Welcome to your

Fantasy 5 Game Manual

The Fantasy 5 game board is designed for amusement and entertainment.

- ◰ Exciting 5 reel action.
- ◰ Multi bet per line
- ◰ Three level bonus round and on-screen progressive.
- ◰ Complete on-screen software accounting.
- ◰ Receipt printer and ticket dispenser interfaces built onto the game board.
- ◰ Board is compatible with many existing "fruit" game harnesses.

Table of Contents

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Fantasy 5 Game Board

The Fantasy 5 Game Board is designed to be compatible with most 8-line type wire harnesses using .156" center card edge connectors. The approximate dimensions of the Fantasy 5 Game Board are given below. Six mounting holes are provided on the Board.

NOT DRAWN TO SCALE

9 9/16 inches

11 1/6 inches

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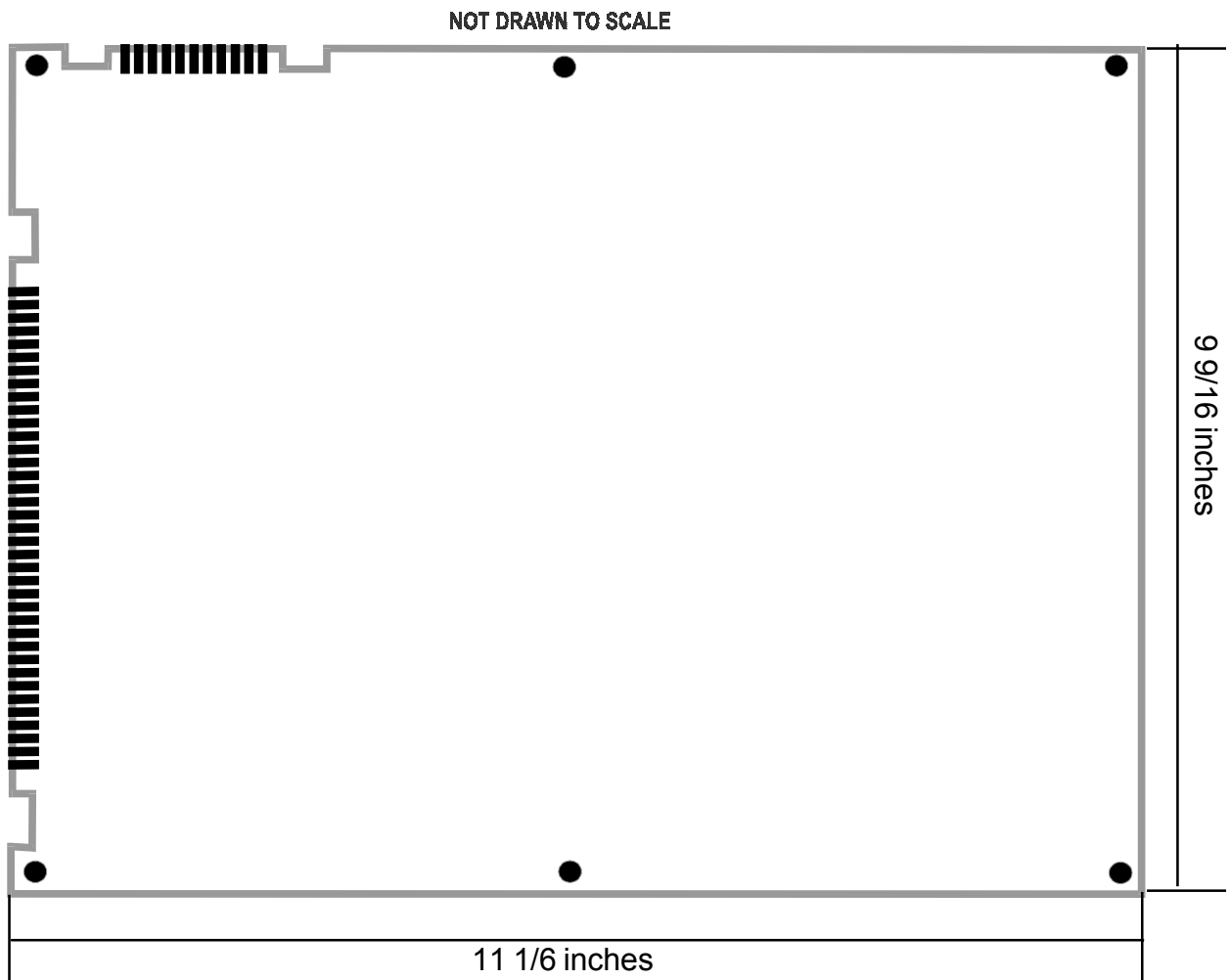
Key Component Locations

