

36PIN AND 10PINS

PARTS SIDE		SLODER 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	9	
ODDS	10	
PLAY	11	
TAKE	12	
DOUBLE	13	
	14	
	15	
AUTO	16	
	17	
COIN IN SWITCH	18	KEY IN SWITCH
	19	
ACCOUNT SWITCH	20	TEST SWITCH
HOPPER PAY 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 LAMP	29	TICKET SSR
ODDS LAMP	30	ERROR LAMP
PLAY LAMP	31	WIN LAMP
TAKE LAMP	32	
DOUBLE LAMP	33	
AUTO LAMP	34	
	35	
GND	36	GND

PARTS SIDE		SLODER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
1*TICKET DISPENSER ENABLE	7	
2*HOPPER SSR	8	
GND	9	GND
GND	10	GND

*1 This pin is normal low. When it enable is +5V

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

JAMMA (28PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
COININCOUNTER	8	HOPPER COUNTER
KEYINCOUNTER	9	KEY OUT COUNTER
SPEAKER	10	SPEAKER GROUND
KEY IN SWITCH	11	HOPPER PAY BUTTON
VIDEO RED	12	VIDEO GREEN
VIDEO BLUE	13	VIDEO SYN
GND	14	TESTSWITCH
ACCOUNTSWITCH	15	
COIN IN SWITCH	16	ERROR LAMP
START	17	START LAMP
TICKETOUTBUTTON	18	TICKET SSR
	19	WIN LAMP
ODDS	20	ODDSLAMP
TAKE	21	TAKE LAMP
DOUBLE	22	DOUBLE LAMP
PLAY	23	PLAY LAMP
AUTO	24	AUTO LAMP
*TICKET NOTCH(DISPENSER)	25	KEYOUTSWITCH
HOPPER SSR	26	HOPPERSWITCH
GND	27	GND
GND	28	GND

36PIN BUTTON LAYOUT :



BOOK KEEPING & AJUSTMENT

BOOK KEEPING :

- 1.Press (TEST) and get into the bookkeeping and setting page, then press (DOUBLE) to enter the bookkeeping page, follow the instruction that shown on the screen and select the item.
- 2.Press (PLAY&START)button will clear the daily record.

DATA SETTING :

- 1.Press (TEST) and get into the bookkeeping and setting page, press(START)then enter 4 numbers of passwords.
- 2.If the password is correct will enter the setting page then follow the instruction that shown on the screen and select the item.
- 3.Press (PLAY&START) button to reset the game.
- 4.Press(ODDS&START) button for returning to the factory's default.

SYSTEM SETTING :

CODE TYPE	0	1	2	3	4	5	6	7
CODE	NO USE	5133	7124	3916	6662	1975	2483	5858

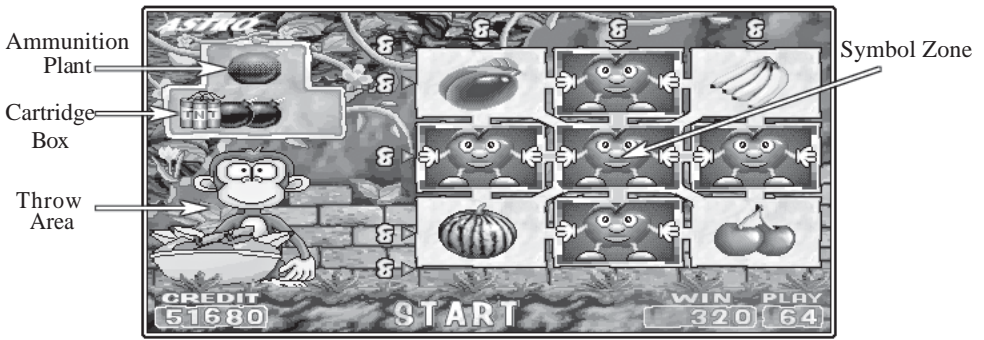
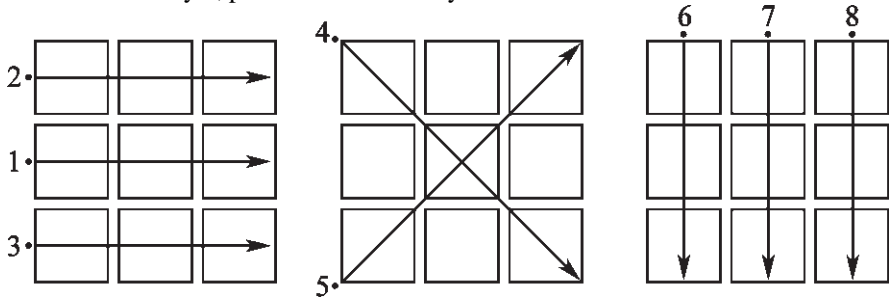
SYSTEM SETTING

