

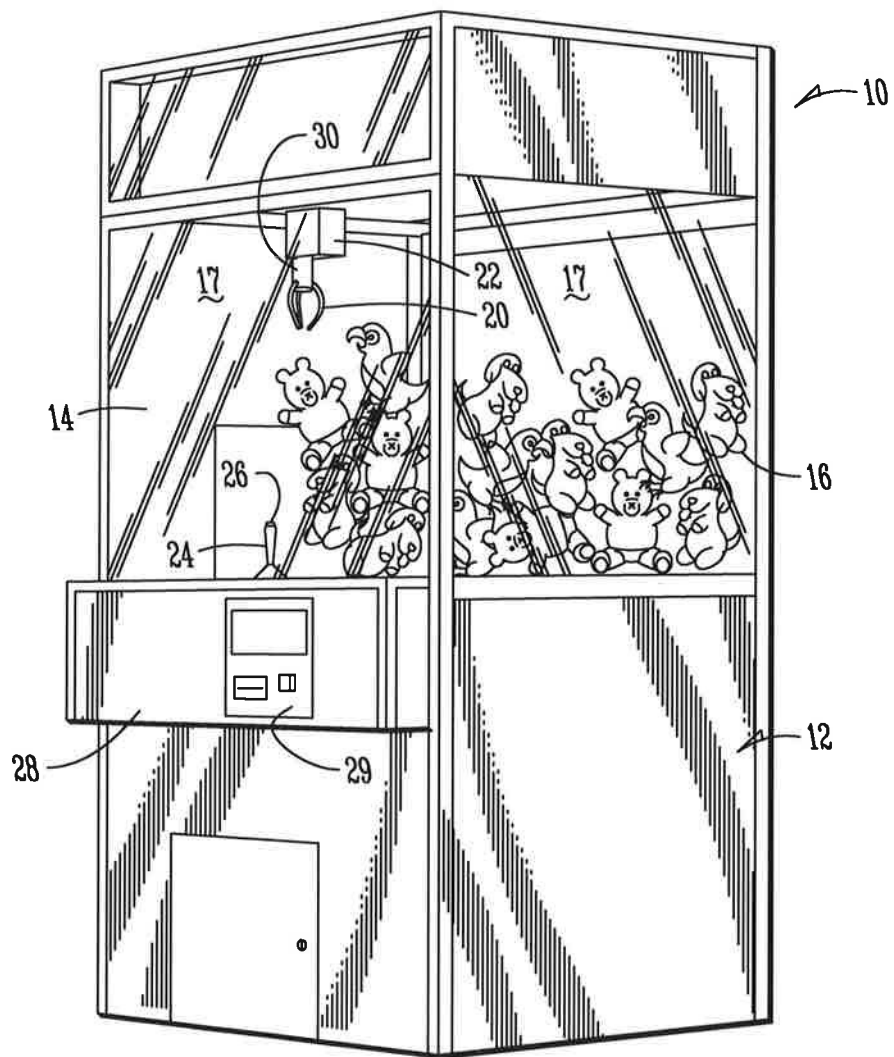


FIG. 1

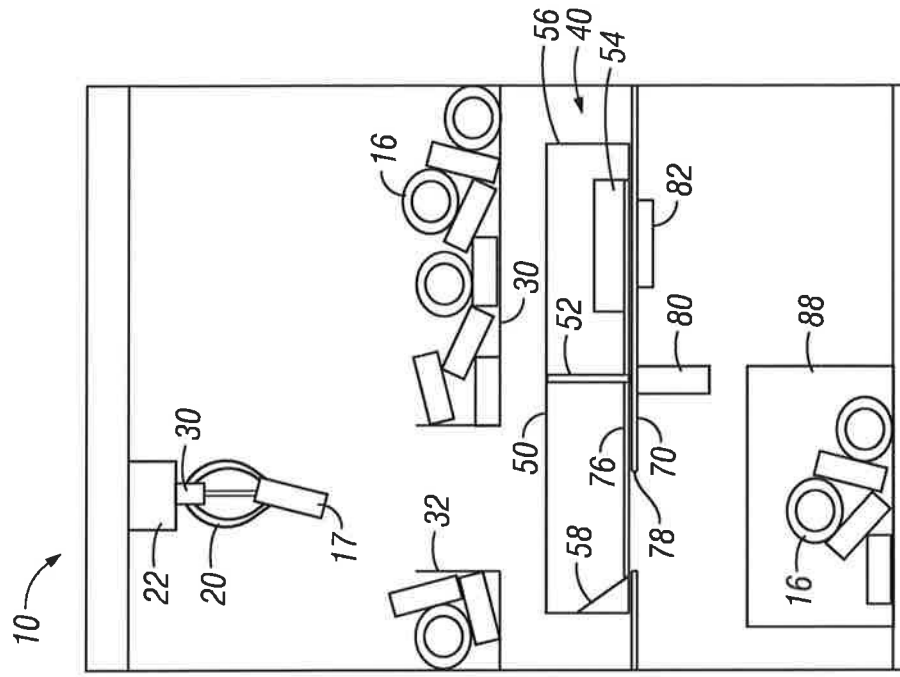


FIG. 2

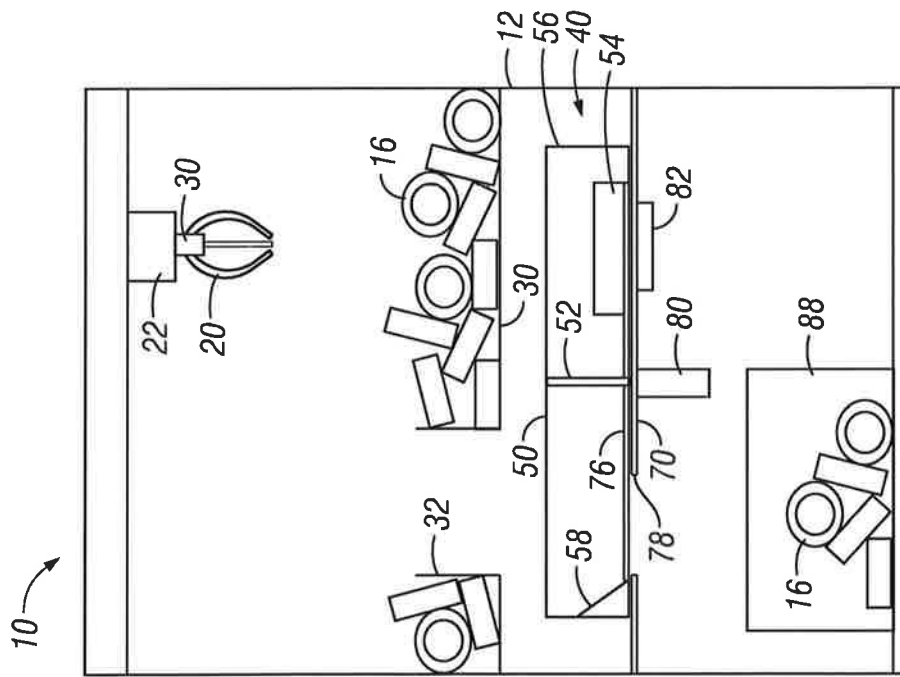


