

# Golden Island

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## Cosmo



## Service Manual

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Thank you for choosing

# **Golden Island**

in preference to the vast number of other Slot-machines available on the market.

To gain satisfactory use from your Golden Island, please read the operating instructions thoroughly.

Please store this manual in such a way to have it ready at hand when required.

For additional queries, our Hotline is at your service.

Call +43-7229-780 40 – ext. 250

Operating instructions **Golden Island** Machines manual. (English)

**Valid for Version: GI - V1.10 S322B V1.12 S322B - V1.13 S322**

(CG/HJP/EK – 14.08.2006)

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## Setup Pointers

Safety regulations for the user:

The machine may only be operated in dry rooms and connected to a safety plug socket that complies with the relevant safety standards.

- Before starting the machine, it should be allowed to attain room temperature.
- Check the main voltage before connecting the machine!
- The machine is designed for an alternating voltage of 230 Volt (*or 115 Volt if specified on the type plate*), 50 Hz (*or 60 Hz*) and 210 W power.
- The machine may only be operated with a 3,15 amp fuse.
- In case of breakage to housing parts, protruding wires, machine fires or smashed picture tubes the machine must be immediately switched off and the main plug disconnected.
- Defective or bare wire cables, especially power cables and plug connectors must be replaced.

### **IMPORTANT!**

**In such cases ensure that any machine contact is avoided and that it cannot be switched on!**

- The recommended ambient temperature is 5 – 35 Degrees on the Celsius scale.
- The recommended working temperature is 15 – 40 Degrees on the Celsius scale.
- The recommended absolute humidity is between 30% and 75% RH, not condensed.
- When positioned alongside other machines, interference in normal operation may occur.

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**Disposal of Old Electrical & Electronic Equipment  
(Applicable in the European Union and other European  
countries with separate collection systems)**

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service or the company where you purchased the product.




## Initial Operation

Each machine has already been tested at the factory and is delivered with initial settings pre-programmed.

We recommend to wait for 15 minutes before initial operation so that the machine can reach optimal operation temperature.

However, temperature differences can change the touch screen settings so that they are no longer correct. Therefore, when a machine is put in operation for the first time, we recommend to **ALWAYS** observe the following procedure:

- 1. Turn on the machine:**  
With the switch located on the back, the program starts automatically.
- 2. Open the front door and turn on the operator switch:**  
The Golden Island operator mode appears on the screen.
- 3. Calibration of the touch screen:**  
Tap "Basic settings", then "Calibration".  
Sit in a perfectly straight way, well-centred position, at a 90° angle in front of the machine and follow the instructions on the display exactly.
- 4. Setting the volume:**  
Under "Basic settings" you can adjust the volume for the game mode and the stand-by mode by using the  buttons.
- 5. Via the "Back" button** you reach the test mode main menu, turn off the operator switch and the game area is automatically restarted.



## Short Instructions

### Program Update

Every machine is delivered pre-programmed, when changing to a new software an update must be carried out.

### Update at Machine

The “Golden Island” software is on the installed HDD in the PC of the machine. The update is done by copying the update HDD in the plug connector to the installed HDD. In some configurations the plug connector is plumbed and an update can only be made by opening the plumb and docking the update disk via an IDE cable within the PC box.

### Important:

During an update the PC must be an integral part of the machine. Furthermore the machine (e.g. VC2, Strato-Steel, Cosmo or Nevada) must be connected to the correct cable harness. The cable harness is then detected automatically by the update program and the correct software is installed.

### Procedure:

- Switch machine off.
- Dock the update HDD to the plug connector of the PC.
- Switch machine on.
- If the update tool finds an activated operator switch, you may choose for additional update options.
- Copy procedure is started automatically.
- The internal hard disk is checked and if necessary newly setup. This can lead to a restart of the machine.
- Turn machine off at final message *“Update finished – Please switch off, remove update disk and switch on again”*.
- Test function is started automatically (duration approximately. 1-2 min., procedure is the same as copying).
- Wait for final message *“Initialization complete – Please press Restart to finish”* or wait 30 seconds for automatic restart of the machine.
- After initial setup a touch screen calibration is started automatically.
- Calibrate touch screen or wait 30 seconds for automatic finish without new calibration.
- Update process is finished when game software is started.



## **Error handling with defect hardware**

### **1) Integrity check at startup failed**

The machine stopped, Error message on the screen: “**Program Error (hard disc)**”, no more credits will be accepted, no more action possible from the player, operator invention is required.

#### Solution:

An update has to be performed with an update disk with the same version by an authorized person.

After that the Critical Memory will be restored from the data's in the FRAM (*if they are correct*) to the hard disk. If there is still an error, the hard disk is defect and must be changed.

### **2) Hardware error of HDD**

In this case, mostly the machine will not work anyway.

#### Solution:

Hard disk must be changed by an authorized person with a hard disk containing the same version or with a new hard disk but then an update has to be performed on the machine with an update disk containing the same version.

After that the Critical Memory will be restored from the data's in the FRAM (*if they are correct*) to the new internal hard disk.

### **3) Hardware error of FRAM**

A “blue screen” will be shown and the machine stops immediately.

#### Solution:

I/O Controller card must be changed by an authorized person.

After that the Critical Memory will be restored from the data's on the hard disk (*if they are correct*) to the FRAM on the new I/O Controller card.



## Description of the Machine

### General

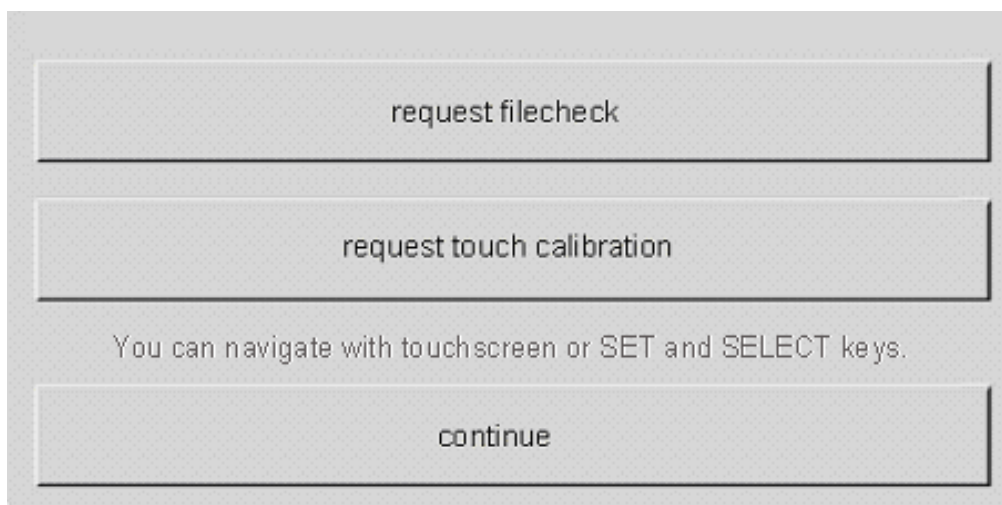
“Golden Island” is an ergonomically designed slot machine. The machine contains an electronic coin acceptor, a 17” or 19” TFT-Display with touch screen and a complete PC system. Optionally - depending on the model - maximal two hoppers and a banknote acceptor can be added to the machine.

