KONAMI

OPERATOR'S MANUAL

Fisherman's Bait
A Bass Challenge ™

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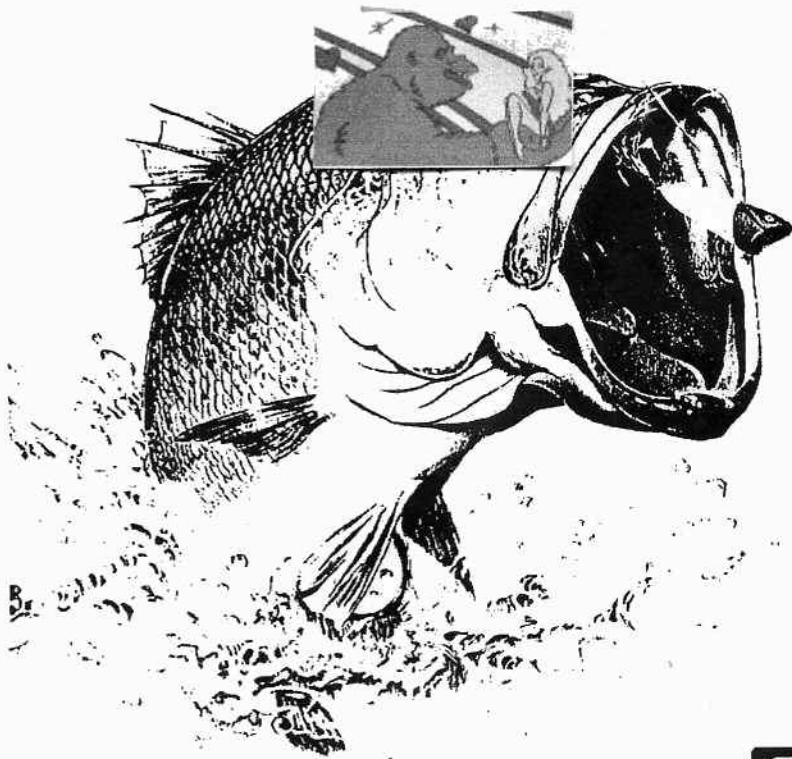
SYSTEM 673

⚠
- 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.

PN.765400B

KONAMI ®

Technical Service: (847) 215-5100 (Ext. 1115)

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.**
- **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 product conforms to the JAMMA Standard (JS) requirements.

This kit can be used in KONAMI's Windy cabinet or any generic, Jamma ready cabinet.

*1: 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.

Contents

■ Precautions for use

In this manual, the precautions to be followed without fail in order to prevent injury to persons who install, use or maintain "Fisherman's Bait ™" or other persons or to property are shown as follows.

Be sure to read the following

•The following icons show the degree of danger and damage caused when the product is used improperly or suggestions are disregarded.

⚠ WARNING	Indicates a situation where disregarding the suggestions could result in death or serious injury.
⚠ CAUTION	Indicates a situation where disregarding the suggestions could result in injury or product damage.

•The following graphic icons describe the types of precautions to be followed.

⚠	Indicates a matter for which care should be taken.
🚫	Indicates a matter which is forbidden.
🔌	Indicates a matter which should be performed without fail.

Setting Up

⚠ WARNING

•**Be sure to follow the installation instructions. Improper handling may cause machine malfunction trouble or accident. Contact an industry specialist or your nearest dealer for installing this kit.**

•**Handle this kit with due care when installing it.**
·Improper handling may cause kit malfunction or accident.
·Parts inside the kit become hot during use. Do not touch them until completely cooled down.

•**This kit is designed for indoor use. Do not install it in any machines that are used outdoors.**
·Outdoor use may cause an accident or kit trouble.

•**To avoid accident and malfunction do not set up the game machine:**
·In a place exposed to rain or moisture.
·In a place exposed to direct sunlight.
·In a place exposed to direct heat from air-conditioning and heating equipment, etc..
·Near hazardous flammable substances such as thinner and kerosene.
·In a place exposed to strong vibration.
·In a place exposed to excessive dust.
·Near equipment generating strong magnetism or electric waves.

•**Do not place containers holding chemicals or water on or near the machine.**
·Electrical shock or damage could be caused by water or foreign matter entering the inside of the machine.

•**Be sure to turn OFF the machine's power switch before installing and removing the kit.**
·Otherwise, a machine malfunction or electric shock may result.

•**Before installing the kit, 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 connectors conform to the JAMMA standard requirements. Never connect any other types of connectors than specified.**
·Otherwise, a machine malfunction or fire may be caused.

•**When setting up the kit, identify all the connectors and connect them properly.**
·Otherwise, a machine malfunction or fire may be caused.

Operation

⚠ WARNING

•**If you notice smoke, an unusual smell or noise coming from the machine, imme-
diately turn OFF the machine's power switch and unplug the power cord.
Do not operate the machine.**
·Using the machine 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 machine with wet hands.**
·Otherwise, an electric shock may be caused.

•**Do not pull out or push in the security cassette while the machine is running.**
·Otherwise the machine will not function.   Be sure that the security cassette is as
specified for the game.

•**Never disassemble, repair or modify any section other than those specified in
this manual.**
·Doing so could result in fire, malfunction or equipment failure.
·Ask your nearest dealer to perform repairs, etc..
·We do not assume any responsibility for any damages that would be caused by
tampering with the kit components.

Operation

⚠ CAUTION

•**Do not use this product anywhere other than industrial areas.**
·Operation 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 or 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 this kit, follow the instructions below.**
·Otherwise an electric leak, fire, electric shock, or game malfunction may result.

·Do not damage the power cord.	·Do not modify the power cord.
·Do not bend the power cord excessively.	·Do not twist the power cord.
·Do not heat the power cord.	·Do not pull the power cord.
·Do not bind the power cord.	·Do not tread on the power cord.
·Do not sandwich the power cord.	·Do not drive a nail into the power cord.

•**If by any chance any of the connectors and cables of the machine or this kit
became damaged, immediately stop using the machine and ask your nearest
dealer to replace the damaged part.**
·Using a damaged power cord or power plug could result in fire or electrical shock.

