

# SEA WOLF



**A VIDEO REDEMPTION/AMUSEMENT GAME**  
(Revision: 05-12-08)

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# SEA WOLF

## GAME DESCRIPTION

### REDEMPTION

*Sea Wolf* is an exciting single player, video-redemption submarine warfare game, in which the player attempts to sink as many “enemy” ships as possible in the time allowed, by firing a pre-determined number of torpedoes. Different point values are awarded depending on the type and size of the ship, as well as its position in the water. In addition to the normal game play, *Sea Wolf* is equipped with a dot-matrix display that can be used as a progressive bonus. The player can win bonus tickets if the “super fast” patrol ship is sunk.

### LINK SYSTEM

*Sea Wolf* is equipped with an optional “link system”, enabling the networking of multiple games. When operated with the link system, all games will contribute to the bonus display, thereby building the value much faster than in single game play. All bonus displays will carry the same value. When a player wins the bonus, the winning game will display the bonus win routine, and pay the bonus tickets. All other games in the link will notify the players that a bonus has been won, then continue with regular game play. After a bonus win, the bonus display on all games will reset to the minimum set value.

## OPTIONAL FEATURES

*Sea Wolf* is also equipped with an option allowing the game to be played without dispensing tickets. When the “hi-score” option is active, a “hi-score” screen will appear at the end of the game, allowing the player to enter initials next to the score. A list of the top scores will display during the attract mode. A “continue play” feature is also available.

## SETTINGS AND ACCOUNTING

Enter the main set up menu by pressing the **MENU** button, located inside the coin door. To advance through the each menu option, press the **LEFT FIRE** button, located on the “periscope” handle. To select an adjustment, press the **RIGHT FIRE** button. Once selected, press the **LEFT FIRE** button to change the setting. After desired change, press the **RIGHT FIRE** button, to lock-in the change. Repeat above steps to advance to next adjustment.

|                                |   |
|--------------------------------|---|
| Access Main Set up Menu:       | <b>MENU</b> <b>BUTTON</b> (inside coin door). |
| Advance through menu options:  | <b>LEFT FIRE</b> <b>BUTTON</b>                |
| Select option for adjustment:  | <b>RIGHT FIRE</b> <b>BUTTON</b>               |
| To adjust selected option:     | <b>LEFT FIRE</b> <b>BUTTON</b>                |
| To lock in adjustment:         | <b>RIGHT FIRE</b> <b>BUTTON</b>               |
| To advance to next adjustment: | <b>LEFT FIRE</b> <b>BUTTON</b>                |

*Alternatively, you can also use the **ATTENDANT** button to advance through menu options and increase option values, the **RESET** button to go back through options or decrease option values, and the **MENU** button to select an option or save the option value.*

# **MAIN MENU OPTIONS**

## **VOLUME**

Sets the volume level for the game. **Range from 0 to 100.**

## **PRICING**

Adjust coin options and free play.

## **TICKETS**

Adjust ticket pay out (including progressive bonus tickets).

## **AUDITS**

Records coins in, tickets out, bonus jackpot pay out, as well as other information.

## **GAME SETTINGS**

Adjust game time, number of torpedoes, and game difficulty.

## **BONUS SETTINGS**

Adjust bonus start and maximum value, increment rate.  
*Also control the "Link System" for the Progressive Bonus.*

## **DIAGNOSTICS**

For checking audio, video, switches, ticket dispenser, meters, and I/O board.

## **RESTORE FACTORY SETTINGS**

Will restore all options to factory default.

## **RESET CREDITS**

Will clear any credits accumulated on the game.

## **RESET TICKETS**

Will clear any tickets waiting to be paid.

## **EXIT WITHOUT SAVING**

Exit the main menu, ignoring all changes made.

## **EXIT AND SAVE**

Save any changes made to game settings.

# PRICING MENU

## FREE PLAY

Turn free play on or off.

**Default Value: OFF**

**(Options: ON / OFF)**

## CREDITS TO START

Numbers of credits needed to start game.

**Default Value: 1**

**(Options: 1-10)**

## COIN CHUTE 1 CREDITS

Numbers of credits given for coin deposited in coin mechanism 1.

**Default Value: 1 (Options: OFF, 1-10)**

## COIN CHUTE 2 CREDITS

Numbers of credits given for coin deposited in coin mechanism 2.

(also used for optional note acceptor).

**Default Value: 1 (Options: OFF, 1-10)**

## COIN CHUTE 3 (DBV) CREDITS

Numbers of credits given per dollar deposited in dollar bill validator.

**Default Value: 4 (Options: OFF, 1-10)**

## MAXIMUM CREDITS

Maximum number of credits allowed on game.

