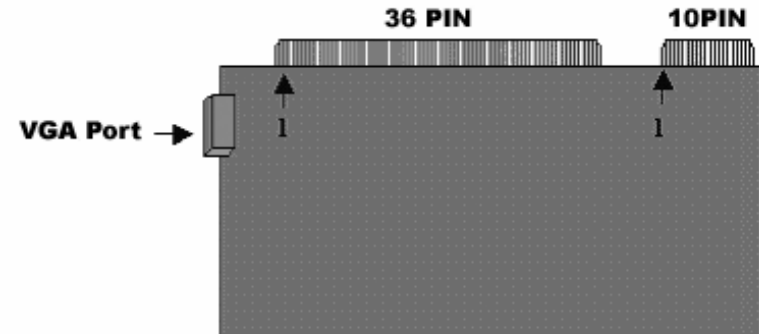


## • **Treasure Hunting** •

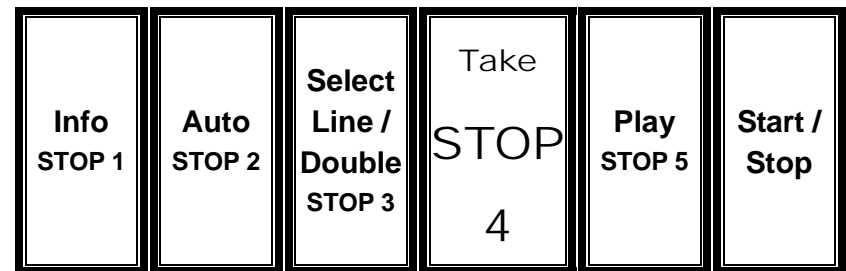
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## Interface



## 36 PIN Button Layout



According to Pin Layout.....p. 36

## Setup Menu



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Press **Select Line** or **Play** button to select the item.
- C. Press **Start** button to enter the page.
- D. Press **Take** button to exit the **Setup Menu** page.

Setup Password

(Data Setting 21<sup>th</sup> item)



- 1. Press **Select Line** button to select the item to change.
- 2. Press **Play** button to change the item values.
- 3. Press **Start** button to entry the password. If the password is correct, will enter **Data Setting** page; if not, will return to **Setup Menu** page.
- 4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can only see one digit of password while you're inputting, after you change digit, former digit will show as \*.

CIPHER	1	2	3	4	5	6	7
Password	785314	685423	154753	984258	356274	218415	594156

Information



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Information** then press **Start** button to enter the **Information** page.
- C. Press **Take** button to exit the **Information** page.

## Data Setting

DATA SETTING		
COIN IN/CREDIT	:	10
KEY IN/CREDIT	:	10
KEY OUT TYPE	:	KEY IN
TICKET OUT/CREDIT	:	10
MAX. TICKETS PER GAME	:	CONTINUOUS
CREDIT LIMIT	:	10000
MAX. PLAY	:	10 ( 90 )
MIN. PLAY	:	1
LEVEL OF DIFFICULTY	:	5
DOUBLE UP	:	5 ( HARDEST )
WINNING TYPE	:	INTO SCORE

[ DEFAULT:PLAY+AUTO PLAY ] [ GAME RESET:PLAY+ODDS ]  
[ UP:SELECT LINE ] [ DOWN:PLAY ] [ CHANGE:START ] [ EXIT:TAKE ]

Page 1/3

- D. Turn on the **Account** switch to enter the **Setup Menu** page.
- E. Select **Data Setting** then press **Start** button to enter the **Data Setting** page.
- F. Press **Select Line** or **Play** button to select the item to change.
- G. Press **Start** button to change the item values.
- H. Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
- I. Press **Take** button to exit the **Data Setting** page.

DATA SETTING		
PLAY SCORE	:	YES
COIN OUT LIMIT	:	500
CONTINUOUS SPIN	:	NO
AUTO PLAY	:	ON
ODDS TABLE	:	ON
BOOK KEEPING	:	ON
DEMO SOUND	:	ON
GAME COUNT	:	NO
10 TIMES FEATURE	:	OFF
RESET CODE TYPE	:	NO USE
JP MIN. PLAY	:	45

[ DEFAULT:PLAY+AUTO PLAY ] [ GAME RESET:PLAY+ODDS ]  
[ UP:SELECT LINE ] [ DOWN:PLAY ] [ CHANGE:START ] [ EXIT:TAKE ]

Page 2/3

DATA SETTING		
SOUND VOLUME	:	50
HOPPER SENSOR	:	NORMAL HIGH

[ DEFAULT:PLAY+AUTO PLAY ] [ GAME RESET:PLAY+ODDS ]  
[ UP:SELECT LINE ] [ DOWN:PLAY ] [ CHANGE:START ] [ EXIT:TAKE ]

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## Confirm Reset

- A. Enter the **Data Setting** page.
- B. Press **Play** and **Odds** buttons to reset, and then will enter the **Confirm Reset** page to confirm this operation.



