MEGA Multigame System

USER MENU

Turn on the Power then will appear the main menu as below *Fig. A* or *Fig. B* or *Fig. C* or *Fig. D*

(Fig A) Mode I Main Menu

(Fig B) Mode II Main Menu

(Fig C) Mode III Main Menu

(Fig D) Mode IV Main Menu

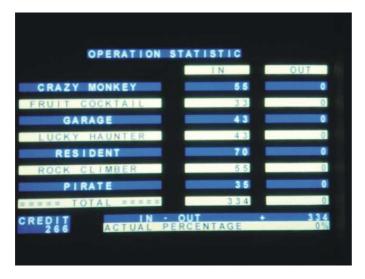| Button	HOLD 1	HOLD 2	START	HOLD 1+HOLD 4
To executive	Up	Down	Enter	Exit → Return to the main menu

Under the **"MAIN MENU",** "Coin In" and "Bill Acceptor" do not work. When the game is loading, "Coin In" and "Bill Acceptor" will be workable.

I. Introduction

Mega 7 in 1- Mode I

Including the following 7 games:

1. **Crazy Monkey**
2. **Fruit Cocktail**
3. **Garage**
4. **Lucky Haunter**
5. **Resident**
6. **Rock Climber**
7. **Pirate**

Mega 7 in 1- Mode Ⅱ

Including the following 7 games:

1. **Crazy Monkey**
2. **Fruit Cocktail**
3. **Garage**
4. **Lucky Haunter**
5. **Island 2**
6. **Sweet Lift**
7. **Keks**

OPERATION STATISTIC	IN	OUT
CRAZY MONKEY	122260	122453
FRUIT COCKTAIL	45191	6684
GARAGE	3045	900
LUCKY HAUNTER	1530	251
ISLAND2	500	0
SWEET LIFT	504	0
KEK$	1408	0
===== TOTAL =====	174438	130288

CREDIT 1285   IN - OUT   +   44150
ACTUAL PERCENTAGE   74%

Mega 7 in 1- Mode III

Including the following 7 games:

1. **Crazy monkey**
2. **Fruit Cocktail**
3. **Garage**
4. **Gnome**
5. **Multi Fish**
6. **Island II**
7. **Pirate II**

OPERATION STATISTIC	IN	OUT
CRAZY MONKEY	110	0
FRUIT COCKTAIL	190	0
GARAGE	60	0
GNOME	90	0
MULTI FISH	70	0
ISLAND2	96	0
PIRATE2	70	310
===== TOTAL =====	686	310

CREDIT 250	IN - OUT	+	376
	ACTUAL PERCENTAGE		45%

Mega 7 in 1- Mode IV

Including the following 7 games:

1. **Garage**
2. **Gnome**
3. **Island II**
4. **Pirate II**
5. **Multi Fish**
6. **Fruit Cocktail 2**
7. **Crazy monkey**

OPERATION STATISTIC	IN	OUT
GARAGE	60	0
GNOME	120	0
ISLAND2	50	167
PIRATE2	80	0
MULTI FISH	50	0
FRUIT COCKTAIL2	90	0
CRAZY MONKEY	80	0
===== TOTAL =====	530	167

CREDIT 291   IN - OUT   +   363
ACTUAL PERCENTAGE   31%

II. Game Setting

SERVICE MENU

1. **OPERATION STATISTIC**
2. **TOTAL SETTINGS**
3. **INIT**
4. **EVENT LISTS**
5. **SET CLOCK**
6. **GAME STATISTIC**
7. **GAME OPTIONS**
8. **TESTS**
9. **EXIT**

Button	*CANCEL*	*HOLD 1*	*HOLD 2*	*START*
To executive	Exit	Up	Down	Enter

** CANCEL BUTTON = BET/DOUBLE BUTTON

1. OPERATION STATISTIC

CREDIT	979
TOTAL IN	1292
TOTAL OUT	0
ACTUAL PERCENTAGE	0
KEY IN	0
COINS IN	1292
BILL IN	0
COMP IN	0
KEY OUT	0
HOPPER OUT	0
TICKET OUT	0
COMP OUT	0
HOPPER UNLOAD	0

