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1. Brief introduction

Mode: TREASURE ISLAND is a kind of new indoor machine of our company. This machine has simple and special sculpt, clear and pretty color and easy play mode. There is no doubt that this new amusement machine will give you a new surprise!

2. Caution

2-1. Notice for installation

- | This machine is for indoor use only (not outdoor)**
- | The game should be placed on flat floor to maintain its stability.**
- | Do not disassemble the machine without technical guidance.**
- | Make sure to turn off the power and pull out the plug before moving the machine.**
- | Should not put any heavy equipment on the top of the cabinet or the wiring of the game.**
- | Wings of the machine should not be exposed to open air for a long time.**

2-2. Notice for operation

- | Checks whether the power plug and power wire are in good conditions.**
- | Before switching on the power, check if the voltage is suitable for the machine.**
- | Voltage of power supply should correspond to the voltage stated on the back cover of the machine.**
- | Switch off the power before you perform any inspections.**
- | Only experienced electricians and technicians are allowed to check the electrical parts for the game.**
- | Appropriate technical parts should be used for all replacement.**
- | Hold the plug instead of the wire to unplug the power cord.**
- | Do not plug or unplug the plug with wet hand, do not pull or twist the power wire.**

3. Accessories

Check whether the following accessories are equipped with the game before operation:

Items	Qty	Remark
Operation Manual	1	
Power cord	1	
Keys	25 pcs	1888*18(Coin Entrance and Exit Keys) 1866*7 (Glass Door and Coin Drawer Keys)

4. Game features and how to play

4-1. Game explanation

- ┆ The green Indicator, red Indicator and Bonus Output Indicator turn off When in the attraction state, play demo music every 10 seconds (SW1 #8 bit is ON).Insert Coin, System will enter into play state. (remark: LED only used when System testing, installs inside the machine and does not obvious .)
- ┆ The green Indicator On When Insert the coin, Coin Door Open and game start.
- ┆ When the quantity of insert coin reach the bonus output requirements, Bonus (Plastic coin)output , then bonus output Indicator on.
- ┆ After insert coin over 5 seconds, the green Indicator Off and Coin Door Close, game over (If the player continuous insert coin, count time by the last insert coin)

- when E3 OR E5 occurs, all Coin Door Close, all Bonus Output Stop. What's more, All green Indicator and all Bonus Indicator Off, all red Indicator (Use as Alarm) On. others alarm except for E3 AND E6 will effect a certain part where it occurs E3、 E5.

4-2. Test instandard

- When in the attraction state (not need to insert coin), press “Test” button to enter the test mode: displays system version NO., displays LED character, LEDs all off, LEDs all on, testing input, testing output, testing electromagnet, testing music, system aging. The aging test is out only when press “Test” button or system reset.

