

C12 II

(V100)

(Touch Panel/VGA)

User's manual

I. Introduction

1. This game is applied **American Roulette gambling rules** which simulate **C12** game with 38 numbers for dual play.
2. This Roulette game is played by spinning a small ball on a round wheel. When the wheel stops, the ball comes to rest in one of the numbered slots. Object of the game is to predict which number out of possible 38 balls will land on.
3. When you set-up the GAME RATE as 90, you will have at least 10% profit and you may probably gain some more from the rest 90% depends on how lucky the player is.
4. The player can bet at most 20 positions each game; the maximum bet for each position is 100 points and the minimum bet is 1 point. The maximum total bet is 2000. You can adjust all the system SETUP by inner setting except the number of betting position.
5. **Double** or **Fortune** Mode is to simulate C12 double-up:
If Player wants to play this mode, he presses "Double" and places all winning points from last game to any position before the wheel starts to spin. The betting points are not restricted to the upper bet limitation but those points cannot be accumulated to the original bet points. Beside that when the player plays "DOUBLE", the first bet points of each game will be the position of "DOUBLE". If the player doesn't place bet when time is up, the system will automatically place the bet on the last bet position of the last game.

The chip of "DOUBLE" is different from regular chip and will be shown on the message column of upper right hand side.

6. BONUS

JP : Total bet points will be 1 to 4 times.

7. HELP

(1). Statistic Table :

This table shows the last 10 to 20 historical record includes numbers, area, column, Red/Black, Even/Odd, and Low/High bets.

(2). Check last game

To check the bet of last game, numbers, positions, betting amount and number showed.

(3). Check player :

To check players' total score, total bet, times of play and Score/Bet

II. Operation

1. PCB DIPSW3-1 and DIPSW3-2 can adjust JAMMA, Joystick or Touch Panel.
2. PUSH BUTTON:
 - (1). START : Start the game
 - (2). LAST BET : Bet as last game
 - (3). CENCEL : Cancell last bet
 - (4). DOUBLE : Double-up
 - (5). ALL CENCEL : Cancell all bets
 - (6). COLLECT : Score
 - (7). PAYOUT : Payout
 - (8). AUTO : Automatic duplicate the bet and start the game; Press AUTO agin to STOP.
 - (9). ENTER : JAMMA (Bet)
 - (10). ENTER+UP : JAMMA (switch player)
3. When use JAMMA, you have to press ENTER

- 4. The Win-lamp and Big Prize-lamp are the same one but in different presentation.

Win-lamp: blinking 3 times every one second.

Big-prize lamp: blinking 10 times every 0.5 second.

- 5. **Display:** 31.5 KHz (VGA) or computer monitor.
- 6. If you use Touch panel, please do the following steps to set-up:
 - (1). Power OFF
 - (2). Plug the Touch panel to PCB.
 - (3). Set Pin 4 of DIPSW3 as ON → POWER ON
 - (4). Touch the red points shown on the four corners of touch panel to enter system setting.
 - (5). Make sure the four red points are on the right place, otherwise, you have to press CANCEL key and do the setting from step 1 again. If the red points are all on the right position, press OK and do the next step.
 - (6). POWER OFF
 - (7). Set the Pin 4 of DIPSW3 to OFF.
 - (8). POWER ON again to start using touch panel to play the game.
- 7. This game is in the best condition by using the combination of Micro Touch capacitive touch panel and Serial/SMT3 controller.
 Note: Micro Touch is the trade mark of Micro Touch System, Inc. (3M) and Serial/SMT3 is the number of controller.

III. DIP Switch of PCB

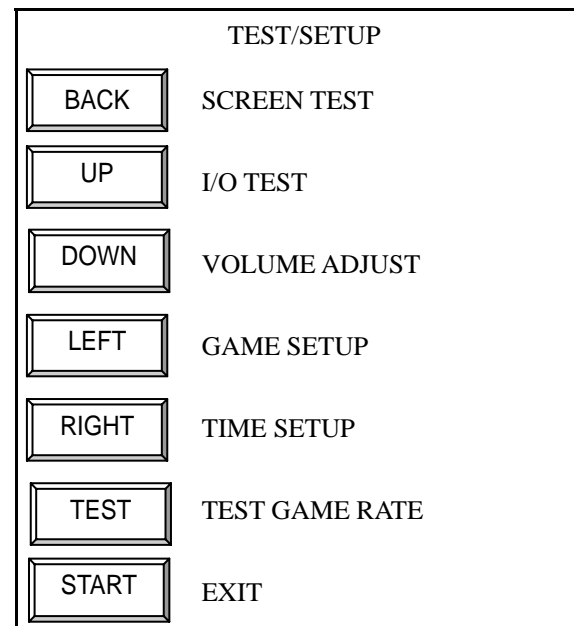
DIP SW3		1	2	3	4
OPERATION	JOYSTICK	OFF	OFF		
	TOUCH PANEL	ON	OFF		
	JOYSTICK	OFF	ON		
	JOYSTICK & TOUCH PANEL	ON	ON		
DOOR OPEN	NO			OFF	
	YES			ON	
TOUCH PANEL	NO				OFF

ADJUSTMENT	YES				ON
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IV. System Setup

1. TEST/SETUP

- (1) Press **TEST/SETUP** to Power On then enter SCREEN TEST, press **TEST/SETUP** again to enter I/O test;
- (2) **EXIT:** **RECORD** + **TEST/SETUP**
- (3) Power On then press **TEST/SETUP** to enter TEST/SETUP screen.



****Use TOUCH PANEL or JAMMA to set-up:**

⊙ **START : SCREEN TEST**

Press **START** on **SCREEN TEST** mode to **EXIT**.

⊙ **UP : I/O TEST**

Press **RECORD** + **TEST/SETUP** on **I/O TEST** mode to **exit**.

◎DOWN : VOLUME ADJUSTMENT

Press START to exit after press CANCEL to save volume setting on **VOLUME ADJUST mode**.

◎LEFT : GAME SETUP

Only 20 items will be shown on one page. Press NEXT PAGE to see the following message.

GAME SETUP		RELOAD DEFAULT) NEXT PAGE
1. MAINGAME RATE	96	90~99
2. BONUS GAME	ON	ON OFF
3. COIN A(BILL) RATE	10	1~5000
4. COIN B(BILL) RATE	10	1~5000
5. COIN C(BILL) RATE	10	1~5000
6. KEYIN RATE	100	100~5000
7. KEYOUT RATE	100	100~5000
8. KEYOUT OVER	ZERO	ZERO .REST
9. CREDIT-IN LIMIT	5000	1000~UNLIMITED
10. SYSTEM LIMIT	10000	5000~UNLIMITED
11. PAYOUT LIMIT)	100	100~UNLIMITED
12. METER SPEED	4	1~50 TIMES/SEC
13. DEMO MUSIC	MUSIC 1	NO USE MUSIC1~3
14. COLLECT MODE	MANUAL COLLECT	MANUAL COLLECT; AUTO COLLECT.AUTO PAYOUT
15. COLLECT SPEED	NORMAL	NORMAL; QUICKLY
16. ROULETTE SPEED	SLOW	SLOW; NORMAL; QUICKLY
17. GOOLGE(virtual website)	ONE	ONE 10~180 SEC NO USE
18. GAME RATE	S	L M S
19. LANGUAGE	ENGLISH	ENGLISH; CHINESE
20. WAIT TIME	30	10~99 SEC
21. BET RATE *Note 1	1	1~100
22. MIN BET	1	1~100
23. BET MAX *Note 2	100	50~800
UP	MOVE UP	LEFT ADJUST +
DOWN	MOVE DOWN	RIGHT ADJUST -
BACK	SAVE	START EXIT

Note 1 : This setting can adjust the value of chip. If you set it as 5, the value of chip will times 5.

Note 2 : Inner circle: Single, Split, Row, Triple, Corner, Line, and Top-Line
Outer circle: Column, Dozens, Red/Black, Odd/Even, High/Low

◎RIGHT : TIME SETUP

Press START to EXIT

◎TEST : TEST GAME RATE

Press **CLEAN** to clean the testing record, press **START** to pause or start the game and press START to EXIT.

2. RECORD

◎Power on and press RECORD to check record.

:

ITEM(項目)	CURRENT(目前)	LAST(上次)
COIN A	00000	00000
COIN B	00000	00000
COIN C	00000	00000
PAYOUT	00000	00000
KEYIN	00000	00000
KEYOUT	00000	00000
CREDIT IN	00000	00000
CREDIT OUT	00000	00000
WIN	00000	00000
BET	00000	00000
BONUS	00000	00000
TIME	2008-03-29 00:00:00	2008-03-29 00:00:00

CURRENT RECORD CLEAN CLEAR (Shift)

NEXT PAGE COLLECT EXIT START

◎Press COLLECT to next page:

