

DRAGON LINK MANUAL

龍連環說明書



1. AUTUMN MOON 秋月



2. GOLDEN CENTURY 秦始皇

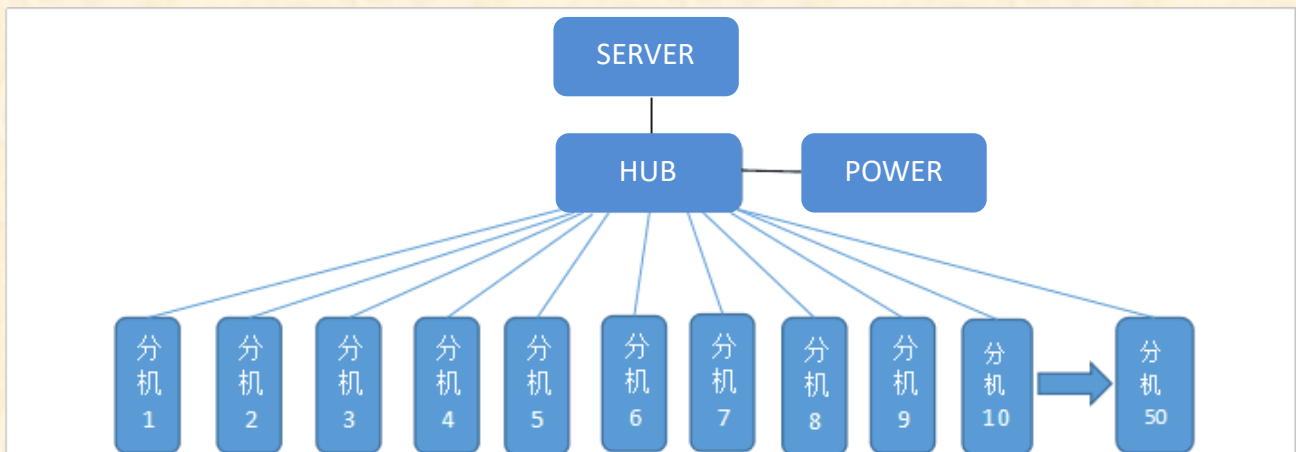


3. PANDA MAGIC 魔法熊貓



A. Connection Machine Introduction

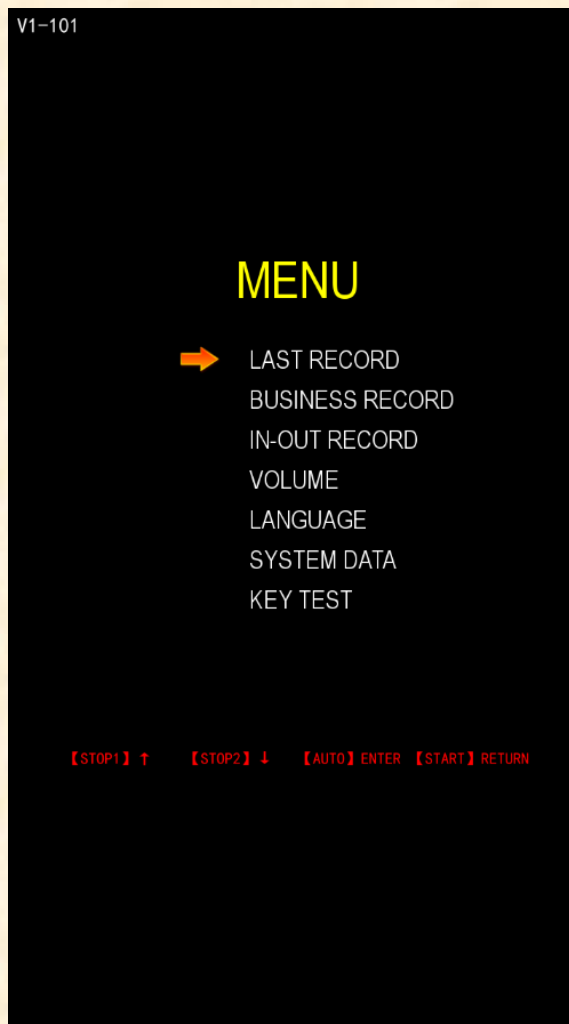
1. This machine is support 2~50 machine connection. It needs to buy a main board, which support the animate on the big screen.
2. The main board(server) is connecting to the hub by network line; other boards use network line to link to hub.
3. It can not only change the setting of all machines on main board, but also change the setting on every single machine.
4. It can check total accounting and every single machine's accounting on the main board.



