

CONNECTOR (36PIN)

PARTS SIDE		SOLDER SIDE
Video Red	1	Video Green
Video Blue	2	Video Sync.
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Switch	8	
5 / Start	9	
1 / Odds/Double 1/2	10	
3 / Play/Double x2	11	
2 / Take	12	
4 /Double x1	13	
	14	
	15	
Skip/Next	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	
5 / Start Lamp	29	Ticket Out (SSR)
1 /Double1/2 Lamp	30	Error Lamp
3 /Play/Double x2 Lamp	31	
2 / Take Lamp	32	
4 /Double x1 Lamp	33	
Skip/Next Lamp	34	
	35	
GND	36	GND

CONNECTOR (28PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	

CONNECTOR (10PIN)

PARTS SIDE		SOLDER 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 24 th pin of connector 36 pin.

+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	Hopper Pay Button
Video Red	12	Video Green
Video Blue	13	Video Sync.
GND	14	Test Switch
Account Switch	15	
Coin In Switch	16	Error Lamp
5 / Start	17	5 / Start Lamp
Ticket Out Button	18	Ticket Out (SSR)
	19	
1 /Odds/Double 1/2	20	1 /Double 1/2 Lamp
2 / Take	21	2 / Take Lamp
4 /Double x1	22	4 /Double x1 Lamp
3 / Play/Double x2	23	3/Play/Double x2 Lamp
Skip/Next	24	Skip/Next Lamp
Ticket Switch	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND

1. SYSTEM SETTING

1 COIN IN	(1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000)
2 KEY IN	(1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000)
3 TICKET	(1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000)
4 KET OUT	(AS COIN IN, AS KEY IN, CLEAR ALL)
5 CREDIT LIMIT	(5000, 10000, 20000, 30000, 40000, 50000, 100000, 990000)
6 MAX. PLAY	(16, 32, 64, 80, 120, 160, 240)
7 MIN. PLAY	(1, 8, 10, 16, 32, 64, 80, 120, 160, 240)
8 MAIN GAME RATE	(98 % ~ 80%)
9 DOUBLE UP RATE	(98 % ~ 80%)
10 DOUBLE UP GAME	(ON, OFF)
11 JP MIN. PLAY	(1, 8, 10, 16, 32, 64, 80, 120, 160, 240)
12 MAX. VALUE OF JP	(50 ~ 1500) X JP MIN. PLAY
13 MIN. VALUE OF JP	(50 ~ 300) X JP MIN. PLAY
14 PROGRESSIVE SPEED OF JP	(1/32 ~ 1/160, RAND)
15 MUSIC OF DEMO SHOW	(ON, OFF)
16 WINNING TYPE	(INTO CREDIT, INTO SCORE)
17 PLAY SCORE	(YES, NO)
18 GAME COUNT	(YES, NO)
19 PAYOUT	(OFF, HOPPER, TICKET)
20 10X FEATURE	(ON, OFF)
21 ADDED-FLIP	(ON, OFF)

2. Account/System setting/Test

Account:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
2. Select **ACCOUNT** to enter account page

System Setting:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
2. Select **SYSTEM SETTING** to enter system setting page ◦
3. There are 8 sets of password and if the password no. is not 0 which the factory default, it will request to put in the password. For changing the password, please find the **PASSWORD NO. TABLE** to select the password no. from 0 to 7.
4. Press **【DOUBLE】** button to select the item for adjusting.
5. Press **【START】** or **【PLAY】** button to adjust the data.
6. Press **【DOUBLE】** and **【SKIP】** button for returning to the factory default.
7. Press **【DOUBLE】** and **【ODDS】** button to reset the game. ◦ but the setting will not change.
8. Press **【TAKE】** button to save data

※ Without saving the data before turn off ; the program will not save the new data ※

Test:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
2. Select **I/O TEST** to enter the test page.
3. The test page provides keyboard test.

3.How to play

Main Game:

1. Main game is like the same way as play the traditional 8-liner game. When the player lines up a line with the same symbol will get the prize.
2. It will show up 9 symbols at the beginning. When the setting of “ADDED-FLIP” (21st item of system sitting) is activated. The player can choose one symbol from beginning 9 symbols by pressing “START” and the computer will change the symbol, which has been chosen. Meanwhile, if player doesn't want the symbol and it will allow the player to change for another twice.
3. The player can “NEXT” for replacing 3 symbols from the replace column.
4. There are 5 lines and the player can choose one of it to replace the symbol.
5. For re-playing, there are 3 replace sets and it shows up by turns. Once the player slips through the set, it can't return to the last one.

Bonus Game:

1. In the main game, the player lines up 3 Zulu symbols a line can enter the Bonus Game for free.
2. In the beginning of bonus game, it will show up 9 symbols and 3 extra symbols in the replace column for replacing.
3. There are totally 5 replace sets and the player can choose one of it to replace.
4. The replace sets show up by turns. Once the player slips through the set, it can't return to the last one.

Bonus Jackpot:

How to win?

In the bonus game, If the player can get over 4 Zulu symbols in one hand will get the Jackpot bonus.

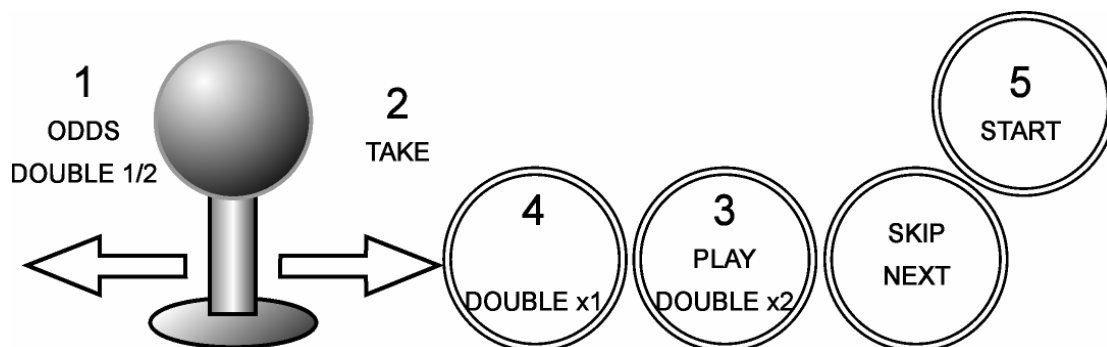
The creation of Bonus Jackpot:

The range of Bonus Jackpot values will depend on the setting item 10 and 11. The progressive speed of Bonus Jackpot will depend on the setting item 12.

Double up Game:

1. The player chooses one card first then the computer.
2. When player gets the symbol, which is the same with above “BONUS” indication, will get the point of “**BONUS**”.
3. The player can choose the rate of 1/2, 1/1 or 2 times for the double up game.

28 PIN BUTTON LAYOUT



36 PIN BUTTON LAYOUT