**Default Value: 99**

**(Options: 1-99)**

## TICKET POINT VALUE

This setting is used only if the game is using a ticket point value other than 1. For example, if you are using a 2-point ticket, set this value to 2. If a player wins 10 tickets, only 5 tickets will actually be paid through the ticket dispenser (5 tickets x 2 point value = 10 points paid).

**Default Value: 1(point)**

**(Options: 1-5)**

## TICKET MONETARY VALUE

Monetary value of each ticket.

**Default Value: 0.01**

**(Options: 0.01 – 2.00)**

## CREDIT VALUE

Monetary cost per (1) credit.

**Default Value: 0.25**

**(Options: 0.01 – 2.00)**

## INSERT COIN PROMPT

*Selected text will be displayed on video screen during attract mode.*

**Default Value: “INSERT COIN”**

**(Options: “INSERT COIN”, “SWIPE CARD”, “INSERT KEY”)**

# TICKET MENU

## TICKET DISPENSE

Controls the options of “*Ticket Redemption*” and “*Amusement Only*”. If set to “OFF”, Sea Wolf will play as an amusement only video game (no tickets), allowing the player to enter initials in a “Hi-Score” screen. The game will also display a “Continue Feature” to encourage the player to build the score, with the deposit of additional funds.

**Default Value: ON (Redemption)**  
**(Options: OFF = *Amusement Only*; ON = Redemption)**

## FLAT TICKET PAYOUT

If set to ON, each player will receive the same amount of tickets, regardless of points scored.

**Default Value: OFF**  
**(Options: OFF; 1 - 10)**

## POINTS PER TICKET

Number of points needed to win 1 ticket. (Ex: 60,000 points would pay 10 tickets.)

**Default Value: 6000**  
**(Options: 500-30000, in increments of 250)**

## MINIMUM (MERCY) TICKETS

Player will receive tickets regardless of points scored.

**Default Value: OFF**  
**(Options: OFF, 1-10)**

## MAXIMUM TICKETS

The value set will regulate the maximum number of tickets that will be paid through the dispenser for each game. Any value in excess of the set value, must be paid manually by the attendant. After payment is made, the attendant must press the “attendant pay” button, located inside the coin door to clear the display.

**Default Value: OFF**  
**(Options: OFF, 100-1000 in increments of 100)**

## DISPENSE DURING PLAY

If set to ON, tickets will be paid during game play.  
If set to OFF, all tickets will be paid at the end of the game.

**Default Value: ON**  
**(Options: ON/OFF)**

# AUDITS

(Sample Screen)

|                          | <u>CURRENT</u> | <u>LIFETIME</u> |
|--------------------------|----------------|-----------------|
| COIN CHUTE 1             | 23             | 159             |
| COIN CHUTE 2             | 14             | 84              |
| COIN CHUTE 3 (DBV)       | 12             | 12              |
| TOTAL COINS              | 49             | 255             |
| FREE PLAY STARTS         | 0              | 0               |
| GAMES PLAYED             | 18             | 120             |
| TICKETS DISPENSED        | 400            | 3210            |
| TICKETS ATTENDANT PAID   | 0              | 0               |
| TICKETS WON (INC. BONUS) | 400            | 3210            |
| AVERAGE TICKETS          | 22             | 27              |
| TICKET PAY OUT VALUE     | 44%            | 54%             |
| AVERAGE SCORE            | 32745          | 28683           |
| BONUSES WON              | 2              | 7               |
| BONUS TICKETS            | 310            | 840             |
| BONUS AVERAGE PAY OUT    | 155            | 120             |
| TIME ON                  | 0Y 0D 03:04:45 | 0Y 0D 18:07:34  |
| PLAY TIME                | 0Y 0D 00:26:10 | 0Y 0D 02:11:50  |

This (sample) screen above shows the audit information that is available to the operator.

**PRESS THE RESET BUTTON TO CLEAR CURRENT AUDITS.**

**PRESS THE MENU BUTTON TO EXIT THIS SCREEN.**

# GAME SETTINGS

## GAME TIME

Length of time for game play (seconds).

**Default Value: 30 seconds**  
**(Options: 30-120 seconds)**

## MAX. TORPEDOES

The maximum number of torpedoes allowed per game play.

**Default Value: 20**  
**(Options: 5-50)**

## DIFFICULTY

Sets the difficulty level of the game.

**Default Value: Easy**  
**(Options: Easy, Med./Easy, Med., Med./Hard, Hard)**

## ATTRACT SOUND

Controls sound in the attract (idle) mode.

**Default Value: ON**  
**(Options: ON, LOW VOLUME, OFF)**

## BONUS SHIP VALUE

*(Active in "Amusement Only" and when "Allow Bonus" is set to OFF.)*

Sets the point value of the bonus ship.