Button	*CANCEL*	*HOLD 1*	*START*
To executive	Clear	Next	Exit

INIT MACHINE		21	04.05	22:56
CHANGED TOT SET	0	0	00.00	00:00
CHANGED GM PREF	0	0	00.00	00:00
PREV F DOOR OPEN	0	0	00.00	00:00
PREV B DOOR OPEN	0	0	00.00	00:00
PREVIOUS SERVICE	3	21	04.00	00:00
SHORT STAT CLEAR	0	0	00.00	00:00
OPER STAT CLEAR	0	0	00.00	00:00
POWER ON	1	22	04.05	10:00
LAST VIEW SHORT	0	0	00.00	00:00
LAST VIEW OPER		22	04.05	10:16

Button	*HOLD 2*	*START*
To executive	Next	Exit

2. TOTAL SETTINGS

TOTAL SCALE
TOTAL PARAMETERS
TOTAL ACCESS

Button	CANCEL	HOLD 1	HOLD 2	START
To executive	Exit	Up	Down	Enter

TOTAL SCALE

COIN A	1	0-5000
COIN B	2	0-5000
COIN C	5	0-5000
COIN D	10	0-5000
HOPPER OUT COIN (PAYOUT RATE FOLLOW) coin	A	A, B, C, D
BILL ACCEPTOR 1	10	0-5000
BILL ACCEPTOR 2	20	0-5000
BILL ACCEPTOR 3	50	0-5000
BILL ACCEPTOR 4	100	0-5000
CREDIT KEY (KEYIN RATE) ** BUTTONS		100-1000
COUNTERS RATE (WIN METER CLICK)	1	1,10,100
BET COUNTERS RATE (BET METER CLICK)	1	0-5000

Button	KEYIN + HOLD 5	KEYIN + HOLD 4	KEYIN + HOLD 3	KEYIN + HOLD 2	KEYIN + HOLD 1
To executive	KEY OUT	KEY IN 1	KEYIN 10	KEYIN 100	KEYIN 1000

Button	HOLD 1	HOLD 2	HOLD 3	HOLD 4	START
To executive	Up	Down	-	+	Exit

TOTAL PARAMETERS

WIN PERCENT (MAINGAME RATE)	** 3	92,93,94,95,96 %
CREDIT LIMIT	20000	1000 - 900000
BARRIER win	200	2 - 50000
MAX TOTAL BET (Max bet)	250	10 - 1000
BILL INHIBIT LEVEL	HIGH	HIGH LOW
BILL RECEPTION LIMIT (Bill PAYOUT LIMIT)	2000	100 - 10000
HOPPPER INHIBIT LEVEL	HIGH	HIGH LOW
HOPPER SW EDGE	FRONT	FRONT BACK
HOPPER CAPACITY (Tokens PAYOUT LIMIT)	300	100 - 3000

WARNING : THE MAX TOTAL BET AFFECTS THE GAME PAREMETERS.

Button	HOLD 1	HOLD 2	HOLD 3	HOLD 4	START
To executive	Up	Down	-	+	Exit

TOTAL   ACCESS

CLEAR SHORT (CLEAR CURRENT RECORD?)	YES	YES , NO
CLEAR LONG (CLEAR HISTORY RECORD?)	YES	YES , NO
MAKE INIT (DATA CLEAR?)	FREE	FREE, PAROLE
SET TIME	FREE	FREE, PAROLE
CHANGE TOTAL SCALES	FREE	FREE, PAROLE
CHANGE TOTAL PARAMETERS	FREE	FREE, PAROLE
CHANGE GAME OPTIONS	FREE	FREE, PAROLE
PASSWORD		(NEED or NO NEED)

HOLD 1   1
HOLD 2   2
HOLD 3   3
HOLD 4   4
HOLD 5   5

** From 1-5 array composed, it can't exceed 8 numbers.

ARE YOU SURE?

