

Authentic

Skill Stop Machine

Machine Set Up and Instruction Manual

A
Trademark  Poker™
Product

Limited Lifetime Warranty

Pachislo machines come standard with a Limited Lifetime WARRANTY! This warranty is against manufacturer defects and workmanship only. The warranty also covers any piece of the machine that is mechanical or electrical. The warranty does not cover bulbs or fuses. Some normal wear might be evident on certain machines due to previous use.

This warranty is non-transferable and applies to the original purchase only.

All machines are tested prior to leaving our warehouse. If the shipment (package) is damaged upon arrival, PLEASE DO NOT ACCEPT. It is very important for you to inspect the item carefully before you sign the delivery papers. Most trucking companies will not honor any insurance claim after you have signed their delivery papers.

UPS Ground drivers may leave package at the destination unattended without a signature from the recipient. UPS Ground and Trademark Poker will not take responsibility for packages stolen after delivery with or without signature. If possible, track package and make sure to accept your package in person for a secure delivery.

The above warranty does not apply:

- To damages or problems which result from delivery shipping or improper handling.
- To damages or problems which result from misuse, abuse, accident, neglect, vandalism, act of god, modification, alteration, incorrect electrical current or voltage.

Therefore, these costs are paid by the customer.

Warranty Repair Procedure

If you purchased your machine from a retail or wholesale club outlet, please call our office at 1-800-218-0104 for warranty and return information. If you are local, just email or call us to set up a time to bring the machine back to our office for repair. If you are located out of town, describe the problem you are having and a replacement part and repair instruction (with picture or video file) it will be sent to you. If your machine cannot be repaired, it will be replaced.

In the first 30 days of your warranty: we will send UPS Call Tag to you for shipping, we will send UPS Ground to pick up your machine for warranty service at no cost to you. In order to qualify for free shipping you must keep the original packaging (box and packing materials), proof of purchase (sales receipt) and serial number of machine.

For warranty service outside of the first 30 days, all shipping charges will be the responsibility of the buyer. If you do not keep the original pack-aging materials ALL re-packaging costs will be the buyer's responsibility. (We only accept return shipment with our original packing materials that cost of \$50.00)

Return Policy

If within 14 days you are not satisfied with any purchase machine you can return for any reason. You will receive your money back, less the cost of shipping. No returns will be accepted after 14 days. You must ship your return within 14 days after the date you received your items.

If you refuse the delivery for any reason besides visible damage to outer box, you will need to pay the return fee back to our warehouse in addition to a 15% restocking fee.

SKILL-PLAY MACHINE USER MANUAL

DISCLAIMER

Skill Stop machines are intended for personal recreational use only. They are not intended, nor are they to be used for gambling purposes. They may not be available in all states. Any applicable local laws should be reviewed before purchasing. Trademark Poker is not responsible for any illegal use of these products. Shipments returned for legal reasons will be subject to restocking charges.

SAFETY CONCERNS

As with any electrical product, do not operate this machine in close proximity to drapes, wooden blinds, dried plants, or any other easily flammable material. Do not operate this machine on or near standing or flowing water. Do not attempt to operate this machine if it is damaged.

Thoroughly inspect your machine to insure all electrical components are properly connected, before plugging unit into wall outlet. If you suspect damaged electrical components, do not plug the machine into a wall socket.

It is strongly recommended that you use a surge protector/power strip to protect your machine. Use the switch on the power strip to turn machine off when not in use. Any credits/bonus game will be retained in memory even when powered off.

To reduce the risk of burns, fire, electric shock or injury a machine should never be left unattended when plugged in. Unplug from outlet when not in use, and before putting on or taking off parts.

Close supervision is necessary when this machine is used by children or disabled persons. Do not operate the machine with the air openings blocked. Do not seal or cover the openings on the back and sides of the machine. Overheating can occur and cause fire, electric shock or injury to persons.

Never operate this machine if it has a damaged cord or plug, if it is not working properly, if it has been dropped or damaged or if it has been dropped into water. Always keep the power cord away from heated surfaces. Never drop or insert anything into an opening. Always unplug machine before attempting any service.

To disconnect, turn all controls to the OFF position, then remove plug from outlet. This unit is designed to operate on standard 120 Volt 60 Hz house current only.

GETTING STARTED

STEP 1 OPENING THE MAIN DOOR

Unlock and open the front door with the door key provided. You will find the key either taped to the bottom of the coin tray or in an envelope attached to the rear of the machine.

Turn the key clockwise (**to the right**). The locks of some machines might be a little stiff the first time, be careful not to break off the key in the lock by forcing it.

On most machines, turning the key to the left clears error codes, but does not open the door.

STEP 2 REMOVE INTERIOR PACKING MATERIAL

Move any bubble wrap or tape from interior components. Then check that all electronic wiring harnesses, plugs and fuses are firmly connected.

STEP 3 REMOVE POWER CORD

In most machines, you will find the power cord connected to the transformer inside the machine.* Pass the plug through one of the holes in the back of the machine and plug it into a 120 VAC outlet (standard U.S. outlet). Machines are designed for indoor use only.

*Note: Some machines have detachable power cords that plug into a jack on the back of the unit and then into a power outlet.

STEP 4 REMOVING AND LOADING PAYOUT HOPPER

Locate the payout hopper and remove it partially out from the machine (see Figures 2 & 3 on page 11). Be careful not to disconnect the wire harness connected to it. Also, some machines have a mechanism located at the base of the hopper to help hold it in place. You may have to press down on it to release a hopper, then slide hopper out on its track.

Insert tokens into the top of the hopper, as this will load the hopper for payoffs. Load at least half of the tokens you have on hand into the hopper. A typical hopper can hold up to 1,000 tokens or more.

After loading the hopper, return it to its original position making sure that it is seated within its tracks.

GETTING STARTED, continued

STEP 5 TURNING MACHINE ON

Turn the machine power switch, which is normally located inside of machine on lower left side, to the "on" position. (see Figure 4 at the back of this book) The machine will go through a series of test procedures. When the "Insert Medal" light flashes, the machine is ready for play. If this doesn't happen, see "Reset Procedure."

On most machines, there will be two slider type switches on the power supply that are labeled with Japanese writing. These were used to notify Japanese casino workers and have been disabled. They should not effect the operation of your machine. In some cases, there is also a hopper eject button that will begin to eject coins from the hopper.

STEP 6 SETTING CREDIT/COLLECT MODE

If the CREDIT display is lit (0), the machine is in the CREDIT mode. All subsequent winning will be added to the credit meter. If the CREDIT display is not lit, the machine is in the automatic payout mode. All subsequent winnings will be automatically dispensed in tokens by the hopper. To change between modes, press the CREDIT-COLLECT button while the machine is idle. You cannot change modes while the machine is in play or when tokens have already been inserted.

Some machines will only operate in "Credit" mode. This is in the programming of the machine and cannot be changed. On many machines the "Credit" or "Cancel" button must be held down for 5 to 10 seconds to dispense coins into tray.

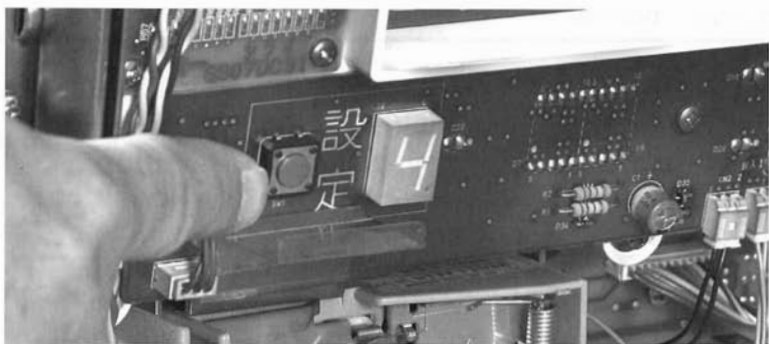


Figure 1: Odds Setting

GETTING STARTED, continued

RESET PROCEDURE/CHANGING GAME PAY OUT ODDS

If your machine is malfunctioning or an error message is showing, you should reset your machine using the following procedure. This is also the same procedure used for setting the payout odds.

Game odds are adjustable to 6 different levels. Odds levels do vary by machine. To change the odds, there will either be a key switch or a toggle switch. Power the machine off and turn the interior key switch to the "ON" position. Then turn the machine on. A number from 1-6 will be shown on the credit meter (or display on the back of the front door of the machine, depending on manufacturer. See Figure 1 on the previous page). Use the reset button on the power supply or on the back of the door to change the odds to the desired setting. When the desired setting is reached, press down the "Play Handle" once to set the odds. Turn the key switch or toggle to the off position. On most machines you will hear a click. The machine will then be ready to play.

Examples of odds are below:

- LEVEL 1 = 65-67%**
- LEVEL 2 = 72-74%**
- LEVEL 3 = 79-81%**
- LEVEL 4 = 88-95%**
- LEVEL 5 = 105-107%**
- LEVEL 6 = 115-125%**

Some machines list their winning odds on a sticker inside the main door near the coin mechanism. Payouts are averaged over 10,000 plays. You may hit winning streaks and losing streaks, just like in a casino. This is normal.

MACHINE RESET RECAP

- 1. Set machine power switch to the "off" position.**
- 2. Set reset switch(or key)to the "on" position.**
- 3. Set machine power switch to the "on" position.**
- 4. Depress the Play Handle once & release.**
- 5. Set reset switch(or key) to the "off" position.**
- 6. Machine should now be reset.**
- 7. If machine is still not "reset", repeat steps 1~6.**

PLAYING THE MACHINE

STEP 1 INSERT TOKENS

Insert from 1-3 tokens. (1) Token will illuminate the center payline, (2) tokens will illuminate the upper and lower paylines, (3) tokens illuminate the diagonal paylines. With all 3 tokens inserted, the maximum number (five lines) of combinations are selected.

These machines have speed loaders which allows you to insert a stack of 20 tokens at on time. (See Figure 5 on page 11.)

STEP 2 CREDIT METER

If the machine is in the "Credit" mode, you may insert up to a total of 50 tokens for further play. The additional tokens will be displayed in the Credit meter. Machine will not display more than 50 credits. Any tokens inserted when the Credit Meter displays 50 will be rejected and will drop into the coin tray.

STEP 3 PLAY HANDLE

Depress Play Handle (black or red knob). This will spin the reels. (See Figure 6 on page 11.)

STEP 4 SKILL STOP BUTTONS

As the reels spin, push the "Stop" buttons one at a time, in any order to stop the reels. (See Figure 7 on page 11.)

STEP 5 WINNING COMBINATION

If a winning combination is "Hit", the corresponding win will automatically be paid out by the hopper or credited to the Credit display meter. If there are no credits on the Credit meter, insert 1-3 tokens to repeat game play.

STEP 6 BET/MAX BET BUTTON

If the machine is being used in the credit mode, the BET or MAX BET button may be utilized to credit a payline, one at a time, assuming there are credits displayed on the CREDIT meter.

On some machines, there are 1 and 2 token bet buttons. Regardless, most machines will only accept a maximum bet.

AUDIO VOLUME

MACHINE VOLUME CONTROLS

When there are speaker volume controls, they are normally 3-position switches. The most quiet position is usually all the way to the right or all the way down. Depending on the machine, they can be found in the following locations:

- a) Inside of door in the upper right hand side or;
- b) Inside of door under window for reels or;
- c) To left of reels on the circuit board mounted on the cabinet or;
- d) In the center at the top of the inside of the door or
- e) Sticking out of a transparent case or
- f) On a circuit board mounted on or near the speaker.

Unfortunately, the sound switches do not lower the sound that much. The Japanese prefer their machines very loud. To further deaden the sound, unplug one speaker. If it is still too loud, pad the remaining speaker with some carpet pad or other foam that will not vibrate. DO NOT disconnect all speakers. This could cause the sound amplifier to overload..

BIG BONUS JACKPOTS

BONUS GAMES

Occasionally during play a BIG CHANCE (777) combination or BONUS GAME combination is hit, thereby guaranteeing the player a predetermined number of wins. The machine will initially pay out the amount listed for the combination (usually 15 tokens), then the machine will give you additional guaranteed wins during the next several plays. Depending on the bonus combination, several winning plays will occur, paying as many as 500 tokens. Some variations are as follows:

BONUS GAME Combinations = 15 tokens + 8 guaranteed wins.

