

WONDER WHEEL

Operating Instructions

*C.P.U. Version ww1-04
Sound version ww5a
Manual Revision • 4/10/2000*

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INTRODUCTION

Wonder Wheel features complete operator programmability. That includes things that are dramatic such as changing the ticket values of the wheel, to more subtle changes such as changing the number of misses to increment the ticket multiplier, changing the multiplier limits, bonus ticket amounts, etc. Should you require special scoring features or wish to explore the full potential of *Wonder Wheel*, please give us a call.

We feel that the default switch settings will offer the best results. These settings are based on a ticket value of one cent each at 25 cents per game play. They should yield a return to customers of between 30 and 40 percent. Payouts should be monitored closely in the beginning to establish optimum results.

GAMEPLAY

To win tickets, customers must time the insertion of their coins or tokens so they ride on the belt and are thrown through one of the score slots in the target wheel. Consecutive misses can increase the ticket multiplier and multiply the next winning ticket amount. In addition, *Wonder Wheel* has a jackpot feature that awards jackpot tickets for scoring up to five consecutive bonuses.

The ticket amount display on *Wonder Wheel* adds tickets as they are won and subtracts them as they are dispensed. Should tickets run out, the display will show the remaining amount due the player and add tickets as play continues. When the ticket supply is replenished, the dispenser will automatically resume dispensing until the players' remaining tickets are dispensed.

DIPSWITCH SETTINGS

Wonder Wheel has three banks of dipswitches labeled DS1, DS2, and DS3 that are used to program the game. Each bank of switches has 10 positions (Pos. #1-#10). The switches are located on Wonder Wheel's main controller board located behind the display panel in the back of the game.

X = closed or on position O = open or off position *** = default setting

B = BONUS SLOT (USE BONUS TICKET PATTERN)

GENERAL TICKET TABLE

DS1	Pos #1	Pos #2	Pos #3	TICKET VALUE TABLE	yel (2.5")	red (5.5")	blue (4")	green (4")	blue (4.75")	red (5.5")	yel (2.5")	red (5.5")	green (4.75")	blue (4")	red (5.5")
	O	O	O	A	B	8	15	20	10	5	B	8	10	15	5
	X	O	O	B	B	5	10	15	8	3	B	5	8	10	3
	O	X	O	C	B	8	15	20	10	5	B	8	10	15	5
	X	X	O	D	B	5	10	15	8	3	B	5	8	10	3
***	O	O	X	E	B	8	12	15	10	5	B	8	10	12	5
	X	O	X	F	B	4	8	10	5	2	B	4	5	8	2
	O	X	X	G	B	3	8	10	5	2	B	3	5	8	2
	X	X	X	H	B	3	8	10	5	2	B	3	5	8	2

(MEASUREMENTS TAKEN FROM OUTSIDE OF FACE PLATES (vertical))

BONUS TICKET TABLE

DS1	Pos #4	Pos #5	Pos #6	BONUS VALUE TABLE	1st	2nd	3rd	4th	5th
	O	O	O	A	30	50	150	300	500
	X	O	O	B	20	40	80	160	320
	O	X	O	C	100	200	300	400	500
	X	X	O	D	30	60	120	240	480
***	O	O	X	E	50	100	200	400	800
	X	O	X	F	75	150	300	600	1200
	O	X	X	G	25	50	75	100	250
	X	X	X	H	30	60	90	120	700

(The "1st" is the wheel sticker number, "2nd, 3rd, 4th, 5th" are the values of consecutive "hits " on the same bonus hole.)

BONUS COUNTDOWN TIME

DS1	Pos #7	Pos #8	BONUS TIME
	O	O	7 SECONDS
	X	O	8 SECONDS
	O	X	9 SECONDS
***	X	X	10 SECONDS

RESERVED SETTINGS (all off)

DS1	Pos #9	Pos #10	NOT USED
***	O	O	LEAVE OFF

CONSECUTIVE MISSES TO INC. MULTIPLIER

DS2	POS #1	POS #2	
***	O	O	1 MISSES IN A ROW
	X	O	2 MISSES IN A ROW
	O	X	3 MISSES IN A ROW
	X	X	4 MISSES IN A ROW

WHEEL MOTOR SPEED

DS2	POS #3	POS #4	WHEEL MOTOR SPEED
***	O	O	8 RPM
	X	O	10 RPM
	O	X	12 RPM
	X	X	15 RPM

MAXIMUM MULTIPLIER VALUE

DS2	POS #5	POS #6	MAXIMUM TICKET MULTIPLIER
***	O	O	3
	X	O	5
	O	X	7
	X	X	9

ATTRACT MODE

DS2	POS #7	ATTRACT MODE
***	O	NO ATTRACT MODE SOUNDS
	X	ATTRACT MODE MUSIC EVERY 3 MIN.

RESERVED SETTINGS (all off)

DS2	Pos #8	NOT USED
***	O	LEAVE OFF

RESERVED SETTINGS (all off)

DS3	Pos #1	Pos #2	Pos #3	Pos #4	Pos #5	Pos #6	Pos #7	Pos #8	Pos #9	Pos #10
***	O	O	O	O	O	O	O	O	O	O

TICKET DISPENSER

Wonder Wheel is equipped with a Deltronic Labs DL-1275 ticket dispenser. *Wonder Wheel's* game board turns on the dispenser, which continues to dispense until the correct number of signals are received from the optical detector, which then causes the game board to shut off power to the ticket dispenser motor.

