Get Rich

(Version 1.0.1)

MANUAL



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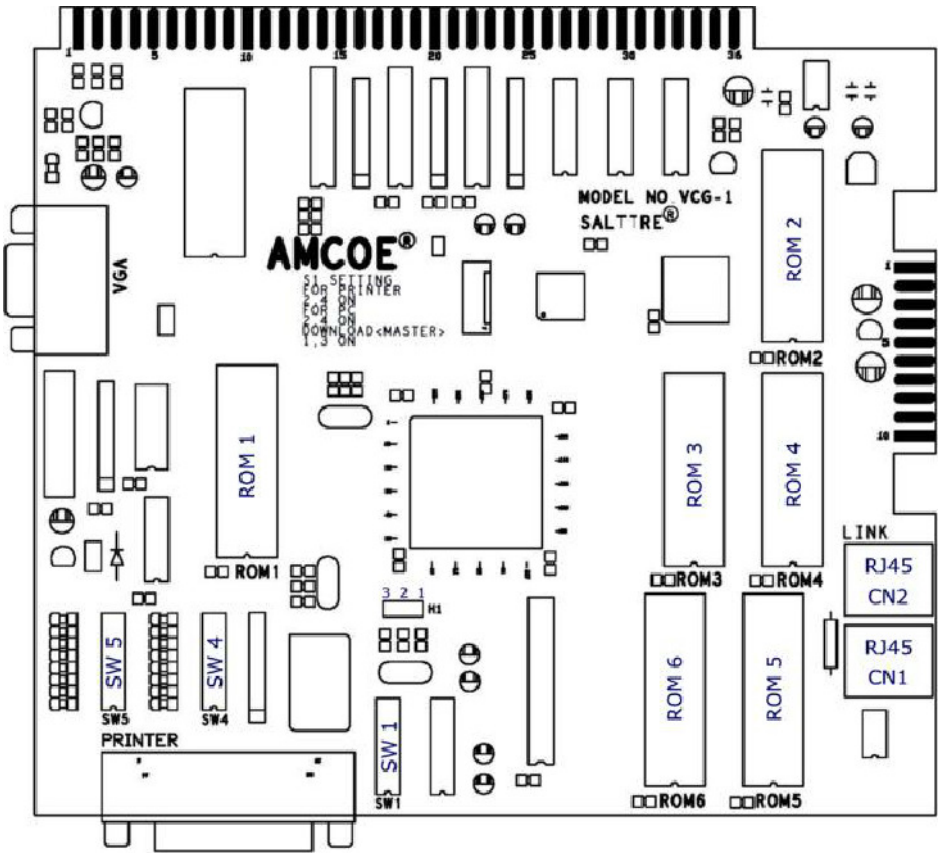
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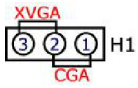
PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			6
7	TICKET OUT BUTTON – for ticket dispenser direct drive		7
8	TICKET NOTCH – ticket dispenser		8
9	**START / TAKE / ALL STOP** (SHARED)		9
10	**GAME RULES / STOP 4 / SMALL** (SHARED)		10
11	**PLAY / CHECK / STOP 1** (SHARED)		11
12	**STOP 5 / TAKE** (SHARED)		12
13	**AUTO PLAY / STOP 3 / DOUBLE** (SHARED)		13
14			14
15			15
16	**STOP 2 / LINES / BIG** (SHARED)		16
17			17
18	COIN 1 IN (point value reference)	KEY IN	18
19	SERVICE IN	COIN 2 IN	19
20	SERVICE MENU	SERVICE MENU	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER / INTERFACE - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	KEY IN METER		24
25			25
26	COIN 2 IN METER		26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	**START / TAKE / ALL STOP LAMP**		29
30	**GAME RULES / STOP 4 / SMALL LAMP**		30
31	**PLAY / CHECK / STOP 1 LAMP**		31
32	**STOP 5 / TAKE LAMP**		32
33	**AUTO PLAY / STOP 3 / DOUBLE LAMP**		33
34	**STOP 2 / LINES / BIG LAMP**		34
35			35
36	GND	GND	36

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE		7
8	HOPPER SSR		8
9	GND	GND	9
10	GND	GND	10

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION





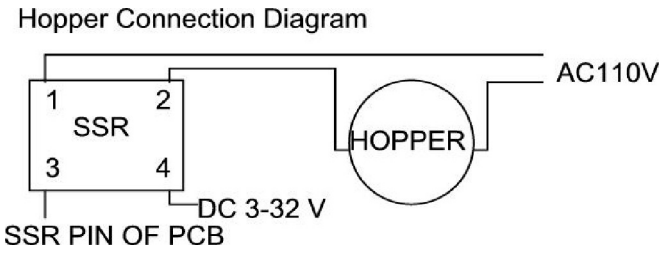
Hardware platform VCG-1 has two types of video output, CGA and XVGA. Jumper H1 (located near SW1) 1 & 2 connected is CGA output; 2 & 3 connected is XVGA output. When using CGA output, connect video output signals on the edge connector. When using XVGA output, use the standard VGA connector on the board; also, monitor used has to support H-scan frequency 31.5kHz and V-scan frequency 120Hz or higher.
ROM1 is the program ROM. ROM1 must match with the type of video output intended to be used.

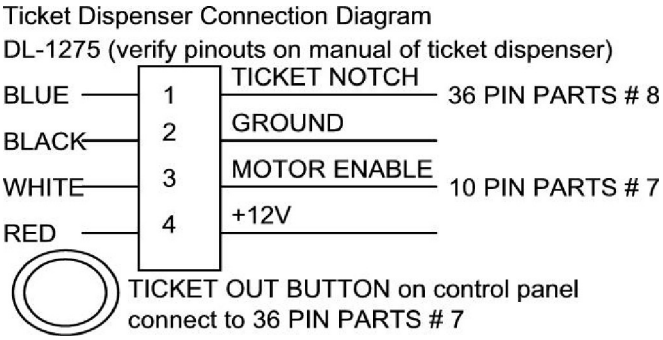
LINK
Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

PRINTER
SW1 #2 & #4 ON is to enable the RS232 port for printer and/or PC download.



MONITOR ADJUSTMENT
In the monitor adjustment screen, adjust sizes and positions such that the four (4) corner brackets (white color) are visible and close to the corners of the monitor. For CGA monitor, re-tuning of monitor sync may be required in order to obtain the best picture result.





DIP SW 4		1	2	3	4	5	6	7	8
DUAL SUPPORT USE ONLY	CGA OUPUT XVGA OUTPUT (CRT)		OFF ON						

All selections are made on screen except those listed in Dip SW 4 and 5.

Please go to SERVICE MENU Screen and enter SET UP page. Follow on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections that can be adjusted in SET UP page (**NOT** for all versions) are as follow:

GAME LEVEL: From LEVEL 1 to LEVEL 6 (LEVEL 1 = highest percentage; LEVEL 6 = lowest percentage)
COIN 1 TO POINT: It relates to 36-pin edge connector part side 18. 1 pulse in =? (Reference of the value of each point)
COIN 2 TO POINT: It relates to 36-pin edge connector solder side 19. 1 pulse in =?
KEY IN TO POINT: It relates to 36-pin edge connector solder side 18. 1 pulse in =? (Use key switch signal)
POINT IN LIMIT: Set the maximum limit after which no more point in through COIN 1 & 2 and KEY IN.
MIN PLAY TO START: Min point(s) required to start to play a game.
MIN PLAY FOR BONUS: Min points required in order to get features such as jackpots, free games, bonus games…etc.
MAX PLAY EACH LINE: Max points that can be played on each line.
CLEAR / TICKET UNIT: It relates to 36-pin edge connector part side 28. Each pulse out =? point(s).
CLEAR / TICKET MODE: It relates to above and regulates maximum how many pulse(s) out each game. Continuous = no limit.
TICKET OUT: Ticket Dispenser Direct Drive, Printer Direct, or Interface.
HOPPER UNIT USE: Use COIN 1, COIN 2 or CLEAR UNIT as reference.
HOPPER LIMIT: Until Empty, 1000 tokens, 500 tokens, 400 tokens or 300 tokens.
USE SCORE: If yes, "SCORE" will appear on screen. All points won will be collected to "SCORE". Default = NO.
SCORE OUT: Manual (default) or Auto.
LIMIT SCORE PER GAME: Limit SCORE per game play to 10 x PLAY or an equivalent of $5 whichever is less.
PLAY REMAIN SCORE: Only when "SCORE" appears on screen. Play directly from "SCORE" when no point left in POINT column.
COUNT GAME: This is an advanced count game feature counting eligible pulses out based on TICKET MODE.
NON–STOP SPIN: If yes, manual stop is mandatory.
SHOW ACCOUNT: If no, cannot go into Account Info page from SERVICE MENU.
AUTO PLAY OPTION: If NON-STOP SPIN is set to YES, cannot use AUTO PLAY.
DEMO MUSIC & SOUND: YES (default) or NO.
PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.