NOT DRAWN TO SCALE
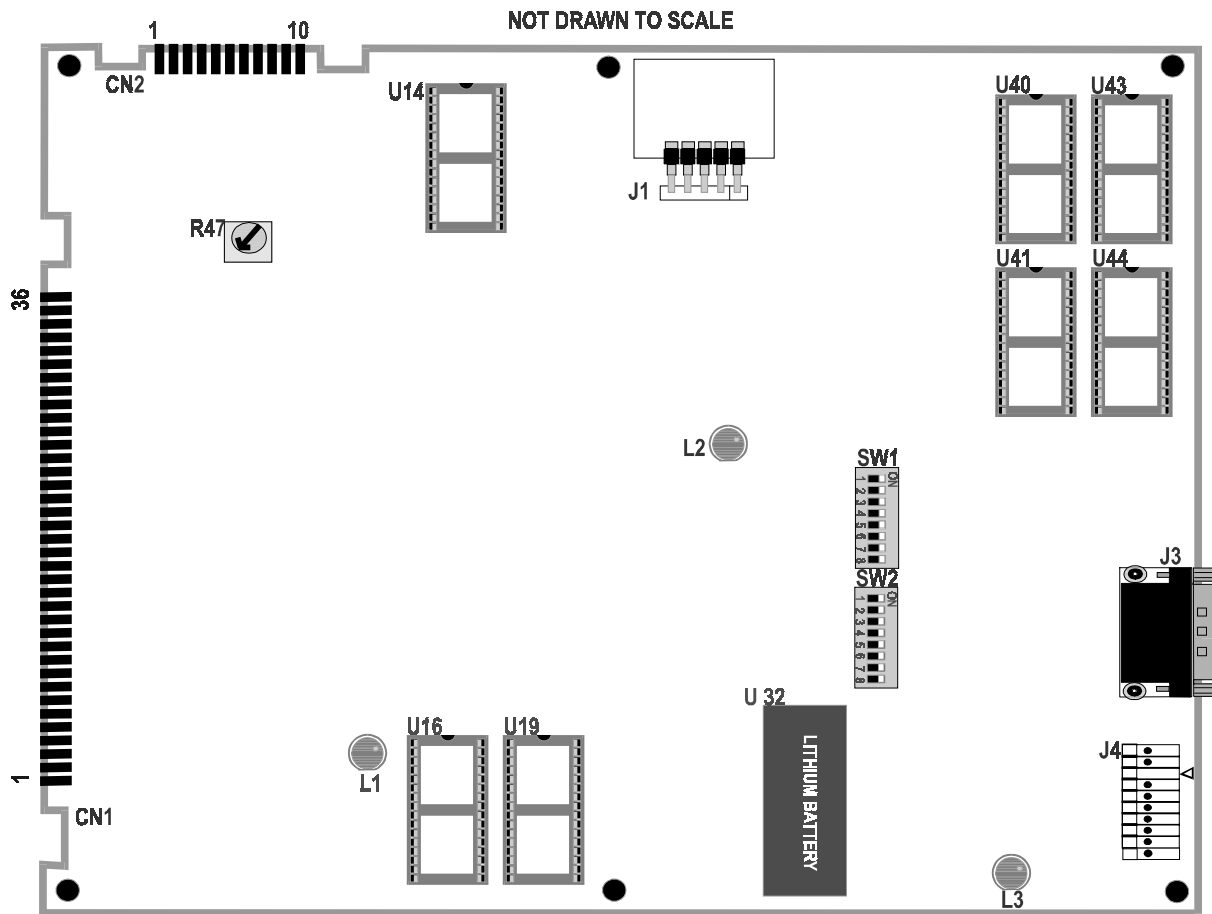
CN1:   36 dual-position .156" centered card edge. (Note location of position 1).

CN2:   10 dual-position .156" centered card edge.

J1:   Software Security Key connector (Key must be attached for game to function).

J3:   Serial printer port.

J4:   10 position .100" centered header. Position 3 should be empty.

L1 & L2:   Red LED - System failure if either LED is on steadily.

L3:   Red LED - Flashes all the time.

R47:   Volume control.

SW1:   DIP Switch bank 1.

SW2:   DIP Switch bank 2.

U14:   Sound EPROM

U16 & U19:   Program EPROMs

U32:   Nonvolatile RAM and clock.

U40 & U41:   Graphics EPROMs

U43 & U44:   Graphics EPROMs

DIP Switch Settings for Fantasy 5

DIP BANK 1

		1	2	3	4	5	6	7	8
Denomination	1c	OFF	ON	OFF					
	5c	ON	ON	ON					
	10c	OFF	ON	ON					
	25c	ON	OFF	ON					
	50c	OFF	OFF	ON					
	$1	ON	ON	OFF					
Mech in Ratio	1				ON	ON	ON		
credits per pulse	2				OFF	ON	ON		
	4				ON	OFF	ON		
(pin 18 parts side)	5				OFF	OFF	ON		
	8				ON	ON	OFF		
	10				OFF	ON	OFF		
	25				ON	OFF	OFF		
	50				OFF	OFF	OFF		

Note on DIP Switch Bank 1: switches 7 and 8, not used
DIP Switch Bank 2: not used

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Wire Function for 36 and 10 Dual-Position Card Edges

PARTS SIDE (numbers)		SOLDER SIDE (letters)	PARTS SIDE (numbers)		SOLDER SIDE (letters)
Video Red	1	Video Green	GND	1	GND
Video Blue	2	Video Sync	GND	2	GND
Speaker +	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		+12V	6	+12V
Ticket Feed Sw.	7		Ticket Disp. GND	7	
Ticket Notch Input	8			8	
Start Button	9		GND	9	GND
Small Button	10		GND	10	GND
Play Credit Button	11				
Take Button	12				
Double Button	13				
	14				
	15				
Big Button	16				
	17				
Coin In	18				
	19				
Accounting Switch	20	Confirm Switch			
	21	Clear Switch			
	22				
Coin In Meter	23				
Points Played Meter	24				
Points Won Meter	25				
	26				
	27				
Coin Out Meter	28				
Start Lamp	29				
Small Lamp	30				
Play Credit Lamp	31				
Take Lamp	32				
Double Lamp	33				
Big Lamp	34				
	35				
GND	36	GND			

