. CARNIVAL .

The following developer is responsible for the declaration**:**

Astro Corp.

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（Manual Version: US_090520_7B）

Skill Mode

The skill mode is an additional option to main game, and it can be turn on from data setting page.

After main game started, player can keep any one result of five reels and respin again. Press Info button to move the colored frame. Only one reel result can be reserved.

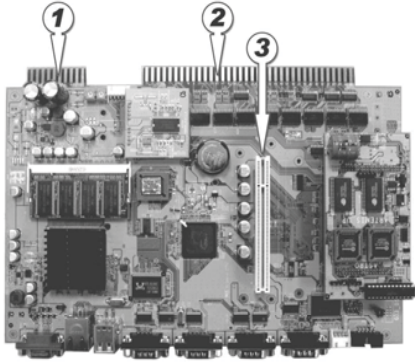Press Start button again to respin the other four reels and the game result appears after the reels stop.
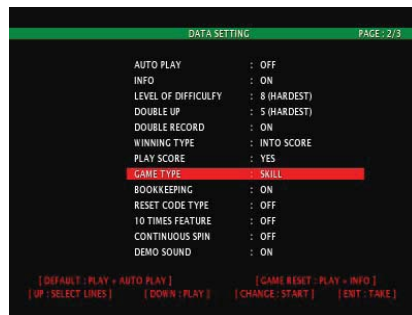
The skill mode is unavailable during free games.

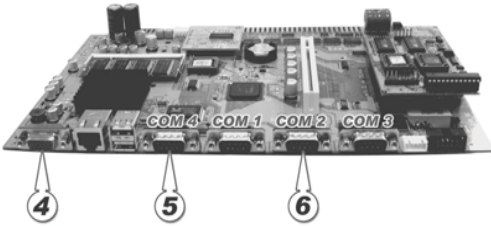The function Autoplay will be turn off when skill mode.

Table of Contents

Interface

1. JAMMA connector of 10 Pin.

2. JAMMA connector of 36 Pin.

3. Upper Board Includes Game System Environment and CF card.

4. XVGA Signal Port, Compatible to Monitor Resolution: 800 * 600.

5. Bill Acceptor Connecting Position (COM 4).

6. RS232 Port Connected to Touch Screen (COM2).

Button Layout

A. Machine Button

COLLECT	INFO STOP 1	AUTO PLAY STOP 2	SELECT LINES DOUBLE STOP 3	TAKE STOP 4	PLAY STOP 5	START STOP

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 **High**	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 in Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Collect Button	21	Key Out Switch
	22	Hopper Sensor **High**
Coin In Meter	23	
Key In Meter	24	Hopper SSR **None/ Low(when ON)**
	25	
	26	
Collect Meter	27	
Key Out Meter	28	Inhibit Active **High**
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 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 **Low**	7	
(*2) Hopper SSR **None/ Low (when ON)**	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.

◎ Output current 300 mA MAX. (sink current)

