



ROCKET
GAMING LABS

AD ASTRA 

JACKPOT SYSTEM

SECTION 1 :: SYSTEM INITIALIZATION

The following steps are performed ONLY during the first launch of the Ad Astra Jackpot System. Each step must be completed in sequence. All input is performed via the bottom touchscreen panel using the numeric keypad and navigation buttons (DELETE, ENTER, UP [^], DOWN [v], SAVE).

>> 1.1 ONE-TIME ACTIVATION CODE

Upon first launch, the system will display the activation code entry screen. The operator must enter the unique 4-segment One-Time Activation Code provided by Rocket Gaming Labs.



[STEP 1] Enter the activation code using the numeric keypad on the bottom touchscreen.

[STEP 2] Use DELETE to correct any input errors.

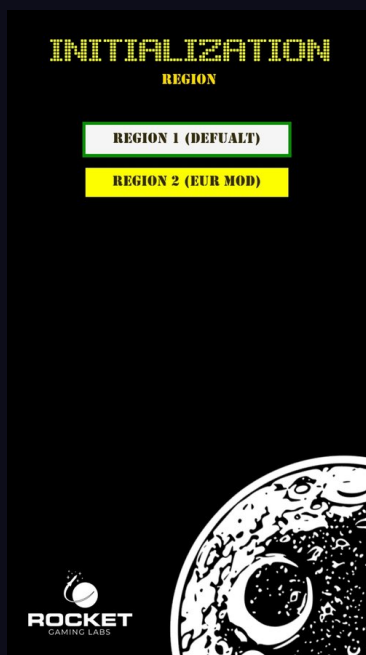
[STEP 3] After entering all 4 digits, press SAVE to submit the code. If SAVE is not available, press ENTER to confirm and proceed.

[!] The system allows a maximum of 3 entry attempts. If all attempts are exhausted, the application will lock itself permanently.

[!] The One-Time Activation Code cannot be reused. Once entered successfully, it becomes invalid.

>> 1.2 REGION SELECTION

After successful code activation, the operator selects the operating region. This setting determines the currency used throughout the system.



REGION 1 (DEFAULT)..... **Standard operating mode**

REGION 2 (EUR MOD)..... **Euro currency mode**

[STEP 1] Select the appropriate region by tapping the corresponding button on the main screen.

[STEP 2] Press SAVE on the bottom touchscreen to confirm and proceed.

Note: Region selection can be changed later only through a full system re-initialization.

>> 1.3 JACKPOT AMOUNTS AND RANGE

The system features four jackpot levels: DIAMOND, PLATINUM, GOLD, and SILVER. For each level, three parameters must be configured:



STARTING AMOUNT..... Value at which the level begins accumulating; resets here after a win.
MIN RANGE..... Lower boundary of the RNG activation threshold.
MAX RANGE..... Upper boundary of the RNG activation threshold.

When a jackpot level reaches its threshold, the RNG selects a trigger value within MIN RANGE -- MAX RANGE. The jackpot activates once the total reaches that value.

Default reference values (example):

DIAMOND -- Starting..... 100,000 | Min: 180,000 | Max: 200,000
PLATINUM -- Starting..... 30,000 | Min: 70,000 | Max: 80,000
GOLD -- Starting..... 5,000 | Min: 25,000 | Max: 30,000
SILVER -- Starting..... 1,000 | Min: 2,000 | Max: 3,000

[STEP 1] Select the input field for the desired level and parameter using the touchscreen.

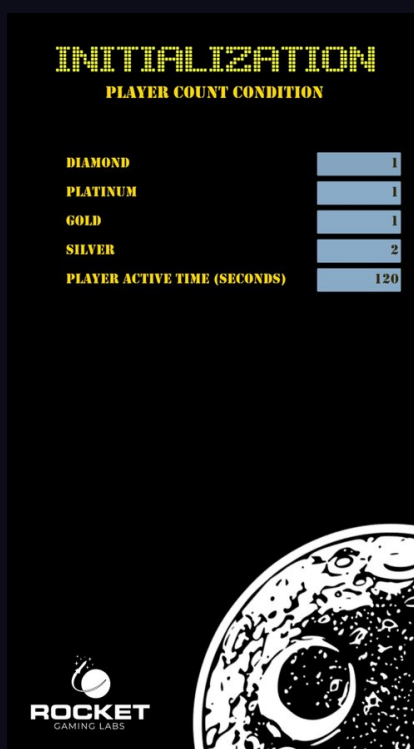
[STEP 2] Enter the value using the numeric keypad.

[STEP 3] Press SAVE to confirm and move to the next configuration screen.

[!] Ensure MIN RANGE > STARTING AMOUNT and MAX RANGE > MIN RANGE.

>> 1.4 PLAYER COUNT CONDITION

Defines the minimum number of active players required at the moment a jackpot level reaches its activation threshold. If the condition is not met, the jackpot is held pending and activates only once the condition is satisfied.



DIAMOND..... Minimum active players required
PLATINUM..... Minimum active players required
GOLD..... Minimum active players required
SILVER..... Fixed at 2 -- LOCKED (cannot be changed)
PLAYER ACTIVE TIME (seconds).... Seconds after last bet during which a machine counts as active. Default: 120.

SILVER is permanently locked at 2 players by design -- the Silver jackpot is a 2-player game. This value cannot be modified during initialization or in Settings.

[STEP 1] Enter the minimum player count for DIAMOND, PLATINUM, and GOLD levels.

[STEP 2] Enter the Player Active Time value.

[STEP 3] Press SAVE to confirm and proceed.

Example: If SILVER requires 2 active players and only 1 is active when the threshold is reached, the jackpot activates as soon as a second player places a bet within the active time window.

>> 1.5 JACKPOT PERCENTAGE

Sets the percentage of each bet distributed to the jackpot pool. The top field (% OF TOTAL BET) shows the combined total and is calculated automatically.



```
% OF TOTAL BET..... Combined total (sum of all four levels) -- auto-calculated
DIAMOND..... Percentage contribution per bet
PLATINUM..... Percentage contribution per bet
GOLD..... Percentage contribution per bet
SILVER..... Percentage contribution per bet
```

Default reference values (example):

```
DIAMOND..... 0.1%
PLATINUM..... 0.2%
GOLD..... 0.2%
SILVER..... 0.3%
TOTAL..... 0.8% of each bet
```

[STEP 1] Enter the contribution percentage for each jackpot level.

[STEP 2] Verify that the TOTAL field reflects the expected sum.

[STEP 3] Press SAVE to confirm and proceed.

>> 1.6 MINIMUM BET CONDITION

Sets the minimum bet amount that must be placed by at least one active player at the moment a jackpot activation threshold is reached. Both the Player Count Condition and the Minimum Bet Condition must be satisfied simultaneously for a jackpot to activate.



DIAMOND..... Minimum qualifying bet amount
PLATINUM..... Minimum qualifying bet amount
GOLD..... Minimum qualifying bet amount
SILVER..... Minimum qualifying bet amount

