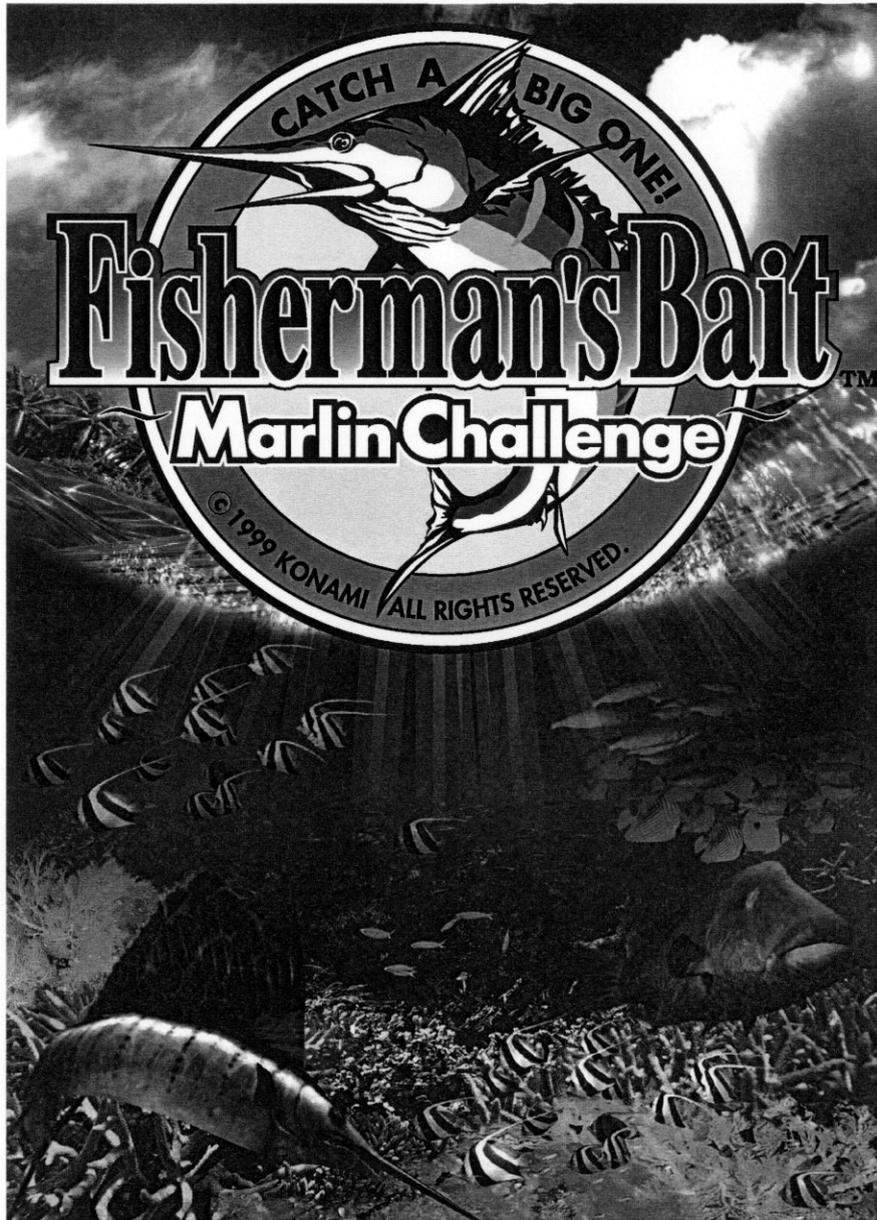




ORIGINAL VIDEO GAME

OPERATOR'S MANUAL



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.
- Keep this manual carefully so as to be ready for use when necessary.

About this product

Thank you for purchasing this KONAMI product. This manual explains how to operate your game machine correctly and safely.



- **Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation. Be sure to operate the machine as described in this manual.**
- **Be sure to use his product together with the “Fisherman’s Bait Marlin Challenge™” reel control unit (GU889).**
- **For conversion, also read the Operator’s Manual of “Fisherman’s Bait™”.**
- **Keep this manual carefully so as to be ready for use when necessary.**
- **If the machine remains in trouble or malfunctions, immediately turn OFF the machine’s power switch, unplug the power cord, and contact your nearest dealer.**

•This software product is compatible with KONAMI’s PCB unit “SYSTEM573™”. Never use this software for any other units.

•This real control unit is designed for the “Fisherman’s Bait Marlin Challenge™” game. Never use this product for any other games.

JAMMA VIDEO Standard (JVS)

This standard was set up by Japan Amusement Machinery Manufacturers Association (JAMMA) to follow the technical guidelines of the Electrical Appliances Control Law and to establish the technical requirements of main PC boards that are used in general video game machines.

JAMMA Standard (JS)

This standard was set up by Japan Amusement Machinery Manufacturers Association (JAMMA) to follow the technical guidelines of the Electrical Appliances Control Law and to establish the technical requirements of main PC boards as well as edge connectors that are used in general video game machines.

- The specifications of this product are subject to change without notice for reasons such as improving the performance.
- The contents of this game, its main devices and design are protected under each law concerning patent, copyright and other intellectual properties.
- Unauthorized reproduction of this document or any of its contents is strictly forbidden.

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■ Precautions for use

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain the “Fisherman’s Bait Marlin Challenge™”, “SYSTEM573™” and “Fisherman’s Bait Marlin Challenge control unit ” as well as to prevent other people’s injuries and property damages.

Be sure to read the following

- The following suggestions show the degree of danger and damage caused when the product is used improperly with the suggestions disregarded.



Indicates a situation where disregarding the suggestions could result in death or serious injury.



Indicates a situation where disregarding the suggestions could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a matter of which care should be taken.



Indicates a matter which is forbidden.



Indicates a matter which should be performed without fail.

- Definitions of qualified in-shop maintenance persons and industry specialist who handle this product.

•In this instruction manual, some procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance persons and industry specialist are defined as follows.

Qualified in-shop maintenance persons

- A qualified in-shop maintenance person must have experiences in maintaining amusement machines, money changers and the like. Under the supervision of an amusement machines shop owner or manager, he or she routinely assembles, installs, inspects and maintains the amusement machines, or replaces their component units and consumable parts, in the amusement machines workshop and/or shop.

Jobs handled by qualified in-shop maintenance persons

- Assembling, installing, inspecting and maintaining amusement machines and money changers, and replacing their component units and consumable parts.

Industry specialists

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. Or he or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

Jobs handled by industry specialist

- Assembling and installing amusement machines and money changers, and repairing and adjusting their electrical, electronic and mechanical component parts.

Setting Up



WARNING

• **Failure to handle this product correctly may result in malfunction or accidents. Before setting it up, be sure to carefully read this manual. For setting up the PCB unit and the game software (CD-ROM), ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)**

• **Handle the PCB unit with due care when installing it.**

- Wrong handling may cause kit trouble or accident.
- Parts inside the PCB unit get hot structurally. Do not touch them until completely cooled down.
- The PCB unit has some projections inside. Do not put your hand in the kit because otherwise you may get injured.

• **The PCB unit and the game software (CD-ROM) are for indoor use. Do not install it in any machines that are used outdoors.**

- Outdoor use may cause an accident or kit trouble.

