

X-REEL

(USA Version)

TWO GRAPHIC PATTERNS

There are two kind of graphic patterns inside for "FRUIT" and "INSECT", which are able to choice by SETUP.

EXTRA ONE REEL

This new feature spins initial 9 reels and extra one. The odds are Double while same symbol on the pay-line plus extra same one or All symbols as "All Orange", plus extra same one.

JOKER

The Joker, queen bee, on the reel is wild. It represents any items like Watermelon, 7, Bell etc. to let you have more chance to gain larger prizes.

LUCKY FEVER

You may win suddenly for large prize when the Four corners or the middle of four sides of nine reels with same symbol. In the case, the middle of nine reels will spin again for the fever.

DIAMOND BONUS

The screen will enter second screen for Diamond Bonus when you have three "same color of Diamond" (Same color of Orchid Flower, Insect patterns) on the line. In the screen, four reels are spinning and one "Yellow Square" is moving along with screen's sides. Push "All Stop" to stop the reels and "Start" button to stop the "Yellow Square".

If the square matches any of four reels, you will win the value of the reel, which show at under of the reel. The "Yellow Square" moves again until stop at "EXIT" to end one round.

DOUBLE UP

You are able to choice "Take Score", "Re-Double", "Half-Double" or "Double Up" after Main Game won. The standard odd of passing is twice, but sometime will randomly access for 3, 4 and 5 times.

Re-Double : The score for D-UP is two times of winning score in main game. For example: Win 100 and push Re-Double button for 200. The additional 100 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.

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

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, Box Fever and Hold function are 8.

OPERATION GUIDE

• BEFORE INSTALL FOR HARDNESS MODE – IMPORTANT !!

There are two kinds of hardness in the hardware, as follows:

- 1) Lucky 8 liner (36 pin & 10 pin): Adjust "Dip SW 1, No2" on the board to "OFF".
- 2) JAMMA (28 pin): Unavailable now.

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.

Page -1

CURRENT RECORD	
COIN	500
PAYOUT	0
KEYIN	0
KEYOUT	50
TOTAL TIMES	211
TOTAL	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.

Page - 2

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

Page -3

	PLAY	WIN
MAIN GAME	211	92
DOUBLE	0	0
	TIMES	SCORE
DIAM. FEVER	1	120
POWERUP		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

		SETTING SELECTION
COIN IN	1	100, 75, 50, 25, 20, 10, 5, 2, 1
KEYIN	50	500, 300, 100, 75, 50, 25, 20, 10, 5, 2, 1
PAYOUT	1	100, 75, 50, 25, 20, 10, 5, 2, 1
KEYOUT	1	500, 250, 200, 125, 100, 80, 75, 60, 50, 40, 30, 25, 20, 15, 10, 5, 4, 1
TICKET OUT	10	500, 250, 200, 125, 100, 80, 75, 60, 50, 40, 30, 25, 20, 15, 10, 5, 4, 1
MIN PLAY	1	50, 48, 40, 32, 30, 24, 20, 16, 10, 8, 1
MAX PLAY	10	120, 80, 64, 60, 50, 48, 40, 32, 30, 24, 20, 16, 10, 8
DEMO MUSIC	YES	YES, NO
DEMO SHOW	YES	YES, NO
GAME LIMIT	1000	90000, 10000, 5000, 4000, 3000, 2000, 1000
WIN RATE	80	90, 85, 80, 75, 70, 65
REEL SPEED	FAST	FAST, SLOW
HOLD FUNC.	YES	YES, NO
RE-D-UP FUNC.	YES	YES, NO
HALF-D-UP FUNC.	YES	YES, NO
D-UP LEVEL	0	0, 1, 2, 3, 4, 5
D-UP LIMIT	10000	50000, 40000, 30000, 20000, 10000, 5000
MAX. PAY TOKENS	FREE	200, 300, 400, FREE
MAX. PRIZE	YES	YES, NO
GRAPHIC TYPE	FRUIT	FRUIT, INSECT

SECOND PAGE

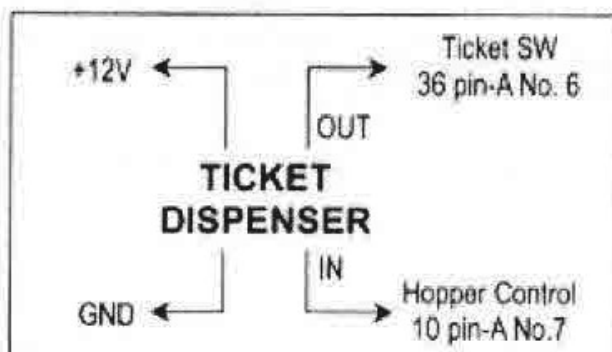
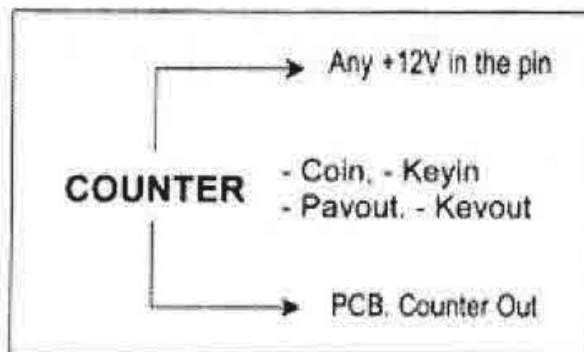
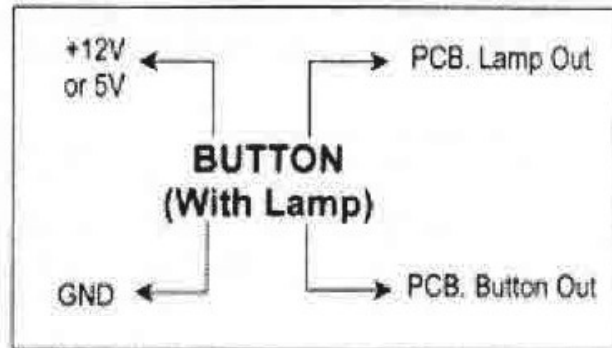
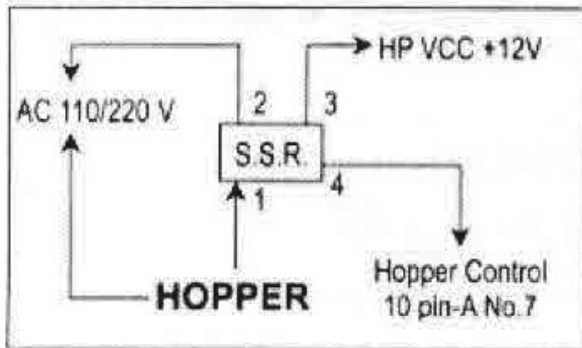
		SETTING SELECTION
SCORE FUNC.	NO	YES, NO
PLAY SCORE	NO	YES, NO
SHOW ODD TABLE	YES	YES, NO
10 TIMES FEATURE	NO	YES, NO
HAND COUNT	NO	YES, NO

CONTROL PANEL



- 1) Start button acts as take score button too.
- 2) Double Up button also able to show ODDS TABLE before playing.

MACHINE PAYOUT



** Ticket Dispenser **

Please check the JP1 and JP2 on board. There are two kinds of setup for specific Ticket Dispenser.