FIG. 3

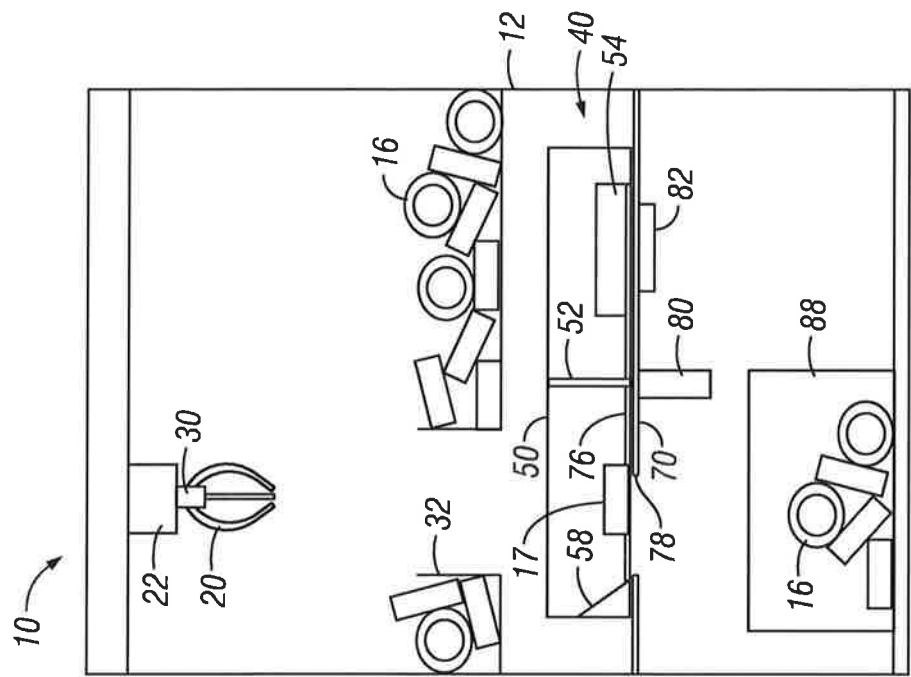


FIG. 4

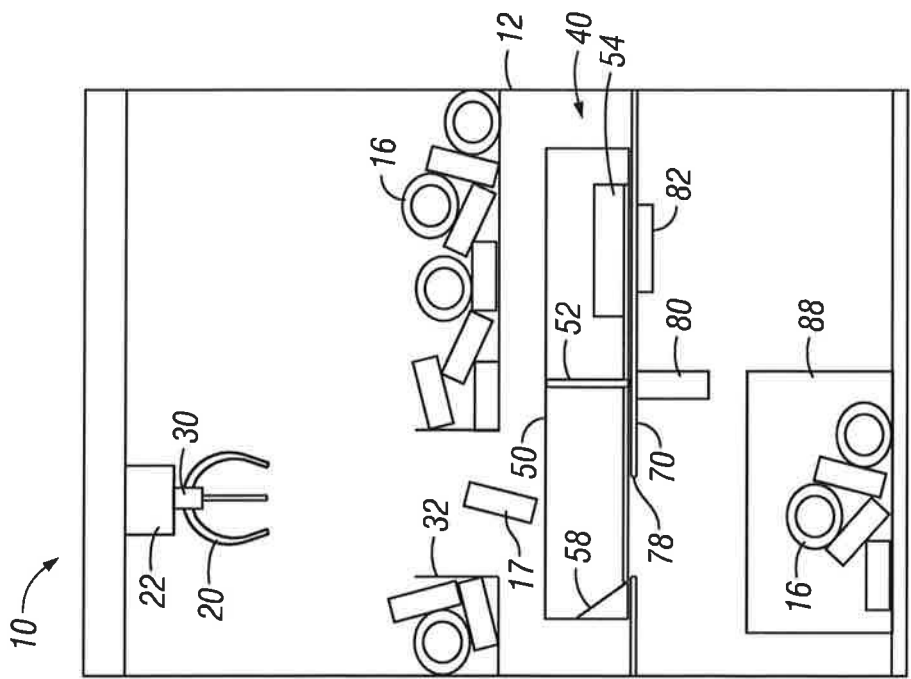


FIG. 5

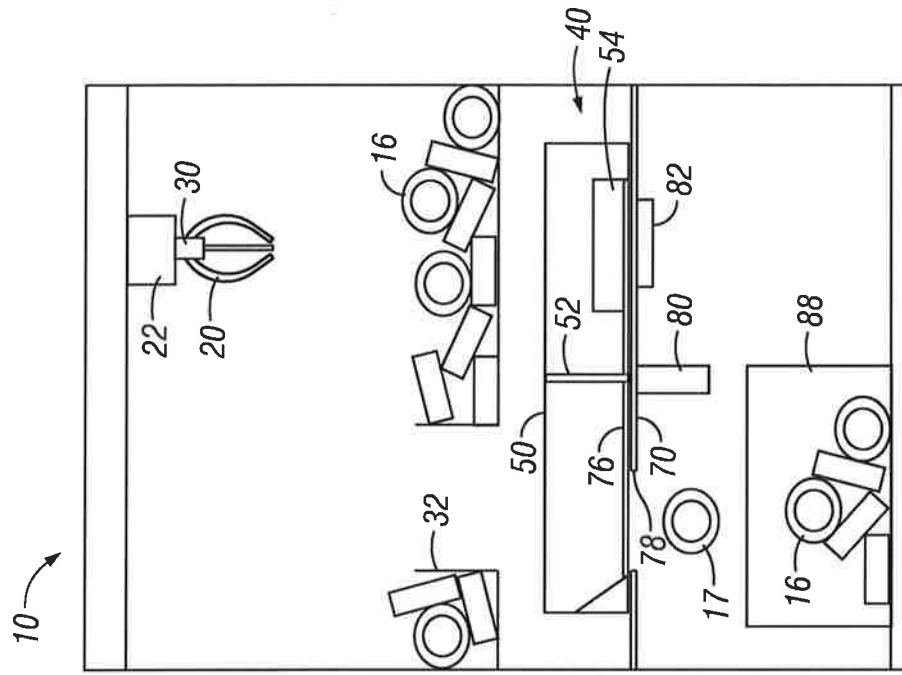


FIG. 6

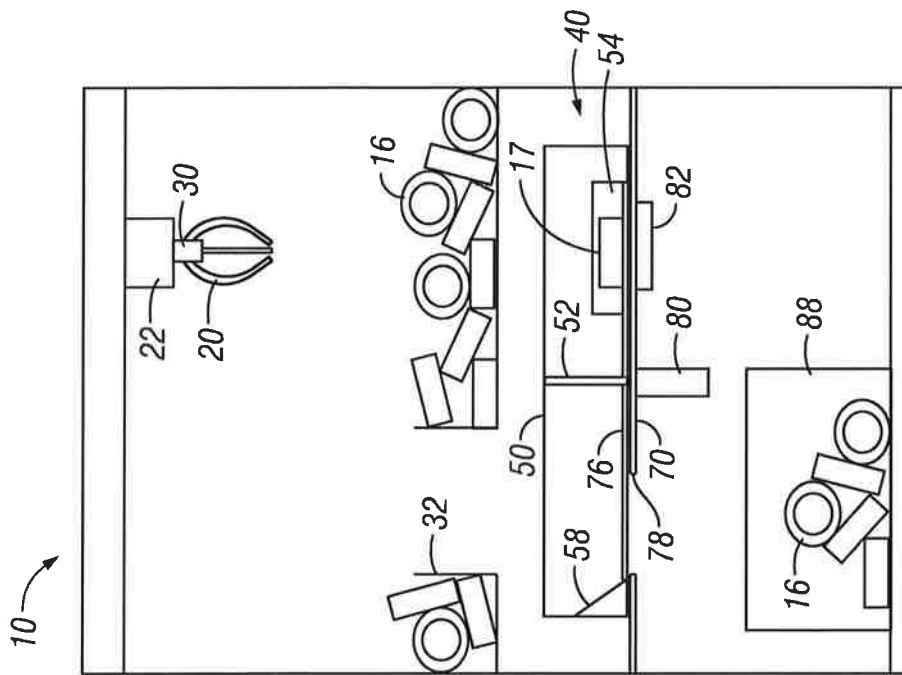


FIG. 7

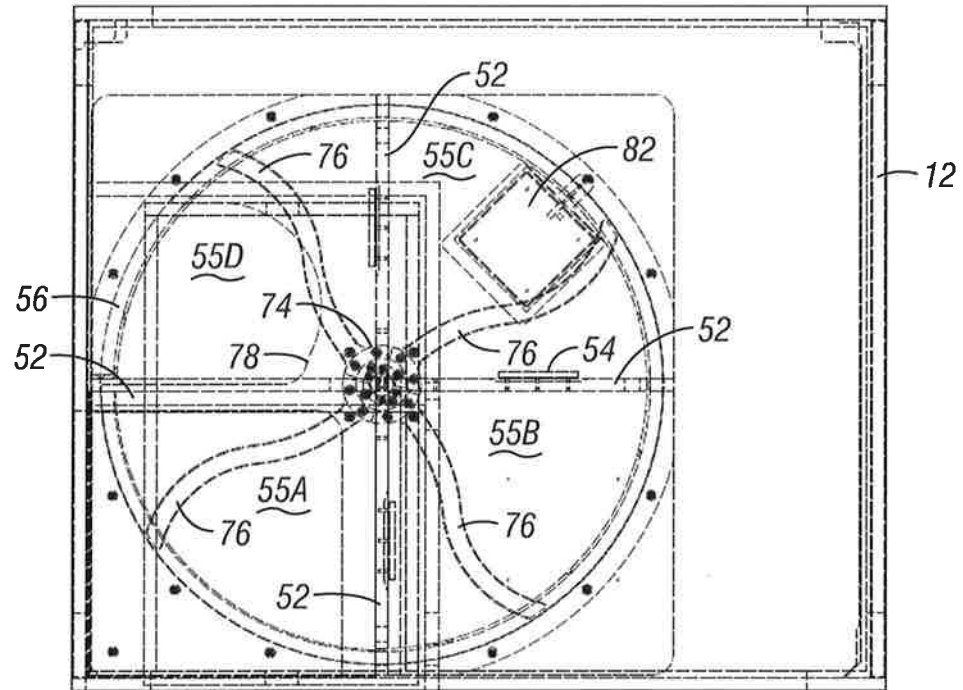


FIG. 8



FIG. 9

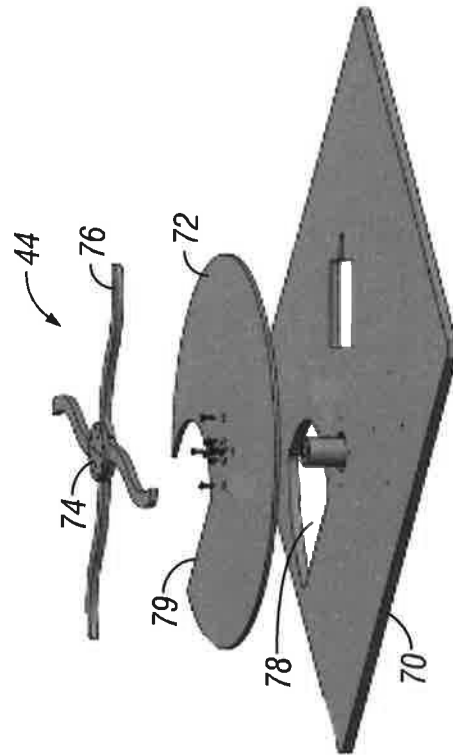


FIG. 10

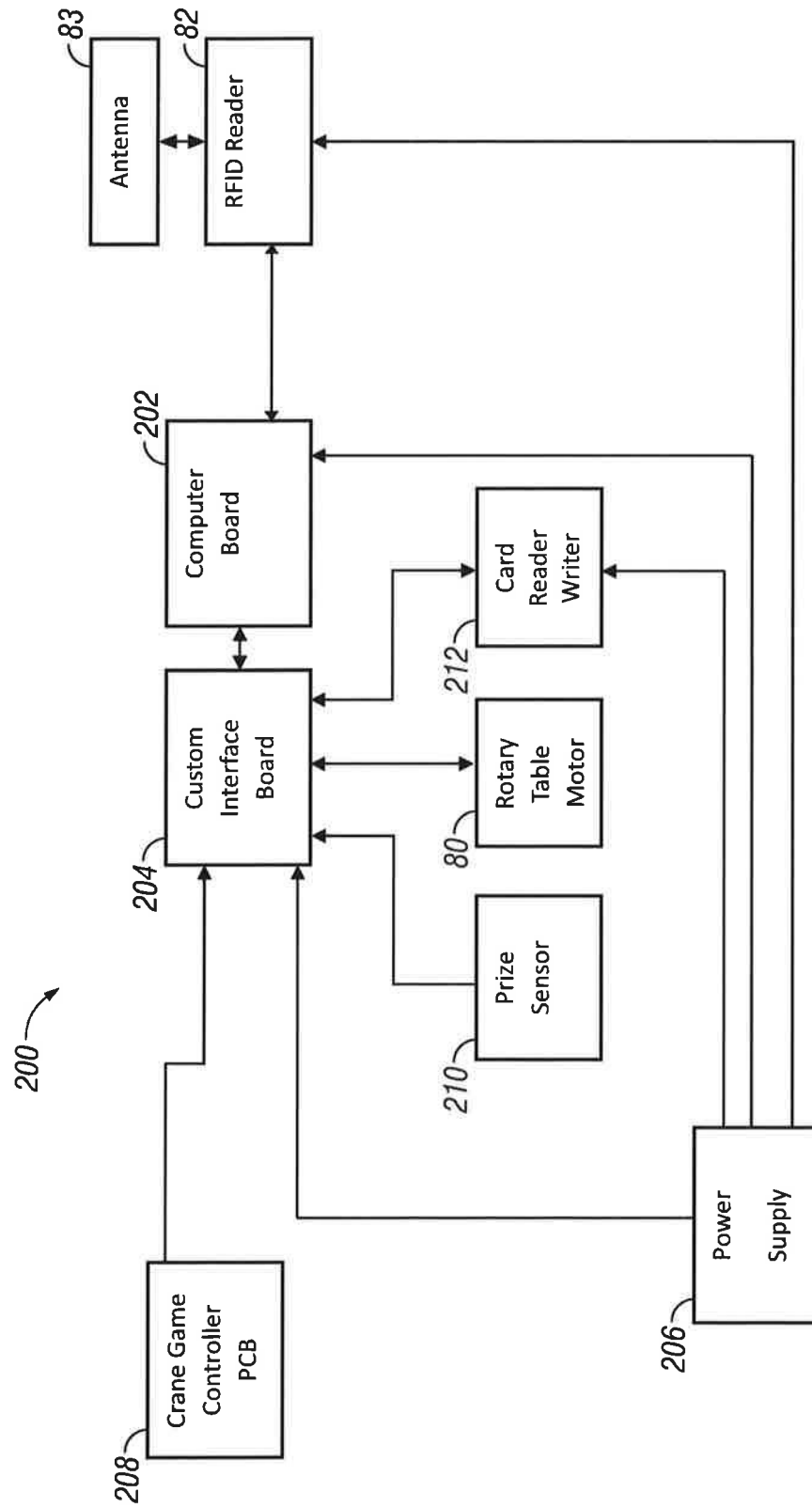


FIG. 11

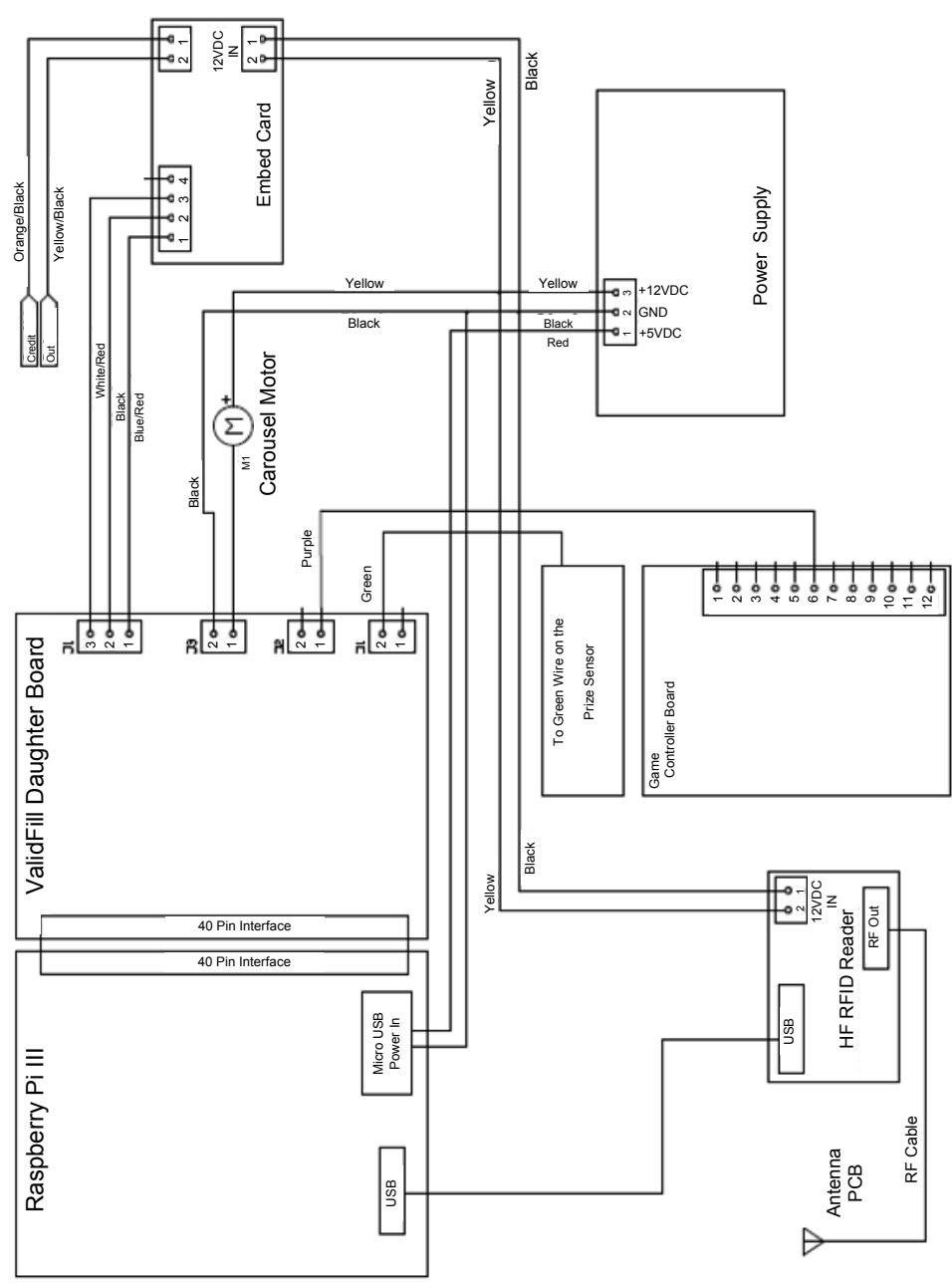


FIG. 12

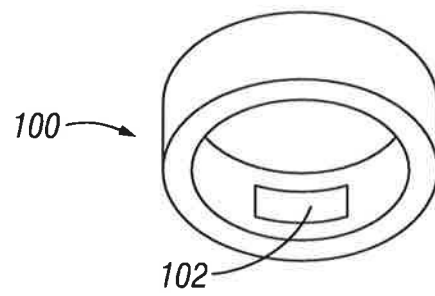


FIG. 13



Fig. 14

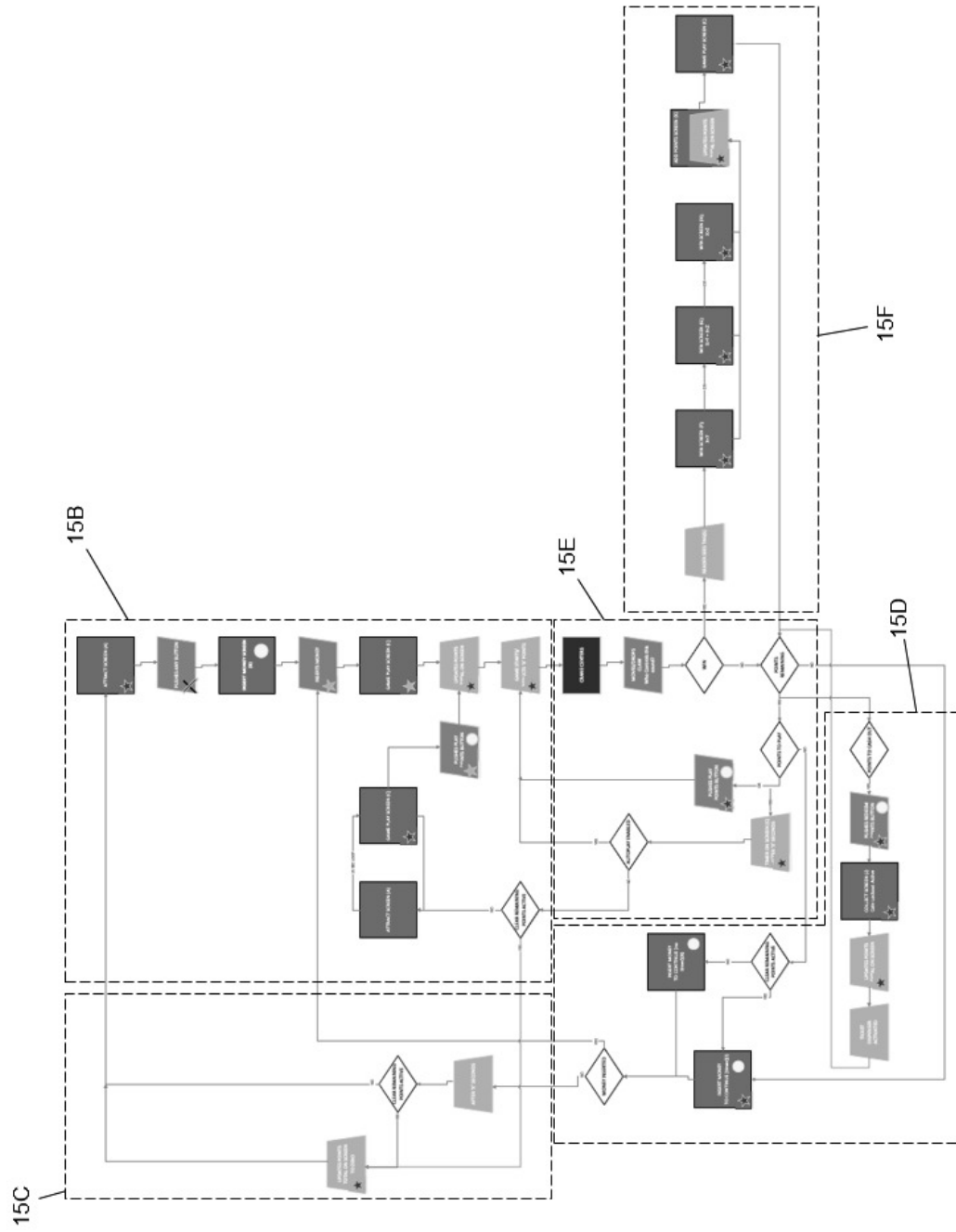
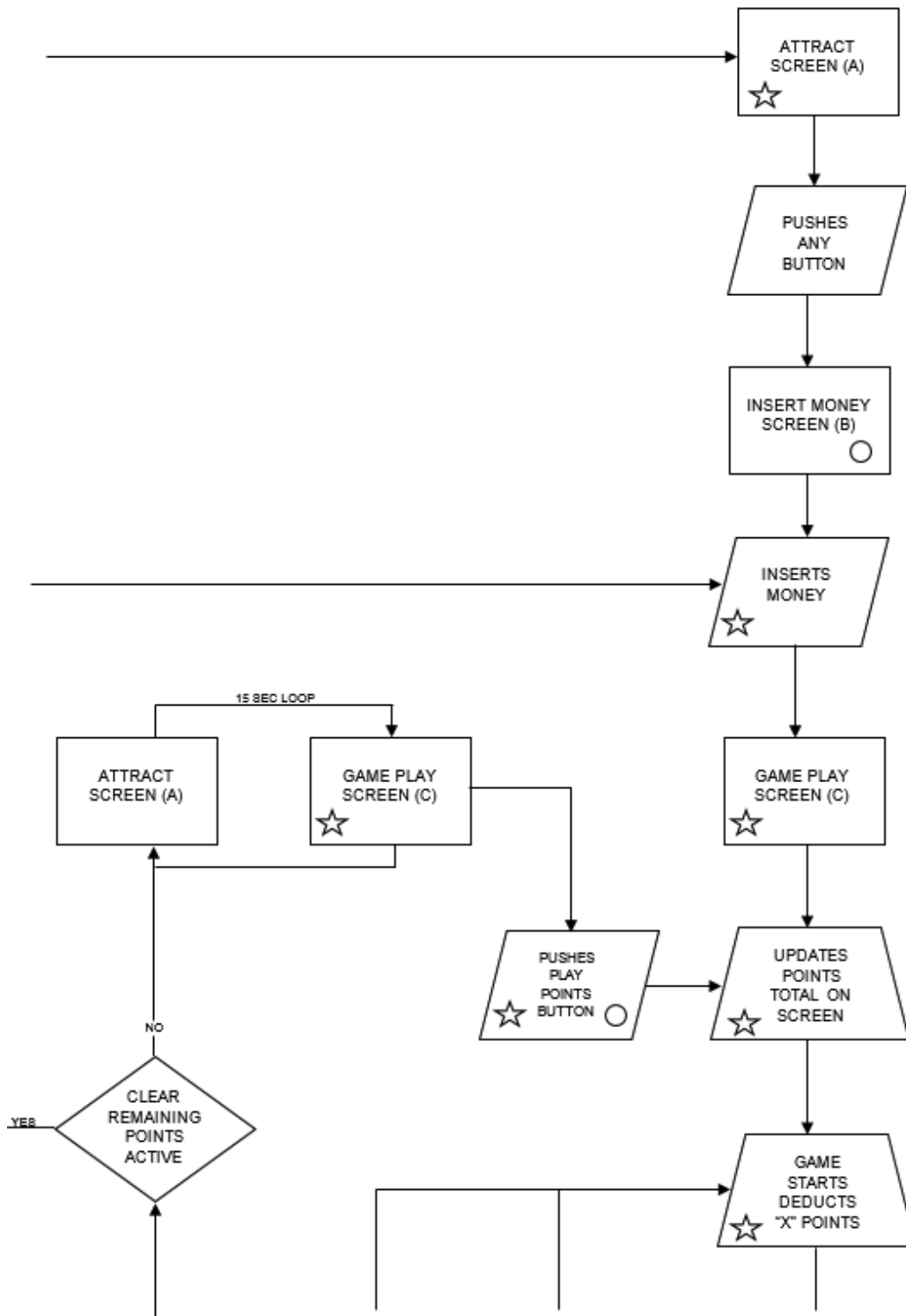
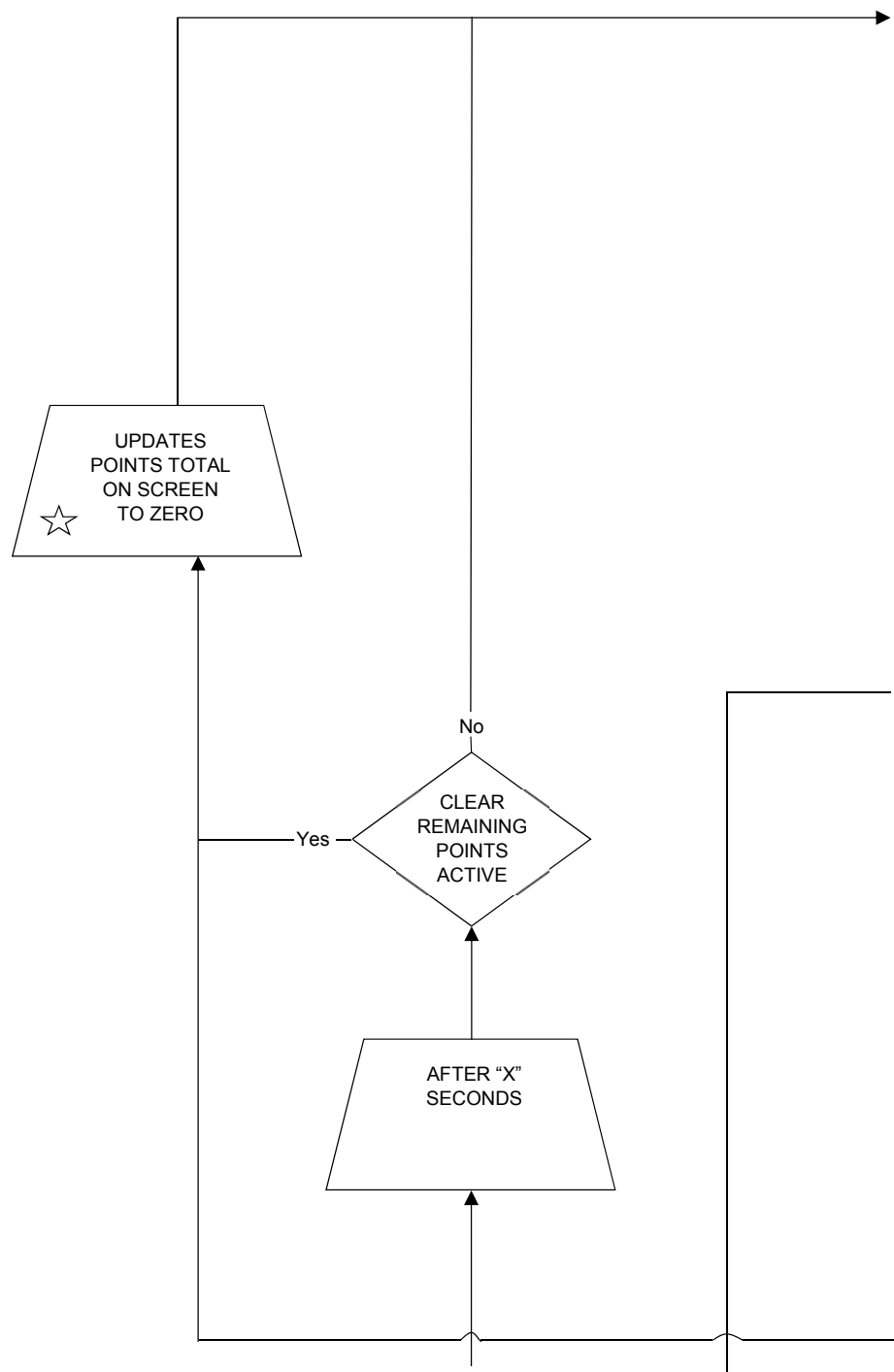
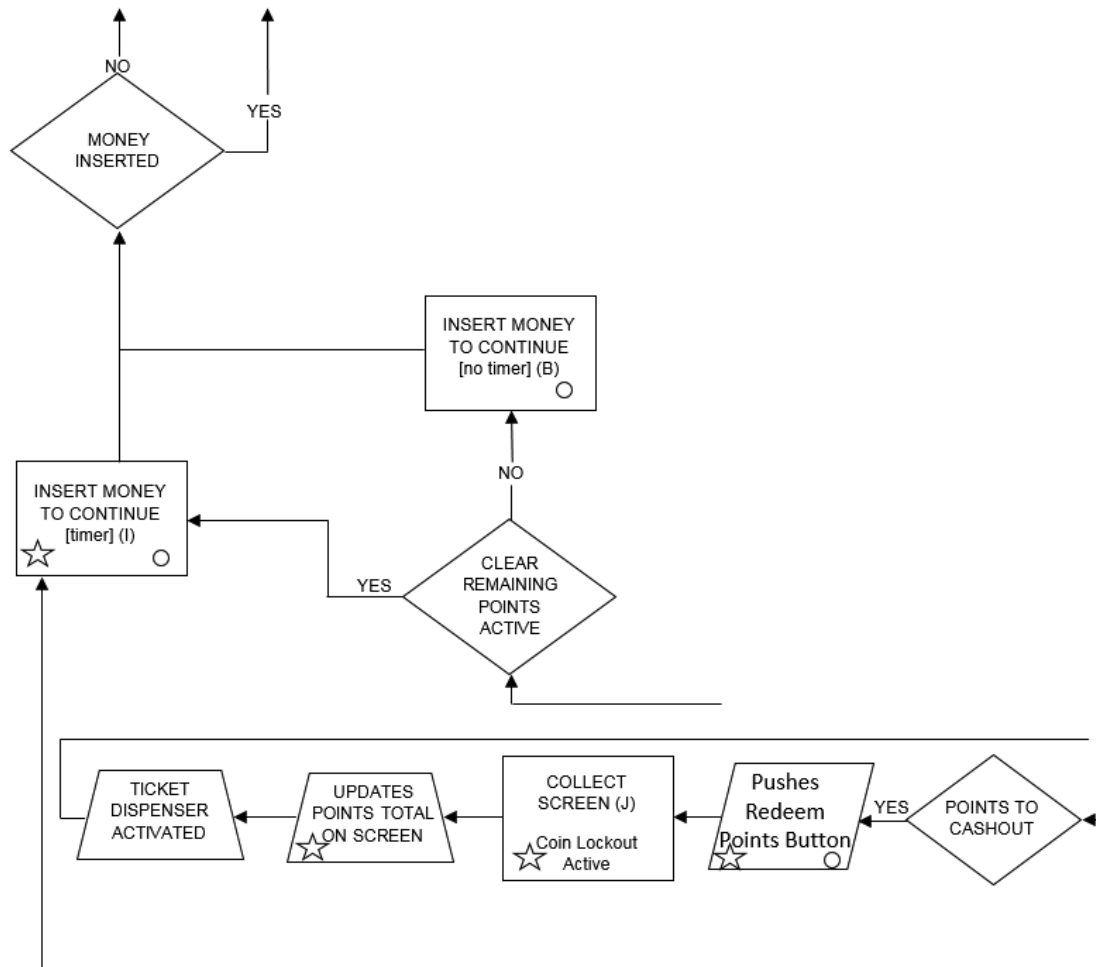
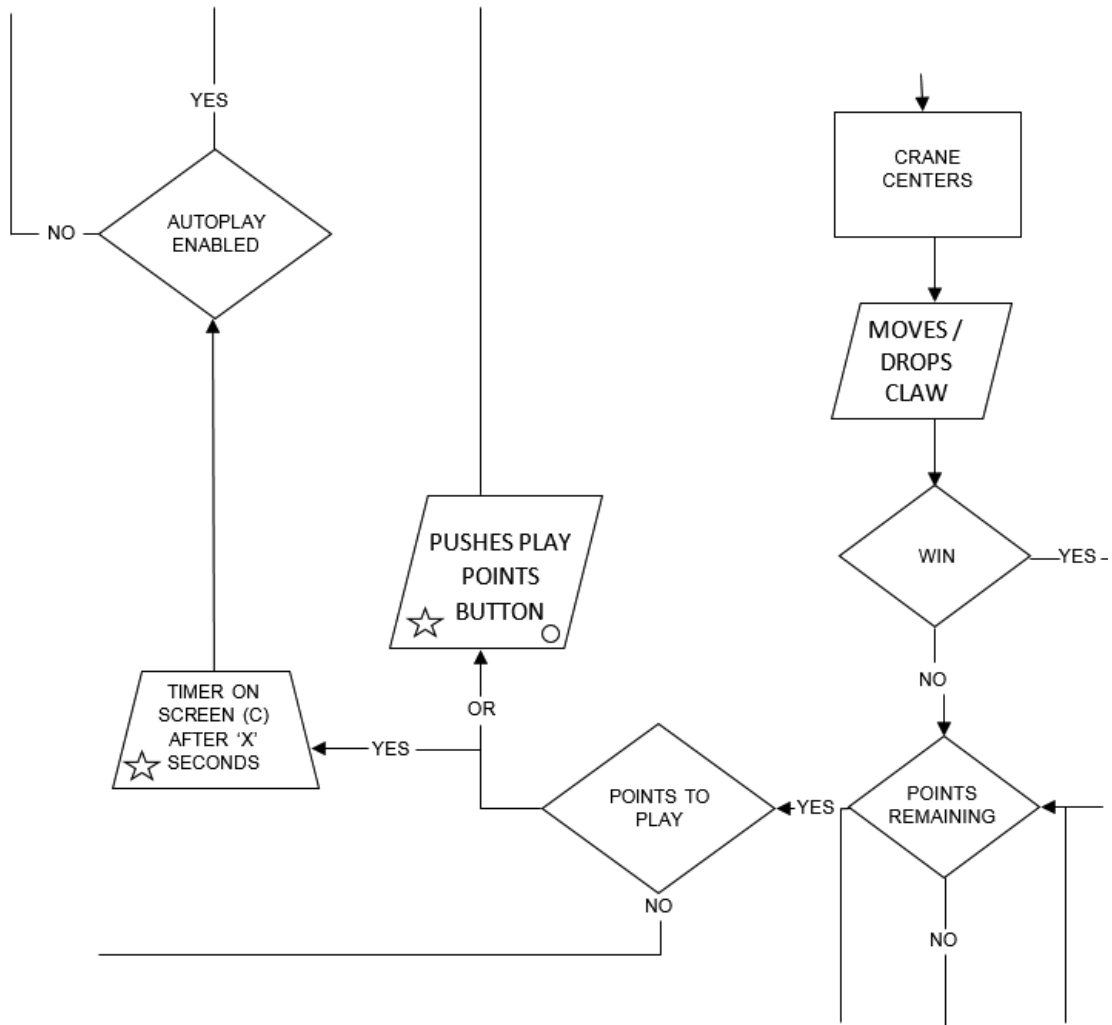


Fig. 15A

**Fig. 15B**

**Fig. 15C**

**Fig. 15D**

**Fig. 15E**

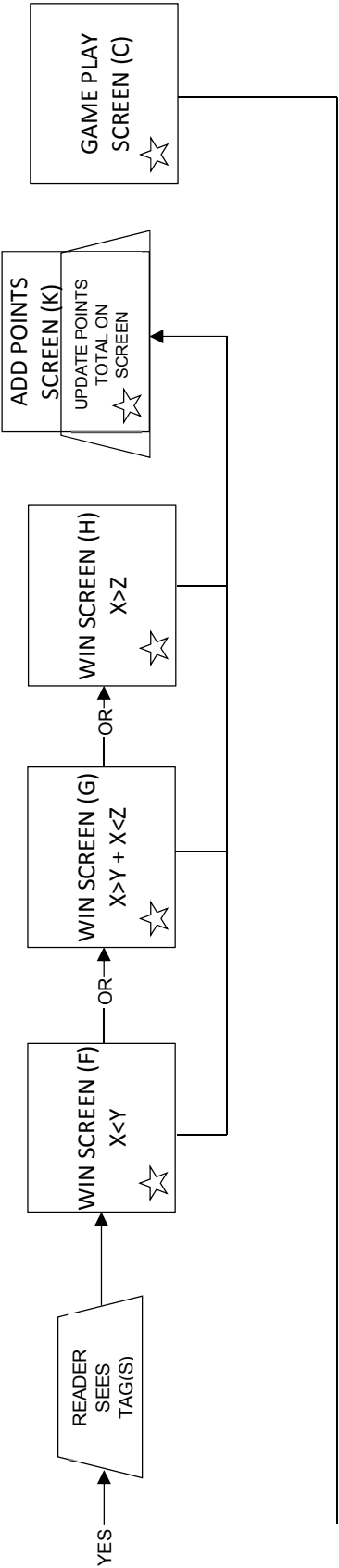


Fig. 15F

1 PLAYER WON
80000
player points recently



Fig. 16

ADD CURRENCY TO PLAY



Fig. 17

ADD CURRENCY TO CONTINUE
Points will forfeit after 15 seconds



Fig. 18

1 PLAYER WON
8000
player points recently
Press Play Points button to start

Player Points	Win	Play
9999	00	00
100 Points = 1 Ticket		50 Points Per Play

Fig. 19



Fig. 20



Fig. 21



Fig. 22



Fig. 23

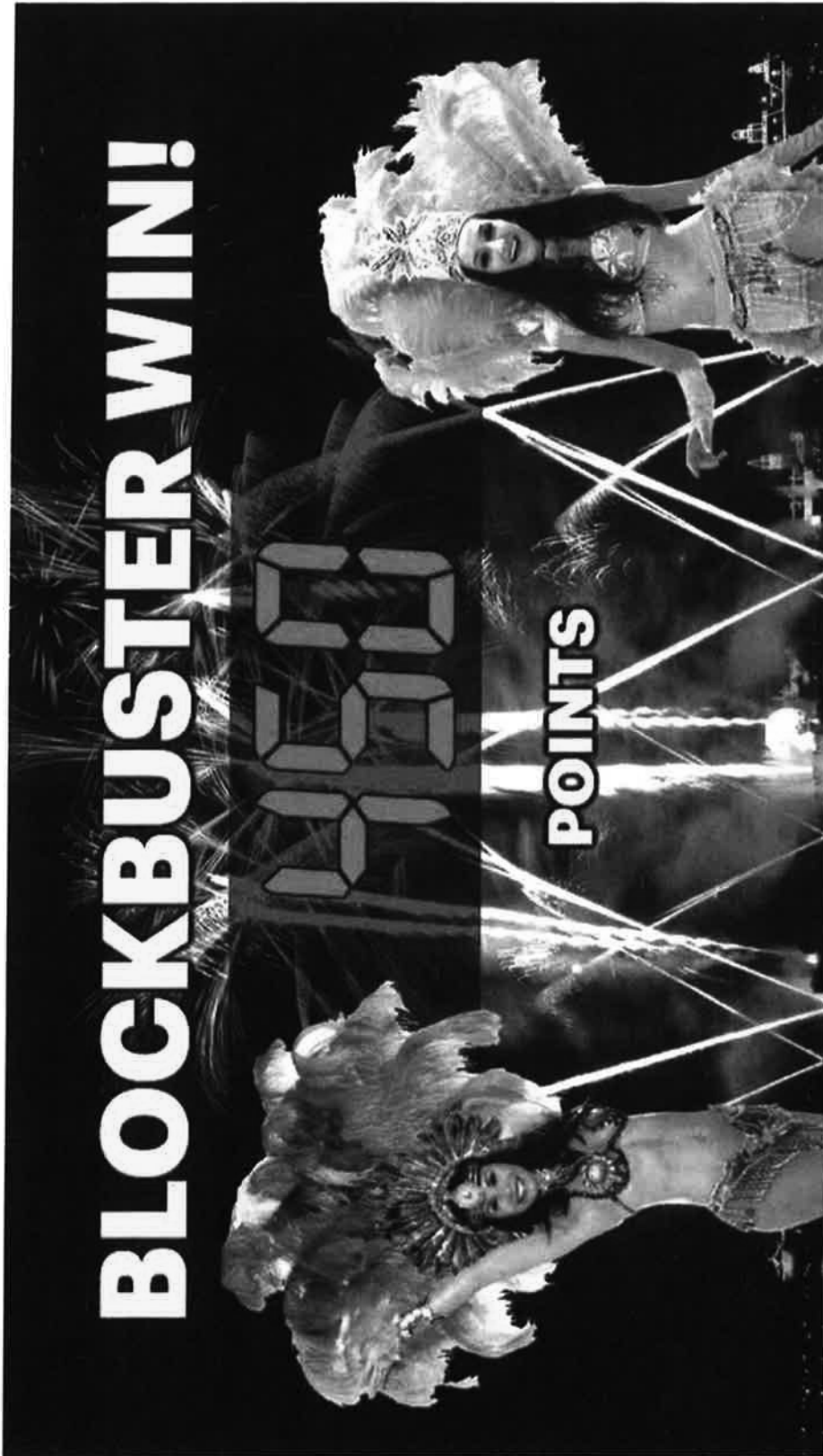


Fig. 24



Fig. 25A

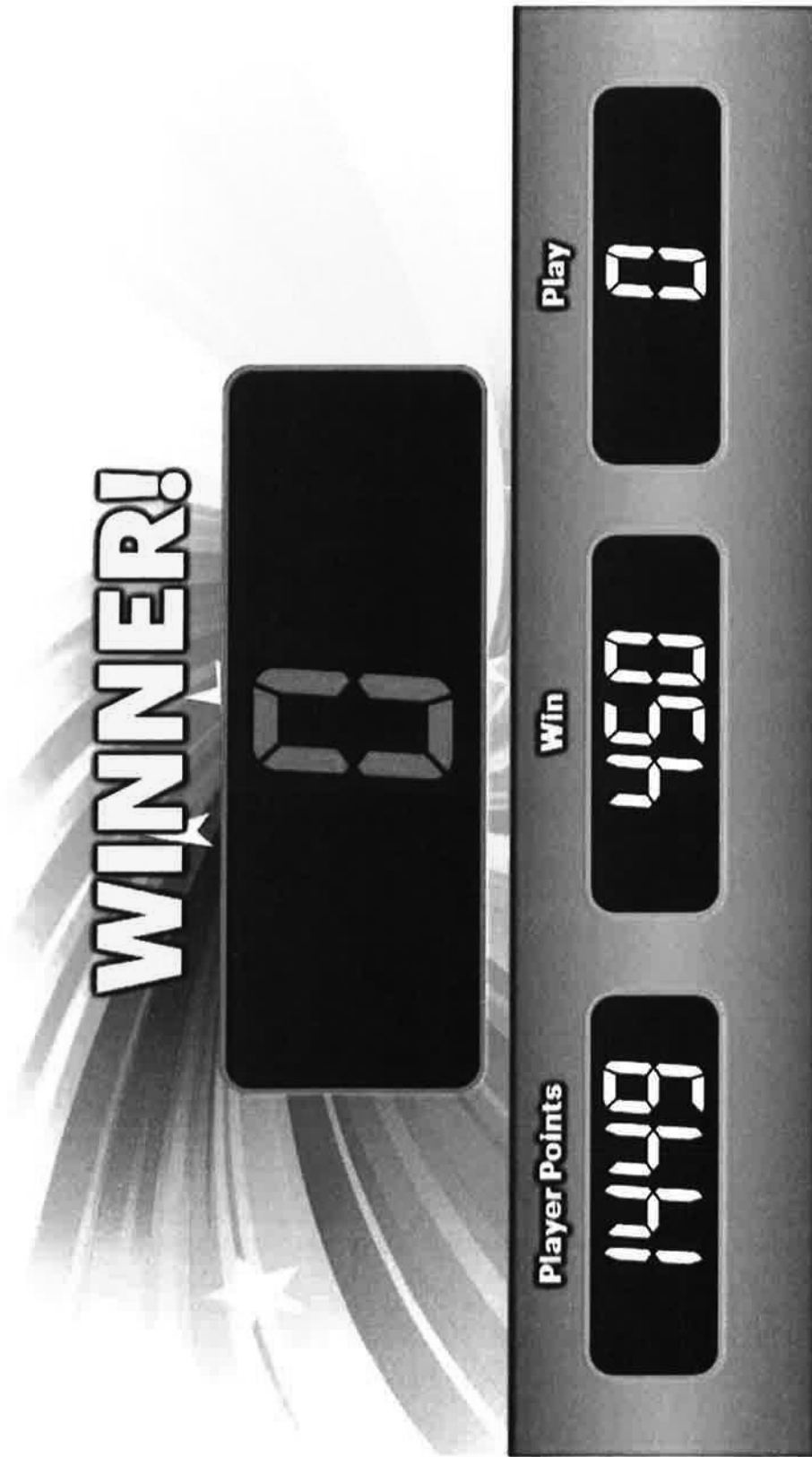


Fig. 25B

Thanks for playing! Collect tickets below

99



Fig. 26

GAME CONFIGURATION

1	points_per_play	Minimum number of points to start playing	50
2	points_per_ticket	Points per ticket Redeemed	100
3	min_cash_out	Minimum points to allow redeem	100
4	max_cash_out	Maximum points to allow redeem at once	500
5	add_currency_time	Time to wait for money after playing (0 – no timeout)	0
6	super_win	Points for super win screen	500
7	blockbuster_win	Points for blockbuster win screen	2000
8	auto_nudge	Timeout on attract screen to show nudge screen (0=no timeout)	120
9	game_ext_time	Time to allow for scanning for size at end of game	12
10	small_multiplier	Multiple for 5X button	2
11	big_multiplier	Multiple for 10X button	5
12	points_per_bill_pulse	Points per pulse from Bill Acceptor	25
13	points_per_coin_pulse	Points per pulse from Coin Acceptor	25
14	leftover_flag	When ON allows leftover points to play for a free play	ON

Use Redeem Points (Up), Play Points buttons (Down)

Use Insert Money Button to Select

Firmware Version:		0.12
Restore Defaults		Exit

Fig. 27

