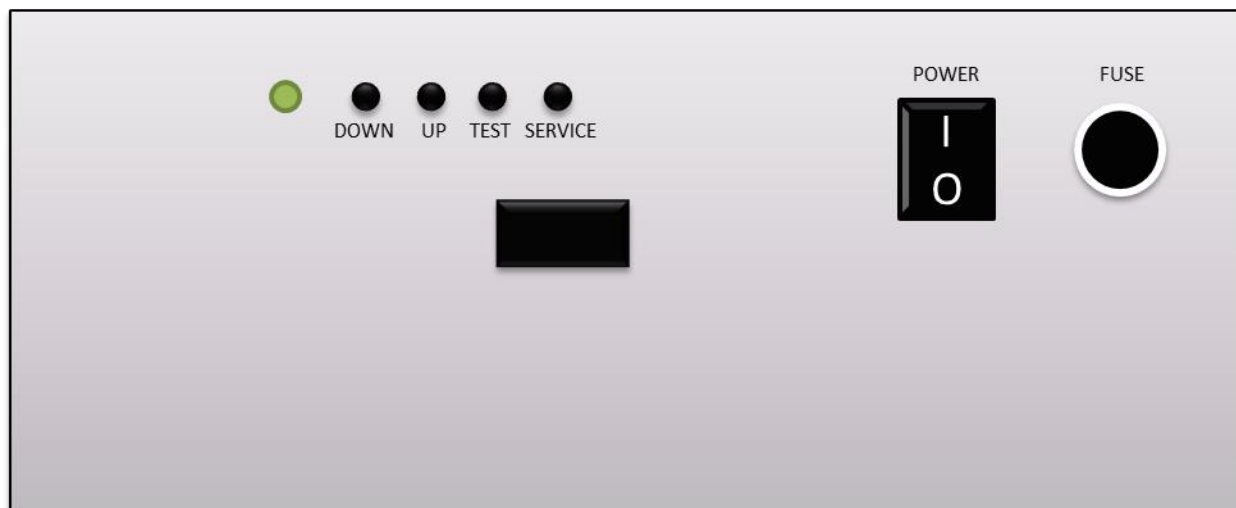
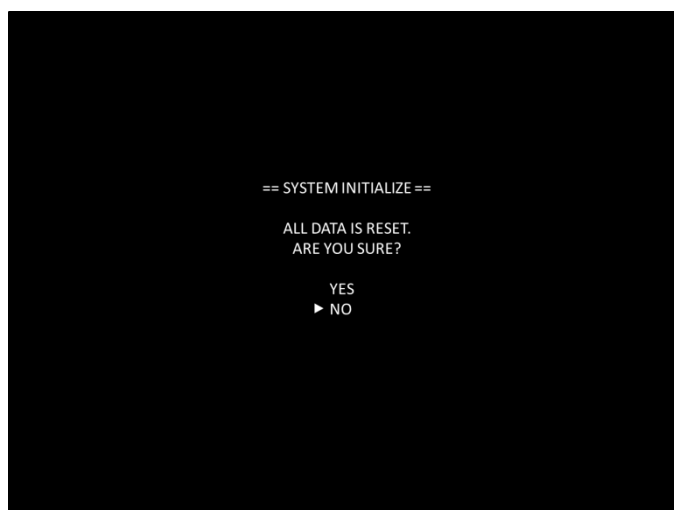


## Dinosaur Catcher (Ticket Redemption) CONTROL BOX



Open the maintenance door.

