

~ Western Venture ~

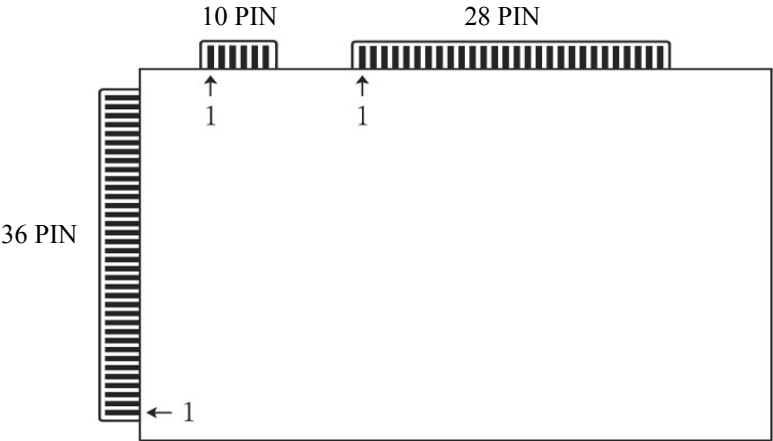


(Version No. USA-061020)

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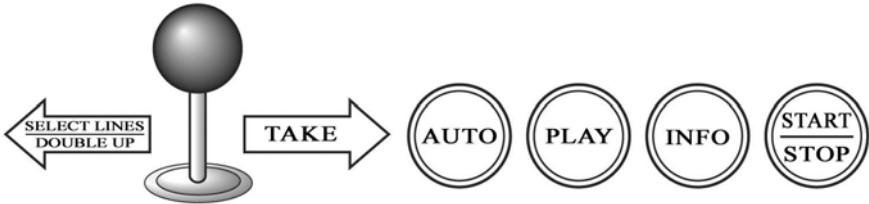
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Interface

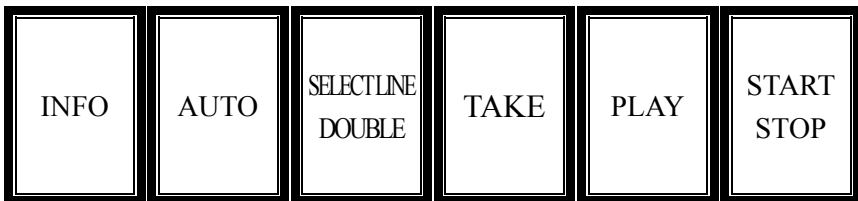


28 PIN & 36 PIN Button Layout

A. 28PIN Button Layout



B. 36PIN Button Layout



Data Setting

ITEM		RANGE
1	COIN IN UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
2	KEY IN INIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
3	COIN OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
4	KEY OUT AS	AS COIN , AS KEY IN , CLEAR ALL
5	TICKET OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
6	MAXIMUM TICKET PER GAME	CONTINUOUS,1,2,3,4,5,8,10
7	CREDIT LIMIT	5000,10000,20000,30000,50000,100000,300000,500000,1000000
8	MAX. PLAY / LINE	1,2,3,4,5,6,8,10,15,20,25,30
9	MIN. PLAY / TOTAL	1,5,9,10,15,20,40,60,80,100,120,160,200,300,400,500,600
10	JP MINIMUM PLAY	9,10,20,40,60,80,100,120,160,200,300,400,500,600
11	GAME TYPE	NORMAL,SKILL
12	DOUBLE UP GAME	ON,OFF
13	PAYOUT RATE	LEVEL 1 (EASIEST),2,3,4,5,6,7,LEVEL 8 (HARDEST)
14	COWBOY PROGRESSIVE	NO PROGRESSIVE , 30,40,50,60,70,80,90,100,110
15	COWBOY MAXIMUM VALUES	Please refer to the TABLE1 of P.7.
16	COWBOY MINIMUM VALUES	Please refer to the TABLE2 of P.7.
17	COWGIRL PROGRESSIVE	NO PROGRESSIVE,30,40,50,60,70,80,90,100,110
18	COWGIRL MAXIMUM VALUES	Please refer to the TABLE3 of P.8.
19	COWGIRL MINIMUM VALUES	Please refer to the TABLE4 of P.8.
20	DEMO SOUND	ON,OFF
21	WIN TO	CREDIT , SCORE
22	PLAY SCORE	ON,OFF
23	10 TIMES FEATURE	ON,OFF
24	GAME COUNT	YES,NO
25	AUTO PLAY	ON,OFF
26	CONTINUOUS SPIN	YES,NO
27	ODDS TABLE	ON,OFF
28	BOOKKEEPING	ON,OFF
29	DOOR OPEN ALARM	YES,NO
30	PASSWORD	NO USE , 1,2,3,4,5,6,7

