~ Pizzeria ~

( Version No. USA-20101208)

## Astro Corp.

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## INTERFACE



1. Linking socket.
2. 10 Pin.
3. 36 Pin.
4. VGA signal port, Compatible to monitor resolution: $640 * 480$.
5. Caution: Please do not change the switch position.

## 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 | COIN IN UNIT | 1,2,3,4,5,10,15,20,25,30,40 50 60,75, 80,100,200,250,400,500,1000 |
| 2 | KEY IN UNIT | 1,2,3,4,5,10,15,20,25,30,40 $5060,75,80,100,200,250,400,500,1000$, OFF |
| 3 | KEY OUT UNIT | 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500, 1000, CLEAR ALL(AS COIN IN), CLEAR ALL(AS KEY IN) |
| 4 | TICKETOUTUNTT | 1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000 |
| 5 | COIN OUT LIMIT | 100,200,300,500,1000,2000,3000,5000 ,OFF |
| 6 | MAXTICKEISPERGAME | CONTINUOUS, $1,2,3,4,5,8,10$ |
| 7 | CREDITLIMIT | 1000,3000,5000,10000,20000,30000,50000,100000,990000 |
| 8 | MAX. PLAY/LINE | 8,10,16,24,32,40,48,56,64,72, 要,120,160,200,240 |
| 9 | MIN. PLAY | 1,2,4,6,8,10,16,24,32,40,48,56,64,72,80,120,160,200,240 |
| 10 | JP MIN. PLAY | 8,10,16,24,32, 40,48,56,64,72,80,120,160,200,240 |
| 11 | DOUBLEUPGAME | ON, OFF |
| 12 | LEVELOFDIFFICULTY | LEVEL1(EASEST), LEVEL2, LEVEL3, LEVEL4, LEVEL5, LEVEL6, LEVEL7, LEVEL\&(HARDEST) |
| 13 | DEMO SOUND <br> VOLUME | 5,10,10,20,25,30,35,40,45,50,55,60,65,ㄲ, 75,80,85,90,95,100,OFF |
| 14 | GAME SOUND VOLUME | 5,10,10,20,25,30,35,40,45,50,55,60,65,ㄲ, 75,80,85,90,95,100,OFF |
| 15 | WIN TO | CREDIT, SCORE |
| 16 | PLAY SCORE | YES, NO |
| 17 | 10TIMES FEATURE | ON,OFF |
| 18 | GAME COUNT | ON,OFF |
| 19 | AUTO PLAY | ON, OFF |
| 20 | CONTINUOUS SPIN | ON, OFF |
| 21 | NO SPINNING | 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

| PIZZERIA SETUP MENU |
| :---: |
| INFORMATION |
| DATA SETTING |
| LINKING |
| BOOKKEEPING |
| I／O TEST |
| HISTORY |
| EXIT |
| ［ $\triangle$ ：DOUBLE］［ $V:$ PLAY］ |
| ［ENTRY：START］［EXIT：TAKE］ |

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

## INPUT PASSWORD



1. Press DOUBLE 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 | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ | $\mathbf{6}$ | $\mathbf{7}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Code | No use | 110184 | 324888 | 315795 | 889556 | 323474 | 201987 | 638893 |

## INFORMATION

| INFORMATION |  |
| :---: | :---: |
| GAME NAME | : PIZZERIA |
| GAME TYPE | : EIGHT - LINER |
| FUNCTION | : TERMINAL |
| DEVELOPER | : ASTRO CORP. |
| PUBLISH DAT | : YYYY/MM/DD |
| VERSION | : XX.00.00.X |
| [EXIT:TAKE] |  |

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 |  |
| :---: | :---: |
| 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 : 1 |  |
| JP MIN. PLAY : 50 |  |
| DOUBLE UP GAME: ON |  |
|  |  |
| DEMO SOUND VOLUME: 30 |  |
| [DEFAULT:PLAY+AUTO PLAY] [RESET:PLAY+INFO] |  |
| [ 4 :DOUBLE] [V:PLAY] | [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 DOUBLE 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.

$$
\text { There are total } 2 \text { pages in the data setting }
$$

## GAME RESET



The program will reconfirm the reset instruction.

## LINKING



1. Turn on the Account switch to enter the Setup Menu.
2. Select《 LINKING 》to enter the Linking setup page.
3. Press START to Set up terminal ID number.
(Select "OFF" will turn off the linking function)
4. Press TAKE to exit Linking Setting.

## NOTICE:

- The terminals’ ID numbers are from 2 to 20 (the server is always ID 1).
- The terminals can not work if two of them have the same ID number.
- The Linking setting of server please refers to "LINKING SETTING" user manual.


## 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 STATISTICS 》•《 JACKPOTS》．
《 BONUS GAME STATISTICS 》•《 COMBINATION STATISTICS 》．
4．Press DOUBLE or PLAY button to select the item．
5．Press TAKE to exit Bookkeeping．



## AUDIT MODE

| AUDIT MODE |  |
| :---: | :---: |
| PERIODIC AUDIT | CURRENT AUDIT |
| KEY IN : 0 | KEYIN : 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 |

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

## I/O TEST



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 DOUBLE or PLAY button to select the page.
8. Press TAKE button to exit History.

## HOW TO PLAY

## - MAIN GAME



EIGHT - LINER GAME

- WIN CHART



## - WILD SYMBOL



- When or
 the symbols in the reels, these symbols will become WILD.

- The WILD symbol substitutes for all symbols, except:

$\square$ and dackipo


## - PIZZA DELIVERY



- After the customer receives the pizza, will give a gift.

- When the clown jumps out of the box and shows the tip, the player gets the extra tip bonus.

- When the clown jumps out of the box and shows a multiplier value, then the winning lines will be multiplied by that value.

- When the clown jumps out of the box and shows a "special hold symbol", if the symbols in the reels match with the special hold symbol, these symbols will be held. The rest of the reels will then start to re-spin again, if the symbols match with the special hold symbol, they will be held.
- Re-spinning continues until no more reels match the special hold symbol. The player's reward will be according to the final combination.


## - LUCKY KISS (EXTRA SPIN)



- When the beautiful blond receives the pizza, will kiss the delivery boy.
- The goes crazy when kissed and will start riding the motorcycle across the reels.

- The reels he passes by will spin again.


## - FREE GAME



- When 3
symbols line-up in any play line, the player will get 10 FREE SPINS.

- During the free game, the player has the chance to get extra free spin or multiplier from the extra reel on the left side of the screen.


## - JACKPOTS



- The game offers three Jackpots.
- Play JP MIN. PLAY to initiate the jackpot game.

| 4 | 5 | 6 | - The dackpon symbol will only appear on the $1^{\text {st }}, 3^{\text {rd }}, 5^{\text {th }}$ and $7^{\text {th }}$ reel. |
| :--- | :--- | :--- | :--- |

- The jackpot \# 9,2 and 3 will only appear on the 9 th reel.
dacron rachis
Nachos
Sectors
9: Player gets jackpot 1
factor reaction
dackpos dackpo 2 : Player gets jackpot 2
Jackpot dackpou
Jackpot dackro
3 : Player gets jackpot 3
- When the game operates independently, the jackpots are "RANDOM".

Jackpot 1 is a random bonus from $300 \sim 1000$ times of total play.
Jackpot 2 is a random bonus from $100 \sim 300$ times of total play.
Jackpot 3 is a random bonus from $50 \sim 100$ times of total play.

- When the game operates in a linking group, the jackpots are "PROGRESSIVE".


## DOUBLE UP



- After a winning in the main game or bonus game, the player can press DOUBLE to play the Double-up Game or press TAKE to continue playing the main game.
- Press START button to select a chef to start the Double-up Game.

- Selecting the one who successfully catches the pizza dough, will award with a winning, on the contrary, if the failing one is selected, player will lose.
- If the player passes successfully for five times, will get an EXTRA BONUS.
- Player can press TAKE to exit Double Up Game.


## ODDS TABLE



## BONUS GAME



- When 3
symbols line-up in any play line, it will trigger the bonus game.


## - PIZZA DOUGH



- Press START button to select a slice of pizza and collect the ingredients.
- The mouse will eat the selected slice.

- There are altogether five kind of ingredients that need to be collected.
- Collecting the five kind of ingredients, will trigger the "COOKING PIZZA" game.
- When the mouse is selected, the game will be over.


## - COOKING PIZZA



- Press START to stop the timer before the time's up.
- Player has 3 chances to stop the timer and to stop cooking pizza.
- The chef will show the pizza and the obtained bonus.
- Player needs to choose whether to keep the bonus or continuing cooking the pizza.


Note: If the timer runs one cycle, the pizza will be overcooked and the game automatically will finish cooking the pizza.

## 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 1does not solves the problem, please contact the supplier. |
| RAM ERROR | 1. Restart the machine. |
|  | 2. Enter the "DATA SETTING" page and press PLAY + $\square$ 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 1does not solves 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 \#7. 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 |
| :---: | :---: | :---: |
|  | 1 |  |
|  | 2 |  |
| Speaker | 3 | Speaker Ground |
|  | 4 |  |
|  | 5 |  |
|  | 6 |  |
| Ticket Out | 7 |  |
| TicketNotch(Dispenser) | 8 |  |
| Start/Stop | 9 |  |
| Info / Stop2 | 10 |  |
| Play | 11 |  |
| Take / Stop3 | 12 |  |
| Double / Stop1 | 13 |  |
| Game Count Pulse | 14 |  |
|  | 15 |  |
| Auto | 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/Stop2 Lamp | 30 | Error Lamp |


| Play Lamp | 31 | Win Lamp |
| :---: | :---: | :---: |
| Take/Stop3 Lamp | 32 | Pay out Lamp |
| Double/ Stop1 Lamp | 33 |  |
| Auto Lamp | 34 |  |
|  | 35 |  |
| GND | 36 | GND |

## Connector (10 PIN)

| Parts Side |  | Solder Side |
| :---: | :---: | :---: |
| GND | 1 | GND |
| GND | 2 | GND |
| ${ }_{\left(*_{1}\right)}+5 \mathrm{~V}$ | 3 | +5 V |
| +5 V | 4 | +5 V |
| ${ }_{\left(*_{1}\right)}+12 \mathrm{~V}$ | 5 | +12 V |
| +12 V | 6 | +12 V |
| Ticket Dispenser Enable | 7 |  |
| ${ }_{\left(*^{*}\right)}$ 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 $24^{\text {th }}$ pin of connector 36 pin.


[^0]:    In cooperation with:

