

2017 New Japan version Key Master Manual

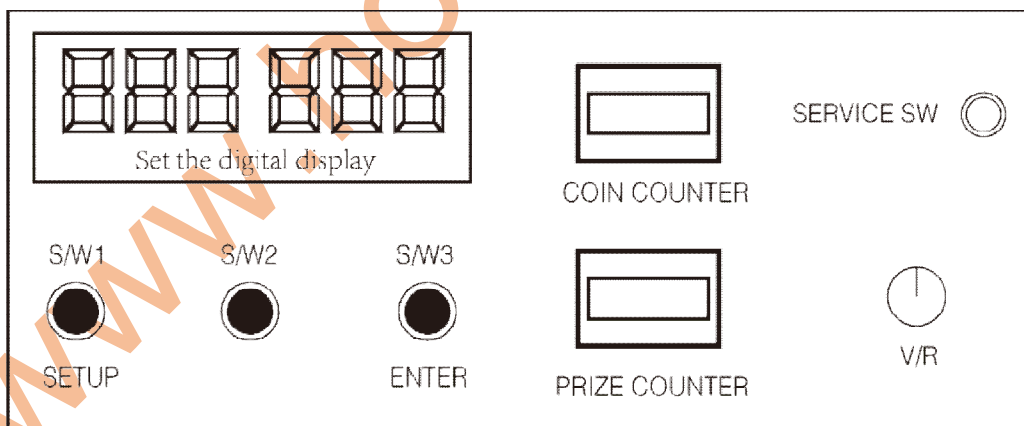


1. Test and Setting Instructions



See Video: <https://youtu.be/b3fOaA1JBKs>

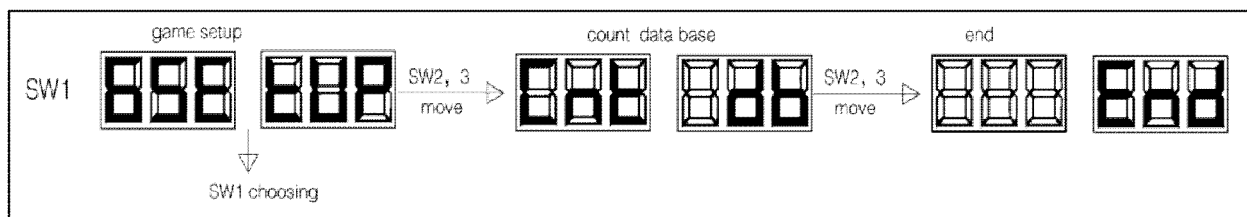
1.1 Setting Mode



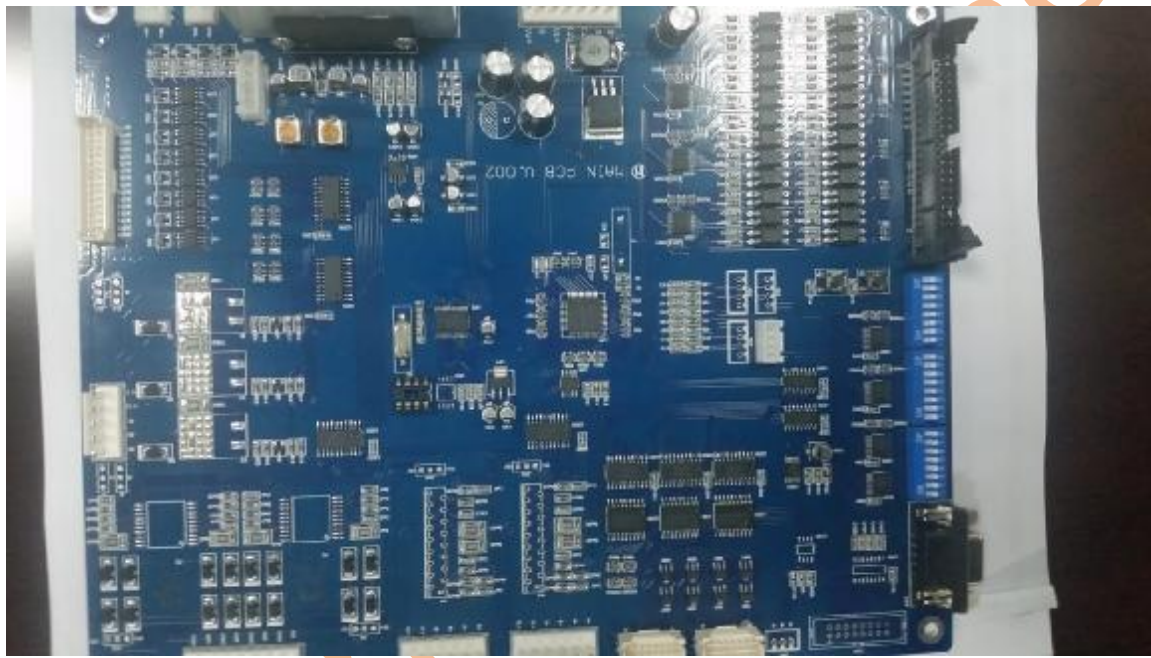
SW1 :Next and Confirm Function SW2/SW3: Shift Function

