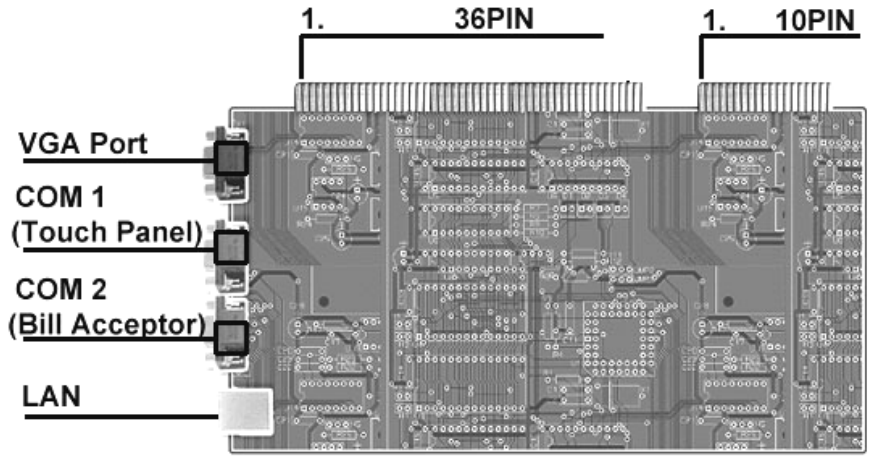
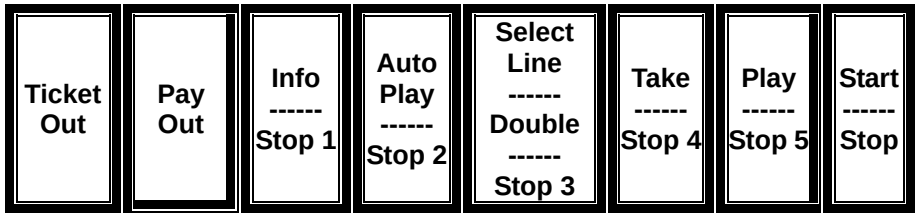
Table of Contents

Interface & Button Layout	p. 04
Information	p. 05
Data Setting	p. 06
Bookkeeping	p. 09
Shift Record	p. 14
I/O Test	p. 15
History	p. 16
How to Play – Main Game	p. 17
How to Play – Free Game	p. 18
How to Play – Laser Gun	p. 19
How to Play – Jackpot	p. 20
How to Play – Double Up	p. 21
Bonus Game –Power Collection	p. 23
Bonus Game –Mineral Factory	p. 25
Bonus Game –Mineral Merchandise	p. 27
Skill Mode	p. 29
Troubleshooting	p. 31
Button Lamp List – Error Condition	p. 32
Pay Table	p. 33
Data Setting List	p. 34
Special Note	p. 36
Pin Layout	p. 37

