

# **WILD WILD WEST**

## **OPERATING MANUAL**

**(VERSION 1)**



**American Sammy Corporation**

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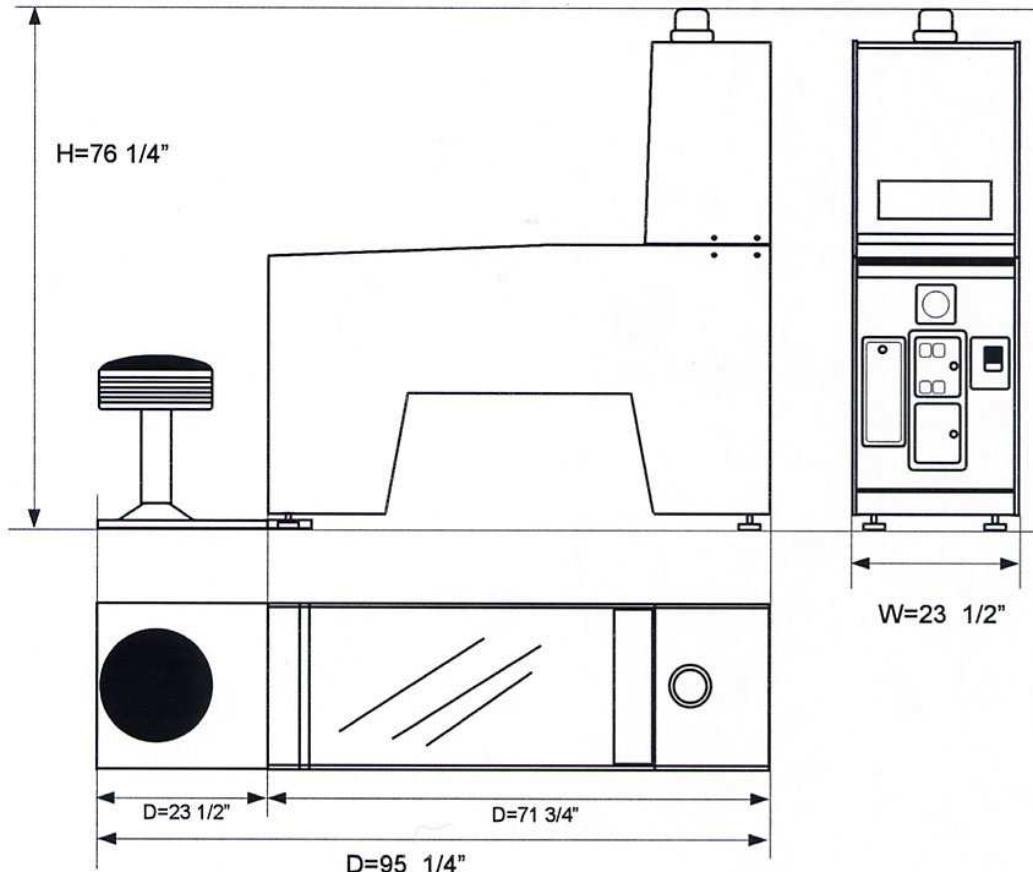
## **1. SPECIFICATIONS**

POWER Domestic 120VAC 3 Amps @ 60 Hz

\* Outside carton measurement : W= 27", D= 75", H= 72.5" (Approx.)

WEIGHT 485 lbs. (Approx.)

## **DIMENSIONS**



## **SPARE PARTS INCLUDED**

- 1) Allen wrench T-15 & T-25 (1 pc each)  
2) Balls (4 pcs : 3 for Game, 1 for Spare parts)  
3) wood screw\* - option - (3 opcs)

\* Used for or mounting Chair to front cabinet.

## **2. INSTALLATION**

### **SET UP MACHINE**

**Please take a moment to read the following before you turn on your new game.**

Unpack your game carefully. Be careful of the shipping staples, they can be sharp. Your game is assembled and will not need anything done to it. The keys are taped to Game Front door.

Remove keys. Open all doors and inspect for shipping damage. Are the PC boards in place? Are the connectors seated? It is a good idea to “**RESEAT**” all connectors as they may become loose during shipping.

Carefully walk around your game, and inspect the cabinet for cracks and separation of the joints. If **OK**, plug in line cord and turn game on. Drop in a few coins and play a game. If you have not put in tickets, the game will say “**CALL ATTENDANT-OUT OF TICKETS**,” if you earned tickets that cannot be paid out. The “**TICKET CLEAR**” button in the ticket dispenser door will clear this problem.

### **SAFETY PRECAUTIONS**

- 1) Be sure to turn the power **OFF**, or unplug the game, before working on the machine.
- 2) Do not unplug game by pulling on the line-cord.
- 3) Use only a grounded outlet.  
**YOUR GAME MUST BE GROUNDED!!!**
- 4) Replace line cord ; if the insulation is damaged in any way, with one of equal quality.
- 5) Replace blown fuses with same type and rating.
- 6) This game is for **INDOOR USE ONLY**.

### **ATTENTION!!!**

We included a **Total of 4 balls** with this game. **3 Balls are used for game play.** Keep **1 ball for Spare.**

### **3. GAME PLAY**

#### **GAME THEME & HOW TO PLAY**

**Wild Wild West** is a roll down game with the feel of a Shooting Gallery. While moving targets circle around at the end of the playfield, the player has 3 chances to roll the ball and hit a target. Hit 3 of a kind and win bonus. A built in progressive jackpot increases the ticket payout each time a coin is inserted. Play up to 3 Coins and the player could win 500 tickets!

Foot stompin' music and hootin' and hollerin' voices make the player feel like they are in the **Wild Wild West!**

But watch out for the Rattle Snake...if you get "Snake bit", you lose your tickets from your previous roll. Plus, Pop Up Targets on the ramp make shooting more challenging!

**Wild Wild West** contains a gas plasma display which incorporates detailed graphics and animations. This scenic playfield compliments a colorful art package making this one of the most attractive games available!

#### **Game Features:**

- \* **Cabinet** quality built with tongue and groove construction.
- \* Metal Ticket Door and **Deltronics ticket dispenser**.
- \* **Ticket Resume & Clear button** inside of Front door.
- \* Complete **Audit/Test/Adjustment System** on Plasma display.
- \* Made of all **U.S. components**.

#### **GAME INSTRUCTION STICKER**

### **WILD WILD WEST** **- HOW TO PLAY -**

Y Insert Coin(s)

Y Play up to three coins at one time. Increase target values with each coin. Additional coin(s) will be saved for following game(s).

Y Receive three balls per game. Roll ball at targets and collect tickets.

Y Hitting three identical targets wins Bonus tickets!

## 4. DIP SW SETTING

### DIP SWITCH TABLE

#### DIP SW 4 (sw41~48)

: Factory setting

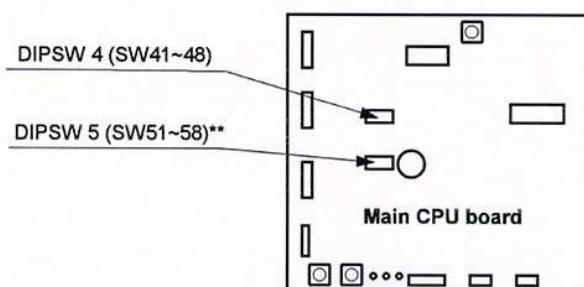
Contents / DIPSW Number		SW41	SW42	SW43	SW44	SW45	SW46	SW47	SW48
Attract Sound	OFF	OFF							
	ON	ON							
MAX. Bet *	3 COINS		OFF						
	2 COINS		ON						
Ticket payout settings	Normal game			OFF	OFF	OFF			
	Any score payout 1 ticket only			OFF	OFF	ON			
	Any score payout 2 tickets only			OFF	ON	OFF			
	Any score payout 3 tickets only			OFF	ON	ON			
	Any score payout 5 tickets only			ON	OFF	OFF			
	Any score payout 6 tickets only			ON	OFF	ON			
	Any score payout 7 tickets only			ON	ON	OFF			
	Any score payout 9 tickets only			ON	ON	ON			
Rattle snake scoring	Last target hit score						OFF		
	You lose every score						ON		
Pop up target movement	Stationary							OFF	
	Randomly							ON	

\* MAX. Bet

You can change MAX. Coin insert number with this DIP SW setting.

