

Dai Yamato (Big Yamato)



Pachislo Player's Handbook

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Introduction and Acknowledgments

When I first started out on this hobby, I knew very little about the operation of a pachislo machine. I knew to plug the machine in, put in the tokens, hit the spin knob, and press the stop buttons to stop the reels. Through playing it, I learned there was a big and regular bonus rounds.

However, I did not know how to change the odds in the machine, that there were two parts to the big bonus round, what the game count meant, what a Jac-In was, or how to really play the machine during the big bonus round. I learned the answers to all these questions, but the information is spread out and it took me awhile to find them.

One of the most frequently questions asked by new pachislo owners is: Is there an instruction book for my machine? The short answer is “no”. There are generic pachislo instruction books that provide a general overview of pachislo machines. There are also promotional guidebooks put out for these machines by the manufacturer, but they are in Japanese and are pretty hard to find. The Pachislo Information Database website contains scanned copies of many of them.

The publication of this handbook changes that answer from “no” to yes. It adds to the existing material on this specific machine and it also puts some basic reference material in one place to make it easier for the new and experienced pachislo owner alike.

I have played this machine extensively. However, there maybe things I haven’t seen yet. As I learn more, I will add it to this handbook.

I would like to thank the wonderful people at the Pachislo Information Database website. They have been extremely helpful and always happy to answer any questions I had. Their past and present posts provided an excellent foundation for my pachislo education. I would also like to thank Arraking for his extremely informative Pachislo Repair Guide.

A Few Basic Facts

Congratulations on owning the Dai Yamato pachislo machine! I am a huge fan of the Yamato franchise and I hope you enjoy playing this game as much as I do.

Your Dai Yamato Pachislo was manufactured by Daido in 2002. It is a Type-A machine, with five pay lines, and is max bet (3 tokens) only. For a brief breakdown of pachislo machine types, please see the table at the end of the handbook.

This machine was the initial promotional tool for the anime series Dai Yamato Zero-Go created by Leiji Mastumoto, who was involved in the creation of Space Battleship Yamato (Uchū Senkan Yamato). Dai Yamato Zero-Go was Mastumoto's attempt to breathe new life into the Yamato franchise. Most of the music used on the machine is in fact from Space Battleship Yamato. The characters, while slightly altered, are still very similar to their Uchū Senkan Yamato counterparts. I have done the best I can in finding the character names from Dai Yamato Zero-Go that are relevant to this machine. Because I am not certain I have all the correct names, when I initially reference the characters, I will first use the Dai Yamato Zero-Go name and the Uchū Senkan Yamato name will follow in parenthesis. Two versions of this machine were made. The art on the two machines are different and the game play is supposed to be slightly different. For that reason, this handbook covers the version of Dai Yamato shown on the cover.

Not Slot, Pachislot!

Your Dai Yamato machine is a pachislo or pachislot (pachinko-slot) machine*. While the pachislot *is* a slot machine, it is not the same as an American slot machine. The gaming laws in Japan explicitly dictate how these machines operate. As a result, their play and payout methods are very different than their American counterparts.

Dai Yamato and other pachislo machines have two modes of play: normal play and bonus rounds.

In terms of payout, pachislo machines are limited to awarding a maximum of fifteen tokens per winning spin. Additionally, they can only hold a maximum of fifty tokens in credit before the machine *must* start paying out. However, the gaming laws do permit the machines to have periods where they can have a large number of consecutive winning spins; in other words, bonus rounds.

Pachislo machines are also known by the misnomer skill stop machines. The name implies that you have the ability to stop the reels where you want them to stop. Sadly, that is not the case. A random number generator dictates where the reels will stop. During normal play, you essentially have no control over where the reels will stop. During bonus rounds however, that's another story and it will be discussed later.

*While pachislo and pachislot are used interchangeably, I will be using the term pachislo for this handbook.

Getting Started

What Does What



- | | | |
|------------------------|-------------------------|----------------------|
| 1) Token Payout Button | 2) Single Bet Button | 3) Credit Window |
| 4) Spin Knob | 5) Max Bet Button | 6) Reel Stop Buttons |
| 7) Game Count Window | 8) Pay Out Window | 9) Token Return |
| 10) Token Slot | 11) Key Hole/Soft Reset | |

Changing the odds on Dai Yamato

Open the door, turn the power switch off, insert the reset key into the key hole on the power box, and turn it to on position. Turn the power back on. The odds number will appear inside the door. The number displayed will be 1-6; 1 being the hardest odds and 6 being the easiest odds. Push reset button on the power box until desired number appears. Push the spin knob for at least five seconds to set it. The number will turn to 0. That is normal. Turn reset key to off position. You should hear a click and the insert medals light will start flashing. If not, then repeat the procedure. When the odds have been reset, remove the reset key and close the door.

