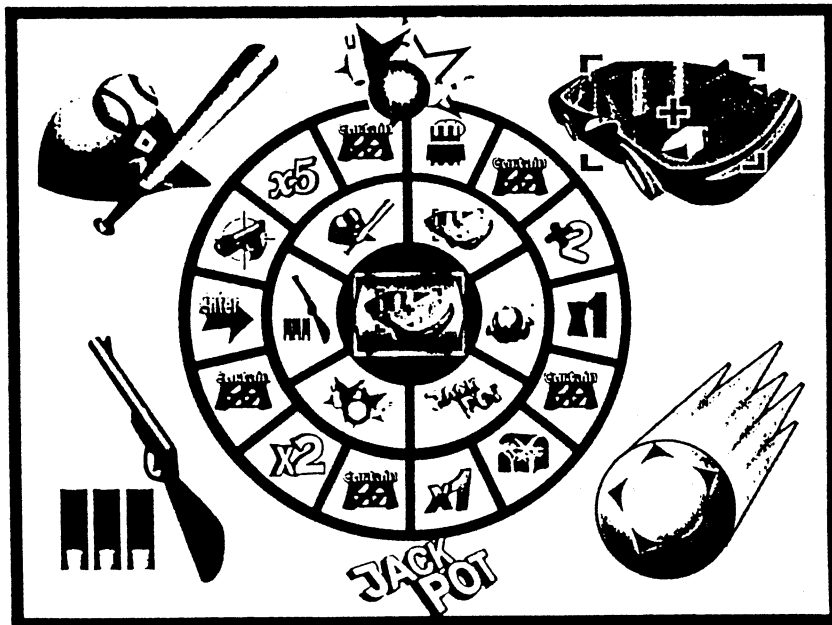


# WHEEL OF SKITOL

## USER MENU



VER. LWUS01



**ASTRO** CORP.

# Wheel of Skill User Menu

CONNECTOR(36PIN)

PARTS SIDE	SOLDER SIDE
Video Red	Video Green
Video Blue	Video Sync.
Speaker	Speaker GND
Ticket Out Button	
Ticket Notch (Dispenser)	
Start	
Change/Small	
Play	
Take	
Auto Play/Double	
Coin In Switch	Key In Switch
Account Switch	Test Switch
Hopper Pay Button	Key Out Switch
	Hopper Switch
Coin In Counter	
Key In Counter	Hopper SSR
HOPPER/TICKET Counter	
Key Out Counter	
Start Lamp	Ticket Out(SSR)
Change Lamp	ERROR Lamp
Play Lamp	
Take Lamp	
Auto play Lamp	
GND	GND

CONNECTOR(10PIN)

PARTS SIDE	SOLDER SIDE
GND	GND
GND	GND
+5V	+5V
+5V	+5V
+12V	+12V
+12V	+12V
*1 Ticket Dispenser Enable	
*2 Hopper SSR	
GND	GND
GND	GND

- ( \*1 ) This pin is normal low. When it enable +5V
- ( \*2 ) This pin is connected with the solder 36pin

CONNECTOR(28PIN)

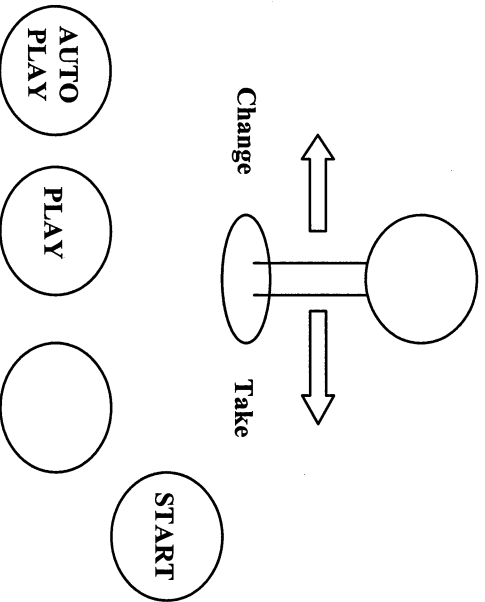
PARTS SIDE	SOLDER SIDE
GND	GND
GND	GND
+5V	+5V
+5V	+5V
+12V	+12V
Coin In Counter	HOPPER/TICKET Counter
Key In Counter	Key Out Counter
Speaker	Speaker Ground
Key In Switch	Hopper Pay Button
Video Red	Video Green
Video Blue	Video Sync.
GND	Test Switch
Account Switch	
Coin Switch	Error Lamp
Start	Start Lamp
Ticket Out Button	Ticket Out SSR
Change/Small	Change Lamp
Take	Take Lamp
Auto. Play	
Play	Play Lamp
Ticket Notch (Dispenser)	Key Out Switch
Hopper SSR	Hopper Switch
GND	GND
GND	GND