NEW   PASSWORD   IGNORED

START   NEW   PASSWORD   ACCEPTED

Button	HOLD 1	HOLD 2	HOLD 3	HOLD 4	START
To executive	Up	Down	-	+	Exit

3. INIT

PRESS 'CANCEL BUTON' FOR 5 SECONDS TO INIT MACHINE.

Button	CANCEL	START
To executive	Clear	Exit

4. EVENT LIST

ALL EVENT LIST
PAYOUT   LIST
PAY AND CONTROL LIST
IN OUT
CR.   MONKEY EVENT LIST (Fever Games Record)
EXIT

Button	CANCEL	HOLD 1	HOLD 2	START
To executive	Exit	Up	Down	Enter

ALL EVENT LIST

COIN IN	20	22 . 04	10 : 01
POWER ON		22 . 04	10 : 00
POWER OFF		21 . 04	22 : 58
COIN IN	50	21 . 04	22 : 58
SEVERAL LINES	250	21 . 04	22 : 58

PAGE   1   BARRIER

HOLD 1   **HOLD 2**   **START**
Previous   **Next**   **Exit**

PAYOUT LIST

COIN IN	20	22 . 04	10 : 01
COIN IN	50	21 . 04	22 : 58
COIN IN	30	21 . 04	22 : 54

PAGE 1   BARRIER   200

HOLD 1   **HOLD 2**   **START**
Previous   **Next**   **Exit**

PAY AND CONTROL LIST

COIN IN	20	22 . 04	10 : 01
POWER ON		22 . 04	10 : 00
POWER OFF		21 . 04	22 : 58
COIN IN	50	21 . 04	22 : 58
COIN IN	30	21 . 04	22 : 54
BONUS POPES 2	1260	21 . 04	18 : 51
COIN	100	21 . 04	18 : 50
SET CLOCK		21 . 04	18 : 49
INIT MACHINE		21 . 04	18 : 48

PAGE   1   BARRIER   200

HOLD 1   **HOLD 2**   **START**
Previous   **Next**   **Exit**

SEVERAL   LINES

SEVERAL LINES	250	21 . 04	22 : 59
SEVERAL LINES	225	21 . 04	22 : 59
SEVERAL LINES	50	21 . 04	22 : 59
SEVERAL LINES	120	21 . 04	22 : 59
RISK WIN STEP # 3	600	21 . 04	22 : 58
SEVERAL LINES	225	21 . 04	22 : 58
SEVERAL LINES	275	21 . 04	22 : 57
SEVERAL LINES	100	21 . 04	22 : 57
RISK WIN STEP # 1	450	21 . 04	22 : 56

PAGE   1   BARRIER   200   (Fever Games Record)

HOLD 1   **HOLD 2**   **START**
Previous   **Next**   **Exit**

5. SET CLOCK

TIME   :   10 : 40

DATE   :   22

MONTH   :   04   APRIL

YEAR   :   2006

** START → SAVE   CANCEL → EXIT

CANCEL	HOLD 1	HOLD 2	HOLD 3	HOLD 4	START
Pestore	Previous	Next	-	+	Exit

6. GAME STATISTIC

PARAMETER	VALUE	LAST	DATE
TOTAL GAMES	43	21 . 04	22 : 59
TOTAL BET	5443	21 . 04	22 : 59
MAIN GAME WIN	3534	21 . 04	22 : 59
TAKEN WIN	5130	21 . 04	22 : 59
RISK IN	300	21 . 04	22 : 58
RISK OUT	600	21 . 04	22 : 58
BONUS QUANTITY	1	21 . 04	22 : 51
BONUS WIN	1296	21 . 04	22 : 51
SBONUS QUANTITY	0	00 . 00	00 : 00
SUPER BONUS WIN	0	00 . 00	00 : 00

