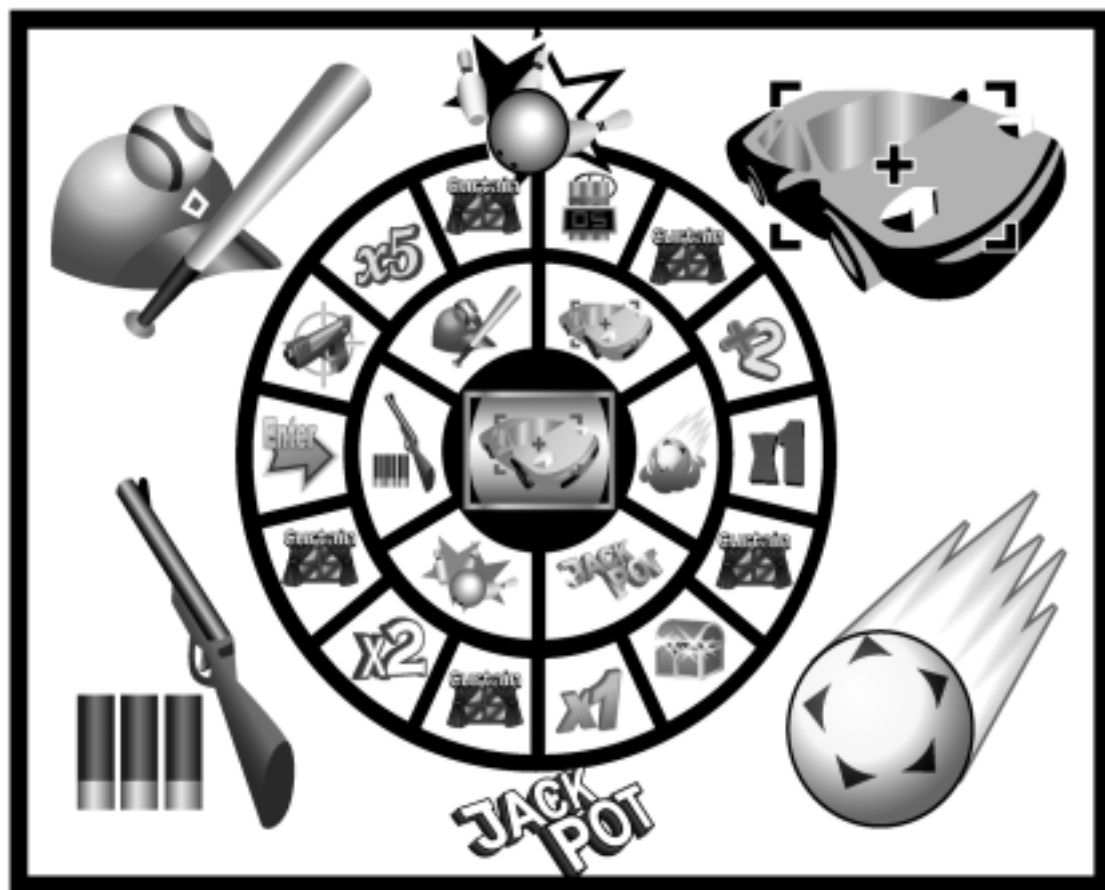


WHEEL OF SKILL

USER MENU



VER. LWUS01



ASTRO CORP.

CONNECTOR(36PIN)

PARTS SIDE		SOLDER SIDE
Video Red	1	Video Green
Video Blue	2	Video Sync.
Speaker	3	Speaker GND
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start	9	
Change/Small	10	
Play	11	
Take	12	
Auto Play/Double	13	
	14	
	15	
	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/TICKET Counter	27	
Key Out Counter	28	
Start Lamp	29	Ticket Out(SSR)
Change Lamp	30	ERROR Lamp
Play Lamp	31	
Take Lamp	32	
Auto play Lamp	33	
	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 +5V
- (* 2) This pin is connected with the solder 36pin

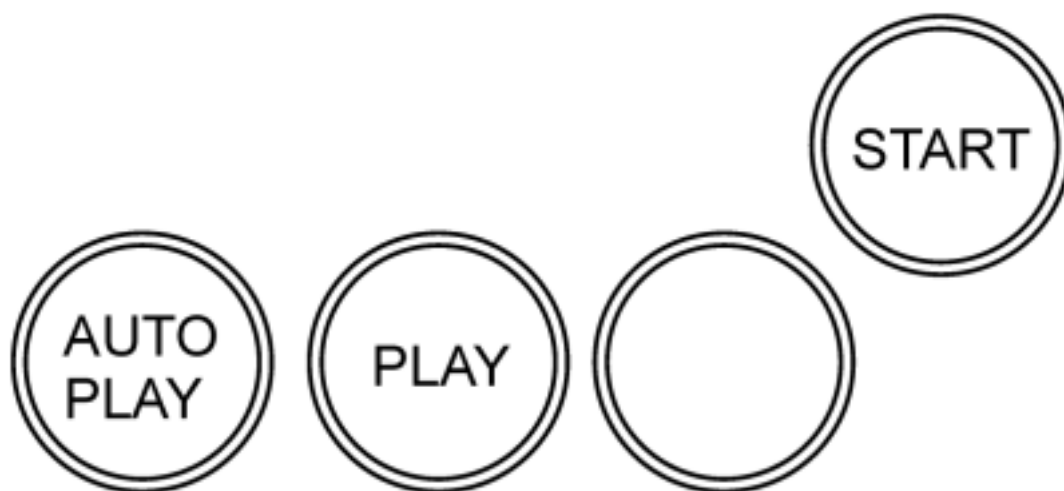
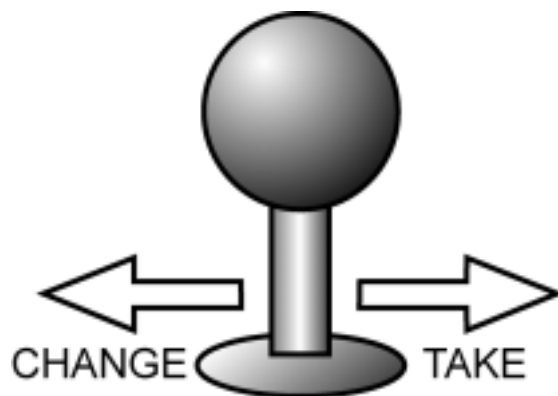
CONNECTOR(28PIN)

PARTS SIDE	PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
Coin In Counter	8	HOPPER/TICKET 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 Switch	16	Error Lamp
Start	17	Start Lamp
Ticket Out Button	18	Ticket Out SSR
	19	
Change/Small	20	Change Lamp
Take	21	Take Lamp
Auto. Play	22	
Play	23	Play Lamp
	24	
Ticket Notch (Dispenser)	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND

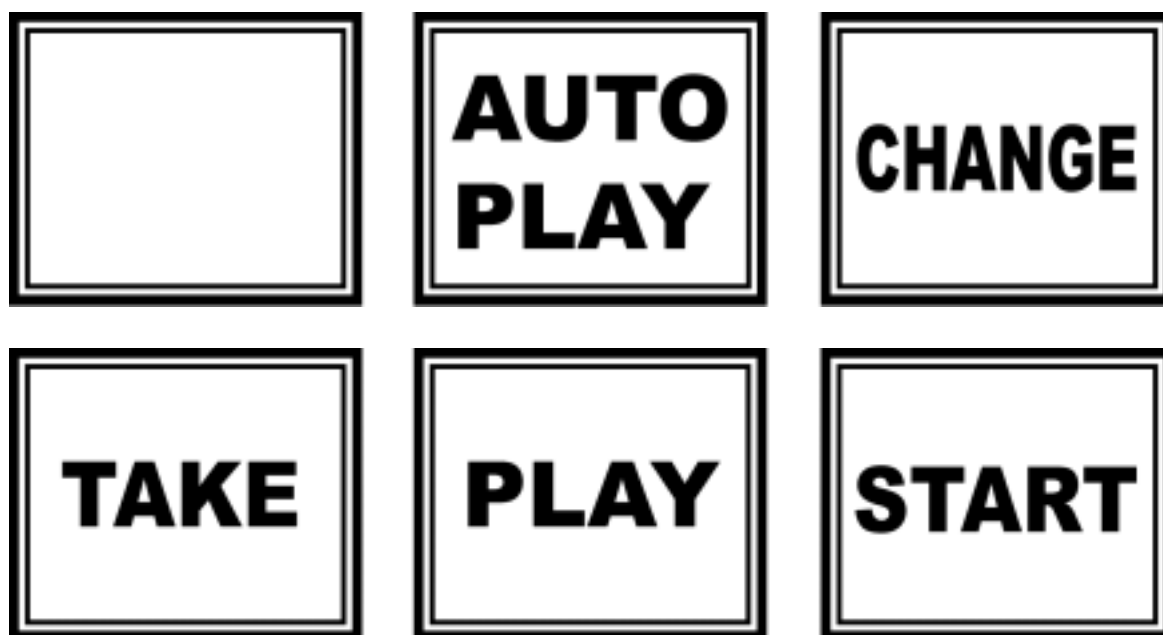
System Setting

No.	Item	Range
1	Max. Play	1,5,10,20,30,40,50,64,80,100,120,150 200,500
2	Min. Play	1,2,3,4,5,6,7,8,9,10,15,20,25,30,40,50, 100,200
3	Play unit	1,2,3,4,5,6,7,8,9,10,20
4	Key in unit	1,2,4,5,10,20,25,100,500
5	Ticket unit	1,4,5,10,15,20,25,30,40,50,60,75,80, 100,200,500
6	Coin unit	1,2,4,5,10,20,25,100,500
7	Key out unit	As key in, as coin in
8	Max. credit	300,500,800,1000,1500,2000,2500,3000, 4000,5000,6000,8000,10000,15000, 20000,25000,30000,40000,50000, 60000,80000,100000,Unlimited
9	Main game rate	Level 1(EASY)- Level 8(HARD)
10	JACKPOT Min. PLAY	1,5,10,20,30,40,50,64,80,100,120,150 200
11	Winning type	CREDIT,POINT
12	Demo Mode	Yes, No
13	Reel mode	Roll , Random

