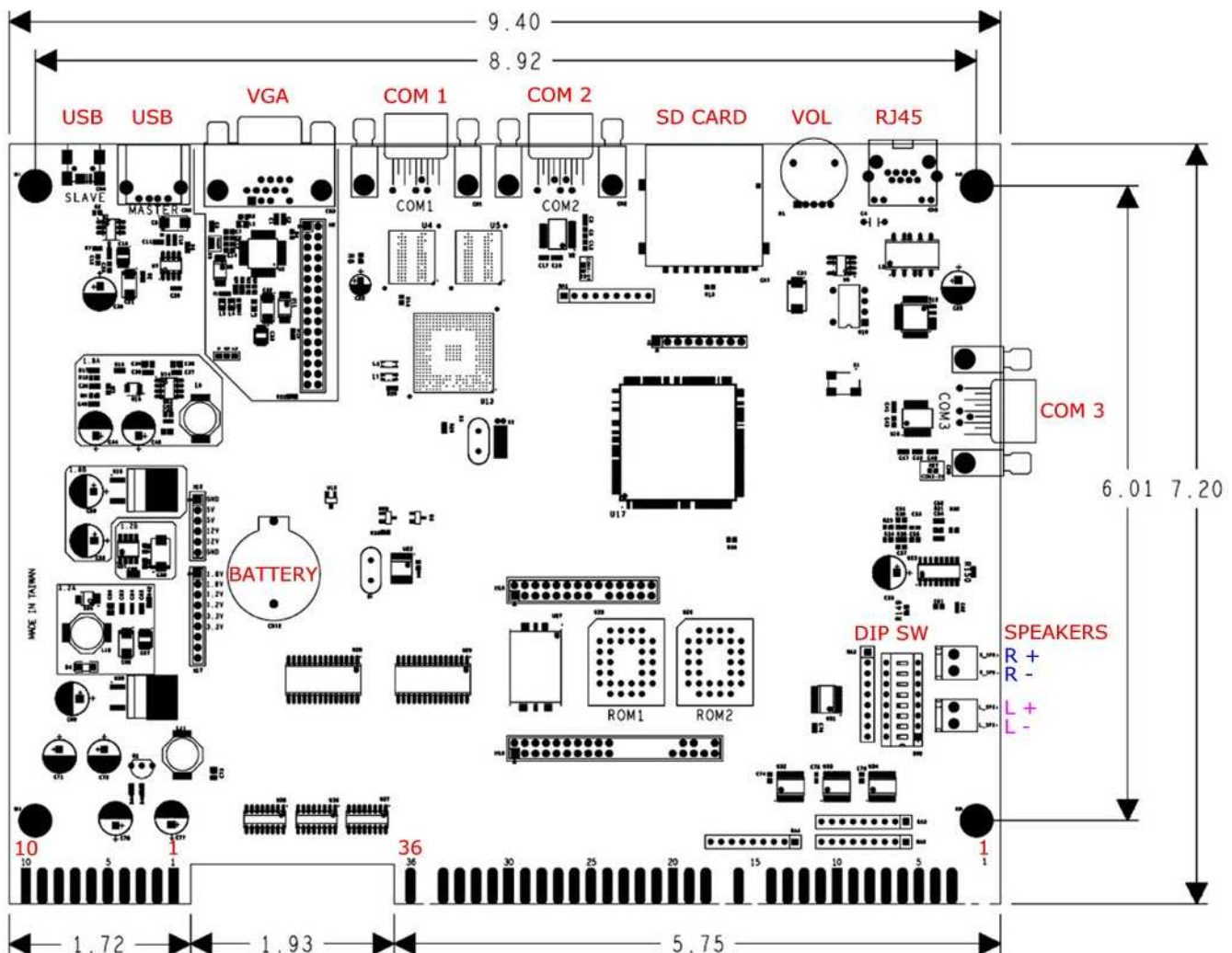**MANUAL**
AAI VERSION

CREEPY REELS

Caution: there are components on the solder side; do not press solder side on hard surface or metal surface; elevate the board about ½ inch from surface.

Resolution: XGA 1024 x 768
Color: 32-bit true color
Sound: 44.1 kHz CD quality stereo
Graphic: 2D & 3D
Movie: 3D Motion Pictures

USB 2.0: 2 (slave, master)
VGA DB25 connector: 1
RS232: 3 (COM1, COM2, COM3 = 3M TOUCH SCREEN)
SD CARD READER: 1 (SD card not included)
VOLUME: 1
RJ45: 1
RIGHT CHANNEL: 1
LEFT CHANNEL: 1
DIP SWITCH: 1
BATTERY: CR2032 3.0V

Edge Connectors

	Push Buttons (on control panel)
	Peripherals (Internal)
	Key Switches (on external side of metal cabinet) – short & release type

CREEPY REELS

CAUTION: Speaker (-) negative must NOT be connected to GND; connect to speaker directly.

