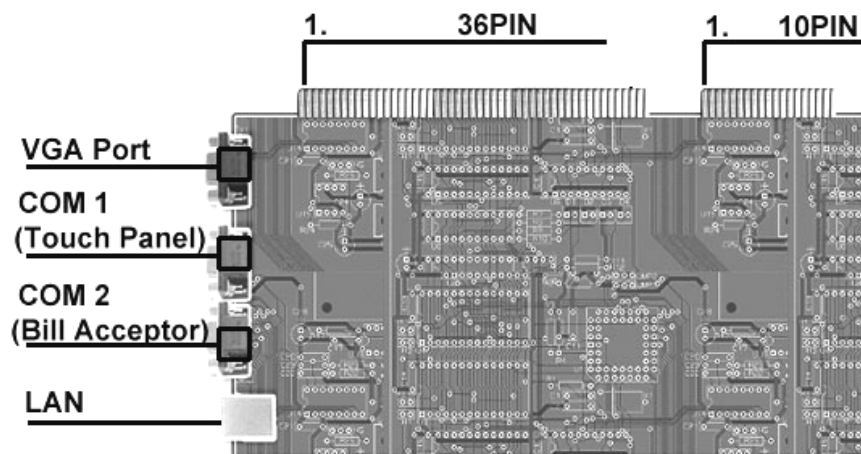


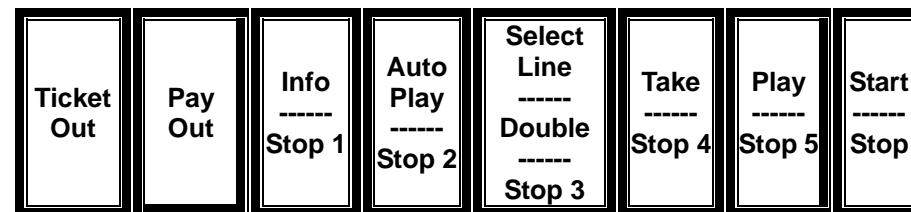
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## Interface



## Button Layout



According to Pin Layout.....p. 34

## Information

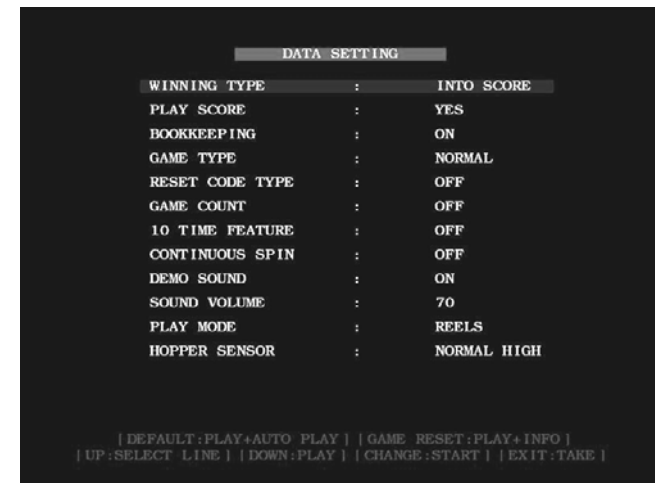
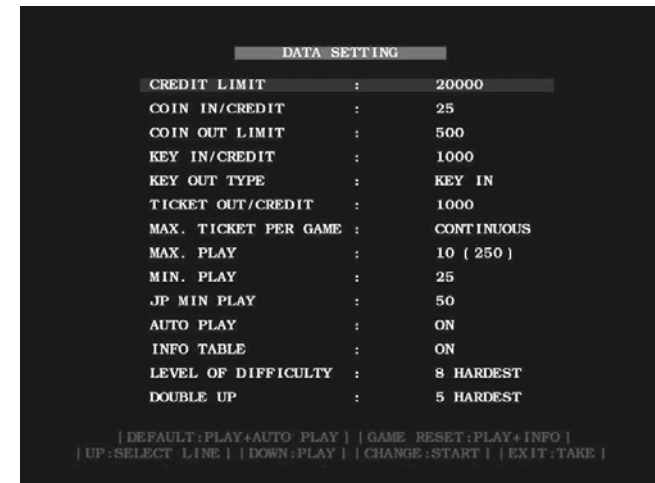
1. Turn on **Account** switch to enter the **Setup Menu** page.