1.1.2 How to set up

1. pressing SW1 button to enter the mode
2. Shifting each mode by pressing SW2 or SW3
3. Choosing modes by pressing SW1
4. Each mode as follows:
 - Modes displaying



1.1.3 Setting 15 Prizes Coordinate Mode (Clear Permanent Account Mode)





1. Power off the machine
2. In the mainboard,dial the Swith 1-No.8 button to“On” direction.
3. Press Services Panel “Sw1” and “Sw2” button at the same time,power on the machine,hold on 5 seconds.
4. Console Will appear “Error 14”(Alarm sound Warning!)
5. Power off the machine, dial the mainboard Switch 1-No.,8 button to “Off” Direction again.
6. Power on the machine again. And then the key will go to set each prize hook coordinate automatically.
7. The Whole setting need 20 Minutes.
8. When finish the all 15 prize probability setting,the mainboard will save the data shows save”Successfully”
9. Go back to the playing stand-by mode.

Notice: This action also will clear the whole machine account:suck like the permant total coin account(nMedal-00000000) to "Zero",permant total prize out account(nPrize-00000000)to"Zero".and clear the former 15 prize hook coordinate setting data,reset data again.

How to Set the Japan Version Key master Each Hook coordinate Part

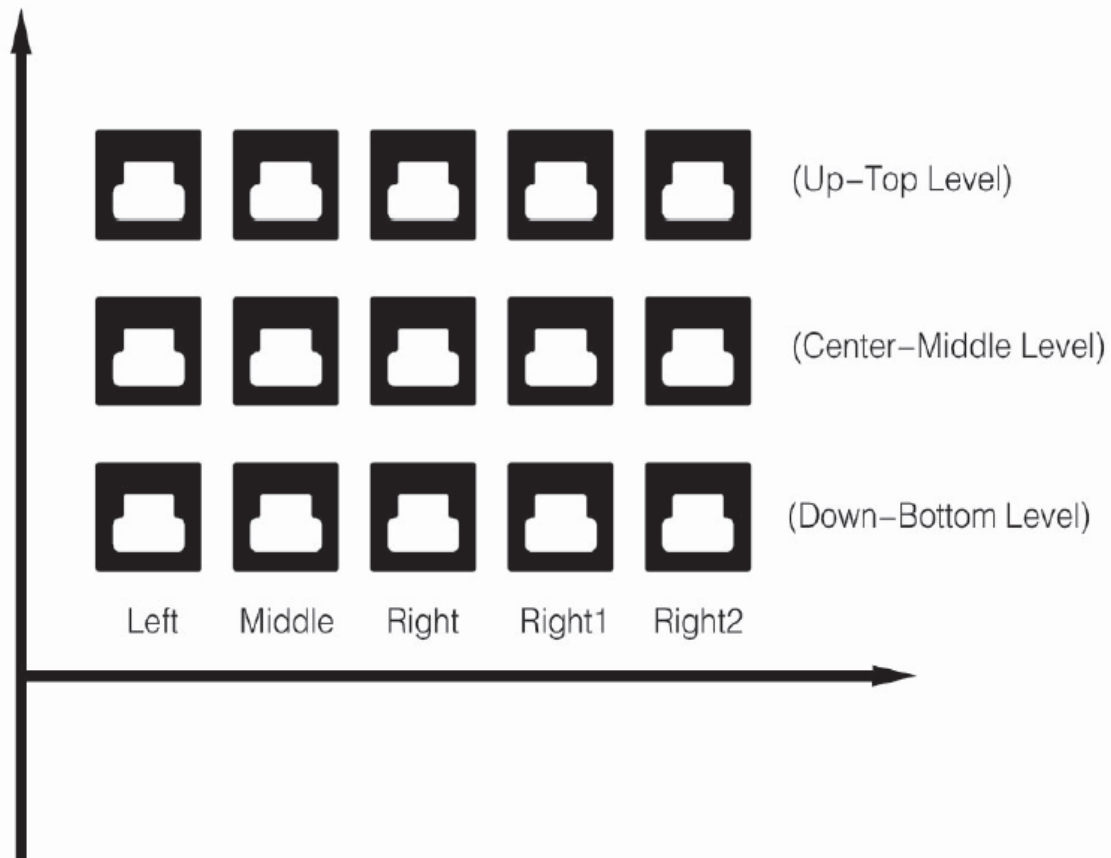
Video Part 1: <https://youtu.be/dTMLj96bwLU>

Video Part 2: <https://youtu.be/sMxajAZjsto>

Video Part 3: <https://youtu.be/AInTCHsm9g4>

1.1.4 Automatic calibration mode

1. The machine can be calibrated automatically in this mode.
2. Power off the machine at first,and then press Sw1 button and hold on,power on machine at the same time,keep pressing Sw1 button for 3 seconds and then leave it,enter into automatic calibration Mode.
3. In this mode, the key will move and go into each prize hook one time,if not go into successfully,when finish this round checking.
4. The key will go back to wrong coordinate hook position to reset the coordinate again.when finish correcting all the wrong coordinate hook setting,the mainboard will save the data.
5. And then the key will go back to former position,go back to the playing stand-by mode.
6. Whole Calibration needs some minutes.



1.1.5 Clear the Current Account.

Current Total Coin In-----(Medal-00000000)

Current Total Prize Out----(Prize-00000000)

Notice:When you want to change how many coins per time or prize probability ,At first you must need Clear the Current Account.

How to Clear Current Account ?

1. In the Playing game stand-by mode.Press panel “Sw1” button,will show [Gsetup] enter into system setting.



2. And then Press Sw2 button,will shows:



3. and then press Sw1 button ,enter the checking account mode,will shows:



4. And then Press Sw3 button(Going into the Final Step),will shows:



5. Press Sw3 button again (going into the Clear step)will Shows:



6. At this State,Press Sw1 button and hold on 5 seconds,can clear the current account data,after finish will shows the following pictures:



Means clear the current account data successfully(can later operation reset the prize probability,how many coins each time,playing time etc data)

