

# Magic Bomb

USER MENU



(VER. AMERICAN ALPHA)



**ASTERO** CORP.

### CONNECTOR (36PIN)

| PARTS SIDE              | SOLDER SIDE         |
|-------------------------|---------------------|
| Video Red               | 1 Video Green       |
| Video Blue              | 2 Video Sync.       |
| Speaker                 | 3 Speaker Ground    |
|                         | 4                   |
|                         | 5                   |
|                         | 6                   |
| Ticket Out Button       | 7                   |
| Ticket Hatch (Dispense) | 8                   |
| Start                   | 9                   |
| Oddz/Stop2              | 10                  |
| Play                    | 11                  |
| Take/Stop3              | 12                  |
| Double/Stop1            | 13                  |
|                         | 14                  |
|                         | 15                  |
| All Stop                | 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                  |
| Key out Counter         | 28                  |
| Start Lamp              | 29 Ticket Out (SSX) |
| Oddz/Stop2 Lamp         | 30 Error Lamp       |
| Play Lamp               | 31 Win Lamp         |
| Take/Stop3 Lamp         | 32                  |
| Double/Stop1 Lamp       | 33                  |
| All Stop Lamp           | 34                  |
|                         | 35                  |
| GND                     | 36 GND              |

### CONNECTOR (10PIN)

| PARTS SIDE                 | SOLDER 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 15V.

(2) This pin is connected with the solder side 24th pin of connector 36 pin.

CONNECTOR (28 pin)

| PARTS SIDE              | SOLDER SIDE          |
|-------------------------|----------------------|
| GND                     | 1 GND                |
| GND                     | 2 GND                |
| + 5V                    | 3 + 5V               |
| + 5V                    | 4 + 5V               |
|                         | 5                    |
|                         | 6 +12V               |
|                         | 7                    |
| Coin In Counter         | 8 Hopper Counter     |
| Key In Counter          | 9 Key Out Counter    |
| Speaker                 | 10 Speaker Ground    |
| Key In Switch           | 11 Kopper Pay Button |
| Video Red               | 12 Video Green       |
| Video Blue              | 13 Video Sync.       |
| GND                     | 14 Test Switch       |
| Account Switch          | 15                   |
| Coin in Switch          | 16 Error Lamp        |
| Start                   | 17 Start Lamp        |
| Ticket Out Button       | 18 Ticket Out SSR    |
|                         | 19 Win Lamp          |
| Oddz/Stop2              | 20 Stop2 Lamp        |
| Take/Stop3              | 21 Take/Stop3 Lamp   |
| Double/Stop1            | 22 Double/Stop1 Lamp |
| Play                    | 23 Play Lamp         |
| All Stop                | 24 All Stop Lamp     |
| Ticket Mech (Dispenser) | 25 Key Out Switch    |
| Kopper SSR              | 26 Kopper Switch     |
| GND                     | 27 GND               |
| GND                     | 28 GND               |

# 1. DATA SETTING

- 1 COIN IN/CREDITE: (1,2,4,5,10,15,20,25,50,75,80,100,500)
  - 2 KEY IN/CREDITE (1,2,4,5,10,15,20,25,50,75,80,100,500)
  - 3 COIN OUT/CREDITE (1,2,5,10,15,20,50,75,100,200,500)
  - 4 KEY OUT/CREDITE: As coin in, as Key in, clear all
  - 5 TICKET OUT/CREDITE: (1,2,4,5,10,15,20,25,50,75,80,100,500)
  - 6 CREDIT LIMITE (990000,100000,50000,40000,30000,20000,10000,5000)
  - 7 MAX PLAY: (16,32,64,80,120,160,240)
  - 8 MIN PLAY: (1,8,10,16,32,64,80,120,160,240)
  - 9 MAIN GAME RATE: (98%~99%)
  - 10 PAY OUT RATE: (94%~95%)
  - 11 DOUBLE UP: Yes, No
  - 12 SUBGAME SELECTABLE: Yes, No
  - 13 JPT.2 MIN PLAY: (8,16,32,64,80,120,160,240)
- The range of 1,2,1em1,4,15,17,18,w depend on line 2,1,2 MIN PLAY,ITEM13, YCJSET.
- 14 MIN VALUE OF JP2: (1000~120000)
  - 15 MAX VALUE OF JP2: (4000~360000)
  - 16 PROGRESSIVE SPEED OF JP2: (1/8PLAY~1/64PLAY)(Add on when the bomb shown)
  - 17 MIN VALUE OF JPT: (2000~180000)
  - 18 MAX VALUE OF JPT: (6000~600000)
  - 19 JPT CREATION: Random, Progressive
  - 20 PROGRESSIVE SPEED OF JPT: 1/32PLAY~1/160PLAY
  - 21 WINNING TYPE: Into credit, Into point
  - 22 PAYOUT TYPE: Pay all, Press to stop
  - 23 RESET CODE TYPE: (0) No use
  - 24 MUSIC OF DEMO SHOW: Yes, No
  - 25 SPIN TYPE: Auto stop, Press to stop
  - 26 GAME COUNT: Yes, No
  - 27 BOOK KEEPING: Yes, No
  - 28 BOMB BIN LADEN: Yes, No
  - 29 SCORE BOX: Yes, No

## RESET CODE TABLE

|                |   |      |      |      |      |      |      |      |
|----------------|---|------|------|------|------|------|------|------|
| RESET COMPLETE | 0 | 1    | 2    | 3    | 4    | 5    | 6    | 7    |
| RESET CODE     | 0 | 2134 | 5643 | 8723 | 6479 | 1306 | 4131 | 7418 |
| SETTING CODE   | 0 | 3756 | 8319 | 7473 | 4872 | 1540 | 9786 | 2251 |

## 28PIN BUTTON LAYOUT



## 36 PI



## **1. BOOK KEEPING AND SYSTEM RESET >**

1. Press "TEST" and get into the Book Keeping and Setting screen, then press "DOUBLE UP" to get into the Book Keeping screen, follow the instruction that shown on the screen and select the item.
2. Press "PLAY&START" buttons will clear the daily record.
3. (SYSTEM RESET): 4 numbers of password are required, there are 8 sets of password can be selected, when the system reset is complete, message will shown on the screen.

