON BALL JACKPOT 2”.
- Matching 3 **blue**  dragon balls, player wins “DRAGON BALL JACKPOT 3”.

TROUBLE SHOOTING

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
ROM ERROR	<ol style="list-style-type: none"> 1. Restart the machine. 2. If step 1 does not solve the problem, please contact the supplier.
RAM ERROR	<ol style="list-style-type: none"> 1. Restart the machine. 2. Enter the "DATA SETTING" page and press PLAY + INFO to reset. 3. If steps 1 and 2 do not solve the problem, please either replace the RAM or contact the supplier.
EEPROM ERROR	<ol style="list-style-type: none"> 1. Restart the machine. 2. If step 1 does not solve the problem, please contact the supplier.
COIN JAM	<ol style="list-style-type: none"> 1. Check the coin acceptor for any jamming. 2. Restart the machine and go to the main menu to exit.
HOPPER JAM	<ol style="list-style-type: none"> 1. Check the Hopper for any jamming. 2. Restart the machine and go to the main menu to exit.
HOPPER EMPTY	<ol style="list-style-type: none"> 1. Fill up the coins in the hopper. 2. Restart the machine and go to the main menu to exit.
CREDIT LIMIT	<ol style="list-style-type: none"> 1. Key out or coin out. 2. Increase the value of # 8 CREDIT LIMIT in the main menu.
DOOR OPEN	Shut the machine door properly.
TICKET RAN OUT	Ticket ran out, please replenish.
PRINTER JAM	<ol style="list-style-type: none"> 1. Check the printer for any jamming. 2. Restart the machine and print again.
PRINTER PAPER RAN OUT	<ol style="list-style-type: none"> 1. Printer paper ran out, please replenish. 2. Restart the machine and print again.
PRINTER ERROR	Please check printer.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. The Coin-in counter unit goes according to the operator setting value.

Any remainder goes to the next counting in the counter.

(i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 4 of DATA SETTING LIST in the main menu.

1. Key out as Coin in.
2. Key out as Key in.

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
	1	
	2	
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start/Stop Button	9	
Info/stop1 Button	10	
Play/stop5 Button	11	
Take/stop4 Button	12	
Select Line / Double/stop3 Button	13	
Game Count Pulse	14	
	15	
Auto/stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Collect Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Hopper Meter	27	Coin Inhibit
Key Out Meter	28	
Start/stop Lamp	29	Ticket SSR

Info/stop1 Lamp	30	Error Lamp
Play/stop5 Lamp	31	Win Lamp
Take/stop4 Lamp	32	Collect Lamp
Select line/Double /stop3 Lamp	33	
Auto/stop2 Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
(*1)+5V	3	+5V
+5V	4	+5V
(*1)+12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC+5V 2A and DC + 12V 3A

(*2) This pin is connected with the solder side 24th pin of connector 36 pin.