



## Table of Contents

<b>Interface &amp; Button Layout</b>	<b>p. 05</b>
<b>Install Touch Panel</b>	<b>p. 06</b>
<b>Setup Menu</b>	<b>p. 07</b>
<b>Information</b>	<b>p. 08</b>
<b>Data Setting</b>	<b>p. 09</b>
<b>Reset</b>	<b>p. 11</b>
<b>Bookkeeping</b>	<b>p. 12</b>
<b>Audit Mode</b>	<b>p. 17</b>
<b>Game Summary</b>	<b>p. 18</b>
<b>Base Game Bookkeeping</b>	<b>p. 19</b>
<b>Jackpot s</b>	<b>p. 20</b>
<b>Bonus Game Bookkeeping</b>	<b>p. 21</b>
<b>Double Up Game</b>	<b>p. 22</b>
<b>Pirateloot Game</b>	<b>p. 23</b>
<b>Combination Bookkeeping</b>	<b>p. 24</b>
<b>Touch Screen Adjust</b>	<b>p. 25</b>
<b>I/O Test</b>	<b>p. 26</b>
<b>History</b>	<b>p. 27</b>
<b>How to Play – Main Game</b>	<b>p. 28</b>
<b>How to Play – Free Game</b>	<b>p. 29</b>
<b>How to Play – Scatter Win</b>	<b>p. 30</b>
<b>How to Play – Jackpot Game</b>	<b>p. 31</b>
<b>How to Play – Double Up</b>	<b>p. 33</b>
<b>Bonus Game – Excavate Treasure</b>	<b>p. 35</b>
<b>Bonus Game – Golden Coconut</b>	<b>p. 37</b>

<b>Bonus Game – Golden Mine</b>	<b>p. 39</b>
<b>Bonus Game – Treasure Seeking</b>	<b>p. 41</b>
<b>Troubleshooting p.</b>	<b>43</b>
<b>Button Lamp List</b>	<b>p. 44</b>
<b>Pay Table</b>	<b>p. 45</b>
<b>Data Setting List</b>	<b>p. 46</b>
<b>Special Note</b>	<b>p. 47</b>
<b>Pin Layout</b>	<b>p. 49</b>

Pin Layout		
CONNECTOR ( 36PIN )		
PARTS SIDE		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	20	Account 2
Pay Out / Ticket Out Button	21	Key Out Switch
	22	Hopper / Ticket Switch
Coin In Meter	23	
Key In Meter	24	Hopper / Ticket SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	Inhibit Active High
Start / Stop Lamp	29	
Select Lines 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

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
Inhibit Active Low	7	+24V
(*2) Hopper SSR	8	
GND 9		GND
GND 10		GND

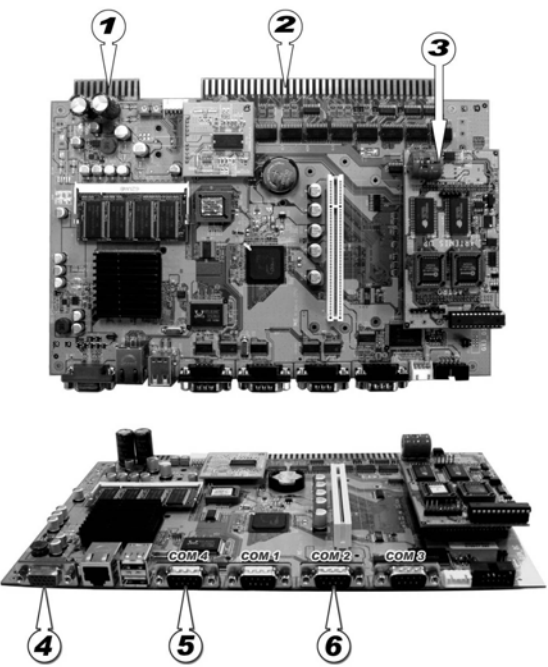
(\*1) DC +5V 2A and DC +12V

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

B. Payout % (Data Setting 20<sup>th</sup> 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.

Interface



- 1. 10 Pin.
- 2. 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 (COM 4)
- 6. Touch Panel (COM 2)

Button Layout

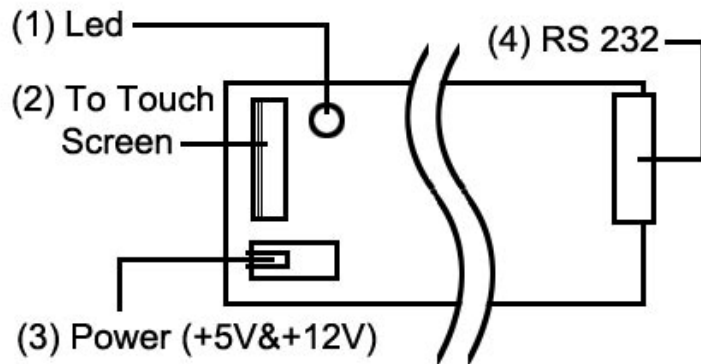
Pay Out	Info ----- Stop 1	Auto ----- Stop 2	Select Lines ----- Double ----- Stop 3	Take ----- Stop 4	Bet ----- Stop 5	Start ----- S top
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According to Pin Layout.....p. 49

## 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 pcreen 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.

## Special Note

### A. Passw ord (Data Setting 16<sup>th</sup> item)



1. Press **1 Line** button to select the unit for changing.
2. Press **1 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.

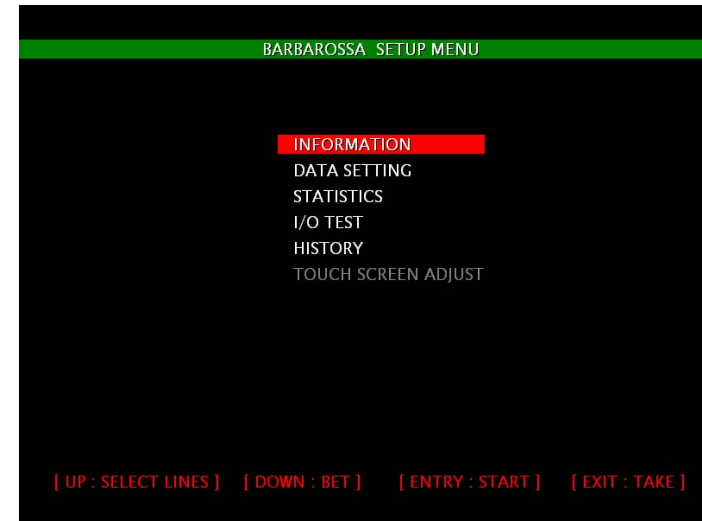
One unit of password shows while inputs. After changing ,the former unit will show as \* °

Table	1	2	3	4	5	6	7
Password	458151	368945	238978	215487	123764	578621	982374

## Data Setting List

Item	Value
1 Max. Credit	500, 1000, 2000, 5000, <b>10000</b> , 30000, 50000, 100000, 300000
2 Key In Unit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <b>1000</b> , 5000
3 Coin In Unit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, <b>100</b> , 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, <b>1</b> , 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, 5000
5 Bill Acceptor	<b>RS232-JCM</b> , RS232-ICT, USE PULSE
6 Key Out As	<b>Key In</b> , Coin In
7 Pay Out As	<b>Coin Out</b> , Ticket Out
8 Ticket Unit	1, 2, 3, 4, 5, 10, 50, 100, 200, 500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, <b>5000</b> , 10000
9 Max. Bet	25(1), 50(2), 75(3), 100(4), 125(5), 150(6), 175(7), 200(8), 225(9), 250(10), 275(11), 300(12), 375(15), 500(20)
10 Min. Bet	1, 3, 5, 7, 9, 10, 15, 20, 25, 50, 75, 100, 150, 200, 250
11 Bet Unit	1, 2, 3, 4, 5, 10
12 Max. Payout	OFF, 20, 30, 40, 50, 100, 250, 300, <b>500</b> , 800, 1000
13 Main Game %	92%, 93%, 94%, 95%, <b>96%</b> , 97%, 98%
14 JP Min. Bet	9, 25, <b>50</b> , 75, 100, 150, 200, 250, 300, 500
15 Demo Music	<b>On</b> , Off
16 Win To	<b>Credit</b> , Paid
17 Play Paid	On, <b>Off</b>
18 Password	<b>Off</b> , Table1, Table2, Table3, Table4, Table5, Table6, Table7, Custom
19 Sound Volume	0, 10, 20, 30, 40, 50, 60, <b>70</b> , 80, 90, 100
20 Touch Screen	On, <b>Off</b>
21 Double Up %	Off, 94%, 95%, 96%, 97%, <b>98%</b>
22 Double Record	<b>On</b> , Off
23 Payout %	Low, <b>Normal</b> , High
24 Hopper Sensor	<b>Normal High</b> , Normal Low
25 Forced Prize	On, <b>Off</b>

## 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.

## Pay Table

SYMBOL	BARBAROSSA	COIN	BARBAROSSA	BARBAROSSA	SHIP	BARBAROSSA	BARBAROSSA	COIN
Odds for	x3	50	50	20	10	7	5	3
bet per	x4	500	300	100	50	30	20	10
line	x5	10000	5000	1000	500	250	100	50

**FREE GAME** 3, 4 or 5 symbols appear in any position on the reels will award 5-15 FREE GAMES. The win will be multiplied by 2, 3 or 5 respectively.

**PIRATE'S LOOT** Triggered when a BARBAROSSA symbol appeared on the fifth reel and a COIN symbol appeared on the first reel.

INC. MALFUNCTION VOIDS ALL PLAYS AND PAYS

**CREDITS** 1676 **LINE** 25 **LINE BET** 3 **TOTAL BET** 75

## 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→1 BET →2 BET→3 BET→5 BET→10 BET→DOUBLE→START→ TAKE→25 LINES→15 LINES→9 LINES→5 LINES→1 LINE →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 + 1 BET ) <b>Suggest : Replace a new top board.</b>
EEPROM ERROR	The error tower lamp and three button lamps flash alternately. ERROR →( START + 1 BET + INFO ) <b>Suggest : Replace a new top board.</b>
ROM ERROR	The error tower lamp and four button lamps flash alternately. ERROR →( START + 1 BET + INFO + TAKE ) <b>Suggest : Replace a new set of ROMS on the Top board.</b>
CRASH	The error tower lamp and five button lamps flash alternately. ERROR →( START + 1 BET + INFO + TAKE + AUTO PLAY ) <b>Suggest : Replace a new Main Board.</b>

