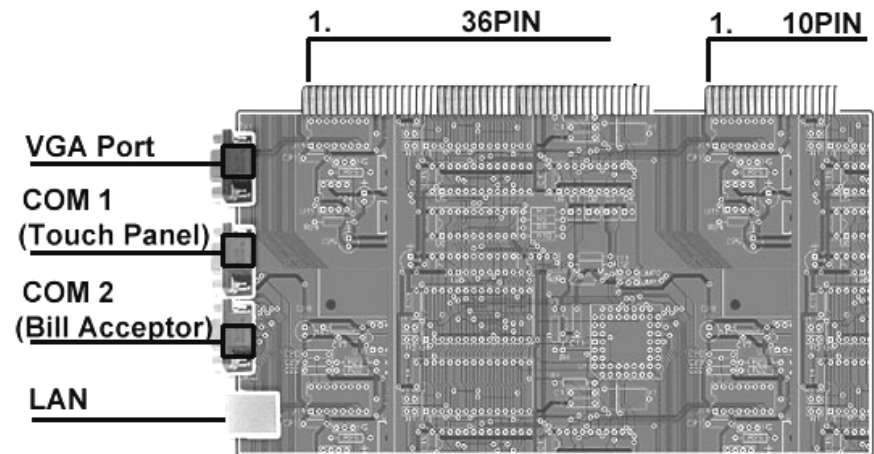


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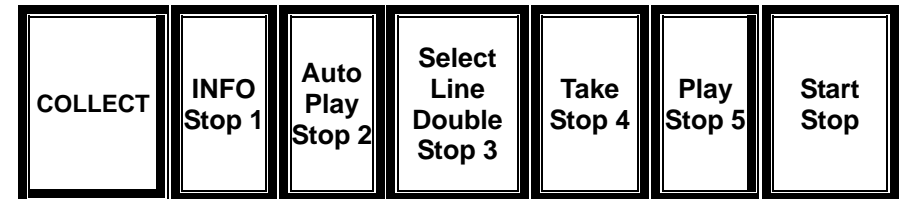
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Interface



Button Layout

A. Machine Button



According to Pin Layout.....p. 43

B. Touch Panel Button



Setup Menu

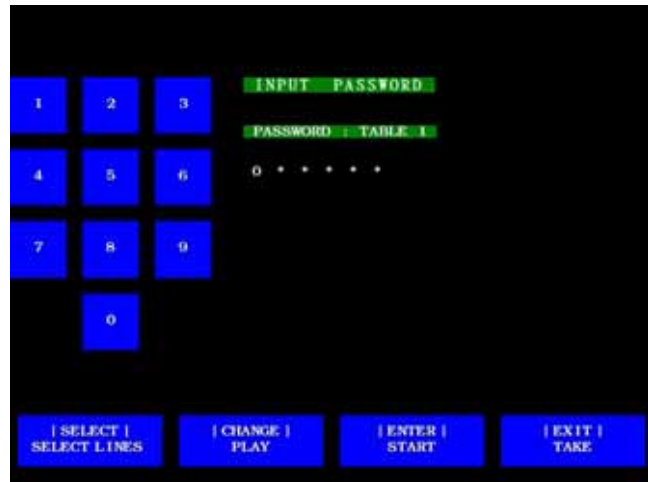


- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Press **Select Line** or **Play** button to select the item.
- C. Press **Start** button to enter the page.
- D. Press **Take** button to exit the **Setup Menu** page.

(Touch blue blocks on the page to setup the menu when touch panel is available.)

Setup Password

(Data Setting 21th item)



- A. Press **Select Line** button to select the item to change.
- B. Press **Play** button to change the item values.
- C. Press **Start** button to enter the password. If the password is correct, will enter **Data Setting** page; if not, will return to **Setup Menu** page.
- D. 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	197456	620630	358461	681043	427638	851976	725631

Information



- 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



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 Line** 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

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.)

Line Type

(Data Setting 9th item)

- A. Press **Start** button to select 9 or 25 lines.



- B. Press **Select Line** button to select the item.
- C. Press **Start** button to enter your decision. If you decide not to change, then will return to **Data Setting** page; if you decide to change, then will return to **Demo**.

Statistics (9 pages)



Statistics page 2/9

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



Statistics page 1/9



Statistics page 3/9



Statistics page 4/9



Statistics page 6/9



Statistics page 5/9



Statistics page 7/9



Statistics page 8/9



Statistics page 9/9

Shift Record



Page 9/9

- 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 **Statistics** 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/O Test



- A. Press **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

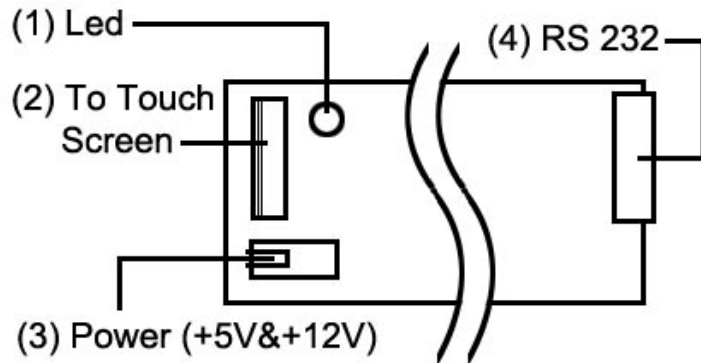


- A. Press **Account** button to enter the **Setup Menu** page.
- B. Select **HISTORY** and press **Start** button to enter the **HISTORY** page.
- C. Press **Select Line** or **Play** button to select the page.
- D. Press **Take** button to exit the **History** page.

Touch Screen

- A. Confirm the **Touch Screen** is connected to **Main Board** by **RS232 Cable (COM 1)**.
- B. Confirm the power is supplied (Led in controller is shone).

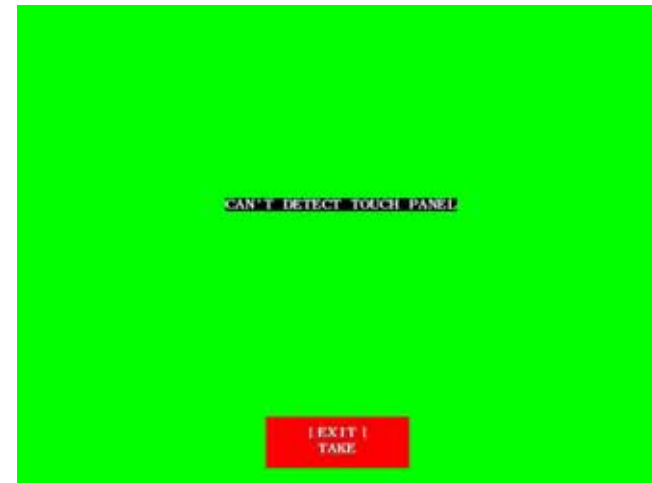
Touch Screen Controller



- C. Set the Touch Screen **ON** to Enable Touch Screen in **Data Setting** page (Data Setting 27th item).

When touch panel can't be detected, **Calibration** and **Touch Panel Test** can't be entered.

1. Please check the Touch Screen has be connected.
2. Please check the power of Touch Screen has be supplied.
3. And reset the power of machine.
4. If it still can't work, please talk to your provider.