You may need to change to 2 coin MAX. when the customer's skill improves at your location.

### LOCATION OF DIP SWITCHES

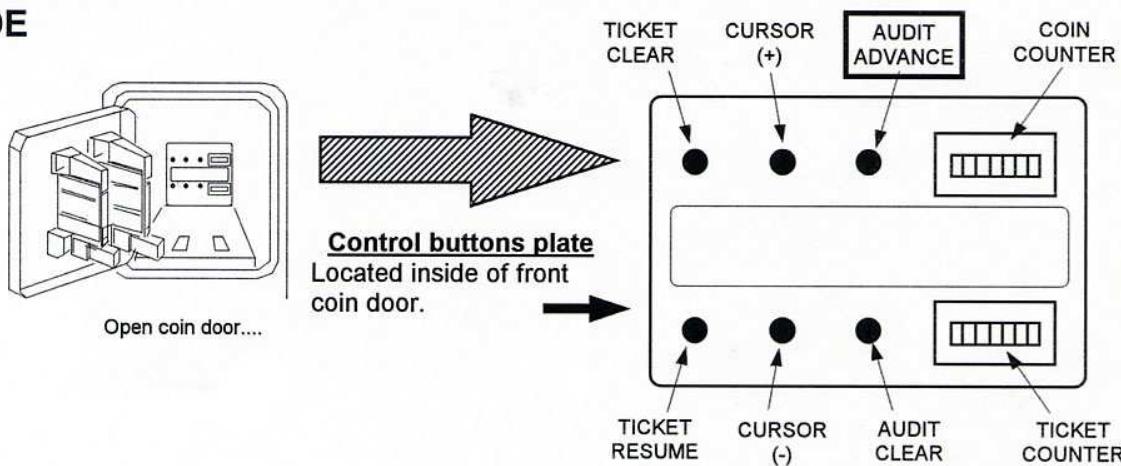


\*\* DIP SW 5(51~58) is not used on this game. (All "OFF")

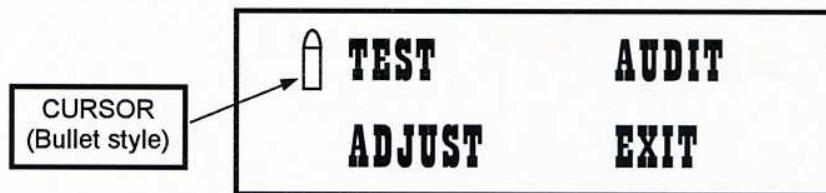
## **5. DIAGNOSTIC MODE**

### **How to enter and control the DIAGNOSTIC MODE**

- 1) Enter by hitting AUDIT ADVANCE button once in Attract Mode ONLY to go into **DIAGNOSTIC MODE**.
- Refer to the location of all switches as below.



- 2) Contents of DIAGNOSTIC MODE are shown on Dot Matrix Display as below.



Beginning of DIAGNOSTIC MODE  
Above letters are displayed on Dot Matrix Display.

- 3) Move Bullet Cursor to Select TEST, AUDIT or ADJUST by pressing CURSOR (+),(-) button.
- 4) Advance to any 3 of each mode by pressing AUDIT ADVANCE button when cursor is there.

TEST	=	Use for game function check.
AUDIT	=	Check and clear any audit data.
ADJUST	=	Check and change payout settings.

- 5) Pressing AUDIT CLEAR button in table of TEST and ADJUST mode to exit to beginning of DIAGNOSTIC MODE.  
\* You can not exit from AUDIT mode by pressing AUDIT CLEAR Button. So, Please press AUDIT ADVANCE Button until "DIAGNOSTIC MODE" is displayed.

## 1) TEST

- 1) Press **AUDIT ADVANCE** button. When bullet cursor is at "TEST", you will go into TEST mode.
- 2) Use **AUDIT ADVANCE** button to advance tests.

TEST #	DESCRIPTION
<b>1</b>	<b><u>POP UP TARGET #1 TEST</u></b> Press <b>AUDIT CLEAR</b> button once to pop up the Target #1 once. Press <b>AUDIT CLEAR</b> button again to drop down the Target #1. Letters of "ON" and "OFF" are shown on display that indicate correct function of Target switch.
<b>2</b>	<b><u>POP UP TARGET #2 TEST</u></b> - Same as test #1. -
<b>3</b>	<b><u>POP UP TARGET #3 TEST</u></b> - Same as test #1. -
<b>4</b>	<b><u>SWITCH TEST</u></b> Press following Switches & Button in this mode, The Name of Switch & Button will display on Dot Matrix, if it's working properly. * <b>All targets. (Money bag, Coyote, Steer, Outlaws, Rattle snake)</b> * <b>Coin switch (Both side)</b> * <b>Audit Clear button</b> * <b>Ticket resume button</b> * <b>Ticket clear button</b> * <b>Cursor movement &amp; Volume (-) button</b> * <b>Cursor movement &amp; Volume (+) button</b> * <b>Drain opto switch (Back side)</b> * <b>Drain opto switch (Front side)</b>
<b>5</b>	<b><u>BALL FEEDER UNIT TEST</u> (Ball dispense Test)</b> Press <b>AUDIT CLEAR</b> button once to dispense 1 ball.
<b>6</b>	<b><u>TICKET DISPENSER TEST</u> (Ticket dispense Test)</b> Press <b>AUDIT CLEAR</b> button once to payout 1 ticket and letters of "1 ticket dispensed" will be displayed. If no tickets or malfunction of the ticket dispenser unit, "Out of ticket" will display. Press ticket clear or refeed and press Ticket resume button to clear this error message.
<b>7</b>	<b><u>MOTOR TEST for Target Mechanism unit</u></b> Keep pressing <b>AUDIT CLEAR</b> button to move each target of Target Mechanism unit.
<b>8</b>	<b><u>MARS LIGHT TEST</u></b> Keep pressing <b>AUDIT CLEAR</b> button to turn and flash the Mars Light on top cabinet.
<b>9</b>	<b><u>DOT MATRIX DISPLAY TEST</u></b> Automatically start the self test for display when you get into this mode. Press <b>AUDIT ADVANCE</b> button again to return to <b>DIAGNOSTIC MODE</b> .

## **2) AUDIT**

- 1) Press **AUDIT ADVANCE** button. When cursor is at "AUDIT", you will go into AUDIT mode.
- 2) If you want to clear these audits, press **AUDIT CLEAR** button at each audit.
- 3) Use **AUDIT ADVANCE** button to advance audits.

