



## Wild Food / Fruit User Manual



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# CONNECTIONION DIAGRAM (36 & 10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
ALL STOP/START	9	
SMALL / STOP 2	10	
PLAY	11	
TAKE/STOP 3	12	
DOUBLE-UP/STOP 1	13	
	14	
	15	
BIG/HOLD	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	
	27	
OUT METER	28	
LAMP: ALL STOP/START	29	
LAMP: SMALL / STOP2	30	
LAMP: PLAY	31	
LAMP: TAKE/STOP 3	32	
LAMP: DOUBLE /STOP1	33	
LAMP: BIG	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	GND

# DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	YES			OFF					
	NO			ON					
ODDS TABLE	YES				OFF				
	NO				ON				
DOUBLE GAME	YES					OFF			
	NO					ON			

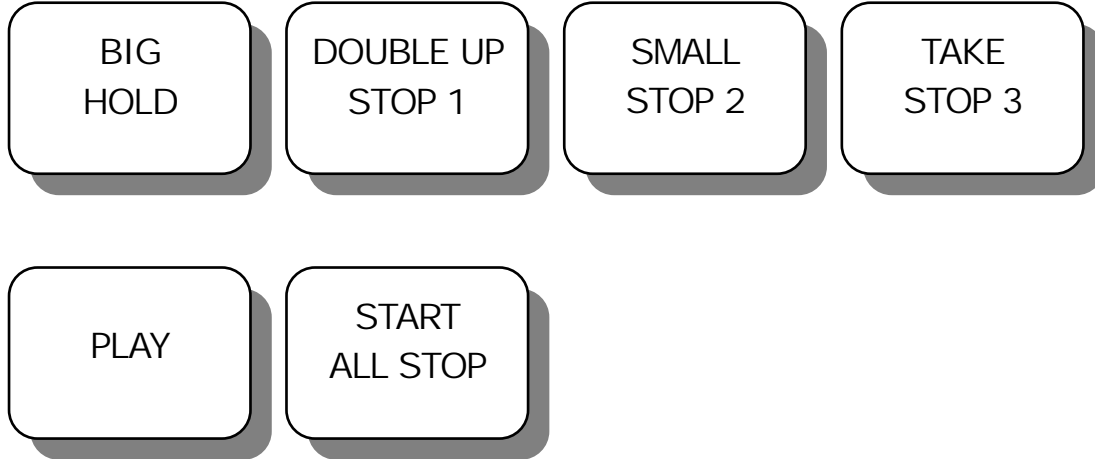
DIP SWITCH 2		1	2	3	4	5	6	7	8
CHANCE LEVEL	LOW	OFF							
	HIGH	ON							
SCORE BOX	NO		OFF	OFF					
	YES		ON	OFF					
	10X		OFF	ON					
PLAY SCORE	NO				OFF				
	YES				ON				
HAND COUNT	NO					OFF			
	YES					ON			
SYMBOL	FRUIT						OFF	OFF	
	FOOD						ON	OFF	
	BOTH						OFF	ON	
SHUTTER	OFF								OFF
	ON								ON

DIP SWITCH 3		1	2	3	4	5	6	7	8
HOLD PAIR	OFF	OFF	OFF						
	REGULAR	ON	OFF						
	GEORGIA	OFF	ON						
AUTO HOLD	NO			OFF					
	YES			ON					

**【REMARK】**

1. For High coin value operation, please set Chance Level on OFF (low) and Max Play set under 32 or ON (high) for penny setting operation and Max Play setting 64~128.
2. Default Password of System Setup: [Start]\*8

