



**A VIDEO REDEMPTION/AMUSEMENT GAME**  
(Revision: 12-09-08)



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# **SEA WOLF: THE NEXT MISSION**

## **GAME DESCRIPTION**

### **REDEMPTION**

*Sea Wolf – The Next Mission* an exciting single player, interactive, multi-level, 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. Six missions are offered, plus a Bonus Mission for the successful completion of all six missions. Each mission has a different background and special effects to challenge the players’ abilities. The player must sink the enemy ships before the enemy ships sink the *Sea Wolf*. Battleships and destroyers fire guns, airplanes drop torpedoes, and minelaying ships drop mines in the water to block your torpedoes. All in an effort to sink the *Sea Wolf*. In ticket format, *Sea Wolf – The Next Mission* is equipped with a progressive bonus system. 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 – The Next Mission* can be played with or without tickets, and is equipped with a Hi-Score screen for added excitement and player appeal. Whether as a ticket redemption or amusement only game, *Sea Wolf – The Next Mission* is suitable for all locations.

## **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 BUTTON</b> (inside coin door).
Advance through menu options:	<b>LEFT FIRE BUTTON</b>
Select option for adjustment:	<b>RIGHT FIRE BUTTON</b>
To adjust selected option:	<b>LEFT FIRE BUTTON</b>
To lock in adjustment:	<b>RIGHT FIRE BUTTON</b>
To advance to next adjustment:	<b>LEFT FIRE 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).  
*Turn tickets to “Off” for amusement only play.*

### **AUDITS**

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

### **BASIC SETTINGS**

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

### **ADVANCED SETTINGS**

Adjust bonus awards, bonus mission settings, and other details.

### **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 TICKETS**

Will clear any tickets waiting to be paid.

### **UPDATE**

Allows you to easily update the software with a USB flash drive.

### **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)

	<b><u>CURRENT</u></b>	<b><u>LIFETIME</u></b>
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.**

## BASIC SETTINGS

### GAME MODE

**Mission Advance:** Players play through all six missions in sequential order.

**Select One Mission:** A menu is displayed so player can choose one mission to play.

**Default Value: Mission Advance**

### GAME TIME

Length of time for game play (seconds).

**Default Value: 75 seconds**

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

### MAX. TORPEDOES

The maximum number of torpedoes allowed per game play.

**Default Value: 45**

**(Options: 1-99, OFF = Unlimited torpedoes)**

### ATTRACT SOUND

Controls sound in the attract (idle) mode.

**Default Value: ON**

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

### ALLOW CONTINUES

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

**Default Value: ON**

**(Options: ON (unlimited), 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)**

### DIFFICULTY

Sets the difficulty level of the game. Controls speed of ships and intensity of enemy fire.

**Default Value: Med./Easy**

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



## ADVANCED SETTINGS

### TORPEDO RELOAD TIME

Number of seconds before a torpedo can be launched again from the same lane.

**Default Value: 0.000 seconds**  
**(Options: 0.000-4.000 seconds)**

### BONUS SHIP VALUE

*(Active 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)**

### MISSION ADVANCE SCORE

Points needed to advance to next mission.

**Default Value: 150000**  
**(Options: 25000-250000)**

### EXTRA TIME AWARDED

Bonus time given for completing a mission.

**Default Value: 10 seconds**  
**(Options: 5-30 seconds)**

### EXTRA TORPEDOES AWARDED

Bonus torpedoes given for completing a mission.

**Default Value: 5**  
**(Options: 1-20)**

### HITS TO SINK SEA WOLF

Number of hits needed to sink Sea Wolf

**Default Value: 8**  
**(Options: 1-10)**

### HOSP. SHIP TIME PENALTY

Number of seconds lost when the hospital ship is hit.

**Default Value: 5 seconds**  
**(Options: 1-10 seconds, OFF = No penalty)**

### HITS TO SINK ENEMY SUB

Number of hits needed to sink enemy sub in bonus mission.

**Default Value: 10**  
**(Options: 2-10)**

### BONUS MISSION TIME

Game time player is given to sink enemy sub in bonus mission.

**Default Value: 30**  
**(Options: 20-60 seconds)**

### BONUS MISSION TORPEDOES

Number of torpedoes given to player to sink enemy sub in bonus mission.

**Default Value: 20**  
**(Options: 5-45)**

## ADVANCED SETTINGS (CONTINUED)

### **BONUS MISSION POINTS**

Number of points awarded for sinking the sub in the bonus mission.

**Default Value: 100000**

**(Options: 25000-300000)**

### **MISSION ORDER RANDOM**

*(Active when "GAME MODE" is set to MISSION ADVANCE.)*

If set to "On", missions will appear in random order. If set to "Off", mission will appear in sequence.

**Default Value: OFF**

**(Options: OFF, ON)**

## 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**

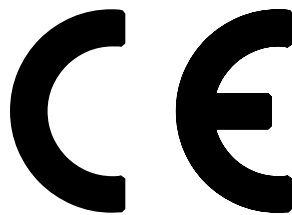
This screen shows the I/O board firmware revision number, and any communication errors. Press the right FIRE button to test the coin mechanism lamps and lockouts. Press the left FIRE button to test the fire button LED's.

### **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).