5. Technical parameters

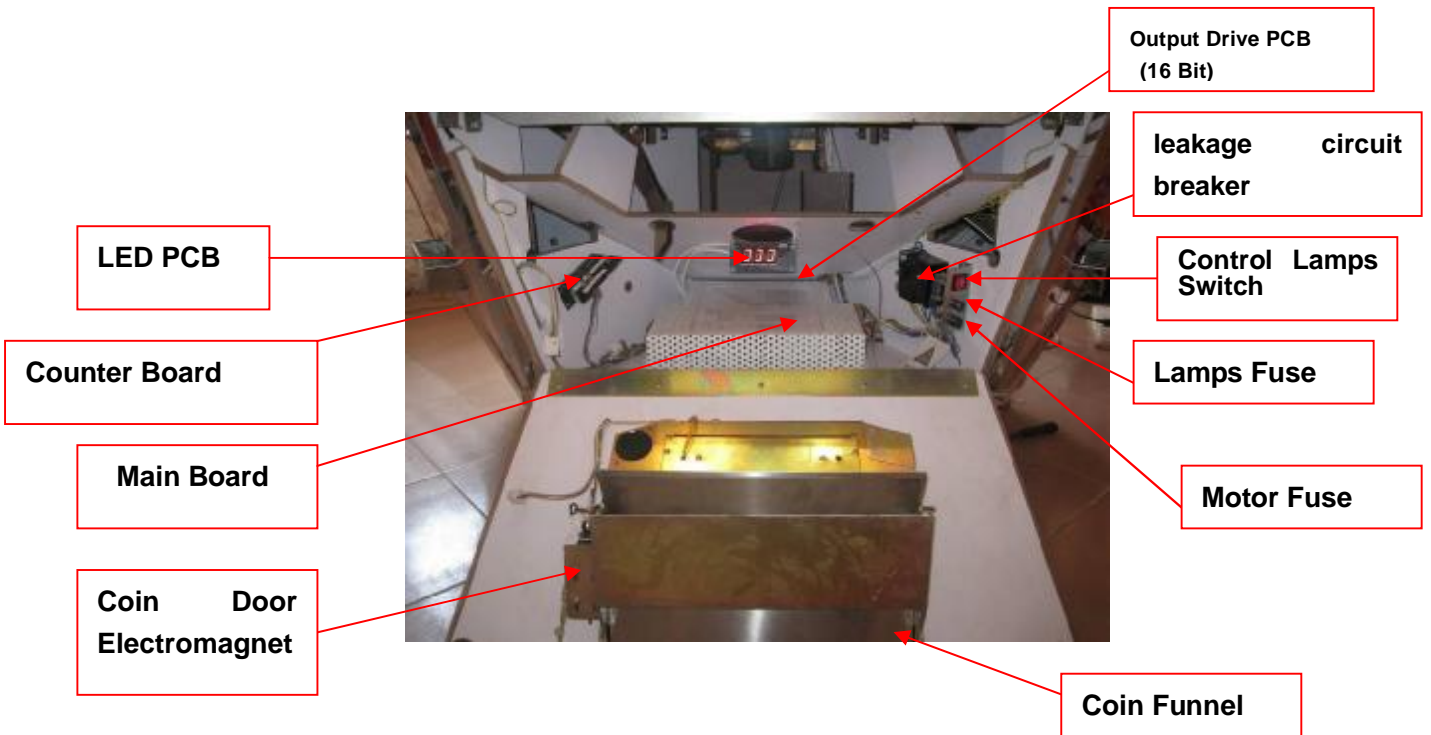
Mode	TB.ZYD01
Environmental requirement	Temperature from -10°C to +40°C low radiation, low humidity, low vibration.
Dimension	H2050mm, L1900mm, W1650mm
Weight	450 kg
Power Supply	Please refer to the back of the machine
Maximum power	830W
No. of Players:	6

