

LUXOR

(USA)

Players will love the mystical world of ancient Egypt, which features beautiful graphics and a unique bonus that can pay off handsomely.

Enjoy an exciting trip to LUXOR Video Slots, a game crammed with prize-winning bonuses.



HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [Play] to bet one credit for one line and again for next line. The Bet should be in circle for 8 lines.
- Then press [Start] button to begin. Press [Stop1], [Stop2] or [Stop3] to stop the reel or [All Stop] to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up], [Half Double] or [Re-Double] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- If lost, press [Start] button for next game. Or, press [Hold1] or [Hold2] (Pair Hold) to keep good combination and press [Start] again.
- Press [Help] to check the result of last game.



GAME FEATURES

- **PYRAMID SYMBOL:** Pyramid is wild as joker to replace any symbols.
- **BET FEVER:** Bet over Fever Bet and win combination on both diagonals doubles pay for winning diagonal.
- **CHEST BONUS:** Three scattered Blue, Green, Red Treasure Chest symbols appearing on the active payline initiate the Treasure Chest bonus. Both Blue Treasure Chest symbol and Blank only on 9 reels and spin free for great rewards.



Blue Treasure Chest – Free Play 3 times
Green Treasure Chest – Free Play 4 times
Red Treasure Chest – Free Play 5 times



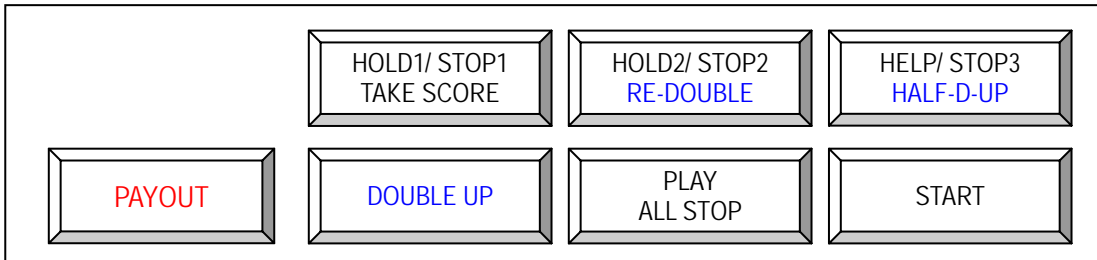
- **HOLD MODE:** Two modes to select in Setup for Column Hold and Symbol Hold.

INSTALLATION

● MONITOR

- 1) Make sure the monitor has 31K mode or computer monitor.
- 2) 31K Monitor: Don't connect "Red, Green, Blue, Sync" and using VGA connector.
- 3) Connect monitor connector to the monitor socket of Luxor main PCB (P1).

● CONTROL PANEL



Establish above buttons on the panel. Refer the page of Connector Diagram.

- ▶ **START**: Begin the game.
- ▶ **TAKE SCORE**: Take winning score after won.
- ▶ **STOP1, STOP2, STOP3**: Stop the reel by Stop1, Stop2 and Stop3
- ▶ **HOLD1, HOLD2**: Hold same symbol.
- ▶ **DOUBLE, HALF DOUBLE, RE-DOUBLE**
Select D-Up Mode (by Double, Half Double or Re-Double) and Play.
- ▶ **PLAY/ ALL STOP**
 - 1) To bet one credit for one line and again for next line.
 - 2) To stop all reels.
- ▶ **HELP**: Check last game and game features before the player bets.

● MAIN PCB

- 1) Make sure you have powered-off game.
- 2) Mount the Luxor PCB on the cabinet.
- 3) Connect 36pin and 10 pin edge connector of the cabinet to Edge connectors (36pin & 10 pin) of Luxor main PCB.

● POWER ON AND CHECK

- 1) After you do all of above, please power on the game. Check +5V DC on main PCB side. The voltage between +4.95 to 5.05V DC is good.
- 2) Press [Test/ Setup] on the cabinet to go to "Test/ Setup Mode".
- 3) Refer Page 3 to 5 of "Test/ Setup Mode" to set each setting.
- 4) Also, check each function and movement in Test/ Setup Mode. (All buttons & lamps, TV size and color adjustment ... etc.)
- 5) Please refer to page 8 of "Troubleshooting" or "Error" if you have any problems or malfunctions.

TEST AND SETUP

If you need to check the condition of the game circuitry, controls or set system value, you can use the Test/ Setup Mode.

Power ON and Press [Test/ Setup] key will go to the mode, as right.

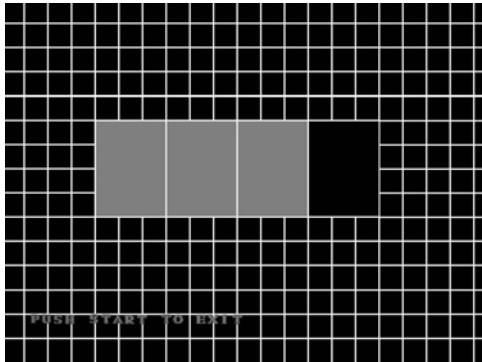
- Moving the bar by pressing [Stop1] button. After choosing one of the contents with the bar, press the [Stop5] to enter.
- Press [Start] to exit and back to game mode of main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

SYSTEM TEST/ SETUP

SCREEN TEST
 SWITCH AND BUTTONS TEST
 LAMP TEST
 SOUND TEST
 GAME SETUP

1) SCREEN TEST

- Use this screen to check the color of monitor and the size of pictures.
- The color bands in the center should be Red, Green, Blue and White from left to right.
- The Cross Hatch test pattern has a white grid on a black background. The check as follows:
 - ▶ The grid line should be straight, and the lines should not have excessive pincushion or barrel distortion.
 - ▶ “Out” line of grid line is same size as “Out” line of game screen, which should able to be seen without overflow of grid lines on screen.
- If the screen does not match above description, adjust the monitor as described in the monitor’s manual.
- Press the [Start] button to back main menu.



2) BUTTONS AND SWITCH TEST

Use this screen to check the buttons and the switch in this game.

- To check the functioning of each button and switch, activate it and watch the corresponding “OFF” letters change to “ON”. If the “ON” and “OFF” letters don’t appear correctly, check the hardness connections and switches.
- Press the [Start] button to back main menu.

BUTTON/SWITCH TEST

(7A) TICKET	OFF	
(8A) TICKET SW	OFF	
(9A) START	OFF	
(10A) HALF DOU...	OFF	
(11A) PLAY	OFF	
(12A) TAKE SCO...	OFF	
.....		
.....		
(21A) PAYOUT	OFF	
(21B) KEYOUT	OFF	
.....		

ON	SW
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
1 2 3 4 5 6 7 8	

3) LAMP TEST

Use this screen to check the lamp of buttons in this game.

- To check the functioning of each lamp of button, press [Stop 1] and watch the corresponding button change to lamp ON. Press again for next lamp of button. If the lamp doesn't light ON, check the hardness connections and lamps.
- BILL GND and COIN GND are to test the action, no lamp.
- Press the [Start] button to exit.

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LAMP TEST
(29A) --- START
(30A) --- HALF DOUBLE
(31A) --- PLAY
(31B) --- GAME COUNT
(32A) --- TAKE SCORE
(33A) --- DOUBLE
(34A) --- RE BOUBLE
(34B) --- COIN GND

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4) SOUND TEST

Use this screen to check all game sounds.

- Select a sound by pressing [Stop1] button (forward) or [Stop5] button (back), and the machine will make a sound.
- Press the [Start] button to back main menu.

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SOUND TEST

SOUND CODE = 0

PUSH TAKE SCORE TO FORWARD
PUSH PLAY TO BACK
PUSH START TO EXIT

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5) GAME SETUP

Use these screens to manually adjust the game setting.

- Moving the bar by pressing [Stop 1] button.
- After choosing one of the contents with the bar, select the setting style by pressing the [Stop 5].
- Next-page by pressing [Stop 2] button.

