



MODEL W-4, W-4A, AND F-5, 58%

**INSTRUCTION
MANUAL**

HORIZONTAL MONITOR

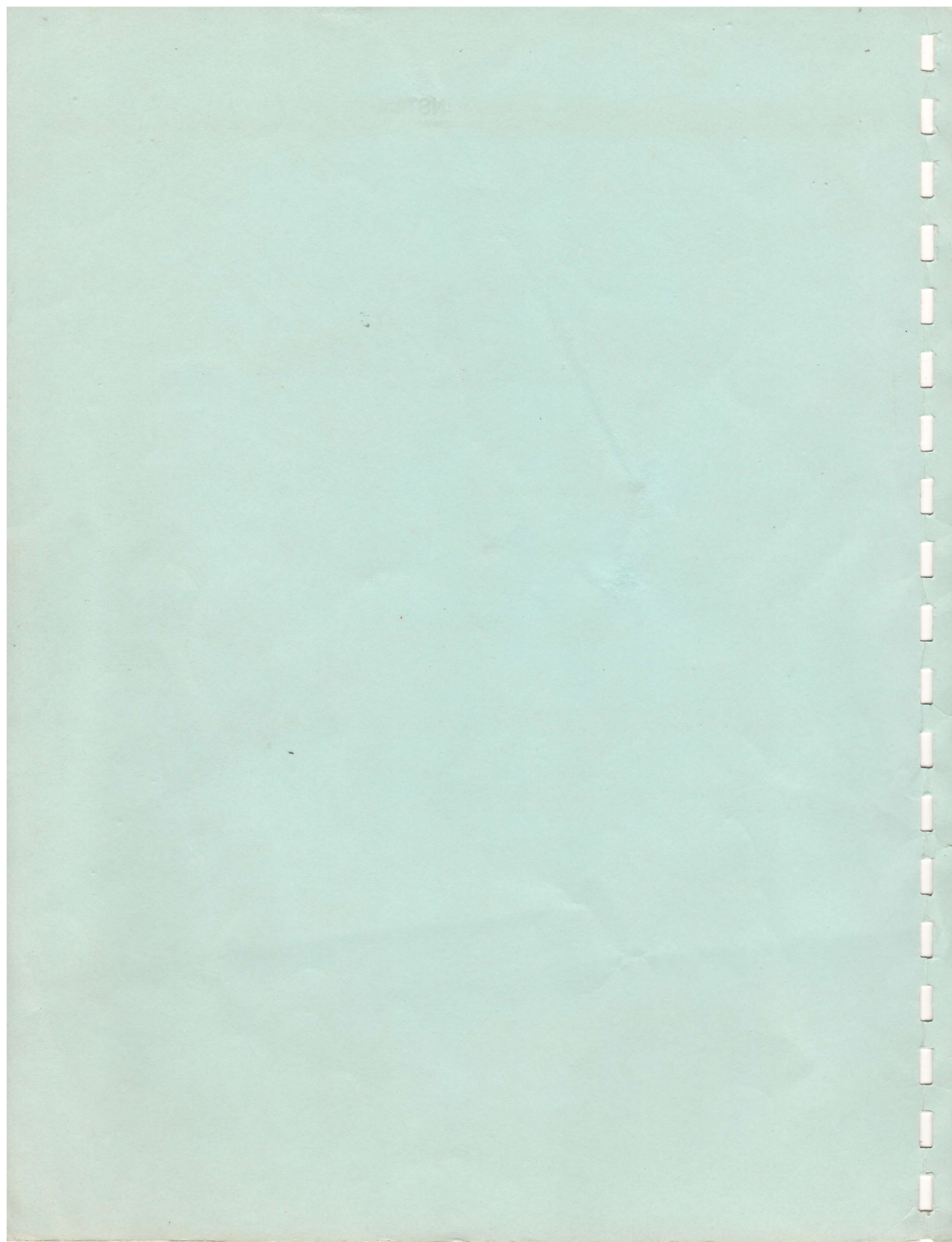


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LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

HOW TO PLAY

Insert coin to place your bet. Up to 4 bets per line, for all eight lines, totalling 32 bets, may be bet at one time. When all bets placed, press the start button to begin the game. The wheels will spin and will stop after a short amount of time. When there are winning combinations in any of the lines on the screen, the combinations will be highlighted by red frames. The total winning score is displayed in "YOU WIN ??" format, where "??" are replaced by the actual score. When there are winning combinations, two further game choices are possible. The player can either press "TAKE SCORE" to accept the score and quit the game, or press "Double-Up" to continue with the game.