TABLE 1 COW BOY JP MAX.

MAX.PLAY	COWBOY JP									
20	2000	4000	6000	8000	10000	16000	20000	24000	30000	40000
40	4000	8000	12000	16000	20000	32000	40000	48000	60000	80000
60	6000	12000	18000	24000	30000	48000	60000	72000	90000	120000
80	8000	16000	24000	32000	40000	64000	80000	96000	120000	160000
100	10000	20000	30000	40000	50000	80000	100000	120000	150000	200000
120	12000	24000	36000	48000	60000	96000	120000	144000	180000	240000
160	16000	32000	48000	64000	80000	128000	160000	192000	240000	320000
200	20000	40000	60000	80000	100000	160000	200000	240000	300000	400000
300	30000	60000	90000	120000	150000	240000	300000	360000	450000	600000
400	40000	80000	120000	160000	200000	320000	400000	480000	600000	800000
500	50000	100000	150000	200000	250000	400000	500000	600000	750000	1000000
600	60000	120000	180000	240000	300000	480000	600000	720000	900000	1200000

TABLE 2 COW BOY JP MIN.

JP MIN.PLAY	COWBOY JP									
20	1000	2000	4000	6000	8000	10000	12000	14000	16000	20000
40	2000	4000	8000	12000	16000	20000	24000	28000	32000	40000
60	3000	6000	12000	18000	24000	30000	36000	42000	48000	60000
80	4000	8000	16000	24000	32000	40000	48000	56000	64000	80000
100	5000	10000	20000	30000	40000	50000	60000	70000	80000	100000
120	6000	12000	24000	36000	48000	60000	72000	84000	96000	120000
160	8000	16000	32000	48000	64000	80000	96000	112000	128000	160000
200	10000	20000	40000	60000	80000	100000	120000	140000	160000	200000
300	15000	30000	60000	90000	120000	150000	180000	210000	240000	300000
400	20000	40000	80000	120000	160000	200000	240000	280000	320000	400000
500	25000	50000	100000	150000	200000	250000	300000	350000	400000	500000
600	30000	60000	120000	180000	240000	300000	360000	420000	480000	600000

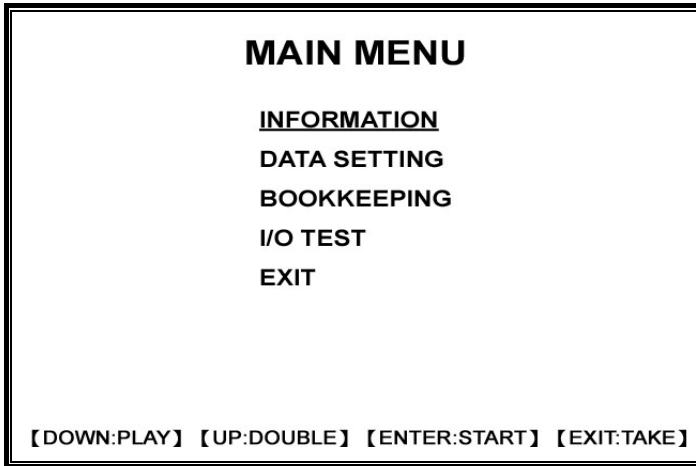
TABLE 3 COWGIRL JP MAX.

MAX.PLAY	COWGIRL JP									
20	2000	4000	6000	8000	10000	16000	20000	24000	30000	40000
40	4000	8000	12000	16000	20000	32000	40000	48000	60000	80000
60	6000	12000	18000	24000	30000	48000	60000	72000	90000	120000
80	8000	16000	24000	32000	40000	64000	80000	96000	120000	160000
100	10000	20000	30000	40000	50000	80000	100000	120000	150000	200000
120	12000	24000	36000	48000	60000	96000	120000	144000	180000	240000
160	16000	32000	48000	64000	80000	128000	160000	192000	240000	320000
200	20000	40000	60000	80000	100000	160000	200000	240000	300000	400000
300	30000	60000	90000	120000	150000	240000	300000	360000	450000	600000
400	40000	80000	120000	160000	200000	320000	400000	480000	600000	800000
500	50000	100000	150000	200000	250000	400000	500000	600000	750000	1000000
600	60000	120000	180000	240000	300000	480000	600000	720000	900000	1200000

TABLE 4 COWGIRL JP MIN.

JP MIN.PLAY	COWGIRL JP									
20	1000	2000	4000	6000	8000	10000	12000	14000	16000	20000
40	2000	4000	8000	12000	16000	20000	24000	28000	32000	40000
60	3000	6000	12000	18000	24000	30000	36000	42000	48000	60000
80	4000	8000	16000	24000	32000	40000	48000	56000	64000	80000
100	5000	10000	20000	30000	40000	50000	60000	70000	80000	100000
120	6000	12000	24000	36000	48000	60000	72000	84000	96000	120000
160	8000	16000	32000	48000	64000	80000	96000	112000	128000	160000
200	10000	20000	40000	60000	80000	100000	120000	140000	160000	200000
300	15000	30000	60000	90000	120000	150000	180000	210000	240000	300000
400	20000	40000	80000	120000	160000	200000	240000	280000	320000	400000
500	25000	50000	100000	150000	200000	250000	300000	350000	400000	500000
600	30000	60000	120000	180000	240000	300000	360000	420000	480000	600000

Main Menu



1. Press **TEST** button to enter the Main Menu page.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 BOOKKEEPING 》 and 《 I/O TEST 》 .
3. Press **TAKE** to exit Main Menu.

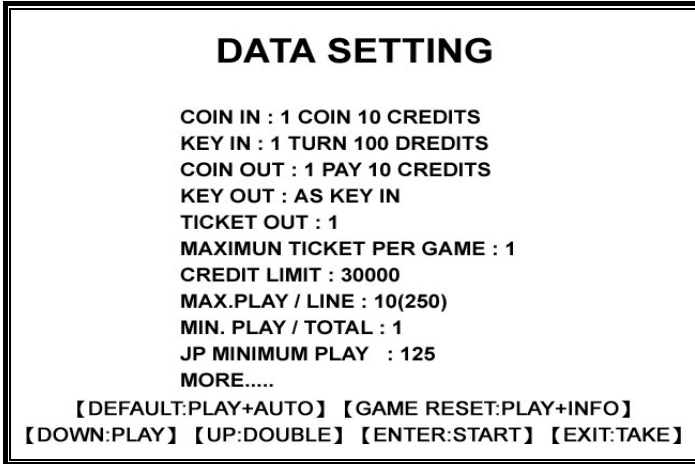
Information

INFORMATION	
GAME NAME	: WESTERN VENTURE
GAME TYPE	: MULTI - LINER
DEVELOPER	: ASTRO CORP.
PUBLISH DATE	: YYYY/MM/DD
VERSION	: 00.00.A

【EXIT:TAKE】

1. Press **TEST** button to enter the Main Menu.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **TAKE** to exit the information.

Data Setting



1. Press **TEST** button to enter the Main Menu page.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **DOUBLE** or **PLAY** to choose the selection.
4. Press **START** to change the values.
5. Press **PLAY** + **AUTO** to load the factory default(Data Format).
6. Press **TAKE** to exit Data Setting.
7. Press **PLAY** + **INFO** to reset the bookkeeping data, but would not change the value in the setting.

