

WILD WILD WEST

It made the wonderful activity of Wild Wild West in a fun, intriguing and earning way.

The honors of opening the chest go to your mind and it passes out the treasure.

Two Graphic Patterns: There are two kind of graphic patterns for "Fruit" and "Insect" is able to choice by Setup.

HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [Bet] to bet one credit for one line and again for next line. The Bet should be in circle for 8 lines. And, you can press [Double] to show Odds Table.
- Then press [Start] button to begin. Press [Stop1], [Stop2] or [Stop3] to stop the reel or [All Stop] to stop all reels.
- When you have any win combination, you win. Press [Take Score] to take winning score into Credit, or press [Double Up] to play Double Up game. If Double-Up function is disabled, the system will take scores automatically.
- If lost, press [Start] for next game. Or, press [Hold1] or [Hold2] to keep good combination for one pair with same symbol each and press [Start] again.



GAME FEATURES

- **ROULETTE FEVER:** Initiated when three "same kind of Treasure Purse" land on a played line starts with Roulette Fever. In fever, four reels and one "Yellow Square" are spinning and running. Push "Start" to stop the reels and again to stop the "Yellow Square". If the square matches any of four reels, you win "Pair prize" and show the award at under of the reel. Press again till "Yellow Square" stops at "EXIT" to end one round of roulette.
- **SHOT BONUS:** Initiated when 3 Western House symbols land on a played line, and starting with Shot bonus. Press Start to choice one of 5 targets for the Award.
- The Min. Bet for Roulette Fever, Shot Bonus and Hold function are 8.

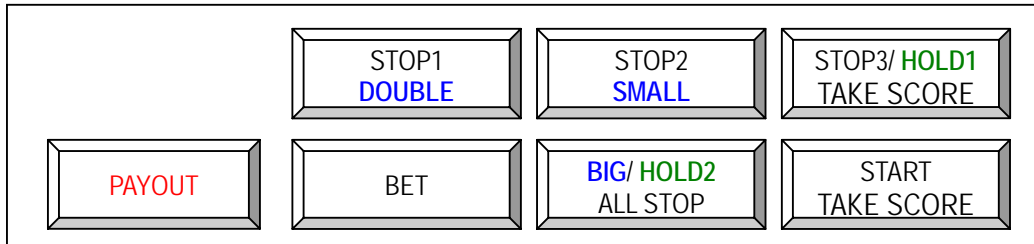


OPERATION GUIDE

HARDNESS MODE

There are two kinds of hardness in the hardware. Lucky 8 lines connector (36 pin & 10 pin) is used for the game. The JAMMA connector (28 pin) is unavailable now.

CONTROL PANEL



Establish above buttons on the panel. Refer the page of Connector Diagram.

- ▶ **STOP1, STOP2, STOP3, ALL STOP**: Stop the column reels or all Reels.
- ▶ **HOLD1, HOLD2**: Hold one pair with same symbol each.
- ▶ **DOUBLE, BIG, SMALL**
Select D-Up game by [Double] and Play by [Big] or [Small].
- ▶ **START**: Begin the game.
- ▶ **TAKE SCORE**: Take winning score after won.
- ▶ **BET**: To bet one credit for one line and again for next line.

SETUP

To operate easily for Setup, the game abandons "Dip Switch of board" as traditional way and uses the screen to adjust various operating parameters. There are two ways to enter SETUP Screen, as follows:

- Power ON and Press [**Setup/ Test**] key
- Power OFF. Press [**Book**] key without release and power ON.

The screen of Setup is showed. Use these screens to manually adjust the game setting.

- ▶ Moving the bar by pressing [**Big**] button.
- ▶ After choosing one of the contents with the bar, select the setting style by pressing the [**Small**] button. The value you adjusted will show immediately in the screen.
- ▶ Press [**Setup/ Test**] key for twice, the screen will enter system testing. It is for test only, unnecessary to adjust. To exit, you should turn off the power and on again.
- ▶ Press the [**Start**] button to back main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

PAGE 1 - Contents	Setting Selection (Underlined in setting selection are default settings)
COIN IN	1, 2, 3, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYIN	1, 2, 3, 5, 10, 15, 20, 25, 50, 75, <u>100</u> , 125, 200, 250, 500
PAYOUT	1, 2, 3, 5, <u>10</u> , 15, 20, 25, 50, 75, 100, 125, 200, 250, 500
KEYOUT	1, 2, 3, 5, 10, 15, 20, 25, 50, 75, 80, <u>100</u> , 125, 200, 250, 500
TICKET OUT	1, 2, 3, 5, 10, 15, 20, 25, 50, 75, 80, <u>100</u> , 125, 200, 250, 500
MIN PLAY	<u>1</u> , 8, 10, 16, 32, 40, 64, 80
MAX PLAY	16, 40, 64, 80, 120, 160, 200, <u>240</u>
DEMO MUSIC	<u>YES</u> , NO
DEMO SHOW	<u>YES</u> , NO
GAME LIMIT	2000, 3000, 5000, 10000, 15000, 20000, 30000, <u>40000</u> , 50000, 60000
WIN RATE	55, 60, 65, 70, 75, <u>80</u> , 85, 90
REEL SPEED	<u>FAST</u> , SLOW
HOLD FUNC.	<u>YES</u> , NO
D-UP FUNC.	<u>YES</u> , NO
RE-D-UP FUNC.	<u>YES</u> , NO
HALF D-UP FUNC.	<u>YES</u> , NO
D-UP LEVEL	<u>0(Easy)</u> , 1, 2, 3, 4, 5(Difficult)
DOUBLE LIMIT	2000, <u>3000</u> , 5000, 10000, 20000, 30000
MAX PAY TOKEN	200, 300, 500, <u>FREE</u>
MAX PRIZE	<u>YES</u> , NO

- ▶ Coin: Adjust how many credits per insert Coin.
- ▶ Keyin: Adjust how many credits per Keyin.
- ▶ Payout: Adjust how many credits per pay Coin.
- ▶ Keyout: Adjust how many credits per pay Step when Keyout.
- ▶ Ticket Out: Adjust how many credits per pay Ticket.
- ▶ Min. Play: Adjust how many min bets to begin the game.
- ▶ Max. Play: Adjust how many max bets player can bet at one play.
- ▶ Demo Music: To enable or disable demo music.
- ▶ Demo Show: To enable or disable demo show.
- ▶ Game Limit: Adjust how many credits game can hold.
- ▶ Win Rate: Adjust total payout % of game.

The Win Rate is calculated and defines as follows:

$$\text{Win Rate} = (\text{PAYOUT} + \text{KEYOUT}) / (\text{COIN} + \text{KEYIN})$$

Since this is quite different from some games, which usually defined the win rate as “Total score won” divided by “Total score played” (Usually call Game Rate). You shouldn't set the win rate at the same value used in the games.

Please don't RESET except necessary. Generally, to stabilize the rates, the game should operate a period (more long, more steady) for the balance. To zero by RESET, the value would recount from starting point.

To comply with the market necessary, the system supplies two kinds of mode for the Rate, which is able to control the wave of win or lose. The mode doesn't affect the rate.

- 1) **STANDARD** (Standard wave, Rate more steady)
Adjust “Dip SW, No1” on the board to “OFF”.
- 2) **SPECIFIC** (Larger wave, focus more win or lose)
Adjust “Dip SW, No1” on the board to “ON”.

- ▶ Reel Speed: Adjust Reels speed when playing.
- ▶ Hold Func.: To enable or disable hold function.

- ▶ Double Func.: Play D-Up game when Enable. If the Double-Up function is disabled, the system will take score automatically. And, Re-D-Up Func & Half D-Up Func will disable too. The play score in D-Up is winning score in main game.
- ▶ Re-D-Up Func.: The play score in Double Up is twice winning score in main game.
- ▶ Half-D-Up Func.: The play score in Double Up is a half of winning score in main game.
- ▶ Double Level: The difficulty as the rate in D-Up game.
- ▶ Double Limit: To limit the winning score in Double Up. The system will take the score automatically when winning score is over Double Limit.
- ▶ Max Pay Tokens: Adjust max coins are paid, which to avoid the hopper empty.
- ▶ Max Prize: To enable or disable Max Prize is won.