PIN	PARTS SIDE	SOLDER SIDE	PIN
1			1
2			2
3			3
4			4
5			5
6			6
7	TICKET OUT (button on panel)		7
8	TICKET NOTCH – ticket dispenser		8
9	**START / CLOSE / ALL STOP**		9
10	**CHECK ODDS / BLACK / 4** (SMALL)	SPEAKER LEFT +	10
11	**PLAY / CHECK WIN / 1** (BET / PLAY)	SPEAKER LEFT -	11
12	**TAKE / 5**		12
13	**DOUBLE / RETRY / 3**	SPEAKER RIGHT +	13
14	(Not used in this game)	SPEAKER RIGHT -	14
15			15
16	**LINES / RED / 2** (BIG)		16
17			17
18	COIN 1 IN	KEY IN *(optional)*	18
19	SERVICE IN (button inside cabinet)	COIN 2 IN	19
20	SERVICE MENU (button inside cabinet)	SERVICE MENU *(unique)*	20
21	**HOPPER PAYOUT** (button on panel)	KEY OUT (or PRINTER OUT on panel)	21
22	(Not used in this game)	*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	KEY IN METER *(optional)*		24
25			25
26	COIN 2 IN METER		26
27	HOPPER OUT METER		27
28	KEY OUT METER		28
29	**START / CLOSE / ALL STOP** LAMP		29
30	**CHECK ODDS / BLACK / 4** LAMP		30
31	**PLAY / CHECK WIN / 1** LAMP		31
32	**TAKE / 5** LAMP		32
33	**DOUBLE / RETRY / 3** LAMP		33
34	**LINES / RED / 2** LAMP		34
35			35
36	GND	GND	36

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE	TICKET DISPENSER ENABLE	7
8	HOPPER SSR	HOPPER SSR	8
9	GND	GND	9
10	GND	GND	10

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

CREEPY REELS

```
VERSION: AAI1.0
2008/MAY/O1 THU 11:34 AM


SERVICE MENU

SET-UP & DIP SW & KEY PORT TEST
ACCOUNT INFORMATION
MAIN GAME HISTORY
I/O TIMING
SET DATE & TIME
RS232 PRINTER & TICKET SET-UP
RS232 BILL ACCEPTOR
TOUCH SCREEN CALIBRATION
RESET




SMALL=DOWN BIG=UP DOUBLE=ENTER START=EXIT
```

SERVICE MENU MAIN PAGE

1/ Press SERVICE MENU button / switch to enter SERVICE MENU main page.

2/ A list of available services will be shown (subject to changes and vary with different program versions).

3/ Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to enter; press START button to exit SERVICE MENU.

4/ Available services (at time of publication) are:
- a) SET-UP & KEY PORT TEST
- b) ACCOUNT INFORMATION
- c) MAIN GAME HISTORY
- d) I/O TIMING
- e) SET DATE & TIME
- f) RS232 PRINTER & TICKET SET-UP
- g) RS232 BILL ACCEPTOR
- h) TOUCH SCREEN CALIBRATION
- i) RESET

CREEPY REELS


```
VERSION: AAI1.0
2008/MAY/01 THU 11:36 AM


COIN 1 TO POINT: 25              DIP SWITCH
COIN 2 TO POINT: 25              1    2    3    4    5    6    7    8
KEY IN TO POINT: 1000            OFF  OFF  OFF  OFF  OFF  OFF  OFF  OFF
COIN IN LIMIT: 100000
MIN PLAY TO START: 40            KEY PORT TEST
MIN PLAY FOR BONUS: 40           START PLAY BIG DOUBLE SMALL TAKE
KEY OUT/TICKET UNIT: 100         STOP-1 STOP-2 STOP-3 STOP-4 STOP-5
KEY OUT/TICKET MODE: NO LIMIT    CANCEL CHECK ACCOUNT SET-UP KEY-IN
TICKET OUT: PRINTER DIRECT       KEY/PRINTER-OUT TICKET-OUT HOPPER-OUT
HOPPER UNIT USE: COIN 1
HOPPER LIMIT: 400 TOKENS         TICKET NOTCH=0
USE SCORE: NO                    HOPPER SWITCH=0
SCORE OUT: MANUAL
LIMIT SCORE PER GAME: NO
PLAY REMAIN SCORE: NO
COUNT GAME: NO
SHOW ACCOUNT: YES
NON-STOP SKILL SPIN: NO - AUTO PLAY OPTION
AUTO PLAY OPTION: YES
BOUNCE AT END OF SPIN: YES
DOUBLE GAME: YES
BACKGROUND MUSIC: YES




SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT TAKE=DIP SW & KEY PORT TEST
```

SET-UP & KEY PORT TEST PAGE

1/ This page consists of two (2) sections – SET-UP and KEY PORT TEST.

2/ In SET-UP, Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to change value; press TAKE button go to KEY PORT TEST; press START button to exit.

3/ In SET-UP, there is a list of items available for adjustment. These items are subject to changes and vary with different program versions. Available items (at time of publication) are:

1) COIN 1 TO POINT (1 pulse signal = how many GAME POINT)
2) COIN 2 TO POINT (1 pulse signal = how many GAME POINT)
3) KEY IN TO POINT (1 pulse signal = how many GAME POINT)
4) COIN IN LIMIT (>=value cannot put in more points; but do not affect the winning of points)
5) MIN PLAY TO START
6) MIN PLAY FOR BONUS
7) KEY OUT/TICKET UNIT
8) KEY OUT/TICKET MODE (default=NO LIMIT – until GAME POINT < KEY OUT/TICKET UNIT; 1 UNIT/GAME means 1 KEY OUT/TICKET UNIT per game…etc.)
9) TICKET OUT (PRINTER DIRECT, INTERFACE BOARD or DISPENSER DIRECT)
10) HOPPER UNIT USE (can use COIN 1, COIN 2 or KEY OUT/TICKET UNIT as reference)
11) HOPPER LIMIT (UNTIL EMPTY, 500 TOKENS, 400 TOKENS *(default)*, 300 TOKENS)
12) USE SCORE (if YES, Main Game will display a SCORE BOX, winning points will be collected to SCORE BOX and NOT to GAME POINT; only SCORE POINT can be *out*)
13) SCORE OUT (default=MANUAL – player/attendant activates; AUTO=program activates at the end of each game)