Data Setting List

|	Item	Value
1	CREDIT LIMIT	5000, 10000, 20000, 30000, 50000, <u>100000</u>, 990000
2	COIN IN/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, <u>25</u>, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
3	COIN OUT LIMIT	100, 200, 300, <u>500</u>, 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, <u>1000</u>
5	KEY OUT / CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, <u>1000</u> , CLEAR ALL (AS COIN IN), CLEAR ALL (AS KEY IN)
6	GAME COUNT	ON, <u>OFF</u>
7	TICKET OUT/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, <u>1000</u>
8	MAX. TICKETS PER GAME	1, 2, 3, 4, 5, 8, 10, <u>CONTINUOUS</u>
9	MAX. PLAY	15(1),30(2),45(3),60(4),75(5),90(6),105(7),120(8),135(9), <u>150(10)</u>,225(15),300(20),375(25),450(30)
10	MIN. PLAY	<u>1</u>, 3, 5, 7, 9, 15, 30, 45, 60, 75, 90, 105, 120, 135, 150, 225, 300, 375,450
11	JP MIN. PLAY	15, 30, 45, 60, <u>75</u>, 90, 105, 120, 135, 150, 225, 300, 375, 450
12	AUTO PLAY	<u>ON</u>, OFF
13	INFO	<u>ON</u>, OFF
14	LEVEL OF DIFFICULTY	1(EASIEST), 2, <u>3</u>, 4, 5, 6, 7, 8(HARDEST)
15	DOUBLE UP	1(EASIEST), 2, <u>3</u>, 4, 5(HARDEST), OFF
16	DOUBLE RECORD	<u>ON</u>, OFF
17	WINNING TYPE	<u>INTO SCORE</u>, INTO CREDIT
18	PLAY SCORE	<u>YES</u>, NO
19	GAME TYPE	<u>NORMAL</u>, SKILL
20	BOOKKEEPING	<u>ON</u>, OFF
21	RESET CODE TYPE	TABLE1, TABLE2, TABLE3, TABLE4, TABLE5, TABLE6, TABLE7, <u>OFF</u> , CUSTOM
22	10 TIMES FEATURE	ON, <u>OFF</u>
23	CONTINUOUS SPIN	ON, <u>OFF</u>
24	DEMO SOUND	<u>ON</u>, OFF
25	SOUND VOLUME	0, 10, 20, 30, 40, 50, 60, <u>70</u>, 80, 90, 100
26	HOPPER SENSOR	<u>NORMAL HIGH</u>, NORMAL LOW
27	TOUCH SCREEN	ON, <u>OFF</u>
28	COLLECT BUTTON	<u>DIRECT DRIVE</u>, INTERFACE BOARD, ATTENDANT

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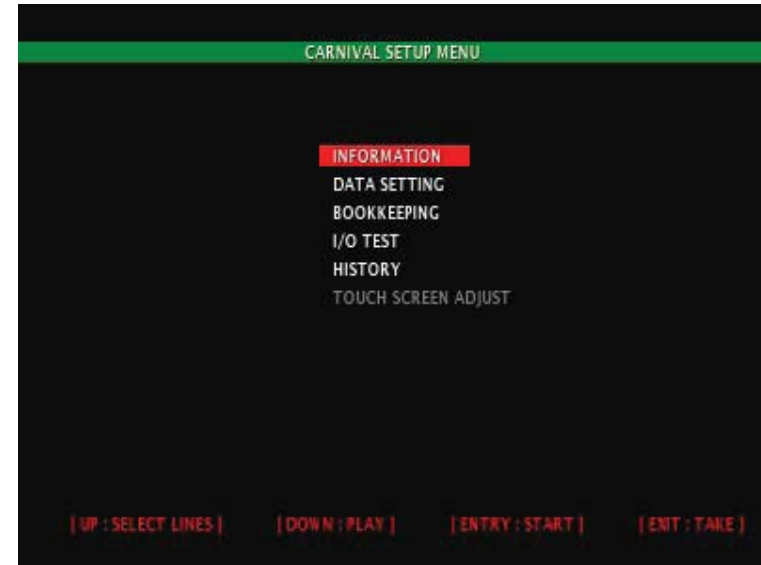
A.   Turn on the **Account** switch to enter the **Setup Menu** page.
B.   Press **Select Lines** or **Play** button to select the item.
C.   Press **Start** button to enter the page.
D.   Press **Take** button to exit the **Setup Menu** page.

Setup Password (21st item of data setting page)

A. Press **Select Lines** button to select the item to change.
B. Press **Play** button to change the item values.
C. Press **Start** button to enter the password. If the password is correct, will enter **Data Setting** page.
D. Press **Take** button to exit the **Setup Password** page, then will return to **Data Setting** page.
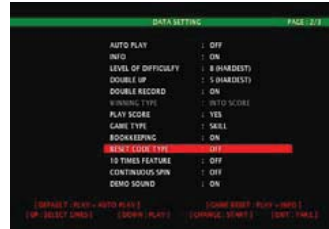
You can only see one digit of password while you're inputting, after you change digit, former digit will show as *.

TABLE	1	2	3	4	5	6	7
Password	632419	705642	187396	521879	937364	306471	891026

Pay Table

Button Lamp List

If the program detects an error, the button lamps and tower lamp will flash, please find the error condition as follow.