RESET PROCEDURES:

Dip Switch 4	6	7	8	
Normal Operation	OFF	OFF	OFF	
Reset All Data	**ON**	OFF	**ON**	Will not reset settings
Master Reset	**ON**	**ON**	**ON**	Reset settings and all data
To perform any of the above, power off first, set Dip Switch, power on. Follow on screen instruction.				

Changing GAME LEVEL after 5000 Main Games will require reset of all data.

Reference of COIN 1 TO POINT:

COIN MODE	COIN 1 TO POINT	BILL ACCEPTOR SELECTION		$1 = how many POINTS	LIMIT SCORE
		$1 = 1 PULSE	$1 = 4 PULSES		MAX $5 = how many POINTS
$0.25 = 1 PT.	1		YES	4	20
	4	YES			
$0.10 = 1 PT.	10	YES		10	50
$0.05 = 1 PT.	5		YES	20	100
	20	YES			
$0.02 = 1 PT.	50	YES		50	250
$0.01 = 1 PT.	25		YES	100	500
	100	YES			

BONUS GAME A



3 or more anywhere get BONUS GAME A.



Choose PLAYER (MAN or WOMAN) then START.
1/ A "step" number is generated.
2/ Walk the number of steps. If the designated step consists of a winning object, take the winning points of the object.
3/ When the designated step is a winning object or an empty one without winning object, continue generating next step.
4/ The game ends only when the designated step is a STOP sign.

BONUS GAME B



3 or more anywhere get BONUS GAME B.



Choose PLAYER (YOU) then START.
1/ A big wheel with various winning points, JACKPOT1, JACKPOT2 and END sign is spun and the *POINTER* in the center points the result.
2/ A card number is simultaneously generated for YOU and your opponent.
3/ The one (YOU or your opponent) with the higher card wins and takes the result of that spin.
4/ JACKPOT1 and JACPOT2 (shown on Main Game screen) can be won in this Bonus Game B.
5/ The game ends only when the result comes to an END sign.

RANDOM DROP CHIPS

Chips will drop randomly inside Main Game. Total winning points equal the number of chips dropped times the face value of the chip type. There are 4 types of chip with face value of 50, 100, 500 and 1000 respectively. The types of chip dropped vary with the *average* PLAY.

BIDIRECTIONAL WINNING LINE

GET RICH is a 25 liner. The winning lines of the Main Game are *bi-directional*.

Other information:

1/ Press PLAY button will always select all the lines. *After* pressing PLAY button repeatedly to a desired EACH (line) amount, you can press LINES button to switch to playing less lines with the EACH amount.
However, playing *less* than all the lines, *regardless* of reaching MIN PLAY FOR BONUS, does not qualify for any bonus and feature.

2/ Digital meters in Account Info page:
There are two 7-digit digital meters in the Account Info page. They begin with *random* figures of 7-digit when the game is first produced in the factory. These meters cannot be reset. The left hand side one accumulates points into the game and the right hand side one accumulates points out of the game.

PUSH BUTTON LEGEND

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE

ALL STOP START Take

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE

ALL STOP START Take

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE

ALL STOP START Take

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE

ALL STOP START Take

Note: Buttons on control panel are also used to make selections in Service Menu; therefore, all six shall be installed.