

# ROYAL QUEEN BEE

Look out! Queen Bee is the most popular 8-lines games ever in arcade. Now, you can enjoy the renowned game, 15 Reels – 9 lines, at your favorite casino. Royal Queen Bee Video Slots is clawing its way to a casino near you!



## HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [Select Lines] to choose the lines to play.
- Press [Play] to bet one credit on each line selected.
- 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 game will take scores automatically.
- Press [Help] to check the result of last game and the odds tables.



## GAME FEATURES

- **BEEHIVE SYMBOL:** The Beehive symbol is wild and will replace any symbols.
- **FREE PLAY:** Land 3 or more Queen Bee symbols anywhere on the reels and receive free spins.

3 Queen Bee symbol – Free play 3 times

4 Queen Bee symbol – Free play 5 times

5 Queen Bee symbol – Free play 7 times

- **CORNER FEVER:** Land Ant symbols in all four corners and receive 4 free spins. All Ant symbols will be held giving a chance for “All Ants”

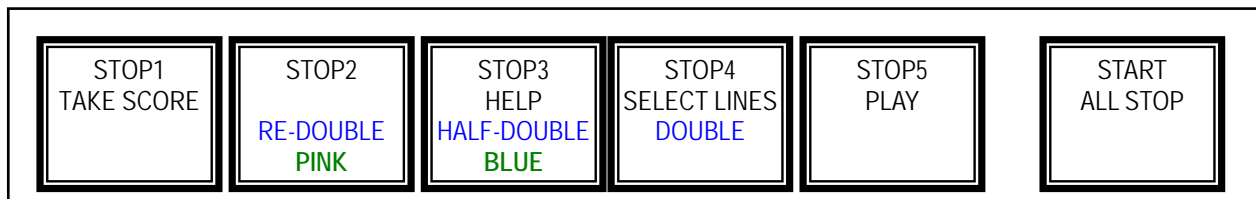


# INSTALLATION

## ● 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 Royal Queen Bee main PCB (P1).

## ● CONTROL PANEL



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

- ▶ **SELECT LINES**  
Select how many lines to play. (1 thru 9)
- ▶ **STOP1, STOP 2, STOP 3, STOP 4, STOP 5**  
Stop the reel by Stop1, Stop2, Stop3, Stop4 and Stop5.
- ▶ **DOUBLE, RE-DOUBLE, HALF DOUBLE, PINK, BLUE**  
Select D-Up Mode (by Double, Half Double or Re-Double) and Play (by Pink or Blue)
- ▶ **START/ALL STOP**: Start the game and stops all the reels at once.  
\*\* Auto Play: Press Start button without release for over 3 seconds to trigger auto play function. Press again to disable the function.
- ▶ **PLAY**: To bet one credit on each of the selected lines.
- ▶ **TAKE SCORE**: Take winning score into CREDIT after win.
- ▶ **HELP**: Check last game, bonus features, and odds tables.

## ● MAIN PCB

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

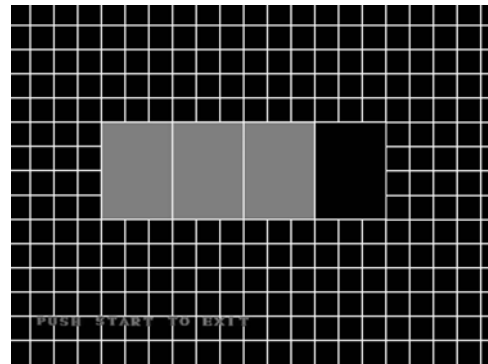
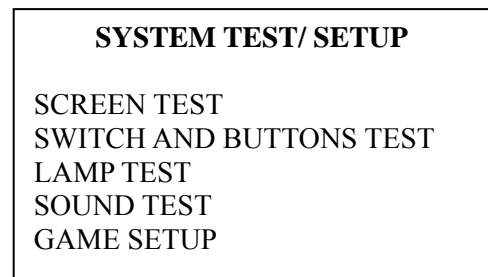
If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode.

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

- Move the bar by pressing [Take Score] button. After choosing one of the contents with the bar, press the [Play] to enter.
- Press [Start] to exit and back to game mode of main screen.