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Serial Printer Cable Instructions

The Fantasy 5 Game Board has a serial printer port built onto the board (location J3). Cabling for the serial printer is not included . This cable can be simply produced with an RJ11 to DB9 female connector, RJ11 to DB25 male connector and 4 conductor flat telco cable with connectors. There is no standard color order used in these connectors; it will vary by manufacturer and sometimes even by lot. Make sure you check your connections against the pin out each time.

The DB9 female connector will connect to the serial port on the game board. The DB25 male connector will connect to the DB25 receptacle on the printer.

Please note the pin out below when making your printer cable. Also note the difference in location numbers between the male and female connectors.

```
     BOARD          PRINTER

     PIN 2   ----->   PIN 2
     PIN 3   ----->   PIN 3
     PIN 4   ----->   PIN 20
     PIN 5   ----->   PIN 7
```
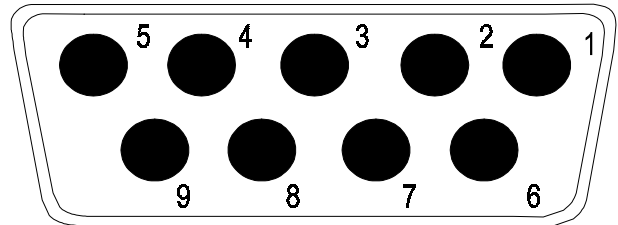
DB 9 Female Connector
(mating end)

DB 25 Male Connector
(mating end)

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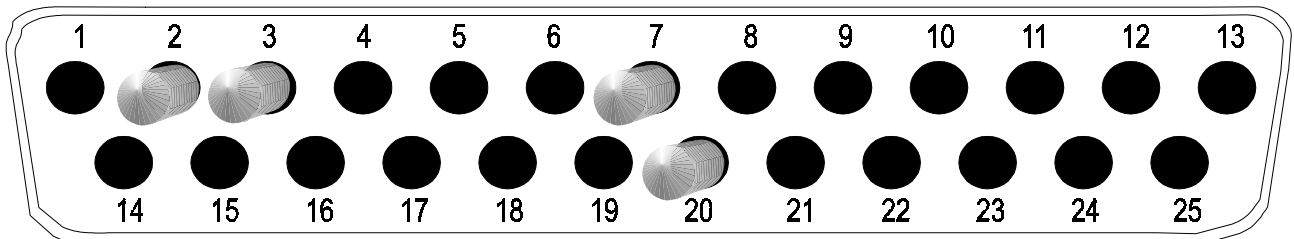
Ticket Dispenser Instructions

To connect a Deltronics ticket dispenser to the Fantasy 5 Game Board, please follow the instructions below.

Attach pin 1 (ticket notch) on Deltronics to pin 8 (parts side) of 36 position main connector.

Attach pin 2 (ground) on Deltronics to pin 7 (parts side) of 10 position power connector.

Attach pin 3 (motor enable) and pin 4 (+12V) on Deltronics to +12VDC on 10 position power connector.

Attach a button to pin 7 (parts side) of 36 position main connector and ground. Pressing this button will feed tickets.

Set-Up Screens

There are 11 set-up screens for Fantasy 5. These screens can be accessed from the game cabinet's accounting button. The bottom of each screen will provide some direction for performing different commands for that screen. Once you access the set-up screens, you can scroll forward through them in the following order:

1)   Master Accounting Screen
2)   Game History Screen
3)   Game Play Set-up Screen
4)   Set Machine ID Screen
5)   Output Device Screen
6)   Editing Footer Screen
7)   Editing Header Screen
8)   Set Clock Information Screen
9)   Bonus History
10)   Prize Accounting Screen
11)   Test Buttons Screen

Master Accounting Screen

```
MASTER:
CRD IN          0
OUT             0
WON             0
PLAYED          0
NUM DBL         0
WON DBL         0      PLY DBL        0

PERIOD:
CRD IN          0
OUT             0
WON             0
PLAYED          0
NUM DBL         0
WON DBL         0      PLY DBL        0

PWR ON                    3
GAMES PLAYED             10
GAMES SINCE POWER ON     0
F5 VERSION              V1.1

SMALL     = DIAG TICKET
CLEAR     = PRNT AUDIT & CLR PERIOD
TAKE+CLEAR=  MASTER CLEAR
START     = NEXT SCRN
ACCT      = EXIT

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JUNE 01 1998
```

TALLIES

COMMAND
BUTTONS

MASTER:
These tallies are accumulated until the entire game is reset using the Command Button combination indicated at the bottom of the screen (Hold the "Take" button and press the "Clear" button simultaneously; see the Clear Master Stats Screen).