## System Setting

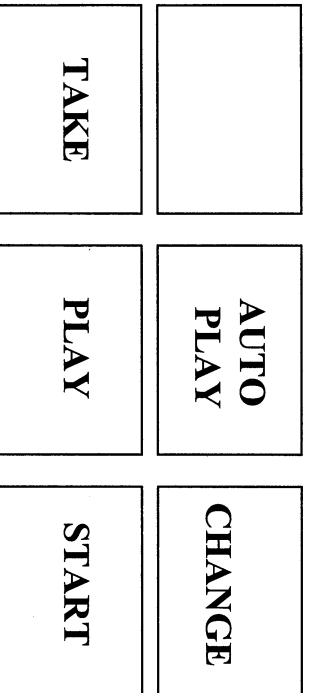
No.	Item	Range
1	Max Play	1,5,10,20,30,40,50,64,80,100,120,150,200,500
2	Min. Play	1,2,3,4,5,6,7,8,9,10,15,20,25,30,40,50,100,200
3	Play Unit	1,2,3,4,5,6,7,8,9,10,20
4	Key in Unit	1,2,3,4,5,10,20,100,500
5	Ticket Unit	1,4,5,10,15,20,25,30,40,50,60,75,80,100,200,500
6	Coin Unit	1,2,4,5,10,20,25,100,500
7	Key Out Unit	As Key In, As Coin In
8	Max Credit	300,500,800,1000,1500,2000,2500,3000,4000,5000,6000,8000,10000,15000,20000,25000,30000,40000,50000,60000,80000,100000,Unlimited
9	Main Game rate	Level 1 (Easy) Level 8 (Hard)
10	Jackpot Min. Play	1,5,10,20,30,40,50,64,80,100,120,150,200
11	Winning type	Credit, Point
12	Demo Mode	Yes, No
13	Reel Mode	Roll-Random

## Wheel of Skill

### 8 Pin Button Layout



### 36 Pin Button Layout



### Account/System Setting/Test

- 1. Account:**
  1. Press TEST or BOOKKEEPING button to enter the Main Menu.
  2. Select ACCCOUNT to enter BOOKKEEPING page.
- 2. System setting:**
  1. Press TEST or BOOKKEEPING button to enter the Main Menu.
  2. Select SYSTEM SETTINGS to enter System Setting option
  3. Press AUTO button to select setting you desire to change. (CHANGE=SMALL)
  4. Press TAKE or CHANGE to adjust highlighted System Setting option.
  5. Press AUTO and TAKE button, at the same time, to set to Factory Default.
  6. Press AUTO and PLAY button, while in SYSTEM SETTINGS, to RESET game (although game will be reset, System Settings will stay the same).
  7. Press START button to SAVE DATA.
- 3. Test:**
  1. Press TEST or ACCCOUNT button to enter Menu page.
  2. Select I/O TEST to enter Port Test Screen (This is used to confirm accurate function of individual buttons and I/O's).

# Wheel of Skill User Menu

## How To Play

### Main Game

1. Press **PLAY** to determine amount of credits to be played.
  2. Press **CHANGE** to select different Graphic Symbols in Game Field. Player can change Symbols 3 times. (Only in **SKILL MODE** setting).
  3. When selecting **SKILL MODE**, the PowerBar becomes activated. To determine the distance and speed in which the Wheel of Skill will spin, shall depend on the accuracy and skillful timing by the player in association with PowerBar LED. (Only in **SKILL Mode** setting)
  4. Press **START** button to start game.
  5. Selecting **AUTO-PLAY-YES** in On-Screen settings allows Wheel of Skill to be **TOOTHPIKED PLAYED**. This means the game will play on its own when player presses **AUTO** button (AKA Double-Up) while in Main Game play field.
  6. Prizes: The prize awarded to the player will depend on the location and Symbol in which the Wheel is skillfully stopped.  
**Treasure Box:** Free game (randomly from 5 to 10 times).  
**Dynamite Bomb:** (random from 5 to 30)
- Curtain:** (This refers to lower left corner of Game field)  
-When the reels are formed with three same "Interactive Bonus" symbols game enters "Interactive Bonus".
- Curtain Bonus Range:** Randomly from 7 to 50 times of play.
- Ghost:** No Prize
- Laser Gun:** Section of Wheel of Skill that is hit by Laser Gun will award the Player with that prize or bonus. If Laser Gun shoots back to itself, the Laser Gun Bonus will "run for another round".

## **INTERACTIVE BONUS GAMES:**

There are five possible "Interactive Skill Bonus Games." Player can experience these Bonus ' when they achieve "ENTER" symbol on the outer wheel play. Once player has "Entered" the "Inner wheel of skill," they play the bonus in which the inner wheel stops on. When player matches "Center Symbol" with same "Interactive Bonus" prize amount of total Bonus will be DOUBLED.

### **The 5 Interactive Skill Bonus Games are:**

#### **Shoot Target:**

There are 5 targets in which player can choose to skillfully shoot using their [START] button. They will be awarded points for shooting a "Criminal" and win nothing for shooting "Innocent Civilians."

#### **Baseball:**

When pitcher throws a pitch, player must hit the ball skillfully using their [START] button. Prize awarded will depend on how skillfully player hit the ball into determined play field.

#### **Radar Gun:**

When car is speeding, player must skillfully press [START] button and capture photo of the speeding car. The better picture you get of the speeding car, the higher the prize can be.

#### **Soccer:**

The player is the Goalkeeper and must block shot on goal. Player uses [START] button to determine "Left" "Right" or "Middle" block. If player skillfully stops the ball, they win the prize.

#### **Bowling:**

Player uses [START] button to skillfully select the position in which the bowling ball will be thrown. If player receives a Strike, they win the prize.

#### **JACKPOT:**

For experiencing the JACKPOT Bonus, player has to achieve "ENTER" symbol on the outer wheel play first. Once player has "Entered" the "Inner Wheel of Skill," there will be a chance to play for the JACKPOT bonus if the inner wheel stops on the Symbol of JP. When this happens, the outer wheel will change automatically and come up with different symbols, such as JP, JFx1/2, JFx1/4 and some other symbols. Jackpot awarded will depend on the location and Symbol in which the Wheel is skillfully stopped.

## **JP VALUES:**

The progressive values of Jackpot will start from 100 x JP Min. Bet. up to 300 x JP Min. Bet. The JP Min. Play can be adjusted by item 11 of SYSTEM SETTINGS.