

GOLF CIRCUS

(SUBSINO CASINO GAME - HIGH RESOLUTION SERIES)

IT'S FRESH, IT'S BEST, IT'S REAL.

Treat yourself to one of the best-known sports in crowd-pleasing entertainment, with the Golf Circus game.

AN AIM WITH ALL TYPES OF PLAYERS!



GAME PLAY

HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [1 line] or [3 lines] or [5 lines] or [7 lines] or [9 lines] to choose the lines you would like to play.
- Press [Bet] to bet one credits each select line. Or, press [Max Bet] for max bet.
- Then press [Start] button to spin the reels. Press [Stop1], [Stop2], [Stop3], [Stop4] or [Stop5] to stop the reel or [Start] button again to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- Press [Help] to check the result of last game.



GAME FEATURES

- **CADDIE SYMBOL:** CADDIE is wild as joker to replace any symbols.
- **GOLF FEVER:** Three or more Caddie picture scatter symbols anywhere on the reels chip shot your rewards.

Press STOP1 to STOP5 to make a hole in one for the winning. And, play next game with more rewards when special symbol in hole.



- **CORNER BONUS:** When Four Corners of 15 reels located Shoes symbols stops together, it's time for 4 times of free-spin fun. All of Shoes symbols should be hold auto for good combination in case.

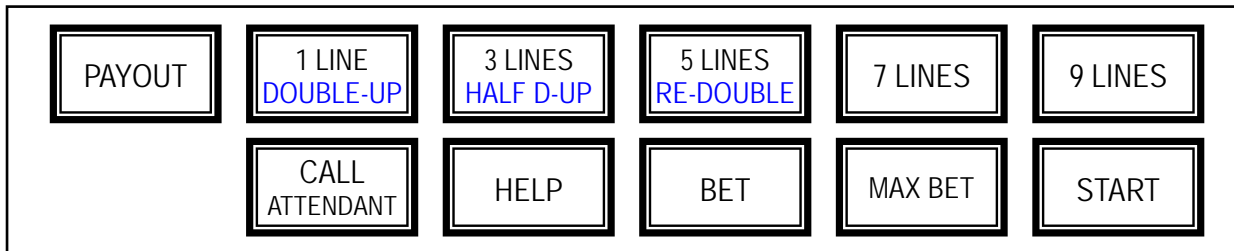


INSTALLATION

● MONITOR

- 1) Make sure the monitor has 31K mode or computer monitor.
- 2) 31K Monitor: Don't connect "Red, Green, Blue, Sync" and using VGA connector.
- 3) Connect monitor connector to the monitor socket of Golf Circus main PCB (P1).

● CONTROL PANEL



Establish above buttons on the panel. Refer the page of Connector Diagram.

▶ 1 LINE/ STOP1/ DOUBLE, 3 LINES/ STOP2/ HALF DOUBLE, 5 LINES/ STOP3/ RE-DOUBLE, 7 LINES/ STOP4, 9 LINES/ STOP5

- 1) Choice the lines (1 Line, 3 Lines, 5 Lines, 7 Lines or 9 Lines) for playing.
- 2) Stop the reel by Stop1, Stop2, Stop3, Stop4 and Stop5.
- 3) Choice D-Up Mode (Double, Half Double or Re-Double) and Play.

▶ START/ ALL STOP/ TAKE SCORE

- 1) Begin the game and again to stop all reels.
- 2) Take winning score after won.

▶ BET: To bet one credit for each select line.

▶ MAX BET: To wager max value of bet and start the game.

▶ HELP: Check last game and game features before the player bets.

● MAIN PCB

- 1) Make sure you have powered-off game.
- 2) Mount the Golf Circus PCB on the cabinet.
- 3) Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of Golf Circus main PCB.

● POWER ON AND CHECK

- 1) After you do all of above, please power on the game. Check +5V DC on main PCB side. The voltage between +4.95 to 5.05V DC is good.
- 2) Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode".
- 3) Refer Page 3 to 5 of "Test/ Setup Mode" to set each setting.
- 4) Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment ... etc.)
- 5) Please refer to page 8 of "Troubleshooting" or "Error" if you have any problems or malfunctions.

TEST AND SETUP

If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode.

Power ON and Press [Test/ Setup] key will go to the mode, as right.

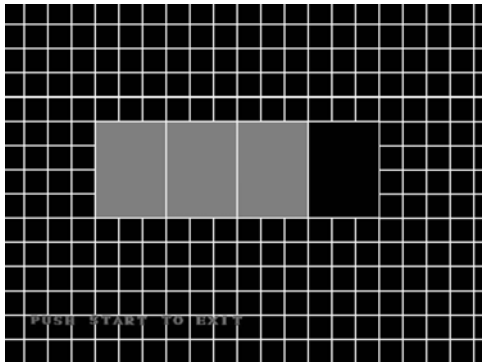
- Moving the bar by pressing [1 Line] button. After choosing one of the contents with the bar, press the [9 Lines] to enter.
- Press [Start] to exit and back to game mode of main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

SYSTEM TEST/ SETUP

SCREEN TEST
 SWITCH AND BUTTONS TEST
 LAMP TEST
 SOUND TEST
 GAME SETUP

1) SCREEN TEST

- Use this screen to check the color of monitor and the size of pictures.
- The color bands in the center should be Red, Green, Blue and White from left to right.
- The Cross Hatch test pattern has a white grid on a black background. The check as follows:
 - ▶ The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
 - ▶ "Out" line of grid line is same size as "Out" line of game screen, which should able to be seen without overflow of grid lines on screen.
- If the screen does not match above description, adjust the monitor as described in the monitor's manual.
- Press the [Start] button to back main menu.



2) BUTTONS AND SWITCH TEST

Use this screen to check the buttons and the switch in this game.

- To check the functioning of each button and switch, activate it and watch the corresponding "OFF" letters change to "ON". If the "ON" and "OFF" letters don't appear correctly, check the hardness connections and switches.
- Press the [Start] button to back main menu.

BUTTON/SWITCH TEST

(4A)	1 LINE	OFF	
(5A)	3 LINES	OFF	
(6A)	5 LINES	OFF	
(7A)	7 LINES	OFF	
(9A)	9 LINES	OFF	
(10A)	BET	OFF	
(11A)	MAX. BET	OFF	
.....			
(21A)	PAYOUT	OFF	
(21B)	KEYOUT	OFF	
.....			

ON SW

1	2	3	4	5	6	7	8

3) LAMP TEST

Use this screen to check the lamp of buttons in this game.

- To check the functioning of each lamp of button, press [1 Line] and watch the corresponding button change to lamp ON. Press again for next lamp of button. If the lamp doesn't light ON, check the hardness connections and lamps.
- BILL GND and COIN GND are to test the action, no lamp.
- Press the [Start] button to exit.

LAMP TEST	
(29A)	--- 1 LINE
(30A)	--- 3 LINES
(31A)	--- 5 LINES
(32A)	--- 7 LINES
(33A)	--- 9 LINES
(34A)	--- BILL GND
(29B)	--- BET
(30B)	--- MAX. BET
(31B)	--- START
(32B)	--- HELP
(34B)	--- COIN GND

4) SOUND TEST

Use this screen to check all game sounds.

- Choice a sound by pressing the [1 Line] button (forward) or [9 Lines] button (back), and the machine will make a sound.
- Press the [Start] button to back main menu.

SOUND TEST	
SOUND CODE = 0	
PUSH 1 LINE TO FORWARD	
PUSH 9 LINES TO BACK	
PUSH START TO EXIT	

5) GAME SETUP

The password is necessary before enter the screen of Game Setup. The default value is 111111 (six 1) and enable to change in same password screen.

- 1 Lines button for 1
- 3 Lines button for 2
- 5 Lines button for 3
- 7 Lines button for 4
- 9 Lines button for 5

When the password input with correct, "OK!" is shown on the screen. To change new password, press [Max Bet] button and input new password as you want.

After correct password is inputted, press [Start] button and the screen of Game Setup are showed. Use these screens to manually adjust the game setting.

- Moving the bar by pressing [1 Line] button.
- After choosing one of the contents with the bar, select the setting style by pressing the [9 Lines].
- Press the [Start] button to back main menu. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

GAME SETUP	
COIN	5
KEYIN	5
PAYOUT	5
KEYOUT	5
MAX. BET	270
DEMO MUSIC	ENABLE
DEMO SHOW	ENABLE
GAME LIMIT	60000
PAYOUT RATE	75
PAY LIMIT	300
PRIZE LIMIT	FREE
.....	

Contents	Setting Selection (Underlined in setting selection are default settings)
COIN	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
KEYIN	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
PAYOUT	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
KEYOUT	1, 2, <u>5</u> , 10, 20, 25, 50, 75, 100, 200, 300
MAX. BET	45, 90, 180, <u>270</u>
DEMO MUSIC	<u>ENABLE</u> , DISABLE
DEMO SHOW	<u>ENABLE</u> , DISABLE
GAME LIMIT	5000, 10000, 20000, 30000, 40000, <u>60000</u> , 80000, 100000
PAYOUT RATE	60, 65, 70, <u>75</u> , 80, 85, 90
PAY LIMIT	200, <u>300</u> , 400, FREE
PRIZE LIMIT	X500, X1000, <u>FREE</u>
KEYOUT OVER	<u>ZERO</u> , REST
BILL TYPE	<u>N.C.</u> , N.O.
DOUBLE FUNC.	<u>ENABLE</u> , DISABLE
DOUBLE LEVEL	<u>0 (EASY)</u> , 1, 2, 3, 4, 5, 6, 7(HARD)
DOUBLE LIMIT	5000, 10000, 20000, <u>30000</u> , 40000, 50000
WIN RATE WAVE	BIG, <u>MIDDLE</u> , SMALL
RE-DOUBLE	<u>ENABLE</u> , DISABLE
HALF-DOUBLE	<u>ENABLE</u> , DISABLE

- Coin: Adjust how many credits per insert coin.
- Keyin: Adjust how many credits per Keyin.
- Payout: Adjust how many credits per pay coin.
- Keyout: Adjust how many credits per pay Step when Keyout.
- Max. Bet: Adjust how many max bets player can bet at one play.
- Demo Music: To enable or disable demo music.
- Demo Show: To enable or disable demo function.
- Game Limit: Adjust how many credits game can hold.
- Payout Rate: Adjust total payout % of game.

The Payout Rate is calculated and defines as follows:

$$\text{Payout Rate} = \text{Coin Out} / \text{Coin In}$$

Since this is quite different from some games, which usually defined the win rate as “Total score won” divided by “Total score played” (Usually call Main Game Rate). You shouldn't set the win rate at the same value used in the games. In our experience, the ideal Win Rate is 70-80%.

Please don't RESET except necessary. Generally, to stabilize the rates, the game should operate a period (more long, more steady) for the balance. To zero by RESET, the value would recount from starting point.

- Pay Limit: Adjust max coins are paid, which to avoid the hopper empty.
- Prize Limit: To limit max prize is won.
- Keyout Over: Adjust Keyout should take to 0 (zero) or under one Keyout value (rest).
- Bill Type: For Bill Acceptor. N.C. - Normal close (low), N.O. – Normal Open (Hi).
- Double Func.: Play D-Up game when Main Game won. The play score in D-Up is winning score in main game.
- Double Level: The difficulty as the rate in D-Up game.
- Win Rate Wave: The assignment of Rate. Big wave has more big prizes and focus more win or lose. Small wave has more small prizes and rate with more steady.

- Re-Double: The play score in Double Up is twice winning score in main game.
- Half Double: The play score in Double Up is a half of winning score in main game.
- There is only one function set on Dip Switch of board for

DIP SWITCH		1	2	3	4	5	6	7	8
DOOR OPEN	N.O. N.C.		OFF ON						

BOOK

Press [Book] button to enter Book screens. Press [9 Lines] to enter next page and [1 Line] for previous page. Press [Start] button to back normal game.

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
NET	30635
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006
OUT 2.00	

** FIRST PAGE **

The page shows the records from last "check out" till now.

Total Times: Total played times.

Total Played: Total played score.

Total Won: Total won score.

"Check Out": To clear this page. Refer Reset function for how to clear.

OUT2.00 – Version number.

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397
NET		30636
	PLAYED	WON
TOTAL	215641	185006
DOUBLE	4236	3988
	PLAY TIMES	WIN TIMES
TOTAL	8927	4326
DOUBLE	84	34
	TIMES	SCORE
GOLF FEVER	59	35616
CORNER BONUS	32	16619
POWER TIMES		10

** SECOND PAGE **

The Score column of top form shows the score of Coin, Payout, Keyin and Keyout.

The Counter column is for "System Counters". It doesn't able to clear by anyway and affected by Reset function, which to compare relatively with machine's counter for check out each time.

Total Played & Total Won

Total Played scores and Won scores.

Double Played & Double Won

Played scores and Won scores in D-Up Game.

Total Play Times & Total Win Times

Total Played times & Win times.

Double Play Times & Double Win Times

Played times & Win times in Double Up.

Power Times: The times of Power ON.

Please refer directly the third & fourth page for winning times of each prize.

RESET (Clear)

● CLEAR ALL

Turn off the power. Turn on [Book] and [Setup] key simultaneously, then turn on the power. (If [Book] or [Setup] make by the buttons, you should press without release.)

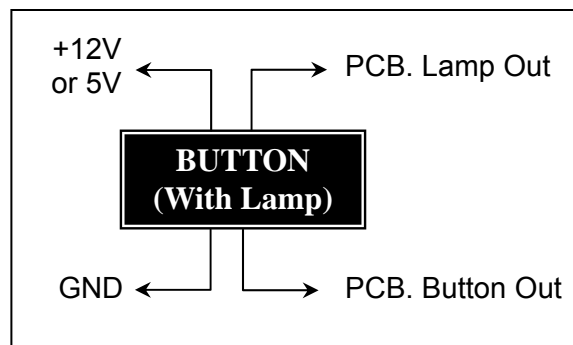
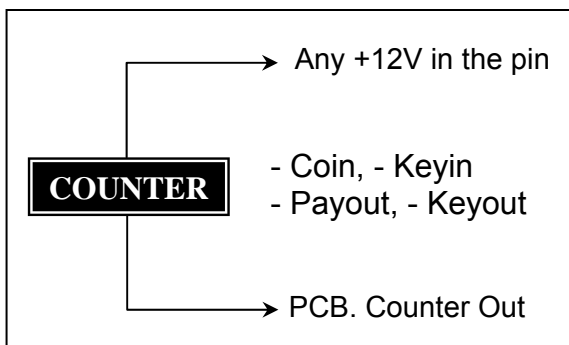
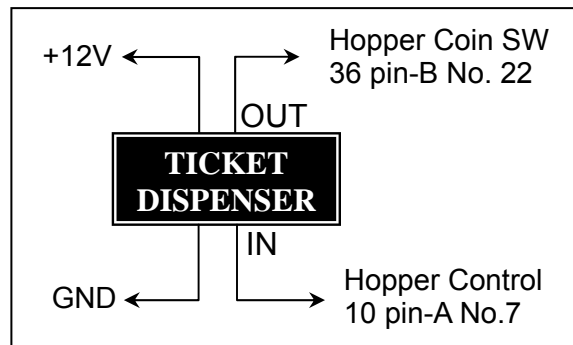
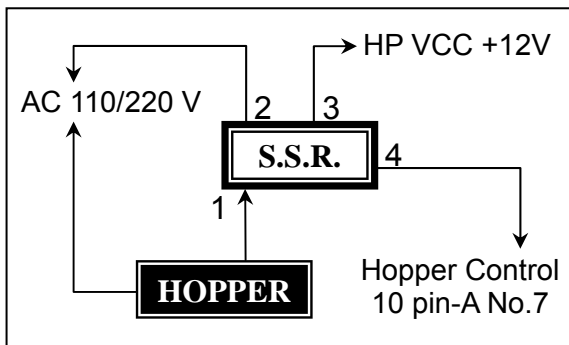
The screen will show "System Reset", which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.)

- ▶ RESET button on the board is unavailable in current version.
- ▶ You should do RESET if you change the Master Rom (Rom_1).
- ▶ Don't forget to do RESET after changed the Win Rate.

● CLEAR CURRENT RECORD ONLY (CHECK OUT)

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Current Record. Press [3 Lines] and [5 Lines] button simultaneously to clear the data of this page. The total records (second page) for from initial operation remain unchanged by this function.

MACHINE PAYOUT



ICT BILL ACCEPTOR - CONNECTOR – CN#1

- PIN#1(Red) - To PCB +12V
- PIN#2(Orange) - To PCB GND
- PIN#3(Yellow) - To PCB +12V
- PIN#4(Green) - To PCB BILL GND (36 Pin Side A, #34)
- PIN#5(Blue) - To PCB BILL (36 Pin Side A, #15)
- PIN#6(Purple) - Unused

ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	The system may a little confusion instantly. Please do Reset function.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again. For general error (without jam), press directly "Reset Error" button.
Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again. For general error (without jam), press directly "Reset Error" button.
Hopper Empty	Hopper without Coins/Tokens. Please power OFF and insert Coins/Tokens then power ON again.

TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	<ul style="list-style-type: none"> ● Check the wire of "Speaker(-)" on the cabinet side. "The "Speaker(-)" line needs to be wired separately to common GND line. ● Check "Volume control" on board whether close or not.
The counter doesn't work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	<ul style="list-style-type: none"> ● Check Coin and Keyin wire. Keyin SW port may wired to Coin SW or Bill Acceptor and so on. Please re-wire to correct port. ● Check Game Setup.
Test/ Setup unavailable	Check connection of GND wire between "Test/ Setup" line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor's manual.

CONNECTOR DIAGRAM

Golf Circus (Standard)

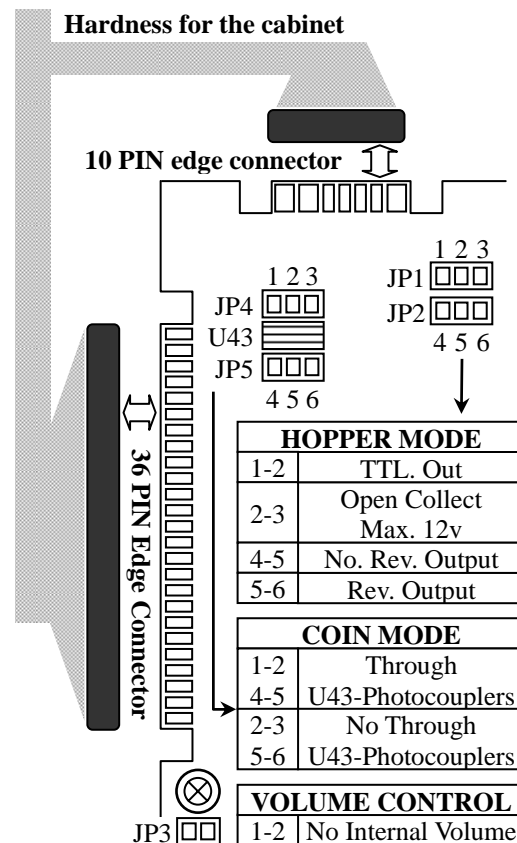
COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
Speaker	3	Speaker GND
1 Line/ Double	4	
3 Lines/ Half D-Up	5	
5 Lines/ Re-Double	6	
7 Lines	7	
	8	
9 Lines	9	
Bet	10	
Max. Bet	11	
Attendant	12	
Start	13	
Help	14	
Bill	15	
Reset Error	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper SW ⁽¹⁾
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter	28	
1 line Lamp	29	Bet Lamp
3 lines Lamp	30	Max Bet Lamp
5 lines Lamp	31	Start Lamp
7 lines Lamp	32	Help Lamp
9 lines Lamp	33	Payout Lamp
Bill GND	34	Coin GND
	35	
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
⁽²⁾ Hopper Control	7	HP VCC ⁽³⁾
	8	
GND	9	GND
GND	10	GND

(1) HP Coin SW: Out signal for Hopper

(2) HP Control: In signal for Hopper

(3) HP VCC - (DC+12V)



► Reset Error button: To correct instantly “Coin Error”, “Coin Jam” and “Hopper Jam” etc.