

4-Mann-Flipper

UFO-X

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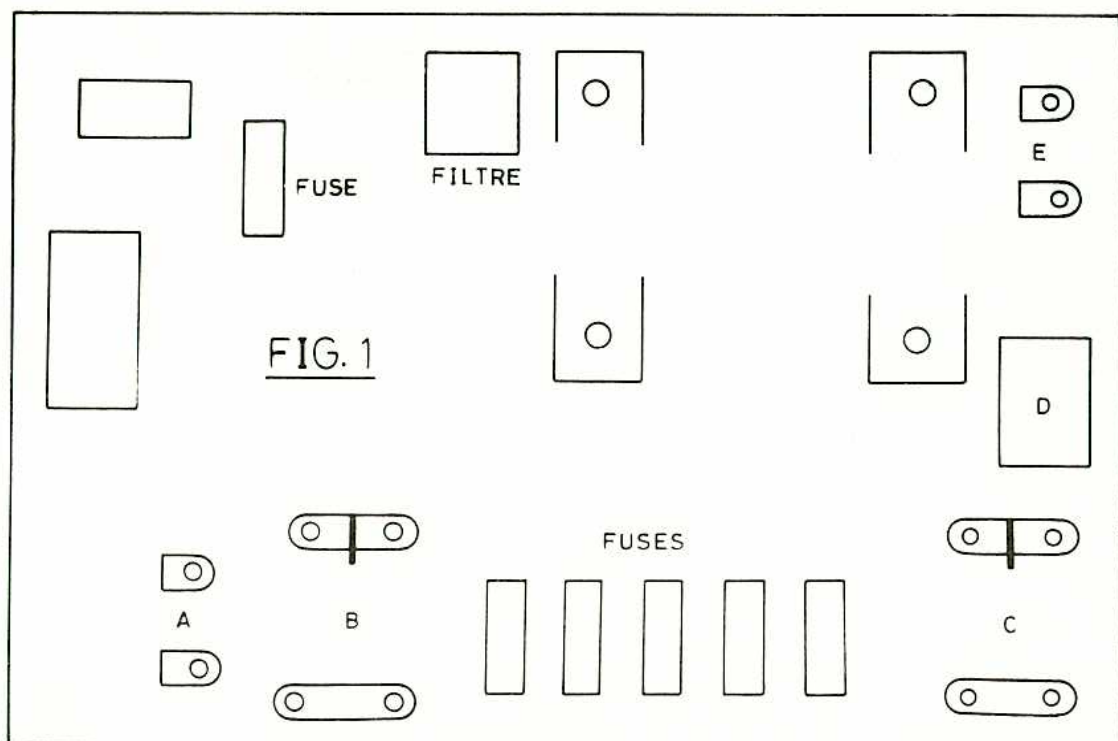
— INSTALLATION —

INTRODUCTION

- Assemble the machine.
- Connect the harnesses (see section on connection of harnesses).
- Check the network voltage (the machine leaves the factory with 220V A.C., 150W; to vary the input voltage see section on voltage change).
- Check fuses.
- Locate possible errors in connection (connectors displaced or wrongly connected).

HARNESSES CONNECTED

- Connect playfield harnesses to:
 - a) MPU board (8). Figure 3. Connector 3.
 - b) Connector B. Figure 1.
 - c) Reles board (10). Figure 3. Connectors 7 and 8.
 - d) BLC boards (7). Figure 3. Connectors 10, 11, 12 and 13.
 - e) Frontal connector.
- Connect cabinet harnesses to:
 - a) Connectors C and E. Figure 1.
 - b) MPU board (8). Figure 3. Connector 4.
- Connect platform transformer harnesses to:
 - a) MPU board (8). Figure 3. Connector 1.
 - b) Sound-IV board (9). Figure 3. Connector 5.
 - c) Reles board (10). Figure 3. Connector 9.
 - d) GND BUS (12). Figure 3.
 - e) Knocker (11). Figure 3.



VOLTAGE CHANGE

This is effected by way of the selector situated on the transformer (figure 2).

The voltages are printed for better localization:

- Lift the board.
- Place mobile terminal (red-green) in the position corresponding to voltage available (figure 2).

The interior plug (D) situated on transformer platform (figure 1) is 220V and is not affected by network switch.

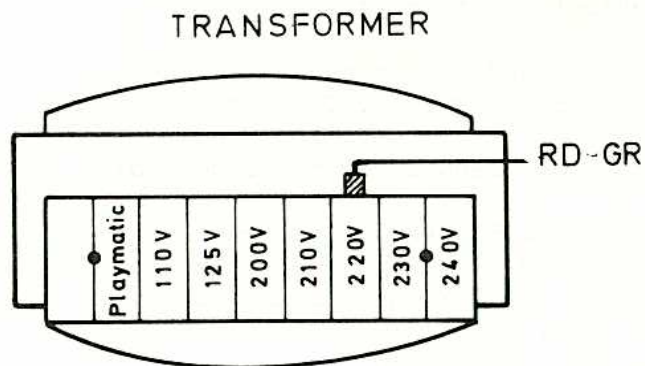
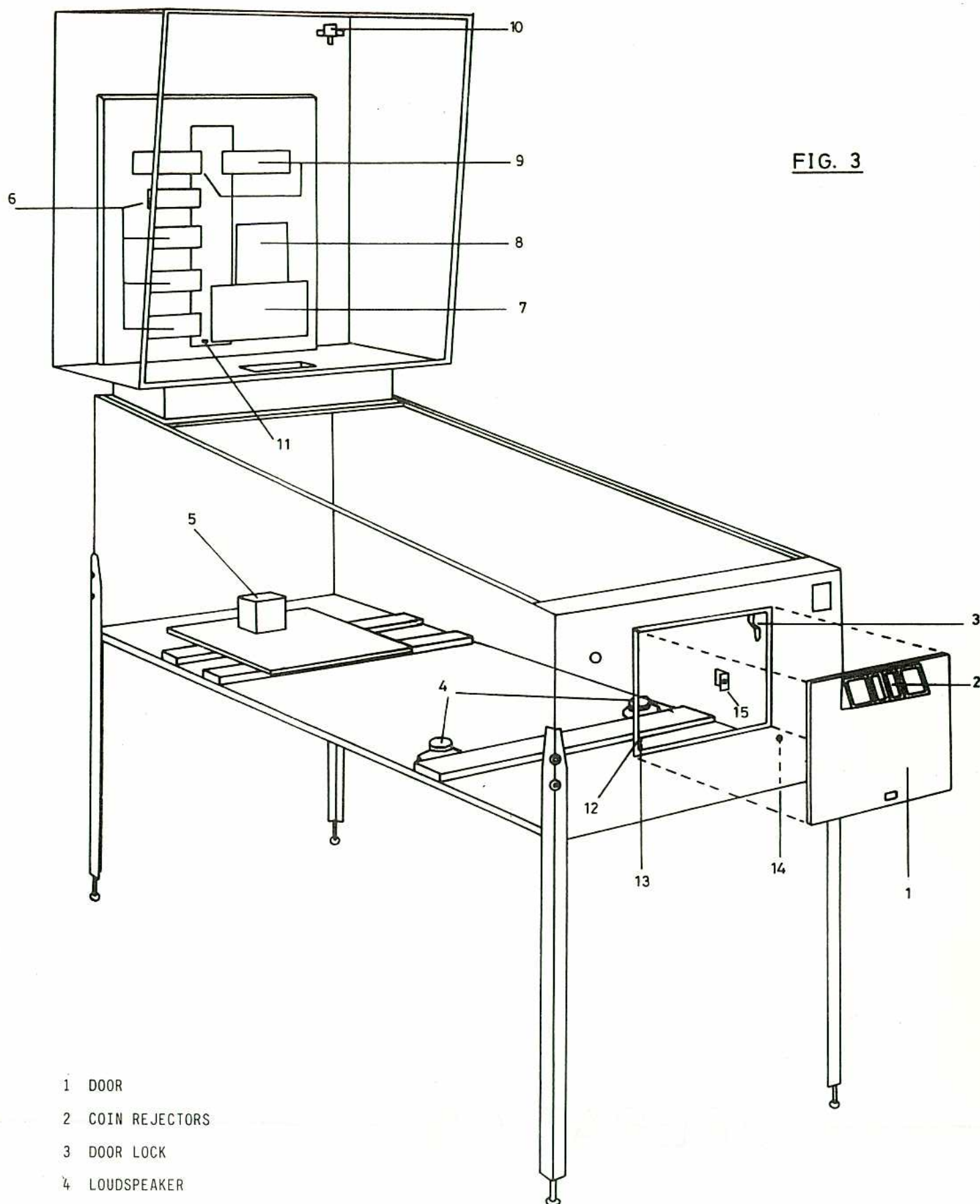