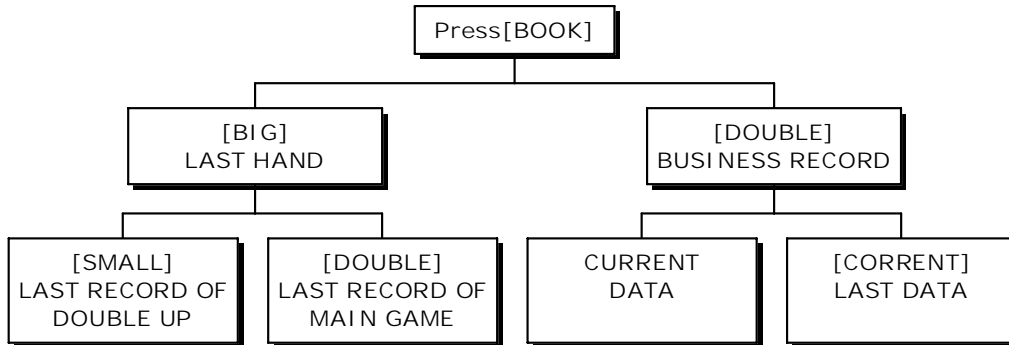
# 36 & 10 PIN BUTTON LAYOUT



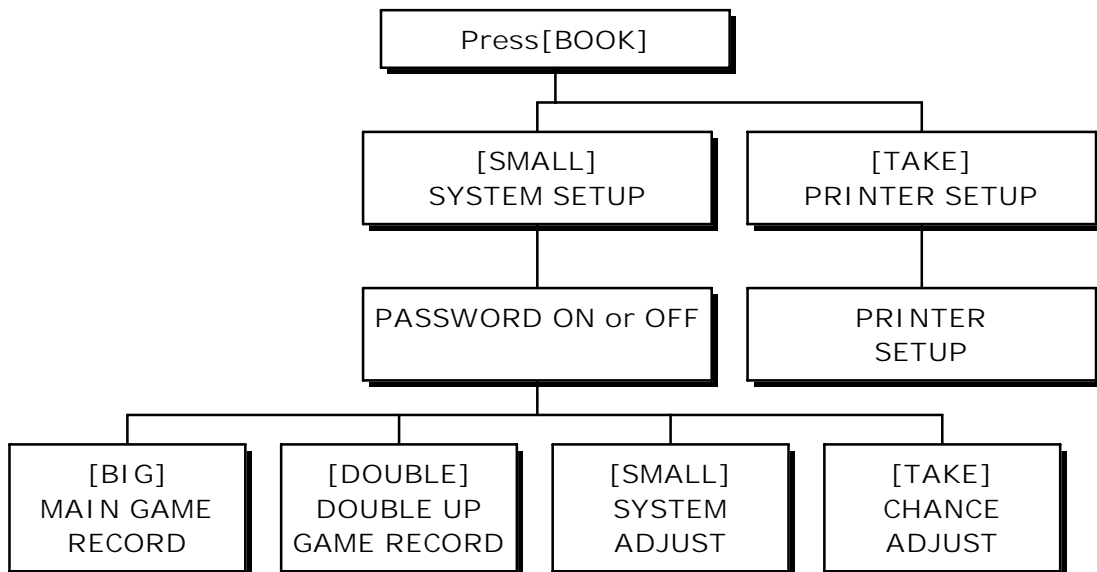


# BOOKKEEPING & ADJUSTMENT

## BOOKKEEPING FLOW



## DATA SETTING FLOW



# ON-SCREEN SYSTEM SETTING

## SYSTEM SETUP

Press [BOOK]→[SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	8,16,32,64,128	128
MIN. PLAY	1,8, 10,16,24,32	8
SYSTEMLIMIT (Max. PLAY)	X500, X1000, X2000, X3000, NO LIMIT	NO
COIN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	5
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE	CONTINUE
MAX BONUS	1000, 2000, 3000, 5000, 8000, 10000	5000
TICKET OUT INTERFACE	PRINTER DIRECT / DISPENSER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1 · ESC / POS · STAR	CBM1

### REMARK:

1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7<sup>th</sup> pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.
3. Min Play 8 credits for Progressive Bonus.

# CHANCE ADJUSTMET

Press [BOOK]→ [SMALL]→[TAKE] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1(96%) , LEVEL 2(95%) , LEVEL 3(94%) , LEVEL 4(93%) LEVEL 5(92%) , LEVEL 6(91%) , LEVEL 7(90%) , LEVEL 8(89%)	LEVEL 4
W-UP GAME RATE	LEVEL 1(95%) , LEVEL 2(90%) , LEVEL 3(85%)	LEVEL 2

## MAIN FEATURES OF WILD FRUIT:

- ◆ 3 Graphic Choices for Operation: Classic Fruit, Fast Food or Both (via Dip SW2, #6 & 7, Switch Symbol by hitting "DOUBLE UP" button)
- ◆ 2 different types of reel choices: Shutters (for non-spinning) operation and Spinning Reels.
- ◆ Progressive & Interactive Bonus: Max Bonus can reach 10,000.
- ◆ Special Chance Structure: Wild chance construction & income guarantee.
- ◆ Attractive Fevers: Diagonal & Cross fevers.
- ◆ Original Manufacturer Default: IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Wild Fruit/Wild Food!