B. System Setting

Push **【Attendant】** will get into setting menu.

(**【Stop1】** ↑ **【Stop2】** ↓ **【Stop3】**、**【Stop4】** adjust **【Auto】** enter/save **【Start】** return)

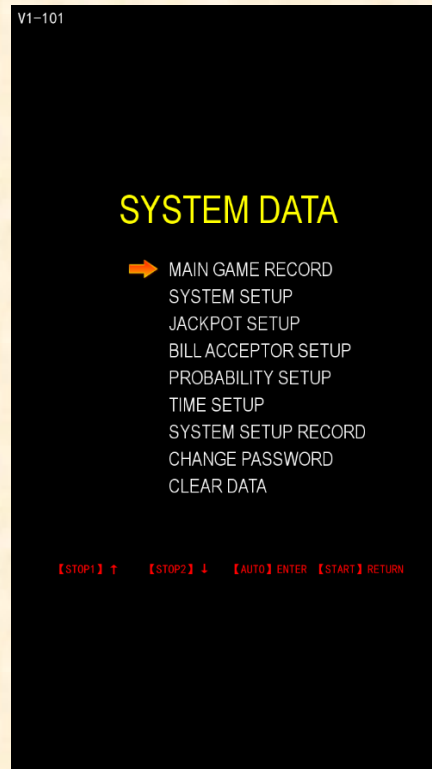


1. LAST RECORD : The last game surface to last player.
2. BUSINESS RECORD : To check every data including key in, key out, coin in, pay out, game probability...etc. in this period. Push **【Auto】** can turn to next period; **【Start】** to return.
3. IN_OUT RECORD : To check the record and time of key in, key out, coin in, pay out.
4. VOLUME : Push **【Stop3】**、**【Stop4】** to adjust the volume from 0 to 100
5. LANGUAGE : Chinese or English
6. SYSTEM DATA : It manages by two levels: Level 1(code is 11111111)- It's for technical staff which can only check the record and adjust some basic function. Level 2(code is 22222222)- It's for operators which can adjust all function. If you key in the wrong password continuously for 5 times, you have to wait for 10 minutes to restart key in the password.
7. KEY TEST : It can test whether all the button is usable.

C. System Data

Move the arrow to SYSTEM DATA, push 【Auto】 to enter SYSTEM DATA menu.

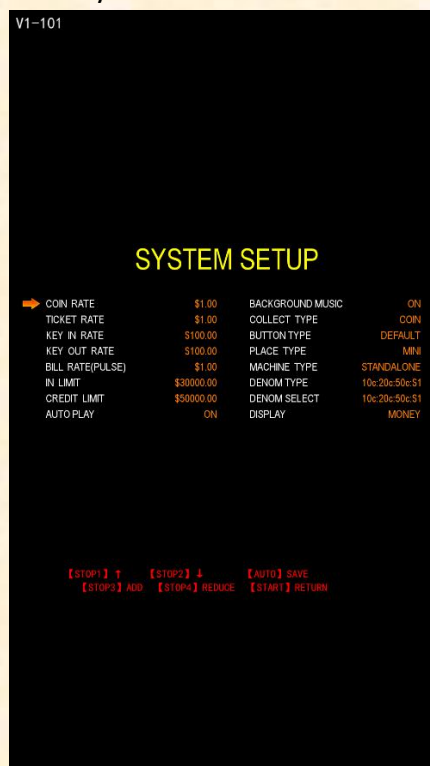
(【Stop1】 ↑ 【Stop2】 ↓ 【Stop3】 · 【Stop4】 adjust 【Auto】 enter/save 【Start】 return)



1. MAIN GAME RECORD : To check the probability of game, and the record of winning prize.

Push 【Auto】 to turn to next page, which can check about the record of winning every prize and bonus.

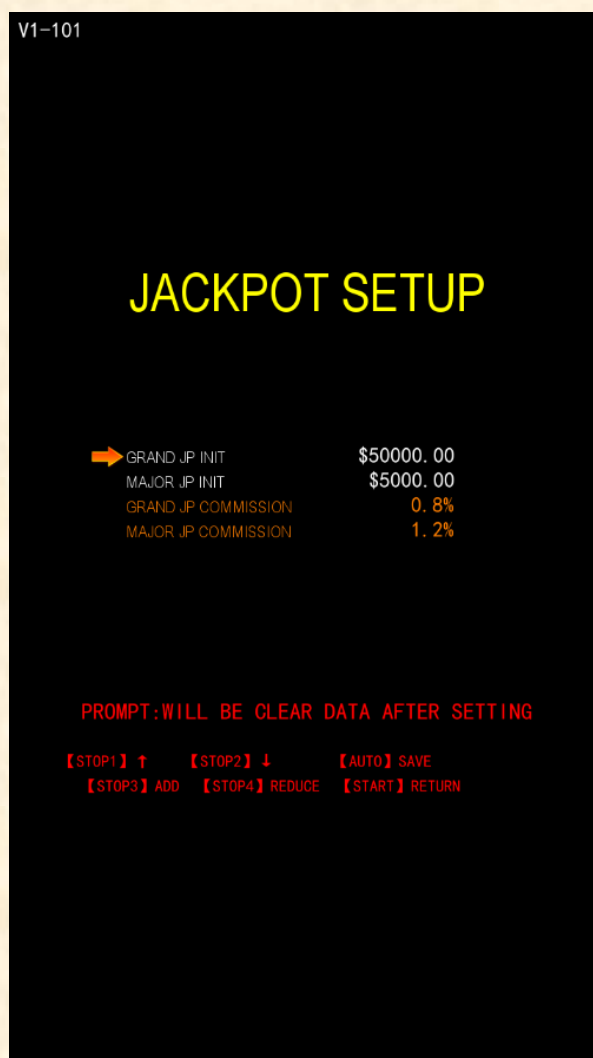
2. SYSTEM SETUP : It can adjust every function in this machine.



