# . World War II .

( Manual Version: WW\_US-070412 )

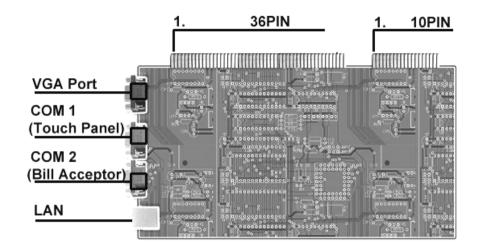
2

WW\_US-070412

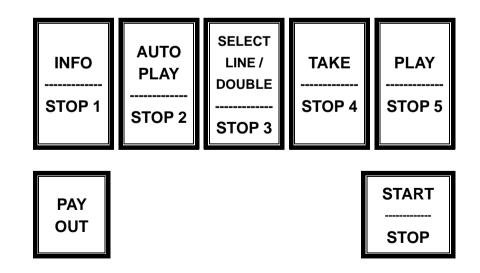
## **Table of Contents**

Interface & Button Layout	p. 04
Setup Menu	р. 05
Setup Password	р. 06
Information	p. 07
Data Setting	p. 08
Confirm Reset	р. 10
Bookkeeping	p. 11
Shift Record & Confirm Shift	р. 16
I/O Test	р. 17
History	р. 18
How to Play - Main Game	р. 19
How to Play - Free Line	p. 20
How to Play - Free Game	p. 21
How to Play - Jackpot	р. 22
How to Play - Double Up	р. 23
Bonus Game - Rocket Launcher	р. 25
Bonus Game - Hand Grenade	р. 27
Bonus Game - Machine Gun	р. 29
Skill Mode	р. 31
Troubleshooting	р. 32
Odds Table	р. 33
Data Setting List	р. 34
Pin Layout	p. 37

## Interface



## **Button Layout**



According to Pin Layout.....p. 37

4

3

WW\_US-070412

## **Setup Menu**

 WORLD WAR II SETUP MENU
INFORMATION
DATA SETTING
BOOKKEEPING
I/O TEST
HISTORY
NE     DOWN : PLAY     ENTRY : START     EXIT : TAKE

- 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 21<sup>th</sup> item)

INPUT PASSWORD
0 + + + + +
CIPHER: 1
SELECT : SELECT LINE     CHANGE : PLAY     ENTER : START     EXIT : TAKE

- **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.
- 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	821561	751609

5

## Information

	RMATION : WORLD WAR II
GAME TYPE DEVELOPER	: MULTI-LINER : ASTRO CORP.
PUBLISH DATE VERSION	: 2006/05/26 : US.02.00.A
EX I	

- 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**

DATA SETT	ING	
DATA ODTT.		
COIN IN/CREDIT		10
KEY IN/CREDIT		10
KEY OUT TYPE		KEY IN
TICKET OUT/CREDIT		10
MAX. TICKETS PER GAME		CONTINUOUS
CREDIT LIMIT		10000
MAX. PLAY		10 (90)
MIN. PLAY		1
LEVEL OF DIFFICULTY		5
DOUBLE UP		5 (HARDEST)
WINNING TYPE		INTO SCORE
EFAULT:PLAY+AUTO PLAY    G/ BELECT LINE    DOWN:PLAY    C		



- **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.

8

DAT	FA SETTING	
PLAY SCORE		YES
COIN OUT LIMIT		OFF
CONTINUOUS SPIN		NO
AUTO PLAY		ON
INFO		ON
BOOK KEEPING		ON
DEMO SOUND		ON
GAME COUNT		NO
10 TIMES FEATUR	E:	OFF
RESET CODE TYPE		NO USE
JP MIN. PLAY		45
[DEFAULT:PLAY+AUTO PLA [UP:SELECT LINES] [DOWN:F		

Page 2/3

DATA S	SETTING	a l
SOUND VOLUME		30
HOPPER SENSOR		NORMAL HIGH
GAME TYPE		NORMAL
EFAULT:PLAY+AUTO PLAY   ELECT LINES     DOWN:PLAY		

