

Endless Riches

KIT INSTALLATION
MANUAL

**FOR AMUSEMENT ONLY
(TEMP. VERSION)**

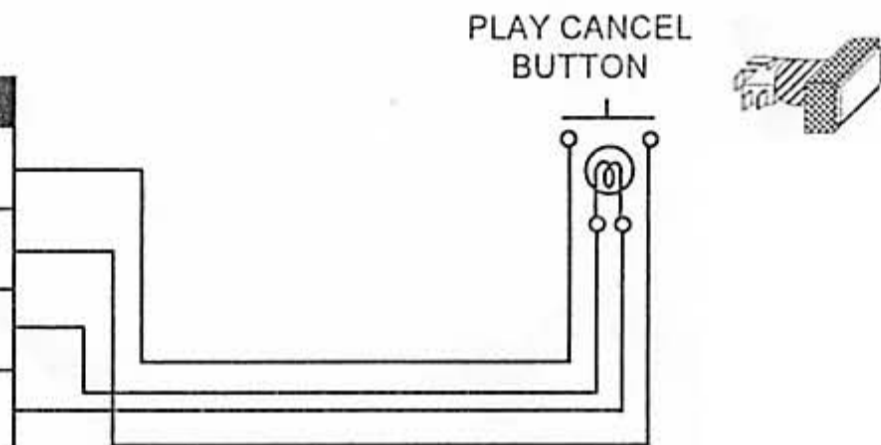
BUTTON LAYOUT

ATTENTION: REGARDING "PLAY CANCEL" BUTTON
 You can choose 2 kinds of layout. Please refer below before you start to modify Control Panel.

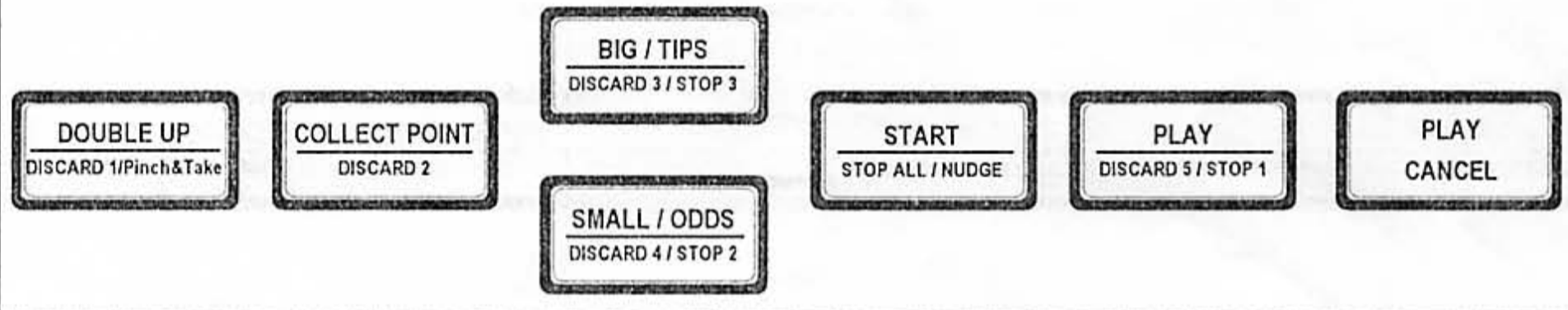
Using "PLAY CANCEL" button

- Your cabinet should have enough space for mounting the 7th button on Control panel.
- 7th button's harness and 7th button Assy are not included in Endless Riches KIT. Please provide yourself.
- Button sheet of "PLAY CANCEL" is included in KIT.
- About Wiring and Button layout, refer below.

FUNCTION	COLOR	WIRE FROM	CONNECTION OF TERMINAL
PLAY CANCEL SWITCH	VIOLET	72 pin Edge Connector, Pin 14 on Parts side.	Connect to Normal Open. of Button Assy
SWITCH GND	BLACK	Switch GND of your cabinet	Connect to Common of Button Assy
PLAY CANCEL LAMP	YEL/GRY	72 pin Edge Connector, Pin 35 on Parts side.	Connect to Lamp terminal of Button Assy
+5VDC	RED	+5VDC of your cabinet	Connect to Lamp terminal of Button Assy



