	ERROR MESSAGE	PROCEDURE
12	CREDIT OVER !!	Please execute the "Cancel Credit", "Payout" or "Ticket Out" function.
13	DATA ERROR !!	Enter the "Data Setting" page and reset the statistics.
14	DOOR OPEN !!	Enter and exit the "Data Setting" page.
15	EEPROM ERROR !!	Please contact the provider.
16	HARDWARE ERROR !!	Please contact the provider.
17	HOPPER EMPTY !!	Please refill the coin. Enter and exit the "Data Setting" page.
18	HOPPER ERROR !!	Please repair the hopper. Enter the "Data Setting" page and change the setting of "Hopper Sensor". Exit the "Data Setting" page.
19	ODDS ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
20	RAM ERROR !!	Enter the "Data Setting" page and reset the statistics.
21	TICKET EMPTY !!	Please resupply the ticket. Enter and exit the "Data Setting" page.
22	TRANSFER ERROR !!	Please contact the provider.

FAIRY TALES

（Operating Manual Version:：FTL_O_06425_AA）

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ERROR MESSAGE

If the program detects an error, the corresponding message will be shown on the screen. Please refer to the troubleshooting as follows.

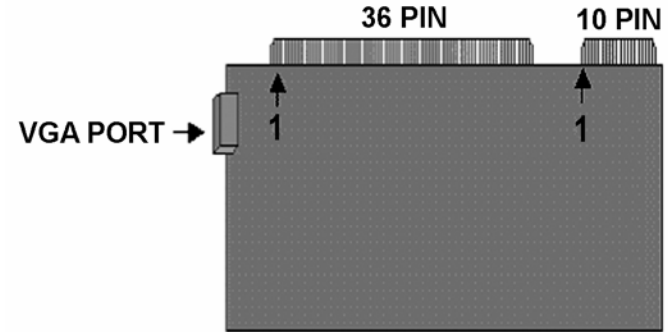|	ERROR MESSAGE	PROCEDURE
1	BA MOTOR ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
2	BA SENSOR ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
3	BA STACKER ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
4	BA STACKER OPEN !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
5	BILL ACCEPT ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
6	BILL JAM !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
7	BILL UNIT ERROR !!	Check the Bill Acceptor. Enter and exit the "Data Setting" page.
8	CALL ATTENDANT !!	The credit is more than "Max. Payout". Please ask the attendant for hand pay.
9	CF ERROR !!	Please contact the provider.
10	CHECKSUM ERROR !!	Enter the "Data Setting" page and reset the statistics. If this error occurs continually, please contact the provider.
11	COIN JAM !!	Check the coin selector and coin entrance. Enter and exit the "Data Setting" page.

Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "History" then press START button to enter the "History" page.

- Press DOUBLE or PLAY button to select the page.
- Press TAKE button to exit the "History" page.

BUTTON LAYOUT

PAY OUT	AUTO PLAY	DOUBLE MAIN MENU STOP 1	ODDS TABLE STOP 2	TAKE STOP 3	PLAY	START ALL STOP

BUTTON	FUNCTION
PAY OUT	Payout coin or print ticket.
ODDS TABLE / STOP 2	Enter the game information pages. / Stop the middle 3 reels when in main game.
AUTO PLAY	Start the auto play function.
DOUBLE / MAIN MENU / STOP 1	Initiate double up. / Return to main menu. / Stop the right 3 reels when in main game.
TAKE / STOP 3	Take the winning. / Stop the left 3 reels when in main game.
PLAY	Increase the wager.
START / ALL STOP	Start the main game. / Stop all reels.

CONNECTOR (36PIN)

PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER R+	3	SPEAKER R-
SPEAKER L+	4	SPEAKER L-
	5	
	6	
TICKET OUT BUTTON	7	
TICKET NOTCH (DISPENSER)	8	
START / ALL STOP BUTTON	9	
ODDS TABLE / STOP 2 BUTTON	10	
PLAY BUTTON	11	
TAKE / STOP 3 BUTTON	12	
DOUBLE / MAIN MENU / STOP 1 BUTTON	13	
	14	
	15	
AUTO PLAY BUTTON	16	
	17	
COIN IN SWITCH	18	KEY IN SWITCH
DOOR SWITCH	19	
ACCOUNT 1 SWITCH	20	ACCOUNT 2 SWITCH
PAY OUT BUTTON	21	CANCEL CREDIT SWITCH
	22	HOPPER SWITCH
COIN IN METER	23	
KEY IN METER	24	HOPPER SSR
	25	
	26	
PAY OUT METER	27	
KEY OUT METER	28	
START / STOP LAMP	29	TICKET SSR
ODDS TABLE / STOP 2 LAMP	30	ERROR LAMP
PLAY LAMP	31	WIN LAMP
TAKE / STOP 3 LAMP	32	
DOUBLE / MAIN MENU / STOP 1 LAMP	33	
AUTO LAMP	34	
	35	
GND	36	GND

Turn on the ACCOUNT switch to enter the "Setup Menu" page. Select "I/O Test" then press START button to enter the "I/O Test" page.

- Press the button or turn the switch to test the function in "I/O Test" page.
- Press TAKE button 2 seconds to exit the "I/O Test" page.

JACKPOTS

Enter the "Bookkeeping" page. Select "Jackpots" then press START button to enter the "Jackpots" page.

- Press TAKE button to exit the "Jackpots" page.

	ITEM	DEFINITION
1	JACKPOT 1 HITS	The total won times of JP1.
2	JACKPOT 1 WON	The total won score from JP1.
3	JACKPOT 2 CURRENT VALUE	The current value of JP2.
4	JACKPOT 2 HITS	The total won times of JP2.
5	JACKPOT 2 WON	The total won score from JP2.
6	JACKPOT MIN. PLAY	The minimum wager to get the qualification for winning Jackpot.
7	JACKPOT 2 MAX	The upper limit of JP2.
8	JACKPOT 2 INCREMENT	The increment for JP2 when the "Fairy" appears.
9	JACKPOT 2 BASE	The initial value of JP2.

CONNECTOR (10PIN)

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

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

(2) This pin is normal low. When it enable is +5V.

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

SETUP MENU

Turn on ACCOUNT switch to enter the "Setup Menu" page.

```
          FAIRY  TALES  SETUP  MENU

                 INFORMATION
                 BOOKKEEPING
                 I/O TEST
                 HISTORY




 [ UP:DOUBLE ]  [ DOWN:PLAY ]  [ ENTRY:START ]  [ EXIT:TAKE ]
```

- Press DOUBLE or PLAY button to select the option.
- Press START button to enter the selected page.
- Press TAKE button to exit the "Setup Menu" page.

```
          FAIRY  TALES  SETUP  MENU

                 INFORMATION
                 DATA SETTING
                 BOOKKEEPING
                 I/O TEST
                 HISTORY




 [ UP:DOUBLE ]  [ DOWN:PLAY ]  [ ENTRY:START ]  [ EXIT:TAKE ]
```

Turn on ACCOUNT 2 switch to enter the "Setup Menu" which including the "Data Setting".

DOUBLE UP

Enter the "Bookkeeping" page. Select "Double Up" then press START button to enter the "Double Up" page.

```
                 DOUBLE  UP

     GAME  PLAYED    :      2
     GAME  WON       :      2
     CREDIT PLAYED :      280
     CREDIT  WON     :      1740
     AVERAGE  RETURN:    621.4 %
     x2 WON TIMES  :      0
     x3 WON TIMES  :      0
     x4 WON TIMES  :      0
     x5 WON TIMES  :      0
     x6 WON TIMES  :      1
     x7 WON TIMES  :      0
     x8 WON TIMES  :      1

                 [ EXIT:TAKE ]
```

- Press TAKE button to exit the "Double Up" page.

	ITEM	DEFINITION
1	GAME PLAYED	The total times of double up game played.
2	GAME WON	The total winning times of double up.
3	CREDIT PLAYED	The total credits that put in double up.
4	CREDIT WON	The total score that won from double up.
5	AVERAGE RETURN	This item calculates the percentage that "Credit Won" divided by "Credit Played."
6	x2 WON TIMES	The total winning times of "double" in double up game.
7	x3 WON TIMES	The total winning times of "triple" in double up game.
8	x4 WON TIMES	The total winning times of "quadruple" in double up game.
9	x5 WON TIMES	The total winning times of "fivefold" in double up game.
10	x6 WON TIMES	The total winning times of "sixfold" in double up game.
11	x7 WON TIMES	The total winning times of "septuple" in double up game.
12	x8 WON TIMES	The total winning times of "octuple" in double up game.