6. Appearance

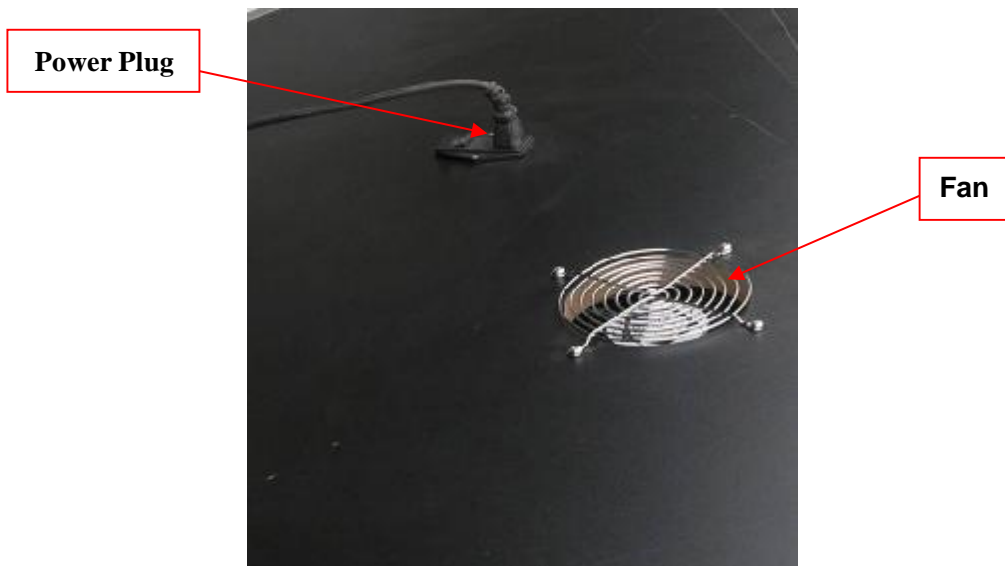


7. All parts distribution

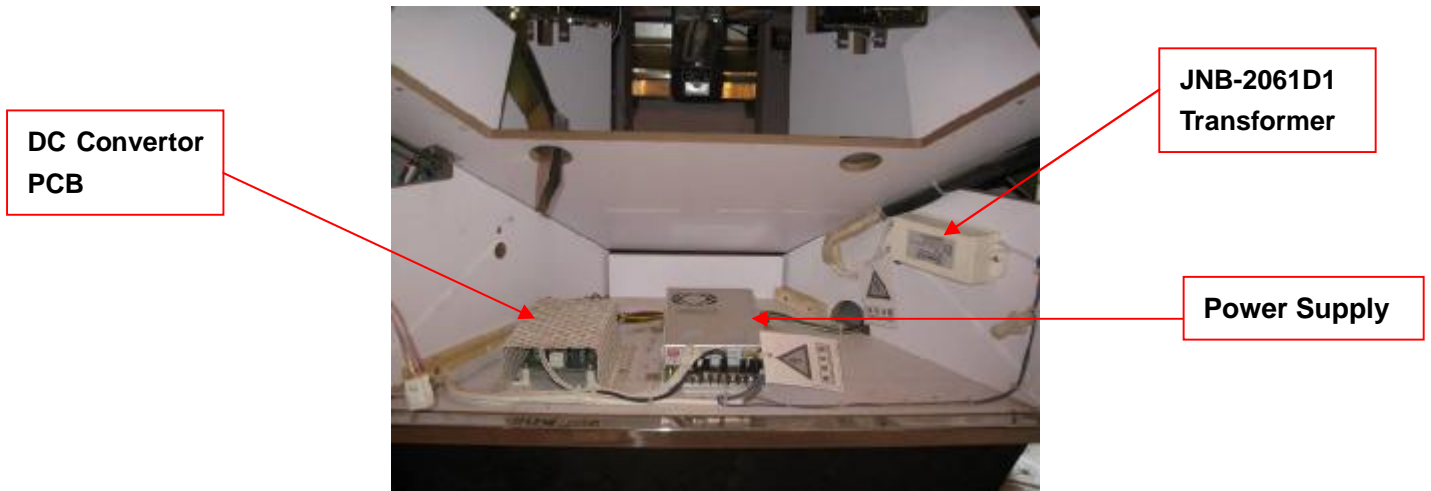
7-1. #1 Field (main board) of the machine.



