

TREASURE BONUS (Treasure Island – Part III)

INTRODUCTION

(Version 1.61)

BONUS (JACKPOT)

	7	
7	7	7
	7	

You may suddenly win a big score when two winning lines of “three sevens” crisscross in the center. The bonus value is random based on a bet value. The more you bet, the bigger the bonus value.

PURSE FEVER

This bonus appears when you have three purses of the same color on a line. In Purse Fever, the background color will change from white to light blue and only purses appear on the reels.

BELL FEVER

You win Bell Fever after you gather three “S Bells” on a winning line 5 times. In Bell Fever, the background color will change from white to light pink. On average, you receive one times the bet for each bell that appears.

KEY FEVER

If three keys appear on the bet line, you may instantly win up to 50 times the line bet value. In this fever, a reel turns to select a step number. Then a yellow box moves along the outside of the screen to determine a multiplier. This reeling continues until the yellow box stops on “EXIT”

DOUBLE-UP (SHOWGIRLS)

In Double-Up, four showgirls dance while you try to guess the color of their undies (Red or Black.) Double up with a standard Big/Small double up game is available on the DIP switches.

DIRECT DRIVE TICKET DISPENSER

Direct Drive Ticket Dispenser allows control of ticket value and number of tickets per game without use of an interface board. Use of Auto Dispense mode collects all points won in a separate “SCORE” section until value equals “Clear Ticket Unit.”

OTHER FEATURES

1. 256 Color graphics and many sound clips for maximum player appeal.
2. You can hold 1 or 2 columns after a losing game.
3. Individual column and All Stop functions are provided.
4. The minimum bet for Purse Fever, Bell Fever, Key Fever and HOLD is 8.

NOTE: Regardless of the Payout Rate set by DIP switch 3, the game board will run at approximately 37% for the first 1,500 games. The Main Game Rate will then rise to approximately 86% and the Payout Rate will rise until it stabilizes at the rate set on the DIP switches.

OPERATION GUIDE

A) BOOK

1. Press the BOOK button to show the play record screens (3 pages.)
2. Press the START button to return to game play.

B) RESET (Clear)

a) Clear ALL

1. Power up the board. The RESET function doesn't work when the power is off.
2. Push the blue RESET button (located near the 10 pin connector.)
!! The Win Rate will be cleared by this action.
!! On the first page of BOOK, there are four uncleared counters related to Coin, Payout, KeyIn and KeyOut for collection comparison purposes. These are NOT affected by this function.

b) Clear the data of COIN, PAYOUT, KEYIN and KEYOUT only

1. Press the BOOK key to display the first page of BOOK which includes the data of COIN, PAYOUT, KEYIN and KEYOUT.
2. Press the RESET button on the board to clear the data of IN and OUT for the above.
3. Press the START button to return to game play.
!! The Win Rate will NOT be changed by this action.

C) TEST

1. Press the TEST key one time to display the Payout Rate.
2. Press the START key to return to the main game.
!! Remember to reset the game if you adjust the Payout Rate by DIP switch.
!! The Main Game Rate and Double-Up Rate are dependent upon the Payout Rate setup.

$$\text{Win Rate} = \frac{\text{Total Out} + \text{Credit Remaining}}{\text{Total In}}$$

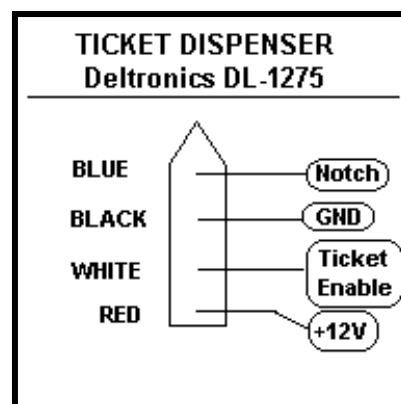
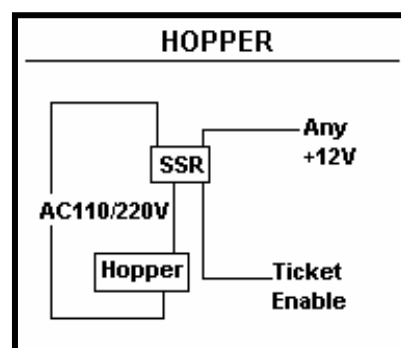
D) OTHER

- 1) Remember to push RESET button if you change Main Game Rate.
- 2) Don't adjust voltage while the board is turned on.
- 3) Please turn off the power before changing the EPROM.

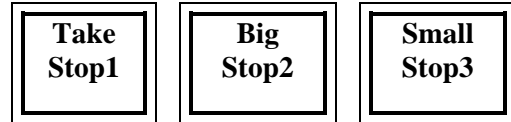
CONNECTOR TREASURE BONUS

COMPONENT SideA	36 PIN	SOLDER Side B
Video RED	1	Video GREEN
Video BLUE	2	Video SYNC.
Speaker (+)	3	Speaker (-)
	4	
	5	
	6	
Ticket OUT Button	7	
Ticket NOTCH	8	
START Button	9	
SMALL Button	10	
BET Button	11	
TAKE Button	12	
DOUBLE Button	13	
	14	
	15	
BIG Button	16	
	17	
Coin IN (Coin A)	18	KeyIN (Coin B)
	19	
BOOK Button	20	Test Button
Pay OUT Button	21	KeyOUT Switch
	22	Hopper Switch
Coin IN Counter	23	
KeyIN Counter	24	
	25	
	26	
PayOUT Counter	27	
Ticket Counter	28	
Start Lamp	29	
Big Lamp	30	Small Lamp
Bet Lamp	31	
Take Lamp	32	
Double Lamp	33	
	34	
	35	
GND	36	GND

COMPONENT Side A	20 Pin	SOLDER Side B
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET ENABLE	7	
	8	
GND	9	GND
GND	10	GND



- Please check Ticket Dispenser manual for wire colors before connecting.
- For Hoppers, Please connect Hopper Pay Button to 36 pin connector, pin 21 Part side.



PANEL A-T (No Hold)

PANEL B-T

DIP SW.1		1	2	3	4	5	6	7	8
1 Coin	1 Credit	OFF	OFF	OFF	COIN A				
1 Coin	5 Credits	ON	OFF	OFF					
1 Coin	10 Credits	OFF	ON	OFF					
1 Coin	20 Credits	ON	ON	OFF					
1 Coin	25 Credits	OFF	OFF	ON					
1 Coin	50 Credits	ON	OFF	ON					
1 Coin	100 Credits	OFF	ON	ON					
1 Coin	500 Credits	ON	ON	ON					
1 Keyin	1 Credit	COIN B			OFF	OFF	OFF		
1 Keyin	5 Credits				ON	OFF	OFF		
1 Keyin	10 Credits				OFF	ON	OFF		
1 Keyin	20 Credits				ON	ON	OFF		
1 Keyin	25 Credits				OFF	OFF	ON		
1 Keyin	50 Credits				ON	OFF	ON		
1 Keyin	100 Credits				OFF	ON	ON		
1 Keyin	500 Credits				ON	ON	ON		
CoinIn Payout								OFF	
KeyIn Payout								ON	
Hold Function	Enabled	Control Panel B-T							OFF
	Disabled	Control Panel A-T							ON

DIP SW. 2		1	2	3	4	5	6	7	8	
Min. Bet	1	ON	OFF							
	8	OFF	OFF							
	16	OFF	ON							
	32	ON	ON							
Max. Bet	16			OFF	ON					
	32			ON	OFF					
	64			OFF	OFF					
	80			ON	ON					
Demo Music	Enable					ON				
	Disable					OFF				
Game Limit	60,000						ON	ON		
	30,000						OFF	ON		
	20,000						OFF	OFF		
	10,000						ON	OFF		
Auto Take Score (No Double Up)	Disable							OFF		
	Enable							ON		

DIP SW. 3		1	2	3	4	5	6	7	8	
Payout Rate	55%	ON	ON	ON						
	60%	OFF	ON	ON						
	65%	ON	OFF	ON						
	70%	OFF	OFF	ON						
	75%	ON	ON	OFF						
	80%	OFF	OFF	OFF						
	85%	OFF	ON	OFF						
	90%	ON	OFF	OFF						
Control Panel	A-T				OFF					
	B-T				ON					
Max Bonus	1,000					OFF	OFF			
	2,000					ON	OFF			
	3,000					OFF	ON			
	5,000					ON	ON			
Gather Rate of Bonus	1%							OFF		
	0.5%							ON		
Reel Speed	Fast							ON		
	Slow							OFF		

DIP SW. 4		1	2	3	4	5	6	7	8	
Difficulty for Double Up	0: Hard	ON	ON	ON						
	1:	OFF	ON	ON						
	2:	ON	OFF	ON						
	3:	OFF	OFF	ON						
	4:	ON	ON	OFF						
	5:	OFF	ON	OFF						
	6:	ON	OFF	OFF						
	7: Easy	OFF	OFF	OFF						
Double Up Limit	5,000				OFF					
	10,000				ON					
Double-Up Show Girl Poker Card					OFF					
					ON					
Clear Ticket Unit	500					ON	ON	ON		
	100					OFF	ON	ON		
	50					ON	OFF	ON		
	25					OFF	OFF	ON		
	20					ON	ON	OFF		
	10					OFF	ON	OFF		
	5					ON	OFF	OFF		
	1					OFF	OFF	OFF		

!! Please reset the board after changing PayOut or Double Up Rate !!