· Dragon Hunter ·

（Manual Version: DH_US-071008）

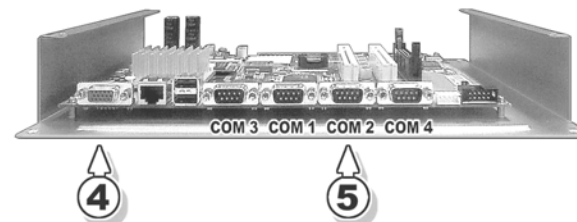# Table of Contents

Interface

1. Golden Finger of 10 Pin.

2. Golden Finger of 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 Connecting Position (COM 2).

Button Layout

INFO ------------ STOP 1	AUTO PLAY ------------ STOP 2	SELECT LINES / DOUBLE ------------ STOP 3	TAKE ------------ STOP 4	PLAY ------------ STOP 5

PAY OUT				START ------------ STOP
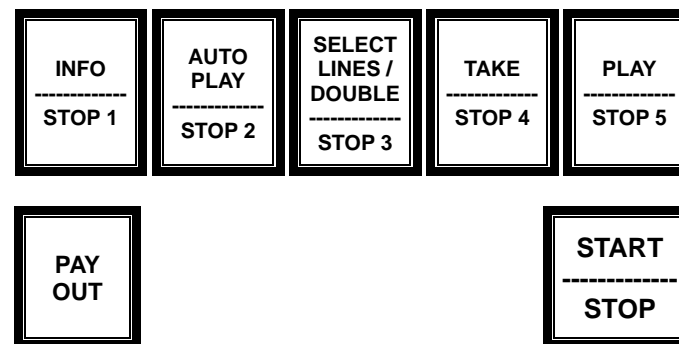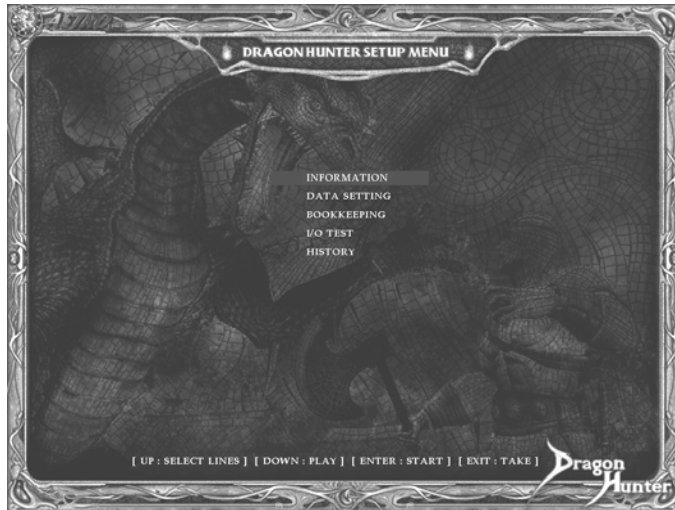
Setup Menu

A. Turn on the **Account** switch to enter the **Setup Menu** page.
B. Press **Select Lines** 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.

Setup Password

(Data Setting 20th item)

1. Press **Select Lines** button to select the item to change.
2. Press **Play** button to change the item values.
3. Press **Start** button to entry the password. If the password is correct, will enter **Data Setting** page; if not, will show password error.
4. 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	673849	557824	903472	420168	175950	537924	224892

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

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

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 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.**）

Shift Record

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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.

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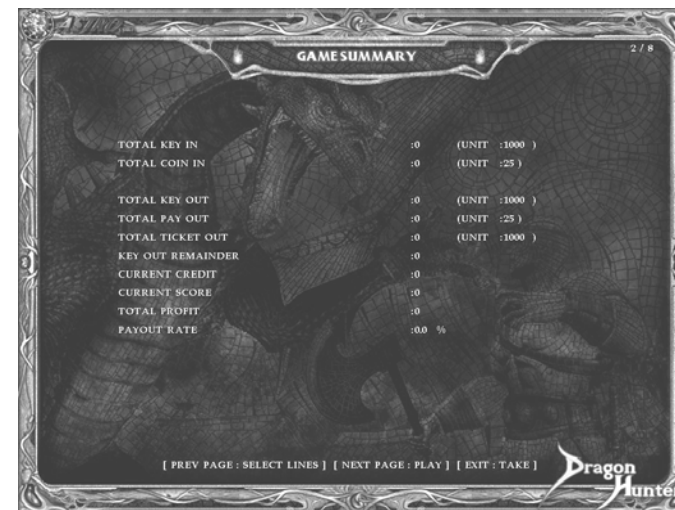
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A. Turn on the **Account** switch to enter the **Setup Menu** page.

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.

GAMES PLAYED TIMES	:0	JACKPOT 1 HITS	:0
GAMES WON TIMES	:0	JACKPOT 1 WON	:0
HIT FREQUENCY	:0.0 %	JACKPOT 2 HITS	:0
TOTAL PLAYED	:0	JACKPOT 2 WON	:0
TOTAL WON	:0	JACKPOT 3 HITS	:0
GAME RETURN	:0.0 %	JACKPOT 3 WON	:0
CLOWN PLAYED TIMES	:0	WIN DOUBLE HITS	:0
CLOWN WON TIMES	:0	WIN DOUBLE WON	:0
CLOWN HIT FREQUENCY	:0.0 %	CREDIT DOUBLE HITS	:0
CLOWN WON	:0	CREDIT DOUBLE WON	:0
FREE GAME PLAYED	:0		
FREE GAME WON	:0		

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

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DOUBLE UP PLAYED TIMES	:0
DOUBLE WON TIMES	:0
DOUBLE UP HIT FREQUENCY	:0.0 %
CREDIT PLAYED	:0
CREDIT WON	:0
AVERAGE RETURN	:0.0 %
DRAGON HUNTER PLAYED	:0
DRAGON HUNTER WON	:0

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

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LINE ARCHER PLAYED	:0	LINE ARCHER WON	:0
LINE JAIL PLAYED	:0	LINE JAIL WON	:0
LINE CARD PLAYED	:0	LINE CARD WON	:0
GEAR ARCHER PLAYED	:0	GEAR ARCHER WON	:0
GEAR JAIL PLAYED	:0	GEAR JAIL WON	:0
GEAR CARD PLAYED	:0	GEAR CARD WON	:0
GEMS ARCHER PLAYED	:0	GEMS ARCHER WON	:0
GEMS JAIL PLAYED	:0	GEMS JAIL WON	:0
GEMS CARD PLAYED	:0	GEMS CARD WON	:0
TOTAL BONUS GAME PLAYED	:0	TOTAL BONUS GAME WON	:0

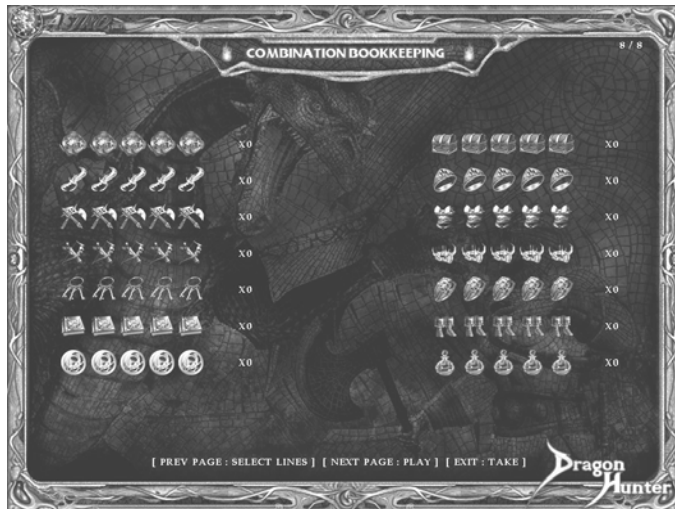[PREV PAGE : SELECT LINES] [NEXT PAGE : PLAY] [EXIT : TAKE]

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

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I/0 Test

START / STOP	:OFF	COIN IN	:OFF
PLAY / STOP 5	:OFF	KEY IN	:OFF
TAKE / STOP 4	:OFF	KEY OUT	:OFF
SELECT LINES / DOUBLE / STOP 3	:OFF	TICKET SENSOR	:OFF
AUTO PLAY / STOP 2	:OFF	HOPPER SENSOR	:OFF
INFO / STOP 1	:OFF	ACCOUNT 1	:OFF
PAY OUT	:OFF	ACCOUNT 2	:OFF
TICKET	:OFF	DOOR	:OFF

[EXIT : PRESS TAKE 2 SECONDS]

A. Turn on **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.
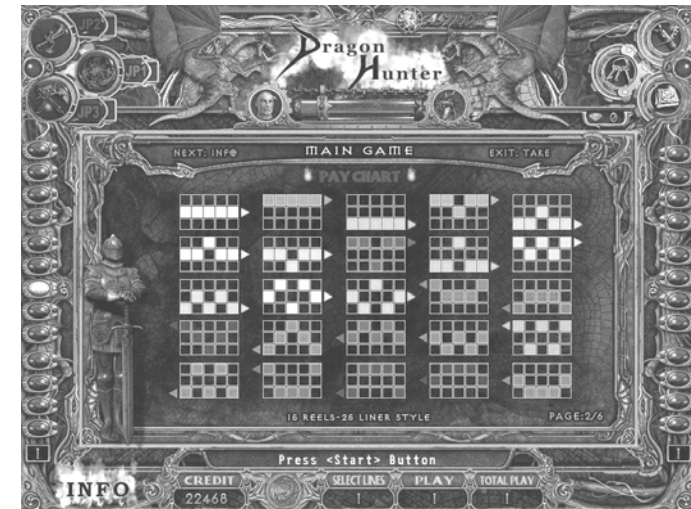**D.** Press **Take** button 2 seconds to exit the **I/O Test** page.

History

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

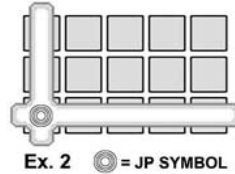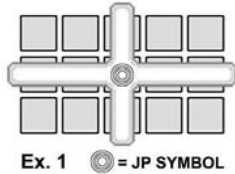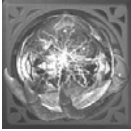# How to play

A. Main Game


15 reels-25 liner style

Pay Chart

B. Wild Card

1. Crystal-Ball（Cross Effect）：

Hit 1 or more **JP** symbols - **Crystal-Ball** from main game without winning any prize line, **Cross Effect** of **Crystal-Ball** symbols will make **7** reels roll again.


Ex. 1　◎ = JP SYMBOL　　Ex. 2　◎ = JP SYMBOL

2. Power-Sword（Transverse Effect）：

Hit 1 or more **JP** symbols - **Power-Sword** from main game without winning any prize line, **Transverse Effect** of **Power-Sword** symbols will make **5** reels roll again.

Ex. 1　◎ = JP SYMBOL　　Ex. 2　◎ = JP SYMBOL
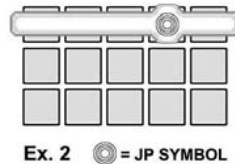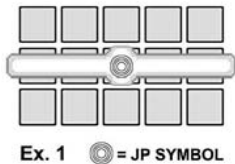
3. Battle-Axe（Vertical Effect）：

Hit 1 or more **JP** symbols - **Battle-Axe** from main game without winning any prize line, **Vertical Effect** of **Battle-Axe** symbols will make **3** reels roll again.


Ex. 1　◎ = JP SYMBOL　　Ex. 2　◎ = JP SYMBOL
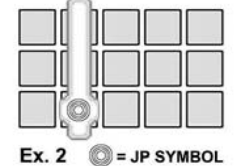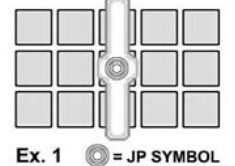
4. Dragon-Sign（Solo Effect）：

Hit 1 or more **Dragon-Sign** symbols from main game without winning any prize line and occurring **JP** symbols effect, **Solo Effect** of Dragokn-Sign symbols will make the reel roll again, become the same as any of adjacent symbols and win a reward first. **Solo Effect** doesn't appear if the new prize line won't be formed.