Calibration page

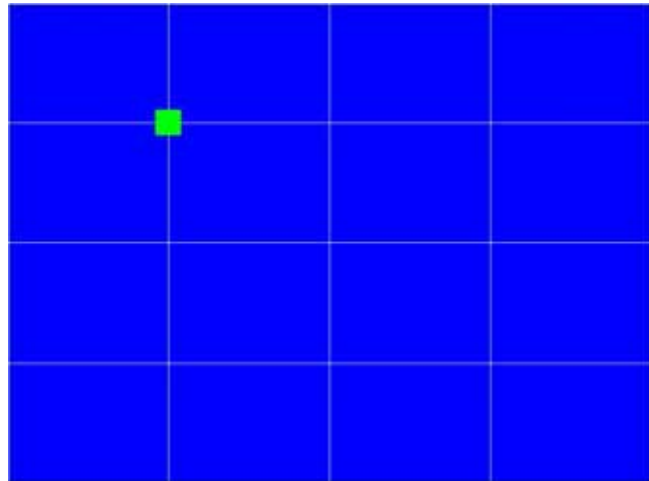


Touch Panel Test page

Calibration



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Calibration** then press **Start** button to enter the **Calibration** page.

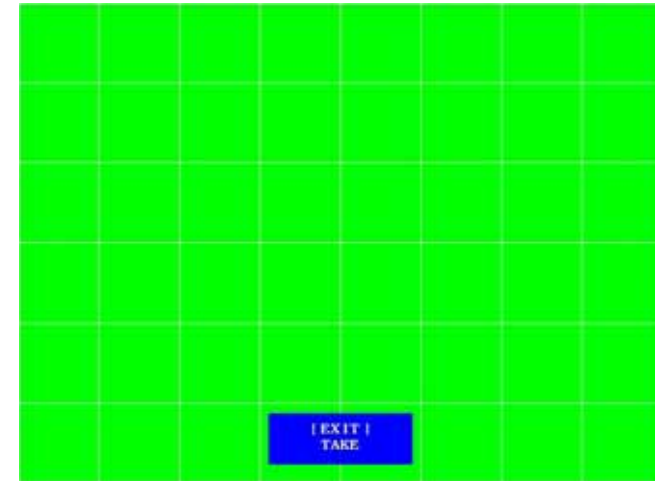


- C. Have touched 25 green squares on the screen to exit the **Calibration** page.

Touch Panel Test



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Touch Panel Test** then press **Start** button to enter the **Touch Panel Test** page.



- C. Touch any place on screen, it will show the grid reference.
- D. Press **Take** button to exit the **Touch Screen Test** page.

How to play

A. Main Game



15 reels- 25 / 9 liner style

B. Free Game



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



25 Lines Pay Chart



9 Lines Pay Chart



C. Stealth Bomber



Occasionally, the “**Stealth Bomber**” will shift symbols to increase the winning opportunity.



D. Jackpot



1. JP1 : (Random JP)

When player’s play as JP MIN. Play and hit more than 3 **UFO** symbols, they will be awarded the JP1 Bonus. JP1 is a random bonus ranging from **550~650** times of Total Play.



2. JP2 : (Random JP)

When player’s play as JP MIN. Play and hit more than 3 **Hawk 3rd** symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from **350~450** times of Total Play.



3. JP3 : (Random JP)

When player’s play as JP MIN. Play and hit more than 3 **da Vinci** symbols, they will be awarded the JP3 Bonus. JP3 is a random bonus ranging from **150~250** times of Total Play.

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	JP1	JP2	JP3

E. Double Up



1. After winning in the main game, players may press **DOUBLE** button to play the Double Up game.
2. The game can be played for maximum of 5 times.



3. There are many intersections inside the canyon, press **DOUBLE** button to select your desirable direction to go.
4. If encountering the monster, you will be eaten alive and

game over.



5. Your winnings will be doubled once chosen the right direction.



6. Extra bonus will be additionally awarded after 5 successful consecutive pass of the double up game.
7. Before the beginning of each round, player may press **TAKE** button to claim current winning and exit the Double Up game.

Bonus Game

A. Air Combat

1. Hit 3 Flying Medal symbols in the main game will trigger the Air Combat bonus game.



2. The time limit of Air Combat bonus game is 30 seconds. The game is over when the time is up, and then will count game score.