Item	Lamp Condition
BEFORE START THE GAME	THE TOWER LAMP AND BUTTON LAMPS FLASH ONE BY ONE. WIN→ERROR→START→PLAY→INFO→TAKE→AUTO
AFTER START THE GAME	THE TOWER LAMP FLASH ALTERNATELY. ERROR → WIN
RAM ERROR	THE ERROR TOWER LAMP AND 2 BUTTON LAMPS FLASH ALTERNATELY. ERROR → (START + PLAY) **Suggest : Replace a new top board.**
EEPROM ERROR	THE ERROR TOWER LAMP AND 3 BUTTON LAMPS FLASH ALTERNATELY. ERROR → (START + PLAY + INFO) **Suggest : Replace a new top board.**
ROM ERROR	THE ERROR TOWER LAMP AND 4 BUTTON LAMPS FLASH ALTERNATELY. ERROR → (START + PLAY + INFO + TAKE) **Suggest : Replace a new set of ROMS on the Top board**.
CRASH	THE ERROR TOWER LAMP AND 5 BUTTON LAMPS FLASH ALTERNATELY. ERROR → (START + PLAY + INFO + TAKE + AUTO PLAY) **Suggest : Replace a new Main Board.**

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
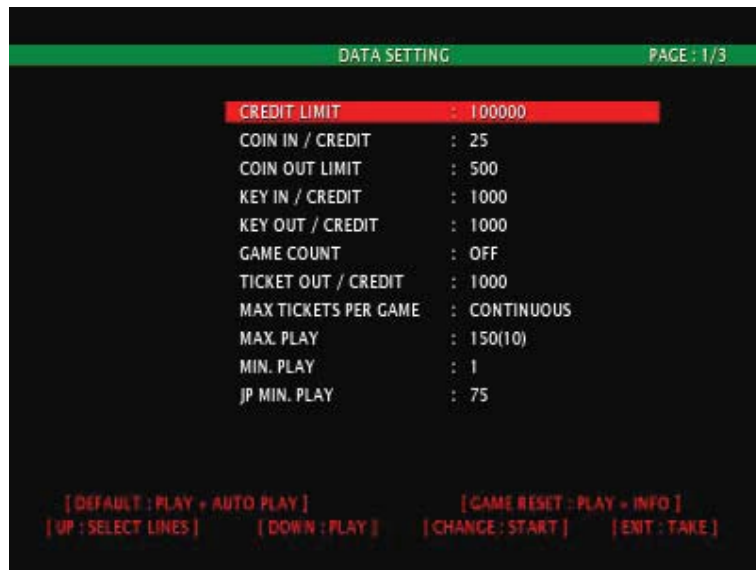
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A. Turn on the **Account** switch to enter the **Setup Menu** page.
B. Select **Data Setting** then press Start button to enter the **Data Setting** page.
C. Press Select Lines or Play button to select the item to change.
D. Press Start button to change 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.

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
Compact Flash Error	The version of program is incorrect Please report to your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit the **Data Setting** page.
Credit Over	Turn on the Key Out switch, and press Collect button.
Data Error	Enter the **Data Setting** page and reset the bookkeeping data.
Door Open	Enter and leave the **Data Setting** page.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Hopper Empty	Refill the coin hopper.
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 the **Data Setting** page.
No Image	1. When the opening animation starts, Turn on the **Account** switch to enter the **Data Setting** Page. 2. Select the item for more information.
Transfer Error	Restart the machine.
Up Board Error	Please contact your provider.

3. The selected dancer will raise a sign showing the bonus obtained. The bonus game is over after three dancers are selected
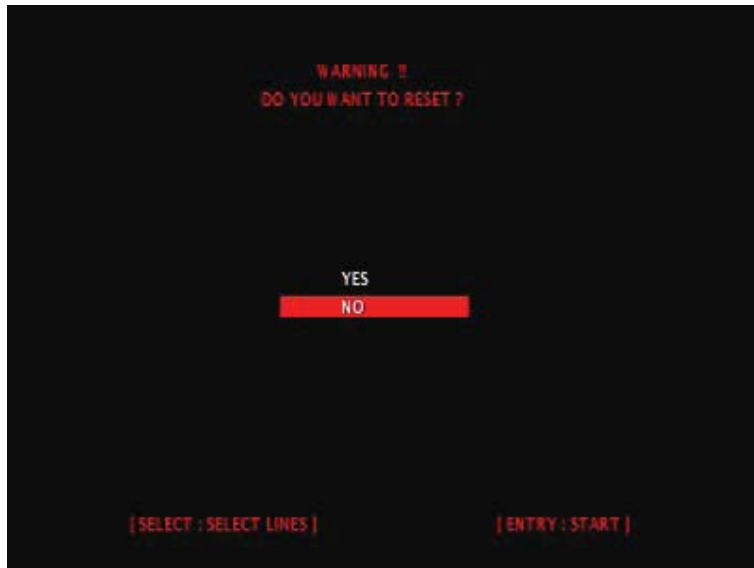

4. Winning = Your play × odds.
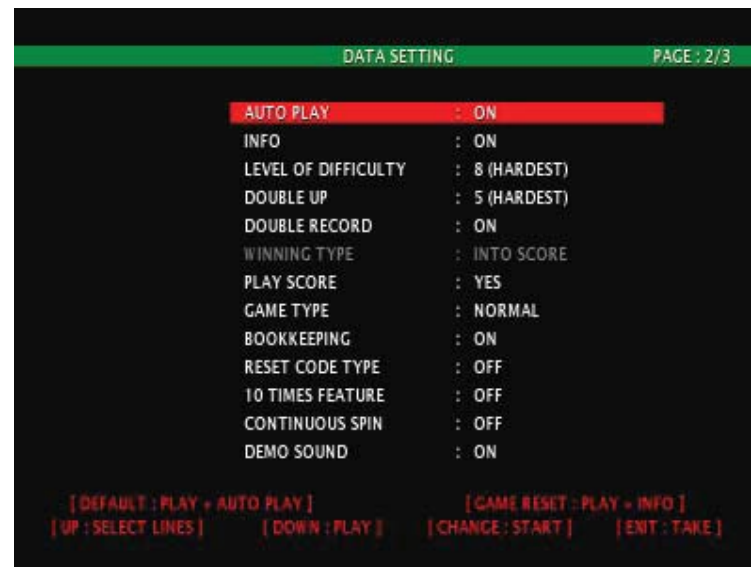
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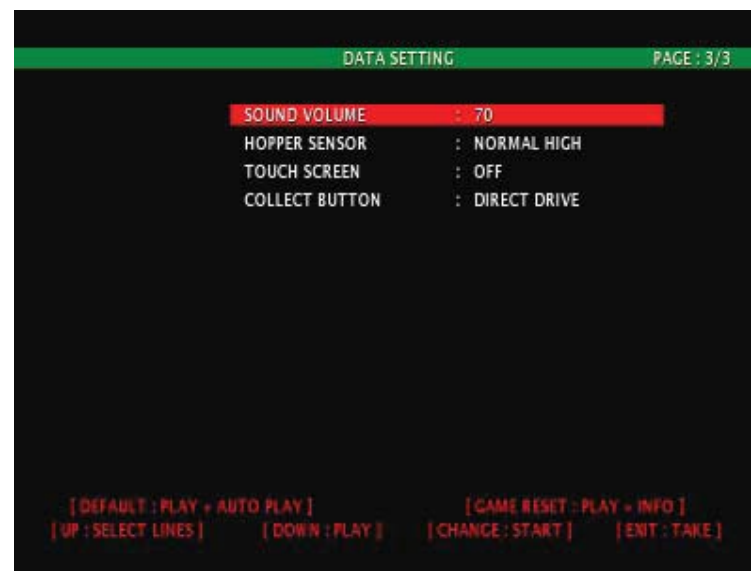
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Game Reset

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**.

B. Festivity

1. 3 or more Float symbols appearing in any position on the reels initiates the festivity bonus game.

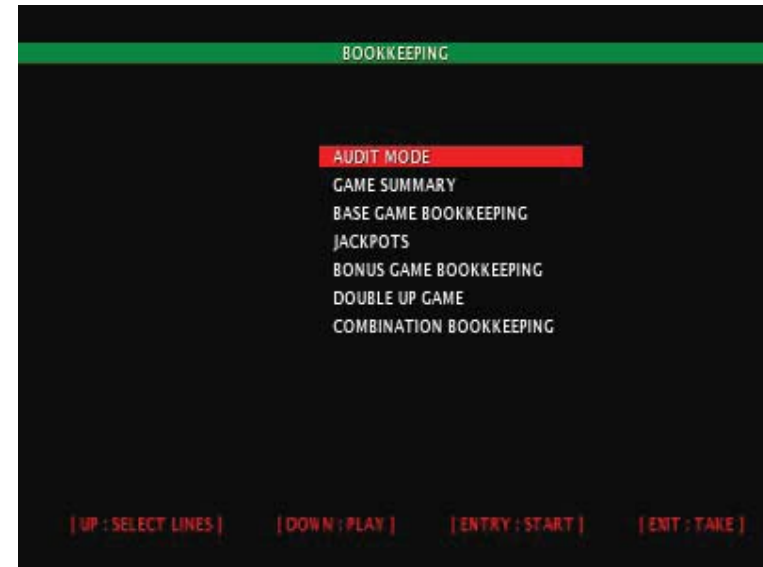**2.** Select one among the ten samba dancers.

3. The bonus game is over after the samba dancer strips off five pieces of clothes or when the player loses in the rock-paper-scissors game.

4. Winning = Your play × odds.

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.

Audit Mode	Game Summary	Base Game Bookkeeping	Jackpots
Bonus Game Bookkeeping	Double Up Game	Combination Bookkeeping	

Audit Mode

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A. Press Start and Autoplay buttons to shift.
B. Press Take button to exit the **Bookkeeping** page.

Bonus Game

A. Rock-paper-scissors

1. 3 or more Samba dancer symbols appearing in any position on the reels will initiate the rock-paper-scissors game.

2. Select one hand to play rock-paper-scissors; if win, the girl will take off one piece of clothes and the player will get a bonus.

3. On the contrary, the fake samba dancer means you lose all winning bonus.

4. After any winning, player can press Take button to claim current winning and leave DOUBLE UP game each turn.

5. The game will force collect the winning automatically after player wins for 5 rounds continuously.

BOOKKEEPING

GAME SUMMARY

|		
TOTAL KEY IN	: 0	(UNIT : 1000)
TOTAL COIN IN	: 200	(UNIT : 25)
TOTAL KEY OUT	: 0	(UNIT : 1000)
TOTAL PAY OUT	: 0	(UNIT : 25)
TOTAL TICKET OUT	: 0	(UNIT : 1000)
KEY OUT REMAINDER	: 0	
CURRENT CREDIT	: 0	
CURRENT SCORE	: 13047	
TOTAL PROFIT	: -12847	
PAYOUT RATE	: 0.00 %	

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

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BOOKKEEPING

BASE GAME BOOKKEEPING

GAMES PLAYED TIMES	: 32
GAMES WON TIMES	: 0
HIT FREQUENCY	: 0.00 %
TOTAL PLAYED	: 3180
TOTAL WON	: 0
GAME RETURN	: 0.00 %

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

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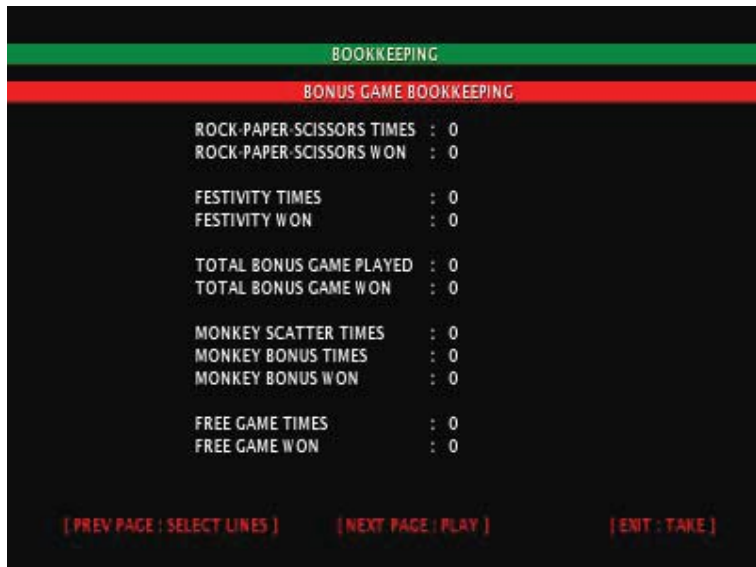
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E. Double Up

1. After winning in the main game, players may press Double button to play the Double Up game.

2. Choose one curtain between right and left. You can win the double bonus if the screen shows true samba dancer.

D. Jackpot

1. JP1：(Random JP)

When player's play as □ JP MIN. Play and hit 3 or more **The King** symbols, they will be awarded the JP1 Bonus.JP1 is a random bonus ranging from **550~650** X of Total Play.
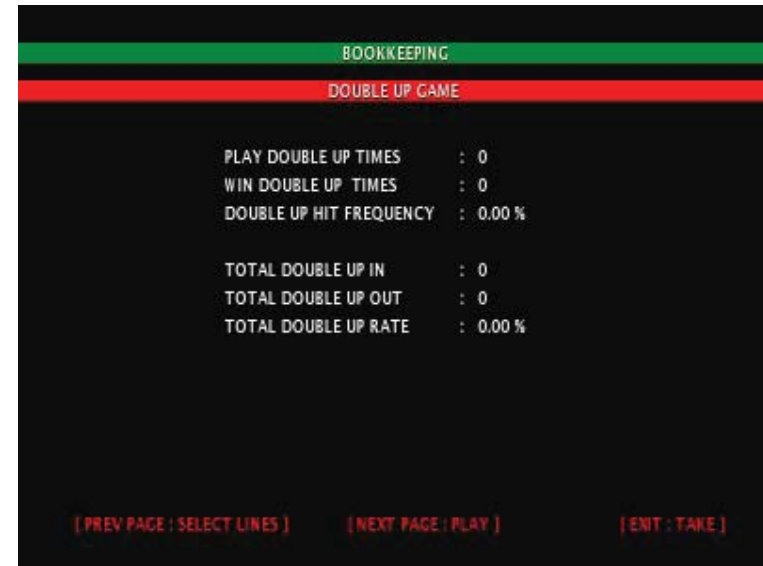

2. JP2：(Random JP)

When player's play as □ JP MIN. Play and hit 3 or more **The Crown** symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from **350~450** X of Total Play.

3. JP3：(Random JP)

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

Scatter \ Symbol			
Any 3	1/4 JP1	1/4 JP2	1/4 JP3
Any 4	1/2 JP1	1/2 JP2	1/2 JP3
Any 5	JP1	JP2	JP3

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3. Wild card will appear during Free Game mode.

4. There are certain of chances to trigger some multiplier prizes during free game.
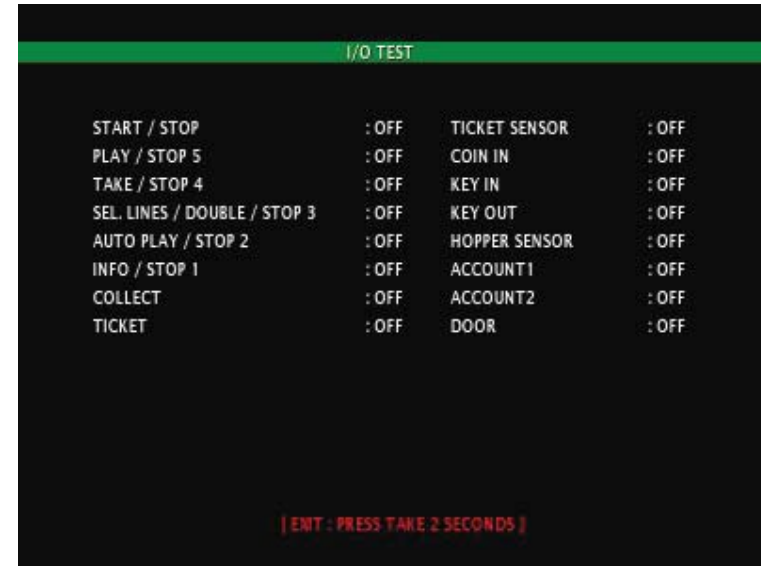
C. Free Game

1. Free game symbols appear on 2, 3, 4 reels only. 3 **Clown** symbols scatter on screen will trigger 10, 15 or 25 spins of free games.

2. Select one among three symbols to decide the times of free game by the showing number.

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

B. Select **I/O TEST** and press Start button to enter the **I/O Test** page.

C. The **I/O Test** page provides keyboard test.

D. Press Take button 2 seconds to exit the **I/O Test** page.

History

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

3. All the winning bonus will calculate to the credit bar no matter Win to is set as CREDIT or SCORE.

B. Monkey Bonus

1. Two MONKEY symbols appearing in any position on the second and fourth reel initiates the monkey bonus game on the top - left side of the screen.


2. The monkey will hammer the indicator making the pointer spin. Player will get a prize if the pointer stops on the red area. The bonus game is over when the pointer stops on the white area.

A. Confirm the **Touch Screen** is connected to **Main Board** by **RS232 Cable** (**COM 2**).

B. Confirm the power is supplied (Led in controller is shone).

Touch Screen Controller

(1) Led

(2) To Touch Screen

(3) Power (+5V&+12V)

(4) RS 232
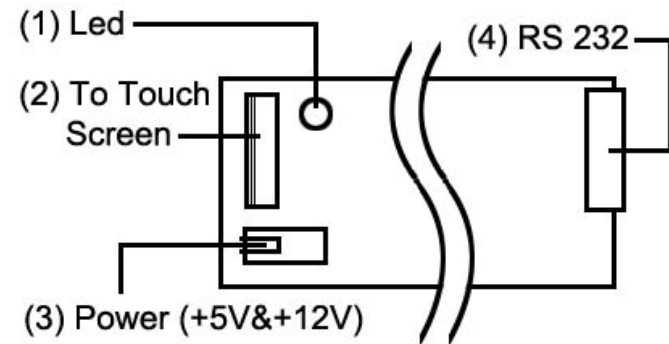
C. Set the Touch Screen **ON** to Enable Touch Screen in **Data Setting** page (Data Setting 27th item).

※ When touch panel can't be detected, **Calibration** and **Touch Panel Test** can't be using.

1. Please check the Touch Screen is already connected.
2. Please check the power of Touch Screen is supplied.
3. And reset the power of machine.
4. If it still can't work, please Consult with your provider.

Touch Screen Adjust

A. Turn on the **Account switch** to enter the **Setup Menu** page.
B. Select **Touch Screen Adjust** then press Start button to enter the **Touch Screen Adjust** page.
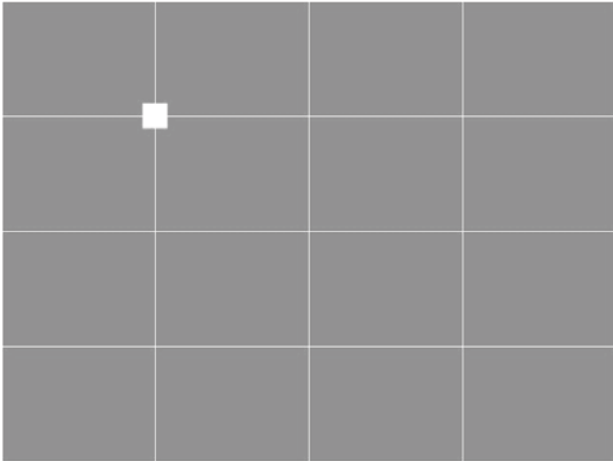
25 checks on the screen are required for adjustment. It will return to the **Touch Screen Adjust** page after adjusting is done.

How to play

A. Main Game

15 reels- 15+6 liner style

Winning lines