### Operating Elements

All games in the “Golden Island” are played via touch screen and/or push buttons. There are totally 6 push buttons that can be used optionally to the touch screen for various functions.

The functions of the operator mode are precisely described in the operator manual.

**By switching on operator mode at booting the machine you are able to enter the following programs (only during normal start):**



**Request File check:**

⇒ Manual data test.

**Request touch calibration:**

⇒ Calibration of the touch screen.



## PC System Components

### Standard

- PC-System with Intel® Pentium® 4 Processor (2,4 GHz), PCI-Bus and min. 256 MB RAM
- On-Board display adapter with ATI chipset, (1280 x 1024 Pixel resolution, High Colour)
- On-Board 16 bit sound card
- Min. 20 GB hard disk
- TAB I/O Interface card with security memory
- 17" TFT display and USB Touch-Screen Controller
- Electronic coin checker

### Optional

- Bank note checker (*NV9 with stacker facility*)
- Switch lock system (*EKEY*)
- Remote key switch



## Technical data

### Machine sizes

	unpacked	packed
Depth	44 cm	49 cm
Width	55 cm	58 cm
Height	35 cm	43 cm
Weight	25 kg <sup>1</sup>	27,6 kg

### Electric data

<u>Power connection:</u>	230 Volt to plug socket
<u>Power:</u>	210 watts
<u>Fuse:</u>	3,15 ampere

### Note:

The following should be observed when connecting several machines to a power distributor:

No more than three machines should be connected to one properly installed power connection, which should possess a 13-amp fuse.

---

<sup>1</sup> The weight may vary depending on the installed optional components.



## Service functions - supervisors

Service functions are activated with the service switch. The functions can be called up from menu control and before every game start.

### **Note:**

Several accounting functions can be limited or deactivated or can be unavailable depending your machine's configuration.

Different services can be called up depending on the authorisation status. The head supervisor has the highest authorisation status and can therefore administrate the PIN of the three other supervisors. In addition, the accounts of the different supervisors are administrated. These accounts merely serve as accounts between the head supervisor and the other supervisors and play no role in the main bookkeeping.

If the head supervisor has no PIN it is not possible to activate supervisors 1-3, as an authentication (switch) and identification (PIN) is necessary for distinction. Without a PIN only the head supervisor has a supervising function.

The volume can be adjusted independent of the supervisor for the game and standby mode.

### **Term Descriptions:**

- Operator:** Owner of the machine.  
The Operator has the highest authorisation in the operator mode.
- Head Supervisor:** Operator or administrator of the machine.  
The Head supervisor has the second highest authorisation status and accounts the cashbox content with the operator.
- Supervisor(s):** Supervisors have only attending functions;  
Accounting is only possible with the head supervisor.
- Hardlock-Dongle:** Defines the configuration of the game software.  
All requirements of the country-specific licence are adjusted here.



## **Activation Options**

When activating the operator switch and simultaneously pressing specific pushbuttons the following functions can be called up:

Left green pushbutton: Touch screen calibration

Left yellow pushbutton: Touch screen test

Left red pushbutton: Monitor test picture



## Main Page with identification for Head supervisor

After entering the PIN wrong three times the PIN is locked for one hour. A locked pin can only be unlocked by an authorized person (*operator*).

# Service

GI/INT - 1( V1.12 - System 322A )

Fri. , July 14, 2006, 10:28 o'clock

Head supervisor - Enter four-digit PIN!

1	2	3
4	5	6
7	8	9
0	Cancel	



## Main Page with identification (Supervisor1 – 3)

By pressing the appropriate push button the supervisor must authenticate and then identify by inserting the PIN. After entering the PIN wrong three times the PIN is locked for one hour. A locked pin can only be unlocked by a person with a higher authorisation status (e.g. *head supervisor*).

# Service

GI/INT - 1( V1.12 - System 322A )

Fri., July 14, 2006, 10:24 o'clock

Head supervisor	Supervisor 1
Supervisor 2	Supervisor 3



## 1) Head Supervisor - Main Page

Here electronic bookings can be carried out.

The section "Push up" is only available, if it is enabled in the operator mode.

The section "Push down" is only available, if it is enabled in the operator mode.

# Service

Head supervisor

Supervisory accounting

Own

Supervisor 1

Supervisor 2

Supervisor 3

Last 5 bill and game data

Accounting

Pin settings

Refill hopper

Basic settings

Push up

0 Credit  
( 0,00 EUR )

100

200

500

1000

Push down

0 Credit  
( 0,00 EUR )

Push down



### 1.1) Head Supervisor → Own Bookkeeping

This page displays the own bookings. The deletion of this account is possible at any time and does not affect the main bookkeeping.

By pressing the “Delete” button, the bookkeeping is deleted.

## Service

GMINT - 1( V1.12 - System 322A )

Accounting - Supervisor 1 - Supervisor 3

	Push up	Push down	Hopper 1 refill
Supervisor 1	0,00 EUR	0,00 EUR	0,00 EUR
Supervisor 2	0,00 EUR	0,00 EUR	0,00 EUR
Supervisor 3	0,00 EUR	0,00 EUR	0,00 EUR

Accounting - Head supervisor

Thurs., July 13, 2006, 17:30 o'clock - Fri., July 14, 2006, 9:09 o'clock

Push up	0,00 EUR	(+)
Remote	0,00 EUR	(+)
Push down	0,00 EUR	(-)
Hopper 1 refill	0,00 EUR	(-)
Hopper 2 refill	0,00 EUR	(-)
<hr/>		
Total difference	0,00 EUR	+

Delete

Back



## 1.2) Head Supervisor → Supervisor Accounts (1 - 3)

Here the head supervisor has access to the accounts of the single supervisors if activated. As long as the single accounts have not been booked these supervisions cannot be deactivated. The supervising accounts can be deleted here.

### Service

GI/INT - 1( V1.12 - System 322A )

Statement Supervisor 1

Thurs., July 13, 2006, 17:30 o'clock - Fri., July 14, 2006, 9:28 o'clock

Push up	0,00 EUR (+)
Push down	0,00 EUR (-)
Hopper 1 refill	0,00 EUR (-)
Hopper 2 refill	0,00 EUR (-)
<hr/>	
Total	0,00 EUR +
<hr/>	

Supervisor 1 - Please insert the servicekey to delete the bookkeeping!

DeleteBack



### 1.3) Head Supervisor → Last 5 bill and game data

Here the head supervisor can see a history list with the last five played games and the last five accepted banknotes with date and timestamp.

## Service

GMINT - 1 (V1.12 - System 322A)

Last 5 bill and game data

Last 5 game data

Date	Time	Game	Bet	Winner P...	Collected	TOTIN	TOTOUT

Last 5 bill data

Date	Time	Bank note



### 1.4) Head Supervisor → Accounting → Main accounting

Here the head supervisors has access to the main account of the operator.  
It can't be changed or deleted.

