BIG BOSS

BREAK INTO FASHION!

Mr. Boss definitely has a winning combination. It's excited of Lucky 8 lines game that will make the lucky times even better. It's loaded with extra features and originally designed to make casino playing fun.

JOKER – BILL CASH SYMBOL

Bill Cash symbol is wild as joker to replace any symbols.

RE-SPIN

It's expecting time to re-spin for great rewards. Any winning combination on the screen and the relative symbols will hold, and spin again for outstanding reels to assemble for greater rewards.


SAFE FEVER

When three "Safe Box" symbols in active line and start fever game, you may win up to 200 times your bet instantly. Three big reels shown in second screen and play as classic slot game. Push Start button to begin.

CAR FEVER

Play about interactive! If three "Car" symbols land on a played line, you get to play Roulette game. The Fever plays famous 4 Reels match with outside running lamps. Any same symbols between reel and running lamps for "Pair" award. The Fever play again until Running Lamp stops at "EXIT" window.

DOUBLE UP

You are able to choice "Take Score" or "Double" after Main Game won. If the Double-Up function is disabled, the system will take score automatically. The game is to guess RED or BLUE and replace HI or LO.
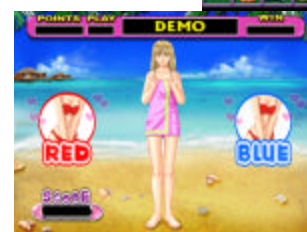
OTHER

- The Column-Stop & All-Stop functions are provided.

- Odds Table is able to show instantly. (Push D-UP button)

- Auto Run: Press START for over 5 seconds till "AUTO RUN" show on the screen of upper-left, which will let the game play automatically. Press START again for 1.5 seconds to stop to play automatically.

OPERATION GUIDE

RESET (CLEAR)

● **CLEAR ALL**

Turn on the power (The function doesn't work when the power is OFF.) Press RESET button of the board to all of data, 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 **RED** and **BLUE** button to clear all data of FIRST PAGE, which record the data from last check out. (Check Out: To clear this page.) The total records from page 2 to page 5 are from initial operation and remain unchanged by this function.

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.

FIRST PAGE

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.

SECOND PAGE

	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. It's 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.

THIRD PAGE

	PLAY TIMES	WIN TIMES
MAIN GAME	211	92
DOUBLE GAME	0	0

	TIMES	SCORE
SAFE FEVER	1	400
CAR FEVER	2	640

POWER 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 two middle form shows the winning times and score of the fever.

Power Times: The times of Power ON.

Please refer directly the fourth and fifth page of BOOK for winning times of each prize.

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 three pages in the SETUP. Press D-UP for next page, press RED (BIG) to select the item, press BLUE (SMALL) to adjust the value. The value you adjusted will show immediately in the screen. Press START to exit and back to Main screen.

● 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

	Default	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, 24, 32, 40, 64, 80,
MAX PLAY	240	16, 40, 64, 80, 120, 160, 200, 240,
DEMO MUSIC	ENABLE	ENABLE, DISABLE
DEMO SHOW	ENABLE	ENABLE, DISABLE
GAME LIMIT	40000	2000, 3000, 5000, 10000, 15000, 20000, 30000, 40000, 50000, 60000

● Coin: Adjust how many credits per insert coin.
● Keyin: Adjust how many credits per Keyin.
● Payout: Adjust how many credits per pay coin.

- Keyout: Adjust how many credits per Keyout.
- Ticket Out: Adjust how many credits per Ticket.
- Min. Play: Adjust Min Bets to start the game.
- Max. Play: Adjust how many max bets player can bet at one play.
- Demo Music: To enable or disable demo music.
- Demo Show: To enable or disable demo function.
- Game Limit: Adjust how many credits game can hold.

SECOND PAGE

	Default	SETTING SELECTION
WIN RATE	80	55, 60, 65, 70, 75, 80, 85, 90
HOLD FUNC.	ENABLE	ENABLE, DISABLE
D-UP FUNC.	ENABLE	ENABLE, DISABLE
D-UP WIN RATE	98	93, 94, 95, 96, 97, 98
D-UP LIMIT	3000	2000, 3000, 5000, 10000, 20000, 30000
MAX. PAY TOKEN	200	200, 300, 500, FREE
MAX. PRIZE	ENABLE	ENABLE, DISABLE
SCORE FUNC	DISABLE	ENABLE, DISABLE
PLAY SCORE	DISABLE	ENABLE, DISABLE
HAND COUNT	DISABLE	ENABLE, DISABLE
SHOW ODD TABLE	DISABLE	ENABLE, DISABLE

- WIN RATE: The Rate is calculated and defines by
  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.

  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.

  1) **STANDARD** (Standard wave, Rate more steady): Adjust "Dip SW, No1" on the board to "OFF".
  2) **SPECIFIC** (Larger wave, focus more win or lose): Adjust "Dip SW, No1" on the board to "ON".

- HOLD FUNC.: To enable or disable Hold function.

- D-UP FUNC.: To enable or disable Double up function. The play score in D-Up is winning score in main game. If the function is disabled, the system will take score automatically.

- D-UP WIN RATE: The Rate is calculated and defines by
  D-UP WIN RATE = Total score won / Total score played

- D-UP LIMIT: To limit the winning score in Double Up. The system will take the score automatically and back main game when winning score is over Double Limit.

- MAX. PAY TOKENS: Adjust max coins are paid, which to avoid the hopper empty.

- MAX. PRIZE: To limit max prize is won.

- SCORE FUNC.: To enable or disable score function.

- PLAY SCORE: To enable or disable to play score.

- HAND COUNT: To enable or disable hand count function.

- SHOW ODD TABLE: To enable or disable to show odds table. If the function is enabled, press D-UP button to show odds table.

THIRD PAGE

	Default	SETTING SELECTION
CONTINUOUS SPIN	DISABLE	ENABLE, DISABLE
TICKET OUT MODE	NO LIMIT	NO LIMIT, MAX. 1 TK, MAX. 2 TK, MAX. 3 TK, MAX. 4 TK, MAX. 5 TK,
X10 VIA SCORE	ENABLE	ENABLE, DISABLE
TICKET CONTROL	DIRECT	DIRECT, INTERFACE

- CONTINUOUS SPIN: To enable or disable to spin continuously till press Hold button.

- TICKET OUT MODE: Adjust max tickets are paid.

- X10 VIA SCORE: To enable or disable "x10 via Score" function.

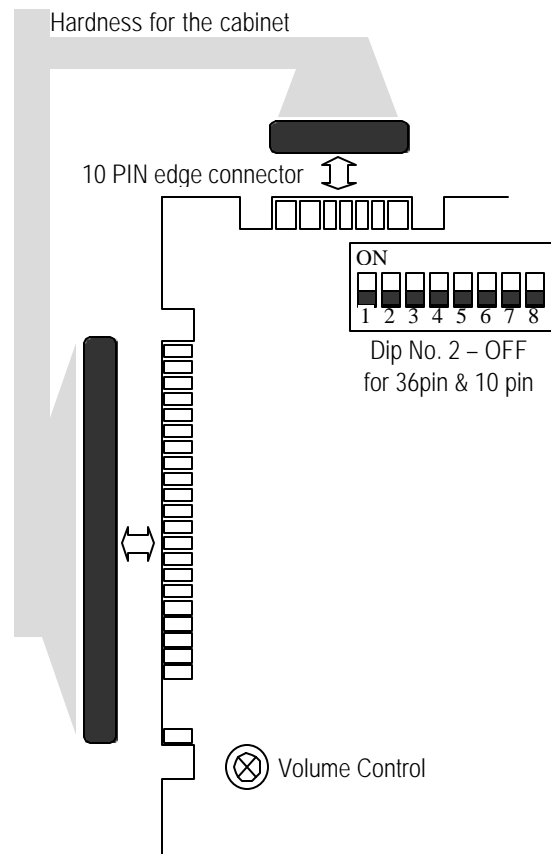- TICKET CONTROL: Ticket dispenser drives directly by Big Boss board or via interface card.

