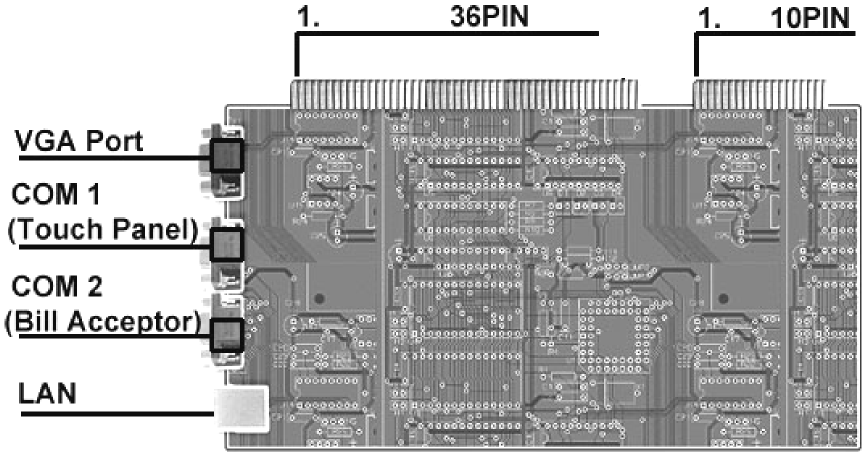
Ra’s Scepter

（Manual Version： RS_AA-070412）

Table of Contents

Interface & Button Layout p. 04
Information p. 05
Data Setting p. 06
Bookkeeping p. 09
Shift Record p. 14
I/O Test p. 15
History p. 16
How to Play – Main Game p. 17
How to Play – Free Game p. 18
How to Play – Scepter's Magic p. 19
How to Play – Jackpot p. 20
How to Play – Double Up p. 21
Bonus Game – Gem Catcher p. 23
Bonus Game – Soul Collector p. 25
Bonus Game – Treasure Hunter p. 27
Skill Mode p. 29
Troubleshooting p. 30
Pay Table p. 31
Data Setting List p. 32
Setup Password p. 33
Pin Layout p. 34

Interface



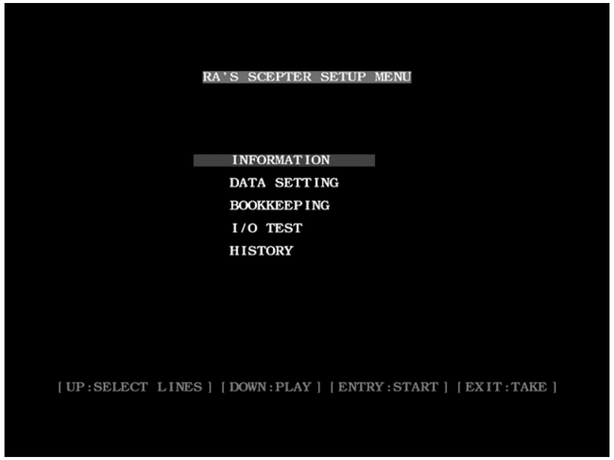
Button Layout

Ticket Out	**Pay Out**	**Info ------ Stop 1**	**Auto Play ------ Stop 2**	**Select Lines ------ Double ------ Stop 3**	**Take ------ Stop 4**	**Play ------ Stop 5**	**Start ------ Stop**

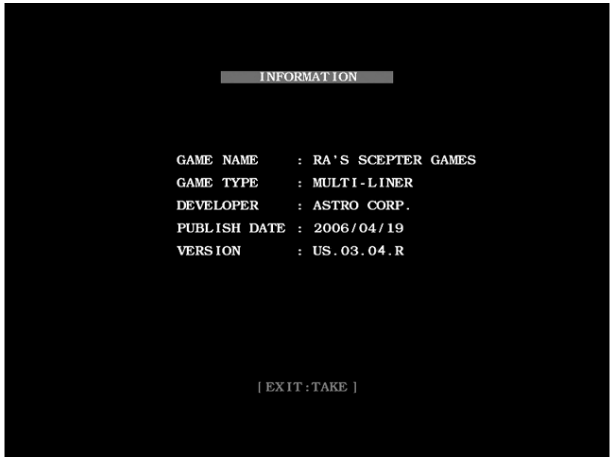
According to Pin Layout……………p. 34

Information

1. Turn on **Account** switch to enter the **Setup Menu** page.


RA'S SCEPTER SETUP MENU
INFORMATION
DATA SETTING
BOOKKEEPING
I/O TEST
HISTORY
[UP:SELECT LINES] [DOWN:PLAY] [ENTRY:START] [EXIT:TAKE]

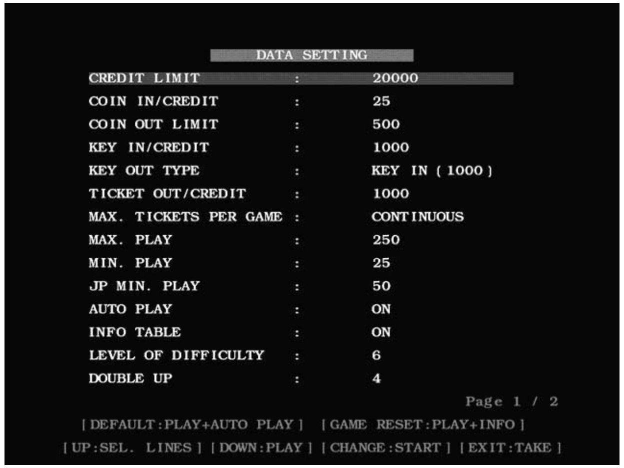
2. Select **Information** and press **Start** button to enter the **Information** page.
3. Press **Take** button to exit the **Information** page.


INFORMATION

GAME NAME : RA'S SCEPTER GAMES
GAME TYPE : MULTI-LINER
DEVELOPER : ASTRO CORP.
PUBLISH DATE : 2006/04/19
VERSION : US.03.04.R

[EXIT:TAKE]

Data Setting

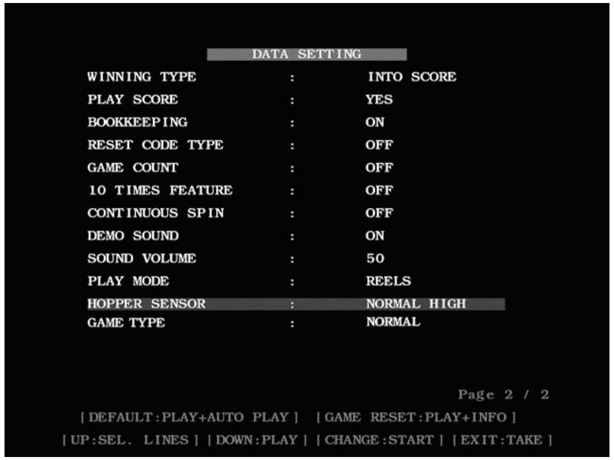

DATA SETTING

CREDIT LIMIT : 20000
COIN IN/CREDIT : 25
COIN OUT LIMIT : 500
KEY IN/CREDIT : 1000
KEY OUT TYPE : KEY IN (1000)
TICKET OUT/CREDIT : 1000
MAX. TICKETS PER GAME : CONTINUOUS
MAX. PLAY : 250
MIN. PLAY : 25
JP MIN. PLAY : 50
AUTO PLAY : ON
INFO TABLE : ON
LEVEL OF DIFFICULTY : 6
DOUBLE UP : 4