HOLD 1	HOLD 2	START
Previous	Next	Exit

7. GAME OPTIONS

MIN BET PER LINE	15	1 - 60
MAX BET PER LINE	25	40 - 90
MIN BET POR HELMET	20	10 - 900

HOLD1	**HOLD2**	**HOLD3**	**HOLD4**	**START**
Up	**Down**	**-**	**+**	**Exit**

8. TESTS

KEYS   TEST
SOUND   TEST
HOPPER   UNLOAD
ERROR   LIST

** When System has NO ERRORS, press CANCEL for 5 seconds to INIT.

EXIT

CANCEL	**HOLD1**	**HOLD2**	**START**
Exit	**Up**	**Down**	**Enter**

KEYS TEST

P, RESERVE	(11 A)	OFF		COIN A	(18 A)	OFF
P, RESERVE	(12 A)	OFF		COIN B	(18 B)	OFF
P, RESERVE	(13 A)	OFF		COIN C	(19 A)	OFF
MAX DET	(14 A)	OFF		COIN D	(19 B)	OFF
HELP KEY	(15 A)	OFF				
				KEY IN	(35 A)	OFF
CALL ATT.	(17 B)	OFF		KEY OUT	(21 B)	OFF
FR . DOOR	(16 A)	OFF		PAY OUT	(21 A)	OFF
FK . DOOR	(17 A)	OFF				
SHORT ST .	(20 A)	OFF		BILL # 1	(04 B)	OFF
LONG ST .	(20 B)	OFF		BILL # 2	(05 B)	OFF
				BILL # 3	(06 B)	OFF
S . RESERVE	(13 B)	OFF		BILL # 4	(07 B)	OFF
S . RESERVE	(14 B)	OFF				
S . RESERVE	(15 B)	OFF		HOPPER 1	(08 B)	OFF
S . RESERVE	(16 B)	OFF		HOPPER 2	(09 B)	OFF
S . RESERVE	(35 B)	OFF		HOPPER 3	(10 B)	OFF
				HOPPER 4	(11 B)	OFF
TICKET	(12 B)	OFF				
HOPPER SW	(22 B)	OFF				
				3 LINE	(05 A)	OFF
BET / DBL	(10 A)	OFF		5 LINE	(06 A)	OFF
START	(09 A)	OFF		7 LINE	(07 A)	OFF
1 LINE	(04 A)	OFF		9 LINE	(08 A)	OFF

TO   EXIT   PRESS   " START " + " BET "

*When Press START SW, OFF key will become ON in Red and START lamp
   will light up.

*START: Part side Pin 9

SHORT STATISTIC

**Press STATISTIC (A20) button to enter the picture as follows:

TOTAL IN	1406	CREDIT	0
TOTAL OUT	624		

IN – OUT	+ 782		
ACTUAL PERCENTAGE	44 %		
KEY IN	1200	KEY OUT	624
COIN IN	206	HOPER OUT	0
BILL IN	0	TICKET OUT	0
COMP . IN	0	COMP . OUT	0

PREV . F DOOR OPEN	0	0. 00. 00	00:00
PREV . B DOOR OPEN	0	0. 00. 00	00:00
SHORT STAT. CLEAR	1	10. 08. 08	14:19

OPERATION   STATISTIC

TOTAL IN	1474
TOTAL OUT	681
ACTUAL PERCENTAGE	46 %

CANAEL	**START**
Clear	**Exit**

Connector Diagram:

PART SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
	7	
	8	
GND	9	GND
GND	10	GND

COMPONENT SIDE   SOIDER SIDE

COMPONENT SIDE		SOIDER SIDE
	1	
	2	
SP +	3	GND
HOLD 1	4	Bill Acceptor 1
HOLD 2	5	Bill Acceptor 2
HOLD 3	6	Bill Acceptor 3
HOLD 4	7	Bill Acceptor 4
HOLD 5	8	Hopper 1
START	9	Hopper 2
BET / DOU	10	Hopper 3
P , Reserve	11	Hopper 4
P , Reserve	12	Ticket
P , Reserve	13	S . Reserve
MAX BET	14	S . Reserve
HELP	15	S . Reserve
Front Door	16	S . Reserve
Back Door	17	Call Att.