DOUBLE-UP GAME SETUP

To set up the machine for Double-Up games: move the 8th switch of DIP Switch #2. When the switch is set to the position "A", the winning combination of the Double-Up game is either three crowns, three helmets, or three 7's in any of the five reels. When the switch is set to the position "B", the Double-Up game is played as "BIG" or "SMALL", guessing the combinations of a deck of trump cards. The result from the most recent six games will be used to determine the odds. For each win, the cowgirl on the video screen takes a piece of her clothes off. When the player wins six times straight, the girl becomes completely naked. Then the bonus score is automatically added to the total points. The bonus point is obtained only for six consecutive wins. The bonus point is a hundred times the original bet.

ODDS

There are two types of bets that a player can make. Each bet has a separate group of odds. The "Normal Odds" are for each line of the screen and the "Special Odds" are the entire six lines of the screen. The "Normal Odds" bet is placed on each line and bets are multiplied by a certain number when a winning combination appears on the screen. The "Special Odds" bet is placed on the entire six lines of the screen. A certain combination must appear in all 9 reels to win. If a bet is placed on both "Normal Odds" and "Special Odds" and the player wins, both return credits at their predetermined odds. The table of winning combinations and their odds appear on the demo screen, before the game begins. The player may also press the "Odds" button (if the unit is equipped with the button).

CONFIRM

By pressing this switch, a winning percentage for each game can be viewed. It also displays the number of times the power has been turned on and off. To return to the normal game, press the "Start" button. The "Confirm Switch" should be placed somewhere inside the cabinet.

BOOKS SWITCH

By pressing this button a number of vital statistics can be reviewed on the screen. The statistics are displayed in a table form. The table contains the following information.

PLAYED	The total number of bets that have been placed on the machine.
POINTS WON	The total number of points won on the machine.
GAMES PLAYED	The total number of game that have been played.
DOUBLE-UP GAMES	The total number of Double-Up games that have been played.
POINTS WON	The total points won in the Double-Up games.
WON	The total number of wins from all games, including Double-Up.
LOSS	The total number of losses from all games.
CREDIT IN	The total number of credits claimed for all games played.
CREDIT OUT	The total number of all tokens dispensed.
EXCHANGE OUT	The total number of times the machine exchanged credits to tokens when the COIN A switch is set to the "Exchange" mode. (DIP#4, switch positions 4 to 8 must be set to the appropriate positions.)

BUTTON FUNCTIONS

- BET** Press this button to set the current bet. The current bet goes up from 1 to 32 each time the button is pressed. When the maximum bet (32), is reached, the game starts automatically. When a winning combination is won, the current odds is multiplied by this number.
- START** Press this button to start a game. The current bet stays the same from the previous game, if the player presses the "Start" button instead of the "Bet" button.
- ODDS DISPLAY** Pressing this button will briefly display the odds table for "Normal Odds" and "Special Odds" in a sequential order. The table can be viewed only when the bet is set to zero. The display of the table can be interrupted and the player may resume the game immediately by pressing the "Start" button.
- TAKE SCORE** Add the winning score to the total credits.
- DOUBLE-UP** Press this button to start the Double-Up game.
- BIG** When playing "Double-Up" this button is used to select "BIG". At all other times this switch displays the flip-flop table.
- SMALL** This button is used to select "SMALL" while playing "Double-Up". At all other times this switch displays the odds.
- DISPENSE** Dispenses tokens from the dispenser. The total number of tokens dispensed depends on the setting of the COIN D switch.
- FLIP-FLOP** Flips the tables from front to back, or visa versa.

SWITCH FUNCTIONS

Internal Switches

- BOOKS** To view the statistics of the past games.
- CONFIRM** To confirm the settings of the machine.
- KEY** Resets the CREDITS to zero.
- KEY IN** Turning this switch to the "ON" position and manipulating the first three individual switches of DIP switch #3, allows new credits to be entered into the machine.
- SERVICE** Use this switch for service and maintenance. No coins are necessary when this switch is set to the "ON" position.

Switches on the PCB

ALL CLEAR Press this switch to perform any of the following functions.

- 1.) Clear the number displayed when the BOOKS switch is pressed.
(ie. To clear all statistics from the past games.)
- 2.) When the positions of any of the DIP switches have been changed.
This is necessary to initialize the unit.
- 3.) To stop the game when the unit goes into unexplained or unexpected behavior.
- 4.) Press this button to initialize the machine after the PCB has been placed in the cabinet.

COUNTERS

ACD

This counter keeps track of the number of tokens that passes through the Automatic Token Dispenser unit.

DISPENSER

Keeps track of the total number of tokens dispensed from the dispenser. To calculate the number of tokens dispensed for exchange, see the counter "A" or see the "Exchange Out" in BOOKS statistics.

KEY

The total credits are added to this counter when the KEY switch is pressed. Uses a resettable counter.

LACK OF TOKENS

The total number of tokens not dispensed when the dispenser is empty.

"B"

Counts the number of "KEY IN".

LOCK OUT (COIN BLOCKER)

The coin blocker prohibits the player from inserting coins into the unit during the following situations.

- 1.) When the tokens are being dispensed.
- 2.) The token holder, or dispenser, is empty.
- 3.) The tokens are jammed in the dispenser.
- 4.) When "CALL ATTENDANT" lamp is on.
- 5.) During "Confirm" mode operation.
- 6.) During "Books" mode operation.

HOW TO DISPENSE TOKENS UNDER ABNORMAL CONDITIONS

Use the following procedures to dispense tokens when the tokens are jammed or under any other abnormal condition.

1.) When the unit is jammed.

- a.) The "DISPENSER JAM" sign is automatically lit.
- b.) The dispenser will stop dispensing tokens automatically.
- c.) Press the "KEY" switch to set the CREDIT count to zero. The number of tokens not dispensed will be automatically added to the "LACK OF TOKENS" counter.
- d.) Pay the player the number of missing tokens and clear the jammed dispenser.
- e.) Reset the "LACK OF TOKENS" counter and resume the game.

2.) When the token holder is empty.

- a.) The "DISPENSER EMPTY" sign is automatically lit.
- b.) The dispenser will stop dispensing tokens automatically.

then either,

- c.) Refill the holder and press the "DISPENSE" switch.
- d.) The missing number of tokens will be dispensed.

or,

- c.) Press the "KEY" switch to set the CREDIT count to zero. The number of undispensed tokens will be automatically added to the "LACK OF TOKENS" counter.
- d.) Pay the player the number of missing tokens and clear the jammed dispenser.
- e.) Reset the "LACK OR TOKENS" counter and resume the game.

HOW TO DISPENSE TOKENS DURING THE "EXCHANGE" MODE

When the dispenser becomes empty during the token exchange.

- 1.) If coins are already inserted in the coin intake:
 - a.) The dispenser will stop dispensing tokens automatically.
 - b.) Press the "DISPENSE" switch.
 - c.) Pay the player the number of missing tokens.
 - d.) Reset the "LACK OF TOKENS" counter and resume the game.

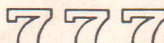
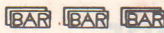
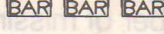
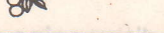
- 2.) If coins are not inserted in the coin intake:
 - a.) The dispenser will stop dispensing tokens automatically.
 - b.) Press the "KEY" switch to set the CREDIT count to zero. The number of undispensed tokens will automatically be added to the "LACK OF TOKENS" counter.

When the dispenser is jammed during coin exchange.

- a.) The "DISPENSER JAM" sign is automatically lit.
- b.) The dispenser will stop dispensing tokens automatically.
- c.) Press the "KEY" switch to set the CREDIT count to zero. The number of undispensed tokens will automatically added to the "LACK OF TOKENS" counter.
- d.) Pay the player the number of missing tokens and clear the jammed dispenser.
- e.) Reset the "LACK OF TOKENS" counter and resume the game.

LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

NORMAL ODDS

	A	B
	X 200	X 300
	X 100	X 200
	X 50	X 100
	X 30	X 50
	X 20	X 20
	X 18	X 18
	X 14	X 14
	X 10	X 10
	X 10	X 10
	X 10	X 10
	X 5	X 5
	X 2	X 2

SPECIAL ODDS

	A	B		A	B
ALL 	X 500	X 10000	ALL 9 	X 1000	X 20000
ALL 	X 400	X 3000	ALL 8 	X 400	X 5000
ALL 	X 400	X 2000	ALL 7 	X 200	X 1000
ALL 	X 300	X 1000	ALL 6 	X 100	X 500
ALL 	X 300	X 1000	ALL 5 	X 50	X 100
ALL 	X 200	X 500	ALL 4 	X 20	X 20
ALL 	X 100	X 200	ALL 3 	X 5	X 5
ALL 	X 50	X 100	ALL 2 	X 2	X 2
ALL 	X 50	X 100	ALL FRUITS	X 15	X 15

LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

PIN ASSIGNMENT

COLOR	PARTS SIDE	PIN	SOLDER SIDE	COLOR
WHITE/RED	VIDEO RED	1/A	VIDEO GREEN	WHITE/GREEN
WHITE/BLUE	VIDEO BLUE	2/B	VIDEO SYNC	WHITE BLUE
GRAY/GREEN	(+) SPEAKER	3/C	GROUND	BLACK
	NOT USED	4/D	NOT USED	
	NOT USED	5/E	NOT USED	
	NOT USED	6/F	NOT USED	
	NOT USED	7/H	NOT USED	
	SERVICE COIN SW	8/J	NOT USED	
YELLOW/BLACK	(1P) START SW	9/K	START SW (2P)	
YELLOW/WHITE	(1P) ODDS/SMALL SW	10/L	ODD/SMALL SW (2P)	
YELLOW/RED	(1P) BET SW	11/M	BET SW (2P)	
YELLOW/ORANGE	(1P) TAKE SCORE SW	12/N	TAKE SCORE SW (2P)	
YELLOW/BROWN	(1P) DOUBLE-UP SW	13/P	DOUBLE-UP SW (2P)	
	NOT USED	14/R	NOT USED	
	NOT USED	15/S	NOT USED	
YELLOW/GREEN	(1P) FLIP-FLOP/BIG SW	16/T	FLIP-FLOP/BIG SW(2P)	
	NOT USED	17/U	NOT USED	
GRAY	COIN SW A	18/V	KEY IN SW	
	COIN SW C	19/W	COIN SW D	
BLUE	BOOKS SW	20/X	CONFIRM SW	BROWN/GREEN
GRAY/BROWN	CLEAR SCORE SW	21/Y	KEY SW	
	DISPENSER FULL SW	22/Z	DISPENSER SW	
GRAY/PINK	COIN COUNTER A	23/a	LOCK OUT COIL A	
	COIN COUNTER B	24/b	NOT USED	
	COIN COUNTER C	25/c	LOCK OUT COIL C	
	COIN COUNTER D	26/d	LOCKOUT COIL D	
BROWN/RED	CLEAR SCORE COUNTER	27/e	LACK OF TOKEN COUNTER	PINK - GREEN
	KEY SW COUNTER	28/f	NOT USED	
PINK/VIOLET	(1P) START LAMP	29/h	(2P) START LAMP	
	(1P) CANCEL LAMP	30/j	(2P) CANCEL LAMP	
PINK/BLACK	(1P) BET LAMP	31/k	(2P) BET LAMP	
PINK/BROWN	(1P) TAKE SCORE LAMP	32/l	(2P) TAKE SCORE LAMP	
PINK/ORANGE	(1P) DOUBLE-UP LAMP	33/m	(2P) DOUBLE-UP LAMP	
PINK/GREEN	(1P) BIG LAMP	34/n	(2P) BIG LAMP	
PINK/RED	(1P) SMALL LAMP	35/p	(2P) SMALL LAMP	
BLACK	GROUND	36/r	GROUND	

ORANGE - 12V
BL - GROWN
Red - +5

PIN ASSIGNMENT

COLOR	PARTS SIDE	PIN	SOLDER SIDE	COLOR
BLACK	GROUND	1/A	GROUND	
	GROUND	2/B	GROUND	
RED	+5VDC	3/C	+5VDC	
	+5VDC	4/D	+5VDC	
ORANGE	+12VDC	5/E	+12VDC	
	COUNTER (+V)	6/F	(+V) LOCK OUT COIL	
WHITE	110V AC IN	7/H	HOPPER OUT	
	NOT USED	8/J	NOT USED	
	GROUND	9/K	GROUND	
	GROUND	10/L	GROUND	

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LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

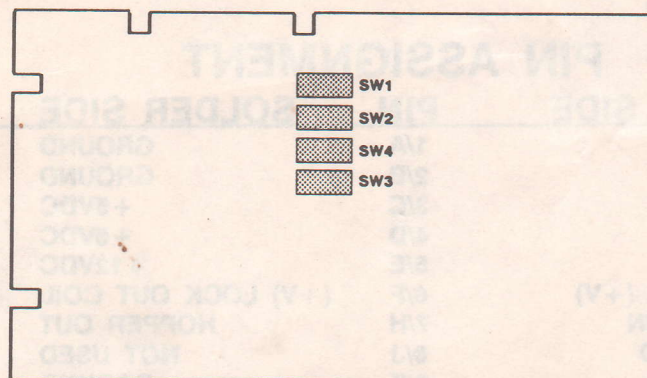
W-4

OPTION SWITCH SETTINGS		DIP SW #1							
OPTIONS		1	2	3	4	5	6	7	8
GAME STYLE	COCKTAIL UPRIGHT	OFF ON							
DISPENSER COIN SW	ACTIVE LOW ACTIVE HIGH		OFF ON						
RETURN MODE	RETURN SW AUTOMATIC			OFF ON					
DOUBLE-UP GAME	LOSS EVEN				OFF ON				
DOUBLE-UP GAME	80% 90%					OFF ON			
DOUBLE-UP GAME	ON OFF						OFF ON		
SPECIAL ODDS	NOT PROHIBIT X 300 (X 1000) X 500 (X 5000) X 1000 (X 10000)							OFF ON OFF ON	OFF OFF ON ON

NOTE: Factory defaults are shown in *italics*.

1.) When set up for automatic, the win points of the main game are dispensed from the token hopper automatically, when not in Double-Up game.

2.) Set up % = $\frac{\text{TAKE SCORE TOTAL POINT IN DOUBLE UP}}{\text{CARRY IN TO DOUBLEUP TOTAL POINTS}}$



LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

W-4

OPTION SWITCH SETTINGS					DIP SW #2				
OPTIONS		1	2	3	4	5	6	7	8
MAIN GAME WIN PERCENT	80 %	OFF	OFF	OFF					
	83 %	ON	OFF	OFF					
	86 %	OFF	ON	OFF					
	89 %	ON	ON	OFF					
	92 %	OFF	OFF	ON					
	95 %	ON	OFF	ON					
	98 %	OFF	ON	ON					
	101 %	ON	ON	ON					
TOKEN HOPPER CAPACITY	200 TOKENS 500 TOKENS 1000 TOKENS NOTHING				OFF ON OFF ON	OFF OFF ON ON			
WIN MODE	NORMAL NOTHING						OFF ON		
ODDS	A B							OFF ON	
DOUBLE-UP GAME TYPE	A B								OFF ON

NOTE: Factory defaults are shown in italics.

1.) MAIN GAME WIN PERCENT: Set up % = $\frac{CREDITOUT}{CREDIT IN} \times 100$

2.) DOUBLE-UP GAME TYPE: A = Slot game, B = Big or Small game

LUCKY 8 LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

W-4

OPTION SWITCH SETTINGS		DIP SW #3							
OPTIONS		1	2	3	4	5	6	7	8
1 COIN	5 CREDITS	ON	ON	ON					
1 COIN	10 CREDITS	OFF	ON	ON					
1 COIN	20 CREDITS	ON	OFF	ON					
1 COIN	25 CREDITS	OFF	OFF	ON					
1 COIN	40 CREDITS	ON	ON	OFF					
1 COIN	50 CREDITS	OFF	ON	OFF					
1 COIN	60 CREDITS	ON	OFF	OFF					
1 COIN	100 CREDITS	OFF	OFF	OFF					
1 COIN	1 CREDIT				ON	ON	ON		
1 COIN	2 CREDITS				OFF	ON	OFF		
1 COIN	4 CREDITS				ON	OFF	ON		
1 COIN	5 CREDITS				OFF	OFF	ON		
1 COIN	6 CREDITS				ON	ON	OFF		
1 COIN	10 CREDITS				OFF	ON	OFF		
		SET UP FOR KEY IN			SET UP FOR COIN A				