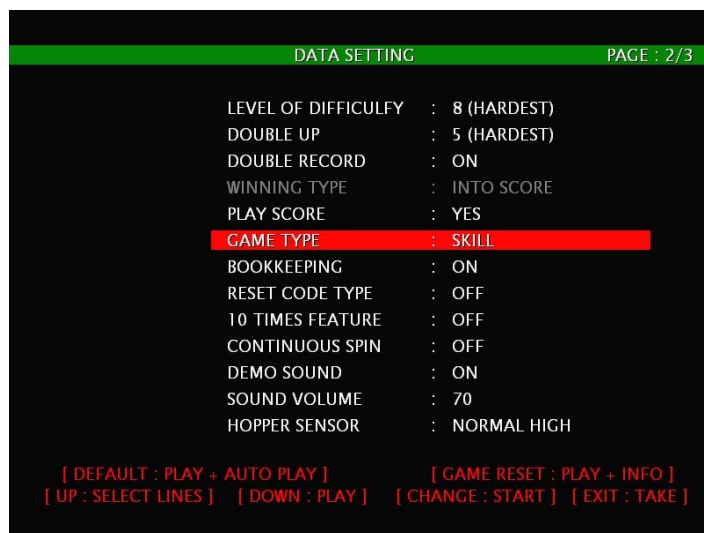
## Data Setting

DATA SETTING		PAGE : 1/3
CREDIT LIMIT	:	20000
COIN IN / CREDIT	:	25
COIN OUT LIMIT	:	500
KEY IN / CREDIT	:	1000
KEY OUT / CREDIT	:	40
GAME COUNT	:	ON
TICKET OUT / CREDIT	:	1000
MAX. TICKETS PER GAME	:	CONTINUOUS
MAX. PLAY	:	250 (10)
MIN. PLAY	:	25
JP MIN. PLAY	:	50
AUTO PLAY	:	OFF
INFO	:	ON
[ DEFAULT : PLAY + AUTO PLAY ] [ GAME RESET : PLAY + INFO ]		
[ UP : SELECT LINES ] [ DOWN : PLAY ] [ CHANGE : START ] [ EXIT : TAKE ]		

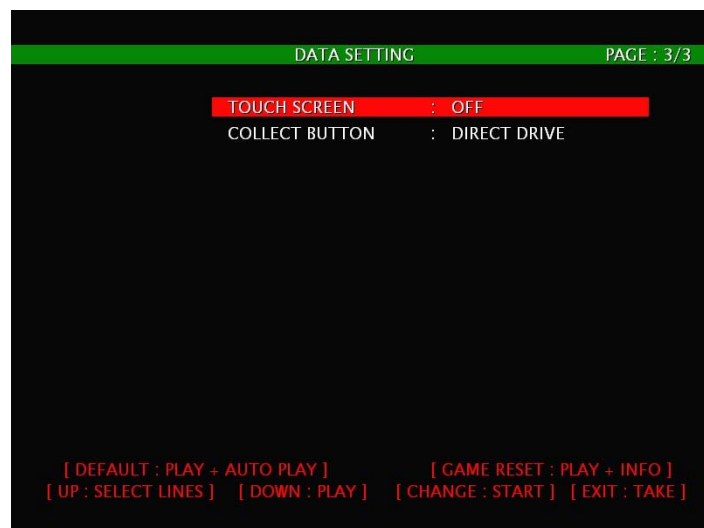
Page 1/3

- Turn on the **Account** switch to enter the **Setup Menu** page.
- Select **Data Setting** then press **Start** button to enter the **Data Setting** page.
- Press **Select Lines** or **Play** button to select the item to change.
- Press **Start** button to change the item values.
- Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
- Press **Take** button to exit the **Data Setting** page.





Page 2/3



Page 3/3

## 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.
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 <b>Account</b> switch to enter "Setup Menu" Page. 2. Select the item for more information.

3. Press **Start** button to decide a jumping position, then the pirate will jump and carry a treasure box up.



4. Player can capture bonus from treasure boxes.
5. Game is over if python was awakened.



## Game Reset

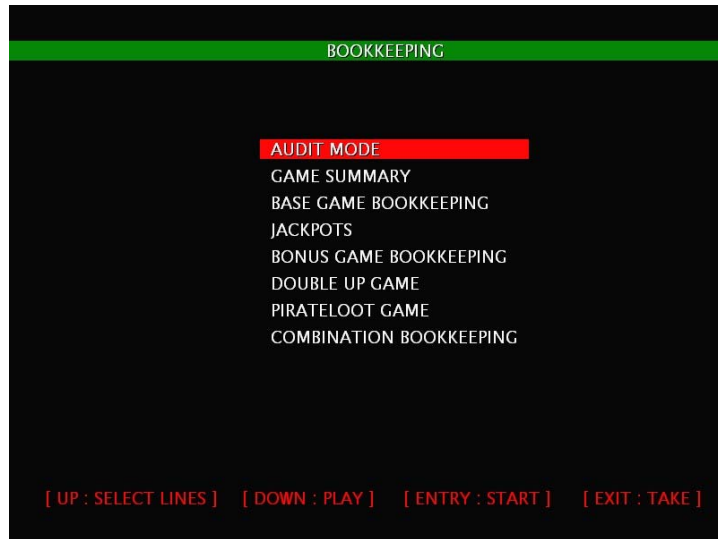
- A. Enter the **Data Setting** page.
- B. Press **Play** and **Info** buttons to reset, and then will enter the **Game Reset** page to confirm this operation.



- C. Press **Select Lines** 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. )

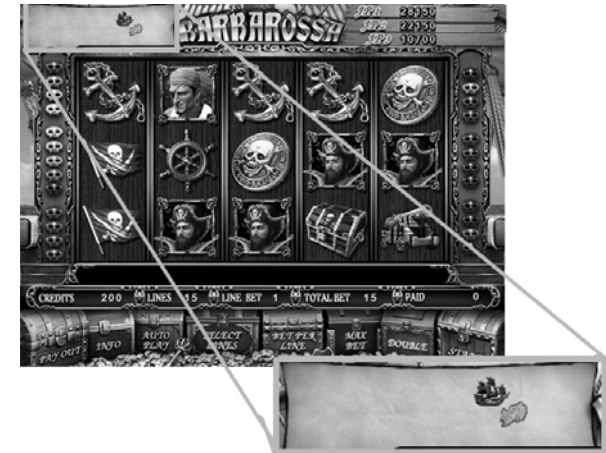
## Bookkeeping



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

## D. T reasure Seeking



1. Treasure Seeking bonus game is triggered after passing through Golden Mine bonus game.
2. Countless golden and jewels are under the cave.



3. Press **Start** button to fire a bomb.
4. Bonus is awarded if bombed the mine successfully.



5. Game is over if the huge stone rolls down from mountaintop.



6. Pirates can advance to Treasure Seeking bonus game, if bombed out a cave.

BOOKKEEPING	
AUDIT MODE	
PERIODIC AUDIT	CURRENT AUDIT
KEY IN : 0	KEY IN : 3000
COIN IN : 0	COIN IN : 350
KEY OUT : 0	KEY OUT : 0
PAY OUT : 0	PAY OUT : 0
TICKET OUT : 0	TICKET OUT : 0
[ SHIFT : START + AUTO PLAY ]	[ EXIT : TAKE ]

Page 2/9

BOOKKEEPING	
GAME SUMMARY	
TOTAL KEY IN : 3000	(UNIT : 1000)
TOTAL COIN IN : 350	(UNIT : 25)
TOTAL KEY OUT : 0	(UNIT : 40)
TOTAL PAY OUT : 0	(UNIT : 25)
TOTAL TICKET OUT : 0	(UNIT : 1000)
KEY OUT REMAINDER: 0	
CURRENT CREDIT : 2925	
CURRENT PAID : 214	
TOTAL PROFIT : 211	
PAYOUT RATE : 0.00 %	
[ PREV PAGE : SELECT LINES ]	[ NEXT PAGE : PLAY ] [ EXIT : TAKE ]

Page 3/9

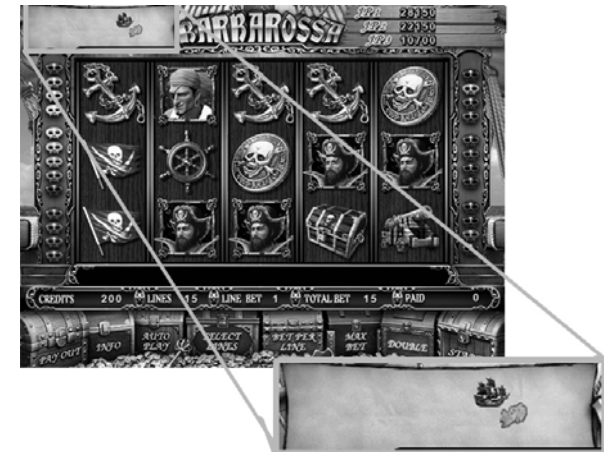
BOOKKEEPING	
BASE GAME BOOKKEEPING	
GAME PLAYED TIMES	: 17
GAME WON TIMES	: 6
HIT FREQUENCY	: 35.29 %
TOTAL PLAYED	: 425
TOTAL WON	: 214
GAME RETURN	: 50.35 %
[ PREV PAGE : SELECT LINES ]    [ NEXT PAGE : PLAY ]    [ EXIT : TAKE ]	

Page 4/9

BOOKKEEPING	
JACKPOTS	
JP 1 TIMES	: 0
JP 2 TIMES	: 0
JP 3 TIMES	: 0
JP 1 WON	: 0
JP 2 WON	: 0
JP 3 WON	: 0
[ PREV PAGE : SELECT LINES ]    [ NEXT PAGE : PLAY ]    [ EXIT : TAKE ]	

Page 5/9

## C. Golden Mine



1. Golden Mine bonus game may be triggered while the ship landing an island, or after automatically bonus events and Golden Coconut bonus game.



2. Maximum five bombs can be fired to bomb the golden mine.



3. Press **Start** button to push the selected coco.
4. Coconuts or a honeycomb may drop.



5. If coconuts drop, player will obtain bonus.
6. Pirates can advance to next bonus game if all the coconuts drop except honeycomb.



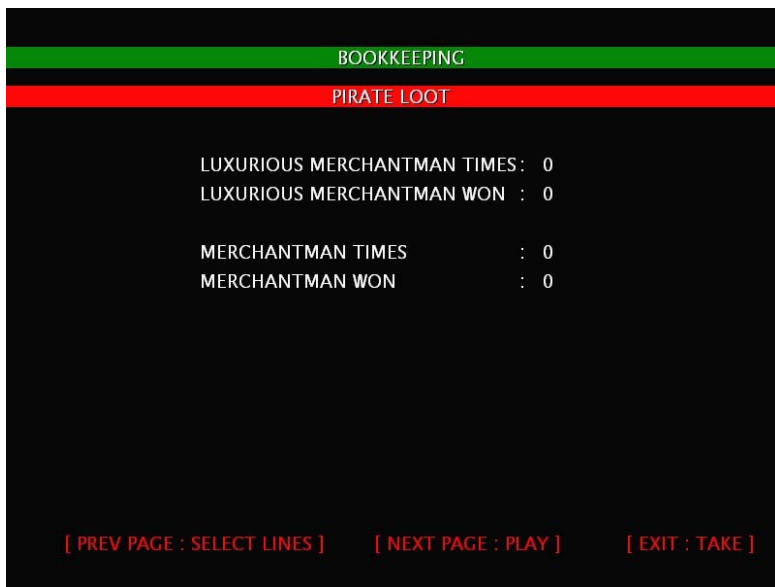
7. Game is over if a honeycomb drops to attack pirates.

BOOKKEEPING	
BONUS GAME BOOKKEEPING	
GOLDEN COCONUT TIMES	: 0
GOLDEN MINE TIMES	: 0
TREASURE SEEKING TIMES	: 0
MINI BONUS GAME TIMES	: 0
TOTAL BONUS GAME PLAYED	: 0
GOLDEN COCONUT WON	: 0
GOLDEN MINE WON	: 0
TREASURE SEEKING WON	: 0
MINI BONUS GAME WON	: 0
TOTAL BONUS GAME WON	: 0
FREE GAME TIMES	: 0
FREE GAME WON	: 0
[ PREV PAGE : SELECT LINES ] [ NEXT PAGE : PLAY ] [ EXIT : TAKE ]	

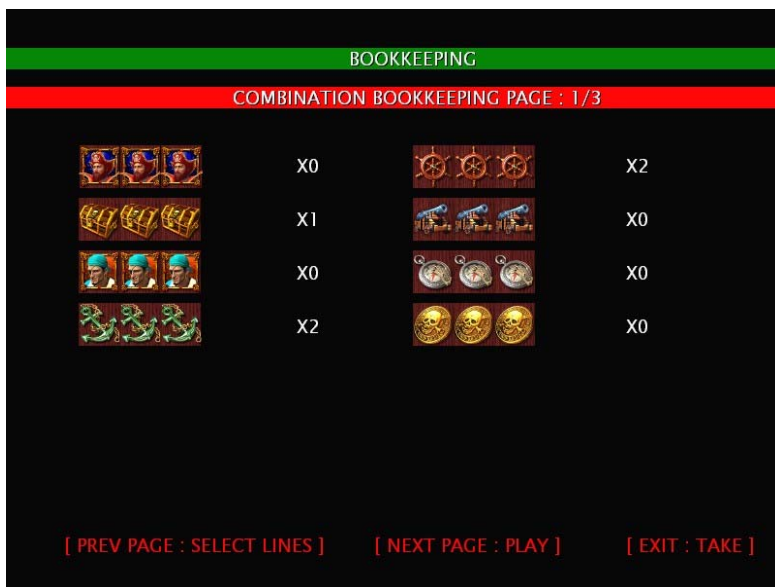
Page 6/9

BOOKKEEPING	
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 %
[ PREV PAGE : SELECT LINES ] [ NEXT PAGE : PLAY ] [ EXIT : TAKE ]	

Page 7/9

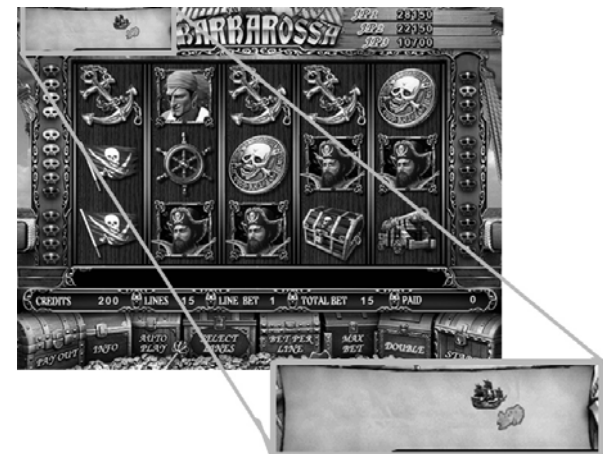


Page 8/9



Page 9/9

## B. Golden Coconut



1. Golden Coconut bonus game may be triggered while the ship landing an island or after the automatically bonus evens.



2. There are three coco can be selected.

3. Pirates will excavate the treasure automatically.



4. Game is over if pirates are attacked by cannibals, dinosaur or skeleton army.



## Audit Mode

BOOKKEEPING	
AUDIT MODE	
PERIODIC AUDIT	CURRENT AUDIT
KEY IN : 0	KEY IN : 3000
COIN IN : 0	COIN IN : 350
KEY OUT : 0	KEY OUT : 0
PAY OUT : 0	PAY OUT : 0
TICKET OUT : 0	TICKET OUT : 0
[ SHIFT : START + AUTO PLAY ]	[ EXIT : TAKE ]

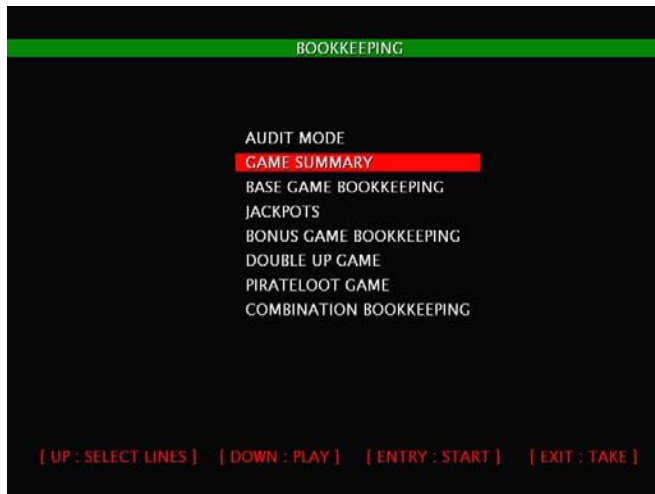
- A. Press **Start** and **Auto Play** buttons to shift.
- B. Press **Select Lines** or **Play** button to select the page.
- C. Press **Take** button to exit the **Bookkeeping** page.

## Confirm Shift

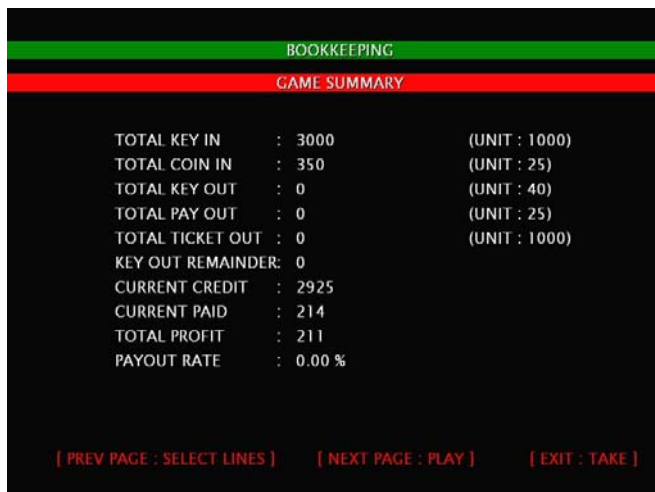
- A. Press **Start** and **Auto Play** buttons to shift, and then will enter the **Confirm Shift** page to confirm this operation..
- B. Press **Select Lines** button to select the item.
- C. Press **Start** button to enter the decision.