Page 1 / 2
[DEFAULT:PLAY+AUTO PLAY] [GAME RESET:PLAY+INFO]
[UP:SEL. LINES] [DOWN:PLAY] [CHANGE:START] [EXIT:TAKE]

(page 1/ 2)

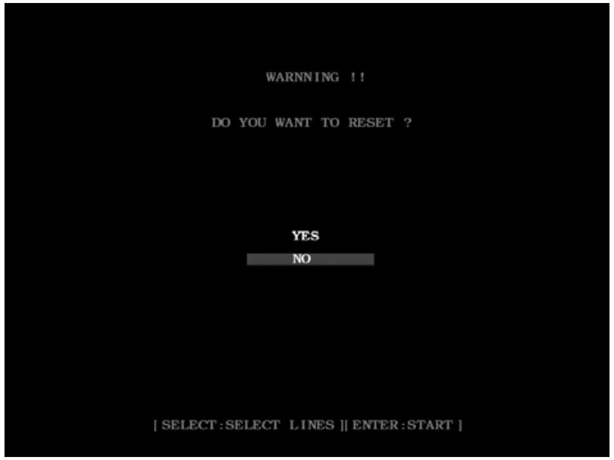
1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Data Setting** and press **Start** button to enter the **Data Setting** page.
3. Press **Play** and **Auto Play** buttons to restore the factory setting and the data will return to default.
4. Press **Play** and **Info** buttons to reset the bookkeeping data, the settings won't be changed.
5. Press **Select Lines** or **Play** button to select the item.
6. Press **Start** button to change the value.
7. Press **Take** button to exit the **Data Setting** page



```
DATA SETTING
WINNING TYPE          :    INTO SCORE
PLAY SCORE            :    YES
BOOKKEEPING           :    ON
RESET CODE TYPE       :    OFF
GAME COUNT            :    OFF
10 TIMES FEATURE      :    OFF
CONTINUOUS SPIN       :    OFF
DEMO SOUND            :    ON
SOUND VOLUME          :    50
PLAY MODE             :    REELS
HOPPER SENSOR         :    NORMAL HIGH
GAME TYPE             :    NORMAL

                                        Page 2 / 2
  [DEFAULT:PLAY+AUTO PLAY]  [GAME RESET:PLAY+INFO]
[UP:SEL. LINES] [DOWN:PLAY] [CHANGE:START] [EXIT:TAKE]
```

(page 2/2)

Note：Please select up or down to next page.

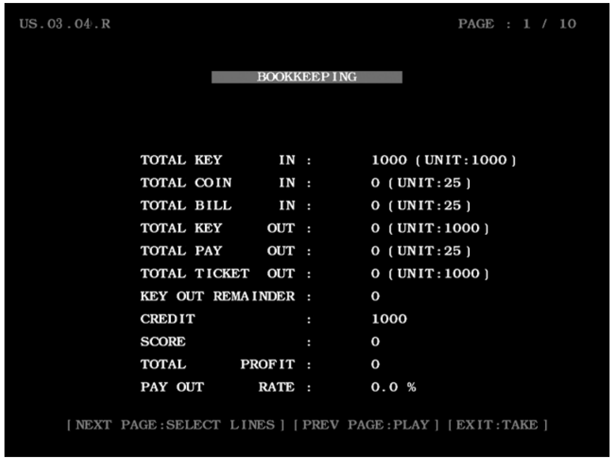


```
WARNNING !!

DO YOU WANT TO RESET ?

YES
NO

[SELECT:SELECT LINES][ENTER:START]
```

1. Press **Select Lines** button to select the item for changing.
2. Press **Start** button to enter your decision.
3. If you decide not to reset, it will return to **Data Setting** page；if you decide to reset, it will return to **Demo**.

（The program will once again reconfirm reset instruction ）

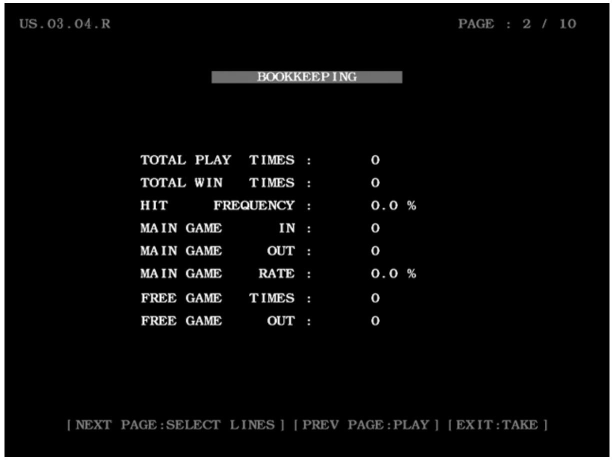
Bookkeeping



```
US.03.04.R                                   PAGE : 1 / 10

                        BOOKKEEPING

        TOTAL KEY       IN :       1000 ( UNIT:1000 )
        TOTAL COIN      IN :       0 ( UNIT:25 )
        TOTAL BILL      IN :       0 ( UNIT:25 )
        TOTAL KEY      OUT :       0 ( UNIT:1000 )
        TOTAL PAY      OUT :       0 ( UNIT:25 )
        TOTAL TICKET   OUT :       0 ( UNIT:1000 )
        KEY OUT REMAINDER  :       0
        CREDIT             :       1000
        SCORE              :       0
        TOTAL       PROFIT :       0
        PAY OUT       RATE :       0.0 %

    [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

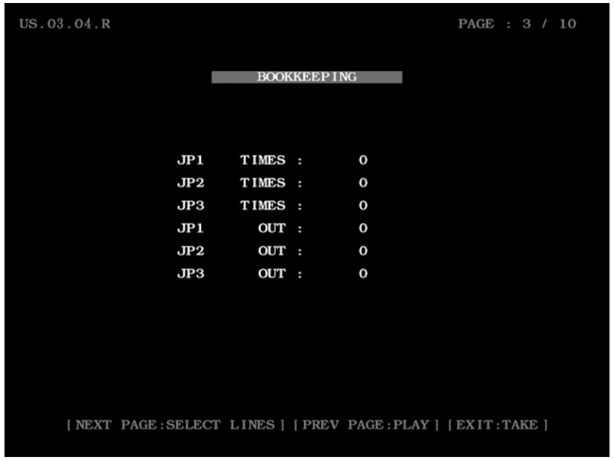
Bookkeeping page 1/10

1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Bookkeeping** and press **Start** button to enter the **Bookkeeping** page.
3. Press **Select Lines** or **Play** button to select the page.
4. Press **Take** button to exit the **Bookkeeping** page.



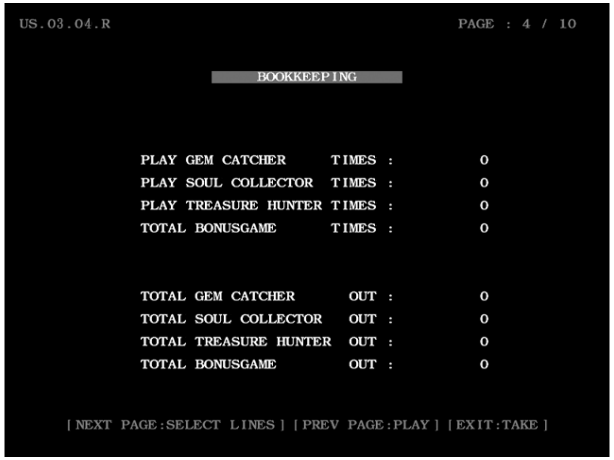
```
US.03.04.R                                   PAGE : 2 / 10