Inspection and cleaning

⚠ **WARNING**

- •**Be sure to turn OFF the machine's power switch and unplug the power cord from the receptacle before inspecting or cleaning the game machine.**
  - ·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 those specified in this manual.**
  - ·Using improper parts could result in fire or equipment failure.
- •**Never disassemble, repair or modify any section other than those specified in this manual.**
  - ·Doing so could result in fire, malfunction or equipment failure.
  - ·Ask your nearest dealer to perform repairs, etc..
  - ·We do not assume any responsibility for any damage caused by tampering with the kit.
- •**To clean the control panel and the reel unit, wipe them with a soft cloth dampened in a neutral detergent.**
  - ·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 machine.

Moving and transportation

⚠ **CAUTION**

- •**Use due care in transporting and handling this kit, which is a precision device. For transport, be sure to place the kit in protective packaging.**

HANDLING PRECAUTIONS

- •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 Parts names and specifications

1-1 Names of parts

Safety Label

Security Label

Reel Connector

Security Cassette

PCB Unit

H

W

D

1 CD-ROM drive
2 JAMMA connector (JS)
   (Cord edge connector)
3 Power connector (JVS)..**Not Used**
4 Option terminal 1
5 Option terminal 2
6 DIP switch
7 I/O terminal(JVS)...**Not Used**
8 RGB (video) terminal (JVS)...**Not Used**
9 Line (audio) terminal (JVS)...**Not Used**
10 Sound connector (JS)
11 Test switch
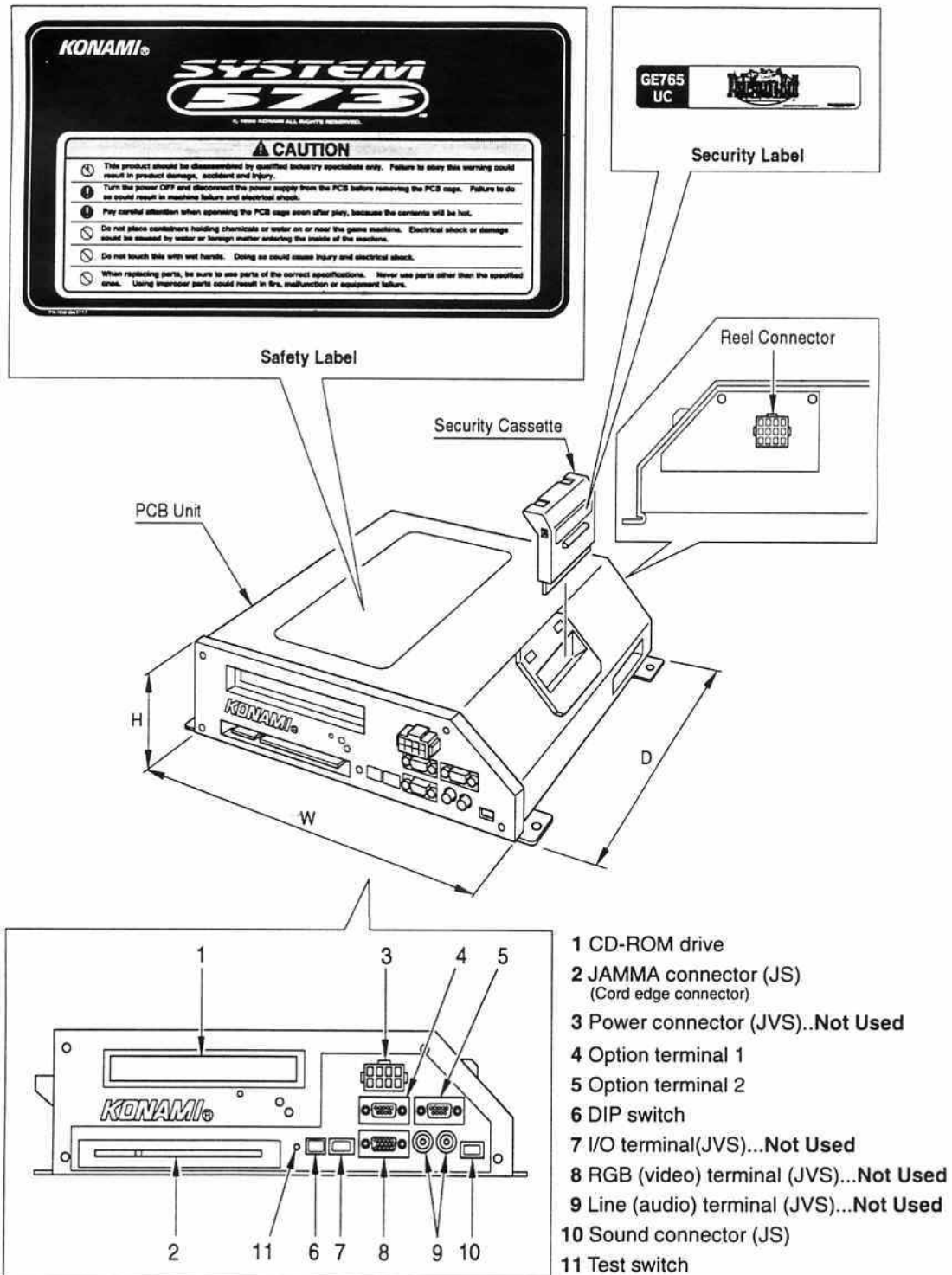
1-2 Specifications

⚠️

•For this kit, use the included controller and bracket.
•Monitor should be mounted horizontally.
•No sound volume control is provided on the PCB unit. 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.

Kit Specifications

Name	Fisherman's Bait™ (SYSTEM 573 PCB unit)
Dimensions	See the figure on page 6. H:91mm(3.6in) / W:311mm(12.2in) / D:310mm(12.2in)
Weight	PCB unit : Approx. 4.5 kg (9.9lb)
Service condition	Temperature 5 to 50½C (41 to 122½F), Humidity 20 to 80% (No dewing is allowed)
Kit's components	·Instruction manual .... This manual ·PCB unit (with security cassette) .... 1 ·I/O cable .... 1 ·Marquee .... 2 ·Instruction decals .... 2 ·Artwork decals .... 1 ·Control Unit.. 1

•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 Installing the kit

2-1 Installation procedure

Using wood screws, attach the PCB unit tightly to the cabinet interior sidewall as shown in diagram below. (diagram shows pcb attached to wooden board-disregard and attach to cabinet interior sidewall) Prepare the screws yourself because the kit does not include wood screws.

> ⚠️
>
> •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 the inside of the machine with a vacuum cleaner or the like.
> •Never mount the PCB unit upside down. The game may fail to work or the machine may malfunction.
> •This product conforms to the JAMMA Standard (JS) requirements.
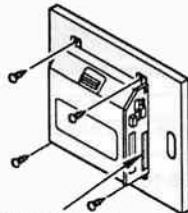
JAMMA Connector

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.

■ Installation in a standard video game cabinet ▬▬▬▬▬▬▬▬▬▬▬

1 Place the PCB unit on a flat surface in the vertical position as shown in the diagram. (vertical position shown)

2 Connect the JAMMA connector and the sound connector in their specified positions.

Sound connector

JAMMA connector

8
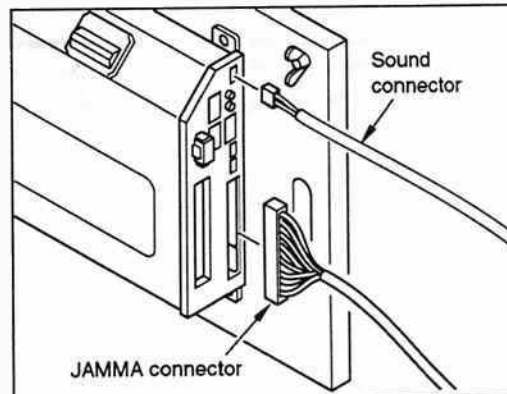
2-3 Installing onto the control panel

Here is how to install the kit onto a control panel of a general-purpose cabinet.

⚠️

•Take care not to apply any load or impact to the machine's panel when it is open.
•When closing the machine's panel, be sure to support it with your hands. Never utilize its dead-weight to close it.
•When closing the machine's panel, take great care that your fingers, etc. are not pinched.

1 | Open the control panel on your generic of your general-purpose cabinet. Please note there are many general-purpose cabinets and are quite different in some ways. So approach the installation of your kit into your cabinet accordingly.

2 | Drill mounting holes and cut-out center controller hole using diagram below as a guide.
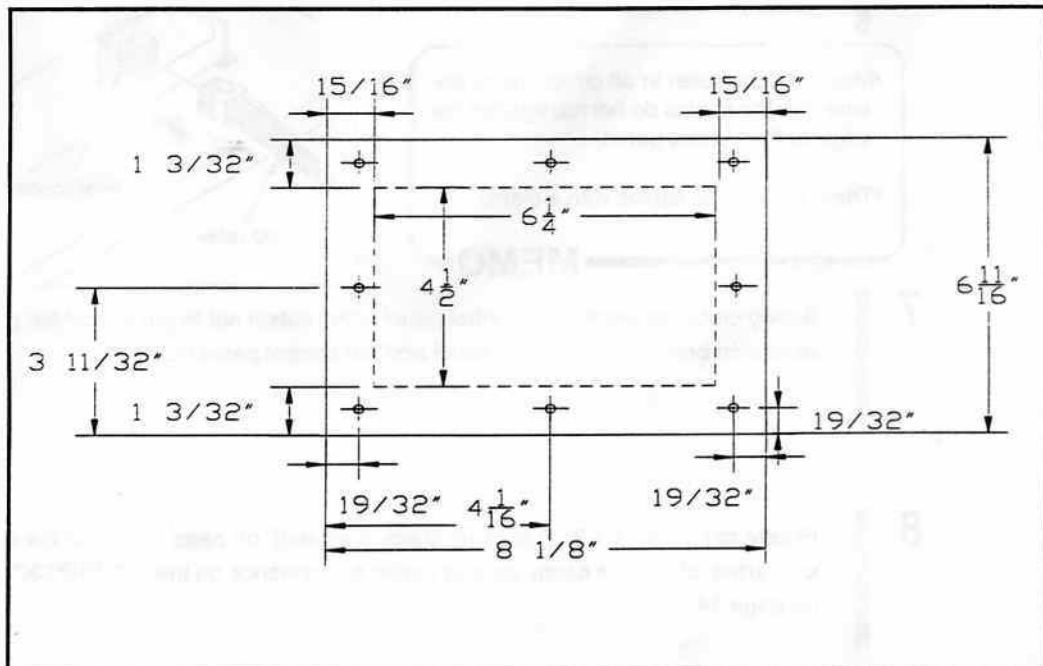
3 Insert controller through top of wood control panel so metal mounting plate rests on top of control panel. Fasten with 3/16" carriage bolts and flange nuts (8 locations).

•Preferably apply commercially available screw loctite to all the screws.

—MEMO—

4 Attach 1P up, down, left, right and ground joystick leads from the Jamma to the controller's microswitches.

5 Attach controller's ground wire to the coin door or any other grounded metal surface.

6 Connect the accompanying I/O cables to the reel connector of the PCB unit, as shown at right.

•Move the controller in all directions to en- sure that the cables do not rub against the edge of the control panel.

•Then, bundle the cables with a clamp.

—MEMO—

PCB unit

Reel connector

I/O cable
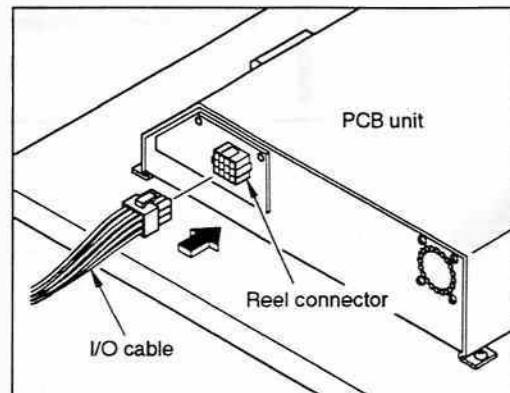
7 Slowly close the machines control panel with caution not to get the cables pinched or caught between the control panel and the control panel box.

8 Finally, carry out "3-1 PCB start-up check (self test)" on page 12. Once the self test is started, check the controller and button performance on the "I/O CHECK" screen on page 14.

Notes

3 PCB settings

3-1 PCB start-up check (self test)

After the kit has been installed, turn ON the machine's power switch. The game Printed Circuit Board (PCB) will be automatically checked for its performance. The test results will be displayed on the screen.

> ⚠️
>
> •Before use, be sure to check the performance of the PCB.
> •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 game mode and a demonstration game starts.

If any abnormality is detected

• "BAD" appears on the screen, and the check is repeated.

