

Golden Island

➔ Better games through innovation!



www.tab.at



Service Manual

TAB-Austria Industrie- und Unterhaltungselektronik GmbH & CoKG

Haider Strasse 40, A-4052 Ansfelden

Tel.+43 (0)7229/78 040-0*, Fax +43 (0)7229/78 660, e-mail: sales@tab.at

Hotline: +43 (0)7229/78 040-250, e-mail: hotline@tab.at





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.

(HJP/EK – 31.01.2006)

The text passages and illustrations contained within this document were put together with the greatest amount of care and attention, however, mistakes cannot be completely ruled out.

The manufacturer accepts no legal responsibility or liability in any form with regard to errors in detail and any consequences that may arise from such errors.

The manufacturer is thankful for any suggestions for improvement or pointers leading to errors.

All rights – including any arising from photo-mechanical reproduction and storage in electronic or any other medium – are reserved. The program, handbook and all components are subject to international copyright regulations.

© 1996-2005 TAB-Austria
A-4052 Ansfelden, Haiderstrasse 40
Tel. +43-7229-780 40 - 0*, Fax +43-7229-78 660

All rights reserved.



Index

SETUP POINTERS	6
INITIAL OPERATION	7
DESCRIPTION OF THE MACHINE	8
OPERATING ELEMENTS	8
PC SYSTEM COMPONENTS IN THE GOLDEN ISLAND	9
UNIT DIMENSIONS AND WEIGHT	10
SERVICE FUNCTIONS SUPERVISOR	11
MAIN PAGE WITHOUT PIN	12
MAIN PAGE WITH PIN	13
1) HEAD SUPERVISOR MAIN PAGE	14
1.1) HEAD SUPERVISOR → OWN BOOKKEEPING	15
1.2) HEAD SUPERVISOR → SUPERVISOR ACCOUNTS (1-3)	16
1.3) HEAD SUPERVISOR → MAIN ACCOUNTING	17
1.4) HEAD SUPERVISOR → ACCOUNTING	18
1.5) HEAD SUPERVISOR → PIN	19
1.6) HEAD SUPERVISOR → HOPPER REFILL	20
2) SUPERVISOR (1-3) MAIN PAGE	21
2.1) SUPERVISOR (1-3) → BOOKKEEPING	22
2.2) SUPERVISOR (1-3) → PIN	23
2.3) SUPERVISOR (1-3) → HOPPER REFILL	24
3) ASTRO NOTE VALIDATOR CALIBRATION PROCEDURE	25
GAME DESCRIPTIONS GOLDEN ISLAND	26
GAME SELECTION – DESCRIPTION	26
KENO – GAME DESCRIPTION	27
GAME DESCRIPTION	27
GAME SEQUENCE	27
KENO – WINNINGS	28
KENO – WINNINGS (CONTINUE)	29
ROYAL LINER – GAME DESCRIPTION	30
GAME DESCRIPTION	30
GAME SEQUENCE	30
ROYAL LINER – WINNING COMBINATIONS	31
CARIBBEAN GOLD – GAME DESCRIPTION	34
GAME DESCRIPTION	34
GAME SEQUENCE	34
CARIBBEAN GOLD – WINNING COMBINATIONS	35
ROULETTE – GAME DESCRIPTION	38
GAME DESCRIPTION	38
GAME SEQUENCE	38
ROYAL POKER – GAME DESCRIPTION	40



GAME DESCRIPTION	40
GAME SEQUENCE	40
ROYAL POKER - WINNING COMBINATIONS	41
GAMBLE-GAME – DESCRIPTION	43
<u>TROUBLESHOOTING</u>	<u>44</u>
<u>DECLARATION OF CE CONFORMITY</u>	<u>46</u>
<u>END-USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE</u>	<u>47</u>
<u>WARRANTY TERMS BY TAB-AUSTRIA INDUSTRIE UND UNTERHALTUNGSELEKTRONIK GESELLSCHAFT M.B.H. & CO KG</u>	<u>50</u>
<u>NOTES</u>	<u>53</u>



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 and 180 W power.
- The machine may only be operated with a 4 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.
- The recommended ambient temperature is 5 – 35 Degrees on the Celsius scale.

IMPORTANT!

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

- When positioned alongside other machines, interference in normal operation may occur.

Please pay attention to the [licensing terms and conditions of Microsoft](#).



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** (located on the cashbox door):
The Golden Island operator mode appears on the screen.
- 3) **Set test picture:**
Tap "Basic settings", then "Test picture" and the test image will appear.
Using the monitor controls located on the left side of the housing set the image with the largest possible height and width in the third field from the top. As soon as the result is satisfactory, tap the test picture to go back to the operator mode, "Basic settings" point.
- 4) **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 monitor exactly.
- 5) **Setting the volume:**
Under "Basic settings" you can adjust the volume for the game mode and the stand-by mode by using the   buttons.
- 6) Via the "**Back**" **button** you reach the test mode main menu, turn off the operator switch and the game area is automatically restarted.



Description of the Machine

“Golden Island” is an ergonomically designed upright standing machine made of coated particle boards and injection moulded parts.

The machine contains an electronic coin acceptor, a 19" TFT-Display (with touch screen) and a complete PC system.

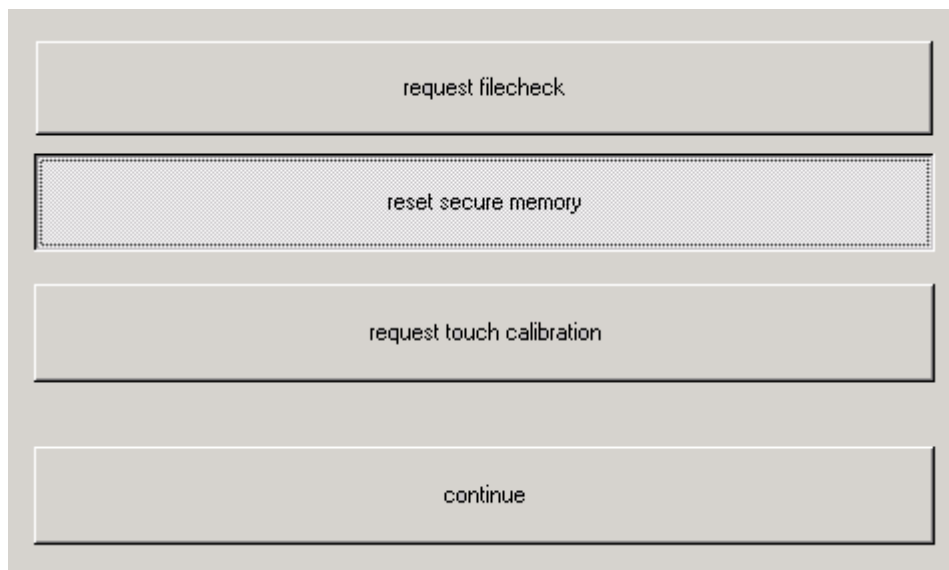
Operating Elements

Most of the games in the “Golden Island” are played via touch screen.

For certain games the pushbuttons are used. There are 6 pushbuttons that can be used optionally to the touch screen for various functions.

The operator switch is located in the middle of the cash door. The functions of the operator mode are precisely described in the help menu.

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.

Reset secure memory:

(Only available, if service switch is also pressed during normal start)

Manual deleting of the safety memory.

Request touch calibration:

Calibration of touch screen.

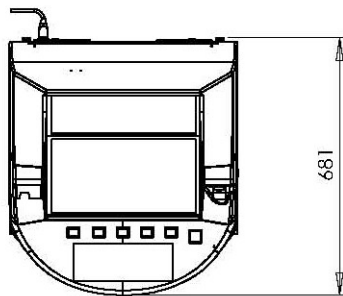
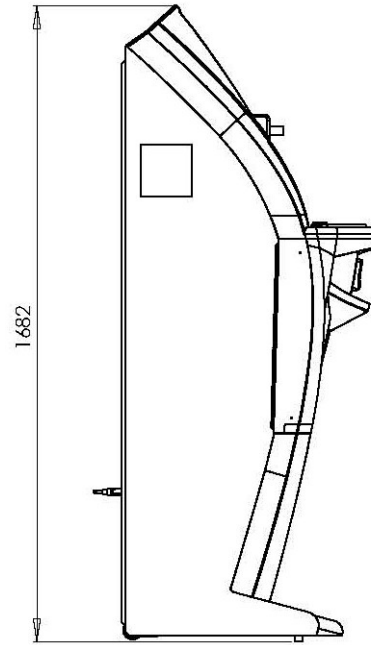
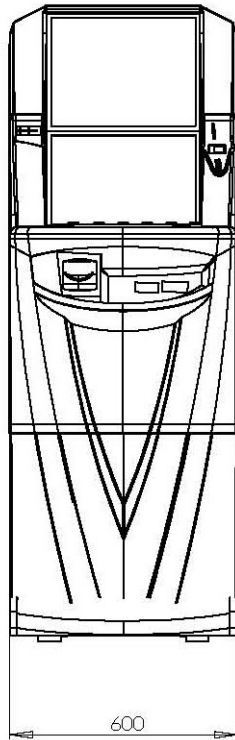


PC System Components in the Golden Island

- PC system (2,4 GHz) with PCI-Bus and min. 256MB RAM.
- VGA graphics display adapter 1280 x 1024 Pixel resolution (on board), High Colour
- 16-Bit sound card (on board)
- min. 20 GB hard disk
- TAB I/O interface card
- Touch screen controller



Unit Dimensions and Weight



Weight:	97 kg (weight depends on the whole configuration)	
Packing:	W 70 cm D 80 cm	H 172 cm
Packing with pallet:	W 70 cm D 80 cm	H 184 cm



Service Functions Supervisor

Service functions are activated with the service switch located on the right side of the front (red marked key-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.

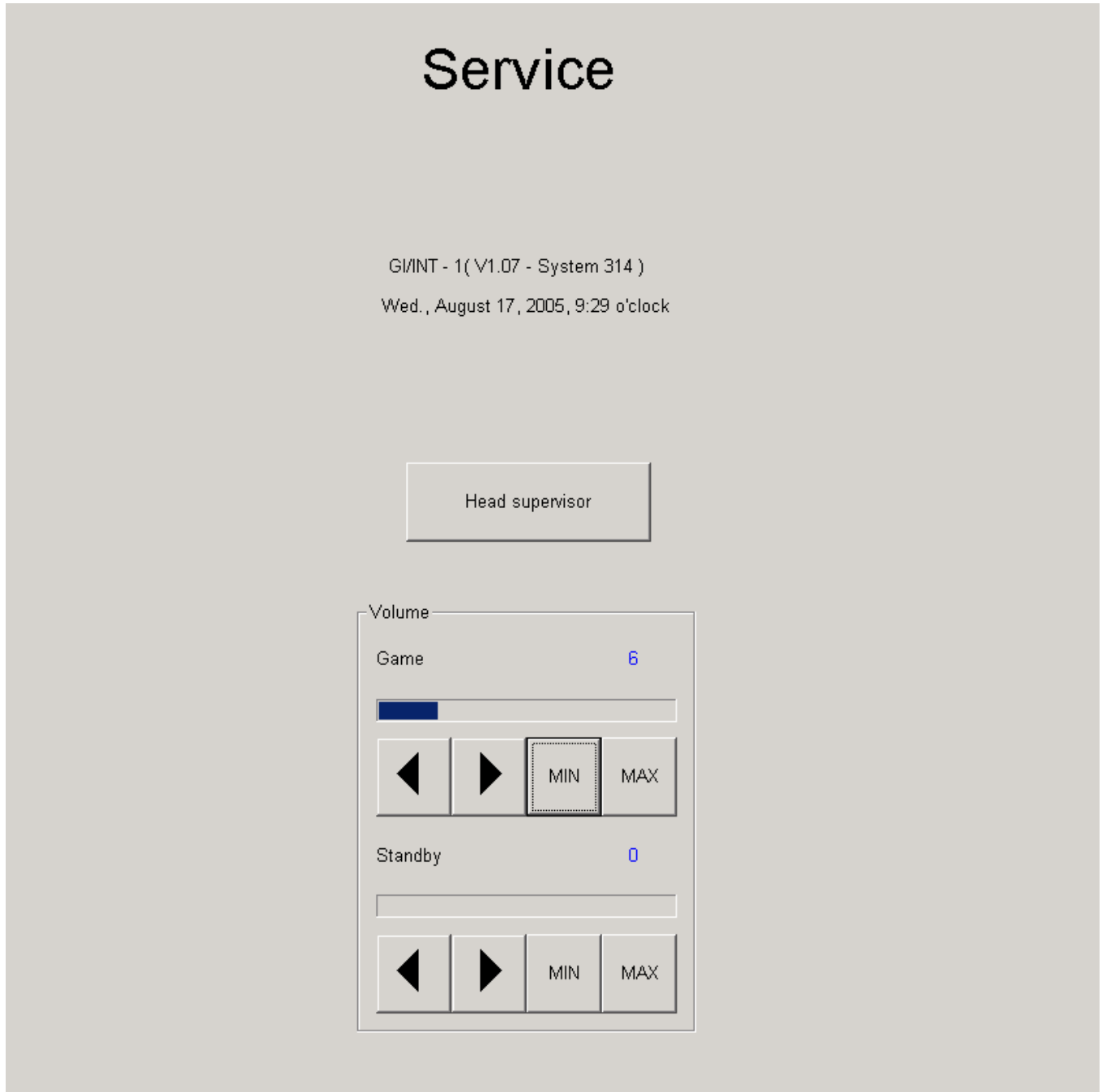
Term Descriptions:

<i>Operator</i>	Owner of the machine; has the highest authorisation in the operator mode;
Head Supervisor	Operator or administrator of the machine; has the second highest authorisation status; accounts the cashbox content with the operator.
<i>Supervisor(s)</i>	Only have attending functions; accounting only possible with the head supervisor;
<i>Hardlock-Dongle</i>	Defines the configuration of the game software. All requirements of the country-specific licence are adjusted here.



Main Page without PIN

All bookings are carried out in the account of the head supervisor.



Service

GI/INT - 1(V1.07 - System 314)
Wed., August 17, 2005, 9:29 o'clock

Head supervisor

Volume

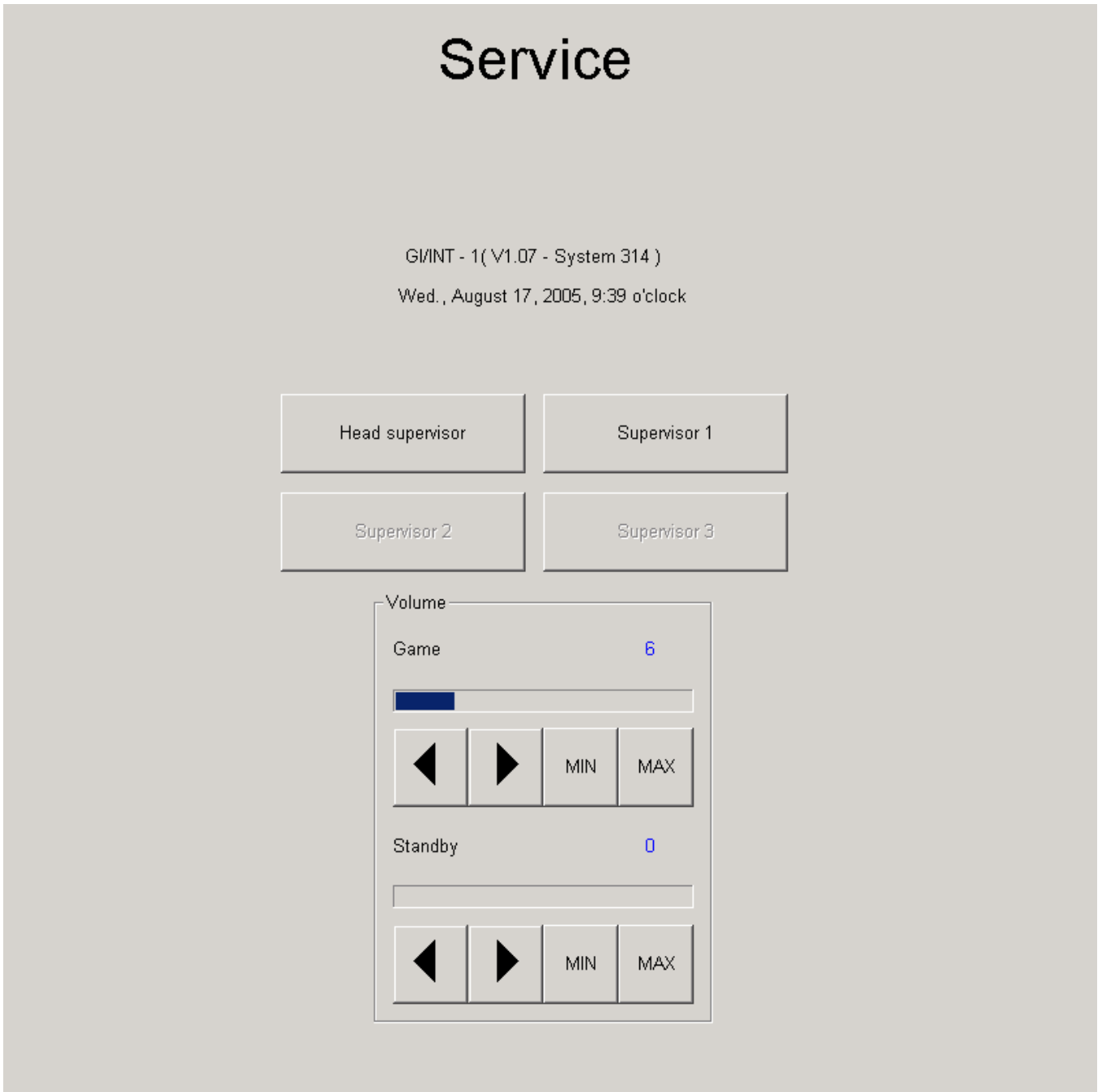
Game 6

Standby 0



Main Page with PIN

By pressing the right pushbutton the supervisor must authenticate and then identify by inserting the PIN.



The screenshot shows a web-based interface titled "Service". At the top center, the text "GI/INT - 1(V1.07 - System 314)" and "Wed., August 17, 2005, 9:39 o'clock" is displayed. Below this, there are four buttons arranged in a 2x2 grid: "Head supervisor", "Supervisor 1", "Supervisor 2", and "Supervisor 3". At the bottom of the interface is a "Volume" control panel. This panel has two sections: "Game" and "Standby". The "Game" section shows a value of "6" next to a progress bar, with left and right arrow buttons and "MIN" and "MAX" buttons below it. The "Standby" section shows a value of "0" next to a progress bar, also with left and right arrow buttons and "MIN" and "MAX" buttons below it.

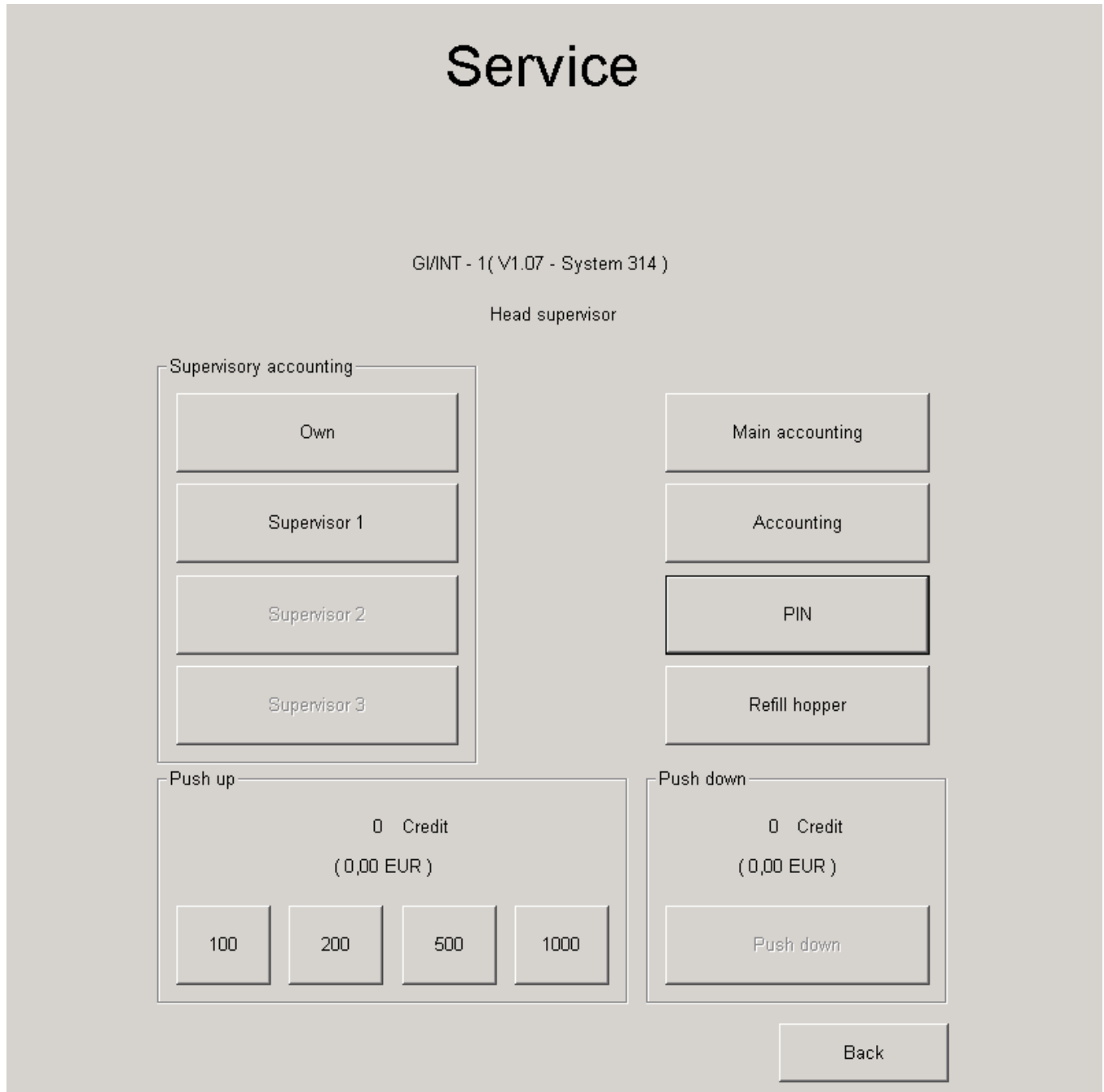


1) Head Supervisor Main Page

Here electronic bookings can be carried out.

The section “pushup” is only available, if it is enabled in the operator-mode.

The section “pushdown” is only available, if it is enabled in the operator-mode.



Service

GMINT - 1(V1.07 - System 314)

Head supervisor

Supervisory accounting

Own

Supervisor 1

Supervisor 2

Supervisor 3

Main accounting

Accounting

PIN

Refill hopper

Push up

0 Credit
(0,00 EUR)

100

200

500

1000

Push down

0 Credit
(0,00 EUR)

Push down

Back



1.1) Head Supervisor → Own Bookkeeping

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

Service

GI/INT - 1(V1.07 - System 314)

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

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 9:35 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 (V1.07 - System 314)

Statement Supervisor 1

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 9:36 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/>	



1.3) Head Supervisor → Main Accounting

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

Service

GI/INT - 1(V1.07 - System 314)

Main accounting

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 9:36 o'clock

Remote	0,00 EUR +		
Push up	0,00 EUR +		
Bank note	0,00 EUR +	Push up	0,00 EUR +
Coin	0,00 EUR +	Remote	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/>	

Back



1.4) Head Supervisor → Accounting

Here the head supervisors 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

GI/INT - 1(V1.07 - System 314)

Accounting

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 9:36 o'clock

Remote	0,00 EUR +		
Push up	0,00 EUR +		
Bank note	0,00 EUR +	Push up	0,00 EUR +
Coin	0,00 EUR +	Remote	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



1.5) Head Supervisor → PIN

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.



The screenshot shows a software interface titled "Service" with the version information "GI/INT - 1 (V1.07 - System 314)". A dialog box titled "Change PIN - activate user" is displayed. Inside the dialog, there is a blue instruction: "Please select the supervisor whose PIN is to be changed." Below this, there are four rows of options, each with a radio button and a checkbox:

- Head supervisor
 Activated
- Supervisor 1
 Activated
- Supervisor 2
 Activated
- Supervisor 3
 Activated

To the right of these options is a numeric keypad with buttons for digits 1 through 9, 0, and a "Cancel" button. At the bottom of the dialog, there are two buttons: "Accept" and "Back".



1.6) Head Supervisor → Hopper Refill

The refill can only be made manually (coin acceptor).
Possible shortages are displayed.

Service

GMINT - 1 (V1.07 - System 314)

Refill hopper

Hopper selection

<input type="button" value="Hopper 1"/>	<input type="button" value="Hopper 2"/>
---	---

Refill mode

<input type="button" value="Coinacceptor"/>	<input type="button" value="Manual"/>
---	---------------------------------------

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

Insert coins to refill.



2) Supervisor (1-3) Main Page

Electronic bookings can be carried out here.

Service

GI/INT - 1(V1.07 - System 314)

Supervisor 1

Credit information

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

Accounting

PIN

Refill hopper

Push up

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

Push down

0 Credit	
(0,00 EUR)	
Push down	

Back



2.1) Supervisor (1-3) → Bookkeeping

Displays refilled coins, pushup and pushdown.

Service

GI/INT - 1 (V1.07 - System 314)

Statement Supervisor 1

Wed., August 17, 2005, 8:16 o'clock - Wed., August 17, 2005, 9:40 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/>	



2.2) Supervisor (1-3) → PIN

Here the supervisor can insert a new PIN.



Service

GI/INT - 1 (V1.07 - System 314)

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	

Back



2.3) Supervisor (1-3) → Hopper Refill

The refill can only be made manually (coin acceptor).
Possible shortages are displayed.

Service

GMINT - 1 (V1.07 - System 314)

Refill hopper

Hopper selection

	Hopper 1	Hopper 2
--	----------	----------

Refill mode

	Coinacceptor	Manual
--	--------------	--------

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

Insert coins to refill.



3) ASTRO Note Validator Calibration Procedure

The manufacturer advice to calibrate the note-validator once a month.
If the note acceptance gets worse, please calibrate the note reader described below.

Equipment Required:

1. Stylus with small Tipp for changing DIP switches settings (ball-pen e.g.)
2. Thin & thick calibration papers (is part of our shipment)

Procedure:

1. Ensure that GBA unit has been **ON** for at least 15 minutes prior calibration
2. Switch DIP-1 to **ON** via the access hole in the lid (in the upper part of the note reader)
3. Insert **THIN** calibration sheet paper will be held for approx. 3 sec. and then rejected in one smooth action. If the paper is rejected in 3 movements, then reinsert paper. If still unsuccessful, then switch DIP-1 **OFF**, power down GBA unit (by unplug the connector) and start again from point #2
4. After thin paper is returned, insert the **THICK** calibration sheet. The paper is held for approx half second and then rejected in one smooth action. If unsuccessful, follow the procedure in point #2.
5. Turn DIP-1 **OFF** and turn note reader off and on again to complete calibration process.



Game Descriptions Golden Island

Game Selection – Description

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



Screenshot 1

Description

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



Keno – Game Description



Screenshot 2

Game description

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

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.




Keno – winnings

Winning Combinations and their 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

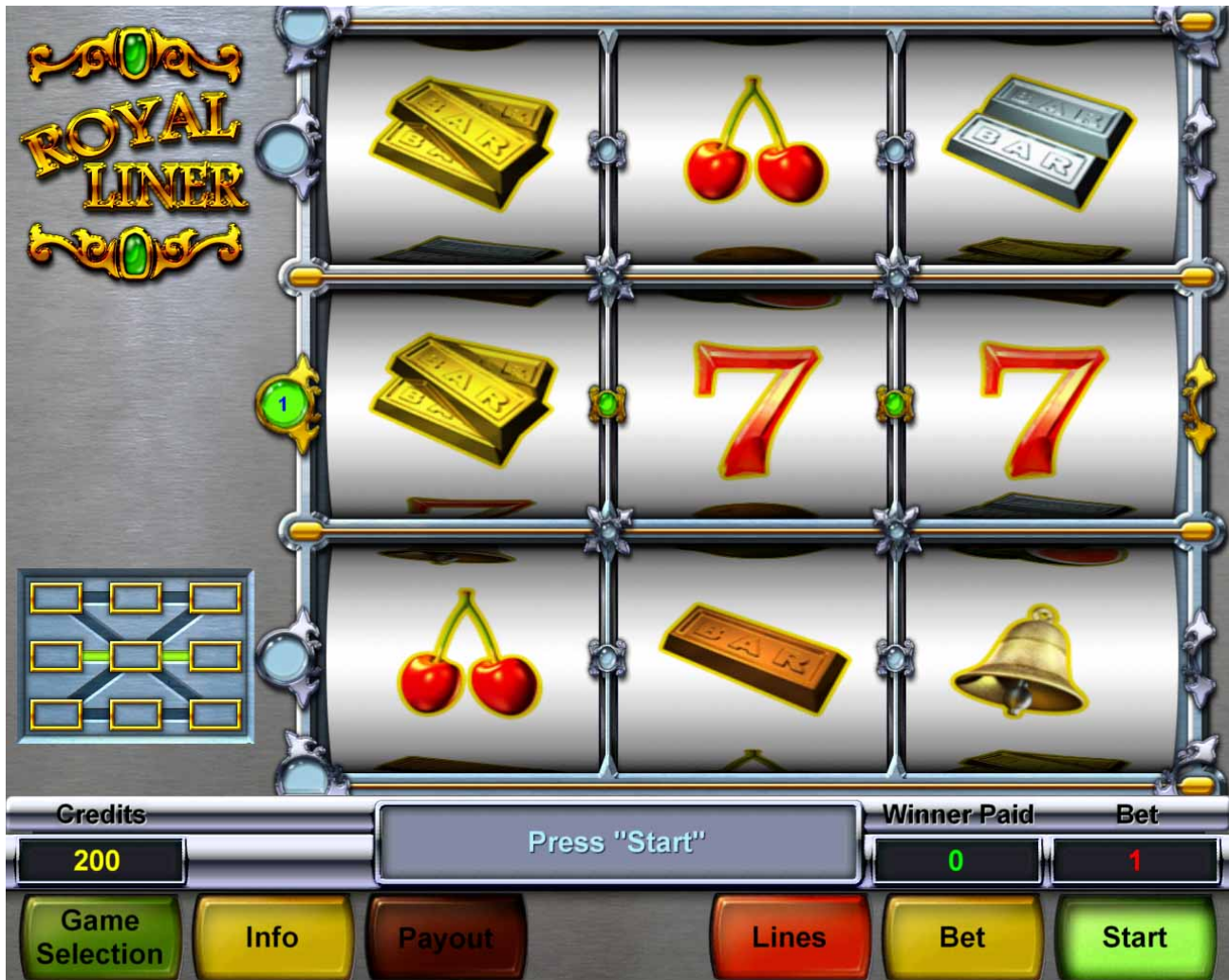
Selected Numbers	Winning Numbers	Win Factor
		x 87
		x 7
		x 2

Selected Numbers	Winning Numbers	Win Factor
		x 35
		x 4

Selected Numbers	Winning Numbers	Win Factor
		x 16



Royal Liner – Game Description



Screenshot 3

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

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 5 betting lines will be processed according to the displayed winnings plan.














Royal Liner – winning combinations

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
		x 500
		x 400
		x 300
		x 400
		x 200
		x 300
		x 100
		x 50
		x 50
		x 15



Caribbean Gold – Game Description



Screenshot 4

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

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 5 betting lines will be processed according to the displayed winnings plan.






































Caribbean Gold – winning combinations

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



Roulette – Game Description



Screenshot 5

Game description

You have to guess where the ball will land.

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 (1st 12)**
... on 12 consecutive numbers 1-12.
- **Second dozen (2nd 12)**
... on 12 consecutive numbers 13-24.
- **Third dozen (3rd 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.



Royal Poker – Game Description

The screenshot displays the Royal Poker game interface. At the top left, the game title "ROYAL POKER" is shown in a decorative gold frame. To the right is a payout table for various hands:

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

To the right of the table, a "BONUS" graphic shows four Aces (A♣, A♦, A♠, A♥) and a "188" value in a gold frame. Below this is a "2nd Deal" banner. The main card area shows five cards: King of Hearts (K♥), 8 of Clubs (8♣), Joker, King of Clubs (K♣), and Jack of Spades (J♠). The King of Hearts and Joker cards have a gold "HOLD" banner over them. At the bottom, a status bar shows "Credits: 64", "You win: 3", "Winner Paid: 1", and "Bet: 1". Below the status bar are buttons for "Game Selection", "Info", "Payout", "AutoHold On", "Delete Holds", "Gamble", and "Take Win".

Screenshot 6

Game description

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

Game sequence

1. The "1st 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 "2nd Deal" is started with the "Start" button without deduction from bets. All not held cards will be changed



Royal Poker - Winning combinations

<p>Five Of A Kind plus Aces Bonus</p> 	<p>x 1100 + x 100 – x 500</p>
<p>Five Of A Kind</p> 	<p>x 1100</p>
<p>Royal Flush</p> 	<p>x 500</p>
<p>Straight Flush</p> 	<p>x 100</p>
<p>Four Of A Kind</p> 	<p>x 40</p>
<p>Full House</p> 	<p>x 10</p>



Royal Poker - Winning combinations (continue)

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



Gamble-Game – Description

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



Screenshot 7



Troubleshooting

Error	Cause	Help
Touch screen only works partly	Cable connecting the touch screen and the PC is defect (part that is connected to the PC) Missing earthing	Exchange the connecting cable Check earthing or ground the machine
When starting the following message appears: MEMORY TEST FAIL	Memory defect	Exchange the PC
White screen	Graphic card defect	Exchange the PC
Touch screen does not work after exchanging the PC	Possibly not calibrated	Calibrate the touch screen (press red button on the machine, go to operator mode)
Touch screen cannot be calibrated properly	Missing data in touch controller buffer	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
Touch screen does not work and/or LED on the rear side of the PC is flashing	Touch screen controller or touch screen cable is defect	Check cable between touch screen and controller, exchange defect controller or exchange PC
After warm-up the screen shows stripes	Sync setup on the monitor is wrong	Make setup of Sync controller on monitor chassis (left top on chassis).
No function	The main plug is not plugged in. The main switch is not on. Fuse is burnt	Plug in main plug. Switch on main switch. Install new fuse.
No picture	Net cable not connected to monitor Video connection not plugged in Monitor defect	Check power supply of monitor and connections. Plug in video connections. Exchange monitor.



No sound	Volume controller is not turned on Audio cable is not connected Loudspeaker defect	Turn up volume Plug in audio cable Exchange loudspeaker
One or more pushbuttons do not work.	Plug is not plugged in Pushbutton is not installed properly or defect	Check plug connections Check or exchange pushbuttons
Coins are counted wrongly	Wrong value programmed	Check program setup
Inserted coins fall through	No power at coin acceptor Dirty coin acceptor Coin channel not programmed Coin acceptor defect	Check power supply Clean coin acceptor Change programming Exchange coin acceptor
Low coin acceptance	Coin acceptor is dirty	Clean coin acceptor
Low bill acceptance	Bill reader is de-calibrated	Calibrate bill-reader
Counter does not work	Counter defect	Check connection; exchange counter





Declaration of CE conformity

Document-no.: QZ/1000/047/01/180105
 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: Slotmachine
 Type: GOLDEN ISLAND

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 18th 2005

Legally binding signature:



Industrie- und Unterhaltungselektronik GmbH & CoKG
 A-4052 Ansfelden
 Haiderstraße 40
 Tel. +43 (0)7229/78040
 Fax +43 (0)7229/78040-99
 www.tab.at, sales@tab.at

The declaration certifies the conformity with the mentioned criterions, but it doesn't include the assurance of characteristics. The safety regulations of the delivered goods have to be read through carefully.





END-USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE

IMPORTANT - READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and the manufacturer ("Manufacturer") or the special purpose computing device ("SYSTEM") you acquired which includes certain Microsoft software product(s) installed on the SYSTEM ("SOFTWARE PRODUCT" or "SOFTWARE"). The SOFTWARE includes computer software, the associated media, any printed materials, and any "online" or electronic documentation. By installing, copying or otherwise using the SOFTWARE, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, Manufacturer and Microsoft Corporation ("Microsoft") are unwilling to license the SOFTWARE to you. In such event, you may not use or copy the SOFTWARE, and you should promptly contact Manufacturer for instructions on return of the unused product(s) for a refund.

SOFTWARE LICENSE

The SOFTWARE is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE is licensed, not sold.

1. GRANT OF LICENSE. This EULA grants you the following rights:

- **Software.** You may use the SOFTWARE as installed on the System.
- **Application Sharing.** The SOFTWARE may contain technology that enables applications to be shared between two or more SYSTEMS, even if an application is installed on only one of the SYSTEMS. You should consult your application license agreement or contact the application licensor to determine whether sharing the application is permitted by its licensor.
- **Storage/Network Use.** If the SOFTWARE PRODUCT is installed on the SYSTEM over an internal network from a server, you must acquire and dedicate a license for the SOFTWARE PRODUCT for each SYSTEM on which the SOFTWARE PRODUCT is used or to which it is distributed. A license for the SOFTWARE PRODUCT may not be shared or used concurrently on different SYSTEMS.
- **Back-up Copy.** If MANUFACTURER has not included a copy of the SOFTWARE on separate media with the SYSTEM, you may make a single copy of the SOFTWARE for use solely for archival purposes with the SYSTEM.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

- **Limitation on Reverse Engineering, Decompilation and Disassembly.** You may not reverse engineer, decompile, or disassemble the SOFTWARE, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.
- **Single SYSTEM.** The SOFTWARE is licensed with the SYSTEM as a single integrated product. The SOFTWARE may only be used with the SYSTEM.
- **Rental.** You may not rent or lease the SOFTWARE.
- **Software Transfer.** You may permanently transfer all of your rights under this EULA only as part of a sale or transfer of the SYSTEM, provided you retain no copies, you transfer all of the SOFTWARE (including all component parts, the media, any upgrades or backup copies, and this EULA, and if applicable, the Certificate(s) of Authenticity), and the recipient agrees to the terms of this EULA. If the SOFTWARE is an upgrade, any transfer must include all prior versions of the SOFTWARE.
- **Termination.** Without prejudice to any other rights, Manufacturer or Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE and all of its component parts.



- **Single EULA.** The package for the SOFTWARE may contain multiple versions of this EULA, such as multiple translations and/or multiple media versions (e.g., in the user documentation and in the software). In this case, you are only licensed to use one (1) copy of the SOFTWARE PRODUCT.

3. UPGRADES AND RECOVERY MEDIA.

- If the SOFTWARE is provided by Manufacturer on media separate from the SYSTEM and is labeled "For Upgrade Purposes Only" (Upgrade SOFTWARE), you may install one copy of the Upgrade SOFTWARE onto the SYSTEM as a replacement copy for the SOFTWARE originally installed on the SYSTEM and use it in accordance with Section 1 of this EULA. You may also install additional copies of the Upgrade SOFTWARE as replacement copies onto additional SYSTEMS which are the same brand and model as the SYSTEM and contain a duly licensed copy of the same version and language release of the SOFTWARE ("ADDITIONAL SYSTEMS"), provided that (1) Manufacturer has supplied a corresponding serialised sticker for each additional copy of the Upgrade SOFTWARE, and (2) you affix a serialised sticker per Manufacturer's instructions for each unit of Upgrade SOFTWARE you install.
- If the SOFTWARE is provided by Manufacturer on separate media and labeled as "Recovery Media", you may not make a copy of the SOFTWARE as described in Section 1 for archival purposes. Instead, you may use the Recovery Media solely to restore or reinstall the same version and language release of the SOFTWARE as originally installed on the SYSTEM and thereafter use the SOFTWARE as restored or reinstalled in accordance with Section 1 of this EULA. A single unit of Recovery Media may be used by you to restore or reinstall the SOFTWARE on ADDITIONAL SYSTEMS.

4. COPYRIGHT.

- All title and copyrights in and to the SOFTWARE (including but not limited to any images, photographs, animations, video, audio, music, text and "applets," incorporated into the SOFTWARE), the accompanying printed materials, and any copies of the SOFTWARE, are owned by Microsoft or its suppliers. You may not copy the printed materials accompanying the SOFTWARE. All rights not specifically granted under this EULA are reserved by Microsoft.

5. PRODUCT SUPPORT.

- Product support for the SOFTWARE is not provided by Microsoft or its subsidiaries. For product support, please refer to Manufacturer's support number provided in the documentation for the SYSTEM. Should you have any questions concerning this EULA, or if you desire to contact Manufacturer for any other reason, please refer to the address provided in the documentation for the SYSTEM.

6. LIMITED WARRANTY.

- **Limited Warranty.** Manufacturer warrants that the SOFTWARE will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the SOFTWARE are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.
- **Customer Remedies.** Manufacturer's and its suppliers' entire liability and your exclusive remedy shall be, at Manufacturer's option, either (a) return of the price paid, or (b) repair or replacement of the SOFTWARE that does not meet the above Limited Warranty and which is returned to Manufacturer with a copy of your receipt.



This Limited Warranty is void if failure of the SOFTWARE has resulted from accident, abuse, or misapplication. Any replacement SOFTWARE will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

- **No Other Warranties.** EXCEPT AS EXPRESSLY PROVIDED IN THE LIMITED WARRANTY SECTION ABOVE, THE SOFTWARE IS PROVIDED TO THE END USER "AS IS" WITHOUT OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, AND/OR FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK OF THE QUALITY AND PERFORMANCE OF THE SOFTWARE IS WITH YOU.
- **No Liability for Consequential Damages.** MANUFACTURER'S SUPPLIERS SHALL NOT BE HELD TO ANY LIABILITY FOR ANY DAMAGES SUFFERED OR INCURRED BY THE END USER (INCLUDING, BUT NOT LIMITED TO, GENERAL, SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS INTERRUPTION, LOSS OF BUSINESS INFORMATION AND THE LIKE), ARISING FROM OR IN CONNECTION WITH THE DELIVERY, USE OR PERFORMANCE OF THE SOFTWARE.

7. NOTE ON JAVA SUPPORT.

THE SOFTWARE PRODUCT MAY CONTAIN SUPPORT FOR PROGRAMS WRITTEN IN JAVA. JAVA TECHNOLOGY IS NOT FAULT TOLERANT AND IS NOT DESIGNED, MANUFACTURED, OR INTENDED FOR USE OR RESALE AS ON-LINE CONTROL EQUIPMENT IN HAZARDOUS ENVIRONMENTS REQUIRING FAIL-SAFE PERFORMANCE, SUCH AS IN THE OPERATION OF NUCLEAR FACILITIES, AIRCRAFT NAVIGATION OR COMMUNICATION SYSTEMS, AIR TRAFFIC CONTROL, DIRECT LIFE SUPPORT MACHINES, OR WEAPONS SYSTEMS, IN WHICH THE FAILURE OF JAVA TECHNOLOGY COULD LEAD DIRECTLY TO DEATH, PERSONAL INJURY, OR SEVERE PHYSICAL OR ENVIRONMENTAL DAMAGE.



Warranty terms by TAB-AUSTRIA
Industrie und Unterhaltungselektronik
Gesellschaft m.b.H. & Co KG
(TAB hereinafter)

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

1. Insofar as the “General Terms of Business of TAB-AUSTRIA Industrie- und Unterhaltungselektronik GmbH & Co KG” are not modified by the following which sets out the conditions and scope of our warranty performance, these terms will continue to apply without change.
2. The warranty period for our products from delivery is:
 - 24 months for all Silverball Terminals (Silverball Strato, Silverball Strato Max, Silverball Cosmo, Silverball Cosmo Max, Silverball Pro, Silverball Max Pro, Silverball Beetle Pro, Silverball Beetle Max Pro)
 - 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.
3. 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.
4. 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.
5. 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.
6. 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.

7. 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.
8. 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.
9. Exchanged parts will become our property.
10. Warranty performances will neither result in an extension of the warranty period nor will they initiate a new warranty period.
11. Further or other claims (in particular claims for damages suffered beyond the machine) are excluded insofar as liability is not mandatory by law.
12. 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.
13. 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:

+43-7229-780 40 – ext. 250



Notes