Press the [Start] button to back main menu. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

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GAME SETUP

COIN .....5
KEYIN .....5
PAYOUT .....5
KEYOUT .....5
TICKET .....5
MAX. BET .....270
DEMO MUSIC .....ENABLE
DEMO SHOW .....ENABLE
GAME LIMIT .....60000
PAYOUT RATE .....75
PAY LIMIT .....300
.....

```

FIRST PAGE

Contents	Setting Selection (Underlined in setting selection are default settings)
COIN	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYIN	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
PAYOUT	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYOUT	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
TICKET	1, 2, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
MIN. PLAY	<u>1</u> , 8, 16, 32, 40, 64, 80
MAX. PLAY	16, 40, 64, <u>80</u> , 120, 160, 200, 240, 280
DEMO MUSIC	<u>ENABLE</u> , DISABLE
DEMO SHOW	<u>ENABLE</u> , DISABLE
GAME LIMIT	2000, 3000, 5000, 10000, <u>15000</u> , 20000, 30000, 40000, 50000, 60000
WIN RATE	60, 65, 70, <u>75</u> , 80, 85, 90
HOLD FUNC.	<u>ENABLE</u> , DISABLE
HOLD TYPE	<u>SYMBOL</u> , COLUMN
DOUBLE FUNC.	<u>ENABLE</u> , DISABLE
RE-DOUBLE	<u>ENABLE</u> , DISABLE
HALF-DOUBLE	<u>ENABLE</u> , DISABLE
DOUBLE LEVEL	(Difficult) 94, 95, 96, 97, <u>98</u> , 99 (Easy)
DOUBLE LIMIT	2000, 3000, <u>5000</u> , 10000, 20000, 30000
MAX. PRIZE	<u>ENABLE</u> , DISABLE
WIN RATE WAVE	BIG, SMALL, <u>MEDIUM</u>
PAY LIMIT	200, <u>300</u> , 500, 1000, FREE

SECOND PAGE

Contents	Setting Selection (Underlined in setting selection are default settings)
SCORE FUNC.	ENABLE, <u>DISABLE</u>
PLAY SCORE	ENABLE, <u>DISABLE</u>
HAND COUNT	ENABLE, <u>DISABLE</u>
CONTINUOUS SPIN	ENABLE, <u>DISABLE</u>
TICKET OUT MODE	<u>NO LIMIT</u> , MAX.1TK, MAX.2TK, MAX.3TK, MAX.4TK, MAX.5TK
X10 VIA SCORE	ENABLE, <u>DISABLE</u>
TICKET CONTROL	<u>DIRECT</u> , INTERFACE
AUTO PLAY	ENABLE, <u>DISABLE</u>
X 2 BET	8, 16, 32, <u>40</u> , 80, 160

- Coin: Adjust how many credits per insert Coin.
- Keyin: Adjust how many credits per Keyin.
- Payout: Adjust how many credits per pay Coin.
- Keyout: Adjust how many credits per pay Step when Keyout.
- Ticket: Adjust how many credits per Ticket
- Max. Bet: Adjust how many max bets player can bet at one play.
- Demo Music: To enable or disable demo music.
- Demo Show: To enable or disable demo function.
- Game Limit: Adjust how many credits game can hold.
- Win Rate: Adjust total payout % of game.

The Win Rate is calculated and defines as follows:

$$\text{Payout Rate} = \text{Coin Out} / \text{Coin In}$$

Since this is quite different from some games, which usually defined the win rate as “Total score won” divided by “Total score played” (Usually call Main Game Rate). You shouldn't set the win rate at the same value used in the games. In our experience, the ideal Win Rate is 70-80%.