If "BAD" appears on the "FLASH ROM CHECK" screen, follow the instruction on the screen and press the machine's test switch or the PCB unit test switch. The flash ROM will be checked again. In this case, it will take about 15 minutes to finish the check.

If "HARDWARE ERROR SECURITY-CASSETTE ERROR" appears on the screen, ensure that the security cassette is firmly seated 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.

When the machine has been installed or the PCB unit has been repaired or replaced, hold down the machine's test switch or the PCB unit test switch and turn ON the machine's power switch. All factory settings will be restored. Hold down the test switch until "TEST SWITCH IS STILL ON. PLEASE RELEASE IT" is displayed on the screen. (All factory settings will be restored.)

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.

3-2 Adjusting the game environment (manual test)

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

■ Starting the manual test mode ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

1 Turn ON the machine's power switch.
2 While the demo game is on, press the machine's test switch. (If the power switch is turned on with the test switch 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 manual test mode ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

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

■ Main Menu (basic items) ■

```
                  MAIN MENU

        I/O CHECK
        SCREEN CHECK
        COLOR CHECK
        SOUND OPTIONS
        DIP SWITCH SETTINGS
        JVS CABINETS
        GAME OPTIONS
        COIN OPTIONS
        BOOKKEEPING
        FLASH ROM INITIALIZE
        GAME MODE

   1PLYR JOYSTICK UP / DOWN = SELECT
   1PLYR START              = DO ITEM
```

- Checking the controls.
  -->Page 14
- Adjusting the screen width.
  -->Page 15
- Adjusting the display color.
  -->Page 15
- Setting the sound options.
  -->Page 15
- Indication of DIP swith settings.
  -->Page 15
- Displays the JAMMA VIDEO standard (JVS) information (not selectable when the kit is connected with the JAMMA edge connector of the JS-compatible machine).
  -->Not available
- Setting the game options.
  -->Page 16
- Setting the coin options.
  -->Page 17
- Displaying the coin data.
  -->Page 18
- Initializing the flash ROM.
  -->Page 19
- Returns to game mode.

■ Selecting each mode ■

How to select each mode from the main menu

·SELECT·····➤ Move the controller up or down.

·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.

3-3 Mode descriptions

■The original factory settings are displayed in green; the changed settings are displayed in red. Move the controller up or 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 controller 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 and 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 double verification.

━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, pull the controller downward and press the start button.

```
I / O CHECK (JAMMA)
PLAYER1
  • • •   LEFT   0    PUSH1  0    PUSH5  0
  •●•    RIGHT  0    PUSH2  0    PUSH6  0
  • • •   UP     0    PUSH3  0    START  0
         DOWN   0    PUSH4  0
PLAYER2
  • • •   LEFT   0    PUSH1  0    PUSH5  0
  •●•    RIGHT  0    PUSH2  0    PUSH6  0
  • • •   UP     0    PUSH3  0    START  0
         DOWN   0    PUSH4  0
COIN1  0  COIN2  0   SERVICE  0   TEST  0

REEL CONTROLER            ANALOG0  0E
ENCODER 0000              ANALOG1  0E
SWITCH   0                ANALOG2  0E
MOTOR    0 1 2 3 4 5 6 7   ANALOG3  0D
BRAKE    0 1 2 3 4 5 6 7
      JOYSTICK LEFT / RIGHT = TEST MOTOR
      JOYSTICK UP / DOWN    = TEST BRAKE
      1PLYR DOWN AND START = EXIT
```

— On the JVS-compatible machines, the item "PLAYER 2" does not appear.

— Turn the controller handle to count the numbers.

— Move the controller right and left and make sure the vibratory motor in the controller functions well.

— Move the controller up and down and make sure the solenoid brake in the controller functions well.

•This screen is just an example.

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

━MEMO━

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 adjust ment PCB so that the colors of the color bars should appear properly graduated and back ground should become fully black. To return to the main menu screen, press the start button.

SOUND OPTIONS

■ Setting the sound options

This screen is used to check and adjust sound settings. Select an item by moving the controller up and down. 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                          Turns on and off the demo play sound.
                                                           ALL THE TIME-Sound always on.
      SOUND IN ATTRACT MODE                                ONCE EVERY 4 CYCLES-Sound on every 4 cycles.
          ALL THE TIME                                     COMPLETELY OFF-Sound always off.

      SOUND OUTPUT    MONAURAL                             Selects stereo or monaural mode.
      SOUND VOLUME   = 20
      SOUND SCALE CHECK 1                                  Adjusts the volume level from 0 (mute) to 31
      SOUND SCALE CHECK 2                                  (maximum).
                                                           To turn up the sound level, tilt the contoller to the right.
                                                           To turn down the sound level, tilt the controller to the left.

      FACTORY SETTINGS                                     You will hear a do-re-mi...do musical scale from
      SAVE AND EXIT                                        the right and left speakers, which is repeated twice.
      EXIT                                                 Check both sound sources.

                                                           Press the start button to return all the settings to
        JOYSTICK UP / DOWN   = SELECT OPTION               factory settings.
        JOYSTICK LEFT / RIGHT = MODIFY SETTING
```

•This screen is just an example.
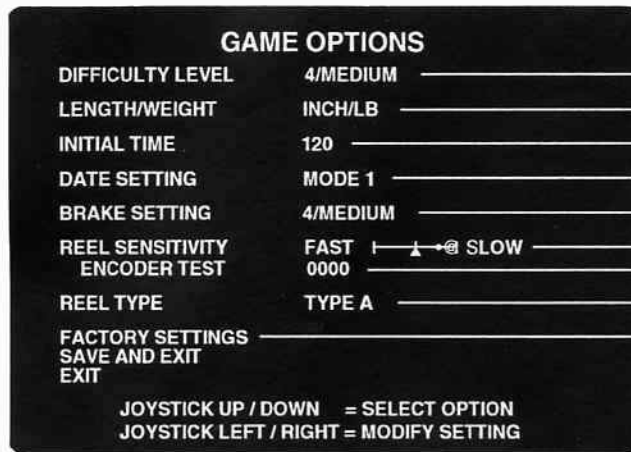
DIP SWITCH SETTINGS

■ Indication of 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.

GAME OPTIONS

■ Setting the game options

This screen is used to check and adjust game settings. Select an item by moving the controller up and down. 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.

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