ITEM		RANGE
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	COIN OUT/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
4	KEY OUT TYPE	AS COIN, AS KEY IN, CLEAR ALL
5	TICKET OUT/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
6	MAXIMUM TICKETS PER GAME	1, 2, 3, 4, 5, 8, 10, CONTINUOUS
7	CREDIT LIMIT	1000, 3000, 5000, 10000, 20000, 30000, 50000, 100000, 990000
8	MAX. PLAY	8, 10, 16, 32, 64, 80, 120, 160, 240
9	MIN. PLAY	1, 8, 10, 16, 32, 64, 80, 120, 160, 240
10	PAYOUT RATE	(EASIEST) LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6, LEVEL 7, LEVEL 8 (HARDEST)
11	DOUBLE UP	ON, OFF
12	WINNING TYPE	INTO CREDIT, INTO SCORE
13	PLAY SCORE	YES, NO
14	PAYOUT TYPE	ALL, PRESS TO STOP
15	COIN OUT LIMIT	UNLIMIT, 100, 200, 300, 500, 1000, 2000, 3000, 5000
16	AUTO PLAY	ON, OFF
17	ODDS TABLE	ON, OFF
18	BOOK KEEPING	ON, OFF
19	DOOR OPEN ALARM	YES, NO
20	DEMO SOUND	ON, OFF
21	GAME COUNT	YES, NO
22	10X FEATURE	ON, OFF
23	CONTINUOUS SPIN	YES, NO
24	RESET CODE TYPE	NO USE, 1, 2, 3, 4, 5, 6, 7

HOW TO PLAY

MAIN GAME :














1. 9 reels-8 liner style, please check the “Pay Chart” as follow.










Main Screen

1. After placing the betting, the "💣" will pop up in the "Ammunition Plant" occasionally. When the "💣" drops into the "Cartridge Box" then it can be used in the present round.




*The "💣" will show up in the "Cartridge Box" only at condition of betting for 8 points or above.

2. The  will throw out the symbols to the "Symbol Zone" and according to the result awards the prize.
3. There are 6 kinds of fruit symbols ( ;  ;  ;  ;  ; ) and 4 kinds of special symbols ( ;  ;  ; ) The fruit symbol and special symbols will have different reaction when it been hit by the "  " or "  " .

BOMB :




1. The player selects 1 of 4 " bombing area " and throws the  to the selected area. The  will explode within the area, and the hitting spot could be any one of the four symbols.
2. All of the fruit symbols that been hit by the  or bomb's blaze, will transform into other symbol.
3. The special symbols have to be hit directly by the  then the symbol will transform into others. Only the bomb's blaze will not change the special symbols at all.
4. The treasure box will be opened when been hit by a bomb directly. There are 3 kinds of treasures inside the box ( ;  ; ) and player will get one in reward. After the treasure box has been opened then hit by a bomb or TNT again, will transform into other symbol.
5. After the explosion and symbol transformations, the program will calculate the prizes again according to the new combination.