Crd In   =   Credits put in the game. Corresponds with the mechanical "in" meter.
Out   =   Credits taken out of the game. Corresponds with the mechanical "out" meter.
Won   =   Credits won through game play.
Played   =   The amount of credits spent during play.
Num Dbl =   The number of times the double up game was played.
Won Dbl =   Credits won in double up game.
Ply Dbl =   Credits played in double up game.

Master Accounting Screen cont'd

PERIOD:
These tallies are accumulated until the period is reset using the "Clear" button. The period stats will also be reset to zero if the game is reset with the Master Clear buttons.

PWR ON:
Indicated the number of times the power has been turned on since the last game reset with the Master Clear buttons.

GAMES PLAYED/SINCE POWER ON:
"Games Played" is a tally of the total number of games selected for play. This tally is cleared when the Master Clear buttons are pressed.

"Games Since Power On" is a tally of the total number of games selected for play since the game was last turned on. This figure is cleared each time the game is turned off.

COMMAND BUTTONS:
The button (or button combination) to press is listed on the left of the equal sign.
The command that will be executed is listed on the right of the equal sign.

"Small" button (from the control panel) will print a diagnostic ticket to help troubleshoot the network. If a printer is not attached to your game, nothing will print out. The data printed on the ticket will provide useful information for your distributor if the need for technical support arises.

"Clear" button is also known as the "print ticket" button. It will print an Audit Ticket if a ticket receipt printer is installed.   When this button is pressed, the audit ticket will print and the period will then automatically be reset. Even if the game does not have a printer installed, you can reset the period with this button.

"Take" + "Clear" combination is the master reset for the ENTIRE GAME. In order to reset the game, press and hold the "Take" button from the control panel while simultaneously pressing the "Clear" button. This brings up the Clear Master Stats Screen. From this screen the period and master tallies; power on, games played, and games since power on tallies; and any location or disclaimer information that has been programmed for printer use can be reset. An audit ticket will print at this time, if a printer is attached. It takes a couple of seconds for the board to clear.
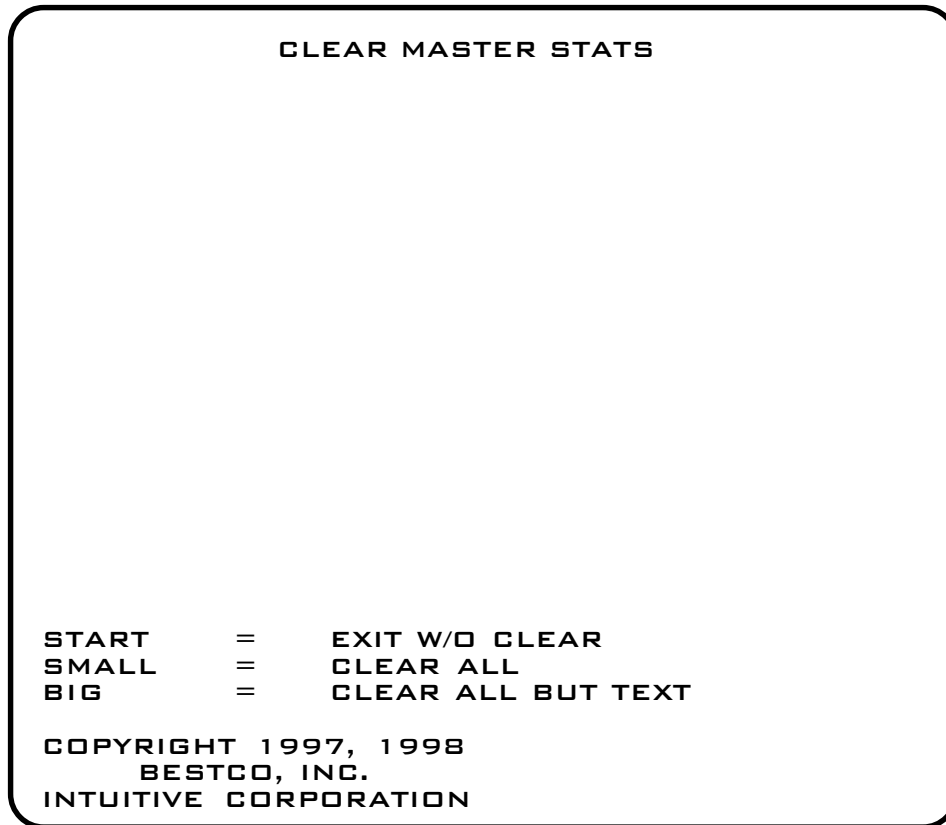
"Start" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Acct" button will exit this set-up screen to resume game play.

Clear Master Stats Screen

```
                    CLEAR MASTER STATS




            START      =      EXIT W/O CLEAR
            SMALL      =      CLEAR ALL
            BIG        =      CLEAR ALL BUT TEXT

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```

START:
Pressing this button will return to the Master Accounting Screen. It doesn't clear memory.

SMALL:
Pressing this button will clear all information in memory. All settings are returned to factory defaults. Press 'Start' to return to the Master Accounting Screen.

BIG:
Pressing this button will clear everything in memory, except the footer and header text. All settings are returned to factory defaults. Press 'Start' to return to the Master Accounting Screen.

Game History Screen

```
              GAME HISTORY
_____
   LAST REEL              2ND LAST REEL




   PLY:    0              PLY:      0
   WON:    0              WON:      0
_____
LAST 5 SCORES
00/00/00  00:00          0
00/00/00  00:00          0
00/00/00  00:00          0
00/00/00  00:00          0
00/00/00  00:00          0

START     =    NEXT SCRN
ACCT      =    EXIT

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```

This screen displays 1) a pictoral image of the results of the last two reel spins and 2) data about the last five scores.

