



NUDGE A BUG

USER MANUAL

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CONNECTIONION DIAGRAM (36 & 10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT/ PRINTER PRINT	7	
TICKET SWITCH	8	
START/ ALL STOP / KEEP/TAKE	9	
STOP2 /SMALL/ HELP	10	
PLAY	11	
STOP3/TAKE	12	
STOP1/DOUBLE/CHANGE SY MBOL	13	
	14	
	15	
BIG	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT
	22	CALL ATTENDANT
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP:TICKET OUT/ P RINT OUT
	27	
OUT METER	28	
LAMP: START/ ALL STOP / KEEP	29	
LAMP: STOP2/SMALL/HELP	30	BILL ENABLE
LAMP: PLAY	31	LAMP: COUNT
LAMP: STOP3/TAKE	32	LAMP:CALL ATTENDANT
LAMP: STOP1 /DOUBLE/ CHA NGE SYMBOL	33	
LAMP: BIG	34	
CLEAR ERROR	35	
GND	36	GND

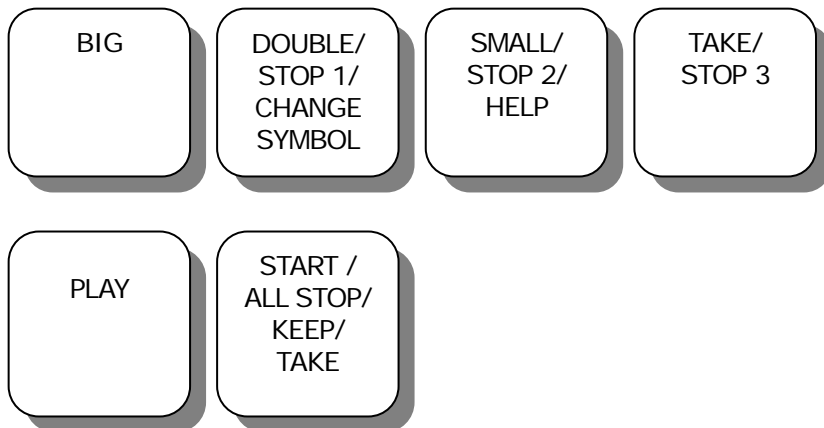
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP SWITCH SETTING

DIP SWITCH 1	1	2	3	4	5	6	7	8
DEMO MUSIC	NO	ON						
	YES	OFF						
NO STOP	NO		OFF					
	YES		ON					
SYMBOL	BUG			OFF	OFF			
	FRUIT			ON	OFF			
	BOTH			OFF	ON			
	BOTH			ON	ON			
LONG TERM	NO					ON		
	YES					OFF		

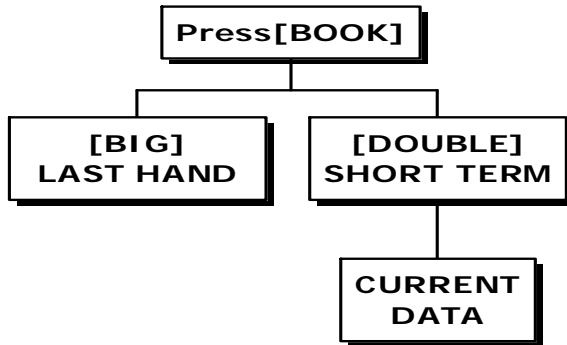
*** Default Password of System Setup: press [START] 8 Times.

