## ## Board operation Requirement

(1) use JAMMA connector with KeyIn and KeyOut meters included,
The program will check the meters' any time.

The program will check the meters any time to prevent disconnecting
the meters.

(2) Press all {Stop Left} {Stop Middle} and {Stop Right} (it can be called
as {Door} companion) then {Door Switch} to switch from amusement game
CONCENTRATION to BUTTERFLY. You have to keep {Door Switch} ON
to keep machine stays in BUTTERFLY.

The {Door} companion can be programmed in {Book} Chart 5.
There are totally 7 buttons to select.
The chosen buttons are displayed in Green in Chart 5 screen,
press the desire buttons to toggle the selection. (refer to
corresponding message).

DO NOT forget what you choose before you leave, because next
time this combination will be checked as new {Door} companion.

If you forget what companion buttons are, please send to your
dealer.

(3) press {SetUp} to enter SoftSwitch manual

The values kept in SoftSwitch are used to control the Game output. It is kept even you power down.

Enter by {SetUp} key in Attract mode, on Player 2 joystick, the buttons are defined as

Bet/Take

Small(Left)          Big (Right)

Double/Down

Use {Double/Down} to select the Item -- its Color will be Green. Use {Small/Left} or {Big/Right} to change the Value.

Exit by {Bet/Take}

We recommend, you can program
the 'DOUBLEUP STYLE' to be B,
the 'BLUE BUTTERFLY' to be YES and
the 'MAX BET' to be 120.

(4) current version has No Security code, it will be added in Normal version. Besides, I will give you program to generate the Security code.

(5) In Chart 7 of {Book} Statistic mode, operator can program the BONUS value, it has totally 6 digits. Same as Chart 8 for JP value.

## Board operation manual

There are totally 12 modes in the whole program.

At power on, if the DIP switch 1 is set ON, it is (1)TEST mode.

After power on with DIP switch 1 OFF, it is (2)CONCENTRATION game.

The CONCENTRATION can be switched to (3)BUTTERFLY by {Door Switch}.

If there are Win values of BUTTERFLY those are interrupted by power off or suddenly been switched to CONCENTRATION, the (4)VALUE RETURN mode showed out.

In (5)ATTRACT mode of BUTTERFLY, you can press {SetUp} to enter (6)SoftSwitch SETUP mode.

Again in ATTRACT mode of BUTTERFLY, press {Book} will switch into (7)STATISTIC mode.

{KeyIn} will push ATTRACT mode into (8)GAME mode.

In GAME mode, if Win, press {DoubleUp} can enter (9)style A DOUBLEUP or (10)style B DOUBLEUP according to what setup in SoftSwitch.

If player can get BONUS, it will enter (11)BONUS screen.

If player can get CREDIT more than what you program in Chart 8 of STATISTIC, the machine will enter (12)LIMIT OVER screen, wait for player to {keyout}.

## Operation manual of {BOOK}

There are totally 10 Charts after {BOOK} buttons are pressed. Use another {BOOK} to enter next Chart and Only on Chart 1 the {START/BET} can switch back to GAME mode.

% Chart 1 %

    total KeyIn, KeyOut ———— clear by {DOUBLE} + {Stop Upper}

    total GameIn, GameOut ——— clear by {DOUBLE} + {Stop Middle}

    total BONUS out, JetpotOut — clear by {DOUBLE} + {Stop Lower}

% Chart 2 %

    count of all 10 different Line of Symbols.

% Chart 3 %

    count of all 9 of a kind symbols and All Insect.

% Chart 4 %

    count of Yellow ButterFly and Blue ButterFly.

% Chart 5 %

    selection of {Door} switch companion.

% Chart 6 %

    program the Occurence of BONUS or JP. The Bigger number, the longer time before 9 of a kind symbol appears.

    Default value is 6. If this value is clear as 0(Zero), there will be no BONUS or JP. Those kind of output will be replaced by other combinations.

% Chart 7 %

Change the Current BONUS. Each digit has its corresponding key.

% Chart 8 %

Change the Current JP. Each digit has its corresponding key.

% Chart 9 %

Change the Machine Limit. When CREDIT more than this limit, the machine will be stopped and force the player to Keyout the CREDIT.

% Chart 10 %

Change the timing of giving Big Butterfly (x2, x3, x4 and very few X5). This function is used to attract player to play the game as early as possible. This function has one disvantage, It counts the play times after power on. If player power off and on again, this early Big butterfly will appear again. In this case, the operator can set this value to 0(Zero).

## Operation manual of {SETUP} -- SoftSwitch

There are totally 14 parameters for the game can be programmed after
{SETUP} button pressed. Use {STOP LOWER} to leave the SETUP mode.
The value parenthesised are the defalut setting.
Please use {Start/Double} to select parameter and {Big}/{Small}
for changing the value.

'PAYOUT PERCENTAGE' ---------- 70, 75, 80, (85), 90, 95
'DOUBLEUP FEATURE' ----------- no, (yes)
'DOUBLEUP PERCENTAGE' -------- 60, (70)
'DOUBLEUP STYLE' ------------- no, (yes)
'KEYIN CREDIT' --------------- 10, (100), 200, 300, 500
'COININ CREDIT' -------------- (10), 20, 30, 50, 100
'BLUE BUTTERFLY' ------------- (no), yes
'BONUS FOR 9 SYMBOL' --------- 10K, (20K) 30K, 40K
'JP FOR 9 BUTTERFLY' --------- 20K, (30K) 40K, 50K (actually Blue Orchid)
'STARTING BONUS' ------------- 5000 (can be +- based on 100)
'STARTING JP' ---------------- 6000 (can be +- based on 100)
'BONUS Accumulated RATE' ----- (60) -- 120
'MIN BET' -------------------- 8, (16), 32, 64
'MAX BET' -------------------- (80), 96, 120

NOTE : JP is increased 2 for every KeyIn value and decreased by 2 for
every Keyout value.