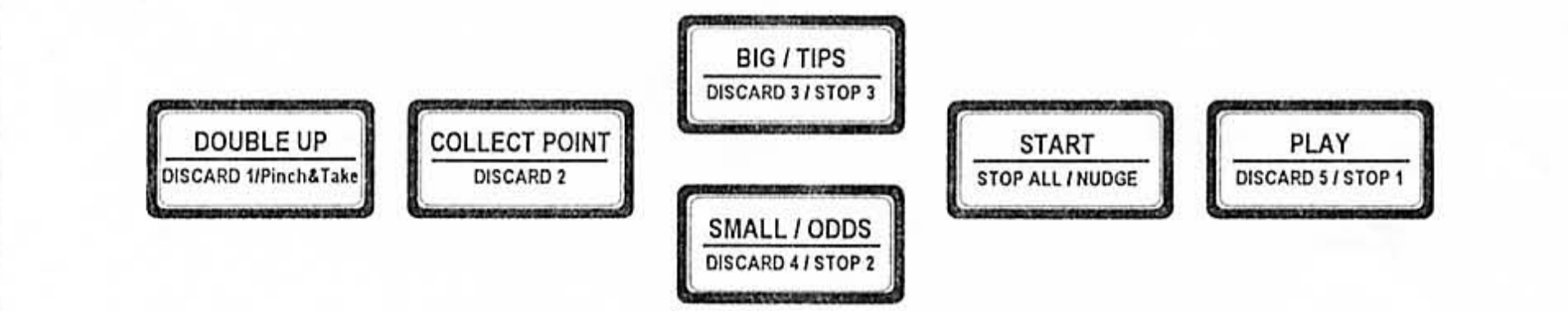
BUTTON LAYOUT (STYLE A) - Using "PLAY CANCEL" button -



Not Using "PLAYCANCEL" button

- Your game will not have the following features.
PLAY CANCEL
 Cancel the play point(s) before starting the game.

