



# USER MENU

VER.Aa

## 36PIN AND 10PINS

PARTS SIDE		SLODER SIDE	
VIDEO RED	1	VIDEO GREEN	
VIDEO BLUE	2	VIDEO SYN	
SPEAKER	3	SPEAKER	
	4	GROUND	
	5		
	6		
TICKET OUT BUTTON	7		
*TICKET NOTCH(DISPENSER)	8		
START	9		
ODDS	10		
PLAY	11		
TAKE	12		
DOUBLE	13		
	14		
	15		
AUTO	16		
	17		
COIN IN SWITCH	18	KEY IN SWITCH	
	19		
ACCOUNT SWITCH	20	TEST SWITCH	
HOPPER PAY BUTTON	21	KEY OUT SWITCH	
	22	HOPPER SWITCH	
COIN IN COUNTER	23		
KEY IN COUNTER	24	HOPPER SSR	
	25		
	26		
HOPPER COUNTER	27		
START LAMP	28		
KEY OUT COUNTER	29	TICKET SSR	
ODDS LAMP	30	ERROR LAMP	
PLAY LAMP	31	WIN LAMP	
TAKE LAMP	32		
DOUBLE LAMP	33		
AUTO LAMP	34		
	35		
GND	36	GND	

PARTS SIDE		SLODER SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
+12V	5	+12V	
+12V	6	+12V	
1*TICKET DISPENSER ENABLE	7		
2*HOPPER SSR	8		
GND	9	GND	
GND	10	GND	

\*1 This pin is normal low. When it enable is +5V

\*2 This pin is connected with the solder side 24th pin of connector 36 pin

## JAMMA (28 PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
COIN IN COUNTER	8	HOPPER COUNTER
KEY IN COUNTER	9	KEY OUT COUNTER
SPEAKER	10	SPEAKER GROUND
KEY IN SWITCH	11	HOPPER PAY BUTTON
VIDEO RED	12	VIDEO GREEN
VIDEO BLUE	13	VIDEO SYN
GND	14	TEST SWITCH
ACCOUNT SWITCH	15	
COIN IN SWITCH	16	ERROR LAMP
START	17	START LAMP
TICKET OUT	18	TICKET SSR
BUTTON	19	WIN LAMP
ODDS	20	ODDS LAMP
TAKE	21	TAKE LAMP
DOUBLE	22	DOUBLE LAMP
PLAY	23	PLAY LAMP
AUTO	24	AUTO LAMP
*TICKET NOTCH(DISPENSER)	25	KEY OUT SWITCH
HOPPER SSR	26	HOPPER SWITCH
GND	27	GND
GND	28	GND

# BOOK KEEPING AND ADJUSTMENT

## BOOK KEEPING AND ADJUSTMENT :

1. Press “TEST” and get into the Book Keeping and Setting page, then press “DOUBLE UP” to get into the Book Keeping page, follow the instruction that shown on the screen and select the item.
2. Press “BET & START” buttons will clear the daily record.

## SYSTEM :

1. Press “TEST” and get into the Book Keeping and Setting page, press “START” then enter 4 numbers of passwords.
2. If the password is correct will into the setting page then follow the instruction that shown on the screen and select the item.
3. Press “PLAY” & “START” will reset the data.
4. Press “ODDS” & “START” for returning to the factory default.

## SYSTEM SETTING :

CODE TYPE	0	1	2	3	4	5	6	7
CODE	0	2215	0621	5806	0422	8015	6680	5888

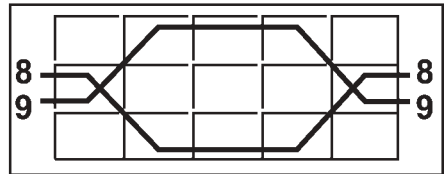
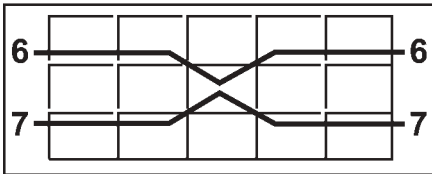
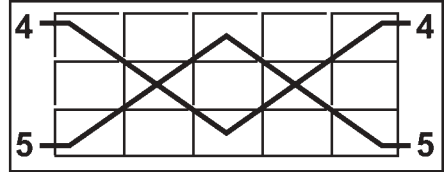
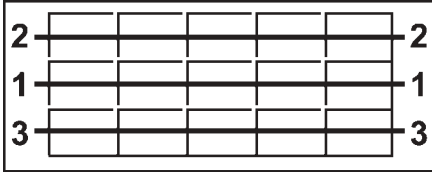
# SYSTEM SETTING