System Setup Introduction

Project	Setting Option	Default
COIN RATE	\$0.01, \$0.02, \$0.05, \$0.10, \$0.20, \$0.50, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00, \$100.00, \$200.00, \$500.00, \$1000.00, \$2000.00, \$5000.00, \$10000.00	\$1.00
TICKET RATE	\$0.01, \$0.02, \$0.05, \$0.10, \$0.20, \$0.50, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00, \$100.00, \$200.00, \$500.00, \$1000.00, \$2000.00, \$5000.00, \$10000.00	\$1.00
KEY IN RATE	\$0.01, \$0.02, \$0.05, \$0.10, \$0.20, \$0.50, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00, \$100.00, \$200.00, \$500.00, \$1000.00, \$2000.00, \$5000.00, \$10000.00	\$100.00
KEY OUT RATE	\$0.01, \$0.02, \$0.05, \$0.10, \$0.20, \$0.50, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00, \$100.00, \$200.00, \$500.00, \$1000.00, \$2000.00, \$5000.00, \$10000.00	\$100.00
BILL RATE(PULSE)	\$0.01, \$0.02, \$0.05, \$0.10, \$0.20, \$0.50, \$1.00, \$2.00, \$5.00, \$10.00, \$20.00, \$50.00, \$100.00, \$200.00, \$500.00, \$1000.00, \$2000.00, \$5000.00, \$10000.00	\$1.00
IN LIMIT	\$1000.00, \$2000.00, \$5000.00, \$10000.00, \$20000.00, \$30000.00	\$30000.00
CREDIT LIMIT	\$2000.00, \$5000.00, \$10000.00, \$20000.00, \$30000.00, \$50000.00, \$80000.00, \$100000.00, \$200000.00, \$300000.00	\$50000.00
AUTO PLAY	ON, OFF	ON
BACKGROUND MUSIC	ON, OFF	ON
COLLECT TYPE	COIN, TICKET, PRINTER	COIN
BUTTON TYPE	DEFAULT, WIRING A (FORMOSA), WIRING B (ALICE), WIRING C (RED BOARD)	DEFAULT
PLACE TYPE	LARGE, MIDDLE, MINI	MINI
MACHINE TYPE	STANDALONE, LINK	STANDALONE
DENOM TYPE	1c:2c:5c:10c, 10c:20c:50c:\$1, \$1:\$2:\$5:\$10, \$10:\$20:\$50:\$100	1c:2c:5c:10c
DENOM SELECT	{1c, 2c, 5c, 10c, 1c:2c:5c:10c}, {10c, 20c, 50c, \$1, 10c:20c:50c:\$1}, {\$1, \$2, \$5, \$10, \$1:\$2:\$5:\$10}, {\$10, \$20, \$50, \$100, \$10:\$20:\$50:\$100}	1c:2c:5c:10c
DISPLAY	MONEY, CREDIT	MONEY

3. JACKPOT SETUP

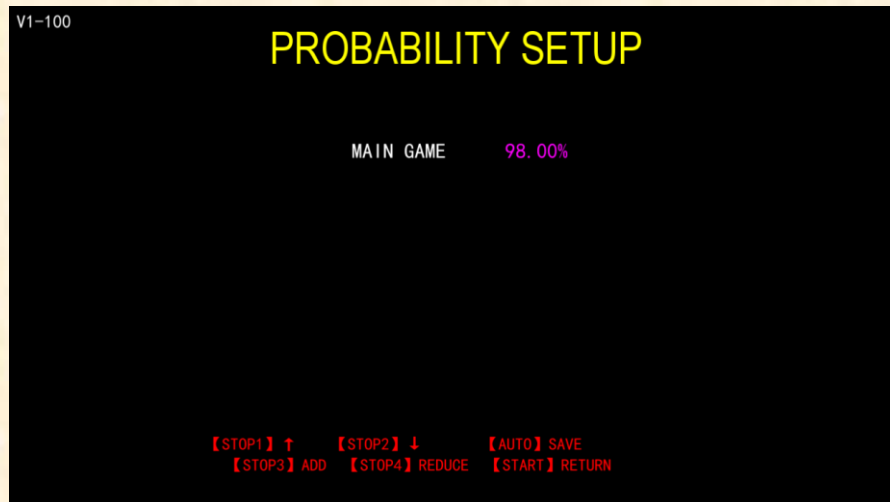


Project	Setting Option	Default
GRAND JP INIT	1500,1600,1700,1800,1900,2000,2100,...,9400,9500,9600,9700,9800,9900,10000,11000,12000,13000,14000,15000,...,95000,96000,97000,98000,99000,100000,110000,120000,130000,140000,...,250000,260000,270000,280000,290000,300000	1500
MAJOR JP INIT	500,600,700,800,900,1000,1100,1200,...,9400,9500,9600,9700,9800,9900,10000,11000,12000,13000,14000,15000,...,54000,55000,56000,57000,58000,59000,60000	500
GRAND JP COMMISSION	0.1% ,0.2% ,0.3% ,0.4% ,...,2.0% ,2.1% ,2.2% ,2.3% ,2.4% ,2.5%	0.8%
MAJOR JP COMMISSION	0.1% ,0.2% ,0.3% ,0.4% ,...,2.0% ,2.1% ,2.2% ,2.3% ,2.4% ,2.5%	1.2%