BUTTON LAYOUT (STYLE B) - Not Using "PLAY CANCEL" button -



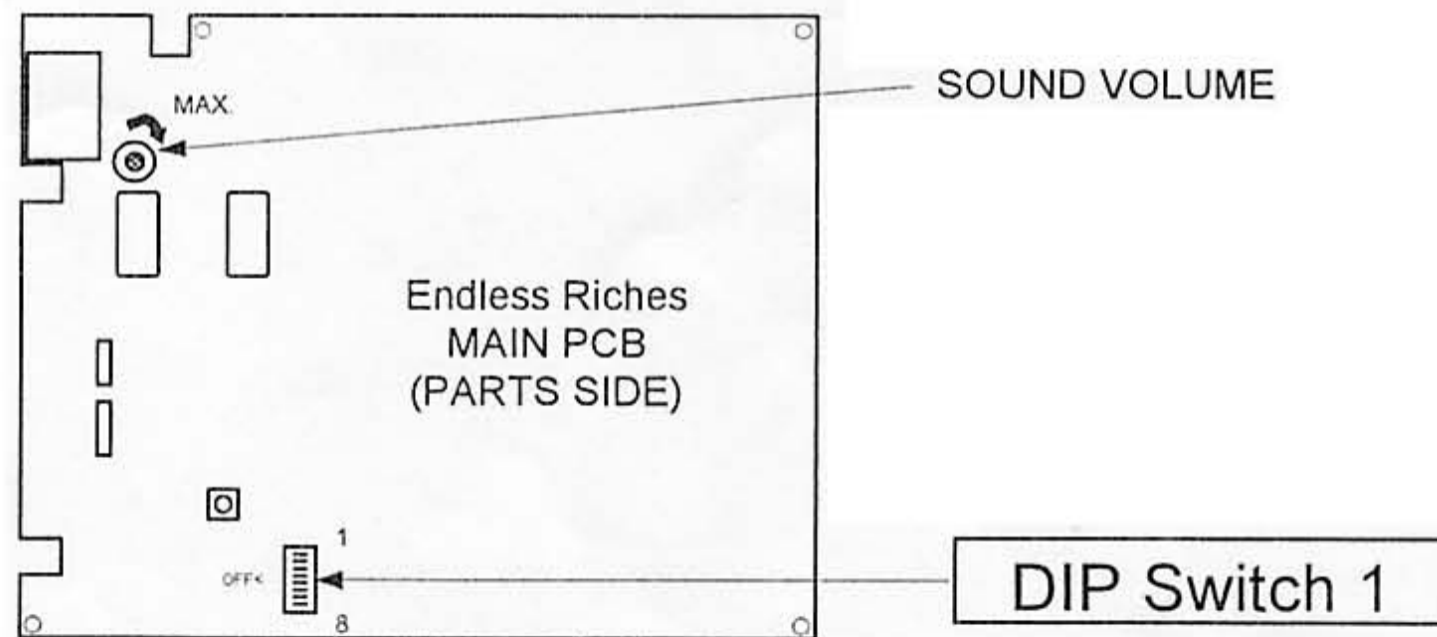
DIP SW TABLE

DIP SWITCH 1		SWITCH POSITION							
FUNCTIONS	SETTING	1	2	3	4	5	6	7	8
GAME STYLE	NORMAL	OFF							
	TICKET PAYOUT	ON							
KEY IN (COIN B)	1 TURN 10 POINTS		OFF	OFF	OFF				
	1 TURN 2 POINTS		ON	OFF	OFF				
	1 TURN 3 POINTS		OFF	ON	OFF				
	1 TURN 5 POINTS		ON	ON	OFF				
	1 TURN 20 POINTS		OFF	OFF	ON				
	1 TURN 25 POINTS		ON	OFF	ON				
	1 TURN 50 POINTS		OFF	ON	ON				
	1 TURN 100 POINTS		ON	ON	ON				
COIN A	1 COIN 1 POINT					OFF	OFF		
	1 COIN 2 POINTS					ON	OFF		
	1 COIN 5 POINTS					OFF	ON		
	1 COIN 10 POINTS					ON	ON		
COIN C	1 COIN 1 POINT							OFF	OFF
	1 COIN 2 POINTS							ON	OFF
	1 COIN 5 POINTS							OFF	ON
	1 COIN 10 POINTS							ON	ON

DEFAULT SETTING **OFF OFF OFF OFF OFF OFF OFF OFF**

DIP Switch Location

- DIP Switch 1 is located as shown below:



DIAGNOSTIC MODE

Entering the DIAGNOSTIC MODE

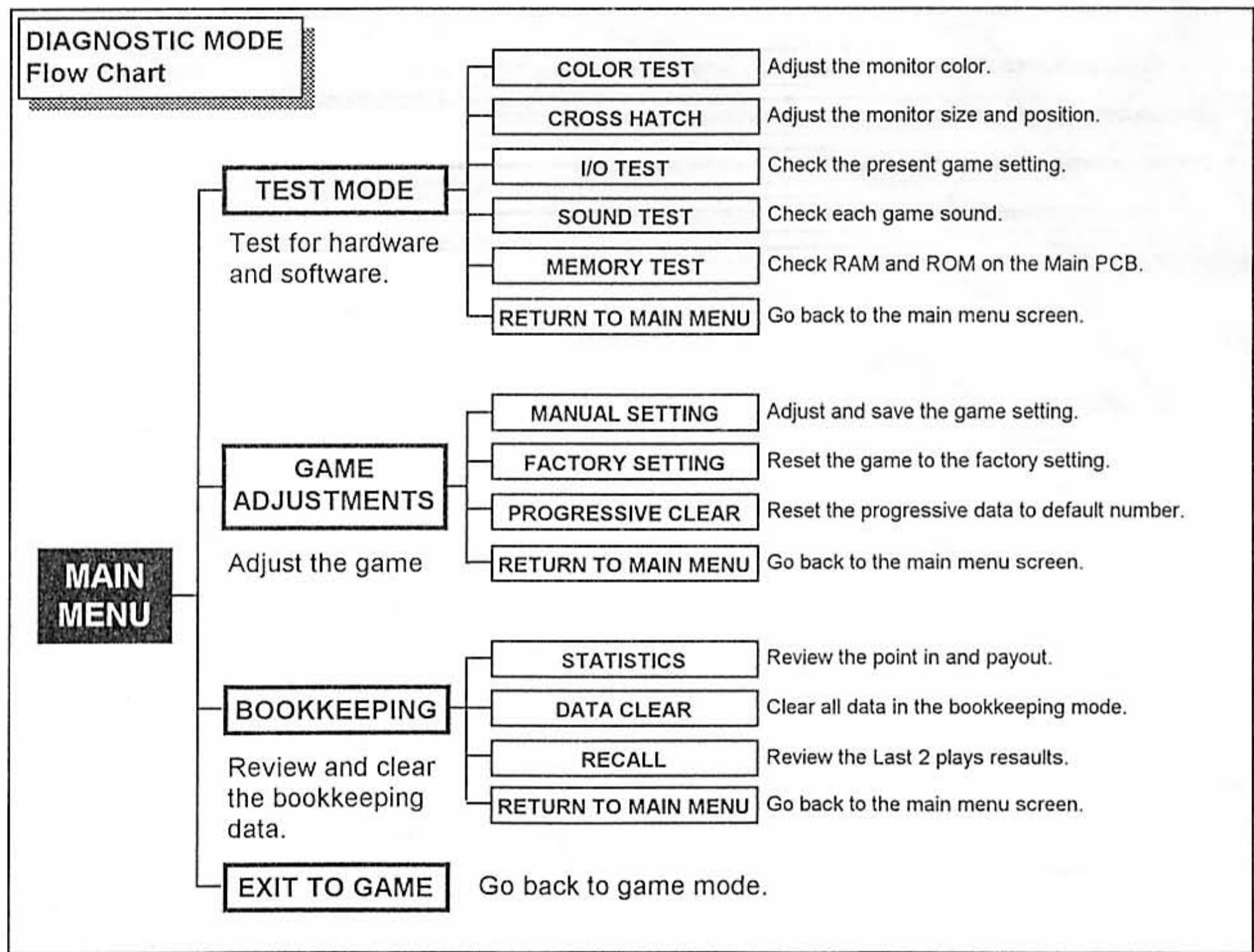
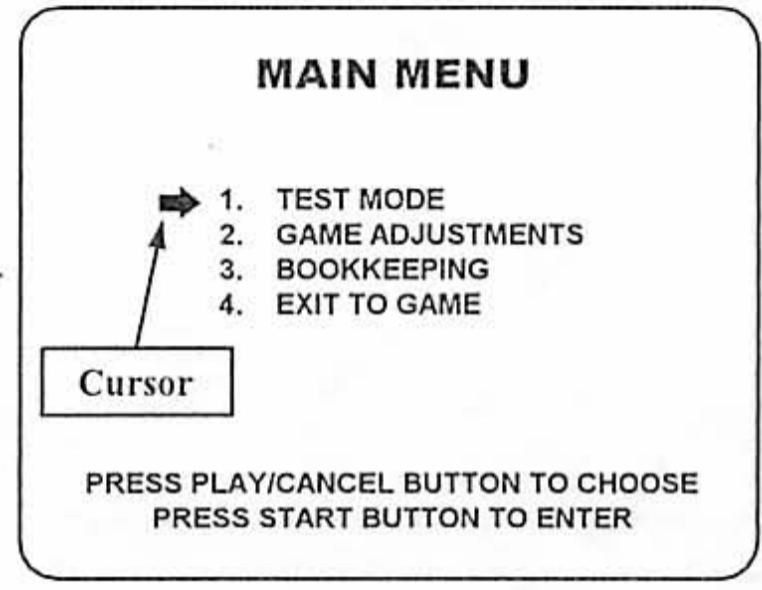
If you need to check the condition of the game circuitry and controls, you can use the DIAGNOSTIC MODE. Press DIAGNOSTIC switch during Attract mode or Game mode with no play point and game will go to the DIAGNOSTIC MODE, MAIN MENU.

Returning to GAME MODE

Choose "EXIT TO GAME" or press the DIAGNOSTIC switch for 2 seconds and you go back to regular game mode.

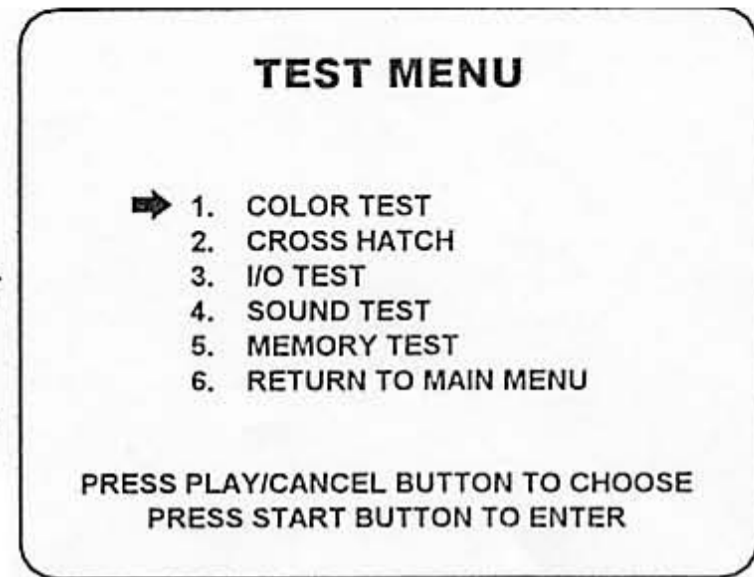
MAIN MENU

- Move the Cursor by pressing the PLAY button and the PLAY CANCEL button.
- After choosing one of the contents with the Cursor, press the START button to enter.
- Press the START button when the Cursor is on 4 to EXIT TO GAME or press the DIAGNOSTIC switch for 2 seconds and you will go back to the regular game mode.