C. Jackpot

1. JP1: (Random JP)
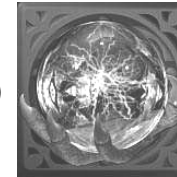
When player plays as ≧ JP MIN. Play and hits more than 3 **Crystal-Ball** symbols will award the JP1 Bonus. JP1 is a random bonus from **550~650** times of Total Play.

2. JP2: (Random JP)
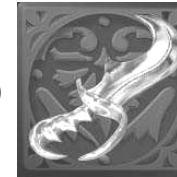
When player plays as ≧ JP MIN. Play and hits more than 3 **Power-Sword** symbols will award the JP2 Bonus. JP2 is a random bonus from **350~450** times of Total Play.

3. JP3: (Random JP)

When player plays as ≧ JP MIN. Play and hits more than 3 **Battle-Axe** symbols will award the JP3 Bonus. JP2 is a random bonus 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	All JP1	All JP2	All JP3

D. Prize Double

Chance lead **You Won Prize** or **Credit Amount** to double when winning prizes from main game.

E. Collect Symbols

1. When player plays as $\geqq$ JP MIN.
2. Hit 1 or more symbols of bonus games - **Long-Bow**, **Color-Keys** or **Magic-Book** which isn't formed any sub game line on prize lines from main game, then the symbols will be collected on grar balls of sub games.
3. Collect 5 same symbols of sub games to enter the sub game.

F. Collect Gems

1. Maybe take **Gems** without winning **Double Up**.
2. Collect enough **Gems** to play a mini double up with **Dragon Clown**, or trade a sub game with **Dragon Trader**.

G. Dragon Clown

1. Maybe play a mini double up with **Dragon Clown** when Collect enough **Gems**.
2. Press **Start** button to choose a pouch on the clown's left hand or right hand after the clown borrowed **Gems** and showed.
3. Spend gems and win the prize when choosing the **Golds** in the pouch; take gems and end the game when choosing the **Gems** in the pouch.

H. Dragon Trader

1. Maybe trade a sub game with **Dragon Trader** when Collect enough **Gems**.
2. Press **Start** button to choose a sub game symbol on the signboard, and spend **Gems** to enter the sub game.
3. Different sub game of different line prize must spend diffent amount of **Gems**.

Sub game Line Prize			
-□-□-□-	12	15	25
-□-□-□-□-	30	35	50
-□-□-□-□-□-	65	70	80

I. Free Game

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

2. Hit **Dragon-Sign** symbols during free game without winning any prize line, dragon-sign symbols will be lock until a dragon-sign prize line is completed.

J. Double Up

1. After winning in the main game or the sub game, player can press **Double** button to play the double up game – **Dragon knight**.

2. Press **Double** button to choose the left or right side of the road, and guild the knight to dodge the dragon's attacks. The game is over when the knight was hurt by the dragon.

3. Players are free to leave **Double Up game** by pressing **Take** to exit.

BONUS GAME

A. Dragon Archer Game

1. Receiving 3 or more **Long-Bow** symbols from main game, spend gems to trade a **Long-Bow** symbol with dragon trader, or collect 5 **Long-Bow** symbols to enter the sub game - **Dragon Archer**.
2. The game can be played within **60 seconds**. The game is over when the dragon or the archer falled.
3. Press **Start** button to aim the dragon, and let the archer attack the dragon with the archery.

4. Please refer the **ODDS** on the left corner of the screen when shot the dragon.

5. **Game Score = Your Play × Odds**

B. Dragon Jail Game

1. Receiving 3 or more **Color-Keys** symbols from main game, spend gems to trade a **Color-Keys** symbol with dragon trader, or collect 5 **Color-Keys** symbols to enter the sub game - **Dragon Jail**.
2. The game can be played within **60 seconds**. The game is over when 3 color-keys were broken or 9 gates were opened.
3. Press **Start** button to open red, blue and green gates with red, blue and green key of pull rods.

4. Please refer the **ODDS** on the left corner of the screen when found characters or treasures.

5. **Game Score = Your Play × Odds**

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C. Dragon Card Game

1. Receiving 3 or more **Magic-Book** symbols from main game, spend gems to trade a **Magic-Book** symbol with dragon trader, or collect 5 **Magic-Book** symbols to enter the sub game - **Dragon Card**.
2. The game can be played within **60 seconds**. The game is over when turned the dragon card.
3. Press **Start** button to turn cover cards. The game is sometimes continued when turned the dragon card.

