



# ***CHICAGO GAMING COMPANY***

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## 1. Safety Notices

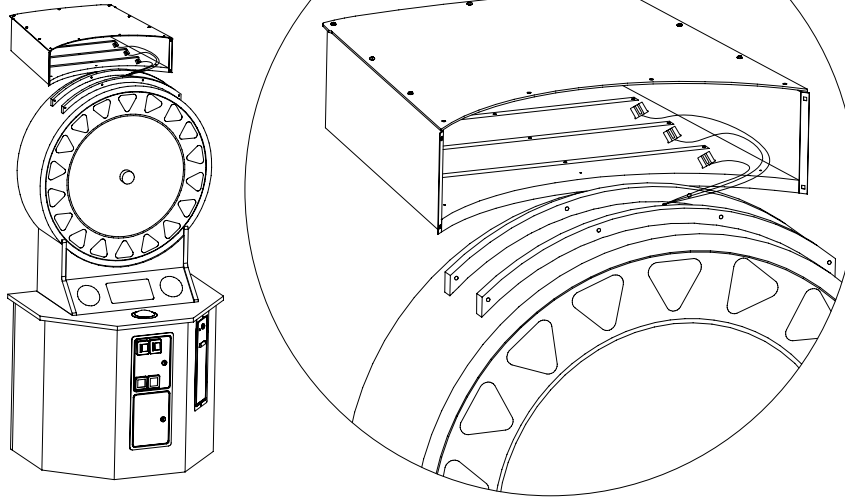
The following safety instructions apply to all game operators. We recommend that you read this page before setting-up World Tour Tickets. Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety.

- Use with only 115 volts/60Hz
- To help prevent electric shock, plug the system power cables into properly grounded power sources. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3 wire cable with properly grounded plugs.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner or uninterruptible power supply (UPS).
- Do not spill food or liquid on your system.
- Do not push any objects into the openings of the system. Doing so can cause fire or electric shock by shorting out interior components.
- Keep your game far away from radiators and heat sources.
- Do not block cooling vents.
- Before working on the machine be sure to unplug it.
- Be sure to use fuses that meet the specified rating. (5A, 250V Fast-blow). Using fuses exceeding the specified rating can cause a fire and electrical shock.

## 2. FCC Compliance

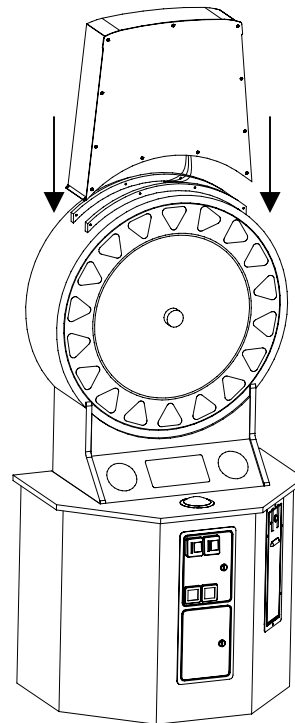
**Note:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

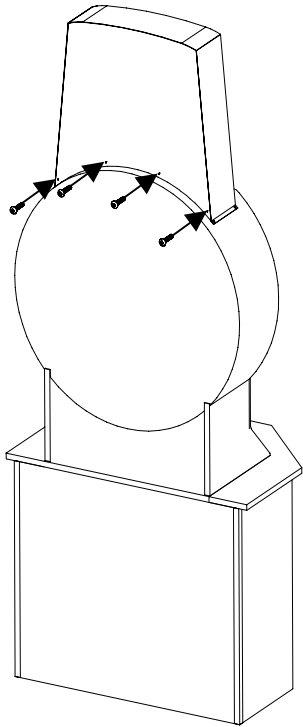
### 3. Attaching the Marquee



Have one person hold the marquee in the position shown above. A second person must connect the cables coming from the top of the game and connect them to the LED Boards in the marquee box. The three lengths will reach the three different LED Boards. After the cables are connected, turn the power on and check that all lights turn on.

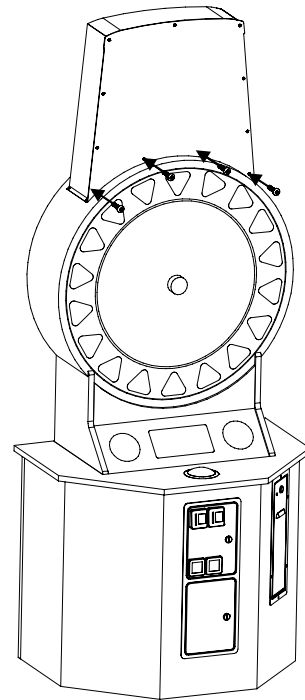
Set the marquee box on the top of the game as shown, making sure not to pinch the cables on the top of the game.





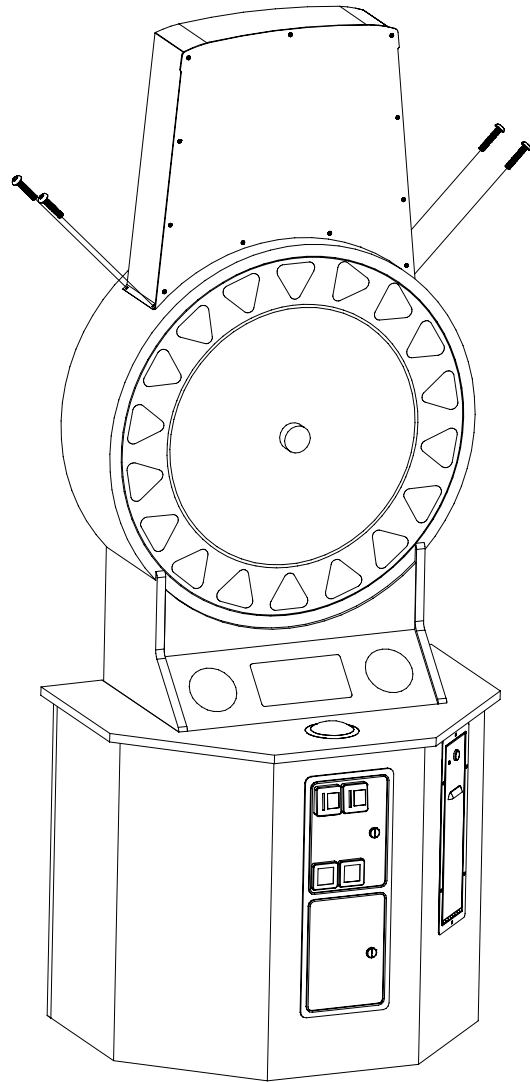
From the back of the game, attach the marquee box to the rear supporting cleat inside by connecting the four 8-32 x 1-1/2" Phillips head screws with a washer as shown on the left. These are in the bag labeled *Marquee Mounting Hardware*, which ships inside the coin box.

From the front of the game, attach the marquee box to the front supporting cleat inside by connecting four 8-32 x 1-1/2" Phillips head screws with a washer as shown on the right. These are in the bag labeled *Marquee Mounting Hardware*.



Lastly, connect the sides of the marquee box to the top of the game using the four 10-24 x 1-1/4" carriage bolts included. Run the carriage bolts through the mounting holes as shown.

Open the top back door and secure each bolt from inside the game using the included washers and 10-24 nuts. These are in the bag labeled *Marquee Mounting Hardware*.



#### 4. Setting-up the Game for the Desired Payout Percentage

There are three settings that affect the game's payout percentage; the **Coins-Per-Credit** setting, **Prize Dial** Setting, and the **Skill Level** setting. See Section 4 for information on how to enter and change settings in the **Service Menu**.

##### 4.1. Coins-per-Credit (service menu setting 02)

This setting determines the number of coins that have to be inserted before a single play is initiated. World Tour Tickets can be set from one to nine coins per single play. The game's default setting is one coin per play.

##### 4.2. Prize Dial (service menu setting 03)

World Tour Tickets ships with three unique Prize Dials. Use the Prize Dial to get close to your desired ticket payout and then tune the payout by adjusting the **Skill Level** setting up or down.



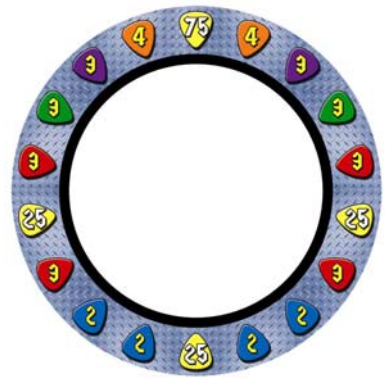
**Prize Dial #1**  
**High**

Average 15 tickets  
At skill setting #4



**Prize Dial #2**  
**Medium**

Average 7 tickets  
At skill setting #6



**Prize Dial #3**  
**Low**

Average 4 tickets  
At skill setting #6

##### 4.3. Skill Level (service menu setting 06)

The skill level setting has nine increments and can be set from the easiest setting of "1" to the most difficult setting of "9." The skill settings will significantly affect the average ticket payout. Because players vary at different locations, operators will need to monitor ticket payout and adjust the difficulty level until they achieve the desired payout.