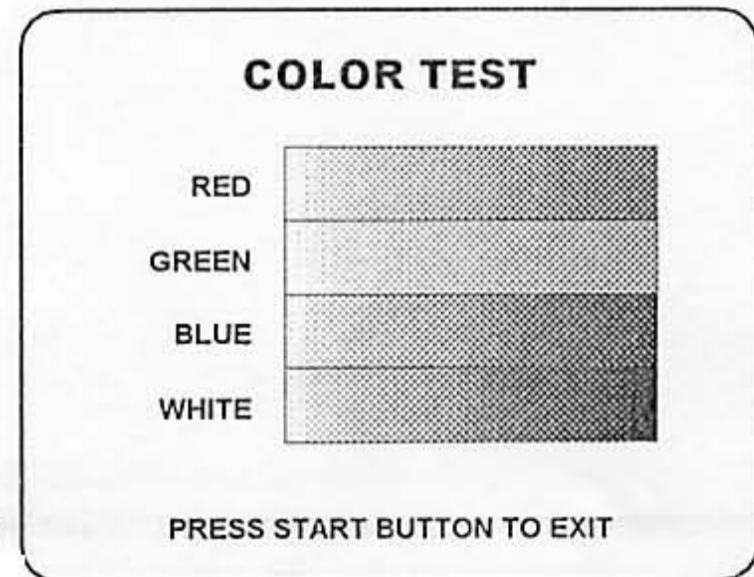
TEST MENU

- Move the Cursor by pressing the PLAY button and the PLAY CANCEL button.
- After choosing one of the contents with the Cursor, press the START button to enter.
- Press the START button when the Cursor is on 6 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.



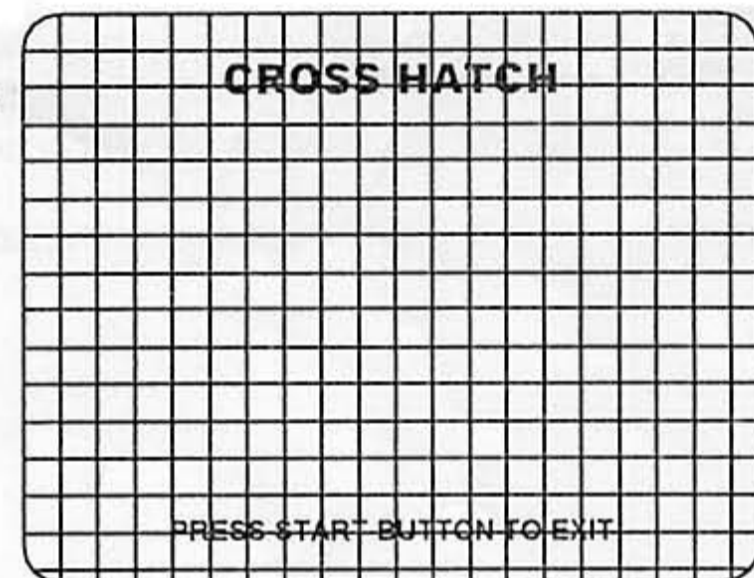
Color Test

- Use this screen to check the color of monitor. The color bands in the center should be Red, Green, Blue and White from top to bottom, each with a color scale from bright to dark, left to right.
- If the screen does not match this description, adjust the Monitor as described in the Monitor's manual.
- Press the START button to exit.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.



Cross Hatch

- Use this screen to check the size of picture. The CROSS HATCH test pattern has a White grid on a Black background. Check following:
 - * The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
 - * "Out" line of grid line is the same size as "Out" line of game screen. So, "Out" line should be able to be seen with no overflow of grid lines on screen.
- If these are not as above, adjust the Monitor as described in the Monitor's manual.
- Press the START button to exit.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.



I/O Test

- Use this screen to check the **BUTTONS** and the **SWITCHES** 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 do not appear correctly, check the harness connections and switches.
- Lamp of each Control panel buttons also light up during the button are pressed.
- Press the **START** button to exit.
- If you want to go directly to the regular game, press the **DIAGNOSTIC** switch for 2 seconds.

I/O TEST

BUTTON	SWITCH
START : OFF	SERVICE : OFF
DOUBLE UP : OFF	DIAGNOSTIC : OFF
COLLECT : OFF	COIN A : OFF
PLAY : OFF	KEY IN : OFF
SMALL : OFF	COIN C : OFF
BIG : OFF	KNOCK OFF : OFF
PLAY CANCEL : OFF	RECALL : OFF

PRESS START BUTTON TO EXIT

Sound Test

- Use this screen to check all game sounds. Choose a sound by pressing the **PLAY** button and the **PLAY CANCEL** button. Press the **SMALL** button. The machine will make a sound. Press the **BIG** button when you want to stop the sound.
- Press the **START** button to exit.
- If you want to go directly to the regular game, press the **DIAGNOSTIC** switch for 2 seconds.

SOUND TEST

SOUND CODE
00

SOUND NAME

FORWARD	: PLAY
BACK	: CANCEL
PLAY	: SMALL
STOP	: BIG

PRESS START BUTTON TO EXIT

Memory Test

- Use this screen to check **RAM** and **ROM** on the Main PCB. The Main PCB will automatically check them when you enter this screen. If there are no problems, the letters "OK" will appear on the screen. If you get the letters "NG", check the mounting of RAMS or ROMS on the Main PCB but if "NG" reappears, it needs to be replaced.
- You will automatically exit and go back to the **TEST MODE** screen after 2 seconds to finish checking the memory.

MEMORY TEST

WORK RAM	: OK
ROM (EVEN)	: OK
ROM (ODD)	: NG

GAME ADJUSTMENTS

- Move the Cursor by pressing the PLAY button and the PLAY CANCEL button.
- After choosing one of the contents with the Cursor, press the START button to enter.
- Press the START button when the Cursor is on 4 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC button for 2 seconds.

Manual Setting

- Use these screens to manually adjust the game setting. Move the Cursor by pressing the PLAY button and the PLAY CANCEL button. (See table below.)
- After choosing one of the contents, select the setting style by pressing the BIG button and the SMALL button.
- If you choose "MORE...", you will go to next page.
- Press the START button to exit and go back to the GAME ADJUSTMENTS screen.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.

NOTE:

You cannot change the settings "GAME STYLE", "COIN A", "KEY IN" and "COIN C" in this mode . If you need to change their settings, you must change the DIP SWITCH on the Main PCB.

GAME ADJUSTMENTS

- ➡ 1. MANUAL SETTING
- 2. FACTORY SETTING
- 3. PROGRESSIVE CLEAR
- 4. RETURN TO MAIN MENU

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS START BUTTON TO ENTER

MANUAL SETTING

- PAYOUT STYLE : NORMAL PAYOUT
- COIN A : 1 COIN 1 POINT
- KEY IN : 1 TURN 10 POINTS
- COIN C : 1 COIN 1 POINT
- COIN IN LIMIT : NO LIMIT
- CREDIT LIMIT : NO LIMIT
- ➡ MIN. BET : 1
- MAX. BET : 64
- MORE...

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS SMALL/BIG BUTTON TO ADJUST
PRESS START BUTTON TO EXIT

MANUAL SETTING

- ➡ PAYOUT RATIO : 60%
- MIN. BET FOR BONUS : 8
- BONUS GAME COMBO : 6-3-1
- DOUBLE UP GAME : YES
- SHOWMOVIE IN GAME : YES
- MOVIE MODELS : SELECTABLE
- MORE...
- PREVIOUS...

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS SMALL/BIG BUTTON TO ADJUST
PRESS START BUTTON TO EXIT

MANUAL SETTING

- ➡ TICKET VALUE : 1 CREDIT 1 TICKET
- TICKET PAYOUT : NORMAL
- POOL : 3
- MIN. POOL : 0
- REEL SPEED : FAST
- PROGRESSIVE VALUE : 0.01/1 BET
- MIN. PROGRESSIVE : 100.00
- MAX. PROGRESSIVE : NO LIMIT
- PREVIOUS...

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS SMALL/BIG BUTTON TO ADJUST
PRESS START BUTTON TO EXIT

NOTE: Please refer the next page of "DISCRIPTION OF MANUAL SETTINGS"

DESCRIPTION OF MANUAL SETTINGS (1st page)

[Default settings are Underlined.]

CONTENTS	DESCRIPTION	SETTING SELECTION
COIN IN LIMIT	Adjust "How many coins player can insert."	<u>No limit</u> , 1000, 2000, 3000, 5000
CREDIT LIMIT	Adjust "How many points game can hold."	<u>No limit</u> , 5000, 10000, 20000, 30000, 40000, 50000, 100000
MIN. BET	Adjust "Minimum play points player should play one play."	<u>1</u> , 8, 16
MAX. BET	Adjust "Maximum points player can play at one play."	16, 32, <u>64</u> , 72, 80, 88, 96

DESCRIPTION OF MANUAL SETTINGS (2nd page)

[Default settings are Underlined.]