Turning the Volume Down

The volume on the Dai Yamato machine is incredibly loud. It's designed to compete with its fellow machines in the pachislo parlor. The machine has built-in volume controls, but even at their lowest level, they are totally inadequate to lower the volume to acceptable levels. I live in an apartment, so getting the volume down is a must. I disconnected two of the machine's three speakers and installed an aftermarket volume control on the third in order to get the volume down to where I wanted it.

Playing The Game

Normal Play

Dai Yamato shows the ship traveling through space. Planets occasionally go by.



Mini Games

Mini games are small games that pop up randomly during normal game play. They last one spin and will usually award small prizes. There are three mini games: Dai Yamato overhead view, Dai Yamato shooting to the left, and Dai Yamato shooting straight ahead.

Dai Yamato Overhead View

In this mini game, you see Dai Yamato from above. A comet will fly over the ship. The color of the comet determines the small prize awarded. Sometimes small asteroids will go by instead. In that instance, the small prize is chosen at random. Occasionally, you only have just the ship floating there and nothing is awarded.



Dai Yamato Shooting to the Left

Dai Yamato's three forward gun turrets rotate to the left. An alien ship will appear when you hit the first reel stop button. When you hit the third reel stop button, the Dai Yamato's guns will fire, destroying the ship and awarding a small prize. Most of the time, the color of the ship corresponds to the small prize awarded. In some instances, however, the ship will not match the color shown in the first reel. At the end of the spin, the ship will vanish, accompanied by Gailer's (Deslar's) maniacal laughter. Occasionally, Yuki (Yuki) will speak as the turrets turn. Instead of the regular ship, the ship shown on the right will appear. Its destruction will award a random small prize.



Dai Yamato Shooting Straight Ahead

While this is technically a mini game, it has standby game-like ramifications. Anticipatory music plays and one of Dai Yamato's forward gun turrets elevates up as a large, smoldering, ship lies before you. Each reel stop fires one gun from the turret. The successful firing of all of the guns will destroy the ship, award a small prize (Yuki Yuki Yuki), and bring you to the bonus lottery screen on the next spin. Failure to fire all the guns awards a small prize (Yuki Yuki Yuki) and returns to normal play. Pressing the reel stop buttons left to right doesn't always work. A lot of times, I do right, left, center. That seems to improve my odds a bit.



Standby Games

A standby game is a longer mini game (usually 3-5 spins) that, upon its successful completion, will lead to the bonus lottery screen. On Dai Yamato, a grid will appear on the screen, signaling the advent of a standby game. There are three standby games: Dr. Tanegashima (Sado), Gailer (Deslar) vs. Oki (Kodai), and Ozuma (Okita) and Oki.

Dr. Tanegashima

Dr. Tanegashima appears on the bridge on the first spin and speaks to you. On the second spin the bridge is empty and it rocks back and forth a bit. The third or fourth spin shows two of the following: a shadowy outline of something, Yuki, or Sirayuki (although that is rare), or a different part of the ship. The fifth spin shows Tom Tom (Analyzer) dancing; successfully completing the mini game. The following spin brings you to the bonus lottery screen. This sequence can be truncated.



Gailer vs. Oki

Gailer issues a challenge to Dai Yamato. Oki storms his base. The second and third spins will show two of the following: a closing door, a pair of robots, or some kind of black portal. Successfully getting past these obstacles leads to a laser sword fight between Oki and Gailer. If you win, the following spin brings you to the bonus lottery screen.



Ozuma and Oki

Captain Ozuma orders Oki to charge up the wave motion gun. A meter appears at the bottom of the screen. A successful charge up causes the gun components to do their initial link up. The next successful spin completes the linkage and fires the gun. The final spin destroys the alien, and you are brought to the bonus lottery screen on the next spin.



Interesting Game Facts

I have hit the max bet immediately after losing at a standby game, hit the spin knob, and occasionally the standby game has resumed where I have lost and I have been able to win it, leading to a bonus round. You do need credits in the machine for this to work.

