

Golden Treasure Island

(Alpha Version)

1) Two Graphic Types:

There are two choices for Graphic Patterns. Choose either "Classic Fruit" or "Pirate" symbols via on-screen settings.

2) Joker:

The "Joker"(Pirate) is a Wild symbol. It can be substituted for any symbol to give player better chance of Big Win.

3) Lucky Fever:

"Lucky Fever" occurs when player receives same Symbols in either "Outside Four Corners" or same symbols in "Cross Pattern." Middle Reel will spin and player hopes for middle reel match, and "Big Win."

4) Diamond Fever:

"Diamond Bonus" occurs when three "Same Color Diamonds"(three flags in pirate) appear on line win. Player enters Roulette Bonus Screen with hopes of matching "Inner Reel" symbols with "Outside Reel" symbol. Bonus round ends when "Outside Reel" lands on "EXIT."

5) Treasure Box Fever:

"Treasure Box Fever" occurs when three "Treasure Chests" appear on line win. Player enters "Mystery Bonus Screen" where there are nine "Secret Squares." Player selects a "Mystery Square"

and is awarded secret prize behind it. Bonus Round terminates when "Killer Bee" is selected.

6) Double-Up:

Player has choice of "Take Score", "Re-Double", "Half-Double" or "Double-Up" after Main Game win.

RE-Double= Two times chance of winning score from Main Game

Half-Double= Half times chance of winning score from Main Game

Double-Up= Even times chance of winning score from Main Game

(* Can disable Re-Double/Half Double via On-Screen Settings)

7) Options:

- Hold Pair Function
- Odds Table on/off
- Skill Mode (sw#7 on)
- Score Column (with play or not play from score options)
- Continuous Spin
- Game Count
- "Min 10" to Start Option

OPERATION GUIDE

1) BOOK

There are totally five 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.

CURRENT RECORD	
COIN	500
PAYOUT	0
KEYIN	0
KEYOUT	50
TOTAL TIMES	211
TOTAL PLAYED	1682
TOTAL WON	1232

The First 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.

	SCORE	COUNTER
COIN	500	000050
PAYOUT	0	000000
KEYIN	0	000000
KEYOUT	50	000005
	PLAYED	WON
TOTAL	1682	1232
MAIN GAME	1682	1232
DOUBLE GAME	0	0

The "Score" column of top form shows the score of Coin, Payout, Keyin and Keyout. The "Counter" column are for "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.

	PLAY TIMES	WIN TIMES
MAIN GAME	211	92
DOUBLE GAME	0	0
	TIMES	SCORE
DIA. FEVER	1	120
BOX FEVER	1	40
POWERUP TIMES	1	

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 fourth and fifth page of BOOK for winning times of each prize.

2) 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	240
DEMO MUSIC	YES
DEMO SHOW	YES
GAME LIMIT	40000
WIN RATE	80
REEL SPEED	FAST
HOLD FUNC.	YES
D-UP FUNC.	YES
RE-D-UP FUNC.	YES
HALF D-UP FUNC.	YES
D-UP LEVEL	0
DOUBLE LIMIT	20000
MAX PAY TOKEN	FREE
MAX PRIZE	YES
GRAPHIC TYPE	FRUIT

SETTING SELECTION	
1, 2, 5, 10, 20, 25, 50, 75, 100, 300, 500, 1000	
1, 2, 5, 10, 20, 25, 50, 75, 100, 300, 500, 1000	
1, 2, 5, 10, 20, 25, 50, 75, 100, 300, 500, 1000	
1, 2, 5, 10, 20, 25, 50, 75, 100, 300, 500, 1000	
1, 8, 16, 32, 40, 64, 80	
16, 40, 64, 80, 120, 160, 200, 240	
YES, NO	
YES, NO	
2000, 3000, 5000, 10000, 15000, 20000, 30000, 40000, 50000, 60000	
65, 70, 75, 80, 85, 90	
FAST, SLOW	
YES, NO	
YES, NO	
YES, NO	
YES, NO	
0(Easy), 1, 2, 3, 4, 5(Difficult)	
2000, 3000, 5000, 10000, 20000, 30000	
200, 300, 500, FREE	
YES, NO	
FRUIT, INSECT	

3) RESET (Clear)

- CLEAR ALL

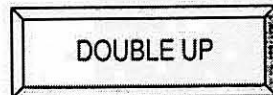
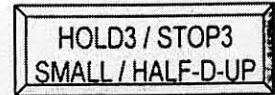
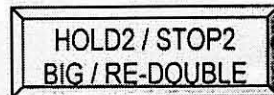
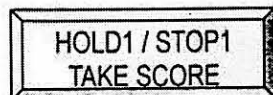
Turn on the power (The function doesn't work when the power is OFF.) Push RESET button on the board. In the case, all of data should clear, include the rates. And, the setup value will change to default.

- CLEAR LAST RECORD ONLY

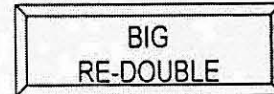
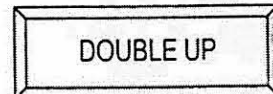
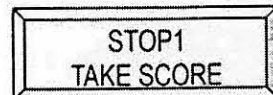
Press Book Key to enter first page of Book. Push the RESET button to clear all data of page, which record the data from last check out. (Check Out: To clear this page.) The total records from initial operation remain unchanged by this function.

4) PANEL TYPE

1ST-TYPE PANEL



2ND-TYPE PANEL
(No hold function)



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	OFF	Standard wave, Rate more steady						
	Specific	ON	Larger wave, focus more win or lose						

D-UP, RE-DOUBLE, HALF-DOUBLE

Re-Double : The score for D-UP is two times of winning score in main game. For example: Win 50 and push Re-Double button for 100. The additional 50 should reduce from Credit.

Double Up : The score for D-UP is winning score in main game as general.

Half Double : The score for D-UP 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.

SECOND PAGE

PANEL TYPE	TYPE1
SCORE FUNC.	NO
PLAY SCORE	NO
SHOW ODD TABLE	YES
10 TIMES FEATURE	NO
HAND COUNT	NO

SETTING SELECTION

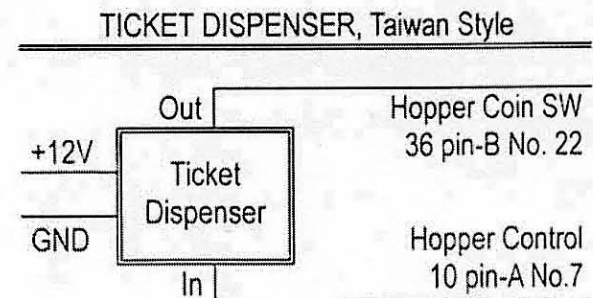
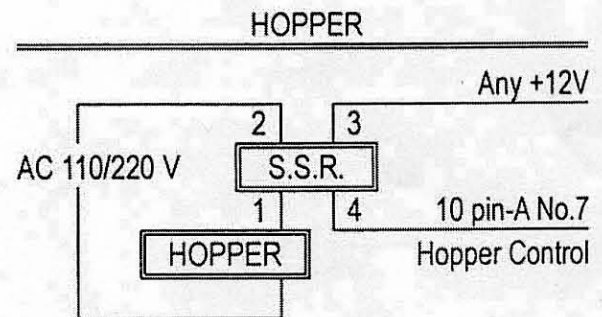
1ST - TYPE, 2ND - TYPE(No Hold function)
 YES, NO
 YES, NO
 YES, NO
 YES, NO
 YES, NO

CONNECTOR DIAGRAM – 36 PIN & 10 PIN

QUEEN BEE (USA)

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



For “Georgia Mode” please turn dip switch #7 to the “on” position.

To change the name to “Fruit Holders” turn dip switch #8 to the “on” position.