~ Happy Farm ~

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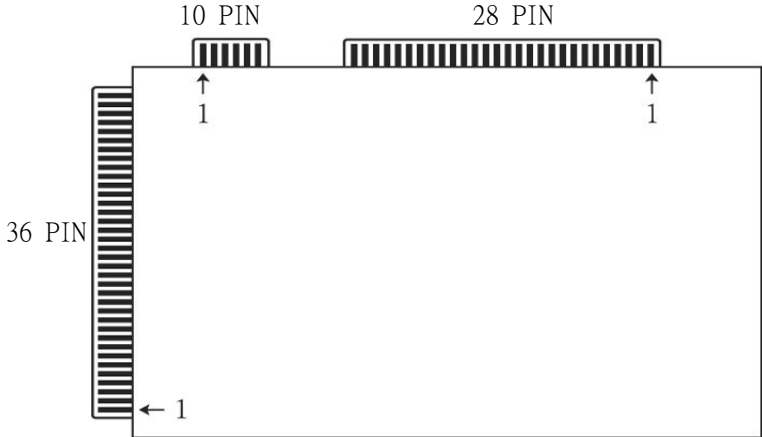
E-mail：sales@astrocorp.com.tw

Web：www.astrocorp.com.tw
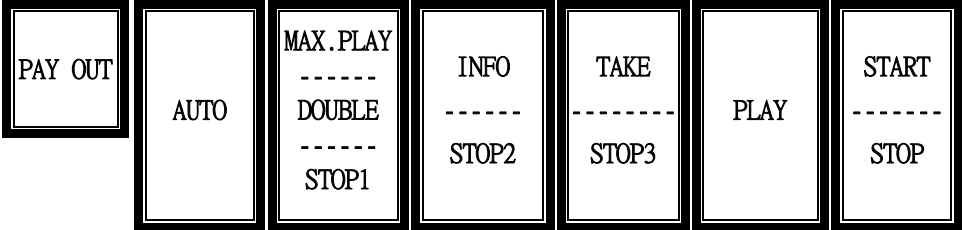
（Version No. USA-080930）

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INTERFACE

```
        10 PIN              28 PIN
      ┌──────┐      ┌────────────────────┐
      │ ▮▮▮▮ │      │ ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮ │
      └──────┘      └────────────────────┘
         ↑1                            ↑1
```

36 PIN

← 1

BUTTON LAYOUT

| PAY OUT | AUTO | MAX.PLAY ------ DOUBLE ------ STOP1 | INFO ------ STOP2 | TAKE ------- STOP3 | PLAY | START ------ STOP |

DATA SETTING LIST

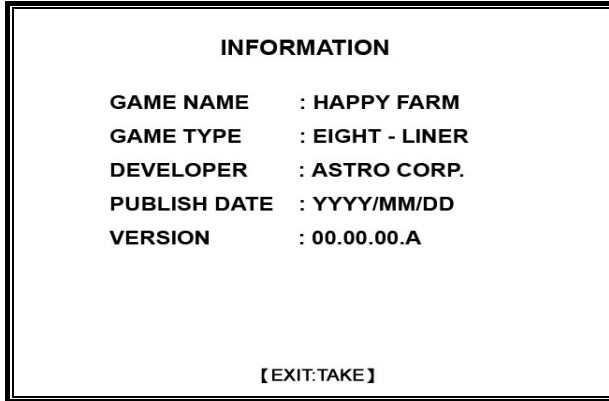|	ITEM	VALUE
1	COIN IN UNIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
2	KEY IN UNIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
3	KEY OUT UNIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, CLEAR ALL (AS COIN IN), CLEAR ALL (AS KEY IN)
4	TICKET OUT UNIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
5	COIN OUT LIMIT	100, 200, 300, 500, 1000, 2000, 3000, 5000, OFF
6	MAX TICKET PER GAME	1, 2, 3, 4, 5, 8, 10, CONTINUOUS
7	CREDIT LIMIT	1000, 3000, 5000, 10000, 20000, 30000, 50000, 100000, 990000
8	MAXIMUM PLAY	8, 10,16, 24, 32, 40, 48, 56, 64, 72, 80, 120, 160, 200, 240
9	MINIMUM PLAY	1,2,4,6,8,10,16,24,32,40,48,56,64,72,80,120,160,200,240
10	DOUBLE UP GAME	ON, OFF
11	LEVEL OF DIFFICULTY	1(EASIEST), 2, 3, 4, 5, 6, 7, 8(HARDEST)
12	DEMO SOUND	ON, OFF
13	WINNING TO	SCORE, CREDIT
14	PLAY SCORE	YES, NO
15	10 TIMES FEATURE	ON, OFF
16	GAME COUNT	ON, OFF
17	AUTO PLAY	ON, OFF
18	CONTINUOUS SPIN	ON, OFF
19	ODDS TABLE	ON, OFF
20	BOOKKEEPING	ON, OFF
21	HOPPER SENSOR	NORMAL HIGH, NORMAL LOW
22	PASSWORD	OFF , 1, 2, 3, 4, 5, 6, 7