PAGE 2 - Contents	Setting Selection (Underlined in setting selection are default settings)
GRAPHIC TYPE	<u>FRUIT</u> , WEST
PANEL TYPE	<u>1ST - TYPE</u> , 2ND - TYPE(No Hold function)
SCORE FUNC.	YES, <u>NO</u>
PLAY SCORE	YES, <u>NO</u>
SHOW ODD TABLE	<u>YES</u> , NO
HAND COUNT	YES, <u>NO</u>
CONTINUOUS SPIN	YES, <u>NO</u>
TICKET OUT MODE	<u>NO LIMIT</u> , MAX 1~5 TK
X 10 VIA SCORE	YES, <u>NO</u>
TICKET CONTROL	INTERFACE, <u>DIRECT</u>

- ▶ Graphic Type: Select playing graphics for Fruits or West symbols.
- ▶ Panel Type: Select Panel Type.
- ▶ Score Func.: To enable or disable “x10 via Score” function.
- ▶ Play Score: To enable or disable whether possible to play Score.
- ▶ Show Odd Table: To enable or disable to show odds table. If the function is enabled, press D-UP button to show odds table.
- ▶ Hand Count: To enable or disable hand count function.
- ▶ Continuous Spin: To enable or disable to spin continuously till press Hold button.

BOOK

There are totally five pages for Book Records. Press [**Book**] button to enter Book screen. Press again [**Book**] button to enter next page. Press [**Start**] button to quit and back to the main screen.

FIRST PAGE

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006

The page shows the records from last “check out” for Coin, Payout, Keyin and Keyout.

“Check Out”: To clear this page. Refer Reset function for how to clear.

Total Times: Total played times.

Total Played: Total played score.

Total Won: Total won score.

SECOND PAGE

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397

	PLAYED	WON
TOTAL	3641	2306
MAIN GAME	215611	211781
DOUBLE GAME	57069	30164

The page shows the records from the initial.

The Score column of top form shows the score of Coin, Payout, Keyin and Keyout.

The Counter column is for "System Counters". It doesn't able to clear by anyway and affected by Reset function, which to compare relatively with machine's counter for check out each time.

(Total/ Main/ Double) Played

(Total/ Main Game/ Double) played scores.

(Total/ Main/ Double) Won

(Total/ Main Game/ Double) won scores.

THIRD PAGE

	PLAY TIMES	WIN TIMES
MAIN GAME	3641	2306
DOUBLE GAME	340	143

	TIMES	SCORE
ROU. FEVER	1	400
SHOT BONUS	2	640

POWER TIMES	1
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Main Game - Played Times & Win Times

Total played times & win times in Main Game.

Double Game - Played Times & Win Times

Total played times & win times in Double Game.

(Rou. Fever & Shot Bonus) – Times & Score

Win Times and Win Score of Both Fevers.

Power Times: The times of Power ON.

FOURTH & FIFTH PAGE: Both pages show the records for the winning times of all prizes.

RESET (CLEAR)

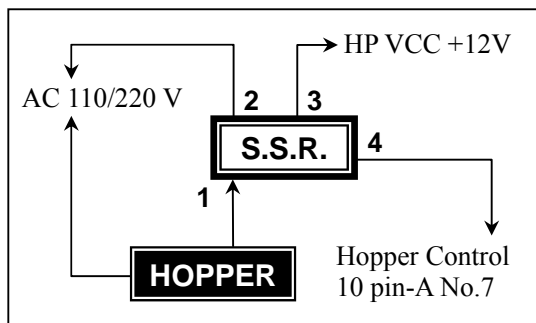
(1) Clear All

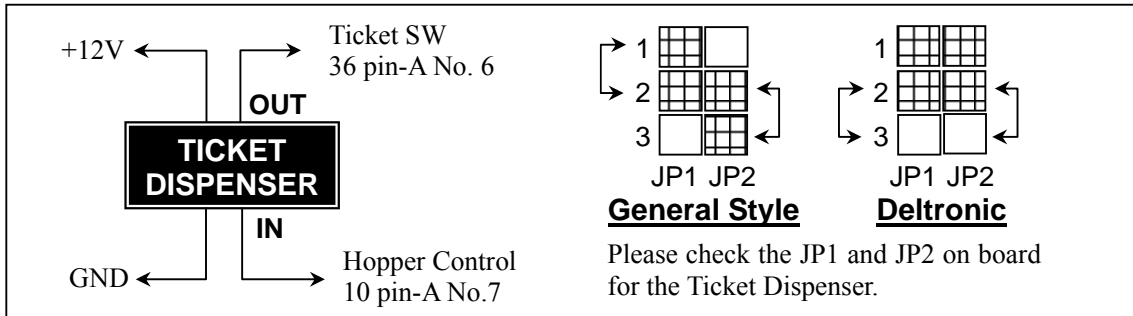
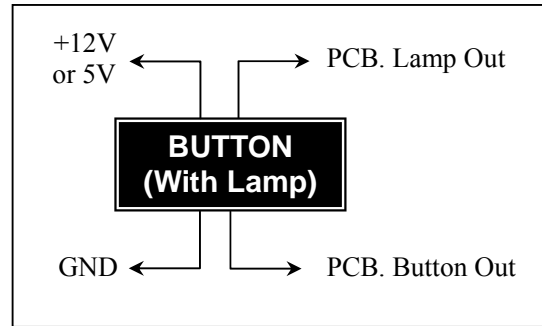
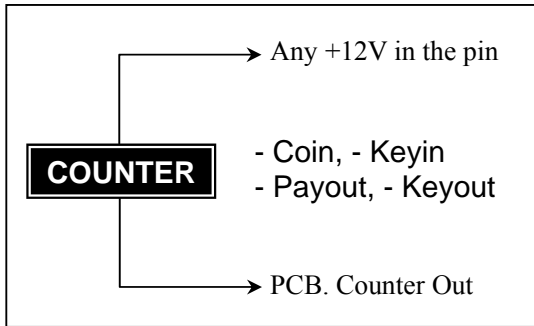
Turn on the power and press [**Reset**] button of PC board. (The function doesn't work when the power is OFF.) In the case, all of data should clear, include the rates. And, the setup value will change to default.

(2) Clear Last Record Only

Press [**Book**] Key to enter first page of Book. Push [**Reset**] button of PC board to clear all data of First Page, which record the data from last check out. (Check Out: To clear this page.) The total records from page 2 to page 5 are from initial operation and remain unchanged by this function.

MACHINE PAYOUT





TROUBLESHOOTING

SITUATION	FIX
Coin Error	Check coin switch, coin selector and wire wrong.
No sound	<ul style="list-style-type: none"> ● Check the wire of “Speaker(-)” on the cabinet side. “The “Speaker(-)” line needs to be wired separately to common GND line. ● Check “Volume control” on board whether close or not.
The counter doesn't work	Check the +12V DC (or +5V DC) line of the counter wire. The wires sometimes are not linked together 10 pin edge connector side of hardness. Please re-wire.
Malfunction of the button, switch and lamps	Check the GND wire. The button, Switch GND has to wire with common GND. Or, check micro switch of button is too old or dirty and the lamp whether out of order.
Coin or Keyin with wrong value	<ul style="list-style-type: none"> ● Check Coin and Keyin wire. Keyin SW port may wired to Coin SW or Bill Acceptor and so on. Please re-wire to correct port. ● Check Game Setup.
Test/ Setup unavailable	Check connection of GND wire between “Test/ Setup” line and common GND line. The GND wire needs to connect with other common GND line.
The Monitor unregulated or Wavy	Adjust the brightness, size and so on as described in the monitor's manual.

OTHER

- ▶ Please do RESET function before initial operation or after change new program (Rom_1).
- ▶ Please do RESET function after change Win rate. It is to avoid the prizes released or limited much.
- ▶ Don't adjust voltage when power is on. Please turn off the power supply if you'd like to change the EPROM.

CONNECTOR DIAGRAM

Wild Wild West (USA)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Red	1	Green
Blue	2	Sync
Speaker	3	Speaker GND
	4	
	5	
Ticket SW	6	
Ticket out button	7	
	8	
Start	9	
Small/ Stop2	10	
Bet	11	
Take Score/ Hold1/ Stop3	12	
Double-Up/ Stop1	13	
	14	
	15	
Big/ Hold2/ All Stop	16	
	17	
Coin IN	18	Keyin
	19	
Book	20	Setup/ Test SW
Pay Out SW	21	Keyout SW
	22	Hopper Coin SW ⁽¹⁾
Coin Counter	23	
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Ticket / Keyout Counter	28	
Start Lamp	29	
Small Lamp	30	Big Lamp
Bet Lamp	31	
Take Score Lamp	32	
Double Lamp	33	
	34	
	35	
GND	36	GND

COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
⁽²⁾ Hopper Control	7	HP VCC ⁽³⁾
	8	
GND	9	GND
GND	10	GND

- (1) HP Coin SW: Out signal for Hopper
- (2) HP Control: In signal for Hopper & Ticket
- (3) HP VCC - (DC+12V)