4. BILL ACCEPTOR SETUP

5. PROBABILITY SETUP

(Push 【Stop3】・【Stop4】 adjust 【Auto】 save 【Start】 return)

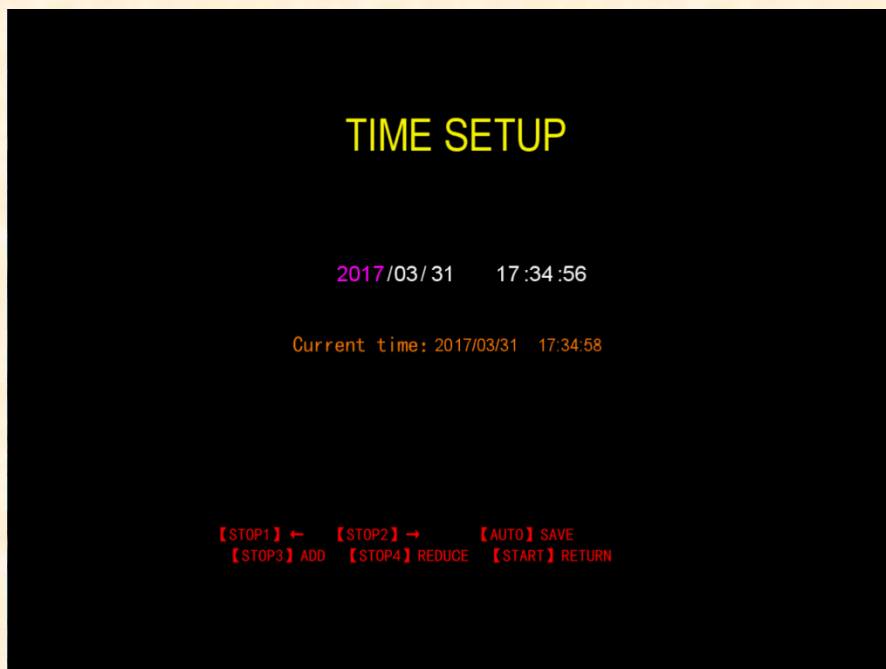


Main Game Probability

85%, 85.5%, 86%, 86.5%, ..., 98%, 98.5%, 99%, 99.5%

Default: 95%

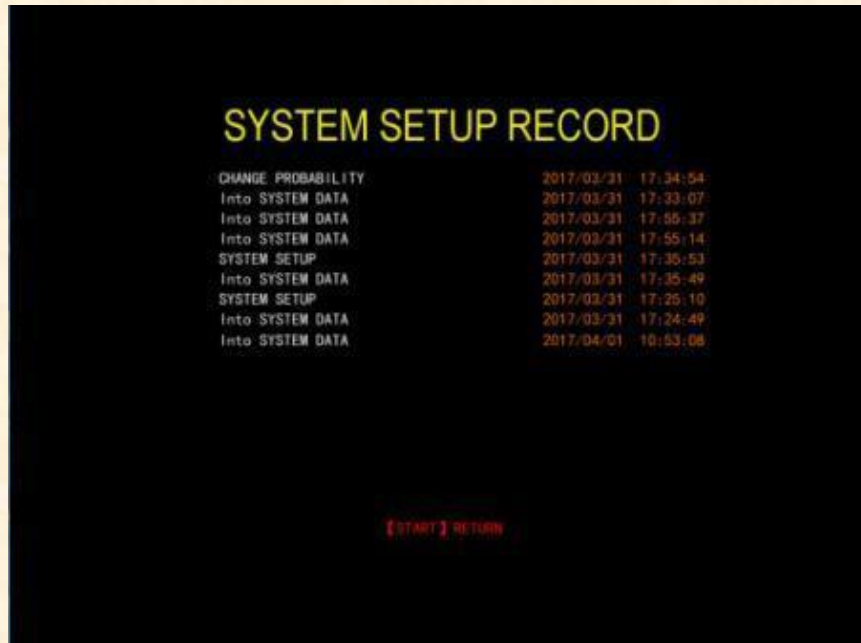
6. TIME SETUP



A. 【Auto】 to enter, Current time: yyyy / mm / dd hh : mm : ss

B. Push 【Auto】 save and 【Start】 to return.

7. SYSTEM SETUP RECORD



- A. 【Auto】 to enter, checking the time and content of adjusting machine.
- B. Push 【Start】 to return

8. CHANGE PASSWORD

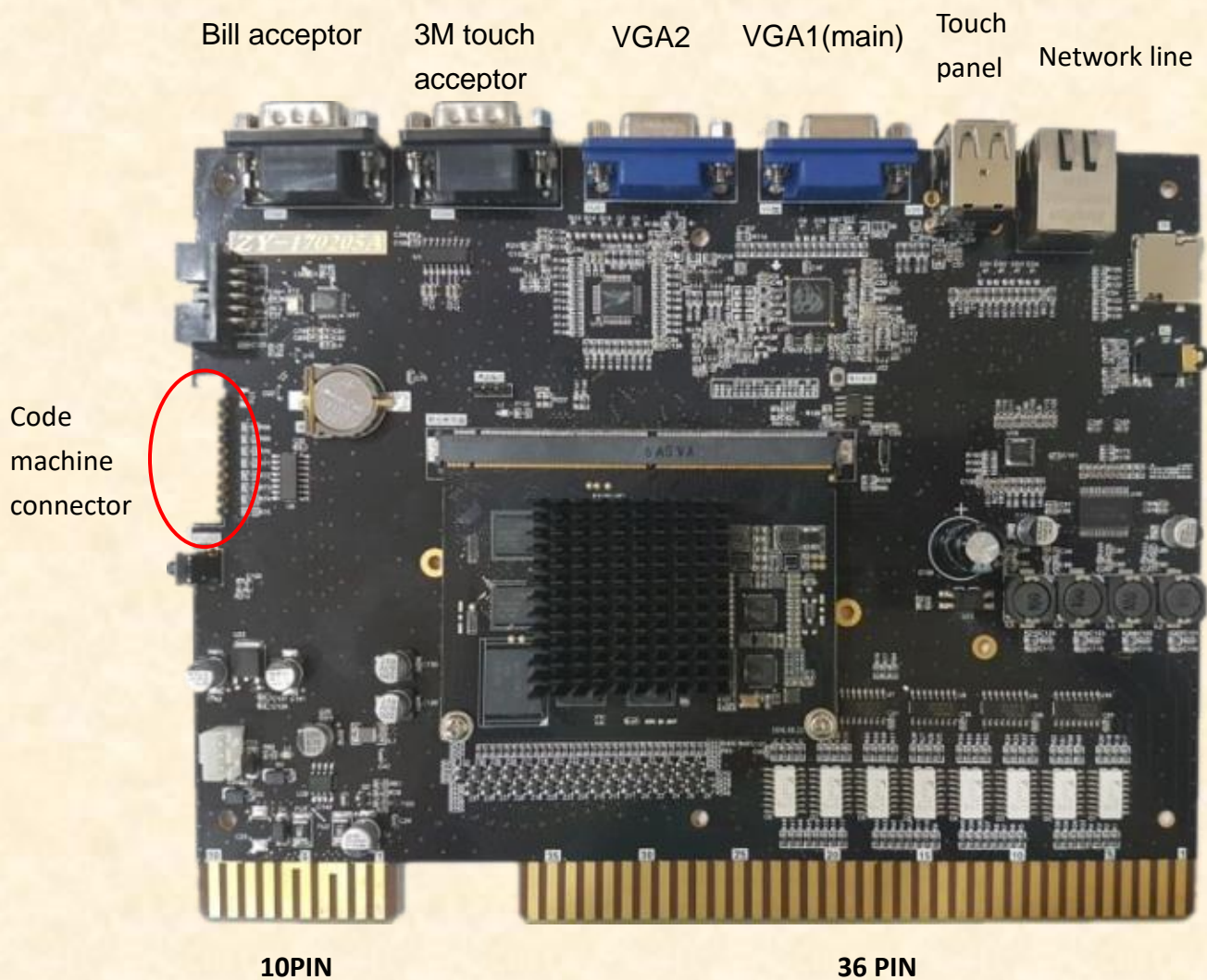
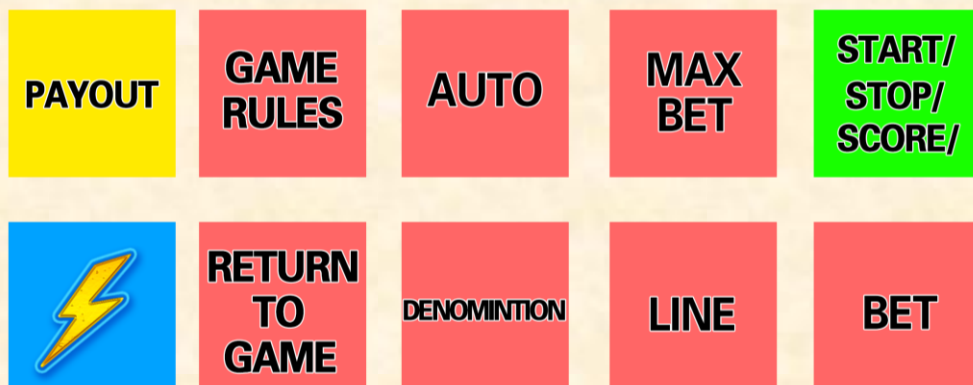
Manager can change their password here.