CREEPY REELS

14) LIMIT SCORE PER GAME (if YES, same as USE SCORE=YES plus limiting the winning points to SCORE BOX to *not more than ten times of PLAY (BET) or $5.00, whichever the less*)
15) PLAY REMAIN SCORE (if YES, when GAME POINT=0, allow to PLAY (BET) from SCORE POINT.
16) COUNT GAME (use in conjunction with KEY OUT/TICKET MODE to limit *out*)
17) SHOW ACCOUNT
18) NON-STOP SKILL SPIN (if YES, reel spinning will not stop until STOP buttons are activated)
19) AUTO PLAY OPTION
20) BOUNCE AT END OF SPIN
21) DOUBLE GAME
22) BACKGROUND MUSIC

4/ Hopper Payout Limit is adjustable. Default is limited to not over 400 tokens. If over 400 tokens, screen will display "CALL ATTENDANT" when Hopper Payout Button is pressed. Attendant shall use KEY-OUT to payout for the player. If Hopper Payout Limit is 'UNTIL EMPTY', payout until there is no token in the hopper.

5/ In KEY PORT TEST, there are three (3) areas of indication. Press PLAY (BET) to return to SET-UP.
1) DIP SWITCH
2) KEY PORT TEST (highlighted = active or short; press button to see)
3) The status of TICKET NOTCH and HOPPER SWITCH (0 = low; 1=high)

6/ RESET will not change SET-UP.

```
VERSION: AAI1.0
2008/MAY/01 THU 11:38 AM


MAIN GAMES: 0
MAIN POINTS PLAYED: 0
MAIN GROUP POINTS WON: 0
MAIN GROUP PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE)
DOUBLE POINTS PLAYED: 0
DOUBLE POINTS WON: 0
DOUBLE PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE)
TOTAL POINTS IN: 0
TOTAL POINTS OUT: 0
TOTAL PAYOUT PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE)
RECENT POINTS IN: 0
RECENT POINTS OUT: 0
RECENT PAYOUT PERCENTAGE: 0.00 (POINTS TOO SMALL TO CALCULATE)
MAXI  (POINTS): 0
MAJOR (POINTS): 0
MINOR (POINTS): 0
MINI  (POINTS): 0
AVERAGE MAIN PLAY (POINTS): 0
AVERAGE POINTS TO ENTER DOUBLE GAME: 0




BIG=CLEAR RECENT IN&OUT  START=EXIT
```
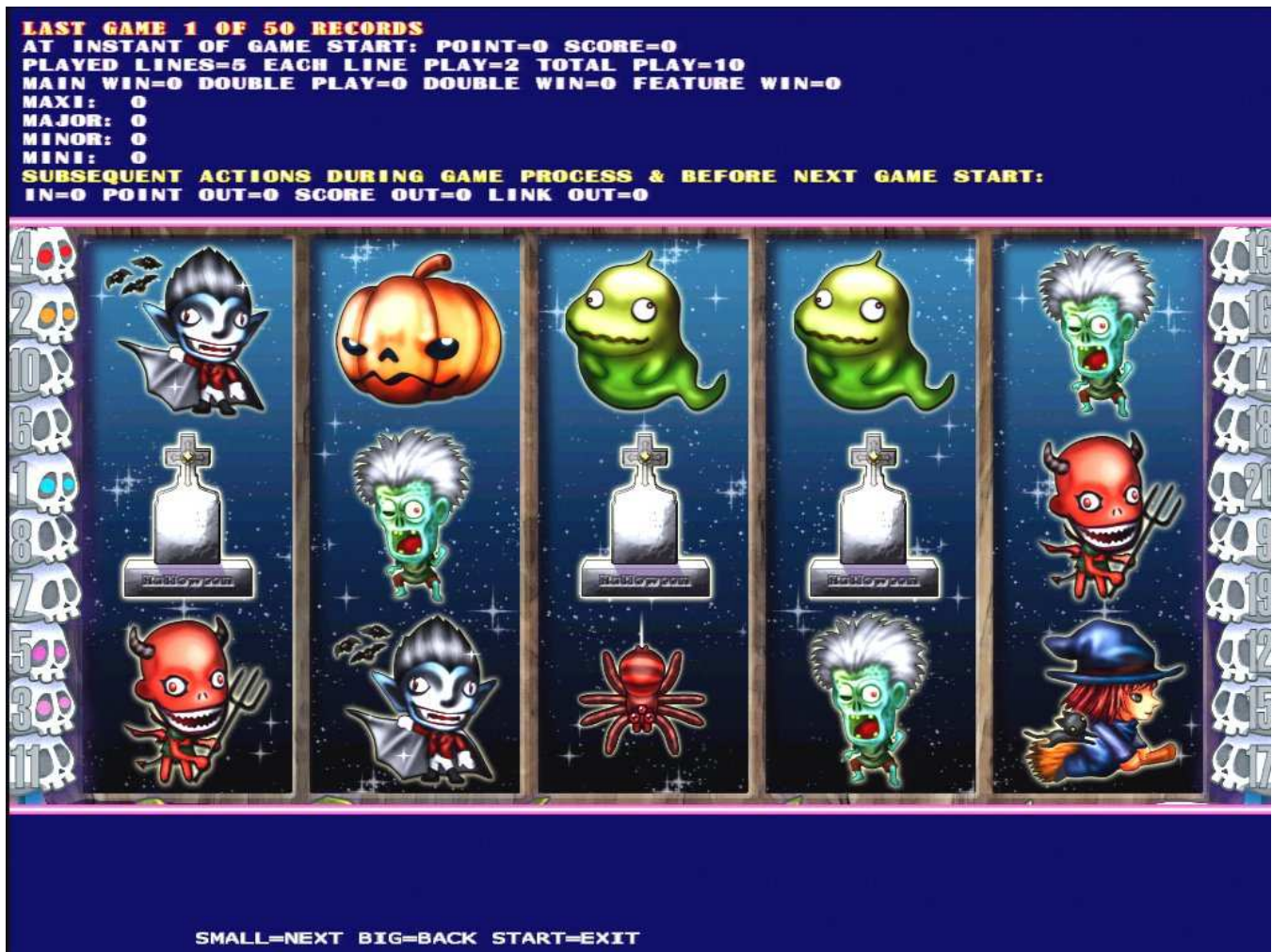
ACCOUNT INFORMATION PAGE

1/ RESET will clear account information.

