World War II

Manual Version: WW_US-060804

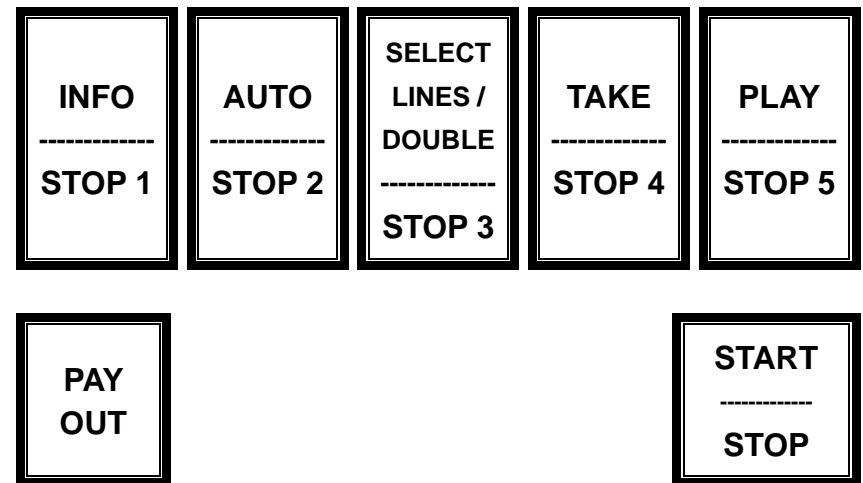# Table of Contents

Interface

Button Layout

Setup Menu

A. Turn on the **Account** switch to enter the **Setup Menu** page.
B. Press **Select Line** or **Play** button to select the item.
C. Press **Start** button to enter the page.
D. Press **Take** button to exit the **Setup Menu** page.

Setup Password

(Data Setting 21th item)

(Data Setting 21th item)

1. Press **Select Line** button to select the item to change.
2. Press **Play** button to change the item values.
3. Press **Start** button to entry the password. If the password is correct, will enter **Data Setting** page; if not, will return to **Setup Menu** page.
4. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can only see one digit of password while you're inputting, after you change digit, former digit will show as *.

TABLE	1	2	3	4	5	6	7
Password	195864	886542	355461	454921	489413	021561	751609

Information

A. Turn on the **Account** switch to enter the **Setup Menu** page.
B. Select **Information** then press **Start** button to enter the **Information** page.
C. Press **Take** button to exit the **Information** page.

Data Setting

Page 1/3

A. Turn on the **Account** switch to enter the **Setup Menu** page.
B. Select **Data Setting** then press **Start** button to enter the **Data Setting** page.
C. Press **Select Line** or **Play** button to select the item to change.
D. Press **Start** button to change the item values.
E. Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
F. Press **Take** button to exit the **Data Setting** page.

Page 2/3

Page 3/3

Confirm Reset

A. Enter the **Data Setting** page.

B. Press **Play** and **Odds** buttons to reset, and then will enter the **Confirm Reset** page to confirm this operation.

C. Press **Select Line** button to select the item.

D. Press **Start** button to enter your decision. If you decide not to reset, then will return to **Data Setting** page; if you decide to reset, then will return to **Demo**.

> **The program will reconfirm the reset instruction for once.**

Bookkeeping (9 pages)

Page 1/9

A. Turn on the **Account** switch to enter the **Setup Menu** page.

B. Select **BOOKKEEPING** and press **Start** button to enter the **Bookkeeping** page.

C. Press **Select Line** or **Play** button to select the page.

D. Press **Take** button to exit the **Bookkeeping** page.

Page 2/9

Page 4/9

Page 3/9

Page 5/9

BOOKKEEPING

X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0

[NEXT PAGE :SELECT LINE] [PREV PAGE :PLAY] [EXIT :TAKE]

Page 6/9

BOOKKEEPING

X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0

[NEXT PAGE :SELECT LINE] [PREV PAGE :PLAY] [EXIT :TAKE]

Page 8/9

BOOKKEEPING

X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0
X 0   X 0

[NEXT PAGE :SELECT LINE] [PREV PAGE :PLAY] [EXIT :TAKE]

Page 7/9

Shift Record

Page 9/9

A. Press **Start** and **Auto Play** buttons to shift.
B. Press **Select Line** or **Play** button to select the page.
C. Press **Take** button to exit the **Bookkeeping** page.

