

**GAME PLAN, INC.
COCKTAIL PINBALL
(MODEL 110)**

**INSTALLATION
AND
REPAIR MANUAL**

GAME PLAN, INC.
140 LIVELY BOULEVARD
ELK GROVE VILLAGE, IL. 60007

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MODEL 110 INSTALLATION AND REPAIR MANUAL

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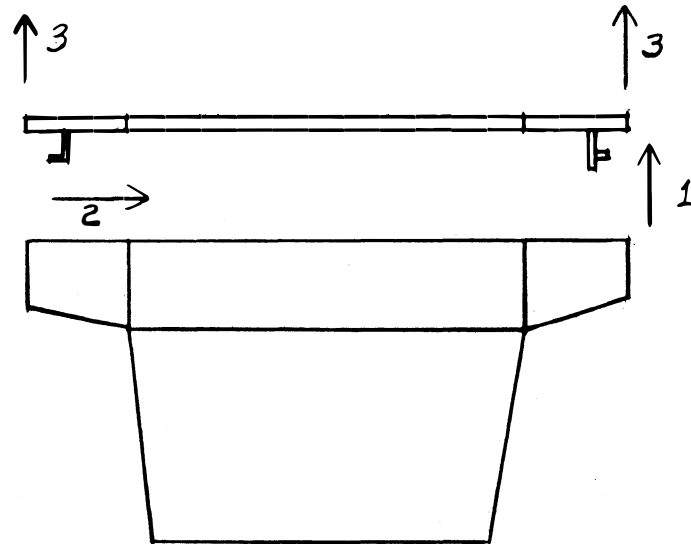
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INSTALLATION

I GENERAL INSTALLATION

The game is shipped with the game ball, tilt ball and four legs inside the cash box. The keys for the door lock, top glass lock, and cash box locks are attached to the ball shooter. The following steps are necessary to make the game ready for play:

1. Attach the four legs to the bottom of the game by screwing them into their mounting brackets. Level the game by adjusting the hex nut on the legs.
 2. Unlock the top glass and remove the glass by lifting the back, then sliding the top toward the back of the game and up as in figure #1. Raise the playfield by lifting on the bracket above the ball return hole and rest it on the playfield support arm.
 3. Insert the tilt ball into the roll tilt assembly in the upper left corner of the cabinet. Adjust the roll tilt assembly if necessary.
 4. Check the adjustment of the plumb bob tilt.
 5. Check that all cable connectors are completely seated and clear of moving parts.
 6. Check for any broken or disconnected wires.
 7. Check the playfield for any shorts between lamp sockets, switch contacts or solenoids that may have been caused by vibration during shipment.
- 1



1. UNLOCK AND LIFT BACK OF TOPGLASS.
2. SLIDE TOPGLASS TOWARD REAR OF GAME
UNTIL FRONT BRACKET IS CLEAR.
3. LIFT FRONT AND BACK UNTIL CLEAR OF GAME.

FIGURE I. TOPGLASS REMOVAL

8. Check that fuses are firmly in place.
9. Check the power supply for any foreign material that may have fallen into it during shipment.

Lower the playfield and put the game ball in the shooter alley. Put the top glass back on and lock it. The game is now ready to be plugged in. Plug only into voltage as specified on label on rear of game.

II GENERAL GAME OPERATION

Turn on the ON-OFF switch located at the rear of the game above the line cord. The displays should stay blank for approximately 7 seconds. During this time the MPU circuit board is exercising its self diagnostic routine. Upon successful completion of the self diagnostic routine, the game over tune will play and the displays will alternately flash zeros and high score to date.

Coin the game. The game should play the coin tune if selected and increment the credit display. Press the credit button. The start of game tune should play if selected, the credit display should decrement, the first player display should flash for player up, ball in play and number of players display should be at 1, and the ball should be served to the shooter alley if sitting in the ball return hole.

Pressing the credit button again will cause the number of players to be incremented with each depression to a maximum of four.

III FEATURE OPERATION & SCORING

The rollovers at the top left and top right of the playfield increment score by 1000 points. The other three rollovers increment the score by 1000 points, advance the bonus by 1000 points, and change the 1000 when lit in the spinner lanes. The spinners score 100 or 1000 when lit. The left and right thumpers score 100 points. The left and right slingshots and lower targets score 10 points. The four 1000 and advance bonus lanes increment score by 1000 points and advance the bonus by 1000. The extra when lit advances the bonus by 1000 and lights same player shoots again when lit. The special when lit advances the bonus by 1000 and lights same player shoots again when lit. The special when lit advances the bonus by 1000 and gives a Special when lit.

The A,B, & C 500 and spin holes cause the chuck-a-luck to spin and score to be incremented by 500 points. When the chuck-a-luck stops spinning the player is awarded the feature that it is pointing to and the ball is kicked out of the hole. Lighting A and B and C on the same ball lights the special lane. All bonus for current ball is collected when the ball falls in the out hole. When an extra ball is awarded it is played immediately following the ball that won it.

Exceeding high score to date awards credits, if optioned, at the end of the game and the displayed high score to date is automatically updated.

Tilting the game results in loss of current ball and the flippers and all playfield features go dead. Slamming the machine results in loss of the game, and the game goes into a

delay mode for approximately 15 seconds. The A,B, & C kickouts are always active except during this delay. If a ball falls in the A,B, or C hole during the slam delay it will be kicked out immediately after the delay.

At the end of the game, the game over tune plays and the match number shows in the ball in play / number of players display if optioned. The game goes into a game over delay for approximately 5 seconds and then begins alternately flashing last game score and high score to date on the displays.

✓ IV ACCOUNTING FUNCTIONS

The accounting routine begins at step 5 of the diagnostic and accounting program. Depressing the test switch 5 times will cause the first replay level to be displayed on all four score displays and 05 to show on the match display. The replay levels and all other accounting functions may be reset to zero as they are displayed by pressing the accounting reset button S33 on the MPU board. The replay level may be incremented by 2000 points for each depression of the credit button.

Depressing the test switch again will display the second replay level and 06 in the match window. This level may be adjusted by pressing the credit switch.

Depressing the test switch again will display the third replay level and 07 will show in the match window. This level may be adjusted by pressing the credit switch.

Depressing the test switch again will display the high score to date and show 08 in the match window. This level may be

adjusted by pressing the credit switch.

Depressing the test switch again will display the current credits stored in the game and show 09 in the match window.

Example: 000120 = 12 credits. Remember the units digits on the score displays always show 0.

Depressing the test switch again will display the total plays and show 10 in the match window. To determine the number of total plays subtract 10,000 from the number displayed.

Example: 010250 = 25 total plays.

Depressing the test switch again will display the total replays and show 11 in the match window. To determine the number of total replays subtract 10,000 from the number displayed Example: 010450 = 45 replays.

Depressing the test switch again will display the total number of times the high score to date is beaten and 12 will show in the match window. Example: 000080 = 8 times.

Depressing the test switch again will display the total coins dropped through coin chute #1 and show 13 in the match window. To determine the total number of coins dropped through chute #1, subtract 10,000 from the number displayed.

Example: 011140 = 114 coins.

Depressing the test switch again will display the total coins dropped through coin chute #2 and show 14 in the match window. To determine the total number of coins dropped through chute #2, subtract 10,000 from the number displayed. Example: 010000 = 0 coins.

Depressing the test switch again will display the total coins dropped through coin chute #3 and show 15 in the match

window. To determine the total number of coins dropped through chute #3, subtract 10,000 from the number displayed. Example:
013650 = 365 coins.

Depressing the test switch one more time will return the game to game over and the game is now ready for play. Total plays, Total replays, Coin Chute 1, Coin Chute 2, and Coin Chute 3 are set to 010000 at the factory and may be reset to zero by S33.

V. GAME ADJUSTMENTS

A. PLAYFIELD ADJUSTMENTS

The left and right outlane openings are adjusted by moving the adjacent post back or forward in its slot. A smaller opening to the outlane will increase playing time and scoring.

B. MPU SET UP SWITCHES

The MPU P.C. Board has 32 set up switches that allow play to be customized to the location. The switches are contained in four switch packs numbered S1-8, S9-16, S17-24, and S25-32. Switch selectable options are credits per coin, tune option, maximum credits allowed, 3 or 5 balls per game option, replay or free ball award, match feature, and credits for exceeding high score.

CREDITS/COIN ADJUSTMENT

S9 through S12 select the credits per coin for coin chute2. Switch setting and resultant credits per coin are as follows:

S12	S11	S10	S9	CREDITS/COIN
OFF	OFF	OFF	OFF	same as Coin Chute #1 Settings
OFF	OFF	OFF	ON	1/1COIN
OFF	OFF	ON	OFF	2/1COIN
OFF	OFF	ON	ON	3/1COIN
OFF	ON	OFF	OFF	4/1COIN
OFF	ON	OFF	ON	5/1COIN
OFF	ON	ON	OFF	6/1COIN
OFF	ON	ON	ON	7/1COIN
ON	OFF	OFF	OFF	8/1COIN
ON	OFF	OFF	ON	9/1COIN
ON	OFF	ON	OFF	10/1COIN
ON	OFF	ON	ON	11/1COIN
ON	ON	OFF	OFF	12/1COIN
ON	ON	OFF	ON	13/1COIN
ON	ON	ON	OFF	14/1COIN
ON	ON	ON	ON	15/1COIN

S1 through S5 select the credits per coin for coin chute 1.
S17 through S21 select the credits per coin for coin chute 3.
Switch settings and resultant credits per coin are identical for
coin chutes 1 and 3 and are as follows:

CREDITS/COIN ADJUSTMENTS

COIN CHUTE	SWITCHES					CREDITS/COIN
#1 or #3	5 21	4 20	3 19	2 18	1 17	
	OFF	OFF	OFF	OFF	OFF	3/2COINS
	OFF	OFF	OFF	OFF	ON	3/2COINS
	OFF	OFF	OFF	ON	OFF	1/COIN
	OFF	OFF	OFF	ON	ON	1/2COINS
	OFF	OFF	ON	OFF	OFF	2/COIN
	OFF	OFF	ON	OFF	ON	2/2COINS
	OFF	OFF	ON	ON	OFF	3/COIN
	OFF	OFF	ON	ON	ON	3/2COINS
	OFF	ON	OFF	OFF	OFF	4/COIN
	OFF	ON	OFF	OFF	ON	4/2COINS
	OFF	ON	OFF	ON	OFF	5/COIN
	OFF	ON	OFF	ON	ON	5/2COINS
	OFF	ON	ON	OFF	OFF	6/COIN
	OFF	ON	ON	OFF	ON	6/2COIN
	OFF	ON	ON	ON	OFF	7/COIN
	OFF	ON	ON	ON	ON	7/2COINS
	ON	OFF	OFF	OFF	OFF	8/COIN
	ON	OFF	OFF	OFF	ON	8/2COINS
	ON	OFF	OFF	ON	OFF	9/COIN
	ON	OFF	OFF	ON	ON	9/2COINS
	ON	OFF	ON	OFF	OFF	10/COIN
	ON	OFF	ON	ON	ON	10/2COIN
	ON	OFF	ON	ON	OFF	11/COIN
	ON	OFF	ON	OFF	ON	11/2COINS
	ON	ON	OFF	OFF	OFF	12/COIN
	ON	ON	OFF	ON	ON	12/2COIN
	ON	ON	OFF	ON	OFF	13/COIN
	ON	ON	OFF	OFF	ON	13/2COIN
	ON	ON	ON	OFF	OFF	14/COIN
	ON	ON	ON	ON	ON	14/2COINS
	ON	ON	ON	ON	OFF	15/COIN
	ON	ON	ON	ON	ON	15/2COINS

TUNE OPTION

The game is designed to play a tune for each credit incremented from the coin switch, start of game, and power up/game over. The first two tunes are selectable by S16, however the power up/game over tune is always enabled. When the tune switch is off, the coin and start of game tunes are replaced by a single chime.