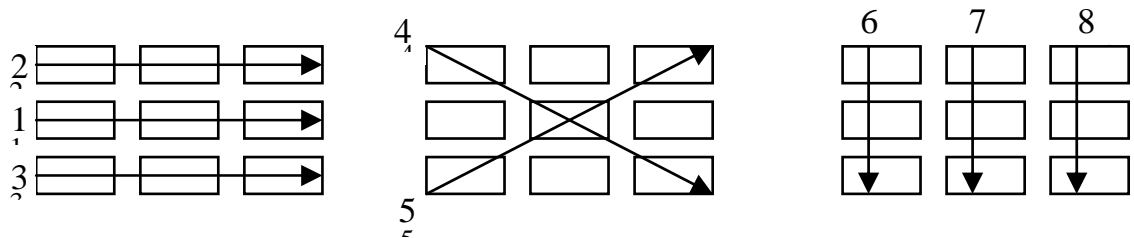
# HOW TO PLAY

## MAIN GAME DESCRIPTION



Main Screen of Wild Fruit

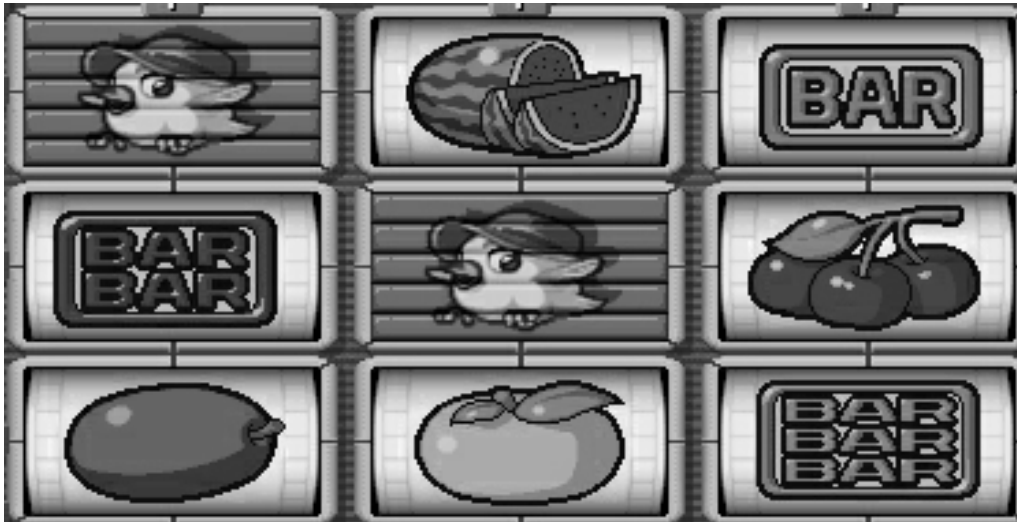
Regular 9 reels & 8-liner style, playing spots as follows:



# REEL MODES

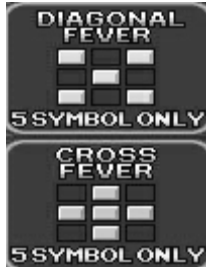


Screen of Spinning Reel






Screen of Shutter

# FEVER BONUS & JOKER



If 5 same symbols are arranged in "X" or "Cross" patterns, player experiences "Fever Bonus" with 3 to 5 times.

When  joker appears in the main game, it will

automatically into blue , red , green ,  
red , or blue .

When  joker appears in the main game, it will

automatically change into , , , ,  
or .

# PROGRESSIVE BONUS POOL



Each bird will increase 1/8 of play amount to progressive bonus.



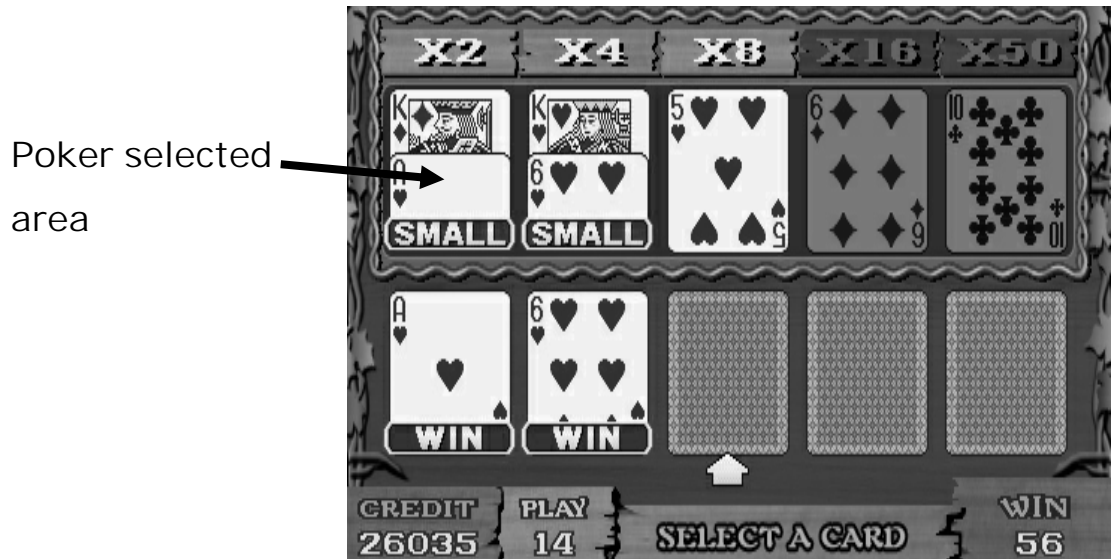
Three birds lined up in a row allows a player chance at the progressive bonus pool.



【REMARK】 Max Bonus value can be adjusted on screen setting.



# DOUBLE UP GAME DESCRIPTION



Double-up Screen

- ◆ Player selects any one card from the lower deck. Then choose whether the next card will be “higher” (big button) or “lower” (small button) than card value above selection.