

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 Switch | 8 | |
| 5 / Start | 9 | |
| 1 / Odds/Double 1/2 | 10 | |
| 3 / Play/Double x2 | 11 | |
| 2 / Take | 12 | |
| 4 /Double x1 | 13 | |
| | 14 | |
| | 15 | |
| Skip/Next | 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 |
| Coin In Counter | 23 | |
| Key In Counter | 24 | Hopper SSR |
| | 25 | |
| | 26 | |
| Hopper Counter | 27 | |
| Key Out Counter☆ | 28 | |
| 5 / Start Lamp | 29 | Ticket Out (SSR) |
| 1 /Double1/2 Lamp | 30 | Error Lamp |
| 3 /Play/Double x2 Lamp | 31 | |
| 2 / Take Lamp | 32 | |
| 4 /Double x1 Lamp | 33 | |
| Skip/Next Lamp | 34 | |
| | 35 | |
| GND | 36 | GND |

CONNECTOR (28PIN)

| PARTS SIDE | | SOLDER SIDE |
|------------|---|-------------|
| GND | 1 | GND |
| GND | 2 | GND |
| +5V | 3 | +5V |
| +5V | 4 | +5V |
| | 5 | |

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 24 th pin of connector 36 pin.

| | | |
|--------------------|----|-----------------------|
| +12V | 6 | +12V |
| | 7 | |
| Coin In Counter | 8 | Hopper Counter |
| Key In Counter | 9 | Key Out Counter☆ |
| 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 |
| 5 / Start | 17 | 5 / Start Lamp |
| Ticket Out Button | 18 | Ticket Out (SSR) |
| | 19 | |
| 1 /Odds/Double 1/2 | 20 | 1 /Double 1/2 Lamp |
| 2 / Take | 21 | 2 / Take Lamp |
| 4 /Double x1 | 22 | 4 /Double x1 Lamp |
| 3 / Play/Double x2 | 23 | 3/Play/Double x2 Lamp |
| Skip/Next | 24 | Skip/Next Lamp |
| Ticket Switch | 25 | Key Out Switch |
| Hopper SSR | 26 | Hopper Switch |
| GND | 27 | GND |
| GND | 28 | GND |

1. SYSTEM SETTING

| | |
|-----------------------------------|---|
| 1 COIN IN | (1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000) |
| 2 KEY IN | (1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000) |
| 3 TICKET | (1, 2, 4, 5, 10, 15, 20, 25, 50, 75, 80, 100, 500,1000) |
| 4 KET OUT | (AS COIN IN, AS KEY IN, CLEAR ALL) |
| 5 CREDIT LIMIT | (5000, 10000, 20000, 30000, 40000, 50000, 100000, 990000) |
| 6 MAX. PLAY | (16, 32, 64, 80, 120, 160, 240) |
| 7 MIN. PLAY | (1, 8, 10, 16, 32, 64, 80, 120, 160, 240) |
| 8 MAIN GAME RATE | (98 % ~ 80%) |
| 9 DOUBLE UP RATE | (98 % ~ 80%) |
| 10 DOUBLE UP GAME | (ON, OFF) |
| 11 JP MIN. PLAY | (1, 8, 10, 16, 32, 64, 80, 120, 160, 240) |
| 12 MAX. VALUE OF JP | (50 ~ 1500) X JP MIN. PLAY |
| 13 MIN. VALUE OF JP | (50 ~ 300) X JP MIN. PLAY |
| 14 PROGRESSIVE SPEED OF JP | (1/32 ~ 1/160, RAND) |
| 15 MUSIC OF DEMO SHOW | (ON, OFF) |
| 16 WINNING TYPE | (INTO CREDIT, INTO SCORE) |
| 17 PLAY SCORE | (YES, NO) |
| 18 GAME COUNT | (YES, NO) |
| 19 PAYOUT | (OFF, HOPPER, TICKET) |
| 20 10X FEATURE | (ON, OFF) |
| 21 ADDED-FLIP | (ON, OFF) |