VERSION: V100 POWER ON: 00

RECORD 1	
ITEM	TOTAL
COIN A	00000
COIN B	00000
COIN C	00000
PAYOUT	00000
KEYIN	00000
KEYOUT	00000

CREDIT IN	00000
CREDIT OUT	00000
TOTAL WIN	00000
TOTAL BET	00000
TOTAL BONUS	00000

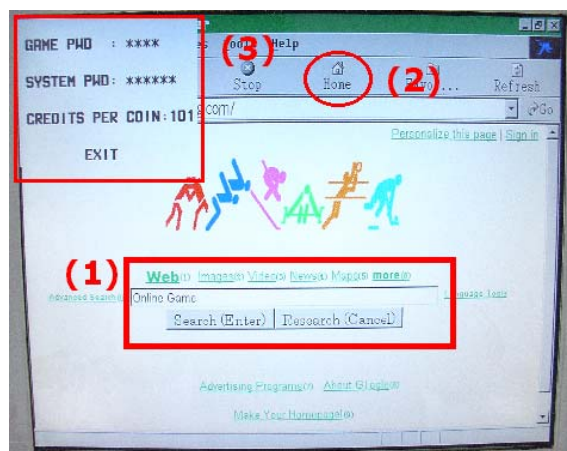
TIME 2008-03-29 00:00:00

MAIN GAME		DOUBLE GAME(Fortune)	
BET CREDITS	00000	BET CREDITS	00000
WIN CREDITS	00000	WIN CREDITS	00000
GAME RATE	00000	W-UP WIN RATE	00000
PLAY TIMES	00000	W-UP PLAY TIMES	00000
WIN TIMES	00000	W-UP WIN TIMES	00000
WIN RATE	00000	W-UP HIT TATE	00000

COLLECT NEXT PAGE **START** EXIT

3. GOOGLE ON (virtual website)

On this virtual website, user can choose Amusement games or enter password to play C12II gambling game.



- (1). Enter password to enter C12II: Use finger to touch the default value as follows: **Web(1)**, **Images(2)**, **Video(3)**, **News(4)** (sound effect) , **Search (Enter)** , to enter C12 II . If you fail to do the above steps,

press **Research (Cancel)** then do it again.

- (2). If you operate by JAMMA, you do the steps as follows: UP → DOWN → LEFT → RIGHT → START → C12 II

- (3). Press **HOME** to enter four amusement games

- (4). Change GAME PASSWORD: **Web(1)** → **Images(2)** → **Video(3)** → **News(4)** → **Maps(5)** → **Maps(5)** → **Search (Enter)**.

If you operate by JAMMA, you do the steps as follows: UP → DOWN → LEFT → RIGHT → UP → DOWN → START → PASSWORD CHANGE:

GAME PWD: ****

SYSTEM PWD: *****

PASSWORD

CREDITS PER COIN: 101

EXIT

Change **C12 II** password

Change SYSTEM SETTING

GAME PWD is a 4-digit number, SYSTEM PWD is a 6-digit number.

When you point GAME PWD or SYSTEM PWD, the “*” sign will be disappeared then you can start to change password by **Web(1)** → **Images(2)** → **Video(3)** → **News(4)** → **Maps(5)** → **Maps(5)** → **Search (Enter)**.

If you fail to do the above steps, press **Research (Cancel)** then do it again. Press UP to set GAME PWD and DOWN to set SYSTEM PWD.

CREDITS PER COIN : Range is 1~101. 101 is for free amusement game. Add one when press CREDITS PER COIN.

If you use JAMMA, press LEFT to set CREDITS PER COIN and press LEFT to add the value.

Press EXIT to save and exit.

- (5). Record check for amusement game: press **RECORD** to enter:

SYSTEM MENU

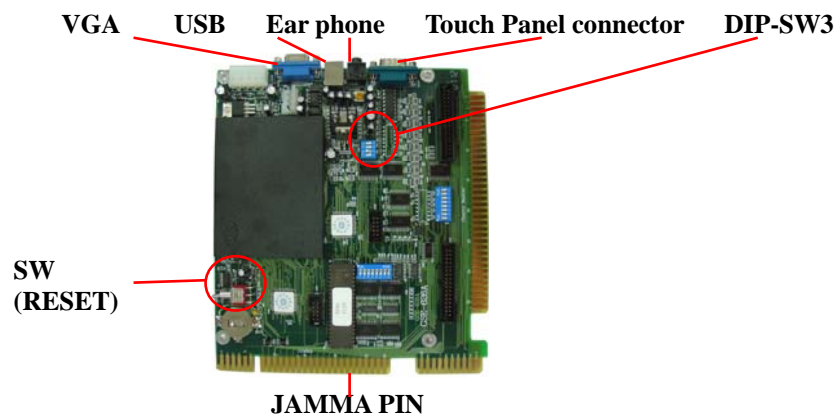
TOTAL COIN	0
LAST CLASS COIN	0
THIS CLASS COIN	0
CREDITS PER COIN	1

EXCHANGE TIMES	0
EXCHANGE	

- (6). Press **EXCHANGE** to save and press **RECORD** to exit.
- (7). Press **EXIT** in the middle of the screen to exit the amusement games and back to virtual website ([Google](http://www.google.com)).