Page 3/3

### **Confirm Reset**

- A. Enter the **Data Setting** page.
- **B.** Press **Play** and **Info** 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. )

9

### Bookkeeping (9 pages)

BOO	KKEEPING	
TOTAL KEY I	N :	0 (UNIT:10)
TOTAL COIN I	N :	O (UNIT:10)
TOTAL KEY OU	T :	O (UNIT:10)
TOTAL PAY OU	<b>T</b> :	O (UNIT:10)
TOTAL TICKET OU	T:	O (UNIT:10)
KEY OUT REMAINDE	R :	0
CREDIT		0
SCORE		0
TOTAL PROFI	т:	0
PAY OUT RAT	TE :	0.0 %



- 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.

-	BOOH	KEEPII	łG
TOTAL PLAY	TIMES		0
TOTAL WIN	TIMES		0
HIT FRE	QUENCY		0.0 %
MAIN GAME	IN		o
MAIN GAME	OUT		0
MAIN GAME	RATE		0.0 %
FREE GAME	TIMES		0
FREE GAME	OUT		0

Page 2/9

v US.02.00.A			
	BOOKKEEP	ING	
JP1	TIMES :	0	
JP2	TIMES :	0	
JP3	TIMES :	0	
JP1	OUT :	0	
JP2	OUT :	0	
JP3	OUT :	0	
NEXT PAGE : SELECT	TIME 1 LINDS		EVIT.TAKE 1
THEAT FAUE SELECT			

Page 3/9

BOOKKEEP	ING		
PLAY ROCKET-LAUNCHER	TIMES:	0	
PLAY HAND-GRENADE	TIMES:	0	
PLAY MACHINE-GUN	TIMES:	o	
TOTAL BONUSGAME	TIMES:	0	
TOTAL ROCKET - LAUNCHER	OUT:	0	
TOTAL HAND-GRENADE		0	
TOTAL MACHINE-GUN		0	
TOTAL BONUSGAME	OUT :	0	



v US.02.00.A						
		во	OKKEEPU	NG.		
	PLAY DOUBLE	UP	TIMES:	о		
	WIN DOUBLE	UP	TIMES :	0		
	DOUBLE UP H	IIT FREG	QUENCY :	0	. 0	%
	TOTAL DOUBL	E UP	IN:	0		
	TOTAL DOUBL	E UP	OUT :	0		
	TOTAL DOUBL	E UP	RATE :	o	. 0	%



w US.02.00.A		
	BOOKKEEPING	-
स्त स्त स्त x	0	◎>>>> × 0
S. S. S. x	0	橡擦擦 X0
<i>t t t x</i>	0	@@@ x o
( > ( > ( > X	0	X 0
생생생 x	0	MA XO
# # # X	0	
	0	🗊 🗊 👹 🗴 0
INEXT PAGE:SELE		

Page 6/9

v US.02.00.A	
-	BOOKKEEPING
	◎>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
RERE XO	瘤 瘤 瘤 瘤 × 0
<i>***</i> * * x 0	@ @ @ @ x o
(> (> (> (> x 0	2 2 2 2 2 X 0
\$\$\$\$\$ x o	<b>期期期期</b> ×o
A A A A X0	
🛇 🛇 🛇 🛇 x o	<b>節節節節第</b> ×0
NEXT PAGE : SELECT L	INE     PREV PAGE : PLAY     EXIT : TAKE

Page 7/9

w US.02.00.A			
	BOOKKE	EPING	
स्त्री स्त्री स्त्री स्त्री स्त्री x	0	<b>南南南南</b> 南	хo
REREX X	0	おおおおお	X 0
<i>****</i> * * *	0	88888	X 0
( ) ( ) ( ) ( ) ( ) X	0		<b>X</b> 0
영상영상성 x	0	사사사사사	<b>X</b> 0
1 1 1 1 1 X X	0	00000	X 0
<b>\$\$\$\$\$\$</b> x \$ <b>\$\$\$\$</b>	0	හිහිහිහිහි	X 0
NEXT PAGE : SELE			

