

# **60 in 1 cocktail Table Game (WSA - 003)**



**User guide to common procedures**

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## Identify Player Buttons



Fire Buttons:                      B                      P1 Button  
    A    C                      P2 Button



Fire Buttons:                      B                      P2 Button  
    A    C

## Switching On The Machine

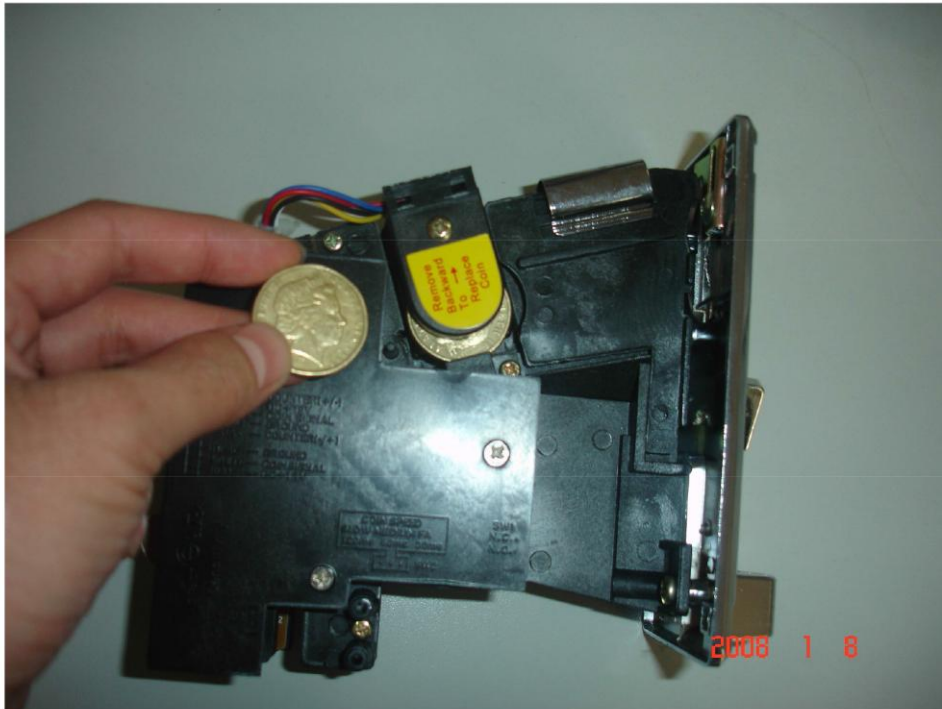
1. Plug your Table into a Local mains socket
2. Locate main switch at rear of the machine and turn it on.



## Coin Acceptor

Our standard coin acceptor can work with US Quarter /50 cent coin, see below instruction

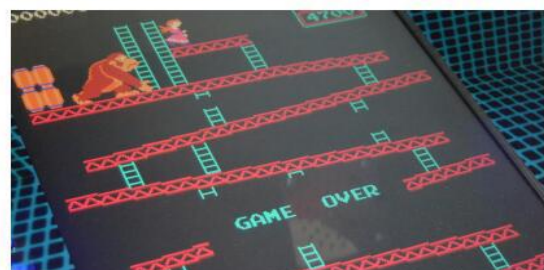
### COIN SLOT SETUP INSTRUCTIONS



To Setup coin Type enter \$1.00 coin or any other coin in the slot under the Yellow sticker. This mechanism where the stick is located will move up and you can slot the coin under the mechanism. This is a counter balance detector and what ever you coin you put in this slot is what the machine will detect and accept.

## Menu Navigation

1. As standard, machine comes set to Coin operated
2. Turn on table, System need 60 seconds for processing, Once appear main menu, then Insert coin. 1 coin = 1 credit
3. Move Joystick Up/down or Right/ Left to select a game, Press P1 to enter game
4. To exit the game and return to the main menu, you must reach Game Over after which you will be returned to the main menu screen.