2. Account/System setting/Test

Account:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
2. Select **ACCOUNT** to enter account page

System Setting:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
 2. Select **SYSTEM SETTING** to enter system setting page ◦
 3. There are 8 sets of password and if the password no. is not 0 which the factory default, it will request to put in the password. For changing the password, please find the **PASSWORD NO. TABLE** to select the password no. from 0 to 7.
 4. Press **【DOUBLE】** button to select the item for adjusting.
 5. Press **【START】** or **【PLAY】** button to adjust the data.
 6. Press **【DOUBLE】** and **【SKIP】** button for returning to the factory default.
 7. Press **【DOUBLE】** and **【ODDS】** button to reset the game. ◦ but the setting will not change.
 8. Press **【TAKE】** button to save data
- ※ Without saving the data before turn off ; the program will not save the new data ※

Test:

1. Press **【TEST】** or **【ACCOUNT】** button to enter the menu page.
2. Select **I/O TEST** to enter the test page.
3. The test page provides keyboard test.

3.How to play

Main Game:

1. Main game is like the same way as play the traditional 8-liner game. When the player lines up a line with the same symbol will get the prize.
2. It will show up 9 symbols at the beginning. When the setting of “ADDED-FLIP” (21st item of system sitting) is activated. The player can choose one symbol from beginning 9 symbols by pressing “START” and the computer will change the symbol, which has been chosen. Meanwhile, if player doesn't want the symbol and it will allow the player to change for another twice.
3. The player can “NEXT” for replacing 3 symbols from the replace column.
4. There are 5 lines and the player can choose one of it to replace the symbol.
5. For re-playing, there are 3 replace sets and it shows up by turns. Once the player slips through the set, it can't return to the last one.

Bonus Game:

1. In the main game, the player lines up 3 Zulu symbols a line can enter the Bonus Game for free.
2. In the beginning of bonus game, it will show up 9 symbols and 3 extra symbols in the replace column for replacing.
3. There are totally 5 replace sets and the player can choose one of it to replace.
4. The replace sets show up by turns. Once the player slips through the set, it can't return to the last one.

Bonus Jackpot:

How to win?

In the bonus game, If the player can get over 4 Zulu symbols in one hand will get the Jackpot bonus.

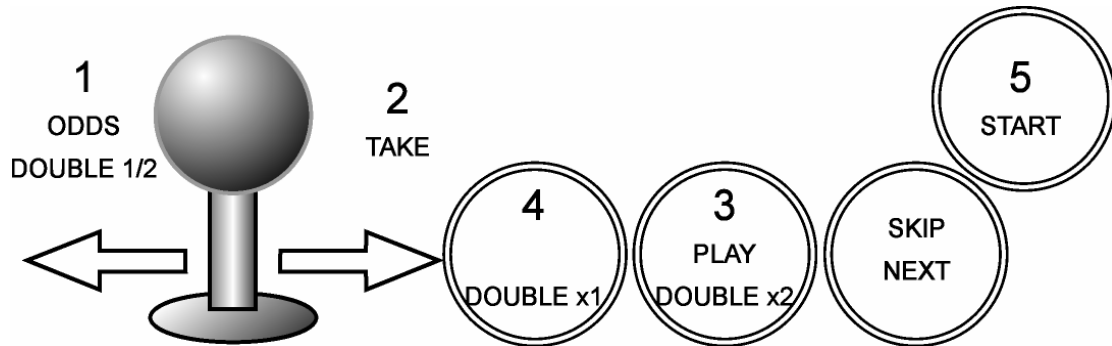
The creation of Bonus Jackpot:

The range of Bonus Jackpot values will depend on the setting item 10 and 11. The progressive speed of Bonus Jackpot will depend on the setting item 12.

Double up Game:

1. The player chooses one card first then the computer.
2. When player gets the symbol, which is the same with above “BONUS” indication, will get the point of “**BONUS**”.
3. The player can choose the rate of 1/2, 1/1 or 2 times for the double up game.

28 PIN BUTTON LAYOUT



36 PIN BUTTON LAYOUT