**Default Value: 50000**  
**(Options: 10,000-100,000; increments of 5000)**

## ALLOW CONTINUES

Sets the number of times the "Continues Feature" will be offered to the player.

**Default Value: 3**  
**(Options: OFF, 1-3)**

## CONTINUE TIMER

Controls how much time the player has to decide to continue play.

**Default Value: 10 seconds**  
**(Options: 10-30 seconds)**

## ALLOW HIGH SCORES

Controls whether or not player can enter initials into high score table if high score is reached.

**Default Value: ON**  
**(Options: ON, OFF)**

## RESET HIGH SCORES

Will reset the high scores to the default (saved) list.



## BONUS SETTINGS

### ALLOW BONUS

If set to “ON”, sign will display a point value (see settings below).

If set to “Off”, display will read “FIRE”, and the “Bonus Ship” will pay a flat ticket value as set in “Bonus Ship Value”, explained above.

**Default Value: ON**  
**(Options: ON / OFF)**

### BONUS SHIP FREQUENCY

Sets the number of times the Bonus ship will appear per game. **100% = 1X per game.**  
If set to less than 100%, Bonus Ship will appear randomly, less than once per game play.

**Default Value: 100%**  
**(Options: 5-100%)**

### SWEET SPOT

Sets the size of the torpedo “hit area” of the Bonus ship.

1 = smallest; 2 = medium; 3 = largest

**Default Value: 2**  
**(Options: 1-3)**

### BONUS RESET VALUE

The beginning/reset value of the progressive bonus display.

**Default Value: 100**  
**(Options: 10-999, increments of 10)**

### BONUS MAXIMUM

Once set value is reached, display will remain constant (non-progressive).

**Default Value: 999**  
**(Options: 10-999, increments of 10)**

### BONUS INCREMENT

Amount of points the display will increase for every game played.

*Works in conjunction with adjustment below.*

**Default Value: 1**  
**(Options: 0-10)**

### BONUS PLAYS PER INC

Number of plays needed to advance the bonus display.

*Works in conjunction with above setting.*

**Default Value: 1**  
**(Options: 1-10)**

### BONUS ATTENDANT PAY

When active, this feature requires all bonus tickets to be paid manually by the attendant. Press the “attendant pay” button, located inside the coin door to reset game. All tickets paid will be entered on the mechanical meter inside the game.

**Default Value: OFF**  
**(Options: ON / OFF)**

## LINKED UNIT NUMBER

**Default Value: OFF**  
**(Options: OFF, MASTER, 2-10)**

This feature allows the linking of multiple Sea Wolf games in your location, to create even more excitement by rapidly building the Progressive Bonus value. You may link two (2) games directly with a crossover cable, or *link up to 10 games* using Ethernet cabling and a network switch.

### Networking Sea Wolf is simple. Just follow the steps below:

1. Designate one of the games as the “Master” by selecting “Link Unit Number”, and cycling through the selections until you see “Master”. **Select “Master”.**
2. Set all Game Settings, Pricing, Ticket Values, etc. on the “Master” game only. It is not necessary to set the other “slave” games in the link.
3. Set link numbers only (2, 3, 4, 5,...) on all remaining games. *Note: Each game in the link must have a unique number. Do not duplicate link numbers. Also, there can be only one “Master”.*
4. After making all link selections, cycle power on all games. *Note: Always wait approximately 5 seconds between power down and power up.*
5. Once all games have fully powered up and made ready for play, the “Master” will send all game settings to the “slave” games, so all games in the link are set the same. The “Master” will also disable certain settings in the Main Menu of all “slaves” to avoid any conflicts.
6. All games are now ready for linked progressive play.

## RESET BONUS

Selecting this will set the bonus amount to the set bonus reset value.

## DIAGNOSTICS

### SWITCHES

Use this option to test the fire buttons, reset switches, and coin switches.

### VIDEO

Use these screens to adjust monitor color and position if necessary.

### AUDIO

Use these options to test speaker setup.

### TICKETS

Left FIRE button will dispense ticket. Right FIRE button will increment meter.

### I/O BOARD

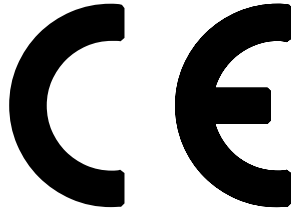
This screen shows the I/O board firmware revision number, and any communication errors. Press the right FIRE button to test the coin mechanism lamps and lockouts. Press the left FIRE button to test the fire button LED's.