There have been times that I have turned the machine on and before the video screen has come up, I have hit the max bet and spin and it has triggered a standby game. You need to have credits in the memory for this to work.

I have also been playing, both in normal and Galaxy Zone play when, without warning, a portion of the Uchū Senkan Yamato theme will play and the next spin will lead to the bonus lottery screen.

Bonus Lottery Screen

Once you have successfully completed the standby games or the Dai Yamato shoots straight ahead mini game, the machine will show you one of three bonus screens on the next spin: Galaxy Zone, Bonus, or Big Bonus.



Galaxy Zone

The Galaxy Zone brings Dai Yamato to a red colored system. This can last for several dozen spins. It gives you better odds at winning small prizes and a possibility of getting a bonus round.



Wait for it...wait for it!

The machine has just shown the bonus screen, and you've either gotten a regular bonus or a big bonus. This is what you, the player, have been waiting for. Here's the catch. Yes, you're about to hit a bonus round, but it's not instantaneous. It can be the next spin, or in the next half-dozen, or the next several dozen. It depends on the machine as to how long it will take, but you get there.

Bonus Round

There are two types of bonus rounds: regular bonus round and big bonus round.

If you get three Bars, you will hit a regular bonus round.

If you get either three red sevens or three blue sevens, you will hit a big bonus round.

Regular Bonus Round

The regular bonus round consists of eight spins, each costing one token with a guaranteed payout of fifteen tokens per spin. When a regular bonus round begins, you will see 1-8 displayed on the game count window located on the front of the machine. This will count down on with each successive spin and will show 1-1 for the final spin. You will win 112 tokens.

Regular Bonus Screen



Big Bonus Round

The big bonus consists of two parts. The first part is the big bonus round. The second is the regular bonus round.

The big bonus round consists of three rounds with a maximum of thirty spins. The cost is three tokens per spin. The payout ranges widely (see the table at the end of the guidebook), and every spin is not a guaranteed win. Much of the time, the machine will indicate what you need to get in order to win on that spin; either by the screen or by a pair of 7's located just below and to the left of the reels will start flashing (See photo in the "what does what" section). After a while, the machine shows a replay symbol on the screen. Hitting the reel stop buttons left to right will trigger a Jac-In. A Jac-In is the way the machine transitions from the big bonus round to the regular bonus round.

When a big bonus round begins, you will see 330* displayed on the game count window located on the front of the machine. This will count down on with each successive spin until you Jac-In or you hit 3 1. After you Jac-In (an example being at 318 on the game count), play your first regular bonus round, and begin your second big bonus round, a new number will be shown on the game count: 218. The second number is the same as the one at the end of your first big bonus round, 18, but the first number is now 2. Like the spin number, the round number counts down backwards. The game count will continue to count down until you Jac-In again or you hit 2 1. The same thing will happen on the third big bonus round, except the final round number will be 1.

*The dash (-) wasn't omitted. The game counter window on Dai Yamato, like many machines, only has three spaces. It will show the dash on the regular bonus, but not the big bonus.

Big Bonus Screen



The regular bonus round portion of the big bonus round is exactly the same as the one in the normal regular bonus round, except you get three of them. When a regular bonus round begins, you will see 3-8 displayed on the game count window located on the front of the machine. This will count down with each successive spin and will show 3-1 for the final spin. On the second regular bonus round, you will see 2-8 displayed on the bonus count window located on the front of the machine. This will count down the same way as the previous round and show 2-1 for the final spin. The third regular bonus round starts at 1-8 and will count down as before until it reaches 1-1. When the third regular bonus round finishes, a game over screen will appear, telling you how many tokens you won. Your big bonus payout will average between 380 and 400 tokens. The game will then go to the Galaxy Zone as the initial part of the normal play mode. This can last for several dozen spins. The Galaxy Zone operates the same way it does when you get it via a mini game win; you will have better than average odds at winning small prizes and the possibility of getting a bonus round. When the Galaxy Zone ends, the scene changes and Dai Yamato is in normal space.

Taking Control

As previously mentioned, you have virtually no control of the machine during normal play. However, you do have an element of control during a big bonus round.