- C. Press **Select Line** button to select the item.
- D. Press **Start** button to enter your decision. If you decide not to reset, then will return to **Data Setting** page; if you decide to reset, then will return to **Demo**.

( The program will reconfirm the reset instruction for once. )

## Bookkeeping (9 pages)

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BOOKKEEPING		
TOTAL KEY	IN :	0 ( UNIT:10 )
TOTAL COIN	IN :	0 ( UNIT:10 )
TOTAL KEY	OUT :	0 ( UNIT:10 )
TOTAL PAY	OUT :	0 ( UNIT:10 )
TOTAL TICKET	OUT :	0 ( UNIT:10 )
KEY OUT REMAINDER	:	0
CREDIT	:	0
SCORE	:	0
TOTAL	PROFIT :	0
PAY OUT	RATE :	0.0 %

[ NEXT PAGE:SELECT LINE ] [ PREV PAGE:PLAY ] [ EXIT:TAKE ]

Page 1/9

- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **BOOKKEEPING** and press **Start** button to enter the **Bookkeeping** page.
- C. Press **Select Line** or **Play** button to select the page.
- D. Press **Take** button to exit the **Bookkeeping** page.

vUS.01.00.A

BOOKKEEPING		
TOTAL PLAY TIMES :		0
TOTAL WIN TIMES :		0
HIT FREQUENCY :		0.0 %
MAIN GAME IN :		0
MAIN GAME OUT :		0
MAIN GAME RATE :		0.0 %
FREE GAME TIMES :		0
FREE GAME OUT :		0

| NEXT PAGE:SELECT LINE | | PREV PAGE:PLAY | | EXIT:TAKE |

Page 2/9

vUS.01.00.A

BOOKKEEPING		
PLAY HUNTING TIMES :		0
PLAY RED-JEEP TIMES :		0
PLAY THE TOMB TIMES :		0
TOTAL BONUSGAME TIMES :		0
TOTAL HUNTING OUT :		0
TOTAL RED-JEEP OUT :		0
TOTAL THE TOMB OUT :		0
TOTAL BONUSGAME OUT :		0

| NEXT PAGE:SELECT LINE | | PREV PAGE:PLAY | | EXIT:TAKE |

Page 4/9

vUS.01.00.A

BOOKKEEPING		
JP1 TIMES :		0
JP2 TIMES :		0
JP3 TIMES :		0
JP1 OUT :		0
JP2 OUT :		0
JP3 OUT :		0

| NEXT PAGE:SELECT LINE | | PREV PAGE:PLAY | | EXIT:TAKE |

Page 3/9

vUS.01.00.A

BOOKKEEPING		
PLAY DOUBLE UP TIMES :		0
WIN DOUBLE UP TIMES :		0
DOUBLE UP HIT FREQUENCY :		0.0 %
TOTAL DOUBLE UP IN :		0
TOTAL DOUBLE UP OUT :		0
TOTAL DOUBLE UP RATE :		0.0 %

| NEXT PAGE:SELECT LINE | | PREV PAGE:PLAY | | EXIT:TAKE |

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Page 8/9



Page 7/9



## Shift Record

US.01.00.A

SHIFT RECORD			
PREV SHIFT		CURRENT SHIFT	
KEY IN :	0	KEY IN :	0
COIN IN :	0	COIN IN :	0
KEY OUT :	0	KEY OUT :	0
PAY OUT :	0	PAY OUT :	0
TICKET OUT :	0	TICKET OUT :	0

[SHIFT:START+AUTO PLAY]

[NEXT PAGE:SELECT LINE] [PREV PAGE:PLAY] [EXIT:TAKE]

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- A. Press **Start** and **Auto Play** buttons to shift.
- B. Press **Select Line** or **Play** button to select the page.
- C. Press **Take** button to exit the **Bookkeeping** page.

## Confirm Shift

- J. Press **Start** and **Auto Play** buttons to shift, and then will enter the **Confirm Shift** page to confirm this operation..
- K. Press **Select Line** button to select the item.
- L. Press **Start** button to enter the decision.

## I/O Test

I/O TEST			
START/STOP :	OFF COIN IN :	OFF	
PLAY/STOP5 :	OFF KEY IN :	OFF	
SELECT/DOUBLE/STOP3 :	OFF KEY OUT :	OFF	
AUTO PLAY/STOP2 :	OFF HOPPER :	OFF	
ODDS/STOP1 :	OFF ACCOUNT :	OFF	
PAY OUT :	OFF TEST :	OFF	
TICKET :	OFF DOOR :	OFF	
TICKET SENSOR :	OFF TAKE/STOP4 :	OFF	

[EXIT:PRESS TAKE 2 SECONDS]

- A. Press **Account** button to enter the **Setup Menu** page.
- B. Select **I/O TEST** and press **Start** button to enter the **I/O Test** page.
- C. The **I/O Test** page provides keyboard test.
- D. Press **Take** button 2 seconds to exit the **I/O Test** page.

## History



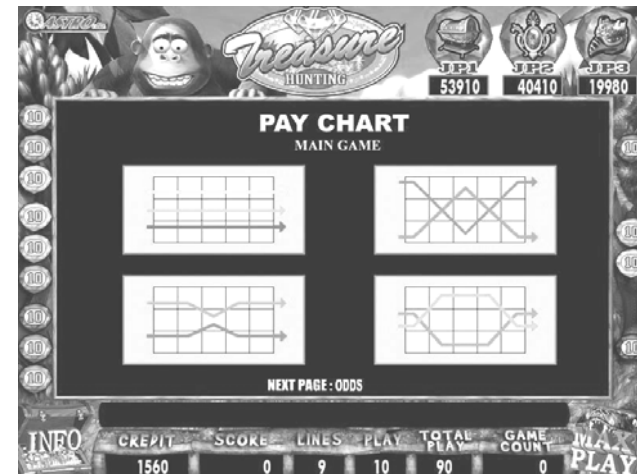
- A. Press **Account** button to enter the **Setup Menu** page.
- B. Select **HISTORY** and press **Start** button to enter the **HISTORY** page.
- C. Press **Select Line** or **Play** button to select the page.
- D. Press **Take** button to exit the **History** page.

## How to play

### Main Game



5 reels-9 liner style



Pay Chart

B. Free Line



As the condition of playing with all lines, it will give **1~4 free lines** as below according as the playing values to increase the winning possibility.



C. Free Game



Occasionally, the game will give **6~10 rounds** of free games while playing.



D. Jackpot

1. JP1: (Random JP)



When player plays as 1 JP MIN. Play and hits more than 3 **Treasure Box** symbols will award the JP1 Bonus. JP1 is a random bonus from **550~650** times of Total Play.

2. JP2: (Random JP)






When player plays as 1 JP MIN. Play and hits more than 3 **Mystic Gem** symbols will award the JP2 Bonus. JP2 is a random bonus from **350~450** times of Total Play.

3. JP3: (Random JP)



When player plays as 1 JP MIN. Play and hits more than 3 **Bird-Beak** symbols will award the JP3 Bonus. JP3 is a random bonus from **150~250** times of Total Play.

Symbol Of a kind			
3	1/4 JP1	1/4 JP2	1/4 JP3
4	1/2 JP1	1/2 JP2	1/2 JP3
5	All JP1	All JP2	All JP3

E. Double Up



2. After winning in the main game or the bonus game, player can press **Double** button to play the **Double Up game**.

- Press **Double** button to jump for the Treasure Box.  
Game is over when crocodile bites players.



- Players are free to leave **Double Up** game by pressing **Take** to exit.



## Bonus Game

### A. Hunting game



- Receiving 3 or more **Shotguns** symbols from main game to enter the **Hunting game**.
- There are **10 opportunities** given within **60 seconds** during this game.
- Press **Start** button to shoot for targets by following the arrow sign. A good shot on prey will receive extra points.

- Please refer the **ODDS** on the left corner of the screen.



- Game Score = Your Play × Odds**



## B. Red Jeep game



- Receiving 3 or more **Jeep** symbols from main game to enter the **Red Jeep game**.
- There are **3 opportunities** given within **60 seconds** during this game.
- Follow the arrow signs and position yourself with **Start** button. Whenever the local aboriginal appears, more points will be awarded.

- Please refer the **ODDS** on the left corner of the screen.



- Game Score = Your Play × Odds**



### C. The Tomb game



- Receiving 3 or more **Lantern** symbols from main game to enter **The Tomb game**.
- There are multi opportunities given within **60 seconds** during this game. The game is over when encounters the devil.
- Opening cabinet or beating bottles by pressing **Start** button. Follow the arrow signals to seek for treasure and extra points. Receiving **Key** will enter into a secret chamber for even bigger awards.

4. Please refer the **ODDS** on the left corner of the screen.



5. **Game Score = Your Play × Odds**



## Troubleshooting

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as follow.

Error Message	Procedure
CF ERROR	The version of program is incorrect. Please talk to your provider.
COIN JAM	1. Repair coin selector and coin entrance. 2. Enter and leave the <b>Data Setting</b> page.
CREDIT OVER	Press key out, payout or ticket out.
DATA ERROR	Enter the <b>Data Setting</b> page and reset the bookkeeping data.
DOOR OPEN	Enter and leave the <b>Data Setting</b> page.
HOPPER ERROR	1. Repair coin out transporter or hopper. 2. Enter the <b>Data Setting</b> page and change the setting of HOPPER SENSOR to NORMAL HI or NORMAL LOW. 3. Leave the <b>Data Setting</b> page.
HOPPER EMPTY	Refill coin hopper.
TRANSFER ERROR	Restart the machine.
HARDWARE ERROR	Check <b>Data Setting</b> page, if the message still existing. Please send the board back for repairing.



## Odds Table



## Data Setting List

	Item	Value
1	Coin In/Credit	1, 2, 3, 4, 5, <b>10</b> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	Key In/Credit	1, 2, 3, 4, 5, <b>10</b> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Key Out Type	Coin In, <b>Key In</b> , Clear All, Ticket Out
4	Ticket Out Credit	1, 2, 3, 4, 5, <b>10</b> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Maximum Tickets Per Game	1, 2, 3, 4, 5, 8, 10, <b>Continuous</b>
6	Credit Limit	1000, 3000, 5000, <b>10000</b> , 20000, 30000, 50000, 100000, 990000
7	Max. Play	1(9), 2(18), 3(27), 4(36), 5(45), 6(54), 7(63), 8(72), 9(81), <b>10(90)</b> , 15(135), 20(180), 25(225), 30(270)
8	Min. Play	<b>1</b> , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
9	Level Of Difficulty	1(Easiest), 2, 3, 4, <b>5</b> , 6, 7(Hardest)
10	Double Up	1(Easiest), 2, 3, 4, <b>5(Hardest)</b> , Off
11	Winning Type	<b>Into Score</b> , Into Credit
12	Play Score	<b>Yes</b> , No
13	Coin Out Limit	100, 200, 300, <b>500</b> , 1000, 2000, 3000, 5000, Off
14	Continuous Spin	Yes, <b>No</b>
15	Auto Play	<b>On</b> , Off
16	Odds Table	<b>On</b> , Off
17	Book Keeping	<b>On</b> , Off
18	Demo Sound	<b>On</b> , Off
19	Game Count	Yes, <b>No</b>
20	10 Times Feature	<b>On</b> , Off
21	Reset Code Type	1, 2, 3, 4, 5, 6, 7, <b>No Use</b>
22	JP Min. Play	9, 18, 27, 36, <b>45</b> , 54, 63, 72, 81, 90, 135, 180, 225, 270
23	Sound Volume	0, 5, 10, 15, 20, 25, <b>30</b> , 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
24	Forced Prize	<b>On</b> , Off
25	Hopper Sensor	<b>Normal High</b> , Normal Low

\* The boldface scripts in value parts represent the default.

	Item	Definition
1	Coin In/Credit	The credit value at each coin in will increase.
2	Key In/Credit	The credit value at each key in will increase.
3	Key Out Type	When the key out the credit, what form of money the machine will pay out.
4	Ticket Out Credit	The ticket value when the machine pays out.
5	Maximum Tickets Per Game	The maximum tickets can be payout per game.
6	Credit Limit	The maximum credit value the machine can record.
7	Max. Play	The maximum play value of a game.
8	Min. Play	The minimum play value of a game.
9	Level Of Difficulty	The difficulty of the game, from level 1 (the easiest) to 7 (the hardest).
10	Double Up	The difficulty of the double up game, from level 1 (the easiest) to 5 (the hardest).
11	Winning Type	When the player wins, where the winnings record in.
12	Play Score	When the player's winnings record in score, can the player play the score or not.
13	Coin Out Limit	The maximum credits of hopper can payout.
14	Continuous Spin	The wheel will continuously spin until press stop button or not.
15	Auto Play	The auto play function is available or not.
16	Odds Table	The odds table can be seen or not.
17	Book Keeping	Can enter the bookkeeping page or not.
18	Demo Sound	Play music during the demo or not.
19	Game Count	Count the game times or not.

	Item	Definition
20	10 Times Feature	When this function turns on, the score panel will also open. When the player wins, part of the winnings (10 times of play and 20 times of coin in) will record in the score, the rest will record in credit.
21	Reset Code Type	The current code type of password.
22	JP Min. Play	The minimum play value to win the Jackpot.
23	Sound Volume	The current setting of the sound volume.
24	Hopper Sensor	The current setting of hopper sensor.

## Pin Layout

**CONNECTOR (36PIN)**

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start / Stop Button	9	
Odds / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Line / Double / Stop 3 Button	13	
Key System Signal	14	
	15	
Auto Play / Stop 2 Button	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account Switch	20	Test Switch
Pay Out Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Odds / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Line / Double / Stop 3 Lamp	33	
Auto Play / Stop 2 Lamp	34	
	35	
GND	36	GND

**CONNECTOR (10PIN)**

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

(\*1) DC +5V 2A and DC +12V

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