. CARNIVAL .

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(Manual Version: US_090520_7B)

Skill Mode



The skill mode is an additional option to main game, and it can be turn on from data setting page.

After main game started, player can keep any one result of five reels and respin again. Press Info button to move the colored frame. Only one reel result can be reserved.

Press Start button again to respin the other four reels and the game result appears after the reels stop.

DATA SE	ITING	PAGE : 2/3
AUTO PLAY	: OFF	
INFO	: ON	
LEVEL OF DIFFICULFY	: 8 (HARDEST)	
DOUBLE UP	: 5 (HARDEST)	
DOUBLE RECORD	: ON	
WINNING TYPE	: INTO SCORE	
PLAY SCORE	: YES	
GAME TYPE	SKILL	
BOOKKEEPING	: ON	
RESET CODE TYPE	: OFF	
10 TIMES FEATURE	: OFF	
CONTINUOUS SPIN	: OFF	
DEMO SOUND	: ON	

The skill mode is unavailable during free games.

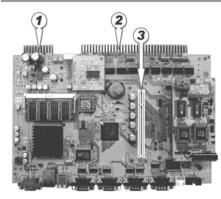
The function Autoplay will be turn off when skill mode.

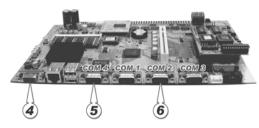
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Interface





- 1. JAMMA connector of 10 Pin.
- 2. JAMMA connector of 36 Pin.

3. Upper Board Includes Game System Environment and CF card.

4. XVGA Signal Port, Compatible to Monitor Resolution: 800 * 600.

5. Bill Acceptor Connecting Position (COM 4).

6. RS232 Port Connected to Touch Screen (COM2).

•	tton Layo	B	
	ton Lavo	5	

A. Machine Button

	INFO	AUTO PLAY	SELECT LINES	TAKE	PLAY	START
COLLECT		FLAT	DOUBLE			
	STOP 1	STOP 2	STOP 3	STOP 4	STOP 5	STOP

According to Pin Layout.....p. 37

PARTS SIDE		SOLDER SIDE	P	ARTS SIDE
	1			GND
	2			GND
Speaker R +	3	Speaker R -		(*1) +5V
Speaker L +	4	Speaker L -		+5V
	5			(*1) +12V
	6			+12V
Ticket Out Button	7			ket Dispenser
Ticket Sensor High	8		E	nable Low
Start / Stop Button	9) Hopper SSF e/ Low (whe ON)
Info / Stop 1 Button	10			GND
Play / Stop 5 Button	11			GND
Take / Stop 4 Button	12		μ	
Select Lines / Double /	13		(*1)	DC +5V 2A
Stop 3 Button				
Game Count Pulse	14			
	15		(*2)	This pin is c
Auto Play / Stop 2	16			
	17			solder side 2
Coin in Switch	18	Key In Switch		
Door Switch	19			36 pin.
Account 1 Switch	20	Account 2 Switch		<u> </u>
Collect Button	21	Key Out Switch	0	Output curre
	22	Hopper Sensor High		current)
Coin In Meter	23			
Key In Meter	24	Hopper SSR None/ Low(when ON)		
	25			
	26			
Collect Meter	27			
Key Out Meter	28	Inhibit Active High		
Start / Stop Lamp	29	Ticket Out SSR		
Info / Stop 1 Lamp	30	Error Lamp		
Play / Stop 5 Lamp	31	Win Lamp		
Take / Stop 4 Lamp	32			
Select Lines / Double /	33			
Stop 3 Lamp	24			
Auto Play / Stop 2 Lamp	34			
	35			
GND	36	GND		

CONNECTOR (36PIN)

Pin Layout	
	CONNECTOR (10PIN)

GND 1 2 GND 3 +5V 4 +5V 5 +12V +12V 6 iser N SSR vhen 8 GND 9 10 GND

SOLDER SIDE

(*1) DC +5V 2A and DC +12V 3A.