Interface



Button Layout



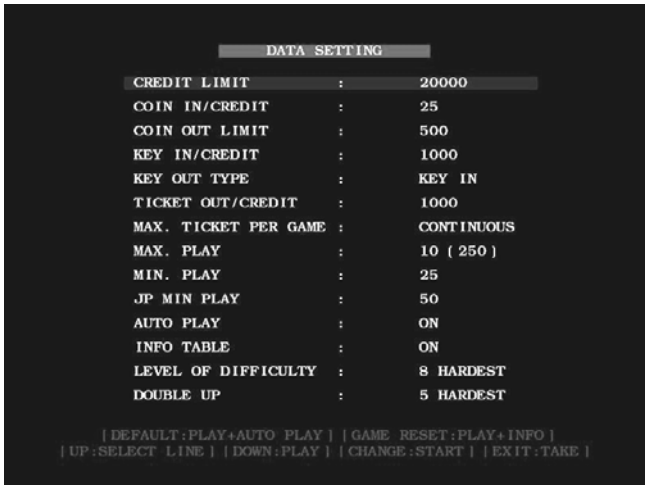
According to Pin Layout……p. 34

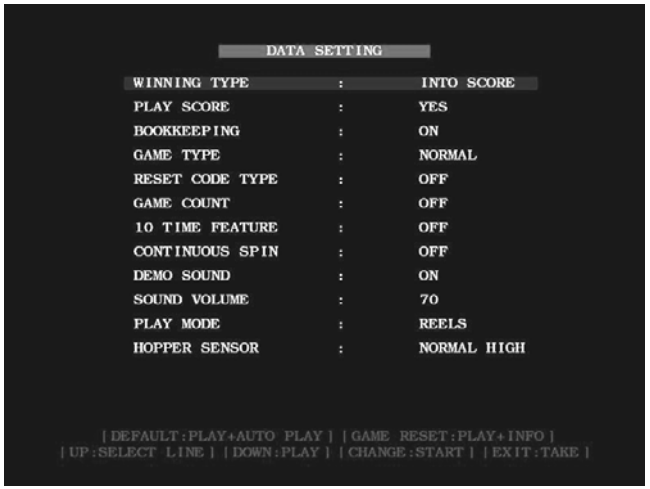
Information

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 &

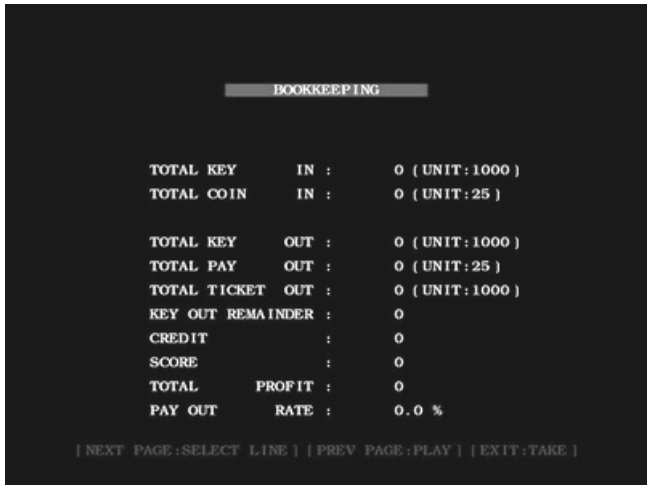
history , the settings won't be changed.

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**.

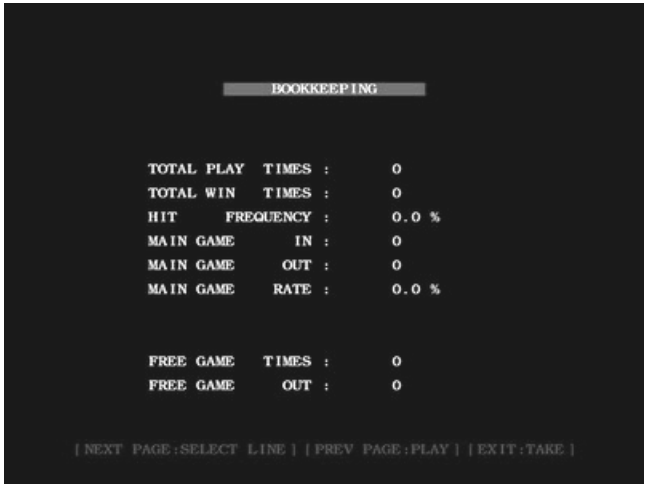
（The program will once again reconfirm reset instruction ）

Bookkeeping



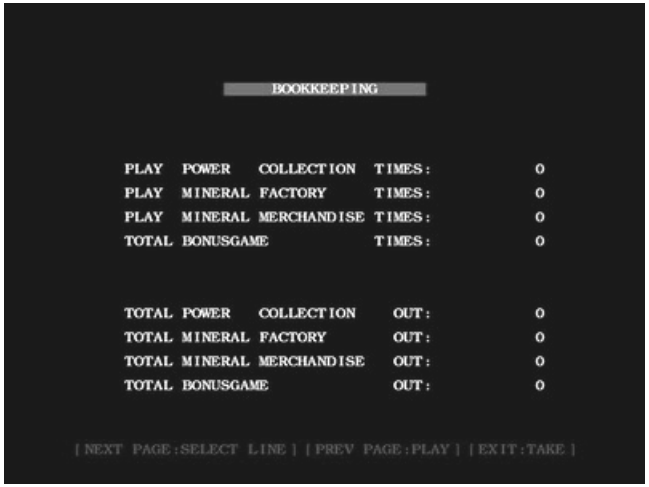
Bookkeeping page 1/10

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.