CONTENTS	DESCRIPTION	SETTING SELECTION
PAYOUT RATIO	Adjust Total Payout % of game.	55%, <u>60%</u> , 65%, 70%, 75%, 80%, 85%, 90%
MIN. BET FOR BONUS	Adjust "Minimum number of points a player must make to get Bonus (POKER TIME)."	<u>8</u> , 16
BONUS GAME COMBO	Adjust "Number of times that player needs to hit this LILE WIN to go to POKER TIME." Ex. 6-3-1 means: 6 times for Bracelet Line-1 time for Gold Ber Line-1 time for One Bar Line.	<u>6-3-1</u> , 7-4--1, 9-6-1, 9-6-2
DOUBLE UP GAME		<u>YES</u> , NO
SHOWMOVIE IN GAME		<u>SLECTABLE</u> , FEMALE ONLY, MALE ONLY

DESCRIPTION OF MANUAL SETTINGS (3rd page)

[Default settings are Underlined.]

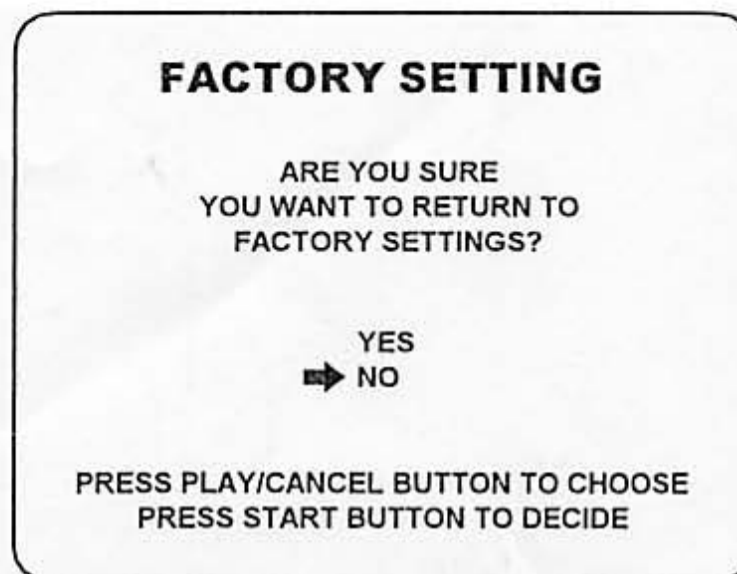
CONTENTS	DESCRIPTION	SETTING SELECTION
TICKET VALUE*	Adjust "How many Point should payout 1 Ticket."	<u>1</u> , 2, 4, 5, 8, 10, 16, 20, 30, 32, 40, 50, 60, 64, 80, 100, 128, 200, 256, 300, 400, 500, 512, 600, 700, 800, 900, 1000, 1024, 1500, 2000, 2048
TICKET PAYOUT*	Adjust "How many Tickets can be payout per one play."	<u>NORMAL</u> , 1 TICKET, 3 TICKETS, 3 TICKETS
POOL	Adjust "How may points will be increace to POOL per one MONEY BAG hit."	1, 2, <u>3</u> , 5, 7
MIN. POOL	Adjust "Default POOL number."	<u>0</u> , 30, 60, 90
REEL SPEED		<u>FAST</u> , SLOW
PROGRESSIVE VALUE	How many play points to increase the "Progressive number" or "No progressive."	<u>0.01/1 Point</u> , 0.01/2 Points, 0.01/3 Points, 0.01/3 Points, 0.01/4 Points, Always 100.00
MIN. PROGRESSIVE	Adjust "Default Progressive number."	<u>100.00</u> , 150.00, 200.00, 250.00, 300.00, 400.00,
MAX. PROGRESSIVE	Adjust "Maximum number of Progressive."	<u>NO LIMIT</u> , 500.00, 1000.00, 1500.00, 2000.00, 3000.00, 4000.00, 5000.00

***NOTE:**

Contents of "TICKET VALUE" amd "TICKET PAYOUT" will be selectable when the DIPSW 1 #1 is ON.