## Game Summary

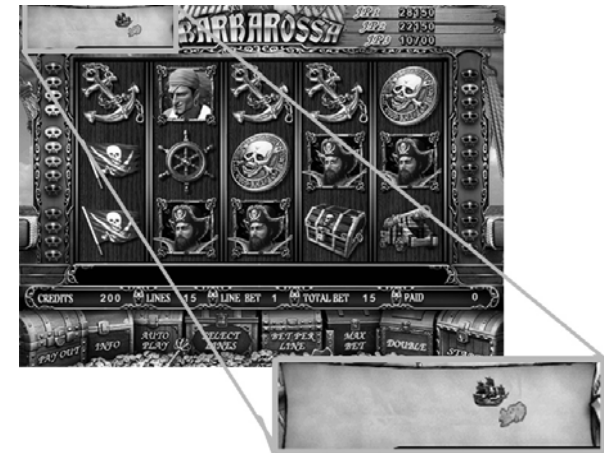


1. Press **Select Lines** or **Bet** button to select **Game Summary** in **Bookkeeping** menu.
2. Press **Start** button to enter **Game Summary**
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Bookkeeping** menu.



## Bonus Game

### A. Excavate Treasure – automatically bonus even



1. The pirate ship sails each round. When ship landing an island, an automatically bonus event may be triggered.
2. The amount of bonus event is awarded randomly.



- Press **Double** button to gamble winning on one pirate.

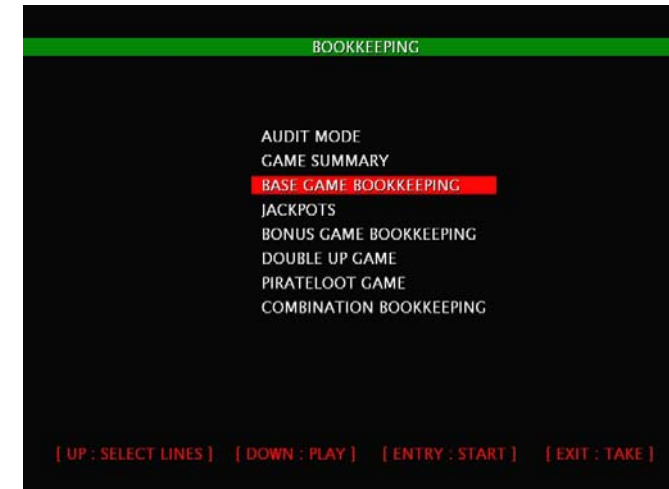


- After pass through first four double up games, press **Double** button to play the shooting double game.
- Pick a rope to shoot and gamble your winning.



- You can press **TAKE** button to exit double up game and collect your winnings.

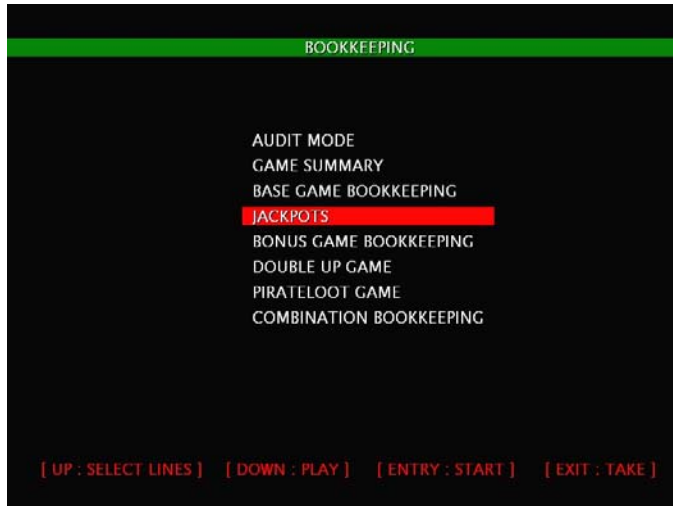
## Base Game Bookkeeping



- Press **Select Lines** or **Bet** button to select **Base Game keeping** in **Bookkeeping** menu.
- Press **Start** button to enter **Base Game keeping**.
- Press **Select Lines** or **Bet** to page statistics.
- Press **Take** button to return to **Bookkeeping** menu.



## Jackpots



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



## E. Double Up



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



2. In the first four rounds, there are two pirates prepare to wrestle.

2. Three kinds of warships represent different grades of Jackpot.
3. Press START button to fire at the warship.



4. Successfully defeated the warship to obtain the corresponding jackpot.
5. A bonus can be awarded even if lost.

### Jackpot Range

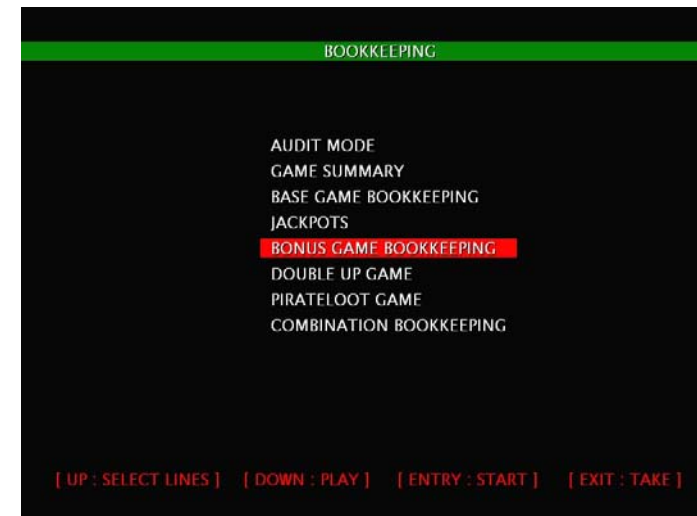
When bets as  $\geq$  JP Min. Bet and trigger NAVAL BATTLE JACKPOT GAME, player will have opportunity to hit Jackpot.

The prize range of **Jackpot 1** is from **550~650** times Total Bet.

The prize range of **Jackpot 2** is from **350~450** times Total Bet.

The prize range of **Jackpot 3** is from **150~250** times Total Bet.

## Bonus Game Bookkeeping

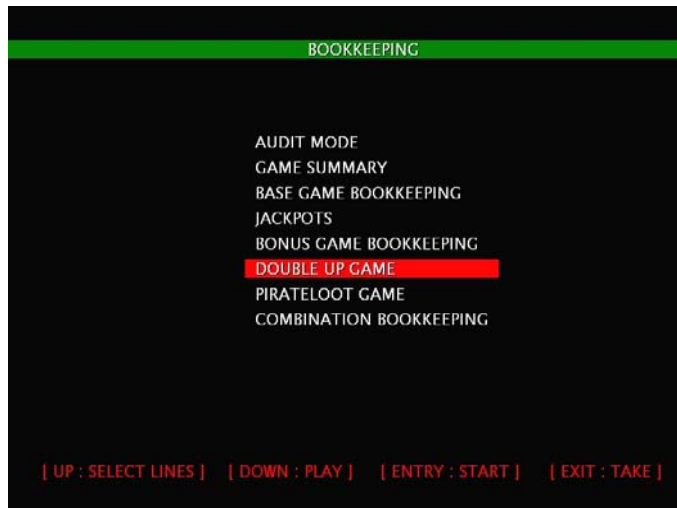


1. Press **Select Lines** or **Bet** button to select **Bonus Game Statistics** in **Bookkeeping** menu.
2. Press **Start** button to enter **Bonus Game Statistics**.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Bookkeeping** menu.





## Double Up Game



1. Press **Select Lines** or **Bet** button to select **Double Up Game** in **Bookkeeping** 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 **Bookkeeping** menu.



## D. Jackpot Game



1. While WARSHIP and PIRATE SHIP appear on the reels will initiate NAVAL BATTLE JACKPOT GAME.



### C. Scatter Win – Pirate's Loot

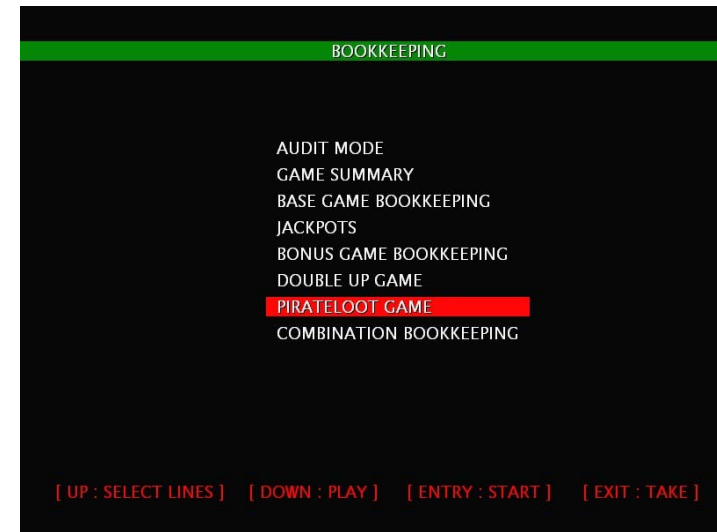


1. While MERCHANT SHIP and PIRATE SHIP appeared on the reels will trigger PIRATE'S LOOT.

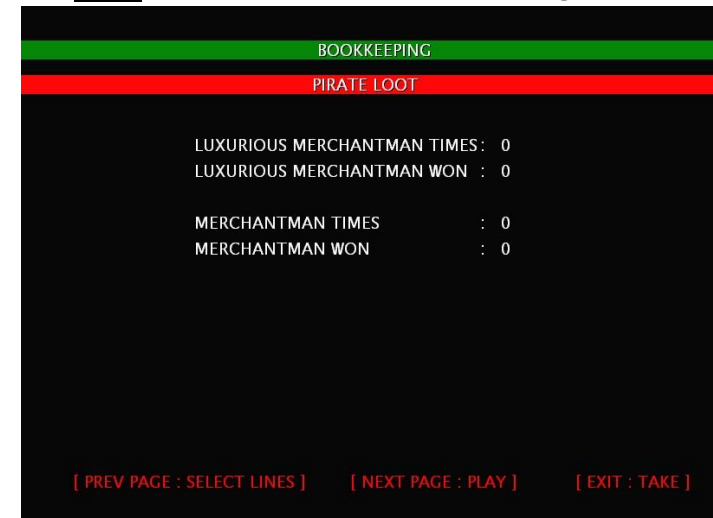


2. The pirate ship will fire at merchant ship to capture a bonus.

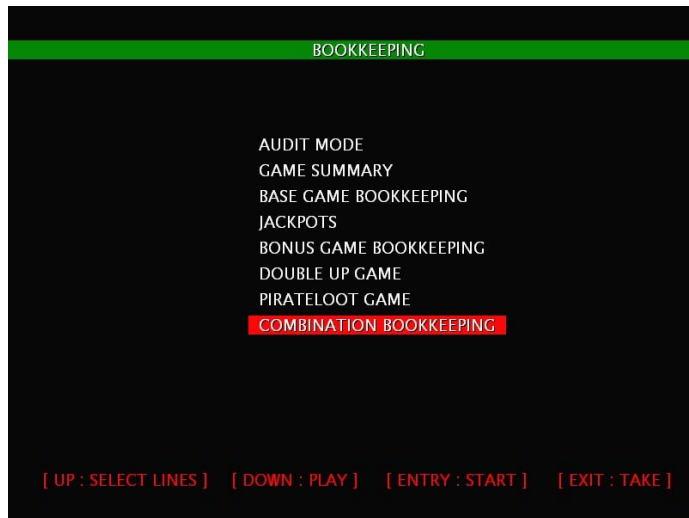
### Pirate Loot Game



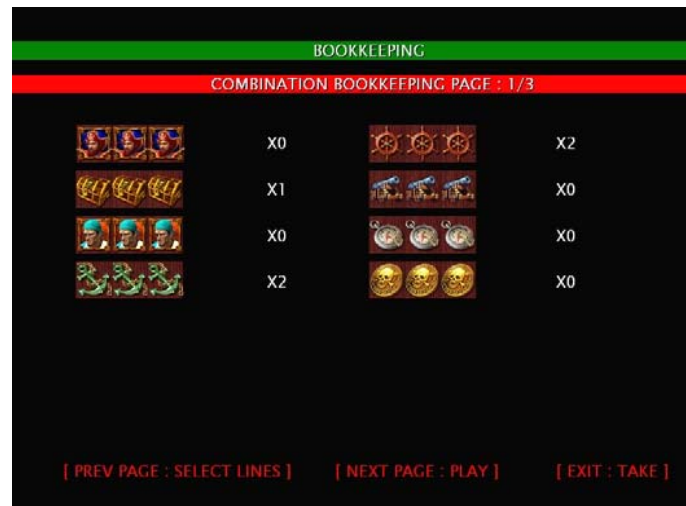
1. Press **Select Lines** or **Bet** button to select **Pirate Loot** game in **Bookkeeping** menu.
2. Press **Start** button to enter **Pirate Loot** game.
3. Press **Select Lines** or **Bet** to page statistics.
4. Press **Take** button to return to **Bookkeeping** menu.



## Combination Bookkeeping



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



## B. Free Game



3 or more BLACKJACK symbols appear in any position on the reels will award **5~15 FREE GAMES**.





## How to play

### A. Main Game



5 reels-25 multi-liner game

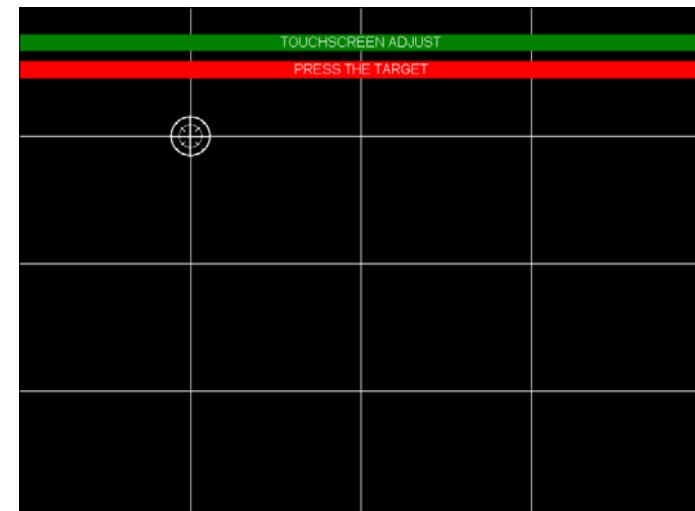


Pay Chart

## Touch Screen Adjust

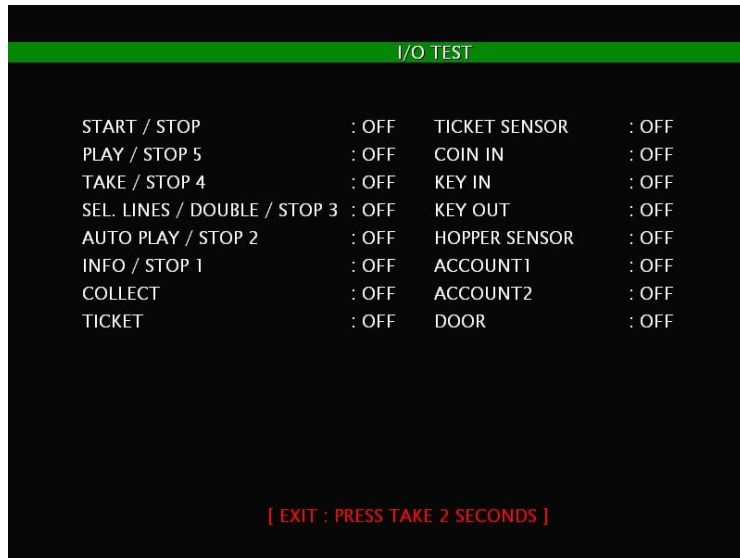


1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Touch Screen Adjust** and press **Start** button to enter **Touch Screen Adjust** page.
3. Click the target to calibrate screen.



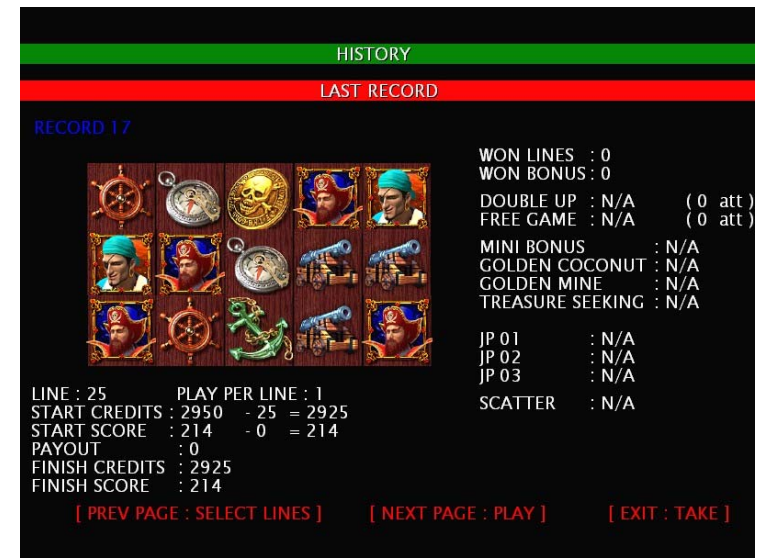


## I/O Test



- Turn on **Account** button to enter the **Setup Menu** page.
- Select **I/O TEST** and press **Start** button to enter the **I/O Test** page.
- The **I/O Test** page provides keyboard test.
- Press **Take** button 2 seconds to exit the **I/O Test** page.

## History



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