```
                    GAME OPTIONS
DIFFICULTY LEVEL        4/MEDIUM
LENGTH/WEIGHT          INCH/LB
INITIAL TIME           120
DATE SETTING           MODE 1
BRAKE SETTING          4/MEDIUM
REEL SENSITIVITY       FAST  ├─▲─→@ SLOW
    ENCODER TEST       0000
REEL TYPE              TYPE A
FACTORY SETTINGS
SAVE AND EXIT
EXIT
       JOYSTICK UP / DOWN   = SELECT OPTION
       JOYSTICK LEFT / RIGHT = MODIFY SETTING
```

•This screen is just an example.

Sets the unit of length and weight that are displayed on the game screen (INCH/LB or CM/G).

Sets the play time in 10-second increments or decrements in the range of 30 seconds to 5 minutes. (300 seconds)

Sets the date that is used during a game. (This date setting does not affect the tournament mode play.)
MODE 1: The date used for the game is set for each play. (It is advisable to set to this mode.)
MODE 2: The date used for the game is set just when the PCB unit power is turned ON. This date remains the same until the power in turned OFF and on again.
MODE 3: The date used for the game is set to the same as the system clock date set on the BOOKKEEPING screen.

Sets the resistance of the reel handle.
1/OFF..................No braking
2/VERY SOFT......Very weak braking
3/SOFT   ⌃
4/MEDIUM..................Standard
5/HARD   ⌄
6/VERY HARD......Very strong braking

Sets the reel sensitivity. The more to the left the cursor, the higher the sensitivity. (Refer to the ENCODER TEST too.)

Checks to see how much the reel is taken up. (Make one turn of the reel handle and see if the count is 100. If not, readjust the REEL SENSITIVITY.)

Identifies the reel type. For setting the reel type, see at left.

Press the start button to return all the settings to factory ones.

┌ Setting the reel type ────

This is an important setting item in using this product. Be sure to see if the reel type setting corresponds to the reel in use.
Initial "REEL TYPE" setting.

·GE765-UA ▬ TYPE A
·GE765-UB ▬ TYPE B

If your reel type is not known, take the steps below to identify your reel type.

1 Select "REEL TYPE" on the "GAME OPTIONS" screen. You will see "1PLYR START=DISTINGUISH REEL TYPE" on the screen.

2 Press the start button. (The reel type will be automatically identified.)

3 When "TURN THE REEL HANDLE ONCE THEN PRESS 1PLYR START" appears on the screen, make one turn of the reel first and then press the start button.
     * Note that if you fail to make the one turn correctly, the reel type cannot be identified.

4 When the reel type has been identified, "DISTINGUISHED" appears on the screen. If not, "CANNOT DISTINGUISH" appears. In this case, take the procedure over again from Step 1.

Finally "TYPE A" or "TYPE B" shows up on the screen.
·TYPE A : GE765-UA
·TYPE B : GE765-UB

COIN OPTIONS

■ Setting the coin options

This screen is used to check and adjust price per play settings. Select an item by moving the controller up and down. 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

FREE PLAY          NO                              ──── Selects free play.
   COIN MECHANISM          COMMON                       YES ........... Available for free play
COIN SLOT1               1COIN 1CREDIT                   NO ............. Not available for freeplay
COIN SLOT2               1COIN 1CREDIT
                                                   └ COMMON only
                                                     COMMON .......... Common credit for each coin slot
PREMIUM START             YES
   1CREDIT                TO START                  └ Sets the number of credits for a coin.
   1CREDIT                TO CONTINUE                 (See the table "Relationship between coins and credits" below)

FACTORY SETTINGS                                   └ Sets the premium start.
SAVE AND EXIT                                         The premium start can be selected from
EXIT                                                 "YES 1 to YES 4".
                                                     (See the table "PREMIUM START" setting below)

                                                   └ Press the start button to return to factory settings.
   JOYSTICK UP / DOWN  = SELECT OPTION
   JOYSTICK LEFT / RIGHT = MODIFY SETTING
```

•This screen is just an example.

■ Relationship between coins and credits

COIN(S)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
CREDIT(S)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

■ "PREMIUM START" Setting

•It is possible to set different numbers of credits for the start of the game and for its continuation. First, select a difference in the number of credits between the start and the continuation among "YES1" to "YES4", and set the number of credits for continuation. The number of credits for start is automatically set as the addition of the number of credits for continuation and the above selected difference. When "PREMIUM START" is not set, the number of credits required for start and that for continuation become the same.

Example: "PREMIUM START YES1" selected
   1Credit at continuation + Difference in the number 1 = 2 Credit at start
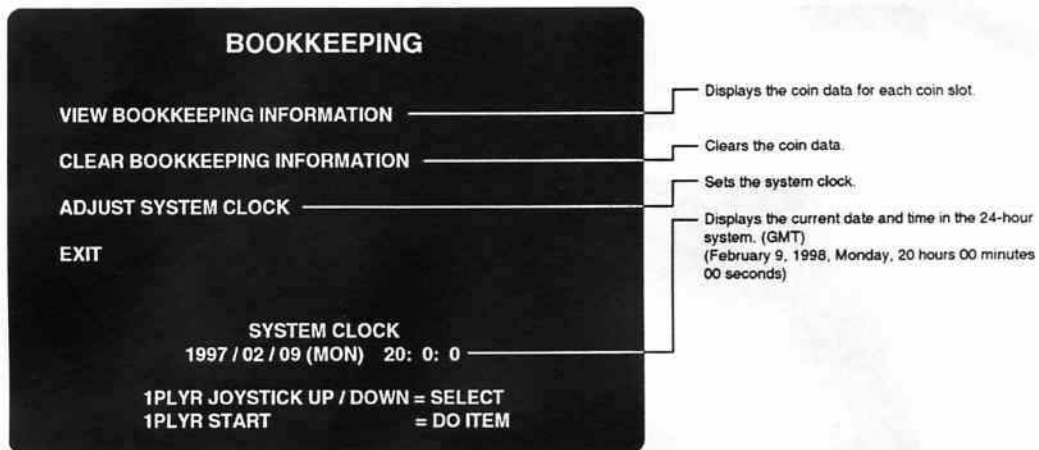
BOOKKEEPING

■ View the bookkeeping information.

In this mode, the coin collection data display can be selected.