SETUP MENU

```
SETUP MENU

INFORMATION
DATA SETTING
BOOKKEEPING
I/O TEST
HISTORY


【DOWN:PLAY】【UP:DOUBLE】【ENTER:START】【EXIT:TAKE】
```
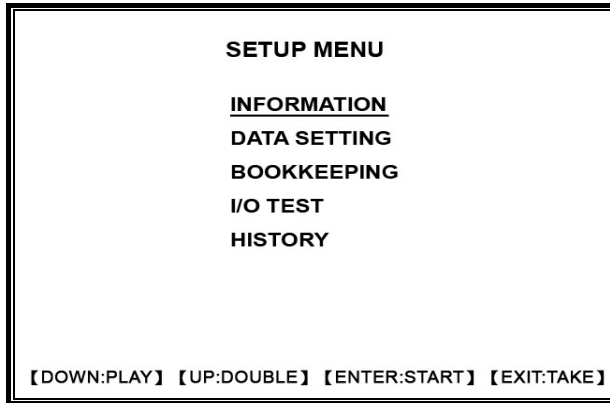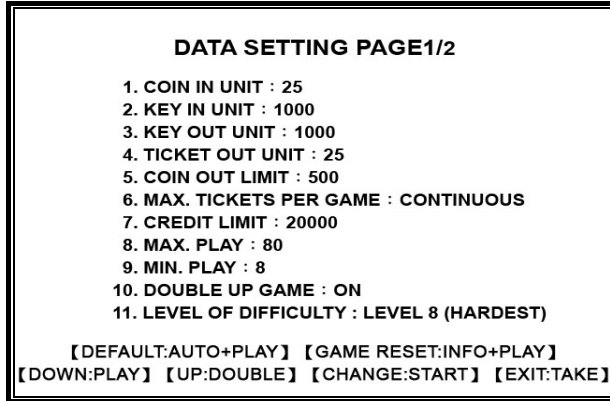
1. Press   **TEST**   button to enter the Main Menu page.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、
    《 BOOKKEEPING 》、《 I/O TEST 》 and 《 HISTORY 》 .
3. Press   **TAKE**   to exit Main Menu.

INFORMATION

```
                    INFORMATION

        GAME NAME      : HAPPY FARM
        GAME TYPE      : EIGHT - LINER
        DEVELOPER      : ASTRO CORP.
        PUBLISH DATE   : YYYY/MM/DD
        VERSION        : 00.00.00.A




                   【EXIT:TAKE】
```

1. Press ⌐TEST⌐ button to enter the Main Menu.

2. Select 《 INFORMATION 》 to enter the information.

3. Press ⌐TAKE⌐ to exit the information.

DATA SETTING

```
               DATA SETTING PAGE1/2
            1. COIN IN UNIT：25
            2. KEY IN UNIT：1000
            3. KEY OUT UNIT：1000
            4. TICKET OUT UNIT：25
            5. COIN OUT LIMIT：500
            6. MAX. TICKETS PER GAME：CONTINUOUS
            7. CREDIT LIMIT：20000
            8. MAX. PLAY：80
            9. MIN. PLAY：8
           10. DOUBLE UP GAME：ON
           11. LEVEL OF DIFFICULTY : LEVEL 8 (HARDEST)

        【DEFAULT:AUTO+PLAY】【GAME RESET:INFO+PLAY】
      【DOWN:PLAY】【UP:DOUBLE】【CHANGE:START】【EXIT:TAKE】
```

