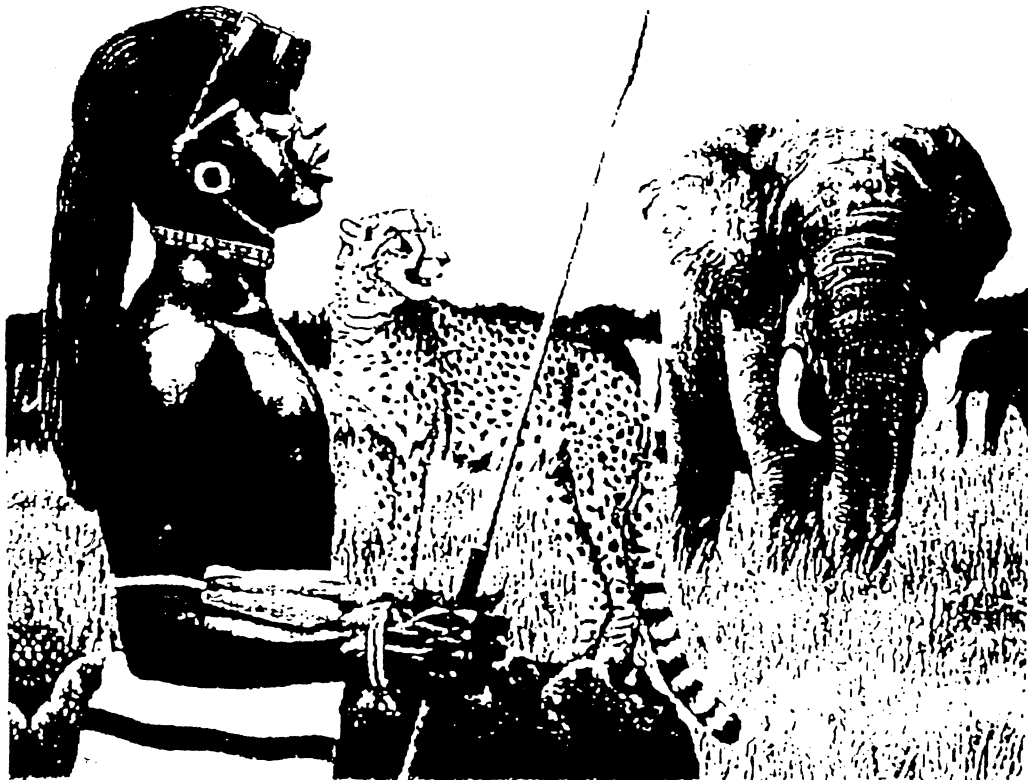




ZULU

USER MENU VER A3



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. Key Out (As Coin In, As Key In, Clear All)
4. Credit Limit (5000,10000,20000,30000,40000,50000, 1000 00,990000)
5. Max. Play (16,32,64,80,120,160,240)
6. Min. Play (1,8,10,16,32,64,80,120,160,240)
7. Main Game Rate (98%-80%)
8. Double Up Rate (98%-80%)
9. Double Up Game (On,Off)
10. JP Min. Play (1,8,10,16,32,64,80,120,160,240)
11. Max. Value of JP (50 – 300) x JP Min. Play
12. Min. Value of JP (500 – 1500) x JP Min. Play
13. Progressive Speed of JP (1/32 – 1/160, Rand)
14. Music of Demo Show (On,Off)
15. Reset Type (No Use; 1-7)
16. Win Mode (Yes,No)
17. 10 Times Feature (Yes,No)
18. Winning Type (Into Credit, Into Point)
19. Play Score (Yes, No)
20. Game Count (No, 15,20,75,100,500)
21. Ticket (1,2,4,5,10,15,20,25,50,75,80,100,500,1000)
22. Payout (Off, Hopper, Ticket)
23. Graphic Motion (Flip Door Open)

2. Accounting/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 s and if the password no. Is not 0 which is 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 game, but 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.

Zulu

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. The player can hold once and replay for replacing 3 symbols from the replace column.
3. There are 5 lines and the player can choose one of it to replace the symbol.
4. 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 fast 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:

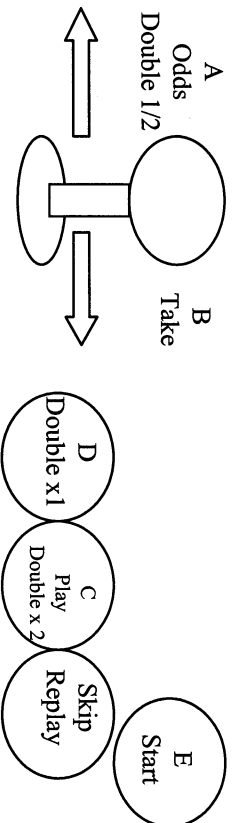
In the Bonus game if a player can get over 4 ZULU symbols in one hand will get the Jackpot Bonus.

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.

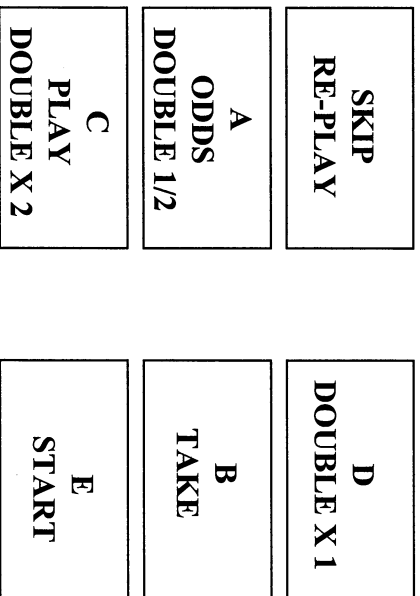
Double Up Game

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 or 2 times for the double up game.



28 PIN BUTTON LAYOUT

36 PIN BUTTON LAYOUT



Password No. Table

Code	0	1	2	3	4	5	6	7
Password No	0	1	2	3	4	5	6	7
	No Use	9767	2462	7605	7859	1691	5924	7645

Connector (36 Pin)

Parts Side		Solder
Video Red	1	Video Green
Video Blue	2	Video Sync
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Switch	8	
E/Start	9	
A Odds Double ½	10	
C/Play/Double x 2	11	
B/Take	12	
D/Double x 1	13	
	14	
	15	
Skip/Replay	16	
	17	
Coin In Switch	18	Key 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	
E/Start Lamp	29	Ticket Out (SSR)
A/Double ½ Lamp	30	Error Lamp
C/Play/Doub. x21 amp	31	
B/Take lamp	32	
D/Double x 1 Lamp	33	
Skip Replay Lamp	34	
	35	
GND	36	GND

Connector (10 Pin)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
*1 tkt. Disp. 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 (28)

Parts Side		Solder Side
GND	1	GND
GND	2	GND
+ 5V	3	+5V
	5	
+5V	4	+5V
+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
E/Start	17	E/Start Lamp
Ticket Out Button	18	Ticket Out (SSR)
	19	
A/Odds/Double ½	20	A/Double ½ Lamp
B/Take	21	B/Take Lamp
D/Double x 1	22	D/Double x 1 Lamp
C/Play/Double x 2	23	C/Play/Double x 2 Lamp
Skip Replay	24	Skip Replay Lamp
Ticket Switch	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND