

# QUEEN BEE

(Standard Version)

## INTRODUCTION

### 1) TWO GRAPHIC PATTERNS

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

### 2) 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.

### 3) 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 the case, the middle of nine reels will spin again for the fever.

### 4) 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 the screen, four reels are spinning and one "Yellow Square" is moving along with screen's sides. Push "All Stop" to stop the reels and "Start" button to stop the "Yellow Square".

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

### 5) 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".

### 6) 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 : The score for D-UP is two times of winning score in main game. For example: Win 100 and push Re-Double button for 200. The additional 100 should reduce from Credit.

Double Up : The score for D-UP is winning score in main game as general.

Half Double : The score for D-UP is a half of winning score in main game. For example: Win 100 and push Half-Double button for 50 only. The rest 50 should take into Credit.

The function of Re-Double and Half Double are able to disable by SETUP.

### 7) 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

### + BEFORE INSTALL FOR HARDNESS MODE + - IMPORTANT

There are two kinds of hardness in the hardware, as follows:

- 1) Lucky 8 liner (36 pin & 10 pin): Adjust "Dip SW 1, No2" on the board to "OFF".
- 2) JAMMA (28 pin): Adjust "Dip SW 1, No2" on the board to "ON".

#### 1) 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.

## 2) RESET (Clear)

### ⌘ CLEAR ALL

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

## 3) 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

|            |        |
|------------|--------|
| COIN IN    | 10     |
| KEYIN      | 100    |
| PAYOUT     | 10     |
| KEYOUT     | 100    |
| MIN BET    | 1      |
| MAX BET    | 240    |
| DEMO MUSIC | ENABLE |
| DEMO SHOW  | ENABLE |
| GAME LIMIT | 60000  |
| WIN RATE   | 80     |
| REEL SPEED | FAST   |

### SETTING SELECTION

1, 5, 10, 20, 25, 50, 100, 300  
 10, 20, 25, 50, 100, 300, 500, 1000  
 1, 5, 10, 20, 25, 50, 100, 300  
 10, 20, 25, 50, 100, 300, 500, 1000  
 1, 8, 16, 32, 40, 64, 80  
 16, 40, 64, 80, 120, 160, 200, 240  
 ENABLE, DISABLE  
 ENABLE, DISABLE  
 5000, 10000, 20000, 30000,  
 40000, 60000, 80000, 100000  
 55, 60, 65, 70, 75, 80, 85, 90  
 FAST, SLOW

### ⌘ 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.

Remember to push RESET button if you raised Win Rate. Why? For example: current rate is 80% and new rate is 85%. In the case, more 5% would be released suddenly and the game may lose very much in a short time. Don't need to push RESET button if the Rate is reduced, the machine will correct automatically. But the value be changed should not too much, maximum should 5% only per time, our recommendation. Otherwise, the machine will very difficult to win after the adjustment.

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.

**⌘ RATE MODE**

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 | OFF | Standard wave, Rate more steady     |   |   |   |   |   |   |
|           | Specific | ON  | Larger wave, focus more win or lose |   |   |   |   |   |   |

**SECOND PAGE**

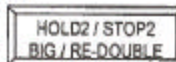
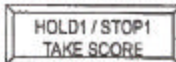
|                 |         |
|-----------------|---------|
| HOLD FUNC.      | ENABLE  |
| D-UP FUNC.      | ENABLE  |
| RE-D-UP FUNC.   | DISABLE |
| HALF D-UP FUNC. | DISABLE |
| D-UP LEVEL      | 0       |
| DOUBLE LIMIT    | 20000   |
| PAY TOKEN LIMIT | FREE    |
| MAX PRIZE       | ENABLE  |
| GRAPHIC TYPE    | FRUIT   |
| PANEL TYPE      | TYPE1   |

**SETTING SELECTION**

ENABLE, DISABLE  
 ENABLE, DISABLE  
 ENABLE, DISABLE  
 ENABLE, DISABLE  
 0 - Easy, 1, 2, 3, 4, 5, 6, 7 - Difficult  
 5000, 10000, 20000, 30000, 40000, 50000  
 FREE, 200, 300, 500  
 ENABLE, DISABLE  
 FRUIT, INSECT  
 1ST - TYPE, 2ND - TYPE(No Hold function)

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

1ST-TYPE PANEL



*Queen Bee*

**For "Georgia Mode" please turn dip switch #7 to the "on" position.**

**To change the name to "Fruit Holders" turn dip switch #8 to the "on" position.**