

~ Jack's Venture ~
Inca Treasure

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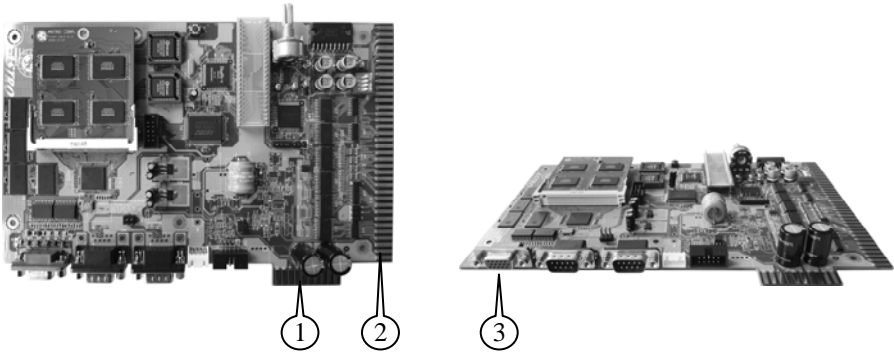
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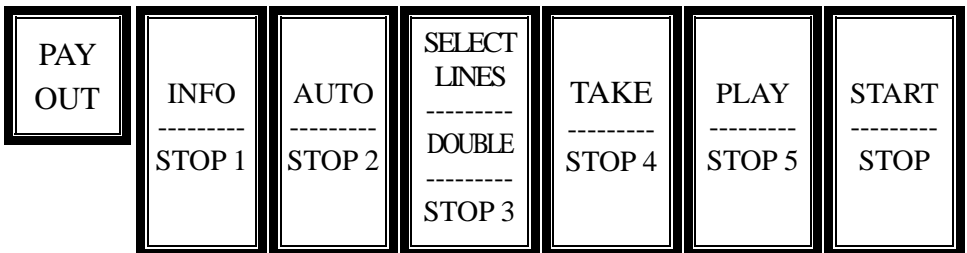
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INTERFACE



1. 10 Pin.
2. 36 Pin.
3. VGA signal port, Compatible to monitor resolution: 640 * 480.

BUTTON LAYOUT

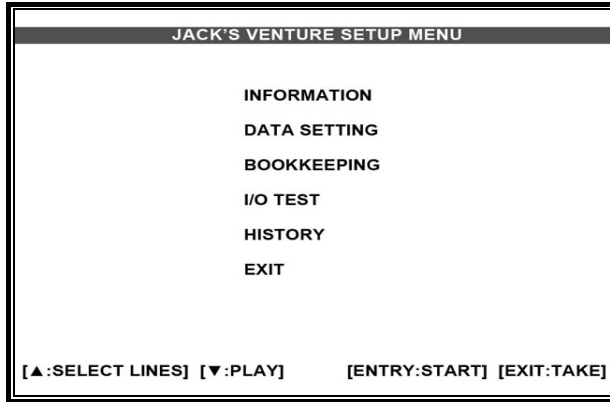


DATA SETTING LIST

NOTICE: If there is any credit in the game, the setting can not be changed, please make sure there is no any credit remaining before you enter the setting menu.

ITEM		VALUE
1	LINE TYPE	25 LINES, 9 LINES
2	COIN IN UNIT	1,2,3,4,5,10,15,20, <u>25</u> ,30,40 50 60,75, 80,100,200,250,400,500,1000
3	KEY IN UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400, 500, <u>1000</u> , OFF
4	KEY OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u> , CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN)
5	TICKET OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, <u>1000</u>
6	COIN OUT LIMIT	100,200,300, <u>500</u> ,1000,2000,3000,5000 ,OFF
7	MAX TICKETS PER GAME	CONTINUOUS ,1,2,3,4,5,8,10
8	CREDIT LIMIT	1000,3000,5000,10000,20000, <u>30000</u> ,50000,100000,990000
9	MAX. PLAY / LINE	25 LINES 25(1), 50(2), 75(3), 100(4), 125(5), 150(6), 175(7), 200(8), 225(9), <u>250(10)</u> , 275(11), 300(12), 375(15), 500(20)
	9 LINES	9(1), 18(2), 27(3), 36(4), 45(5), 54(6), 63(7), 72(8), 81(9), <u>90(10)</u> , 135(15), 180(20), 225(25), 270(30)
10	MIN. PLAY / TOTAL	25 LINES <u>1</u> , 3, 5, 7, 9, 10, 15, 20, 25, 50, 75, 100, 150, 200, 250, 300, 500
	9 LINES	<u>1</u> , 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
11	DOUBLE UP GAME	ON , OFF
12	LEVEL OF DIFFICULTY	LEVEL1(EASIEST), LEVEL2, LEVEL3, LEVEL4, LEVEL5, LEVEL6, LEVEL7, <u>LEVEL8(HARDEST)</u>
13	MAX. PRIZE	25 LINES X10000, <u>X20000</u> , X30000, X50000
	9 LINES	X5000, <u>X10000</u> , X20000, X30000
14	DEMO SOUND VOLUME	5,10,10,20,25, <u>30</u> ,35,40,45,50,55,60,65,70,75,80,85,90,95,100,OFF
15	GAME SOUND VOLUME	5,10,10,20,25, <u>30</u> ,35,40,45,50,55,60,65,70,75,80,85,90,95,100,OFF
16	WIN TO	CREDIT , SCORE
17	PLAY SCORE	YES, NO
18	10 TIMES FEATURE	ON, OFF
19	GAME COUNT	ON, OFF
20	AUTO PLAY	ON , OFF
21	CONTINUOUS SPIN	ON, OFF
22	ODDS TABLE	ON , OFF
23	BOOKKEEPING	ON , OFF
24	DEMO	ON , OFF
25	PASSWORD	OFF , 1, 2, 3, 4, 5, 6, 7
26	HOPPER SENSOR	NORMAL HIGH , NORMAL LOW

SETUP MENU



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 BOOKKEEPING 》、《 I/O TEST 》、《 HISTORY 》 and 《 EXIT 》.
3. Press **SELECT LINES** or **PLAY** button to select the item.
4. Press **TAKE** to exit **Setup Menu**.

INPUT PASSWORD

INPUT PASSWORD

* * * * *

PASSWORD NO. : 1

[▶ :SELECT LINES]

[ENTER:START]

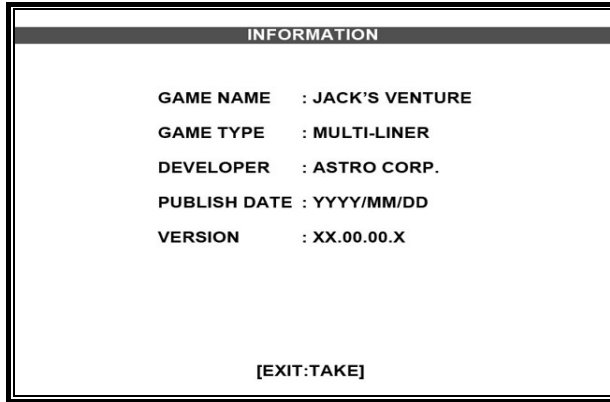
[CHANGE:PLAY]

[EXIT:TAKE]

1. Press **SELECT LINES** to select the icons.
2. Press **PLAY** to change the value.
3. Press **START** to enter the setting page.
4. Press **TAKE** to exit the Password page.

Password No.	OFF	1	2	3	4	5	6	7
Code	No use	548516	754248	936415	864578	102647	748652	664852

INFORMATION



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.

DATA SETTING

DATA SETTING		PAGE:1/2
LINE TYPE: 25 LINES		
COIN IN UNIT: 25		
KEY IN UNIT: 1000		
KEY OUT UNIT: 1000		
TICKET OUT : 1000		
COIN OUT LIMIT: 500		
MAX. TICKETS PER GAME: CONTINUOUS		
CREDIT LIMIT: 30000		
MAX. PLAY / LINE: 250(10)		
MIN. PLAY / TOTAL: 1		
DOUBLE UP GAME: ON		
LEVEL OF DIFFICULTY: LEVEL 8 (HARDEST)		
MAX. PRIZE: X10000		
DEMO SOUND VOLUME: 30		
GAME SOUND VOLUME: 30		
[DEFAULT:PLAY+AUTO PLAY] [▲:SELECT LINES] [▼:PLAY]		[RESET:PLAY+INFO] [ENTRY:START] [EXIT:TAKE]

1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **SELECT LINES** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **PLAY** + **AUTO** to load the factory default (Data Format).
6. Press **TAKE** to exit Data Setting.
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the values in the setting.