4. P.C. B Map



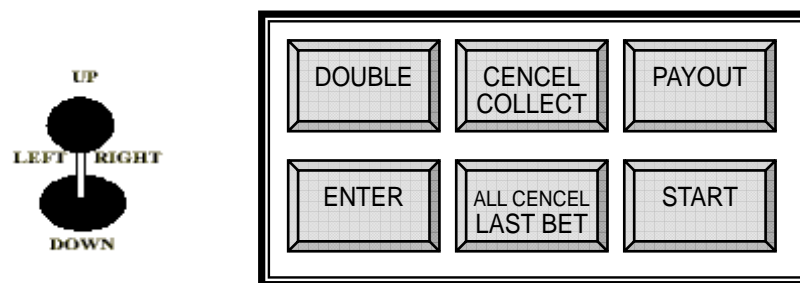
※**SW (RESET)**: Switch it when power is OFF to clear record. The setup data of the game will NOT be cleared by using RESET SW.

5. PCB connects to power supply, VGA, ear phone and touch panel.



V. Wire Map and Control Panel

1. Control panel:



2. JAMMA PIN

PART SIDE	28P	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
KEYIN METER	8	KEYOUT METER

COIN METER	9	PAYOUT METER
SPEAKER +	10	SPEAKER -
KEY IN	11	KEY OUT
(CGA) VIDEO R	12	(CGA) VIDEO G
(CGA) VIDEO B	13	(CGA) VIDEO SYNC
GND	14	RECORD
TEST / SETUP	15	COIN C
COIN A	16	COIN B
START	17	
UP	18	RESET ERROR
DOWN	19	
LEFT	20	ENTER
RIGHT	21	
BACK / LAST BET	22	
CLEAN / COLLECT	23	
PAYOUT	24	
SERVICE LAMP	25	DOUBLE (Fortune)
SSR	26	H.P. SW
GND	27	GND
GND	28	GND

VI. Trouble Shooting

1. Press **RESET ERROR** to solve the following problems.

DOOR_OPEN

COIN_A_ERROR

COIN_B_ERROR

COIN_C_ERROR

HOPPER_ERROR

HOPPER_EMPTY

LIMIT_OVER

2. **RESET SW** for the message as follows:

HW_001 ERROR

HW_002 ERROR

HW_006 ERROR

SYSTEM_ERROR

3. Call your **MANUFACTURER** or **AGENT** to help for the following code:

HW_003 ERROR : ERROR_CHKPORT

HW_004 ERROR

HW_005 ERROR : BACKRAM

VII. Illustration of Roulette bet type

Straight up: Betting on a single number (For example: 4, 23 or 35)

Split Bet: Betting on two numbers, indicated by placing the chip on the line separating the two numbers you wish to bet on. (For example: 2 and 3)

Row Bet: Betting three numbers on the same row. (For example: 7, 8, 9)

Street Bet: Betting on the boundary of 0, 2, 00.

Corner Bet: Betting on four numbers by placing chips at the corner where the four numbers meet. (For example: 19, 20, 22, and 23)

Five Bet: You can bet on the numbers 0, 00, 1, 2, and 3 by placing your chips on the boundary line, where the line between 0 and the first row intersects it.

Line Bet: Betting two street bets by placing your chips on the inner left boundary line where the line dividing the two rows intersects it.

Column Bet: You can place bets for the numbers at the same column.
(For example: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36) **0 and 00 are losing numbers.**

Dozens Bet: You can bet on a group of twelve numbers by placing your chips in one of the three boxes marked (1-12, 13-24, and 25-36)

Red/Black, Odd/Even, High/Low: 0 and 00 are losing numbers.

Prize	Rate
Single	35
Split	17
Row (Triple)	11
Corner	8
Top Line	6
Line	5
Column	2
Dozens	2
Red/Black	1
Odd/Even	1
High/Low	1