INTRODUCTION

SYSTEM SETUP

MESSAGE SOLUTION

DIAGRAM AND PCB

SKS-001-01AQ

- SKILL SUPREME is a 3 in 1 Nudge multigame.

TARZAN

GAME RULES

- Press ⊟ or ⊞ to adjust your play.
- Press (START) to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
- only appears in MAIN GAME.
- on pay line triggers BOUNS GAME.

Main Game Feature

- There will be a stacked [WILD] , a [WILD] symbol, a [X2 WILD] symbol, a [X3 WILD] symbol, or a [X5 WILD] symbol when Tarzan comes out.

BONUS GAME

- Player has opportunity to win Score or Free Game Times once volcano erupts triggering scattered bonus or a stacked bonus.
- Player doesn't needs to RAISE or LOWER the symbols in bonus game.
- Bonus game end when spin times become zero.

HOW TO WIN GRAND PRIZE

- When symbol appears on the reels player will win GRAND PRIZE .

LINE CHART

GENIE

GAME RULES

- Press ⊖ or ⊕ to adjust your play.
- Press (START) to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.

- 🔥🔥🔥 align on the pay line will trigger FEATURE GAME
- These feature games include FREE GAME, BIG SYMBOL RESPIN and GRAND PRIZE.
- The feature game ends when FREE GAME, spin time to zero, and BIG SYMBOL RESPIN ends.

FREE GAME

- When entering FREE GAME, player win 5 times free spin.
- Player doesn't needs to RAISE or LOWER the symbols in free game,
- Free game end when spin times become zero.

BIG SYMBOL SPIN

- When entering BIG SYMBOL SPIN, the big symbols will spin automatically.
- IN BIG SYMBOL SPIN, the win line will include line 2 and line 3.

HOW TO WIN GRAND PRIZE

- When symbol appears on the reels player will win GRAND PRIZE .

LINE CHART

THE LOST TREASURE

- Press ⬛ or ➕ to adjust your play.
- Press (START) to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
- 🏛️ can substitute for all symbols except 🔵 , 🟢 or 💎 .
- 🏛️ only appears in main game and free game on reel 1 and 3.
- 🔵 only appears in main game and free game.
- 🟢 only appears in main game and bonus game.

Main Game Feature

- may change to , or .
- Re-spin feature will be triggered randomly.

Free Game

- When symbols meet on pay line, FREE GAME will be triggered.
- After entering FREE GAME, player wins 9 times free spin.
- Player doesn't needs to RAISE or LOWER the symbols in free game,
- Free game end when spin times become zero.

Free Game Feature

- When pyramid shows in free game, there will be stacked WILD on 1st and 3rd row.

Bonus Game

- When ⬛⬛⬛ symbols meet on pay line, BONUS GAME will be triggered.
- Before start the 6 free spins in bonus game, player can select ⬛⬛⬛ symbols from the pyramid to win corresponding reward.
- When there is a ⬛ symbol appears in bonus game, player can select ⬛ symbol from the pyramid to win corresponding reward. If there are ⬛⬛ symbols, player can select two…and so on.
- Bonus game ends when free spin times reset to zero or player wins all ⬛ reward.

HOW TO WIN GRAND PRIZE

- When symbol appears on the reels player will win GRAND PRIZE.

LINE CHART

GAME SETUP

FUNCTION	OPTION	DEFAULT
MAX PLAY	200、250、300、400、500	500
MINI PLAY	25、50、100、150、200	25
MINI PLAY FOR GRAND PRIZE	25、50、100、150、200	100
MAX GRAND PRIZE	$3000~$5000	$5000
MINI GRAND PRIZE	$500~$3000	$1200
SYSTEM LIMIT	OFF、ON	ON
BILL ACCEPTOR MODE	PULSE, ICTPA7 RS232	PULSE
PAY OUT OPTION	PULSE, PYRAMID PRINTER, ICT PRINTER, DISPENSER	PULSE
DISPLAY	DOLLAR, CREDIT	DOLLAR
SCORE BOX	OFF, ON	OFF
PLAY SCORE	OFF, ON	ON
HAND COUNT	OFF, ON	OFF
TIME OUT	OFF, 15, 20, 30, 60s	OFF
TIME	YYYY/MM/DD 00:00	-
VOLUME	GAME: 0~4, DEMO: 0~4	GAME: 4, DEMO: 4
GAME RATE	EASY, MIDDLE, HARD	MIDDLE

EMPLOYEE MENU

BOOKKEEPING
UPDATE: While update the statistics, the current statistics will add into pre.
GRAND PRIZE RECORD
Recording when player wins over total bet x30/max denomination.
LAST 100 GAME RECORD
Recording the last 100 games including game result, credit, total win, total play, and time.
IN/OUT RECORD
Recording the timestemp of key in, key out, coin in, coin out, bill in.
TEST
BUTTON TEST: Testing all buttons, key function and all lamps. SOUND TEST: Test amplifier. TOUCH SCREEN TEST: Four option of touch screen [EETI/3M/GT/LEO]. Press the points on the screen and leave by touching the banner in the middle of the screen which will finish the calibration.

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 10.
Please memorize the password you set.

SYSTEM EVENT RECORD

All access logs are recorded here.

PASSWORD AND AUTHORIZATION
O : OPERABLE / △ : REVIEW ONLY / - : HIDDEN

LEVEL	1111 / LEVEL A		1212 / LEVEL B	
SATISTICS REPORT	NO	YES	NO	YES
SETTING FOR PLAY LEVEL	O	O	-	-
SETTING FOR GRAND PRIZE ACTIVATE	O	O	-	-
SETTING BILL ACCEPTOR MODE	O	O	-	-
SETTING PAY OUT OPTION	O	O	-	-
DISPLAY	O	O	-	-
SETTING SCORE FUNCTION	O	O	-	-
HAND COUNT SETTING	O	O	-	-
TIME OUT SETTING	O	O	-	-
TIME SETTING	O	O	-	-
GAME RATE	O	O	-	-

MESSAGE SOLUTION ERROR MESSAGE

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

MESSAGE	REMOVE THE MESSAGE
SYSTEM 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.

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.

DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GND
AUDIO OUT L	2	AUDIO GND
AUDIO OUT R	3	AUDIO GND
	4	
	5	
	6	
TICKET OUT BTN	7	
TICKET NOTCH	8	
ALL STOP / START / BTN	9	
STOP3 / HELP / BLUE BTN	10	
STOP5 / PLAY BTN	11	
STOP4 / TAKE SCORE BTN	12	
STOP2 / DOUBLE / LINE BTN	13	N/A For A808s
	14	N/A For A808s
	15	N/A For A808s
STOP1 / AUTO / RED BTN	16	N/A For A808s
	17	N/A For A808s
COIN IN	18	NOTE IN
FRONT DOOR BTN	19	
EMPLOYEE BTN	20	OPERATOR BTN
COLLECT BTN	21	CLEAR BTN
N/A For A808s	22	HOPPER SWITCH
COIN IN METER	23	
NOTE IN METER	24	HOPPER SSR
	25	
	26	
PAY OUT METER(COIN OUT TICKET)	27	
CLEAR METER	28	
ALL STOP / START LAMP	29	
STOP3 / HELP / BLUE LAMP	30	Coin Jam LAMP
STOP5 / PLAY LAMP	31	
STOP4 / TAKE SCORE LAMP	32	
STOP2 / DOUBLE / LINE LAMP	33	
STOP1 / RED LAMP	34	TICKET SSR
NC	35	NC
GND	36	GND

DIAGRAM

COMPONENT SIDE	36PIN	SOLDER SIDE
GND	1	GGND
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

PCB

I /O 20 PIN

I /O 72 PIN

VOLUME ADJUSTMENT

CONNECTOR FOR UPPER SCREEN

RS232 FOR BILL ACCEPTOR

RS232 FOR TOUCH PANEL

USB

LAN

D

RS232

C

B

RS232

A

2

VGA

1

RS232 FOR PRINTER

CONNECTOR FOR MAIN SCREEN

SKILL SUPREME

BORDEN
TECHNOLOGY CORPORATION

BORDEN

Game development and manufacturing

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