If the time is preset in this mode, coin collection data can be viewed by coin slot.
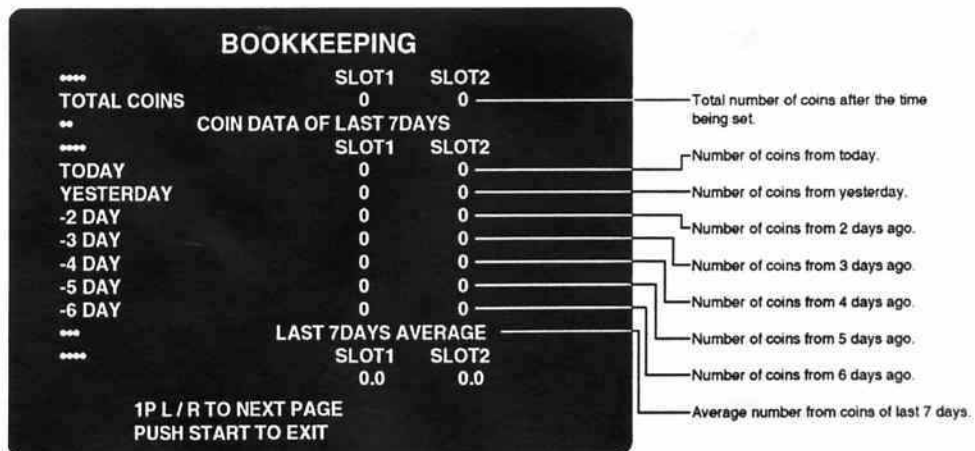
Move the controller up and down to select an item, and press the start button. To return to the main menu screen, select "EXIT" and press the start button.

```
                    BOOKKEEPING


    VIEW BOOKKEEPING INFORMATION ─────────────         Displays the coin data for each coin slot.

    CLEAR BOOKKEEPING INFORMATION ─────────            Clears the coin data.

                                                       Sets the system clock.
    ADJUST SYSTEM CLOCK ───────────────────
                                                       Displays the current date and time in the 24-hour
    EXIT                                               system. (GMT)
                                                       (February 9, 1998, Monday, 20 hours 00 minutes
                                                       00 seconds)


                    SYSTEM CLOCK
            1997 / 02 / 09 (MON)   20: 0: 0 ─────

        1PLYR JOYSTICK UP / DOWN = SELECT
        1PLYR START                = DO ITEM
```

•This screen is just an example.

■ Displaying the coin data

In this mode, the coin data is displayed. For each item, the coin data by coin slot appears on the screen. Move the controller left or right to select next page. Press the start button to exit to the menu screen above. Move the controller right and left to display the weekly average of the past 10-weeks.
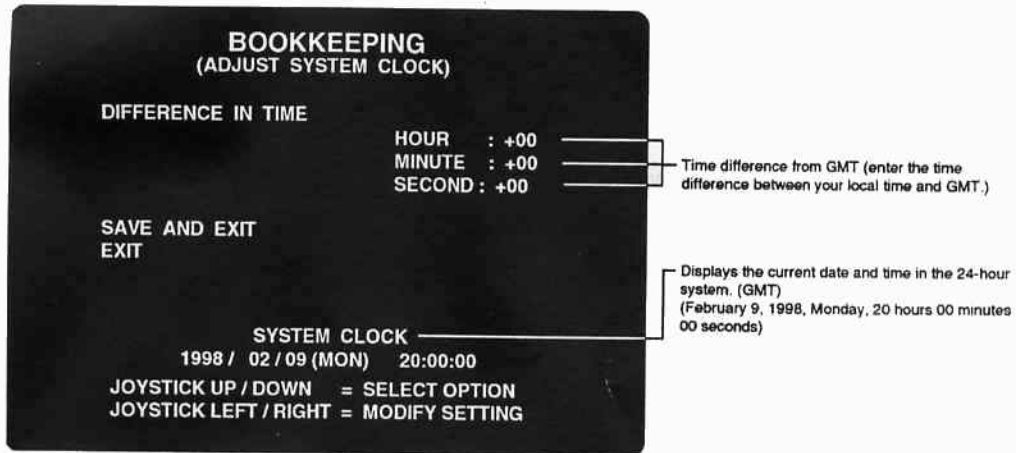
```
                    BOOKKEEPING
    ••••            SLOT1    SLOT2
    TOTAL COINS       0        0 ──────────        Total number of coins after the time
    ••          COIN DATA OF LAST 7DAYS            being set.
    ••••            SLOT1    SLOT2
    TODAY             0        0 ─────             Number of coins from today.
    YESTERDAY         0        0 ─────             Number of coins from yesterday.
    -2 DAY            0        0 ─────
    -3 DAY            0        0 ─────             Number of coins from 2 days ago.
    -4 DAY            0        0 ─────
    -5 DAY            0        0 ─────             Number of coins from 3 days ago.
    -6 DAY            0        0 ─────
    •••         LAST 7DAYS AVERAGE ──────          Number of coins from 4 days ago.
    ••••            SLOT1    SLOT2
                    0.0      0.0                   Number of coins from 5 days ago.

        1P L / R TO NEXT PAGE                      Number of coins from 6 days ago.
        PUSH START TO EXIT                         Average number from coins of last 7 days.
```

•This screen is just an example.

■ CLEAR BOOKKEEPING INFORMATION

This mode is used to clear the coin total data. To clear the data, the "YES/NO" prompt appears twice for double verification. The "BOOKKEEPING" screen comes back again.

■ ADJUST SYSTEM CLOCK

This mode is used to adjust the system clock. Set the time difference from Greenwich Mean Time (GMT). Make entries for HOUR, MINUTE and SECOND, and select "SAVE AND EXIT". The time is now set and the "BOOKKEEPING" screen comes back again.

```
                  BOOKKEEPING
               (ADJUST SYSTEM CLOCK)

       DIFFERENCE IN TIME
                           HOUR    : +00  ─────┐
                           MINUTE  : +00  ─────┤── Time difference from GMT (enter the time
                           SECOND : +00   ─────┘   difference between your local time and GMT.)

       SAVE AND EXIT
       EXIT
                                              ┌─ Displays the current date and time in the 24-hour
                                              │  system. (GMT)
                                              │  (February 9, 1998, Monday, 20 hours 00 minutes
                    SYSTEM CLOCK ─────────────┘  00 seconds)
           1998 / 02 / 09 (MON)   20:00:00
       JOYSTICK UP / DOWN   = SELECT OPTION
       JOYSTICK LEFT / RIGHT = MODIFY SETTING
```

•This screen is just an example.