FIG. 2

FIG. 3



- 1 DOOR
- 2 COIN REJECTORS
- 3 DOOR LOCK
- 4 LOUDSPEAKER
- 5 TRANSFORMER
- 6 BLC BOARDS
- 7 MPU BOARD
- 8 SOUND-IV BOARD
- 9 RELES BOARD

- 10 KNOCKER
- 11 GND BUS
- 12 TEST
- 13 SERVICE BUTTON (two-way switch)
- 14 SWITCH
- 15 VOLUME SOUND POTENTIOMETER

— OPERATION —

DESCRIPTION OF GAME

- Upper central ejector, lit up blue target lights, which, will be lighting alternately. When one of the blue lighted targets be touched by the ball in play, they will immediately blink and will score 90.000 pts. Afterwards, they will be turned off.
- Ejector placed between corridors, will light yellow stars and when turning them off, will light specials placed lower and alternately.
- Flag in center, will score 1.000 pts. when the captive ball gets into the hole, disappearing, once ball be placed to upper ejectors.
- Letters A, B, C, D and E (yellow colour) will light when dropping down upper three drop targets. When dropping down lower three targets, letters A, B, C, D and E (white colour), will be litten up.
(AA=X2 BB=X3 CC=X4 DD=X5) multiply bonus valour.
EE= prepares "EXTRA BALL" in blue central target.
- Dropping down central yellow target, will light left corridor. Dropping down central white one, will light right corridor.
- Right flipper button, changes scoring valour of "RED" dropped targets.
Left flipper button, changes scoring valour of "GREEN" dropped targets.
- When ball in play enters through upper corridors, the scoring of each target placed at both sides of playfield, will multiply by ten during a period of 15 seconds.
- Upper green stars, will be litten up when dropping down upper or lower targets.
- A total of 450.000 pts. may be scored by "BONUS".
- "SHOOT AGAIN" light, does not count the ball in play.

TEST

- Disconnect the machine and open the door.
- Lift up "service button".
- Connect the machine. At the 1st. player display (DSPY 1, Fig. 4) the word "TEST" will appear.
- Press test button. Fig. 4. Counters will advance from 000.000 to 999.999, the cycle will repeat meanwhile the mentioned button it is pressed.
- On the credit counter (Fig. 4), will appear 00 0, it means that there is not any closed contact.
- On closing any contact, will appear at the "CREDIT" counter, the number corresponding to ment. contact.

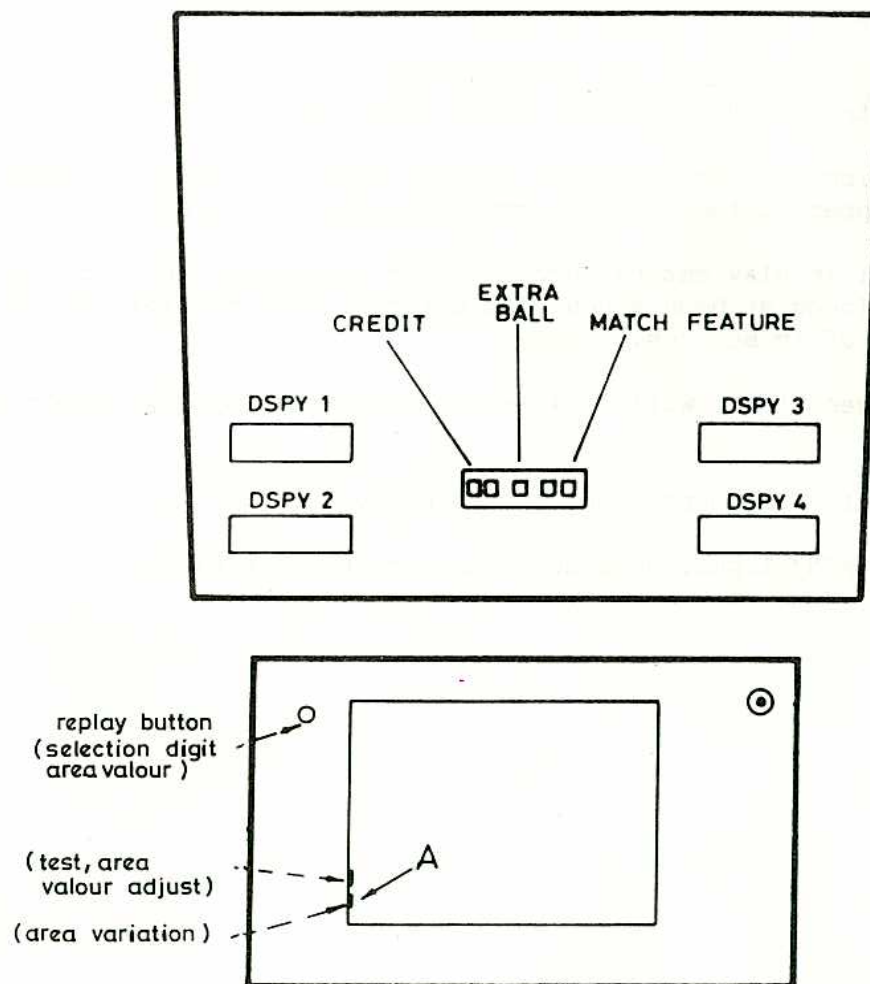


FIG.4

ADJUSTMENT AND BOOKKEEPING

- Reading of coin and game totals (bookkeeping).
- Set machine in "GAME OVER"
- Opening the door, lift up "service button", on the first player display the word "BOOP" will appear. It means that "Bookkeeping" test is ready to start.
- Immediately, at the "CREDIT" display, number "1" will appear, which, it means, that bookkeeping test is prepared to start from area "1".
Second player display will give us figures concerning total coins introduced in first selector, and so on.

AREA 2: nº of coins by 2nd. selector.
AREA 3: nº of coins by 3rd. selector.
AREA 4: nº of total games played.
AREA 5: nº of total games by "MATCH FEATURE".
AREA 6: nº of total games by "SCORING".
AREA 7: nº of total "EXTRA BALL" given.
AREA 8: nº of total prizes for "SPECIAL".

INDEPENDIENT ADJUSTMENT

- Setting the 8 area and on pressing the "A" button succesively (Fig. 4), will appear at the 1st. player display and in the second one, the adjustment valour of the different areas.
Game push button, can be used to modify. Adjustments of different areas, chousing required digit, through "TEST" pushbutton to required value.

OBJECT OF ADJUSTMENT	AREA	READING	STANDARD
GAMES PER COIN FIRST COIN REJECTOR	01	0,0 to 9,9	1,0
GAMES PER COIN SECOND COIN REJECTOR	02	0,0 to 9,9	2,0
GAMES PER COIN THIRD COIN REJECTOR	03	00 to 25	3,0
MAXIMUM NUMBER OF EXTRA BALL	04	1 to 5	3
FREE GAMES GIVEN FOR HIGH SCORE	05	1 to 5	1
BALLS PER GAME	06	1 to 5	3
FREE GAME FIRST SCORE	07	0000000 to 9900000	1.200.000
FREE GAME SECOND SCORE	08	0000000 to 9900000	1.600.000
FREE GAME THIRD SCORE	09	0000000 to 9900000	2.000.000
GAMES FOR EACH PLAYER	10	0=SEVERAL 1=10ONLY	/
PRIZES FOR SPECIAL	11	0=GAME 1=BALL	/
PRICES FOR SCORING	12	0=GAME 1=BALL	/
MATCH FEATURE	13	0= YES 1= NO	/
CALL TO ATTENTION	14	0= YES 1= NO	/

- By pressing the "RESET" button placed in the MPU board, "HIGH SCORE" it's released to starting score (2400.000).

FLIPPERS & BUMPERS ADJUSTMENTS

- There is a connector on the lateral platform to this effect (A)
(see figure 1), indicating the voltage to which it can be regulated.
- Depending on the strenght required, the following voltages are available;
28, 30 & 32 V.

