# USNA Wide Logo

# Pachi-Slot

## SLOT MACHINE



*Basic Manual*

UnitedSlotsnArcade.com

#### Important Notice

This machine is an amusement device only.

\* You should not attempt to trade the tokens for money.

\* You should not attempt to give out prizes based on token pay out.

\* You should not use this device in a public place.

## Safety Reminder

On some machines, a ***transformer is installed*** to convert the machine to your country voltage. The transformer is still connected to line voltage and running even when you power the machine off.

When you are not using the machine, we encourage you to

***UNPLUG THE MACHINES!!***

##### The parts

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##### LCD Monitor: Randomly activates to provide special features. It helps

##### to build the suspense.

Credit Meter: This shows how many credits you have accumulated in the

game. Machine only store up to 50 credits on the meter and

insert an extra coin, it will fall through the machine and

land in the tray at the bottom (coin tray). If you have

50 credits on the meter and hit a winning combination, the

hopper will pay out the winning coins depositing them in

the coin tray.

Payout meter: This meter shows the amount of tokens won on the last spin

of the reel.

Max bet Button: This deducts 3 credits from your credit total, and

activates all 5 pay lines.

One bet Button: This activates only one line.

Coin slot: Insert tokens here. If the game is in ‘credit’mode, the

game will store up to 50 credits. If the game is in ‘cash’

mode, it will store up to 3 credits.

Credit Button: This changes the game mode from ‘cash’to ‘credit’.

Start Game Handle: Depress this down in order to start the reels spinning.

Reel Stop Button: Press these buttons to stop the reels.

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1: Speaker 6: Mother Board

2: Light Bulbs 7: Sub Board

3: Reset Switch 8: Reel

4: Coin Path (selector) 9: Coin Hopper

5: Light stabilizer 10: Power supply

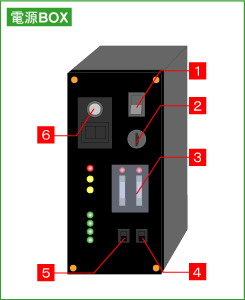
Reset Switch: This clears the game of simple errors, and is also used during the ‘level select’ procedure.

Coin Path: This is the path that a token rolls down on its trip to the hopper.

Coin Hopper: This holds, and pays out coins.

Power Supply: Please take a look next page.

###### Power Supply



1: Main Power Switch

2: Reset Keyhole

3: Fuse Box

4: Auto Payout Switch(有り=on,無し=off)

　　　　　　＊recommend ‘off’ always

5: Auto Game stop Switch(有り=on,無し=off)

＊recommend ‘off’ always

6: Reset Switch

Master Reset (Changing the playing level)

1. Turn the power switch off or unplug the machine.
2. Insert reset key in to reset keyhole and turn to ‘ON’.
3. Power the machine on. Either Credit or pay out meter will be a number from 1 to 6. This is the difficulty level. ‘1’is the hardest level; ‘6’is the easiest level. (Some machines the difficulty level will be shown on a LCD panel on the inside of the door.)
4. Press the reset button to change the skill level. If you notice a ‘0’displayed, then you haven’t initiated the level change procedure correctly. Repower the machine off, and start again from step 1.
5. When the machine is set to the difficulty level you want, depress the ‘start game handle’once.
6. Turn to‘off’ the reset key. You should immediately hear the click of the coin mechanism engage, and the level(1-6) should disappear from the credit or pay out meter.

Troubleshooting

In case of if your machine has an error displayed on credit or payout meter, please follow the next procedure.

**\* If you cannot solve your problem following below procedure, try changing playing level procedure.**

\*Aruze type Maker: Aruze, Universal, Eleco, Electrocoin, Mizuho

\*Sammy type Maker: Sammy, Aristocrat, Rodeo

\*Olympia type Maker: Olympia, Heiwa

|  |  |  |  |
| --- | --- | --- | --- |
| Aruze, Yamasa type |  |  |  |
| Error code | Meaning |  | How to solve |
| C.o/E0 | Sub tank full error |  | Remove all coins from there and press reset button |
| C.E | Coin path error |  | Remove jamming coin and press reset button |
| C.J | Coin path error |  | Remove jamming coin and press reset button |
| C.r | Coin path error |  | Remove jamming coin and press reset button |
| H.E/E3 | Hopper Empty error |  | Fill up coins to hopper and press reset button |
| H.J/E1 | Hopper Jam Error |  | Remove jamming coin and press reset button |
| E4 | Ram error |  | Press reset button |
| E5 | Reel error |  | Press reset button |
|  |  |  |  |
|  |  |  |  |
| Olympia, Sammy type |  |  |  |
| Error code | Meaning |  | How to solve |
| E0/C.E/C.P | Coin path error |  | Remove jamming coin and press reset button |
| E1/E5/H.E | Hopper Empty error |  | Fill up coins to hopper and press reset button |
| E3/H.P | Hopper Jam Error |  | Remove jamming coin and press reset button |
| H.C | Payout error |  | Press reset button |
| F.E | Sub tank full error |  | Remove all coins from there and press reset button |

Routine Maintenance

Changing lights

Eventually, one of the lights on your machine will go out. To change the bulb, first unplug or turn the machine power off. Next, grip the black plastic base of the bad bulb, and twist it to the left. You should then be able to pull it out. Pull the bulb straight out of the plastic socket. Replace it with a good bulb, and reinsert the plastic socket into the machine. Push the socket while turning to the right, and it should lock into place.

Cleaning

Wooden cabinet: use a gentle cleaner or water when you want to clean there.

Metal or plastic parts: use glass cleaner or car polish.

Coin path (coin selector):

You sometimes better to examine the base of the path that the coin rolls down. If it looks very dirty, scrape it off with a small screwdriver or knife.

Jackpot Round

There are two types of Jackpots; the bonus game and the big chance game. In the bonus game, you will usually get 8 spins that are guaranteed to pay out. You will know when you hit the bonus rounds, even if you are not looking. The lights on the machine usually go crazy, and the machine starts playing lots of music.

The big chance game is usually the combination of 3 bonus rounds. When you hit the big chance game, you are usually given 30 spins. During these 30 spins, you need to hit a certain combination (usually the REPLAY symbols) to get into the bonus round. When you hit the bonus round, you usually get 8 spins in a row that are guaranteed to win. You can win up to 3 bonus rounds during the big chance game. You can still win tokens during the 30 spins, even when you are not in the bonus round. (And it’s usually easier to hit; you become EXTRA LUCKY.)

Once you are in the bonus round, you have to complete it. Even turning the machine off will not get rid of it. But if you take Master Reset Procedure, this may work.

After a bonus or big chance game has been played, the GAME OVER light might be lit. Sometimes, the letters {oF} will be displayed in the credit meter. You will have to insert the key and turn it to the left to clear this message. You will not be able to continue playing until you do.

On some types of machines, you can enter a Challenge Game after hitting the jackpot. During the challenge game, you are given a large number of spins (100 or more) where you are extra lucky, and it’s easier to hit winning combinations. (Sometimes music will be playing; sometimes there will be a {countdown} on a LED or LCD panel.) Once you enter a challenge game, you must play all the spins.

*ENJOY PLAYING*

*AND*

*GOOD LUCK!!*