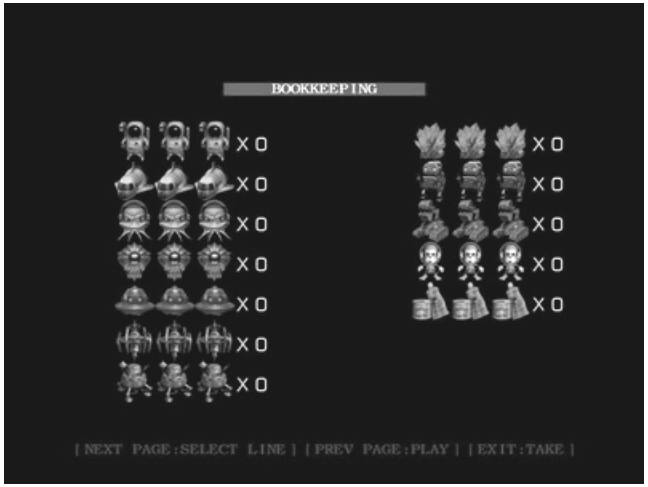
Bookkeeping page 2/10

Bookkeeping page 3/10

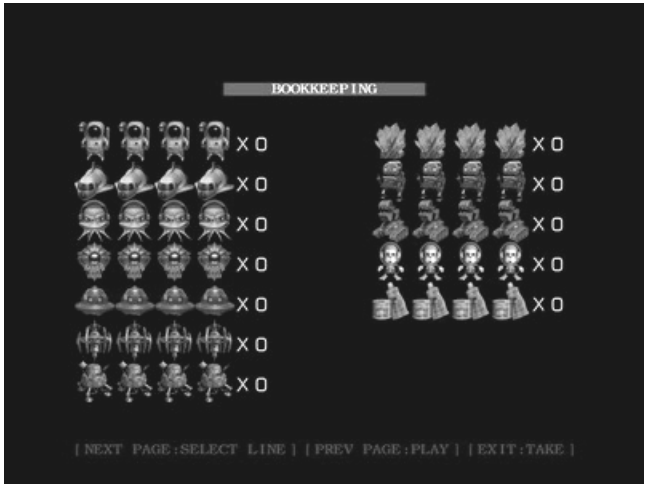


Bookkeeping page 4/10

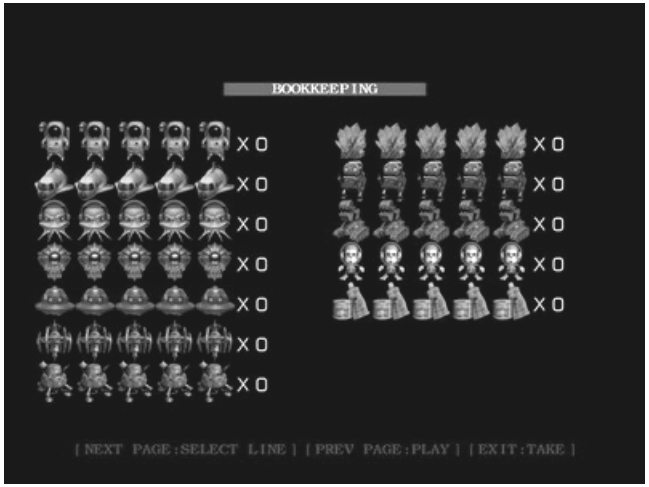
Bookkeeping page 5/10



Bookkeeping page 6/10



Bookkeeping page 7/10



Bookkeeping page 8/10

Bookkeeping page 9/10

Shift Record

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

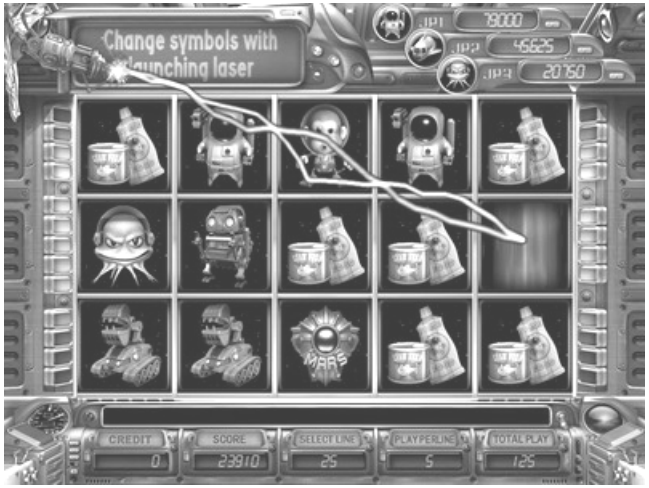
15 reels-25 liner style

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)

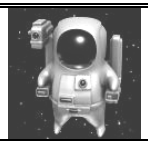
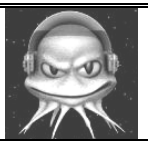
When player's play as ≧ JP MIN. Play and hit more than 3 **Spaceman** symbols, they will be awarded the JP1 Bonus.JP1 is a random bonus ranging from **550~650** times of Total Play.