LAST TWO REEL SPINS
The actual reel symbols will appear, in their ending position. Information about the amount of credits played and won for those two spins will also be displayed.

LAST FIVE SCORES
This section displays the last five scores, with a time and date stamp. This information can also be displayed on the game screen at any time by pressing the "Take" and "Print Ticket (or Clear)" buttons simultaneously.

COMMAND BUTTONS:
"Start" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Acct" button will exit this set-up screen to resume game play.

Game Play Set-up Screen

```
MAX PLAY              40
BASE PAY RATE         75%

POOL FILL RATE        1%
POOL MAX LVL          20000
POOL FILL LVL         4000

REEL SPEED            NORMAL
STOP BTNS REQ         NO
STOP BTNS ON          YES
MIN BNS BET           10
DBL GAME              YES
CAB TYPE *            WOOD
RING BELL AT          250


*NEW CABINET TYPE REQUIRES A
 POWER CYCLE.

START      =      NEXT SCRN
TAKE/PLAY =       MOVE UP/DOWN
BIG/SMALL =       CHANGE VALUES
DOUBLE    =       RESET POOL
ACCT      =       EXIT

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```

MAXIMUM PLAY:
Default is set to 40. This option can be changed to: 5, 10, 15, 20, 25, 30 and 35.

BASE PAY RATE:
The base pay rate is the percentage of points to be awarded the player. If set to 75%, the player would win, on the average, 75 points for every 100 points played. Actual credit in/ credit out ratio is difficult to guess, but the game will regulate itself to this setting. The higher the number, the longer the player will play. The default value is set to 75%. This can be changed to a value within the range of 50% - 95%.

SUPER POOL FILL RATE:
Selects the percentage of credits played that are added to the Super Pool. Default is 1%. The choices available for this option are: 1% or 2%.

SUPER POOL MAXIMUM LEVEL:
Allows the operator to limit the size of the prize. The default value is set to 20,000. This option can be a different value in the range of 20,000 - 100,000, selectable at 5,000 increments.

Game Play Set-up Screen cont'd

SUPER POOL FILL LEVEL:
This is the minimum Super Pool prize. The amount only goes up from here, based on a percentage of all credits played. The fill level will change as the amount set as "MIN BNS BET" changes. This number is filled in by the game's processor and is not directly accessible or changeable by the operator.

If the "MIN BNS BET" is 5, then the "POOL FILL LVL" is 2000.
If the 'MIN BNS BET" is 10, then the "POOL FILL LVL" is 4000.

REEL SPEED:
The factory default setting for this value is Normal. There are four reel speeds available: normal, fast, very fast and use doors. "Use doors" has doors that open and close over the reels to reveal results. The reels are not shown spinning in this mode.

STOP BUTTONS REQUIRED:
The factory default setting for this value is No. If yes, the reels will spin infinitely until the skill stop buttons are pressed.

STOP BUTTONS ON:
The default is Yes. This option can be toggled between Yes or No.

MINIMUM BONUS BET:
This indicates the number of credits required per spin in order to quality for the bonus rounds and Super Pool The default is set to 10. This can be changed to 5.

DOUBLE GAME:
The default for this option is Yes. This means the double up game is available to the player. This option can be toggled between Yes and No.

CABINET TYPE:
Selections can be made for Metal or Wood cabinets. The default is Wood. The 'wood' setting turns off door security switches. If set to 'metal', the game will monitor logic door, main door and bill validator door security switches.

RING BELL AT:
Plays a special sound, a fast bell ringing, when a prize above the se4lected level is won. The default setting is 250. Setting choices are: 100, 250 and 1000.

Game Play Set-up Screen cont'd

COMMAND BUTTONS:
"Start" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Take/Play Credit" buttons (from the control panel) will move the red highlight bar up or down to select the option to change.

"Big/Small" buttons (from the control panel) rotates through the choices available for that option so you can change their value.

"Double" button (from the control panel) resets the Super Pool figures on the game screen to correspond with any new refill levels as a result of a change in the Minimum Bonus Bet. The Super Pool figures will change to those displayed on the set-up screen next to the Refill Level.

"Acct" will exit this set-up screen to resume game play.

```
NOTE:
Remember, these settings will be reset to the factory default
settings  if the Master Clear buttons are ever pressed.
```

Set Machine ID Screen

```
                    MACHINE ID

                       0000

















    START        =    NEXT SCRN
    BIG/SMALL     =    CHANGE LETTER
    DBL/TAKE      =    LEFT/RIGHT
    ACCT          =    EXIT

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```

Sets the machine ID that will print on receipt tickets. The ID can be either numeric or alphanumeric characters.

COMMAND BUTTONS:
"Start" button (from the control panel) moves you to the next set-up screen.

"Big/Small" buttons (from the control panel) scrolls through the characters set .

"Double/Take" buttons (from the control panel) moves the red editing cursor left and right to select the character in the machine ID to change.

"Acct" button will exit this accounting screen to resume game play.

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Output Device Screen

```
OUTPUT DEVICE: PRINT POINTS
PRINTER TYPE: CITIZEN




START     =   NEXT SCRN
TAKE      =   MAKE CHANGES
ACCT      =   EXIT

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```

These screen settings and Command Buttons will change based on the "OUTPUT DEVICE" currently selected.

Incorporated into the game board is programming that allows you to connect a ticket dispenser or receipt printer directly to the game board (without the need of a PDPI board). There are six different types of Output Device selections available:

> Print $
> Print Tickets
> Print $ and Tickets
> Print Points
> Ticket Disp
> No Co Output

The factory settings for the Output Device Screen is shown above. This is the opening screen. Once you change these settings, your settings will appear on this screen when scrolling through the Set-up Screens. Remember, any changes to these factory settings will be reset if the Master Clear buttons are ever pressed.

Output Device Screen cont'd

COMMAND BUTTONS: (for the opening screen)
This set of command buttons will also appear at the bottom of your set-up screen after changes have been made to the 'Output Device' and none of the items are highlighted in red.

"Start" (from the control panel) will exit this screen and bring you to the next set-up screen.

"Take" (from the control panel) will highlight the "Output Device" selection in red and allow you to start to make changes to the screen above. (Please note that at this point, the Command Button selections will change.)

"Acct" will exit this set-up screen to resume game play.

COMMAND BUTTONS: (while any entries are highlighted in red)

"Start" (from the control panel) will highlight the next entry (i.e., Printer Type, Max Voucher, Excess Credits, Output Device).

"Big/Small" (from the control panel) will rotate you through the choices for each entry so you can change their values.

Output Device Screen cont'd

When the **Print $** Output Device is selected:
Prints a receipt ticket from a receipt printer with a dollar value for credits.

PRINTER TYPE:
Choices are: Citizen (iDP3541RF)
                    Epson 267
                    Epson 267II
                    Ithaca

                              All printers must be set to a 2400 baud transfer rate.

MAX VOUCHER:
This is the maximum dollar value that is allowed to be printed for any receipt ticket.

Choices are: $1 - 200 (one value between this range)
                    NO LIMIT (to print any ticket value, regardless of value)

EXCESS CREDITS:
Indicates what to do with any credits that exceed the maximum voucher limit.

Choices are: PRINT WHOLE VALUE
                        (will print as many tickets as needed to represent all the credits)
                    ONE MAX VOUCHER AND KEEP

                    EVEN MULT OF MAX VOUCHER & TOSS
                        (will print as many tickets as possible in the Max Voucher value and
                        delete any remaining credits).
                    EVEN MULT OF MAX VOUCHER & KEEP
                        (will print as many tickets as possible in the Max Voucher value
                        specified. Any credits left over, less than the Max Voucher value
                        will stay on the screen)
                    ONE MAX VOUCHER & TOSS
                        (will print one voucher up to the Max Voucher value and the
                        remainder will be deleted.)

Output Device Screen cont'd

When the **Print Tickets** Output Device is selected:
Prints a receipt ticket from a receipt printer with the word "tickets". Ticket values are set up to correspond to a dollar amount.

PRINTER TYPE:
Choices are: Citizen (iDP3541RF)
               Epson 267
               Epson 267II
               Ithaca

                              All printers must be set to a 2400 baud transfer rate.

TICKET VALUE $:
The dollar value that equals 1 ticket. For example, if 1 credit =$1, and 1 ticket = $5, then, a receipt ticket will show 'Tickets: 1' if 5 credits are cleared; 'Tickets: 2' if 10 credits are cleared, etc.

Choices are: $1 - 99 (one value between this range)

MAX WIN/GAME:
The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only print the total number of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are: $1 - 99 (one value between this range)
               NO LIMIT

RESET GAMES PLD:
When the 'Max Win/Game' is set to anything, except 'NO LIMIT', a "Games Played" tally is displayed in the lower right hand corner of the game screen. The tally displayed will be reset to zero, either immediatly after the game is cleared or played to zero, or 3 minutes after the game is cleared or played to zero.

Choices are: At 0 Credits
               After 3 Min

EXCESS CREDITS:
Indicates what to do with any credits that exceed the maximum ticket limit.

Choices are: KEEP ON MACHINE
               TOSS EXCESS

Output Device Screen cont'd

When the **Print $ and Tickets** Output Device is selected:
This set-up screen is the same as those found for the Print Tickets selection. Please refer to that section of the manual.

This selection will print a receipt ticket from a receipt printer showing both the dollar amount and the word "tickets" with a number.

Output Device Screen cont'd

When the **Print Points** Output Device is selected:
Prints a receipt ticket from a receipt printer the the word "POINTS". The point value is equal to the total number of credits that were on the game.

PRINTER TYPE:
Choices are: Citizen (iDP3541RF)
                Epson 267
                Epson 267II
                Ithaca

All printers must be set to a 2400 baud transfer rate.

Output Device Screen cont'd

When the **Ticket Disp** Output Device is selected:
The Fantasy 5 Game Board can interface with a standard Deltronics ticket dispenser and has a built-in safety feature to help prevent the dispenser from dispensing in error after receiving a shock. The ticket dispenser is connected to the board by attaching the dispenser's motor enable wire to +12 V or +5V, and its ground wire to pin 7, parts side, of the 10 position connector (CN2) on the board. This way the game board supplies ground to the Deltronics. If the board is not ready to dispense tickets it doesn't even turn on the Deltronics.

TICKET VALUE $:
The dollar value that equals 1 ticket.
Choices are: $1 - 99   (one value between this range)

MAX WIN/GAME:
The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only dispense the total num-ber of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are: $1 - 99 (one value between this range)
             NO LIMIT

EXCESS CREDITS:
Indicates what to do with any credits that exceed the maximum ticket limit.

Choices are: KEEP ON MACHINE
             TOSS EXCESS

Output Device Screen cont'd

When the **No Co Output** Output Device is selected:

Prints only audit tickets formatted to the printer type selected.

AUDIT PRINTER TYPE:
Choices are: Citizen (iDP3541RF)
              Epson 267
              Epson 267II
              Ithaca

                       All printers must be set to a 2400 baud transfer rate.

Editing Footer Screen

