FORMOSA

(SUBSINO CASINO GAME – HIGH RESOLUTION SERIES)

Find first A 15 reels – 9 lines video slot games! Released in Formosa Island!

For players looking to win big, Formosa is right on the money! In this game featuring same symbol on 15 reels like All Lobster, ALL Octopus and so on for large winning, which doesn't find on 5-reels, 9 lines video slot.

GAME PLAY

HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [1 line] or [3 lines] or [5 lines] or [7 lines] or [9 lines] to choice the lines you would like to play.
- Press [Bet] to bet one credits each select line. Or, press [Max Bet] for max bet.
- Then press START button to spin the reels.
- 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 [Help] to check the result of game.

GAME FEATURES

- **OYSTER SYMBOL**: Oyster is wild as joker to replace any symbols.

- **PEARL BONUS**: A winning combination of 3 or more Oyster (Joker) symbols on any active reels triggers the Pearl Fever. The Oysters will open to know which color of pearl in it, and your winning pays the amount, according to the color of pearls.

  The Bonus is multiplied by total played bet value:
  Golden Pearl: 10 times, Red Pearl: 3 times, Black Pearl: 1 times

- **CORNER FEVER**: Four Corners of 15 reels has the same globefish symbol, the system will hold it automatically and free play for 4 times.
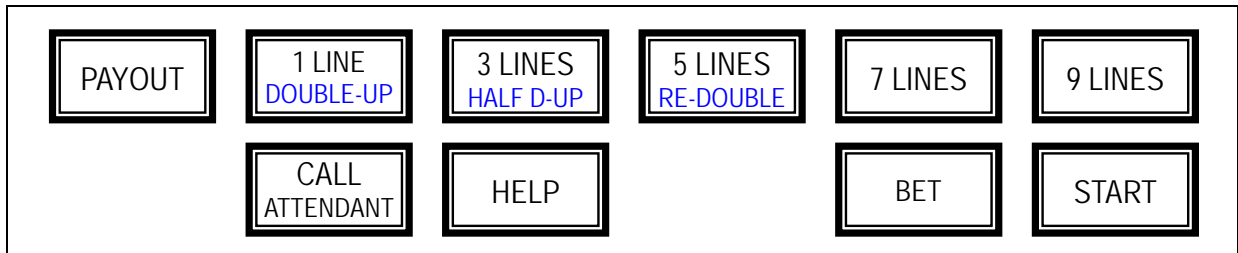
INSTALLATION

- **MONITOR**

1) Make sure the monitor has 31K mode or computer monitor.
2) 31K Monitor: Don't connect "Red, Green, Blue, Sync" and using VGA connector.
3) Connect monitor connector to the monitor socket of Formosa main PCB (P1).

- **CONTROL PANEL**

PAYOUT	1 LINE DOUBLE-UP	3 LINES HALF D-UP	5 LINES RE-DOUBLE	7 LINES	9 LINES
CALL ATTENDANT	HELP			BET	START

Establish above buttons on the panel. Refer the page of Connector Diagram.

 ► **1 LINE/ STOP1/ DOUBLE**, **3 LINES/ STOP 2/HALF DOUBLE**,
   5 LINES/ STOP 3/RE-DOUBLE, **7 LINES/ STOP 4**, **9 LINES/ STOP 5**

1) Choice the lines for playing. 2) Stop the reel. 3) Choice D-Up Mode and Play.

 ► **HELP**
   Check last game and game features before the player bets.

- **MAIN PCB**

1) Make sure you have powered-off game.
2) Mount the Formosa PCB on the cabinet.
3) Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of Formosa main PCB.

- **POWER ON AND CHECK**

1) After you do all of above, please power on the game. Check +5V DC on main PCB side. The voltage between +4.95 to 5.05V DC is good.
2) Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode".
3) Refer Page 3 to 5 of "Test/ Setup Mode" to set each setting.
4) Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment … etc.)
5) Please refer to page 8 of "Troubleshooting" or "Error" if you have any problems or malfunctions.

TEST AND SETUP

If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode.

SYSTEM TEST/ SETUP
SCREEN TEST SWITCH AND BUTTONS TEST LAMP TEST SOUND TEST GAME SETUP

Power ON and Press [Test/ Setup] key will go to the mode, as right.