• **Do not leave the PCB unit and the game software (CD-ROM) in any of the following places.**

- Otherwise an accident or malfunction may result.
 - In a place exposed to rain or moisture.
 - In a place exposed to strong vibration.
 - In a place exposed to direct sunlight.
 - In a place exposed to excessive dust.
 - In a place exposed to direct heat from air-conditioning and heating equipment, etc..
 - Near equipment generating strong magnetism or electric waves.
 - Near hazardous flammable substances such as thinner and kerosene.

• **Do not place containers holding chemicals or water on or near the PCB unit and the game software (CD-ROM).**

- Electrical shock or damage could be caused by water or foreign matter entering the inside of the kit.

• **Be sure to turn OFF the machine's power switch before mounting and dismantling the PCB unit.**

- Otherwise, a machine trouble or electric shock may result.

• **Before installing the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.**

- If the electrical components are left covered with dust, an electric shock or fire may result.

• **The PCB unit card edge connector conform to the JAMMA standard requirements. Never connect any other types of connectors than specified.**

- Otherwise, a machine trouble or fire may be caused.

• **In setting up the PCB unit, identify all the connectors and connect them properly. Never handle them with wet hands.**

- Otherwise, an electric shock, machine trouble or fire may be caused.



CAUTION

• **The game software (CD-ROM) and the security cassette are designed for the "SYSTEM573™" unit. Never use them for any other units.**

- A machine trouble may result.

• **Be careful to keep the game software (CD-ROM) free of water, fingerprint, stain, scratches, etc..**

- The game may fail or a malfunction or trouble may result.

• **When placing the game software (CD-ROM) in the machine, make sure that its label (on which the title and other information are printed) faces upward.**

Operation



WARNING

•If by any chance smoke, unusual smell or noise comes out of the PCB unit, immediately turn OFF the machine's power switch and unplug the power cord. Do not operate the kit.



·Using the kit in abnormal conditions could result in fire or accidents.

In case of abnormality

- 1 Turn OFF the machine's power switch.
- 2 Unplug the machine's power cord from the receptacle.
- 3 Contact your nearest dealer.

•Make sure all the connectors are tightly connected and not covered with dust.

·Doing so could result in electrical shock or fire, so inspect the power cord periodically.



•Do not touch the PCB unit with wet hands.

·Otherwise, an electric shock may be caused.



•Do not take out and draw in the game software (CD-ROM) and the security cassette while the PCB unit is running.

·Otherwise the machine's will not function.



•Be sure to use the security cassette that is compatible with the game software (CD-ROM).

·If an unspecified type is used, the security cassette data is destroyed and the game will not be played properly.

•Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

·Otherwise, a fire, malfunction or trouble may result.



In case of any trouble, ask your nearest dealer for repairs and other services.

KONAMI will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.



CAUTION

•Do not use this product anywhere other than industrial areas.

·Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..



•The following users should not play the game.

·Doing so could cause accidents or illness.

·Those under the influence of alcohol.

·Those suffering from or being treated for arm or wrist ailments.

•Never connect and disconnect the connectors to and from the machine with wet hands.

·Doing so could result in electrical shock.



•In handling the cables of the machine and the PCB unit, follow the instructions below.

·Otherwise an electric leak, fire or electric shock may result. The machine may fail to function too.

·Do not damage the power cord.

·Do not bend the power cord excessively.

·Do not heat the power cord.

·Do not bind the power cord.

·Do not sandwich the power cord.

·Do not modify the power cord.

·Do not twist the power cord.

·Do not pull the power cord.

·Do not tread on the power cord.

·Do not drive a nail into the power cord.

•If by any chance any of the machine or PCB unit connectors or any of the cables is found damaged, immediately stop using the machine and contact your nearest dealer.

·Using a damaged connectors and cables could result in fire or electrical shock.

Inspection and cleaning



WARNING

- **Before inspecting or maintaining the PCB unit or replacing the security cassette, be sure to turn OFF the machine's power switch and unplug the power cord.**



·Failure to do so could result in electrical shock.

- **When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.**



·Using improper parts could result in fire or equipment failure.

- **Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.**



·Otherwise, a fire, malfunction or trouble may result.

In case of any trouble, ask your nearest dealer for repairs and other services.

KONAMI will not resume any responsibility for the damage to the product attributable to disassembly and repair of parts which are not indicated in this manual, as well as settings and remodelling.

- **To clean the control panel and the reel unit, wipe them with soft cloth dampened in a neutral detergent and squeezed well.**

·Using organic solvents such as thinner may decompose the material.

·Electrical shock or equipment failure could be caused by water entering the inside of the kit.

Moving and transportation



CAUTION

- **Use due care in transporting and handling this kit, which is a precision device.**

PRECAUTION IN HANDLING

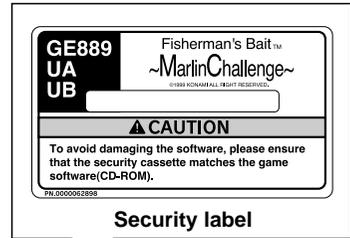
- When setting up, handling, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not remove labels of "WARNING", "CAUTION", etc. attached to the product.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

1 Names of parts and specifications

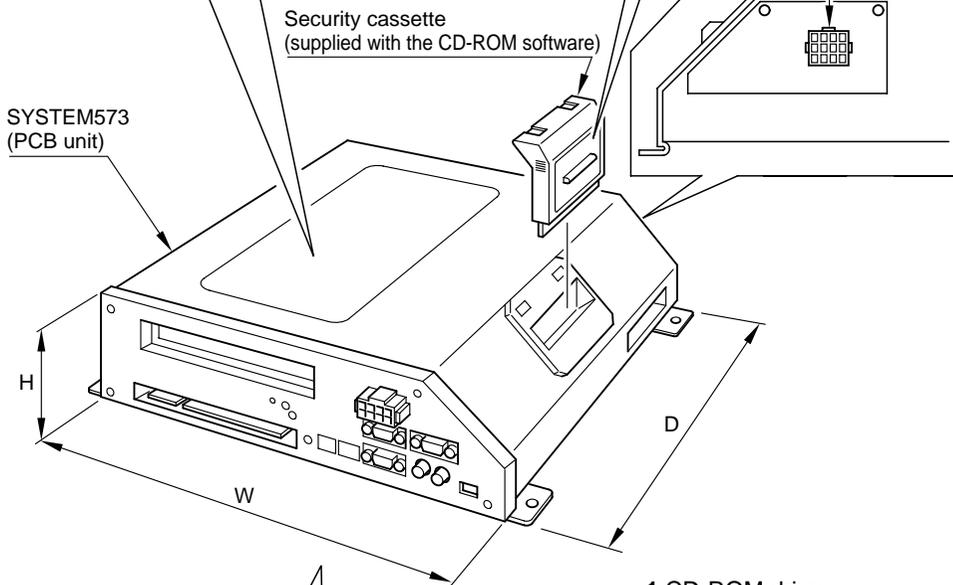
1-1 Names of parts



Safety label



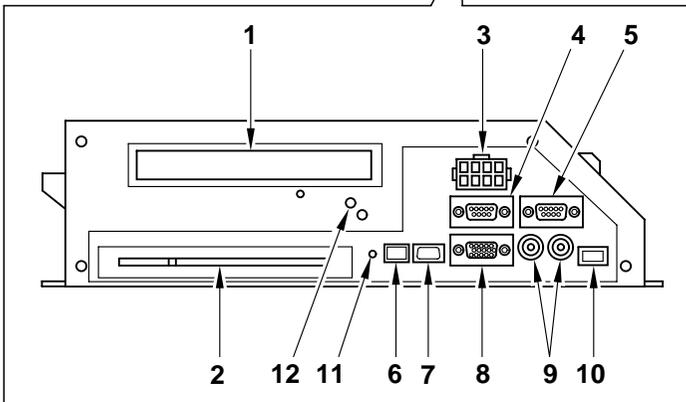
Security label



SYSTEM573
(PCB unit)