## Service

GMINT - 1 (V1.12 - System 322A)

Main accounting

Accounting

Protocol

Main accounting

Wed., July 26, 2006, 16:44 o'clock - Thurs., July 27, 2006, 8:21 o'clock

Remote	0,00 EUR +	Remote	0,00 EUR +
Push up	0,00 EUR +	Push up	0,00 EUR +
Bank note	0,00 EUR +		
Coin	0,00 EUR +		
<hr/>		<hr/>	
Total IN	0,00 EUR	External IN	0,00 EUR
<hr/>		<hr/>	
Push down	0,00 EUR +	Push down	0,00 EUR +
Hopper OUT	0,00 EUR +	Hopper Refill	0,00 EUR +
<hr/>		<hr/>	
Total OUT	0,00 EUR	External OUT	0,00 EUR
<hr/>		<hr/>	
Total difference	0,00 EUR +	External difference	0,00 EUR +
<hr/>		<hr/>	
Power On	0	Cashboxdoor	0
		Frontdoor	0

Back



### 1.5) Head Supervisor → Accounting → Accounting

Here the head supervisor has access to the main account of the operator over a specified time period. The deletion of this account is possible at any time and does not affect the main bookkeeping.

## Service

GMINT - 1( V1.12 - System 322A )

Main accounting

Accounting

Protocol

Accounting

Wed., July 26, 2006, 16:44 o'clock - Thurs., July 27, 2006, 8:21 o'clock

Remote	0,00 EUR +	Remote	0,00 EUR +
Push up	0,00 EUR +	Push up	0,00 EUR +
Bank note	0,00 EUR +		
Coin	0,00 EUR +		
<hr/>		<hr/>	
Total IN	0,00 EUR	External IN	0,00 EUR
<hr/>		<hr/>	
Push down	0,00 EUR +	Push down	0,00 EUR +
Hopper OUT	0,00 EUR +	Hopper Refill	0,00 EUR +
<hr/>		<hr/>	
Total OUT	0,00 EUR	External OUT	0,00 EUR
<hr/>		<hr/>	
Total difference	0,00 EUR +	External difference	0,00 EUR +
<hr/>		<hr/>	

Delete

Back



## 1.6) Head Supervisor → Accounting → Protocol

Here the supervisor can see all pushup, pushdown and remote in currency values with date and time.

### Service

GI/INT - 1( V1.12 - System 322A )

Main accounting    Accounting    Protocol

07/17/06 11:22:16	<b>Head supervisor</b>	Remote	1,00 EUR
07/19/06 11:00:21	<b>Head supervisor</b>	Remote	1,00 EUR

Zurück



## 1.7) Head Supervisor → Pin settings

Here the head supervisor can select his PIN and new ones for the other supervisors. If a lock is allocated to a supervisor, that means that the supervisor's PIN has been disabled after three false inserts of the PIN.

After selecting the specific supervisor it can be unlocked.

### Service

GI/INT - 1 ( V1.12 - System 322A )

Change PIN - activate user

Please select the supervisor whose PIN is to be changed.

<p><input type="radio"/> Head supervisor</p> <p><input checked="" type="checkbox"/> Activated</p>	<table border="1" style="width: 100%; border-collapse: collapse;"><tbody><tr><td style="width: 33%; height: 40px; text-align: center;">1</td><td style="width: 33%; height: 40px; text-align: center;">2</td><td style="width: 33%; height: 40px; text-align: center;">3</td></tr><tr><td style="height: 40px; text-align: center;">4</td><td style="height: 40px; text-align: center;">5</td><td style="height: 40px; text-align: center;">6</td></tr><tr><td style="height: 40px; text-align: center;">7</td><td style="height: 40px; text-align: center;">8</td><td style="height: 40px; text-align: center;">9</td></tr><tr><td style="height: 40px; text-align: center;">0</td><td colspan="2" style="height: 40px; text-align: center;">Cancel</td></tr></tbody></table>	1	2	3	4	5	6	7	8	9	0	Cancel	
1		2	3										
4		5	6										
7		8	9										
0	Cancel												
<p><input type="radio"/> Supervisor 1</p> <p><input checked="" type="checkbox"/> Activated</p>													
<p><input type="radio"/> Supervisor 2</p> <p><input type="checkbox"/> Activated</p>													
<p><input type="radio"/> Supervisor 3</p> <p><input type="checkbox"/> Activated</p>													

AcceptBack



## 1.8) Hopper Refill

The hopper can only be refilled by inserting coins into the coin acceptor.

### Service

GM/INT - 1( V1.12 - System 322A )

Refill hopper - Hopper 1

Hopper content	0 Coins	0,00 EUR
Current refill	0 Coins	0,00 EUR

Insert coins to refill.( 2,00 EUR )

Refill hopper - Hopper 2

Hopper content	0 Coins	0,00 EUR
Current refill	0 Coins	0,00 EUR

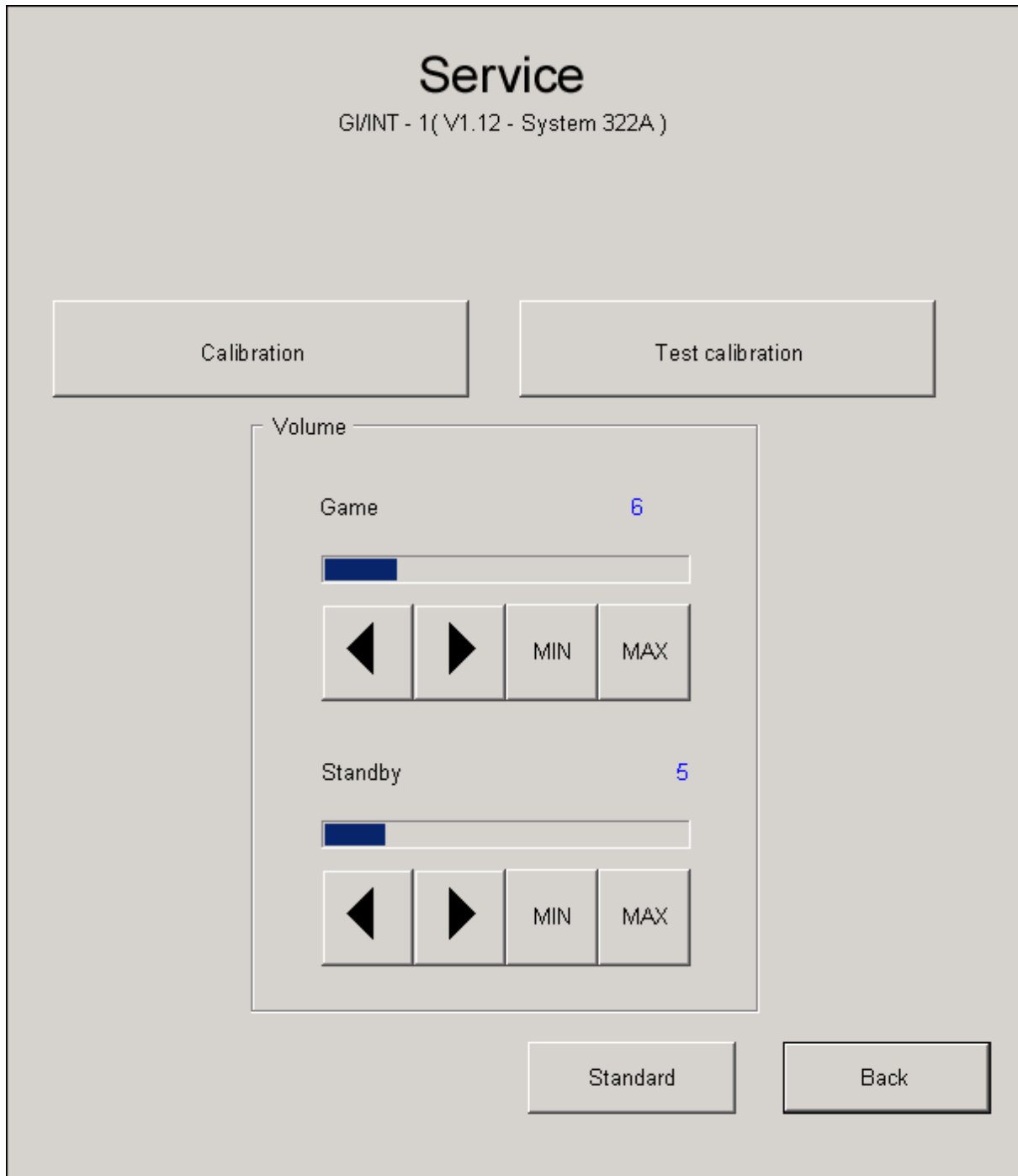
Insert coins to refill.( 1,00 EUR )



