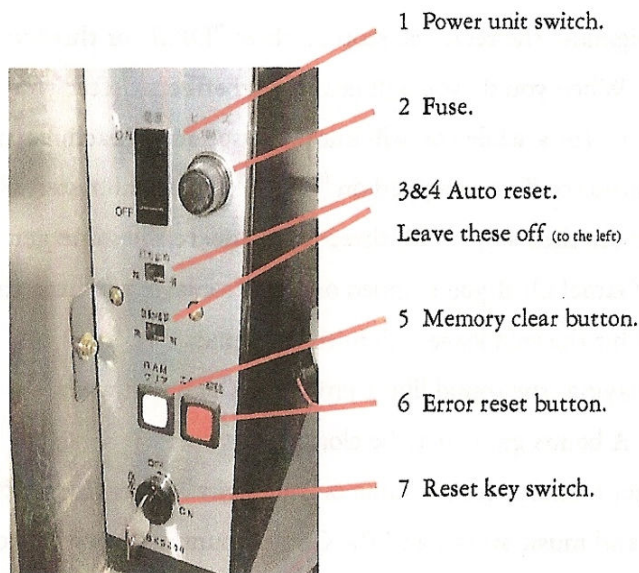


The power box, and buttons.

The power box is located on the lower left side of the game. The controls are outlined below.



1 Power unit switch.

2 Fuse.

3&4 Auto reset.

Leave these off (to the left)

5 Memory clear button.

6 Error reset button.

7 Reset key switch.

1. Is the power switch for the machines power box.

2. Is a 10 amp power fuse.

3 & 4 Are switches that control the auto reset after a bonus game. If the switches are on than after a bonus game the machine will (1) payout all credits in tokens. Then the game will need to be manually reset.

5. Is the clear button for the memory.

6. Is the error reset button. Like if the hopper runs out of tokens, re load the hopper and then press this button. Be ready for the tokens to come out!

7. Is the reset key switch. When in the on position, you can change the odds, found on page 5 of this manual.

Changing odds / Full reset procedure

Game odds are adjustable to 6 different levels.

With setting 1 being the hardest to line up a winning combination.

And 6 being the easiest to line up a winning combination.

To see what your game is set for, or to change the setting.

Follow these steps:

With the main power switch ON (on the right side of the game)

1. Turn the power switch on the *power unit* to OFF.

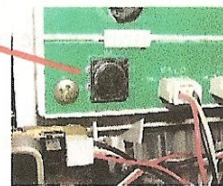
2. With the reset key in the switch, turn the reset key to ON.

3. Now turn the power switch back On.

Take a look at the 'Win' display on the front of the door.

A number will display from 1~6, This is the current setting.

4. To change the setting, open the door just below the reel window on the left is a small Black push button.



As you press the button notice the number changes on the 'Win' display

5. When you have the desired level, pull down the joy stick on the door and release to lock in your setting.

6. Turn the key in the reset switch to OFF, and your done.

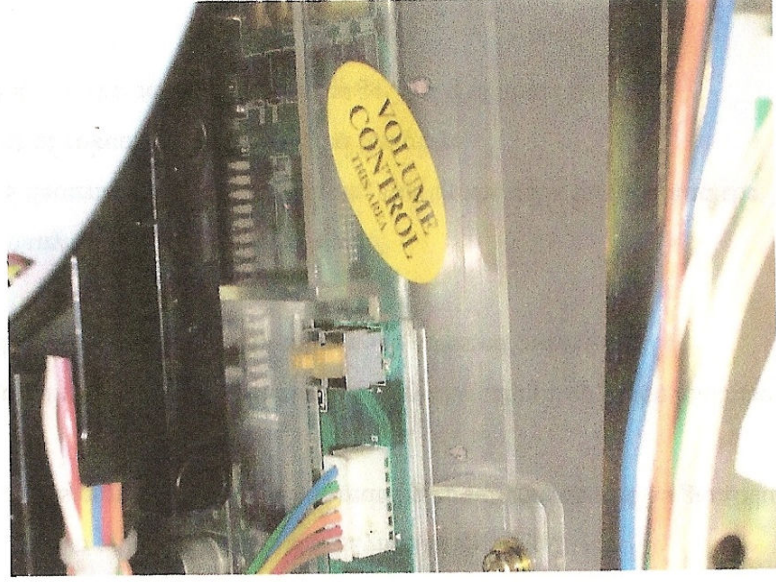
Approximate Payout Odds Rate

Rates for 1000 tokens invested

LEVEL	BIG BONUS	REG BONUS	PAYOUT
1	1/298	1/607	93.9 - 98.5%
2	1/298	1/607	93.9 - 98.5%
3	1/282	1/512	98.3 - 102.8%
4	1/269	1/443	102.6 - 106.4%
5	1/256	1/390	106.4 - 110.9%
6	1/241	1/364	111.9 - 116.8 %