```
                    EDITING FOOTER




                ┌─────────────────────────────────┐
                └─────────────────────────────────┘




        TAKE         =    DISABLE TEXT
        DOUBLE       =    BLANK ALL
        BIG/SMALL    =    UP/DOWN
        PLAY         =    SELECT ENTRY
        START        =    NEXT SCRN
```

SCREEN 1

This is the information that appears at the bottom of a printer receipt ticket. Space is available for 20 lines of 38 characters each.

COMMAND BUTTONS:
"Take" button (from the control panel) will leave text in place, but will not print it on the ticket. The 'take' button will toggle between disabling text and enabling text.

"Double" button (from the control panel) will clear the footer information.

"Big/Small" buttons (from the control panel) will move the red highlight bar up or down over the lines on the screen.

"Play Credit" button (from the control panel) selects a line for editing once it has been highlighted in red. On screen 2, this line will then appear in green at the top of the screen.

"Start" button (from the control panel) will exit the Edit Footer Screen.

Editing Footer Screen cont'd

```
┌─────────────────────────────────────────────┐
│              EDITING FOOTER                    │
│  ┌──────────────────────────────────────────┐ │
│  │                                          │ │
│  └──────────────────────────────────────────┘ │
│                                                │
│                                                │
│                                                │
│                                                │
│                                                │
│                                                │
│   ➙ = INSERT SPACE      ♂ = DELETE            │
│   DBL/TAKE      =    LEFT/RIGHT                │
│   BIG/SMALL     =    CHANGE ENTRY             │
│   PLAY          =    SAVE ENTRY               │
│   START         =    NEXT SCRN                │
└─────────────────────────────────────────────┘
```

SCREEN 2

COMMAND BUTTONS:
"➙" and "♂" are symbols for "insert" and "delete". They are part of the character set found when scrolling with the "Big/Small" buttons.

"Double/Take" (from the control panel) will move the red editing cursor left or right on the green line.

"Big/Small" buttons (from the control panel) will scroll forward and backward through the character set. The first character is "!" and the last is "➙". Once the desired character appears in the red cursor square, use the "Double/Take" buttons to move on.

"Play Credit" button (from the control panel) saves the changes for that line and brings you back to Screen 1.

"Start" button (from the control panel) will exit the Edit Footer Screen.

Editing Header Screen

```
                    EDITING HEADER



TAKE          =    DISABLE TEXT
DOUBLE        =    BLANK ALL
BIG/SMALL     =    UP/DOWN
PLAY          =    SELECT ENTRY
START         =    NEXT SCRN
```

This is the information that appears at the top of a printer receipt ticket between the two rows of asterisks (***). Space is available for 20 lines of 38 characters each.

The steps for editing a location are similar to those for Editing Footer. Please refer to that section of the manual.

Set Clock Information Screen

```
              SET CLOCK


          08/20/97  12:00








      START     =  UPDATE CLOCK & NEXT SCRN
      TAKE/DBL  =  LEFT/RIGHT
      BIG/SMALL =  CHANGE VALUES
      ACCT      =  EXIT

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```

Sets the time that appears on your printer tickets and also time stamps the last 5 scores. This information is stored in the clock modules (U32). The clock time uses a 24-hour military time reference.

COMMAND BUTTONS:
"Start" button (from the control panel) moves you to the next set-up screen.

"Take/Double" button (from the control panel) moves the red editing cursor left and right to select the character in the time or date to change.

"Big/Small" button (from the control panel) scrolls through the character set .

"Acct" button will exit this set-up screen to resume game play.

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Bonus History Screen

```
              BONUS HISTORY


BONUS        #HITS        TOTAL PAY        AVG PAY
  5X           0              0
  4X           0              0
  3X           0              0

5X DETAIL
  MULT       #HITS        TOTAL PAY        AVG PAY
   500         0              0
   250         0              0
   200         0              0
   150         0              0
   100         0              0
    50         0              0




START  =  NEXT SCRN
TAKE   =  4X HIST
ACCT   =  EXIT

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```

This screen provides information about the bonuses awarded. The information contained on this screen will be reset if the Master Clear is ever pressed. However, it will continue to be tallied regardless of the number of times the period has been reset.

BONUS: Shows how many times the 3x, 4x and 5x bonus rounds were reached.

 #HITS: The number of times this bonus has been won.

TOTAL PAY:
Represents the total number of points that have been awarded for that particular bonus level.

AVG PAY: Shows the average number of points awarded for that bonus level.

5X, 4X, 3X DETAIL:
Pressing the 'Take' button will change the heading and provide detail for the other bonus levels. Multiplier (MULT) lists the bet multiplier prizes available in that bonus level. # HITS represents the number of times that bet mutipier was awarded.

Prize Accounting Screen

```
                PRIZE ACCOUNTING
PRIZE       # HITS     TOTAL PT    AVG PT
5 JPOT        0          0
4 JPOT        0          0
3 JPOT        0          0
5 COIN        0          0
4 COIN        0          0
3 COIN        0          0
5 BANA        0          0
4 BANA        0          0
5 GRAP        0          0
4 GRAP        0          0
3 GRAP        0          0
5 ORNG        0          0
4 ORNG        0          0
3 ORNG        0          0
5 MELN        0          0
4 MELN        0          0
3 MELN        0          0
5 CHRY        0          0
4 CHRY        0          0
3 CHRY        0          0
2 CHRY        0          0
START = NEXT SCRN
ACCT  = EXIT
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```

This screen provides information about the prizes awarded. The information contained on this screen will be reset if the Master Clear is ever pressed. However, it will continue to be tallied regardless the number of times the period has been reset.

PRIZE:
The Prize abbreviations are: JPOT = pot of gold; COIN=rotating coin; BANA=banana; GRAP=grape; ORNG=orange; MELN=watermelon and CHRY=cherry.

#HITS:
The number of times this prize has been won is indicated next to the prize abbreviation.

TOTAL PT:
Represents the total number of points that have been awarded for that particular prize.

Prize Accounting Screen cont'd

AVG PT:
Shows the average number of points won for that particular prize each time it hit.
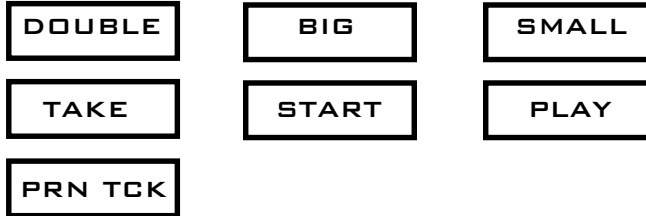
COMMAND BUTTONS:
"Start" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Acct" button will exit this set-up screen to resume game play.

Button Check Screen

```
┌──────────┐   ┌──────────┐   ┌──────────┐
│  DOUBLE  │   │   BIG    │   │  SMALL   │
└──────────┘   └──────────┘   └──────────┘

┌──────────┐   ┌──────────┐   ┌──────────┐
│   TAKE   │   │  START   │   │   PLAY   │
└──────────┘   └──────────┘   └──────────┘

┌──────────┐
│ PRN TCK  │
└──────────┘




        TEST BUTTONS
        ACCT       =  NEXT SCREEN

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```

As each button from the control panel is pressed, the button equivalent on the screen is highlighted in red to show it is connected properly.
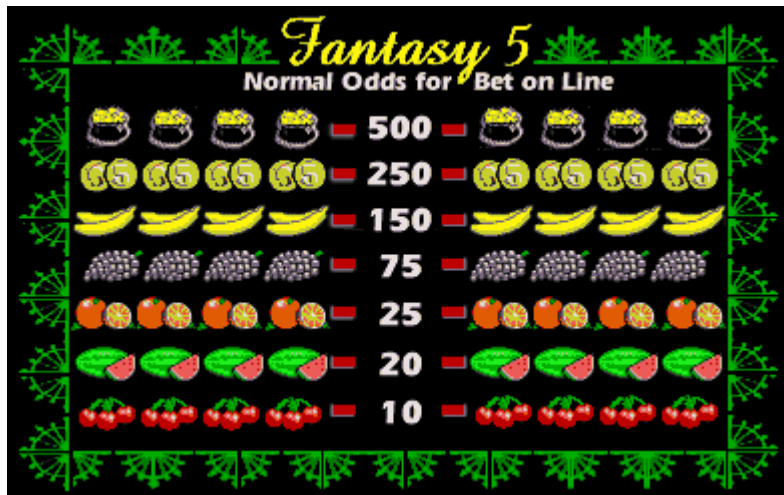
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Odds Screen

There are three odds screen shows winning combinations and their prize payout for each credit played on the winning line.

Each combination can win in either a left to right or right to left direction.

Last Five Scores

```
          LAST SCORES
      _____
      00/00/00    00:00    00000
      00/00/00    00:00    00000
      00/00/00    00:00    00000
      00/00/00    00:00    00000
      00/00/00    00:00    00000
```

In the event that there is a jam in the ticket receipt printer, the last 5 scores can be displayed on the game screen. This can be done at any time and will not affect the credits currently on the game.

To display the last 5 scores, press and hold the "Take" button, while simultaneously pressing the "Print Ticket" (aka 'clear') button. These scores will be displayed on the screen for about 5 seconds.

This information is also available through the Game History Screen.