OPTION SWITCH SETTINGS		DIP SW #4							
OPTIONS		1	2	3	4	5	6	7	8
10 COINS	1 CREDIT	ON	ON	ON	ON				
5 COINS	1 CREDIT	OFF	ON	ON	ON				
5 COINS	2 CREDITS	ON	OFF	ON	ON				
4 COINS	1 CREDIT	OFF	OFF	ON	ON				
3 COINS	1 CREDIT	ON	ON	OFF	ON				
2 COINS	1 CREDIT	OFF	ON	OFF	ON				
2 COINS	2 CREDITS	ON	OFF	OFF	ON				
1 COIN	1 CREDIT	OFF	OFF	OFF	ON				
1 COIN	2 CREDITS	ON	ON	ON	OFF				
1 COIN	3 CREDITS	OFF	ON	ON	OFF				
1 COIN	5 CREDITS	ON	OFF	ON	OFF				
1 COIN	10 CREDITS	OFF	OFF	ON	OFF				
10 COINS	1 CREDIT					ON	ON	ON	
9 COINS	1 CREDIT					OFF	ON	ON	
6 COINS	1 CREDIT					ON	OFF	ON	
5 COINS	1 CREDIT					OFF	OFF	ON	
3 COINS	1 CREDIT					ON	ON	OFF	
2 COINS	1 CREDIT					OFF	ON	OFF	
1 COIN	1 CREDIT					ON	OFF	OFF	
COIN A MODE	EXCHANGE NO EXCHANGE								ON OFF
SET UP FOR COIN D (TOKENS)					SET UP FOR COIN C				

LUCKY 8-LINES INSTRUCTION MANUAL (V-4,W-4A,F-5)

W-4A

DIP SW #1	1	2	3	4	5	6	7	8
Game style	Table Upright	OFF ON						
Hopper coin SW	Active Low High		OFF ON					
Coin Payment	Auto by PAY OUT SW Auto		OFF ON					
Doubleup	80% 80% 90% 90%			OFF ON ON OFF OFF ON ON ON	OFF OFF OFF ON ON ON ON ON			
Special Odds	No Limit x100 x200 x500 x1000 x5000 x10000 No Limit					OFF ON ON OFF ON ON OFF OFF ON OFF OFF ON ON ON	OFF ON OFF ON ON ON OFF ON OFF ON ON ON ON ON	OFF ON OFF ON OFF ON ON ON ON ON ON ON ON ON

* In order to change the dipswitch setting, first turn the power OFF and reset memory.

DIP SW #2	1	2	3	4	5	6	7	8
Maingame	80% 83% 86% 89%	OFF ON ON OFF OFF ON ON ON						
Doubleup Game	Yes No		OFF On					
Payout Limit	300 500 1000 No Limit			OFF ON ON OFF OFF ON ON ON	OFF OFF OFF OFF ON ON ON ON			
100 Times Bonus	Sound No Limit					OFF ON		

LUCKY 8 GAMES INSTRUCTION MANUAL (W-4,W-4A,F-5)

W-4A

DIP SW #3		1	2	3	4	5	6	7	8
KEY IN setting	1 COIN 5 CREDIT	ON	ON	ON					
	1 COIN 10 CREDIT	OFF	ON	ON					
	1 COIN 20 CREDIT	ON	OFF	ON					
	1 COIN 25 CREDIT	OFF	OFF	ON					
	1 COIN 40 CREDIT	ON	ON	OFF					
	1 COIN 50 CREDIT	OFF	ON	OFF					
	1 COIN 60 CREDIT	ON	OFF	OFF					
	1 COIN 100 CREDIT	OFF	OFF	OFF					
COIN A setting	1 COIN 1 CREDIT				ON	ON	ON		
	1 COIN 2 CREDIT				OFF	ON	ON		
	1 COIN 4 CREDIT				ON	OFF	ON		
	1 COIN 5 CREDIT				OFF	OFF	ON		
	1 COIN 6 CREDIT				ON	ON	OFF		
	1 COIN 10 CREDIT				OFF	ON	OFF		
	1 COIN 25 CREDIT				ON	OFF	OFF		
	1 COIN 50 CREDIT				OFF	OFF	OFF		

* In order to change the dipswitch setting, first turn the power OFF and reset memory.

DIP SW #4		1	2	3	4	5	6	7	8
COIN C setting	10 COIN 1 CREDIT	ON	ON	ON	ON				
	5 COIN 1 CREDIT	OFF	ON	ON	ON				
	5 COIN 2 CREDIT	ON	OFF	ON	ON				
	4 COIN 1 CREDIT	OFF	OFF	ON	ON				
	3 COIN 1 CREDIT	ON	ON	OFF	ON				
	2 COIN 1 CREDIT	OFF	ON	OFF	ON				
	2 COIN 3 CREDIT	ON	OFF	OFF	ON				
	1 COIN 1 CREDIT	OFF	OFF	OFF	ON				
	1 COIN 2 CREDIT	ON	ON	ON	OFF				
	1 COIN 3 CREDIT	OFF	ON	ON	OFF				
	1 COIN 5 CREDIT	ON	OFF	ON	OFF				
	1 COIN 10 CREDIT	OFF	OFF	ON	OFF				
COIN B setting	10 COIN 1 CREDIT					ON	ON	ON	
	9 COIN 1 CREDIT					OFF	ON	ON	
	6 COIN 1 CREDIT					ON	OFF	ON	
	5 COIN 1 CREDIT					OFF	OFF	ON	
	3 COIN 1 CREDIT					ON	ON	OFF	
	2 COIN 1 CREDIT					OFF	ON	OFF	
	1 COIN 1 CREDIT					ON	OFF	OFF	
	1 COIN 50 CREDIT					OFF	OFF	OFF	

LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

F-5

DIP SW #1		1	2	3	4	5	6	7	8
Game style	Table Upright	OFF	ON						
Hopper coin SW	Active Low High		OFF	ON					
Coin Payment	Auto by PAY OUT SW Auto			OFF	ON				
Doubleup	60% 70% 80% 90%				OFF ON OFF ON	OFF OFF ON ON			
Special Odds	No Limit x100 x200 x500 x1000 x5000 x10000 No Limit						OFF ON OFF ON OFF ON OFF ON	OFF OFF ON ON OFF OFF ON ON	OFF OFF OFF ON ON ON ON ON

* In order to change the dipswitch setting, first turn the power OFF and reset memory.

DIP SW #2		1	2	3	4	5	6	7	8
Maingame	60% 70% 80% 90%	OFF ON OFF ON	OFF OFF ON ON						
Doubleup Game	Yes No			OFF On					
Payout Limit	300 500 1000 No Limit				OFF ON OFF ON	OFF OFF ON ON			
100 Times Bonus	Sound No Limit						OFF ON		

LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

F-5

DIP SW #3		1	2	3	4	5	6	7	8
KEY IN setting	1 COIN 5 CREDIT	ON	ON	ON					
	1 COIN 10 CREDIT	OFF	ON	ON					
	1 COIN 20 CREDIT	ON	OFF	ON					
	1 COIN 25 CREDIT	OFF	OFF	ON					
	1 COIN 40 CREDIT	ON	ON	OFF					
	1 COIN 50 CREDIT	OFF	ON	OFF					
	1 COIN 60 CREDIT	ON	OFF	OFF					
	1 COIN 100 CREDIT	OFF	OFF	OFF					
COIN A setting	1 COIN 1 CREDIT				ON	ON	ON		
	1 COIN 2 CREDIT				OFF	ON	ON		
	1 COIN 4 CREDIT				ON	OFF	ON		
	1 COIN 5 CREDIT				OFF	OFF	ON		
	1 COIN 6 CREDIT				ON	ON	OFF		
	1 COIN 10 CREDIT				OFF	ON	OFF		
	1 COIN 25 CREDIT				ON	OFF	OFF		
	1 COIN 50 CREDIT				OFF	OFF	OFF		
Odds	A (All 7x1000)							OFF	
	B (All 7x20000)							ON	

* In order to change the dipswitch setting, first turn the power OFF and reset memory.

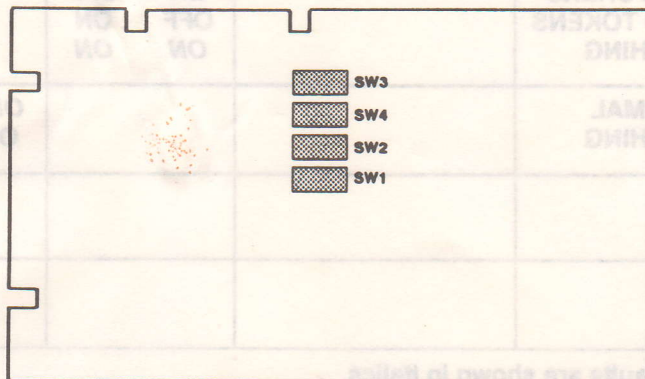
DIP SW #4		1	2	3	4	5	6	7	8
COIN C setting	10 COIN 1 CREDIT	ON	ON	ON	ON				
	5 COIN 1 CREDIT	OFF	ON	ON	ON				
	5 COIN 2 CREDIT	ON	OFF	ON	ON				
	4 COIN 1 CREDIT	OFF	OFF	ON	ON				
	3 COIN 1 CREDIT	ON	ON	OFF	ON				
	2 COIN 1 CREDIT	OFF	ON	OFF	ON				
	2 COIN 3 CREDIT	ON	OFF	OFF	ON				
	1 COIN 1 CREDIT	OFF	OFF	OFF	ON				
	1 COIN 2 CREDIT	ON	ON	ON	OFF				
	1 COIN 3 CREDIT	OFF	ON	ON	OFF				
	1 COIN 5 CREDIT	ON	OFF	ON	OFF				
	1 COIN 10 CREDIT	OFF	OFF	ON	OFF				
COIN B setting	10 COIN 1 CREDIT					ON	ON	ON	
	9 COIN 1 CREDIT					OFF	ON	ON	
	6 COIN 1 CREDIT					ON	OFF	ON	
	5 COIN 1 CREDIT					OFF	OFF	ON	
	3 COIN 1 CREDIT					ON	ON	OFF	
	2 COIN 1 CREDIT					OFF	ON	OFF	
	1 COIN 1 CREDIT					ON	OFF	OFF	
	1 COIN 50 CREDIT					OFF	OFF	OFF	

LUCKY 8-LINES INSTRUCTION MANUAL (W-4,W-4A,F-5)

F-5

58%

OPTION SWITCH SETTINGS		DIP SW #2							
OPTIONS		1	2	3	4	5	6	7	8
MAIN GAME WIN PERCENT	58%	OFF	OFF	OFF					
	65%	ON	OFF	OFF					
	68%	OFF	ON	OFF					
	70%	ON	ON	OFF					
TOKEN HOPPER CAPACITY	75%	OFF	OFF	ON					
	78%	ON	OFF	ON					
	85%	OFF	ON	ON					
	88%	ON	ON	ON					
WIN MODE	200 TOKENS				OFF	OFF			
	300 TOKENS				ON	OFF			
	400 TOKENS				OFF	ON			
	500 TOKENS				ON	ON			
ODDS	NORMAL								
	NOTHING								
DOUBLE-UP GAME TYPE	A							OFF	
	B							ON	
DOUBLE-UP GAME TYPE	A							OFF	
	B							ON	



NOTE: Factory defaults are shown in italics.

1.) MAIN GAME WIN PERCENT: Set up % = CREDIT IN / CREDIT OUT X 100

*Percentages valid only when optional tighter revision is installed.

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58%

OPTION SWITCH SETTINGS						DIP SW #2			
OPTIONS		1	2	3	4	5	6	7	8
MAIN GAME WIN PERCENT	58 %	OFF	OFF	OFF					
	62 %	ON	OFF	OFF					
	66 %	OFF	ON	OFF					
	70 %	ON	ON	OFF					
	74 %	OFF	OFF	ON					
	78 %	ON	OFF	ON					
	82 %	OFF	ON	ON					
	86 %	ON	ON	ON					
TOKEN HOPPER CAPACITY	200 TOKENS 500 TOKENS 1000 TOKENS NOTHING				OFF ON OFF ON	OFF OFF ON ON			
WIN MODE	NORMAL NOTHING						OFF ON		
ODDS	A B							OFF ON	
DOUBLE-UP GAME TYPE	A B								OFF ON

NOTE: Factory defaults are shown in italics.

1.) MAIN GAME WIN PERCENT: Set up % = $\frac{CREDIT OUT}{CREDIT IN} \times 100$

2.) DOUBLE-UP GAME TYPE: A = Slot game, B = Big or Small game

*Percentages valid only when optional tighter revision is installed.

