





## INTRODUCTION

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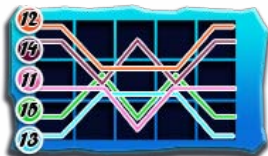
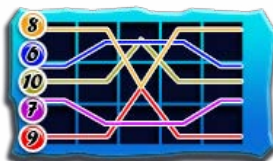
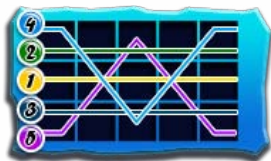
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## INTRODUCTION

- Jungle Island is a 15-reel, 25-line video slot game. Players can choose to bet on 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, or 25 lines and increase their bets by pressing "Play" or "Max Play" button. Press "start" to spin the reels and stop the spinning by pressing "Stop 1" – "Stop 5" or "All stop" to stop all reels at once.
- Players win prize when similar symbols are lined up from left to right on the selected lines. Players can choose either "Take win" to collect the prize or "Double" to win more.





## BONUS GAME

During the main game, when  appears on the left and  appears on the right side, there will be a chance to enter one of the two bonus games.







## BONUS GAME

Individual reels may re-spin automatically. When this occurs, player may enter one of the two bonus games.

All wins pay left to right.



## CHOOSE MONKEY



Player can choose one of the five monkeys. Each of the monkeys will be holding one of the items as

Player chooses monkeys one by one to reveal the prize. If EXIT is revealed, the bonus game will end. If player accumulates 3 , the big game bonus will be awarded and the bonus game will end.



## BONUS GAME

### ROULETTE

The ticker starts and stops automatically. Once it stops, if the selected symbols matches one from the four reels in the middle, players win the following Bonus (Total Play x Symbol multiple).

If the four symbols from the middle reel are similar to the selected symbol, the prize is multiplied by 200 times. If three of the symbols are similar, then the prize is multiplied by 20 times. The bonus game will end when the ticker stops at "Exit".





## DOUBLE UP GAME

Guess the chameleon's color (Blue or Red). If choice is correct, the win credits will be doubled. If choice is incorrect, win credits will be lost and the player will return to main game".







## JACKPOT

Players will win **GRAND JP** with 5  symbols appear in one line.



Players will win **MAJOR JP** with 4  symbols appear in one line.





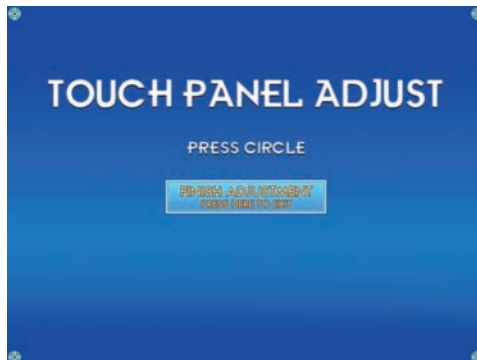


Players will win **MINOR JP** with 3  symbols appear in one line.



## TOUCH SCREEN CALIBRATION

- ⦿ Please do the calibration when the machine first time power on or when change screen.
- ⦿ Press the OPERATOR MENU button for five seconds to go into the touch screen adjustment.



Doing the calibration please touch the screen note on four corner of the screen.



## OPERATOR MENU

### MESSAGE REMOVAL

After the corresponding problem is solved, please remove the message by the following directions.

Messages	Remove the Message
COIN JAM	Press the <b>Employee</b> button to clear the error message.
CREDIT LIMIT	Press the <b>Keyout</b> button to clear the error message.
TICKET DISPENSOR ERROR	Press the <b>Keyout</b> button to clear the error message.

### OPERATOR MENU

Press **OPERATOR MENU** button to enter setup page, and enter a password if needed.

Incorrect password for three times constantly will lock the setup page, please wait 30 minutes to unlock the Setup Page.