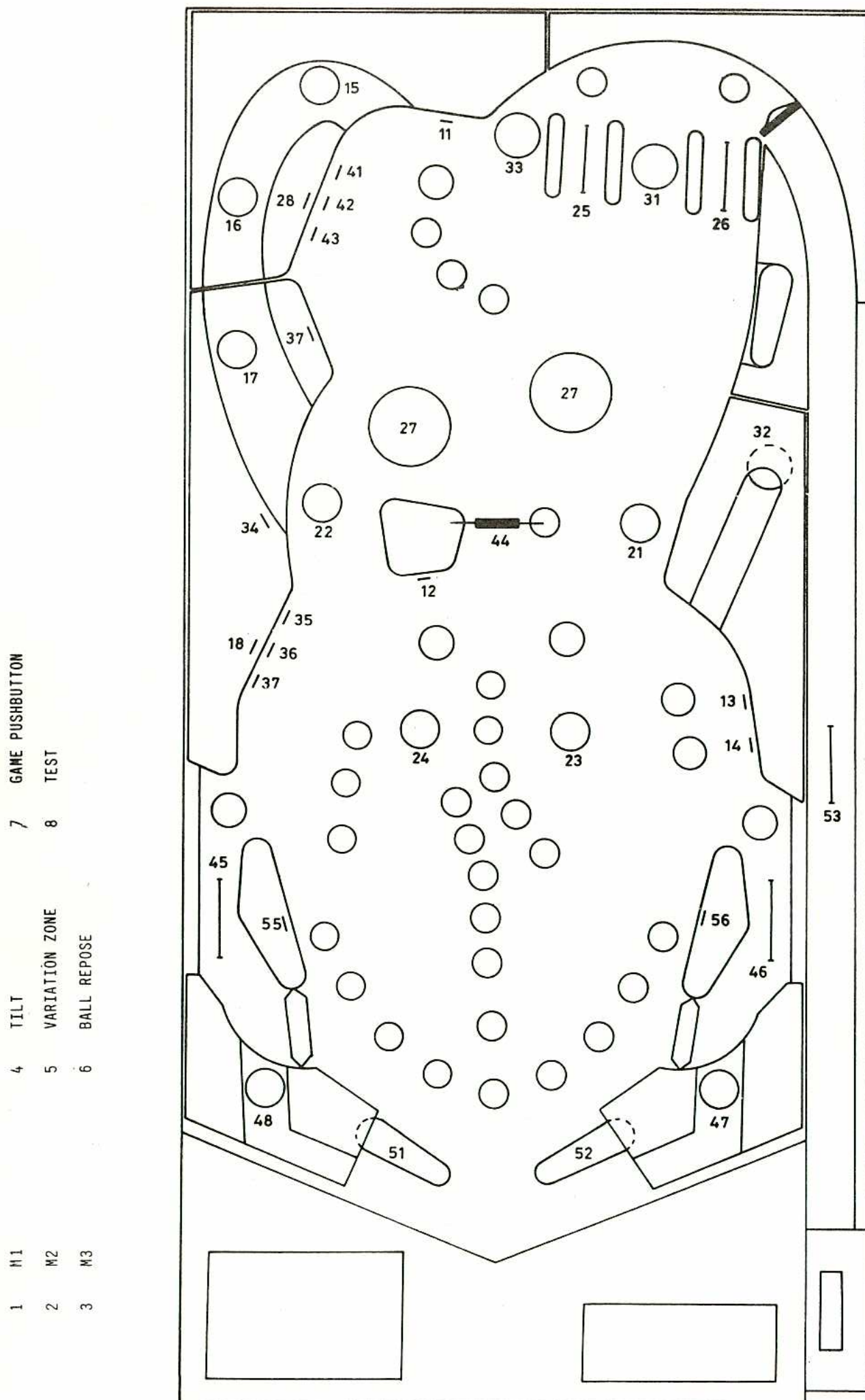


FIG. 5

LIGHTS

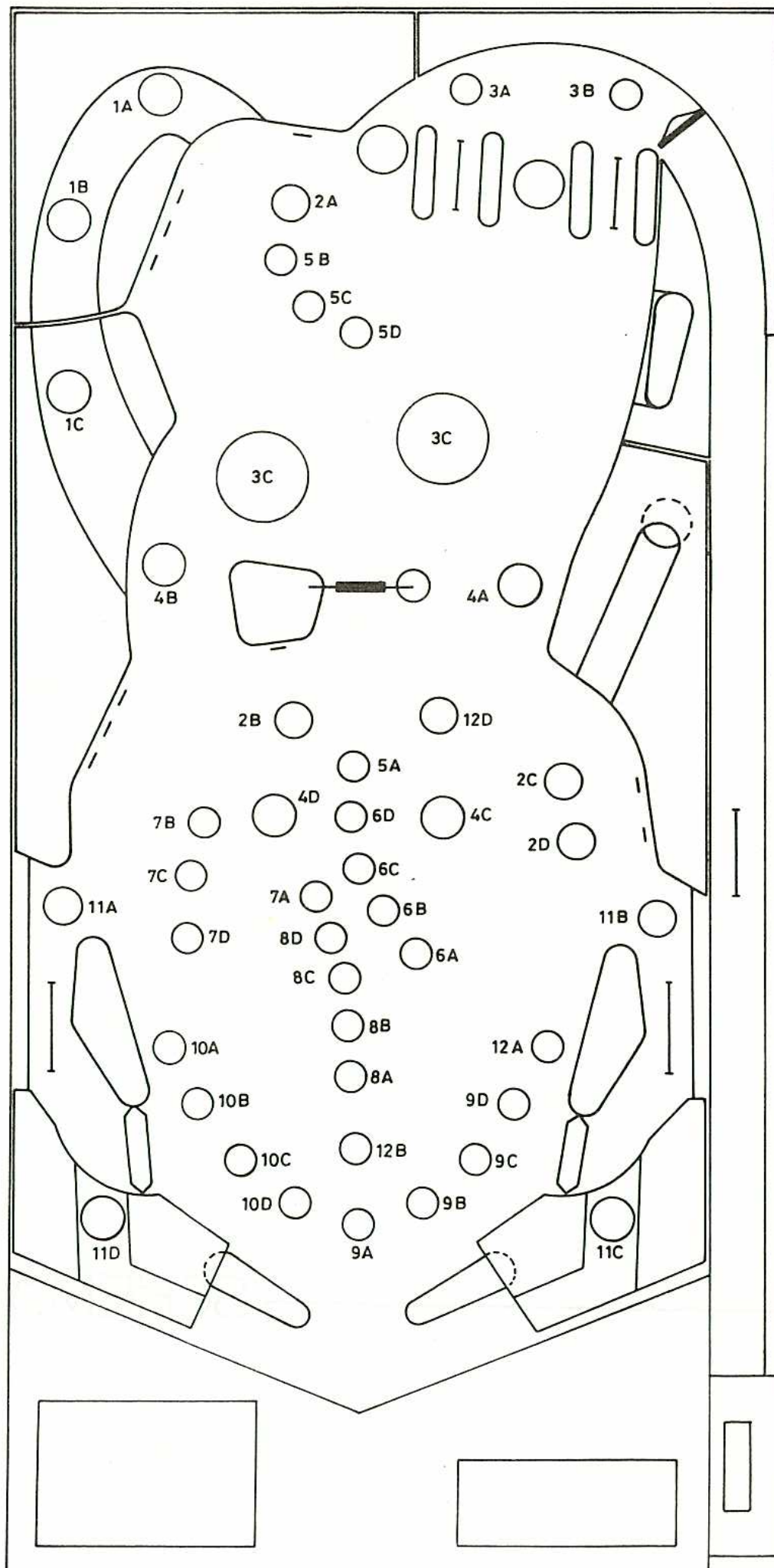


FIG. 6

— SCHEMAS —

EFO_{SA}

B. L. C.

PROYECTADO

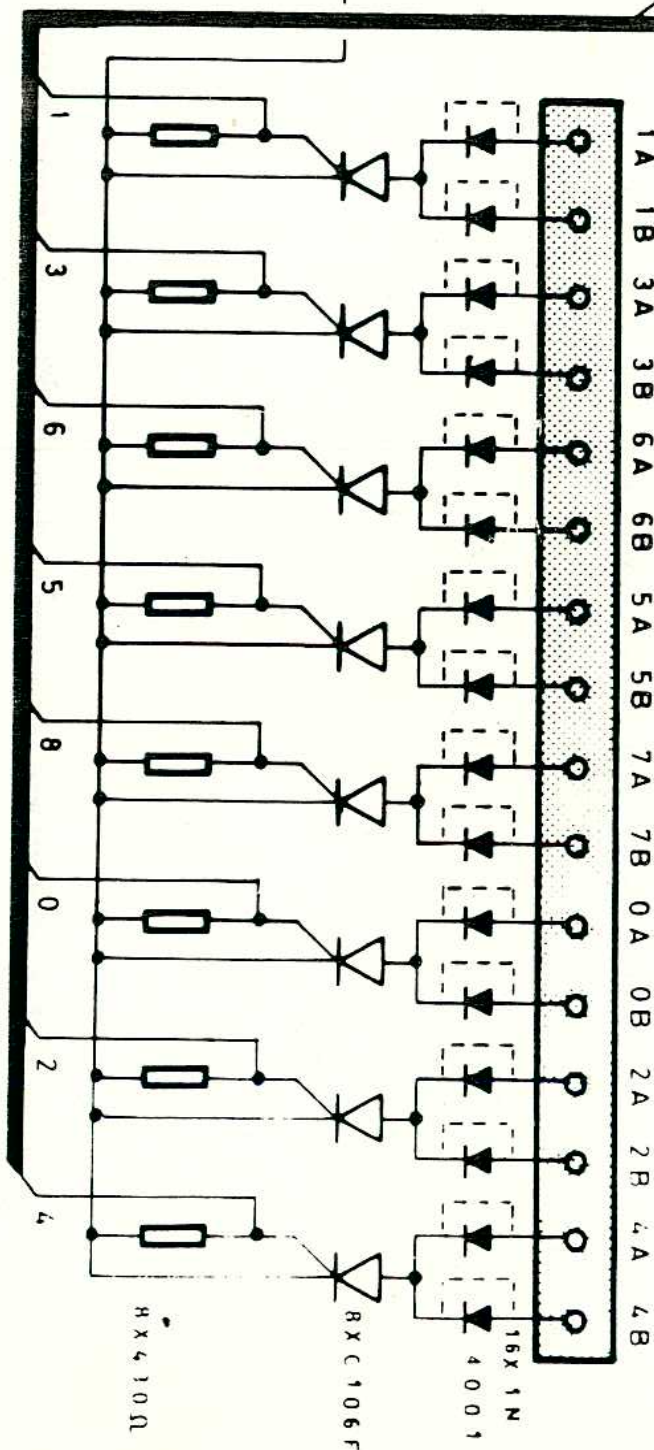
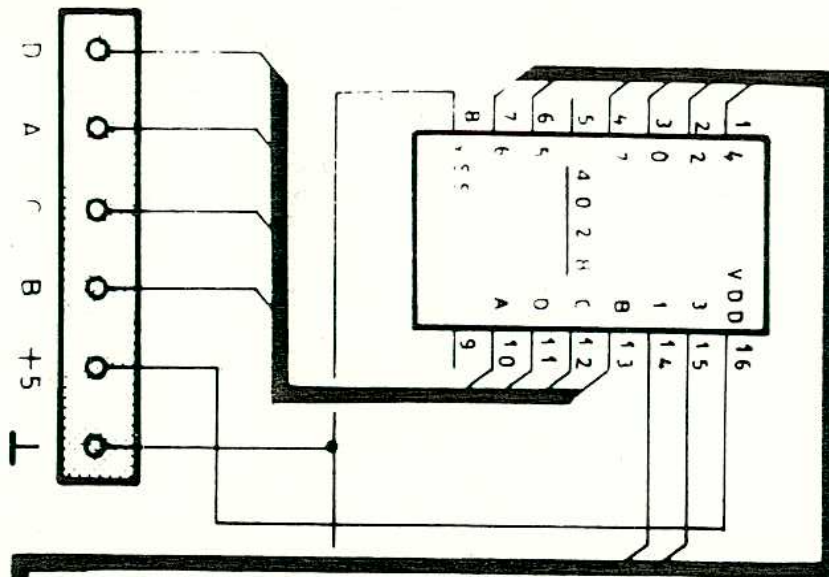
11-1-82