7. Press “Sw2” button to shift to the following state[End]



8. and then press Sw1 button ,show this



9. Press Sw2 button,show this;



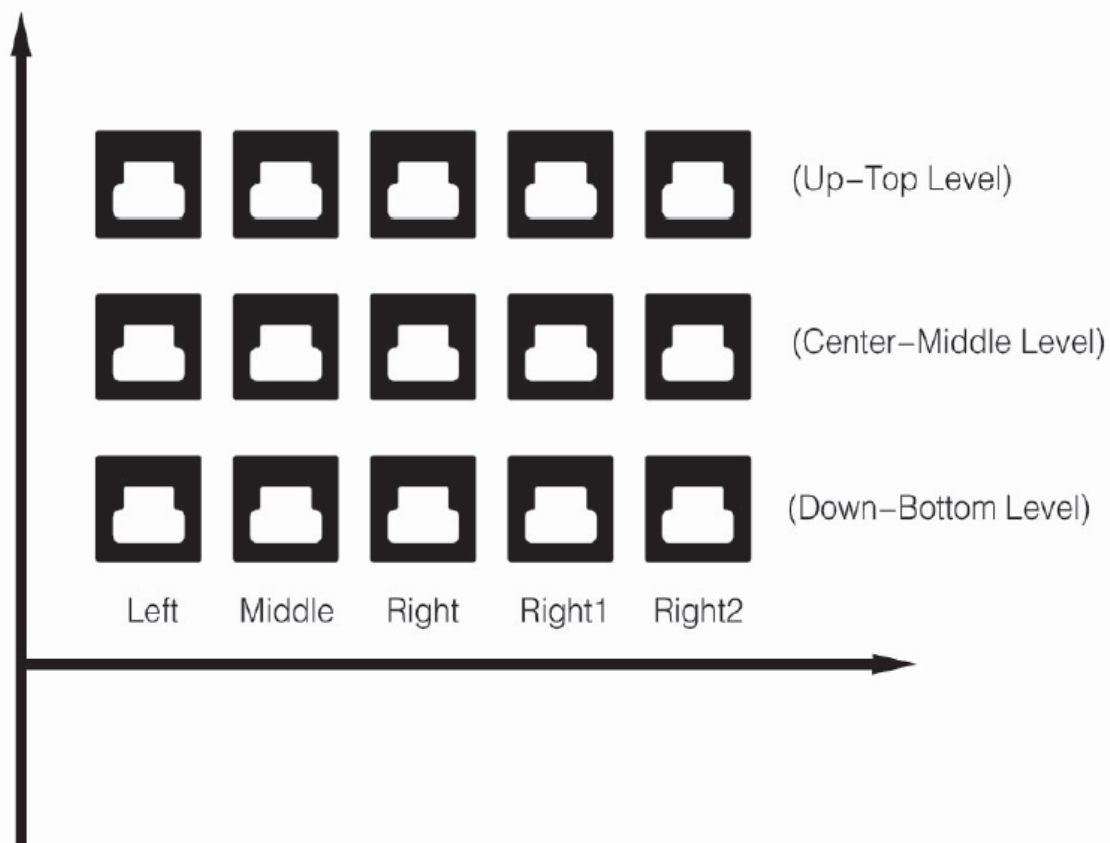
10. Press Sw1 button go back to palying stand by Mode(Finally finish this whole clear current account operation,can set the prize probability Now ,pls review the later operation notice how to set the prize probability etc or playing the game)---The Normal Playing stand-by Mode like this:



See Video: <https://youtu.be/gfXfSlvLH2k>

Must Clear the Current Data account Before Change the Prize probability etc setting :

Video:<https://youtu.be/QK36f858wXs>



1.1.6 Setting Mode (Setting How many coin/time,Prize Probability)

Notice : Before Change the following setting, must be Clear the current data account(current total coin in and total prize out).how to clear ,pls review the manual 1.1.5

Panel Button SW1,SW2,SW3 button Function:

SW1 button: Confirm And Save function

SW2 button:Next Step or Increase Number function

SW3 button: Back Step or Reduce Number Function

Notice:Each Paramter option when want to change,at first press“Sw1” button to confirm,and then press “Sw2” button or “Sw3” button to change the number.when finish change setting ,press “SW1” button again to confirm and back to the this parameter option Postion(function board). And then can press the “Sw2” button to go the next parameter option or Press the “Sw3” button to back to former parameter option.

See Video:

Change The key master or Axe Master Setting

Part 1 :<https://youtu.be/dvZZl3 Bs1s>

Part II :<https://youtu.be/ajG jF57s1U>

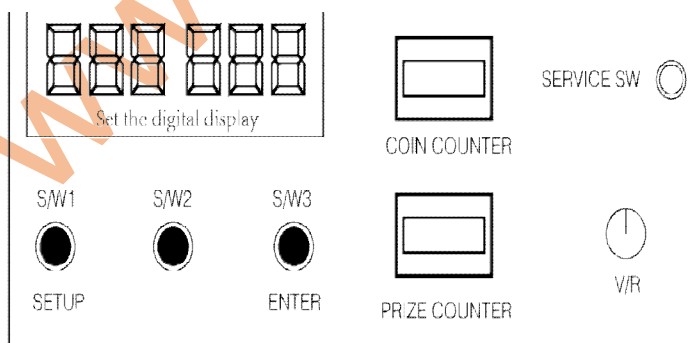
Enter into the Setting Mode (how many coin per coin):<https://youtu.be/dRYIDP0Ou70>