CONNECTOR DIAGRAM – 36 PIN & 10 PIN
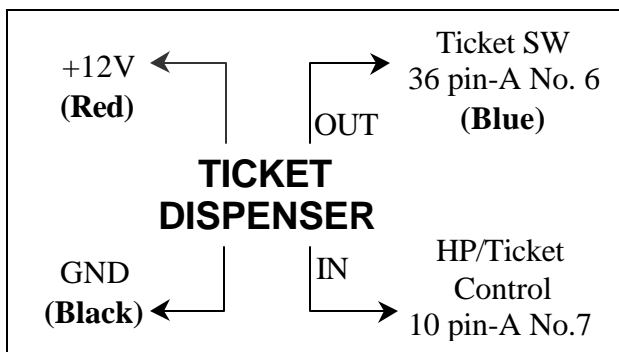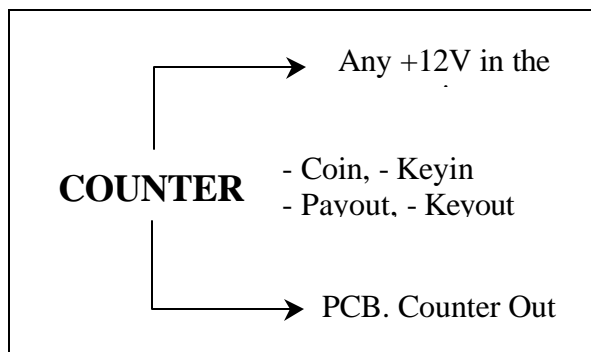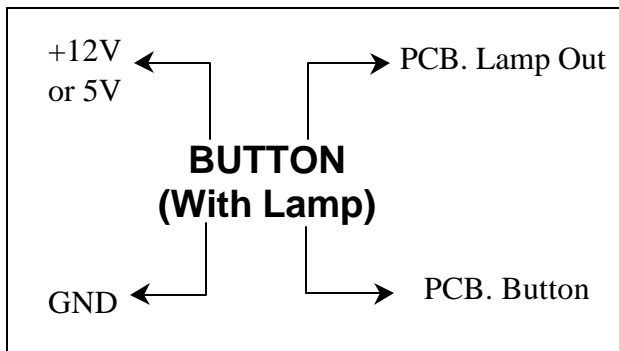
BIG BOSS (USA)

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	
	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	
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	
HP/Ticket Control	7	
	8	
GND	9	GND
GND	10	GND

[1] **HP Coin SW**: OUT signal for Hopper

[2] **HP Control**: IN signal for Hopper & Ticket

[3] **HP VCC** - (DC+12V)

Hardness for the cabinet

10 PIN edge connector

ON

1 2 3 4 5 6 7 8

Dip No. 2 – OFF
for 36pin & 10 pin

⊗ Volume Control

MACHINE LAYOUT

HOPPER

AC 110/220

S.S.R.

2   3

1   4

→ HP VCC

Hopper Control

BUTTON (With Lamp)

+12V or 5V ←

GND ←

→ PCB. Lamp Out

→ PCB. Button

COUNTER

→ Any +12V in the

- Coin, - Keyin
- Payout, - Keyout

→ PCB. Counter Out

TICKET DISPENSER

+12V **(Red)** ←

OUT

GND **(Black)** ←

IN

→ Ticket SW 36 pin-A No. 6 **(Blue)**

HP/Ticket Control 10 pin-A No.7
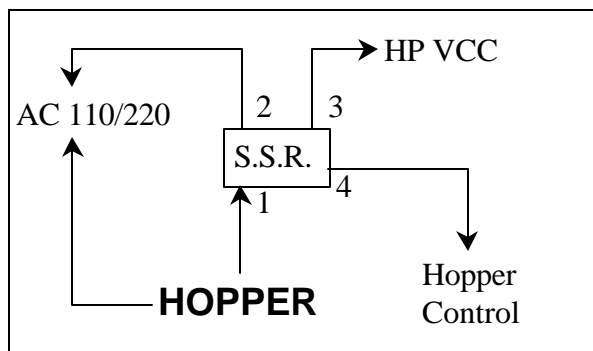
TICKET DISPENSER

Please check the JP1 and JP2 on board. There are two kinds of setup for specific Ticket Dispenser.

1
2
3

JP1 JP2

General Style

1
2
3

JP1 JP2

Deltronic