ITEM		RANGE
1	COIN IN/CREDIT	1,2,4,5,10,15,20,25,50,75,80,100,200,500
2	KEY IN/CREDIT	1,10,15,20,25,50,75,100,300,500,1000
3	COIN OUT/CREDIT	1,2,4,5,10,15,20,25,50,75,80,100,200,500
4	KEY OUT TYPE	AS COIN IN , AS KEY IN , CLEAR ALL
5	TICKET OUT/CREDIT	1,2,4,5,10,15,20,25,50,75,80,100,200,500
6	CREDIT LIMIT	5000 , 10000 , 20000 , 30000 , 40000 , 50000,100000 , 990000
7	MAX. PLAY	9,18,27,45,81,90,135,180
8	MIN. PLAY	1,9,10,18,27,45,81,90,135,180
9	MAINGAME RATE	91% , 92% , 93% , 94% , 95% , 96% , 97% , 98% ,
10	WIN RATE	HIGH , NORMAL , LOW
11	DOUBLE UP	YES , NO
12	WINNING TYPE	INTO CREDIT ; BINTO SCORE
13	JP MIN PLAY	9 , 18 , 27 , 45 , 81 , 90 , 135 , 180
14	POKER JP PROGRESSIVE SPEED	NO ; B1/30 PLAY $\phi$ w 1/110 PLAY
15	MAX. VALUE OF POKER JP	2000,3000,5000,10000,15000,20000,25000,30000,40000,50000
16	MIN. VALUE OF POKER JP	500 , 1000 , 2000 , 3000 , 5000 , 8000 , 10000 , 12000 , 15000 , 20000
17	FRUIT JP PROGRESSIVE SPEED	NO ; B1/30 PLAY $\phi$ w 1/110 PLAY
18	MAX. VALUE OF FRUIT JP	2000,3000,5000,10000,15000,20000,25000,30000,40000,50000
19	MIN. VALUE OF FRUIT JP	500 , 1000 , 2000 , 3000 , 5000 , 8000 , 10000 , 12000 , 15000 , 20000
20	PAYOUT TYPE	PAY ALL , PRESS TO STOP
21	GAME COUNT	YES , NO
22	AUTO PLAY	YES , NO
23	BOOKKEEPING	YES , NO
24	ODDS TABLE	YES , NO
25	SPIN / FLIP MODE	PRESS TO STOP , AUTO STOP
26	DEMO SOUND	YES , NO

# HOW TO PLAY

## Main Game :

1. 15 reels-9 lines style, check the pay-line as below.



2. Betting once could play both Poker and Fruit game, check the procedure as below.



## Happy Hour :

1. When all cards of the hand are formed in Red and Black one after one regularly could trigger the Happy Hour bonus round for 45~90 seconds.
2. The game will run for free during the period. All prizes will be doubled and calculated according to odds and the bet when player trigger the Happy Hour round.

## Free Game :

When all cards of the hand are formed without Joker, Ace and any face cards (J, Q, K) could enter the free game for 10 times.

## Sub-game of Lamp Running Game :

1. In the fruit game, when player gets 3 “Lamp Game” symbol or more could enter the Lamp Running Game for 3, 5 or 7 times.
2. There are 3 reels in the middle and 16 lamps around the screen in the Lamp Running Game. When the symbol of middle reels stop and were correspondent with the hit lamps will get the prize of it.

**Missile :** When the lamp hit the missile symbol will shoot the lamp for twice and give the prize for the lamps that has been shot.

**UFO :** When the lamp hit the UFO symbol will shoot the lamp for 3~6 times and give the prize for the lamps that has been shot.

**Joker :** Joker can substitute as any card, the computer will calculate and give the best prize to the player automatically.

**Bonus x 10 :** When the middle reels are formed in all the same card, the prize of the hand will times 10.

## Dinosaur :


Occasionally, the dinosaur will show up in fruit game. When dinosaur shows up will eat then transform different symbols into the same one.


## Fruit JP :


1. When the player gets 3 or more JP symbols lined up a line could get the 1/4 or more of the fruit JP values.
2. The fruit JP will accumulate by the betting and the initial value, Max. value and accumulating speed of JP. All these parameters could be adjusted in system setting.


## Poker JP :

1. When cards are formed in flush will get the Poker JP.

With all  get the all JP

With all  get the 1/2 JP

With all  get the 1/3 JP

With all  get the 1/4 JP

2. The Poker JP will accumulate by the betting and the initial value, Max. value and accumulating speed of JP. All these parameters could be adjusted in system setting.

## Double Up Game :

1. The player and computer will get three cards and choose one to see who is the winner.

Elephant > Cat > Mouse > Elephant

2. In the double up game, if player passed 5 times even with computer accumulatively could open the above doors for special prize.
  - A. There are 5 doors, 4 of them contain a prize from 1 to 50 times of bet and the other one is an animal symbol inside.
  - B. The player could choose any door to start. If the door opened with prize inside then can go for the next one until hit the animal symbol.