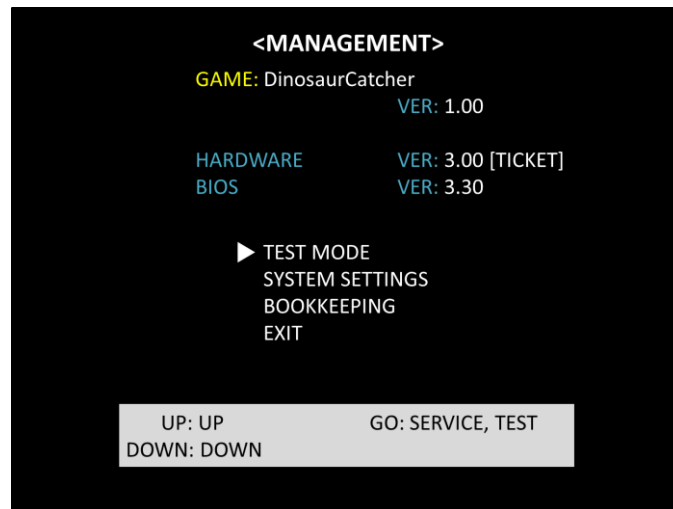
- Switch Power ON, green lamp will flash and the game will start.
- Sound volume can be controlled by pressing [DOWN] or [UP] buttons during attract mode or game play.
- Management menu is displayed by pressing [TEST] button during attract mode or game play.
- Press [SERVICE] button to return to the game.
- Turn on the power while pressing [TEST] & [SERVICE] button at the same time to initialize system settings.



※ Press the [DOWN] or [UP] buttons to move the arrow to make a selection, press the [SERVICE] button to confirm the selection.

※ BEWARE! If the selection is YES all game settings and income data will be erased, and the game will reset to factory default settings.

## Dinosaur Catcher (Ticket Redemption) MANAGEMENT MENU



### Management Menu

Move arrow with [DOWN] or [UP] button and make a selection with [SERVICE] or [TEST] button.

- TEST MODE

Go into test mode for I/O test, sound test & monitor test

- SYSTEM SETTINGS

Go into system settings.

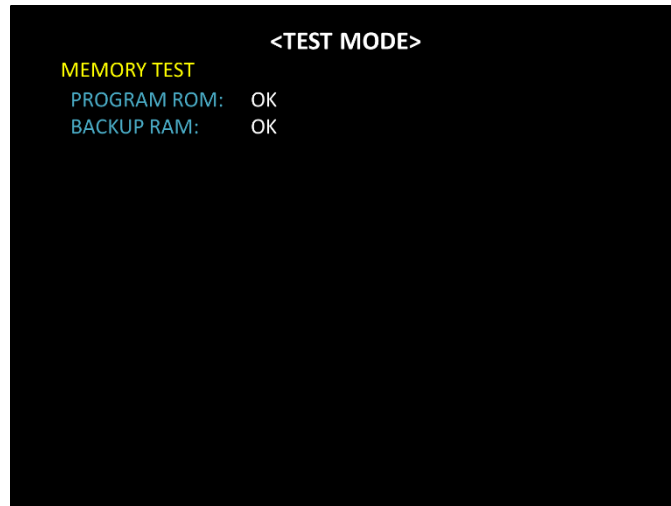
- BOOKKEEPING

Income data and error history are displayed.

- EXIT

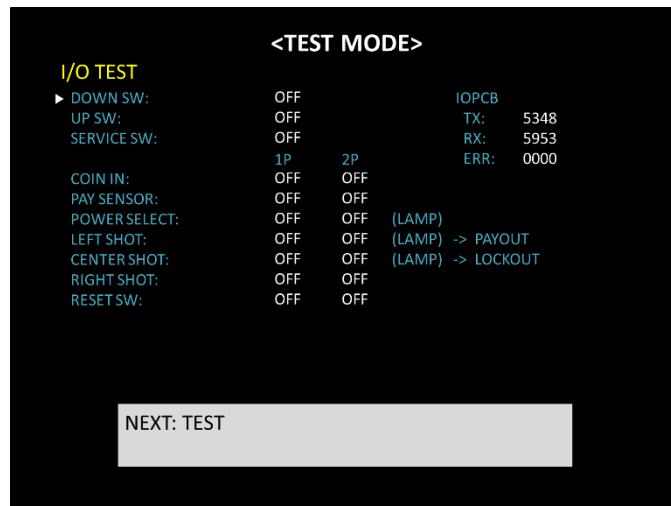
Return to game mode.