Security cassette
(supplied with the CD-ROM software)

Connect to
the reel connector



- 1 CD-ROM drive
 - 2 JAMMA connector (JS)
(Card edge connector)
 - 3 Power connector (JVS)
 - 4 Option terminal 1
 - 5 Option terminal 2
 - 6 DIP switch
 - 7 I/O terminal (JVS)
 - 8 RGB (video) terminal (JVS)
 - 9 Line (audio) terminal (JVS)
 - 10 Sound connector (JS)
 - 11 Test button
 - 12 CD-ROM EJECT button hole
- (JVS)...JVS-Compatible machines
(JS).....JS-Compatible machines

1-2 Specifications



- Use this product for the reel control unit (GU889) that is dedicated for the “Fisherman’s Bait Marlin Challenge™” game.
- Use the monitors arranged side by side.
- No sound volume control is provided on the PCB unit (SYSTEM573™). Adjust the sound volume on the “SOUND OPTIONS” screen in the manual test mode. (See page 15.) The speaker terminals of cabinets by manufacturers other than KONAMI may be incompatible in the specifications.

Specifications

Name	Fisherman’s Bait Marlin Challenge™ (SYSTEM573-compatible game software)
Kit’s supplies	<ul style="list-style-type: none"> ·Instruction manual This manual ·Game software(CD-ROM) 1 ·Security cassette 1

SYSTEM573 Specifications

Dimensions	See the figure at left. H:91mm(3.6in) / W:311mm(12.2in) / D:310mm(12.2in)
Weight	PCB unit : Approx. 4.5 kg (9.9lb)
Power	5V-3A 12V-3A (with two 8Ω speakers in use)
Operating voltage	5V±5%(4.75~5.25V) 12V±5%(11.4~12.6V)
Service condition	Temperature 5 to 50°C (41 to 122°F), Humidity 20 to 80% (No dewing is allowed)

- If any part is defective or not found, contact your nearest dealer.
- The specifications of this product are subject to change without notice for reasons such as improving the performance.

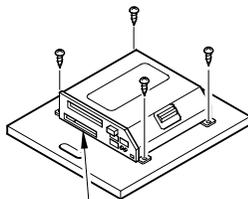
2 Setting the kit in the machine

2-1 Setting up the PCB unit

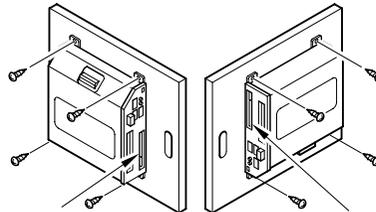
Using wood screws, attach the PCB unit tightly on the wooden board in any of the positions shown below. Then fix the wooden board in the machine. (Prepare the screws yourself because the kit does not come with those wood screws.)



- Before installing the PCB unit, ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)
- Before installing the PCB unit, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- Before installing the PCB unit, clean up the inside of the machine using a vacuum cleaner or the like.
- Never mount the PCB unit facing downward. The game may fail to work or the machine may get in trouble.
- The "SYSTEM573™" unit conforms to the JAMMA VIDEO Standard (JVS) and JAMMA Standard (JS) requirements.



JAMMA connector
Horizontal setup



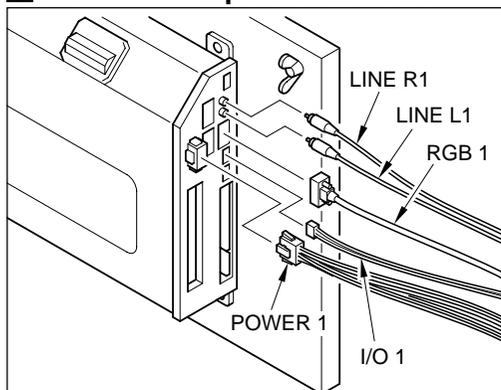
JAMMA connector
Vertical setup

2-2 Connecting the connectors

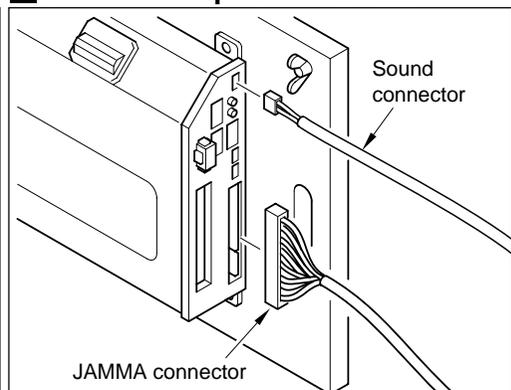


- Before connecting the connectors, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.

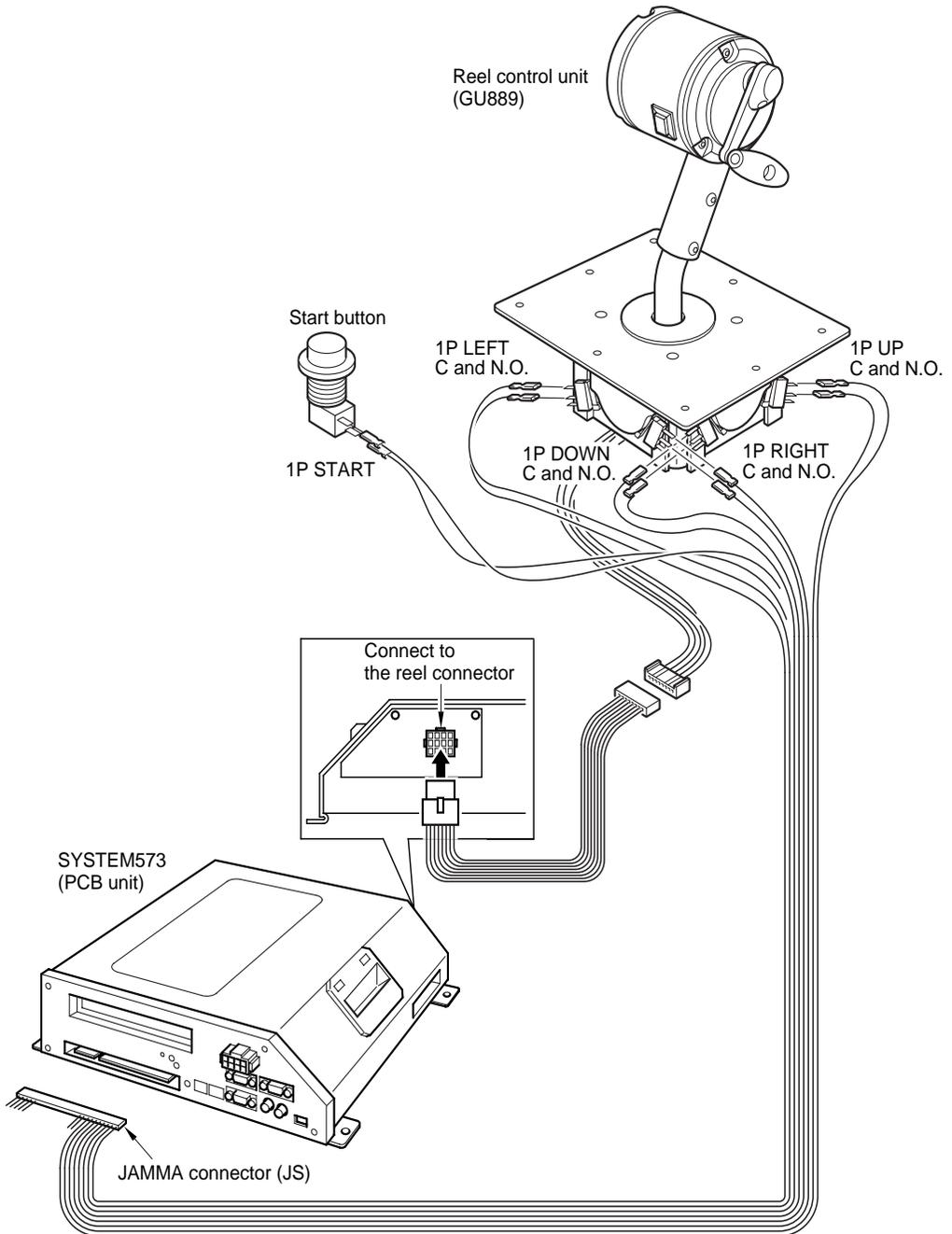
■ For JVS-Compatible machines



■ For JS-Compatible machines



■ Connecting the reel unit and the PCB unit — — — — —



3 Game Settings

3-1 Installing the game software

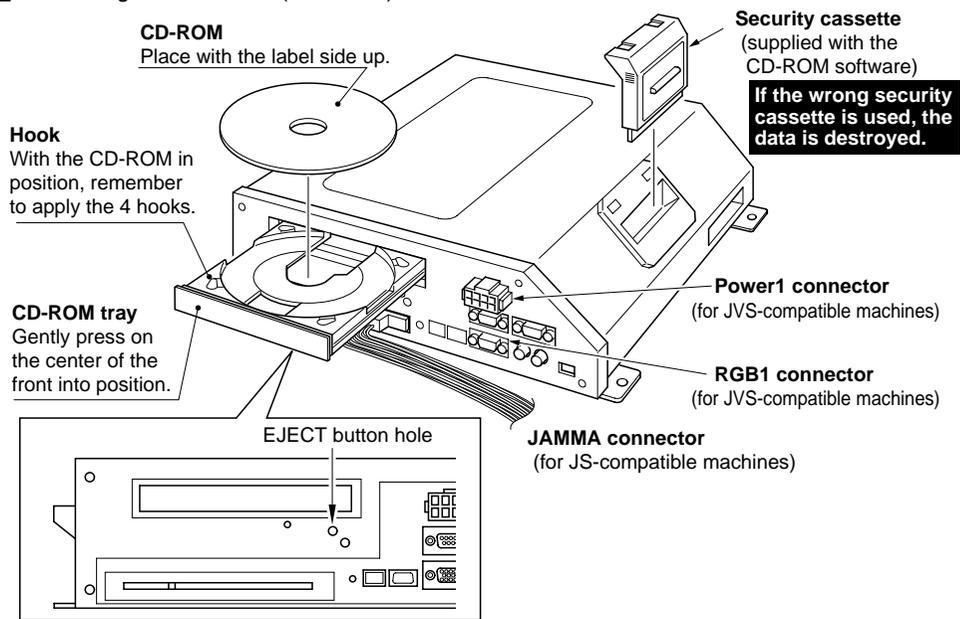
For the SYSTEM573 unit, be sure to use both KONAMI's SYSTEM573-compatible game software (CD-ROM) and its corresponding security cassette.



- To replace the CD-ROM, be sure to ask a qualified industry specialist or contact your nearest dealer. (You will be charged.)
- Do not take out and draw in the game software and the security cassette while the PCB unit is running.
- Before inspecting or maintaining the PCB unit or replacing the security cassette, be sure to turn OFF the machine's power switch and unplug the power cord.
- Be sure to use the security cassette that is compatible with the game software (CD-ROM).
- The game software (CD-ROM) and the security cassette are designed for the "SYSTEM573™" unit. Never use them for any other units.
- Be careful to keep the game software (CD-ROM) free of water, fingerprint, stain, scratches, etc..
- When placing the game software (CD-ROM) in the machine, make sure that its label (on which the title and other information are printed) faces upward.

■ How to replace the game software (CD-ROM) and security cassette ■ ■ ■ ■

- 1 Turn OFF the machine's power switch and pull out the existing security cassette.
- 2 Connect the following connectors to the PCB unit.
 - JVS-compatible machine: Connect the POWER1 and RGB1 connectors.
 - JS-compatible machine: Connect the JAMMA connector.
- 3 Turn ON the machine's power switch and wait for about 15 seconds until the initial display appears on the monitor. Put a stick or the like in the EJECT button hole to press the button and to draw out the CD-ROM tray.
- 4 Undo the CD-ROM tray hooks and take out the CD-ROM. Place the new one instead.
- 5 Turn OFF the machine's power switch again. Insert the security cassette that corresponds to the game software (CD-ROM).



3-2 Checking the game performance

When this kit has been set up, turn ON the machine's power switch. The PCB unit will be automatically checked for its performance. The test results will be displayed on the screen. For a JVS-compatible general-purpose machine in use, the JAMMA VIDEO Standard (JVS) information appears on the screen.



- **Before use, be sure to check the performance of the PCB unit.**
- **If an abnormality persists or the machine does not operate properly, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.**

■ Result of test

If test is OK

- The machine goes to the game mode and the demonstration game gets started. When the game software (CD-ROM) and security cassette have been set and then the power switch turned ON, it takes about 15 minutes to transfer the program to the FLASH-ROM and to get the machine started.

If any abnormality is detected

- "BAD" appears on the screen, and the checking is repeated.

If "BAD" appears in the "FLASH ROM CHECK" screen, follow the on-screen instructions: press the machine's test button or the PCB unit's test button. The program will be transferred again to initialize the FLASH-ROM data. It will take about 15 minutes to transfer the program.

If "HARDWARE ERROR SECURITY-CASSETTE ERROR" appears, immediately turn OFF the machine's power switch and check to see if the security cassette is properly inserted in the PCB unit. This PCB unit can only be used by inserting the accompanying security cassette. The security cassette of any other game does not work to run this PCB unit.

When the machine has been installed or the PCB unit has been repaired or replaced, hold down the machine's test button or the PCB unit test button and turn ON the machine's power switch. The settings will be back to the factory ones.