1. Press   **TEST**   button to enter the Main Menu page.
2. Select 《 DATA SETTING 》to enter the Data Setting.
3. Press   **DOUBLE**   or   **PLAY**   to choose the selection.
4. Press   **START**   to change the values.
5. Press   **AUTO**   +   **PLAY**   to load the factory default(Data Format).
6. Press   **TAKE**   to exit Data Setting.
7. Press   **INFO**   +   **PLAY**   to reset the bookkeeping data, but would not change the value in the setting.

The are total 2 pages in the data setting

```
SYSTEM RESET

DO YOU WANT TO RESET ?



            YES
            NO



【SELECT:PLAY】【ENT:START】【EXIT:TAKE】
```

The program will reconfirm the reset instruction.

BOOKKEEPING

LAST RECORD 1/6

TOTAL IN	:	0
TOTAL OUT	:	0
CURRENT CREDIT	:	0
CURRENT SCORE	:	0
TOTAL PROFIT	:	0
PAYOUT RATE	:	0.00%
MAIN GAME IN	:	0
MAIN GAME OUT	:	0
MAIN GAME RATE	:	0.00%
DB. GAME IN	:	0
DB. GAME OUT	:	0
DB. GAME RATE	:	0.00%

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

1/6

1. Press **TEST** button to enter the Main Menu.
2. Select 《 BOOK KEEPING 》 to enter the Bookkeeping.
3. Select 《 LAST RECORD 》 or 《 TOTAL RECORD 》 to enter .
4. Press **DOUBLE** or **PLAY** to go to the next page.
5. Press **TAKE** to exit.
6. There are 6 pages in both Last Record and Total Record.
7. Press **PLAY** + **AUTO** to clear the "Last Record"(only in LAST RECORD).
8. Total Record would not be reset unless to reset the system.

LAST RECORD 2/6

TOTAL GAMES	:	0
TOTAL HITS	:	0
TOTAL LOST	:	0
HIT RATE	:	0.00%
COIN IN	:	0
KEY IN	:	0
BILL IN	:	0
COIN OUT	:	0
KEY OUT	:	0
CURRENT CREDIT	:	0
CURRENT SCORE	:	0

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

2/6

LAST RECORD 3/6

	BONUS TIMES	0	WON	0
	BONUS TIMES	0	WON	0
	FEVER TIMES	0	WON	0
	BONUS TIMES	0	WON	0
	FREE GAME TIMES	0	WON	0
	SPIN	0		

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

3/6

LAST RECORD 4/6

ALL	🐵 0	4X	🐵 0	
8X	🐵 0	3X	🐵 0	
7X	🐵 0	2X	🐵 0	
6X	🐵 0			
5X	🐵 0			

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

4/6

LAST RECORD 5/6

ALL	0	ALL	0
ALL	0	ALL	0
ALL	0	ALL	0
ALL	0	ALL ANIMAL	0
ALL	0	ALL FRUIT	0

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

5/6

12

	0		0
	0		0
	0		0
	0		0
	0		0
	0		0

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

6/6

The category of " **TOTAL RECORD** " is the same as that in the " **LAST RECORD** " .

I/O TEST

```
                    I / O TEST

   BUTTON                SWITCH

   START        : OFF    TEST         : OFF
   PLAY         : OFF    COIN IN      : OFF
   DB. / STOP1  : OFF    KEY IN       : OFF
   INFO / STOP2 : OFF    KEY OUT      : OFF
   TAKE / STOP3 : OFF    HOPPER SW.   : OFF
   AUTO         : OFF    ACCOUNT      : OFF
   PAY OUT      : OFF    TICKET OUT   : OFF
   MAX. PLAY    : OFF    TICKET SW.   : OFF
                         DOOR SW.     : OFF

                【EXIT:TAKE (1 SEC)】
```

1. Press **TEST** button to enter the Main Menu.

2. Select 《 I/O TEST 》 to enter the I/O Test.

3. I/O test includes all keyboard function testing.

4．Press **TAKE** button a second to exit I/O Test.