36 & 10 PIN BUTTON LAYOUT

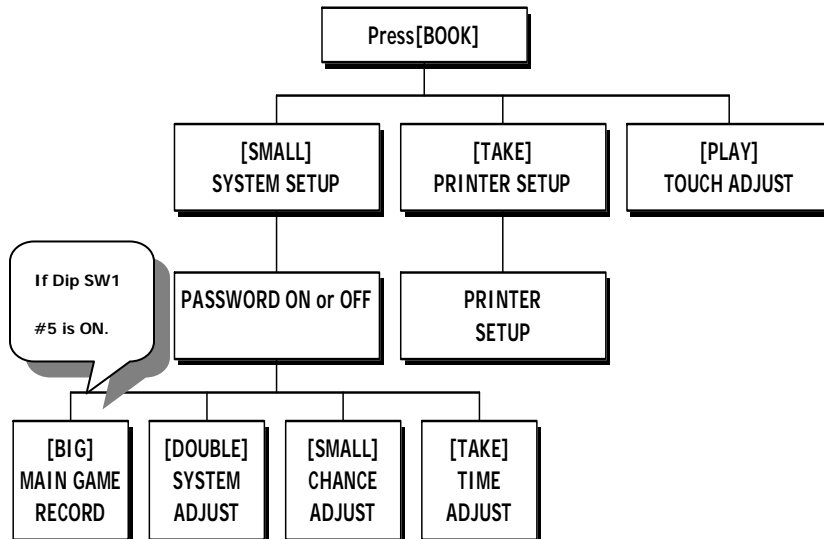


BOOKKEEPING & ADJUSTMENT

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	5,10,15,20,30,40,50,80,100,120	80
MIN PLAY	1,5,10,15,20,30	5
SYSTEM LIMIT	NO, MAX PLAY X 1100	NO
COIN RATE		100
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250,	100
KEY OUT RATE	400, 500, 1000	1
TICKET RATE		20
MAX BONUS	5000, 8000, 10000, 20000, 30000, 40000, 50000	10000
TICKET OUT INTERFACE	DISPENSER DIRECT / PRINTER DIRECT / ATTENDANT	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1

REMARK:

- "Ticket Out Interface" refers to the output device and the function of [Collect] on the Touch Screen itself.
- Use "Attendant" if there is no output device.
- Printer uses DB9 Female/DB25 Male Serial Printer Cable (Null Modem) Belkin Part Number: F2L044-06

CHANCE ADJUSTMENT

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

CONTENT	SETTING SELECTION	DEFAULT
GAME LEVEL	LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5	LEVEL 5

MAIN FEATURES OF NUDGE A BUG:

- ◆ **2 Graphics Choices:** Classic Fruit, Bugs. (via Dip SW1, #3 & 4, Switch Symbol by hitting "DOUBLE" button).
- ◆ **Skill Nudge Mode:** During a game, players can select a reel and move it up or down. The process is full of strategic thinking and great entertainment.
- ◆ **Special "Wildx2" Award:** represents any Symbol and doubles the ODDS.
- ◆ **Bugs Collecting Bonus:** 2 to 50 times of different single bonus reward & maximum jackpot 10,000 award (adjustable on screen setting).
- ◆ **Auto Play and Touch Screen Supported.**

HOW TO PLAY

MAIN GAME DESCRIPTION





Main Screen of Bug symbols



Main Screen of Fruit symbols

★ Press ,  or  to adjust your play.


★ Press  to start a new game.

★ Press  or  to move one symbol UP or DOWN. Only one move is allowed.

★ Press  to begin the game automatically.


- When there's no win,  will be enabled automatically and then starts the next play.

- When there's a win,  will be temporarily disabled to let you nudge.



- When entering the bonus game or the win is more than 10 times,  will be disabled.

★ If the horizontal line matches a WINNING COMBINATION, you win the amount shown.

Special Wildx2

- ★  can be present as any line-up winning and any symbol as the graphic on the right.



- ★  can be present as any symbol. When  shows, the ODDs will be doubled.



Collecting Bugs of BONUS



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



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

- If player picks up the same bug as one already collected, the bug will be erased.
- Other selected bugs are awarded as playing points multiplied 2~50.



- Collecting five appointed bugs can draw the bonus (the value set by operator). The bonus game will end when the snake



shows up, but sometimes an eagle will appear to seize the snake then the game process will continue.

[REMARK] Max. Bonus value can be adjusted on screen setting.