TNT :

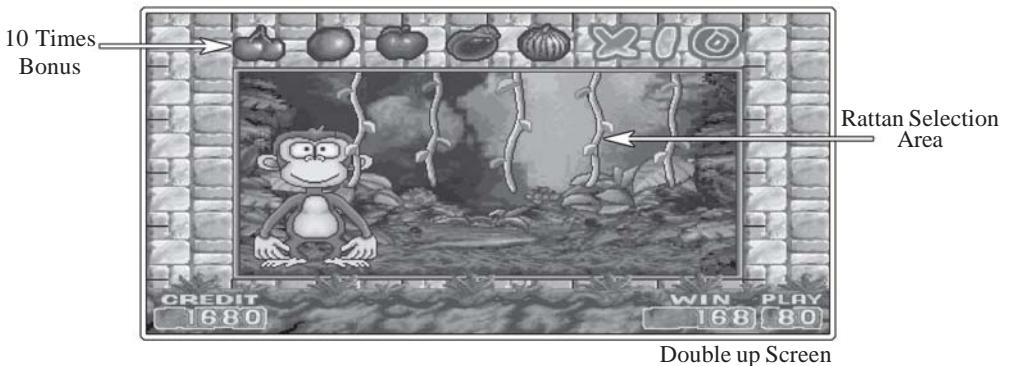
1. When  shows up then the monkey will throw the  to the central of "Symbol Zone".
2. The force of  is like 9 bombs bombing all symbols directly.





TREASURE BOX :

THE TREASURE BOX may enclose the following treasures,

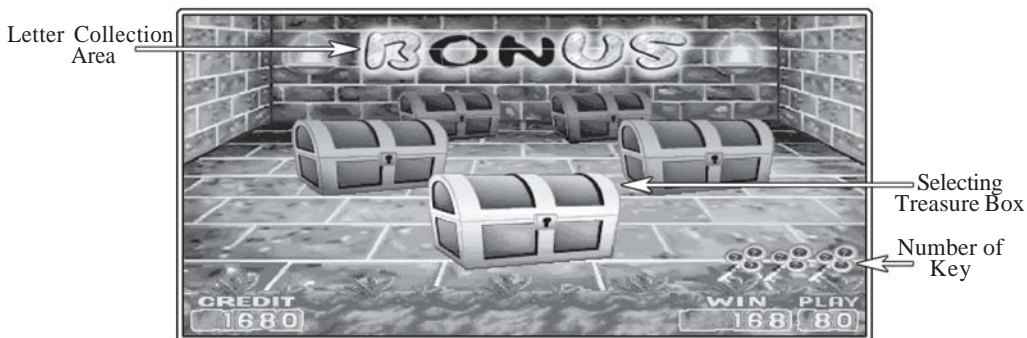
1.  Coin : Each coin will award 1 time of the betting.
2.  Key: Key can open the treasure box in the bonus round.
3.  TNT: TNT will accumulate to the “**Cartridge Box**” and use continuously for more prize.
4. Letter of B , O , N , U , S for on-going letter collection bonus.

DOUBLE UP GAME :



1. There are 5 rattans and pull the rattan will get the symbol. It contains 2 , 2  and 1 other fruits. If the player gets the  will win, but the  will lose. Other fruit symbols will accumulate for the 10 times bonus. (Check the double up game photo as above)
2. When player complete the collection of 5 different fruits in the “**10 Times Bonus**” column will award the “**10 Times Bonus**”.

TREASURE BOX BONUS :



Bonus Game Screen 1



Bonus Game Screen 2

1. When the player enters the “Treasure Box Bonus”, the right down corner of the screen will indicate the number of keys for opening the box. There are total 5 boxes and player can select to open one after another according to how many keys he/she has, one key for one box. (Check bonus game photo 1 as above)
2. Player presses (Select) for selecting the box and presses (START) for opening it.
3. The box contains 2 kinds of bonus. One is the prize and the other one is letter of B, O, N, U or S.
4. **Letter Collection Bonus** - When the player completed the collection for 5 letters which B, O, N, U and S at the “ Letter Collection Area ”. The 5 reels slot will come down from the top and run for the bonus. (Check the bonus game photo 2 as above)