

Wild Food / Fruit User Manual

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CONNECTION DIAGRAM [36 & 10 pins]

36 Pins	
PARTS SIDE	SOLDER SIDE
VIDEO RED	VIDEO GREEN
VIDEO BLUE	VIDEO SYNC
SPEAKER	VIDEO GND
TICKET OUT	
TICKET SWITCH	
ALL STOP/START	
SMALL / STOP 2	
PLAY	
TAKE/STOP 3	
DOUBLE-UP/STOP 1	
BIG/HOLD	
COIN A	KEY IN
	COIN C
BOOK	TEST
	KEY OUT/PRINTER PRINT
COIN A METER	
KEY IN METER	
COIN IN C METER	
OUT METER	
LAMP: ALL STOP/START	
LAMP: SMALL / STOP2	
LAMP: PLAY	
LAMP: TAKE/STOP 3	
LAMP: DOUBLE /STOP1	
LAMP: BIG	
GND	GND

10 Pins	
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				
DOUBLE GAME	YES				OFF			
	NO				ON			

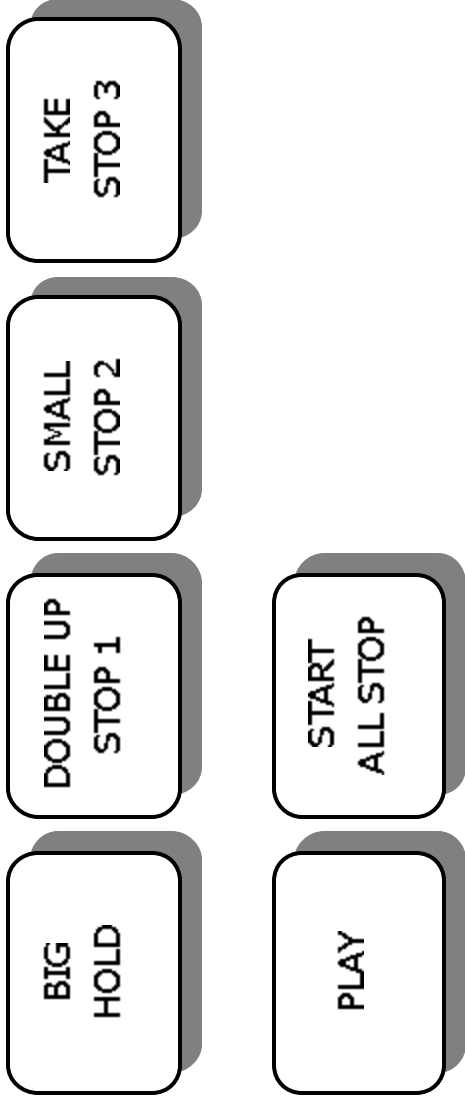
DIP SWITCH 2	1	2	3	4	5	6	7	8
CHANCE LEVEL	LOW	OFF						
	HIGH	ON						
SCORE BOX	NO		OFF	OFF				
	YES		ON	OFF				
	10X		OFF	ON				
PLAY SCORE	NO			OFF				
	YES			ON				
HAND COUNT	NO				OFF			
	YES				ON			
SYMBOL	FRUIT					OFF	OFF	
	FOOD					ON	OFF	
SHUTTER	BOTH					OFF	ON	
	OFF							OFF
	ON							ON

DIP SWITCH 3		1	2	3	4	5	6	7	8
HOLD PAIR	OFF	OFF	OFF						
	REGULAR	ON	OFF						
	GEORGIA	OFF	ON						
AUTO HOLD	NO			OFF					
	YES			ON					

【REMARK】

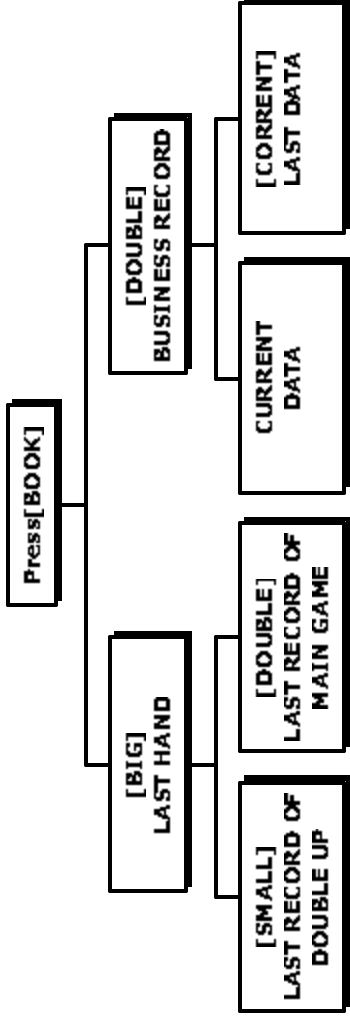
1. For High coin value operation, please set Chance Level on OFF (low) and Max Play set under 32 or ON (high) for penny setting operation and Max Play setting 64~128.
2. Default Password of System Setup: [Start]*8