2. Select **Information** and press **Start** button to enter the **Information** page.
3. Press **Take** button to exit the **Information** page.



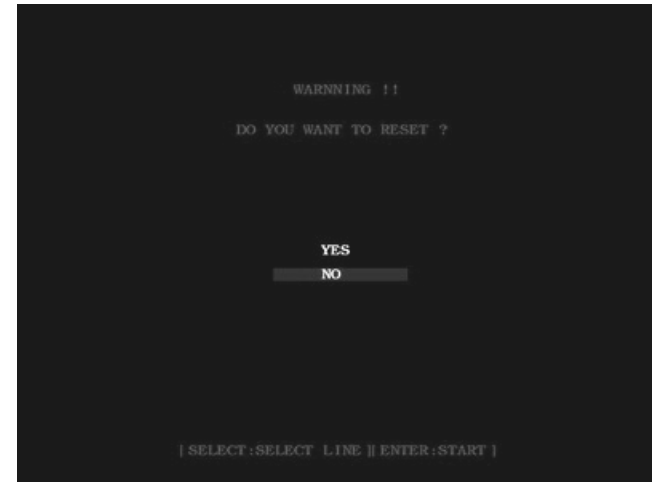
## Data Setting



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 **Play** and **Auto Play** buttons to restore the factory setting and the data will return to default.
4. Press **Play** and **Info** buttons to reset the bookkeeping data &

history , the settings won't be changed.

5. Press **Select Line** or **Play** button to select the item.
6. Press **Start** button to change the value.
7. Press **Take** button to exit the **Data Setting** page



1. Press **Select Line** button to select the item for changing.
2. Press **Start** button to enter your decision.
3. If you decide not to reset, it will return to **Data Setting** page ; if you decide to reset, it will return to **Demo**.

( The program will once again reconfirm reset instruction )

## Bookkeeping

BOOKKEEPING				
TOTAL KEY	IN :	0	( UNIT:1000 )	
TOTAL COIN	IN :	0	( UNIT:25 )	
TOTAL KEY	OUT :	0	( UNIT:1000 )	
TOTAL PAY	OUT :	0	( UNIT:25 )	
TOTAL TICKET	OUT :	0	( UNIT:1000 )	
KEY OUT REMAINDER	:	0		
CREDIT	:	0		
SCORE	:	0		
TOTAL	PROFIT :	0		
PAY OUT	RATE :	0.0	%	
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

Bookkeeping page 1/10

1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Bookkeeping** and press **Start** button to enter the **Bookkeeping** page.
3. Press **Select Line** or **Play** button to select the page.  
Press **Take** button to exit the **Bookkeeping** page.

BOOKKEEPING				
TOTAL PLAY TIMES	:	0		
TOTAL WIN TIMES	:	0		
HIT FREQUENCY	:	0.0	%	
MAIN GAME	IN :	0		
MAIN GAME	OUT :	0		
MAIN GAME	RATE :	0.0	%	
FREE GAME	TIMES :	0		
FREE GAME	OUT :	0		
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

















Bookkeeping page 2/10

BOOKKEEPING				
JP1	TIMES :	0		
JP2	TIMES :	0		
JP3	TIMES :	0		
JP1	OUT :	0		
JP2	OUT :	0		
JP3	OUT :	0		
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

Bookkeeping page 3/10

BOOKKEEPING				
PLAY POWER	COLLECTION	TIMES:		0
PLAY MINERAL	FACTORY	TIMES:		0
PLAY MINERAL	MERCHANDISE	TIMES:		0
TOTAL BONUSGAME		TIMES:		0
TOTAL POWER	COLLECTION	OUT:		0
TOTAL MINERAL	FACTORY	OUT:		0
TOTAL MINERAL	MERCHANDISE	OUT:		0
TOTAL BONUSGAME		OUT:		0
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				


