3. There are three enemies appear in the air, player can select his desirable target to fire by pressing **START** button.



4. Successfully hitting enemy will result extra scores.
5. If player fails to shoot missile, he will be bombed by missile and game over.



6. You have maximum 5 missiles to be fire.
7. Winning = Your Play x Odds.

B. Parachute

1. Hit 4 Flying Medal symbols in the main game will trigger the Parachute bonus game.



2. The time limit of Parachute bonus game is 30 seconds. The game is over when the time is up, and then will count game score.



3. There are 6 sets of parachute equipments in the locker, pressing **START** to select your desirable one.
4. Various scores will be awarded in according to the parachute equipment chosen.



5. Game over when chosen the damaged parachute.



6. Winning = Your Play x Odds.

C. Magic Bomb

1. Hit 5 Flying Medal symbols in the main game will trigger the Magic Bomb bonus game.



2. The time limit of Magic Bomb bonus game is 30 seconds. The game is over when the time is up, and then will count game score.



3. Press **START** to throw the magic bomb.



4. The bomb will bounce several times after hitting ground.
5. Various scores will be awarded in according to the hit objects.



6. There are total of 1 bomb to be used during this bonus game.
7. $\text{Winning} = \text{Your Play} \times \text{Odds}$.

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
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.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Hopper Empty	Refill the coin hopper.
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.
No Image	1. When the opening animation starts, press Account button to enter the Data Setting page. 2. Select the item for more information.
Transfer Error	Restart the machine.
Up Board Error	Please contact the provider.

Button Lamp List

If the program detects an error, the button lamps and tower lamp will flash, please find the error condition as follow.

Error Message	Error Condition
BEFORE START THE GAME	THE TOWER LAMP AND BUTTON LAMPS FLASH ONE BY ONE. WIN ERROR START BET INFO TAKE AUTO
AFTER START THE GAME	THE TOWER LAMP FLASH ALTERNATELY. ERROR + WIN
RAM ERROR	THE ERROR TOWER LAMP AND 2 BUTTON LAMPS FLASH ALTERNATELY. ERROR + (START + BET)
EEPROM ERROR	THE ERROR TOWER LAMP AND 3 BUTTON LAMPS FLASH ALTERNATELY. ERROR + (START + BET + INFO)
ROM ERROR	THE ERROR TOWER LAMP AND 4 BUTTON LAMPS FLASH ALTERNATELY. ERROR + (START + BET + INFO + TAKE)
CRASH	THE ERROR TOWER LAMP AND 5 BUTTON LAMPS FLASH ALTERNATELY. ERROR + (START + BET + INFO + TAKE + AUTO)

Pay Table

SYMBOL									
ODDS FOR PLAY ON LINE	X 3	2	2	5	5	10	10	30	50
	X 4	5	5	10	10	30	30	50	100
	X 5	20	20	50	50	150	250	500	1000
ODDS FOR TOTAL PLAY ALL OF A KIND		30	50	100	150	300	500	1000	2000