## Dinosaur Catcher (Ticket Redemption) TEST MODE



### Memory Test

- Complete memory test and move to I/O test automatically.

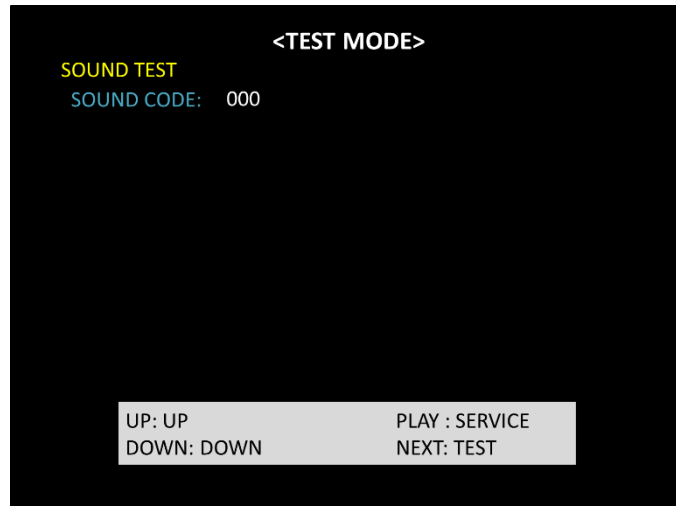


### I/O Test

- DOWN SW : [DOWN] button in the control box
- UP SW : [UP] button in the control box
- SERVICE SW : [SERVICE] button in the control box
- COIN IN : Coin count sensor in the coin mech
- PAY SENSOR : Payout sensor in the ticket dispenser
- POWER SELECT : Power select button (lamp is on)
- LEFT SHOT : Left shot button (Lamp is on + ticket dispenser moves)
- CENTER SHOT : Center shot button (Lamp is on + coin lockout moves)
- RIGHT SHOT : Right shot button (Lamp is on)
- RESET SW : Reset the error
- IOPCB : Connection on IO board

Press [TEST] button to move to sound test.

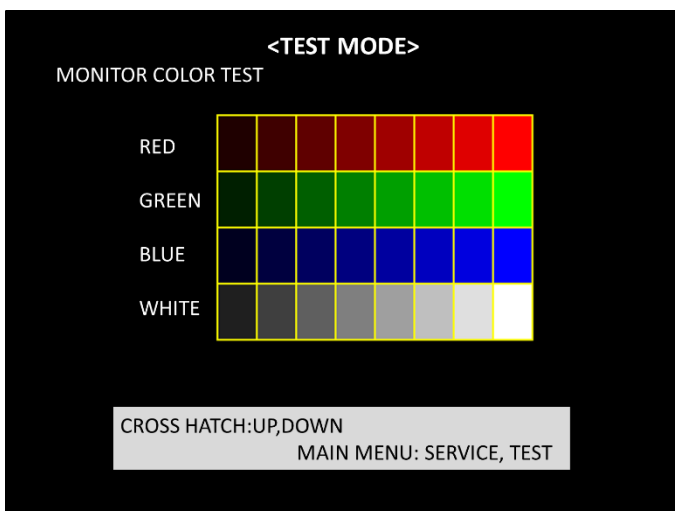
## Dinosaur Catcher (Ticket Redemption) TEST MODE



