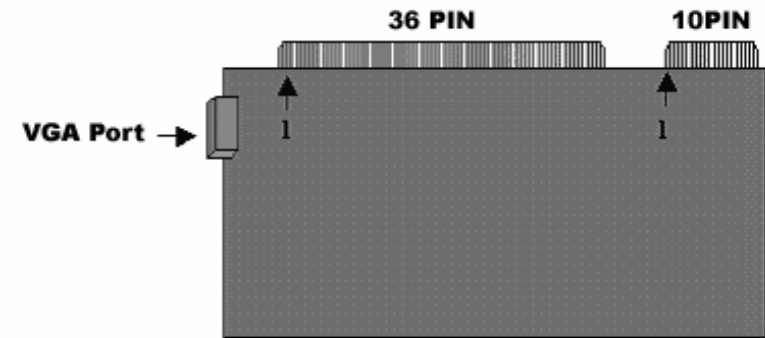


Ra's Scepter

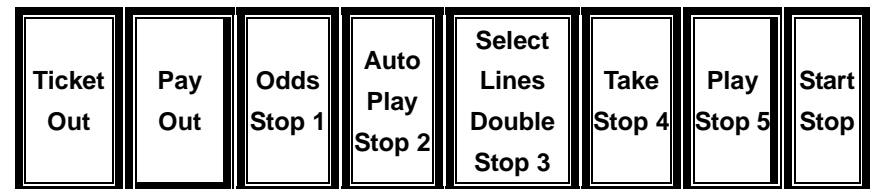
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Interface



Button Layout



According to Pin Layout.....p. 33

Information

1. Turn on **Account** switch to enter the **Setup Menu** page.



2. Select **Information** and press **Start** button to enter the **Information** page.
3. Press **Take** button to exit the **Information** page.



Pin Layout

CONNECTOR (36PIN)

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch(Dispenser)	8	
Start / Stop Button	9	
Odds/Stop1Button	10	
Play/Stop5 Button	11	
Take/Stop4 Button	12	
Select Lines Double/ Stop 3 Button	13	
	14	
	15	
Auto/Stop2 Button	16	
	17	
Coin In Switch	18	Key In Switch
Door Switch	19	
Account 1	20	Account 2
Pay Ou Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Odds/Stop1 Lamp	30	Error Lamp
Play/Stop5 Lamp	31	Win Lamp
Take/Stop4 Lamp	32	
Select Lines/ Double/Stop3 Lamp	33	
Auto/Stop2 Lamp	34	
	35	
GND	36	GND

CONNECTOR (10PIN)

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

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

Data Setting

DATA SETTING	
CREDIT LIMIT	: 20000
COIN IN/CREDIT	: 25
COIN OUT LIMIT	: 500
KEY IN/CREDIT	: 1000
KEY OUT TYPE	: KEY IN (1000)
TICKET OUT/CREDIT	: 1000
MAX. TICKETS PER GAME	: CONTINUOUS
MAX. PLAY	: 250
MIN. PLAY	: 25
JP MIN. PLAY	: 50
AUTO PLAY	: ON
ODDS TABLE	: ON
LEVEL OF DIFFICULTY	: 6
DOUBLE UP	: 4

Page 1 / 2

[DEFAULT:PLAY+AUTO PLAY] [GAME RESET:PLAY+ODDS]
 [UP:SEL. LINES] [DOWN:PLAY] [CHANGE:START] [EXIT:TAKE]

(page 1/ 2)

1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Data Setting** and press **Start** button to enter the **Data Setting** page.
3. Press **Play** and **Auto Play** buttons to restore the factory setting and the data will return to default.
4. Press **Play** and **Odds** buttons to reset the bookkeeping data, the settings won't be changed.
5. Press **Select Lines** or **Play** button to select the item.
6. Press **Start** button to change the value.
7. Press **Take** button to exit the **Data Setting** page

Special Note

A. Reset Code Type (Data Setting 18th item)



(page 2/2)

Note : Please select up or down to next page.



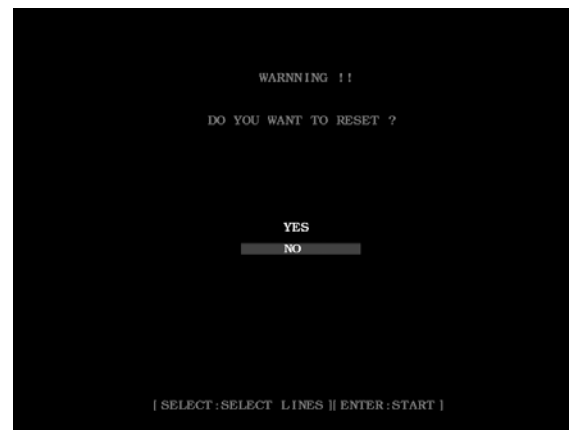
1. Press **Select Lines** button to select the unit for changing.
2. Press **Play** button to change the value.
3. Press **Start** button to input the password. If the password is correct, then will enter **Data Setting** page; or will return to **Setup Menu** page.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

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

Table	1	2	3	4	5	6	7
Password	197456	620630	358461	681043	427638	851976	725631

Data Setting List

	Item	Value
1	Credit Limit	1000, 3000, 5000, 10000, 20000 , 50000, 100000, 990000
2	Coin In/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25 , 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Coin Out Limit	100, 200, 300, 500 , 1000, 2000, 3000, 5000, 10000
4	Key In/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Key Out Type	COIN IN, KEY IN , CLEAR ALL, TICKET OUT
6	Ticket Out/Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
7	Max. Ticket Per Game	1, 2, 3, 4, 5, 8, 10, CONTINUOUS
8	Max. Play	25, 50, 75, 100, 125, 150, 175, 200, 225, 250 , 275, 300, 375, 500
9	Min. Play	1, 3, 5, 7, 9, 10, 15, 20, 25 , 50
10	JP Min. Play	25 , 50, 75, 100, 150, 200, 250, 300, 500
11	Auto Play	ON , OFF
12	Odds Table	ON , OFF
13	Level of Difficulty	1(EASIEST), 2, 3, 4, 5, 6, 7, 8(HARDEST)
14	Double Up	1(EASIEST), 2, 3, 4, 5(HARDEST), OFF
15	Winning Type	INTO SCORE , INTO CREDIT
16	Play Score	YES , NO
17	Bookkeeping	ON , OFF
18	Reset Code Type	Table1, Table2, Table3, Table4, Table5, Table6, Table7, OFF
20	Game Count	ON, OFF
21	10 Time Feature	ON, OFF
22	Continuous Spin	ON, OFF
23	Demo Sound	ON , OFF
24	Sound Volume	0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50 , 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
25	Play Mode	REELS , TILES
26	Hopper Sensor	NORMAL HIGH , NORMAL LOW



1. Press **Select Lines** button to select the item for changing.
2. Press **Start** button to enter your decision.
3. If you decide not to reset, it will return to **Data Setting** page ; if you decide to reset, it will return to **Demo**.

(The program will once again reconfirm reset instruction)

Bookkeeping

US_03_04.R PAGE : 1 / 10

BOOKKEEPING

TOTAL KEY	IN :	1000 (UNIT:1000)
TOTAL COIN	IN :	0 (UNIT:25)
TOTAL BILL	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
CREDIT	:	1000
SCORE	:	0
TOTAL PROFIT	:	0
PAY OUT RATE	:	0.0 %

[NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]

Bookkeeping page 1/10

1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **Bookkeeping** and press **Start** button to enter the **Bookkeeping** page.
3. Press **Select Lines** or **Play** button to select the page.
4. Press **Take** button to exit the **Bookkeeping** page.

Pay Table

RA'S SCEPTER

Pay table

SYMBOL									
odds for Play on line	X 3	2	2	5	5	10	10	30	50
	X 4	5	5	10	10	30	30	50	100
	X 5	20	20	50	50	150	250	500	1000
odds for total Play ALL OF A KIND		30	50	100	150	300	500	1000	2000

ENTER BONUS GAMES

when player active JP

X 3	1/4 JP1	1/4 JP2	1/4 JP3
X 4	1/2 JP1	1/2 JP2	1/2 JP3
X 5	JP1	JP2	JP3

NEXT: ODDS QUIT: START

ODDS TABLE CREDIT SCORE SELECT LINES PLAY PER LINE TOTAL PLAY

1000 0 1 10 10

Troubleshooting

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

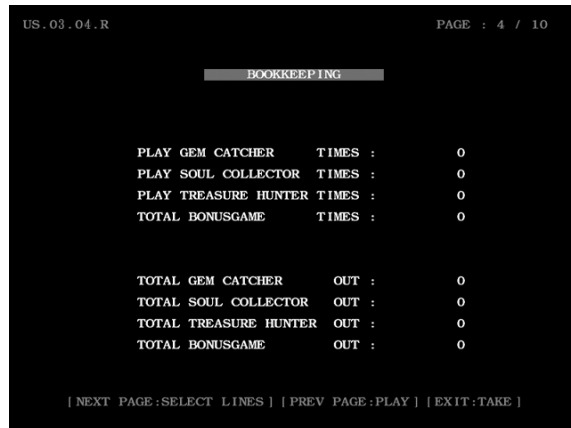
Error Message	Procedure
Compact Flash Error	The version of program is incorrect Please talk to your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit the "Data Setting" page.
Credit Over	Press Key Out, Payout, or Ticket Out.
Data Error	Enter the "Data Setting" page and reset the bookkeeping data.
Hopper Error	1. Repair the coin out transporter or hopper. 2. Enter the "Data Setting" page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW. 3. Exit the "Data Setting" page.
Hopper Empty	Refill the coin hopper.
Transfer Error	Restart the machine.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Up Board Error	Please contact the provider.
No Image	1. When the opening animation starts, press Account button to enter the "Setup Menu" Page. 2. Select the item for more information.

US.03.04.R	PAGE : 2 / 10
BOOKKEEPING	
TOTAL PLAY TIMES :	0
TOTAL WIN TIMES :	0
HIT FREQUENCY :	0.0 %
MAIN GAME IN :	0
MAIN GAME OUT :	0
MAIN GAME RATE :	0.0 %
FREE GAME TIMES :	0
FREE GAME OUT :	0
[NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]	

Bookkeeping page 2/10

US.03.04.R	PAGE : 3 / 10
BOOKKEEPING	
JP1 TIMES :	0
JP2 TIMES :	0
JP3 TIMES :	0
JP1 OUT :	0
JP2 OUT :	0
JP3 OUT :	0
[NEXT PAGE:SELECT LINES] [PREV PAGE:PLAY] [EXIT:TAKE]	

Bookkeeping page 3/10



Bookkeeping page 4/10

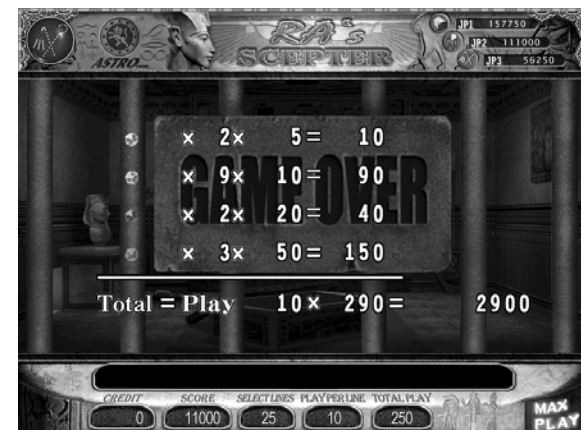


Bookkeeping page 5/10

- Game is over when the players trigger a trap.



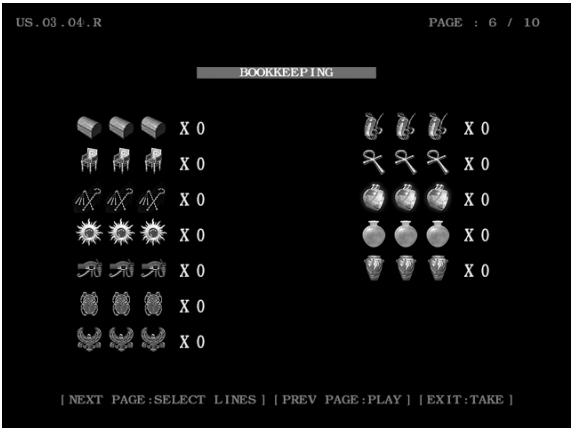
- Winning = Play Per Line × Odds



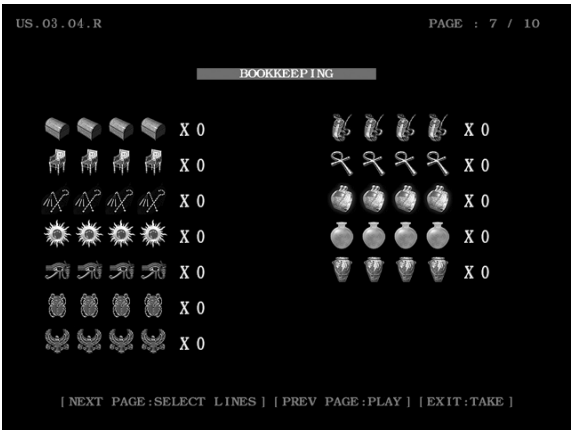
C. Treasure Hunter game



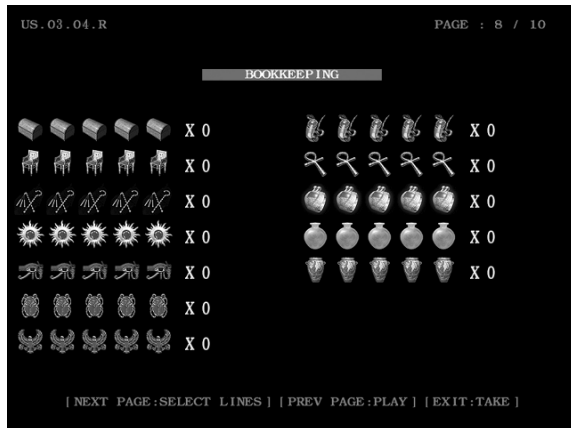
1. In main game, when players get **5 Sun Medal** symbols, they will enter the **Treasure Hunter game**.
2. Press **Start** button to choose one out of 5 items in the secret chamber.
3. If players trigger the gimmick, they will enter another secret chamber.



Bookkeeping page 6/10



Bookkeeping page 7/10

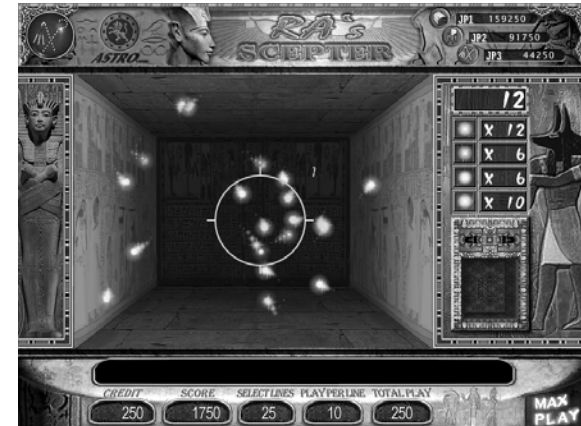


Bookkeeping page 8/10



Bookkeeping page 9/10

- Press **Start** button to collect all the souls inside the green circle.



- Winning = Play Per Line × Odds

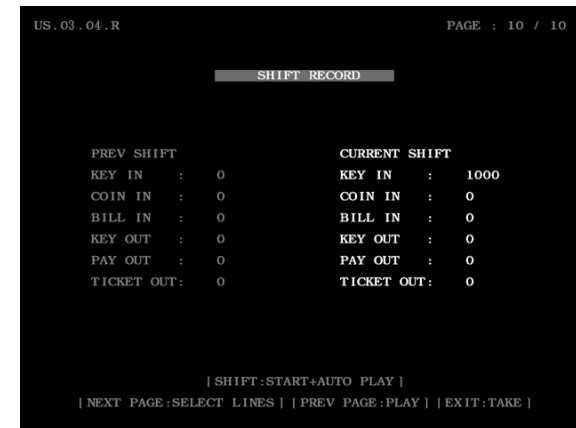


B. Soul Collector game



1. In main game, when players get **4 Sun Medal** symbols, they will enter the **Soul Collector** game.
2. The Soul Collector game can be played 10 times within 30 seconds.

Shift Record



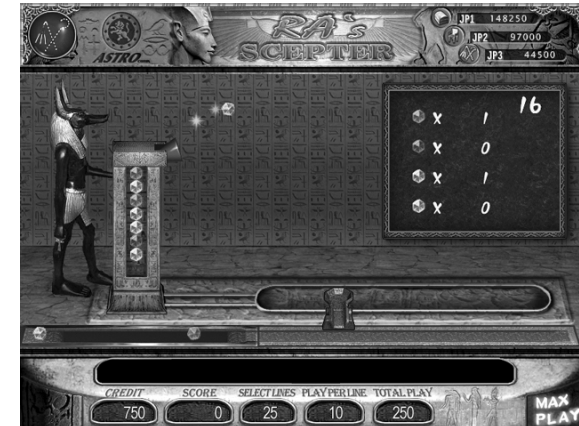
Bookkeeping page 10/10

1. Press **Start** and **Auto Play** buttons to shift.
2. Press **Select Lines** or **Play** button to select the page.
3. Press **Take** button to exit the **Bookkeeping** page.

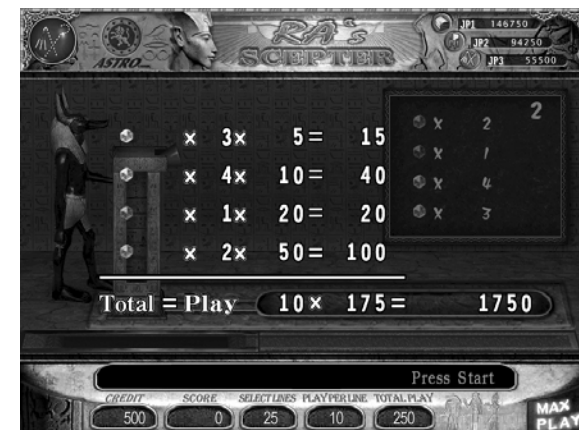
I/O Test



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **I/O Test** and press **Start** button to enter the **I/O Test** page.
3. Press **Take** button 2 seconds to exit the **I/O Test** page.



6. $\text{Winning} = \text{Play Per Line} \times \text{Odds}$



Bonus Game

A. Gem Catcher game



1. In main game, when player gets **3 Sun Medal** symbols will automatically enter the **Gem Catcher game**.
2. The Time limit is within **30** seconds.
3. Press **Play** button to move the catcher towards right, and press **Take** button to move the catcher towards left.
4. The gems you've caught will be collected in the left bottom.
5. Game is over when all gems were shoot out, or time to be counted down to 0, or when players to catch 10 gems in total.

History



1. Turn on **Account** switch to enter the **Setup Menu** page.
2. Select **History** and press **Start** button to enter the **History** page.
3. Press **Select Lines** or **Play** button to select the page.
4. Press **Take** button to exit the **History** page.

How to play

A. Main Game



15 reels-25 liner style



Pay Chart

4. Press **Double** button to choose one among the 3 coffins.



5. When you pass one level, you will collect a letter among "B", "O", "N", "U", "S". When you collect all 5 BONUS letters, you will win extra bonus.



6. Before the beginning of this round, you may press **Take** button to exit.

E. Double Up



1. After winning in the main game or bonus game, players can press **Double** button to play the Double Up game.
2. The **Double Up game** can be played for **maximum of 5 times**.
3. Each round will appear 3 souls, the different color of soul indicates its related odds.

B. Free Game



The game will randomly give away **6~10 rounds** of free games.



C. Scepter's Magic



Occasionally, the “Scepter’s Magic” will shift symbols to increase the winning opportunity.



D. Jackpot

1. JP1 : (Random JP)



When player’s play as JP MIN. Play and hit more than 3 **Treasure Box** symbols, they will be awarded the JP1 Bonus. JP1 is a random bonus ranging from **550~650** times of Total Play.

2. JP2 : (Random JP)






When player’s play as JP MIN. Play and hit more than 3 **Throne** symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from **350~450** times of Total Play.

3. JP3 : (Random JP)



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

Symbol			
Of a kind			
3	1/4 JP1	1/4 JP2	1/4 JP3
4	1/2 JP1	1/2 JP2	1/2 JP3
5	JP1	JP2	JP3