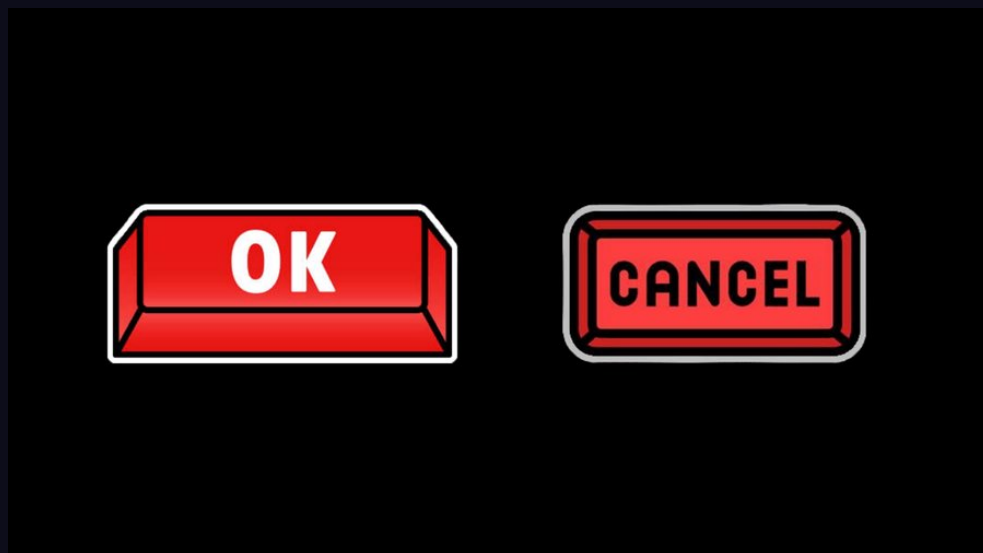
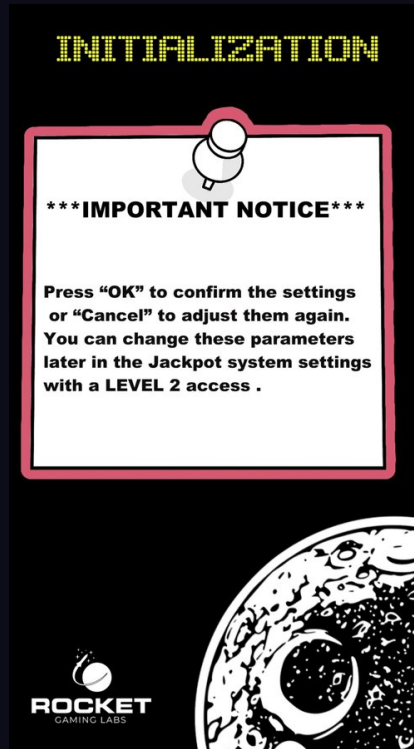
[STEP 1] Enter the minimum bet value for each jackpot level.

[STEP 2] Press SAVE to confirm and proceed to the final confirmation screen.

[!] If neither condition is met when the threshold is reached, the jackpot remains pending until both conditions are satisfied simultaneously.

>> 1.7 INITIALIZATION CONFIRMATION

After all parameters have been entered, a confirmation screen appears. Review all settings before proceeding.



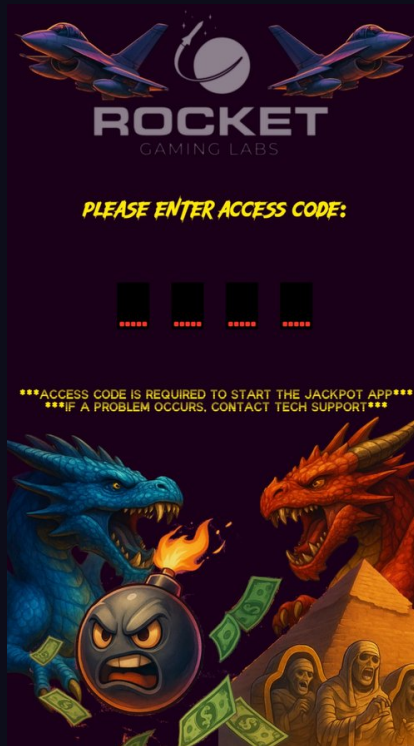
OK..... Confirms all settings and completes the initialization process.

CANCEL..... Returns to the beginning of the initialization sequence to re-enter all parameters.

[!] Once OK is pressed, initialization is complete. Parameters can be modified later through the Jackpot System Settings menu, which requires LEVEL 2 access credentials.

>> 1.8 ACCESS CODE

Upon completing initialization, and on every subsequent launch of the Jackpot application, the system will require an Access Code before starting.



DEFAULT ACCESS CODE..... **1234**

[STEP 1] Enter the Access Code using the numeric keypad on the bottom touchscreen.

[STEP 2] Press ENTER to confirm.

[!] It is strongly recommended to change the default Access Code after the first successful login. Contact Rocket Gaming Labs technical support if the Access Code is lost or the system becomes inaccessible.

The Access Code is separate from the One-Time Activation Code and is required every time the application is started.

[END OF SECTION 1]

SECTION 2 :: SETTINGS MENU



The Settings menu is accessed by placing an NFC card on the reader. Alternatively, settings can be accessed remotely via AnyDesk or equivalent remote access software. The system clock and date are displayed in the bottom-left corner of every Settings screen.