                        BOOKKEEPING

        TOTAL PLAY   TIMES :       0
        TOTAL WIN    TIMES :       0
        HIT      FREQUENCY :       0.0 %
        MAIN GAME       IN :       0
        MAIN GAME      OUT :       0
        MAIN GAME     RATE :       0.0 %
        FREE GAME    TIMES :       0
        FREE GAME      OUT :       0

    [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

Bookkeeping page 2/10



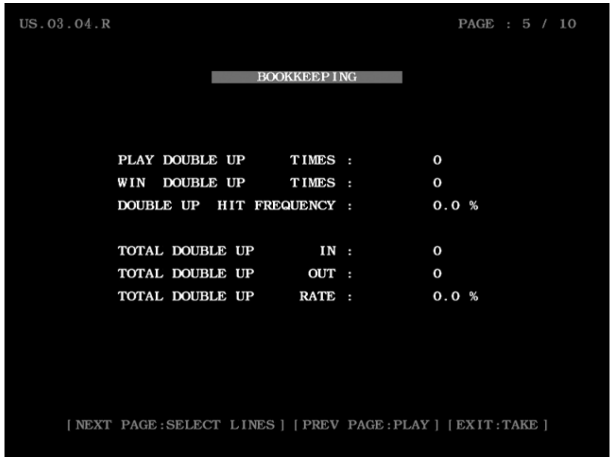
```
US.03.04.R                                   PAGE : 3 / 10

                        BOOKKEEPING

            JP1    TIMES :       0
            JP2    TIMES :       0
            JP3    TIMES :       0
            JP1      OUT :       0
            JP2      OUT :       0
            JP3      OUT :       0

    [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

Bookkeeping page 3/10



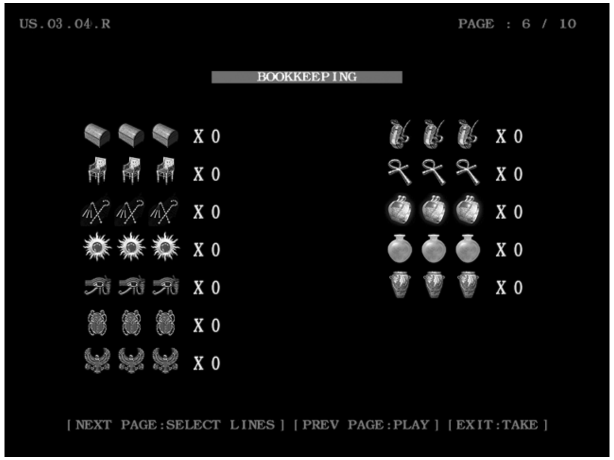
```
US.03.04.R                                          PAGE : 4 / 10

                          BOOKKEEPING

          PLAY GEM CATCHER      TIMES :           0
          PLAY SOUL COLLECTOR  TIMES :           0
          PLAY TREASURE HUNTER TIMES :           0
          TOTAL BONUSGAME       TIMES :           0


          TOTAL GEM CATCHER       OUT :           0
          TOTAL SOUL COLLECTOR    OUT :           0
          TOTAL TREASURE HUNTER   OUT :           0
          TOTAL BONUSGAME         OUT :           0

    [NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]
```

Bookkeeping page 4/10



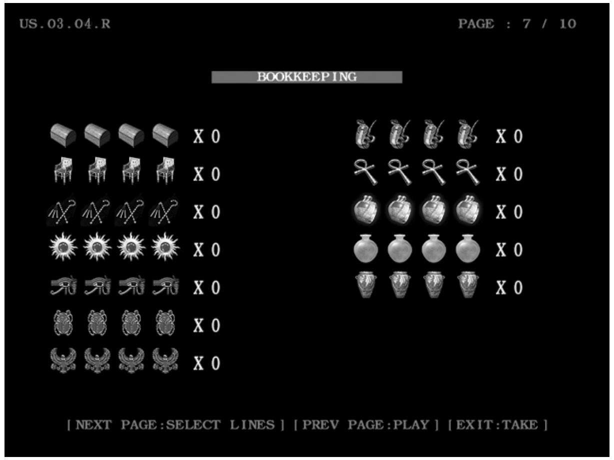
```
US.03.04.R                                          PAGE : 5 / 10

                          BOOKKEEPING

        PLAY DOUBLE UP      TIMES :          0
        WIN  DOUBLE UP      TIMES :          0
        DOUBLE UP  HIT FREQUENCY :          0.0 %

        TOTAL DOUBLE UP        IN :          0
        TOTAL DOUBLE UP       OUT :          0
        TOTAL DOUBLE UP      RATE :          0.0 %

    [NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]
```

Bookkeeping page 5/10



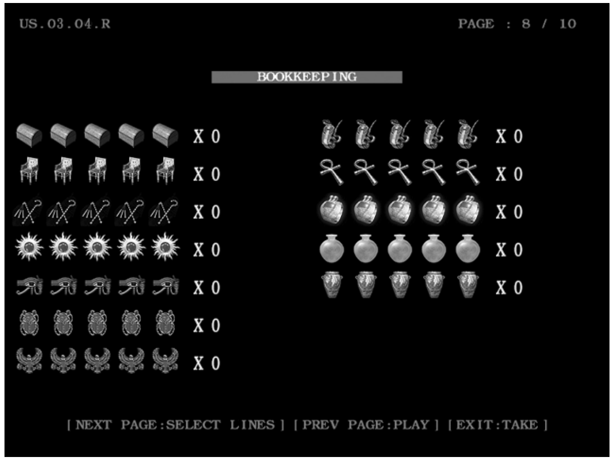
```
US.03.04.R                                          PAGE : 6 / 10

                          BOOKKEEPING

            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0
            X 0

    [NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]
```

Bookkeeping page 6/10



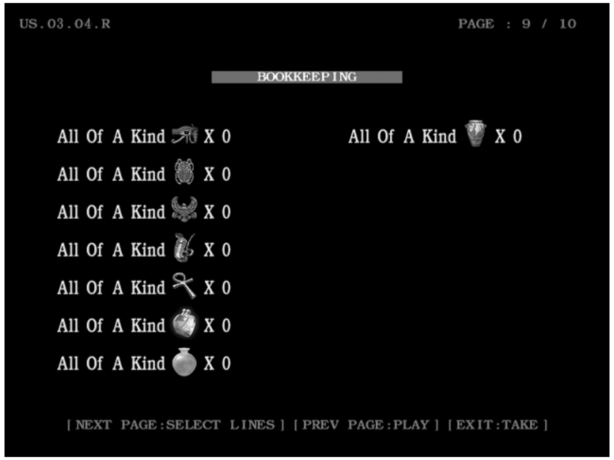
```
US.03.04.R                                          PAGE : 7 / 10

                          BOOKKEEPING

            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0                          X 0
            X 0
            X 0

    [NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]
```

Bookkeeping page 7/10



```
US.03.04.R                                  PAGE : 8 / 10

                     BOOKKEEPING

                X 0                          X 0
                X 0                          X 0
                X 0                          X 0
                X 0                          X 0
                X 0                          X 0
                X 0
                X 0