CREEPY REELS

LAST GAME 1 OF 50 RECORDS
AT INSTANT OF GAME START: POINT=0 SCORE=0
PLAYED LINES=5 EACH LINE PLAY=2 TOTAL PLAY=10
MAIN WIN=0 DOUBLE PLAY=0 DOUBLE WIN=0 FEATURE WIN=0
MAXI: 0
MAJOR: 0
MINOR: 0
MINI: 0
SUBSEQUENT ACTIONS DURING GAME PROCESS & BEFORE NEXT GAME START:
IN=0 POINT OUT=0 SCORE OUT=0 LINK OUT=0

SMALL=NEXT BIG=BACK START=EXIT

MAIN HISTORY PAGE

1/ The last 50 games are recorded in detail. Each game record not only shows the result of the Main Game graphically but all the winnings and transactions from the instant the game starts to the instant the next game begins are recorded systematically.

2/ Press SMALL button to go to the next record; press BIG button to return to the previous one; press START button to exit.

3/ RESET will clear main history.

CREEPY REELS

```
VERSION: AAI1.0
2008/MAY/01 THU 11:39 AM

THIS VERSION AUTO ADJUST TIMING OF COIN SIGNAL,TICKET NOTCH,
HOPPER SWITCH & SERVICE IN SIGNAL.




TICKET NOTCH TAMPERING: 2000
HOPPER EMPTY: 4500
METER PULSE: 30









VALUE IN (MS) 1MS=1/1000 SECOND

TAMPERING IS TICKET NOTCH BEING BLOCKED & RUN TICKETS OUT
HOPPER EMPTY IS TIME OUT AND NO MORE TOKEN GO THROUGH








SMALL=DOWN BIG=UP DOUBLE=CHANGE START=EXIT  TAKE=DEFAULT
```

I/O TIMING PAGE

1/ The signal time length of COIN 1 & 2, SERVICE IN, TICKET NOTCH and HOPPER SWITCH will be automatically adjusted by program. Only TICKET NOTCH TAMPERING, HOPPER EMPTY and METER PULSE can be adjusted. The value used is millisecond (ms).

2/ Press SMALL button to scroll down; press BIG button to scroll up; press DOUBLE button to change value; press START button to exit.

3/ In case adjustment causes confusion, press TAKE button to restore to factory default value. Then, if needed, adjust again.

4/ TICKET NOTCH is fixed at normal low (notch not in sensor) and active high (notch in sensor). Notch is same as blank or nothing in sensor.

5/ RESET will not change I/O timing.

```
VERSION: AAI1.0



2008 MAY/01 11:39:56 AM THU
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```
BIG=LEFT SMALL=RIGHT DOUBLE=PLUS TAKE=MINUS
PLAY=EXIT WITHOUT SAVE START=SAVE & EXIT
```

SET DATE & TIME PAGE

1/ CR2032 3.0V battery must be inserted in the battery holder in order to keep date and time.

2/ Press BIG button to scroll left; press SMALL button to scroll right; press DOUBLE button to add; press TAKE button to minus; press PLAY button to exit without saving changes; press START button to exit and save changes.

3/ Date and time are backed up by battery. RESET will not change date and time.

VERSION: AAI1.0
2008/MAY/01 THU 11:40 AM
PRINTER & TICKET SET-UP

■ ! " # $ % & ' ( ) * + , - .
/ 0 1 2 3 4 5 6 7 8 9 : ; < =
> ? @ A B C D E F G H I J K L
M N O P Q R S T U V W X Y Z

ENTER TEXT (BIG=COLUMN SMALL=ROW DOUBLE=ENTER TAKE=ERASE)

LOCATION: ■

MACHINE:

MESSAGE:

SHOW VALUE IN: POINTS

BRAND/COMMAND: NONE

COM PORT: COM 2

VERIFY INDEX: 13

(PLAY=SELECT ITEM DOUBLE=CHANGE)

CAUTION

CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.

START=EXIT

RS232 PRINTER & TICKET SET-UP PAGE

1/ By default, BRAND/COMMAND is set to NONE, which disables the use of RS232 printer. When use RS232 printer, SET-UP & KEY PORT TEST PAGE - TICKET OUT must be set to PRINTER DIRECT.

2/ Character Cursor is pink color. Position Cursor is red color.

2/ Enter LOCATION, MACHINE and MESSAGE text by BIG button, SMALL button, DOUBLE button and TAKE button.

3/ Selection of text character:
1) BIG button = move Character Cursor (pink color) horizontally (column mode)
2) SMALL button = move Character Cursor (pink color) vertically (row mode)
3) DOUBLE button = pick highlighted character (pink color) and put it into the position of Position Cursor (red color)
4) TAKE button = erase the character before the Position Cursor (red color)
5) The first character, upper left top one, is blank, which represents [SPACE]

4/ Press PLAY (BET) button to jump from one item or line to another. Also use DOUBLE button to change selectable items. Selectable items (at time of publication):
1) SHOW VALUE IN: POINTS or DOLLAR
2) BRAND/COMMAND: NONE, CITIZEN CMB1, ESC/POS, START, ITHACA or ITHACA 70
3) COM PORT: COM1 or COM2 (default – recommend don't change)
4) VERIFY INDEX: (verify code on ticket divided by verify index shall have a remainder of 0)

5/ RESET will not change RS232 printer & ticket set-up.

CREEPY REELS


```
VERSION: AAI1.0
2008/MAY/01 THU 11:40 AM


RS232 BILL ACCEPTOR BRAND & PROTOCOL:NONE
RS232 BILL ACCEPTOR COM PORT:COM 1
COIN 1 & 2 PULSE SIGNAL:DISABLE




CAUTION
CHECK COM PORT CONFLICT. ONLY 1 DEVICE PER COM PORT.
DISABLE COIN PULSE SIGNAL RECOMMENDED WHEN USING RS232.
WHEN PROTOCOL = NONE, COIN PULSE SIGNAL WILL BE ENABLED
AUTOMATICALLY, DISREGARD WHAT IS SHOWN HERE.







SMALL=DOWN BIG=UP DOUBLE=ENTER START=EXIT
```

RS232 BILL ACCEPTOR PAGE

1/ The use of *true* RS232 bill acceptor (together with coin pulse signal disabled) will eliminate cheating actions such as triggering with electronic devices.

2/ Selectable items (at time of publication);
- a) RS232 BILL ACCEPTOR BRAND & PROTOCOL: NONE (default), JCM ID003 protocol, PYRAMID RS-232 protocol or ICT 002 protocol.
- b) RS232 BILL ACCEPTOR COM PORT: COM 1 (default – recommend don't change) or COM 2
- c) COIN 1 & 2 PULSE SIGNAL: DISABLE (default – recommend don't change) or ENABLE

3/ Unless for special application, COIN 1 & 2 PULSE SIGNAL (in this PAGE) shall be set to DISABLE all the time. When RS232 bill acceptor is not used (PROTOCOL is set to NONE), coin pulse signal will be enabled automatically by program, disregard what is shown here.

4/ Bill acceptors:
- a) JCM WBA (World Bill Acceptor) using protocol ID003
- b) PYRAMID (For example: Apex 5000 series for *true* RS232 – RS232 communication harness P/N 05AA0009 is required; configuration card set-up: section 1 = RS-232, section 2 = None, section 3 = Fast & Solid On, section 4 = select types of bill you want to accept, section 5 = Low & All 4 Ways. Also, see manual of Apex 5000 series.)
- c) ICT (Use models which INTERFACE has ICT PROTOCOL (ICT 002). For example: models with ICT 002 PROTOCOL are A6 and A7 *with* WEL-V706 harness. Also see manual of A6 and A7.)

CREEPY REELS

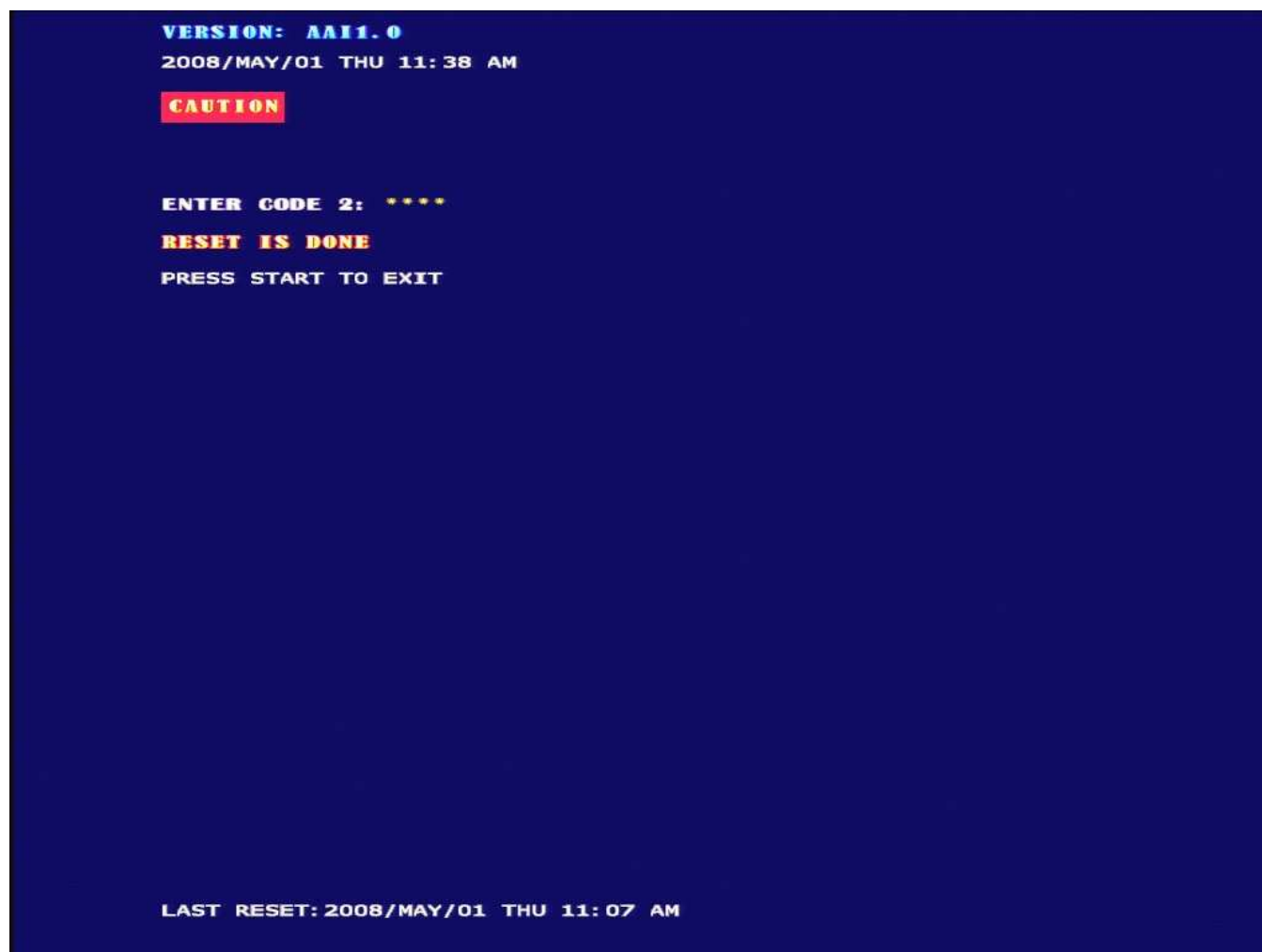5/ AAI Version of this game will support US Dollar only.