There are total 2 pages in the data setting

LINE TYPE CHANGE

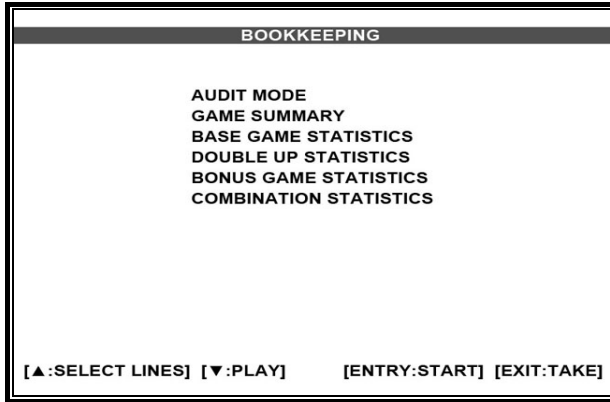
LINE TYPE CHANGING	
WARNING!!	
THE GAME WILL RESET !	
DO YOU WANT TO CHANGE ?	
<input checked="" type="checkbox"/> YES	
<input type="checkbox"/> NO	
[SELECT:SELECT LINES]	[ENTER:START] [EXIT:TAKE]

GAME RESET

WARNING!!	
DO YOU WANT TO RESET ?	
<input checked="" type="checkbox"/> YES	
<input type="checkbox"/> NO	
[SELECT:SELECT LINES]	[ENTER:START] [EXIT:TAKE]

The program will reconfirm the reset instruction.

BOOKKEEPING



1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 BOOKKEEPING 》 to enter the bookkeeping.
3. The Bookkeeping contains: 《 AUDIT MODE 》、《 GAME SUMMARY 》、
《 BASE GAME STATISTICS 》、《 DOUBLE UP GAME STATISTICS 》、
《 BONUS GAME STATISTICS 》、《 COMBINATION STATISTICS 》.
4. Press **SELECT LINES** or **PLAY** button to select the item.
5. Press **TAKE** to exit **Bookkeeping**.

STATISTICS		PAGE:1/6
GAME SUMMARY		
TOTAL KEY IN	: 0	(UNIT: 1000)
TOTAL COIN IN	: 0	(UNIT: 25)
TOTAL KEY OUT	: 0	(UNIT: 1000)
TOTAL PAY OUT	: 0	(UNIT: 25)
TOTAL TICKET OUT	: 0	(UNIT: 1000)
KEY OUT REMAINDER	: 0	
CURRENT CREDIT	: 0	
CURRENT SCORE	: 0	
TOTAL PROFIT	: 0	
PAY OUT RATE	: 0.00%	
[▲:SELECT LINES] [▼:PLAY]		[EXIT:TAKE]

1/6

STATISTICS		PAGE:2/6
BASE GAME STATISTICS		
GAME PLAYED TIMES	: 0	
GAME WON TIMES	: 0	
HIT FREQUENCY	: 0.00%	
TOTAL PLAYED	: 0	
TOTAL WON	: 0	
GAME RETURN	: 0.00%	
[▲:SELECT LINES] [▼:PLAY]		[EXIT:TAKE]


















































































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STATISTICS		PAGE:3/6
DOUBLE UP STATISTICS		
PLAY DOUBLE UP TIMES	:	0
WIN DOUBLE UP TIMES	:	0
DOUBLE UP HIT FREQUENCY	:	0.00%
TOTAL DOUBLE UP IN	:	0
TOTAL DOUBLE UP OUT	:	0
TOTAL DOUBLE UP RATE	:	0.00%
[▲:SELECT LINES] [▼:PLAY]		[EXIT:TAKE]
































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STATISTICS		PAGE:4/6
BONUS GAME STATISTICS		
TREASURE CHEST TIMES	:	0
PRECIOUS STONES TIMES	:	0
GUARDIAN'S STAIR TIMES	:	0
TOTAL BONUS GAME TIMES	:	0
TREASURE CHEST WON	:	0
PRECIOUS STONES WON	:	0
GUARDIAN'S STAIR WON	:	0
TOTAL BONUS GAME WON	:	0
SECRET CHAMBER TIMES	:	0
SECRET CHAMBER WON	:	0
FREE GAME TIMES	:	0
FREE GAME WON	:	0
MAGIC MAP TIMES	:	0
MAGIC MAP WON	:	0
MAGIC MAP TOTAL WON	:	0
[▲:SELECT LINES] [▼:PLAY]		[EXIT:TAKE]

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STATISTICS										PAGE:5/6									
COMBINATION STATISTICS										PAGE:1/2									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
					X 0					X 0									
[▲:SELECT LINES] [▼:PLAY]										[EXIT:TAKE]									

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STATISTICS										PAGE:6/6										
COMBINATION STATISTICS										PAGE:2/2										
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
					X 0							X 0								
[▲:SELECT LINES] [▼:PLAY]										[EXIT:TAKE]										

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AUDIT MODE

AUDIT MODE	
PERIODIC AUDIT	CURRENT AUDIT
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]	[EXIT:TAKE]

1. Press **START** + **AUTO** button to shift record.
2. Press **TAKE** to exit.

I/O TEST

I/O TEST			
START	: OFF	ACCOUNT1	: OFF
PLAY	: OFF	ACCOUNT2	: OFF
DOUBLE/SELECT LINE	: OFF	COIN IN	: OFF
INFO	: OFF	KEY IN	: OFF
TAKE	: OFF	KEY OUT	: OFF
AUTO PLAY	: OFF	HOPPER SW.	: OFF
PAY OUT	: OFF	TICKET SW.	: OFF
TICKET	: OFF	DOOR SW.	: OFF

[EXIT:PRESS TAKE 2 SECONDS]

1. Turn on the **Account** switch to enter the **Setup Menu**.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard functions testing.
4. Press **TAKE** button for 2 seconds to exit I/O Test.

HISTORY



5. Turn on the **Account** switch to enter the **Setup Menu**.
6. Select 《 **HISTORY** 》 to enter the History.
7. Press **SELECT LINES** or **PLAY** button to select the page.
8. Press **TAKE** button to exit History.

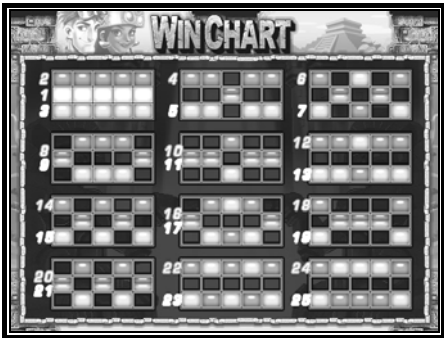
HOW TO PLAY

- MAIN GAME

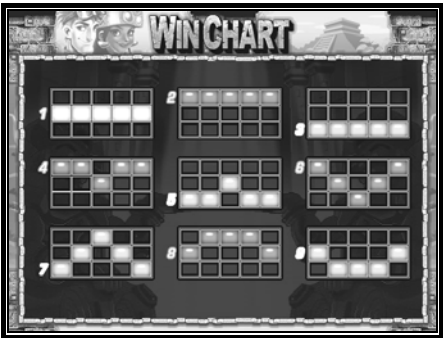


MULTI- LINER GAME

- WIN CHART







25 LINES WIN CHART



9 LINES WIN CHART

- **WILD SYMBOL**





- The  is wild and only appears on the 2nd, 3rd and 4th reel.
- When  appears, the reel will become wild.
-  Substitutes for all symbols except .




- When wild symbol appears, its value will be multiplied by the winning line.
- When 2 or more wild symbols appear, their value will be added together and will be multiplied by the winning line.

- **MAGIC MAP**




- When  &  appear next to each other, the magic map game is triggered.



- Press **START** button to select a symbol on the map.
- The symbol may trigger: bonus game, free game or an extra wild symbol.
- When  appears, the magic map game ends.

- **FREE GAME**



- The totals of free-spins depend on how many “FREE GAME” times the player has obtained in the magic map game.
- During the free game, the extra wild symbol substitutes for all symbols except  .

ODDS TABLE

25 LINES ODDS TABLE

JACK'S VENTURE INCA TREASURE											
 5 2000 4 2000 3 100 2 4				 5 500 4 500 3 50 2 2				 5 3000 4 300 3 30 2 3			
 5 1000 4 100 3 20 2 4				 5 500 4 80 3 15 2 3				 5 200 4 50 3 10 2 3			
 5 200 4 50 3 10 2 3				 5 100 4 30 3 8 2 3				 5 100 4 30 3 8 2 3			
♦ ALL WINNING LINES ARE PAID LEFT TO RIGHT. ♦ WINNING LINES ARE MULTIPLIED BY THE LINE PLAY.											
♦ THE IS WILD AND ONLY APPEARS ON THE 2ND, 3RD AND 4TH REEL. ♦ SUBSTITUTES FOR ALL SYMBOLS EXCEPT ♦ WHEN WILD SYMBOL APPEARS, ITS VALUE WILL BE MULTIPLIED BY THE WINNING LINE. ♦ WHEN 2 OR MORE WILD SYMBOLS APPEAR, THEIR VALUE WILL BE ADDED TOGETHER AND WILL BE MULTIPLIED BY THE WINNING LINE.											
♦ MALFUNCTION VOIDS ALL PLAYS AND PAYS.											

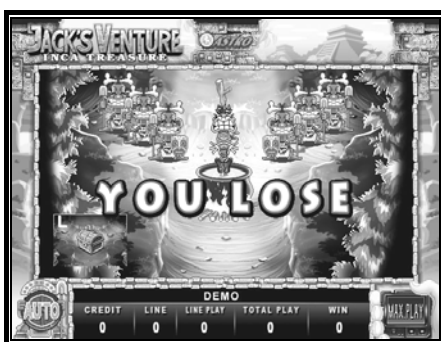
9 LINES ODDS TABLE

JACK'S VENTURE INCA TREASURE											
 5 1000 4 500 3 50 2 4				 5 3000 4 300 3 30 2 2				 5 1500 4 150 3 20 2 3			
 5 300 4 60 3 12 2 4				 5 200 4 50 3 10 2 3				 5 120 4 35 3 7 2 3			
 5 80 4 25 3 5 2 3				 5 50 4 15 3 3 2 3				 5 50 4 15 3 3 2 3			
♦ ALL WINNING LINES ARE PAID LEFT TO RIGHT. ♦ WINNING LINES ARE MULTIPLIED BY THE LINE PLAY.											
♦ THE IS WILD AND ONLY APPEARS ON THE 2ND, 3RD AND 4TH REEL. ♦ SUBSTITUTES FOR ALL SYMBOLS EXCEPT ♦ WHEN WILD SYMBOL APPEARS, ITS VALUE WILL BE MULTIPLIED BY THE WINNING LINE. ♦ WHEN 2 OR MORE WILD SYMBOLS APPEAR, THEIR VALUE WILL BE ADDED TOGETHER AND WILL BE MULTIPLIED BY THE WINNING LINE.											
♦ MALFUNCTION VOIDS ALL PLAYS AND PAYS.											

DOUBLE UP




- After a winning in the main game or bonus game, player can press **DOUBLE** button to play the Double-up Game.
- Player can take the prize and finish the Double-up Game by pressing **TAKE** button.
- Press **START** button to select left or right side to start the Double-up Game.



- Selecting the side with the treasure chest will award with a winning. On the contrary, if the other side is selected, the player will loose.
- If the player passes successfully for five times, the game will finish automatically.



BONUS GAME



- When 3 or more  symbols appear, will trigger “TREASURE CHEST”, “PRECIOUS STONE” or “GUARDIAN’S STAIR” bonus game.

- **TREASURE CHEST**




- Press **START** button to select an aboriginal.
- Player gets the prize when  or  pops-up from the treasure chests.

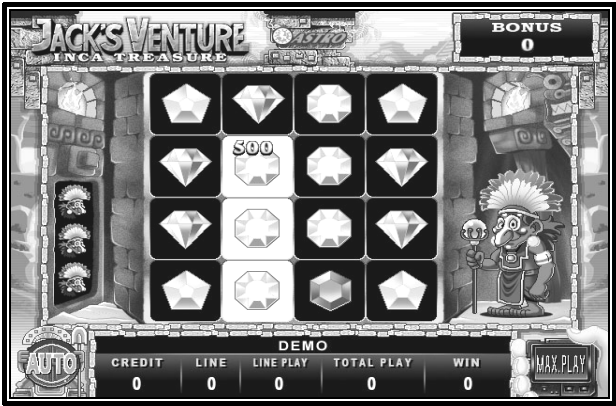


- The game is over when the monster pops-up from the treasure chest.



- Collecting 3  will trigger the secret chamber game.

● **PRECIOUS STONES**



- Player gets the prize when 3 or 4 identical precious stones line-up (in horizontal or vertical line).



- After the stones finish lining-up, player has 3 chances to choose a stone to be erased to try to get a combination of similar ones.
- The game is over when 3 chances are used up.



- The secret chamber game is triggered when the required stone matches in the four corners.

● GUARDIAN’S STAIR



- Each level of the stair has 5 blocks, press **START** button to select one of them.
- Player gets the prize when a stone pops-up from the selected block.



- When the stone matches the one displayed by the guardians on both sides of the stair, more stones will pop-up and player gets extra prizes.



- The GUARDIAN'S STAIR game is over when the skeleton shows-up.



- The secret chamber game is triggered when the key shows-up.

MYSTERY BONUS GAME

- SECRET CHAMBER



- Press **START** button to stop the lamps.
- The number of the stopped ball will be filling in the mystery bonus bar.



- The mystery bonus that player gets is equal to the number displayed in the mystery bonus bar.

TROUBLE SHOOTING

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

Error Message	Procedure
ROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
RAM ERROR	1. Restart the machine.
	2. Enter the “DATA SETTING” page and press PLAY + INFO to reset.
	3. If steps 1 and 2 do not solve the problem, please either replace the RAM or contact the supplier.
EEPROM ERROR	1. Restart the machine.
	2. If step 1 does not solve the problem, please contact the supplier.
COIN JAM	1. Check the coin acceptor for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER JAM	1. Check the Hopper for any jamming.
	2. Restart the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2. Restart the machine and go to the main menu to exit.
CREDIT LIMIT	1. Key out or coin out.
	2. Increase the value of #8. CREDIT LIMIT in the main menu.
DOOR OPEN	Shut the machine door properly.
TICKET EMPTY	Ticket ran out, please replenish.

SPECIAL NOTICE

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. The Coin-in counter unit goes according to the operator setting value.

Any remainder goes to the next counting in the counter.

(i.e. coin-in unit = 10 credits, if remainder= 5 credits, these 5 credits go to the next counting in the meter)

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps on point 4 of DATA SETTING LIST in the main menu.

1. Key out as Coin in.
2. Key out as Key in.

PIN LAYOUT

Connector (36 PIN)

Parts Side		Solder Side
Video Red	1	Video Green
Video Blue	2	Video SYN
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start/Stop Button	9	
Info/stop1 Button	10	
Play/stop5 Button	11	
Take/stop4 Button	12	
Select Line / Double/stop3 Button	13	
Game Count Pulse	14	
	15	
Auto/stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1 Switch	20	Account 2 Switch
Pay out button	21	Key Out Switch
	22	Hopper Switch
Coin In meter	23	
Key In meter	24	Hopper SSR
	25	
	26	
Hopper meter	27	
Key Out meter	28	
Start/stop Lamp	29	Ticket SSR
Info/stop1 Lamp	30	Error Lamp

Play/stop5 Lamp	31	Win Lamp
Take/stop4 Lamp	32	Pay out Lamp
Select line/Double /stop3 Lamp	33	
Auto/stop2 Lamp	34	
	35	
GND	36	GND

Connector (10 PIN)

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 3A

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