HOW TO PLAY

MAIN GAME

8 Liner
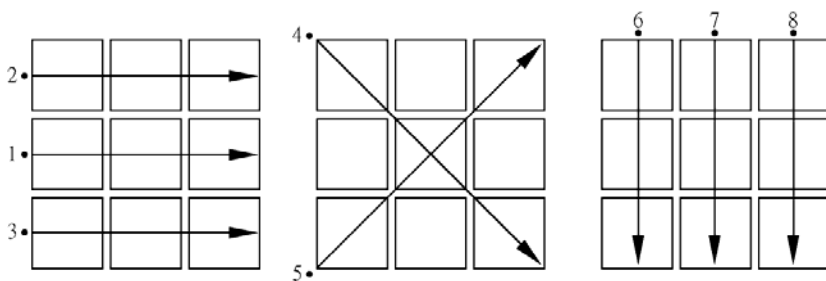
Win Chart

A. WILD SYMBOL
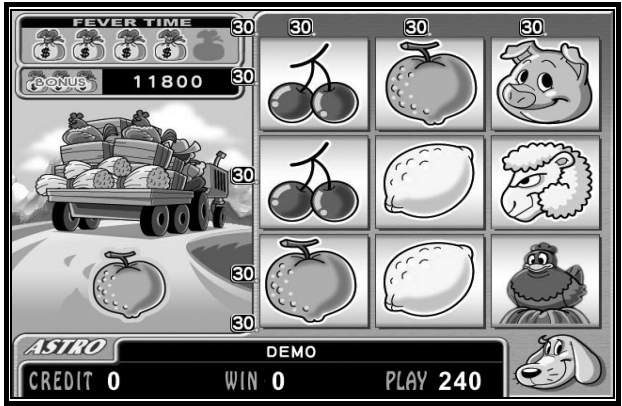
● When ⬤ or 🔔 or 🍋 or 🍎 or 🍒 fall from the 🚚 and matches with the symbols in the reels, these symbols will become **WILD** symbol**.**

● The WILD symbol substitutes for all symbols, except 🐷 ˋ 🐑 ˋ 💰 and 🦛 .

B. RUNAWAY CHICKEN

● falls from the occasionally.

● The will run across the reels. The reels she passes by will give extra spin.

C. FEVER TIME

- After collecting 5 🪙 , will enter the **FEVER TIME** mode.
- When 🪙 falls from the 🚚 and matches with the symbol of the central reel, will also enter the **FEVER TIME** mode.
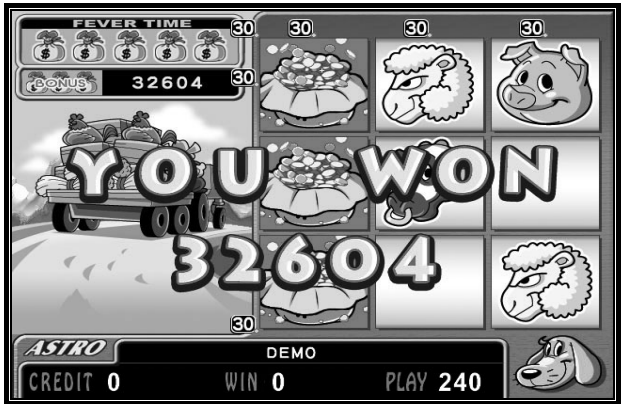
- In the **FEVER TIME** mode only play with 🐷 、🐖 、🐑 and 🪙 .
- If 3 🪙 symbols line up, will get the big bonus prize!

D. FREE GAME

● When ⬛ symbols line-up in any play line, will get 10 **FREE GAMES**.