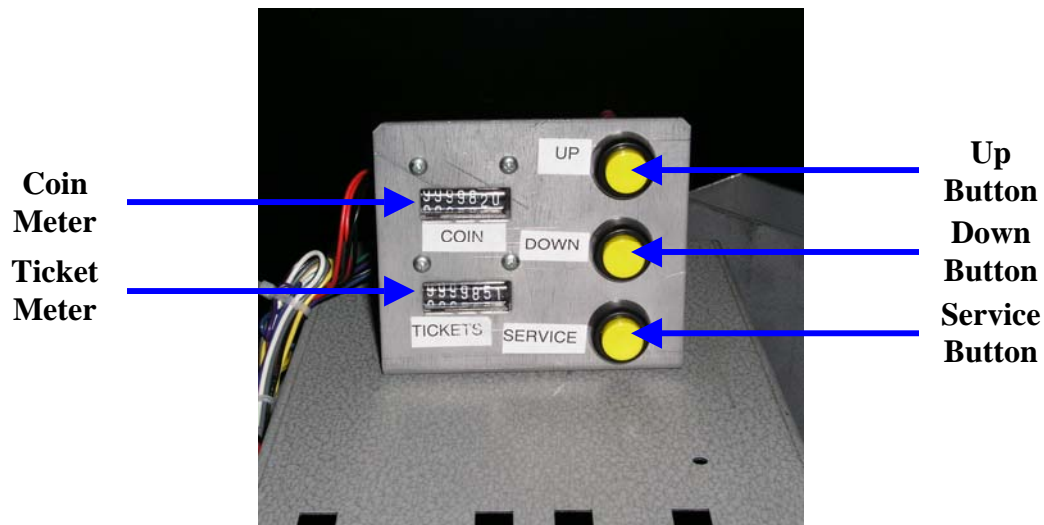
## 5. Service Menu:

The **Service Menu** allows operators to adjust game settings and test lamps, switches and the motor. The list of service menu items and settings starts on the next page.

The **Service Menu** buttons are located behind the top coin door. Press the “Service” button to enter the **Service Menu**. Once in the **Service Menu**, press the “Service” button again to advance to the next Service Menu item.

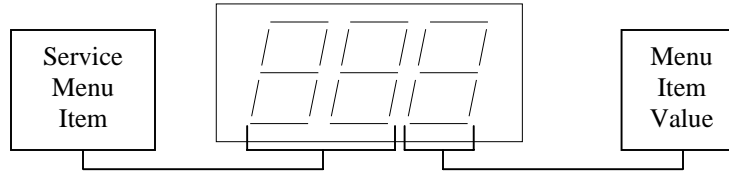
Service Menu items are adjusted by using the “Up” and “Down” buttons.

To exit the Service Menu and save setting, press and hold the “Service” button for three seconds.



To clear the “tic” error when World Tour Tickets runs out of tickets, reload the ticket dispenser and press the “Service” button. The game will then dispense the tickets owed to the player.

## 6. World Tour Tickets SERVICE Menu Items



Service Menu Item	Configuration/ Test Name	Factory Default Value	Menu Item Values & Description
01	Pay Mode	0 – Pay-for-Play	0 – Pay-for-Play 1 - Free-Play (Show/Demo) with NO Tickets Dispensed
02	Coins-per-Credit	1 Coin / Credit	1 – 9 coins per Credit
03	Prize Dial Setting	2 – Medium	1 – Prize Dial #1 - High 2 – Prize Dial #2 - Medium 3 – Prize Dial #3 - Low
04	Attract Mode	2 – Sounds, Lights & Motion	0 – No attract mode 1 – No Sound 2 – Sounds, Lights & Motion
06	Skill Level	6 - 1	1 – Easy 2 – 3 4 – 5 - Normal 6 7 - Hard 8 - 9 – Extremely Hard
19	Bill Acceptor	0 – none installed	0 – no Bill Acceptor Installed 1 – 9 Coins counted for each dollar (assumes 1- active LOW pulse per dollar)
30	Clear Credits	n/a	Clears accumulated credits
40	Switch Test	n/a	Shows switch number of any switch (including INDEX and SECTOR Optos) that is found to be “ON”. Values range from 00 – 31. A list of switch numbers can be found in Section 6.
41	Lights Test	n/a	Use UP and DOWN switches to turn the various non-prize dial lights ON and OFF. See Test 42 below for Prize Dial Lamps Test.
42	Prize Dial Lamps Test	n/a	Use UP and DOWN switches to sequentially turn Prize Dial Lamps ON. UP turns Lamps on in a Clockwise direction, DOWN in a Counter-Clockwise direction. The LED display shows the Sector Number of the Lamp currently ON. Sector Numbers start at 12 o'clock == Sector 1.
43	Display Test	n/a	Use UP and DOWN switches to turn display ON and OFF. When ON, the display shows ‘all eights’ 888
44	Motor Test	n/a	Use UP and DOWN switches to turn motor ON and OFF.
45	Sound Test	n/a	Use UP switch to exercise Sound Channel 1. Use DOWN switch to exercise Sound Channel 2
46	Ticket Dispenser Test	n/a	Depressing the DOWN switch will dispense 1 ticket. UP dispenses 5 tickets. The Ticket Meter is not advanced during this test.
98	Restore Factory Defaults	0 – keep current values	Hold the UP button until the display flashes to reset settings to default.



## 7. World Tour Tickets ERROR CODES

The 3-digit display is used to show error codes during the calibration sequence, and during game play. For most errors, the actual ERROR CODES (numbers from 00 – 99) are shown on the display. Errors detected during the Power-Up/Calibration sequence are displayed with a “C” on the display then the Error Number. Errors detected during game play are shown with “E” on the display and then the error code. The “C” and “E” arrangement allows the operator to know if the problem was detected on Power-Up/Calibration before the game play started, or was encountered during actual game play.

A couple of special “errors” are shown in an alpha-only format rather than the alphanumeric format described above. Ticket errors are shown with “tic”, and coin switch errors are shown as “Coi”. These relatively common "errors" are more easily identified with an alpha format.

### ERROR CODES

Error #	Problem Area	Problem Detail	Possible Causes	Action to Reset Error Code
E00	Stuck switch during Game play– <b>Player Stop</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Player Stop</b> Switch. Fatal Error – Game will not continue.
C00	Stuck Switch during Calibration– <b>Player Stop</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Player Stop</b> Switch. Fatal Error – Game will not continue.
E01	Stuck switch during Game play– <b>Home Opto</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Home Opto</b> Switch. Fatal Error – Game will not continue.
C01	Stuck Switch during Calibration– <b>Home Opto</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Home Opto</b> Switch. Fatal Error – Game will not continue.
E02	Stuck switch during Game play– <b>Sector Opto</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Sector Opto</b> Switch. Fatal Error – Game will not continue.
C02	Stuck Switch during Calibration– <b>Sector Opto</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Sector Opto</b> Switch. Fatal Error – Game will not continue.
E16	Stuck switch during Game play– <b>Service</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Service</b> Switch. Fatal Error – Game will not continue.
C16	Stuck Switch during Calibration– <b>Service</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Service</b> Switch. Fatal Error – Game will not continue.

E17	Stuck switch during Game play– <b>UP</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>UP</b> Switch. Fatal Error – Game will not continue.
C17	Stuck Switch during Calibration- <b>UP</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>UP</b> Switch. Fatal Error – Game will not continue.
E18	Stuck switch during Game play– <b>DOWN</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>DOWN</b> Switch. Fatal Error – Game will not continue.
C18	Stuck Switch during Calibration- <b>DOWN</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>DOWN</b> Switch. Fatal Error – Game will not continue.
E19	Stuck switch during Game play– <b>Ticket Low</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Ticket Low</b> Switch. Fatal Error – Game will not continue.
C19	Stuck Switch during Calibration- <b>Ticket Low</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Ticket Low</b> Switch. Fatal Error – Game will not continue.
E20	Stuck switch during Game play– <b>Bill Acceptor Pulse</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Bill Acceptor Pulse</b> Switch. Fatal Error – Game will not continue.
C20	Stuck Switch during Calibration- <b>Bill Acceptor Pulse</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Bill Acceptor Pulse</b> Switch. Fatal Error – Game will not continue.
E21	Stuck switch during Game play– <b>Coin-In Left</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Coin-In Left</b> Switch. Fatal Error – Game will not continue.
C21	Stuck Switch during Calibration- <b>Coin-In Left</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Coin-In Left</b> Switch. Fatal Error – Game will not continue.
E22	Stuck switch during Game play– <b>Coin-In Right</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Coin-In Right</b> Switch. Fatal Error – Game will not continue.
C22	Stuck Switch during Calibration- <b>Coin-In Right</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Coin-In Right</b> Switch. Fatal Error – Game will not continue.
E23	Stuck switch during Game play– <b>Ticket Notch</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Ticket Notch</b> Switch. Fatal Error – Game will not continue.
C23	Stuck Switch during Calibration- <b>Ticket Notch</b>	A normally OFF switch was detected as ON.	(1) Bad switch (2) Shorted cable	Stuck <b>Ticket Notch</b> Switch. Fatal Error – Game will not continue.