### 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 Black 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.
  - ▶ The border line of the grid is same size as “Out” line of game screen, which should able to be seen without overflow of grid lines off the 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 harness connections and switches.
- Press the [Start] button to back main menu.

### 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 [Take Score] and watch the corresponding button lamp turn ON. Press again for next lamp of button. If the lamp doesn't light ON, check the harness connections and lamps.

- Press the [Start] button to exit.

#### 4) SOUND TEST

Use this screen to check all game sounds.

- Select a sound by pressing [Take Score] button (forward) or [Play] button (back), and the machine will make a sound.
- Press the [Start] button to back main menu.

#### 5) GAME SETUP

Use these two screens to adjust the game setting.

- Moving the bar by pressing [Take Score] button.
- After choosing one of the contents with the bar, select the setting style by pressing the [Play].
- Go to the next page by pressing [Double] button.

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.

LAMP TEST

(23B) --- ATTENDANT  
 (29A) --- START  
 (30A) --- HALF DOUBLE  
 (31A) --- PLAY  
 (32A) --- TAKE SCORE  
 (33A) --- DOUBLE  
 (34A) --- RE DOUBLE

(34B) --- COIN GND

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SOUND TEST

SOUND CODE = 0

PUSH STOP1 TO FORWARD  
 PUSH STOP5 TO BACK  
 PUSH START TO EXIT

GAME SETUP

COIN .....5  
 KEYIN .....5  
 PAYOUT .....5  
 KEYOUT .....5  
 TICKET .....5  
 MAX. BET .....270  
 DEMO MUSIC .....ENABLE  
 DEMO SHOW .....ENABLE  
 GAME LIMIT .....60000  
 PAYOUT RATE .....75

#### FIRST PAGE

Contents	Setting Selection (Underlined in setting selection are default settings)
COIN	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYIN	1, 2, 5, 10, 15, 20, 25, 50, 75, <u>100</u> , 125, 200, 250, 500
PAYOUT	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYOUT	1, 2, 5, 10, 15, 20, 25, 50, 75, <u>100</u> , 125, 200, 250, 500
TICKET	1, 2, 5, 10, 15, 20, 25, 50, 75, <u>100</u> , 125, 200, 250, 500
MAX. PLAY	<u>45</u> , 90, 180, 270
DEMO MUSIC	<u>ENABLE</u> , DISABLE
DEMO SHOW	<u>ENABLE</u> , DISABLE
GAME LIMIT	5000, 10000, 20000, 30000, <u>40000</u> , 60000
WIN RATE	55, 60, 65, 70, 75, <u>80</u> , 85, 90
DOUBLE FUNC.	<u>ENABLE</u> , DISABLE
RE-DOUBLE	<u>ENABLE</u> , DISABLE
HALF-DOUBLE	<u>ENABLE</u> , DISABLE
DOUBLE LEVEL	92, 93, 94, 95, 96, <u>97</u> , 98, 99
DOUBLE LIMIT	2000, 3000, 5000, <u>10000</u> , 20000, 30000
MAX. PAY TOKEN	200, 300, 500, 1000, <u>FREE</u>
MAX. PRIZE	ENABLE, <u>DISABLE</u>
WIN RATE WAVE	BIG, MEDIUM, <u>SMALL</u>

**SECOND PAGE**

Contents	Setting Selection (Underlined in setting selection are default settings)
SCORE FUNC.	ENABLE, <u>DISABLE</u>
PLAY SCORE	ENABLE, <u>DISABLE</u>
HAND COUNT	ENABLE, <u>DISABLE</u>
CONTINUOUS SPIN	ENABLE, <u>DISABLE</u>
TICKET OUT MODE	<u>NO LIMIT</u> , MAX.1TK, MAX.2TK, MAX.3TK, MAX.4TK, MAX.5TK
X10 VIA SCORE	ENABLE, <u>DISABLE</u>
TICKET CONTROL	<u>DIRECT</u> , INTERFACE
HELP BUTTON	<u>ENABLE</u> , DISABLE
SHOW GAME LIMIT	<u>ENABLE</u> , DISABLE
AUTO PLAY	ENABLE, <u>DISABLE</u>

- Coin: Amount of credits per insert Coin In.
- Keyin: Amount credits per Keyin.
- Keyout: Amount of credits per Keyout.
- Ticket: Amount of credits per Ticket
- Max. Bet: Maximum bet per game.
- 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.
- Win Rate: Adjust total payout % of game.

