

. Arabian Nights .

The following developer is responsible for the declaration:

Astro Corp.

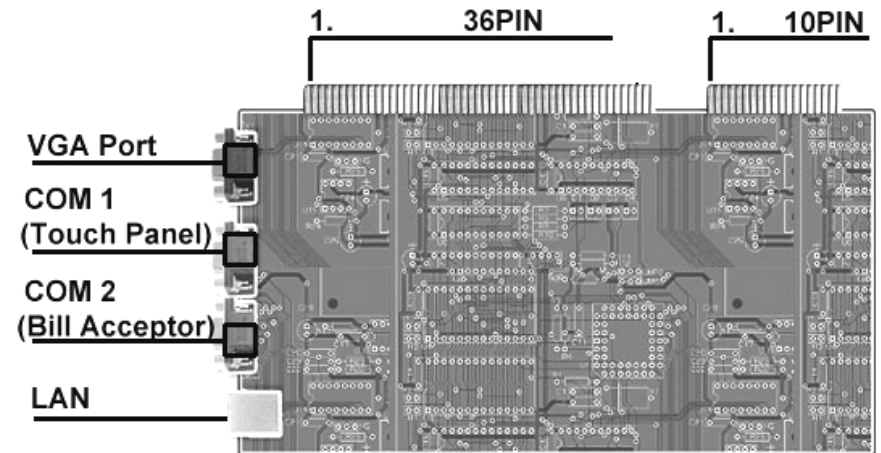
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(Manual Version: AN_US-070709)

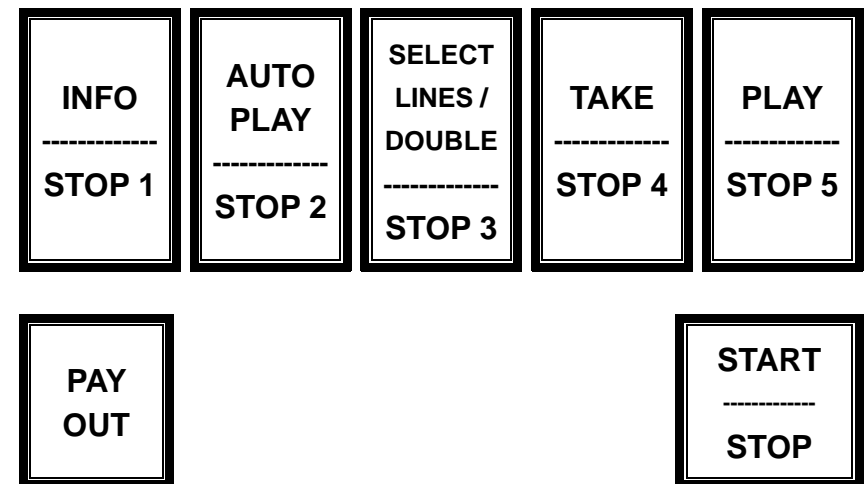
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Interface



Button Layout



According to Pin Layout.....p. 37

Setup Menu



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Press **Select Lines** or **Play** button to select the item.
- C. Press **Start** button to enter the page.
- D. Press **Take** button to exit the **Setup Menu** page.

Setup Password

(Data Setting 21th item)



1. Press **Select Lines** button to select the item to change.
2. Press **Play** button to change the item values.
3. Press **Start** button to enter the password. If the password is correct, will enter **Data Setting** page; if not, will show password error.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can only see one digit of password while you're inputting, after you change digit, former digit will show as *.