Volume Controls

Is the volume too loud?
 Open the door, and on the left side next to the reels is a clear plastic cover. On this is are sliding switch's if they are all the way up or part way up it's set for a loud setting.
 To turn the volume down, move the switch to the lowest position.
 As shown in the picture below.
 The front switch is for the top speakers. The rear is for the lower bass speaker.



Belco 7 Digimana



Owners manual

Review this manual before playing your game

Index

Important safe guards.....	3
Description of the out side of the game.....	4
Playing the game.....	5
The power box & buttons.....	6
Resetting the game, changing the odds.....	7
Trouble shooting.....	8
Error messages.....	9
Whoops! I locked my keys in the machine...	9
Replacement bulbs or extra tokens.....	10

This machine weighs about 80 pounds!

Use caution when lifting this machine.

**Its always best to remove the hopper
if it is loaded tokens.**

It makes the game lighter to lift or move.

About Pachislo machines

Pachislo's, or "Pa-Chi-slo" games are made for Amusement only.

This game cannot be readily changed to use quarters in place of tokens.

And maybe illegal if changed to use coins.

This largely depends on what state you use this game in.

These machines were designed to be used for amusement only, *not* for gaming.

The payout for a bonus game can be as much as 300 - 400 tokens!

Translate that into quarters, and your out a lot of money.

So it's best to only use tokens for playing this game.

Playing this game for a reward or redemption is constituted as gambling.

The amount of a payout is determined by the computer in the machine.

It is also based on how many tokens are invested over time.

How many bonus games will you win?

That is determined by the computer, and by the odds setting, and the amount of tokens that are invested for play.

For more on the odds setting see page 7 of this manual.

Purchasing lamps or replacement parts for your game

Call Stealth Home Amusement at 1-888-798-1761 for any parts you need for this or any other game.

Or you can find them on the web at www.stealthhomeamusement.com. They will need to know the following information:

This game made by : **Bellco.**

The model is : **7 Diginana.**

The bulbs in this game are #85.

They will have parts and accessories available for your game, as well as extra tokens.

This game uses .984 tokens. Slightly larger than a quarter.

If you would like to purchase a autostop unit for this game, or find out more information on these. Check the internet www.autoslot.info.

There you will find information on what an auto stop board does and you can get answers to your questions.

Important safe guards

WARNING!

Anytime an electrical product is used, basic safety precautions should be observed:

Do not use this machine if it is damaged.

Do not use this machine near water, pools, or tubs.

If the machine should become wet or fall into water, a shock hazard

exists. Remove the plug from the power outlet before trying to correct

the situation.

Do not un cover computer boards inside the machine.

Doing so may put you and your game at risk.

Close supervision should be used when a child is playing this game.

It is not recommended to allow a child to open the door and re load the

hopper or do any other type of operation inside this machine.

If a child will be playing this game, It is recommended that this machine be secured used on a secure stand, one that will not easily tip over.

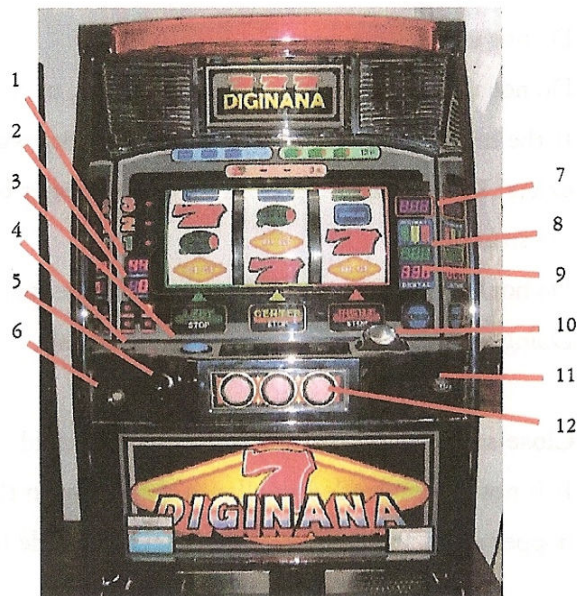
If this machine should tip over onto a child serious injury or death could

occur. Never allow a child to climb on the machine or stand!

Use two 1.5" screws to fasten it to the stand it will be used on.

Out side description of the Game

- 1 credit display.
- 2 Win display
3. MAX bet button.
4. Single bet button.
5. Spin start joy stick.
6. Credit cancel button.
7. Game count meter.
8. Navigation (reel stop)
9. Digital meter.
10. Token slot.
11. Door lock.
12. Reel stop buttons.



Payout Preference

You can set the game to credit tokens won, or pay them out during play.

To have them be credited, the credit display should be lit and read "0".

If after playing you want the credits to payout, press the credit button, any credits will be paid out in tokens.

To have the game pay out tokens for a win, press and hold the credit button till the display goes out.

Now any winnings will pay directly to you in tokens.

Error messages

When your game has a problem, it indicates it with an error message code that is displayed on the "Win" display along with a "ding dong" sound.

The codes are as follows:

CJ= "Coin Jam" There is a token jammed in the chute. Open the door and inspect the token chute and clear the obstruction.

Turn the door key to the left to clear the code.

CE= "Coin Error" A token has backed up in the token chute.

Open the door and clear the obstruction.

Turn the door key to the left to clear the code.

HE= "Hopper Empty" Open the door, re load the hopper with tokens.

Then press the RED reset button on the power unit.

Be ready for the tokens to come out!

HJ= The hopper is jammed. Open the door, turn off the game, and remove the hopper and tokens. Locate the jam and correct.

Replace the hopper, plug in to harness and turn the game on.

If the code is still there, turn door key to the left to clear the code.

HA= The hopper is unplugged from the wire harness. Re connect.

Turn the door key to the left to clear the code.

Troubleshooting

My Machine does not power up:

Make sure the machine is plugged into a working wall outlet.

Make sure both of the power switches inside the game are on.

Note: The lighted rocker switch on the right under the reels is the main

power switch. If it is lit, there is power to the game.

Whoops! I locked my keys in the machine

Sometimes we all lock our keys in the machine or sometimes the locks don't seem to turn all the way to the right and the door does not open.

Here's a way to get into your machine. First unplug the machine from the

wall.

Tip the machine on its left side, on the underside of the machine is an

opening you can put your hand into.

Locate the lower latch with your fingers.

Just pull the latch towards the bottom of the machine and the door will

open.

There is one thing to remember about doing it this way.

Tokens in the hopper may spill out into the machine.

If it's possible keep the machine upright, and turn it on the stand top to

make the hole accessible under the machine. And with your hand inside

locate the latch and pull it down. The upper and lower latch will operate at

the same time.

Playing the game

This is a 1, 2 or 3 bet play machine. To start play, insert up to three tokens into the token slot depending on how many tokens you insert, the lines will light on the left.

While playing 7 Diginana the reels will stop on three "DIGI" or three water melons, or replays. When you do you will hear sound effects. After you

have played the game for a while you will know the sounds of each feature of the game. For instance if you stopped on "DIGI" the digital meter will cycle through numbers then stop. If all three numbers are the same get

ready for a Bonus Game! Or if you stopped on three replays, you hear the

sound for that and hit the spin lever again to start play.

Sometimes while playing, the sound like a jingle may be heard when

stopping the reels. A bonus game may be close!

If you hit 777 or get all numbers the same on the digital meter the "Lucky" light will come on and music starts, and the Game Count display will show

"33". Each game played will count down one game off the game counter.

Also when a Bonus Game starts, the Navigator display comes on with

random numbers. It's telling you to stop the reels in that order to win a line

up. At the same time the stop lights below the reels come on as do the

lighted buttons for the reel stop. So you don't have to keep looking the the

navigator display to find the correct button to press.

When the bonus game ends the navigator display will read "end".

During a Bonus Game, the machine will pay out a lot of tokens.

So have at least 400 tokens in the hopper while playing. That way you

won't have to keep replacing the tokens during play.

The tokens tray will fill up fast so keep a cup handy to put your winnings

in!