

TREASURE 2000

(Standard version)

INTRODUCTION

1) TWO GRAPHIC PATTERNS

There are two patterns of graphic setting inside with "FRUIT" and "MARINE ANIMAL"(OCEAN pattern) available to choice by SETUP.

2) BONUS

The value of BONUS is random access each play and wins while two of "three CROWN on a line" crisscross at center. Taking the bonus and you will have 4 extra opportunities to win the same value of BONUS. All reels will be hold on and the center reel will spin alone for 4 times. If it spins on "CROWN" one time, then you can get the BONUS score one time. Therefore, you may have a good chance to win 5 times of BONUS in this play.

3) LUCKY FEVER

When "four corners" or "the middle of four sides" of nine reels be the same symbols, the center reel will spin alone again. At this time you have a good chance to win a great score.

4) DIAMOND FEVER

The screen will enter into the second screen for Diamond Fever when three DIAMONDS be the same color (Same color of SHELL, Ocean patterns) on a line.

There are five reels in this screen. One on top, the other is in a line on under. When any of the under symbols is the same as the top one, you will get the score for "Pair Prize". The odds of "Pair Prize" show on the both sides of upper screen. The five reels will spin again and again until the top symbol appears "EXIT" to end the fever.

5) BELL FEVER

The fever is for two of "three bells on a line" crisscross at center or two "three sharks on a line" crisscross at center in OCEAN patterns.

Getting this Fever, the background of nine reels will change to "light blue" color. The reels will spin 4 times. Each "BELL" symbol is worth a Bet score. The more numbers of "BELL" symbols you gain the more bet value you win. For example, the Bet value is 64 and you gain three "BELL" in the first round, then you will win $64 \times 3 = 192$. The 3 "BELL" will be hold automatically and the others will spin again for the 2nd round. If you gain two more "BELL", you will win $64 \times 5 = 320$.

6) DOUBLE UP

You are able to choice "Take Score", "Re-Double", "Half-Double" or "Double Up" after Main Game won.

Double Up : The play score is winning score in main game as general (STANDARD MODE).

Re-Double : The play score is twice winning score in main game. For example: Win 100 and push Re-Double button for 200. The additional 100 should reduce from Credit.

Half Double : The play score is a half of winning score in main game. For example: Win 100 and push Half-Double button for 50 only. The rest 50 should take into Credit.

The function of Re-Double and Half Double are able to disable by SETUP.

7) OTHER

- You can hold 1 or 2 columns after a losing game.
- The Column-Stop & All-Stop functions are provided.
- Odds Table be able to show instantly. (Push D-UP button)
- The Min. Bet for Diamond Fever, Bell Fever and Hold function are 8. The Min. Bet for BONUS should choice from SETUP.

OPERATION GUIDE

1) BOOK

There are totally six pages for Book Records. Press BOOK key to enter Book screens. Press BOOK key again to next page. Press START key to return Main game.

FIRST PAGE

COUNTER	
COIN	000000
PAYOUT	000000
KEYIN	000770
KEYOUT	000397
OUT 100 - (Version Number)	

The counters records are for COIN, PAYOUT, KEYIN and KEYOUT. It is "System Counters" and are not able to clear by anyway, includes RESET. It is to compare relatively with machine's counter for check out each time.

The value is same as the Counter Column of PAGE 3.

SECOND PAGE

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

The page shows the records from last check out for Coin, Payout, Keyin and Keyout etc.

Total Times: Total played times in Main Game

Total-Played: Total played score in Main Game and Double Up.

Total-Won: Total won score in Main Game and Double Up.

THIRD PAGE

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397

	PLAYED	WON
TOTAL	215641	185006
MAIN GAME	215611	211781
DOUBLE GAME	57069	30164

The "Score" column of top form shows the score of Coin, Payout, Keyin and Keyout. The "Counter" column are "System Counters", which are unable to clear by anyway and don't affected by RESET to compare relatively with machine's counter for check out each time.

Total-Played: Total played score in Main Game and Double Up.

Total-Won: Total won score in Main Game and Double Up.

FOURTH PAGE

	PLAY	WIN TIMES
MAIN GAME	8927	4326
DOUBLE GAME	122	17

	TIMES	SCORE
BONUS	2	2668
DIAM FEVER	59	35616
BELL FEVER	32	16619

POWERUP	1
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Main Game - Played Times & Win Times: Total played times & win times in Main Game.

Double Game - Played Times & Win Times: Total played times (win times) in Double Game.

The middle form shows the winning times and score of the fevers.

Powerup Times: The times of Power ON.

PLEASE REFER DIRECTLY THE FIFTH & SIXTH PAGE FOR WINNING TIMES OF EACH PRIZE.

2) RESET (Clear)

● CLEAR ALL

Turn on the power (The function doesn't work when the power is OFF.) Push RESET button on the board. In the case, all of data should clear, include the rates. And, the setup value will change to default.

● CLEAR LAST RECORD ONLY

Press Book Key to enter second page of Book. Push the RESET button to clear all data of page, which record the data from last check out. (Check Out: To clear this page.) The total records from initial operation remain unchanged by this function.

3) SETUP

To operate easily for Setup, the game abandons "DIP SWITCH of board" as traditional way and uses the screen to adjust various operating parameters. There are two ways to enter SETUP Screen, as follows:

- Power ON and Press TEST key
- Power OFF. Press BOOK key without release and power ON.

Enter the screen will display the situation of setup. There are two pages in the SETUP. Press D-UP for next page, press BIG to select the item, press SMALL to adjust the value. The value you adjusted will show immediately in the screen.

- Press START to exit and back to Main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.
- Press TEST key for twice, the screen will enter system testing. It is for test only, unnecessary to adjust. To exit, you should turn off the power and on again.

FIRST PAGE

COIN IN	10
KEYIN	100
PAYOUT	10
KEYOUT	100
MIN BET	1
MAX BET	100
REEL SPEED	FAST
DEMO MUSIC	ENABLE
MAX PRIZE	ENABLE
WIN RATE	80
GAME LIMIT	60000
SETTING TIMES	5

SETTING SELECTION
1, 5, 10, 20, 25, 50, 100, 300
10, 20, 25, 50, 100, 300, 500, 1000
1, 5, 10, 20, 25, 50, 100, 300
10, 20, 25, 50, 100, 300, 500, 1000
1, 8, 16, 32, 40, 64, 80
16, 40, 64, 80, 120, 160, 200, 240
FAST, SLOW
ENABLE, DISABLE
ENABLE, DISABLE
55, 60, 65, 70, 75, 80, 85, 90
5000, 10000, 20000, 30000, 40000, 60000, 80000, 100000

WIN RATE

The Win Rate is calculated and defines as follows: $WIN\ RATE = (PAYOUT + KEYOUT) / (COIN + KEYIN)$

Since this is quite different from Main Game Rate of some games, which defined the rate as (Total Won score) divided by (Total Played score). You shouldn't set Win Rate at the same value used in the games.

Remember to push RESET button if you raised Win Rate. Why? For example: current rate is 80% and new rate is 85%. In the case, more 5% would be released suddenly and the game may lose very much in a short time. Don't need to push RESET button if the Rate is reduced, the machine will correct automatically. But the value be changed should not too much, maximum should 5% only per time, our recommendation. Otherwise, the machine will very difficult to win after the adjustment.

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

RATE MODE

To comply with the market necessary, the system supplies two kinds of mode for the Rate, which is able to control the wave of win or lose. The mode doesn't affect the rate.

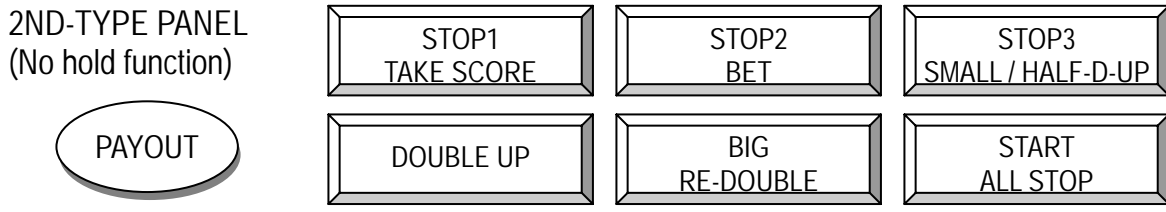
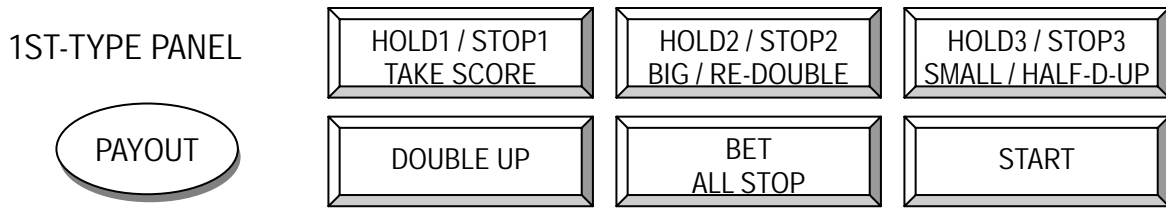
SWITCH 1	1	2	3	4	5	6	7	8
RATE MODE	Standard Specific	OFF ON	Standard wave, Rate more steady Larger wave, focus more win or lose					

SECOND PAGE

BOUNDS MIN. BET	8
DOUBLE FUNC.	ENABLE
RE-DUP FUNC.	DISABLE
HALF DUP FUNC.	DISABLE
D-UP LEVEL	0
DOUBLE LIMIT	20000
GRAPHIC TYPE	FRUIT
PAY TOKENS LIMIT	ENABLE
DEMO FUNC.	ENABLE
HOLD FUNC.	ENABLE
PANEL TYPE	TYPE1
SETTING TIMES	5

SETTING SELECTION	
8, 16, 32, 40, 64, 80	
ENABLE, DISABLE	
ENABLE, DISABLE	
ENABLE, DISABLE	
0 (Easy), 1, 2, 3, 4, 5, 6, 7 (Difficult)	
5000, 10000, 20000, 30000, 40000, 50000	
FRUIT, OCEAN	
FREE, 200, 300, 500	
ENABLE, DISABLE	
ENABLE, DISABLE	
1ST - TYPE, 2ND - TYPE(No Hold function)	

- BONUS MIN. BET - The Minimum Bet value to win the BONUS.
- DOUBLE FUNC. - The function set to disable and the system will take automatically score when you win. And, "Re-Double" & "Half Double" function should disable in case too.
- PAY TOKENS LIMIT: To pay maximum tokens per times, which to avoid the hopper empty.
- PANEL TYPE



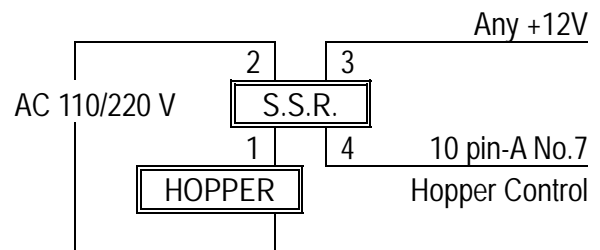
CONNECTOR DIAGRAM

TREASURE 2000 (Standard)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Red	1	Green
Blue	2	Sync
Speaker	3	Speaker GND
	4	
	5	
	6	
	7	
	8	
Start	9	
Small / Half D-Up	10	
Bet	11	
Take Score	12	
Double-Up	13	
	14	
	15	
Big / Re-Double	16	
	17	
Coin IN	18	Keyin
	19	
Book	20	Test SW
Pay Out SW	21	Keyout SW
	22	Hopper Coin SW
Coin Counter	23	
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter	28	
Start Lamp	29	
Big Lamp	30	Small Lamp
Bet Lamp	31	
Take Score Lamp	32	
Double-Up Lamp	33	
	34	
	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	
Hopper Control	7	
	8	
GND	9	GND
GND	10	GND

HOPPER



TICKET DISPENSER, Taiwan Style