set playing game times :<https://youtu.be/4C3Su4APuzU>

Prsention voice on/off :<https://youtu.be/yUCQHZe0txw>

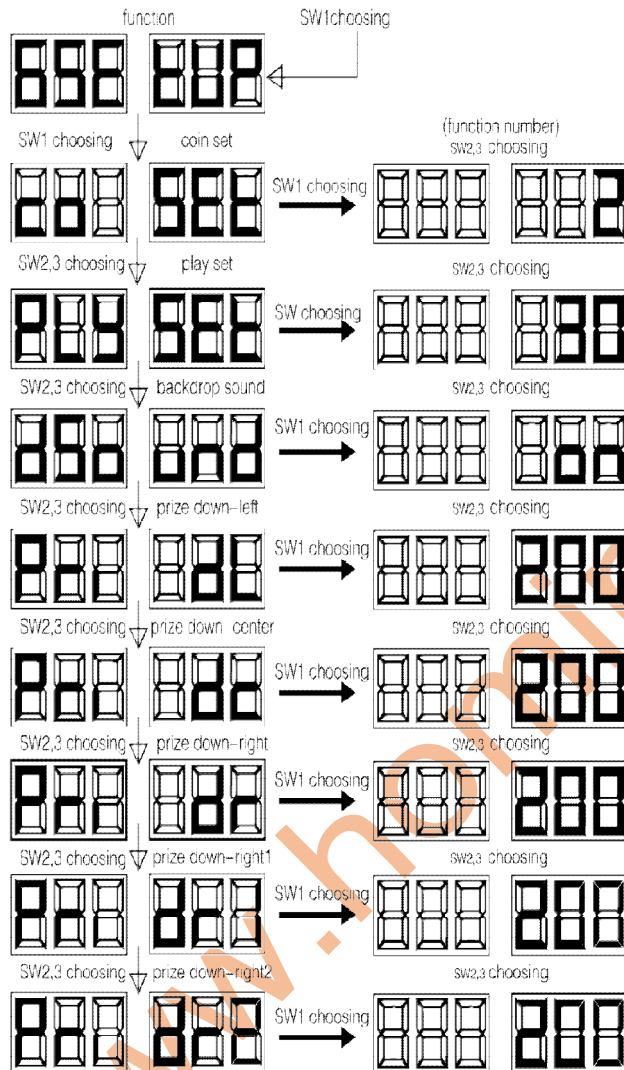
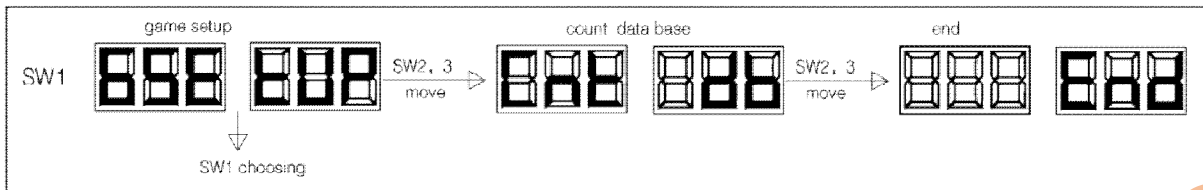
Setting Prize probability :<https://youtu.be/tdZDA1KBEYA>

Setting Prize Probability Part 2 :<https://youtu.be/SIS5dGXEBc0>



- 1.Entering different functions by pressing SW1 in this mode.
- 2.Shifting in different functions by pressing SW2/SW3.
- 3.Setting function number by pressing SW1 after choosing.
- 4.Changing function number by SW2/SW3
- 5.Pressing SW1 again to return to function board after changing function number