The are total 3 pages in the data setting

SYSTEM RESET

DO YOU WANT TO RESET ?

YES

NO

【SELECT:PLAY】 【ENTER:START】 【EXIT:TAKE】

The program will reconfirm the reset instruction.

Bookkeeping

LAST RECORD		
TOTAL IN	:	0
TOTAL OUT	:	0
CURRENT CREDIT	:	0
CURRENT POINT	:	0
TOTAL PROFIT	:	0
PAYOUT RATE	:	0.00%
MAIN GAME IN	:	0
MAIN GAME OUT	:	0
MAIN GAME RATE	:	0.00%
DB. GAME IN	:	0
DB. GAME OUT	:	0
DB. GAME RATE	:	0.00%

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】 【PREV. PAGE : DOUBLE】 【EXIT : TAKE】

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1. Press **TEST** button to enter the Main Menu.
2. Select 《 BOOK KEEPING 》 to enter the Bookkeeping.
3. Press **DOUBLE** or **PLAY** to go to the next page.
4. Press **TAKE** to exit Bookkeeping.
5. There are total 12 pages (6 pages for the Last Record and 6 pages for Total Record.)
6. Press **PLAY** + **AUTO** to clear the “Last Record”(only in LAST RECORD).
7. Total record would not be rest unless to reset the system.

LAST RECORD

TOTAL GAME	:	0
TOTAL HITS	:	0
TOTAL LOST	:	0
HIT RATE	:	0.00%
COIN IN	:	0
KEY IN	:	0
BILL IN	:	0
COIN OUT	:	0
KEY OUT	:	0
CURRENT CREDIT	:	0
CURRENT POINT	:	0

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】 【PREV. PAGE : DOUBLE】 【EXIT : TAKE】

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LAST RECORD

	TIMES	0	OUT	0
	TIMES	0	OUT	0
	TIMES	0	OUT	0
	TIMES	0	OUT	0
	TIMES	0	OUT	0
	TIMES	0	OUT	0

【CLEAR LAST RECORD : PLAY+AUTO】
【NEXT PAGE : PLAY】 【PREV. PAGE : DOUBLE】 【EXIT : TAKE】

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LAST RECORD

















































	BONUS TIMES	0	OUT	0
	BONUS TIMES	0	OUT	0
	BONUS TIMES	0	OUT	0

HAPPY HOUR TIMES 0
 HAPPY HOUR OUT 0

【CLEAR LAST RECORD : PLAY+AUTO】
 【NEXT PAGE : PLAY】 【PREV. PAGE : DOUBLE】 【EXIT : TAKE】

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LAST RECORD

ALL		0						0
ALL		0						0
ALL		0						0
ALL		0						0
ALL		0						0
ALL		0						0
ALL		0						0
ALL		0						0

【CLEAR LAST RECORD : PLAY+AUTO】
 【NEXT PAGE : PLAY】 【PREV. PAGE : DOUBLE】 【EXIT : TAKE】

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LAST RECORD

				0				0
				0				0
				0				0
				0				0
				0				0
				0				0
				0				0
				0				0

【CLEAR LAST RECORD : PLAY+AUTO】

【NEXT PAGE : PLAY】【PREV. PAGE : DOUBLE】【EXIT : TAKE】

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The category of “**TOTAL RECORD**” (page 7-12) is the same as that in the “**LAST RECORD**” (page 1-6).

I / O Test

I / O TEST			
BUTTON		SWITCH	
START	: OFF	TEST	: OFF
PLAY	: OFF	COIN IN	: OFF
DOUBLE UP	: OFF	KEY IN	: OFF
INFO	: OFF	KEY OUT	: OFF
TAKE SCORE	: OFF	HOPPER SW.	: OFF
AUTO PLAY	: OFF	ACCOUNT	: OFF
PAY OUT	: OFF	TICKET OUT	: OFF
DOOR SWITCH	: OFF	TICKET SW.	: OFF

【EXIT:TAKE (1 SEC)】

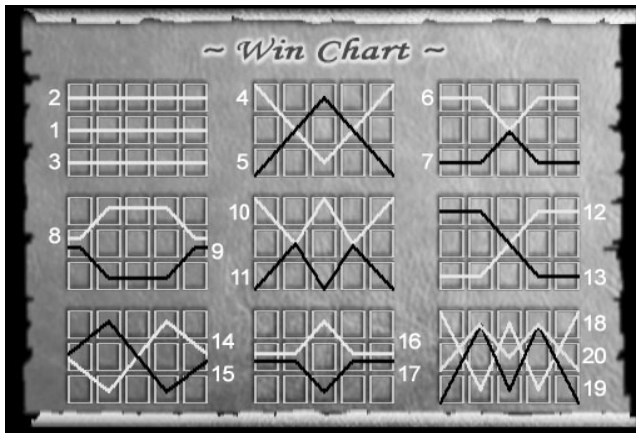
1. Press **TEST** button to enter the Main Menu.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard function testing.
4. Press **TAKE** a second to exit I/o Test.

How To Play

A. Main Game





15 reels – 20 liner style



Win Chart

B. Happy Hour




1. When  &  appear right next to each other, player will get the “Happy Hour” bonus time for 30 ~ 90 seconds.




2. All prize double during the “Happy Hour”.

C. The Robber



1. The  appears occasionally.




2.  Will shoot any symbols and transforming it into another symbol to increase “ALL OF A KIND” chances.

D. JACKPOT

Player has to reach “Jackpot Minimum Play” to activate the Jackpot.


1. COWBOY JP





- Cowboy JP is a progressive bonus.
- When lined 3 or more  in an active line, player receives the prizes.

2. COWGIRL JP



- Cowgirl JP is a progressive bonus.
- When lined 3 or more  in an active line, player receives the prizes.

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

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 **START** button selecting a character to start Double Up Game.




3. If selected character win, prizes will double. If it loses, prizes will be taken and game over.

4. Player can take prizes and finish Double Up Game by pressing **START** button.
5. Player continuous wining 5 times got special bonus and finished the double up game.

Bonus Game

A. Most-Wanted



1. When  show up at four corners, player will enter the “Most-Wanted” bonus game.
2. There are 3 criminals in game; each criminal’s reward will show up on top of screen.



3. There are 5 windows, press **START** button to select one of them.
4. Player has 10 seconds to choose a window each time.


5. If criminals show up, player can get specific reward.



6. When catch all criminals, player can get special bonus.

B. Beer Mug



1. When  show up at four corners, player will enter the **"Beer Mug"** bonus game.
2. Every game has 10 mugs; each mug needs to be pitched within 5 seconds.



3. Well-handled mugs will show up on table with increasing scores.

5. The odds of Beer Mug :

Mugs	Total Bet
1	X 1
2	X 3
3	X 5
4	X 7
5	X 10
6	X 30
7	X 50
8	X 100
9	X 200
10	X 500

Odds Table

~ Odds Table ~
All of a Kind (X Total play)

2000
 300
 150
 80
 500
 200
 120
 60

Each line

1000	100	50
400	40	20
150	30	12
120	20	10
100	15	7
80	12	5
50	10	3
20	5	2

~ Special Fever ~

Free Game

Enjoy 30-90 seconds of free game. All prizes will be doubled in "Happy Hour".

Bonus Game 1

Enjoy the "Most - Wanted" bonus game.

Bonus Game 2

Enjoy the "Beer Mug" bonus game.

JP

— ALL JP

— 1/2 JP

— 1/4 JP

JP

— ALL JP

— 1/2 JP

— 1/4 JP

In main game when shows up, will shoot the symbols and change the symbols into the same ones.

Troubleshooting

When an error has been detected, an error message would appear in the message column. Please try the following steps:

Error Message	Procedure
ROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker.
RAM ERROR	1.Restart the machine.
	2.Go to DATA SETTING and press PLAY + INFO to reset.
	3.If steps 1 and 2 do not clear the error, please either replace the RAM or contact the maker.
EEPROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker
COIN JAM	1.Check the coin acceptor for any jamming.
	2.Restart the machine and go to the main menu to exit.
HOPPER JAM	1.Check the Hopper for any jamming.
	2.Restar the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2.Restar the machine and go to the main menu to exit.
MAX. CREDIT	1.Key out or coin out.
	2.Increase the value of#6. MAX. PAY OUT in the main menu to execute coin out.
DOOR OPEN	1.Shut the machine door properly.
	2.Chooes OFF for #24 DOOR OPEN in the main menu.

Special Notice

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

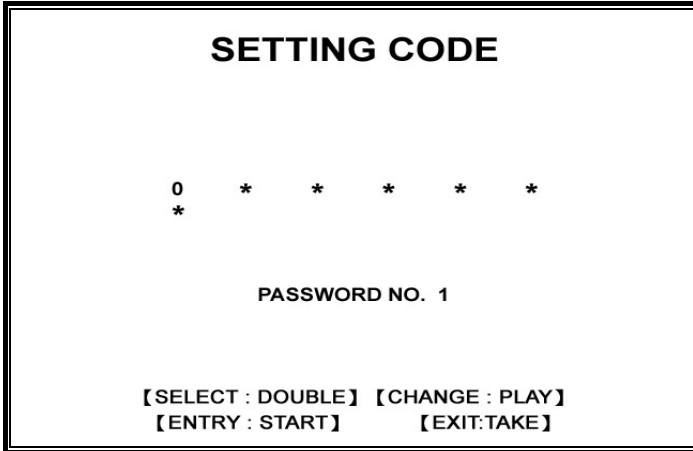
KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps of #5 in the main menu.

1. The cardinal number of COIN-IN or KEY-IN is the number of clicks of AS COIN or AS KEY-IN.
2. The cardinal number of KEY-IN is the number of clicks of CLEAR ALL. Any remainder goes to the next count.

Setting Code



1. Press **TAKE** to exit the Password page.
2. Press **DOUBLE** to select the icons.
3. Press **PLAY** to change the value.
4. Press **START** to enter the setting page.

Password No.	0	1	2	3	4	5	6	7
Code	No Use	770383	926644	270156	457304	363948	812545	102985

Pin Layout

Connector 36 PIN

Parts Side		Solder Side
Video Red	1	Video Green
Video Blue	2	Video SYN
Speaker	3	Speaker Ground
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch (Dispenser)	8	
Start/Stop	9	
Info	10	
Play	11	
Take	12	
Select Line / Double	13	
Key System Signal	14	
	15	
Auto	16	
	17	
Coin In 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 Counter	23	
Key In Counter	24	Hopper SSR
	25	
	26	
Hopper Counter	27	
Key Out Counter	28	
Start Lamp	29	Ticket SSR
Odds Lamp	30	Error Lamp
Play Lamp	31	Win Lamp

Take Lamp	32	
Select line/Double Lamp	33	
Auto Lamp	34	
	35	
GND	36	GND

Connector 10 PIN

Parts Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
(*1) Ticket Dispenser Enable	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) This pin is normal low. When it enables is +5V.

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

Connector 28 PIN

Parts Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
Coin In Counter	8	Hopper Counter
Key In Counter	9	Key Out Counter
Speaker	10	Speaker Ground
Key In Switch	11	Pay Out Button
Video Red	12	Video Green
Video Blue	13	Video SYN
GND	14	Test Switch
Account Switch	15	
Coin In Switch	16	Error Lamp
Start/Stop	17	Start Lamp
Ticket Out Button	18	Tick SSR
Door Switch	19	Win Lamp
Info	20	Info Lamp
Take	21	Take Lamp
Select Line / Double	22	Select line/Double Lamp
Play	23	Play Lamp
Auto	24	Auto Lamp
*Ticket Notch (Dispenser)	25	Key Out Switch
Hopper SSR	26	Hopper Switch
GND	27	GND
GND	28	GND