Bookkeeping page 4/10

BOOKKEEPING				
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
			X	O
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

Bookkeeping page 6/10

BOOKKEEPING				
PLAY DOUBLE UP	TIMES:			0
WIN DOUBLE UP	TIMES:			0
DOUBLE UP HIT FREQUENCY:				0.0 %
TOTAL DOUBLE UP	IN:			0
TOTAL DOUBLE UP	OUT:			0
TOTAL DOUBLE UP	RATE:			0.0 %
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

Bookkeeping page 5/10

BOOKKEEPING				
				X
				O
				X
				O
				X
				O
				X
				O
				X
				O
				X
				O
				X
				O
				X
				O
[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]				

Bookkeeping page 7/10

## Shift Record



Bookkeeping page 8/10



Bookkeeping page 9/10



Bookkeeping page 10/10

1. Press **Start** and **Auto Play** buttons to shift.
2. Press **Select Line** or **Play** button to select the page.
3. Press **Take** button to exit the **Bookkeeping** page.

## 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 the **I/O Test** page.
3. Press **Take** button 2 seconds to exit the **I/O Test** page.

## History



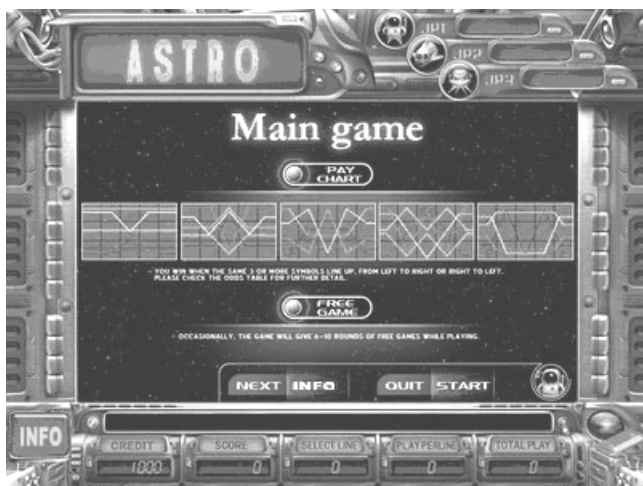
1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **History** and press **Start** button to enter the **History** page.
3. Press **Select Line** or **Play** button to select the page.
4. Press **Take** button to exit the **History** page.

## How to play

### A. Main Game



15 reels-25 liner style



Pay Chart

### B. Free Game



The game will randomly give away **6~10 rounds** of free games.





C. Laser Gun



Occasionally, the “**Laser Gun**” will shift symbols to increase the winning opportunity.  
EX :



D. Jackpot



1. JP1 : (Random JP)

When player’s play as JP MIN. Play and hit more than 3 **Spaceman** 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 **Space Shuttle** 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 **Martian** 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 Double Up game can be played for maximum of 5 times.



3. Enemy UFO splits into two, one real and one fake. Select the real UFO and press DOUBLE button to attack.

4. When you hit the fake UFO, the real one will flee away, and you lose the Double Up game.



5. If hit the real UFO will cause it to damage, and your winning will be doubled. Continuously hit the UFO 5 times will cause it to crash, and you will get another extra bonus.



6. Before the beginning of each round, player may press TAKE button to claim current winning and exit the Double Up game.

## BONUS GAME

### A. Power Collection

1. Hit 3 Mars Medal symbols in the main game will trigger the Power Collection bonus game.



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



3. There are 6 energy towers in the power plant, light up like roulette, press STOP button to start collect energy.

4. If the player stop at a tower hasn't been chosen before, the plant will collect energy again with all chosen towers.



5. If the player stop at a tower has been chosen before will cause the tower to overact and explode. The game will be over.