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

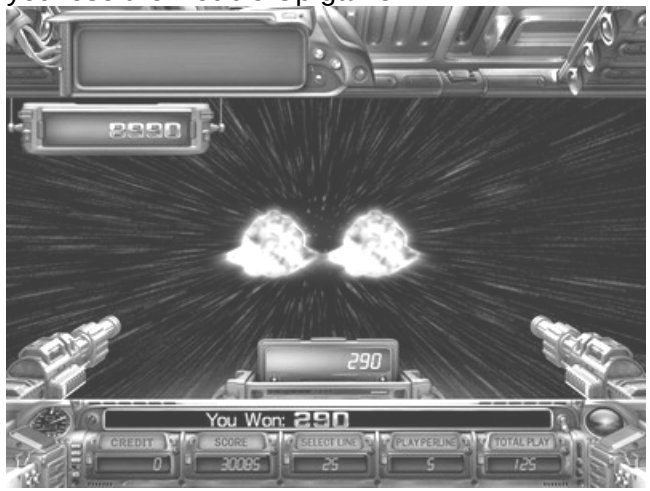
E. Double Up

1. After winning in the main game, players may press DOUBLE button to play the Double Up game.

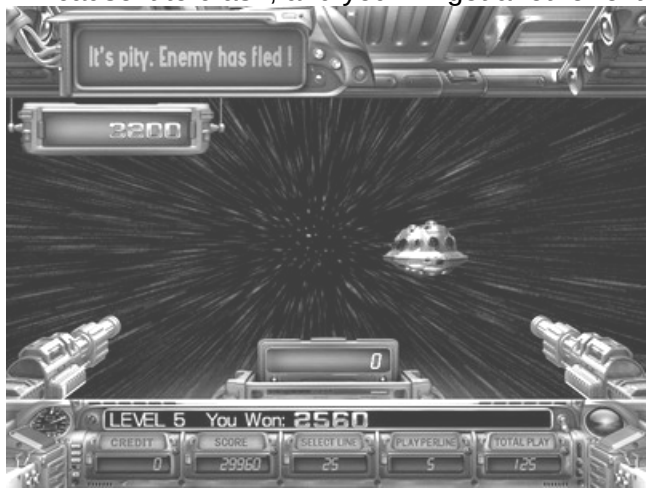
2. The Double Up game can be played for maximum of 5 times.

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.

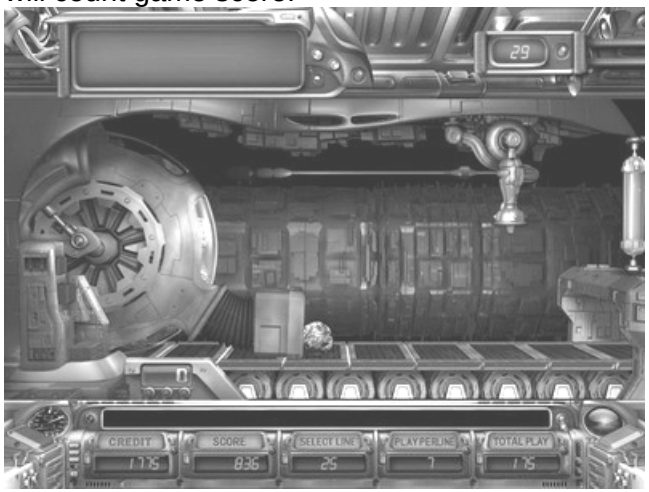
5. If the player stop at a tower has been chosen before will cause the tower to overact and explode. The game will be over.

6. Winning ＝Total Play × Game Score.

B. Mineral Factory

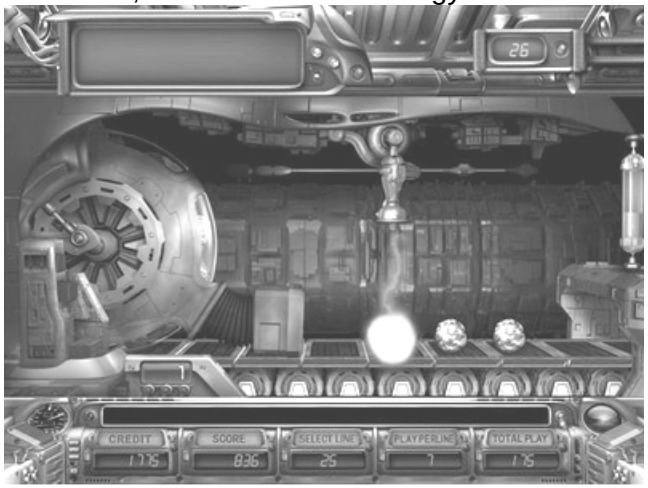
1. Hit 4 Mars Medal symbols in the main game will trigger the Mineral Factory bonus game.

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.



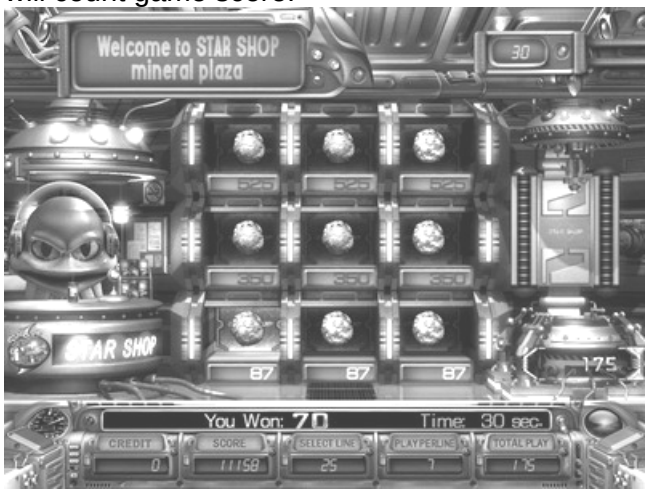
5. If the player can't get an energy ore in consecutive 3 rounds, or if a booby trap inside, the game will be over.

6. Winning ＝Total Play × Game Score.

C. Mineral Merchandise

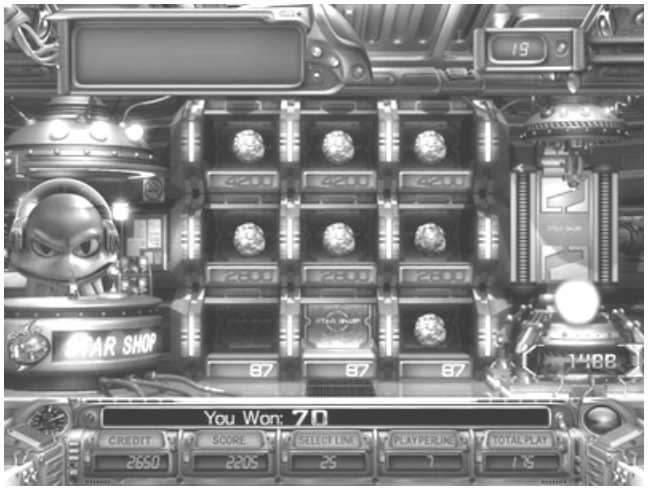
1. Hit 5 Mars Medal symbols in the main game will trigger the Mineral Merchandise bonus game.

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 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.

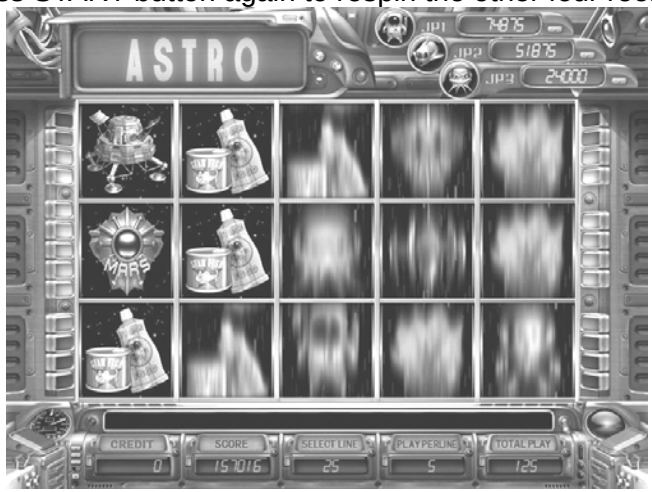
SKILL MODE

A. Enter Data Setting page and turn on 「SKILL MODE」.

B. A frame appears on a reel after press START button to stop the reels in a main game.

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

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



E. 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 **Account** 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

Data Setting List

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

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

Special Note

Reset Code Type（Data Setting 19th item）:"PASSAGE" page will show on the screen when the 19th 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.