SYMBOL				
WHEN PLAYER ACTIVE JP	X 3	1/4 JP1	1/4 JP2	1/4 JP3
	X 4	1/2 JP1	1/2 JP2	1/2 JP3
	X 5	JP1	JP2	JP3

ENTER BONUS GAMES	
X 3	AIR COMBAT
X 4	PARACHUTE
X 5	MAGIC BOMB

Data Setting List

Item		Value
1	Credit Limit	1000, 3000, 5000, 10000, 20000 , 30000, 50000, 100000, 990000
2	Coin 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 Limit	100, 200, 300, 500, 1000, 2000, 3000, 5000, OFF
4	Key In / Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Key Out Type	COIN IN, KEY IN , CLEAR ALL (KEY IN), CLEAR ALL (COIN IN), TICKET OUT
6	Game Count	ON, OFF
7	Ticket Out / Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
8	Max. Tickets Per Game	1, 2, 3, 4, 5, 8, 10, CONTINUOUS
9	Line Type	25 Lines , 9 Lines
10	Max. Play	25 Lines Type 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)
		9 Lines Type 9(1), 18(2), 27(3), 36(4), 45(5), 54(6), 63(7), 72(8), 81(9), 90(10) , 135(15), 180(20), 225(25), 270(30)
11	Min. Play	25 Lines Type 1, 3, 5, 7, 9, 10, 15, 20, 25 , 50, 75, 100, 150, 200, 250
		9 Lines Type 1 , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
12	JP Min. Play	25 Lines Type 9, 25, 50 , 75, 100, 150, 200, 250
		9 Lines Type 9, 18, 27, 36, 45 , 54, 63, 72, 81, 90, 135, 180, 225, 270
13	Auto Play	ON , OFF
14	Info Table	ON , OFF
15	Level Of Difficulty	1(EASIEST), 2, 3, 4, 5, 6, 7, 8(HARDEST)
16	Double Up	1(EASIEST), 2 , 3, 4, 5(HARDEST), OFF
17	Winning Type	INTO SCORE , INTO CREDIT
18	Play Score	YES , NO
19	Game Type	NORMAL , SKILL
20	Statistics	ON , OFF
21	Reset Code Type	TABLE1, TABLE2, TABLE3, TABLE4, TABLE5, TABLE6, TABLE7, OFF
22	10 Times Feature	ON, OFF
23	Continuous Spin	ON, OFF
24	Demo Sound	ON , OFF
25	Sound Volume	0, 10, 20, 30, 40, 50, 60, 70 , 80, 90, 100
26	Hopper Sensor	NORMAL HIGH , NORMAL LOW
27	Touch Screen	ON, OFF
28	Collect Button	DIRECT DRIVE , INTERFACE BOARD, ATTENDANT

* The boldface scripts in value parts represent the default.

Item	Definition
1	Credit Limit The maximum credit value the machine can record.
2	Coin In / Credit The credit value at each coin in will increase.
3	Coin Out Limit The maximum credits of hopper can payout.
4	Key In / Credit The credit value at each key in will increase.
5	Key Out Type When the key out the credit, what form of money the machine will pay out.
6	Game Count Count the game times or not.
7	Ticket Out / Credit The ticket value when the machine pays out.
8	Max. Tickets Per Game The maximum tickets can be pay out per game.
9	Line Type Play game with 25 or 9 lines.
10	Max. Play The maximum play value of a game.
11	Min. Play The minimum play value of a game.
12	JP Min. Play The minimum play value to win the Jackpot.
13	Auto Play The auto play function is available or not.
14	Info Table The info pages can be seen or not.
15	Level Of Difficulty The difficulty of the game, from level 1 (the easiest) to 7 (the hardest).
16	Double Up The difficulty of the double up game, from level 1 (the easiest) to 5 (the hardest).
17	Winning Type When the player wins, where the winnings record in.
18	Play Score When the player's winnings record in score, can the player play the score or not.
19	Game Type Play game in normal or skill mode.
20	Statistics Can enter the Statistics page or not.
21	Reset Code Type The current code type of password.
22	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.
23	Continuous Spin The wheel will continuously spin until press stop button or not.
24	Demo Sound Play music during the demo or not.
25	Sound Volume The current setting of the sound volume.
26	Hopper Sensor The current setting of hopper sensor.
27	Touch Screen The touch screen function is available or not.
28	[Direct drive] The tickets will be pay out per game when touch collect button.
	[Interface Board] The credit value will be key out when touch collect button.
	[attendant] Touch collect bouton to call an attendant again or press start button to continue playing after touch collect bouton.

Pin Layout

CONNECTOR (36PIN)

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	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 Button	16	
	17	
Coin Switch	18	Key In
Door Switch	19	
Account Switch	20	Test Switch
Collect Button	21	Key Out
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Collect Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out
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 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
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

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

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