COIN A COIN	18	COIN B
C Statistic	19	COIN D
(short) Pay out	20	Service (long) set
GND Coin+bill	21	KEY OUT
counter KEY in	22	Hopper SW Coin
counter Total in	23	inhibit Bill inhibit
counter Total out	24	Upper lamp green
counter Key out	25	Upper lamp red
counter	26	Upper lamp yellow
	27	Total bet counter
HOLD 1 lamp	28	Bet / Dou lamp
HOLD 2 lamp	29	Max bet lamp
HOLD 3 lamp	30	Pay out lamp
HOLD 4 lamp	31	
HOLD 5 lamp	32	Hopper Motor SSR_
START lamp	33	HELP lamp
KEY IN	34	S . Reserve
GND	35	GND
	36	

Items	Several explaining Detail
	Total Settings->Total Scales
COINS	1,2,3,4,5 ,6,7, 8,9,10, 11, 12, 13,14, 15, 16, 17, 18, 19,20,21,22,23,24,25,26,27,28,29
A, B, C, D	30,35,40,45,50,55, 60, 65, 70, 75, 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
BILL ACCEPTORS	180,190,200,210,220, 230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
1,2,3,4	"600,650,700,750,800,850,900,950,1000,2000,5000
HOPPER OUT COIN	A, B, **C**, D
CREDIT KEY	10, 20, 50, 100, 200, 500, 1000. **BUTTONS**, OUT ONLY
COUNTERS RATE	**1**, 10, 100
	1,2,3,4,5,6,7,8,9, 10, 11, 12, 13, 14, 15,16, 17,18, 19,20,21,22,23,24,25,26,27,28,29,
BET COUNTER RATE	30 35 40, 45, 50,55 60 65 70 75 80, 85, 90, 95, 100, 110, 120, 130, 140, 150, 160, 170,
	180,190,200,210,220,230, 240, 250, 260, 270, 280, 290, 300, 350, 400, 450, 500, 550,
	600,650,700,750, 800, 850, 900, 950, 1000, 2000, 5000
WIN PERCENT	1,2, **3**, 4, 5 **1 is low,5 is high**
CREDIT LIMIT	1000, 5000, 10000, **20000**, 50000, 100000, 200000, 500000, 900000
<mark>BARRIER</mark>	2, 5, 10, 20, 50, 100, **200**, 500, 1000, 2000, 3000, 4000, 5000, 7000, 10000, 20000, <mark>50000</mark>
MAX TOTAL BET	10,50, 100,**250**,500, 1000
BELL INHIBIT LEVEL	**HIGH**, LOW
BILL RECEPTION	100, 200, 300, 400, 500, 600, 700. 800, 900, 1000, 1500, **2000**, 2500, 3000, 3500, 4000.
LIMIT	4500,5000, 6000, 7000, 8000, 9000, 10000
HOPPER INHIBIT LEEL	**HIGH**, LOW
HOPPER SW EDGE	**FRONT**, BACK
HOPPER CAPACITY	100, 200, **300**, 400, 500, 600, ..., 3000 (Begin from 100)
	Total Settings ->Total Access
CLEAR SHORT	**YES**, NO
CLEAR LONG	**YES**,- NO
MAKE INIT	FREE, PAROLE
SET TIME	FREE, PAROLE
CH. TOTAL SCALES	FREE, PAROLE
CH. TOTAL PARAMS	FREE, PAROLE
CH. GAME OPTIONS	FREE, PAROLE
PASSWORD	From 1-5 array associations Can't exceed 8 figure number
	Game Options
MINBET	**1**, 2, 3, 4, 5, 6, 7,8 ,9,10, 15, 20, 25, 30, 35, 40, 45, 50, 60
MAX BET	8, 9, 10, 1 5, 20, **25**, 30, 35, 40, 45 50, 60, 70, 80, 90
MIN BET FOR HELMET	10, 20, 30, **40**, 50, 60, 70, 80,90, 100, 150, 200, 250, 300, 400, 500, 600, 700, 800 900

TOTAL SCALE

Some setting of **Gnome AND Fruit Cocktail 2** A are different to others.

