

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	+24V
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

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

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

★ Output current 300 mA MAX. (sink current)

The Detective

The following developer is responsible for the declaration:

Astro Corp.

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(Manual Version : TD_INT-030110_7)

Pin Layout

CONNECTOR (36PIN)

PARTS SIDE	PIN	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 Lines / Double Button	10	
Bet Button	11	
Take Button	12	
Auto play Button	13	
Bill In Meter	14	
	15	
Info Button	16	
	17	
Coin in Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Pay Out / Ticket Out Button	21	Key Out Switch
	22	Hopper / Ticket Out Switch
Coin In Meter	23	
Key In Meter	24	Hopper / Ticket SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	Coin In Inhibit
Start / Stop Lamp	29	
Select Lines / Double Lamp	30	Error Lamp
Bet Lamp	31	Win Lamp
Take Lamp	32	Payout Lamp
Auto play Lamp	33	
Info Lamp	34	
	35	
GND	36	GND

B. Payout % (Data Setting 23rd item)

HIGH	Higher hit frequency of big prizes and lower hit frequency of small prizes.
NORMAL	Normal hit frequency of big prizes, medium and small prizes
LOW	Higher hit frequency of small prizes and lower hit frequency of big prizes. Strongly suggest using for European market and American market.

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Special Note

A. Password (Data Setting 18th item)



1. Press **Select Lines** button to select the unit for changing.
2. Press **Bet** button to change the value.
3. Press **Start** button to input the password. If the password is correct, then will enter **Data Setting** page; or will return to **Setup Menu** page.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

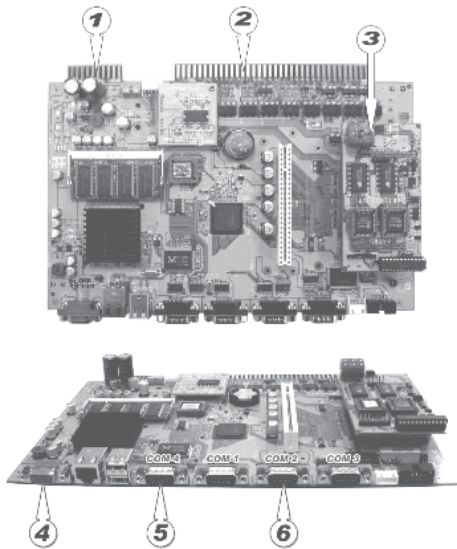
One unit of password shows while inputs. After changing ,the former unit will show as below:

Table	1	2	3	4	5	6	7
Password	214938	348124	627713	551962	497423	588213	891383

Data Setting List

	Item	Value
1	Max. Credit	500, 1000, 2000, 5000, 10000, 30000, 50000, <u>100000</u> , 300000, 500000, 1000000, 3000000, 5000000
2	Key In Unit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <u>1000</u> , 5000
3	Coin In Unit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, <u>100</u> , 200, 250, 400, 500, 1000, 5000
4	Bill In Unit	0.01, 0.02, 0.04, 0.05, 0.10, 0.20, 0.25, 0.50, <u>1</u> , 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, 5000
5	Bill Acceptor	Bill Signal RS232-JCM, RS232-ICT, PULSE
		Bill in Meter 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,250 ,400,500,1000,5000
6	Key Out As	<u>Key In</u> , Coin In
7	Pay Out As	<u>Coin Out</u> , Ticket Out
8	Ticket Unit	1, 2, 3, 4, 5, 10, 50, 100, 200, 500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, <u>5000</u> , 10000
9	Max. Bet	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), 600(40), 750(50)
10	Min. Bet	<u>1</u> , 3, 5, 7, 9, 15, 30, 45, 60, 75, 90, 105, 120, 135, 150, 225, 300, 375, 450, 600, 750
11	Bet Unit	<u>1</u> , 2, 3, 4, 5, 10, 20, 30, 40, 50
12	Max. Payout	OFF, 20, 30, 40, 50, 100, 250, 300, <u>500</u> , 800, 1000
13	Main Game %	92%, 93%, 94%, 95%, <u>96%</u> , 97%, 98%
14	JP Min. Bet	15, 30, <u>45</u> , 60, 75, 90, 105, 120, 135, 150, 225, 300, 375, 450, 600, 750
15	Demo Music	<u>On</u> , Off
16	Win To	<u>Credit</u> , Paid
17	Play Paid	On, <u>Off</u>
18	Password	<u>Off</u> , Table1, Table2, Table3, Table4, Table5, Table6, Table7, Custom
19	Sound Volume	0, 10, 20, 30, 40, 50, 60, <u>70</u> , 80, 90, 100
20	Touch Screen	On, <u>Off</u>
21	Double Up %	Off, 94%, 95%, 96%, 97%, <u>98%</u>
22	Double Record	<u>On</u> , Off
23	Payout %	Low, <u>Normal</u> , High
24	Hopper Sensor	<u>Normal High</u> , Normal Low
25	Forced Prize	On, <u>Off</u>
26	Payout Button	On, <u>Call Attendant</u>
27	Max. Bet Button	<u>On</u> , Off
28	Demo	<u>On</u> , Off

Interface



1. Golden Finger of 10 Pin.
2. Golden Finger of 36 Pin.
3. Upper Board, Includes Game System Environment and CF CARD.
4. XVGA Signal Port, Compatible to Monitor Resolution:1024 * 768.
5. Bill Acceptor Connecting Position (COM 4).
6. RS232 Port Connected to Touch Screen(COM2).

★ Output current 300 mA
MAX. (sink current)

Button Layout

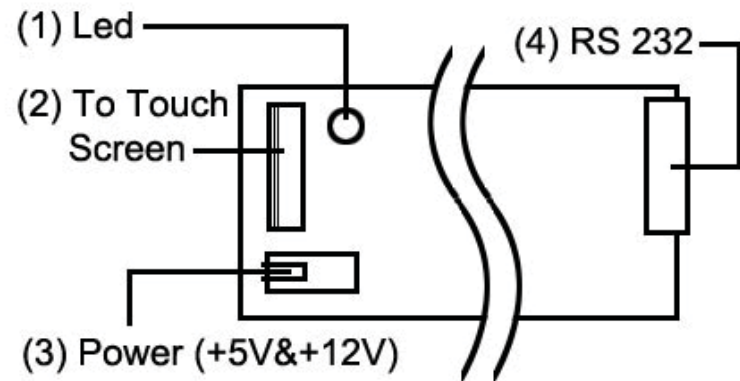
Payout	Info	Autoplay	Select Lines	Take	Bet	Start
			Double			Stop

According to Pin Layout.....p. 42

Install Touch Panel

1. Confirm touch panel is connected to COM 2 of PC Board by RS232 Cable.
2. Confirm power supply for touch panel (Led lamp on).

Touch Screen Controller



3. Enable touch screen by setting **Touch Screen** in **Data Setting** page.









※ If touch panel can't be detected, **Calibration** and **Touch Panel Test** can't be used. Please execute the following procedure.

1. Check touch screen is connected to PC board.
2. Check the power supply for touch panel.
3. Reset the power of machine.
4. If it's still no effect, please contact with your provider.

Pay Table

Regular Prize (x Line bet)

3 or more consecutive symbols appear on same winline from the first reel or the last reel can be regarded as a prize.

Symbol								
5	30000	5000	1000	500	250	100	50	20
4	500	300	100	50	30	20	10	5
3	50	30	20	10	7	5	3	2

Bonus Game

The bonus game begins when bonus symbol is appeared on the 1st, 3rd and 5th reel in main game at one time.