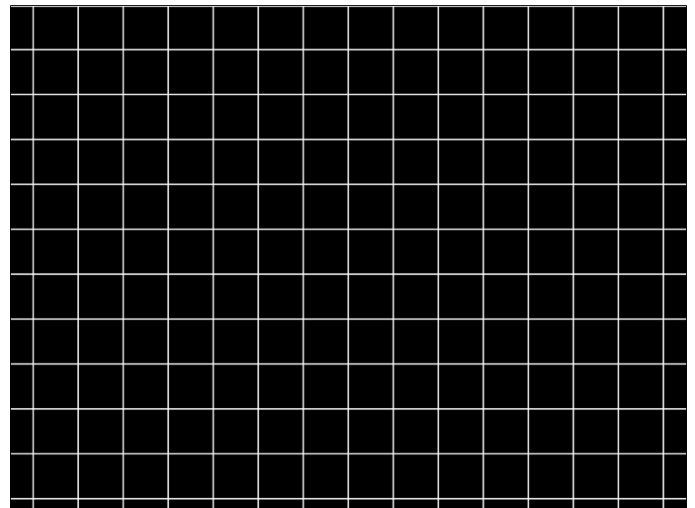
### Sound Test

- SOUND CODE : Select sound number with [DOWN] or [UP] button and play each sound with [SERVICE] button.

Press [TEST] button to move to monitor test.



Monitor color test



Cross Hatch test

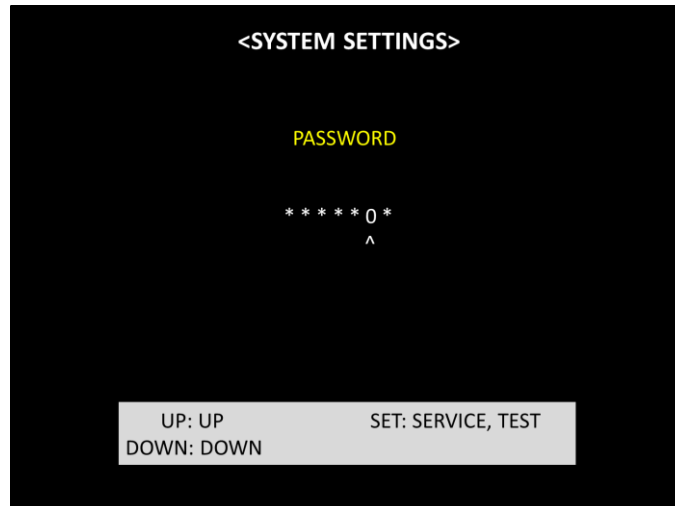
### Monitor Test

Press [DOWN] or [UP] buttons to move to Cross Hatch Test.

Press [DOWN] button during Cross Hatch Test to return to Monitor Color Test.

Press [SERVICE] or [TEST] buttons to return to Management Menu.

## Dinosaur Catcher (Ticket Redemption) SYSTEM SETTINGS



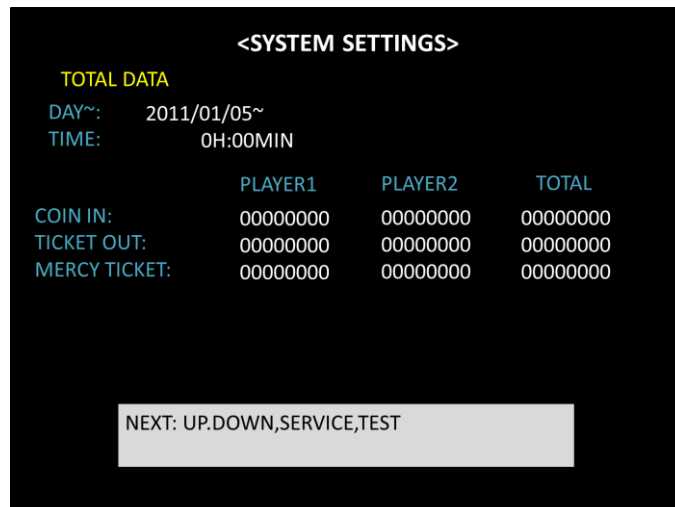
Enter password (factory default password: 000000)

- Screen goes back to Management Menu when wrong password is entered.

Press [DOWN] or [UP] buttons to select number.

Press [SERVICE] or [TEST] buttons to confirm the number and move to the next digit.

- Enter correct password to move to next screen.