Hold down the test button until "TEST SWITCH IS STILL ON. RELEASE IT" shows up on the screen. (The settings in test mode will be back to the factory ones.)

When the settings have been back to the factory ones, be sure to make the settings of the reel control unit. (See page 14)

When the software has been installed for conversion, be sure to make the settings of the reel control unit first of all. (See page 14)

If any indication other than above shows up or the machine does not work, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

3-3 Setting and adjustment of game mode

Manually check and change the settings for the screen displays and game contents.

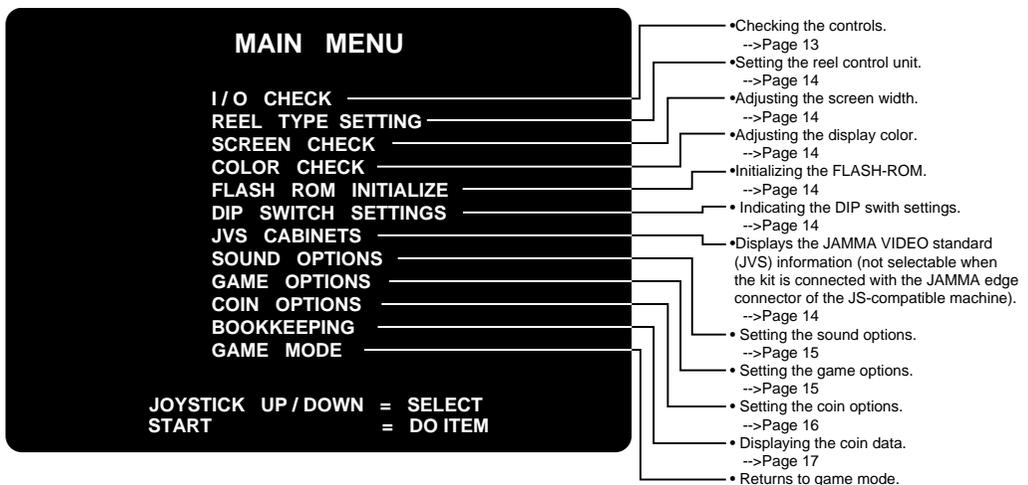
Starting the test mode

- 1 Turn ON the machine's power switch.
- 2 During the demonstration game, press the machine's test button or the PCB unit's test button. (If the power switch is turned on with the test button down, the current settings will be erased and replaced by the factory settings.)
 - The manual test mode is called and the main menu appears on the screen.

Quit the test mode

- 1 Move up and down the reel to select "GAME MODE" on the main menu screen.
- 2 Press the start button.
 - The screen goes back to the game mode.

Main menu screen (basic items)



Selecting each mode

How to select each mode from the main menu

.SELECT-----> Move up and down the reel. (Or turn the reel lever.)

.SET -----> Press the start button.

•The machine is now in the selected mode.

After selecting a mode, refer to the page on which that mode is described in details.

3-4 Mode descriptions

- The original factory settings are displayed in green; the changed settings are displayed in red. Move the reel up and down to select an item to be modified, and move it right and left to change its setting.
- After the settings have been modified, select “SAVE AND EXIT” and press the start button. The new settings are saved automatically and the screen returns to the main menu.
- If “EXIT” is selected after the settings have been changed, the message “YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO” will appear. Move the reel right or left to select “YES” or “NO” and press the start button.
- If “YES” is selected, the message “NOW SAVING” will appear, the modified settings will be saved and the screen will return to the main menu.
- If “NO” is selected, the message “NO MODIFICATION” will appear. The modified settings will not be saved, but the main menu will show up again on the screen.

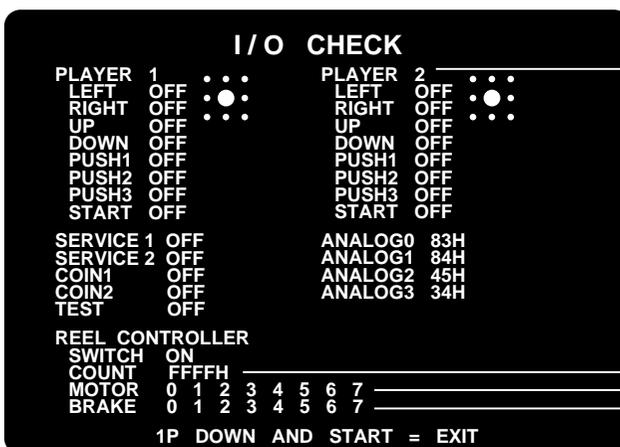
- If “FACTORY SETTINGS” is selected and the start button is pressed, all the settings of the mode will be back to the factory ones.
- For initializing the “BOOKKEEPING” and “FLASH ROM INITIALIZE”, the “YES/NO” prompt appears twice for two YES’s.

MEMO

I/O CHECK

Checking the controls

- Mode for checking the performance of each control.
- When any control switch is pressed, “1” appears on the screen.
- To return to the main menu screen, face the reel downward and press the start button.



• “PLAYER 2” not selectable to appear in gray.

• Turn the reel lever to count the numbers.

• Move the reel right and left and make sure the vibratory motor in the reel functions well.

• Move the reel up and down and make sure the solenoid brake in the reel functions well.

• This screen is just an example.

- On the “I/O CHECK” screen, the gray-displayed items are not used.

MEMO

REEL TYPE SETTING

Setting the reel control unit

- Mode for identifying and setting the reel control unit.

When the reel control unit has been replaced or when the test mode settings have been back to the factory ones, it is necessary to identify and set the type of reel. Take the following steps to make the settings.

- 1 Following the instructions on the screen, make a turn of the reel lever.
- 2 Press the start button.
- 3 Turn the reel lever until "PRESS START" appears on the screen.
 - If "PRESS START" appears, it means that the settings are as specified.
 - If "PRESS START" does not appear, it means that the reel control unit and the PCB unit may be wrongly interconnected. In this case, turn OFF the power switch of the machine and check the connections.

SCREEN CHECK

Adjusting the screen width

- Mode for checking the screen display.

Adjust the width and factors of the monitor screen while watching the crosshatch pattern.

Use the machine's monitor adjustment PCB to make the adjustments.

To return to the main menu screen, press the start button.

COLOR CHECK

Adjusting the display color

- Mode for checking the display color.

Make the adjustment using the machine's monitor adjustment PCB so that the colors of the color bars should appear properly graduated and background should become black sufficiently.

To return to the main menu screen, press the start button.

FLASH ROM INITIALIZE

Initializing the FLASH-ROM

- The data used for the game is transferred to the FLASH-ROM. Before transfer the data, the "YES/NO" prompt comes up twice for two YES's. The data is then transferred and the main menu screen comes up again. (It takes about 15 minutes to transfer the data. After the data has been transferred, the main menu screen comes back again.)

To return to the main menu screen, select "NO" and press the start button.

DIP SWITCH SETTINGS

Indicating the DIP switch settings

- Mode for indication of DIP switch settings

Set all the DIP switches to the OFF position.

To return to the main menu screen, press the start button.

JVS CABINETS

Displaying the JVS information

- This is not selectable when the PCB unit is used in the JS-compatible general-purpose machine. To return to the main menu screen, press the start button.

SOUND OPTIONS

Setting the sound options

■ This screen is used to make sound settings and to check them.