 [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

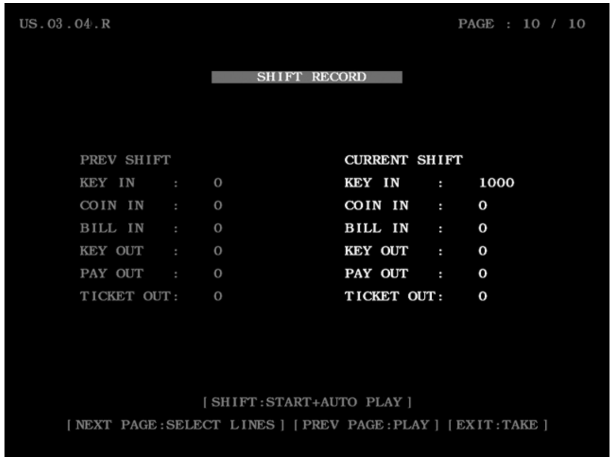
Bookkeeping page 8/10



```
US.03.04.R                                  PAGE : 9 / 10

                     BOOKKEEPING

   All Of A Kind  X 0            All Of A Kind  X 0
   All Of A Kind  X 0
   All Of A Kind  X 0
   All Of A Kind  X 0
   All Of A Kind  X 0
   All Of A Kind  X 0
   All Of A Kind  X 0

 [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

Bookkeeping page 9/10

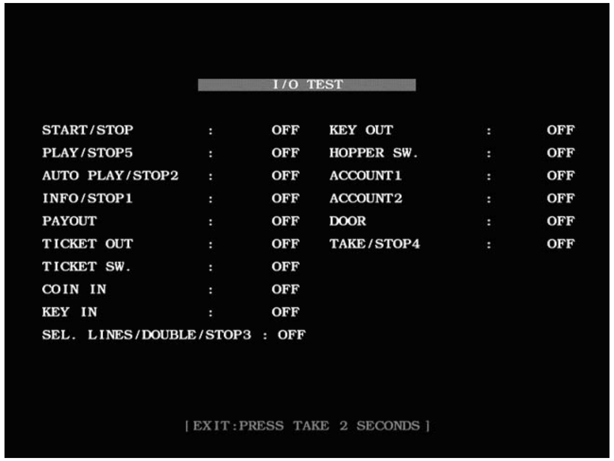
Shift Record



```
US.03.04.R                                  PAGE : 10 / 10

                     SHIFT RECORD

     PREV SHIFT                     CURRENT SHIFT
     KEY IN     :   0               KEY IN     :   1000
     COIN IN    :   0               COIN IN    :   0
     BILL IN    :   0               BILL IN    :   0
     KEY OUT    :   0               KEY OUT    :   0
     PAY OUT    :   0               PAY OUT    :   0
     TICKET OUT:    0               TICKET OUT:    0

                [ SHIFT:START+AUTO PLAY ]
 [ NEXT PAGE:SELECT LINES ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]
```

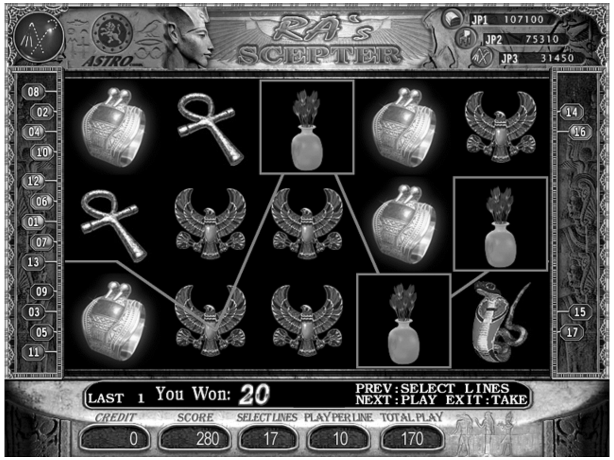
Bookkeeping page 10/10

1. Press **Start** and **Auto Play** buttons to shift.
2. Press **Select Lines** or **Play** button to select the page.
3. Press **Take** button to exit the **Bookkeeping** page.



```
I/O TEST

START/STOP          :    OFF    KEY OUT         :    OFF
PLAY/STOP5          :    OFF    HOPPER SW.      :    OFF
AUTO PLAY/STOP2     :    OFF    ACCOUNT1        :    OFF
INFO/STOP1          :    OFF    ACCOUNT2        :    OFF
PAYOUT              :    OFF    DOOR            :    OFF
TICKET OUT          :    OFF    TAKE/STOP4      :    OFF
TICKET SW.          :    OFF
COIN IN             :    OFF
KEY IN              :    OFF
SEL. LINES/DOUBLE/STOP3 : OFF