36 & 10 PIN BUTTON LAYOUT

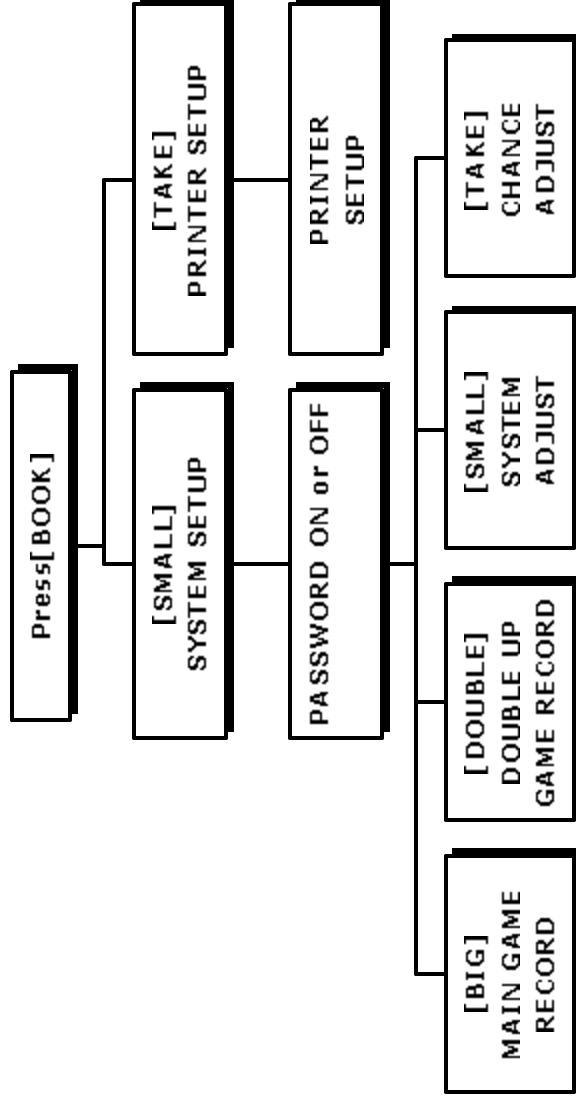


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

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

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	8,16,32,64,128	128
MIN. PLAY	1,8, 10,16,24,32	8
SYSTEMLIMIT (Max. PLAY)	X500, X1000, X2000, X3000, NO LIMIT	NO
COIN RATE		5
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE	CONTINUE
MAX BONUS	1000, 2000, 3000, 5000, 8000, 10000	5000
TICKET OUT INTERFACE	PRINTER DIRECT / DISPENSER DIRECT Interface	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1

REMARK:

- Printer only can be used by one machine driven by RS232.
- 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.
- Min Play 8 credits for Progressive Bonus.

CHANCE ADJUSTMET

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

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1(96%) , LEVEL 2(95%) , LEVEL 3(94%) , LEVEL 4(93%) LEVEL 5(92%) , LEVEL 6(91%) , LEVEL 7(90%) , LEVEL 8(89%)	LEVEL 4
W-UP GAME RATE	LEVEL 1(95%) , LEVEL 2(90%) , LEVEL 3(85%)	LEVEL 2

MAIN FEATURES OF WILD FRUIT:

- ◆ **3 Graphic Choices for Operation:** Classic Fruit, Fast Food or Both (via Dip SW2, #6 & 7, Switch Symbol by hitting "DOUBLE UP" button)
- ◆ **2 different types of reel choices:** Shutters (for non-spinning) operation and Spinning Reels.
- ◆ **Progressive & Interactive Bonus:** Max Bonus can reach 10,000.
- ◆ **Special Chance Structure:** Wild chance construction & income guarantee.
- ◆ **Attractive Fevers:** Diagonal & Cross fevers.
- ◆ **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Wild Fruit/Wild Food!

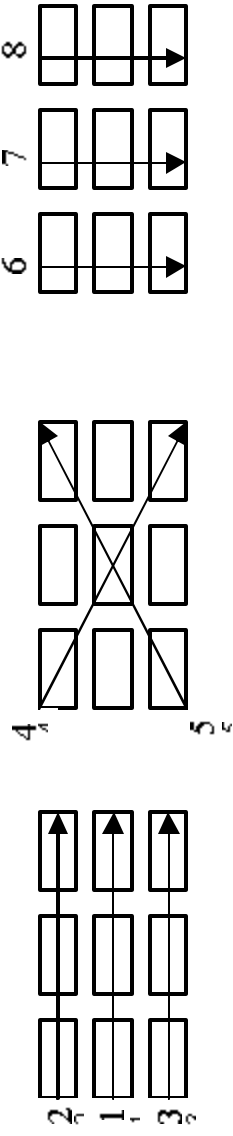
HOW TO PLAY

MAIN GAME DESCRIPTION

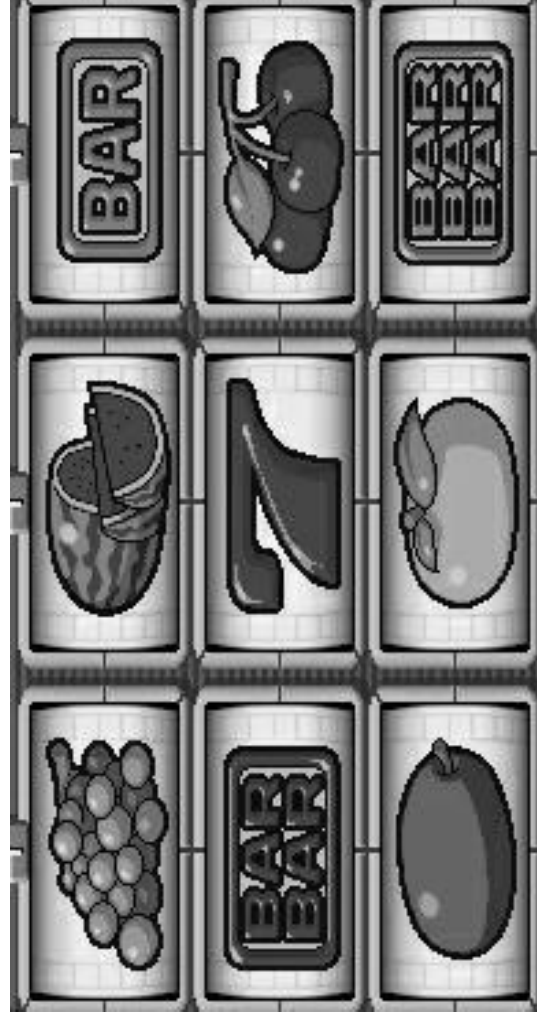


Main Screen of Wild Fruit

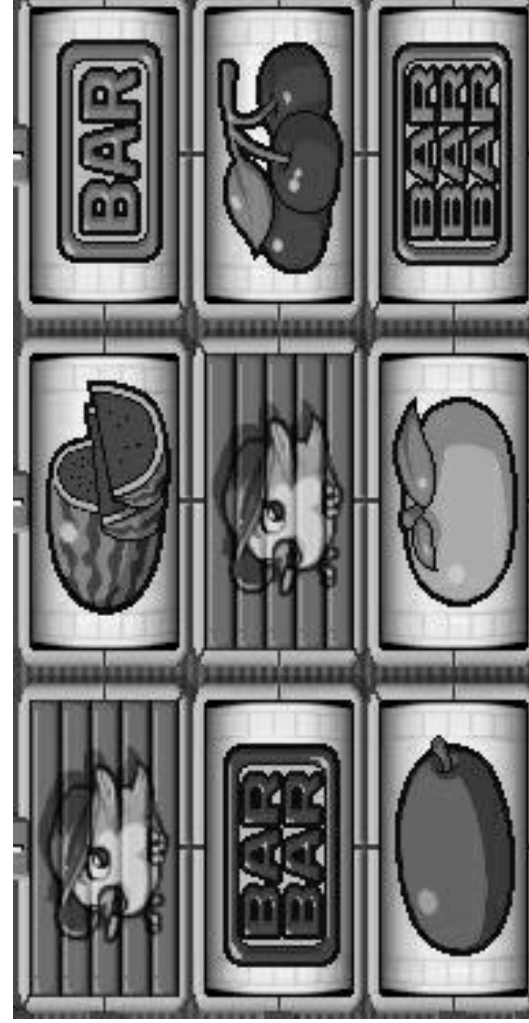
Regular 9 reels & 8-liner style, playing spots as follows:



REEL MODES

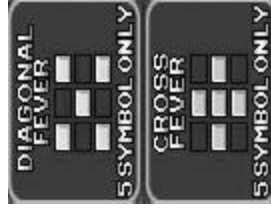


Screen of Spinning Reel



Screen of Shutter

FEVER BONUS & JOKER



If 5 same symbols are arranged in "X" or "Cross" patterns, player experiences "Fever Bonus" with 3 to 5 times.




