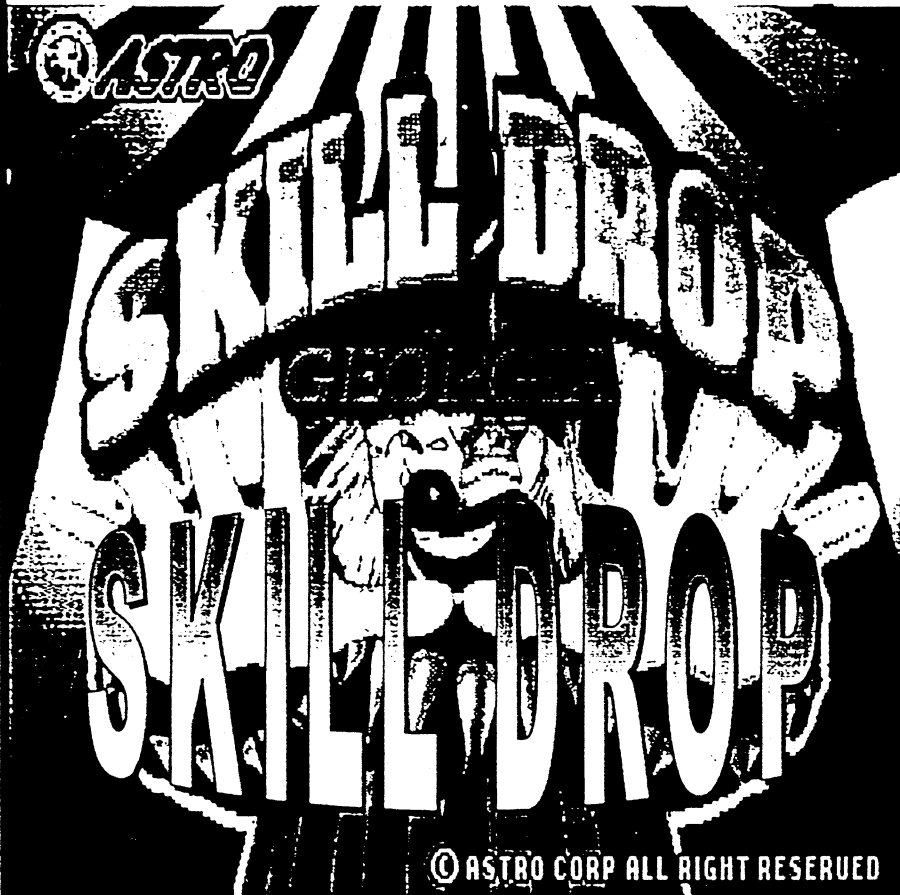


SKILL DROP User Menu



ASTRO CORP.

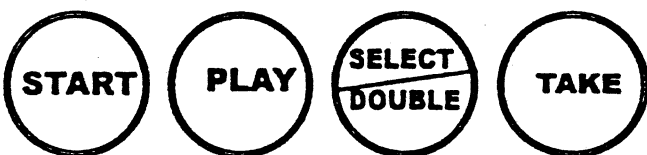
1.DATA SETTING

- 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 (MIN PLAY)/CREDITS (1,2,4,5,8,10,20,25,40,50,80,100,125,150,200,500)
- 7 PLAYTING 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 TYPE (AS COIN IN, AS KEY IN)
- 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.

SKILL DROP USER MENU

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 (Dispenser)	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 Dispenser 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 24th 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 (Dispenser)	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND