

User's Manual

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Game Description

☆[Game play instructions]

《Dragon Ball》 Based on the marine fishing theme of the plane LCD monitor — lottery-type game, the game uses a high-definition screen design, support 4/6/8/10 while online games. 19 different types of fish, 9 kinds of powerful special Items, a clear definition and detailed undersea scene. It's the most popular game machine in your Game center.

☆[Game Features Description]

▶ Special item—Floating in the field. Attack them to release special power!!

◆ Dragon Ball → Randomly upgrade normal bullet to powerful Dragon Ball for free.

◆ Blasting Firecracker → Cause Blasting Firecracker explode while de-

feated. Attacking all fishes near exploding area.

◆ Ancient Cannon → Cause Ancient Cannon explode while defeated.
Killing all normal fish in the field at once.

► Special Fish

◆ Fish King → Kill all same kind fishes in the field.

◆ Treasure Dragonboat → Attack Treasure Dragonboat has a chance to drop random jewelry. Success break it will win

high score award.

◆ Pearl Roulette → Collect 5 jewels drop form the Treas-

ure Dragonboat will launch Pearl Roulette.

Win the additional bonus scores.

◆ Flame Dragon → Get x500~800 randomly.

◆ Golden Lobster → Get x200~500 randomly.

◆ Crimson Lobster → Get x100~200 randomly.

Game Description

☆[Odds Table]

	-	**	
х2	x2	х3	
	7		
х4	x5	хб	
	-		
х7	х8	x9	
	4		
x10	x12	x15	
	and the brand	-	
x18	x20	x25	
-			
x30	x40	x60	
x80			
XOU			

Operating Instructions

☆[Operation Panel Instruction]



☆ [Basic Operations]

▶ It's easy to play!! After insert coins to credit, select your bet by Raise Bet button, aim your target by Direction Controller and SHOOT!!

CAUTION

- ◆ Auto Attack→Press the "Shoot Button" 3 seconds to launch.
- ◆ Aim Attack → Press the direction controller "Down" for 3 seconds to launch. After launched, press "Up or Down" to select fish to aim.

☆ [Play skills]

▶ Use your special weapons well to win Huge score rewards. Select your launch timing, aim your target at fishes cluster.

System Adjustment

☆ [Parameter Adjust-Direct Adjust]

ltem	Default	Parameters		
Minimum Bet	50	1 , 2 , 5 , 10 , 20 , 30 , 40 , 50 , 100 , 200 , 250		
Maximum Bet	1000	10 , 20 , 30 , 40 , 50 , 100 , 200 , 500 , 1000		
Bet Increase Rate	10	1 , 2 , 5 , 10 , 20 , 50 , 100 , 200 , 500 , 1000		
Credit Limit	1000000	5000 , 6000 , 10000 , 15000 , 20000 , 30000 , 50000 , 100000 , 150000 , 200000 , 500000 , 1000000 , 2000000 , 5000000 , 10000000 , 20000000 , 50000000 , 90000000		
System Limit	2000000	10000 , 15000 , 20000 , 30000 , 40000 , 50000 , 100000 , 150000 , 200000 , 300000 , 500000 , 1000000 , 2000000 , 5000000 , 10000000 , 20000000 , 50000000 , 90000000		
Ticket Ratio	1	1/100 , 1/80 , 1/50 , 1/25 , 1/15 , 1/10 , 1/08 , 1/5 , 1/4 , 1/3 , 1/2 , 1 , 2 , 3 , 4 , 5 , 8 , 10 , 15 , 20 , 25 , 50 , 80 , 100		
Withdraw Mode	KeyOut (Coin)	KeyOut(Coin) \ KeyOut(Ticket) \ AutoOut(Coin) \ AutoOut(Ticket)		
Shooting Speed	Medium	Slow ` Medium ` Fast		
Bullet Speed	Medium	Slow · Medium · Fast		
AutoTrigger- Time	No	No · Slow · Medium · Fast		
Auto shoot	On	Off · On		
Station Quan- tity	8(3-1)	2(2-0), 3(3-0), 4(2-2), 4(4- 0), 6(2-1), 8(2-2), 8(3-1), 8 (4-0), 8(8-0), 10(3-2)		
BGM	On	Off · On · SE · BGM		
Volume	4	0 , 1 , 2 , 3 , 4 , 5 , 6 , 7 , 8		

System Adjustment

☆ [Parameter Adjust-Report Adjust]

ltem	Default	Parameters		
Coin Ratio	100	1 , 2 , 5 , 10 , 20 , 25 , 50 , 100 , 200 , 250 , 500 , 1000		
Key In Ratio	10000	100 , 200 , 250, 500 , 1000 , 2000 , 2500, 5000, 10000 , 20000 , 25000, 50000,100000		
Game Difficulty	5	0 , 1 , 2 , 3 , 4 ,5		
Location Scale	Medium Location	Small Location、Medium Location、Large Location		
Report Time period	10	1 ~ 30		
Profit Limit to Report	100000	10000 ~ 300000		
System Time		YYYY/MM/DD HH:MM:SS		
Change Pass- word	00000000			



Total record default password : [0000 0000]

Cable Definition

Up	1	2	Down
Left	3	4	Right
Raise bet	5	6	Shoot
Coin in	7	8	Key in
Key out	9	10	Pay out
Ticket SW	11	12	Hopper SW
Ticket SSR	13	14	Hopper SSR
Shoot lamp	15	16	Raise bet lamp
+12V	17	18	+12V
+12V	19	20	+12V
+5V	21	22	Ground
Ground	23	24	Ground
Ground	25	26	Ground

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