7-2. Top of the machine

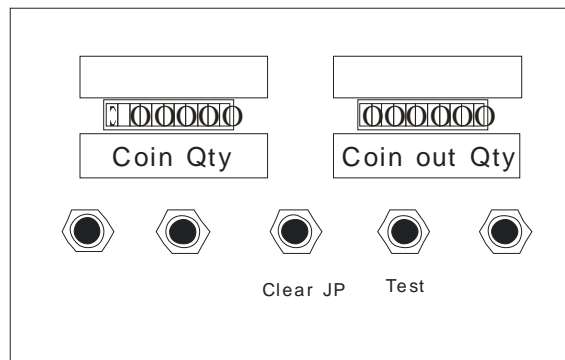


7-3. #2 Field of the machine



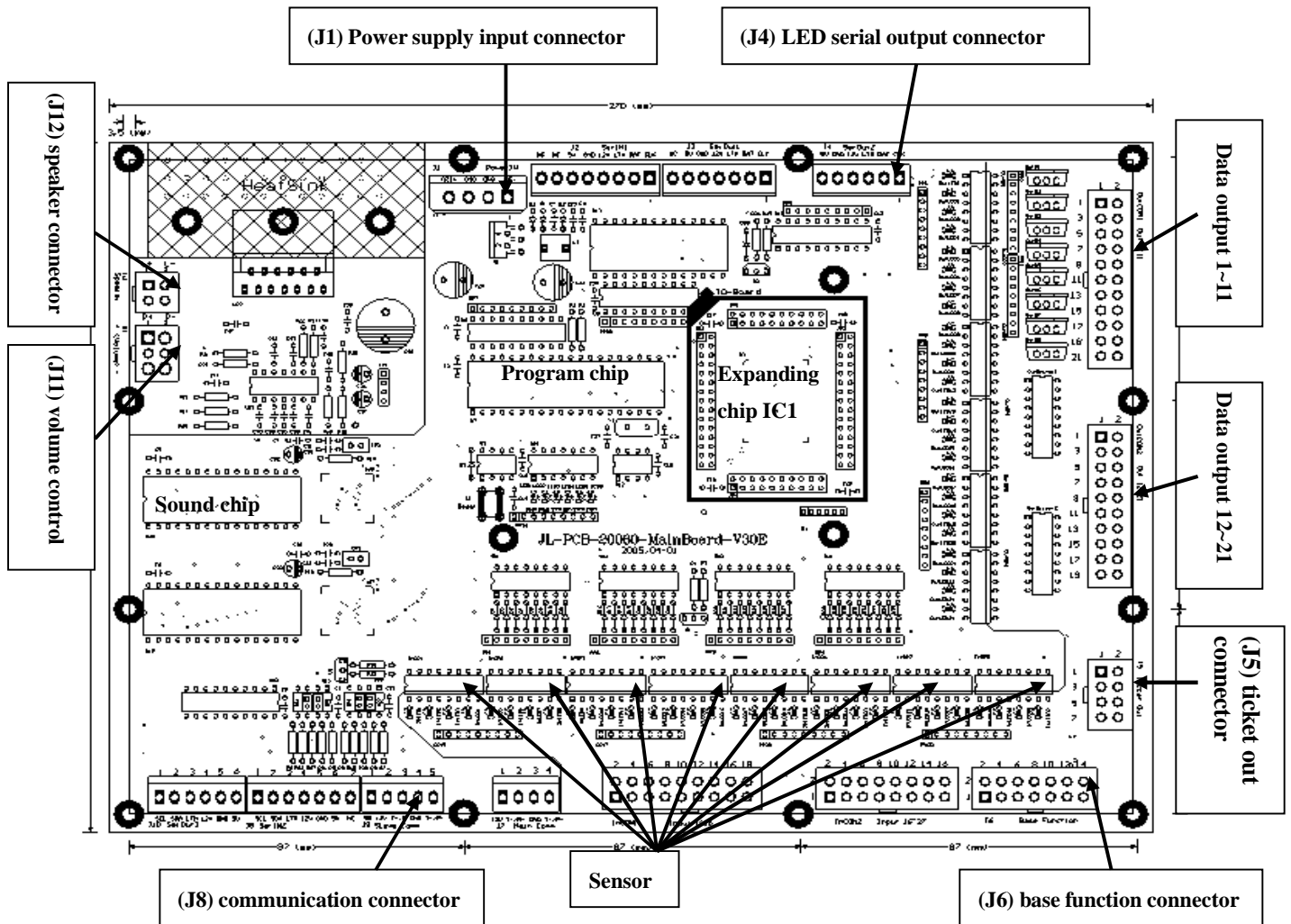
8. All parts structure

8-1. Counter board



- **Coin Qty**: records the total actual coins Qty since the machine has been used.
- **Bonus Qty**: records the total Bonus Qty since the machine has been used.
- **Clear JP**: press it over three seconds, all the data in the memory chip will be cleared.
- **Test button**: press it to make the machine into test state in Attraction state.
- **Fuse tube**: Includes AC fuse, which is $\phi 6\text{mm} \times 30\text{mm}$.

8-2. Main board



J1: main power supply input connector.

J4: #2 serial output connector.

J5: ticket out connector.

J6: base function connector.

J8: communication connector.

J11: volume control, adjusts volume.

J12: speaker connector.

INCON1

Memory chip: records the total coins Qty and tickets Qty and so on.

INCON1: # 1 ~ # 15 INPUT.