Please don't RESET except necessary. Generally, to stabilize the rates, the game should operate a period (more long, more steady) for the balance. To zero by RESET, the value would recount from starting point.

- Double Func.: Play D-Up game when Main Game won. The play score in D-Up is winning score in main game.
- Re-Double: The play score in Double Up is twice winning score in main game.
- Half Double: The play score in Double Up is a half of winning score in main game.
- Double Level: The rate of D-Up game. It defined as “Total score won” divided by “Total score played”.
- Double Limit: Adjust how many credits can hold in Double Up.
- Max. Pay Token: Adjust max tokens are paid, which to avoid the hopper empty.
- Max. Prize: To limit max prize is won.
- Win Rate Wave: The assignment of Rate. Big wave has more big prizes and focus more win or lose. Small wave has more small prizes and rate with more steady.
- There is only one function set on Dip Switch of board for DOOR OPEN – (OFF: N.O.);(ON: N.C.)

BOOK

There are totally four pages for Book Records. Press [Book] button to enter Book screens. Press [Stop 3] to enter next page and [Stop 1] for previous page. Press [Start] button to back the game.

FIRST PAGE

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
NET	30635
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006
OUT 2.00	

**** FIRST PAGE ****

The page shows the records from last “check out” till now.

Total Times: Total played times.
 Total Played: Total played score.
 Total Won: Total won score.

“Check Out”: To clear this page. Refer Reset function for how to clear.

OUT2.00 – Version number.

SECOND PAGE

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397
NET		30636
	PLAYED	WON
TOTAL	215641	185006
DOUBLE	4236	3988
	PLAY TIMES	WIN TIMES
TOTAL	8927	4326
DOUBLE	84	34
	TIMES	SCORE
PLAY FEVER	59	35616
CHEST BONUS	32	16619
POWER TIMES		1

**** SECOND PAGE ****

The Score column of top form shows the score of Coin, Payout, Keyin and Keyout.

The Counter column is for "System Counters". It doesn't able to clear by anyway and affected by Reset function, which to compare relatively with machine's counter for check out each time.

Total Played & Total Won
 Total Played scores and Won scores.

Double Played & Double Won
 Played scores and Won scores in D-Up Game.

Total Play Times & Total Win Times
 Total Played times & Win times.

Double Play Times & Double Win Times
 Played times & Win times in Double Up.

Power Times: The times of Power ON.

Please refer directly the third & fourth page for winning times of each prize.

RESET (Clear)

● CLEAR ALL

Turn off the power. Turn on [Book] and [Setup] key simultaneously, then turn on the power. (If [Book] or [Setup] make by the buttons, you should press without release.)

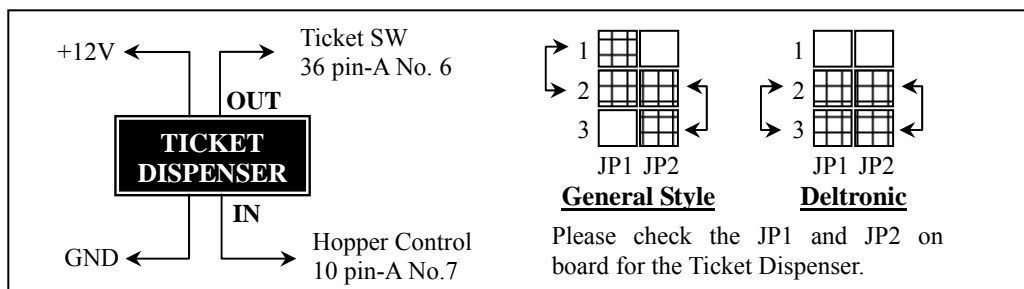
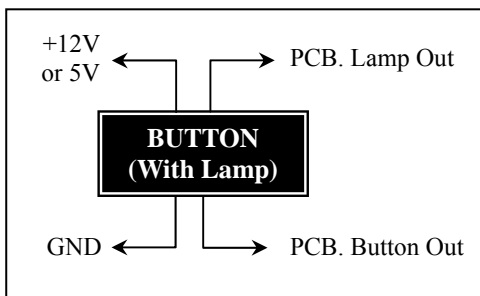
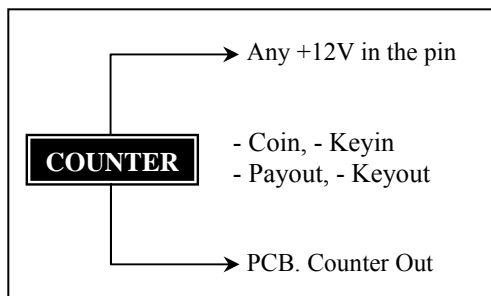
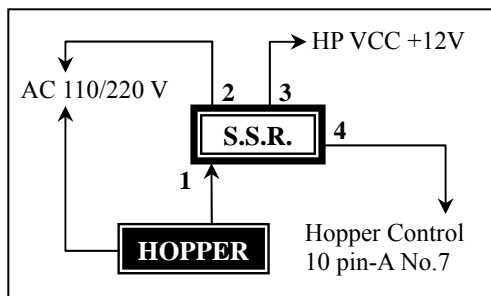
The screen will show “System Reset”, which means all of Book data have cleared and game setup values have changed to default value. ("System Counters" in the second page of Book remain unchanged and cleared to zero.)

- ▶ RESET button on the board is unavailable in current version.
- ▶ You should do RESET if you change the Master Rom (Rom_1).
- ▶ Don't forget to do RESET after changed the Win Rate.

● CLEAR CURRENT RECORD ONLY (CHECK OUT)

Turn on [Book] Key (or press [Book] button) to enter first page of Book for Current Record. Press [Stop2] and [Stop3] button simultaneously to clear the data of this page. The total records (second page) for from initial operation remain unchanged by this function.

MACHINE PAYOUT



ERROR MESSAGE

MESSAGE	DESCRIPTION
System Error	The system may a little confusion instantly. Please do Reset function.
Coin Jam	Power off. Remove the jammed coin from coin selector and power on again. For general error (without jam), press directly “Reset Error” button.
Hopper Jam	Power off. Remove the jammed coin from the hopper and power on again. For general error (without jam), press directly “Reset Error” button.
Hopper Empty	Hopper without Coins/Tokens. Please power OFF and insert Coins/Tokens then power ON again.

TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	<ul style="list-style-type: none"> ● Check the wire of “Speaker(-)” on the cabinet side. “The “Speaker(-)” line needs to be wired separately to common GND line. ● Check “Volume control” on board whether close or not.
The counter doesn’t work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	<ul style="list-style-type: none"> ● Check Coin and Keyin wire. Keyin SW port may wired to Coin SW or Bill Acceptor and so on. Please re-wire to correct port. ● Check Game Setup.
Test/ Setup unavailable	Check connection of GND wire between “Test/ Setup” line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor’s manual.

CONNECTOR DIAGRAM

Luxor (USA)

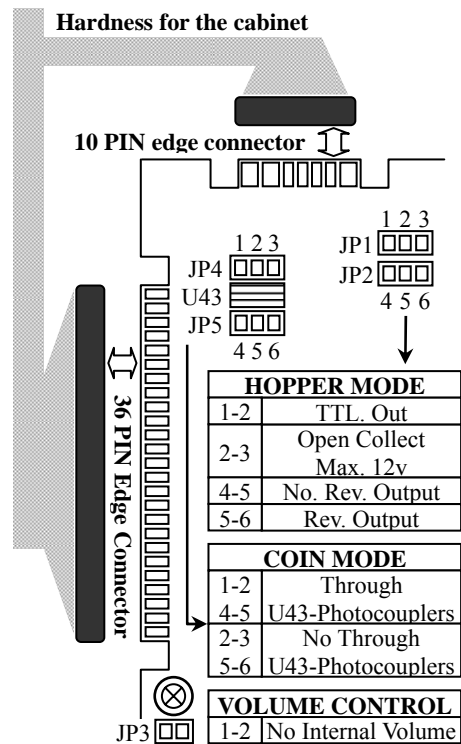
COMPONENT SIDE A	36 PIN	SOLDER SIDE B
	1	
	2	
Speaker	3	Speaker GND
	4	
	5	
	6	
Ticket Out button	7	
Ticket SW	8	
Start	9	
Half-Double/ Help/ Stop3	10	
Play/ All Stop	11	
Take Score/ Stop1	12	
Double-Up	13	
Attendant	14	
Reset Error	15	
Re-Double/ Stop2	16	
	17	
Coin	18	Keyin
Door Alarm	19	
Book	20	Test/ Setup SW
Payout	21	Keyout SW
	22	Hopper SW ⁽¹⁾
Coin Counter	23	Attendant Lamp
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout/ Ticket Counter	28	
Start Lamp	29	
Half Double/ Stop3 Lamp	30	
Play/ All Stop Lamp	31	Game Count Out
Take Score/ Stop1 Lamp	32	
Double-Up Lamp	33	
Re-Double/ Stop2 Lamp	34	Coin GND
	35	
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
⁽²⁾ Hopper Control	7	HP VCC ⁽³⁾
	8	
GND	9	GND
GND	10	GND

⁽¹⁾ HP Coin SW: Out signal for Hopper

⁽²⁾ HP Control: In signal for Hopper

⁽³⁾ HP VCC - (DC+12V)



► Reset Error button: To correct instantly “Coin Error”, “Coin Jam” and “Hopper Jam” etc.