The Win Rate is calculated and defines as follows:

Payout Rate = Total Out divided by Total In

**\*Please reset the board after changing the Win Rate\***

- Double Func.: Play D-Up game when Main Game won. The play amount in D-Up is the winning score from the main game.
- Re-Double: The play amount in Re-Double is twice winning the score from the main game.
- Half Double: The play amount in Half Double is a half of the winning score from the main game.
- Double Level: The rate of D-Up game. It defined as “Total score won” divided by “Total score played”.
- Double Limit: Adjust how many credits can hold in Double Up.
- Max. Pay Token: Adjust max tokens are paid, which to avoid the hopper empty.
- Max. Prize: To limit max prize is won.
- 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.
- There is only one function set on Dip Switch of board for DOOR OPEN – (OFF: N.O.);(ON: N.C.)

# BOOK

There are four total pages for Book Records. Press [Book] button to enter Book screens. Press [Play] to enter the next page and [Take Score] for the previous page. Press [Start] button to back the game.

## FIRST PAGE

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
NET	30635
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006
Alpha 206	

**\*\* FIRST PAGE \*\***

The page shows the current record.

Total Times: Total played times.

Total Played: Total played score.

Total Won: Total won score.

To clear Current Records push the [Pink] and [Blue] button at the same time.

Alpha 2.06 – Version number.

## SECOND PAGE

	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
PERAL BONUS	59	35616
CORNER FEVER	32	16619
POWER TIMES		1

**\*\* SECOND PAGE \*\***

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

The Counter column is for permanent records. It doesn't clear by the Master Reset function.

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 number of times the game has been powered on.

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

# RESET

## ● CLEAR ALL

Turn off the power. Press and hold the [Book] and [Setup] key simultaneously while turning on the power.

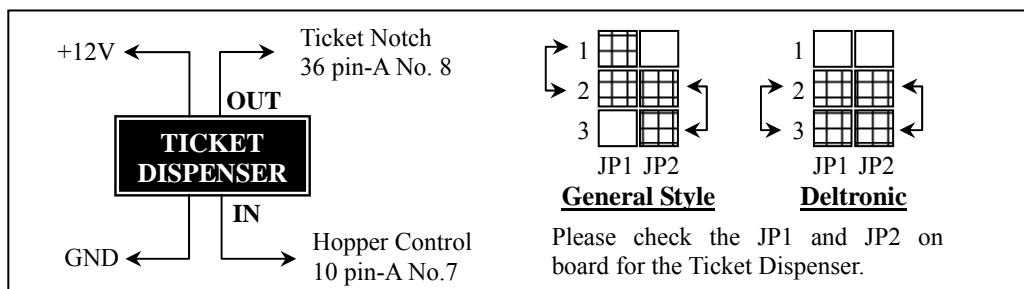
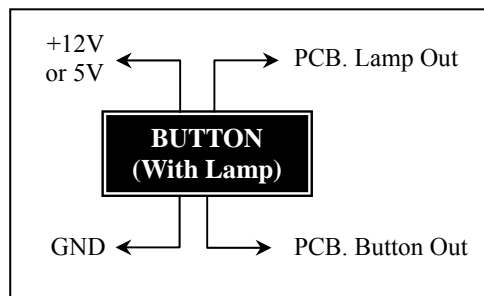
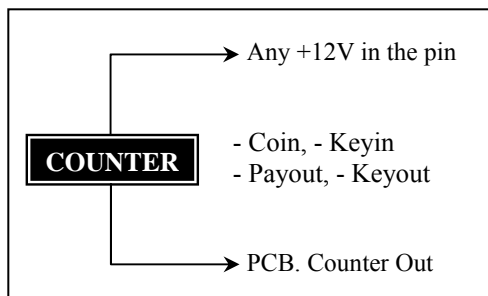
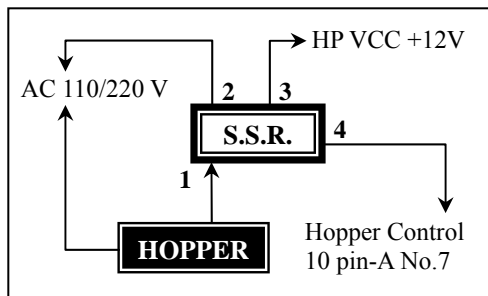
The screen will show "System Reset", which means all of Book data has been cleared. ("System Counters" in the second page of Book remains unchanged)

- ▶ You should RESET if you change the Master Rom (Rom\_1).
- ▶ Don't forget to RESET after changing the Win Rate.

## ● CLEAR CURRENT RECORD ONLY (CHECK OUT)

Push the [Book] button to enter first page of Book for Current Record. Press the [Pink] and [Blue] button simultaneously to clear the data of this page. The total records (second page) remain unchanged by this action.

# MACHINE PAYOUT



## ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	Please perform the Reset function.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again.
Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again.
Ticket Empty	Power off then on to clear the error. Refill tickets and press ticket button to resume dispensing tickets.

## TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch and wiring.
No sound	<ul style="list-style-type: none"> <li>● Check the wire of “Speaker GND” on the cabinet side. “The “Speaker GND” line needs to be wired separately to a common Ground line.</li> <li>● Check the “Volume control” on the game board.</li> </ul>
The counter doesn’t work	Check the +12V DC (or +5V DC) line of the counter 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 if the lamp is blown.
Coin or Keyin with wrong value	<ul style="list-style-type: none"> <li>● 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.</li> <li>● Check Game Setup.</li> </ul>
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

## Royal Queen Bee (USA)

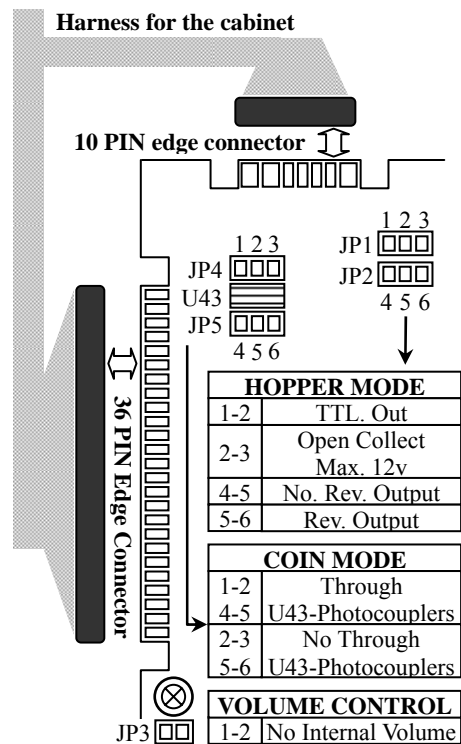
COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
Speaker	3	Speaker GND
	4	
	5	
	6	
Ticket Out button	7	
Ticket SW	8	
Start	9	
Help/ Half Double/ Stop3	10	
Play/ Stop5	11	
Take Score/ Stop1	12	
Select Line/ Double/ Stop4	13	
Attendant	14	
Reset Error	15	
Re-Double/ Stop2	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper SW <sup>(1)</sup>
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout/ Ticket Counter	28	
Start Lamp	29	
Half Double/ Stop3 Lamp	30	
Play/ Stop5 Lamp	31	Game Count Out
Take Score/ Stop1 Lamp	32	
Double/ Stop4 Lamp	33	
Re-Double/ Stop2 Lamp	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	
<sup>(2)</sup> Hopper Control	7	HP VCC <sup>(3)</sup>
	8	
GND	9	GND
GND	10	GND

<sup>(1)</sup> HP Coin SW: Out signal for Hopper

<sup>(2)</sup> HP Control: In signal for Hopper

<sup>(3)</sup> HP VCC - (DC+12V)



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