- Moving the bar by pressing [1 Line] button. After choosing one of the contents with the bar, press the [9 Lines] to enter.
- Press [Start] to exit and back to game mode of main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

1) SCREEN TEST

- Use this screen to check the color of monitor and the size of pictures.
- The color bands in the center should be Red, Green, Blue and White from left to right.
- The Cross Hatch test pattern has a white grid on a black background. The check as follows:
  - ► The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
  - ► "Out" line of grid line is same size as "Out" line of game screen, which should able to be seen without overflow of grid lines on screen.
- If the screen does not match above description, adjust the monitor as described in the monitor's manual.
- Press the [Start] button to back main menu.

2) BUTTONS AND SWITCH TEST

Use this screen to check the buttons and the switch in this game.

- To check the functioning of each button and switch, activate it and watch the corresponding "OFF" letters change to "ON". If the "ON" and "OFF" letters don't appear correctly, check the hardness connections and switches.
- Press the [Start] button to back main menu.

```
       BUTTON/SWITCH TEST
                        SW
( 4A)  1 LINE  -------- OFF   ON
( 5A)  3 LINES ------ OFF   ┌─────────────┐
( 6A)  5 LINES ------ OFF   │ ▮ ▮ ▮ ▮ ▮ ▮ ▮ ▮ │
( 7A)  7 LINES ------ OFF     1  2  3  4  5  6  7  8
( 9A)  9 LINES ------ OFF
(10A)  BET ----------- OFF
(11A)  MAX. BET --- OFF
.....
(21A)  PAYOUT ------ OFF
(21B)  KEYOUT ----- OFF
(22B)  HP COIN SW   OFF
```

3) LAMP TEST

Use this screen to check the lamp of buttons in this game.

- To check the functioning of each lamp of button, press [1 Line] and watch the corresponding button change to lamp ON. Press again for next lamp of button. If the lamp doesn't light ON, check the hardness connections and lamps.
- BILL GND and COIN GND are to test the action, no lamp.
- Press the [Start] button to exit.

```
             LAMP TEST

(29A)        - - - 1 LINE
(30A)        - - - 3 LINES
(31A)        - - - 5 LINES
(32A)        - - - 7 LINES
(33A)        - - - 9 LINES
(34A)        - - - BILL GND
(29B)        - - - BET
(30B)        - - - MAX. BET
(31B)        - - - START
(32B)        - - - HELP
(34B)        - - - COIN GND
```

4) SOUND TEST

Use this screen to check all game sounds.

- Choice a sound by pressing the [1 Line] button (forward) or [9 Lines] button (back), and the machine will make a sound.
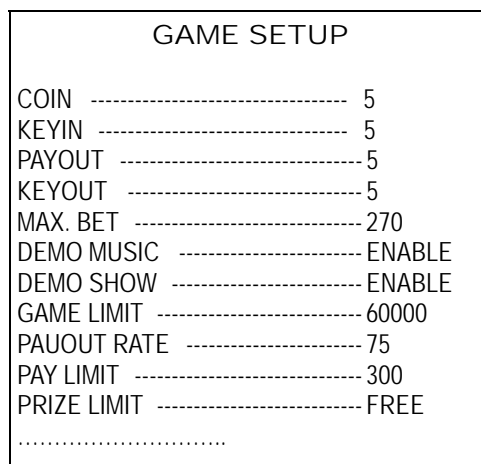- Press the [Start] button to back main menu.
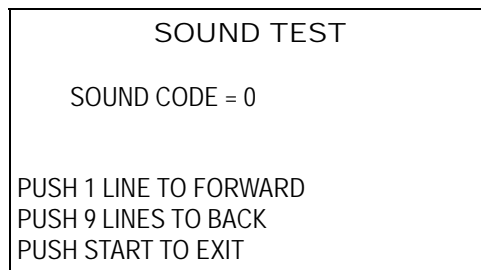
5) GAME SETUP

The password is necessary before enter the screen of Game Setup. The default value is 111111 (six 1) and enable to change in same password screen.

