

BINGO QUEEN BEE

(USA Version)

Now is your chance to become a gaming expert and make money just by referring people to the most exciting Bingo Queen Bee Video slot and bingo game. It combines famous Queen Bee (Lucky 8 Line) and Bingo Game for 2 in 1.



HOW TO PLAY

- Insert coin(s) or bill(s).
- **QUEEN BEE:** Press [Bet] to bet one credit for one line and again for next line. The Bet should be in circle for 8 lines. Then press START button to spin the reels.
- **BINGO:** Press [Bet] to bet one credit for one card and again for next card. The Bet should be in circle for 4 cards. Then press START button to release randomly the ball.
- When you have any win combination, you win. And, press [Take Score], [Double Up], [Half Double] or [Re-Double]. If the Double-Up function is disabled, the system will take score automatically.
- Press [Change] to change between both Queen Bee and Bingo Game when the game is waiting for betting.



QUEEN BEE GAME

The ultimate and most complete fruit game. Tried and proven long time, subsino 8-line is a must have game

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

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 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 bonus, four reels are spinning and one "Yellow Square" is moving along with screen's sides. Push "Start" to stop the reels and again to stop the "Yellow Square".

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

BOX FEVER - You will enter Box Fever after you have three boxes (three Trees, Insect patterns) on the line. In the Fever, there are nine secret squares and one Hand Arrow moves in order. Push START button to choice one you like to gain secret gift for winning score. If pass, you can choice again until you gain "Bee".

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 : Play D-Up is two times of won score in main game.

Double Up : Play D-UP is won score in main game as general.

Half Double : Play D-UP is a half of won score in main game.

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

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.

RESET (Clear)

● CLEAR ALL

Turn on the power (The function doesn't work when the power is OFF.) and press RESET button of 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.

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	10	1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYIN	100	1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
PAYOUT	10	1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYOUT	100	1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
TICKET OUT	100	1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
MIN. PLAY	1	1, 8, 10, 16, 32, 40, 64, 80
MAX. PLAY	240	16, 40, 64, 80, 120, 160, 200, 240
DEMO MUSIC	YES	YES, NO
DEMO SHOW	YES	YES, NO
GAME LIMIT	40000	2000, 3000, 5000, 10000, 15000, 20000, 30000, 40000, 50000, 60000
WIN RATE	80	55, 60, 65, 70, 75, 80, 85, 90
REEL SPEED	FAST	FAST, SLOW
HOLD FUNC.	YES	YES, NO
D-UP FUNC.	YES	YES, NO
RE-D-UP FUNC.	YES	YES, NO
HALF-D-UP FUNC.	YES	YES, NO
D-UP LEVEL	0	0 – Easy, 1, 2, 3, 4, 5 - Difficult
D-UP LIMIT	3000	2000, 3000, 5000, 10000, 20000, 30000
MAX. PAY TOKEN	FREE	FREE, 200, 300, 500
MAX. PRIZE	YES	YES, NO

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.

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.

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.

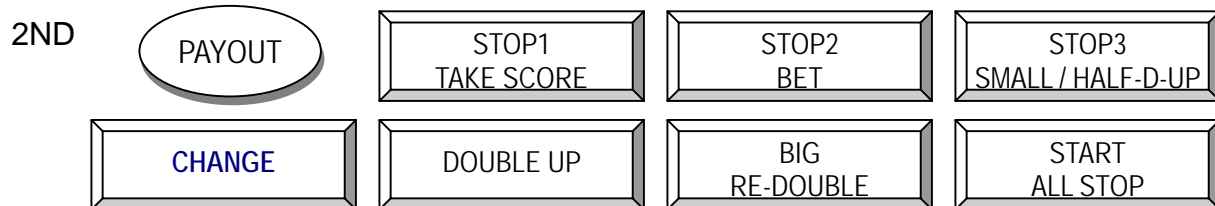
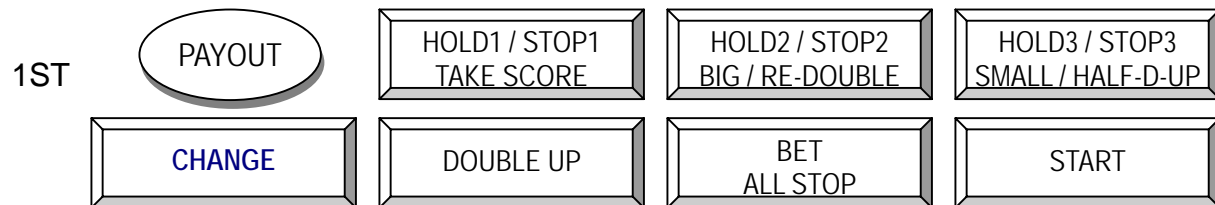
SWITCH 1		1	2	3	4	5	6	7	8
RATE MODE	Standard Specific	OFF ON	Standard wave, Rate more steady Larger wave, focus more win or lose						

SECOND PAGE

SETTING SELECTION

GRAPHIC TYPE	FRUIT	FRUIT, INSECT
PANEL TYPE	TYPE1	1ST - TYPE, 2ND - TYPE(No Hold function)
SCORE FUNC.	NO	YES, NO
PLAY SCORE	NO	YES, NO
SHOW ODD TABLE	YES	YES, NO
HAND COUNT	NO	YES, NO
CONTINUOUS SPIN	NO	YES, NO
TICKET OUT MODE	NO LIMIT	NO LIMIT, MAX.1TK, MAX.2TK, MAX.3TK, MAX.4TK, MAX.5TK
X10 VIA SCORE	NO	YES, NO
TICKET CONTROL	DIRECT	DIRECT, INTERFACE

PANEL TYPE (For 36 pin & 10 pin hardness only)



CONNECTOR DIAGRAM – 36 PIN & 10 PIN

BINGO QUEEN BEE (USA) [Dip Switch 1, No.2 should change to OFF]

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Red	1	Green
Blue	2	Sync
Speaker	3	Speaker GND
	4	
	5	
Ticket SW	6	
Ticket out button	7	
	8	
Start	9	
Small / Half-Double	10	
Bet	11	
Take Score	12	
Double-Up	13	
Change	14	
	15	
Big / Re-Double	16	
	17	
Coin IN	18	Keyin
	19	
Book	20	Setup/ Test SW
Pay Out SW	21	Keyout SW
	22	Hopper Coin SW
Coin Counter	23	
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Ticket/ Keyout Counter	28	
Start Lamp	29	
Big Lamp	30	Small Lamp
Bet Lamp	31	
Take Score Lamp	32	Change Lamp
Double 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