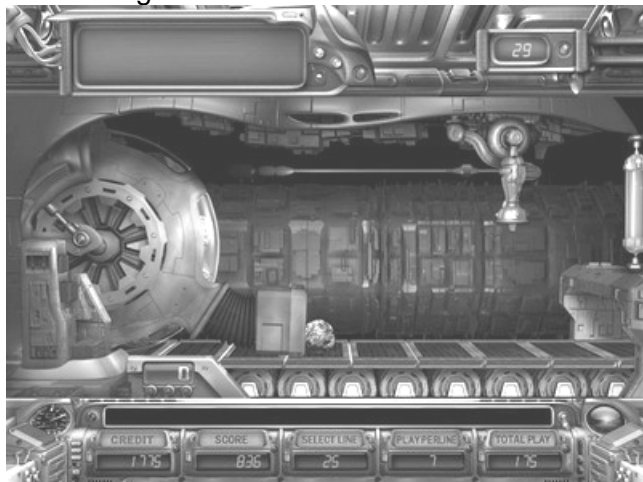
6. Winning = Total Play x Game Score.

## B. Mineral Factory

1. Hit 4 Mars Medal symbols in the main game will trigger the Mineral Factory bonus game.

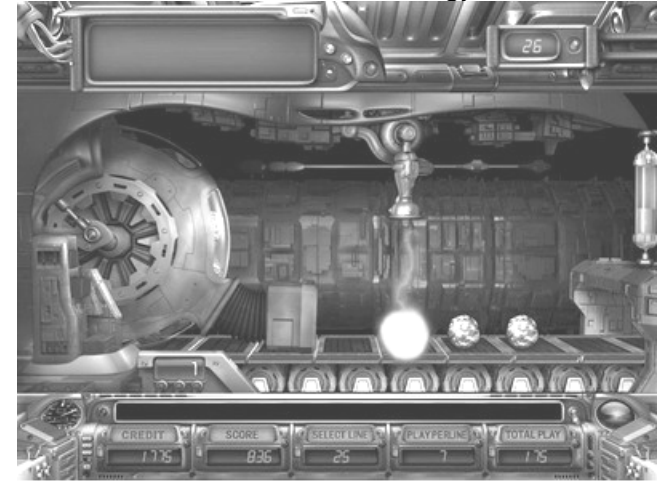


2. The time limit of Mineral Factory bonus game is 30 seconds. The game is over when the time is up, and then will count game score.



3. The product line will send out 3 minerals each round, select one and press START button to cut.

4. If a gem inside, the gem will convert to odds. If an energy ore inside, the laser cutter's energy will be refilled.



5. If the player can't get an energy ore in consecutive 3 rounds, or if a booby trap inside, the game will be over.



6. Winning = Total Play x Game Score.

### C. Mineral Merchandise

1. Hit 5 Mars Medal symbols in the main game will trigger the Mineral Merchandise bonus game.



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



3. The credit brought in to buy the mineral equal to the player's total play. In the beginning the player can only offer some minerals, press START button to buy one.
4. The chosen mineral will be sent to cut and the gem inside

MF\_US-070423

27

will convert to credit and return to account.



5. Game will be over if the player can't offer any mineral or there is no mineral on the shelf.



6. Winning = Total Play + Profit. And the player may press TAKE button to claim current winning at anytime.

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## SKILL MODE

- Enter Data Setting page and turn on 「SKILL MODE」.
- A frame appears on a reel after press START button to stop the reels in a main game.



- Press **Info** button to move the position of frame and determine which reel will be reserved. Only one reel will be reserved.



- Press START button again to respin the other four reels.



- 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 following.

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 bookkeeping 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, press <b>Account</b> button to enter the "Setup Menu" Page. 2. Select the item for more information.

## Button Lamp List – Error Condition

Error Message	Procedure
Before Start The Game	The Tower Lamp and Button Lamps flash one by one.
After Start The Game	The Tower Lamp flash Alternately.
RAM ERROR	The Error Tower Lamp and 2 Button Lamps flash Alternately.
EEPROM ERROR	The Error Tower Lamp and 3 Button Lamps flash Alternately.
ROM ERROR	The Error Tower Lamp and 4 Button Lamps flash Alternately.
CRASH	The Error Tower Lamp and 5 Button Lamps flash Alternately.