┌─ **Time setting** ──

•If the system clock is not set (just after the kit has been installed or initialized, for example), the "ADJUST SYSTEM CLOCK" screen is automatically called up. Set the system clock on this screen, select "SAVE AND EXIT", and press the start button.

┌──┐
│ • If canceled after the system clock has been set, the coins put into the machine are not │
│   totaled nor displayed. │
└─── **MEMO** ┘

───

FLASH ROM INITIALIZED

■ Initializing the flash ROM

The data used for the game is transferred to the flash ROM. To transfer the data, the "YES/NO" prompt comes up twice double verification. 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.

4 How to Play

"FISHERMANS BAIT™" is a simulated bass fishing game. You can play alone on an existing or imaginary lake. Try to land the biggest fish and take first place in the tournament.
The controls correspond to the specific control panel.
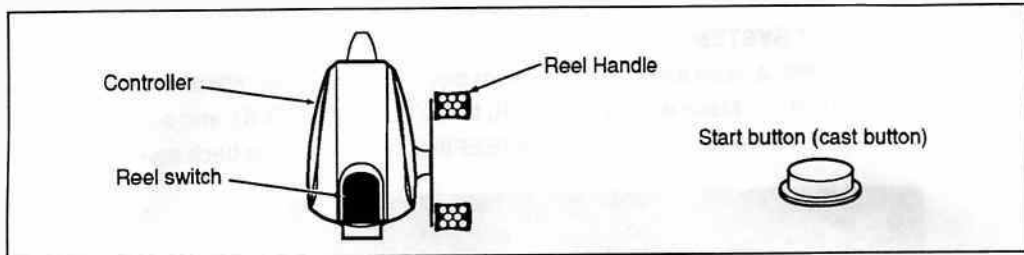
■How to play ━ ━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━

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

•BEGINNER
You fish for bass on an imaginary lake, dubbed "Lake Paradise". During the game, fishing tips are displayed to help beginners.

•TRAINING
Select one of the three Japanese lakes: Lake Kawaguchi, Kasumigaura and Lake Biwa. In this mode, few fishing tips are given. This mode is best suited to prepare yourself for the tournament mode because you can select the lakes. To select a lake, move the controller right or left and press the start button.

•TOURNAMENT
You go to all the three lakes, Lake Kawaguchi, Kasumigaura and Lake Biwa to fish in the tournament.

2 Select a spot on the lake. To do this, move the controller right or left and press the start button.
3 Select a lure to be used. Move the controller right or left to select a type of lure, and up and down to choose a color. Now press the start button.
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. Fishes other than bass give you less extra time. An exception: hooking an empty can or a boot provides you with a long extra time!
(The initial time and extra time per play can be preset on the "GAME OPTIONS" on page 16.)

■Continuing the game ━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━ ━━

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

■ Casting the line ━━━━━━━━━━━━━━━━━━━━

1 Move the controller right or left to decide a casting direction.

2 Press the cast button (start button) once, and the power gauge appears. At the desired casting force, press the cast button again. The line is cast according to the force on the power gauge.

3 Turn the reel handle or move the reel in all directions to catch a fish's attention. The movement of the lure is displayed in the lure window at the upper left of the screen. (When you have reeled the line in, go back to Step 1.)

4 When a fish takes strikes, the lure window turns red and the reel starts vibrating. Pull the reel quickly to set the hook.

5 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 handle to pull the fish nearer. If the pull is too strong or the tension gauge turns red, 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.)
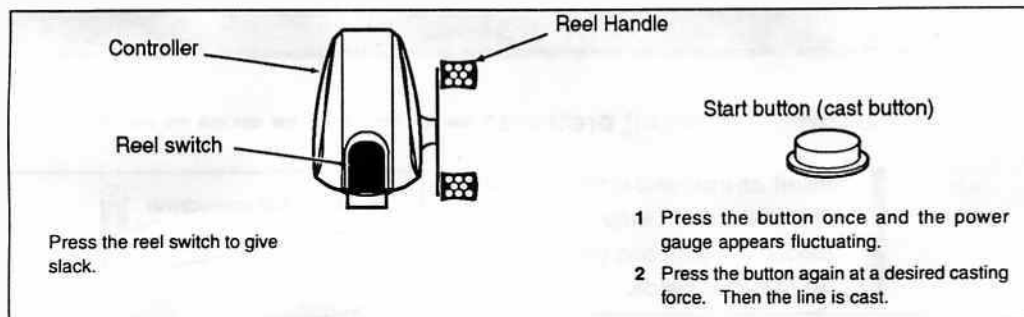
■ System menu ━━━━━━━━━━━━━━━━━━━━━

·When the reel switch is pressed before casting the line, the following menu appears on the screen. To select a new lure or spot, move the controller up or down and press the start button.

   ·LURE CHANGE .... You can change the lure to another type and color.

   ·MOVE SPOT .... You can move to another fishing spot.

■ Tournament ━━━━━━━━━━━━━━━━━━━━━

·The tournament consists of three rounds (on the three lakes). For each round, the player joins a preliminary game and a qualifying game. In other words, the player plays six games in total.

Preliminary games

The player tries to land a bass, which weighs more than specified minimum, within 10 minutes (independent of the one-play time limit that is preset on the "GAME OPTIONS" on page 16). When such a bass is caught, the player goes to the qualifying games. If not, the player is disqualified and the qualifying game on the lake is skipped.

Qualifying games

The player fishes for 10 minutes. The weight of the three biggest bass landed by the player are added up. The final standings are decided by the total weight of all the fish caught in the three qualifying games.