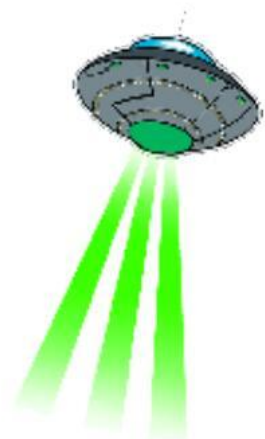
## Adjust Volume

1. Switch the machine on and open the coin access door.
2. Locate the amplifier unit inside. This is likely to be gold in colour, but could also be blue or silver.
3. Locate the volume knob as shown and adjust to suit.
4. You can also adjust the tone with the Bass and Treble knobs.



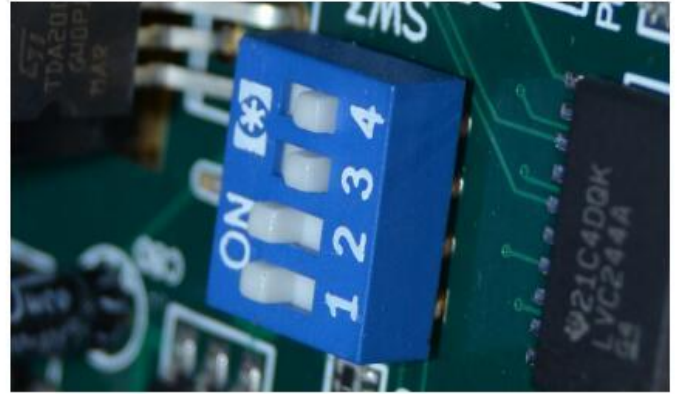
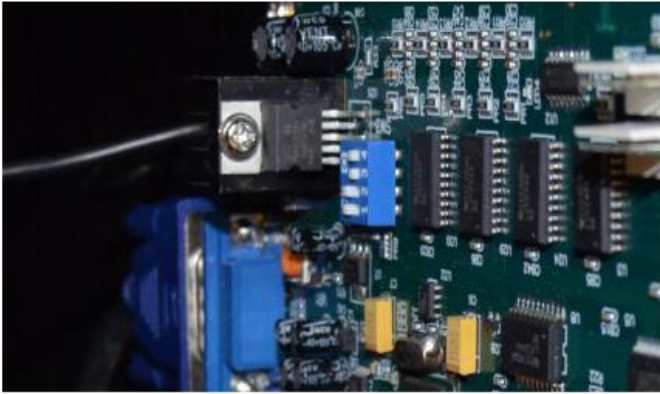
## Adjust Screen Brightness & Contrast

1. Power machine on. Open rear access door and locate the row of five buttons on the side and rear of the screen.
2. Buttons are: Top (nearest) = Menu & Enter. 2nd button = Cycle menu down. 3rd button = Cycle menu up. 4th button = Exit Menu. 5th button = Screen power on/off.
3. Use buttons to adjust the screen preferences to your requirements. Use button 4 to exit the menu. Close the rear door.



## Menu Options

1. Turn machine off. Locate main circuit board and find blue 4-switch block.



2. Push #4 switch to ON and switch on machine.
3. Press button S2 and navigate down to second row of options. Navigate left and right to highlight settings to change. Press P1 to access and modify a setting.

Relevant settings:

- a) Demo Music. This is the music that plays when the machine is switched on, resting and displaying the main menu.
- b) Game Demo Sound. This is the music and sound effects made by the games played during the demonstration, which comes on when the machine is resting.
- c) Free Play Yes/No. This allows the machine to be played without coins being inserted.





## Menu Options contd.

4. Continue downwards to enter Game List.
5. To edit Game Settings, enter Settings Menu as above. At multicoloured screen press S2.
6. Cycle through games and adjust settings as you wish. Most games have variables that can be adjusted including extra lives, difficulty, points etc.
5. To save all changes press P1.

