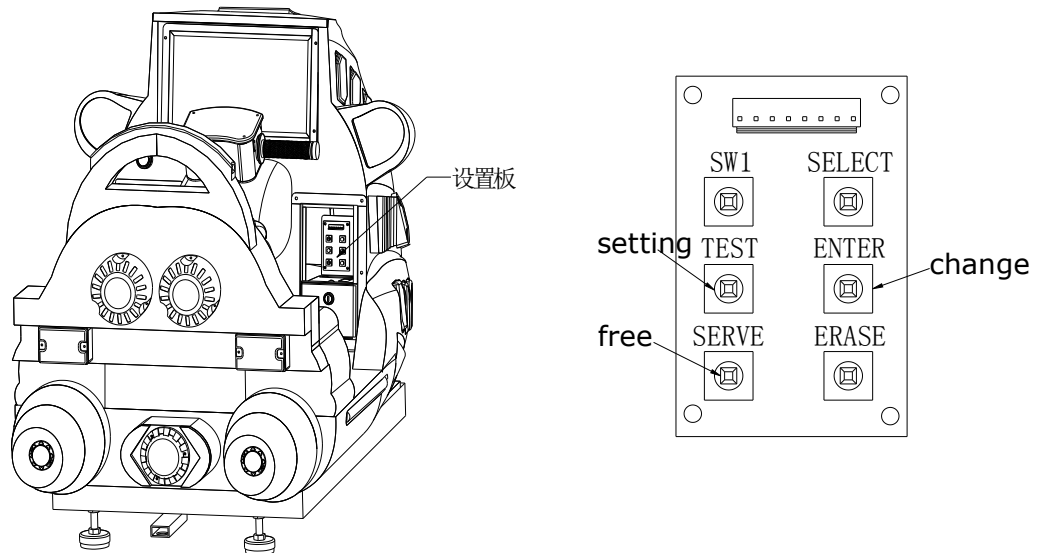


8. GAME SETTING

8.1 KEYS FOR SETTING



SELECT: Choose the setting item.

TEST: Enter into the setting menu or skip to the next menu.

ENTER: Change the setting.

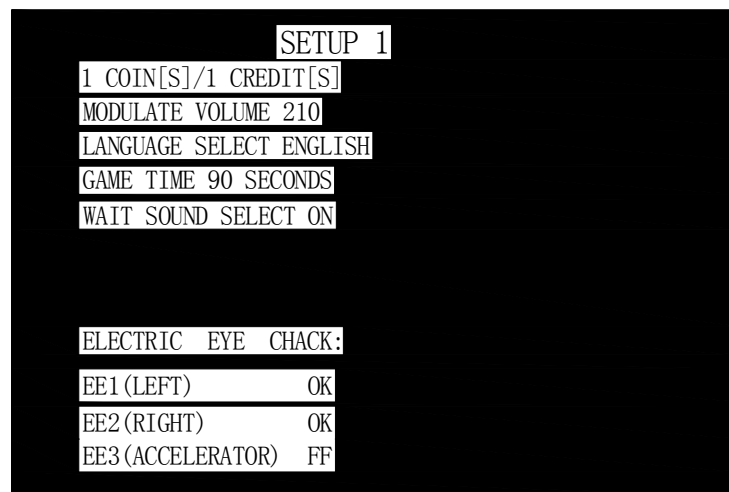
SERVE: Free to play.

8.2 SETTING METHOD

Setting method: press “TEST” to enter into the game setting menu → press the “SELECT” to choose the setting item →press “ENTER” to change the setting → press “TEST” exit setting.

8.3 SETTING DESCRIPTION

1) 1) Game setting interface:



Descriptions:

1COIN[S]/1 CREDIT[S]: this setting can decide how many coins for how many playing time, if set to “1COIN[S]/1 CREDIT[S]”, it means insert 1 coins for 1 game.

MODULATE VOLUME: this setting can decide the volume, the higher value, the larger output volume.

LANGUAGE SELECT: this setting decides which language will be displayed in screen, Chinese or English.

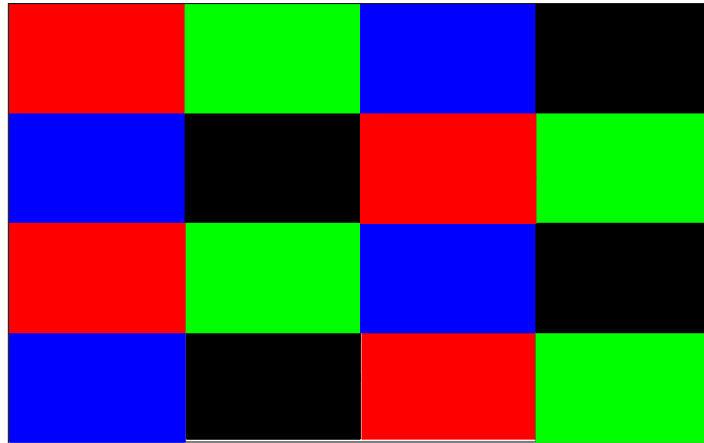
GAME TIME: this setting decides the limit time for one game, if setting to “90 seconds”, it means has 90 seconds for one game.

WAIT SOUND SELECT: this setting decides if output background music while

standby. If set to "ON", it will play the background music while standby time.

ELECTRIC EYE CHECK: this setting is to check if the sensor working state is normal.

2) Testing the display



When the screen color is not white, the display can be judged to failure.