5 Maintenance and annex

5-1 Resetting the circuit protector

If a powersurge 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 ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━ ━

Insert an insulated screwdriver or the like in the hole atop the PCB unit (shown at right), and gently push the white button inside.
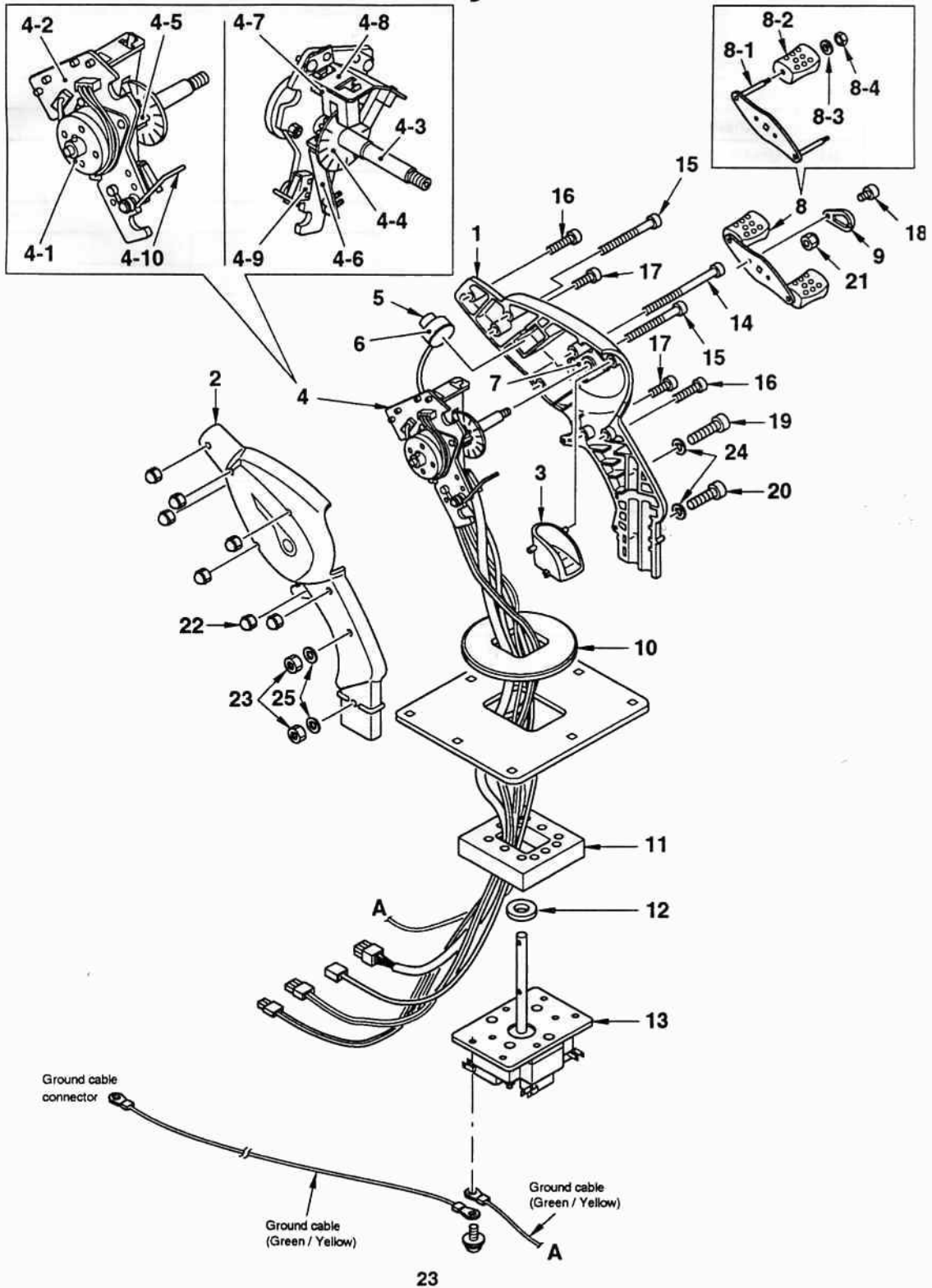
•Insert the insulated screwdriver from directly above.

━━━━━━━━━ **MEMO**
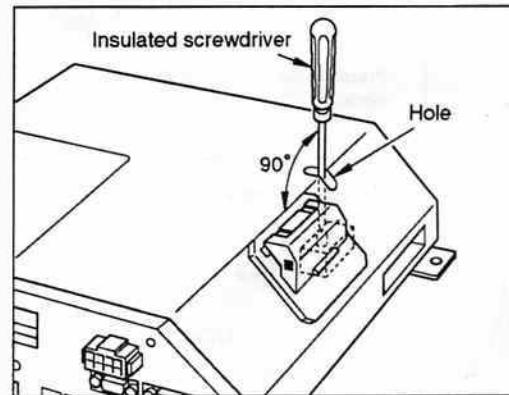
•With the circuit protector being activated, the reel vibrating motor does not work.
•Reset the circuit protector first and do the manual test on the "I/O CHECK" to see if the motor functions.

━━━━━━━━━━━━━━━━ **MEMO**

5-2 Controller unit layout

5-3 Parts List

1&2	Reel case (Right and Left)	765900	1	
	F. Bait main pcb	765004	1	
3	Reel switch	765814	1	
4	Mechanism unit	765801	1	
4-1	Brake	765802	1	
4-2	Brake bracket	765817	1	
4-3	Shaft	765803	1	
4-4	Cable wheel	765818	1	
4-5	Gear	765819	1	
4-6	Leaf spring	765808	1	
4-7	Photo sensor	765805	2	
4-8	Sensor bracket	765804	1	
4-9	Microswitch	765815	1	
4-10	Spring	765809	1	
5	Motor unit	765810	1	
6	Sponge sheet	765812	1	
7	Bearing unit	765820	1	
8	**HANDLE ASSY. KIT**	765816	1	Kit Includes 8-1 to 8-4
8-1	Lever set		2	Pin
			1	Lever
8-2	Grip		2	
8-3	Flat washer		2	
8-4	Nylon nut		2	
9	Handle cap	765821	1	
10	Blind plate	765822	1	
11	Stopper	765823	1	
13	Joystick	765813	1	
12	**HARDWARE KIT**	765811	1	Kit includes 14 to 25
14	Hexagon socket bolt		1	M3 x 50L
15	Hexagon socket bolt		2	M3 x 35L
16	Hexagon socket bolt		2	M3 x 15L
17	Hexagon socket bolt		2	M3 x 10L
18	Hexagon socket bolt		1	M3 x 5L
19	Hexagon socket bolt		1	M4 x 20L
20	Hexagon socket bolt		1	M4 x 18L
21	Nylon nut		1	M6
22	Cap nut		7	M3
23	U nut		2	M4
24	Flat washer		2	D7 x d4.3 x T0.5
25	Flat washer		2	d4.3

5-4 Memo

5-5 Wiring Diagram