OPERATOR MENU
1. OPERATOR MAIN BOOK KEEPING
2. IN / OUT SETUP
3. FUNCTION SETUP
4. RELOAD DEFAULT
5. CLEAR ALL EVENT & STATISTICS
【BLUE】: EXIT   【AUTO】: ▲   【RED】: ▼   【START】: ENTER



## OPERATOR MENU

### 1. OPERATOR MAIN BOOKKEEPING

TOTAL IN  
TOTAL OUT  
PROFIT  
PAYOUT RATE  
GAME TIMES  
TOTAL PLAY  
TOTAL WIN  
WINNING RATE

【BLUE】: EXIT 【TAKE SCORE】: +

### 2. IN/OUT SETUP

COIN

OFF · 1 · 2 · 4 · 5 · 10 · 15 · 20 · 25 · 30 · 40 · 50 · 60 · 75 · 80 · 100 · 200 · 250 · 400 · 500 · 1000

NOTE

OFF · 1 · 2 · 4 · 5 · 10 · 15 · 20 · 25 · 30 · 40 · 50 · 60 · 75 · 80 · 100 · 200 · 250 · 400 · 500 · 1000

CLEAR

OFF · 1 · 2 · 4 · 5 · 10 · 15 · 20 · 25 · 30 · 40 · 50 · 60 · 75 · 80 · 100 · 200 · 250 · 400 · 500 · 1000

COLLECT

OFF · 1 · 2 · 4 · 5 · 10 · 15 · 20 · 25 · 30 · 40 · 50 · 60 · 75 · 80 · 100 · 200 · 250 · 400 · 500 · 1000

HOPPER SWITCH

N.O. · N.C.

COLLECT OPTION

TICKET DISPENSOR · CLEAR SW · DISABLED

AUTO TICKET

ON · OFF

GAME TICKET

CONTINUOUS · 1 · 2 · 3 · 4 · 5 · 8 · 10

【BLUE】: EXIT 【AUTO】: ▲ 【RED】: ▼ 【TAKE SCORE】: + 【PLAY】: -



## OPERATOR MENU

### 3.FUNCTION SET UP

#### GAME RATE

1=99、2=98、3=97、4=96、5=95、6=94、7=93、8=92

#### MAX PLAY PER LINE

5、10、20

#### MIN PLAY PER LINE

1、2、5

#### PLAY PER LINE

1、2、5

#### CREDIT LIMIT

50000、100000、200000、300000、400000、500000、600000、800000、1000000、1200000、  
1600000、2000000、NO RESTRICTION

#### LINE SELECT FUNCTION

ON、OFF

#### SPIN OPTION

NON STOP/AUTO STOP

#### GAME COUNT

ON、OFF

#### DOUBLE UP RATE

1、2、3、4、5、6、7、8

#### DOUBLE UP

ON、OFF

#### DIGITAL MASK

ON、OFF

#### SCORE BOX

ON、OFF、10X

#### PLAY SCORE

ON、OFF

【BLUE】: EXIT 【AUTO】: ▲ 【RED】: ▼ 【TAKE SCORE】: + 【PLAY】: -





## OPERATOR MENU

### 4.RELOAD DEFAULT

IF YOU WANT TO RELOAD THE DEFAULT,PLEASE PRESS BOTH **START** AND **STOP5** TOGETHER AND HOLD FOR **5 SECONDS**.

ATTENTION ! AFTER RELOAD DEFAULT,THE MACHINE WILL RETURN TO THE ORIGINAL SETUP !  
FOR TOUCH SCREEN, TOUCH THIS BLOCK 5 SECONDS TO RELAOD DEFAULT

【BLUE】 : EXIT

### 5.CLEAR ALL EVENT & STATISTICS

IF YOU WANT TO CLEAR ALL EVENT & STATISTICS, PLEASE PRESS BOTH **START** AND **STOP5** TOGETHER AND HOLD FOR **5 SECONDS**.

ATTENTION! ALL THE EVENT & STATISTICS WILL BE ALL CLEAR!  
FOR TOUCH SCREEN, TOUCH THIS BLOCK 5 SECONDS TO CLEAR ALL THE STATISTICS

【BLUE】 : EXIT



## EMPLOYEE MENU

### EMPLOYEE MENU

Press **EMPLOYEE MENU** button to enter account page.

