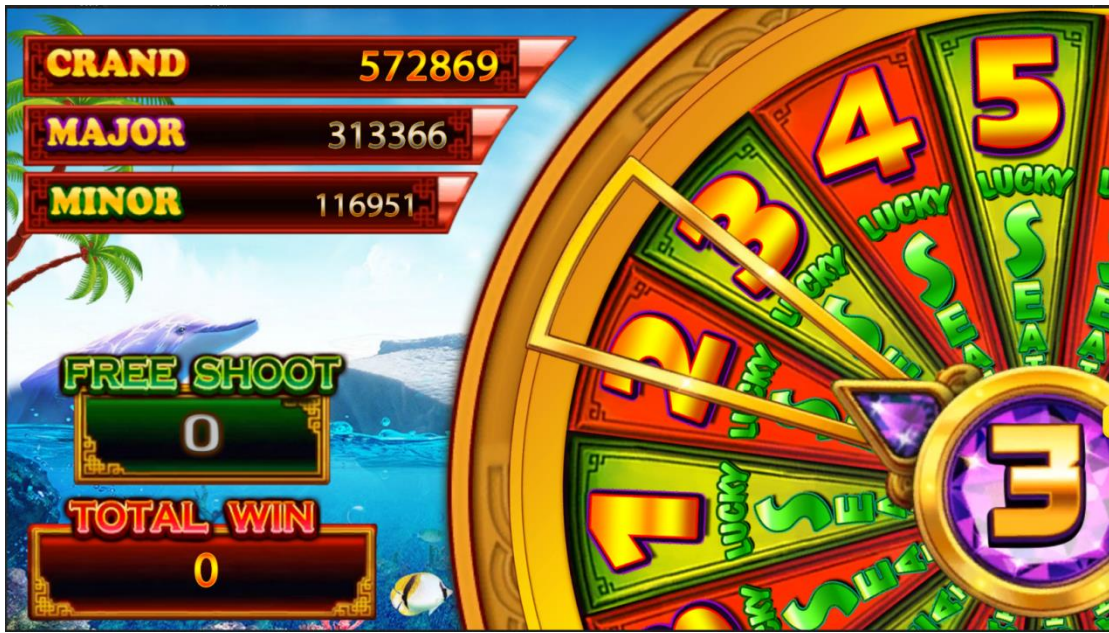


# HomingGame 3D Kong With Jackpot Bonus Manual



## Game Theme Instruction:

**1.The Monkey King 'Wu Kong' after battle with 'Sage Sun' &'Crab General',will take his**

**magic cloud flying from Ocean Dragon King Palace to Sky Palace to VS 'Lord Erlang' and his magic monsters.**

**2.After Battle in sky palace,Monkey King'Wu Kong' will fly to destination Ocean 'Crystal Palace' to final Battle.**

**3.3D Kong fishing game,inside have 3 different big boss 'Crab General','Sage Sun','Lord**

**Erlang' ,after the player kill the big boss,can enter the jackpot bonus mode,in this mode**

**player have 3 times chance to win the bonus.Each time can have a chance to win 'Free**

**shoot','Minor Prize','Major Prize' and 'Grand Prize' bonus,Amazing Super big Bonus Waiting for you !!**

**4. 6 New desgin Special Effect Weapon.**

**'Trcuspin Halberd ','ICE Fairy','Dragon Light Gun','Mended Stone','Clone Magic','Gold Hammer'.beyond your imagination.**



**Feature:**

**3 Different style weapon available switch,pull down joystick 2 times to shift**

**Playe can shoot different kinds of fish to get the credits.**

**Kill the dragon gun weapon,get the laser dragon light gun**

**Kill the Bull monster will get the partial bomb**

**Kill the red baby get the Tucspin Halberd**

**Kill the chain fish,will get the “WuKong million” weapon to kill the fish**

**Kill the Gold hammer will the gold hammer to kill the fish**

**Boss fish will appear randomly,nearly more than 20 kinds of small fishes.**

**Max 10 players available,background setting max bet,min bet etc**

**Press shoot button hold on 3 seconds,auot fire**

**Kill the boss” Gernal Crab”,”Dragon King” “Er lang” will win the bonus chance**

# Fish Kind

2



2



3



3



4



5



5



6



6



7



7



8



8



9



9



10



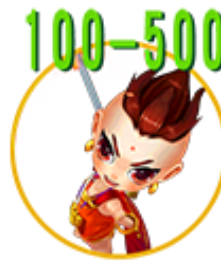
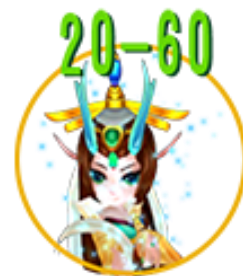
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10-50







**1 Trcuspin Halberd** 



**2 ICE Fairy'** 



**3 Dragon Light Gun** 



**4 Mended Stone** 



**5 Clone Magic** 



**6 Gold Hammer** 



**GRAND 3000000**  
**MAJOR 300000**  
**MINOR 300000**

FREE-SHOOT  
0

TOTAL-WIN  
0



## Bonus instruction:

1. Jackpot bonus divide into “**Default Credit**” and “**Accumulate Credit**”.(Default credit+Accumulate Credit)

**Default Credit**=Max Bet\*Each Level Bonus setting mini times

(**Notice**: default credit at a certain means “Mini bonus number”.when the actual credit less than default credit. The system will let the credit become back Default credit number)

At Present each level jackpot bonus mini times as follows:

**Grand Prize**: 500-560 times

**Major Prize**:300-336 times

**Minor Prize**:100-112 times

For Example: If the “**Max bet=1000 Credits**” ,So the **Default Credit** as follows:

(**Notice**:This is the average Default Credit)

Grand Prize:1000\*530=530,000

Major Prize:1000\*318=318,000

Minor Prize:1000\*106=106,000

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**Accumulate Credit**:when player shooting,program will take fixed percentage of total player shooting credits into each level bonus box.as follows:

Grand Prize:0.1% (If 1 shoot 1000 credits, will take 1 credits into the box)

Major Prize:0.2%( If 1 shoot 1000 credits, will take 2 credits into the box)

Minor Prize: 0.3%( If 1 shoot 1000 credits, will take 3 credits into the box)

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### Jackpot Bonus Payout instruction:

Supposed player win the jackpot bonus:

**Get Credits= player bet credits/ Max bet credits\* Relevant Level bonus total credits.**

For Example: If max bet=1000 credits, Grand Prize=655,360 credits

When player bet credits=10 credits.So the player can win the grand prize bonus:

Grand prize bonus=10/1000\*655,360=6553.6, round off number is “6553”

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When player bet credits=100 credits.So the player can win the grand prize bonus:

Grand prize bonus=100/1000\*655,360=65536, round off number is “65536”

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When player bet credits=1000 credits.So the player can win the grand prize bonus:



Grand prize bonus=1000/1000\*655,360=65536, round off number is “655360”

## Game System Setting:



if the machine times up want to extend the time or want to change the setting and get the active code to save the data,so how to do ??

- 1.Press the Red system button to enter into the gaming system setting screen.
2. In the Manager Position,using the Joystick to 'Up' and 'Down' to choose the Option, and joystick 'Left' or 'Right' to change the parameter.



- 3.Press the 'Shooting' Button to confirm
- 4.when everything setting ok,Choose the 'Save & Exit' to exit
- 5.will go into the next stage 'Profit draft' ,if no need change any setting,can go into this stage directly(extend the time)
- 6.take out our coder box,and power on, as per the video showing step by step,to input the right data into the coder box ,finally you will get the 'Active Code'.
- 7.and then inside the profit draft,you will find a position to fill in this 'Active Code' .when done,just press ok. will restart the machine.
8. all the fishing game machine setting will work or the time will extend.
- 9.Thanks for watching!!!

## Pars list

- Comuter host 1 piece
- I/O Board 1 piece
- Wire 1 group
- Power connector 1 piece
- Power supply wire 1 piece
- instrution 1 piece
- Coder box 1 piece

## Configuration

## Diagram



Power

VGA

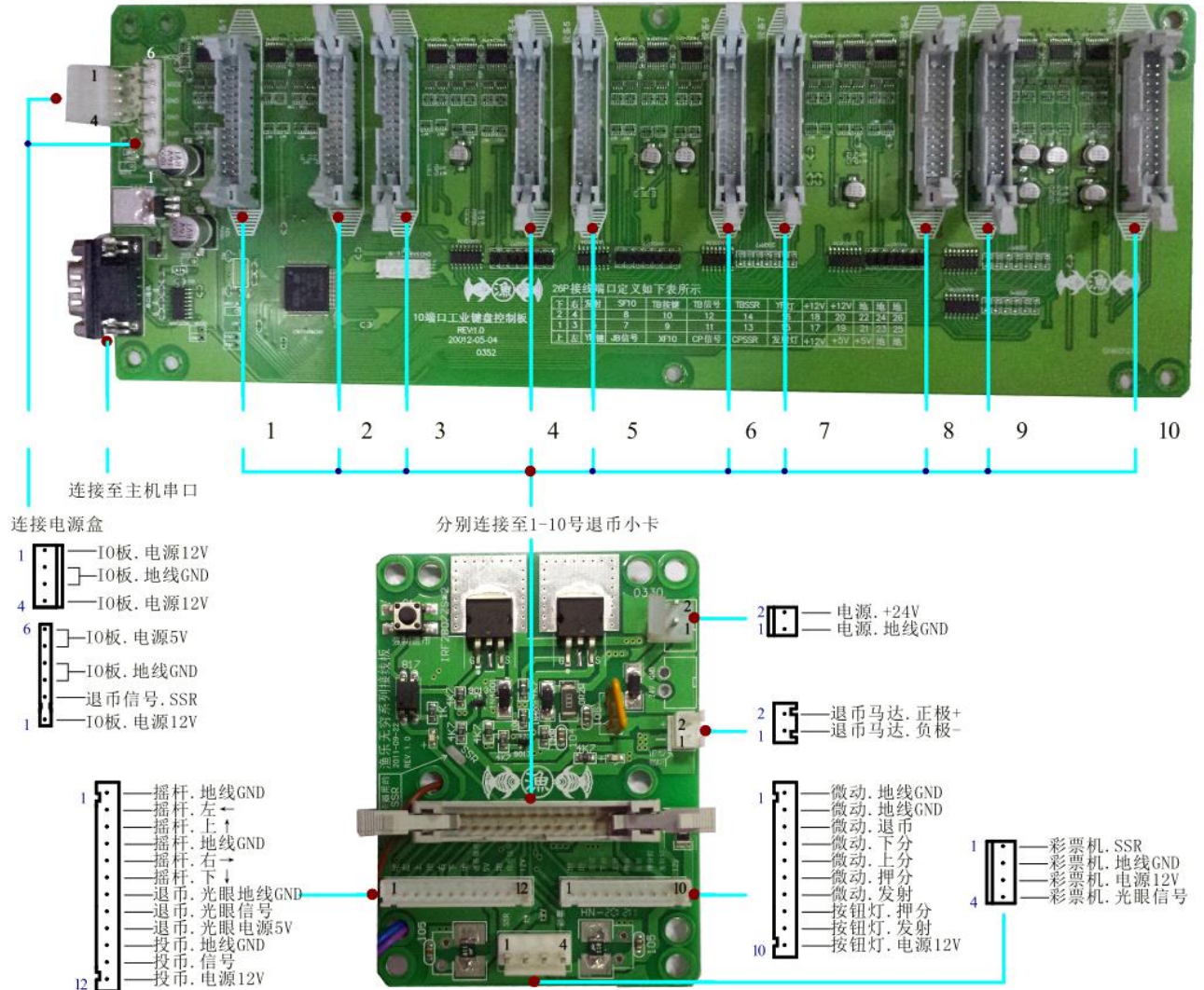
USB

Audio

Keyboard

Extension

[12V 5A][Connect Display monitor] [Connect Power amplifer] [Connect keyboard] [connect I/O board]



**常见故障代码**

无法发炮

**产生原因**

连线、通信出现故障

**解决方法**

检查信号线是否连接好

## Fault elimination

Fault code	Elimination method
E-01	Please inspect whether the coin machine is clamped by the token or whether the signal switch of coin machine is plugged incorrectly, after eliminating the token clamped, press "key in" to clear the error state
E-02	Please inspect whether the coin-out machine is clamped, especially the outlet, after eliminating the token clamped, press "key in" to clear the error state and continue returning the coin
E-03	Please supplement token for the coin-out machine, after supplementation, press "key in" to clear the error state and continue returning the coin
E-04	Please inspect whether the lottery machine is clamped by lottery, eliminate the lottery clamped, press "key in" to eliminate the error state and continue returning the lottery
E-05	Please supplement lottery for the lottery machine, after supplementation, press "key in" to clear the error state and continue returning the lottery
E-06	CREDIT error, it means that abnormality occurs to the mainframe memory, the machine should be restarted, restarting will be implemented automatically
E-07	Account record has been up to the upper limit, please press "system" key to enter the system menu and implement system resetting
E-08	Please inspect whether the wiring connection between the mainframe and machine table device control board, please restart the machine after confirming that there is no error.