. Treasure Hunting .

(Manual Version: TH_US-070412)

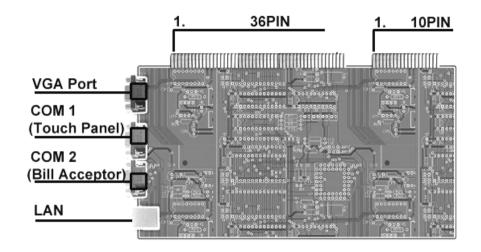
2

TH_US-070412

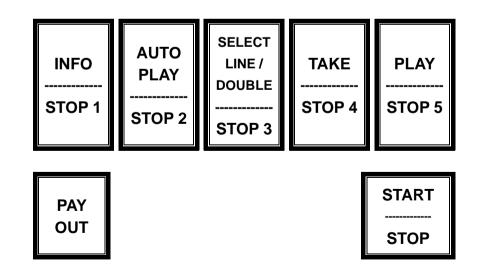
Table of Contents

Interface & Button Layout	p. 04
Setup Menu	р. 05
Setup Password	р. 06
Information	p. 07
Data Setting	р. 08
Confirm Reset	р. 10
Bookkeeping	p. 11
Shift Record & Confirm Shift	р. 16
I/O Test	p. 17
History	р. 18
How to Play - Main Game	р. 19
How to Play - Free Line	р. 20
How to Play - Free Game	p. 21
How to Play - Jackpot	р. 22
How to Play - Double Up	р. 23
Bonus Game - Hunting	р. 25
Bonus Game - Red Jeep	р. 27
Bonus Game - The Tomb	р. 29
Skill Mode	р. 31
Troubleshooting	р. 32
Odds Table	р. 33
Data Setting List	р. 34
Pin Layout	p. 37

Interface



Button Layout



According to Pin Layout.....p. 37

4

3

TH_US-070412

Setup Menu

_	TREASURE HUNTING SETUP MENU
	INFORMAT ION
	DATA SETTING
	BOOKKEEPING
	I/O TEST
	HISTORY
OF SELECI DI	INE DOWN : PLAY ENTRY : START EXIT : TAKE

- A. Turn on the Account switch to enter the Setup Menu page.
- **B.** Press **Select Line** 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

(Data Setting 21th item)

INPUT PASSWORD
o · · · · ·
CIPHER : 1
SELECT:SELECT LINE CHANGE:PLAY ENTER:START EXIT:TAKE

- **1.** Press **Select Line** button to select the item to change.
- **2.** Press **Play** button to change the item values.
- **3.** Press **Start** button to entry the password. If the password is correct, will enter **Data Setting** page.
- 4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** 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	785314	685423	154753	984258	356274	218415	594156

Information

INFORMAT ION
GAME NAME: TREASURE HUNTINGGAME TYPE: MULTI-LINERDEVELOPER: ASTRO CORP.PUBLISH DATE: 2006/03/31VERSION: US.01.00.A

- 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

DATA SETT	ING	
COIN IN/CREDIT		10
KEY IN/CREDIT		10
KEY OUT TYPE		KEY IN
TICKET OUT/CREDIT		10
MAX. TICKETS PER GAME		CONTINUOUS
CREDIT LIMIT		10000
MAX. PLAY		10 (90)
MIN. PLAY		1
LEVEL OF DIFFICULTY		5
DOUBLE UP		5 (HARDEST)
WINNING TYPE		INTO SCORE
EFAULT:PLAY+AUTO PLAY GA ELECT LINE [DOWN:PLAY [C		



- 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 Line** 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.

8

DATA SI	ETTING	
PLAY SCORE		YES
COIN OUT LIMIT		OFF
CONTINUOUS SPIN		NO
AUTO PLAY		ON
INFO		ON
BOOK KEEPING		ON
DEMO SOUND		ON
GAME COUNT		NO
10 TIMES FEATURE		OFF
RESET CODE TYPE		NO USE
JP MIN. PLAY		45
AULT:PLAY+AUTO PLAY] ECT LINES] [DOWN:PLAY		

Page 2/3

DATA	SETTING	
SOUND VOLUME		30
HOPPER SENSOR		NORMAL HIGH
GAME TYPE		NORMAL
EFAULT:PLAY+AUTO PLAY ELECT LINES DOWN:PLA		

Page 3/3

Confirm 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 Line** 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**.

(The program will reconfirm the reset instruction for once.)

Bookkeeping (9 pages)

v US.01.00.A			
	BOO	KKEEP I NG	
		N :	
		N :	O (UNIT:10)
	TOTAL KEY OU	T:	O (UNIT:10)
	TOTAL PAY OU	т:	O (UNIT:10)
	TOTAL TICKET OU	Т:	O (UNIT:10)
	KEY OUT REMAINDE	R:	0
	CREDIT		0
	SCORE		0
	TOTAL PROFI	T:	0
	PAY OUT RAT	Е:	0.0 %
NEXT	PAGE:SELECT LINE]		GE:PLAY] [EXIT:TAKE]
	D	1 /0	
	Pa	ge 1/9	



- 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 Line** or **Play** button to select the page.
- **D.** Press **Take** button to exit the **Bookkeeping** page.

IS.01.00.A					
	_	BOOK	KEEPIN	G	
	TOTAL PLAY	TIMES		o	
	TOTAL WIN	TIMES		0	
	HIT FRE	QUENCY		0.0 %	
	MAIN GAME	IN		0	
	MAIN GAME	OUT		o	
	MAIN GAME	RATE		0.0 %	
	FREE GAME	TIMES		o	
	FREE GAME	OUT		0	
I NEXT F	AGE SELECT	LINE 1	PREV P	PAGE : PLAY] [EXIT: TAKE]	

Page 2/9

vUS.01.00.A			
	BOOKKEEP	ING	
JP1	TIMES :	o	
JP2	TIMES :	0	
JP3	TIMES :	0	
JP1	OUT :	0	
JP2	OUT :	0	
JP3	OUT :	0	
NEXT PAGE : SELECT	C I INF 1 I DDFS	DACE DIAVI LEVI	T. TARE 1
I HEAT FAUL SELECT		LUGBLE ON TIEAT	r . rans 1



	BOO	KKEEPING	
1	PLAY HUNTING	TIMES:	o
1	PLAY RED-JEEP	TIMES :	0
1	PLAY THE TOMB	TIMES:	0
1	TOTAL BONUSGAME	TIMES:	Ō
1	FOTAL HUNTING	OUT :	o
1	TOTAL RED-JEEP	OUT :	0
្រា	FOTAL THE TOMB	OUT :	0
1	TOTAL BONUSGAME	OUT :	0
INEXT PA	GE:SELECT LINE		AY][EXIT:TAKE]



v US . 01 . 00 . A		BO	OKKEEPING	-	
	PLAY DOUBL WIN DOUBL DOUBLE UP	E UP	TIMES:	0 0 0.0 %	
	TOTAL DOUB TOTAL DOUB TOTAL DOUB	LE UP		0 0 0.0 %	
I NEXT	PAGE:SELE	CT LINE	PREV PAG	E:PLAY EXI	T:TAKE 1



v US . 01 . 00 . A	
BOOKKEEI	PING
德德德 x o	🧐 🧐 🇐 🗴 o
ீத் தோது க	🏂 🏂 🦄 X O
🏂 🎘 🎘 🗴 o	🍣 🍣 🍣 🗴 o
АДА Х О	₩₩₩ ×0
🥔 🖑 🖑 🗴 o	🤓 📽 🤓 🗴 o
🎒 🎒 遵 🗴 o	\$\$\$ \$\$\$ \$\$\$ × 0
🍂 🎉 🎉 x o	F F F X 0
[NEXT PAGE:SELECT LINE] [PRE	V PAGE:PLAY [EXIT:TAKE]

Page 6/9

v US.01.00.A			
	BOOKKEEPII	NG	
***	X 0	9999	x 0
ŵ ŵ ŵ ŵ	X 0	ききき	X 0
* * * *	X 0	8888	X 0
***	X 0	XXXX	X 0
\$ \$ \$ \$ \$	X 0	***	X 0
	X 0	* * * *	X 0
<u>hà bà bà bà</u>	X 0	& & & & &	X 0
NEXT PAGE : SE	LECT LINE PREV		:TAKE]

Page 7/9

w US.01.00.A			
	BOOKK	EEPING	
4444	X 0	99999	X 0
**	X 0	****	X 0
s s s s s	X 0	8 8 8 8 8	X 0
with with with with	X 0	XXXXX	X 0
4444	X 0	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	X 0
	X 0	* * * * *	X 0
<u>M M M M M</u>	X 0	& & & & & &	X 0
NEXT PAGE : SE	SLECT LINE F	PREV PAGE:PLAY] [EXI	I:TAKE]

Page 8/9

Shift Record

	SHIFT RE	CORD		
PREV SHIFT		CURRENT SH	IFT	
		KEY IN		0
		COIN IN		0
		KEY OUT		0
		PAY OUT		0
TICKET OUT		TICKET OUT		0
	SHIFT:START+A	TO PLAY 1		



- **A.** Press **Start** and **Auto Play** buttons to shift.
- **B.** Press **Select Line** or **Play** button to select the page.
- **C.** Press **Take** button to exit the **Bookkeeping** page.

Confirm Shift

- **A.** Press **Start** and **Auto Play** buttons to shift, and then will enter the **Confirm Shift** page to confirm this operation..
- **B.** Press **Select Line** button to select the item.
- **C.** Press **Start** button to enter the decision.

I/0 Test

		I/O TEST	
		OFF COIN IN	
PLAY/STOP5		OFF KEY IN	
SELECT/DOUBLE/ST	OP3:	OFF KEY OUT	
AUTO PLAY/STOP2		OFF HOPPER	
INFO/STOP1		OFF ACCOUNT	
PAY OUT		OFF TEST	
FICKET		OFF DOOR	
LICKET SENSOR		OFF TAKE/STOP4	

- **A.** Turn on **Account** button 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



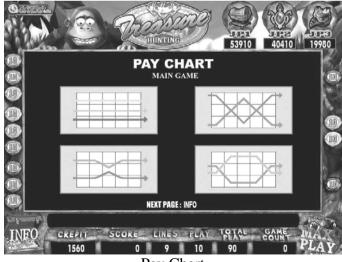
- A. Turn on **Account** button to enter the **Setup Menu** page.
- **B.** Select **HISTORY** and press **Start** button to enter the **HISTORY** page.
- **C.** Press **Select Line** or **Play** button to select the page.
- **D.** Press **Take** button to exit the **History** page.

How to play

A. Main Game

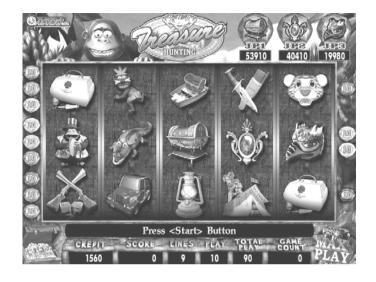


5 reels-9 liner style

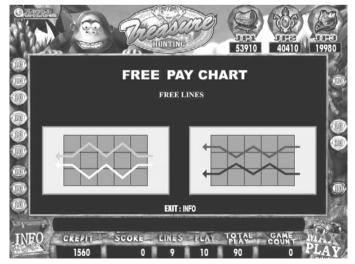


Pay Chart

B. Free Line



As the condition of playing with all lines, it will give **1~4 free lines** as below according as the playing values to increase the winning possibility.



C. Free Game



Occasionally, the game will give **6~10 rounds** of free games while playing.



D. Jackpot

1. JP1: (Random JP)



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

2. JP2: (Random JP)



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

3. JP3: (Random JP)



When player plays as JP MIN. Play and hits more than 3 **Bird-Beak** symbols will award the JP3 Bonus. JP2 is a random bonus from **150~250** times of Total Play.

Symbol Of a kind	T	Ś	1 miles
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

E. Double Up



1. After winning in the main game or the bonus game, player can press **Double** button to play the **Double Up game**.

2. Press **Double** button to jump for the Treasure Box. Game is over when crocodile bites players.



 Players are free to leave **Double Up game** by pressing Take to exit.



24

Bonus Game

A. Hunting Game



- **1.** Receiving 3 or more **Shotguns** symbols from main game to enter the **Hunting game**.
- 2. There are **10 opportunities** given within **60 seconds** during this game.
- **3.** Press **Start** button to shoot for targets by following the arrow sign. A good shot on prey will receive extra points.

4. Please refer the **ODDS** in the left screenshot.



4. Game Score = Your Play × Odds



B. Red Jeep Game



- 1. Receiving 3 or more **Jeep** symbols from main game to enter the **Red Jeep game**.
- 2. There are **3 opportunities** given within **60 seconds** during this game.
- **3.** Follow the arrow signs and position yourself with **Start** button. Whenever the local aboriginal appears, more points will be awarded.

4. Please refer the **ODDS** in the left screenshot.



5. Game Score = Your Play × Odds



C. The Tomb Game



- 1. Receiving 3 or more Lantern symbols from main game to enter The Tomb game.
- 2. There are multi opportunities given within **60 seconds** during this game. The game is over when encounters the devil.
- **3.** Opening cabinet or beating bottles by pressing **Start** button. Follow the arrow signals to seek for treasure and extra points. Receiving **Key** will enter into a secret chamber for even bigger awards.

4. Please refer the **ODDS** in the left screenshot.



5. Game Score = Your Play × Odds



Skill Mode



- **1.** Enter Data Setting page and turn on **SKILL MODE**.
- 2. A frame appears on a reel after press **START** button to stop the reels in a main game.
- **3.** Press **Info** button to move the position of frame and determine which reel will be reserved. Only one reel will be reserved.
- 4. Press **START** button again to respin the other four reels.
- **5.** Game result appears after the reels stop.

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	
CF ERROR	The version of program is incorrect. Please talk to your provider.	
COIN JAM	 Repair coin selector and coin entrance. Enter and leave the Data Setting page. 	
CREDIT OVER	Press key out, payout or ticket out.	
DATA ERROR	Enter the Data Setting page and reset the bookkeeping data.	
DOOR OPEN	Enter and leave the Data Setting page.	
HOPPER ERROR	 Repair coin out transporter or hopper. Enter the Data Setting page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW. Leave the Data Setting page. 	
HOPPER EMPTY	Refill coin hopper.	
TRANSFER ERROR	Restart the machine.	
HARDWARE ERROR	Check Data Setting page, if the message still existing. Please send the board back for repairing.	

TH_US-070412

32

Odds Table

	DDDS TABLE	1
	Image: Weight of the second	
9 🗽 10000 500	1000 100 20 300 300 50 300 300 30	
	7 5 50 10 10 10 10 10 10 10 10 10 10 10 10 10	0
INFO CREPIT SCOR	KE LINES PLAY TOTAL COMPT HEA	AY



Data Setting List

	Item	Value
1	Coin In/Credit	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	Key In/Credit	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Key Out Type	Coin In, <u>Key In</u> , Clear All, Ticket Out
4	Ticket Out Credit	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Maximum Tickets Per Game	1, 2, 3, 4, 5, 8, 10, <u>Continuous</u>
6	Credit Limit	1000, 3000, 5000, <u>10000</u> , 20000, 30000, 50000, 100000, 990000
7	Max. Play	1(9), 2(18), 3(27), 4(36), 5(45), 6(54), 7(63), 8(72), 9(81), <u>10(90)</u> , 15(135), 20(180), 25(225), 30(270)
8	Min. Play	<u>1</u> , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
9	Level Of Difficulty	1(Easiest), 2, 3, 4, 5, 6, 7, <u>8(Hardest)</u>
10	Double Up	1(Easiest), 2, 3, 4, <u>5(Hardest)</u> , Off
	Winning Type	Into Score, Into Credit
12	Play Score	<u>Yes</u> , No
13	Coin Out Limit	100, 200, 300, 500, 1000, 2000, 3000, 5000, <u>Off</u>
14	Continuous Spin	Yes, <u>No</u>
	Auto Play	<u>On</u> , Off
16	Info	<u>On</u> , Off
17	Book Keeping	<u>On</u> , Off
18	Demo Sound	<u>On</u> , Off
19	Game Count	Yes, <u>No</u>
20	10 Times Feature	On, <u>Off</u>
21	Reset Code Type	1, 2, 3, 4, 5, 6, 7, <u>No Use</u>
22	JP Min. Play	9, 18, 27, 36, <u>45</u> , 54, 63, 72, 81,90, 135, 180, 225, 270
23	Sound Volume	0, 5, 10, 15, 20, 25, <u>30</u> , 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
24	Hopper Sensor	<u>Normal High</u> , Normal Low
25	Game Type	Nomal, Skill

* The boldface scripts in value parts represent the default.

	ltem	Definition
1	Coin In/Credit	The credit value at each coin in will increase.
2	Key In/Credit	The credit value at each key in will increase.
3	Key Out Type	When the key out the credit, what form of
3	Rey Out Type	money the machine will pay out.
4	Ticket Out Credit	The ticket value when the machine pays out.
5	Maximum Tickets	The maximum tickets can be payout per
5	Per Game	game.
6	Credit Limit	The maximum credit value the machine can
0		record.
7	Max. Play	The maximum play value of a game.
8	Min. Play	The minimum play value of a game.
٩	9 Level Of Difficulty	The difficulty of the game, from level 1 (the
3		easiest) to 8 (the hardest).
10	Double Up	The difficulty of the double up game, from
10		level 1 (the easiest) to 5 (the hardest) and off.
11	Winning Type	When the player wins, where the winnings
		record in.
12	Play Score	When the player's winnings record in score, can
		the player play the score or not.
13	Coin Out Limit	The maximum credits of hopper can payout.
14	Continuous Spin	The wheel will continuously spin until press
	Continuous Spin	stop button or not.
15	Auto Play	The auto play function is available or not.
16	Info	The Info pages can be seen or not.
17	Book Keeping	Can enter the bookkeeping page or not.
18	Demo Sound	Play music during the demo or not.
19	Game Count	Count the game times or not.

	ltem	Definition
20	10 Times Feature	When this function turns on, the score panel will also open. When the player wins, part of the winnings (10 times of play and 20 times of coin in) will record in the score, the rest will record in credit.
21	Reset Code Type	The current code type of password.
22	JP Min. Play	The minimum play value to win the Jackpot.
23	Sound Volume	The current setting of the sound volume.
24	Hopper Sensor	The current setting of hopper sensor.
25	Game Type	Play game in normal or skill mode.

Pin Layout

CONNECTOR (36PIN)

PARTS SIDE		SIDE	
	1		
	1	ļ	
Speaker R +	2	Speaker D	
Speaker L +	3 4	Speaker R - Speaker L -	
Speaker L +	4	Speaker L -	
	6		
Ticket Out Button	7		
Ticket Notch	8		
Start / Stop Button	9		
Info / Stop 1 Button	10		
Play / Stop 5 Button	11		
Take / Stop 4 Button	12		
Select Line / Double / Stop 3 Button	13		
Game Count Pulse	14		
	15		
Auto Play / Stop 2	16		
	17		
Coin 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 Meter	23		
Key In Meter	24	Hopper SSR	
	25		
	26		
Pay Out Meter	27		
Key Out Meter	28		
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 Line / Double / Stop 3 Lamp	33		
Auto Play / Stop 2	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
(*2) BA Inhibit	7	
(*3) Hopper SSR	8	
GND	9	GND
GND	10	GND
	-	

(*1) DC +5V 2A and DC +12V 3A.

(*2) BA Inhibit Active Low.

(*3) This pin is connected with the

solder side 24th of connector

36 pin.