6/ RESET will not change RS232 bill acceptor set-up.

CALIBRATE TOUCH SCREEN.TOUCH THE BLUE AREA ON THE SCREEN.

TOUCH SCREEN CALIBRATION

1/ Touch the BLUE box appeared in left lowest corner.

2/ Touch the BLUE box appeared in the right highest corner.

3/ After calibration, exit automatically.

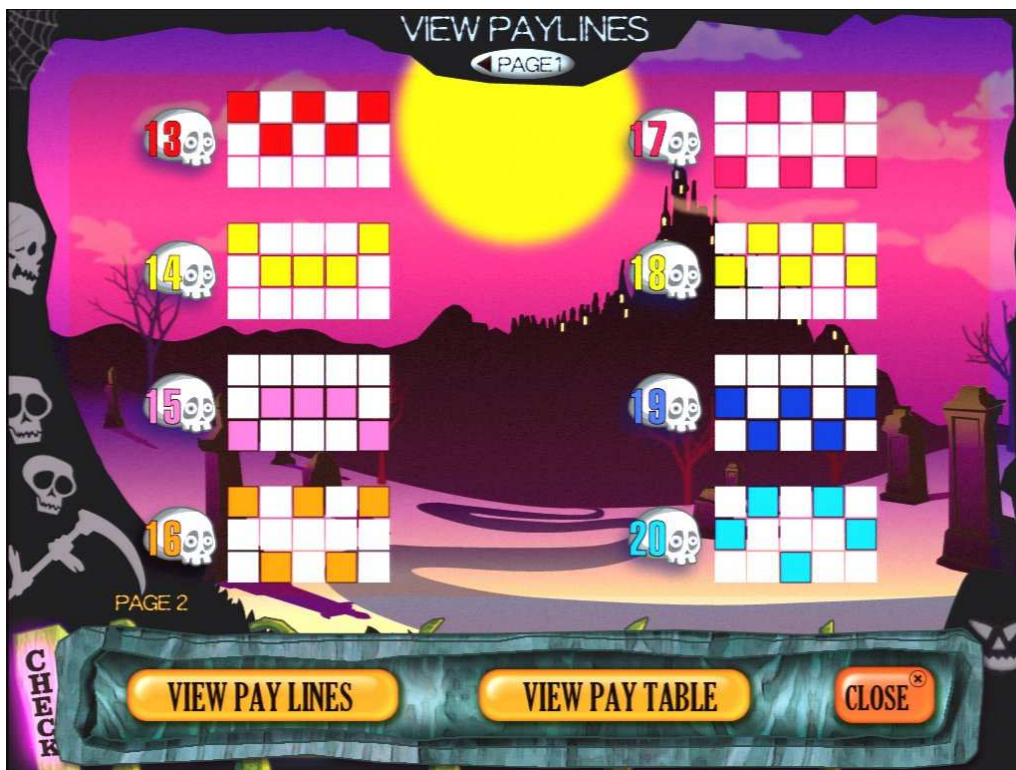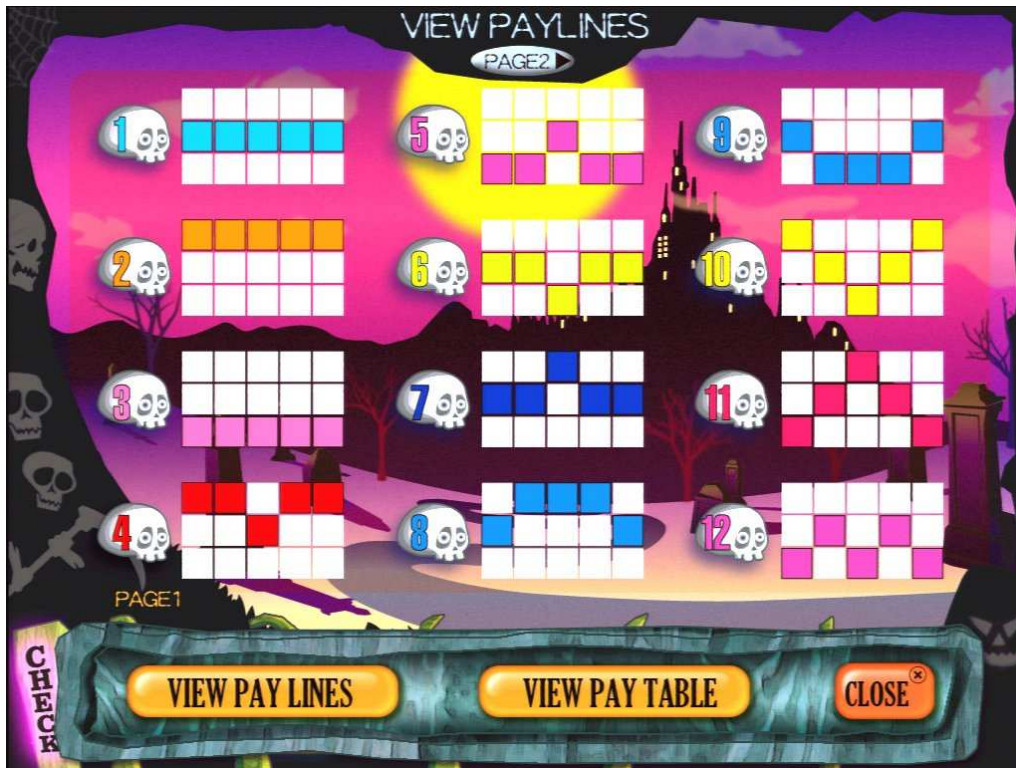3/ If you are not using touch screen and come into this page accidentally, press START button to exit.

CREEPY REELS

```
VERSION: AAI1.0
2008/MAY/01 THU 11:38 AM
CAUTION


ENTER CODE 2: ****
RESET IS DONE
PRESS START TO EXIT










LAST RESET:2008/MAY/01 THU 11:07 AM
```

RESET PAGE

1/ ENTER CODE 1:

2/ ENTER CODE 2:

3/ After CODE is entered, screen will display additional information.
- a) If CODE is correct, the screen will show:
  - i. RESET IS DONE
  - ii. PRESS START TO EXIT
- b) If CODE is wrong, the screen will show:
  - i. CODE IS INCORRECT AND RESET IS NOT DONE
  - ii. PRESS START TO EXIT

4/ Enter CODE 1 by pressing BIG button, SMALL button, DOUBLE button and TAKE button in sequence and one at a time.

5/ Enter CODE 2 by pressing PLAY (BET) button, DOUBLE button, BIG button and SMALL button in sequence and one at a time.

6/ If the present date and time is earlier than the last reset date and time, reset will not be performed.

This is a game of 20 lines. All lines start from left to right.

There are 12 symbols and they can be classified into 3 different types.

- Normal Symbol: 10 – WITCH, DRACULA, DEVIL, GRAVESTONE, PUMPKIN, MUMMY, GHOST, SPIRIT, SPIDER and MADEYE.
- Substitute Symbol: 1 – FRANKENSTEIN. (It acts as a "wild card" with Normal Symbols; thus, it seldom forms winning line independently; but, it can form winning line normally with WOLF.)
- Scatter Symbol: 1 – WOLF. (2 to 5 anywhere will win. Also, winning is multiple of TOTAL PLAY.)

WOLF – 3 to 5 anywhere in Main Game will trigger Feature Games.

FEATURE GAMES

Player is allowed to pick (1) the total number of (free) feature games and (2) the (basic) game multiplier in each feature game. The normal winning in each feature game will be multiplied by the game multiplier.

To make the feature games more exciting, there is another FINAL MULTIPLIER coming up during the process of feature games. (See below)

If using buttons, first pick a Frankenstein card to reveal the total number of feature games; then, pick a Witch card to reveal the game multiplier.

If using touch screen, there is no order, just pick one from Frankenstein cards and one from Witch cards.
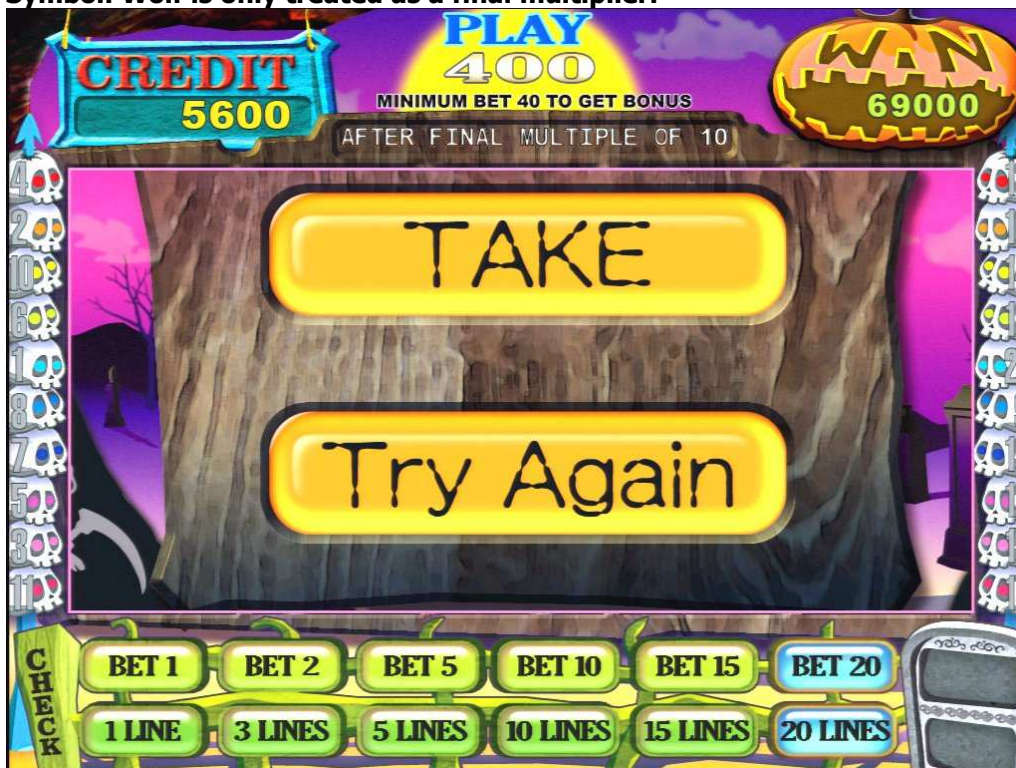
FINAL MULTIPLIER = The total number of WOLF ever appeared during the entire process of feature games + 1.
In feature games, WOLF will not be treated as Scatter Symbol; thus, there is no winning of Scatter Symbol. Wolf is only treated as a final multiplier.

After a round of feature games, player is given a second chance to decide whether to accept and take whatever he wins or to try another round of feature games. If pick TRY AGAIN, he has to go through the selection process of Frankenstein card and Witch card again and whatever he wins in the first round will be discarded and start from zero again.

CREEPY REELS

RANDOM JACKPOT FEATURE

There are 4 random jackpots, namely MINI, MINOR, MAJOR and MAXI.

Random jackpots have no relationship to symbols and winnings. They are awarded randomly.

Main Game will show "YOU GET RANDOM JACKPOT" then go to Random Jackpot Feature.

Whatever appears in the center after the spinning of the Jackpot Reel will be the jackpot awarded.

Jackpot points are accumulated gradually. At time of publication, MINI is 2000 to 5000, MINOR is 7000 to 10000, MAJOR is 45000 to 50000, and MAXI is 92000 to 100000.
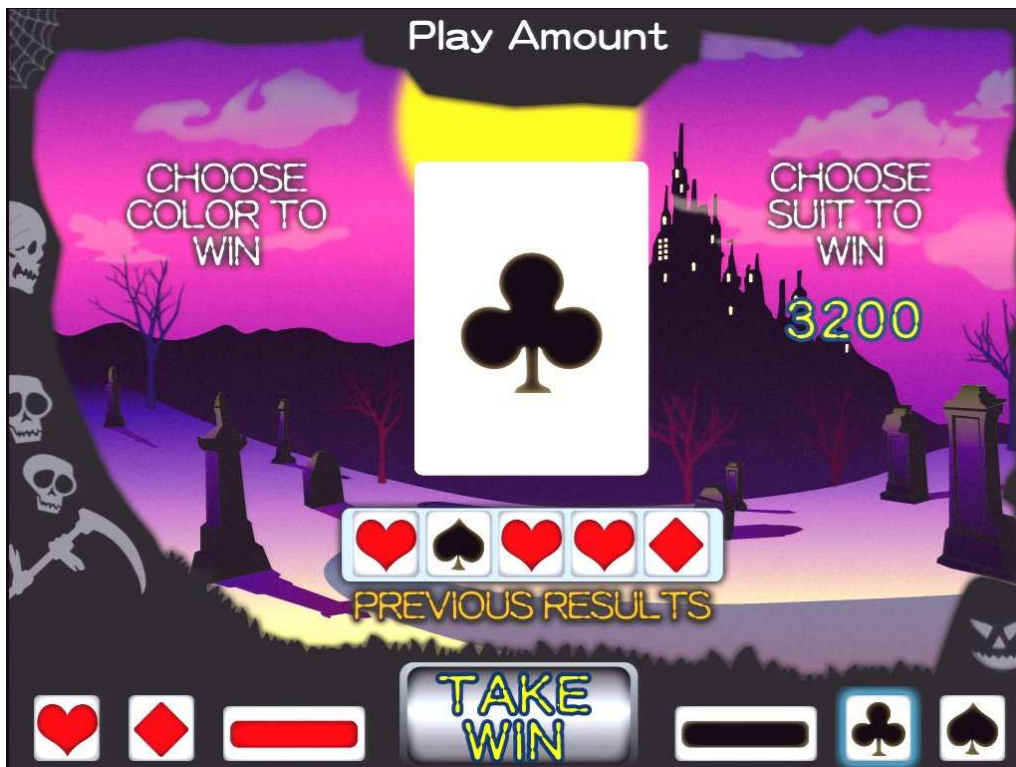
CREEPY REELS

DOUBLE GAME – a game more than a simple double game

In Double Game, player can select 6 items. Choose RED or BLACK color to win 2 times of Play Amount. Choose suit (heart, diamond, club or spade) to win 4 times of Play Amount.
Example here: choose suit (club) and will win 800 x 4 = 3200 if the card coming up is a club.

There is no limit of how many times a player can play. After each winning, he can continue to play or take win and leave the Double Game.

Creepy Reels

START CLOSE ALL STOP	PLAY CHECK WIN 1	LINES RED 2	DOUBLE RETRY 3

CHECK ODDS BLACK 4	TAKE 5	PAY OUT

START CLOSE ALL STOP	PLAY CHECK WIN 1	LINES RED 2	DOUBLE RETRY 3	CHECK ODDS BLACK 4	TAKE 5

START CLOSE ALL STOP	PLAY CHECK WIN 1	LINES RED 2	DOUBLE RETRY 3

CHECK ODDS BLACK 4	TAKE 5	PAY OUT

START CLOSE ALL STOP	PLAY CHECK WIN 1	LINES RED 2	DOUBLE RETRY 3	CHECK ODDS BLACK 4	TAKE 5