1 Lines button for 1	3 Lines button for 2
5 Lines button for 3	7 Lines button for 4
9 Lines button for 5	

Use these screens to manually adjust the game setting.

- Moving the bar by pressing [1 Line] button.
- After choosing one of the contents with the bar, select the setting style by pressing the [9 Lines].
- Next-page by pressing [3 Line] button.
- Press the [Start] button to back main menu. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

```
           SOUND TEST

        SOUND CODE = 0


   PUSH 1 LINE TO FORWARD
   PUSH 9 LINES TO BACK
   PUSH START TO EXIT
```

```
           GAME SETUP

   COIN     -------------------------------- 5
   KEYIN    -------------------------------- 5
   PAYOUT   -------------------------------5
   KEYOUT   -------------------------------5
   MAX. BET  ------------------------------270
   DEMO MUSIC  -----------------------ENABLE
   DEMO SHOW  -----------------------ENABLE
   GAME LIMIT  ---------------------------60000
   PAUOUT RATE  ----------------------75
   PAY LIMIT  -----------------------------300
   PRIZE LIMIT  --------------------------FREE

   ……………………….
```

FIRST PAGE

Contents	Setting Selection (Underlined in setting selection are default settings)
COIN	1, 2, 5, **10**, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYIN	1, 2, 5, **10**, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
PAYOUT	1, 2, 5, **10**, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYOUT	1, 2, 5, **10**, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
TICKET	1, 2, 5, **10**, 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
MIN. BET	**1**, 9, 18, 36, 45, 90, 180
MAX. BET	45, 90, 180, **270**
DEMO MUSIC	**ENABLE**, DISABLE
DEMO SHOW	**ENABLE**, DISABLE
GAME LIMIT	5000, 10000, 20000, 30000, 40000, **60000**, 80000
WIN RATE	89, 90, 91, 92, 93, 94, 95, **96**, 97, 98
DOUBLE FUNC.	**ENABLE**, DISABLE
RE-DOUBLE	**ENABLE**, DISABLE
HALF-DOUBLE	**ENABLE**, DISABLE
DOUBLE LEVEL	92, 93, 94, **95**, 96, 97, 98, 99
DOUBLE LIMIT	2000, 3000, 5000, **10000**, 20000, 30000
MAX. PAY TOKEN	200, 300, 500, 1000, **FREE**
MAX. PRIZE	**ENABLE**, DISABLE
WIN RATE WAVE	BIG, **SMALL**, MIDDLE

SECOND PAGE

Contents	Setting Selection (Underlined in setting selection are default settings)
SCORE FUNC.	ENABLE, **DISABLE**
PLAY SCORE	ENABLE, **DISABLE**
HAND COUNT	ENABLE, **DISABLE**
CONTINUOUS SPIN	ENABLE, **DISABLE**
TICKET OUT MODE	**NO LIMIT**, MAX.1TK, MAX.2TK, MAX.3TK, MAX.4TK, MAX.5TK
X10 VIA SCORE	ENABLE, **DISABLE**
TICKET CONTROL	**DIRECT**, INTERFACE

There is only one function set on Dip Switch No. 2 of board for DOOR OPEN
OFF – N.O. (Normal Open), ON – N.C. (Normal Close)

RESET (Clear)

● CLEAR ALL

Turn off the power. Turn on [Book] and [Setup] key simultaneously, then turn on the power. (If [Book] or [Setup] make by the buttons, you should press without release.)

The screen will show "System Reset", which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.).

► RESET button on the board is unavailable in current version.

► You should do RESET if you change the Master Rom (Rom_1).

► Don't forget to do RESET after changed the Win Rate.

● CLEAR CURRENT RECORD ONLY (CHECK OUT)

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Current Record. Press [3 Lines] and [5 Lines] button simultaneously to clear the data of this page. The total records (second page) for from initial operation remain unchanged by this function.

BOOK

There are totally four pages for Book Records. Press [Book] button to enter Book screens. Press [9 Lines] to enter next page and [1 Line] for previous page. Press [Start] button to back the game.

FIRST PAGE

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
NET	30635
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006
OUT 2.00	

The page shows the records from last "check out" till now.

Total Times: Total played times.

Total Played: Total played score.

Total Won: Total won score.

"Check Out": To clear this page. Refer RESET function for how to clear.

OUT2.00 – Version number.

SECOND PAGE

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397
NET		30636

	PLAYED	WON
TOTAL	215641	185006
DOUBLE	4236	3988

	PLAY TIMES	WIN TIMES
TOTAL	8927	4326
DOUBLE	84	34

	TIMES	SCORE
PERAL BONUS	59	35616
CORNER FEVER	32	16619

POWER TIMES	1

The "Score" column of top form shows the score of Coin, Payout, Keyin and Keyout. The "Counter" column are "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 scores.
Total Won: Total won scores.
Main Played: Played scores in Main Game.
Main Won: Won scores in Main Game.

Main Play Times & Win Times: Played times & Win times in Main Game.

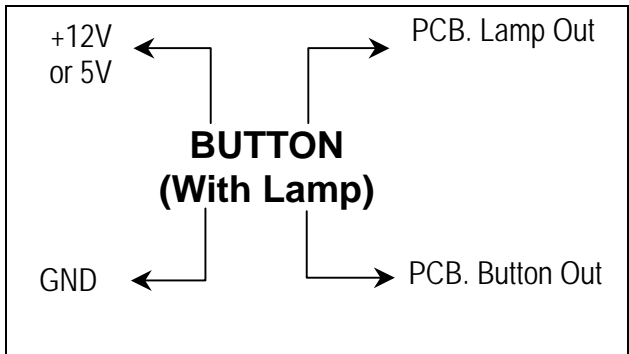Double Play Times & Win Times: Played times & Win times in Double Up.
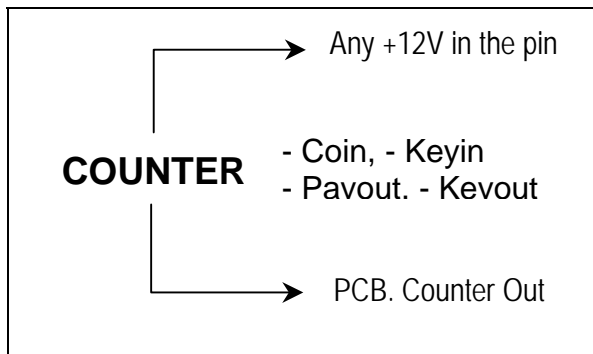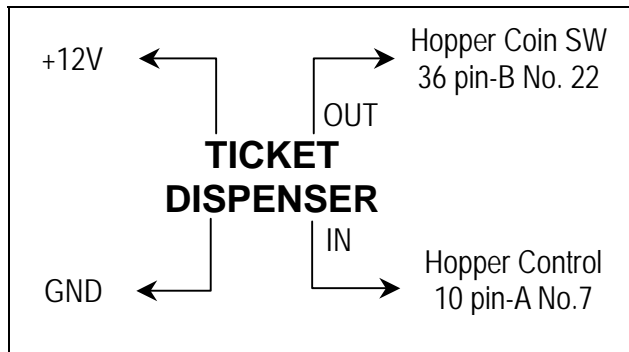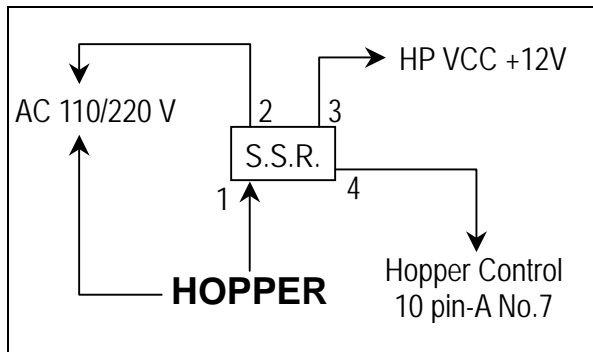
Power Times: The times of Power ON.

Please refer directly the third & fourth page for winning times of each prize.

ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	The system may a little confusion instantly. Please do Reset function.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again. For general error (without jam), press directly "Reset Error" button.
Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again. For general error (without jam), press directly "Reset Error" button.
Hopper Empty	Hopper without Coins/Tokens. Please power OFF and insert Coins/Tokens then power ON again.

MACHINE PAYOUT

HOPPER

AC 110/220 V → S.S.R. (pins 1, 2, 3, 4) → HP VCC +12V

Hopper Control 10 pin-A No.7

TICKET DISPENSER

+12V ← OUT → Hopper Coin SW 36 pin-B No. 22

GND ← IN → Hopper Control 10 pin-A No.7

COUNTER

→ Any +12V in the pin

- Coin, - Keyin
- Pavout. - Kevout

→ PCB. Counter Out

BUTTON (With Lamp)

+12V or 5V ← → PCB. Lamp Out

GND ← → PCB. Button Out

TROUBLESHOOTING

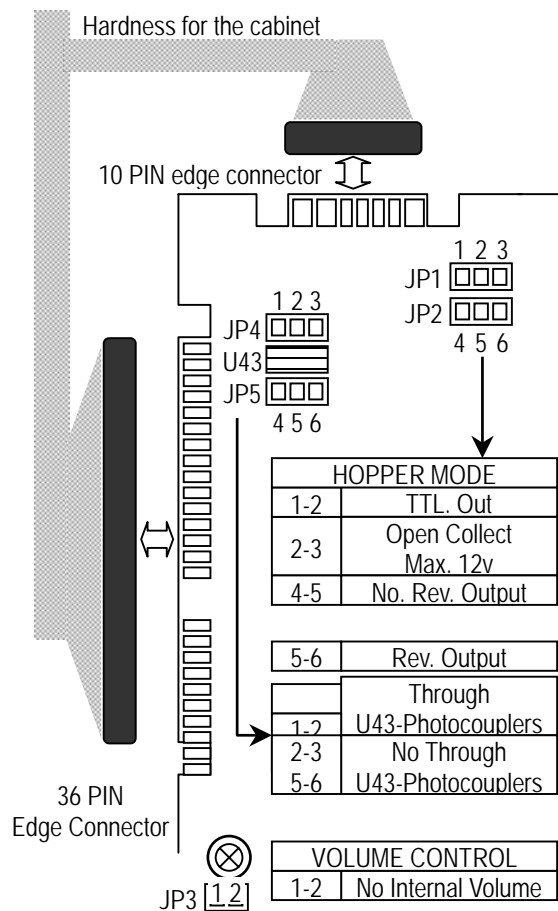| SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	• Check the wire of "Speaker(-)" on the cabinet side. "The "Speaker(-)" line needs to be wired separately to common GND line. • Check "Volume control" on board whether close or not.
The counter doesn't work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	• Check Coin and Keyin wire. Keyin SW port may wired to Coin SW or Bill Acceptor and so on. Please re-wire to correct port. • Check Game Setup.
Test/ Setup unavailable	Check connection of GND wire between "Test/ Setup" line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor's manual.

CONNECTOR DIAGRAM

Formosa (USA)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
Speaker	3	Speaker GND
1 Line/ Double	4	
3 Lines/ Half D-Up	5	
5 Lines/ Re-Double	6	
7 Lines	7	
	8	
9 Lines	9	
Bet	10	
Ticket SW	11	
Attendant	12	
Start	13	
Help	14	
Ticket Out	15	
Reset Error	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper SW
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter Ticket Counter	28	
1 line Lamp	29	Bet Lamp
3 lines Lamp	30	
5 lines Lamp	31	Start Lamp
7 lines Lamp	32	Help Lamp
9 lines Lamp	33	Payout Lamp
	34	Coin GND
	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	
(2) Hopper Control	7	HP VCC(3)
	8	
GND	9	GND
GND	10	GND

(1) HP Coin SW: Out signal for Hopper

(2) HP Control: In signal for Hopper

(3) HP VCC - (DC+12V)

HOPPER MODE	
1-2	TTL. Out
2-3	Open Collect Max. 12v
4-5	No. Rev. Output

5-6	Rev. Output
	Through
1-2	U43-Photocouplers
2-3	No Through
5-6	U43-Photocouplers

VOLUME CONTROL	
1-2	No Internal Volume

► Reset Error button: To correct instantly "Coin Error", "Coin Jam" and "Hopper Jam" etc.