Page 8/9

### **Shift Record**

	•	SHIFT	RECORD		
PREV SHIFT			CURRENT S	HIFT	
			KEY IN		0
			COIN IN		0
			KEY OUT		0
			PAY OUT		0
			TICKET OU	T:	0
		HIFT:START	+AUTO PLAY 1		



- **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/0 Test

	-	1/0 TEST	
START/STOP		OFF COIN IN	
PLAY/STOP5		OFF KEY IN	
SELECT/DOUBLE/S'	TOP3:	OFF KEY OUT	
AUTO PLAY/STOP2		OFF HOPPER	
INFO/STOP1		OFF ACCOUNT	
PAY OUT		OFF TEST	
TICKET		OFF DOOR	
TICKET SENSOR		OFF TAKE/STOP4	

- **A.** Turn on **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.** Turn on **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.

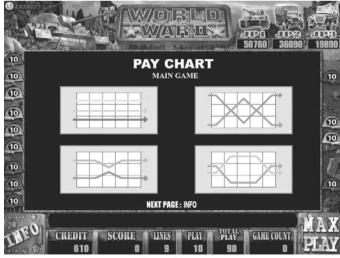
17

### How to play

#### A. Main Game



5 reels-9 liner style

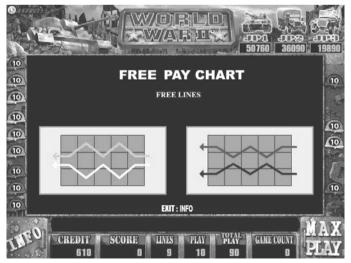


Pay Chart

#### 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	il.		
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

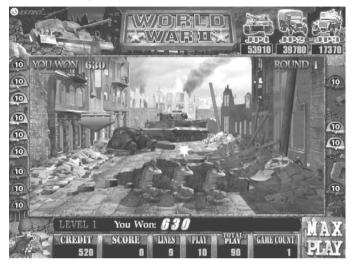
21

E. Double Up

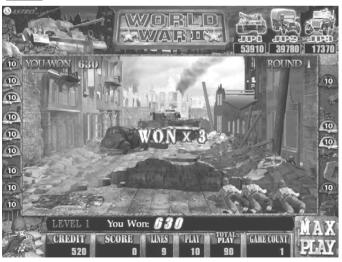


1. After winning in the main game or the bonus game, player can press **Double** button to play the **Double Up game**.

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.



24

### **Bonus Game**

#### 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

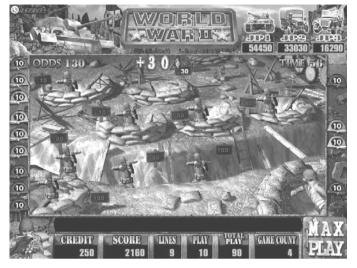


#### B. Hand Grenade Game



- **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



28

#### 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



29

# Skill Mode



- **1.** Enter Data Setting page and turn on **SKILL MODE**.
- 2. A frame appears on a reel after press **START** button to stop the reels in a main game.
- **3.** Press **Info** button to move the position of frame and determine which reel will be reserved. Only one reel will be reserved.
- **4.** Press **START** button again to respin the other four reels.
- **5.** Game result appears after the reels stop.