- TOTAL DATA : Total data is shown

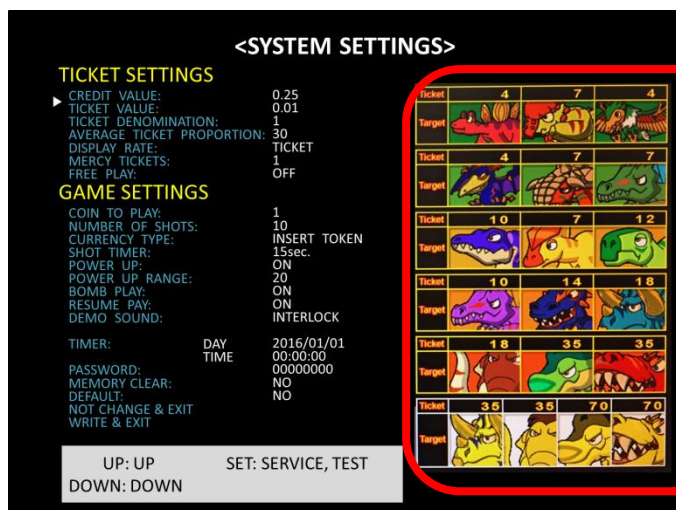
-COIN IN : Number of coins inserted

-TICKET OUT : Number of tickets dispensed.

-MERCY TICKET : Number of mercy tickets dispensed when game is played by inserting coin(s).

Press either [DOWN], [UP], [SERVICE] or [TEST] button to move to next screen.

## Dinosaur Catcher (Ticket Redemption) SYSTEM SETTINGS



※Caution

If any odds in the totalizator board number become 0, the game cannot be played.

Please adjust the following so that no odds become 0.

- CREDIT VALUE
- TICKET VALUE
- DISPLAY RATE
- MERCY TICKETS
- COIN TO PLAY
- NUMBER OF SHOTS

### TICKET SETTINGS

- CREDIT VALUE : Play fee  
0.05 ~ 5.00 (increment 0.05) Default=0.25
- TICKET VALUE : Value of a ticket  
0.005 , 0.01 , 0.02 , 0.03 , 0.04 , 0.05 Default=0.01
- TICKET DENOMINATION: : Ticket denomination  
1 , 2 Default=1
- AVERAGE TICKET PROPORTION : Proportion of average tickets given  
5 ~ 80 (increment 1) Default=30
- DISPLAY RATE : Ticket or point  
TICKET / POINT Default=TICKET
- MERCY TICKETS : Number of mercy ticket  
0 ~ 5 (increment 1) Default=1
- FREE PLAY : Free play mode  
ON / OFF Default=OFF

### GAME SETTINGS

- COIN TO PLAY : Number of coins to play  
1 ~ 20 (increment 1) Default=1
- NUMBER OF SHOTS : Number of shots per play  
1 ~ 20 (increment 1) Default=15
- CURRENCY TYPE : Token, coin, or swipe card to be used  
TOKEN , COIN , SWIPE CARD Default=TOKEN
- SHOT TIMER : A shot is automatically fired after a set time of player inactivity  
OFF (No automatic shot) , 10 , 15 , 20 , 25 , 30 sec Default=15sec
- POWER UP : With Rock Attack mode or without Rock Attack mode  
ON / OFF Default=OFF

### GAME SETTINGS CONTINUED.....

## GAME SETTINGS CONTINUED.....

- POWER UP RANGE : Max power up range  
1, 3, 5, 10, 20 Default=3
- BOMB PLAY : With Bomb play or not  
ON / OFF Default=ON
- RESUME PAY : Tickets to be paid out or not when error is resumed  
ON / OFF Default=ON
- DEMO SOUND : Volume of attract mode  
INTERLOCK (same level of game sound) / 0 ~ 99 Default=INTERLOCK  
※Volume of game sound can be controlled by UP/DOWN button in the control box.
- TIMER : Date & time setting  
DAY : Year / Month / Date  
TIME : 時 Hour : 分 Min. : Sec
- PASSWORD : Password setting。  
0000000 ~ 99999999 Default=000000
- MEMORY CLEAR : Clear all data in memory  
YES / NO
- DEFAULT : All settings in SYSTEM SETTINGS and volume will be returned to default settings  
YES / NO
- NO CHANGE & EXIT : Do not save the changes and return to Management Menu
- WRITE & EXIT : Save the changes and return to Management Menu

## Dinosaur Catcher (Ticket Redemption) BOOKKEEPING

<BOOKKEEPING>			
PERIODIC DATA			
[CURRENT DATA]	PLAYER1	PLAYER2	TOTAL
COIN IN:	00000000	00000000	00000000
TICKET OUT:	00000000	00000000	00000000
MERCY TICKET:	00000000	00000000	00000000
[LAST DATA]	PLAYER1	PLAYER2	TOTAL
COIN IN:	00000000	00000000	00000000
TICKET OUT:	00000000	00000000	00000000
MERCY TICKET:	00000000	00000000	00000000

NEXT: SERVICE                      MAIN MENU:TEST  
 DATA CLEAR: UP+DOWN(LONG PUSH)

### Book keeping menu

- CURRENT DATA : Data from last “data clear” to current time and date.
  - COIN IN : Number of coins inserted
  - TICKET OUT : Number of tickets dispensed
  - MERCY TICKET : Number of mercy tickets dispensed
  
- LAST DATA : Previous data at last “data clear”
  - COIN IN : Number of coins inserted
  - TICKET OUT : Number of tickets dispensed
  - MERCY TICKET : Number of mercy tickets dispensed

※Press and hold [DOWN]+[UP] buttons at the same time to copy CURRENT DATA to LAST DATA and delete CURRENT DATA.

<BOOKKEEPING>			
PLAYER#1 DAILY INCOME			( 1 / 1 )
DAY	COIN IN	TICKET OUT	
01/06	00000000	00000000	
01/05	00000100	00000070	

BEFORE: UP                              NEXT: SERVICE  
 AFTER: DOWN                              MAIN MENU:TEST

### Data per day for each station



Dinosaur Catcher (Ticket Redemption) BOOKKEEPING

<BOOKKEEPING>			
PLAYER#1 ERROR HISTORY			( 001 / 001)
DAY	TIME	CD	CONTENT
01/06	17:27:46	----	HOPPER JAM
01/06	17:28:46	----	TICKET JAM
01/06	17:29:46	----	COIN IN ERROR

BEFORE: UP	NEXT: SERVICE
AFTER: DOWN	MAIN MENU:TEST

Error history for each station

## Dinosaur Catcher (Ticket Redemption) INSTRUCTIONS

Basic rule : Catch dinosaurs with a lasso and drop it into the water to get ticket(s)/point(s)



How to play

1. Insert coin(s), token(s) or swipe a card to play
2. Press “Shot” button to throw a lasso
  - Lasso can be thrown from 3 different positions
3. Strength of lasso can be changed by “Power UP” button (depending on game settings)
  - 1 shot per throw . . . Normal lasso
  - 3 shots per throw . . . Strong lasso
  - 5 shots per throw . . . Chain lasso
  - 10 shots per throw . . . Strong chain lasso
  - 20 shots per throw . . . Very strong chain lasso
4. While catching dinosaurs, rocks can be shot for additional attack. (When Rock Attack mode is ON)
5. Get the displayed number of ticket(s) or point(s) by dropping the dinosaurs into the water.



1. Bomb Bonus



2. Rock Bonus

Bonus Game

1. Bomb Attack
  - Get the dinosaur with the bomb icon.
  - Collect 3 bombs icons to get the bomb attack. Unlimited bombs can be shot for a set amount of time.
2. Rock Bonus
  - Catch the “Bonus Chance” dinosaur. Unlimited rocks can be thrown for a set amount of time.