E50	Opto Board – <b>Home Opto</b>	Home opto was not detected upon calibration when the game was turned on.	(1) Bad Opto Board (2) Misaligned Opto Board	Adjust the position of the opto board or replace Opto board
E51	Opto Board – <b>Sector Opto</b>	Sector opto was not detected upon calibration when the game was turned on.	(3) Bad Opto Board (4) Misaligned Opto Board	Adjust the position of the opto board or replace Opto board
“tic”	Ticket Dispenser	If a ticket notch is not detected, the ticket dispenser is turned on for 3 seconds to search for the notch. If notch is not found this error is displayed. Note: Detection of this error is DISABLED when in “Show/DEMO” mode	(1) Ticket Jammed (2) Bad Ticket Dispenser/Opto	Remove jammed ticket, change Ticket Dispenser. Fatal Error – game will not continue.
“COI”	Coin Switch	One (or both) coin switches were detected “ON”	(1) Coin is stuck (2) Bad Switch (3) Shorted Cable	Remove jammed coin. Fatal Error – Game will not continue.

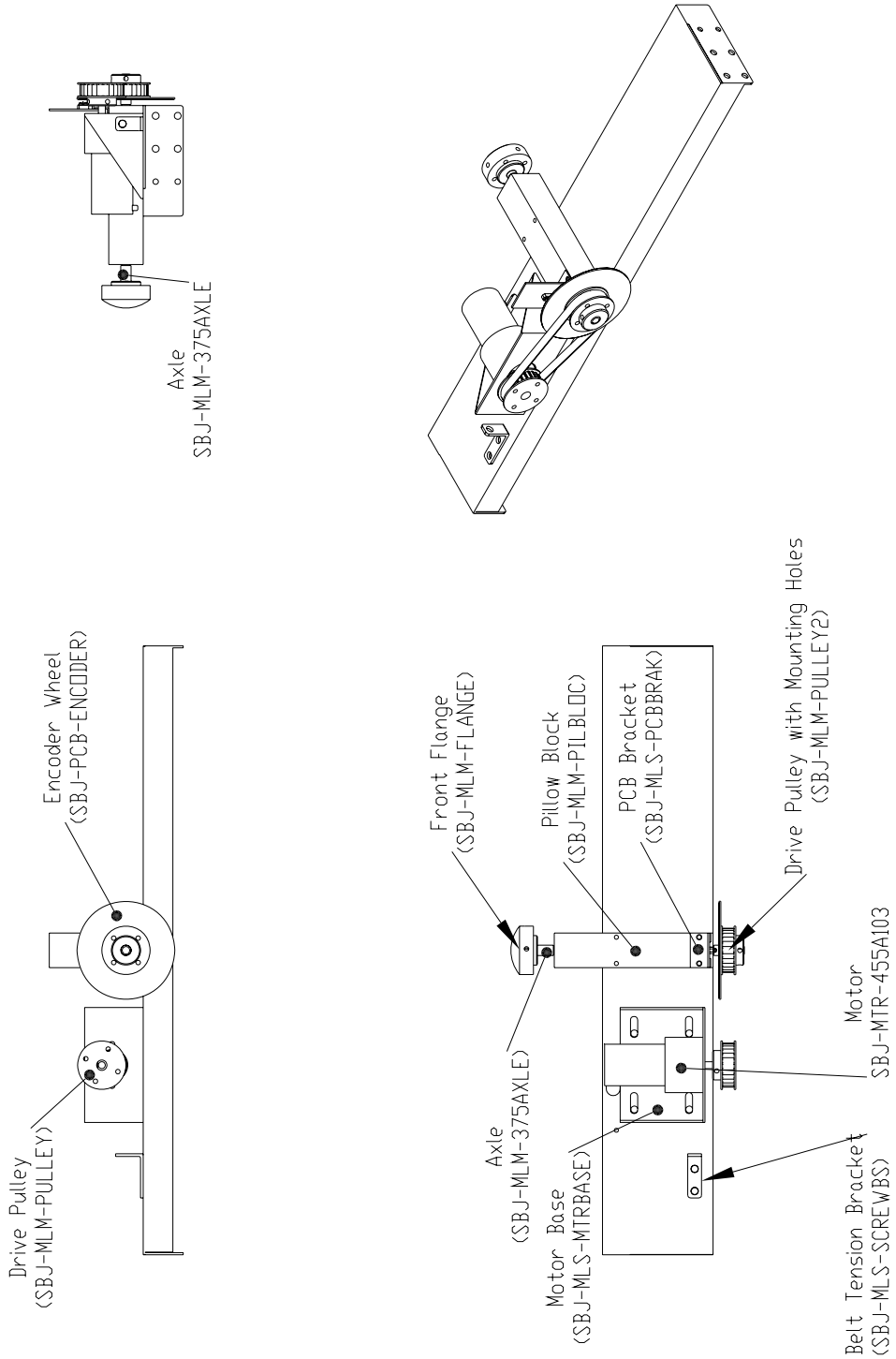
## 8. World Tour Tickets SWITCH & OUTPUT NUMBERS