Select an item by moving up and down the reel and change its setting by moving it right and left. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

SOUND OPTIONS

SOUND OUTPUT STEREO

SOUND IN ATTRACT MODE EVERY TIME

SOUND VOLUME 20

SOUND SCALE CHECK 1

SOUND SCALE CHECK 2

FACTORY SETTING

SAVE AND EXIT

EXIT

NEED TO PRESS START BUTTON

JOYSTICK UP / DOWN = SELECT OPTION

JOYSTICK LEFT / RIGHT = MODIFY SETTING

- Selects the stereo or monaural mode.
- Turns on and off the demo play sound.
 - EVERY TIMESound always on.
 - COMPLETE OFF.....Sound always off.
 - EVERY 4 CYCLESSound on every 4 cycles.
- Adjusts the volume from the level 0 (mute) to 30 (maximum).
 - To turn up the sound level, tilt the reel to the right.
 - To turn down the sound level, tilt the reel to the left.
- A balance sound is generated by the built-in sound source. The scale "do, re, mi ... do" is heard alternately from the left and right speakers. The sound stops after two repeats. The sound stops when the item ends.
- A balance sound is generated by the CD sound source. The scale "do, re, mi ... do" is heard alternately from the left and right speakers. The sound stops after two repeats. The sound stops when the item ends.
- Press the start button to return all the settings to factory ones.

•This screen is just an example.

GAME OPTIONS

Setting the game options

■ This screen is used to make game settings and to check them.

Select an item by moving up and down the reel and change its setting by moving it right and left. To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.

GAME OPTIONS

DIFFICULTY LEVEL 4 / MEDIUM

LENGTH / WEIGHT YD / LB

INITIAL TIME 90

(TRAINING) 100

BRAKE SETTING 3 / MEDIUM

REEL TYPE TYPE A

FACTORY SETTING

SAVE AND EXIT

EXIT

NEED TO PRESS START BUTTON

JOYSTICK UP / DOWN = SELECT OPTION

JOYSTICK LEFT / RIGHT = MODIFY SETTING

- Sets a difficulty level (from the 8 levels).
 - 1/EASIEST
 - 2/VERY EASY
 - 3/EASY
 - 4/MEDIUM.....Standard
 - 5/MEDIUM HARD
 - 6/HARD
 - 7/VERY HARD
 - 8/HARDEST

↑ Easier
↓ Harder
- Sets the unit of length and weight that are displayed on the game screen (Yard/lb).
- Sets the play time in 10-second increments or decrements in the range of 30 seconds to 5 minutes. (300 seconds)
- Sets the wait time for the training mode. Variable according to the INITIAL TIME setting.
- Sets the resistance of the reel lever.
 - 1/OFF.....No braking
 - 2/SOFT.....Very weak braking
 - 3/MEDIUM.....Standard
 - 4/HARD
 - 5/VERY HARD
 - 6/HERDEST.....Very strong braking
- Identifies the reel type. For setting the reel type, see at left. Make sure "TYPE A" or "TYPE B" is displayed.
- Press the start button to return all the settings to factory ones.

•This screen is just an example.

COIN OPTIONS

Setting the coin options

■ This screen is used to make game play charge settings and to check them.
 Select an item by moving up and down the reel and change its setting by moving it right and left.
 To return to the main menu screen, select "SAVE AND EXIT" or "EXIT" and press the start button.



•The coin setting options are not displayed when "FREE PLAY" is set to "YES".
 In such case, remember, the games will be free.

COIN OPTIONS

FREEPLAY NO _____

COIN MECHANISM COMMON _____

COIN SLOT 1 1 COIN 1 CREDIT _____

COIN SLOT 2 1 COIN 1 CREDIT _____

START _____

 1 CREDIT TO START _____

CONTINUE _____

 1 CREDIT TO CONTINUE _____

FACTORY SETTING _____

SAVE AND EXIT _____

EXIT _____

NEED TO PRESS START BUTTON

JOYSTICK UP / DOWN = SELECT OPTION

JOYSTICK LEFT / RIGHT = MODIFY SETTING

- Selects a free play.
 -YES Available for free play
 -NO..... Not a available for freeplay
- COMMON only
 -COMMON Common credit for each coin slot
- Sets the number of credits for a coin.
 (1 coin 1 credit to 16 coins 1 credit)
- Sets the number of credits required to get the game started.
 (1 coin 1 credit to 16 coins 1 credit)
- Sets the number of credits required to get the game continue.
 (1 credit to 16 credits)
- Press the start button to return all the settings to factory ones.

•This screen is just an example.

BOOKKEEPING

Displaying the coin data

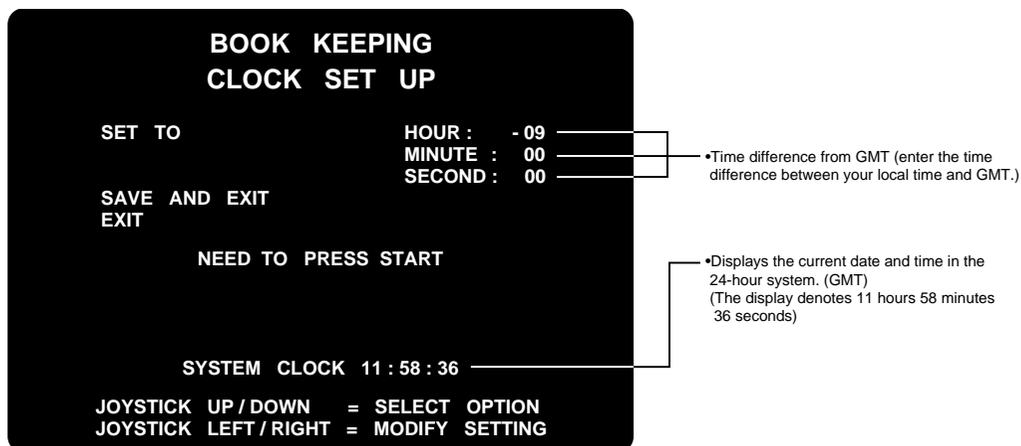
- Mode for displaying the total data on the number of coins put in the machine.

If the time is preset on the “CLOCK SET UP” screen, the total data on the number of coins put into the machine can be checked for each coin slot.

Move the reel unit up and down to select “HOUR”, “MINUTE” and “SECOND” and move it to the right and left to enter the difference between your local time and the Greenwich Mean Time.

Make sure the current time is correct, select “SAVE AND EXIT” and press the start button. (The current time is now set and the main menu screen shows up.)

Time setting screen

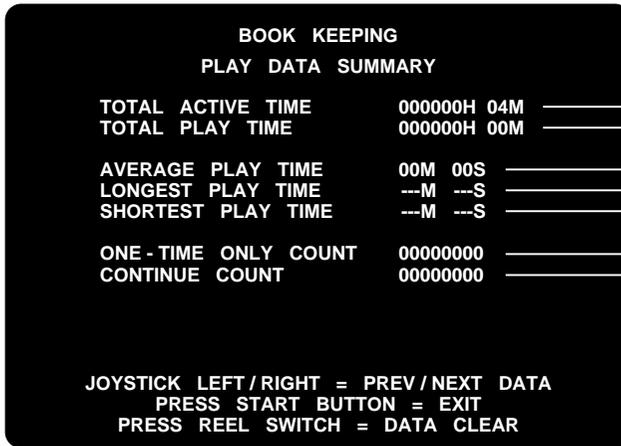


•This screen is just an example.