(*2) This pin is connected with the

solder side 24th of connector

Output current 300 mA MAX. (sink current)

Data Setting List

	Item	Value
1	CREDIT LIMIT	5000, 10000, 20000, 30000, 50000, <u>100000</u> , 990000
2	COIN IN/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, <u>25</u> , 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, 1000
3	COIN OUT LIMIT	100, 200, 300, <u>500</u> , 1000, 2000, 3000, 5000, OFF
4	KEY IN /CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, <u>1000</u>
5	KEY OUT / CREDIT	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)
6	GAME COUNT	ON, <u>OFF</u>
7	TICKET OUT/CREDIT	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200,250, 400, 500, <u>1000</u>
8	MAX. TICKETS PER GAME	1, 2, 3, 4, 5, 8, 10, <u>CONTINUOUS</u>
9	MAX. PLAY	15(1),30(2),45(3),60(4),75(5),90(6),105(7),120(8),135(9), 150(10),225(15),300(20),375(25),450(30)
10	MIN. PLAY	1, 3, 5, 7, 9, 15, 30, 45, 60, 75, 90, 105, 120, 135, 150, 225, 300, 375,450
11	JP MIN. PLAY	15, 30, 45, 60, <u>75</u> , 90, 105, 120, 135, 150, 225, 300, 375, 450
12	AUTO PLAY	<u>ON</u> , OFF
13	INFO	<u>ON</u> , OFF
14	LEVEL OF DIFFICULTY	1(EASIEST), 2, <u>3</u> , 4, 5, 6, 7, 8(HARDEST)
15	DOUBLE UP	1(EASIEST), 2, <u>3</u> , 4, 5(HARDEST), OFF
16	DOUBLE RECORD	<u>ON</u> , OFF
17	WINNING TYPE	INTO SCORE, INTO CREDIT
18	PLAY SCORE	YES, NO
19	GAME TYPE	NORMAL, SKILL
20	BOOKKEEPING	<u>ON</u> , OFF
21	RESET CODE TYPE	TABLE1, TABLE2, TABLE3, TABLE4, TABLE5, TABLE6, TABLE7, <u>OFF</u> , CUSTOM
22	10 TIMES FEATURE	ON, <u>OFF</u>
23	CONTINUOUS SPIN	ON, <u>OFF</u>
24	DEMO SOUND	<u>ON</u> , OFF
25	SOUND VOLUME	0, 10, 20, 30, 40, 50, 60, <u>70</u> , 80, 90, 100
26	HOPPER SENSOR	NORMAL HIGH, NORMAL LOW
27	TOUCH SCREEN	ON, <u>OFF</u>
28	COLLECT BUTTON	DIRECT DRIVE, INTERFACE BOARD, ATTENDANT

Setup Menu



- A. Turn on the Account switch to enter the Setup Menu page.
 B. Press Select Lines 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.

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Setup Password (21st item of data setting page)

	SETUP PAS	SWORD	
	PASSWORD	CUSTOM	
[UP:SELECT LINES]		[CHANGE:START]	

- A. Press **Select Lines** button to select the item to change.
- **B.** Press **Play** button to change the item values.
- C. Press **Start** button to enter the password. If the password is correct, will enter **Data Setting** page.
- DAVAGETING PAGE 201 MUTO PLAY i O'TP MUTO PLAY i O'TP LIVEL O'DIPICALTY I BINMARET COURT HECTOR i ONMARET COURT HECTOR I ON COURT HECTOR I ON CARE TYPE I SKELL BOOKETING ON HENCEGORI TYPE I ON CARE TYPE I SKELL BOOKETING ON HENCEGORI TYPE I ON COURT SKELL O
- D. Press Take button to exit the Setup Password page, then will return to Data Setting page.

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

TABLE	1	2	3	4	5	6	7
Password	632419	705642	187396	521879	937364	306471	891026

Pay Table



Button Lamp List

If the program detects an error, the button lamps and tower lamp will flash, please find the error condition as follow.

ltem	Lamp Condition
ILEIII	THE TOWER LAMP AND BUTTON LAMPS FLASH
BEFORE START	ONE BY ONE.
THE GAME	ONE BT ONE. WIN→ERROR→START→PLAY→INFO→TAKE→AUTO
AFTER START	THE TOWER LAMP FLASH ALTERNATELY.
THE GAME	ERROR \rightarrow WIN
RAM ERROR	THE ERROR TOWER LAMP AND 2 BUTTON LAMPS FLASH ALTERNATELY. ERROR \rightarrow (START + PLAY)
	Suggest : Replace a new top board.
EEPROM ERROR	THE ERROR TOWER LAMP AND 3 BUTTON LAMPS FLASH ALTERNATELY. ERROR \rightarrow (START + PLAY + INFO)
	Suggest:Replace a new top board.
ROM ERROR	THE ERROR TOWER LAMP AND 4 BUTTON LAMPS FLASH ALTERNATELY. ERROR \rightarrow (START + PLAY + INFO + TAKE)
	Suggest:Replace a new set of ROMS on the Top
	board.
CRASH	THE ERROR TOWER LAMP AND 5 BUTTON LAMPS FLASH ALTERNATELY. ERROR \rightarrow (START + PLAY + INFO + TAKE + AUTO PLAY)
	Suggest:Replace a new Main Board.