The following table summarizes the World Tour Tickets Switch Numbers (SWxx) that can appear as part of the Error Code for a stuck switch. Also included for reference are Output Numbers (OP#). The Switch and Output numbers correspond to references as shown on the World Tour Tickets Schematic. Unused Switch and Outputs numbers are shown as '-----'.

SW #		OP#	
00	Player Stop SW	0	Player Stop Lamp
01	Index Opto	1	-----
02	Sector Opto	2	-----
03	-----	3	-----
04	-----	4	Display Tickets Lamp
05	-----	5	Display Credits Lamp
06	-----	6	-----
07	-----	7	-----
08	-----	8	-----
09	-----	9	-----
10	-----	10	-----
11	-----	11	-----
12	-----	12	-----
13	-----	13	-----
14	-----	14	-----
15	-----	15	-----
16	Service - START	16	Tickets LOW Lamp
17	Service - UP	17	-----
18	Service - DOWN	18	-----
19	Tickets LOW SW	19	Ticket Motor Enable
20	Bill Acceptor Pulse	20	Coin-In Counter
21	Coin-In Left	21	Tickets Paid Counter
22	Coin-In Right	22	-----
23	Ticket Notch	23	-----
24	-----	24	-----
25	-----	25	-----
26	-----	26	-----
27	-----	27	-----
28	-----	28	-----
29	-----	29	-----
30	-----	30	-----
31	-----	31	-----

## 9. Parts and Part Numbers

### 9.1. Exploded Drawing of Mechanism with Part Numbers









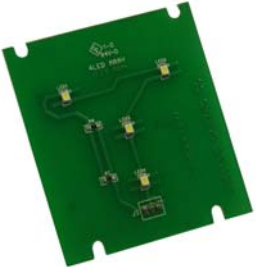

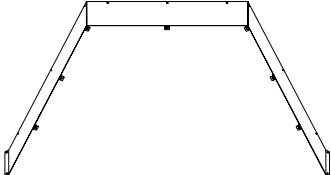
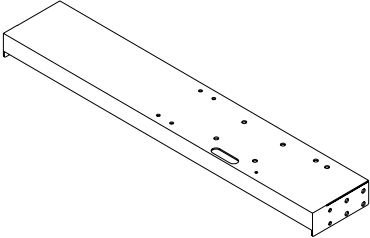
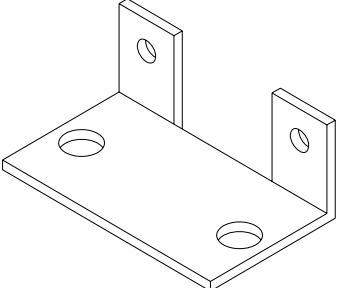
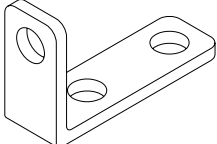
World Tour Tickets Spinner  
Mechanism Assembly

## 9.2. Main Cabinet with Parts Numbers

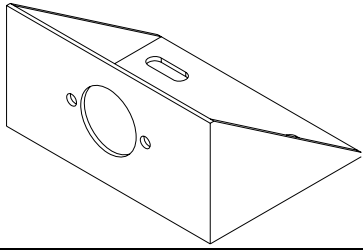
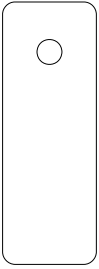
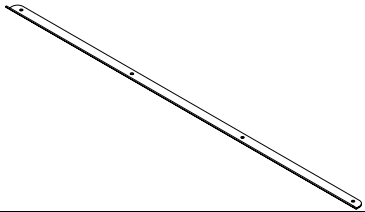
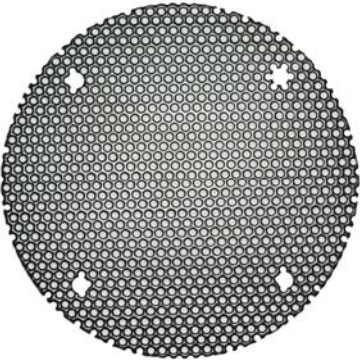
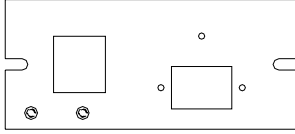
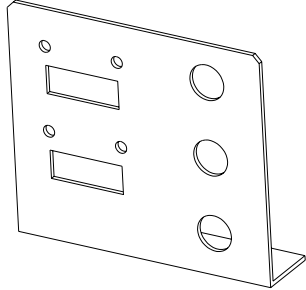