F. YAGO

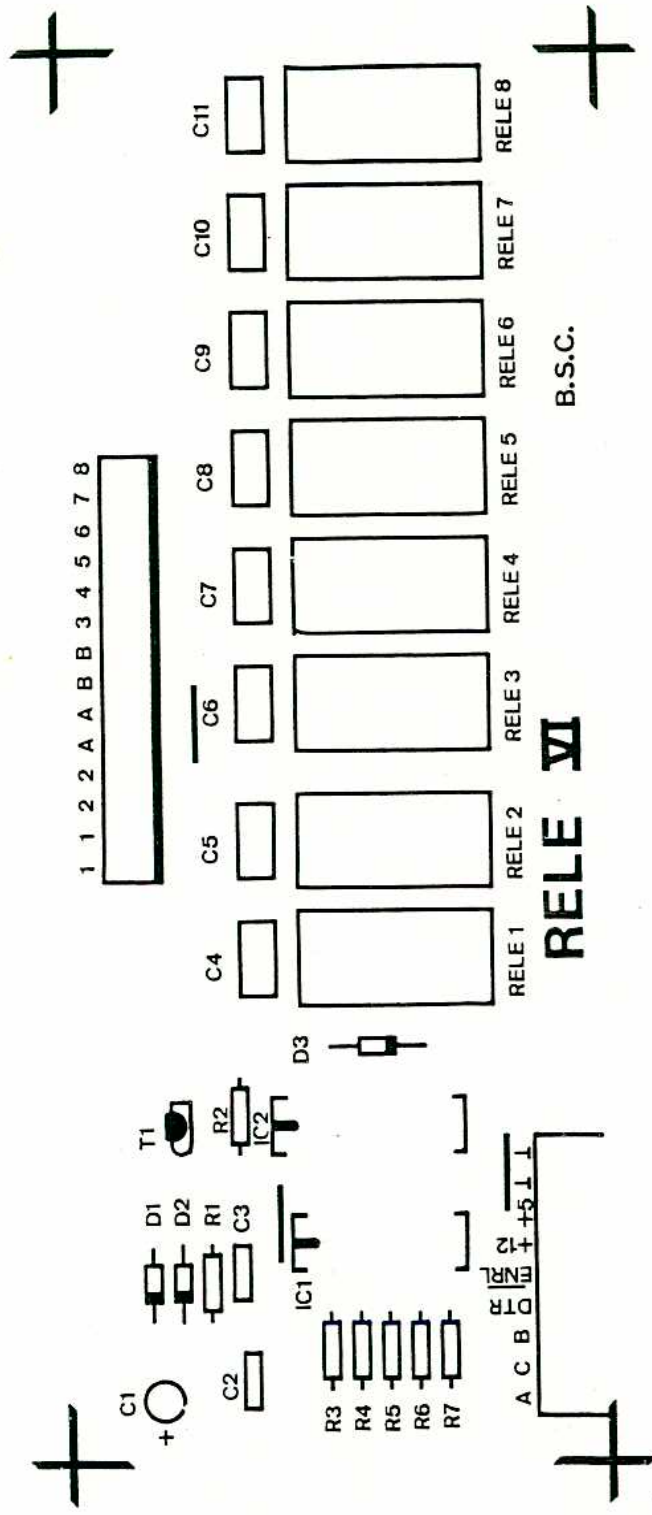
DIBUJADO

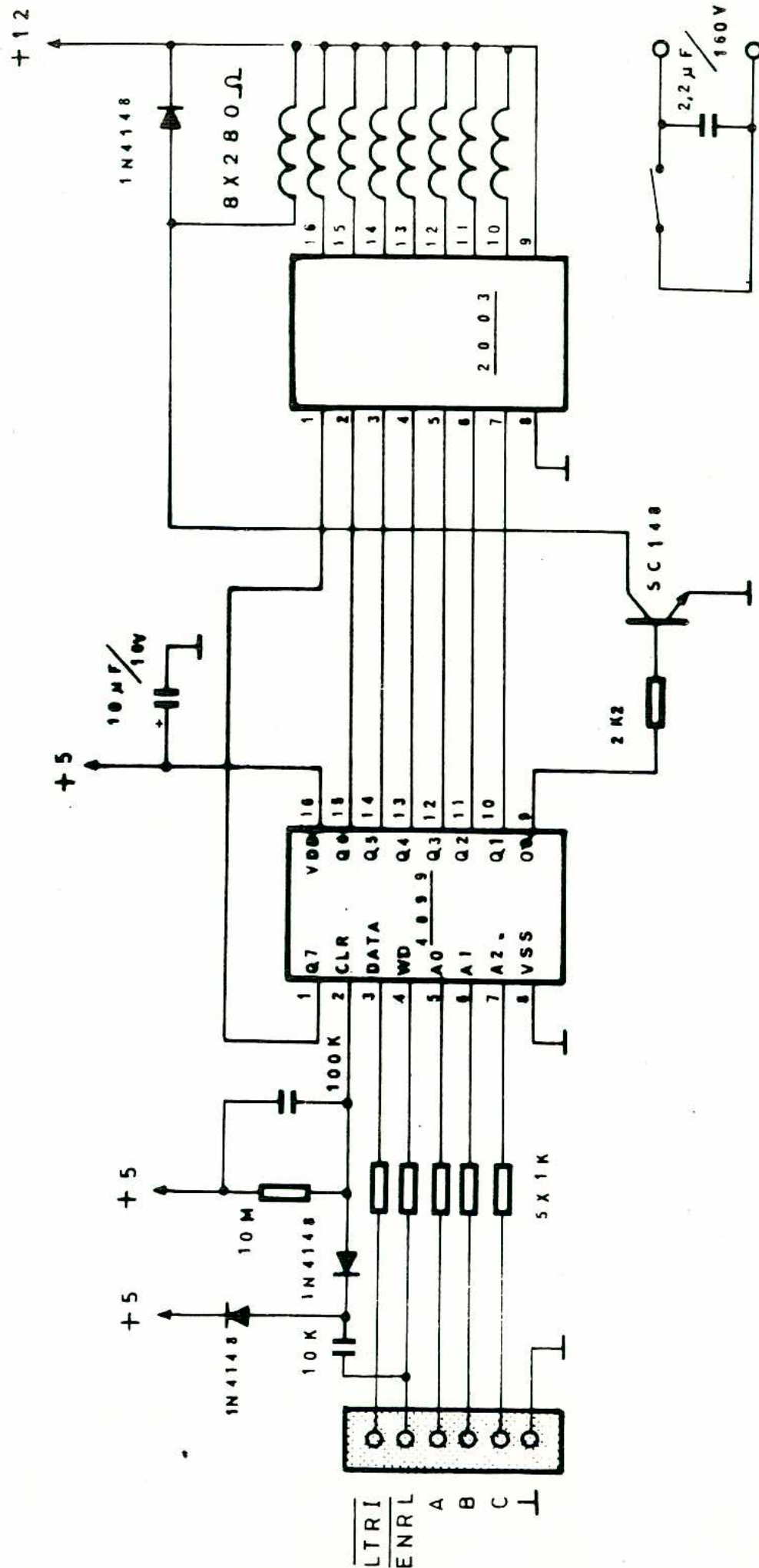
5-3-82

J. Y. G.

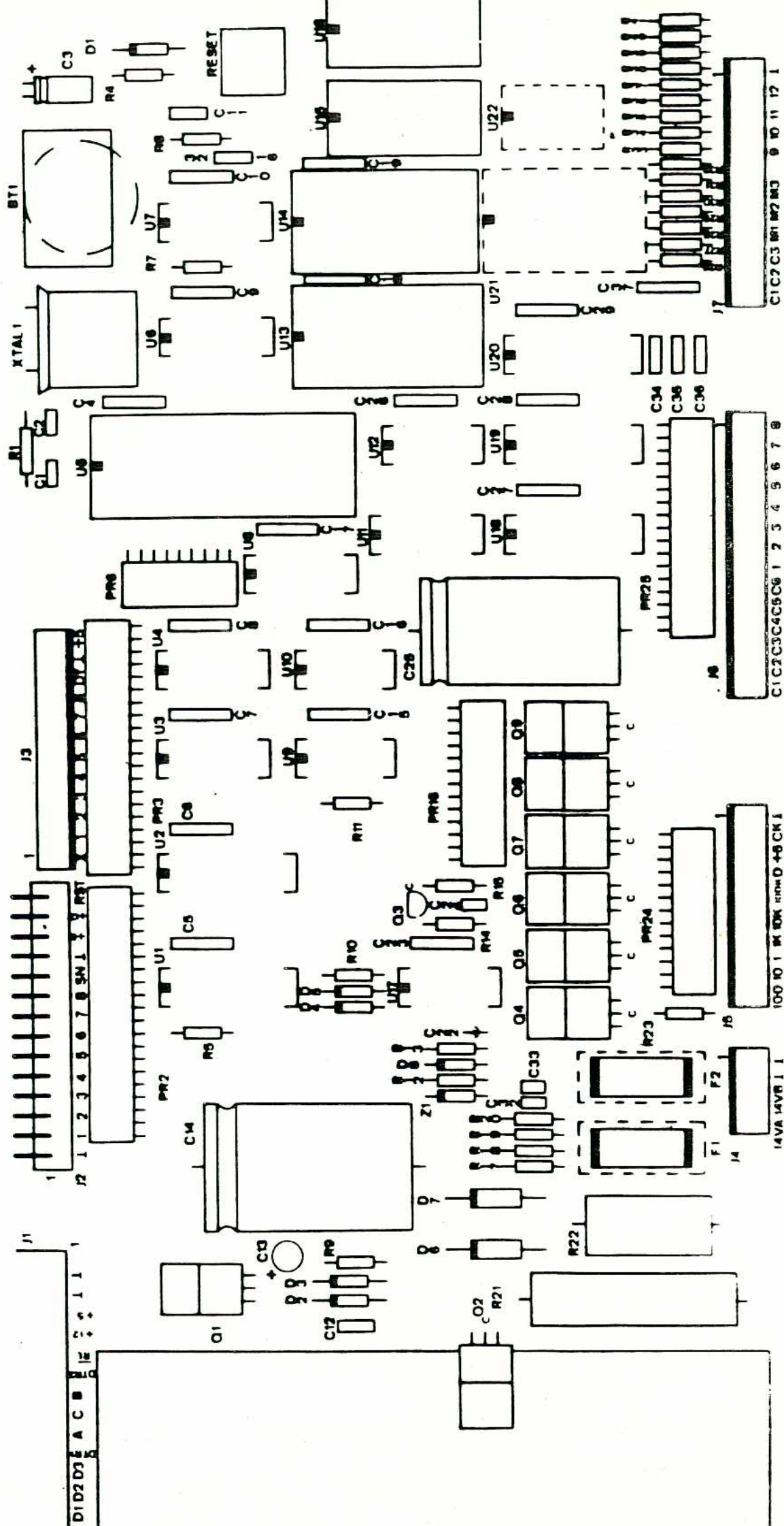


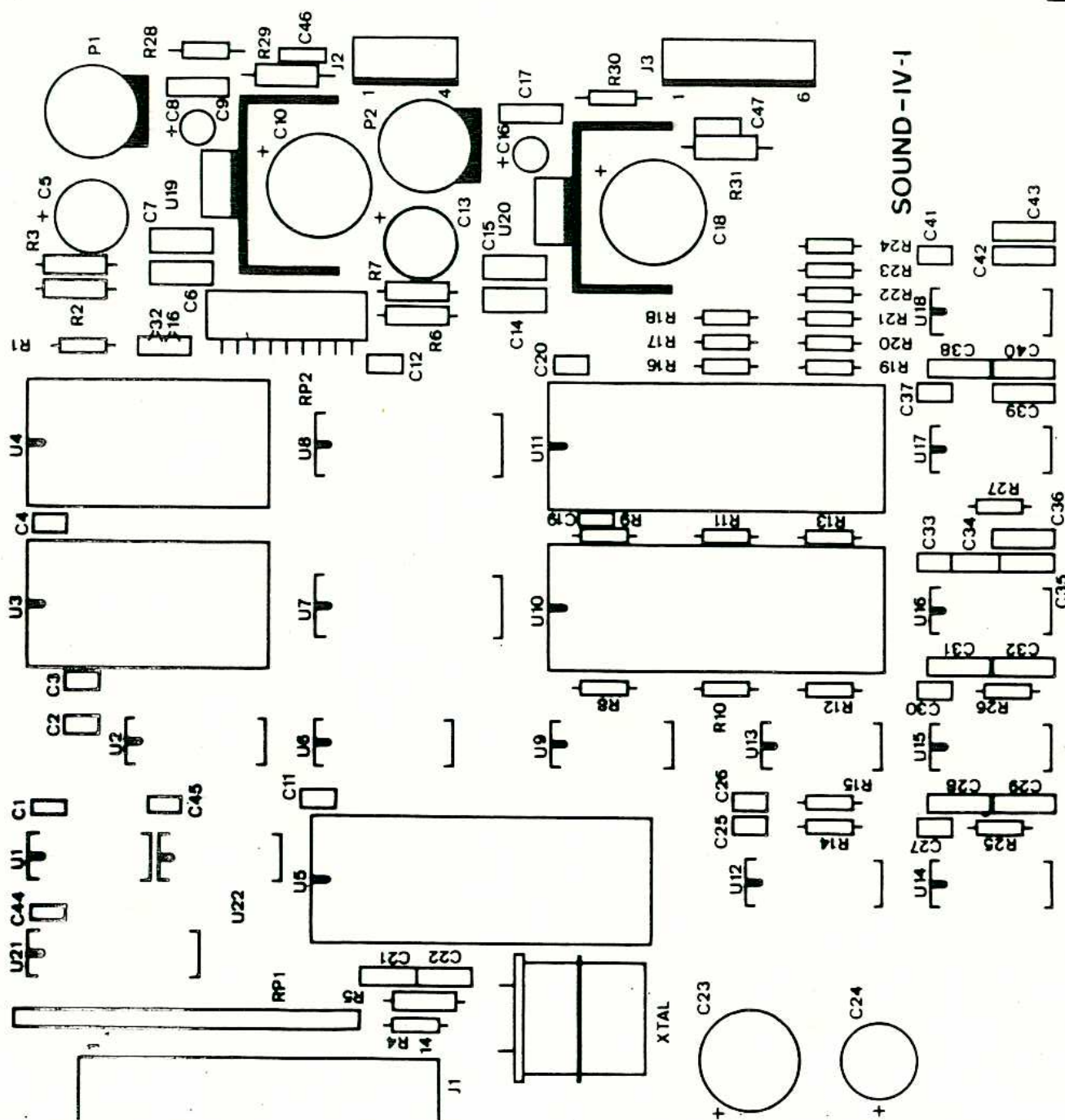
1 A





2A

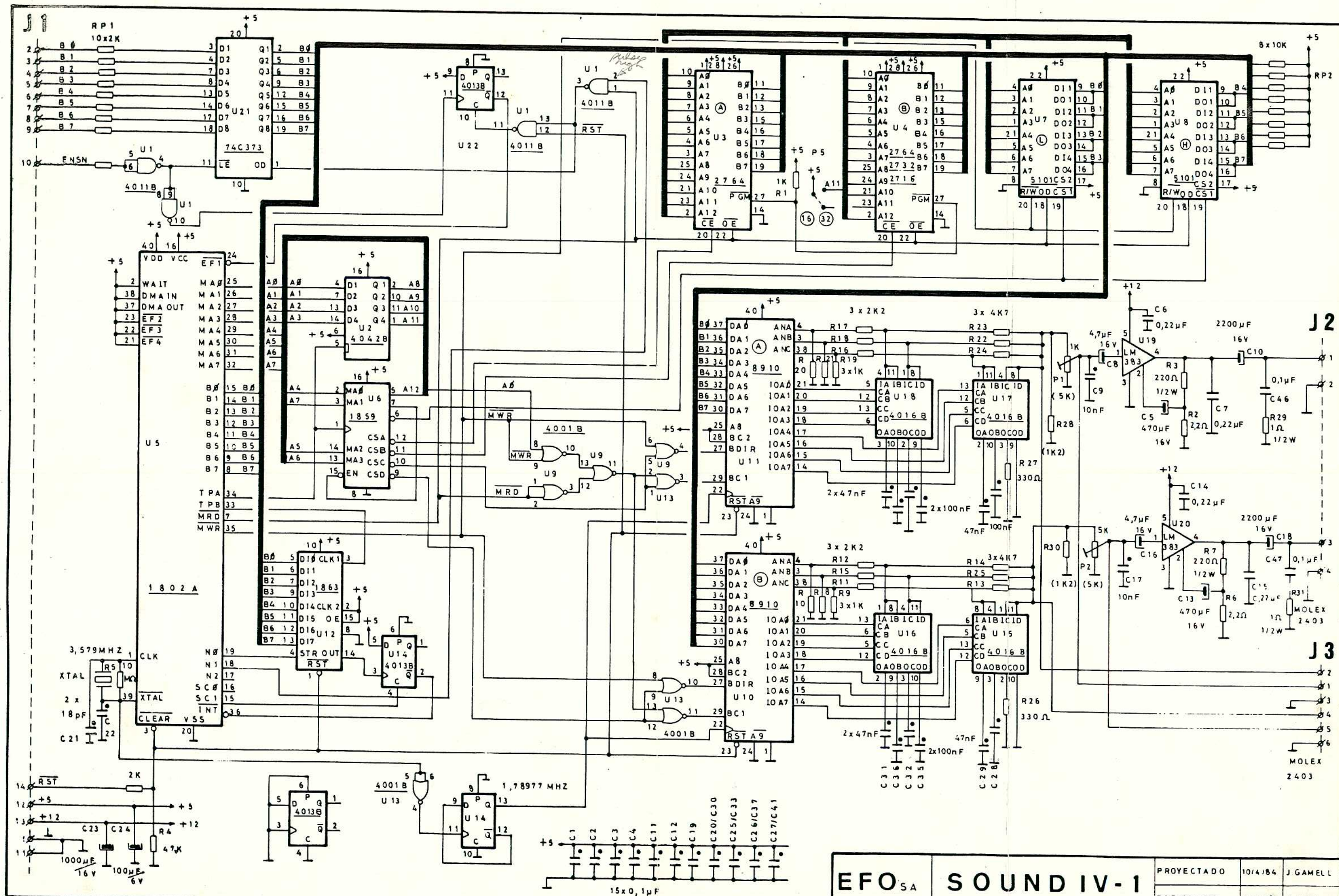




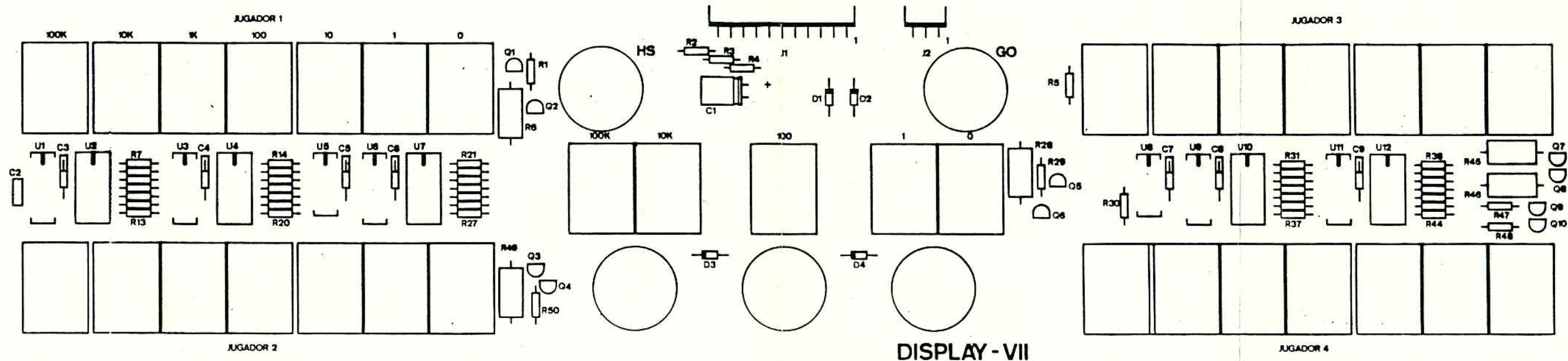