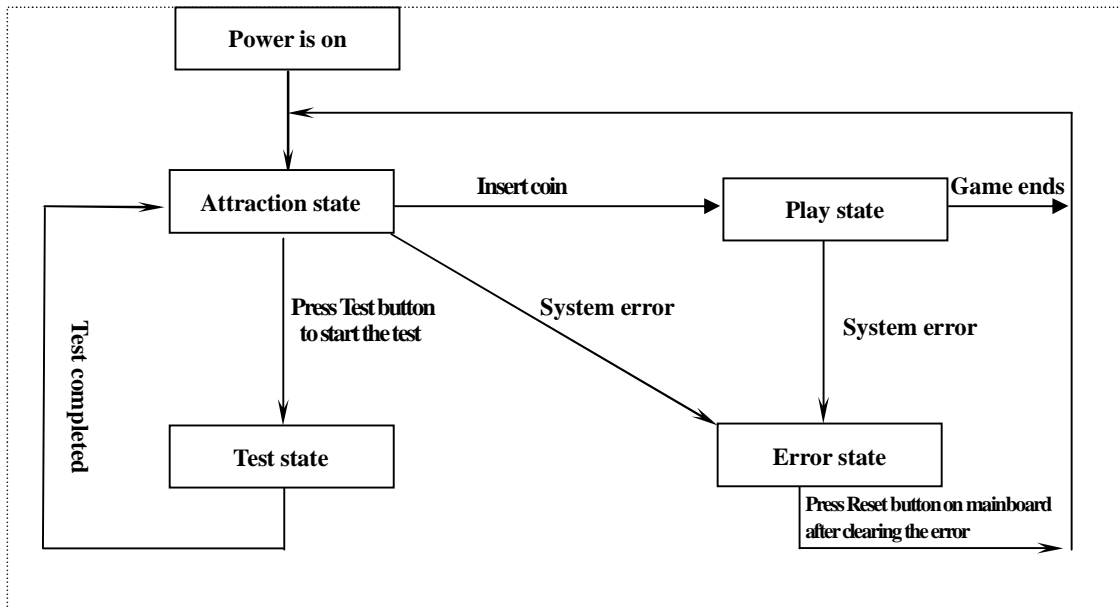
OUTCON1: # 1 ~ # 11 OUTCON.

OUTCON2: # 12 ~ # 21 OUTCON.

(Note: other connectors have not been used in this machine.)

9. Operation

When machine is in coin play mode, it can be in 4 status: Attraction State, Test State, Play State or Error State. Below Flow chart illustrates the above four status when machine is in play mode:



9-1. Switch on the power

Check the plug and cord. Make sure that it has been set to corresponding to the voltage for the machine, and then switch on the power.

9-2. Play state

Green Indicator On, Coin Door Open.

9-3. Attraction state

The green Indicator, red Indicator and Bonus Output Indicator turn off, play demo music every 10 seconds (SW1 #8 bit is ON). Press Test button in the frontal box and the system will enter into test state. If insert coins, machine will enter into play state.

9-4. Test state

Check whether LEDs, lamps, ticket dispenser and strobe is working properly and whether music is in normal conditions. When machine is in attraction state, if you press Test button, music stops and the machine will enter into test state. displays system version No. →testing LED character → LED all off → LED all on→ testing input → testing output→ testing electromagnet →testing music → aging test→ test is completed.

9-5. Error state

Every time machine is switched on, if there is any problem, machine will enter into error state. Alarm will be activated and Error Code: YEX will be displayed.

X stands for part 1 to 6.

X stands for Error No.1, 3, 4 and 5.

You can find out the problem according to the Error Code Table. After the problems are solved, you need to reset the machine. See the Error Code Table for more information.

10. Common problems and solutions

Problems	Analysis	Solutions
Whole machine dose not work	<ol style="list-style-type: none"> 1. Power has not been switched on. 2. Defective Power supply 3. Crystal vibrator has stopped vibrating. 4. Defective Main program 	<ol style="list-style-type: none"> 1. Check block of AC voltage of power supply. 2. Tests whether there is +5 and +12 DC input. If there isn't, replace power supply. 3. Replace crystal vibrator. 4. Replace main program chip.
No sound	<ol style="list-style-type: none"> 1. Defective Speakers. 2. Defective Sound Amplifier Board. 3. Error on Power supply of sound amplifier board 4. Error on 6295IC. 	<ol style="list-style-type: none"> 1. Replace Speakers. 2. Check sound amplifier board (main board has its own self). 3. Check the power supply (whether +12V is in normal conditions). 4. Replace 6295 IC
Motor dose not work	<ol style="list-style-type: none"> 1. Defective Motor. 2. Defective Capacitance. 	<ol style="list-style-type: none"> 1. Replace motor. 2. Replace capacitance.

11. Appendix

11-1. DIP connection on main board

Plug code	Pin code	Pin color	Function	I/O code	Function of I/O
J1 (Power Input Connector)	PIN 1	4*0.75-Red	+5V Input	----	Power Input
	PIN 2	4*0.75-Black	GND	----	
	PIN 3	4*0.75-Black	GND	----	
	PIN 4	4*0.75-Yellow	+12V Input	----	
J4 (#2 Serial Output Connector)	PIN 1	6*0.3—Green	CLK	----	Digital LED Board Output Connection order: LED PCB (3-bit) 16-bit driving board (Electromagnet of bonus output #1,Electromagnet of bonus output #2, Electromagnet of bonus output #3, Electromagnet of bonus output #4, Electromagnet of bonus output #5, Electromagnet of bonus output #6,two bits reserved Coin Door Electromagnet #1, Coin Door Electromagnet #2, Coin Door Electromagnet #3, Coin Door Electromagnet #4, Coin Door Electromagnet #5, Coin Door Electromagnet #6)
	PIN 2	6*0.3—White	DAT	----	
	PIN 3	6*0.3—Brown	LTH	----	
	PIN 4	6*0.3—Yellow	+12V Output	----	
	PIN 5	6*0.3—Black	GND	----	
	PIN 6	6*0.3—Red	+5V Output	----	
J5 (Ticket Out Connector)	PIN 1	4*0.3—White	#1 Ticket Out Drive	OUT #21	Ticket Out Connector(unused in this machine)
	PIN 2	4*0.3—White	#2 Ticket Out Drive	OUT #20	
	PIN 3	4*0.3—Yellow	+12V Output	----	
	PIN 4	4*0.3—Yellow	+12V Output	----	
	PIN 5	4*0.3—Black	GND	----	
	PIN 6	4*0.3—Black	GND	----	
	PIN 7	4*0.3—Green/white	#1 Ticket Feedback	IN #29	
	PIN 8	4*0.3—Blue/white	#2 Ticket Feedback	IN #24	
J6 (Base Function connector)	PIN 1	10*0.3-Yellow	+12V Out	----	Base Function connector
	PIN 2	Null	+5V Out	----	
	PIN 3	10*0.3-Black	GND	----	
	PIN 4	Null	GND	----	
	PIN 5	Null	No Connect	----	
	PIN 6	Null	No Connect	----	
	PIN 7	Null	No Connect	----	
	PIN 8	Null	No Connect	----	
	PIN 9	10*0.3-Purple/white	Test	IN #27	
	PIN 10	10*0.3-Orange/white	Clear JP	IN #28	

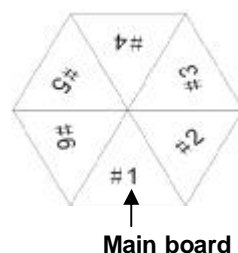
	PIN 11	Null	No Connect	-----	
	PIN 12	Null	No Connect	IN #31	
	PIN 13	10*0.3-Gray	Bonus Qty	OUT #22	
	PIN 14	10*0.3-Brown	Coin Qty	OUT #23	
J8 (communication connector)	PIN 1	4*0.3-Red	+5V Output	-----	
	PIN 2	4*0.3-Yellow	+12V Output	-----	
	PIN 3	4*0.3-Green	T+/R+ (RS485)	-----	
	PIN 4	4*0.3-Brown	GND	-----	
	PIN 5	4*0.3-Blue	T-/R- (RS485)	-----	
J11 (Volume Ctrl)	PIN 1	4*0.15-Green	Right Signal Input	-----	Volume Ctrl
	PIN 2	4*0.15-White	Left Signal Input	-----	
	PIN 3	4*0.15-Red	Right Signal Output	-----	
	PIN 4	4*0.15-Yellow	Left Signal Output	-----	
	PIN 5	Screening wire()	GND	-----	
	PIN 6	Screening wire()	GND	-----	
J12 (Speaker)	PIN 1	2*0.75-Red	Left Speaker +	-----	Speaker
	PIN 2	2*0.75-Black	Left Speaker -	-----	
	PIN 3	2*0.75-Red	Right Speaker -	-----	
	PIN 4	2*0.75-Black	Right Speaker+	-----	
InCON1 (#1~#15 Input)	PIN 1	0.3-Brown/white	Input	IN #0	
	PIN 2	0.3-Red/white	Input	IN #1	
	PIN 3	0.3-Orange/white	Input	IN #2	
	PIN 4	0.3-Yellow/white	Input	IN #3	
	PIN 5	0.3-Green/white	Input	IN #4	
	PIN 6	0.3-Blue/white	Input	IN #5	
	PIN 7	0.3-Purple/white	Input	IN #6	
	PIN 8	0.3-Gray/white	Input	IN #7	
	PIN 9	0.3-Black/white	Input	IN #8	#1 stricken signal input
	PIN 10	0.3-Brown/white	Input	IN #9	#2 stricken signal input
	PIN 11	0.3-Red/white	Input	IN #10	#3 stricken signal input
	PIN 12	0.3-Orange/white	Input	IN #11	#4 stricken signal input
	PIN 13	0.3-Yellow/white	Input	IN #12	#5 stricken signal input
	PIN 14	0.3-Green/white	Input	IN #13	#6 stricken signal input

Treasure Island

	PIN 15	0.3-Blue/white	Input	IN #14	Alarm signal input for machine shaken
	PIN 16	0.3-Black	GND	-----	
	PIN 17	0.3-Red	+5V Output	-----	
	PIN 18	0.3-Yellow	+12V Output	-----	
InCON2 (#16~#27 Input)	PIN 1	0.3-Brown/white	Input	IN #15	#1 coin signal
	PIN 2	0.3-Red/white	Input	IN #16	#2 coin signal
	PIN 3	0.3-Orange/white	Input	IN #17	#3 coin signal
	PIN 4	0.3-Yellow/white	Input	IN #18	#4 coin signal
	PIN 5	0.3-Green/white	Input	IN #19	#5 coin signal
	PIN 6	0.3-Blue/white	Input	IN #20	#6 coin signal
	PIN 7	0.3-Purple/white	Input	IN #21	
	PIN 8	0.3-Gray/white	Input	IN #22	
	PIN 9	0.3-Black/white	Input	IN #23	
	PIN 10	0.3-SkyBlue	Input	IN #24	
	PIN 11	0.3-Brown	Input	IN #25	
	PIN 12	0.3-Pink	Input	IN #26	
	PIN 13	NC			
	PIN 14	0.3-Black	GND	-----	
	PIN 15	0.3-Red	+5V Output	-----	
	PIN 16	0.3-Yellow	+12V Output	-----	
OutCON1 (#1~#11 Output)	PIN 1	0.3-Brown	Output	OUT #0	#1 bonus indicator
	PIN 2	0.75-Yellow	+12V Output	-----	
	PIN 3	0.3-Orange	Output	OUT #1	#2 bonus indicator
	PIN 4	0.75-Yellow	+12V Output	-----	
	PIN 5	0.3- Green	Output	OUT #2	#3 bonus indicator
	PIN 6			-----	
	PIN 7	0.3- Blue	Output	OUT #3	#4 bonus indicator
	PIN 8			-----	
	PIN 9	0.3- Purple	Output	OUT #4	#5 bonus indicator
	PIN 10			-----	
	PIN 11	0.3- Gray	Output	OUT #5	#6 bonus indicator
	PIN 12			-----	
	PIN 13	0.3-Green	Output	OUT #6	Control Electromagnet output

	PIN 14			----	
	PIN 15	0.3-Blue	Output	OUT #7	
	PIN 16	0.3-Yellow		----	
	PIN 17	0.3- Brown	Output	OUT #8	#1 green indicator
	PIN 18	0.5-Yellow		----	
	PIN 19	0.3- Orange	Output	OUT #9	#1 red indicator
	PIN 20			----	
	PIN 21	0.3- Green	Output	OUT #10	#2 green indicator
	PIN 22			----	
OutCON2 (#12 ~ #21 Output)	PIN 1	0.3- Blue	Output	OUT #11	#2 red indicator
	PIN 2	0.5-Yellow		----	
	PIN 3	0.3- Purple	Output	OUT #12	#3 green indicator
	PIN 4			----	
	PIN 5	0.3- Gray	Output	OUT #13	#3 red indicator
	PIN 6			----	
	PIN 7	0.3- Pink	Output	OUT #14	#4 green indicator
	PIN 8			----	
	PIN 9	0.3- Sky Blue	Output	OUT #15	#4 red indicator
	PIN 10			----	
	PIN 11	0.3-Brown/white	Output	OUT #16	#5 green indicator
	PIN 12			----	
	PIN 13	0.3-Red/white	Output	OUT #17	#5 red indicator
	PIN 14			----	
	PIN 15	0.3-Orange/white	Output	OUT #18	#6 green indicator
	PIN 16			----	
	PIN 17	0.3-Green/white	Output	OUT #19	#6 red indicator
	PIN 18			----	
	PIN 19	0.3-SkyBlue	Output	OUT #20	
	PIN 20			----	
12MHz crystal vibrator is used on main board.					

Remark: Numbering of playing fields, as follows table:



11-2. Function DIP switch on main board

Version: V1.05, Time: 2009-1-4

Function DIP	Bit	1	2	3	4	5	6	7	8	Function
		SW1	ON							
OFF										XE1 Alarm Disable
								ON		Save parameters when power off
								OFF		Clear parameters when power off
									ON	Music on when machine is free
									OFF	Music off when machine is off
SW2	ON									Bonus available
	OFF									Bonus invalid
		ON	ON							After select a coin in out coin box open time =30Second
		OFF	ON							After select a coin in out coin box open time =25 Second
		ON	OFF							After select a coin in out coin box open time =20 Second
		OFF	OFF							After select a coin in out coin box open time =15 Second
					ON	ON				Attract mode music each 10 minutes on
					OFF	ON				Attract mode music each 5 minutes on
					ON	OFF				Attract mode music each 2 minutes on
					OFF	OFF				Attract mode music each 1 minutes on
							ON	ON	ON	Bonus setting 8
							OFF	ON	ON	Bonus setting 7
							ON	OFF	ON	Bonus setting 6
							OFF	OFF	ON	Bonus setting 5
							ON	ON	OFF	Bonus setting 4
							OFF	ON	OFF	Bonus setting 3
						ON	OFF	OFF	Bonus setting 2	
						OFF	OFF	OFF	Bonus setting 1	

Note: Those cells highlighted in gray color are factory for DIP switch. Please adjust the volume control to middle (volume well situated).

11-3. Bonus settings

Bonus Setting \ Bonus Mode	Bonus mode
Bonus setting 8	Approx. 1 bonus win in 150 coins (about 147~153 coins)
Bonus setting 7	Approx. 1 bonus win in 100 coins (about 97~103 coins)
Bonus setting 6	Approx. 1 bonus win in 75 coins (about 72~73 coins)
Bonus setting 5	Approx. 1 bonus win in 50 coins (about 47~53 coins)
Bonus setting 4	Approx. 1 bonus win in 30 coins (about 27~33 coins)
Bonus setting 3	Approx. 1 bonus win in 20 coins (about 17~23 coins)
Bonus setting 2	Approx. 1 bonus win in 15 coins (about 12~18 coins)
Bonus setting 1	Approx. 1 bonus win in 10 coins (about 7~13 coins)

11-4. Error code table

Error Code Table		
No.	Code	Significance
1	E1X	Coin insert error on # X
2	E2	Reserved for future (unused in this machine)
3	E3	Chip U12 read/writh error
4	E4X	# X stricken by someone
5	E5	Machine shaken by someone

Note: No further notice/Amendments to the manual will be given in case of any changes to the machine.