BIG CHANCE Combinations = 15 tokens + 24 guaranteed wins This period continues until you hit a free game. It is possible to win up to 35 payouts (500 tokens) in the "Big Chance" play mode.

CHALLENGE GAME allows you to play (1 to 3 tokens) up to 200 consecutive times with increased winning odds. If you enter the Challenge Game, you must finish all spins (this can take a while.)

TROUBLE SHOOTING

The following section describes common problems and their usual solutions:

MACHINE DOES NOT POWER UP

Make sure machine is plugged into a 120 VAC outlet. Do not use an extension cord longer than 50 feet.

NO LIGHTS

Make sure power switch is in the ON position. Check that all wire harnesses are seated firmly. Check fuses.

If an individual light bulb is out, turn the light socket where the bulb is out counterclockwise to remove the housing. Replace the bulb by pulling the bulb straight out. Press a replacement bulb directly into socket.

MACHINE DOES NOT ACCEPT TOKENS

Machine must be turned ON. Jackpot condition may have occurred if "GAME OVER" light is flashing. Reset machine by inserting door key into the lock on front door and turn it to the left (if equipped). Otherwise, use reset button inside to reset machine.

The "INSERT MEDALS" light must be flashing or coins will not be accepted. Insure that the reels are not spinning or there is not a bet or free play on the machine. The inside reset key switch must always be in the "off" position during game play.

MACHINE KEEPS PLAYING IN BONUS GAME

This could be normal, keep playing until the bonus game is complete. You may have to play as many as 250 spins to complete the Bonus procedure.

COINS WILL NOT REGISTER, FALL INTO COIN TRAY

Possible coin acceptor jam, check coin acceptor and clear jam. Press reset button inside machine. Machine only holds 50 credits at a time. Additional coins inserted will fall into money tray.

Also, see above section titled "Machine Does Not Accept Tokens."

HOPPER WILL NOT PAY OUT

Check payout hopper, make sure wire harness is plugged in and secure. Check fuses.

TROUBLE SHOOTING, continued

TROUBLE CODES

Trouble Codes are displayed on an LED panel located on the front door of the machine. They are:

HE - Hopper Empty. Not enough tokens for payout. Add tokens to hopper. Do full reset procedure.

HO - Hopper Out. Hopper is out of tokens. Add tokens to hopper. Do reset.

HJ - Hopper Jam. Remove coin hopper. Unplug wiring harness and slide hopper out. Dump out coins, some coins will remain in the lower hopper area. To clear them, spin center of hopper until all coins are free and hopper spins freely. Then return hopper.

CE- Changer Error. Unplug and remove coin acceptor. Look for oxidation on metallic portions of coin path. If present remove with sandpaper or emery cloth.

E2 - Changer Error

E3 - Hopper Error. Remove hopper and coins. Lubricate with spray oil. Replace hopper.

E4 - Hopper Error. Caused when hopper is jammed or unplugged.

E5 Hopper Error (normally jammed)

After error problems are cured, error codes are cleared by using the full reset procedure which is once again listed below:

MACHINE RESET RECAP

- 1. Set machine power switch to the "off" position.**
- 2. Set reset switch(or key)to the "on" position.**
- 3. Set machine power switch to the "on" position.**
- 4. Depress the Play Handle once & release.**
- 5. Set reset switch(or key) to the "off" position.**
- 6. Machine should now be reset.**
- 7. If machine is still not "reset", repeat steps 1~6.**



Figure 2: Hopper properly seated in its tracks

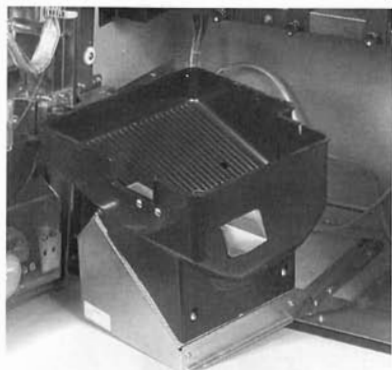


Figure 3: Hopper pulled slightly out for loading.