Information

INFO	ORMATION
GAME NAME GAME TYPE DEVELOPER PUBLISH DAT VERSION	: CARNIVAL : MULTI - LINER : ASTRO CORP. TE : 2009/05/18 : US.002.011.A
(8	OT;TAKE).

- 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 SETTI	PAGE: 1/3	
	CREDIT LIMIT	: 100000	
	COIN IN / CREDIT	: 25	
	COIN OUT LIMIT	: 500	
	KEY IN / CREDIT	: 1000	
	KEY OUT / CREDIT	: 1000	
	GAME COUNT	: OFF	
	TICKET OUT / CREDIT	: 1000	
	MAX TICKETS PER GAME	: CONTINUOUS	
	MAX. PLAY	: 150(10)	
	MIN. PLAY	: 1	
	JP MIN. PLAY	: 75	
I DEFAULT PLAY + A		LGAME RESET : PLA	Y = INFO]
UP SELECT LINES	DOWN PLAY	CHANGE START	ENIT TAKE!

Page 1/3

- A. Turn on the Account switch to <u>enter the Setup Menu</u> page.
- B. Select Data Setting then press Start button to enter the Data Setting page.
- C. Press Select Lines or Play button to select the item to change.
- **D.** Press **Start** button to change the item values.
- E. Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
- F. Press Take button to exit the Data Setting page.

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
Compact Flash Error	The version of program is incorrect Please report to your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit the Data Setting page.
Credit Over	Turn on the Key Out switch, and press Collect button.
Data Error	Enter the Data Setting page and reset the bookkeeping data.
Door Open	Enter and leave the Data Setting page.
Hardware Error	 Restart the machine. If no effect, please contact provider.
Hopper Empty	Refill the coin hopper.
Hopper Error	 Repair the coin out transporter or hopper. Enter the Data Setting page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW. Exit the Data Setting page.
No Image	 When the opening animation starts, Turn on the Account switch to enter the Data Setting Page. Select the item for more information.
Transfer Error	Restart the machine.
Up Board Error	Please contact your provider.

3. The selected dancer will raise a sign showing the bonus obtained. The bonus game is over after three dancers are selected



4. Winning = Your play × odds.



	DATA SET	TING	PAGE : 2/3
	AUTO PLAY	: ON	
	INFO	: ON	
	LEVEL OF DIFFICULTY	: 8 (HARDEST)	
	DOUBLE UP	: 5 (HARDEST)	
	DOUBLE RECORD	: ON	
	WINNING TYPE	: INTO SCORE	
	PLAY SCORE	: YES	
	GAME TYPE	: NORMAL	
	BOOKKEEPING	: ON	
	RESET CODE TYPE	: OFF	
	10 TIMES FEATURE	: OFF	
	CONTINUOUS SPIN	: OFF	
	DEMO SOUND	: ON	
DEFAULT PLAY - 1	WTO PLAY]	CAME RESET : PLA	Y = INFO 1
[UP : SELECT LINES]	DOWN PLAY	CHANCE: START	[ENIT : TAKE]

Page 2/3

	DATA SE	TTING	PAGE: 3/3
1	SOUND VOLUME	: 70	
	HOPPER SENSOR	: NORMAL HIGH	
	TOUCH SCREEN	: OFF	
	COLLECT BUTTON	: DIRECT DRIVE	
[DEFAULT : PLAY + AL [UP : SELECT LINES]	TO PLAY] [DOWN : PLAY]	[CAME RESET : PL/ [CHANCE : START]	Y = INFO] [ENIT : TAKE]

Page 3/3

Game Reset

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

	ARNING 1 NANT TO RESET ?	
	YES NO	
(SELECT : SELECT LINES)		[ENTRY:START]

- **C.** Press **Select Lines** 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**.

B. Festivity

1. 3 or more Float symbols appearing in any position on the reels initiates the festivity bonus game.



2. Select one among the ten samba dancers.



3. The bonus game is over after the samba dancer strips off five pieces of clothes or when the player loses in the rock-paper-scissors game.



4. Winning = Your play × odds.



AUDIT MODE: GAME SUMMARY BASE GAME BOOKKEEPING JACKPOTS BONUS GAME BOOKKEEPING DUBLE UP GAME COMBINATION BOOKKEEPING OMBINATION BOOKKEEPING

Bookkeeping (9 pages)

- 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 Lines or Play button to select the page.
- **D.** Press **Take** button to exit the **Bookkeeping** page.

Audit Mode	Game Summary	Base Game Bookkeeping	Jackpots
Bonus Game	Double Up	Combination	
Bookkeeping	Game	Bookkeeping	

Audit Mode

	80(DKKEEPING	
	AU	DIT MODE	
PERIODIC AUDI		CURRENT AUDIT	r
KEYIN		KEY IN	:0
COIN IN		COIN IN	: 200
KEY OUT		KEY OUT	:0
		PAY OUT	:0
TICKET OUT		TICKET OUT	:0
SHIFT : START +	AUTO PLAY 3		[ENT:TAKE]

- A. Press Start and Autoplay buttons to shift.
- B. Press Take button to exit the **Bookkeeping** page.

Bonus Game

A. Rock-paper-scissors

1. 3 or more Samba dancer symbols appearing in any position on the reels will initiate the rock-paper-scissors game.



2. Select one hand to play rock-paper-scissors; if win, the girl will take off one piece of clothes and the player will get a bonus.



3. On the contrary, the fake samba dancer means you lose all winning bonus.



- **4.** After any winning, player can press **Take** button to claim current winning and leave DOUBLE UP game each turn.
- 5. The game will force collect the winning automatically after player wins for 5 rounds continuously.



CAME SUMMARY	(UNIT : 1000)
	(UNIT : 1000)
	(UNIT: 1000)
- 200	
: 200	(UNIT: 25)
: 0	(UNIT: 1000)
: 0	(UNIT: 25)
: 0	(UNIT : 1000)
: 0	
: 0	
: 13047	
: 12847	
: 0.00 %	
(NEXT PAGE PLAY)	ENT: TAKE
	: 0 : 0 : 13047 : -12847 : 0.00 %

воокк	EEPING	
BASE GAM	E BOOKKEEPING	
GAMES PLAYED TIMES	: 32	
GAMES WON TIMES	: 0	
HIT FREQUENCY	: 0.00 %	
TOTAL PLAYED	: 3180	
TOTAL WON	: 0	
GAME RETURN	: 0.00 %	
[PREV PAGE : SELECT LINES] [NEXT	PAGE PLAY]	[ENIT : TAKE]
page	e 3/9	
page	0.0	

BONUS GAME B	OOKKEEPING	
BOINDS GAME B	Sourcering	
ROCK-PAPER-SCISSORS TIMES	: 0	
ROCK-PAPER-SCISSORS WON	: 0	
FESTIVITY TIMES	: 0	
FESTIVITY WON	: 0	
TOTAL BONUS GAME PLAYED	: 0	
TOTAL BONUS GAME WON	: 0	
MONKEY SCATTER TIMES	: 0	
MONKEY BONUS TIMES	: 0	
MONKEY BONUS WON	: 0	
FREE GAME TIMES	: 0	
FREE GAME WON	: 0	



BOOKKEEPIN	G	
JACKPOTS		
JACKPOT I TIMES JACKPOT 2 TIMES JACKPOT 3 TIMES	: 0 : 0 : 0	
JACKPOT 1 WON JACKPOT 2 WON JACKPOT 3 WON	: 0 : 0 : 0	
(PREV PAGE : SELECT LINES) (NEXT PAGE	BEAY]	(ENIT: TAKE)
page 5/9		

E. Double Up



- **1.** After winning in the main game, players may press **Double** button to play the Double Up game.
- 2. Choose one curtain between right and left. You can win the double bonus if the screen shows true samba dancer.



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D. Jackpot



JP1 : (Random JP) 1.

When player's play as
_ JP MIN. Play and hit 3 or more The King symbols, they will be awarded the JP1 Bonus.JP1 is a random bonus ranging from 550~650 X of Total Play.



JP2 : (Random JP) 2.

When player's play as
JP MIN. Play and hit 3 or more The Crown symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from 350~450 X of Total Play.



JP3 : (Random JP) 3.

When player's play as
JP MIN. Play and hit 3 or more Scepter symbols, they will be awarded the JP3 Bonus. JP3 is a random bonus ranging from 150~250 X of Total Play.

Symbol Scatter	No.		and the second
Any 3	1/4 JP1	1/4 JP2	1/4 JP3
Any 4	1/2 JP1	1/2 JP2	1/2 JP3
Any 5	JP1	JP2	JP3

BOOKKEEPIN	G	
DOUBLE UP GA	ME	
PLAY DOUBLE UP TIMES	: 0	
WIN DOUBLE UP TIMES	: 0	
DOUBLE UP HIT FREQUENCY		
TOTAL DOUBLE UP IN	: 0	
TOTAL DOUBLE UP OUT	: 0	
TOTAL DOUBLE UP RATE	: 0.00 %	
[PREV PAGE : SELECT LINES] [NEXT PAGE	(RLAY)	ENT: TAKE
[PREV PAGE : SELECT LINES] [NEXT. PAGE		(ENIT: TAK

page 6/9



page 7/9

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page 8/9

				(OMBIN	BOOKKEE		EPING	PAGE	3/3	
ě	ě	-	i ali	ě	x0	-	-	.	-	- -	хO
÷	-	-	-	-	x0	*	1	a	1	đ),	x0
t	t	+	t	t	x0	~	-	-	*	-	x0
0	00	0	0	0	x0	1	1		THE R	1	x1
1	8	8	1	8	x0	Ĩ	-	T.	1	Ŧ	x0
12	4	12	1	12	x0	10	4	1	1	100	x0
-3	-3	~	3	3	x0						
[PREV PAGE : SELECT LINES] [NEXT. PAGE : PLAY]								ENIT: TAKE			

3. Wild card will appear during Free Game mode.



4. There are certain of chances to trigger some multiplier prizes during free game.



C. Free Game

1. Free game symbols appear on 2, 3, 4 reels only. 3 **Clown** symbols scatter on screen will trigger 10, 15 or 25 spins of free games.



2. Select one among three symbols to decide the times of free game by the showing number.



	I/O TEST		
	1/011201		
START / STOP	: OFF	TICKET SENSOR	: OFF
PLAY / STOP 5	: OFF	COIN IN	: OFF
TAKE / STOP 4	: OFF	KEY IN	: OFF
SEL. LINES / DOUBLE / STOP 3	: OFF	KEY OUT	: OFF
AUTO PLAY / STOP 2	: OFF	HOPPER SENSOR	: OFF
INFO / STOP 1	: OFF	ACCOUNT1	: OFF
COLLECT	: OFF	ACCOUNT2	: OFF
TICKET	: OFF	DOOR	: OFF
	IN FOR TAUE	2 SECONDS	

I/0 Test

- A. Turn on the Account switch 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

		1	ISTORY			
		LAS	ST RECORD			
LINE: 15 START CREDITS START SCORE PAYOUT	PLAY 1025 190	875 0	10 m 10 m	WON LINES WON BONUS DOUBLE UP FREE GAME ROCK PAPER-SCISSORS FESTIVITY MONKEY SCATTER MONKEY BONUS JACKPOT 1 JACKPOT 2 JACKPOT 3	: 190 : N/A : N/A : N/A : N/A : N/A : N/A : N/A : N/A	(0 att) (0 att)
FINISH CREDITS						

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



3. All the winning bonus will calculate to the credit bar no matter Win to is set as CREDIT or SCORE.



B. Monkey Bonus

1. Two MONKEY symbols appearing in any position on the second and fourth reel initiates the monkey bonus game on the top - left side of the screen.



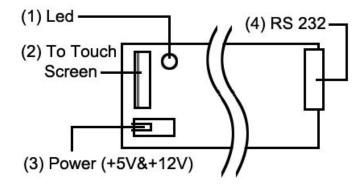
2. The monkey will hammer the indicator making the pointer spin. Player will get a prize if the pointer stops on the red area. The bonus game is over when the pointer stops on the white area.



Touch Screen

- A. Confirm the Touch Screen is connected to Main Board by RS232 Cable (COM 2).
- **B.** Confirm the power is supplied (Led in controller is shone).

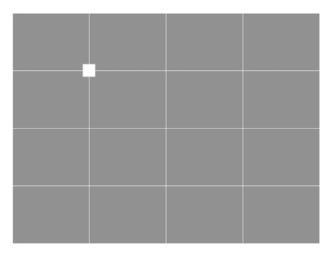
Touch Screen Controller



- **C.** Set the Touch Screen **ON** to Enable Touch Screen in **Data Setting** page (Data Setting 27th item).
- When touch panel can't be detected, **Calibration** and **Touch Panel Test** can't be using.
 - 1. Please check the Touch Screen is already connected.
 - 2. Please check the power of Touch Screen is supplied.
 - 3. And reset the power of machine.
 - 4. If it still can't work, please Consult with your provider.

Touch Screen Adjust

- A. Turn on the Account switch to enter the Setup Menu page.
- B. Select Touch Screen Adjust then press Start button to enter the Touch Screen Adjust page.



25 checks on the screen are required for adjustment. It will return to the **Touch Screen Adjust** page after adjusting is done.

How to play

A. Main Game



15 reels- 15+6 liner style



Winning lines