[EXIT:PRESS TAKE 2 SECONDS]
```

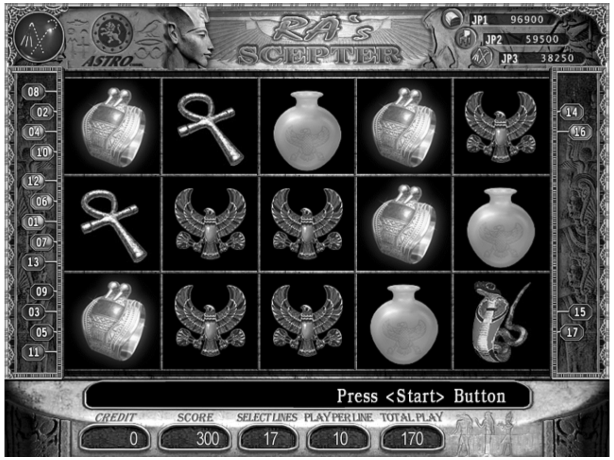
1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **I/O Test** and press **Start** button to enter the **I/O Test** page.
3. Press **Take** button 2 seconds to exit the **I/O Test** page.


ASTRO
RA's SCEPTER
JP1 107100
JP2 75310
JP3 31450
LAST 1 You Won: 20
PREV:SELECT LINES
NEXT:PLAY EXIT:TAKE
CREDIT 0
SCORE 280
SELECT LINES 17
PLAY PER LINE 10
TOTAL PLAY 170

1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **History** and press **Start** button to enter the **History** page.
3. Press **Select Lines** or **Play** button to select the page.
4. Press **Take** button to exit the **History** page.

How to play

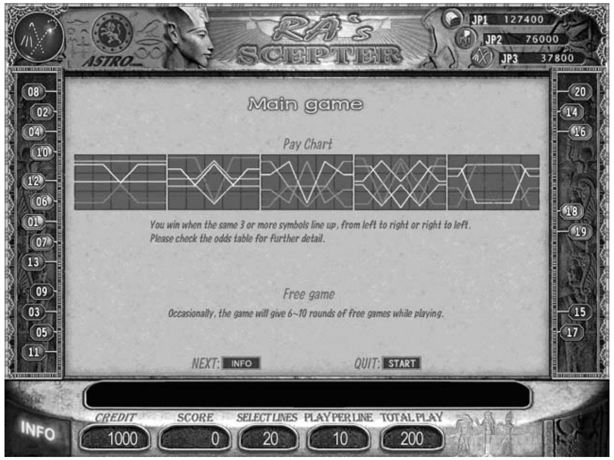
A. Main Game


RA's SCEPTER
ASTRO
JP1 96900
JP2 59500
JP3 38250

Press <Start> Button

CREDIT 0
SCORE 300
SELECT LINES 17
PLAY PER LINE 10
TOTAL PLAY 170

15 reels-25 liner style


RA's SCEPTER
ASTRO
JP1 127400
JP2 76000
JP3 37800
INFO

Main game

Pay Chart

You win when the same 3 or more symbols line up, from left to right or right to left.
Please check the odds table for further detail.

Free game

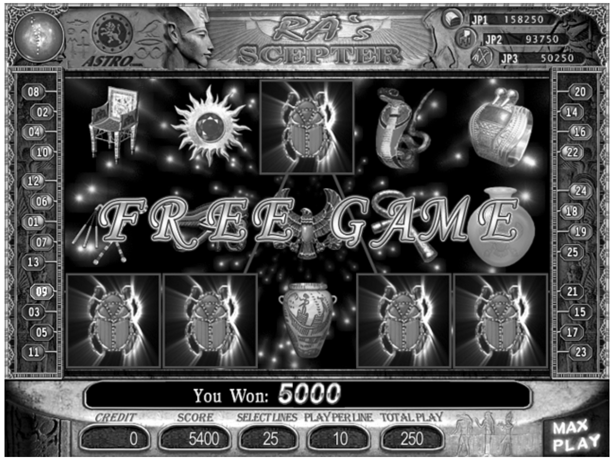
Occasionally, the game will give 6~10 rounds of free games while playing.

NEXT: INFO QUIT: START

CREDIT 1000
SCORE 0
SELECT LINES 20
PLAY PER LINE 10
TOTAL PLAY 200

Pay Chart

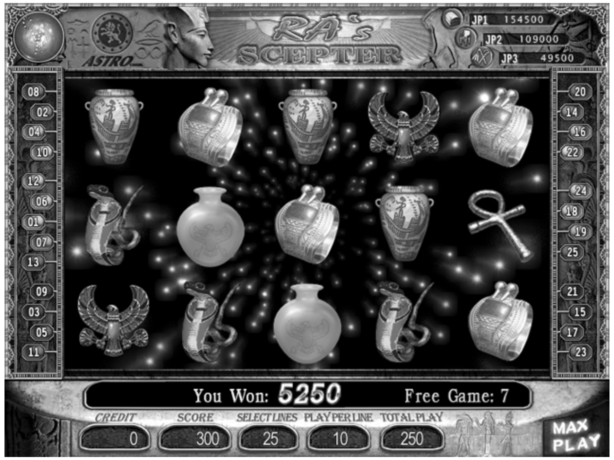
B. Free Game


RA's SCEPTER
ASTRO
JP1 158250
JP2 93750
JP3 50250
FREE GAME
MAX PLAY

You Won: 5000

CREDIT 0
SCORE 5400
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250

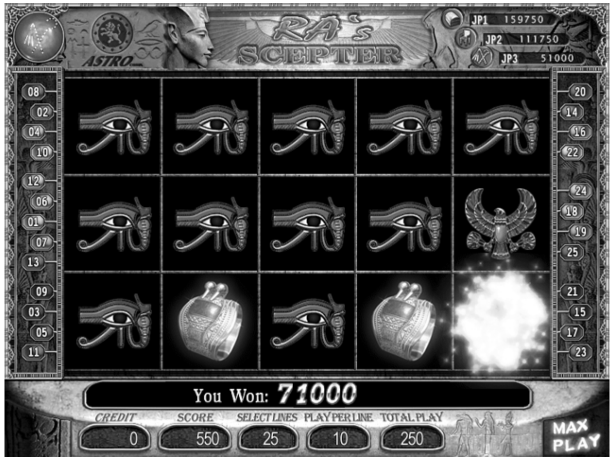
The game will randomly give away **6~10 rounds** of free games.


RA's SCEPTER
ASTRO
JP1 154500
JP2 109000
JP3 49500
MAX PLAY

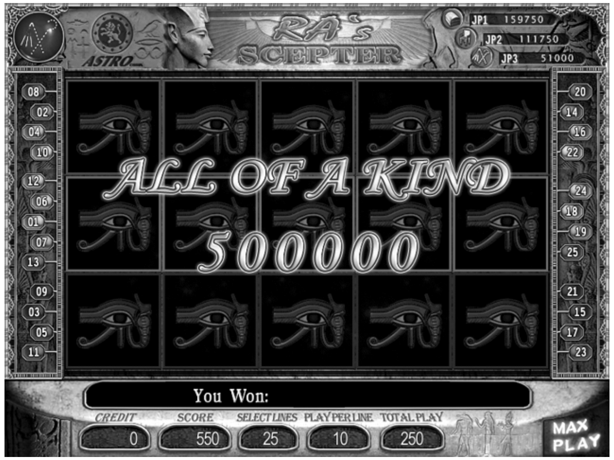
You Won: 5250 Free Game: 7

CREDIT 0
SCORE 300
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250

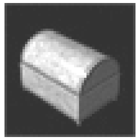
C. Scepter’s Magic


RA's SCEPTER
ASTRO
JP1 159750
JP2 111750
JP3 51000
You Won: 71000
CREDIT 0
SCORE 550
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

Occasionally, the “**Scepter’s Magic**” will shift symbols to increase the winning opportunity.

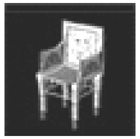

RA's SCEPTER
ASTRO
JP1 159750
JP2 111750
JP3 51000
ALL OF A KIND
500000
You Won:
CREDIT 0
SCORE 550
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

D. Jackpot



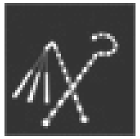
1. JP1：(Random JP)

When player’s play as ≧ JP MIN. Play and hit more than 3 **Treasure Box** symbols, they will be awarded the JP1 Bonus.JP1 is a random bonus ranging from **550~650** times of Total Play.



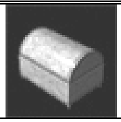
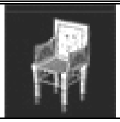
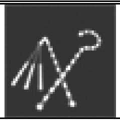
2. JP2：(Random JP)

When player’s play as ≧ JP MIN. Play and hit more than 3 **Throne** symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from **350~450** times of Total Play.

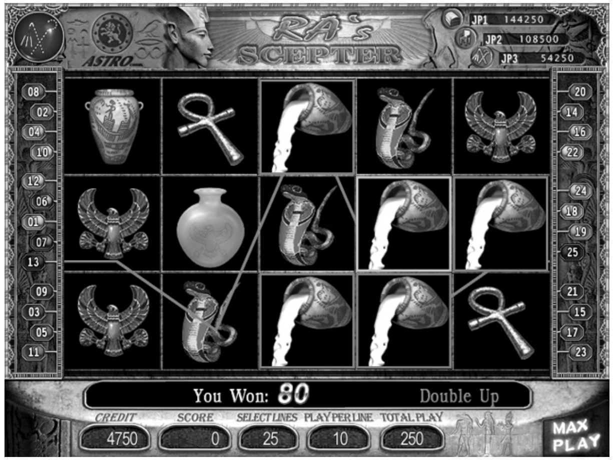


3. JP3：(Random JP)

When player’s play as ≧ JP MIN. Play and hit more than 3 **Scepter** symbols, they will be awarded the JP3 Bonus. JP3 is a random bonus ranging from **150~250** times of Total Play.

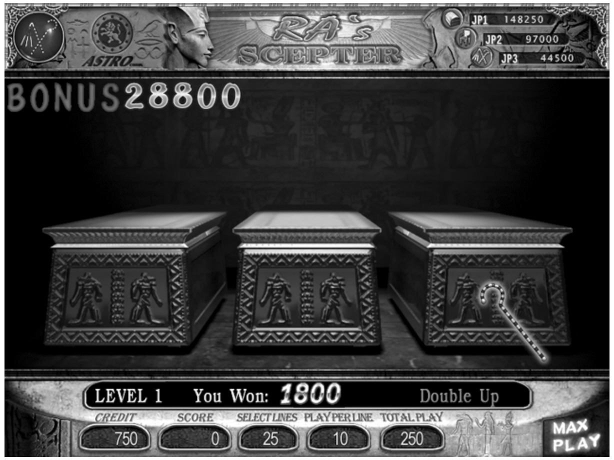
Symbol **Of a kind**			
3	1/4 JP1	1/4 JP2	1/4 JP3
4	1/2 JP1	1/2 JP2	1/2 JP3
5	JP1	JP2	JP3

E. Double Up

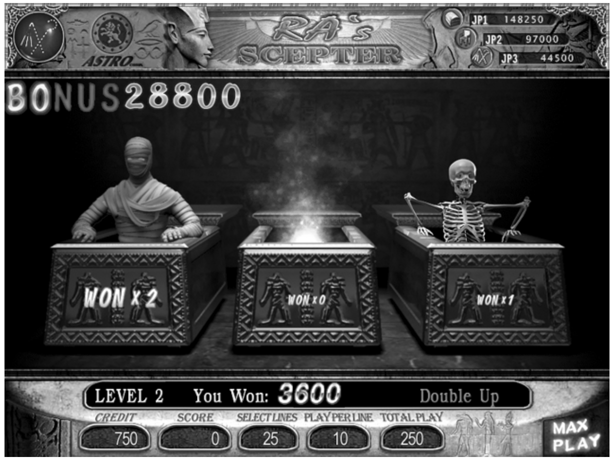

RA's SCEPTER
ASTRO
JP1 144250
JP2 108500
JP3 54250
You Won: 80
Double Up
CREDIT 4750
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

1. After winning in the main game or bonus game, players can press **Double** button to play the Double Up game.
2. The **Double Up game** can be played for **maximum of 5 times**.
3. Each round will appear 3 souls, the different color of soul indicates its related odds.

4. Press **Double** button to choose one among the 3 coffins.


RA's SCEPTER
ASTRO
JP1 148250
JP2 97000
JP3 44500
BONUS 28800
LEVEL 1
You Won: 1800
Double Up
CREDIT 750
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

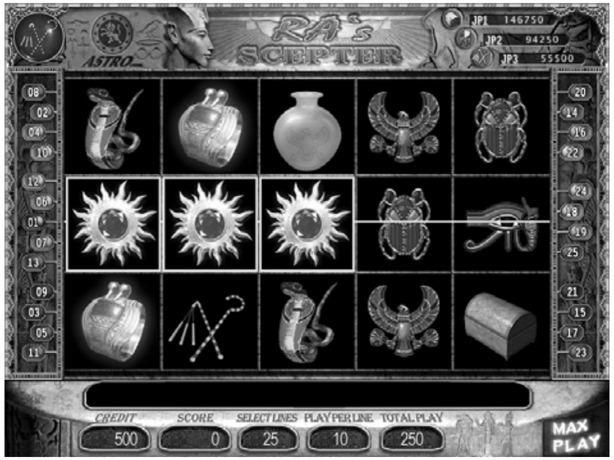
5. When you pass one level, you will collect a letter among “B”,”O”,”N”,”U”,”S”. When you collect all 5 BONUS letters, you will win extra bonus.


RA's SCEPTER
ASTRO
JP1 148250
JP2 97000
JP3 44500
BONUS 28800
WON x 2
WON x 0
WON x 1
LEVEL 2
You Won: 3600
Double Up
CREDIT 750
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

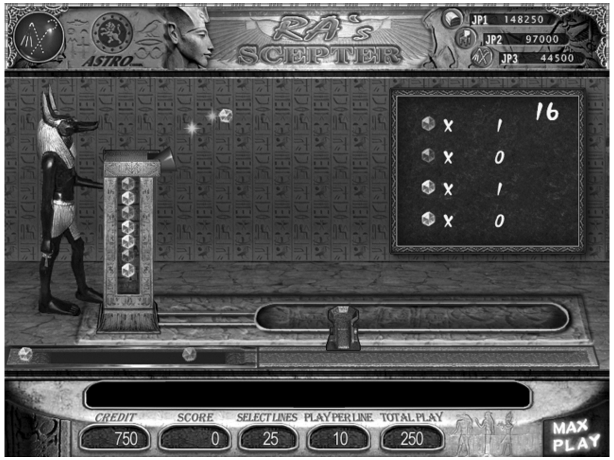
6. Before the beginning of this round, you may press **Take** button to exit.

Bonus Game

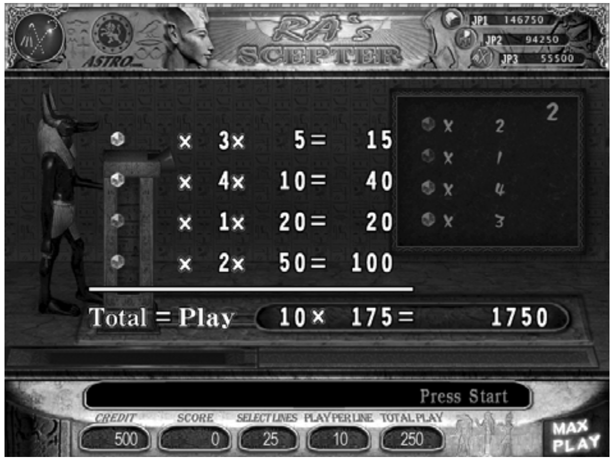
A. Gem Catcher game


RA's SCEPTER
ASTRO
JP1 146750
JP2 94250
JP3 55500
CREDIT 500
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

1. In main game, when player gets **3 Sun Medal** symbols will automatically enter the **Gem Catcher game**.
2. The Time limit is within **30** seconds.
3. Press **Play** button to move the catcher towards right, and press **Take** button to move the catcher towards left.
4. The gems you've caught will be collected in the left bottom.
5. Game is over when all gems were shoot out, or time to be counted down to 0, or when players to catch 10 gems in total.


RA's SCEPTER
ASTRO
JP1 148250
JP2 97000
JP3 44500
16
x 1
x 0
x 1
x 0
CREDIT 750
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

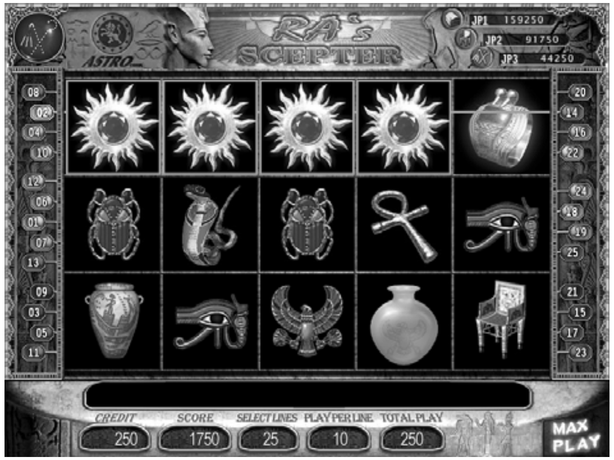
6. **Winning ＝ Play Per Line × Odds**



× 3× 5= 15
× 4× 10= 40
× 1× 20= 20
× 2× 50= 100
Total = Play 10× 175= 1750

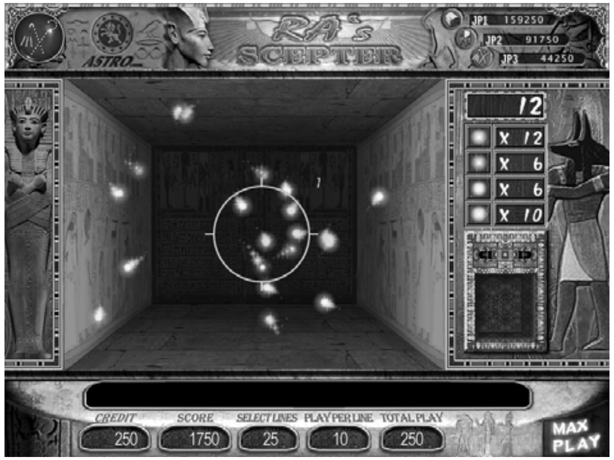
RA's SCEPTER
ASTRO
JP1 146750
JP2 94250
JP3 55500
2
x 2
x 1
x 4
x 3
Press Start
CREDIT 500
SCORE 0
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

B. Soul Collector game

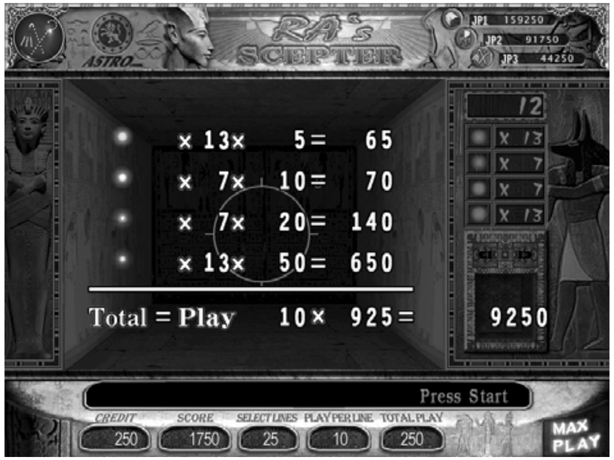

RA's SCEPTER
ASTRO
JP1 159250
JP2 91750
JP3 44250
CREDIT 250
SCORE 1750
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

1. In main game, when players get **4 Sun Medal** symbols, they will enter the **Soul Collector game**.
2. The Soul Collector game can be played 10 times within 30 seconds.

3. Press **Start** button to collect all the souls inside the green circle.


RA's SCEPTER
ASTRO
JP1 159250
JP2 91750
JP3 44250
12
X 12
X 6
X 6
X 10
CREDIT 250
SCORE 1750
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

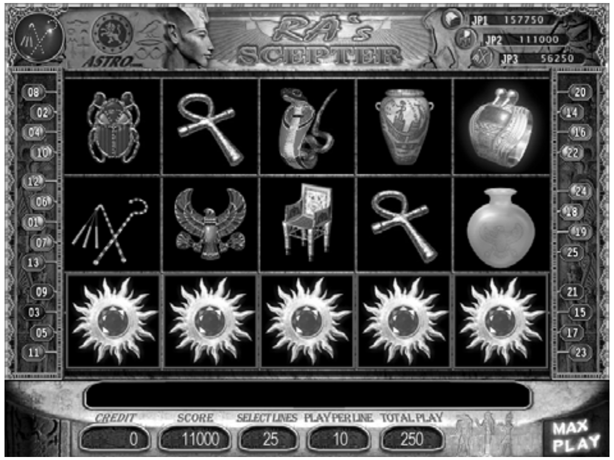
4. **Winning ＝ Play Per Line × Odds**



```
× 13×   5=  65
×  7×  10=  70
×  7×  20= 140
× 13×  50= 650
Total = Play  10× 925=   9250
```

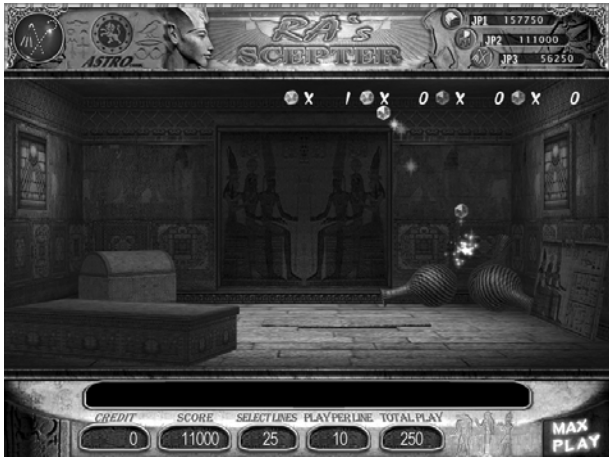
RA's SCEPTER
ASTRO
JP1 159250
JP2 91750
JP3 44250
12
X 13
X 7
X 7
X 13
Press Start
CREDIT 250
SCORE 1750
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

C. Treasure Hunter game

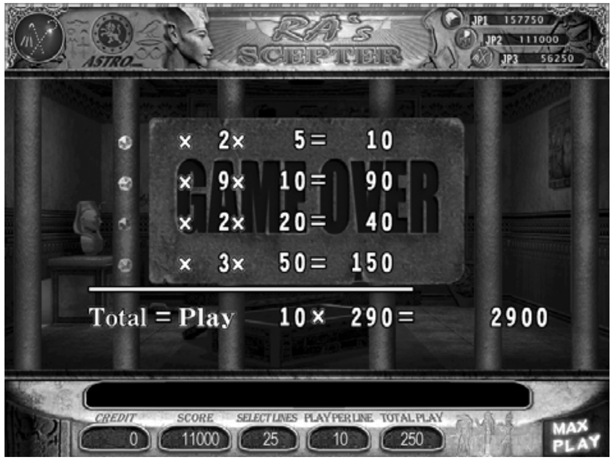

RA's SCEPTER
ASTRO
JP1 157750
JP2 111000
JP3 56250
CREDIT 0
SCORE 11000
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

1. In main game, when players get **5 Sun Medal** symbols, they will enter the **Treasure Hunter game**.
2. Press **Start** button to choose one out of 5 items in the secret chamber.
3. If players trigger the gimmick, they will enter another secret chamber.

4. Game is over when the players trigger a trap.

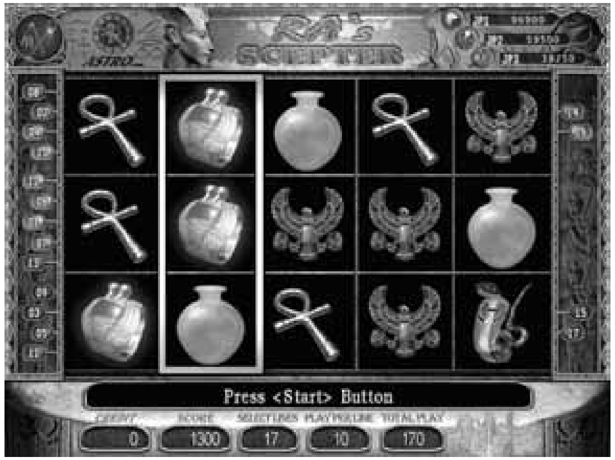

RA's SCEPTER
ASTRO
JP1 157750
JP2 111000
JP3 56250
× 1
× 0
× 0
× 0
CREDIT 0
SCORE 11000
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

5. **Winning ＝ Play Per Line × Odds**


RA's SCEPTER
ASTRO
JP1 157750
JP2 111000
JP3 56250
GAME OVER
CREDIT 0
SCORE 11000
SELECT LINES 25
PLAY PER LINE 10
TOTAL PLAY 250
MAX PLAY

× 2× 5= 10
× 9× 10= 90
× 2× 20= 40
× 3× 50= 150
Total = Play 10× 290= 2900

Skill Mode



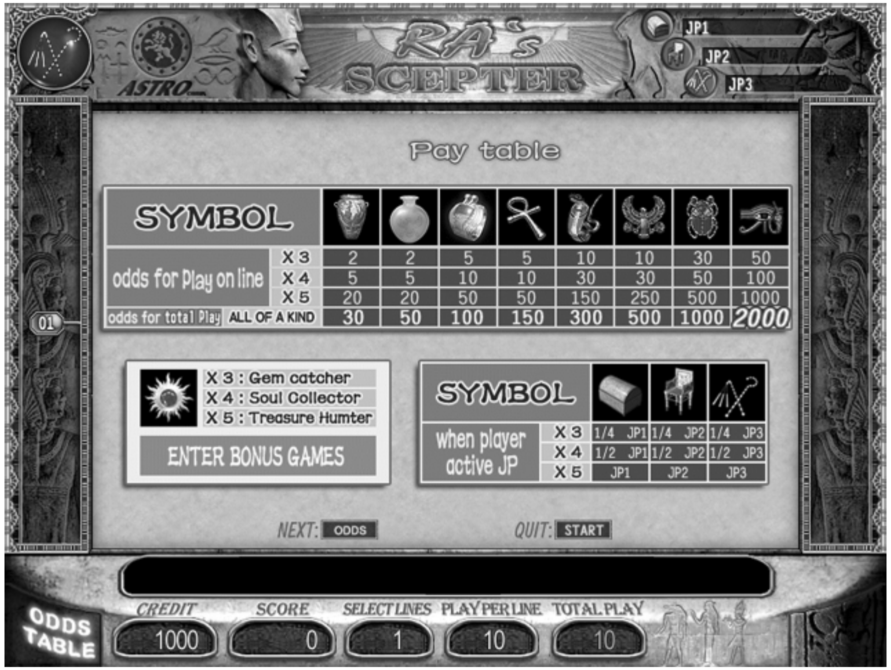
1. Enter Data Setting page and turn on **SKILL MODE**.
2. A frame appears on a reel after press **START** button to stop the reels in a main game.
3. Press **Info** button to move the position of frame and determine which reel will be reserved. Only one reel will be reserved.
4. Press **START** button again to respin the other four reels.
5. Game result appears after the reels stop.

Troubleshooting

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
CF Error	1. The version of program is incorrect 2. Please contact your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit “Data Setting” page.
Credit Over	1. Press Key Out, Payout, or Ticket Out.
Data Error	1. Enter “Data Setting” page and reset the bookkeeping data.
Hopper Error	1. Repair the coin out transporter or hopper. 2. Enter the “Data Setting” page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW. 3. Exit “Data Setting” page.
Hopper Empty	1. Refill the coin hopper.
Transfer Error	1. Restart the machine.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Up Board Error	1. Please contact the provider.
Ticket Error	1. Repaire the printer then enter and exit “Data Setting” page.
Ticket Empty	1. Please refill ticket.
No Image	1. When the opening animation starts, press **Account** button to enter the “Setup Menu” Page. 2. Select the item for more information.

Pay Table



Pay table

SYMBOL									
odds for Play on line	X 3	2	2	5	5	10	10	30	50
	X 4	5	5	10	10	30	30	50	100
	X 5	20	20	50	50	150	250	500	1000
odds for total Play	ALL OF A KIND	30	50	100	150	300	500	1000	2000

X 3 : Gem catcher
X 4 : Soul Collector
X 5 : Treasure Humter

ENTER BONUS GAMES

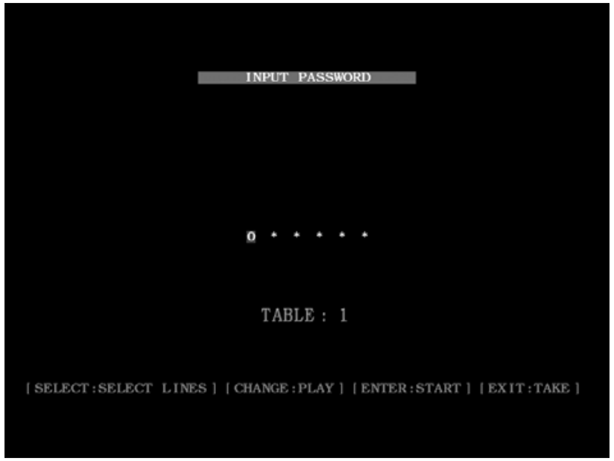
SYMBOL				
when player active JP	X 3	1/4 JP1	1/4 JP2	1/4 JP3
	X 4	1/2 JP1	1/2 JP2	1/2 JP3
	X 5	JP1	JP2	JP3

Data Setting List

	Item	Value
1	Credit Limit	1000, 3000, 5000, 10000, **20000**, 50000, 100000, 990000
2	Coin In/Credit	1, 2, 3, 4, 5, 10, 15, 20, **25**, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
3	Coin Out Limit	100, 200, 300, 500, 1000, 2000, 3000, 5000, **OFF**
4	Key In/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, **1000**
5	Key Out Type	COIN IN, **KEY IN**, CLEAR ALL, TICKET OUT
6	Ticket Out/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, **1000**
7	Max. Ticket Per Game	1, 2, 3, 4, 5, 8, 10, **CONTINUOUS**
8	Max. Play	25, 50, 75, 100, 125, 150, 175, 200, 225, **250**, 275, 300, 375, 500
9	Min. Play	1, 3, 5, 7, 9, 10, 15, 20, **25**, 50, 75, 100, 150, 200, 250, 300, 500
10	JP Min. Play	9, 25, **50**, 75, 100, 150, 200, 250, 300, 500
11	Auto Play	**ON**, OFF
12	Info Table	**ON**, OFF
13	Level of Difficulty	1(EASIEST), 2, 3, 4, 5, 6, 7, **8(HARDEST)**
14	Double Up	1(EASIEST), **2**, 3, 4, 5(HARDEST), OFF
15	Winning Type	**INTO SCORE**, INTO CREDIT
16	Play Score	**YES**, NO
17	Bookkeeping	**ON**, OFF
18	Reset Code Type	Table1, Table2, Table3, Table4, Table5, Table6, Table7, **OFF**
19	Game Count	ON, **OFF**
20	10 Times Feature	ON, **OFF**
21	Continuous Spin	ON, **OFF**
22	Demo Sound	**ON**, OFF
23	Sound Volume	0, 5, 10, 15, 20, 25, 30, 35, 40, 45, **50**, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
24	Play Mode	**REELS**, TILES
25	Hopper Sensor	**NORMAL HIGH**, NORMAL LOW
26	Game Type	**NORMAL**, SKILL

Setup Password

（Data Setting 18th item）


INPUT PASSWORD

0 * * * * *

TABLE : 1

[SELECT:SELECT LINES] [CHANGE:PLAY] [ENTER:START] [EXIT:TAKE]

1. Press **Select Lines** button to select the unit for changing.
2. Press **Play** button to change the value.
3. Press **Start** button to input the password. If the password is correct, then will enter **Data Setting** page; or will return to **Setup Menu** page.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can see one unit of password while you're inputting , after you change ,the former unit will show as ＊。

Table	**1**	**2**	**3**	**4**	**5**	**6**	**7**
Password	197456	620630	358461	681043	427638	851976	725631

Pin Layout

CONNECTOR（36PIN）

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch(Dispenser)	8	
Start / Stop Button	9	
Info/Stop1Button	10	
Play/Stop5 Button	11	
Take/Stop4 Button	12	
Select Lines Double/ Stop 3 Button	13	
Game Count Pulse	14	
	15	
Auto/Stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1	20	Account 2
Pay Out Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Info/Stop1 Lamp	30	Error Lamp
Play/Stop5 Lamp	31	Win Lamp
Take/Stop4 Lamp	32	
Select Lines/ Double/Stop3 Lamp	33	
Auto/Stop2 Lamp	34	
	35	
GND	36	GND

CONNECTOR（10PIN）

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
(*1) +5V	3	+5V
+5V	4	+5V
(*1) +12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC +5V 2A and DC +12V

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