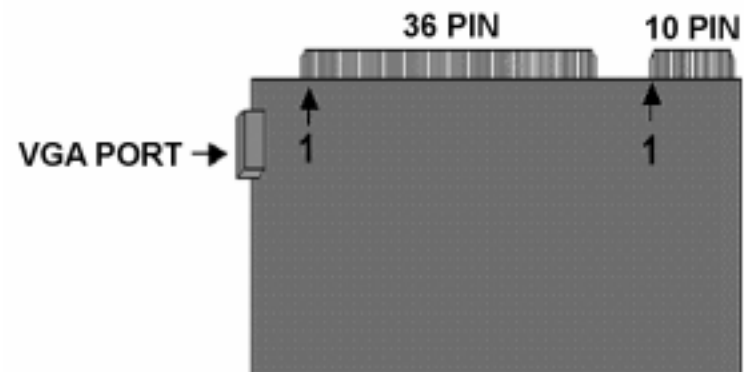


Dragon Slayer

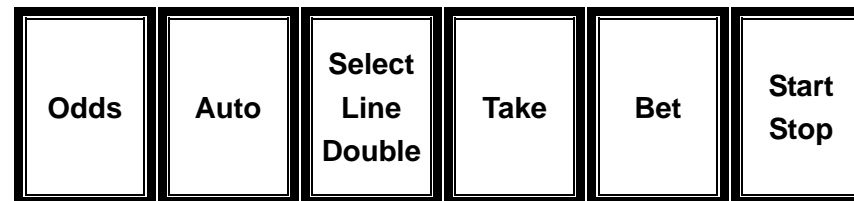
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Interface



Button Layout



According to Pin Layout.....p. 40

Setup Menu

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



- Press “Select Line” or “Bet” button to select the item.
- Press “Start” button to enter the page.
- Press “Take” button to exit the “Setup Menu” page.

Information

1. Turn on “Account” switch to enter the “Setup Menu” page.
2. Select “Information” then press “Start” button to enter the “Information” page.



- Press “Take” button to exit the “Information” page.

Data Setting

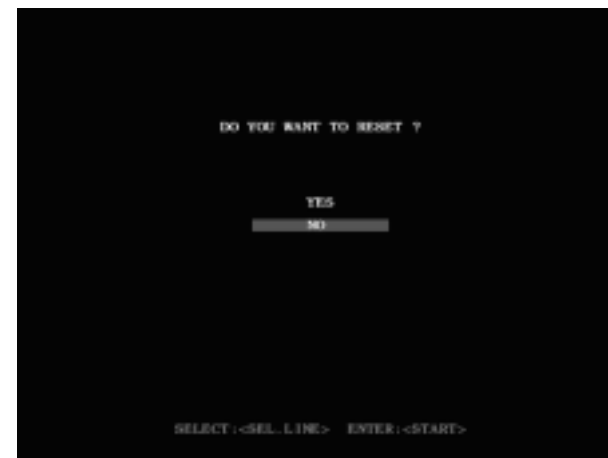
1. Turn on “Account” switch to enter the “Setup Menu” page.
2. Select “Data Setting” then press “Start” button to enter the “Data Setting” page.



- Press “Bet” and “Auto” buttons to restore the factory default settings.
- Press “Bet” and “Odds” buttons to reset the bookkeeping data, but the setting will not change.
- Press “Select Line” or “Bet” button to select the item.
- Press “Start” button to change the values.
- Press “Take” button to exit the “Data Setting” page.

Reset

1. Enter the “Data Setting” page.
2. Press “Bet” and “Odds” buttons to enter the “Reset” page.



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

Setup Bill Acceptor

1. Enter the “Data Setting” page.
2. Select “Bill Acceptor” then press “Start” button to enter the “Setup Bill Acceptor” page.



- Press “Select Line” or “Bet” Button to select the item.
- Press “Start” button to change the value.
- Press “Take” button to exit the “Setup Bill Acceptor” page.



Setup Password

1. Enter the “Data Setting” page.
2. Select the “Password” then press the “Start” button to enter the “Setup Password” page.



- Press “Select Line” or “Bet” Button to select the item.
- Press “Start” button to change the value.
- Press “Take” button to exit the “Setup Password” page.



