

PUZZLE BUG USER MANUAL



CONTENT

CONNECTION DIAGRAM 36 PIN/10 PIN.....	1
DIP SWITCH SETTING	2
36 & 10 PIN BUTTON LAYOUT	3
BOOKKEEPING & ADJUSTMENT	4
ON-SCREEN SYSTEM SETTING.....	5
MAIN FEATURES OF PUZZLE BUG	6
HOW TO PLAY.....	7
WILD JOKER & MAGIC TREE	8
COLLECTING BUGS OF BONUS.....	9

CONNECTIONION DIAGRAM (36 & 10 pins)

<i>36 Pins</i>		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
ALL STOP/START	9	
SMALL / STOP 2	10	
PLAY	11	
TAKE/STOP 3	12	
DOUBLE/STOP 1	13	
	14	
	15	
BIG/HOLD	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: COUNT
OUT METER	27	
	28	
LAMP: ALL STOP/START	29	
LAMP: SMALL / STOP2	30	
LAMP: PLAY	31	
LAMP: TAKE/STOP 3	32	
LAMP: DOUBLE /STOP1	33	
LAMP: BIG	34	
	35	
GND	36	GND

<i>10 Pins</i>		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	YES			OFF					
	NO			ON					
ODDS TABLE	YES				OFF				
	NO				ON				
SYMBOL	BUGS					OFF	OFF		
	FRUIT					ON	OFF		
	BOTH					OFF	ON		
HAND COUNT	YES							ON	
	NO							OFF	
TOUCH FUNCTION	YES								ON
	NO								OFF

DIP SWITCH 2		1	2	3	4	5	6	7	8
PLAY TYPE	PENNIES	OFF							
	NICKELS	ON							
PLAY MODE	SPIN		OFF						
	SHUTTER		ON						

■ **【REMARK】** Default Password of System Setup: [START] × 8

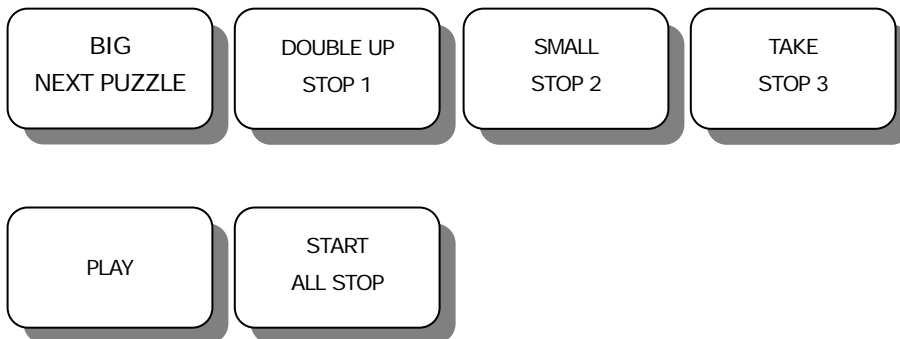
■ **PLAY STAKE :**

PENNY : 40 、 80 、 160 、 320

NICKEL : 8 、 16 、 32 、 64

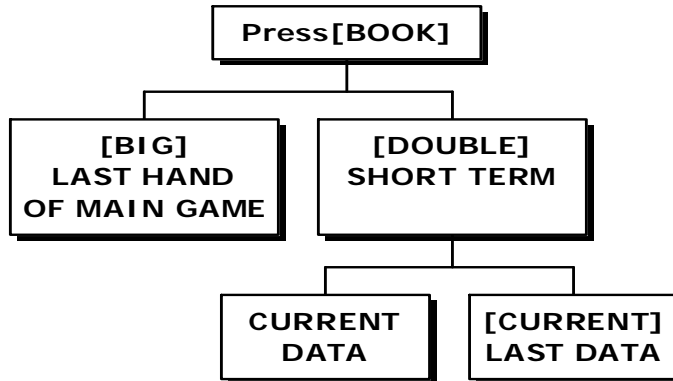
Once the play mode Penny/Nickel is switched, the game record will be reset.

36 & 10 PIN BUTTON LAYOUT

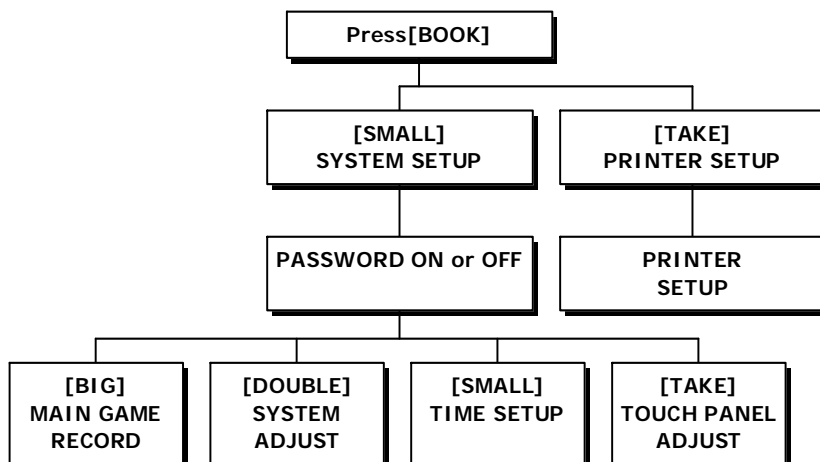


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[SMALL]→[DOUBLE] to select the following items.

CONTENT	SETTING SELECTION		DEFAULT	
	PENNY	NICKEL	PENNY	NICKEL
SYSTEMLIMIT (Max. PLAY)	YES (within Max. PLAY *1100), NO		NO	
COIN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000		100	
KEY IN RATE			100	
KEY OUT RATE			1	
TICKET RATE			20	
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE		CONTINUE	
BONUS BASE	10000,15000,200 00,25000,30000	2000, 3000, 4000, 5000, 6000	30000	6000
MAX. BONUS	40000,60000,800 00,100000, 120000	8000, 12000 , 16000 , 20000, 24000	120000	24000
NEXT PUZZLE TIMER	10, 15, 30, 45, 60 SEC / NO		NO	
TICKET OUT INTERFACE	PRINTER DIRECT / DISPENSER DIRECT / ATTENDANT INTERFACE		DISPENSER DIRECT	
PRINTER COMMAND	CBM1 · ESC / POS · STAR		CBM1	

REMARK:

- 1.Printer only can be used by one machine driven by RS232.
- 2.The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.
- 3.On the board, CON-1 port connects to the Printer and CON-2 port connects to the Touch Panel.
- 4.System Setting will only be reset back to default by pressing [RECORD] and then pressing [TEST].

MAIN FEATURES OF PUZZLE BUG:

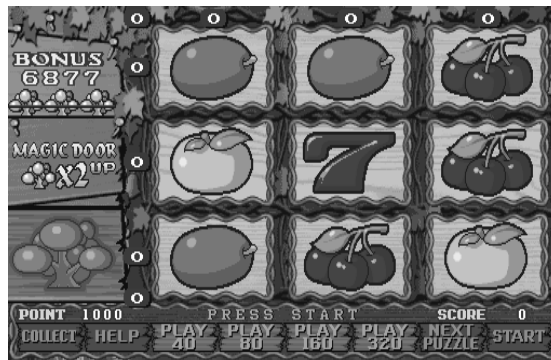
- ◆ **2 Graphics Substitute:** Classic Fruit, Bugs. (via Dip SW1, #6 & 7, Switch Symbol by hitting "DOUBLE UP" button)
- ◆ **Next Puzzle:** allowing the player to "know what they are playing for ahead of time."
- ◆ **Special "Wild" Award:** representing any Symbol, any line or must win during no win combination shows.
- ◆ **2-Trees up Re-spin:** open the "Magic Door" to reveal another symbol.
- ◆ **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with PUZZLE BUG!

HOW TO PLAY

MAIN GAME DESCRIPTION

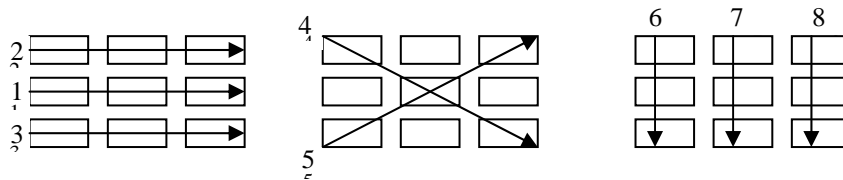


Main Screen of Puzzle Bug



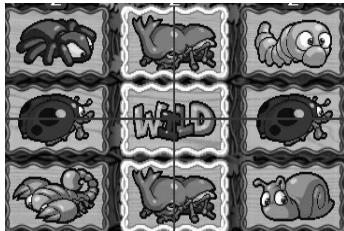
Main Screen of Fruit symbols

Regular 9 reels & 8-liner style, playing spots as follows:



Wild Joker and Magic Tree

Special



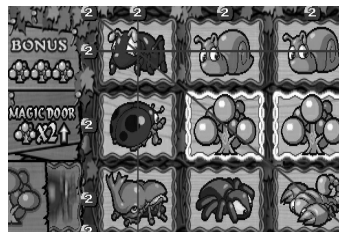
Wild can be present as any line-up winning and any symbol as left graphic.



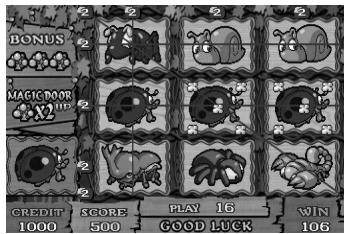
When Wild shows and without any winning combination as left

graphic, the other

reel will spin again till win as right graphic.



Magic



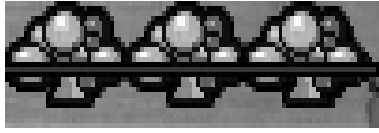
When 2 trees up show, it could

open the Magic Door to

reveal another symbol on main game.



Collecting Bugs of BONUS



Enterence requirement: three trees lined up in a row allows player to enter bonus game.



When player enter bonus game, he/she can select one of 5 trees from first rank, selecting symbols can be collected as one of five appointed bugs.

- If player pick up same bugs showed on collecting bugs, the one will erase.
- Other selecting bugs award as playing points multiplied



- Five appointed bugs collection can draw the bonus (the value set by operator). The bonus game will end when the snake shows up, but sometime there will have eagle to seize the snake then the game can be continued process.



【REMARK】 Max Bonus value can be adjusted on screen setting.