



Dynamite Wave has such an elegant body line with gorgeous illuminations. The main characters are two Japanese actors who are known for their enthusiasm in fishing. Its game play is therefore based on open-water fishing. You can see incredible animations on the LCD.

First of all: whenever you come across unfamiliar terms, look up the Glossary -- Open <[www.bigbearpachisloshop.com](http://www.bigbearpachisloshop.com)> and click "[Glossary](#)" in the left column.

#### Game

You insert three tokens, hit the spin knob, and push the reel stop buttons. This sequence is called a "Game." Let's say, "You may need 20 games to get a Big Bonus" -- This means you need to repeat this sequence 20 times until you win a Big Bonus

#### 3 Bet and 5 Wining Lines

You must put in three tokens or credits (Max Bet) to spin the reels. A max bet gives you five lines to get a winning combination. Five winning lines are:



### Winning Combinations and Prizes

Dynamite Wave offers two principal prizes -- a bonus round and small prizes. A bonus round divides into a Big Bonus and a Regular Bonus, and small prizes consists of the Watermelon, the Bell, the Cherry, and a Replay. For the details of a Big Bonus and a Regular Bonus, see "[Big and Regular Bonuses](#)" in the section "Pachislo World" on <[www.bigbearpachisloshop.com](http://www.bigbearpachisloshop.com)>.

	15 + Big Bonus
	1 + Regular Bonus
	8 (Watermelon)
	6 (Bell)
	2 (Cherry)
	Replay
During a bonus round	
	15
	8
	3 + Jac-in
	15 + Jac-in
During Jac Games	
	15

Let's say, you've got on one of five lines. At this point you win 15 credits and enter a Big Bonus. Likewise, when you have , you get 15 credits and enter a Regular Bonus. is the Fireball, paying out 10 credits. is called "Cherry" -- when you have a cherry on the left reel, you win two credits no matter what symbols you have on the right and middle reels. is a symbol "Jac." is a prize "Replay" in normal game mode and a "Jac-in" during a bonus round.

### How to Win?

Understand you never win a Regular or a Big Bonus out of blue -- you must go through a winning process. That is, you play "Normal Games" first, get a "Winning Sign," and move on to "Stand-by Games" that offer you chances to win a Regular or a Big Bonus. For details,

see "[How to Win?](#)" in the section "Pachislo World." Also see "[Winning Signs and Small Prizes](#)" to win small prizes.

### Winning Signs

To win prizes, you need to know a variety of machine actions on the LCD that show winning signs for oncoming prizes. Here are examples.

#### Machine Actions (1)

These actions may lead to a small prize.



Winning symbols



A sunfish and waves



A sunfish and changing background



Popping-up characters

#### Other variations



## Machine Actions (2)

These actions may lead to a bonus round.



A school of sunfish



A king sunfish



A cue to special stages



Indication of rates of winning

## Machine Actions (3) Special Stages

1. Waterfall: Matsu and Ume, in cooking attire, jump and try to win the prize!!



2. Marlin: Matsu and Ume try to fish a big marlin and win the prize!!



3. Hitting on: Matsu and Ume try to talk a girl into dancing with them and win the prize!!



**Machine Actions (4) Others**

There are so many other actions that may lead to prizes. It is your challenge to find them out!!



These actions may lead to a bonus round!!



To get more credits from a Big Bonus...

Here are tips to earn full-credits from a Big Bonus.

Follow this instruction and win the maximum of 711 credits from the Big Bonus. The key to success is to avoid the third Jac-in.

Once you enter the Big Bonus, stop the reels from right to left until you have four games left -- pay attention to the game counter.

You can easily win the Bell (15 credits) by stopping the reels from right to left.

When have three games left, start stopping the reels from left to right. If you get <7> on the right reel, you can get a Jac-in with 15 credits!

<http://www.pachinkomuseum.com>

<http://www.pachinkovillage.ne.jp>

<http://www.pachimaga.com>