- Mode Display



Setting coin number of every round game

Scope: 0-9/staring value:2 coins/play 2 coins

0: 0:free mode

Setting time of every round

Scope:/0-99/staring value:30s/round 30 seconds

Unit :1second

Presentation Voice

ON

On/off

Setting winning rate on the left of bottom layer

Scope :0-9999/staring value 1 prize/200 coins 200

Unit: 1 coin

Setting winning rate in the middle of bottom layer

Scope :0-9999/staring value 1 prize/200 coins 200

Unit: 1 coin

Setting winning rate on the right of bottom layer

Scope :0-9999/staring value 1 prize/200 coins 200

Unit: 1 coin

Setting winning rate on the right 1 of bottom layer

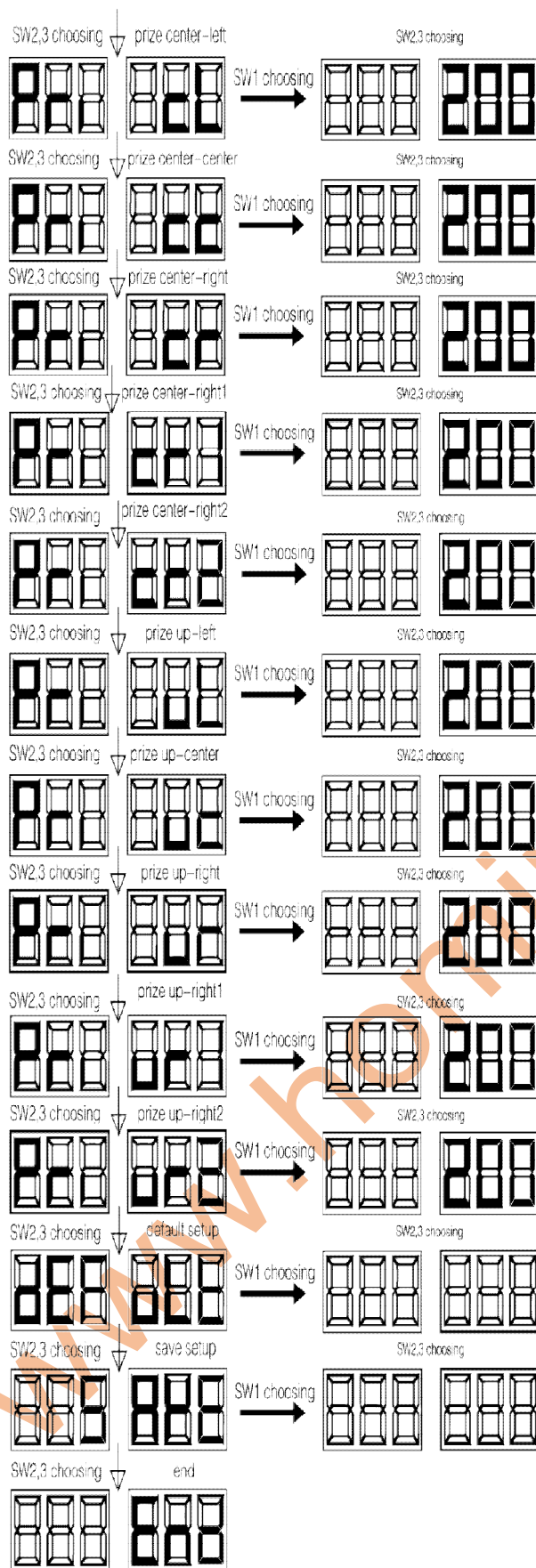
Scope :0-9999/staring value 1 prize/200 coins 200

Unit: 1 coin

Setting winning rate on the right 2 of bottom layer 200

Scope :0-9999/staring value 1 prize/200 coins

Unit: 1 coin



Setting winning rate on the left of middle layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the middle of middle layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right of middle layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right 1of middle layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right 2 of middle layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the left of up layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the middle of up layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right of up layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right 1 of up layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Setting winning rate on the right 2 of up layer
Scope :0-9999/staring value 1 prize/200 coins 200
Unit: 1 coin

Restart all setup “GSETUP” Return to staring value (keep pressing SW1 5 seconds)Note: pressing SW1 until showing “-SUCC-” every setup functiom number will return to initial number(clear count data first and then return to initial number)
Save all game set up Note: press SW1 to save showing “-SA OK-” and browsing automatically (saving operation effectively when changing parameter)

*Attention:If you want to be re-set winning rate of each prize shelf, youshould clear records and operate according to page 18.

Note:1) Pressing SW1 to return to previous menu when showing “END”

16 2)shift to CNTDB mode by pressing SW2/SW3