### LINK SYSTEM

The LINK SYSTEM diagnostics screen will show the linked unit number of each game in the link. If any of the game numbers have ‘ABNORMAL LINK’ next to them, check to make sure that you are not using a duplicate link number for any of the games. Also check that the number of games that say ‘LINKED’ correspond to the number of games you actually have linked. You can use the LEFT FIRE button to increment the Bonus and verify that all of the games’ Bonus signs are incrementing together. Press the RIGHT FIRE button to simulate a Bonus win, and the other games should show a message on the screen saying the Bonus has been won and their Bonus signs should reset to the reset value.

### MOTHERBOARD

This screen shows the chipset versions for audio and LAN.



## DECLARATION OF CONFORMITY

### **SEA WOLF**

The undersigned hereby declares, on behalf of Coastal Amusements, Inc. of Lakewood, New Jersey (USA) 08701, that the above referenced product, to which this declaration relates, is in conformity with the provisions of:

- Council Directive 98/37/EC (June 22, 1998) on the Approximation of the Laws of the Member States Relating to Machinery;
- Council Directive 2004/108/EC (December 15, 2004) on Electromagnetic Compatibility;
- Council Directive 2006/95/EC (December 12, 2006) on Low Voltage Equipment Safety;
- Council Directive 2000/14/EEC amended by Directive 2005/88/EC (June 17, 2006) about noise limits and labeling requirements machines intended for use outdoors.

The Technical Construction File required by this Directive is maintained at the corporate headquarters of Coastal Amusements, Inc. 1935 Swarthmore Ave., Lakewood, New Jersey (USA) 08701.

The authorized representative located within the Company is:

Sal Mirando  
Coastal Amusements, Inc.  
Executive Vice President

## **RoHS CERTIFICATION**

Coastal Amusements, Inc. certifies that no components used in the manufacture or assembly of the above captioned product contains any material restricted by “Directive 2002/95/EC of the European Parliament and of the Council of January 27, 2003 on the Restriction of the use of Certain Hazardous Substances in Electrical and Electronic Equipment” (RoHS Directives).

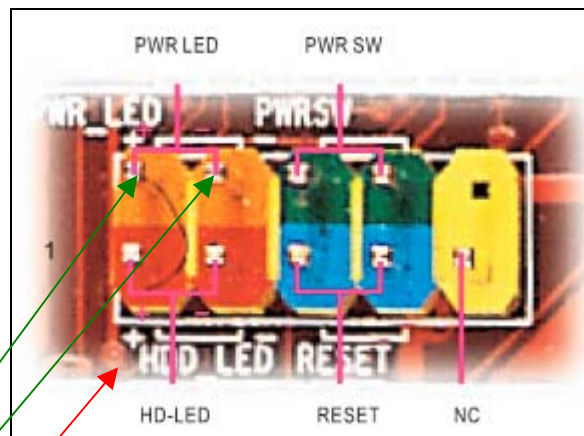
Coastal Amusements, Inc. further certifies that all components used in the manufacture and assembly of the above captioned product either conform to or are exempt under “Directive 2002/95/EC of the European Parliament and of the Council of January 27, 2003 on the Restriction of the use of Certain Hazardous Substances in Electrical and Electronic Equipment” (RoHS Directives).

## SEA WOLF MAIN BOARD POWER ON PROCEDURES

Occasionally during shipment or other movement of the game, power to the motherboard may be interrupted, causing the "Bios" to become corrupted. Re-starting the motherboard is a simple task, as outlined below.

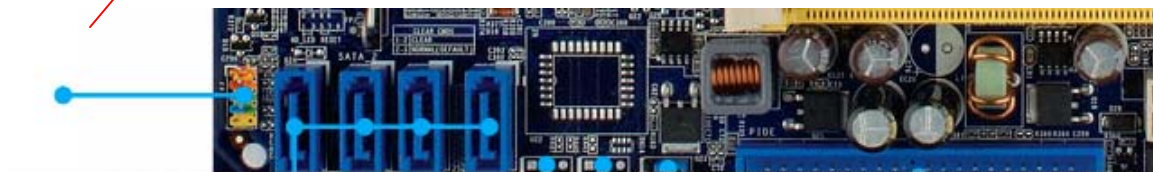
***This procedure is required only when power to the motherboard has been interrupted, or the power supply is inoperative. Before you perform this procedure check to be sure that there is voltage to the power supply.***

***Symptom: Monitor displays "NO CABLE" and CPU fan and Power supply fan not operating.***



**ENLARGEMENT OF AREA**

The picture above shows the pin configuration, located in the left corner on the main board. **Short the 2 green pins labeled "PWR SW" for 2 seconds and the board will re-boot and operate correctly.**



**MOTHERBOARD**

<http://www.coastalamusements.com/> and our Technical support line is open Monday through Friday 7:00 AM to 4:30 PM Eastern Standard Time (732)-905-6662