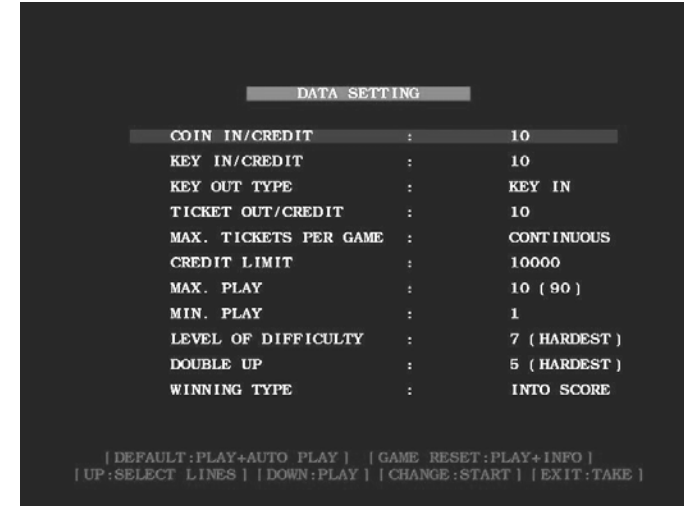
TABLE	1	2	3	4	5	6	7
Password	342768	467565	577422	646313	789326	845365	912638

Information



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Information** then press **Start** button to enter the **Information** page.
- C. Press **Take** button to exit the **Information** page.

Data Setting

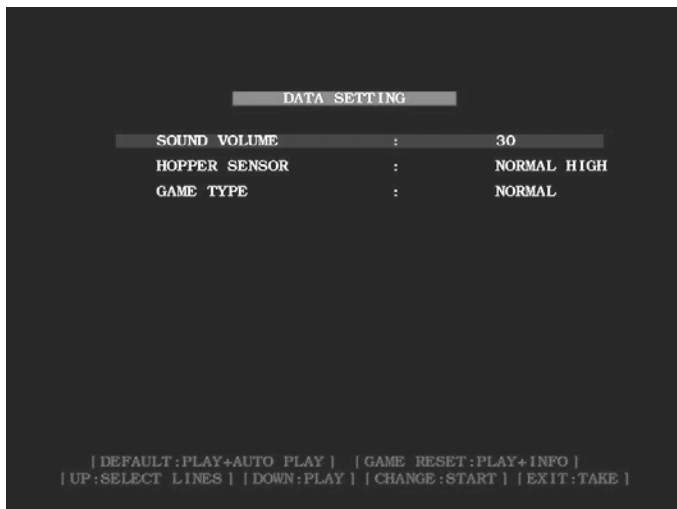


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- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Data Setting** then press **Start** button to enter the **Data Setting** page.
- C. Press **Select Lines** or **Play** button to select the item to change.
- D. Press **Start** button to change the item values.
- E. Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
- F. Press **Take** button to exit the **Data Setting** page.



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Confirm Reset

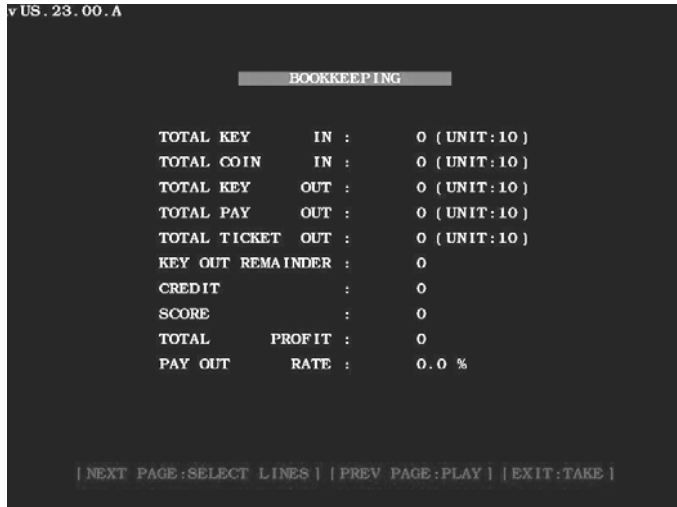
- A. Enter the **Data Setting** page.
- B. Press **Play** and **Info** buttons to reset, and then will enter the **Confirm Reset** page to confirm this operation.



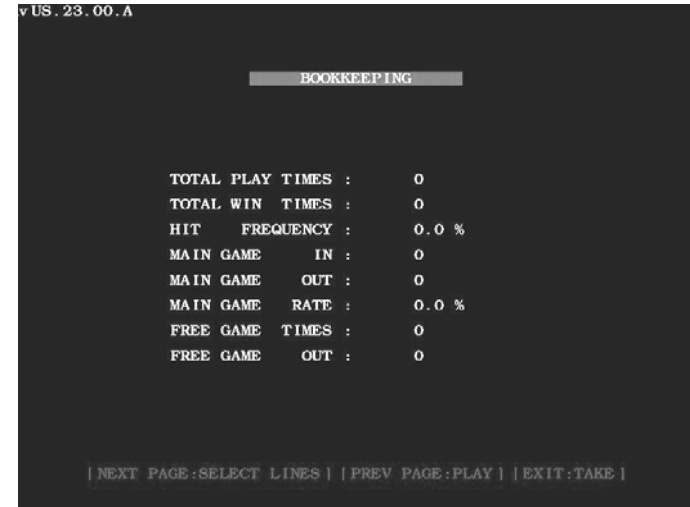
- C. Press **Select Lines** button to select the item.
- D. Press **Start** button to enter your decision. If you decide not to reset, then will return to **Data Setting** page; if you decide to reset, then will return to **Demo**.

(The program will reconfirm the reset instruction for once.)

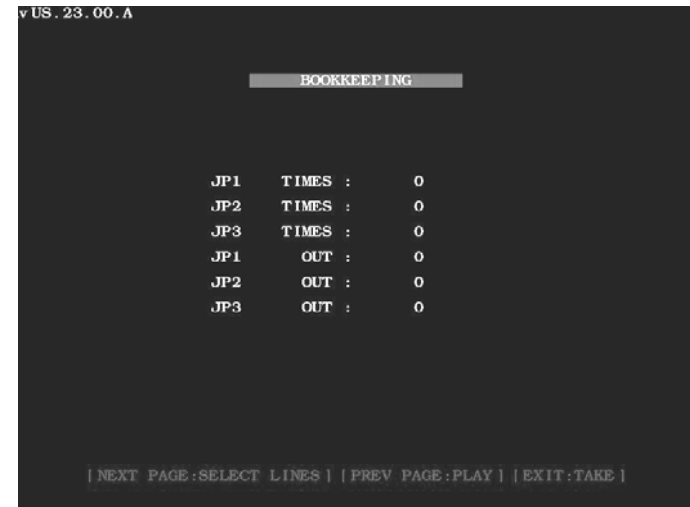
Bookkeeping (9 pages)



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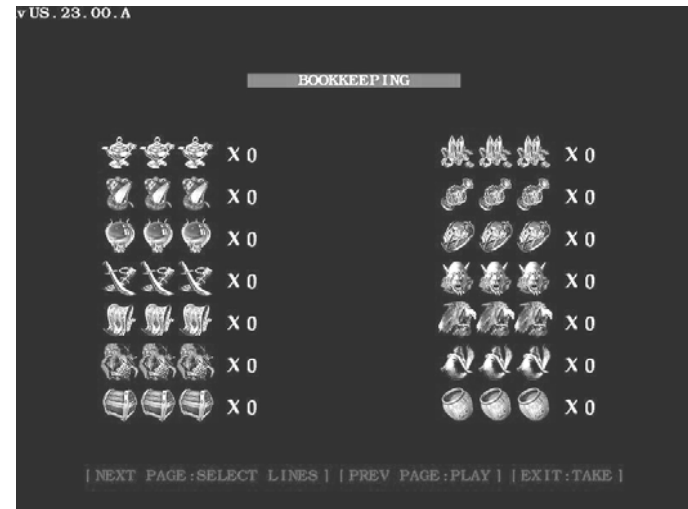


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- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **BOOKKEEPING** and press **Start** button to enter the **Bookkeeping** page.
- C. Press **Select Lines** or **Play** button to select the page.
- D. Press **Take** button to exit the **Bookkeeping** page.



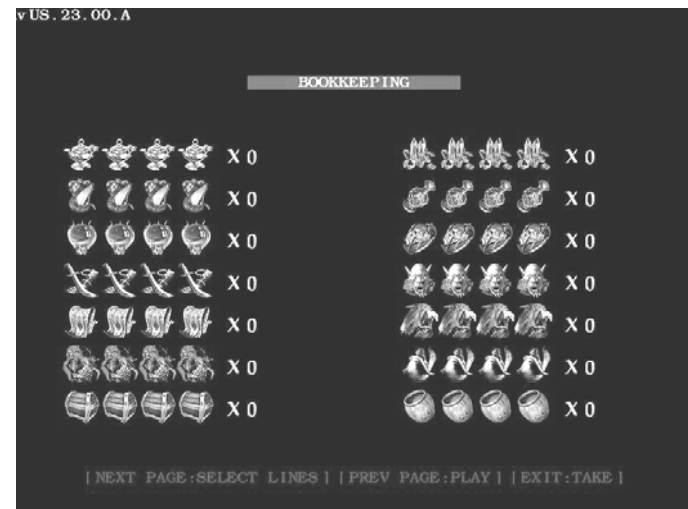
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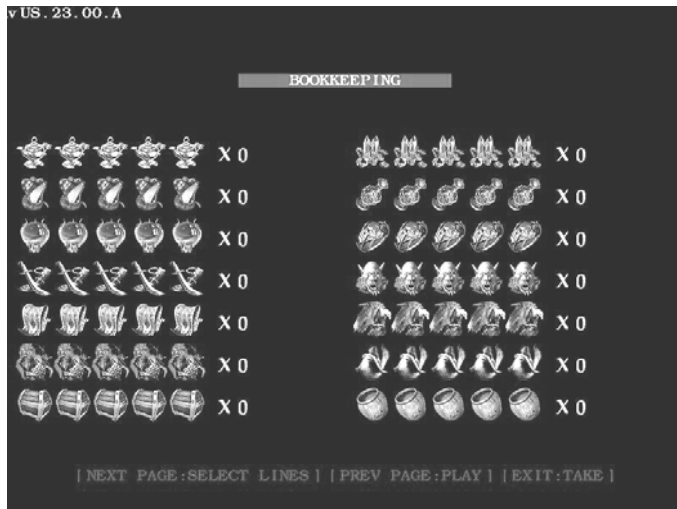
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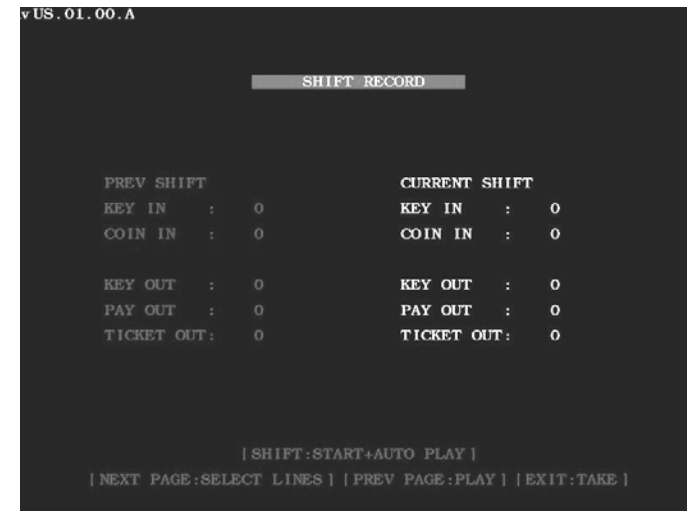


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Shift Record



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- A. Press **Start** and **Auto Play** buttons to shift.
- B. Press **Select Lines** or **Play** button to select the page.
- C. Press **Take** button to exit the **Bookkeeping** page.

Confirm Shift

- A. Press **Start** and **Auto Play** buttons to shift, and then will enter the **Confirm Shift** page to confirm this operation..
- B. Press **Select Lines** button to select the item.
- C. Press **Start** button to enter the decision.

I/O Test



- Turn on **Account** button to enter the **Setup Menu** page.
- Select **I/O TEST** and press **Start** button to enter the **I/O Test** page.
- The **I/O Test** page provides keyboard test.
- Press **Take** button 2 seconds to exit the **I/O Test** page.