## Pay Table

**ASTRO**

**Pay table**

SYMBOL	X3	X4	X5
Star	2	5	10
Planet	2	5	10
Rocket	2	5	10
Alien 1	2	5	10
Alien 2	2	5	10
Alien 3	2	5	10
Alien 4	2	5	10
Alien 5	2	5	10
Alien 6	2	5	10
Alien 7	2	5	10
Alien 8	2	5	10
Alien 9	2	5	10
Alien 10	2	5	10
Alien 11	2	5	10
Alien 12	2	5	10
Alien 13	2	5	10
Alien 14	2	5	10
Alien 15	2	5	10
Alien 16	2	5	10
Alien 17	2	5	10
Alien 18	2	5	10
Alien 19	2	5	10
Alien 20	2	5	10
Alien 21	2	5	10
Alien 22	2	5	10
Alien 23	2	5	10
Alien 24	2	5	10
Alien 25	2	5	10
Alien 26	2	5	10
Alien 27	2	5	10
Alien 28	2	5	10
Alien 29	2	5	10
Alien 30	2	5	10
Alien 31	2	5	10
Alien 32	2	5	10
Alien 33	2	5	10
Alien 34	2	5	10
Alien 35	2	5	10
Alien 36	2	5	10
Alien 37	2	5	10
Alien 38	2	5	10
Alien 39	2	5	10
Alien 40	2	5	10
Alien 41	2	5	10
Alien 42	2	5	10
Alien 43	2	5	10
Alien 44	2	5	10
Alien 45	2	5	10
Alien 46	2	5	10
Alien 47	2	5	10
Alien 48	2	5	10
Alien 49	2	5	10
Alien 50	2	5	10
Alien 51	2	5	10
Alien 52	2	5	10
Alien 53	2	5	10
Alien 54	2	5	10
Alien 55	2	5	10
Alien 56	2	5	10
Alien 57	2	5	10
Alien 58	2	5	10
Alien 59	2	5	10
Alien 60	2	5	10
Alien 61	2	5	10
Alien 62	2	5	10
Alien 63	2	5	10
Alien 64	2	5	10
Alien 65	2	5	10
Alien 66	2	5	10
Alien 67	2	5	10
Alien 68	2	5	10
Alien 69	2	5	10
Alien 70	2	5	10
Alien 71	2	5	10
Alien 72	2	5	10
Alien 73	2	5	10
Alien 74	2	5	10
Alien 75	2	5	10
Alien 76	2	5	10
Alien 77	2	5	10
Alien 78	2	5	10
Alien 79	2	5	10
Alien 80	2	5	10
Alien 81	2	5	10
Alien 82	2	5	10
Alien 83	2	5	10
Alien 84	2	5	10
Alien 85	2	5	10
Alien 86	2	5	10
Alien 87	2	5	10
Alien 88	2	5	10
Alien 89	2	5	10
Alien 90	2	5	10
Alien 91	2	5	10
Alien 92	2	5	10
Alien 93	2	5	10
Alien 94	2	5	10
Alien 95	2	5	10
Alien 96	2	5	10
Alien 97	2	5	10
Alien 98	2	5	10
Alien 99	2	5	10
Alien 100	2	5	10