4. Please refer the **ODDS** on the left corner of the screen when turned character cards.
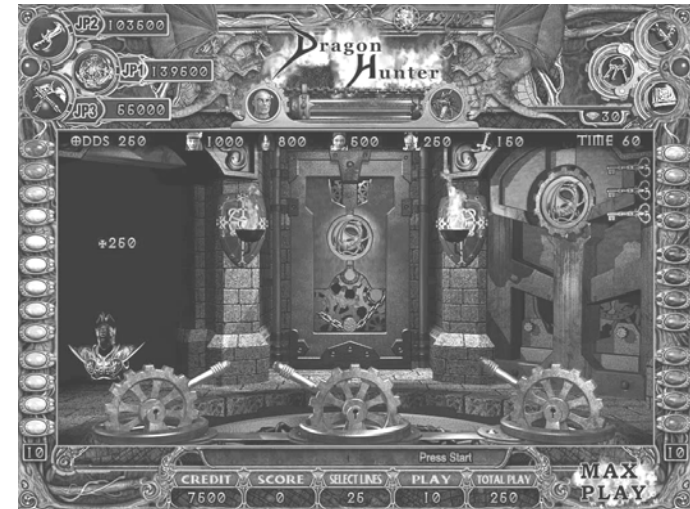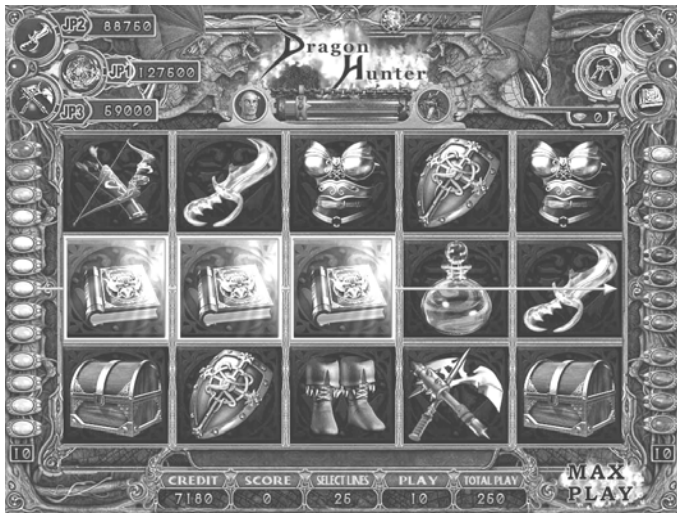

5. **Game Score = Your Play × Odds**

D. Dragon Hunter Game

1. Maybe add the measure of the journey bar from main game without winning any prize line, and fill the journey bar to enter the journey game - **Dragon Hunter**.
2. The game is over when the dragon or all characters falled.
3. Press **Start** button to select a character before the hourglass is leaked out, presently the characters battle with the dragon.
4. The **arrows** stand for the actions of the characters during the dragon battle. The arrow advances when the character attacks, the arrow retreats when the character hurts, and the arrow backs to the beginning.
5. Win the prize when a character successfully beat the dragon. Referee the rank of each character according to the progress of each arrow.

