

# LUCKY COIN User Menu



AMERICA edition



**ASTRO** CORP.

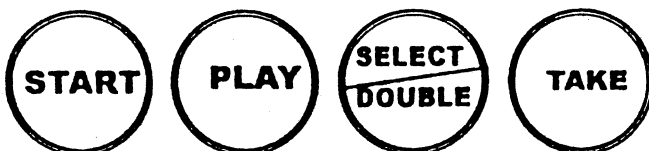
# 1.DATA SETTING

- 1 1 TOKEN/CREDITS (1,2,4,5,8,10,20,25,40,50,80,100,125,150,200,500)
- 2 1 KEYIN/CREDITS (1,2,5,10,15,20,40,50,75,80,100, 200, 250,400,500)
- 3 MAIN GAME RATE (99%~83%)
- 4 CREDIT LIMIT/CREDITS (100,200,300,400,500,600,700,800,900,1000,2000,3000, 4000,5000)
- 5 1 TICKET/CREDITS (1,2,5,10,15,20,40,50,75,80,100, 200, 250,400,500)
- 6 SILVER COIN (1,2,4,5,8,10,20,25,40,50,80,100,125,150,200,500)
- (MIN **PLAY**)/CREDITS
- 7 **PLAY**TING RANGE \*6,7,8,9 CHANGE BY GROUP
- 8 PAYOUT (YES,NO)
- 9 PAY TICKET (YES,NO)
- 10 KEY IN (YES,NO)
- 11 PAY TYPE (PRESS TO STOP, PAY ALL)
- 12 KEY OUT COUNTER (AS COIN IN, AS KEY IN)
- TYPE
- 13 KEY OUT/CREDITS (AS COIN IN, AS KEY IN, CLEAR ALL)
- 14 DOUBLE UP RATE (99%~83%)
- 15 DOUBLE UP (YES,NO)
- 16 MUSIC OF DEMO SHOW (ON, OFF)
- 17 WINNING TYPE (INTO CREDIT, INTO POINT)
- 18 GAME COUNT (ON, OFF)
- 19 SUBGAME SELECTABLE (YES,NO)

## RESET CODE TABLE

Reset code type	0	1	2	3	4	5	6	7
Reset code	0	1433	2245	3258	4272	5435	6836	7248
Setting code	0	7540	1990	4890	3791	3555	8615	1108

## BUTTON LAYOUT



## 2. Book Keeping and Adjustment

### **Book Keeping and System Reset:**

1. Under the main menu page press ( START ) to get into the Book keeping page, follow the instruction that shown on the screen and select the item to get information.
2. Press, ( TAKE ) + ( START ) button will clear the daily record.
3. (System reset): 4 numbers of password are required, enter the correct number that relative to the chosen Reset type from the Reset code table. The RAM DATA CLEAR should appear on the screen when the system reset is completed.

### **Data Setting:**

1. Under the main menu page press ( PLAY ) then enter 4 numbers of Setting code.
2. If the password is correct will allow of getting into the Setting page, follow the instruction that shown on the screen and select the item to set new data.
3. The system will reset automatically when the items 3, 4 and 5 have been adjusted.
4. The SAVE SET DATA should appear on the screen when the adjustment is completed.

### **Main Game:**

1. Press the button to release the coin from the top of the screen, the coin will fall and dropped into the bottom slots which are numbered 1-8. If the player can get three coins lined up in a line will start to get the prize. The player could choose to stop the game for exchanging the prize or continuing to get more coins lined up in a line for bigger prize.
2. The game will be over if the coin drops into the slot that had coin inside already.
3. If the coin accidentally drops into the hole that marks "BONUS", the prize will show up in the column.
4. Occasionally, a "Gold Coin" will appear and substitute for the Silver Coin. When this happens, there will be random slots chosen with "SPORTS" mark for appearance. When a player luckily drops the coin into the marked slots, will be able to enjoy the sub-game and get bonus.

### **Sport:**

1. The Sport is a competitive game; player will control a simulated runner to race with a clown. If the player can reach the destination before the clown, the prize will be applied. Player's wager will multiply the time difference of the win ahead as the prize.
2. The speed of player will be depended on the rapid button firing. The quicker that player is pressing the faster the runner is running.
3. Because of the clown figure is fat, when the clown speed up too fast sometime he will fall down. Player will feel very exciting and definitely will take this

opportunity to win the game!

### **Independent Sub-Game:**

1. The game "Lucky Coin" is allowed to play the sub-game only.
2. In the main game press ( SELECT ) will get into the "Sport" game. When the sub-game is over will return to main game automatically. If the player wants to play again or another sub-game has to repeat the same process.

CONNECTOR (36PIN)

PARTS SIDE	SOLDER SIDE
Video Red	1 Video Green
Video Blue	2 Video Sync.
Speaker	3 Speaker Ground
	4
	5
	6
Ticket Out Button	7
Ticket Notch (Dipper)	8
Start	9
	10
Play	11
Take	12
Select/Double	13
	14
	15
	16
	17
Coin In Switch	18 Key In Switch
	19
Account Switch	20 Test Switch
Hopper Pay Button	21 Key Out Switch
	22 Hopper Switch
In Counter	23
	24 Hopper SSR
	25
	26
Out Counter	27
	28
Start Lamp	29 Ticket Out (SSR)
	30 Error Lamp
Play Lamp	31 Win Lamp
Take Lamp	32
Select/Double Lamp	33
	34
	35
GND	36 GND

CONNECTOR (10PIN)

PARTS SIDE	SOLDER SIDE
GND	1 GND
GND	2 GND
+5V	3 +5V
+5V	4 +5V
+12V	5 +12V
+12V	6 +12V
*1 Ticket Dipper Enable	7
*2 Hopper SSR	8
GND	9 GND
GND	10 GND

(\*1) This pin is normal low. When it enable is +5V.

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

CONNECTOR (28PIN)

PARTS SIDE	SOLDER SIDE
GND	1 GND
GND	2 GND
+5V	3 +5V
+5V	4 +5V
	5
+12V	6 +12V
	7
In Counter	8 Out Counter
	9
Speaker	10 Speaker Ground
Key In Switch	11 Hopper Pay Button
Video Red	12 Video Green
Video Blue	13 Video Sync.
GND	14 Test Switch
Account Switch	15
Coin In Switch	16 Error Lamp
Start	17 Start Lamp
Ticket Out Button	18 Ticket Out (SSR)
	19 Win Lamp
	20
Take	21 Take Lamp
Select/Double	22 Select/Double Lamp
Play	23 Play Lamp
	24
Ticket Notch (Dipper)	25 Key Out Switch
Hopper SSR	26 Hopper Switch
GND	27 GND
GND	28 GND