Magic Bomb

USER MENU

(VER. AMERICAN ALPHA)

ASTRO CORP.

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 Notch (Dispenser)	8	
Start	9	
Odds/Stop2	10	
Play	11	
Take/Stop3	12	
Double/Stop1	13	
	14	
	15	
All Stop	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	
Start　　　　Lamp	29	Ticket Out (SSR)
Odds/Stop2　　Lamp	30	Error　　　　Lamp
Play　　　　Lamp	31	Win　　　　Lamp
Take/Stop3　　Lamp	32	
Double/Stop1　Lamp	33	
All Stop　　　Lamp	34	
	35	
GND	36	GND

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 24th pin of connector 36 pin.

CONNECTOR(28pin)

PARTS SIDE		SOLDER SIDE
G N D	1	G N D
G N D	2	G N D
+ 5V	3	+ 5V
+ 5V	4	+ 5V
	5	
+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.
G N D	14	Test Switch
Account Switch	15	
Coin in Switch	16	Error Lamp
Start	17	Start Lamp
Ticket Out Button	18	Ticket Out SSR
	19	Win Lamp
Odds/Stop2	20	Stop2 Lamp
Take/Stop3	21	Take/Stop3 Lamp
Double/Stop1	22	Double/Stop1 Lamp
Play	23	Play Lamp
All Stop	24	All Stop Lamp
Ticket Notch (Dispenser)	25	Key Out Switch
Hopper SSR	26	Hopper Switch
G N D	27	G N D
G N D	28	G N D

1.DATA SETTING

1	COIN IN/CREDIT:	(1,2,4,5,10,15,20,25,50,75,80,100,500)
2	KEY IN/CREDIT:	(1,2,4,5,10,15,20,25,50,75,80,100,500)
3	COIN OUT/CREDIT:	(1,2,5,10,15,20,50,75,100,200,500)
4	KEY OUT/CREDIT:	As coin in, as key in, clear all
5	TICKET OUT/CREDIT:	(1,2,4,5,10,15,20,25,50,75,80,100,500)
6	CREDIT LIMIT:	(990000,100000,50000,40000, 30000, 20000,10000,5000)
7	MAX PLAY:	(16,32,64,80,120,160,240)
8	MIN PLAY:	(1,8,10,16,32,64,80,120,160,240)
9	MAIN GAME RATE:	(98%~91%)
10	PAY OUT RATE:	(94%~50%)
11	DOUBLE UP:	Yes, No
12	SUBGAME SELECTABLE:	Yes, No
13	JP1.2 MIN PLAY:	(8,16,32,64,80,120,160,240)

The range of JP1,2(item14,15,17,18) will depend on the JP1,2 MIN PLAY (ITEM13) YOU SET.

14	MIN VALUE OF JP2:	(1000~120000)
15	MAX VALUE OF JP2:	(4000~360000)
16	PROGRESSIVE SPEED OF JP2:	(1/8PLAY~1/64PLAY)Add on when the bomb shown
17	MIN VALUE OF JP1:	(2000~180000)
18	MAX VALUE OF JP1:	(6000~600000)
19	JP1 CREATION:	Random. Progressive
20	PROGRESSIVE SPEED OF JP1:	1/32PLAY~1/160PLAY
21	WINNING TYPE:	Into credit, Into point
22	PAYOUT TYPE:	Pay all, Press to stop
23	RESET CODE TYPE:	(0) No use
24	MUSIC OF DEMO SHOW:	Yes, No
25	SPIN TYPE:	Auto stop, Press to stop
26	GAME COUNT	Yes, No
27	BOOK KEEPING:	Yes, No
28	BOMB BIN LADEN:	Yes, No
29	SCORE BOX:	Yes, No

RESET CODE TABLE

RESET CODE TYPE	0	1	2	3	4	5	6	7
RESET CODE	0	2134	5643	8023	6479	1306	4131	7418
SETTING CODE	0	3756	8719	7473	4872	1540	9786	2251

28PIN BUTTON LAYOUT

STOP 2/ODDS   STOP 3/TAKE   STOP 1 DOUBLE UP   PLAY   ALL STOP   START

36PIN BUTTON LAYOUT

ALL STOP	STOP1 DOUBLE UP	STOP2 ODDS	STOP3 TAKE	PLAY	START
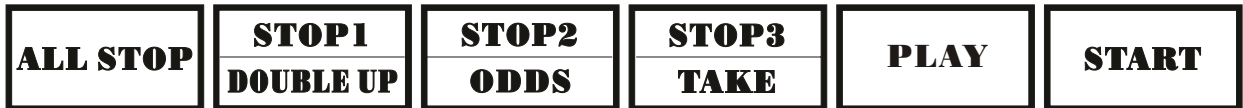
2.BOOK KEEPING & ADJUSTMENT

1.BOOK KEEPING AND SYSTEM RESET ：

1. Press"TEST"and get into the Book Keeping and Setting screen, then press"DOUBLE UP" to get into the Book Keeping screen, follow the instruction that shown on the screen and select the item.

2. Press"PLAY&START"buttons will clear the daily record.

3. (SYSTEM RESET):4 numbers of password are required, there are 8 sets of password can be selected ,when the system reset is complete ,message will shown on the screen.

2.DATA SETTING ：

1. Press"TEST"and get into the Book Keeping and Setting screen, press"START"then enter 4 numbers of password.

2. If the password is correct will into the setting screen then follow the instruction that shown on the screen and select the item.

3. The "Pay Out Rate" and "Main Game Rate" will influence each other while setting.

4. The JP2 will be reset to the minimum value automatically, if the setting of maximum bet or JP2 was changed.

5. The options of maximum and minimum setting of JP2 will go with max bet.

3.TEST MODE ：

1. Press"TEST"and get into the main menu screen, press"TAKE SCORE"will get into the menu of testing mode.

2. Buttons function test, sound effect test and correction of screen can be executed on test mode.

3.EXPLANATION OF OPERATION

MAIN GAME FRUIT GAME

1. Main game is like the same way as play the traditional 8-liner fruits game,Playing of each liner will add one after another then start.

2. Except the winning of each liner, there are**"Instant-lottery"."Slot machine"."Shell fortune"."Free game"**will bring out extra winning or bonus.

3. The magic bomb's blaze will transform the fruits; juice of fruit will transform another fruit, the result will become unpredictable.

Jackpot1

How to win?

When player play as the maximum play and gets 9 same Symbols; will win the JP1.(1/4 of JP1 for Lemon, Blue berry and Orange),(1/2 of JP1 for Cherry, Watermelon and Golden bell),(All points of JP1 for Blue7,Bar,Big Bar and Little Bar)

The creation of Jackpot1:

Range of Value: The range of Jackpot 1 is between the minimum and maximum of Jackpot 1 **(Data Setting 17,18 item)**
Random Mode: The value of Jackpot 1 will be changed randomly each time when player gets the all fruits bonus; new value will be located within the range.
Progressive Mode: The value of Jackpot 1 will be accumulated by the accumulate value**(Data Setting 19 item)**and start with the minimum value.

Jackpot2

How to win?

When player play as the maximum play and gets 3 bomb symbols in the same line; will win the Jp2.

The creation of Jackpot2:

The value of Jackpot2 will be accumulated by playing every time when the bomb Symbol shows up, the way of how to accumulate the value and maximum and value can be changed by setting.

BONUS GAME

1 Instant lottery

When player gets a"**Lottery**" liner will get into this bonus game. There are 9 numbers shown on the lottery ticket, and if gets **3** same numbers will gets the amount   of the number. No matter how many lines the player gets it with Lottery symbol, it will be only one time to play this bonus game.

2 Slot machine

When player gets the liner of **"BIG BAR"** symbols will get into this bonus game and gets 20 to 40 times of free slot games.

3 Shell fortune

Player will get into this bonus game, when player gets the cross liner(Any kind of symbol except Lottery, and Free Game symbol).There are 6 bonus or death-heads that inside the shell shown on the left side of the screen. Shovel will moving between the unopened shell, press "START"or"ALL-STOP"when the shovel stops at the selected shell to open the shell and gets the prix if the player gets death-heads, will reduce the bonus to 1/2 and will stops this bonus game.

4 Free game

When player gets the liner of **"Free Game"** symbol will gets to play 10 times of main game for free. The free game will be started automatically and the color will turn to green during free game. No matter how many lines player gets it with Free Game symbol, it will be only 10 times to play this bonus game.

DOUBLE UP GAME | SOCCER GAME

1. In the soccer field, the player will be the shooter and computer play the guard, the times of shooting will shown on the left side of the screen and points shown on the right side.

2. Arrow will moving to left, straight and right, the shooter can start to shoot as the direction of arrow by pressing "START", the guard will choice a side to stop the ball If the ball been shot into the door, player gets 2 times of the winning points.

3. Player will gets extra **50** times of winning point for bonus, if player continuous pass the shooting for **5** times.

INDEPENDENT SUB MAIN GAME

1. The bonus game**"SHELL FORTUNE","SLOT MACHINE","INSTANT LOTTERY"**and**"SOCCER GAME"**can be played individually. Only when the subgame selectable(DATA SETTING #12)been set as yes!

2. Press**"DOUBLE UP"**when betting is zero will gets into the selecting screen, there are options for**"SLOT MACHINE","SHELL FORTUNE","INSTANT LOTTERY"**, main game **"FRUIT GAME"**and**"SOCCER GAME"**.

3. By pressing the**"PLAY"**or**"TAKE SCORE"**button can move the selecting mark to the game that player wants to play, then press**"START"**or**"DOUBLE UP"**to get into the game that been selected.

4. Press**"PLAY"**to Playing then press**"START"**to start the independent game, the rules of these are almost the same, only in the**"SHELL FORTUNE"**game, when player gets the death-head will losing all points, not1/2 of the points.

5. Every independent game can choice to play the double up game after winning any points, expect the**"SOCCER GAME"**the screen will gets back to the main game**"FRUIT GAME"**screenautomatically after take score or lost. If wants to play the independent game again, please repeat the above procedure.