9. CLEAR DATA

Push and hold 【Auto】 5 seconds to clear all the data. (Except history record)



D. Buttons and Main Board



Bill acceptor: ICT-NBA (Pulse) or RS232 port

Printer: GP58 (Pulse)

Touch Panel: 3M compatible(RS232) or USB infrared touch panel

E. Connector Diagram

(Default)

36 PIN Connector Diagram

Component Side		Solder Side
	1	
Left Speaker (+)	2	Left Speaker (-)
Right Speaker (+)	3	Right Speaker (-)
Stop 1 SW / Press Bolt	4	
Stop 2 SW / Return to Game	5	
Stop 3 SW / Denomination	6	
Stop 4 SW / Line	7	
	8	
Start SW / All Stop SW / Take Win SW	9	
Stop 5 SW / Bet SW	10	Error Lamp
Auto SW	11	
Max Bet SW	12	Service Lamp
Help SW	13	
	14	
	15	Service Button
	16	
Bill Acceptor	17	
Coin in SW	18	Key In Button
	19	Ticket Out SW
Attendant SW	20	Check Button
Pay Out SW	21	Key Out SW
	22	Coin Out SW
	23	
Key In Counter	24	
Bill In Counter	25	
Coin In Counter	26	Ticket Out SSR
Pay Out Counter	27	
Key Out Counter	28	Lamp: Big Win
Lamp: Start / All Stop / Take Win	29	Lamp: Stop 1
Lamp: Stop 5 / Bet	30	Lamp: Stop 2
Lamp: Auto	31	Lamp: Stop 3
Lamp: Max Bet	32	Lamp: Stop 4
Lamp: Help	33	
	34	Lamp: Pay Out
NC	35	NC
GND	36	GND

10 PIN Connector Diagram

Component Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
Hopper SSR	7	
	8	
GND	9	GND
GND	10	GND