Enter the "Bookkeeping" page. Select "Combination Statistics 2" then press START button to enter the "Combination Statistics 2" page.

Enter the "Bookkeeping" page. Select "Combination Statistics 3" then press START button to enter the "Combination Statistics 3" page.

Turn on ACCOUNT switch to enter the "Setup Menu". Select "Information" then press START button to enter the "Information" page.

● Press TAKE button to exit the "Information" page.

	ITEM	DEFINITION
1	GAME NAME	The game name.
2	GAME TYPE	The game type.
3	DEVELOPER	The manufacturer of the game.
4	PUBLISH DATE	The publish date of Fairy Tales.
5	VERSION	The program version.

DATA SETTING

Turn on ACCOUNT 2 switch to enter the "Setup Menu". Select "Data Setting" then press START button to enter the "Data Setting" page.


```
                    DATA  SETTING
MAX.  CREDIT            : 10000
KEY IN UNIT            : 10
COIN IN UNIT          : 10
BILL ACCEPTOR        : RS232
CANCELED CREDIT AS   : TICKET OUT
TICKET UNIT           : 10
MAX.  PLAY            : 80
MIN.  PLAY           : 1
MAX.  PAYOUT        : 500
PERCENTAGE          : LEVEL 3
JP MIN. PLAY          : 40
DEMO MUSIC          : ON
WIN TO               : SCORE
[ DEFAULT : PLAY+AUTO PLAY ]   [ RESET : PLAY+ODDS  TABLE ] 1/3
[ UP : DOUBLE ]  [ DOWN : PLAY ]  [ CHANGE : START ]  [ EXIT : TAKE ]
```

- Press PLAY and AUTO PLAY buttons to restore the factory default settings. This function won't clear "Bookkeeping".
- Press PLAY and ODDS TABLE buttons to reset the data of "Bookkeeping", but the values of "Data Setting" won't be changed. After execute this function, the "Confirm Reset Bookkeeping" page will show to reconfirm once again.
- Press DOUBLE or PLAY button to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Data Setting" page.

COMBINATION STATISTICS

Enter the "Bookkeeping" page. Select "Combination Statistics 1" then press START button to enter the "Combination Statistics 1" page.


```
              COMBINATION STATISTICS 1
        HITS:5              HITS:0
        WON :52             WON :0
        PERCENTAGE:0.06%    PERCENTAGE:0.00%
        HITS:0              HITS:1
        WON :0              WON :140
        PERCENTAGE:0.00%    PERCENTAGE:0.16%
        HITS:2              HITS:1
        WON :120            WON :210
        PERCENTAGE:0.14%    PERCENTAGE:0.24%
        HITS:0              HITS:0
        WON :0              WON :0
        PERCENTAGE:0.00%    PERCENTAGE:0.00%
 Any    HITS:0              HITS:0
dwarf x3 WON :0             WON :0
        PERCENTAGE:0.00%    PERCENTAGE:0.00%
        HITS:0              HITS:16
        WON :0              WON :17800
        PERCENTAGE:0.00%    PERCENTAGE:20.04%
                            HITS:1
                            WON :3500
                            PERCENTAGE:3.94%
              [ EXIT : TAKE ]
```

- Press TAKE button to exit the "Combination Statistics 1" page.

	ITEM	DEFINITION
1	HITS	The item records the total hitting times of the winning combination.
2	WON	The item records the total score won from the winning combination.
3	PERCENTAGE	This item calculates the winning score take how much proportion of the "Total Pay Out".

SUB-GAME STATISTICS

Enter the "Bookkeeping" page. Select "Sub-Game Statistics" then press START button to enter the "Sub-Game Statistics" page.

● Press TAKE button to exit the "Sub-Game Statistics" page.

	ITEM	DEFINITION
1	GOLDEN AX GAME PLAYED	Total played times of "Golden Ax".
2	HIDE AND SEEK GAME PLAYED	Total played times of "Hide And Seek".
3	JACK'S BEANSTALK GAME PLAYED	Total played times of "Hide And Seek".
4	TOTAL SUB-GAME PLAYED	Total played times of the sub-games.
5	GOLDEN AX GAME WON	The total score that won from "Golden Ax".
6	HIDE AND SEEK GAME WON	The total score that won from "Hide And Seek".
7	JACK'S BEANSTALK GAME WON	The total score that won from "Jack's Beanstalk".
8	TOTAL SUB-GAME WON	The total score that won from the sub-games.

	OPTION	DEFINITION
1	MAX. CREDIT	Setting the ceiling of game credit.
2	KEY IN UNIT	Setting the increment of credit when key in.
3	COIN IN UNIT	Setting the increment of credit when coin in.
4	BILL ACCEPTOR	Setting the transmission signal of bill acceptor.
5	CANCELED CREDIT AS	Setting the record method of meter when cancel credit.
6	TICKET UNIT	Setting the unit of ticket.
7	MAX. PLAY	Setting the maximum wager each round.
8	MIN. PLAY	Setting the minimum wager each round.
9	MAX. PAYOUT	Setting the limit to payout each time.
10	PERCENTAGE	Setting the main game percentage.
11	JP MIN. PLAY	Setting the minimum wager to get the qualification for winning Jackpot.
12	DEMO MUSIC	Play the music or not when in demo mode.
13	WIN TO	Record the winning to "Credit" or "Score".
14	PLAY SCORE	Setting the score in "Score" can be played or not.
15	PASSWORD	Setting the password.
16	SOUND VOLUME	Setting the sound volume.
17	PLAY DOUBLE UP	Setting the double up game can be played or not.
18	DOUBLE UP	Setting the percentage of double up.
19	HIT SETTING	Setting the hit frequency for big prize or small prize.
20	HOPPER SENSOR	Setting the sensor of Hopper.
21	JP2 MAX	Setting the maximum value for JP2. According to "Max. Bet".
22	JP2 INCREMENT	Setting the increment for JP2 when the "Fairy" appears.
23	JP2 BASE	Setting the initial value for JP2. According to "Jp Min. Bet".
24	MAXIMUM TICKET PER GAME	Setting the maximum ticket for printing out each round. This function is available when "10 Times Feature" function is enable.
25	AUTO PLAY	Enable or disable the auto play function.
26	ODDS TABLE	Enable or disable the odds table function.
27	BOOKKEEPING	Show or hide the statistics in setup menu.
28	GAME COUNT	Turn on or off the game count function.
29	10 TIMES FEATURE	Turn on or off 10 times feature function.
30	CONTINUOUS SPIN	Setting the reels spin continuously or stop automatically.
31	SUB GAMES	Setting the sub game can be played or not.

BONUS GAME STATISTICS

Enter the "Bookkeeping" page. Select "Bonus Game Statistics" then press START button to enter the "Bonus Game Statistics" page.

- Press TAKE button to exit the "Bonus Game Statistics" page.

	ITEM	DEFINITION
1	GOLDEN AX GAME PLAYED	Total played times of "Golden Ax".
2	HIDE AND SEEK GAME PLAYED	Total played times of "Hide And Seek".
3	JACK'S BEANSTALK GAME PLAYED	Total played times of "Hide And Seek".
4	FREE GAME PLAYED	Total played times of "Free Game".
5	TOTAL BONUS GAME PLAYED	Total played times of the bonus games.
6	GOLDEN AX GAME WON	The total score that won from "Golden Ax".
7	HIDE AND SEEK GAME WON	The total score that won from "Hide And Seek".
8	JACK'S BEANSTALK GAME WON	The total score that won from "Jack's Beanstalk".
9	FREE GAME WON	The total score that won from "Free Game".
10	TOTAL BONUS GAME WON	The total score that won from the bonus games.

BASE GAME STATISTICS

Enter the "Bookkeeping" page. Select "Base Game Summary" then press START button to enter the "Base Game Summary" page.

- Press TAKE button to exit the "Base Game Statistics" page.