For the other games have settled the value as following:

COIN A   1

COIN B   2

COIN C   5

COIN D   10

HOPPER OUT COIN   C

For **Gnome AND Fruit Cocktail 2** both games have settled the value as following:
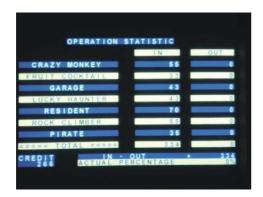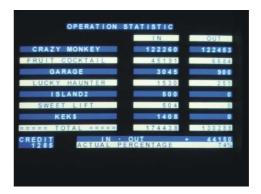

COIN A   10

COIN B   0

COIN C   0

COIN D   0

HOPPER OUT COIN   A

The value can be adjusted, same as the other games.

OPERATION STATISTIC (Total Record)

SOIDER SIDE p23 Coin inhibit and p24 Bill inhibit pin
Must connect to Coin acceptor and Bill acceptor inhibit control pin

1. Under "MAIN MENU" screen, "Coin In" and "Bill Acceptor" do not work.
   When the game is loading, the "Coin In" and "Bill Acceptor" will be workable.

2. Under the screen of "MAIN MENU", press SHORT STATSTIC SW (20A) to get into total record screen (OPERATION STATISTIC).
   Press "SHORT STATISTIC SW" again to return to "MAIN MENU"

3. The records IN/OUT in "OPERATON STATISTIC" screen for each game can be transferred from "SHORT STATISTIC" in single game to "OPERATION STATISTIC" (in single game) and the records of IN/OUT for each game will be erased from "OPERATON STATISTIC" screen.

4. When executing "INIT" in single game, erase the records IN/OUT for the game in the "OPERATOIN STATISTIC".

5. The data IN/OUT shown in the "OPERATION STATISTIC" is equal to the records of each single game.

6. If there is a '*' signal in front of the game name under the "OPERATION STATISTIC", it means player inserts coins in the game but plays another games. When the game is played, the star signal " * " will disappear.

WIN PERCENTAGE (Original %)

Item	Value
	1, 2 , 3 , 4 , 5
CRAZY MONKEY	92,93,94,95,96
FRUIT COCKTAIL	92,93,94,95,96
GARAGE	92,93,94,95,96
ISLAND	94,95,96,97,98
ISLAND 2	94,95,96,97,98
KEK$	94,95,96,97,98
LUCKY HAUNTER	92,93,94,95,96
FRUIT COCKTAIL2	93,94,95,96,97
PIRATE 2	94,95,96,97,98
RESIDENT	92,93,94,95,96
ROCK CLIMBER	92,93,94,95,96
SWEET LIFT	88,90,92,94,96
GNOME	94,95,96,97,98
MULTI FISH	92,93,94,95,96

WIN PERCENTAGE (Modified %)

Item	Value
	1, 2 , 3 , 4 , 5
CRAZY MONKEY	50,55,60,65,70
FRUIT COCKTAIL	50,55,60,65,70
GARAGE	50,55,60,65,70
ISLAND	50,55,60,65,70
ISLAND 2	50,55,60,65,70
KEK$	50,55,60,65,70
LUCKY HAUNTER	50,55,60,65,70
FRUIT COCKTAIL2	50,55,60,65,70
PIRATE 2	50,55,60,65,70
RESIDENT	50,55,60,65,70
ROCK CLIMBER	50,55,60,65,70
SWEET LIFT	50,55,60,65,70
GNOME	50,55,60,65,70
MULTI FISH	50,55,60,65,70