The goal here is to eke out as many extra tokens as possible by extending the big bonus round. And that means avoiding the Jac-In. Dai Yamato can be stingy on its payouts during the big bonus round and it attempts to Jac-In early in the round. The way to avoid the Jac-In on Dai Yamato is to press right, left, center. That will prevent the Jac-In and continue the big bonus play. It will attempt to Jac-In a couple more times and then leave you alone for a number of spins. However, it generally won't give many additional wins.

As you continue to play, watch your game count. If you're at eight spins or lower, it's time to let the machine Jac-In get to the final regular bonus round. If you don't and you fail to Jac-In on the final spin, the bonus round is over. You lose the final regular bonus round and the machine switches back to regular play mode. Through trial and error, you can judge how close you want to cut it.

A word of caution: I have not been able to manually trip a Jac-In on this machine. There is a risk that if you are running low on spins, the game can reach the last spin and not give a Jac-In on the screen, resulting in the bonus round ending without you getting the final regular bonus. On a recent big bonus round, I prevented the Jac-In on the first bonus round, extending it. During the course of the big bonus round, the machine only gave me one additional Jac-In. I ran out of spins on the big bonus round and wasn't able to get the other two regular bonus rounds. My total take for that big bonus round was 192 tokens.

An Interesting Fact

After finishing a bonus round, the chances are extremely good that you will hit another big or regular bonus within the next 100-200 spins. They can happen back to back.

Light Show

Dai Yamato's light show is typical of the standard Daido machine of that era, which is quite good. The lights shoot up the sides of the machine when Dai Yamato's shock cannons fire and meet in the middle of the top when the enemy ship is hit. All the lights flash as the ship blows up.

Finishing Up: Turning the Machine Off

The best way to turn Dai Yamato off is to unplug the machine when it's not in use, or plug it into a power strip with a switch and turn the power strip switch off. If you leave the machine plugged in and turn the power switch off, the transformer will continue to draw current from the outlet. It can overheat and become a fire hazard.

Machine Specific and General Reference Material

Dai Yamato Payouts

Normal Play Payouts

<u>Reels</u>	<u>Result</u>	<u>Payout</u>
Oki Oki Oki	Small Prize	12
Yuki Yuki Yuki	Small Prize	8
Tom Tom - -	Small Prize	1-4
Replay Replay Replay	Replay	0

Bonus Round Payouts

Big Bonus Payouts

<u>Reels</u>	<u>Result</u>	<u>Payout</u>
Blue 777 or Red 777	Big Bonus	15
Blue 7 Yuki Yuki	Big Bonus Small Prize	15
Red 7 Yuki Yuki	Big Bonus Small Prize	15
Oki Oki Oki	Big Bonus Small Prize	12
Tom Tom - -	Big Bonus Small Prize	4
Replay Replay Replay	Jac-In/Regular Bonus	2

Regular Bonus Round Payout

<u>Reels</u>	<u>Result</u>	<u>Payout</u>
Bar Bar Bar	Regular Bonus	15
Replay Replay Replay	Regular Bonus Small Prize	15

Machine Types

<u>Machine Type</u>	<u>Years in Production</u>	<u>Bonus Features</u>
Type A	1982-2007	Three Big Bonus Rounds and Three Regular Bonus Rounds.
Type B	1997-2007	Two Big Bonus Rounds and Two Regular Bonus Rounds.
Type C	2001-2006	Single Game Theme Based Bonus Round.
Type 5	2005-Present	Single Regular, Middle, or Big Bonus Round.

Error Codes

<u>Error Code</u>	<u>Meaning</u>	<u>Solution</u>
E-0/ (CE/CJ)	The token slot is jammed.	Push the token return button by the token slot. Press the reset button.
E-1/ (HE/ HJ)	The token hopper could be jammed.	Turn off your machine. Disconnect and remove the hopper. Empty the hopper and look for the object that has jammed it. Reconnect the hopper and press the reset button.
E-2/ (HE/ HJ)	Token hopper dysfunction.	Check the token hopper.
E-3/ (HE)	The token hopper is empty.	Refill the token hopper and press the reset button.
E-4/ (RR)	RAM error.	Press the reset button.
E-5	Reel error.	Restart the machine and press the reset button.
E-6/ (CO)	Prize error.	Press the reset button.
E-7	Hopper Overflow.	Check the hopper or the overflow sensors located to the right of the hopper.
E-8	Hopper is disconnected.	Check the cable.
CE/ CJ/ C2	The token slot is jammed.	Clear the obstruction. Clean the coin track with alcohol, then press the reset button.