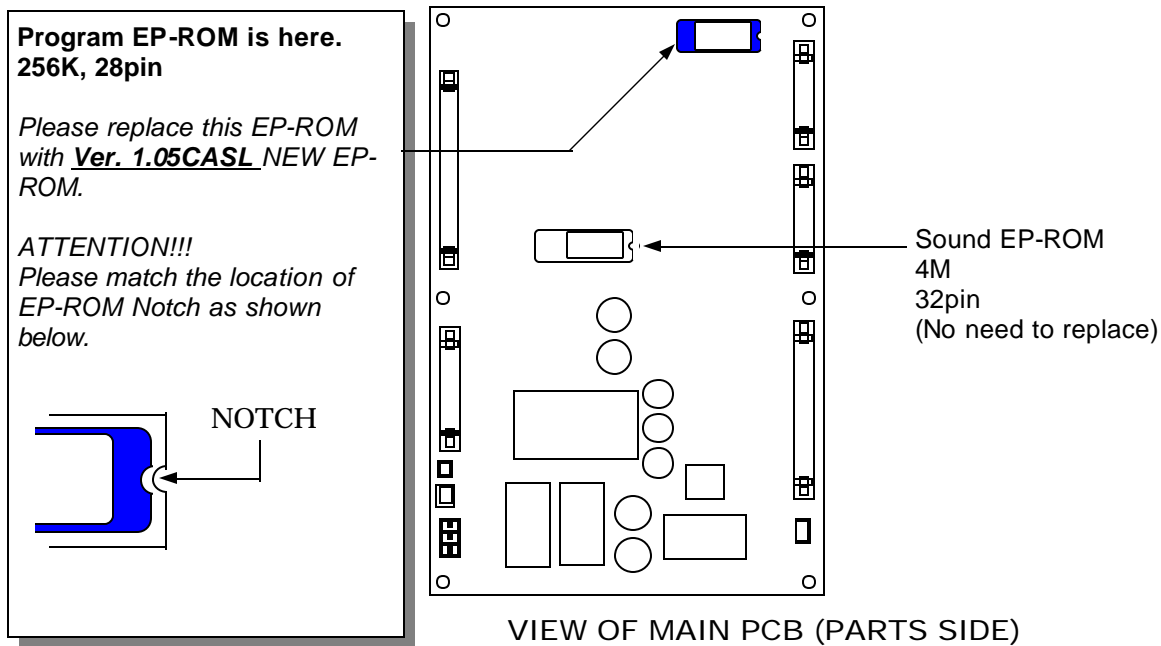


EP-ROM for California, Sugarloaf (Ver. 1.05CASL)

For the Sugarloaf who needs to convert to the California version make the following changes. Please refer below.

- 1) Exchange the EP-ROM to Ver. 1.05CASL. Refer to picture below.



After exchanging the EP-ROM, do the following to reset the MAIN PCB:

- Press and hold the SERVICE CREDIT SWITCH then re-power on the game. Continue to Press and hold the SERVICE CREDIT SWITCH until attract sound comes on.

NOTE:
You will have to re-set some Settings in the setting mode again, specifically pertaining to Winability and Lamp speed (See manual setting table.)

NOTE: LED must display “A15L” when the machine is powered on.

New feature of Ver. 1.05CASL EP-ROM:


Eliminate the following settings from Setting Table. Refer to next page.

- ? Winability: Eliminate settings #0,1,2,3. (5%,10%,15% and 17.5%)
- ? Lamp Speed setting: Eliminate 4 of the Settings. There are only 3 now. (Slow, Normal and Fast.)
- ? Auto Stop Timer: Change the Setting #1, 10 sec. to 20 sec. Change the Setting #2, 20 to 30 sec.
- ? We added more to the LAMP DEMO MODE which shows the "Difficulty level of each Carousel Unit" based on prize value. When the lights start chasing, the High Value setting of the RED light is lit up less time than the other clear lights. It looks like the chasing lights skip over the RED lights faster than the clear lights.
- ? When you press the "STOP" button during the demo mode, RED lights flash based on the Prize Value settings. High Value Red lights are flashing very quickly. This feature also comes up after game is started.

Then, we change the followings that request from Sugarloaf.

- ? LAMP DEMO MODE. We change the timing of Red Lamp more longer to player easy to feel the differences of each Carousel Value.
- ? When the player start the game, player should press Stop button.

TABLE OF SETTING FUNCTIONS

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
01	WINABILITY	0	HARDEST 	20%
		1		22.5%
		2		25%
		3		27.5%
		4		30%
		5		32.5%
		6		35%
		7		37.5%
		8	NORMAL	40%
		9		45%
		10		50%
		11	WINNER EVERY PLAY	100%
02	COIN CHUTE	0	1 COIN / 1 CREDIT	\$0.25 per play
		1	2 COINS / 1 CREDIT	\$0.50 per play
		2	3 COINS / 1 CREDIT	\$0.75 per play
		3	4 COINS / 1 CREDIT	\$1.00 per play
		4	5 COINS / 1 CREDIT	\$1.25 per play
		5	6 COINS / 1 CREDIT	\$1.50 per play
		6	7 COINS / 1 CREDIT	\$1.75 per play
		7	8 COINS / 1 CREDIT	\$2.00 per play
		8	9 COINS / 1 CREDIT	\$2.25 per play
		9	10 COINS / 1 CREDIT	\$2.50 per play
		10	11 COINS / 1 CREDIT	\$2.75 per play
		11	12 COINS / 1 CREDIT	\$3.00 per play
		12	13 COINS / 1 CREDIT	\$3.25 per play
		13	14 COINS / 1 CREDIT	\$3.50 per play
		14	15 COINS / 1 CREDIT	\$3.75 per play
		15	16 COINS / 1 CREDIT	\$4.00 per play
		16	17 COINS / 1 CREDIT	\$4.25 per play
		17	18 COINS / 1 CREDIT	\$4.50 per play
		18	19 COINS / 1 CREDIT	\$4.75 per play
		19	20 COINS / 1 CREDIT	\$5.00 per play
03	LAMP SPEED	0	SLOW	
		1	NORMAL	
		2	FAST	

"FACTORY INSTALLED" SETTING

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
04	DIRECTION OF FLASHING LAMPS	0	CLOCKWISE	
		1	COUNTER CLOCKWISE	
		2	RANDOM	
05	CAROUSEL ERROR	0	OFF	If prize vending unit has a problem, display "error code" and stop.
		1	ON	
06	AUTO STOP TIMER	0	20 SECONDS	Lamps will stop automatically if player does not hit stop button.
		1	30 SECONDS	
		2	40 SECONDS	
		3	60 SECONDS	
07	TILT SYSTEM	0	ON	
		1	OFF	
08	ATTRACT SOUND	0	ON	
		1	OFF	
09	FREE PLAY	0	OFF	Regular Game
		1	ON	Free play
10	BONUS CREDIT	0	OFF	
		1	4 COINS / 3 CREDITS	\$1.00/3 CREDITS
		2	20COINS / 11CREDITS	\$5.00/11 CREDITS
L1 THROUGH r4	PRIZE VALUE OF EACH VENDING UNIT	0	\$0.25	Use these settings when using prizes of various values. You can set each individual vending unit based on the prize cost. (See manual for detail)
1	\$0.50			
2	\$0.75			
3	\$1.00			
4	\$1.50			
5	\$1.75			
6	\$2.00			
7	\$2.50			
8	\$3.50			
9	\$5.00			
10	\$7.50			
11	\$10.00			
12	\$12.50			
13	\$15.00			
14	\$17.50			
15	\$20.00			

"FACTORY INSTALLED" SETTING