## **2. DATA SETTING >**

1. Press "TEST" and get into the Book Keeping and Setting screen, press "START" then enter 4 numbers of password.
2. If the password is correct will into the setting screen then follow the instruction that shown on the screen and select the item.
3. The "Pay Out Rate" and "Main Game Rate" will influence each other while setting.
4. The JP2 will be reset to the minimum value automatically, if the setting of maximum bet or JP2 was changed.
5. The options of maximum and minimum setting of JP2 will go with maxbet.

## **3. TEST MODE >**

1. Press "TEST" and get into the main menu screen, press "TAKE SCORE" will get into the menu of testing mode.
2. Buttons function test, sound effect test and correction of screen can be executed on test mode.

## 3. EXPLANATION OF OPERATION

### MAIN GAME FRUIT GAME

1. Main game is like the same way as play the traditional 8-liner fruits game. Playing of each liner will add one after another then start.
2. Except the winning of each liner, there are "Instant-Lottery", "Slot machine", "Shell fortune", "Free game" will bring out extra winning orbonus.
3. The magic bomb's blaze will transform the fruits; juice of fruit will transform another fruit, the result will become unpredictable.

### Jackpot1

#### How to win?

When player play as the maximum play and gets 9 same Symbols; will win the JP1. (1/4 of JP1 for Lemon, Blueberry and Orange), (1/2 of JP1 for Cherry, Watermelon and Golden bell), (All points of JP1 for Blaze7, Bar, Big Bar and Little Bar)

#### The creation of Jackpot1:

Range of Value: The range of Jackpot 1 is between the minimum and maximum of Jackpot 1 (**Data Setting 17, 18 item**)

Random Mode: The value of Jackpot 1 will be changed randomly each time when player gets the all fruits bonus; new value will be located within the range.

Progressive Mode: The value of Jackpot 1 will be accumulated by the accumulate value (**Data Setting 19 item**) and start with the minimum value.

### Jackpot2

#### How to win?

When player play as the maximum play and gets 3 bomb symbols in the same line; will win the JP2.

#### The creation of Jackpot2:

The value of Jackpot 2 will be accumulated by playing every line when the bomb Symbol shows up, the way of how to accumulate the value and maximum and value can be changed by setting.

## **BONUS GAME**

When player gets a "**Lottery**" liner will get into this bonus game. There are 9 numbers shown on the lottery ticket, and if gets **3** same numbers will gets the amount of the number. No matter how many times the player gets it with Lottery symbol, it will be only one time to play this bonus game.

When player gets the liner of "**Big Ball**" symbols will get into this bonus game and gets 20 to 40 times of free slot games.

Player will get into this bonus game, when player gets the cross liner(Any kind of symbol except Lottery, and Free Game symbol). There are 6 bonus or death-heads that inside the shell shown on the left side of the screen. Showel will moving between the unopened shell, press "START" or "ALL-STOP" when the showel stops at the selected shell to open the shell and gets the prize if the player gets death-heads, will reduce the bonus to 1/2 and will stops this bonus game.

When player gets the liner of "**Free Game**" symbol will gets to play 10 times of main game for free. The free game will be started automatically and the color will turn to green during free game. No matter how many times player gets it with free Game symbol, it will be only 10 times to play this bonus game.



## **DOUBLE UP GAME SOCCER GAME**

1. In the soccer field, the player will be the shooter and computer play the goal, the times of shooting will shown on the left side of the screen and points shown on the right side.
2. Arrow will moving to left, straight and right, the shooter can start to shoot as the direction of arrow by pressing "START", the goal will choose a side to stop the ball if the ball been shot into the door, player gets 2 times of the winning points.
3. Player will gets extra **50** times of winning point for bonus, if player continuous pass the shooting for **5** times.

## **INDEPENDENT SUB MAIN GAME**

1. The bonus game and can be played individually. Only when the subgame selectable(DATA SETTING #12)been set as yes.
2. Press"**DOUBLE UP**"when betting is zero will gets into the selecting screen, there are options for , main game and .
3. By pressing the"**PLAY**" or"**TAKES SCORE**" button can move the selecting mark to the game that player wants to play, then press"**START**" or"**DOUBLE UP**" to get into the game that been selected.
4. Press"**PLAY**" to Playing then press"**START**" to start the independent game, the roles of these are almost the same, only in the"**SINGLE OPPORTUNITY**" game, when player gets the death-head will losing all points, not 1/2 of the points.
5. Every independent game can choice to play the double up game after winning any points, expect the"**SOCCER GAME**" the screen will gets back to the main game"**FRUIT GAME**" screen automatically after take score or lost. If wants to play the independent game again, please repeat the above procedure.