MATERIA PRIMA							
ESPECIFICACIONES							
MODIFICACIONES		1	2	3	4	5	6
7	8	9	10	11	12	13	14
MARKA				N.º Píxeles		PROYECTADO	
COMPROBADO				REF.		ESCALA	
N.º 884-3784				1:1			

E.F.O.

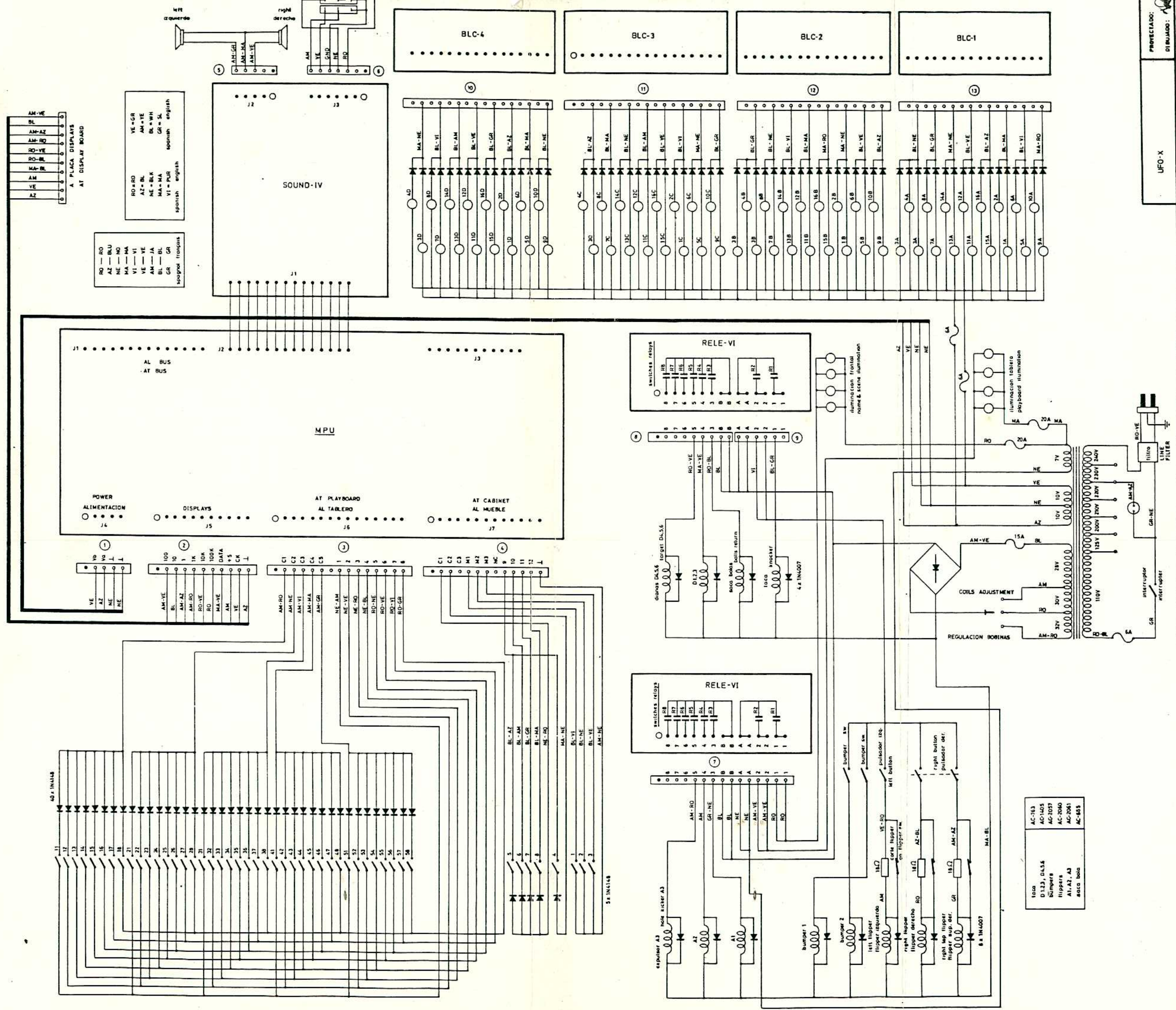
SOUND IV-I
C.IMPRESO 510244
COMPONENTES



EFO SA	SOUND IV-1		PROYECTADO	10/4/84	J. GARELL
			DIBUJADO	15/6/84	J. V. A. G.



MATERIA PRIMA:							
ASIGNACIONES:							
AUTOMATIZACIONES:							
1		2		MARCA		N.º	
E.F.O.		DISPLAY-VII		C.IMPRESO510243		REF.	
		COMPONENTES		883-3784		1:1	



PROYECTADO:
DIBUJADO:
UFO-X