When  joker appears in the main game, it will

automatically into blue , red , green ,



red , or blue



When  joker appears in the main game, it will

automatically change into , , , ,

or .

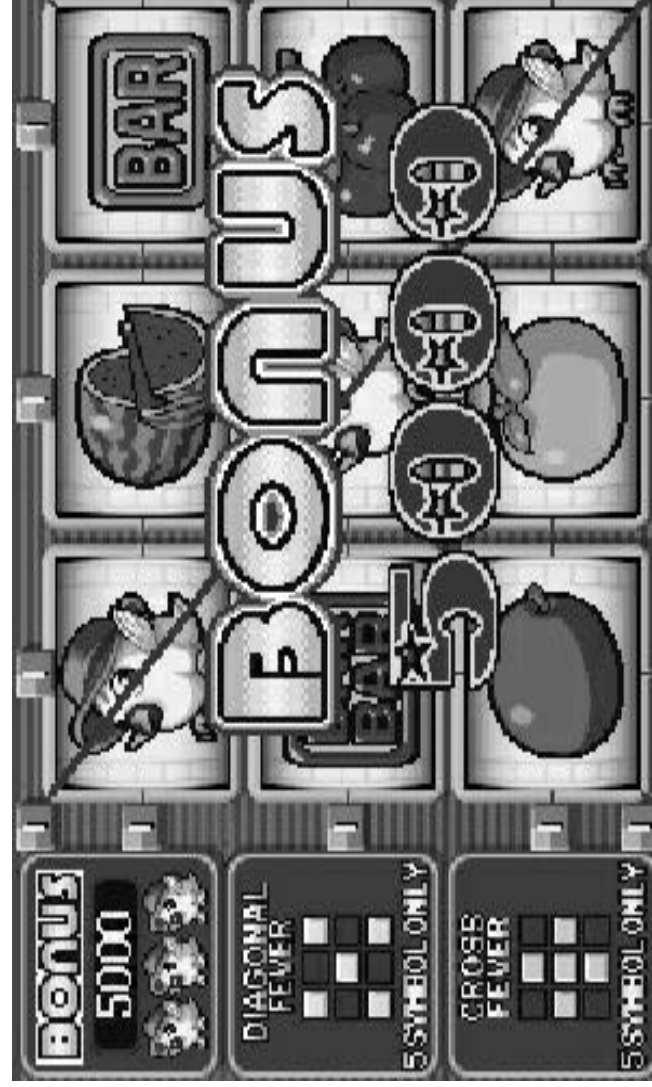
PROGRESSIVE BONUS POOL



Each bird will increase 1/8 of play amount to progressive bonus.

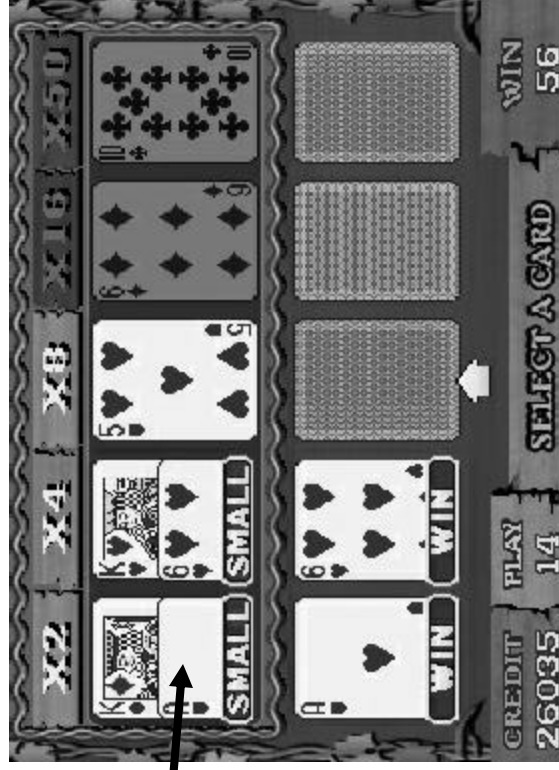


Three birds lined up in a row allows a player chance at the progressive bonus pool.



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

DOUBLE UP GAME DESCRIPTION



Poker selected
area

Double-up Screen

- ◆ Player selects any one card from the lower deck. Then choose whether the next card will be "higher"(big button) or "lower"(small button) than card value above selection.