Confirm Shift

A. Press **Start** and **Auto Play** buttons to shift, and then will enter the **Confirm Shift** page to confirm this operation..
B. Press **Select Line** button to select the item.
C. Press **Start** button to enter the decision.

I/O Test

A. Press **Account** button to enter the **Setup Menu** page.
B. Select **I/O TEST** and press **Start** button to enter the **I/O Test** page.
C. The **I/O Test** page provides keyboard test.
D. Press **Take** button 2 seconds to exit the **I/O Test** page.

History

A. Press **Account** button to enter the **Setup Menu** page.
B. Select **HISTORY** and press **Start** button to enter the
    HISTORY page.
C. Press **Select Line** or **Play** button to select the page.
D. Press **Take** button to exit the **History** page.

How to play

A. Main Game

5 reels-9 liner style

Pay Chart

B. Free Line

As the condition of playing with all lines, it will give **1~4 free lines** as below according as the playing values to increase the winning possibility.

C. Free Game

Occasionally, the game will give **6~10 rounds** of free games while playing.

D. Jackpot

1. JP1: (Random JP)

When player plays as ___ JP MIN. Play and hits more than 3 **Tank** symbols will award the JP1 Bonus. JP1 is a random bonus from **550~650** times of Total Play.

2. JP2: (Random JP)

When player plays as ___ JP MIN. Play and hits more than 3 **Truck** symbols will award the JP2 Bonus. JP2 is a random bonus from **350~450** times of Total Play.

3. JP3: (Random JP)

When player plays as ___ JP MIN. Play and hits more than 3 **Jeep** symbols will award the JP3 Bonus. JP2 is a random bonus from **150~250** times of Total Play.

Symbol / Of a kind			
3	1/4 JP1	1/4 JP2	1/4 JP3
4	1/2 JP1	1/2 JP2	1/2 JP3
5	All JP1	All JP2	All JP3

E. Double Up

1. After winning in the main game or the bonus game, player can press **Double** button to play the **Double Up game**.

2. Press **Double** button to choose the left or right area, let soldiers dodge an air raid. The game is over when soldiers are blown up.

3. Players are free to leave **Double Up game** by pressing **Take** to exit.

A. Rocket Launcher Game

1. Receiving 3 or more **Rocket Launcher** symbols from main game to enter **Rocket Launcher game**.

2. The game can be played within **60 seconds**. The game is over if the flag is blow up.

3. Press **Start** button to let the soldier aim a blockhouse and fire, clearing the hiding enemies.

4. Please refer the **ODDS** on the left corner of the screen.

5. Game Score = Your Play × Odds

B. Hand Grenade Game

1. Receiving 3 or more **Hand Grenade** symbols from main game to enter **Hand Grenade game**.

2. The game can be played for **3 times** within **60 seconds**.

3. Press **Start** button to let the soldier toss hand grenades in any trench, clearing a hiding enemy.

4. Please refer the **ODDS** on the left corner of the screen.

5. **Game Score = Your Play × Odds**

C. Machine Gun Game

1. Receiving 3 or more **Machine Gun** symbols from main game to enter **Machine Gun game**.

2. The game can be played for **3 times** within **60 seconds**.

3. Press **Start** button to let the soldier fire the Machine Gun at the grassland, and make the enemy with white flag will stand in queue to show numbers.

4. Please refer the **ODDS** on the left corner of the screen.

5. Game Score = Your Play × Odds

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as follow.

Error Message	Procedure
CF ERROR	The version of program is incorrect. Please talk to your provider.
COIN JAM	1. Repair coin selector and coin entrance. 2. Enter and leave the **Data Setting** page.
CREDIT OVER	Press key out, payout or ticket out.
DATA ERROR	Enter the **Data Setting** page and reset the bookkeeping data.
DOOR OPEN	Enter and leave the **Data Setting** page.
HOPPER ERROR	1. Repair coin out transporter or hopper. 2. Enter the **Data Setting** page and change the setting of HOPPER SENSOR to NORMAL HI or NORMAL LOW. 3. Leave the **Data Setting** page.
HOPPER EMPTY	Refill coin hopper.
TRANSFER ERROR	Restart the machine.
HARDWARE ERROR	Check **Data Setting** page, if the message still existing. Please send the board back for repairing.

Odds Table

Data Setting List

	Item	Value
1	Coin In/Credit	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	Key In/Credit	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Key Out Type	Coin In, **Key In**, Clear All, Ticket Out
4	Ticket Out Credit	1, 2, 3, 4, 5, **10**, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
5	Maximum Tickets Per Game	1, 2, 3, 4, 5, 8, 10, **Continuous**
6	Credit Limit	1000, 3000, 5000, **10000**, 20000, 30000, 50000, 100000, 990000
7	Max. Play	1(9), 2(18), 3(27), 4(36), 5(45), 6(54), 7(63), 8(72), 9(81), **10(90)**, 15(135), 20(180), 25(225), 30(270)
8	Min. Play	**1**, 3, 5, 7, 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 135, 180, 225, 270
9	Level Of Difficulty	1(Easiest), 2, 3, 4, **5**, 6, 7(Hardest)
10	Double Up	1(Easiest), 2, 3, 4, **5(Hardest)**, Off
11	Winning Type	**Into Score**, Into Credit
12	Play Score	**Yes**, No
13	Coin Out Limit	100, 200, 300, **500**, 1000, 2000, 3000, 5000, Off
14	Continuous Spin	Yes, **No**
15	Auto Play	**On**, Off
16	Odds Table	**On**, Off
17	Book Keeping	**On**, Off
18	Demo Sound	**On**, Off
19	Game Count	Yes, **No**
20	10 Times Feature	On, **Off**
21	Reset Code Type	1, 2, 3, 4, 5, 6, 7, **No Use**
22	JP Min. Play	9, 18, 27, 36, **45**, 54, 63, 72, 81,90, 135, 180, 225, 270
23	Sound Volume	0, 5, 10, 15, 20, 25, **30**, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
24	Hopper Sensor	**Normal High**, Normal Low

* The boldface scripts in value parts represent the default.

	Item	Definition
1	Coin In/Credit	The credit value at each coin in will increase.
2	Key In/Credit	The credit value at each key in will increase.
3	Key Out Type	When the key out the credit, what form of money the machine will pay out.
4	Ticket Out Credit	The ticket value when the machine pays out.
5	Maximum Tickets Per Game	The maximum tickets can be payout per game.
6	Credit Limit	The maximum credit value the machine can record.
7	Max. Play	The maximum play value of a game.
8	Min. Play	The minimum play value of a game.
9	Level Of Difficulty	The difficulty of the game, from level 1 (the easiest) to 7 (the hardest).
10	Double Up	The difficulty of the double up game, from level 1 (the easiest) to 5 (the hardest).
11	Winning Type	When the player wins, where the winnings record in.
12	Play Score	When the player's winnings record in score, can the player play the score or not.
13	Coin Out Limit	The maximum credits of hopper can payout.
14	Continuous Spin	The wheel will continuously spin until press stop button or not.
15	Auto Play	The auto play function is available or not.
16	Odds Table	The odds table can be seen or not.
17	Book Keeping	Can enter the bookkeeping page or not.
18	Demo Sound	Play music during the demo or not.
19	Game Count	Count the game times or not.

	Item	Definition
20	10 Times Feature	When this function turns on, the score panel will also open. When the player wins, part of the winnings (10 times of play and 20 times of coin in) will record in the score, the rest will record in credit.
21	Reset Code Type	The current code type of password.
22	JP Min. Play	The minimum play value to win the Jackpot.
23	Sound Volume	The current setting of the sound volume.
24	Hopper Sensor	The current setting of hopper sensor.

Pin Layout

CONNECTOR (36PIN)

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start / Stop Button	9	
Odds / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Line / Double /	13	
Key System Signal	14	
	15	
Auto Play / Stop 2	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account Switch	20	Test Switch
Pay Out Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Odds / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Line / Double	33	
Auto Play / Stop 2	34	
	35	
GND	36	GND

CONNECTOR (10PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
(*1) +5V	3	**+5V**
+5V	4	**+5V**
(*1) +12V	5	+12V
+12V	6	+12V
Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) DC +5V 2A and DC +12V 3A.

(*2) This pin is connected with the solder side 24th of connector 36 pin.