28 PIN BUTTON LAYOUT



36 PIN BUTTON LAYOUT



Account/System setting/Test

1. Account :

1. Press **【TEST】** or **【Bookeeping】** button to enter the Main Menu.
2. Select **ACCOUNT** to enter Bookeeping page

2. System settings :

1. Press **【TEST】** or **【Bookeeping】** button to enter the Main Menu.
2. Select **SYSTEM SETTINGS** to enter "System Setting" option.
3. Press **【AUTO】** button to select setting you desire to change. (*"Change"= "Small").
4. Press **【TAKE】** or **【CHANGE】** to adjust highlighted System Setting option.
5. Press **【AUTO】** and **【TAKE】** button, at the same time, to set to Factory Default.
6. Press **【AUTO】** and **【PLAY】** button, while in "System Settings," to RESET game
(Although game will be reset, System Settings will stay the same)
7. Press **【START】** button to SAVE DATA!

3. Test :

1. Press **【TEST】** or **【ACCOUNT】** button to enter Menu page.
2. Select **I/O TEST** to enter Port Test screen (This is used to confirm accurate function of individual buttons and I/O's).

(WHEEL OF SKILL) User Menu

How To Play

Main Game:

1. Press **【PLAY】** to determine amount of credits to be played.
2. Press **【CHANGE】** to select different Graphic Symbols in Game Field. Player can change Game Symbols 3 times. (Only in SKILL MODE setting).
3. When selecting "Skill-Mode", the PowerBar becomes activated. To determine the distance and speed in which the Wheel of Skill will spin, shall depend on the accuracy and skillful timing by the player in association with PowerBar LED.(Only in SKILL MODE setting).
4. Press **【START】** button to start game.
5. Selecting "Auto-Play-YES" in On-Screen Settings allows Wheel of Skill to be "Toothpicked Played." This means the game will play on its own when player presses (Auto) button(aka Double-Up) while in Main Game play field.
6. **PRIZES:**The prize awarded to the player will depend on the location and Symbol in which the Wheel is Skillfully stopped.

TREASURE BOX: Freegame (Randomly from 5 to 10 times)

DYNAMITE BOMB: (Random from 5 to 30 times)

CURTAIN: (This refers to lower left corner of Game Field)

-When the reels are formed with three same "Interactive Bonus" symbols, game enters "Interactive Bonus"

CURTAIN BONUS RANGE: Randomly from 7 to 50 times of Play.

GHOST: NO PRIZE

LASER GUN: Section of Wheel of Skill that is hit by Laser Gun will award the player with that prize or bonus. If Laser gun shoots back to itself,the Laser Gun Bonus will "run for another round".

INTERACTIVE BONUS GAMES:

There are five possible "Interactive Skill Bonus Games." Player can experience these Bonus ' when they achieve "ENTER" symbol on the outer wheel play. Once player has "Entered" the "inner wheel of skill," they play the bonus in which the inner wheel stops on. When player matches "Center Symbol" with same "Interactive Bonus" prize amount of total Bonus will be DOUBLED.

The 5 Interactive Skill Bonus Games are:

Shoot Target:

There are 5 targets in which player can choose to skillfully shoot using their 【START】 button. They will be awarded points for shooting a "Criminal" and win nothing for shooting "Innocent Civilians."

Baseball:

When pitcher throws a pitch, player must hit the ball skillfully using their 【START】 button. Prize awarded will depend on how skillfully player hit the ball into determined play field.

Radar Gun:

When car is speeding, player must skillfully press 【START】 button and capture photo of the speeding car. The better picture you get of the speeding car, the higher the prize can be.

Soccer:

The player is the Goalkeeper and must block shot on goal. Player uses 【START】 button to determine "Left" "Right" or "Middle" block. If player skillfully stops the ball, they win the prize.

Bowling:

Player uses 【START】 button to skillfully select the position in which the bowling ball will be thrown. If player receives a Strike, they win the prize.

JACKPOT:

For experiencing the JACKPOT Bonus, player has to achieve "ENTER" symbol on the outer wheel play first. Once player has "Entered" the "Inner Wheel of Skill," there will be a chance to play for the JACKPOT bonus if the inner wheel stops on the Symbol of JP. When this happen, the outer wheel will change automatically and come up with different symbols, such as JP, JPx1/2, JPx1/4 and some other symbols. Jackpot awarded will depend on the location and Symbol in which the Wheel is skillfully stopped.

JP VALUES:

The progressive values of Jackpot will start from 100 x JP Min. Bet. up to 300 x JP Min. Bet. The JP Min. Play can be adjusted by item 11 of SYSTEM SETTINGS.



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