Table	1	2	3	4	5	6	7
Code	219570	092917	591323	783627	971135	243755	868149

Password

1. After setup the password successfully, next time entering the “Data Setting” page will enter the “Password” page first.



- Press “Select Line” button to select the item.
- Press “Bet” button to change the values.
- Press “Start” button to enter the password. If the password is correct, and then will enter the “Data Setting” page; if not, will return to the “Setup Menu” page.
- Press “Take” button to exit the “Password” page, then will return to the “Setup Menu” page.

Bookkeeping

1. Turn on “Account” switch to enter the “Setup Menu” page.
2. Select “Bookkeeping” then press “Start” button to enter the “Bookkeeping” page.



- Press “Select Line” or “Bet” button to select the page.
- Press “Take” button to exit the “Bookkeeping” page.



BOOKKEEPING		
DOUBLE UP TIMES	:	0
TOTAL WIN TIMES	:	0
DOUBLE UP IN	:	0
DOUBLE UP OUT	:	0
DOUBLE UP RATE	:	0.0 %
OUT BONUS TIMES	:	0
OUT BONUS TOTAL	:	0
X3 OUT TIMES	:	0
X5 OUT TIMES	:	0
X8 OUT TIMES	:	0
X10 OUT TIMES	:	0

NEXT PAGE-<SEL.LINE> PREV PAGE-<DET> EXIT-<TABE>
 Page 3/10

BOOKKEEPING		
CATAPULT TIMES	:	0
CLOWN TIMES	:	0
ALCHEMY TIMES	:	0
TREASURE TIMES	:	0
BONUSGAME TIMES	:	0
CATAPULT OUT	:	0
CLOWN OUT	:	0
ALCHEMY OUT	:	0
TREASURE OUT	:	0
BONUSGAME OUT	:	0

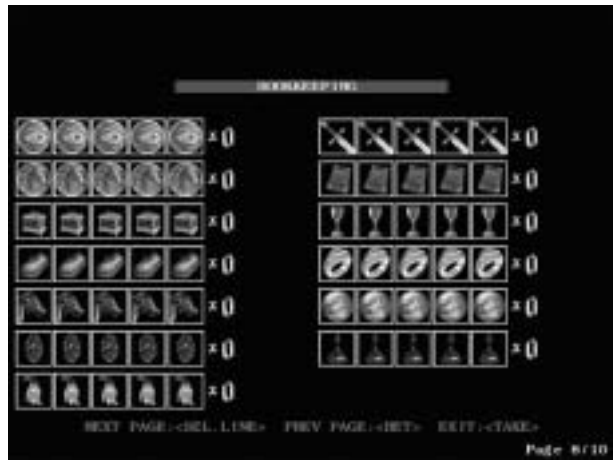
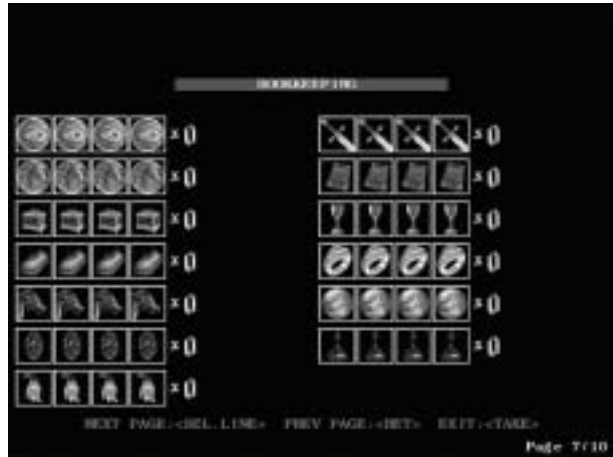
NEXT PAGE-<SEL.LINE> PREV PAGE-<DET> EXIT-<TABE>
 Page 5/10

BOOKKEEPING		
W1 TIMES	:	0
W2 TIMES	:	0
W1 OUT	:	0
W2 OUT	:	0
FRST ICE DRAGON	:	0
SLAY ICE DRAGON	:	0
ICE DRAGON OUT	:	0
FRST FIRE DRAGON	:	0
SLAY FIRE DRAGON	:	0
FIRE DRAGON OUT	:	0

NEXT PAGE-<SEL.LINE> PREV PAGE-<DET> EXIT-<TABE>
 Page 4/10

BOOKKEEPING		
 x0		 x0
 x0		 x0
 x0		 x0
 x0		 x0
 x0		 x0
 x0		 x0
 x0		

NEXT PAGE-<SEL.LINE> PREV PAGE-<DET> EXIT-<TABE>
 Page 6/10

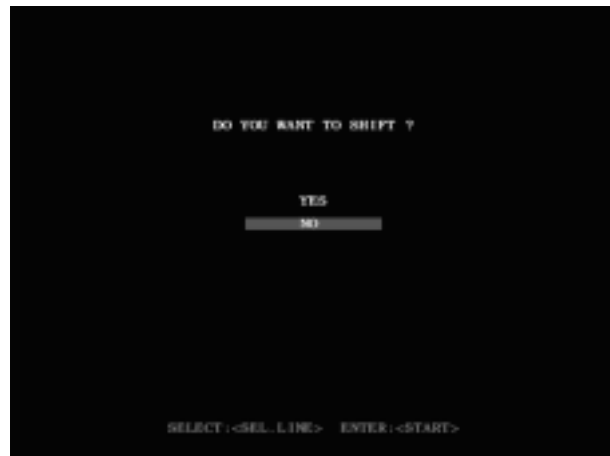


Shift Record

1. Enter the “Bookkeeping” page.
2. Press “Select Line” or “Bet” button to select the “Shift Record” page.



- Press “Start” and “Auto” buttons to shift.
- Press “Select Line” or “Bet” button to select the page.
- Press “Take” button to exit the “Shift Record” page.



I/O Test

1. Turn on “Account” switch to enter the “Setup Menu” page.
2. Select “I/O Test” and then press “Start” button to enter the “I/O Test” page.



- Press “Take” button 2 seconds to exit the “I/O Test” page.

History

1. Turn on “Account” switch to enter the “Setup Menu” page.
2. Select “History” and then press “Start” button to enter the “History” page.



- Press “Select line” or “Bet” button to select the page.
- Press “Take” button to exit the “History” page.



How to Play

1. Main game

Dragon Slayer is a 15 reels and 9 lines multi-liner game, with 5 different bonus games inside. “Auto Play” function available.



Player wins when hit 3 or more same symbols from left to right or from right to left on the bet pay line.



2. Jackpot

When the player bets more than the “JP Min. Bet”, the value of Jackpot will light up, then the player will have chance to win the Jackpot.





A. Jackpot 1: Beholder

Hit 3 or more “Beholder” symbols will win Jackpot1. Jackpot 1 is a random bonus from 550~650 times of Total Bet. The prize you win determined by how many symbols you hit.

B. Jackpot 2: Lizard

Hit 3 or more “Lizard” symbols will win Jackpot2. Jackpot 2 is a random bonus from 350~450 times of Total Bet. The prize you win determined by how many symbols you hit.

Symbol \ How many		
3	1/4 Jackpot 1	1/4 Jackpot 2
4	1/2 Jackpot 1	1/2 Jackpot 2
5	All Jackpot 1	All Jackpot 2

3. Double up

A. At the end of each winning game, the player can press “Double” button to play the “Double Up” game, or press “Take” button to take the WIN.



B. In the “Double Up” game, player can play maximum 5 times; the arrows in the right top indicate how many times are left.



C. Press “Double” button to shoot.

- D. If you shot down the imp, you current WIN will be doubled. If you shot down the witch, your WIN will be multiplied as shown rate.



- E. If your fifth arrow successfully hit, you will also win the bonus shown in the middle top.



Bonus Game

1. Dragon Slayer

- A. The journey will keep going forward along with playing. At the end of each journey's end, player will enter the "Dragon Slayer" game.



- B. End 2~8 is ice dragon level, end 9 is fire dragon level. Life points of dragon and player will be shown as jewels in both side of the screen. Game over when one's jewels become zero.



- C. Press "Start" button to choose one card, the character will attack the dragon, and then the dragon fight back. Each choosing has limit of 20 seconds. When the time is up, the card will be chosen automatically.

- D. According to the result of the chosen card, the character will damage the dragon or not, if successfully damage the dragon (reduce the jewel), there will be some reward added to the middle top.



- E. If you kill the dragon, you can take all the reward. Even if you lose, you can still get some bonus.



- F. If fail in the dragon slayer game, will enter retreat screen. When the lamp stops, the journey will start right there.

2. Circus – Catapult

- F. Hit 3 or more “Circus” symbols in the main game will have chance to enter the “Catapult” bonus game.



- G. In the “Catapult” bonus game, player can play 5 times, The balls in right bottom indicate how many times of play are left.



- H. The meter in the left bottom indicates the distance ball will fly. Press “Start” button to shoot. Each time of play has limit of 20 seconds. When the time is up, the ball will be shot automatically.

- I. Each bowl has its score; shoot ball in the bowl will win the score. The total score will record in the “Bonus Game”.



- J. You Won = Line Bets × Score



3. Circus – Clown

- A. Hit 3 or more “Circus” symbols in the main game will have chance to enter the ”Clown” bonus game.



- B. In the “Clown” bonus game, player can play unlimited times until game over, each time of play has limit of 20 seconds. When the time is up, the window will be chosen automatically.



- C. The five windows will light up in a cycle, press “Start” button to open the shining window.

- D. You will win the score of the opened window, and if you get over, the game is over. The total score will record in the “Bonus Game”.



- E. You Won = Line Bets × Score



4. Circus – Alchemy

- A. Hit 3 or more “Circus” symbols in the main game will have chance to enter the “Alchemy” bonus game.



- B. In the Alchemy game, player can play 5 times. The ladles in middle bottom indicate how many times of play are left.



- C. The ladle will move between five positions, press “Start” button to pour, each time of play has limit of 20 seconds. When the time is up, the ladle will pour automatically.

- D. Player will win the score according to the liquid flow to. The total score will record in the “Bonus Game”.



- E. You Won = Line Bets × Score



5. Treasure Box

- A. Hit 3 or more “Treasure Box” symbols in the main game will enter the “Treasure Box” bonus game.



- B. In the “Treasure Box” bonus game, player can play 5 times, The small red boxes in the right top indicate how many times of play are left.



- C. Press “Start” button to start the lamp. The lamp will move fast between the checkers. Each time of play has limit of 20 seconds. When the time is up, the lamp will start moving automatically.

- D. The score shown on the stopped checker is won. The total score will record in the “Bonus Game”.



- E. You Won = Line Bets × Score



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
BA Error	Repair the bill Acceptor. Enter and leave the “Setup Menu” page.
CF Error	The version of program is incorrect. Please contact provider.
Checksum Error	Restart the machine. If not work, please contact provider.
Coin Jam	Repair the coin selector and the coin entrance. Enter and leave the “Setup Menu” page.
Credit Over	Please use “Key Out” or “Payout” function.
Data Error	Enter the “Data Setting” page and press “Bet” and “Odds” buttons to reset the bookkeeping data.
EEPROM Error	The version of program is incorrect. Please contact provider.
Exception Error	Enter the “Data Setting” page and press “Bet” and “Odds” buttons to reset the bookkeeping data.
Hardware Error	The hardware is breakdown. Please talk to your provider.
Hopper Empty	Refill coin hopper.
Hopper Error	Repair coin out transporter or hopper. Enter the “Data Setting” page and change the setting of “Hopper Sensor” to “N/O” or “N/C”. Leave the “Setup Menu” page.
Odds Error	Enter the “Data Setting” page and reset the bookkeeping data. If this situation still occurs, please talk to your provider.
Payout Over	Enter and leave the “Setup Menu” page, or press “KEY OUT” button.
Ticket Empty	Refill ticket dispenser.
Ticket Error	Repair ticket dispenser. Enter the “Data Setting” page and change the setting of “Hopper Sensor” to “N/O” or “N/C”. Leave the “Setup Menu” page.
Transfer Error	Restart the machine.

Odds Table

1. Odds Table



2. Jackpot and Bonus Game



Data Setting List

	Item	Value
1	Max. Credit	500, 1000, 2000, 5000, 10000, 30000, 50000, 100000, 300000, 600000
2	Key in unit	1, 2, 3, 4, 5, 10, 50, 100, 500, 1000, 5000
3	Coin in unit	1, 2, 3, 4, 5, 10, 20, 25, 30, 50, 100, 200, 500, 1000
4	Bill acceptor	RS-232, Pulse
5	Key out as	Coin In, Key In
6	Pay out as	Coin, Ticket
7	Max. Payout	300, 500, 800, 1000, Off
8	Ticket unit	1, 2, 3, 4, 5, 10, 50, 100, 200, 500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 10000
9	Max. Bet	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)
10	Min. Bet	1, 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
11	JP min. Bet	9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
12	Bet unit	1, 2, 3, 5, 10
13	Double up	On, Off
14	Main game %	92%, 93%, 94%, 95%, 96%, 97%, 98%
15	Payout %	High, Normal, Low
16	Double up %	94%, 95%, 96%, 97%, 98%
17	Demo music	On, Off
18	Win to	Point, Credit
19	Play point	On, Off
20	Password	Off, Table 1, Table 2, Table 3, Table 4, Table 5, Table 6, Table 7, Custom
21	Hopper sensor	N/O, N/C
22	Sound volume	0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100
23	Forced prize	On, Off
24	Protect shift	On, Off

1. Max. Credit

The maximum credit value the machine can record.

2. Key in unit

The credit value at each key in will increase.

Key in unit Max. Credit

3. Coin in unit

The credit value at each coin in will increase.

Coin in unit Max. Credit

4. Bill acceptor

The signal output by the bill acceptor.

5. Key out as

The credit value at each key out will decrease, same as key in or coin in.

6. Pay out as

When the player pays out the credit, what form of money the machine will pay out.

7. Max. Payout

The maximum credits of hopper can payout.

8. Ticket unit

The ticket value when the machine pays out.

9. Max. Bet

The maximum bet value of a game.

10. Min. Bet

The minimum bet value of a game.

11. JP min. Bet

The minimum bet value to win the Jackpot.

Min. Bet JP min. Bet Max. Bet

12. Bet unit

The credit value at each bet will decrease.

13. Double up

The Player can play “Double Up” game or not.

14. Main game %

The payout rate of main game.

15. Payout %

A. High- Higher hit frequency of big prizes and lower hit frequency of small prizes.

B. Normal- Normal hit frequencies of big prizes, medium and small prizes.

C. Low- Higher hit frequency of small prizes and lower hit frequency of big prizes. Strongly suggest using for European market and American market.

16. Double up %

The payout rate of the “Double Up” game.

Double up % Main game % + 2 %

17. Demo music

Play music during the Demo or not.

18. Win to

When the player wins, where the winning credit record in.

19. Play point

When the player's winning credit record in point, can the player play the point or not.

20. Password

The current setting of password.

21. Hopper sensor

The current setting of hopper sensor.

22. Sound volume

The current setting of the sound volume.

23. Forced prize

Once you turn on this function, the program will give a prize for 500 or 2000 times of Total Bet within 15000~30000 hands of play, but this function can use for only one time. After reset, it would be available for once again.

24. Protect shift

When operating shift, need to confirm the password or not. This password and the data setting's are the same.

Pin Layout

CONNECTOR (36PIN)

Parts Side		Solder Side
	1	
	2	
Speaker R+	3	Speaker R-
Speaker L+	4	Speaker L-
	5	
	6	
Bill In Switch	7	
	8	
Start / Stop Button	9	
Select Line / Double Button	10	
Bet Button	11	
Take Button	12	
Auto Button	13	
	14	
	15	
Odds Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Payout / Ticket Out Button	21	Key Out Switch
	22	Hopper / Ticket Switch
Coin In Meter	23	
Key In Meter	24	Hopper / Ticket SSR
	25	
	26	
Payout Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	
Select Line / Double Lamp	30	Error Lamp
Bet Lamp	31	Win Lamp
Take Lamp	32	
Auto Lamp	33	
Odds 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
BA Inhibit	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

- (*1) DC +5V 2A and DC +12V 3A
 (*1) This pin is connected with the solder side 24th of connector 36 pin.