0005 FOR PLAY ON LINE  
0005 FOR TOTAL PLAY ALL OF A KIND

X3POWER COLLECTION  
X3MINERAL FACTORY  
X3MINERAL MERCHANDISE  
**ENTER BONUS GAMES**

SYMBOL  
WHEN PLAYER  
ACTIVE JP

NEXT INFO QUIT START

INFO CREDIT SCORE SELECT LINE PLAYER LINE TOTAL PLAY

1000 0 0 0 0

## Data Setting List

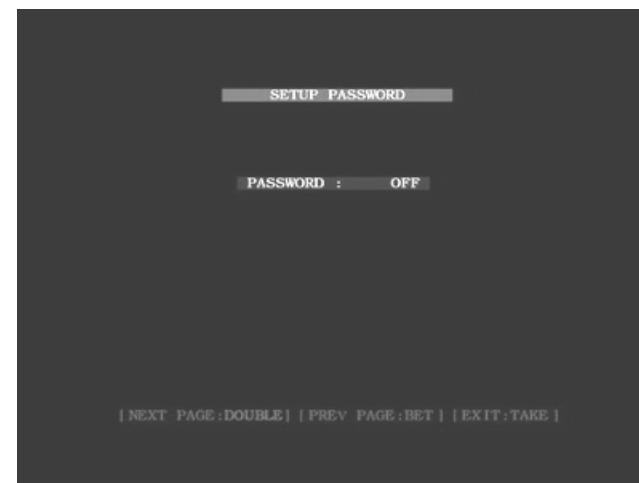
Entry	Value
1 Credit Limit	1000, 3000, 5000, 10000, <u>20000</u> , 50000, 100000, 990000
2 Coin In/Credit	1, 2, 3, 4, 5, 10, 15, 20, <u>25</u> , 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3 Coin Out Limit	100, 200, 300, <u>500</u> , 1000, 2000, 3000, 5000, 10000
4 Key In/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <u>1000</u>
5 Key Out Type	<u>Key In</u> , Coin In, Clear All
6 Ticket Out/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <u>1000</u>
7 Max. Ticket Per Game	<u>Continuous</u> , 1, 2, 3, 4, 5, 8, 10
8 Max. Play	25, 50, 75, 100, 125, 150, 175, 200, 225, <u>250</u> , 275, 300, 375, 500
9 Min. Play	1, 3,5, 7, 9, 10, 15, 20, <u>25</u> , 50, 75, 100, 150, 200, 250, 300, 500
10 JP Min. Play	9, <u>25</u> , 50, 75, 100, 150, 200, 250, 300, 500
11 Auto Play	<u>On</u> , Off
12 Info Table	<u>On</u> , Off
13 Level Of Difficulty	1 (EASIEST), 2, 3, 4, 5, 6, 7, <u>8 (HARDEST)</u>
14 Double Up	Off, 1 (EASIEST), <u>2</u> , 3, 4, 5 (HARDES)
15 Winning Type	<u>Into Score</u> , Into Credit
16 Play Score	No, <u>YES</u>
17 Bookkeeping	<u>On</u> , Off
18 Game Type	<u>Normal</u> , Skill
19 Reset Code Type	Table1, Table2, Table3, Table4, Table5, Table6, Table7, <u>Off</u>
20 Game Count	On, <u>Off</u>
21 10 Time Feature	On, <u>Off</u>
22 Continuous Spin	On, <u>Off</u>



23	Demo Sound	<u>On</u> , Off
24	Sound Volume	0, 5, 10, 15, 20 , 25, 30, 35, 40, 45, <u>50</u> , 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
25	Play Mode	<u>Reels</u> , Flying
26	Hopper Sensor	<u>Normal High</u> , Normal Low

### Special Note

Reset Code Type( Data Setting 19<sup>th</sup> item ):”PASSAGE” page will show on the screen when the 19<sup>th</sup> item was be changed.



1. Press **Select Line** button to select the unit for changing.
2. Press **Play** 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 show PASSWORD ERROR.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can see one unit of password while you're inputting , after you change ,the former unit will show as \*。

Table	1	2	3	4	5	6	7
Password	658224	441578	956334	758452	458912	548814	198427

## 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/Stop1Button	10	
Play/Stop5 Button	11	
Take/Stop4 Button	12	
Select Line Double/ Stop 3 Button	13	
START SIGNAL	14	
	15	
Auto/Stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1	20	Account 2
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/Stop1 Lamp	30	Error Lamp
Play/Stop5 Lamp	31	Win Lamp
Take/Stop4 Lamp	32	
Select Line/ Double/ Stop3 Lamp	33	
Auto/Stop2 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

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