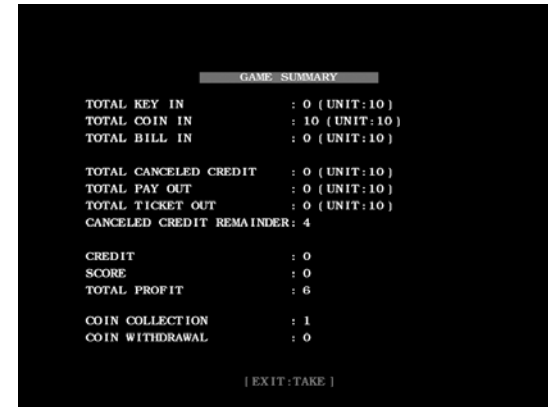|	ITEM	DEFINITION
1	GAME PLAYED TIMES	This item records total times of game played.
2	GAME WON TIMES	This item records total times of game won.
3	HIT FREQUENCY	Total game won divided by game played times.
4	TOTAL PLAYED	The total credits that player invest.
5	TOTAL WON	The total score of game won.
6	GAME RETURN	Total won divided by total played.
7	AVERAGE PLAY	Total played divided by game played times.

	OPTION	VALUE
1	MAX. CREDIT	500, 1000, 2000, 5000, **10000**, 30000, 50000, 100000, 300000
2	KEY IN UNIT	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	COIN IN UNIT	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
4	BILL ACCEPTOR	**RS232**
5	CANCELED CREDIT AS	**TICKET OUT**, COIN IN, KEY IN, CLEAR ALL (AS KEY IN), CLEAR ALL (AS COIN IN)
6	TICKET UNIT	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
7	MAX. PLAY	8, 10, 16, 24, 32, 40, 48, 56, 64, 72, **80**, 120, 160, 200, 240
8	MIN. PLAY	**1**, 2, 4, 6, 8, 10, 16, 24, 32, 40, 48, 56, 64, 72, 80, 120, 160, 200, 240
9	MAX. PAYOUT	300, **500**, 800, 1000, OFF
10	PERCENTAGE	LEVEL 1(Easiest), LEVEL 2, **LEVEL 3**, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7(Hardest)
11	JP MIN. PLAY	8, 10, 16, 24, 32, **40**, 48, 56, 64, 72, 80, 120, 160, 200, 240
12	DEMO MUSIC	**ON**, OFF
13	WIN TO	**SCORE**, CREDIT
14	PLAY SCORE	**YES**, NO
15	PASSWORD	**OFF**, TABLE 1, TABLE 2, TABLE 3, TABLE 4, TABLE 5, TABLE 6, TABLE 7, CUSTOM
16	SOUND VOLUME	0, 5, 10, 15, 20, 25, **30**, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
17	PLAY DOUBLE UP	**ON**, OFF
18	DOUBLE UP	**LEVEL 1(Easiest)**, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5(Hardest)
19	HIT SETTING	HIGH, NORMAL, **LOW**
20	HOPPER SENSOR	**NORMAL HIGH**, NORMAL LOW
21	JP2 MAX	**SEE TABLE 1**
22	JP2 INCREMENT	**8**, 16, 24, 32, 40, 48, 56, 64, 72, 80
23	JP2 BASE	**SEE TABLE 2**
24	MAXTICKET PER GAME	**CONTINUOUS**, 1, 2, 3, 4, 5, 8, 10
25	AUTO PLAY	**ON**, OFF
26	ODDS TABLE	**YES**, NO
27	BOOKKEEPING	**ON**, OFF
28	GAME COUNT	**YES**, NO
29	10 TIMES FEATURE	YES, **NO**
30	CONTINUOUS SPIN	YES, **NO**
31	SUB GAMES	**YES**, NO

TABLE 1, JACKPOT 2 MAX

MAX. PLAY	JP2 MAX
8	1000, 2000, 3000, 4000, 5000, 8000, 10000
10	1000, 2000, 3000, 4000, 5000, 8000, 10000
16	2000, 4000, 6000, 8000, 10000, 16000, 20000
24	3000, 6000, 9000, 12000, 15000, 24000, 30000
32	4000, 8000, 12000, 16000, 20000, 32000, 40000
40	5000, 10000, 15000, 20000, 25000, 40000, 50000
48	6000, 12000, 18000, 24000, 30000, 48000, 60000
56	7000, 14000, 21000, 28000, 35000, 56000, 70000
64	8000, 16000, 24000, 32000, 40000, 64000, 80000
72	9000, 18000, 27000, 36000, 45000, 72000, 90000
80	**10000**, 20000, 30000, 40000, 50000, 80000, 100000
120	15000, 30000, 45000, 60000, 75000, 120000, 150000
160	20000, 40000, 60000, 80000, 100000, 160000, 200000
200	25000, 50000, 75000, 100000, 125000, 200000, 250000
240	30000, 60000, 90000, 120000, 150000, 240000, 300000

GAME SUMMARY

Enter the "Bookkeeping" page. Select "Game Summary" then press START button to enter the "Game Summary" page.

- Press TAKE button to exit the "Game Summary" page.

	ITEM	DEFINITION
1	TOTAL KEY IN	The amount of key in.
2	TOTAL COIN IN	The amount of coin in.
3	TOTAL BILL IN	The amount of accepted banknote.
4	TOTAL CANCELLED CREDIT	The amount of cancelled credit.
5	TOTAL PAY OUT	The amount of cash out.
6	TOTAL TICKET OUT	The amount of ticket out.
7	CANCELLED CREDIT REMINDER	The amount of credit that is insufficient for cancelled.
8	CREDIT	The score on "Credit".
9	POINT	The score of "Paid".
10	TOTAL PROFIT	Subtract "Total Out" from "Total In" is the profit.
11	COIN COLLECTION	The amount of coin in.
12	COIN WITHDRAWAL	The amount of coin down.

BILL IN RECORD

Enter the "Bookkeeping" page. Select "Bill in Record" then press START button to enter the "Bill In Record" page.


```
                    BILL  IN  RECORD

PREVIOUS                  CURRENT
$1          : 0           $1          : 0
$5          : 0           $5          : 0
$10         : 0           $10         : 0
$20         : 0           $20         : 0
$50         : 0           $50         : 0
$100        : 0           $100        : 0
NOTE  ACCEPTED: 0         NOTE  ACCEPTED: 0
NOTE  REJECTED: 0         NOTE  REJECTED: 0
TOTAL  IN  BA  : $0       TOTAL  IN  BA  : $0

             [ SHIFT:START+AUTO  PLAY ]
                   [ EXIT:TAKE ]
```

- Press START and AUTO PLAY button to shift. After execute this function, the "Confirm Shift Bill In Record" page will show to reconfirm once again.
- Press TAKE button to exit the "Bill In Record" page.

	ITEM	DEFINITION
1	$ 1	The amount of accepted 1 USD.
2	$ 5	The amount of accepted 5 USD.
3	$ 10	The amount of accepted 10 USD.
4	$ 20	The amount of accepted 20 USD.
5	$ 50	The amount of accepted 50 USD.
6	$ 100	The amount of accepted 100 USD.
7	NOTE ACCEPTED	The amount of accepted banknote.
8	NOTE REJECTED	The amount of rejected banknote.
9	TOTAL IN BA	The amount of money in Bill Acceptor.

TABLE 2, JACKPOT 2 BASE

JP MIN. PLAY	JP2 BASE
8	300, 500, 1000, 2000, 3000, 4000, 5000
10	300, 500, 1000, 2000, 3000, 4000, 5000
16	600, 1000, 2000, 4000, 6000, 8000, 10000
24	900, 1500, 3000, 6000, 9000, 12000, 15000
32	1200, 2000, 4000, 8000, 12000, 16000, 20000
40	**1500**, 2500, 5000, 10000, 15000, 20000, 25000
48	1800, 3000, 6000, 12000, 18000, 24000, 30000
56	2100, 3500, 7000, 14000, 21000, 28000, 35000
64	2400, 4000, 8000, 16000, 24000, 32000, 40000
72	2700, 4500, 9000, 18000, 27000, 36000, 45000
80	3000, 5000, 10000, 20000, 30000, 40000, 50000
120	4500, 7500, 15000, 30000, 45000, 60000, 75000
160	6000, 10000, 20000, 40000, 60000, 80000, 100000
200	7500, 12500, 25000, 50000, 75000, 100000, 125000
240	9000, 15000, 30000, 60000, 90000, 120000, 150000

1. Bill Acceptor（**Data Setting 4th Option**）

Enter the "Data Setting" page. Select "Bill Acceptor" then press START button to enter the "Setup Bill Acceptor" page.


- Press DOUBLE or PLAY to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Setup Bill Acceptor" page.

	OPTION	DEFINITION
1	BA SIGNAL	The signal of bill acceptor.
2	BILL IN AS	Each bill in count as which meter.
3	＄1	Accept this kind of note or not.
4	＄5	Accept this kind of note or not.
5	＄10	Accept this kind of note or not.
6	＄20	Accept this kind of note or not.
7	＄50	Accept this kind of note or not.
8	＄100	Accept this kind of note or not.

Change the BA signal will clear the "Bill In Record".

Enter the "Bookkeeping" page. Select "Audit Mode" then press START button to enter the "Audit Mode" page.
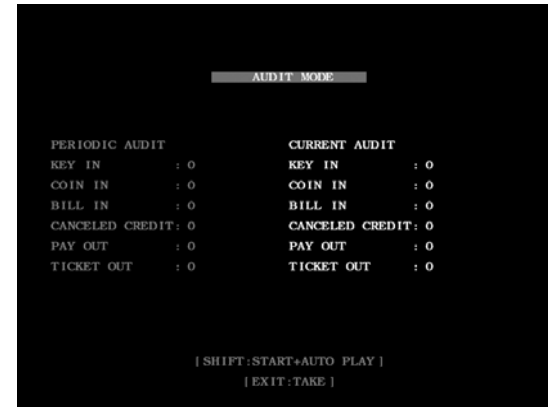
- Press START and AUTO PLAY button to shift. After execute this function, the "Confirm Shift Audit" page will show to reconfirm once again.
- Press TAKE button to exit the "Audit Mode" page.

	ITEM	DEFINITION
1	KEY IN	The amount of key in.
2	COIN IN	The amount of coin in.
3	BILL IN	The amount of accepted bill.
4	CANCELLED CREDIT	The amount of cancelled credit.
5	PAY OUT	The amount of cash out
6	TICKET OUT	The amount of ticket out.

BOOKKEEPING

Turn on ACCOUNT switch to enter the "Setup Menu" page. Select "Bookkeeping" then press START button to enter the "Bookkeeping" page.

```
                BOOKKEEPING
        AUDIT  MODE
        BILL  IN  RECORD
        GAME  SUMMARY
        BASE  GAME  STATISTICS
        BONUS  GAME  STATISTICS
        SUB-GAME  STATISTICS
        COMBINATION  STATISTICS  1
        COMBINATION  STATISTICS  2
        COMBINATION  STATISTICS  3
        DOUBLE  UP
        JACKPOTS

   [ UP:DOUBLE ]  [ DOWN:PLAY ]  [ ENTRY:START ]  [ EXIT:TAKE ]
```

- Press DOUBLE or PLAY button to select the option.
- Press START button to enter the selected page.
- Press TAKE button to exit the "Bookkeeping" page.

	OPTION	VALUE
1	BA SIGNAL	USE RS232
2	BILL IN AS	COININ, KEY IN
3	$1	ACCEPT, REJECT
4	$5	ACCEPT, REJECT
5	$10	ACCEPT, REJECT
6	$20	ACCEPT, REJECT
7	$50	ACCEPT, REJECT
8	$100	ACCEPT, REJECT

2. Password（**Data Setting 15th Option**）

Enter the "Data Setting" page. Select "Password" then press START button to enter the "Setup Password" page.

- Press DOUBLE or PLAY button to select the option.
- Press START button to change the value.
- Press TAKE button to exit the "Setup Password" page.

Table	1	2	3	4	5	6	7
Password	743910	581237	942658	621071	025376	291165	139766

After setup password, it will enter the "Input Password" page before entering the "Data Setting" page next time.

- Press DOUBLE button to select the unit.
- Press PLAY button to change the value.
- Press START button to input the password.
- Press TAKE button to exit the "Input Password" page.

Only one unit of password will be shown while input. After change the value, the former unit will show as ＊.