DOUBLE UP

- After winning in the main game, press **DOUBLE** button to initiate the **Double-up** game.
- Press **START** button to select a hen to start the Double Up Game.

- Selecting the one with 🥚 will win. On the contrary, if the other one is selected, the player will lose.
- Player can take prizes and finish Double Up Game by pressing **TAKE** button.
- If the player passes successfully for five times, will get an EXTRA BONUS.

ODDS TABLE

BONUS GAME

- When 3 symbols line-up in a play line, will enter **EATING CONTEST** or **MILKING THE COW** bonus games.

A. EATING CONTEST
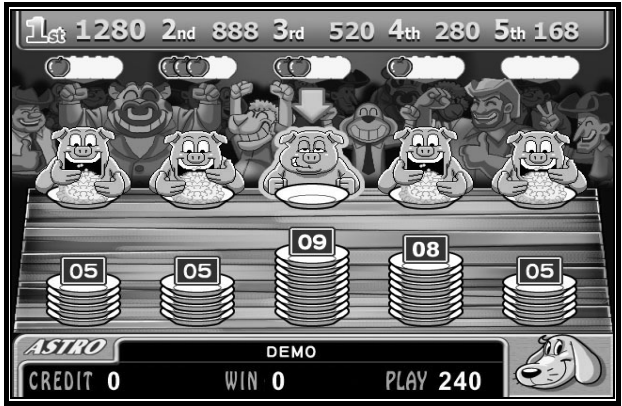
- Press **START** button to select a pig to start the game.
- After 10 seconds, if didn't choose any pig, the machine will choose automatically.

- When a pig finish eating 10 plates the contest will end.
- Player receives the prizes depending on which place in the eating contest the chosen pig gets.
- The extra bonus obtained is the multiplication of plates by apples eaten.

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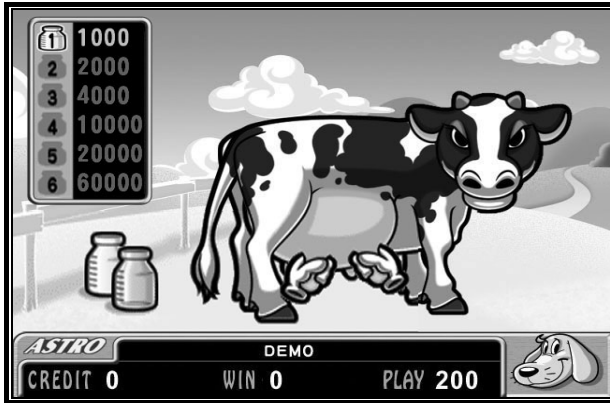
B. MILKING THE COW

- Press **START** to milk the cow.
- After a while the breast will turn red.
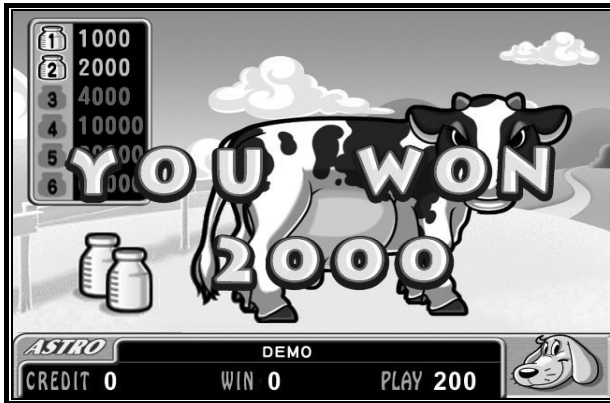
- Player will need to choose whether to keep milking START and risk for a higher bonus or stop milking TAKE and collect the current bonus.
- In auto play function, the machine will play automatically after 5 seconds if didn't press any button.