Symbol	
Any 2	Total bet x 2
Any 3	Jail Game
	Alley Game
	Banquet Game

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→CALL ATTENDANT→AUTO PLAY→Bet→2 BET→3 BET→5 BET→10 BET→DOUBLE→START→TAKE →25 LINES→15 LINES→9 LINES→5 LINES→Select Lines →INFO→PAYOUT
AFTER START THE GAME	The tower lamps flash alternately. ERROR →WIN

Item	Error Condition
RAM ERROR	The error tower lamp and two button lamps flash alternately. ERROR →(START + Bet) Suggest : Replace a new top board.
EEPROM ERROR	The error tower lamp and three button lamps flash alternately. ERROR →(START + Bet + INFO) Suggest : Replace a new top board.
ROM ERROR	The error tower lamp and four button lamps flash alternately. ERROR →(START + Bet + INFO + TAKE) Suggest : Replace a new set of ROMS on the Top board.
CRASH	The error tower lamp and five button lamps flash alternately. ERROR →(START + Bet + INFO + TAKE + AUTO PLAY) Suggest : Replace a new Main Board.

Setup Menu



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Press **Select Lines** or **Bet** button to select item.
3. Press **Start** button to enter the page.
4. Press **Take** button to return to game screen.

Information

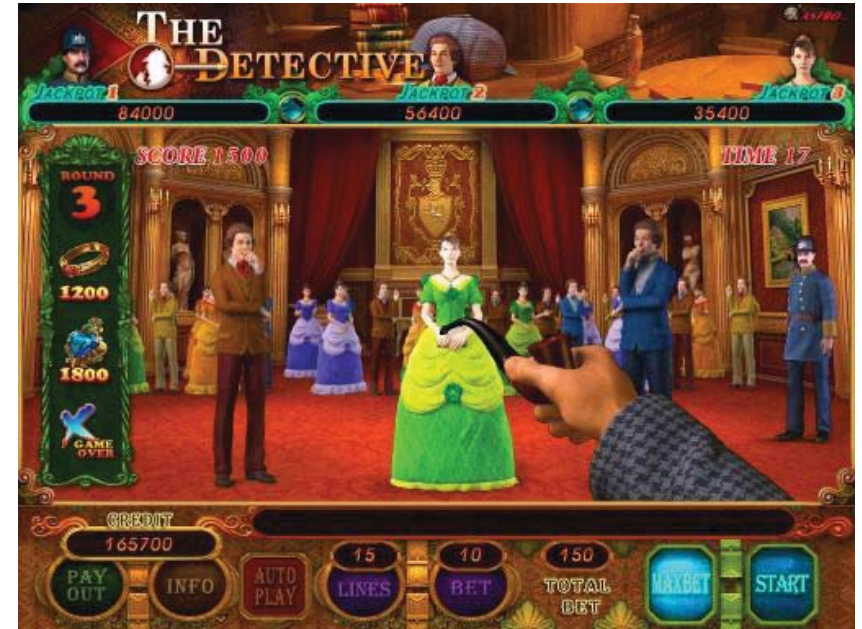


1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Information** and press **Start** button to enter the **Information** page.
3. Press **Take** button to exit the **Information** page.

Troubleshooting

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as following.

Error Message	Procedure
BA Motor Error	Repair the motor.
BA Sensor Error	1. Reset the bill acceptor. 2. Repair the bill acceptor.
BA Stacker Error	1. Reset the bill acceptor. 2. Repair the bill acceptor.
BA Stacker Open	Close the stacker.
Bill Jam	1. Remove the jammed bill. 2. Enter and exit the "Data Setting" page.
Bill Acceptor Error	Reset the bill acceptor.
Compact Flash Error	The version of program is incorrect Please talk to your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit the "Data Setting" page.
Credit Over	Press Key Out, Payout, or Ticket Out.
Data Error	Enter the "Data Setting" page and reset the statistics data.
Door Open	Enter and leave the Data Setting page.
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.
Hopper Empty	Refill the coin hopper.
Transfer Error	Restart the machine.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Up Board Error	Please contact the provider.
No Image	1. When the opening animation starts, turn Account switch to enter "Setup Menu" Page. 2. Select the item for more information.



Data Setting



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Data Setting** and press **Start** button to enter the **Data Setting** page.
3. Press **Select Lines** or **Bet** button to select the item or page down.
4. Press **Start** button to change the value.
5. Press **Bet** and **Auto Play** buttons to restore the factory setting and data will return to default.
6. Press **Bet** and **Info** buttons to reset the statistics data, the settings won't be changed.
7. Press **Take** button to exit the **Data Setting** page.

Setup Bill Acceptor



1. Press **Select Lines** or **Bet** button to select item.
2. Press **Start** button to change value.
3. Press **Take** button to exit **Set Bill Acceptor** page and return to **Data Setting**.

If Bill Signal is PULSE, please setup BILL IN UNIT .

BILL IN UNIT	0.01, 0.02, 0.04, 0.05, 0.10, 0.20, 0.25, 0.50, 1 , 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, 5000
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Bonus Game 3: Banquet Game



Select one of the three suspects and the officer will search him/her and look for the stolen item as the list at left side; player gets the prize as the item list show.

The item list changes each round, and the “game over” symbol will be set up from the 2nd round.

The banquet game is over when the player gets the “game over” symbol or after the 8th round is completed.

The auto-play is beginning when player no responded for 20 seconds.



Reset



1. Press **Select Lines** button to select the item for changing.
2. Press **Start** button to enter your decision.
3. If not to reset, the page will return to **Data Setting**, or will return to **Demo** mode.

(The program will reconfirm reset instruction)

Statistics



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Statistics** and press **Start** button to enter **Statistics** menu.
3. Press **Select Lines** or **Bet** button to select item.
4. Press **Take** button to exit **Statistics** menu.

Bonus Game 2: Alley Game



Select one of the five positions that either an item or a multiplier will be shown.

The alley game is over after the same item is picked for 3 times.

The auto-play is beginning when player no responded for 20 seconds.



Audit Mode



1. Press **Start** and **Auto Play** buttons to shift current audit to periodic audit.
2. Press **Take** button to exit **Audit Mode**.

Game Summary



1. Press **Select Lines** or **Bet** button to select **Game Summary** in **Statistic** menu.
2. Press **Start** button to enter **Game Summary** page.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.

Bonus Game

Bonus Game 1: Jail Game



Select any one of the three cells and the prisoners will come out and show a number which rewards with a prize according to the pay table at the bottom left side.

On the fourth time, the prisoners will come out showing a letter which corresponds to a number. This number will be multiplied by the accumulated bonus.

The auto-play is beginning when player no responded for 20 seconds.

6. Jackpot Game

Any 3 or more JP prize symbols are scattered appeared on screen can be regarded as a jackpot prize.

1. JP1: (Random JP)



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

2. JP2: (Random JP)




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

3. JP3: (Random JP)



When player bets as JP MIN. Bet and hits more than 3 **JP3** symbols will award the JP3 Bonus. JP3 is a random bonus from **150~250** times of Total Bet.

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

Base Game Statistics



1. Press **Select Lines** or **Bet** button to select **Base Game Statistics** in **Statistic** menu.
2. Press **Start** button to enter **Base Game Statistics**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.

Jackpots



1. Press **Select Lines** or **Bet** button to select **Jackpots** in **Statistic** menu.
2. Press **Start** button to enter **Jackpots**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.

5. Double Up



After a winning in the main game, player can press **Double** to enter the double-up game.

The detective will toss a coin and the player will choose one of the two coins to try to guess which side is facing up.

Player can press **Take** to exit the double-up game.

The double-up game can be played up to five times.

3.2 Wild Card

A female cat will appear and will attract the male cat that makes he runs after her. The reel the cat passes by will become huge wild card and it holds for several games. The wild card represents regular symbols only.



Bonus Game Statistics

STATISTICS	
BONUS GAME STATISTICS	
JAIL GAME TIMES	: 1
ALLEY GAME TIMES	: 0
BANQUET GAME TIMES	: 1
TOTAL BONUS GAME PLAYED	: 2
JAIL GAME WON	: 156000
ALLEY GAME WON	: 0
BANQUET GAME WON	: 8800
TOTAL BONUS GAME WON	: 162600
FREE GAME TIMES	: 1
FREE GAME WON	: 0
WILDCARD TIMES	: 1
WILDCARD WON	: 3270

1. Press **Select Lines** or **Bet** button to select **Bonus Game Statistics** in **Statistic** menu.
2. Press **Start** button to enter **Bonus Game Statistics**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.

Double Up Game

STATISTICS	
DOUBLE UP GAME	
PLAY DOUBLE UP TIMES	: 0
WIN DOUBLE UP TIMES	: 0
DOUBLE UP HIT FREQUENCY	: 0.00 %
TOTAL DOUBLE UP IN	: 0
TOTAL DOUBLE UP OUT	: 0
TOTAL DOUBLE UP RATE	: 0.00 %

1. Press **Select Lines** or **Bet** button to select **Double Up Game** in **Statistic** menu.
2. Press **Start** button to enter **Double Up Game**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.

3. Special Bonus

During the main game, a cat will jump into the reels and will initiate one of the two followings games:


3.1 Kitty Jump


The cat will run after the feather toy and the reel the cat passes by will start spinning.

The player will be awarded with a winning combination.



2. Free Game

In main game, if any game gets no winning of regular prize, and three or more  symbols appearing in any position on the reels will initiate the free game.

Select one of the  symbols to reveal the total times of free spins; Soon after, the middle reel will become wild card and the reels will start spinning.

During the free game, the multiplier and free spin symbols could be appeared together with the cat:

The multiplier symbol will multiply by the bonus of that particular game (if any)

The free spin symbol will shown the number of extra spins.



Combination Statistics



Scatter

1. Press **Select Lines** or **Bet** button to select **Combination Statistics** in **Statistic** menu.
2. Press **Start** button to enter **Combination Statistics**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Statistics** menu.



Combination Statistics 1/3



Combination Statistics 2/3

How to play

1. Main Game



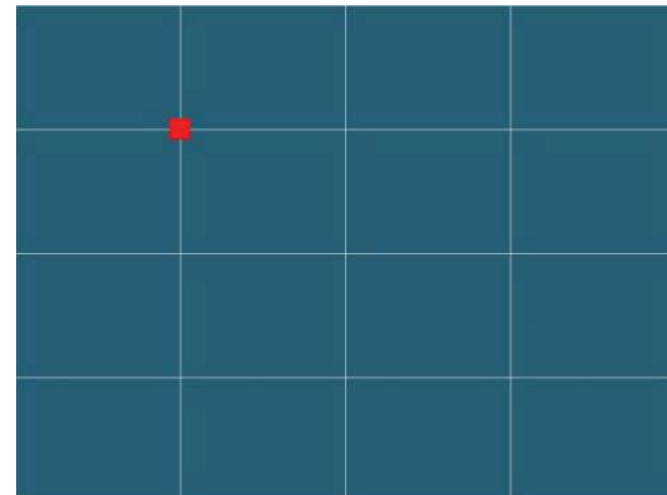
The game is 5 reels and 15 lines. Player can get 6 extra lines with max. bet. 3 or more consecutive symbols appearing from the far left reel or from the far right reel on a played line will be awarded with a winning.



Touch Screen Adjust



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Touch Screen Adjust** and press **Start** button to enter **Touch Screen Adjust** page.
3. Click the target to calibrate screen.





Combination Statistics 3/3

I/O Test



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **I/O Test** and press **Start** button to enter **I/O Test** page.
3. 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 press **Start** button to enter **History** page.
3. Press **Select Lines** or **Bet** button to select the page.
4. Press **Take** button to exit the **History** page.