(A. FORMOSA)**36 PIN Connector Diagram**

Component Side		Solder Side
	1	
Left Speaker (+)	2	Left Speaker (-)
Right Speaker (+)	3	Right Speaker (-)
Stop 1 SW/ Press Bolt	4	
Stop 2 SW / Return to Game	5	
Stop 3 SW / Denomination	6	
Stop 4 SW / Line	7	
	8	
Stop 5 SW / Bet SW	9	
	10	
Max Bet SW	11	
Auto SW	12	
Start SW / All Stop SW / Take Win SW	13	
Help SW	14	
Bill Acceptor	15	Service Button
	16	
	17	
Coin in SW	18	Key In SW
	19	
Check Button	20	Attendant SW
Pay Out SW	21	Key Out SW
	22	Hopper Motor SW
Coin In Counter	23	Lamp: Auto
Key In Counter	24	
Bill In Counter	25	Error Lamp
	26	Lamp: Big Win
Pay Out Counter	27	Service Lamp
Key Out Counter	28	
Lamp: Stop 1	29	
Lamp: Stop 2	30	Lamp: Max Bet
Lamp: Stop 3	31	Lamp: Start / All Stop / Take Win
Lamp: Stop 4	32	Lamp: Help
Lamp: Stop 5 / Bet	33	Lamp: Pay Out
	34	
NC	35	NC
GND	36	GND

(B. ALICE)**36 PIN Connector Diagram**

Component Side		Solder Side
	1	
Left Speaker (+)	2	Left Speaker (-)
Right Speaker (+)	3	Right Speaker (-)
Stop 1 SW/ Press Bolt	4	Volume (-)
Stop 2 SW / Return to Game	5	
Stop 3 SW / Denomination	6	
Stop 4 SW / Line	7	
	8	
Start SW / All Stop SW / Take Win SW	9	
Stop 5 SW / Bet SW	10	
Auto SW	11	
Max Bet SW	12	
Help SW	13	
	14	
	15	Service Button
	16	
	17	
Coin in SW	18	Key In SW
	19	Bill Acceptor
Check Button	20	Attendant SW
Pay Out SW	21	Key Out SW
	22	Hopper Motor SW
	23	
Key In Counter	24	
Bill In Counter	25	Error Lamp
Coin In Counter	26	Lamp: Big Win
Pay Out Counter	27	Service Lamp
Key Out Counter	28	Lamp: Stop 1
Lamp: Start / All Stop / Take Win	29	Lamp: Stop 2
Lamp: Stop 5 / Bet	30	Lamp: Stop 3
Lamp: Auto	31	Lamp: Stop 4
Lamp: Max Bet	32	
Lamp: Help	33	
	34	
NC	35	NC
GND	36	GND

(C. RED BOARD)**36 PIN Connector Diagram**

Component Side		Solder Side
	1	
Left Speaker (+)	2	Left Speaker (-)
Right Speaker (+)	3	Right Speaker (-)
Stop 1 SW/ Press Bolt	4	Bill Acceptor
Stop 2 SW / Return to Game	5	Service Button
Stop 3 SW / Denomination	6	
Stop 4 SW / Line	7	
Stop 5 SW / Bet SW	8	
Start SW / All Stop SW / Take Win SW	9	
Auto SW	10	
	11	
	12	
	13	
Max Bet SW	14	
Help SW	15	
	16	
	17	
Coin in SW	18	Key In SW
	19	
Check Button	20	Attendant SW
Pay Out SW	21	Key Out SW
	22	Hopper Motor SW
Coin In Counter	23	
Key In Counter	24	
Bill In Counter	25	Lamp: Big Win
Pay Out Counter	26	Error Lamp
Key Out Counter	27	
	28	
Lamp: Stop 1	29	Lamp: Auto
Lamp: Stop 2	30	Lamp: Max Bet
Lamp: Stop 3	31	Lamp: Pay Out
Lamp: Stop 4	32	Service Lamp
Lamp: Stop 5 / Bet	33	Hopper SSR
Lamp: Start / All Stop / Take Win	34	Lamp: Help
NC	35	NC
GND	36	GND