History



- Turn on **Account** button to enter the **Setup Menu** page.
- Select **HISTORY** and press **Start** button to enter the **HISTORY** page.
- Press **Select Lines** or **Play** button to select the page.
- Press **Take** button to exit the **History** page.

How to play

A. Main Game



5 reels-9 liner style



Pay Chart

B. Free Line



As the condition of playing with all lines, it will give **1~4 free lines** as below according as the playing values to increase the winning possibility.



C. Free Game



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



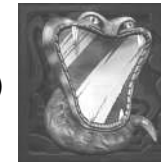
D. Jackpot

1. JP1: (Random JP)



When player plays as JP MIN. Play and hits more than 3 **Genie-Lamp** symbols will award the JP1 Bonus. JP1 is a random bonus from **550~650** times of Total Play.

2. JP2: (Random JP)






When player plays as JP MIN. Play and hits more than 3 **Magic-Mirror** symbols will award the JP2 Bonus. JP2 is a random bonus from **350~450** times of Total Play.

3. JP3: (Random JP)



When player plays as JP MIN. Play and hits more than 3 **Crystal-Ball** symbols will award the JP3 Bonus. JP2 is a random bonus 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	All JP1	All JP2	All JP3

E. Double Up

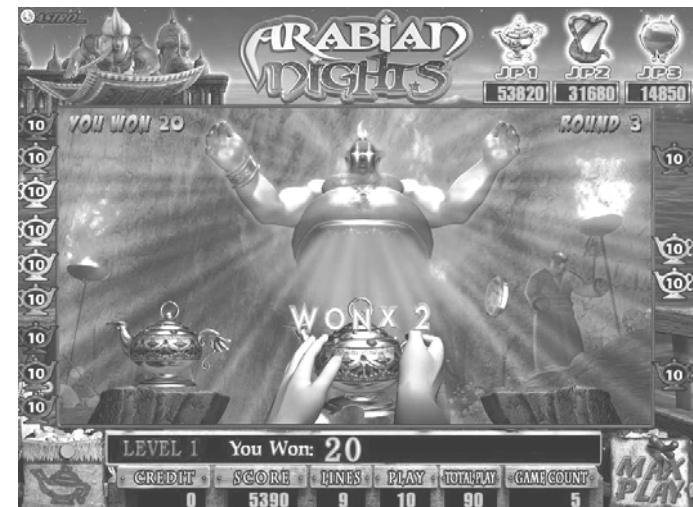


1. After winning in the main game or the bonus game, player can press **Double** button to play the **Double Up game**.

2. Press **Double** button to choose the left or right lamp, and summon the genie to realize the award-winning hope. The game is over when cursed and turned into a stone figure unfortunately.



3. Players are free to leave **Double Up game** by pressing **Take** to exit.



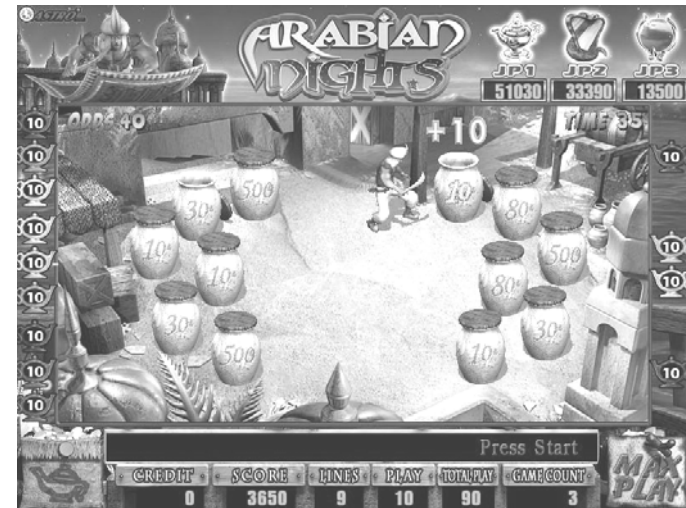
Bonus Game

A. Ali-baba Game

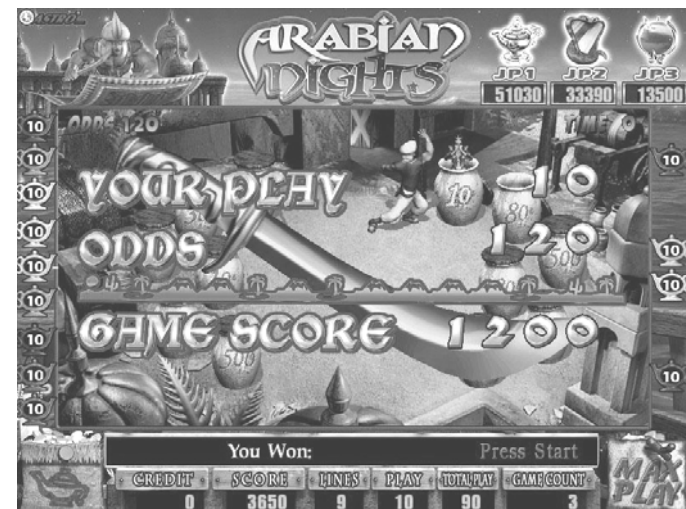


1. Receiving 3 or more **Arabian Scimitar** symbols from main game to enter **Ali-baba game**.
2. The game can be played within **60 seconds**. The game is over when Ali-baba found a maid.
3. Press **Start** button to let Ali-baba aim a wine jar and attack, clearing a hiding thief.

4. Please refer the **ODDS** on the left-up corner of the screen.



5. **Game Score = Your Play × Odds**



B. Aladdin Game



1. Receiving 3 or more **Magic Carpet** symbols from main game to enter **Aladdin game**.
2. The game can be played within **60 seconds**. The game is over when Aladdin had taken 3 jewels.
3. Press **Start** button to let Aladdin jump and take a jewel. If touch a bat or a stone, Aladdin will be giddy and unable to move.

4. Please refer the **ODDS** on the left-up corner of the screen.



5. **Game Score = Your Play × Odds**

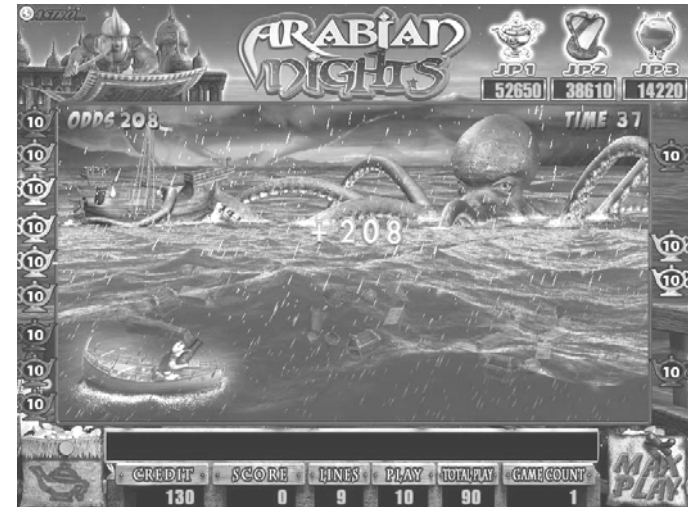


C. Sinbad game



1. Receiving 3 or more **Sea Monster** symbols from main game to enter **Sinbad game**.
2. The game can be played within **60 seconds**. The game is over when Sinbad sank the sea monster.
3. Press **Start** button to let Sinbad fire the artillery at the sea monster, and make the surfaced objects to form numbers.

4. Please refer the **ODDS** on the left-up corner of the screen.



5. **Game Score = Your Play × Odds**



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 follow.

Error Message	Procedure
CF ERROR	The version of program is incorrect. Please talk to your provider.
COIN JAM	1. Repair coin selector and coin entrance. 2. Enter and leave the Data Setting page.
CREDIT OVER	Press key out, payout or ticket out.
DATA ERROR	Enter the Data Setting page and reset the bookkeeping data.
DOOR OPEN	Enter and leave the Data Setting page.
HOPPER ERROR	1. Repair 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. Leave the Data Setting page.
HOPPER EMPTY	Refill coin hopper.
TRANSFER ERROR	Restart the machine.
HARDWARE ERROR	Check Data Setting page, if the message still existing. Please send the board back for repairing.

Odds Table

Data Setting List

	Item	Value
1	Coin In / Credit	1, 2, 3, 4, 5, 10 , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	Key In / Credit	1, 2, 3, 4, 5, 10 , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Key Out Type	Coin In, Key In , Clear All, Ticket Out
4	Ticket Out / Credit	1, 2, 3, 4, 5, 10 , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Maximum Tickets Per Game	1, 2, 3, 4, 5, 8, 10, Continuous
6	Credit Limit	1000, 3000, 5000, 10000 , 20000, 30000, 50000, 100000, 990000
7	Max. Play	1(9), 2(18), 3(27), 4(36), 5(45), 6(54), 7(63), 8(72), 9(81), 10(90) , 15(135), 20(180), 25(225), 30(270)
8	Min. Play	1 , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
9	Level Of Difficulty	1(Easiest), 2, 3, 4, 5, 6, 7(Hardest)
10	Double Up	1(Easiest), 2, 3, 4, 5(Hardest) , Off
11	Winning Type	Into Score , Into Credit
12	Play Score	Yes , No
13	Coin Out Limit	100, 200, 300, 500, 1000, 2000, 3000, 5000, Off
14	Continuous Spin	Yes, No
15	Auto Play	On , Off
16	Info	On , Off
17	Book Keeping	On , Off
18	Demo Sound	On , Off
19	Game Count	Yes, No
20	10 Times Feature	On, Off
21	Reset Code Type	1, 2, 3, 4, 5, 6, 7, No Use
22	JP Min. Play	9, 18, 27, 36, 45 , 54, 63, 72, 81, 90, 135, 180, 225, 270
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	Hopper Sensor	Normal High , Normal Low
25	Game Type	Nomal , Skill

* The boldface scripts in value parts represent the default.

	Item	Definition
1	Coin In / Credit	The credit value at each coin in will increase.
2	Key In / Credit	The credit value at each key in will increase.
3	Key Out Type	When the key out the credit, what form of money in the machine will be paid out.
4	Ticket Out / Credit	The ticket value when the machine pays out.
5	Maximum Tickets Per Game	The maximum tickets can be payout per game.
6	Credit Limit	The maximum credit value the machine can record.
7	Max. Play	The maximum play value of a game.
8	Min. Play	The minimum play value of a game.
9	Level Of Difficulty	The difficulty of the game, from level 1 (the easiest) to 7 (the hardest).
10	Double Up	The difficulty of the double up game, from level 1 (the easiest) to 5 (the hardest) and off.
11	Winning Type	When the player wins, where the winnings record in.
12	Play Score	When the player's winnings record in score, can the player play the score or not.
13	Coin Out Limit	The maximum credits of hopper can payout.
14	Continuous Spin	The wheel will continuously spin until press stop button or not.
15	Auto Play	The auto play function is available or not.
16	Info	The Info pages can be seen or not.
17	Book Keeping	Can enter the bookkeeping page or not.
18	Demo Sound	Play music during the demo or not.
19	Game Count	Count the game times or not.

	Item	Definition
20	10 Times Feature	When this function turns on, the score panel will also open. When the player wins, part of the winnings (10 times of play and 20 times of coin in) will record in the score, the rest will record in credit.
21	Reset Code Type	The current code type of password.
22	JP Min. Play	The minimum play value to win the Jackpot.
23	Sound Volume	The current setting of the sound volume.
24	Hopper Sensor	The current setting of hopper sensor.
25	Game Type	Play game in normal or skill mode.

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 Sensor	8	
Start / Stop Button	9	
Info / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Lines / Double / Stop 3 Button	13	
Game Count Pulse	14	
	15	
Auto Play / Stop 2	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account Switch	20	Test Switch
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 / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Lines / Double / Stop 3 Lamp	33	
Auto Play / Stop 2	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	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC +5V 2A and DC +12V 3A.

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