Figure 4: Power Supply with reset key in the "off" or "run" position.



Figure 5: Load up to 20 tokens at once.

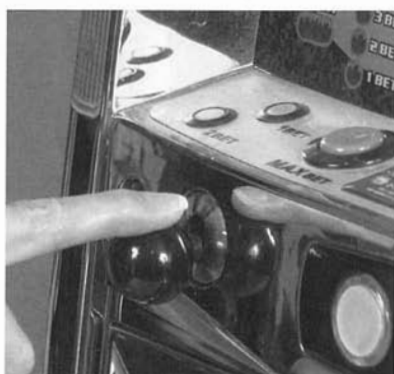
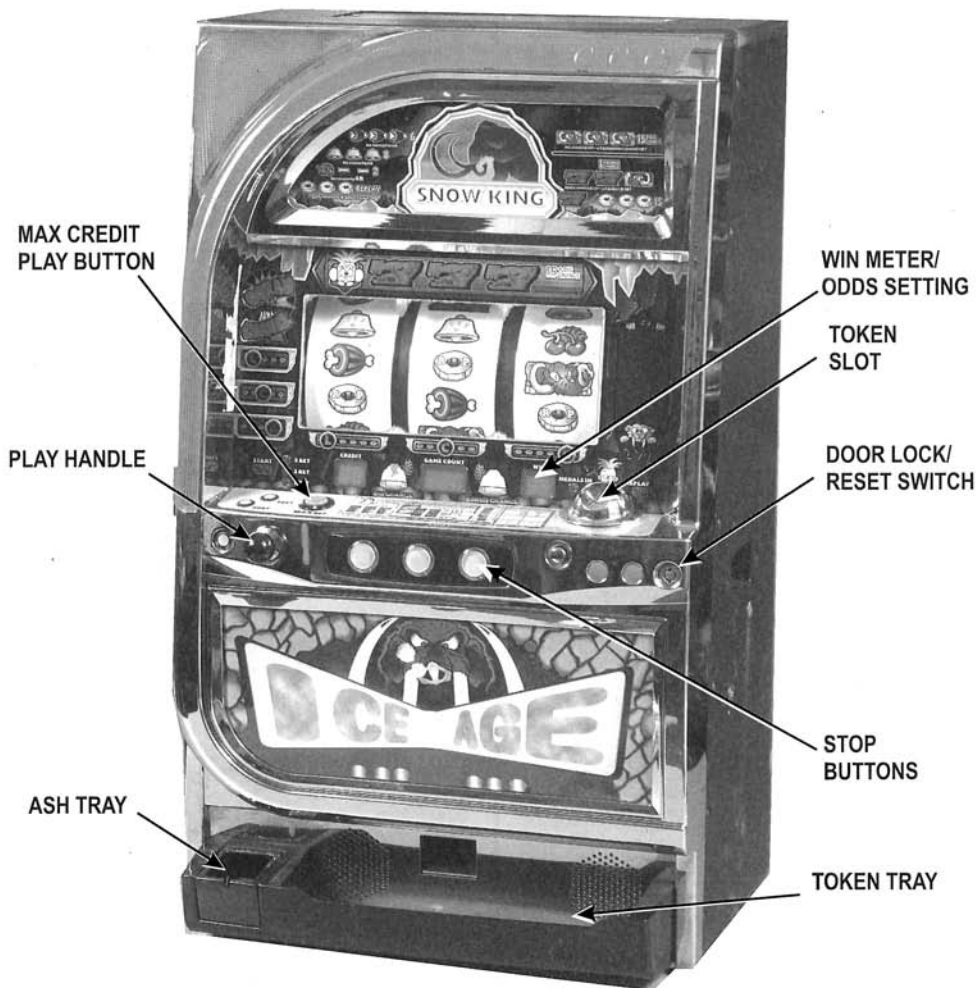


Figure 6: Press "Max Bet" and then depress play handle to spin reels.



Figure 7: Press a stop button to stop each reel.



**FOR ADDITIONAL TOKENS OR SERVICE ISSUES
CALL THE PHONE NUMBER
LISTED ON THE FRONT OF MACHINE**