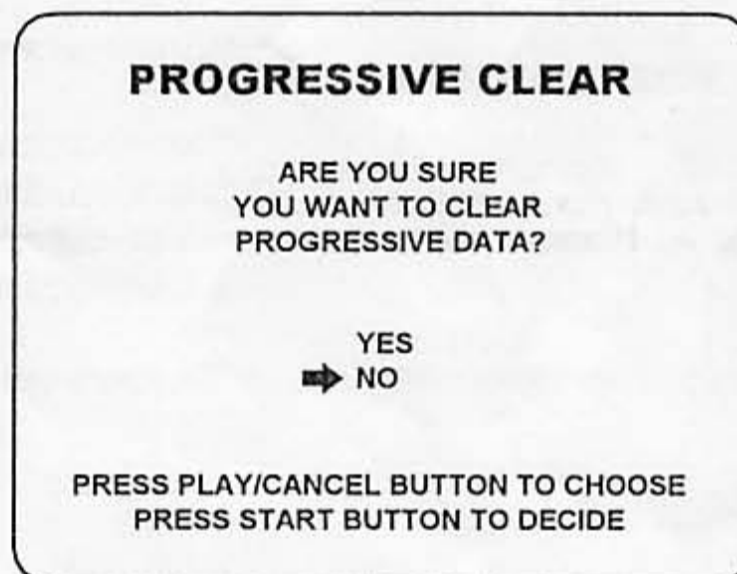
Factory Setting

- Use this screen to automatically adjust the game setting back to "Factory Installed Setting".
- The screen will ask if you want to return to "Factory Installed Setting". Choose YES or NO by pressing the PLAY button and the PLAY CANCEL button. Then decide by pressing the START button.
- If choosing "YES", the screen will show "RESET ALL SETTINGS" and the game setting will return to the "Factory Installed Setting". Then you will go back to the GAME ADJUSTMENT screen automatically.
- If choosing "NO", your game setting will not change and you will go back to the GAME ADJUSTMENTS screen automatically.



Progressive Clear

- Use this screen to reset the progressive number.
- The screen will ask if you want to clear "PROGRESSIVE DATA". Choose YES or NO by pressing the PLAY button and the PLAY CANCEL button. Then decide by pressing the START button.
- If choosing "YES", the screen will show "CLEAR PROGRESSIVE DATA" and the progressive number will return to the "Default number". Then you will go back to the GAME ADJUSTMENTS screen automatically.
- If choosing "NO", your game setting will not change and you will go back to the GAME ADJUSTMENTS screen automatically.



BOOKKEEPING

- Move the Cursor by pressing the PLAY button and the PLAY CANCEL button.
- After choosing one of the contents with the Cursor, press the START button to enter.
- Press the START button when the Cursor is on 4 to RETURN TO MAIN MENU.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.

BOOKKEEPING

➡ 1. STATISTICS
2. DATA CLEAR
3. RECALL
4. RETURN TO MAIN MENU

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS START BUTTON TO ENTER

Statistics

- Use this screen to review the game statistics. (Total 9 pages.)
- If you want to review the next page, press the PLAY button or the PLAY CANCEL button.
- After reviewing the statistics, press the START button to exit and go back to the BOOKKEEPING screen.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.

STATISTICS

TOTAL GAMES :	0
TOTAL BET :	0
TOTAL PAYOUT:	0

TOTAL IN :	0
TOTAL OUT :	0

0%	

PRESS PLAY/CANCEL BUTTON TO NEXT PAGE
PRESS START BUTTON TO EXIT

- 1st page: TOTAL IN / TOTAL OUT
- 2nd page: NORMAL ODDS
- 3rd page: SPECIAL ODDS
- 4th page: MONEY BAG hit
- 5th page: POKER TIME win
- 6~9th page: Match symbols in BONUS SPIN



...and 8 more pages.

Data Clear

- Use this screen to automatically clear all data of the game statistics.
- The screen will ask if you want to clear all data of the game statistics. Choose YES or NO by pressing the PLAY button and the PLAY CANCEL button. Then decide by pressing the START button.
- If choosing "YES", the screen will show "CLEAR ALL DATA" and all of the game statistics will clear. Then you will go back to the BOOKKEEPING screen automatically.
- If choosing "NO", your game statistics will not clear and you will go back to the BOOKKEEPING screen automatically.

DATA CLEAR

ARE YOU SURE
YOU WANT TO CLEAR ALL DATA?

➡ YES
NO

PRESS PLAY/CANCEL BUTTON TO CHOOSE
PRESS START BUTTON TO DECIDE

DATA CLEAR

CLEAR ALL DATA

Recall

- Use this screen to review the result for Last 2 plays.
- After reviewing, press the START button to exit and go back to the BOOKKEEPING screen.
- If you want to go directly to the regular game, press the DIAGNOSTIC switch for 2 seconds.
- This RECALL switch wiring port is available on 72 pin Edge connector. (Pin 20 on Solder side) If you wire any on-off switch or button there to show the RECALL screen by just press this button. (Switch or button with wire, you need to provide by your end)