## 1.9) Head Supervisor → Basic settings

On this page the following basis settings can be done:

- Calibration of the touch screen
- Test the calibration of the touch screen
- Volume setting (Game)
- Volume setting (Standby)



The screenshot displays the 'Service' menu for 'GI/INT - 1 (V1.12 - System 322A)'. At the top, the word 'Service' is centered in a large font. Below it, the system identifier 'GI/INT - 1 (V1.12 - System 322A)' is shown. The menu contains several interactive elements:

- Two buttons at the top: 'Calibration' on the left and 'Test calibration' on the right.
- A 'Volume' section containing two settings:
  - Game:** The volume level is set to 6, indicated by a blue bar and the number '6'.
  - Standby:** The volume level is set to 5, indicated by a blue bar and the number '5'.
- Below each volume setting are four control buttons: a left-pointing triangle, a right-pointing triangle, 'MIN', and 'MAX'.
- At the bottom of the menu are two buttons: 'Standard' on the left and 'Back' on the right.



## 2) Supervisor (1 - 3) Main Page

Electronic bookings can be carried out here.

The section "Push up" is only available, if it is enabled in the operator mode.

The section "Push down" is only available, if it is enabled in the operator mode.

### Service

GI/INT - 1 ( V1.12 - System 322A )

Supervisor 1

Credit information

Credit	0
--------	---

Last 5 bill and game data

Accounting

Pin settings

Refill hopper

Basic settings

Push up

0 Credit	
( 0,00 EUR )	
100	200
500	1000

Push down

0 Credit
( 0,00 EUR )
Push down

Back



## 2.1) Supervisor → Last 5 bill and game data

Here the supervisor can see a history list with the last five played games and the last five accepted banknotes with date and timestamp.

# Service

GMINT - 1 (V1.12 - System 322A)

Last 5 bill and game data

Last 5 game data

Date	Time	Game	Bet	Winner P...	Collected	TOTIN	TOTOUT

Last 5 bill data

Date	Time	Bank note



## 2.2) Supervisor (1 - 3) → Accounting

Displays refilled coins, Push up and Push down.

### Service

GMINT - 1 ( V1.12 - System 322A )

Statement Supervisor 1

Wed., July 26, 2006, 16:44 o'clock - Thurs., July 27, 2006, 8:20 o'clock

Push up	0,00 EUR (+)
Push down	0,00 EUR (-)
Hopper 1 refill	0,00 EUR (-)
Hopper 2 refill	0,00 EUR (-)
<hr/>	
Total	0,00 EUR +
<hr/>	



### 2.3) Supervisor (1 - 3) → Pin settings

Here the supervisor can insert a new Pin.

## Service

GI/INT - 1( V1.12 - System 322A )

Change PIN - activate user (Supervisor 1)

Please enter a new 4-digit PIN to change your PIN.

????

1	2	3
4	5	6
7	8	9
0	Cancel	



## 2.4) Supervisor (1 - 3) → Refill Hopper

The hopper can only be refilled by inserting coins into the coin acceptor.

The coins are routed to the correct hopper automatically, e.g. coin 2€ → Hopper1, coin 1€ → Hopper2.

### Service

GMINT - 1( V1.12 - System 322A )

Refill hopper - Hopper 1

Hopper content	0 Coins	0,00 EUR
Current refill	0 Coins	0,00 EUR

Insert coins to refill.( 2,00 EUR )

Refill hopper - Hopper 2

Hopper content	0 Coins	0,00 EUR
Current refill	0 Coins	0,00 EUR

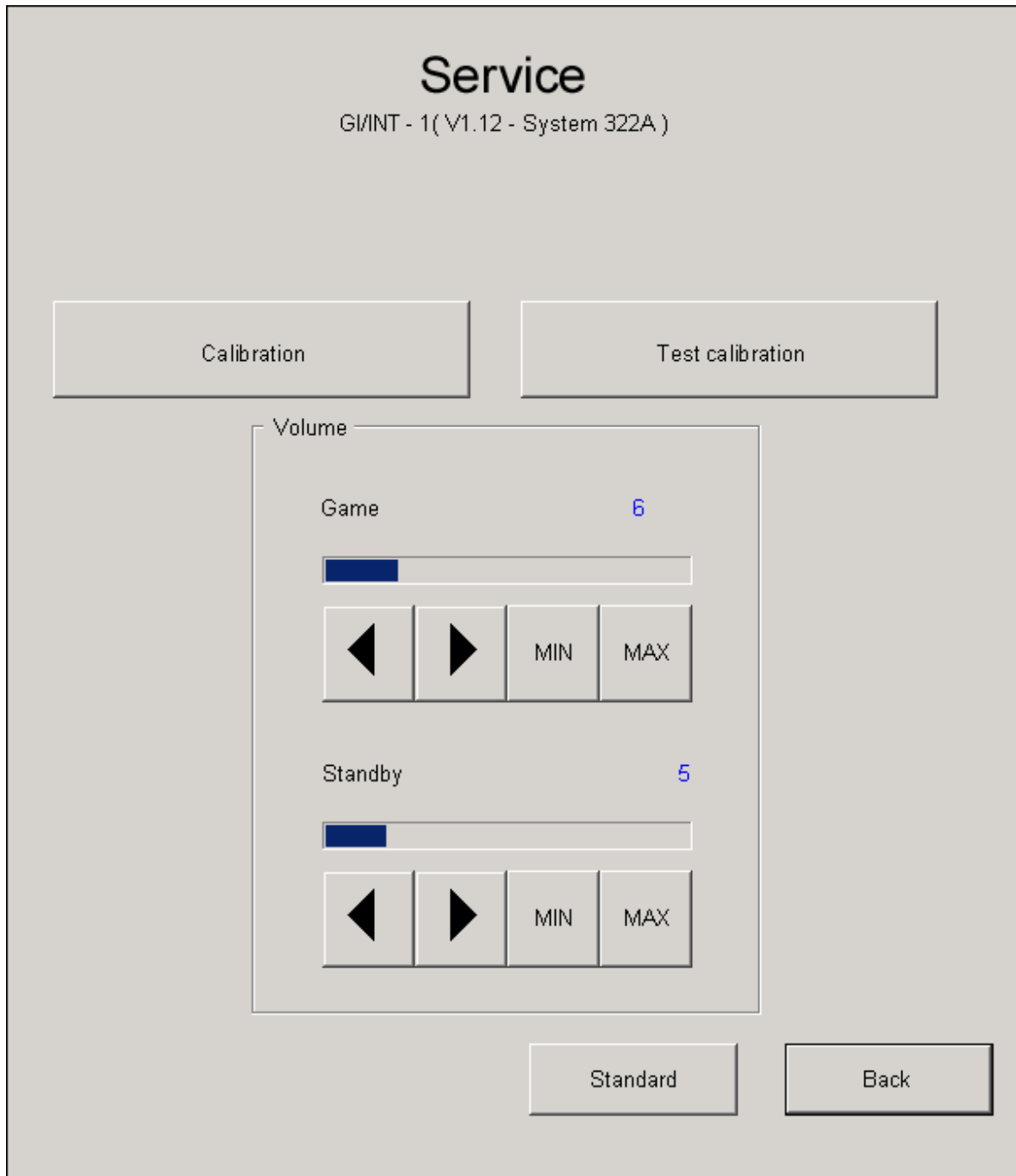
Insert coins to refill.( 1,00 EUR )



## 2.5) Supervisor (1 - 3) → Basic settings

On this page the following basis settings can be done:

- Calibration of the touch screen
- Test the calibration of the touch screen
- Volume setting (Game)
- Volume setting (Standby)



The screenshot displays the 'Service' menu for 'GI/INT - 1 ( V1.12 - System 322A )'. It features two main buttons at the top: 'Calibration' and 'Test calibration'. Below these, a 'Volume' section is visible, containing two sub-sections: 'Game' and 'Standby'. The 'Game' section shows a volume level of 6, with a progress bar and control buttons for left and right arrows, 'MIN', and 'MAX'. The 'Standby' section shows a volume level of 5, also with a progress bar and control buttons for left and right arrows, 'MIN', and 'MAX'. At the bottom of the menu, there are two buttons: 'Standard' and 'Back'.



# 1) Game descriptions

## 1.1) Game Selection

Please number of available games and type of game be ruled by actual configuration



Screenshot 1

### 1.1) Description

The player can start a game, choose language or payout the credit-account.



## 2) Keno



Screenshot 2

### 2.1) Game description

Guess for a max. count of numbers out of twenty random numbers.

### 2.2) Game sequence

1. Select up to ten numbers by touch screen or "select 10" – button
2. The game is started with the "Start" button.
3. The computer calculates and displays twenty random numbers.
4. Keno winnings calculation



### 2.3) Winning combinations and the corresponding win factors

*Please note that win factors may be limited by actual configuration!*





Selected Numbers	Winning Numbers	Win Factor
		x 1000
		x 800
		x 250
		x 80
		x 12
		x 5
		x 3

Selected Numbers	Winning Numbers	Win Factor
		x 900
		x 750
		x 200
		x 52
		x 10
		x 2

Selected Numbers	Winning Numbers	Win Factor
		x 800
		x 450
		x 110
		x 10
		x 3
		x 1





Keno – winnings (continue)

Selected Numbers	Winning Numbers	Win Factor
		x 700
		x 120
		x 15
		x 8
		x 2

Selected Numbers	Winning Numbers	Win Factor
		x 600
		x 80
		x 15
		x 2

Selected Numbers	Winning Numbers	Win Factor
		x 250
		x 37
		x 5

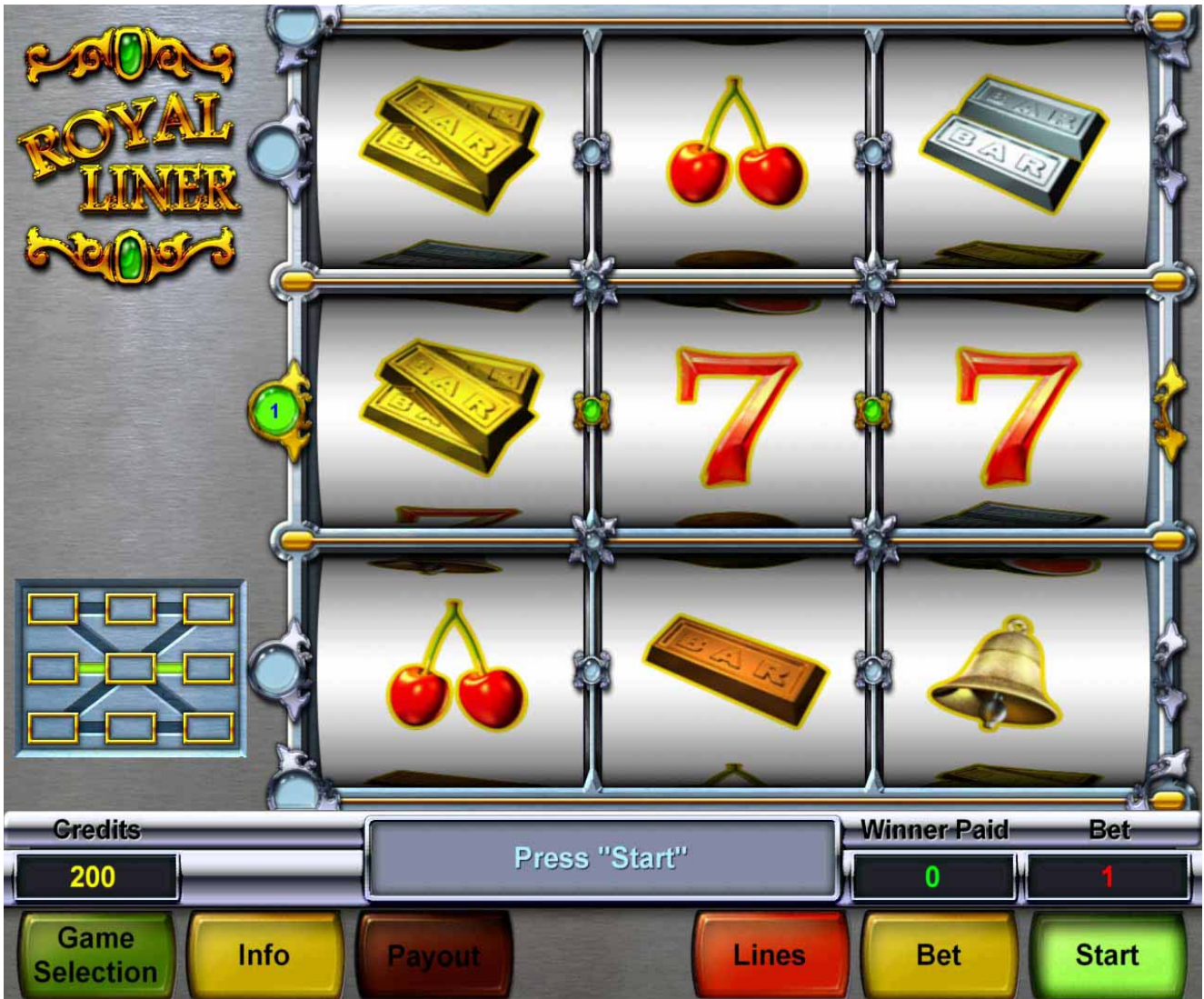
Selected Numbers	Winning Numbers	Win Factor
		x 87
		x 7
		x 2

Selected Numbers	Winning Numbers	Win Factor
		x 35
		x 4

Selected Numbers	Winning Numbers	Win Factor
		x 16



### 3) Royal Liner



Screenshot 3

#### 3.1) Game description

Bet on up to five win lines with three symbols.  
 Nine reels spin by pressing the 'Start button' and will stop automatically.  
 The winnings for the maximum of 5 winning lines will be added.  
 All wins pay left to right

#### 3.2) Game sequence













1. Select up to five win lines your bet is splitted.
2. The game is started with the "Start" button
3. If the reels stop at a winning combination, the winnings of the maximum of five betting lines will be processed according to the displayed winnings plan.



### 3.3) Winning combinations and the corresponding win factors









Please note that Win Factors may be limited by actual configuration!

#### Line wins

Winning Combination			Win Factor
			x 200
			x 100
			x 50
			x 30
			x 20
			x 18
			x 14
			x 10
			x 10
			x 10
			x 5
			x 2



Any '7' - Wins

Winning Combination		Win Factor
9 x		x 1000
8 x		x 400
7 x		x 200
6 x		x 100
5 x		x 50
4 x		x 20
3 x		x 5
2 x		x 2



'ALL' - Fruits, 'BAR' - Wins

Winning Combination		Win Factor
ALL		x 500
ALL		x 400
ALL		x 300
ALL		x 400
ALL		x 200
ALL		x 300
ALL		x 100
ALL		x 50
ALL		x 50
ALL		x 15
ALL		x 15



## 4) Caribbean Gold



Screenshot 4

### 4.1) Game description

Bet on up to five lines.  
 Five reels spin up and stop automatically to create new winning combinations.  
 The winnings for the maximum of 5 winning lines will be added.  
 All wins pay left to right

### 4.2) Game sequence










































1. Select up to five win lines your bet is splitted.
2. The game is started with the "Start" button
3. If the reels stop at a winning combination, the winnings of the maximum of five betting lines will be processed according to the displayed winnings plan.



**4.3) Winning combinations and the corresponding win factors**





























*Please note that Win Factors may be limited by actual configuration!*

**Line winnings**

Winning Combination					Win Factor
					x 1000
					x 300
					x 50
					x 20
					x 2
					x 700
					x 200
					x 30
					x 10
					x 300
					x 75
					x 20
					x 10





















































**Line winnings (continue 1)**

Winning Combination					Win Factor
					x 200
					x 100
					x 50
					x 20
					x 500
					x 100
					x 25
					x 10
					x 200
					x 50
					x 15
					x 5



Line winnings (continue 2)

Winning Combination					Win Factor
					x 150
					x 50
					x 15
					x 10
					x 150
					x 50
					x 10
					x 5
					x 100
					x 50
					x 5
					x 3
					x 50
					x 10
					x 3
					x 2



## 5) Roulette



Screenshot 5

### 5.1) Game description

You have to guess where the ball will land.

### 5.2) Game sequence

Players may place their bets on the following positions:

- "Red" - "Black"  
... on all red or black numbers.
- "Even" - "Odd"  
... on all even or odd numbers.



- **"1-18" - "19-36"**  
... on the numbers 1-18 and 19-36.
- **First dozen (1<sup>st</sup> 12)**  
... on 12 consecutive numbers 1-12.
- **Second dozen (2<sup>nd</sup> 12)**  
... on 12 consecutive numbers 13-24.
- **Third dozen (3<sup>rd</sup> 12)**  
... on 12 consecutive numbers 25-36.
- **"Colonne"**  
... on the columns 1-34, 2-35 or 3-36.
- **"Six line"**  
... on six consecutive numbers consisting of two consecutive cross rows (e.g. 4-5-6-7-8-9).
- **"Corner"**  
... on four numbers that create a square on the table (e.g. 1-2-4-5).
- **"Street"**  
... on three consecutive numbers consisting of one cross row on the table (e.g. 1-2-3 but also 0-1-2 or 0-2-3).
- **"Split"**  
... on two numbers that are either vertical or horizontal neighbours (e.g. 15/18 or 28/29).
- **"Full Number"**  
... on one of the 37 numbers.
- **"Series 5 / 8"**  
... on the following numbers: 5-8, 10-11, 13-16, 23-24, 27-30, 33-36.
- **"Big Series"**  
... on the following numbers: 0/2/3 (2 pieces), 4-7, 12-15, 18-21, 19-22, 25-29 (2 pieces), 32-35.
- **"Orphelins Plein"**  
... on the following numbers: 1, 6, 9, 14, 17, 20, 31, 34.
- **"Orphelins Cheval"**  
... on the following numbers: 1, 6-9, 14-17, 17-20, 31-34.
- **"Zero Game"**  
... on the following numbers: 0-3, 12-15, 26, 32-35.








**5.3) Winning combinations and the corresponding win factors**

<p><b>Full Number</b></p> 	<p><b>x 36</b></p>
<p><b>Split</b></p> 	<p><b>x 18</b></p>
<p><b>Street</b></p> 	<p><b>x 12</b></p>



**Roulette Winning combinations (continue)**

<p><b>Collonne (1-34 / 2-35 / 3-36)</b></p> 	<p><b>x 3</b></p>
<p><b>Dozen (1-12 / 13-24 / 25-36)</b></p> 	<p><b>x 3</b></p>
<p><b>1-18 / 19-36</b></p> 	<p><b>x 2</b></p>
<p><b>Red / Black</b></p> 	<p><b>x 2</b></p>
<p><b>Odd / Even</b></p> 	<p><b>x 2</b></p>



## 6) Royal Poker

**ROYAL POKER**

Five Of A Kind	1100
Royal Flush	500
Straight Flush	100
Four Of A Kind	40
Full House	10
Flush	7
Straight	5
<b>Three Of A Kind</b>	<b>3</b>
Two Pairs	2
High Pair	1

**BONUS**

188

**2<sup>nd</sup> Deal**

Hand: King of Hearts, 8 of Clubs, Joker, King of Clubs, Jack of Spades

Credits: 64 | You win: 3 | Winner Paid: 1 | Bet: 1

Game Selection | Info | Payout | AutoHold On | Delete Holds | Gamble | Take Win

Screenshot 6<sup>2</sup>

### 6.1) Game description

Try to win as much as possible. The game is played with 52 cards plus one Joker.

### 6.2) Game sequence

1. The "1<sup>st</sup> Deal" is started with the "Start" button with deduction from bets.
2. Five consecutive cards will be dealt face up. If "AutoHold" is selected, a hold suggestion will be displayed for the best possible winnings.
3. This hold suggestion may be changed by pressing the cards.
4. The "2<sup>nd</sup> Deal" is started with the "Start" button without deduction from bets. All not held cards will be changed.

<sup>2</sup> The winning factor for „Five Of A Kind“ is in the version „Croatia“ 800 instead of 1.100.



**6.3) Winning combinations and the corresponding win factors**

<p><b>Five Of A Kind plus Aces Bonus</b></p> 	<p><math>\times 1100^3</math> + <math>\times 100 - \times 500</math></p>
<p><b>Five Of A Kind</b></p> 	<p><math>\times 1100</math></p>
<p><b>Royal Flush</b></p> 	<p><math>\times 500</math></p>
<p><b>Straight Flush</b></p> 	<p><math>\times 100</math></p>
<p><b>Four Of A Kind</b></p> 	<p><math>\times 40</math></p>

<sup>3</sup> The winning factor for „Five Of A Kind“ is in the version „Croatia“ 800 instead of 1.100.