Access levels determine which options are available to each operator:

[LEVEL 1] Basic operator access (staff). LOG and MACHINES menus are locked.

[LEVEL 2] Full access (owner / manager). All menus and parameters available.

>> 2.1 MACHINE ACCOUNTING

MACHINE ACCOUNTING	
TOTAL IN	30,678,530.45
TOTAL OUT	0.00
TOTAL BET	0.00
TOTAL WIN	602,615.27

11:50:51 / 24 JUNE 2026

Displays cumulative financial totals. Only bets placed during standard play are counted -- bets made during active gameplay sequences and Happy Hour mode are excluded.

TOTAL IN..... Total accumulated bet amount contributing to jackpot level growth.

TOTAL OUT..... Reserved for future software version. Currently inactive.

TOTAL BET..... Reserved for future software version. Currently inactive.

TOTAL WIN..... Total accumulated value of all jackpot prizes awarded since system activation.

[LEVEL 1] Read-only view.

[LEVEL 2] Read-only view.

>> 2.2 JACKPOT ACCOUNTING

JACKPOT ACCOUNTING				
#90	HAPPY	25,000.00	#24	18:00:00 / 15.06.2026.
#91	SILVER	2,057.02	#24	18:05:17 / 15.06.2026.
#92	GOLD (FAIL)	0.00	#12	18:35:05 / 15.06.2026.
#93	GOLD (FAIL)	0.00	#12	18:47:30 / 15.06.2026.
#94	GOLD	26,047.18	#12	18:51:19 / 15.06.2026.
#95	SILVER	2,373.36	#2	18:57:37 / 15.06.2026.
#96	PLATINUM:DAILY	4,625.00	#18	19:01:00 / 15.06.2026.
#97	PLATINUM:DAILY	3,240.00	#1	19:36:02 / 15.06.2026.
#98	SILVER	2,316.95	#24	19:45:39 / 15.06.2026.
#99	PLATINUM:DAILY	2,300.00	#8	19:50:01 / 15.06.2026.
#100	PLATINUM:JP	80,222.00	#1	20:01:59 / 15.06.2026.
#101	PLATINUM:DAILY	2,750.00	#12	20:36:01 / 15.06.2026.
#102	SILVER	2,524.80	#7	20:44:32 / 15.06.2026.
#103	PLATINUM:DAILYF	3,500.00	#006/15/2026	21:51:00
#104	PLATINUM:DAILYF	2,000.00	#006/15/2026	22:08:00
#105	PLATINUM:DAILYF	2,000.00	#006/15/2026	22:34:00
#106	PLATINUM:DAILYF	2,000.00	#006/15/2026	23:27:00
#107	PLATINUM:DAILYF	5,000.00	#006/16/2026	00:02:00
11:51:09 / 24 JUNE 2026				

Chronological list of all jackpot activations. Each entry contains:

Sequential number..... Unique index of the jackpot event (e.g. #93).

Level name..... Jackpot level activated (e.g. SILVER, GOLD, PLATINUM:DAILY, HAPPY...).

Amount..... Prize amount awarded.

Machine number..... ID number of the winning machine.

Timestamp..... Date and time of the jackpot activation.

Entries marked (FAIL) indicate jackpots held pending due to unmet conditions.

[LEVEL 1] Read-only view.

[LEVEL 2] Read-only view.

>> 2.3 GAME SETTINGS



Tapping a game name opens its individual settings screen. Four games available: KABOOM / DRAGON FIGHT / PYRAMID / TURBO JET

-- 2.3.1 KABOOM (Diamond Jackpot)



Linked exclusively to the DIAMOND jackpot level. Activates as a standard Diamond jackpot or as a scheduled Happy Hour jackpot.

ANIMATION TIME SEC..... Animation duration as standard Diamond jackpot: 15 / 30 / 45 / 60 seconds.

ELIMINATION STYLE..... BET INFLUENCED (recommended) -- elimination weighted by bet size. RANDOM -- equal probability for all.

COUNTDOWN JACKPOT SETTINGS (Happy Hour):

AMOUNT..... Prize amount for this Happy Hour entry.
START..... Scheduled activation time (HH:MM).
END..... Scheduled end time (HH:MM).
MIN BET..... Minimum bet for player eligibility.

Ensure time slots do not overlap and START is earlier than END. Past times activate the following calendar day.

[!] If another jackpot game is active at scheduled Happy Hour start time, it will be postponed to the following day.

[LEVEL 1] Animation Time only.

[LEVEL 2] All parameters including Happy Hour schedule.

-- 2.3.2 DRAGON FIGHT (Silver Jackpot)

DRAGON FIGHT

TIME TO START SEC

60

REACTION TIME SEC

7

MIN PLAYER COUNT

2

🔒

11:51:42 / 24 JUNE 2026

Linked exclusively to the SILVER jackpot level. Requires a minimum of 2 active players meeting the Minimum Bet condition. If more than 2 eligible players are active, the system randomly selects 2 to compete.

TIME TO START SEC..... Maximum time from activation for the game to begin. Minimum always 30 seconds (intro video).

REACTION TIME SEC..... Time each player has to make their move. If expired, system moves automatically.

MIN PLAYER COUNT..... Fixed at 2. Locked -- cannot be modified.

[LEVEL 1] Time To Start and Reaction Time.

[LEVEL 2] Time To Start and Reaction Time.

-- 2.3.3 PYRAMID (Gold Jackpot)

PYRAMID

TIME TO START SEC

30

REACTION TIME SEC

5

GAMES BEFORE JACKPOT WIN MIN

0

GAMES BEFORE JACKPOT WIN MAX

2

11:54:53 / 24 JUNE 2026

Linked exclusively to the GOLD jackpot level. Single-player game -- one winner competes alone.

TIME TO START SEC..... Maximum window for game start after activation.
 REACTION TIME SEC..... Time the player has to select a field. If expired, system selects automatically.
 GAMES BEFORE JACKPOT WIN MIN.... Minimum non-winning rounds before the winning round.
 GAMES BEFORE JACKPOT WIN MAX.... Maximum non-winning rounds before the winning round.

Example: MIN=2, MAX=5, RNG picks 3 -- three non-winning rounds, then the fourth is the winning round.

[LEVEL 1] Time To Start and Reaction Time only. MIN/MAX range is locked.

[LEVEL 2] All parameters including MIN/MAX range.

-- 2.3.4 TURBO JET (Daily Jackpot / Platinum Jackpot)

TURBO JET

FUND (TODAY): 30000

ACTIVE TIME (TODAY):

2026-6-24 9:0:0

2026-6-25 3:0:0

TIME TO START SEC

30456090

DEFAULT DAILY FUND

30000

MIN TIME BETWEEN GAMES

8

ACTIVE TIME

93

FUND SCHEDULE

EXPAND

11:55:03 / 24 JUNE 2026

Manages the Daily Jackpot system on a scheduled daily fund distribution model.

Turbo Jet also activates as a PLATINUM jackpot when all three Platinum conditions are simultaneously met (Minimum Bet, threshold amount, Player Count). Prize is the accumulated Platinum amount plus the Daily prize -- combined into a single payout.

FUND (TODAY)..... Display only. Total available fund for the current day.

ACTIVE TIME (TODAY)..... Display only. Active time window for today.

TIME TO START SEC..... Game start window after activation: 30 / 45 / 60 / 90 seconds.

DEFAULT DAILY FUND..... Standard fund applied daily unless overridden by Fund Schedule.

MIN TIME BETWEEN GAMES..... Locked at 8 minutes. Minimum interval between activations.

ACTIVE TIME..... Daily time window (start/end hour) for Daily Jackpot activations. Default recommended.

FUND SCHEDULE [EXPAND]..... Monthly calendar. Up to 30 days in advance. Range: 0-50,000 (Region 1) or 0-500 (Region 2). Weekdays: yellow. Saturdays: orange. Sundays: red.

2026-6-25	30000
2026-6-26	30000
2026-6-27	30000
2026-6-28	30000
2026-6-29	30000
2026-6-30	30000
2026-7-1	30000
2026-7-2	30000
2026-7-3	30000
2026-7-4	30000

[LEVEL 1] Time To Start only.

[LEVEL 2] All parameters including Fund Schedule.

>> 2.4 JACKPOT SETTINGS

JACKPOT SETTINGS

PERCENTAGE

MINIMUM BET

AMOUNTS AND RANGE

PLAYER COUNT

Core jackpot system parameters. All four sub-menus require LEVEL 2. LEVEL 1 has no access.

[LEVEL 1] No access.

[LEVEL 2] Full access to all sub-menus.

-- 2.4.1 PERCENTAGE

JACKPOT PERCENTAGE	
% OF TOTAL BET	3.14
DIAMOND	0.99
PLATINUM	0.95
GOLD	0.9
SILVER	0.3

Same as initialization. % OF TOTAL BET shows the sum automatically.

-- 2.4.2 MINIMUM BET

MINIMUM BET	
DIAMOND	50
PLATINUM	30
GOLD	20
SILVER	10

Same as initialization. Minimum qualifying bet at threshold trigger for each level.

-- 2.4.3 AMOUNTS AND RANGE

AMOUNTS AND RANGE

DIAMOND

STARTING AMOUNT

100000

MIN RANGE

180000

MAX RANGE

200000

PLATINUM

STARTING AMOUNT

30000

MIN RANGE

70000

MAX RANGE

80000

GOLD

STARTING AMOUNT

5000

MIN RANGE

25000

MAX RANGE

30000

SILVER

STARTING AMOUNT

1000

MIN RANGE

2000

MAX RANGE

3000

11:55:48 / 24 JUNE 2026

Same as initialization. Starting Amount, Min Range, and Max Range for each level.

-- 2.4.4 PLAYER COUNT

PLAYER COUNT CONDITION

DIAMOND

1

PLATINUM

1

GOLD

1

SILVER

🔒

2

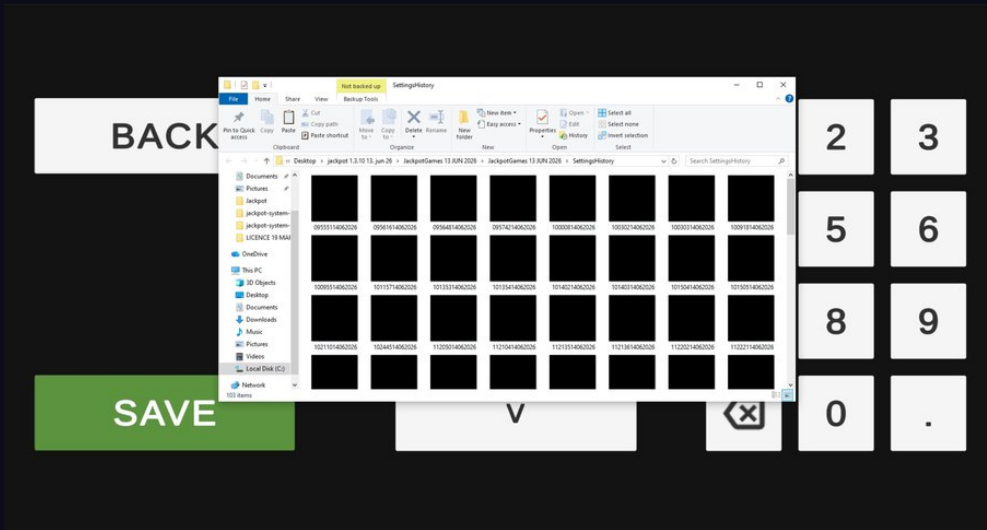
PLAYER ACTIVE TIME (SECONDS)

120

11:55:58 / 24 JUNE 2026

Same as initialization. Minimum active players per level and Player Active Time. Silver locked at 2.

>> 2.5 SETTINGS HISTORY



Opens a Windows Explorer folder with screenshots of all parameter changes, each named with a timestamp.

Requires mouse and keyboard -- locally or via remote access (e.g. AnyDesk).

[LEVEL 1] Available.

[LEVEL 2] Available.

>> 2.6 LOG

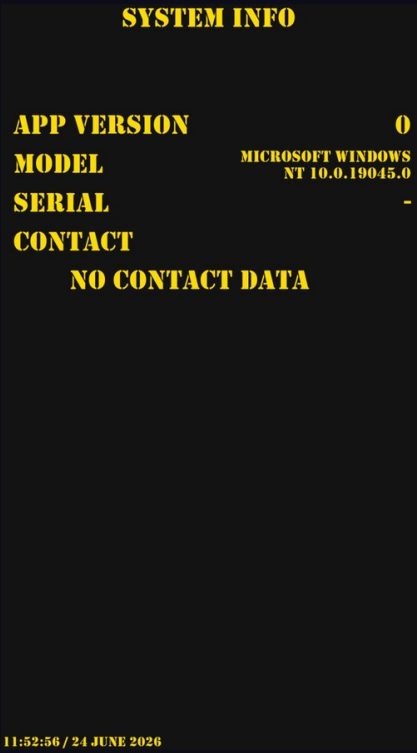
LOG		
13.06.2026, 13:22:02	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:22:12	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:22:27	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL1
13.06.2026, 13:22:28	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:22:42	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL2
13.06.2026, 13:22:44	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL1
13.06.2026, 13:22:52	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL1
13.06.2026, 13:22:58	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:08	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:09	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:16	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:29	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:38	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:39	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:32	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL2
13.06.2026, 13:24:33	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL1
13.06.2026, 13:24:33	SETTINGS ACCESS CHANGE	DEACTIVATED - LEVEL LEVEL1
13.06.2026, 13:25:06	SETTINGS ACCESS CHANGE	ACTIVATED - LEVEL LEVEL2
11:56:16 / 24 JUNE 2026		

Complete chronological log of all system events since first activation: parameter changes, jackpot activations, access level changes, and other significant events.

[LEVEL 1] No access. Locked.

[LEVEL 2] Full access.

>> 2.7 TROUBLESHOOTING



System information and technical support contact details.

APP VERSION..... Installed software version number.

MODEL..... Operating system / hardware model identifier.

SERIAL..... System serial number.

CONTACT..... Technical support contact (configured by Rocket Gaming Labs).

[LEVEL 1] Read-only view.

[LEVEL 2] Read-only view.

>> 2.8 VOLUME



MASTER..... Master volume. Affects all system sounds.

BACKGROUND..... Volume of the ambient background music.

KABOOM..... Volume of gameplay sounds during Happy Hour sequences.
[LEVEL 1] Available.
[LEVEL 2] Available.

>> 2.9 RANK LIST



VISIBILITY..... SHOW -- rank list displayed. HIDE -- rank list hidden.
BET COLLECTION TIME (SEC)..... Time window in seconds for calculating each machine's
accumulated bet for ranking.
[LEVEL 1] Visibility toggle only.
[LEVEL 2] Full access including Bet Collection Time.

>> 2.10 MACHINES

STANDARD JPT MACHINES

HAPPY HOUR MACHINES

11:56:44 / 24 JUNE 2026

Two separate machine lists configured independently:

-- MACHINES ACTIVE FOR JACKPOT LEVEL INCREASE

MACHINES

MACHINES ACTIVE FOR JACKPOT
LEVEL INCREASE

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	+

CLEAR ALL

SAVE

11:56:49 / 24 JUNE 2026

Machines on this list contribute bets to jackpot level growth. Players eligible for all jackpot types: standard, Daily, and Happy Hour.

-- MACHINES ACTIVE FOR HAPPY HOUR

MACHINES

MACHINES ACTIVE FOR
HAPPY HOUR

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	+

CLEAR ALL

SAVE

11:56:58 / 24 JUNE 2026

Must include all JACKPOT LEVEL INCREASE machines, plus any additional machines for Happy Hour coverage.

[+] button..... Adds a new machine number input field.
CLEAR ALL..... Removes all machines from the list.
SAVE..... Saves the configuration.

[!] Configuration requires mouse and keyboard -- locally or via remote access (e.g. AnyDesk).

[LEVEL 1] No access. Locked.

[LEVEL 2] Full access.

[END OF SECTION 2]

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PATENT PENDING:

SERIAL:

SOFTWARE VER





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