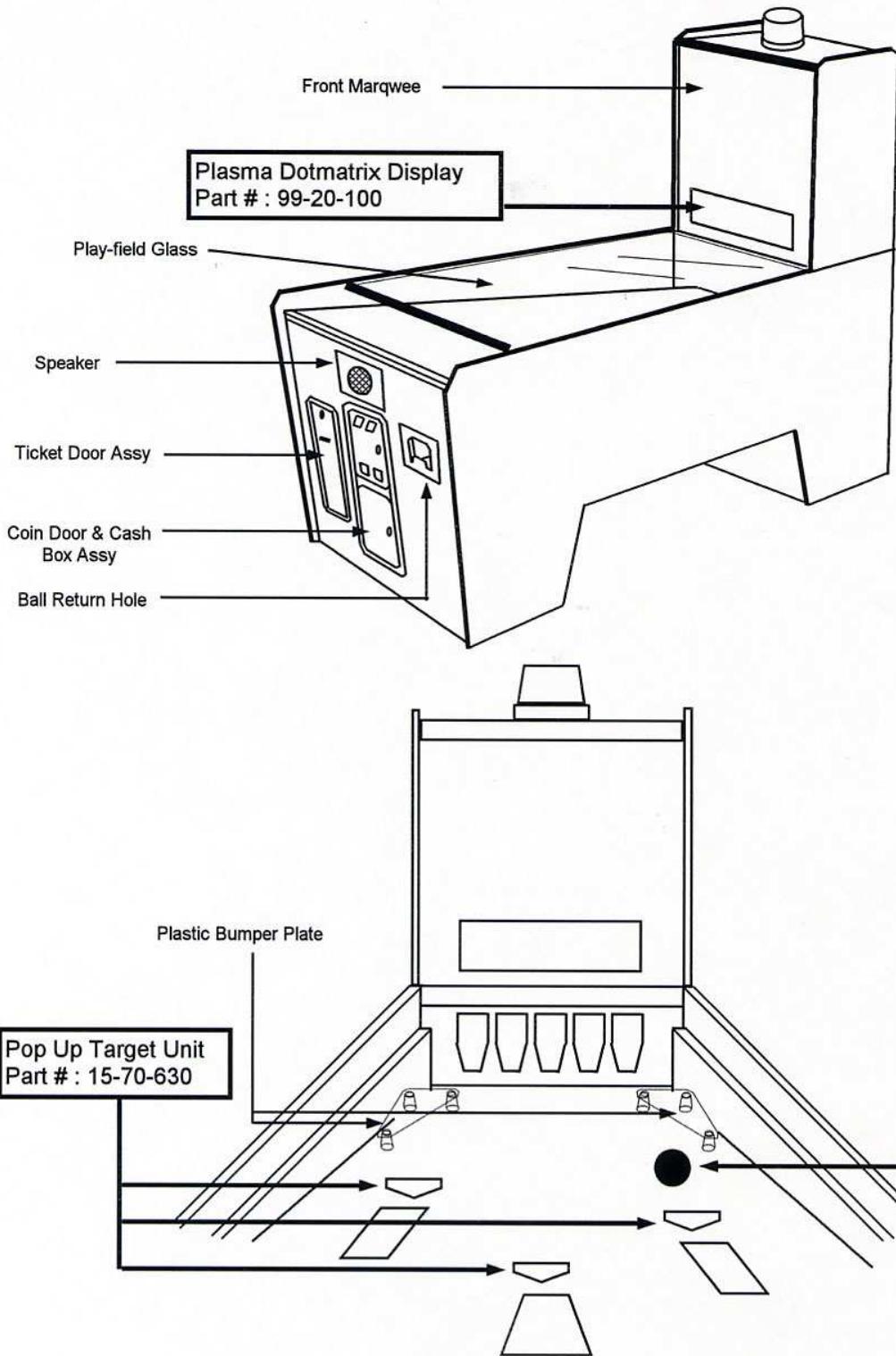
AUDIT #	DESCRIPTION
<b>1</b>	NUMBER OF COINS PLAYED
<b>2</b>	NUMBER OF TICKETS OUT
<b>3</b>	TICKETS PER COIN
<b>4</b>	OUTLAW TARGETS HIT
<b>5</b>	MONEY BAG TARGETS HIT
<b>6</b>	STEER TARGETS HIT
<b>7</b>	COYOTE TARGETS HIT
<b>8</b>	RATTLE SNAKE TARGETS HIT
<b>9</b>	OUTLAW COMBINATIONS
<b>10</b>	MONEY BAG COMBINATIONS
<b>11</b>	STEER COMBINATIONS
<b>12</b>	COYOTE COMBINATIONS

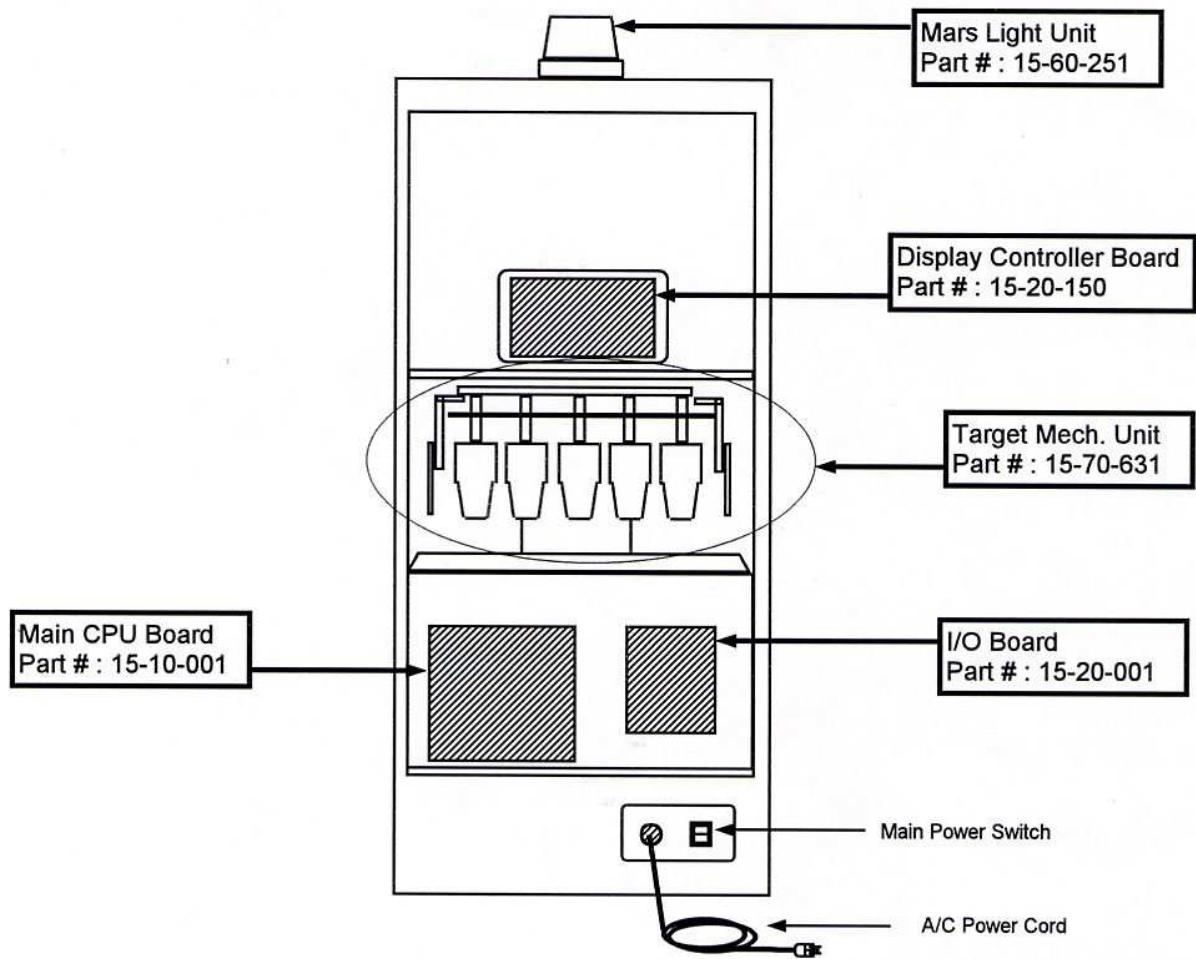
### 3) ADJUST

- 1) Press AUDIT ADVANCE button. When cursor is at "ADJUST", you will go into ADJUST mode.
- 2) If you want to change these settings, press CURSOR (+)(-) button at each adjustment.
- 3) Use AUDIT ADVANCE button to advance adjustment.