Royal Poker - Winning combinations (continue)

<p><b>Full House</b></p> 	<p>x 10</p>
<p><b>Flush</b></p> 	<p>x 7</p>
<p><b>Straight</b></p> 	<p>x 5</p>
<p><b>Three Of A Kind</b></p> 	<p>x 3</p>
<p><b>Two Pairs</b></p> 	<p>x 2</p>
<p><b>High Pair</b></p> 	<p>x 1</p>



## 7) Gamble-Ladder

### 7.1) Description

Try to gain a higher win.

The actual win is shown by the “You win” display. The winning and losing positions - reachable from the actual win position in the Gamble-Ladder - are flashing. By pressing the *Gamble* button the gamble game is started. With the button “Take 10” the win difference (=10) between win of the actual win position (=12) and the win one position below (=2) is collected to the credit. By pressing the “Take Win” button the actual win is collected.

Info: Please note that Gamble wins may be limited by actual configuration!



Screenshot 7



## Troubleshooting

<b>Error</b>	<b>Cause</b>	<b>Help</b>
Touch screen only works partly	<ul style="list-style-type: none"> <li>• Cable connecting the touch screen and the PC is defect (<i>part that is connected to the PC</i>).</li> <li>• Missing earthing.</li> </ul>	<p>⇒ Exchange the connecting cable.</p> <p>⇒ Check earthing or ground the machine.</p>
When starting the following message appears: MEMORY TEST FAIL	<ul style="list-style-type: none"> <li>• Memory defect.</li> </ul>	<p>⇒ Exchange the PC.</p>
White screen	<ul style="list-style-type: none"> <li>• Graphic card defect.</li> </ul>	<p>⇒ Exchange the PC.</p>
Touch screen does not work after exchanging the PC	<ul style="list-style-type: none"> <li>• Possibly not calibrated.</li> </ul>	<p>⇒ Calibrate the touch screen (press red button on the machine, go to operator mode).</p>
Touch screen cannot be calibrated properly	<ul style="list-style-type: none"> <li>• Missing data in touch controller buffer.</li> </ul>	<p>⇒ Switch to operator mode; turn off the machine; keep red button on machine pressed (controller buffer is deleted); then press operator button again; start machine anew.</p>
Touch screen does not work and/or LED on the rear side of the PC is flashing	<ul style="list-style-type: none"> <li>• Touch screen controller or touch screen cable is defect.</li> </ul>	<p>⇒ Check cable between touch screen and controller, exchange defect controller or exchange PC.</p>
No function	<ul style="list-style-type: none"> <li>• The main plug is not plugged in.</li> <li>• The main switch is not on.</li> <li>• Fuse is burnt.</li> </ul>	<p>⇒ Plug in main plug.</p> <p>⇒ Switch on main switch.</p> <p>⇒ Install new fuse.</p>
No picture	<ul style="list-style-type: none"> <li>• Net cable not connected to monitor.</li> <li>• Video connection not plugged in.</li> <li>• Monitor defect.</li> </ul>	<p>⇒ Check power supply of monitor and connections.</p> <p>⇒ Plug in video connections.</p> <p>⇒ Exchange monitor.</p>
No sound	<ul style="list-style-type: none"> <li>• Volume controller is not turned on.</li> <li>• Audio cable is not connected</li> <li>• Loudspeaker defect.</li> </ul>	<p>⇒ Turn up volume.</p> <p>⇒ Plug in audio cable.</p> <p>⇒ Exchange loudspeaker.</p>



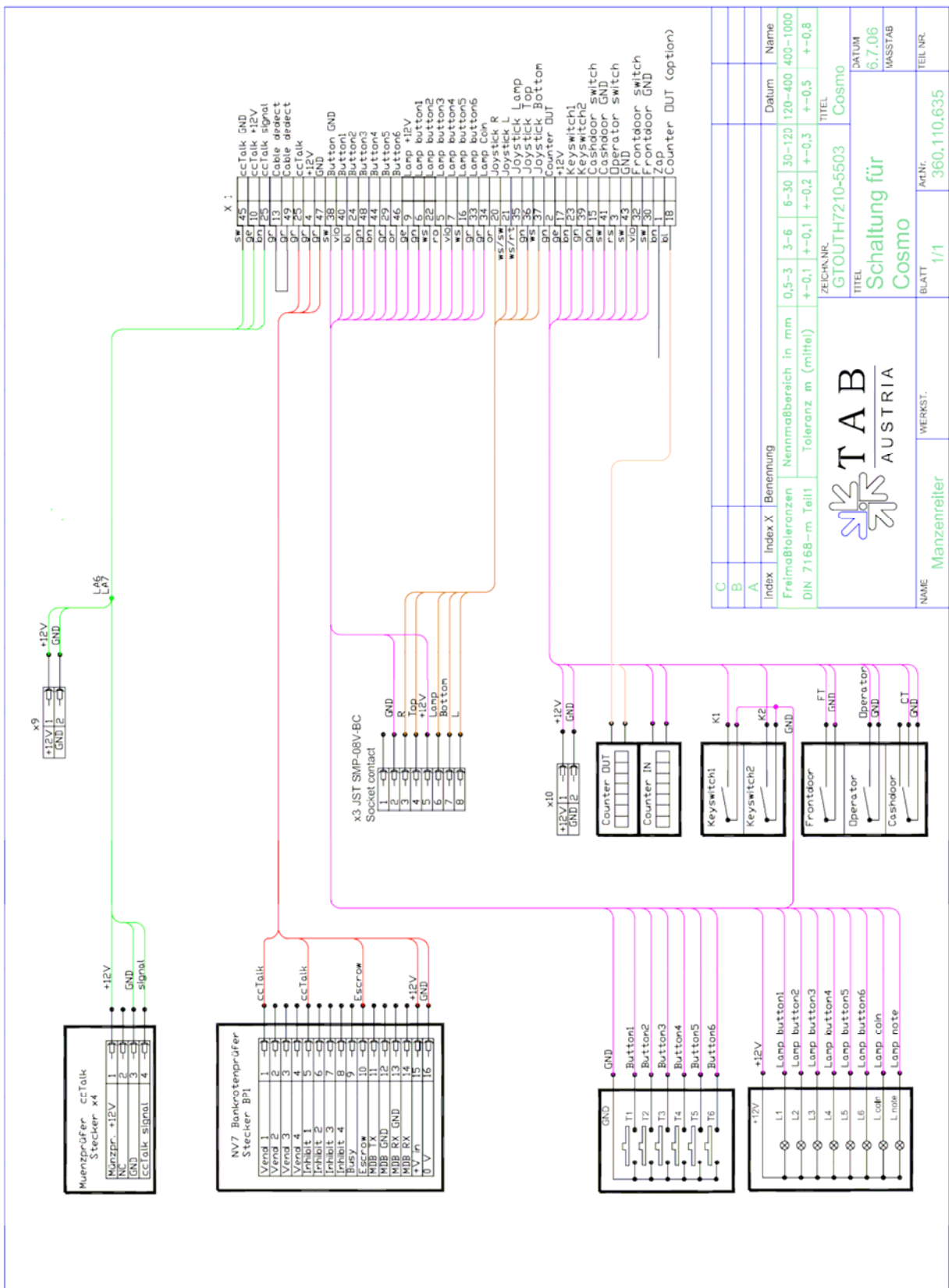
One or more pushbuttons do not work.	<ul style="list-style-type: none"> <li>• Plug is not plugged in</li> <li>• Pushbutton is not installed properly or defect.</li> </ul>	<p>⇒ Check plug connections.</p> <p>⇒ Check or exchange Pushbuttons.</p>
Coins are counted wrongly	<ul style="list-style-type: none"> <li>• Wrong value programmed</li> </ul>	<p>⇒ Check program setup</p>
Inserted coins fall through	<ul style="list-style-type: none"> <li>• No power at coin acceptor</li> <li>• Dirty coin acceptor</li> <li>• Coin channel not programmed</li> <li>• Coin acceptor defect</li> </ul>	<p>⇒ Check power supply</p> <p>⇒ Clean coin acceptor</p> <p>⇒ Change programming</p> <p>⇒ Exchange coin acceptor</p>
Low coin acceptance	<ul style="list-style-type: none"> <li>• Coin acceptor is dirty</li> </ul>	<p>⇒ Clean coin acceptor</p>
Low bill acceptance	<ul style="list-style-type: none"> <li>• Bill reader is de-calibrated</li> </ul>	<p>⇒ Calibrate bill-reader</p>
Counter does not work	<ul style="list-style-type: none"> <li>• Counter defect</li> </ul>	<p>⇒ Check connection; exchange counter</p>
Error message on the screen “Program Error (hard disc)”, no more credits will be accepted, no more action possible from the player operator invention is required	<ul style="list-style-type: none"> <li>• Integrity check at startup failed.</li> </ul>	<p>⇒ An update has to be performed with an update disk with the same version by an authorized person.</p> <p>After that the Critical Memory will be restored from the data’s in the FRAM (if they are correct) to the hard disk.</p> <p>If there is still an error, the hard disk is defect and must be changed (see below).</p>
In this case, mostly the machine will not work anyway.	<ul style="list-style-type: none"> <li>• Hardware error of HDD</li> </ul>	<p>⇒ Hard disk must be changed by an authorized person with a hard disk containing the same version or with a new hard disk but then an update has to be performed on the machine with an update disk containing the same version.</p> <p>After that the Critical Memory will be restored from the data’s in the FRAM (if they are correct) to the hard disk.</p>