Skill Mode
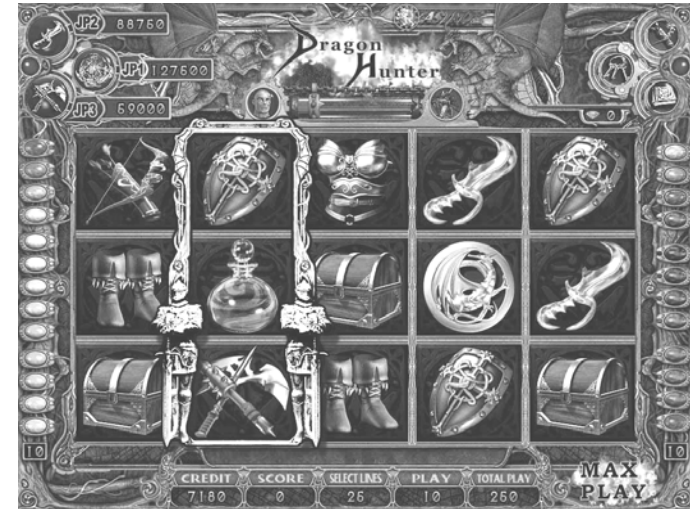
1. Enter Data Setting page and turn on **SKILL MODE**.
2. A frame appears on a reel after press **START** button to stop the reels in a main game.
3. Press **Info** button to move the position of frame and determine which reel will be reserved. Only one reel will be reserved.
4. Press **START** button 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
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 leave the **Data Setting** page.
BILL ACCEPTOR ERROR	Reset the bill acceptor.
CALL ATTENDANT	Call an attendant.
CF ERROR	The version of program is incorrect. Please talk to your provider.
COIN JAM	1. Repair coin selector and coin entrance. 2. Enter and leave the **Data Setting** page.
CREDIT OVER	Turn on key out, press payout or ticket out.
DATA ERROR	Enter the **Data Setting** page and reset the bookkeeping data.
DOOR OPEN	Enter and leave the **Data Setting** page.
HOPPER ERROR	1. Repair 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. Leave the **Data Setting** page.
HOPPER EMPTY	1. Check the hopper. 2. Refill coin to the hopper.
HARDWARE ERROR	Check **Data Setting** page, if the message still existing. Please send the board back for repairing.
ODDS ERROR	Enter the **Data Setting** page and reset the bookkeeping data.
TICKET EMPTY	Refill tickets.
TRANSFER ERROR	Restart the machine.

Odds Table

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 (Coin in), Clear All (Key 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	Maximum Tickets Per Game	1, 2, 3, 4, 5, 8, 10, **Continuous**
9	Max. Play	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. Play	1, 3, 5, 7, 9, 10, 15, 20, **25**, 50, 75, 100, 150, 200, 250
11	JP Min. Play	9, 25, **50**, 75, 100, 150, 200, 250
12	Auto Play	**On**, Off
13	Info	**On**, Off
14	Level Of Difficulty	1(Easiest), 2, 3, 4, 5, 6, 7, **8(Hardest)**
15	Double Up	1(Easiest), 2, 3, 4, **5(Hardest)**, Off
16	Winning Type	**Into Score**, Into Credit
17	Play Score	**Yes**, No
18	Game Type	**Nomal**, Skill
19	Bookkeeping	**On**, Off
20	Reset Code Type	1, 2, 3, 4, 5, 6, 7, **Off**
21	10 Times 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	Hopper Sensor	**Normal High**, Normal Low

* 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 in the machine will be paid out.
6	Game Count	Count the game times or not.
7	Ticket Out / Credit	The ticket value when the machine pays out.
8	Maximum Tickets Per Game	The maximum tickets can be payout per game.
9	Max. Play	The maximum play value of a game.
10	Min. Play	The minimum play value of a game.
11	JP Min. Play	The minimum play value to win the Jackpot.
12	Auto Play	The auto play function is available or not.
13	Info	The Info pages can be seen or not.
14	Level Of Difficulty	The difficulty of the game, from level 1 (the easiest) to 7 (the hardest).
15	Double Up	The difficulty of the double up game, from level 1 (the easiest) to 5 (the hardest) and off.
16	Winning Type	When the player wins, where the winnings record in.
17	Play Score	When the player's winnings record in score, can the player play the score or not.
18	Game Type	Play game in normal or skill mode.
19	Book Keeping	Can enter the bookkeeping page or not.
20	Reset Code Type	The current code type of password.
21	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.
22	Continuous Spin	The wheel will continuously spin until press stop button or not.
23	Demo Sound	Play music during the demo or not.
24	Sound Volume	The current setting of the sound volume.
25	Hopper Sensor	The current setting of hopper sensor.

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 Sensor	8	
Start / Stop Button	9	
Info / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Lines / Double / Stop 3 Button	13	
Game Count Pulse	14	
	15	
Auto Play / Stop 2	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
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 / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Lines / Double / Stop 3 Lamp	33	
Auto Play / Stop 2	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	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.