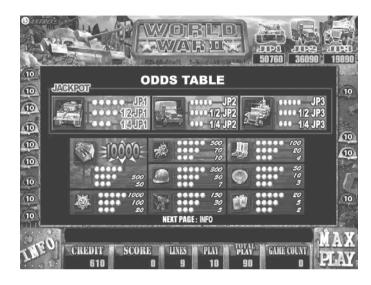
# Troubleshooting

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	<ol> <li>Repair coin selector and coin entrance.</li> <li>Enter and leave the <b>Data Setting</b> page.</li> </ol>	
CREDIT OVER	Press key out, payout or ticket out.	
DATA ERROR	Enter the <b>Data Setting</b> page and reset the bookkeeping data.	
DOOR OPEN	Enter and leave the <b>Data Setting</b> page.	
HOPPER ERROR	<ol> <li>Repair coin out transporter or hopper.</li> <li>Enter the <b>Data Setting</b> page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW.</li> <li>Leave the <b>Data Setting</b> page.</li> </ol>	
HOPPER EMPTY	Refill coin hopper.	
TRANSFER ERROR	Restart the machine.	
HARDWARE ERROR	Check <b>Data Setting</b> page, if the message still existing. Please send the board back for repairing.	

32

### **Odds Table**





# **Data Setting List**

	ltem	Value
1	Coin In/Credit	1, 2, 3, 4, 5, <u>10</u> , 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
2	Key In/Credit	1, 2, 3, 4, 5, <u>10</u> , 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, <u>10</u> , 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, <u>Continuous</u>
6	Credit Limit	1000, 3000, 5000, <u>10000</u> , 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), <u>10(90)</u> , 15(135), 20(180), 25(225), 30(270)
8	Min. Play	<u>1</u> , 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, 8(Hardest)
10	Double Up	1(Easiest), 2, 3, 4, <u>5(Hardest)</u> , Off
11	Winning Type	Into Score, Into Credit
12	Play Score	<u>Yes</u> , No
13	Coin Out Limit	100, 200, 300, 500, 1000, 2000, 3000, 5000, <u>Off</u>
	Continuous Spin	Yes, <u>No</u>
	Auto Play	<u>On</u> , Off
16	Info	<u>On</u> , Off
17	Book Keeping	<u>On</u> , Off
18	Demo Sound	<u>On</u> , Off
19	Game Count	Yes, <u>No</u>
20	10 Times Feature	On, <u>Off</u>
21	Reset Code Type	1, 2, 3, 4, 5, 6, 7, <u>No Use</u>
22	JP Min. Play	9, 18, 27, 36, <u>45</u> , 54, 63, 72, 81,90, 135, 180, 225, 270
23	Sound Volume	0, 5, 10, 15, 20, 25, <u><b>30</b></u> , 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100
24	Hopper Sensor	<b>Normal High</b> , Normal Low
25	Game Type	Nomal, Skill

\* 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
3	Rey Out Type	money the machine will pay out.
4	Ticket Out Credit	The ticket value when the machine pays out.
5	Maximum Tickets	The maximum tickets can be payout per
5	Per Game	game.
6	Credit Limit	The maximum credit value the machine can
0		record.
7	Max. Play	The maximum play value of a game.
8	Min. Play	The minimum play value of a game.
٩	Level Of Difficulty	The difficulty of the game, from level 1 (the
5		easiest) to 8 (the hardest).
10	Double Up	The difficulty of the double up game, from
		level 1 (the easiest) to 5 (the hardest) and off.
11	Winning Type	When the player wins, where the winnings
<u> </u>	winning type	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	Info	The Info pages 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.

	ltem	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.	
25	Game Type	Play game in normal or skill mode.	

# **Pin Layout**

#### **CONNECTOR (36PIN)**

		SOLDER
PARTS SIDE		SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
Speaker E	5	Speaker E
	6	
Ticket Out Button	7	
Ticket Notch	8	
(Dispenser)	_	
Start / Stop Button	9	
Info / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Line / Double / Stop 3 Button	13	
Game Count Pulse	14	
	15	
Auto Play / Stop 2	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	ž
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
Info / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Line / Double / Stop 3 Lamp	33	
Auto Play / Stop 2	34	
Auto Flay / $Stop 2$	35	
GND	36	GND
	50	UND

#### **CONNECTOR (10PIN)**

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
(*1) + <b>5V</b>	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.