TROUBLE HOOTING

When an error has been detected, an error message would appear in the message column. Please try the following steps:

Error Message	Procedure
ROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker.
RAM ERROR	1.Restart the machine.
	2.Go to DATA SETTING and press **PLAY** + **INFO** to reset.
	3.If steps 1 and 2 do not clear the error, please either replace the RAM or contact the maker.
EEPROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker
COIN JAM	1.Check the coin acceptor for any jamming.
	2.Restart the machine and go to the main menu to exit.
HOPPER JAM	1.Check the Hopper for any jamming.
	2.Restar the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2.Restar the machine and go to the main menu to exit.
MAX. CREDIT	1.Key out or coin out.
	2.Increase the value of #5. MAX. PAY OUT in the main menu to execute coin out.
DOOR OPEN	1.Shut the machine door properly.
TICKET EMPTY	Ticket ran out, please replenish.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

     1.   For each coin insert, the COIN-IN COUNTER clicks once.

     2. The Coin in counter unit goes according to the operator setting value.

Any remainder goes to the next counting in the counter.

(i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

     1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

     1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 3 of DATA SETTING LIST in the main menu.

     1. Key out as Coin in.

     2. Key out as Key in.

SETTING CODE

```
                INPUT PASSWORD


         0    *    *    *    *    *
         *


                  TABLE 1



        【SELECT : DOUBLE】【CHANGE : PLAY】
           【ENTRY : START】    【EXIT:TAKE】
```
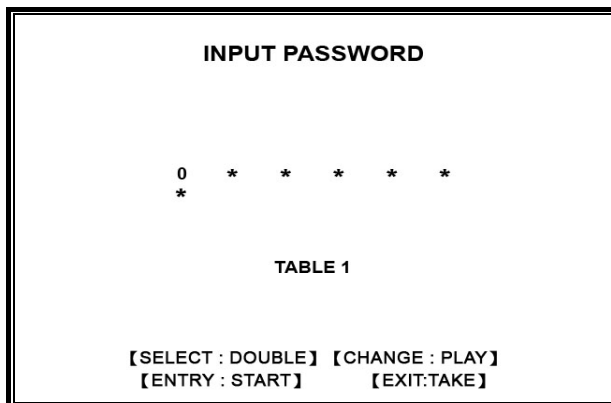
1. Press **TAKE** to exit the Password page.
2. Press **DOUBLE** to select the icons.
3. Press **PLAY** to change the value.
4. Press **START** to enter the setting page.

Password No.	**OFF**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
Code	No use	325480	446468	313757	842521	117523	581413	716058

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
Video Red	1	Video Green
Video Blue	2	Video SYN
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start / Stop	9	
Info/stop2	10	
Play	11	
Take /stop 3	12	
Double / stop 1/ Max. PLAY	13	
Key System Signal	14	
	15	
Auto	16	
	17	
Coin In 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 Counter	23	
Key In Counter	24	Hopper SSR
	25	
	26	
Hopper Counter	27	
Key Out Counter	28	
Start / Stop Lamp	29	Ticket SSR
Info/stop2 Lamp	30	Error Lamp
Play Lamp	31	Win Lamp

Take /stop 3	32	
Double /stop 1/ Max. Play Lamp	33	
Auto Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

Parts Side		Solder Side
GND	**1**	GND
GND	**2**	GND
+5V	**3**	+5V
+5V	**4**	+5V
+12V	**5**	+12V
+12V	**6**	+12V
(*1) Ticket	**7**	
(*2) Hopper SSR	**8**	
GND	**9**	GND
GND	**10**	GND

(*1) This pin is normal low. When it enables is +5V.

(*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	
+12V	6	+12V
	7	
Coin In Counter	8	Hopper Counter
Key In Counter	9	Key Out Counter
Speaker	10	Speaker Ground
Key In Switch	11	Pay Out Button
Video Red	12	Video Green
Video Blue	13	Video SYN
GND	14	Test Switch
Account Switch	15	
Coin In Switch	16	Error Lamp
Start / Stop	17	Start Lamp
Ticket Out Button	18	Ticket SSR
Door Switch	19	Win Lamp
Info/stop2	20	Info/stop2 Lamp
Take/stop 3	21	Take/stop 3 Lamp
Double /stop 1/ Max. Play	22	Double / stop 1/ Max. Play Lamp
Play	23	Play Lamp
Auto	24	Auto Lamp
*Ticket Notch	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND