

Golden Beanstalk



BORDEN
TECHNOLOGY CORPORATION



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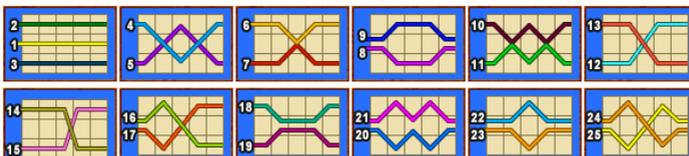


Golden Beanstalk

INTRODUCTION

MAIN GAME

- Golden Beanstalk is a 5-reel and 25-line vertical slot game.
- Player can press BET or MAX BET to bet on selected lines then press START to spin the reels. While spinning, player can press any buttons of STOP1 up to STOP5 to stop a single corresponding reel, or press ALL STOP to stop all reels at once.
- Player wins when 3 or more same symbols lined up continuously from the leftmost to right on the selected paylines.
-  Substitute for all symbols except  ,  ,  and  .
-  Only appear on reels 2 to 4. Any 3 trigger a free game for 15 times.
-  Only appear on reels 2 to 4. Any 3 trigger a bonus game.





MAIN GAME FEATURE I – Tappable Beanstalk

- Tappable Beanstalk feature will be triggered randomly in main game.
- When the reels 2 to 4 filled with  , the  will expand to down below and transform to tappable symbols with prizes. 27 symbols to unwrap at most.





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MAIN GAME FEATURE II – 7 UP

- 7 UP feature will be triggered randomly in main game.
- When player gets score at the first spin, the next free spin will be triggered automatically over and over again until player keeps winning 7 times.
- After total 7 winning spins, player will be rewarded extra 7 free spins. Game over, once player cannot keep winning before reaches 7 winning times.





FREE GAME

- 
 Only appear on reels 2 to 4. Any one or more trigger extra free spins.

	3 Trigger	15 Free spins
	2 Trigger	5 Free spins
	1 Triggers	2 Free spins





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BONUS GAME

-  Only appear on reels 2 to 4. Any 3 trigger a bonus game. 3 bonus games to choose.





BONUS GAME I – Picky Jack

There are four choices each round. Player wins credits after picking beans. If a worm has picked, game over.





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BONUS GAME

BONUS GAME II – Running Jack

Player makes Jack move from left to the right to collect as many diamonds as possible until time is up.





BONUS GAME

BONUS GAME III – Falling Jack

Player makes Jack move from left to the right to collect as many coins as possible until Jack falls on the cloud.





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EMPLOYEE MENU

SYSTEM SETUP

Press EMPLOYEE button to access EMPLOYEE MENU.

EMPLOYEE BOOKKEEPING

UPDATE: Upon update, the current statistics will be added to the previous records.

GRAND PRIZE RECORD

Winnings over 30X of max total bet, the prize type, winnings, total bet and time will be recorded.

The max total bet could be modified in OPERATOR MENU.

LAST 100 GAME RECORD

Saving 100 copies of last game results, including permutation and combination of symbols, values (credit, total win and total bet); and time.

IN/OUT RECORD

The values and time of every operation (such as key in, key out, coin in, pay out, bill in and print out) are recorded.

TEST

BUTTON TEST: Testing whether the functions (buttons, lamps and winning lamp) work.

SOUND TEST: Testing whether all speakers are working well.

TOUCH SCREEN TEST: There are four Touch Screen Model options: EETI/3M/GT/ELO

TOUCH SCREEN TEST

Press 4 circle icons on the screen corners one by one to take the calibration effect. Press START to quit calibration and exit.



OPERATOR MENU

Press OPERATOR button to access OPERATOR MENU.

PASSWORD

There are two different levels of password - LEVEL A and LEVEL B. Different items and authorization are displayed/ restricted by different LEVELS of password.
 Three incorrect password inputs will lock the operator menu for thirty minutes.

PASSWORD AND AUTHORIZATION

○ : OPERABLE - : HIDDEN

LEVEL	1 1 1 1 / LEVEL A		1 2 1 2 / LEVEL B	
	NO	YES	NO	YES
STATISTICS REPORT				
OPERATOR MAIN BOOKKEEPING	○	○	○	○
PRIZES RECORD	○	○	○	○
STATISTICS REPORT	○	○	○	○
GAME SETUP	○	○	○	○
PASSWORD SETUP	○	○	○	○
SYSTEM EVENT RECORD	○	○	○	○
MAIN FUNCTION SETUP (PAGE 1)	○	○	-	-
MAIN FUNCTION SETUP (PAGE 2)	○	○	○	○
GAME INFORMATION	○	○	○	○
CLEAR PREVIOUS AMONUT	○	○	○	○
CLEAR ALL EVENT & STATISTICS(*1)	○	-	-	-
RELOAD DEFAULT(*1)	○	-	-	-

*1 UNDER "STATISTICS REPORT" MODE, ITEMS OF "CLEAR ALL EVENT & STATISTICS" AND "RELOAD DEFAULT" WILL BE HIDDEN.

OPERATOR MAIN BOOKKEEPING

All statistics will be recorded since the very beginning of this game being played.

PRIZES RECORD

Taking count of prizes in main game and free game.



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OPERATOR MENU

STATISTICS REPORT

The values of total in and total out are shown as net amounts.

GAME SETUP

FUNCTION	OPTIONS	DEFAULT
MAX BET PER LINE	5、10、20、30、50、100、200、300	20
MINI BET PER LINE	1、2、3、5、10、20	1
BET SELECTION	1、2、5、10	1
KEY IN	OFF、1、2、5、10、20、25、50、100、150、200、250、300、350、400、500、1000、2000、3000、4000、5000、6000、7000、8000、9000、10000、20000、30000、40000、50000	100
KEY OUT	OFF、1、2、5、10、20、25、50、100、150、200、250、300、350、400、500、1000、2000、3000、4000、5000、6000、7000、8000、9000、10000、20000、30000、40000、50000	100
PAY OUT OPTION	PRINTER、TICKET、HOPPER N.O.、HOPPER N.C.	PRINTER
PAY OUT CONFIRMATION	ON、OFF	OFF
MINIMUM BET TO PLAY	OFF, 2~7500	OFF

(*1) THE ADJUSTABLE VALUES OF "CREDIT LIMIT" WILL BE RESTRICTED BY THE VALUE OF "MAX BET PER LINE".



OPERATOR MENU

PASSWORD SETUP

There are two kinds of password, LEVEL A and LEVEL B, and LEVEL A is superior to B, which is having completed authorization.

LEVEL B:

- *Can only modify the password itself.
- *The default is 1212.
- *The maximum digits are 10.

LEVEL A:

- *Can modify all passwords of any levels.
- *The default is 1111.
- *Will not be reset even reload default.
- *First digit of password cannot be set as 0.
- *The maximum digits are 9.

Please memorize the password you set.

SYSTEM EVENT RECORD

All access logs of OPERATOR MENU and EMPLOYEE MENU are recorded here.

MAIN FUNCTION SETUP

Different items and authorization are displayed/ restricted by different LEVELS of password and mode of "STATISTICS REPORT".

PASSWORD AND AUTHORIZATION

○ : OPERABLE △ : REVIEW ONLY - : HIDDEN

LEVEL	1111 / NIVEL A		1212 / NIVEL B	
STATISTICS REPORT	NO	YES	NO	YES
COIN IN	○	○	-	-
PAY OUT/ PRINT OUT / TICKET	○	○	-	-
BILL IN	○	○	-	-
BILL ACCEPTER MODE	○	○	-	-
SETTING FOR JP1~3 MODE / MAX/ MINI/ ACTIVATE	○	○	-	-
SETTING FOR JP4~5 MODE/ MAX/ MINI/ ACTIVATE	△	△	-	-
TIME	○	○	-	-
GAME TYPE	○	○	-	-
GAME RATE	○	-	-	-
KEY IN METER SETUP	○	○	○	○
KEY OUT METER SETUP	○	○	○	○
COIN IN METER SETUP	○	○	○	○
PAY OUT METER SETUP	○	○	○	○
BILL IN METER SETUP	○	○	○	○
PRINTER METER SETUP	○	○	○	○
TICKET METER SETUP	○	○	○	○



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OPERATOR MENU

2. PARAMETER

FUNCTION	OPTIONS	DEFAULT
COIN IN	OFF、1、2、5、10、20、25、30、40、50、100、200、250、300、400、500、1000、2000、3000	100
PAY OUT	OFF、1、2、5、10、20、25、30、40、50、100、200、250、300、400、500、1000、2000、3000	100
PRINT OUT	OFF、1、10、50、100、150、200、250、300、350、400、500、1000、2000、3000、4000、5000、6000、7000、8000、9000、10000、20000、30000、40000、50000	100
TICKET	OFF、1、2、5、10、20、25、30、40、50、100、200、250、300、400、500、1000、2000、3000	100
BILL IN (PULSE)	OFF、1、2、5、10、20、25、50、100、200、500、1000、2000、50000、100000	100
BILL IN (SERIAL)	0.01、0.10、1、4、5、10、20、25、50、100	0.10
BILL ACCEPTER MODE	PULSE、SERIAL-ICT、SERIAL-JCM、SSP	PULSE
AUTO TICKET	ON、OFF	OFF
GAME TICKET	CONTINUOUS、1、2、3、4、5、8、10	CONTINUOUS
SCORE BOX	ON、OFF、10X	OFF
PLAY SCORE	ON、OFF	OFF
SETTING FOR JP MODE/ MAX/ MINI/ ACTIVATE	MODE: RANDOM、PROG、FIXED ACTIVATE: ENABLE、DISABLE MAX(MIN): 500(380)、1000(760)、2000(1520)、3000(2280)、4000(3040)、5000(3800)、6000(4550)、7000(5300)、8000(6050)、9000(6850)、10000(7600)、20000(15200)、40000(30400)、60000(45500)、80000(60500)、100000(76000)、150000(114000)、200000(152000)、250000(190000)、300000(228500)、350000(266500)、400000(304500)、450000(342500)、500000(380500)、550000(419000)、600000(457000)、650000(495000)、700000(533000)、750000(571000)、800000(609500)、850000(647500)、900000(685500)、950000(723500)、1000000(760000)、1100000(835000)、1200000(910000)、1300000(990000)、1400000(1065000)、1500000(1140000)、1600000(1215000)、1700000(1295000)、1800000(1370000)、1900000(1445000)、2000000(1520000)、2100000(1595000)、2200000(1675000)、2300000(1750000)、2400000(1825000)、2500000(1900000)、2600000(1980000)、2700000(2055000)、2800000(2130000)、2900000(2205000)、3000000(2285000)	JP1: PROG./ 10000/ 7600/ ENABLE JP2: PROG./ 6000/ 4550/ ENABLE JP3: PROG./ 4000/ 3040/ ENABLE



OPERATOR MENU

GAME TYPE	SMALL VOLATILITY \ BIG VOLATILITY	SMALL VOLATILITY
GAME RATE	92 \ 92.5 \ 93 \ 93.5 \ 94 \ 95 \ 96 \ 97	95
KEY IN METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
KEY OUT METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
COIN IN METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
PAY OUT METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
BILL IN METER SETUP (pulse)	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
BILL IN METER SETUP (serial)	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
PRINTER METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1
TICKET METER SETUP	OFF \ 1 \ 2 \ 4 \ 5 \ 10 \ 20 \ 25 \ 50 \ 100 \ 200 \ 250 \ 300 \ 400 \ 500 \ 1000 \ 2000 \ 3000	1

GAME INFORMATION

Summarization of most used game statistics and settings.

CLEAR PREVIOUS AMOUNT

Clear the statistics recorded in EMPLOYEE BOOKKEEPING/ PREVIOUS AMOUNT.

CLEAR ALL EVENT & STATISTICS (LEVEL A)

Clear all statistics and records of this game.

RELOAD DEFAULT (LEVEL A)

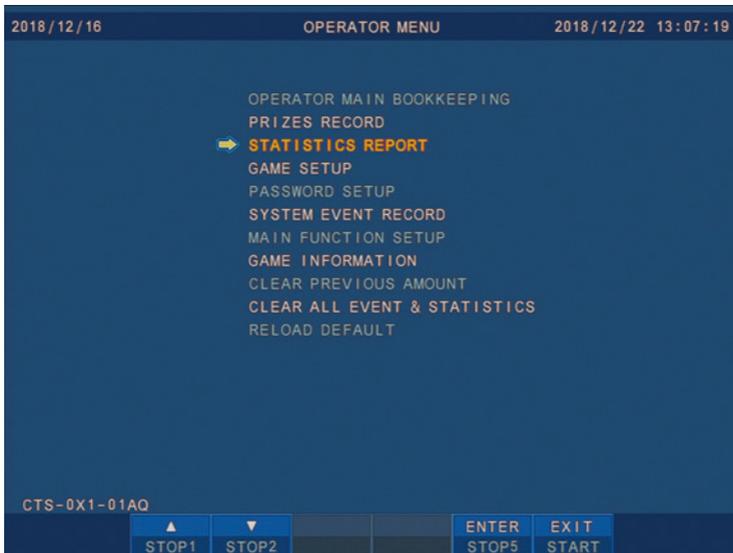
Clear all statistics and records, and reset all setting to defaults.



DISCLAIMER STATEMENT

This product can be used for report statistics. Please change LEVEL A password firstly and note it down. Do not disclose the LEVEL A password to any third parties. We shall not be liable for any damages caused by password disclosure.

STEPS OF STATISTICS REPORT



1. Enter Operator Menu. Choose "STATISTICS REPORT" in OPERATOR MENU.



STEPS OF STATISTICS REPORT

2018/12/16 STATISTICS REPORT 2018/12/22 13:07:51

TOTAL IN	0
TOTAL OUT	0
PROFIT	0
RANDOM A	47534768

1	2	3
4	5	6
7	8	9
←	0	→
OK		

CTS-0X1-01AQ_JFF

▲	▼	REPORT	ENTER	EXIT
STOP1	STOP2	STOP4	STOP5	START

2. In the “Statistics Report“ page, press STOP 4 for 3 seconds to show the current statistics
 *Every data of statistics report is individual.

CTD-001-01AQL

FUNCTION: REPORT GAME RATE

TOTAL IN:

TOTAL OUT:

RANDOM CODE:

GM CODE:

TIME LIMIT:

MAIN GAME RATE:

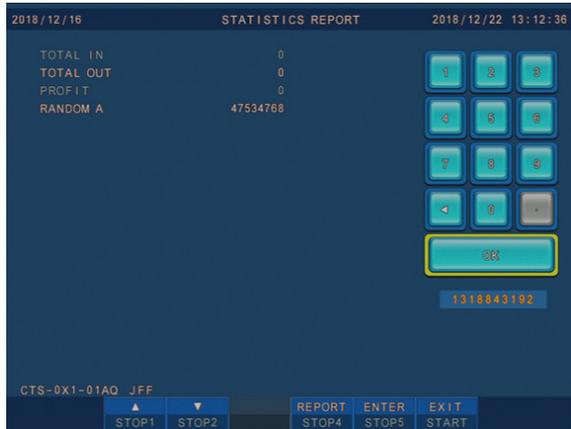
START **RESET**

CODE: 1318843192

3. Using decoding program to decode.
- (1) Fill out all columns referring to “Statistics Report” page.
 - (2) Choose a period of limitation of reporting statistics (7days, 10days, 15days, 20days, 25days,30days, 35days, 40days, 45days, 90days, 180days, no limit).
 - (3) Choose a game rate. If no need to change, choose “No Change”.
 - (4) Click START to come out an authority code.



STEPS OF STATISTICS REPORT



5. Input this authority code to “Statistics Report” page, and then press OK.



6. A message- “COMPLETED” will show up if the input is correct, and then the system will start counting down to the remaining time of system lock. Please report again before the end of time to avoid system lock.

*If the input was incorrect for 5 times, the random code will be updated, and the user needs to get a new authorization code to report.



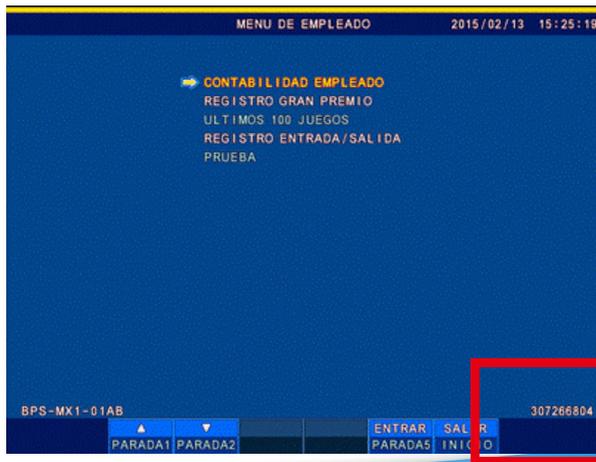
ERROR MESSAGE

If an error message appears, please follow the instructions below to remove.

MESSAGE	REMOVE THE MESSAGE
COIN JAM	Clear coin acceptor and press EMPLOYEE KEY to remove the message.
MBLK	Please contact the distributor.
CREDIT LIMIT	The maximum limit of credits amount is exceeded. Press KEY OUT to remove the message.
SRAM	If unexpected system problems occurred, please return this game board to the manufacture for inspection and repair.
HOPPER ERROR	Refill coins or make sure the hopper is under normal situation, then press KEY OUT to remove the message.
TIME ERROR	Replace the battery for a new one while the board is powering on, then reboot.

FORGOT PASSWORD

Please contact the manufacturer and provide the code in the bottom right corner of the EMPLOYEE MENU (in the red box) to get a TEMPORARY CODE. This temporary code will be invalid after logging in and out.





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10 BUTTONS DIAGRAM

WIRING DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
SPEAKER L (+)	2	SPEAKER L (-)
SPEAKER R (+)	3	SPEAKER R (-)
[STOP1] SW	4	
[STOP2] / [LINE] SW	5	
[STOP3] SW	6	
[STOP4] SW	7	
	8	
[START] / [STOP] / [TKAE WIN] SW	9	
[STOP5] / [BET] SW	10	
[AUTO] SW	11	
[MAX BET] SW	12	
[INFO] SW	13	
PRINTER ERROR_OUT	14	
PRINTER TICKET OUT	15	
	16	
	17	
COIN IN SW	18	KEY IN SW
	19	BILL ACCEPTER 1
EMPLOYEE SW	20	OPERATOR SW
PAY OUT SW	21	KEY OUT SW
	22	HOPPER SW
HOPPER INHIBIT	23	BILL INHIBIT
KEY IN COUNTER	24	JP LAMP
BILL COUNTER	25	ERROR LAMP
COIN IN COUNTER	26	PRINTER COUNTER
PAY OUT COUNTER	27	WIN LAMP 1
KEY OUT COUNTER	28	WIN LAMP 2
[START] / [STOP] / [TAKE WIN] LAMP	29	[STOP 1] LAMP
[STOP5] LAMP	30	[STOP 2] LAMP
[AUTO] LAMP	31	[STOP 3] LAMP
[MAX BET] LAMP	32	[STOP 4] LAMP
[INFO] LAMP	33	PAY OUT LAMP
HOPPER SSR	34	PRINTER PAYOUT Trigger
NC	35	NC
GND	36	GND



DIP SWITCH 4 - ON - 6 BUTTONS DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
SPEAKER L (+)	2	SPEAKER L (-)
SPEAKER R (+)	3	SPEAKER R (-)
	4	
	5	
	6	
TICKET OUT SW	7	
TICKET NOTCH	8	
ALL STOP / START / TAKE SCORE SW	9	
STOP3 / INFO SW	10	
STOP5 / BET SW	11	
STOP4 / MAX BET SW	12	
STOP2 / LINE SW	13	
PRINTER ERROR_OUT	14	
PRINTER TICKET_OUT	15	
STOP1 / AUTO SW	16	
	17	
COIN IN SW	18	BILL IN
	19	KEY IN SW
ACCOUNT SW	20	SET UP SW
PAY OUT SW	21	KEY OUT SW
	22	HOPPER SW
COIN IN METER	23	BILL INHIBIT
NOTE IN METER	24	HOPPER SSR
KEY IN METER	25	ERROR LAMP
HOPPER INHIBIT	26	PRINTER METER
PAY OUT METER - COIN OUT	27	WIN LAMP 1
KEY OUT METER	28	WIN LAMP 2
ALL STOP / START / TAKE SCORE LAMP	29	JP LAMP
STOP3 / INFO LAMP	30	PAY OUT METER - TICKET
STOP5 / BET LAMP	31	
STOP4 / MAX BET LAMP	32	PRINTER PAYOUT Trigger
STOP2 / LINE LAMP	33	PAY OUT LAMP
STOP1 / AUTO LAMP	34	TICKET SSR
NC	35	NC
GND	36	GND



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DIAGRAMA

Warning! SPEAKER R and SPEAKER L can't be connected to the same GROUND (GND).

COMPONENT SIDE	10PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
NC	6	NC
HOPPER SSR	7	HOPPER SSR
NC	8	NC
GND	9	GND
GND	10	GND



CONTROL PANEL

CONTROL PANEL- 10 BUTTONS



CONTROL PANEL- 6 BUTTONS





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PCB



Golden Beanstalk

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