- If the time setting has not been made — for example, after the machine has been set up or initialized —, the “CLOCK SET UP” screen shows up.
- When the time setting has been modified, the bookkeeping information is automatically cleared. With the current time not set, the total of received coins and other bookkeeping data are not displayed. (The data once erased can not be resumed.)

MEMO

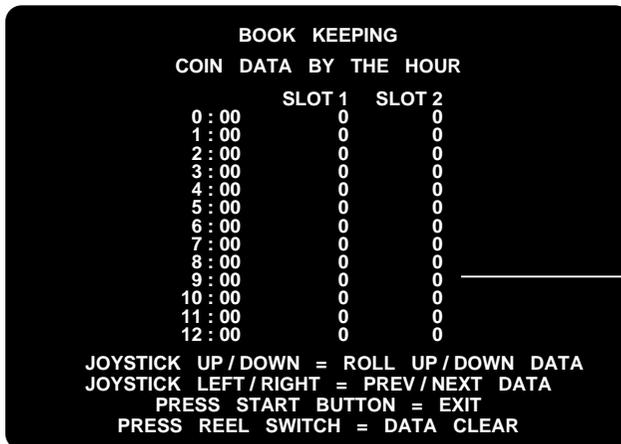
Screen of indication of play conditions



- Total active time after setting the current time.
- Total play time.
- Average play time.
- Longest play time.
- Shortest play time.
- Total number of non-continued rounds.
- Total number of continued rounds.

•This screen is just an example.

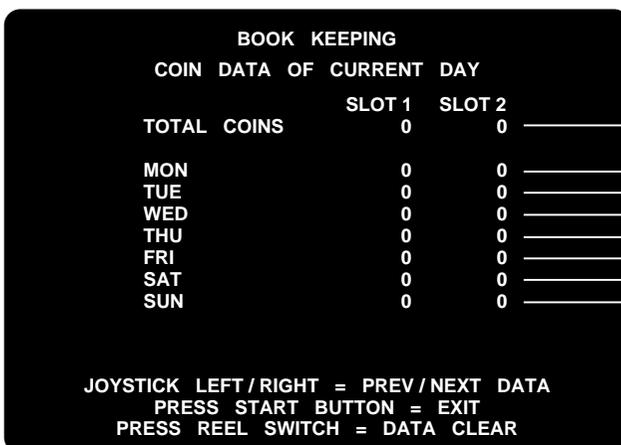
Screen of the total number of coins per hour.



- Total number of coins per hour.
Scrolls by moving the reel unit up and down.

•This screen is just an example.

Screen of the total number of coins for each day of the week

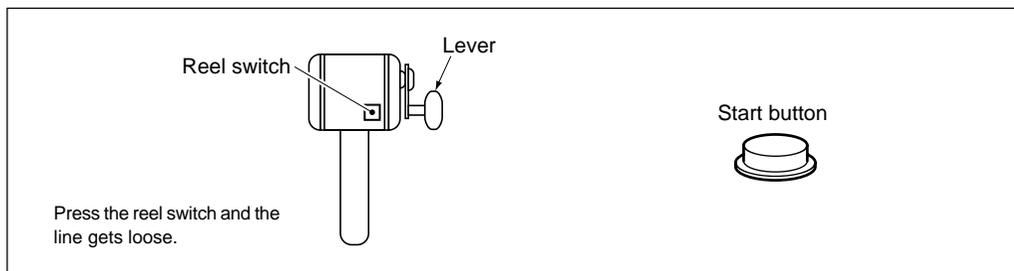


- Total number of coins after the time being set.
- Number of coins for Monday.
- Number of coins for Tuesday.
- Number of coins for Wednesday.
- Number of coins for Thursday.
- Number of coins for Friday.
- Number of coins for Saturday.
- Number of coins for Sunday.

•This screen is just an example.

4 How to Play

The “Fisherman’s Bait Marlin Challenge™” is a simulated fishing game. You can play alone on an existing or imaginary ocean. Try to land the biggest fish and wait. The controls correspond to the specific reel control unit.



■ How to play — — — — —

1 Put the coin(s) in the slot. Press the start button and choose from the following three modes.

•**Training (beginners’ mode)**

In this mode, the player can enjoy the training course while receiving the rules and regulations from the captain.

When this mode has been cleared, you can continue to the “All Fish Challenge” mode.

•**All Fish Challenge (intermediate-level mode)**

There are four stages in all. When the total weight of the fish angled during the time limit has exceeded a preset target, this mode is cleared.

A key point is that you should angle as many as medium-size fish as possible for short minutes. All the fish angled during the game are counted up for the total weight.

•**Bill Fish Challenge (advanced-level mode)**

There are three stages in all. When the total weight of the fish angled during the time limit has exceeded a preset target, this mode is cleared.

A key point is that you should angle big fish in an efficient way. Only the bill fish (blue marlin, swordfish, striped marlin and sailfish) angled during the game are counted up for the total weight. Other types of angled fish are not counted.

2 Select a course. To do this, move the reel and press the start button.

3 Select a fishing point. To do this, move the reel and press the start button. Different types and sizes of fish are swimming in different fishing points.

4 The machine is ready to start the game. (Casting the line is referred to on page 21.) The player can fish for a specified time. When the time becomes “0”, the game is over. When the player lands a fish, the time is extended according to the type and size of the fish. (The initial time and extra time for a play can be preset on the “GAME OPTIONS” on page 15.)

■ Continuing the game — — — — —

The game can be continued by giving a command for about 20 seconds (between counts 9 to 0) before the game is over.

■ Casting the line — — — — —

- 1 Run the boat with a fish finder in operation.
 - A blip flashing on the fish finder screen indicates the location of fish in the water.
 - Move the reel to align the center of the boat with the location of fish.
 - There are three sizes of blips according to the fish sizes. (The bigger the light, the larger the fish.)

- 2 Turn the reel lever or move the reel in all directions to catch a fish's attention.

- 3 When a fish is enticed to bite at the lure, the fish starts going wild.
Follow the instructions of the captain to draw the reel with a strong pull. The hook will catch the fish deep enough. Voila "FISH ON!"

- 4 Now feel the tension (a load on the line that is displayed on the gauge at the right of the screen) and turn the reel lever to pull the fish nearer. If the pull is too strong or the tension gauge turns red and "DANGER", press the reel switch to ease off the line. (At the MAX level, the line will break.) Keep winding the line just in front of you. The fish is automatically landed. (If the tension goes above a certain limit, the fish gets free.)

5 Maintenance and annex

5-1 Resetting the circuit protector

If an overcurrent or short-circuit occurs or if the PCB unit is given a strong shock, the circuit protector will be automatically activated to protect the circuitry of the PCB unit. To reset the circuit protector, turn OFF the machine's power switch, unplug the power cord from the receptacle, pinpoint and remove the cause, and press the button of the circuit protector. Then turn ON the machine's power switch again.



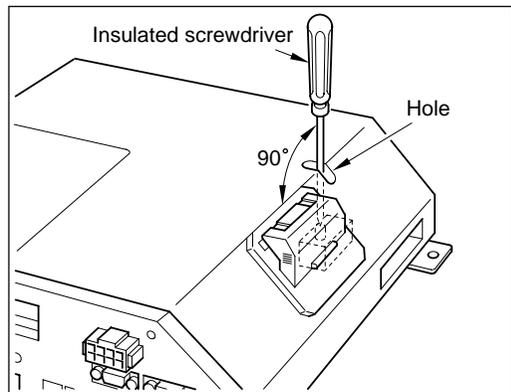
- Before resetting the circuit protector, be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- If the circuit protector trips soon again, immediately turn OFF the machine's power switch, unplug the power cord, and contact your nearest dealer.
- If the machine is in abnormal conditions and does not operate normally, immediately turn OFF the machine's power switch, unplug the power cord from the receptacle and contact your nearest dealer.

■ Resetting the circuit protector

- 1 Be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle.
- 2 Apply an insulated screwdriver or the like in the hole atop the PCB unit (shown at right), and gently push the white button inside.

- Insert the insulated screwdriver right from above.

MEMO

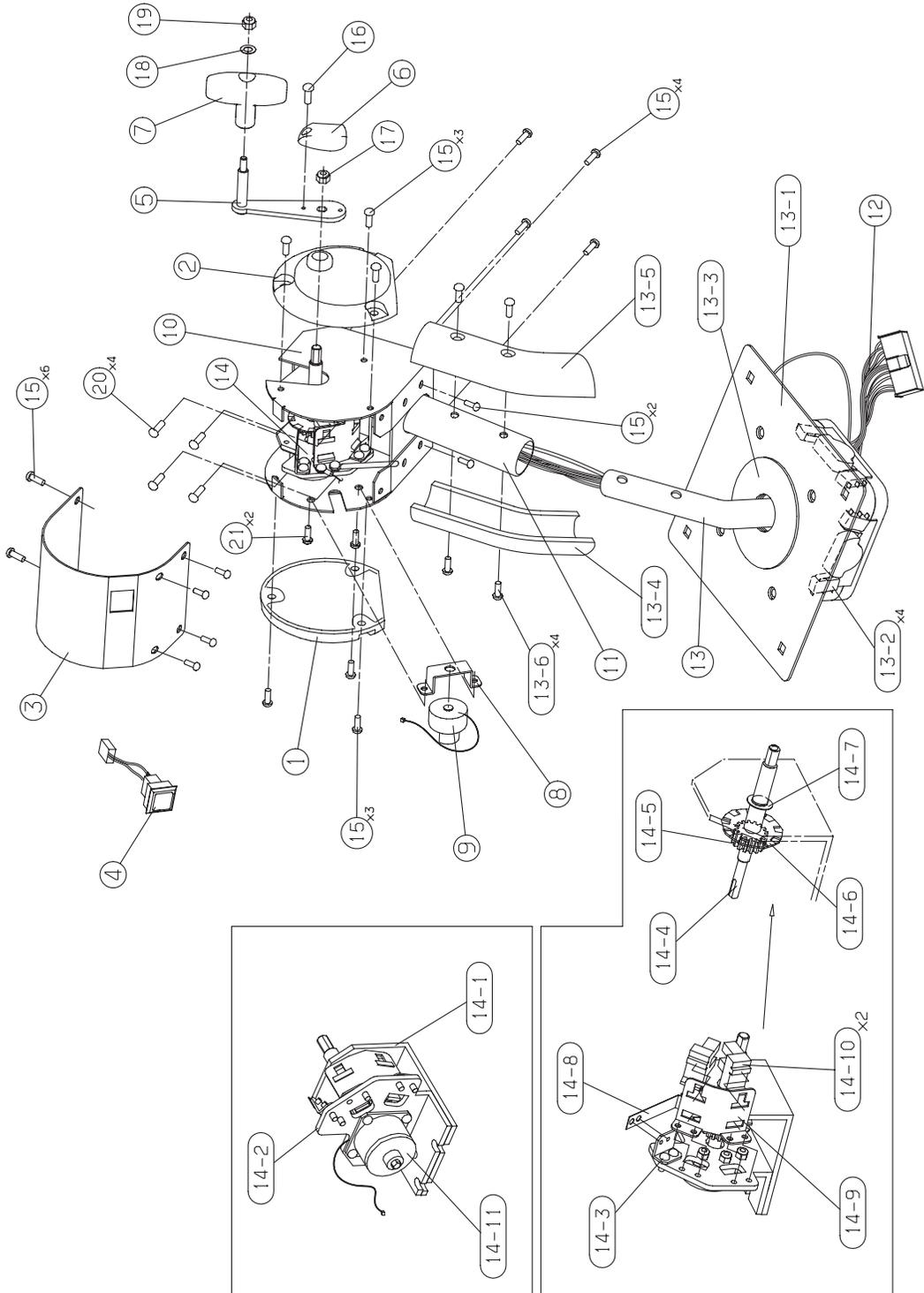


- With the circuit protector being activated, the reel vibrating motor does not work.
- Reset the circuit protector first and do the manual test on the "I/O CHECK" to see if the motor functions. (See page 13)

MEMO

MEMO

5-2 Reel control unit Parts



No.	Part name	Part#	Quantity	Remarks
1	COVER,SIDE	0000061151	1	
2	COVER,SIDE	0000061152	1	
3	COVER, TOP	0000065989	1	
4	UNIT,WIRING(SW)	0000061956	1	
5	LEVER	0000061537	1	
6	COVER,SHAFT	0000061153	1	
7	KNOB	0000061154	1	
8	BRACKET,MOTOR	0000061536	1	
9	UNIT,WIRING(MOTOR)	0000050151	1	
10	CASE,HEAD	0000065984	1	
11	GRIP	0000065167	1	
12	WIRE	0000066333	1	
13	JOYSTICK	0000068371	1	95-1212-00
13-1	BASE		1	
13-2	SWITCH,MICRO		4	
13-3	WASHER		1	
13-4	COVER,GRIP		1	
13-5	COVER,GRIP		1	
13-6	BOLT,TORX		4	
14	ASS'Y,MAIN MECHA	0000065169	1	
14-1	BRACKET,BEARING	0000061534	1	
14-2	BRACKET,BRAKE	0000061535	1	
14-3	BRACKET,SPRING	0000046040	1	
14-4	SHAFT	0000061542	1	
14-5	GEAR	0000045025	1	
14-6	SHEET,CODE	0000049866	1	
14-7	BEARING	0000046051	1	
14-8	SPRING	0000046041	1	
14-9	BRACKET,SENSOR	0000044939	1	
14-10	SENSOR,PHOTO	0000001328	2	
14-11	UNIT,WIRING(BRAKE)	0000061951	1	
15	BOLT,BUTTON HEAD		18	M4x08L
16	BOLT,HEX SOCKET CAP		1	M3x06L
17	NUT,NYLON		1	M6
18	WASHER,PLANE		1	D10xd4.5xT0.8
19	NUT,NYLON		1	M4
20	SCREW,CROSS PAN SEMS		4	M4x12L
21	SCREW,CROSS PAN SEMS		2	M4x10L

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