Should the machine run out of tickets the motor will shut down immediately. Running out of tickets will not inhibit the further operation of the game. The customer may continue to play the game. The "Ticket Amount" display will continue to accumulate tickets until the ticket magazine is reloaded. When the ticket supply is replenished, dispensing will resume until the "Ticket Amount" display returns to zero. The "Ticket Amount" display will show the exact amount (plus one) of tickets owed to the customer. The plus one is the last ticket that was dispensed to the customer. The game board did not read that ticket since there wasn't any notch to detect.

LOADING TICKETS

Grasp the front plywood panel directly below the dispenser and slide out the dispenser unit. Flip the dispenser mechanism forward and fill the magazine with tickets, then flip the dispenser back to its original upright position. The magazine will hold 3 packs of 2,000 tickets plus approximately 1,000 additional tickets. Do not overload the magazine. To load the dispenser, simply move the flat ticket guide spring outward (to the left) and insert the tickets as far as they will go. Release the spring and momentarily depress the ticket advance switch located in the center of the printed circuit board until the ticket is flush with the dispenser faceplate. Slide the dispenser unit back as far as it will go, close and lock the front door. The dispenser is now loaded and ready for operation. Closing of the front door will cause the dispenser to resume issuing tickets if an amount is showing on the "Ticket Amount" display.

CHANGING TICKET WHEEL VALUES

You will need the "Wonder Wheel Scoring Pack" that is sold as an upgrade through the factory to change the numbers on the wheel. All of the payout tables and dipswitch settings needed to change the values are located on page 6.

- 1. Turn off game.**
2. Open the coin unit service door, remove the coin mech. by first unplugging its wires then lifting straight up and out of the game.
3. Rotate the two "holding tabs" to remove the aluminum glass retainer molding and slide the top glass out to gain access to the wheel.
4. Select a new ticket wheel table (page 6) and determine which numbers are to be replaced and remove them by lifting up on the corner of each label with your finger and peeling it off the wheel.
5. Use denatured alcohol or similar solvent to clean any adhesive residue remaining on the wheel.
6. Select the desired numbers from the sheet of numbers supplied.
7. Peel the backing from the number and with a pair of tweezers position the number above the surface of the wheel and center it under the respective slot. Gently touch the top of the number to the wheel surface, withdraw the tweezers, and check for proper alignment prior to pressing the entire surface of the number to the wheel. If you are not satisfied with the alignment, lift the number with tweezers and start the centering process over.
8. When all of the new numbers have been applied, replace the glass, aluminum glass retainer and the coin mech. making sure to plug the coin mech wires back in.
9. Change the dipswitch settings on the game controller board to correspond with the new wheel values (page 6). Power up the game and let it run for a few minutes. Wheel Play the game to make certain that the wheel values are correct.
10. Remove the "How to play" instruction card from under its protective cover and insert a new card with the correct values.

After changing payouts, the game should be monitored closely to establish optimal results.

BELT MAINTINANCE

BELT INSPECTION

The Wonder Wheel belt drive system requires very little or no maintenance. However the belt drive assembly should be checked regularly to ensure that there are no malfunctions such as excessive wear or slipping. If you should have any malfunctions, you should immediaty attend to the problem so that further damage is not caused.

BELT CLEANING

Due to time and many plays the belt may need to be cleaned, which can be done very easily.

1. **Turn off game**
2. Open the coin unit service door, remove the coin mech. by first unplugging its wires then lifting straight up and out of the game.
3. Rotate the two "holding tabs" to remove the aluminum glass retainer molding and slide the top glass out to gain access to the belt drive assy.
4. Use a **damp** cloth or sponge to clean the belt.
 - **Note: do not use denatured alcohol, lacquer thinner or similar solvent to clean any of the belt surfaces due to damage they may cause.**
5. When the finished cleaning the belt, replace the glass, aluminum glass retainer and the coin mech. making sure to plug the coin mech. wires back in.
6. Allow belt to dry prior to restarting game.

WARRANTY INFORMATION

Seidel Games Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of six months from the date of manufacture.

Seidel Games Inc. will without charge other than shipping, repair or replace the defective product or component parts upon a phone call to the Factory Service Department. Serial number and manufacture date identification will be requested over the phone for replacement purposes and in most cases a warranty replacement part will be shipped the same day. You will also be issued an RMA number for the return of the defective part(s), which can be shipped back to Seidel Games Inc. in a reasonable time period.

This warranty does not apply in the event of any misuse or abuse of the product, or as a result of any unauthorized repairs or alterations. This warranty does not apply if the serial number is altered, defaced or removed from its original position.

REPAIR OF OUT-OF-WARRANTY UNITS

Should your game need servicing, determine the serial number and the manufacture date from the game, and call 505-821-6878. An estimate of repair or replacement charges will be quoted to you for approval. You may then request immediate shipping of replacement parts, or you may opt to send the defective part in to be repaired. If you choose to send the damaged part in you will be charged for: labor (billed in half hour increments), the parts required for repair, and the return cost of shipping. Should you choose the latter, include the following:

- a. Name, address and phone number including area code.
- b. Game serial, manufacture date, and software version.
- c. A purchase order number, work order number or signed authorization to perform service.
- d. Description of problem relating to the damaged part.
- e. What method of return shipping you would prefer.

Most returned parts are repaired and shipped back the same day received, using the same mode of transportation under which they were received unless something else is specified. Repairs are warranted for parts and labor for a period of thirty days from the date sent back into service.

For faster service, record your game information here.

CPU version # _____
 MGC Serial # MGC _____
 Serial number & Date Mfg. _____

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