<p>A "blue screen" will be shown and the machine stops immediately.</p>	<p>Hardware error of FRAM</p>	<p>⇒ I/O Controller card must be changed by an authorized person.</p> <p>After that the Critical Memory will be restored from the data's on the hard disk (if they are correct) to the FRAM on the new I/O Controller card.</p>
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# Cable Plan



# Declaration of CE conformity



## Declaration of CE conformity

Document-no.: QZ/1000/049/01/180105

Producer: TAB AUSTRIA  
Industrie- und Unterhaltungselektronik GmbH & Co KG  
Address: Haiderstraße 40  
A-4052 Ansfelden  
Tel.no.: 07229/78040, Fax-no.: 07229/78040-99

Description of good: Amusement machine  
Type: COSMO

This mentioned product corresponds to the following European Regulations:

- Criterion: 73/23/EWG  
Criterion of the council for the adaptation of the legal regulations of the member states, concerning electrical working founds for using within limited tension bounds, changed by RL 93/68/EWG.
- Criterion: 89/336/EWG  
Criterion of the council for the adaptation of the legal regulations of the member states, concerning the electromagnetic compatibility changed by RL 91/263/EWG, 92/31/EWG, 93/68/EWG and 93/97/EWG.

The conformity of the mentioned product with the regulations of the criterions is shown through the observance of the relevant sections of the following norms:

Matched European norms:	Document	Issuing date
	EN 55022	1998
	EN 55024	1998
	EN 60950	2000
	EN 61000-3-2	2000
	EN 61000-3-3	2000

Issued by: GF

Managing Director: Ing. Siegfried Dattl jun.

Place, date: Ansfelden, January 18<sup>th</sup> 2005

Legally binding signature:



Industrie- und Unterhaltungselektronik GmbH & CoKG  
4052 Ansfelden  
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+43 (0)7229/78040  
Fax: +43 (0)7229/78040-99  
www.tab.at, sales@tab.at

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(Tab hereinafter)

We are granting a warranty for this machine under the following conditions:

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- 24 months for Max Fire, Max Fire Video, Virtual Pinball, Golden Island
- 12 months for all other products, particularly betting terminals
- Six months for all spare parts; however, if a warranty period of more than six months still obtains for the machines, this period will apply in its entirety to the spare part.

The warranty will only be granted for new products by TAB, not for their spare parts, not for products of different brands and manufacturers and corresponding spare parts. No warranty is granted for used products either.

In accordance with the following provisions, we shall repair defects to the machine that have been demonstrably caused by a material and/or manufacturing fault which already existed at the time the product was handed over, and which was reported within 14 days of it becoming apparent to our sales partner or the first end user while still within the warranty period. No warranty is assumed for used machines.

The warranty exclusively covers such components that are essential to operating the product. It does not include easily damaged parts or wearing parts, such as, for example, glass, plastic or light bulbs. Minor deviations from the desired composition insignificant to the value and usability of the machine will not result in any warranty obligations. Damage caused by physical, chemical, electrical or electrochemical or other effects not related to the customary dedicated use will not result in any warranty obligations; neither does damage caused by water or abnormal environmental conditions or inappropriate operating conditions. Also, no warranty can be assumed for machine defects caused by transport damage for which we are not responsible, incorrect installation and assembly, incorrect use, non-observance of operating or assembly instructions or lack of care.

The warranty claim becomes void if repairs or interventions have been carried out by the customer himself/herself or by persons who were not accordingly authorized or who were not



authorized by us or in the event of our machines being fitted with spare, supplementary or accessory parts that are not original parts, or if parts have been removed.

The warranty performance will be made in such a way that defective components will at our discretion be repaired or replaced with faultless components free of charge unless improvement or exchange are impossible or would result in for us unreasonable cost. In such cases, a reduction in price or, in the event of not only a minor defect, cancellation of sale may be claimed.

Machines for which a warranty performance is being claimed on the basis of this warranty must be handed over or sent to us. Repairs at the installation site are not possible. The customer will bear transport costs and the transport risk.

Exchanged parts will become our property.

Warranty performances will neither result in an extension of the warranty period nor will they initiate a new warranty period.

Further or other claims (in particular claims for damages suffered beyond the machine) are excluded insofar as liability is not mandatory by law.

These warranty terms apply to machines purchased and operated in Austria. They apply to machines conveyed to other countries only insofar as they possess the technical requirements (e.g. voltage, frequency, etc.) for the corresponding country, have been officially approved for use there and are suited to the individual climate and environmental conditions.

The TFT LCD display consists of more than 1,000,000 Thin-Film Transistors (TFT). A small amount of missing, black, or luminous points is characteristic for TFT LCD technology. The warranty performance will be granted if more than 15 missing, black, or luminous points are present.

Version dated 25 April 2005



**In case of any irregularities in the machine, please check power and all plug-in connections!**

**In case you cannot remove an error, please call our hotline:**

**Call +43-7229-780 40 – ext. 250**



# Notes