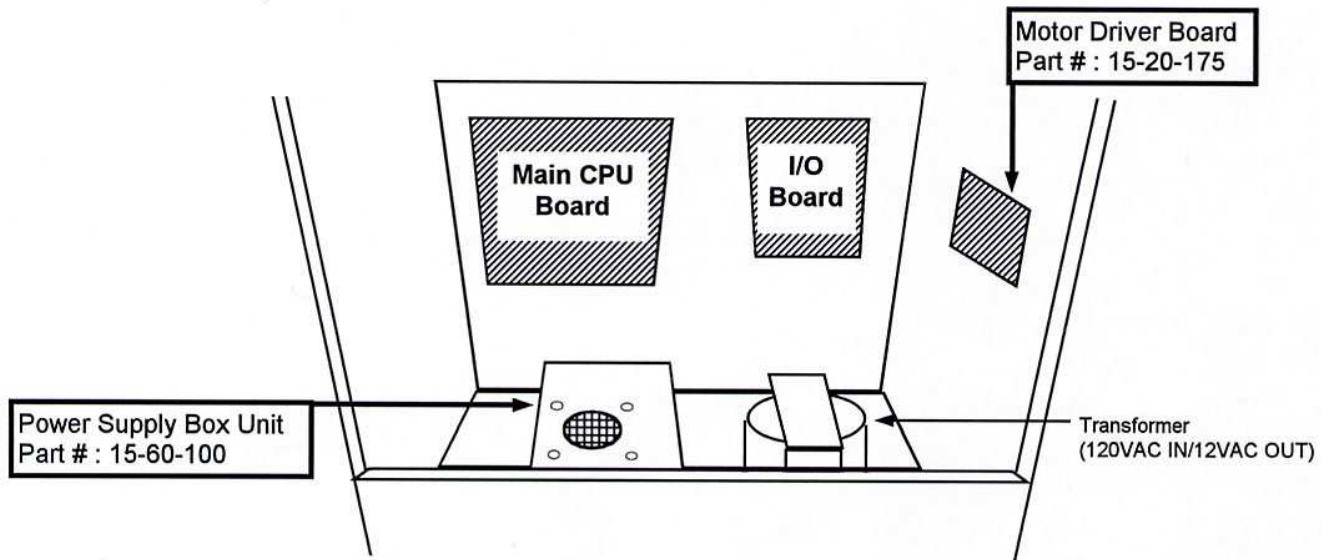
Adjustment #	DESCRIPTION	Factory setting	Adjusting level
1	MERCY TICKETS Setting	1	0~10
2	2 POINT TICKETS Setting Use for operator who doing "2point tickets" operation.	NO	YES or NO
3	TICKETS PER OUTLAW HIT (1 COIN DEPOSITED)	2	0~499
4	TICKETS PER OUTLAW HIT (2 COINS DEPOSITED)	3	0~499
5	TICKETS PER OUTLAW HIT (3 COINS DEPOSITED)	6	0~499
6	TICKETS PER \$\$\$ BAG HIT (1 COINS DEPOSITED)	5	0~499
7	TICKETS PER \$\$\$ BAG HIT (2 COINS DEPOSITED)	9	0~499
8	TICKETS PER \$\$\$ BAG HIT (3 COINS DEPOSITED)	18	0~499
9	TICKETS PER STEER HIT (1 COINS DEPOSITED)	3	0~499
10	TICKETS PER STEER HIT (2 COINS DEPOSITED)	5	0~499
11	TICKETS PER STEER HIT (3 COINS DEPOSITED)	10	0~499
12	TICKETS PER COYOTE HIT (1 COINS DEPOSITED)	4	0~499
13	TICKETS PER COYOTE HIT (2 COINS DEPOSITED)	7	0~499
14	TICKETS PER COYOTE HIT (3 COINS DEPOSITED)	14	0~499
15	TICKETS FOR 3 OUTLAWS (1 COINS DEPOSITED)	15	0~999
16	TICKETS FOR 3 OUTLAWS (2 COINS DEPOSITED)	30	0~999
17	TICKETS FOR 3 OUTLAWS (3 COINS DEPOSITED)	60	0~999
18	TICKETS FOR 3 \$\$\$ BAGS (1 COINS DEPOSITED)	75	0~999
19	TICKETS FOR 3 \$\$\$ BAGS (2 COINS DEPOSITED)	150	0~999
20	TICKETS FOR 3 \$\$\$ BAGS (3 COINS DEPOSITED)	300	0~999
21	TICKETS FOR 3 STEERS (1 COINS DEPOSITED)	25	0~999
22	TICKETS FOR 3 STEERS (2 COINS DEPOSITED)	50	0~999
23	TICKETS FOR 3 STEERS (3 COINS DEPOSITED)	100	0~999
24	TICKETS FOR 3 COYOTES (1 COINS DEPOSITED)	50	0~999
25	TICKETS FOR 3 COYOTES (2 COINS DEPOSITED)	75	0~999
26	TICKETS FOR 3 COYOTES (3 COINS DEPOSITED)	150	0~999

## **6. PARTS LIST**



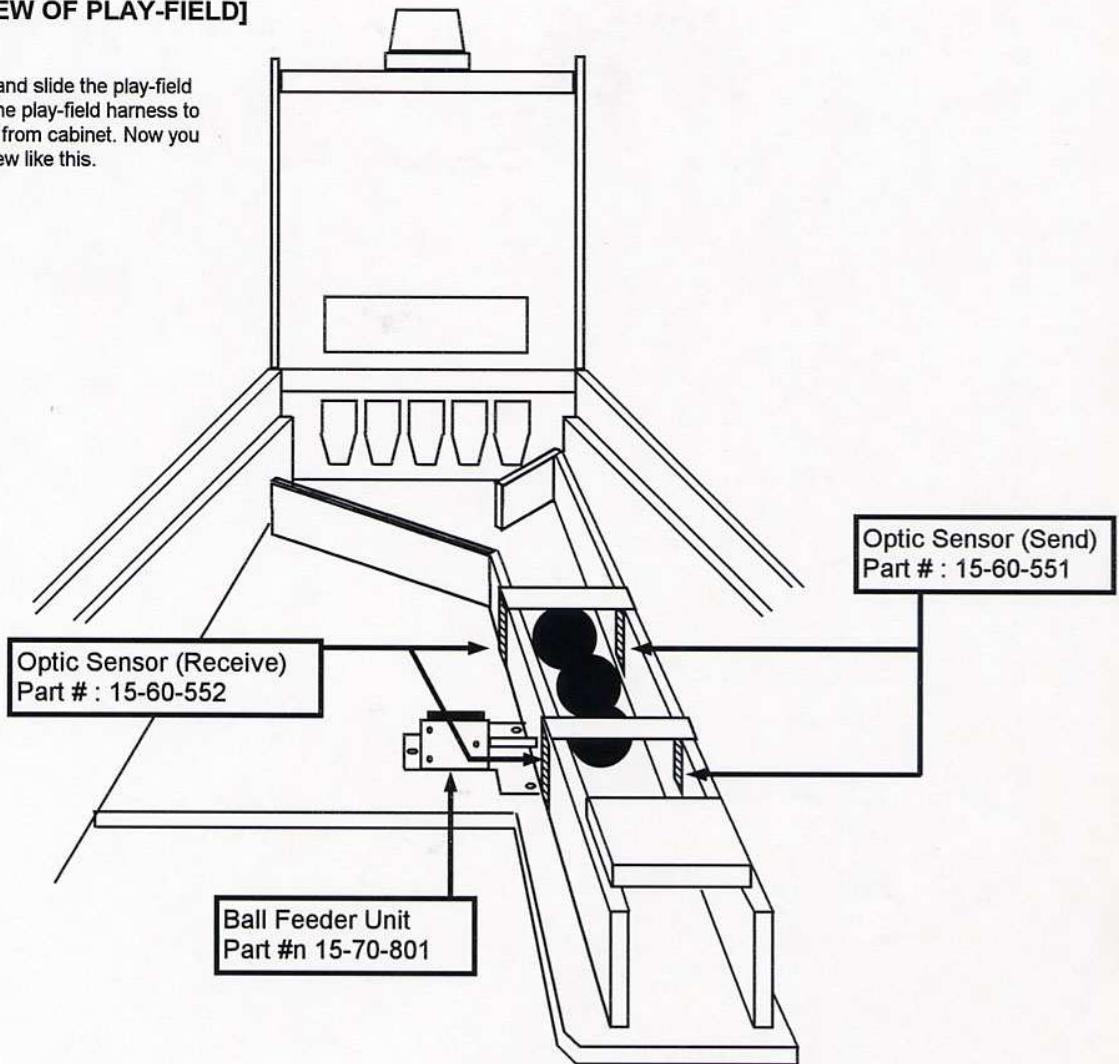


[BOTTOM VIEW OF CABINET BACK SIDE]

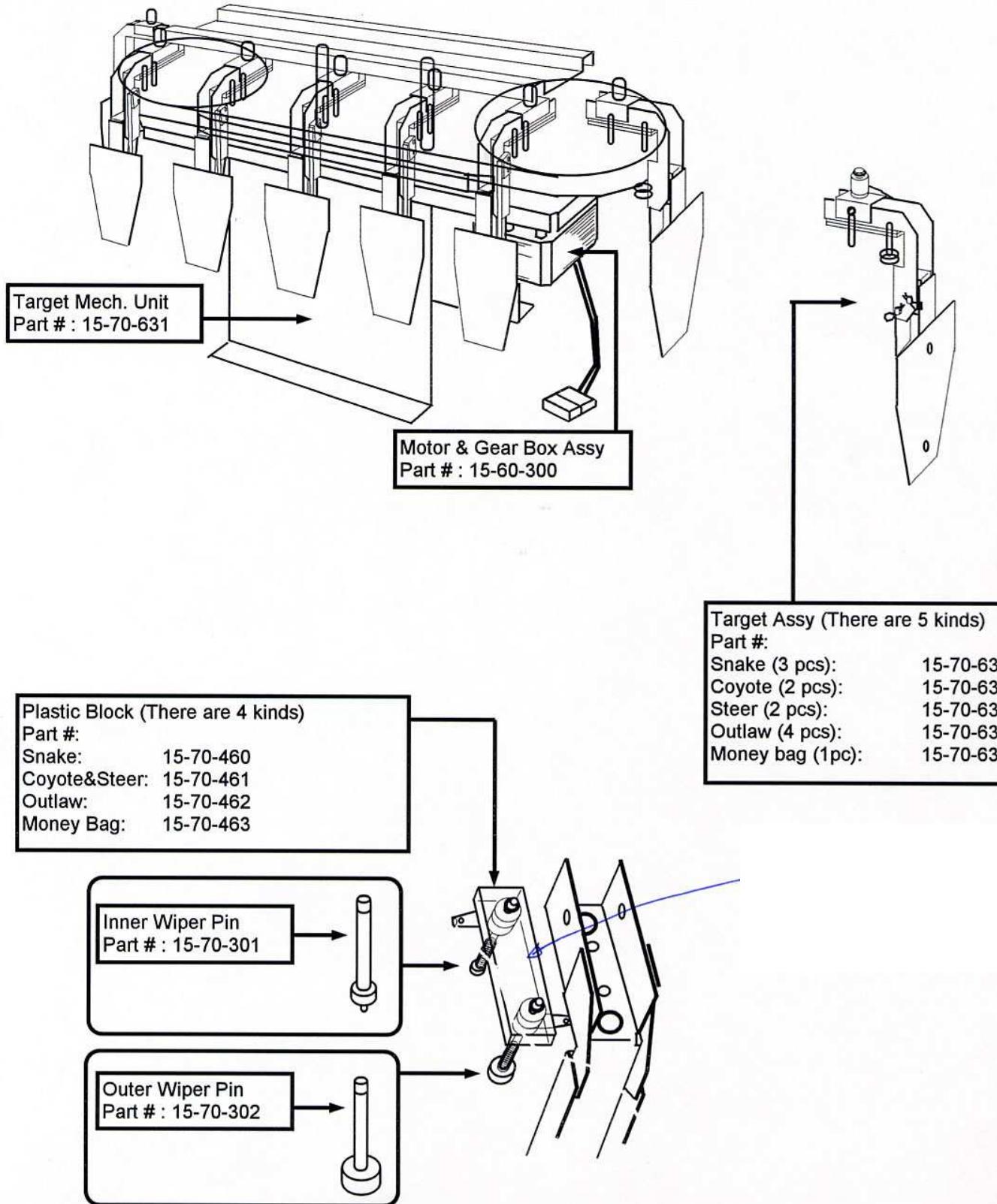


### [BOTTOM VIEW OF PLAY-FIELD]

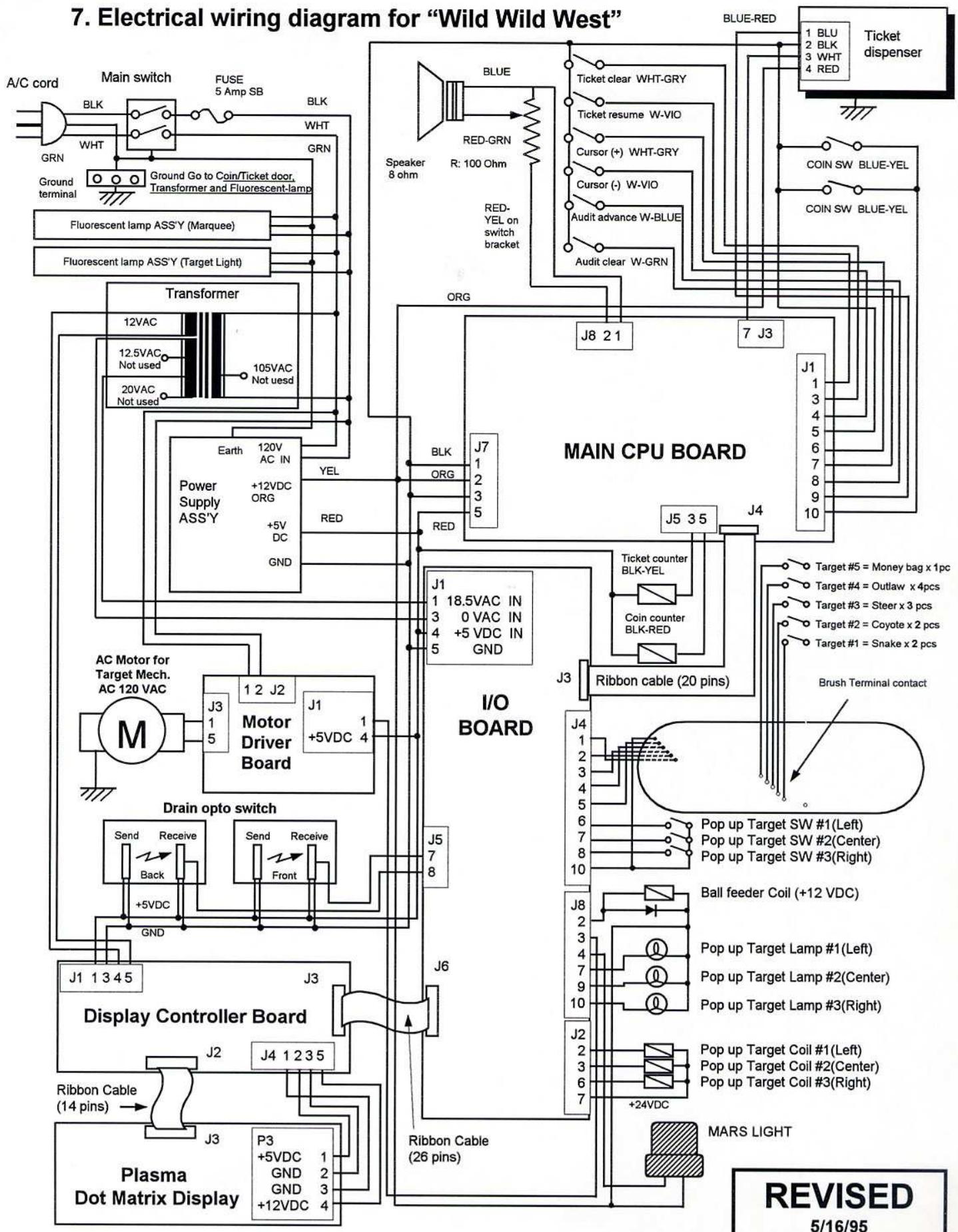
Open the Front Door and slide the play-field to front. Connect off the play-field harness to slide off the Play-field from cabinet. Now you can see the bottom view like this.



[TARGET MECH. UNIT]



## 7. Electrical wiring diagram for "Wild Wild West"



**REVISED**  
5/16/95

## **Limited warranty, Repair and Return Policy**

American Sammy Corporation warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the American Sammy Corporation invoice date unless otherwise specified in writing by American Sammy Corporation. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by American Sammy Corporation.

There are no additional warranties which extend beyond those limited warranties described above. The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

## **Return Merchandise Authorization**

1. Contact your authorized ASC distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from American Sammy Corporation through an authorized ASC distributor. Please have your serial number available when calling for an RMA number.
3. All items must have an RMA number marked clearly on the outside of the package.
4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.
5. Credits to accounts are subject to inspection of products for damage and suitability for resale.

## **F.C.C. Regulation Compliance**

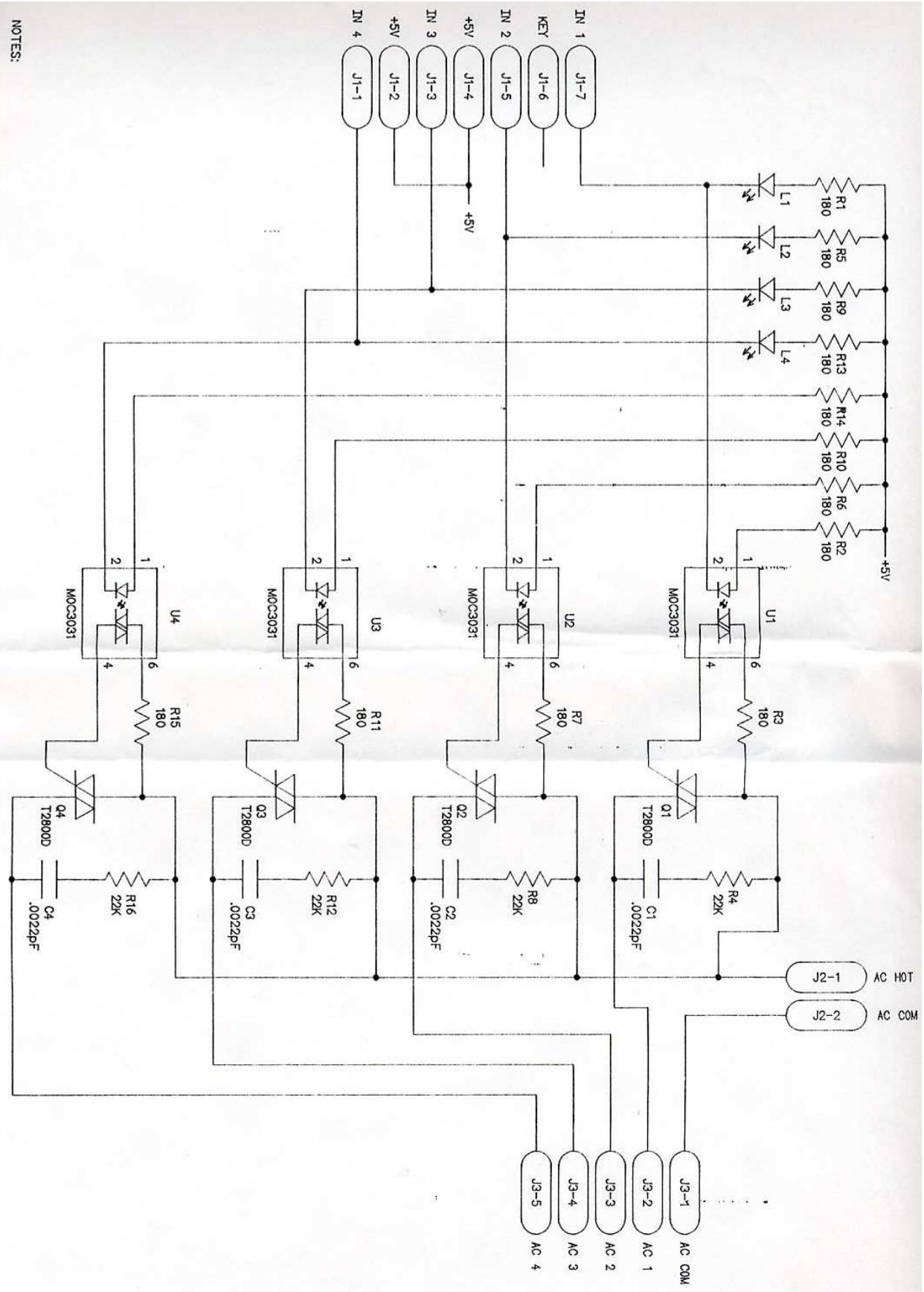
This equipment complies with the limits for a Class A digital device pursuant to Part 15 of the F.C.C. Rules.

These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their own expense.

## **UL Listed**

This game has been tested & listed by Underwriters Laboratory. This listing is subject to no modifications done by operator of this game. Any modifications not approved by American Sammy Corporation will void such U.L. listing.



NOTES:

- ALL RESISTOR VALUES ARE IN OHMS, 5%, 1/4 W , UNLESS OTHERWISE SPECIFIED.
- L1-L4 ARE RED LEDS.

AC DRIVER BOARD			
REV.	PREPARED BY	PART NO.	NAME

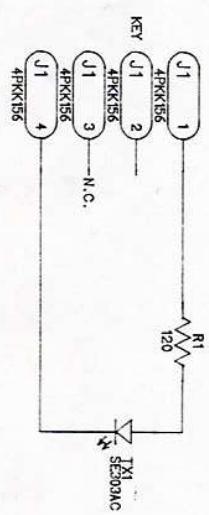
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1

DATE	DESCRIPTION	REVISTONS / CHANGES	ARTWORK	INITS
------	-------------	---------------------	---------	-------



B

C

D

A

NOTES:  
- ALL RESISTOR VALUES ARE IN OHMS, V.A.W. 5% UNLESS OTHERWISE SPECIFIED.

## DETECTOR BOARD

DET ECTOR BOARD				
REV. NO.	237-0143-01	DATE	02/20/95	MANUFACTURER
C 1	1	1	0143B00.SCH	C.E.S. INC. B

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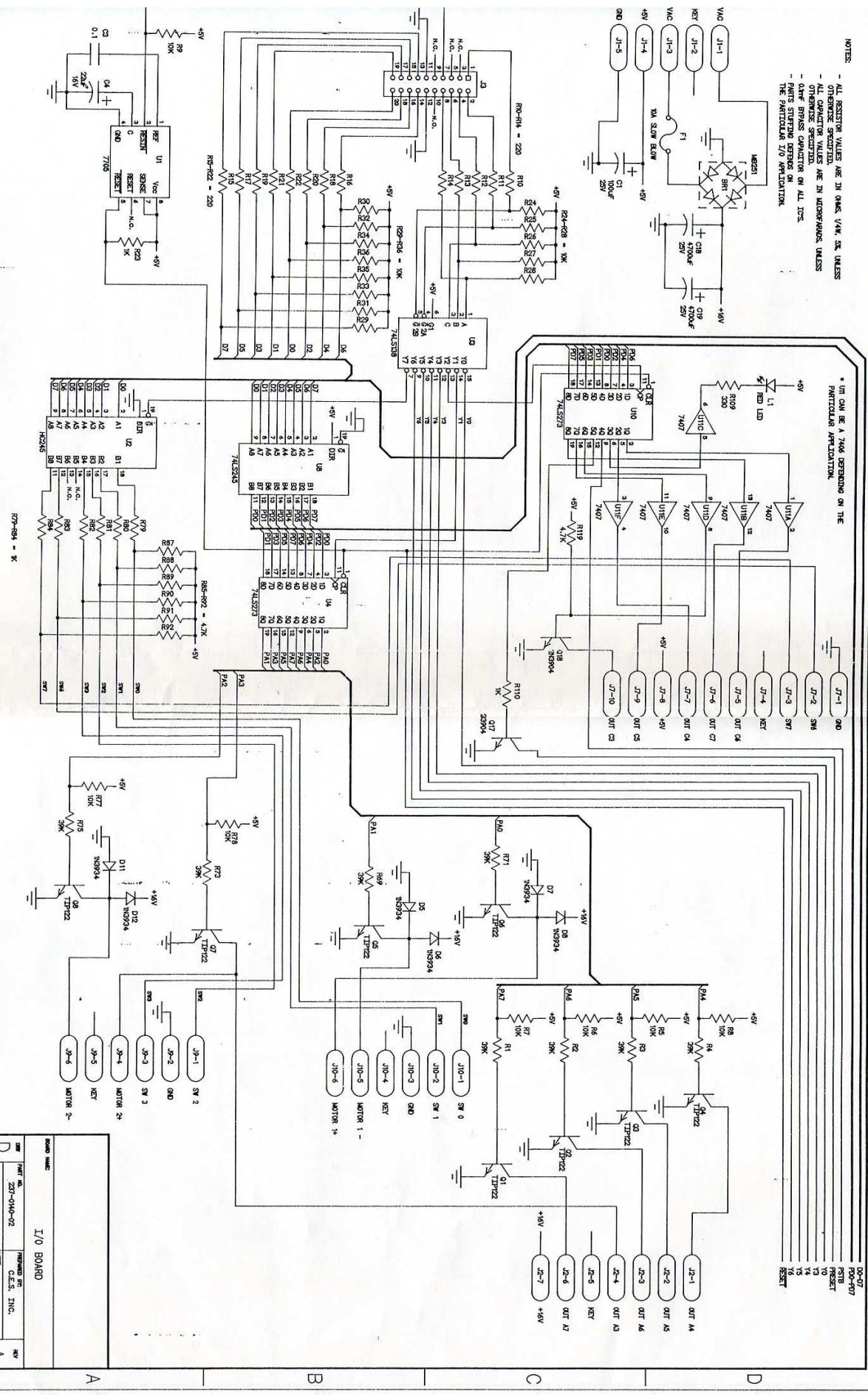
CIRCUIT BOARD

C

## NOTES:

- ALL RESISTOR VALUES ARE IN OHMS, VAC, OR UNLESS OTHERWISE SPECIFIED.
- ALL CAPACITOR VALUES ARE IN MICROFARADS, UNLESS OTHERWISE SPECIFIED.
- ONLY DRIVERS OPERATION ON ALL I/O'S.
- PARTS SIZING DEPENDS ON THE PARTICULAR I/O APPLICATION.

\* U1 CAN BE A 7400 DEPENDING ON THE PARTICULAR APPLICATION.

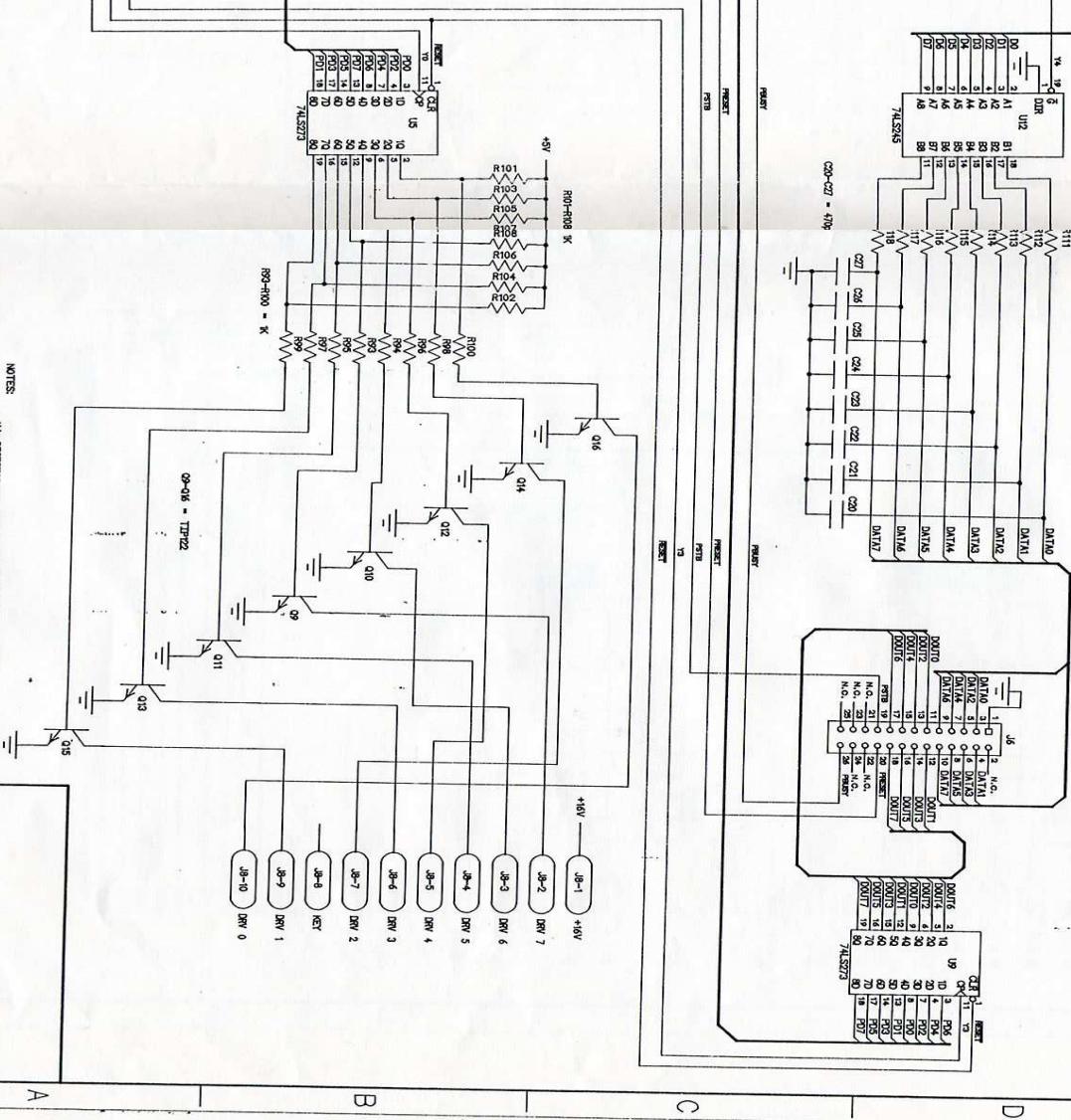


ORIGINAL

11/16/14

NAME	
I/O BOARD	
Part No.	227-5104-02
REV.	C-E.S., INC.
2	A

- ALL RESISTOR VALUES ARE IN OHMS, 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
- ALL CAPACITOR VALUES ARE IN MICROFARADS, UNLESS OTHERWISE SPECIFIED.
- 0.1MF BYPASS CAPACITOR ON ALL TES.



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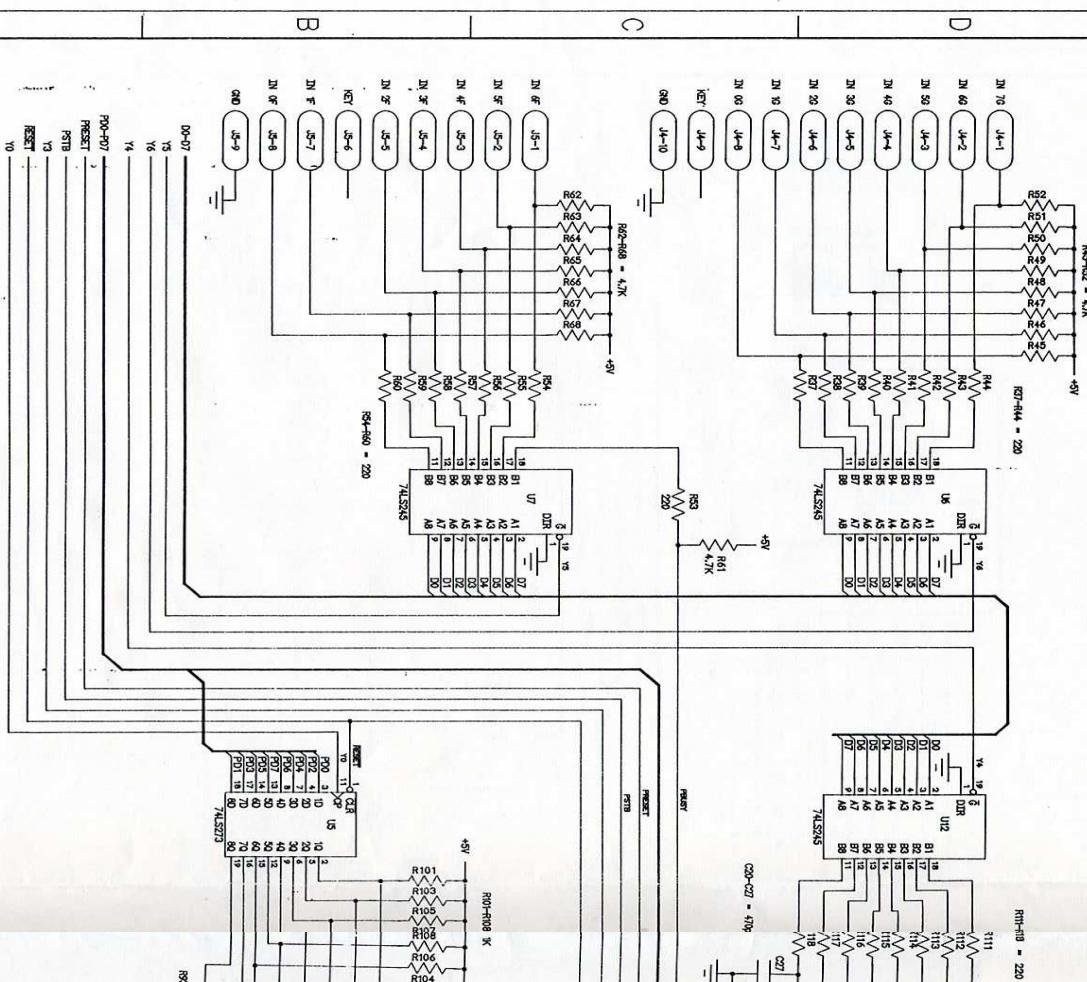
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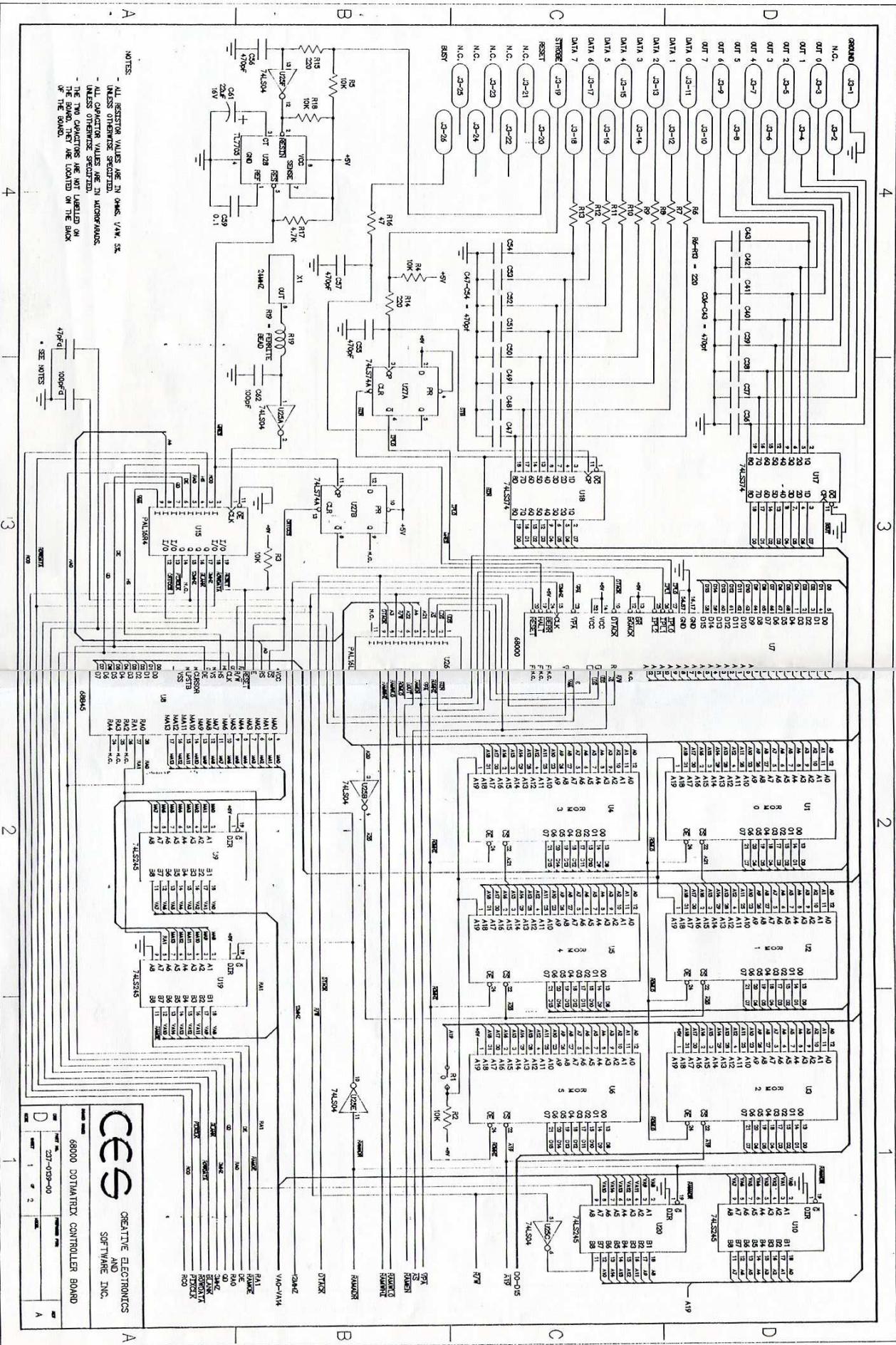
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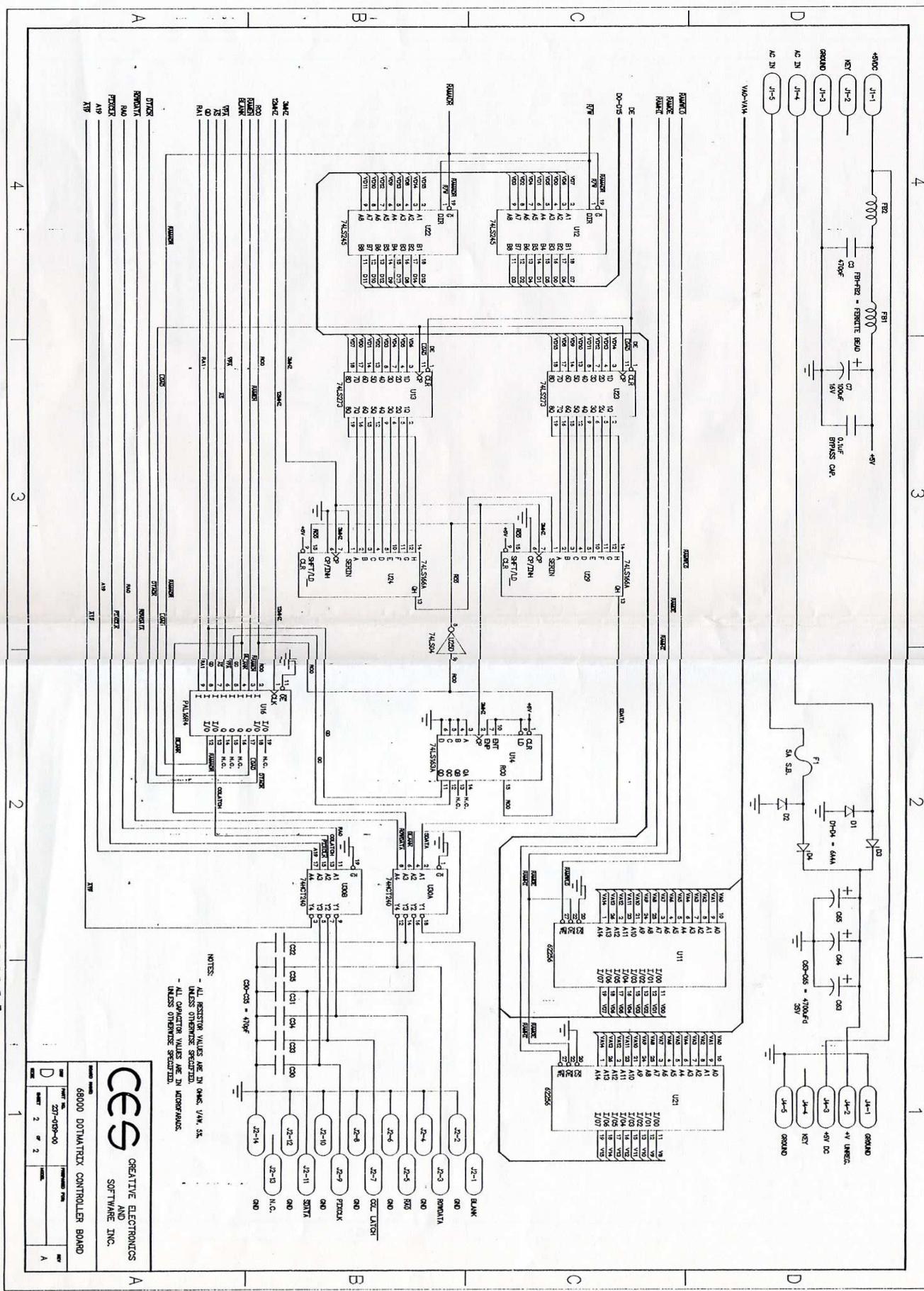
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ORIONAL  
Date 9/23/94



**NOTES:**

- ALL RESISTOR VALUES ARE IN OHMS, VAM, S1 UNLESS OTHERWISE SPECIFIED.
- ALL CAPACITOR VALUES ARE IN MICROFARADS, UNLESS OTHERWISE SPECIFIED.

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CREATIVE ELECTRONICS  
AND  
SOFTWARE INC.

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**ORIGINAL**