#### EMPLOYEES MENU

- 1.EMPLOYEE BOOKKEEPING
- 2.GAME RECORD
- 3.IN/OUT RECORD
- 4.GRAND PRIZES RECORD
- 5.SYSTEM RECORD
- 6.MUSIC OPTION
- 7.SOUND TEST
- 8.BUTTON TEST
- 9.IN / OUT TEST

【BLUE】: EXIT    【AUTO】: ▲    【RED】: ▼    【TAKE SCORE】: +    【PLAY】: -

EMPLOYEE BOOKKEEPING			
CURRENT			
NOTE IN		NOTE IN	
COIN IN		COIN IN	
COLLECT		COLLECT	
CLEAR		CLEAR	
PROFIT		PROFIT	
PAYOUT RATE	%	PAYOUT RATE	%
TOTAL PLAY		TOTAL PLAY	
TOTAL WIN		TOTAL WIN	
WINNING RATE	%	WINNING RATE	%

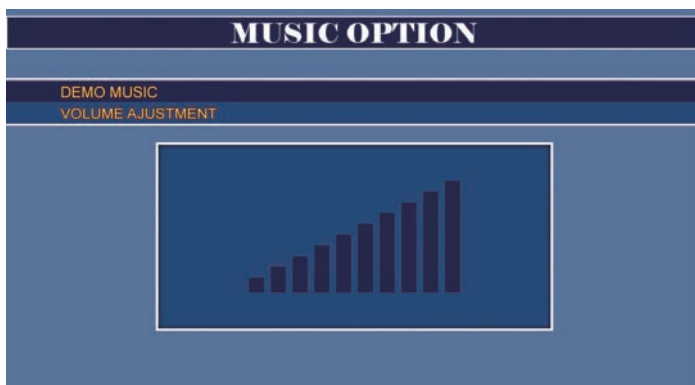
**BLUE** (EXIT)



## EMPLOYEE MENU

SYSTEM EVENT RECORD			
	Y /	M /	D      TIME
POWRE ON			:
CHANGE THE SETUP			:
TIME SETUP			:
RELOAD DEFAULT			:
OPEN THE FRONT DOOR			:
CLEAR THE STATISTICS			:
CHANGE WINNING RATE			:
ENTER SETUP			:
CHANGE FUNCTION SETUP			:
PAGE		/TOTAL	

**BLUE** (EXIT) **AUTO** (LAST PAGE) **RED** (NEXT PAGE)



**BLUE** (EXIT) **TAKE SCORE** ( + ) **PLAY** ( - )



## SYSTEM SETUP

**BUTTON TEST**

STOP1 / INFO/BLUE	STOP2 / AUTO PLAY	STOP3/LINE/DOUBLE/RED
STOP4 / TAKE SCORE	STOP5 / PLAY	START / ALL STOP
CLEAR	TICKET OUT	COLLECT
OPERATOR MENU	EMPLOYEE MENU	

PRESS TO CHECK IF EACH BUTTON IS ON AND MARK ☒

PRESS **STOP1+STOP5** TO EXIT

GAME RECORD	
GRAND JP	
MAJOR JP	
MINOR JP	
	
	
	
	
	
	
	
	
	
	
	

BLUE (EXIT)
 AUTO (LAST PAGE)
 RED (NEXT PAGE)





## SYSTEM SETUP

GAME RECORD			
MAIN GAME			
CURRENT		LAST	
PLAY		PLAY	
WIN		WIN	
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	
DOUBLE UP			
CURRENT		LAST	
PLAY		PLAY	
WIN		WIN	
GAME TIMES		GAME TIMES	
WIN TIMES		WIN TIMES	

BLUE (EXIT) AUTO (LAST PAGE) RED (NEXT PAGE)

GAME RECORD			
BONUS GAME A (ROULETTE)			
CURRENT		LAST	
ENTER TIMES		ENTER TIMES	
WIN		WIN	
BONUS GAME B (CHOOSE MONKEY)			
CURRENT		LAST	
ENTER TIMES		ENTER TIMES	
WIN		WIN	

BLUE (EXIT) AUTO (LAST PAGE) RED (NEXT PAGE)

GRAND PRIZES RECORD						
	Y	/	M	/	D	TIME
MAIN GAME						:
ROULETTE						:
CHOOSE MONKEY						:
DOUBLE UP						:
PAGE					/TOTAL	

BLUE (EXIT) AUTO (LAST PAGE) RED (NEXT PAGE)



SOUND TRACK1  
SOUND TRACK2  
SOUND TRACK3  
SOUND TRACK4

## IN / OUT TEST

COIN  
NOTE

**HOPPER  
TICKET**

PRESS START TO  
START TESTING

## IN / OUT RECORD

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## WIRING DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
AUDIO OUT L	2	AUDIO GND
AUDIO OUT R	3	AUDIO GND
	4	
	5	
	6	
TICKET OUT SW	7	
TICKET NOTCH	8	
START / STOP ALL / TAKE SCORE SW	9	
STOP 1 / BLUE / INFO SW	10	
STOP 5 / PLAY SW	11	
STOP 4 / TAKE SCORE SW	12	
STOP 3 / LINE / DOUBLE / RED SW	13	
	14	
	15	
STOP 2 / AUTO SW	16	
FRONT DOOR SW	17	
COIN IN	18	NOTE IN
	19	
EMPLOYEE SW	20	OPERATOR SW
COLLECT SW	21	CLEAR SW
	22	HOPPER SW
COIN IN METER	23	
NOTE IN METER	24	HOPPER SSR
	25	
	26	
COLLECT METER	27	
CLEAR / TICKET METER	28	
START / STOP ALL LAMP	29	
STOP 1 / BLUE / HELP LAMP	30	
STOP 5 / PLAY LAMP	31	
STOP 4 / TAKE SCORE LAMP	32	
STOP 3 / LINE / DOUBLE / RED LAMP	33	
STOP 2 / AUTO LAMP	34	TICKET SSR
NC	35	NC
GND	36	GND



## WIRING DIAGRAM

COMPONENT SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
NC	6	NC
HOPPER SSR	7	HOPPER SSR
NC	8	NC
GND	9	GND
GND	10	GND

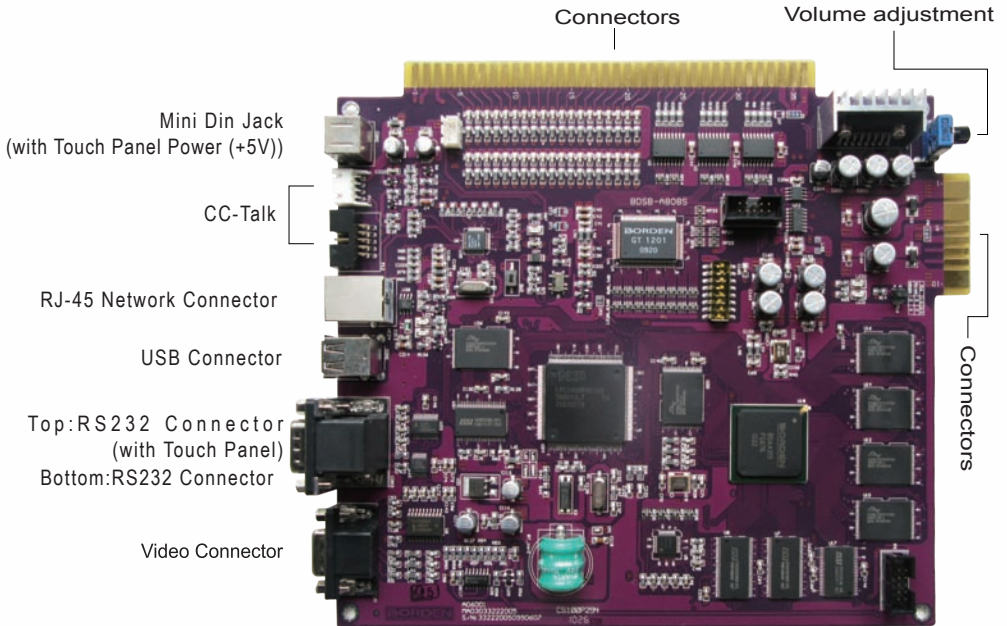
## CONTROL PANEL







## PCB CONNECTOR PIN DIAGRAM





## NOTE

A series of horizontal dotted lines for writing notes.