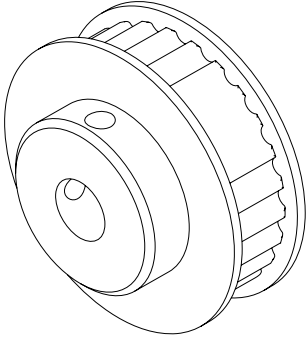
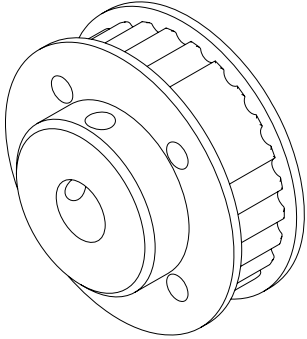
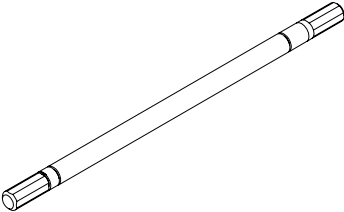
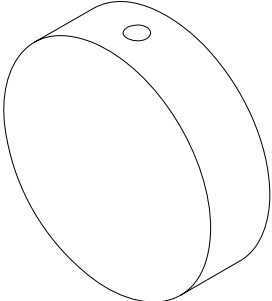
## 10. Parts List

	000-HAP-JBUTTONY	World Tour Tickets Stop Wheel Button	1
	WTT-PCB-SATURN3	World Tour Tickets Main PCB	1
	WTT-PCB-3DPL23	Three Digit Display (Rev 0)	1
	SBJ-PCB-WHLOPTO	Opto Board	1
	000-EPR-M27C801	EPROM - 27c801 Eprom (Digikey Part 497-1697-5)	1
	000-ELE-18F2420	PIC18F252-I/SP	1

	WTT-PCB-4LEDARY	WTT Guitar Pick Light PCB	18
	SBJ-PCB-ENCODER	Encoder Wheel	1
	WTT-MLS-MARQFRM	Marquee Frame	1
	SBJ-MLS-MECHSLF	Mechanism Shelf	1
	SBJ-MLS-PCBBRAK	PCB Bracket	1
	SBJ-MLS-SCREWBS	Belt Tension Bracket	1




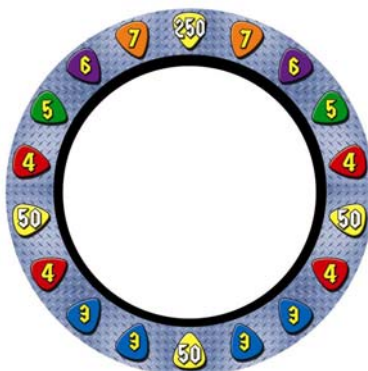
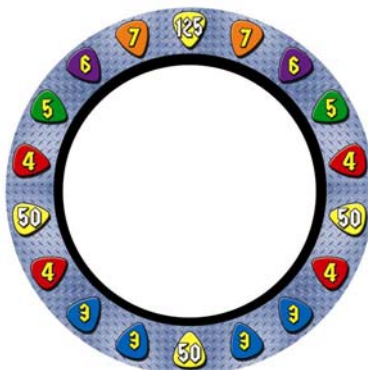


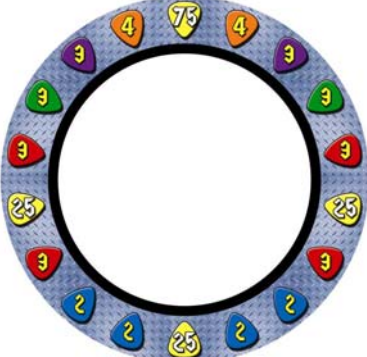

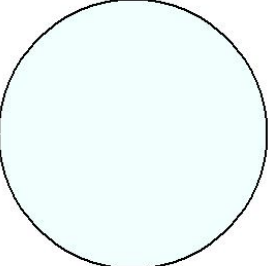




	<p>SBJ-MLS-MTRBASE</p>	<p>Motor Base</p>	<p>1</p>
	<p>SBJ-MLS-DOORRST</p>	<p>Ticket Door Restraint</p>	<p>1</p>
	<p>SBJ-MLS-135BRAC</p>	<p>Upper/Lower Cabinet Molding</p>	<p>1</p>
	<p>SBJ-MLS-SPKGRIL</p>	<p>Speaker Grill</p>	<p>2</p>
	<p>000-MLS-POWRPLT</p>	<p>Power Switch Plate</p>	<p>1</p>
	<p>SBJ-MLS-CONTRBK</p>	<p>Button Counter Bracket</p>	<p>1</p>



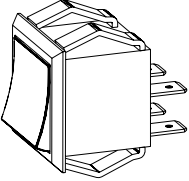
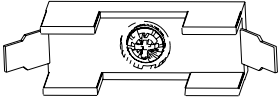

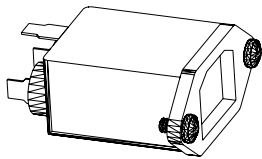

	<p>SBJ-MLM-PILBLOCK</p>	<p>Pillow Block</p>	<p>1</p>
	<p>SBJ-MLM-PULLEY</p>	<p>Drive Pulley (26-5M-09, 1/4" Bore)</p>	<p>1</p>
	<p>SBJ-MLM-PULLEY2</p>	<p>Drive Pulley (with 4 holes bored in it)</p>	<p>1</p>
	<p>SBJ-MLM-375AXLE</p>	<p>Axle</p>	<p>1</p>
	<p>SBJ-MLM-FLANGE</p>	<p>Aluminum Flange</p>	<p>1</p>

	<p>000-HAP-TCKTDOR</p>	<p>Ticket Dispenser Door Without Dispenser With Ticket Bin</p>	<p>1</p>
	<p>000-HAP-NROWDOR</p>	<p>Narrow Coin Door, 2-Coin Entry</p>	<p>1</p>
	<p>SBJ-ELE-PSUPPLY</p>	<p>Power supply, 12V-4A, 24V-4A</p>	<p>1</p>
	<p>000-MCH-DL1275</p>	<p>Ticket Dispenser Deltronics (DL-1275)</p>	<p>1</p>

	000-HAP-MBUTTON	Miniature Yellow Button	3
	SBJ-MTR-GLBE24V	Globe Motor (24V, DC)	1
	WTT-ART-BASELFT	Top Left Decal	1
	WTT-ART-BASERGT	Top Right Decal	1
	WTT-ART-SPKTOP	Speaker Top Decal	1
	WTT-ART-SPKBASE	Speaker Base Decal	
	WTT-ART-FRONT	Base Panel Decal	1

	<p>WTT-ART-SPNDISK</p>	<p>World Tour Tickets Spinning Disk</p>	<p>1</p>
	<p>WTT-ART-MARQUEE</p>	<p>Marquee Art Panel</p>	<p>1</p>
	<p>WTT-ART-LEDPANE</p>	<p>CPO LED Insert</p>	<p>1</p>
	<p>WTT-ART-PRIZEHI</p>	<p>Prize Dial High</p>	<p>1</p>
	<p>WTT-ART-PRIZEMD</p>	<p>Prize Dial Medium</p>	<p>1</p>

	WTT-ART-PRIZELW	Prize Dial Low	1
	WTT-ART-CPO	Control Panel Overlay	1
	SBJ-PLS-FTGLASS	Front Glass	1
	000-LMS-18FLORE	Florescent Light Fixture (Single Bulb 18" Long)	2
	000-LMP-18FLORE	18" Florescent Lamp	2
	SBJ-BLT-3505M09	Belt (350 5M 09)	1
	SBJ-HDW-750CLIP	3/8" External Retaining Ring	3

	000-BRG-875O375	Bearing [OD 7/8", ID 3/8"] (R6 2RS)	2
	000-CBL-6PWR18G	Power Cord (Rated 120V, min 10A, Type SJT) 6' long	1
	000-SWC-ALCO16A	Alcoswitch, 16A, Double Pole, Single Throw, Rocker, Black	1
	000-ELE-FUSHOLD	Fuse Block	1
	000-FUS-5A250V	Fuse	1
	000-ELE-FILTINL	Filter, Yunpen 6 amp, with IEC Connector	1
	000-SPK-4IN8OSH	Speakers 8 Ohm 4" (51410CESH)	2
	WTT-CBL-ACWIRNG	AC Cable	
	WTT-CBL-DSPMOTR	Display Motor Control Panel Cable	
	WTT-CBL-MRQLAMP	Marquee Lamp Cable	
	WTT-CBL-PSUPLY	Power Supply Cable	
	WTT-CBL-SPINCBL	Spinner LED Harness	
	SBJ-CBL-SPEKER	Speaker Cable	1
	SBJ-CBL-COINTCK	Coin Ticket Cable	1
	SBJ-CBL-COINDOR	Coin Door Cable	1