TUNES	S16
ON	ON
OFF	OFF

MAXIMUM CREDITS

The maximum number of credits that will be accepted by the game either through the coin switch or replay award are controlled by S25, 26, and 27. Switch settings are as follows:

MAXIMUM CREDITS	SWITCHES		
	27	26	25
5	OFF	OFF	OFF
10	OFF	OFF	ON
15	OFF	ON	OFF
20	OFF	ON	ON
25	ON	OFF	OFF
30	ON	OFF	ON
35	ON	ON	OFF
40	ON	ON	ON

BALLS PER GAME OPTION

#BALLS PER GAME	S28
5	ON
3	OFF

REPLAY OR FREE BALL AWARD

The game is designed to award either a replay or free ball at three selectable score levels or through specials gained during the play of the game.

AWARD	S29
REPLAY	ON
EXTRA BALL	OFF

MATCH FEATURE:

When the match feature is ON, a random number appears in the Ball in Play display at game over. A replay is awarded if the number matches the tens digit in a player's score.

MATCH	S30
ON	ON
OFF	OFF

CREDITS FOR EXCEEDING HIGH SCORE

The game is designed to award replays for beating the previous high score to date.
The winning score becomes the new high score to date.

CREDITS	S32	S31
0	OFF	OFF
1	OFF	ON
2	ON	OFF
3	ON	ON

VI. ROUTINE MAINTENANCE ON LOCATION

The game is equipped with two separate diagnostic programs to aid in routine maintenance. The first test occurs automatically at power up. The MPU board goes into its self-test routine, and upon successful completion plays the game over tune.

The second diagnostic program is accessed by depressing the test switch inside the front cabinet door.

NOTE: The game must be in the game over mode.

1. Depress the test switch one time. The score display will extinguish and all feature lamps will flash. Check for burned out lamps at this time.
2. Depress the test switch again to start the score display checkout. All digits except the units digits will count through 0-9.
3. Depress the test switch again to begin the solenoid checkout. Each solenoid will actuate individually and show its number on the score displays. Refer to table 1 of repair section for solenoid numbers.
4. Depress the test switch again to start the switch checkout. Any closed switch will show its number on the score display. It is normal for one chuck-a-luck output switch to always be closed. Refer to table 2 of repair section for switch numbers.

NOTE: The ball should not be in the outhole during this test.

Depressing the test switch 12 more times puts the game back in the game over mode. The diagnostic routine should be exercised several times a week to ensure proper operation of the game.

REPAIR

I. INTRODUCTION

Repair of the game on location is by printed circuit board, solenoid, switch, or lamp replacement, or by cable harness repair. No special tools or equipment are required other than standard soldering and hand tools and volt/ohmmeter.

Troubleshooting faults in the game is aided by the use of the two built in diagnostic routines. The first test is initiated automatically at power up as the MPU board exercises its self diagnostic routine. As each section of the MPU board is checked, the red LED located near the top of the board flashes for successful completion of each test. After six flashes, the game over tune plays to indicate correct MPU operation.

The second diagnostic program is entered by pressing the test switch inside the front cabinet door. Pressing the test switch once causes all feature lamps to flash. Pressing the test switch a second time causes the display to sequence from 0 through 9. Pressing the test switch a third time causes all the solenoids to sequence. Refer to table 1 for solenoid numbers. Pressing the switch a fourth time causes any closed switch to be displayed. It is normal for one of the chuck-a-luck output switches to be closed. Any other switch closed will override it. Refer to table 2 for switch numbers. Pressing the test switch 12 more times will put the game back in the game over mode.

II. MODULE REPLACEMENT DIAGNOSTICS

Symptom 1. Power up LED does not flash 6 times. General illumination lamps do not light.

Cause

A. Power Supply incorrect.

Procedure

Refer to Power Supply
diagnostics.

Symptom 2. Power up LED does not flash 6 times. General illumination
lamps do light.

Cause

A. +5V incorrect

Procedure

Measure +5V ⁺ - .25V at TP1 of
MPU Board. If incorrect refer
to Power Supply diagnostics.

B. 24VDC incorrect

Measure 24VDC ⁺ - 6V at J1-3 of
MPU Board. If incorrect refer
to Power Supply diagnostics.
If correct replace MPU board.

Symptom 3. Power up LED flashes 6 times, game over tune does not
play correctly.

Cause

A. Incorrect output from MPU
board.

Procedure

Replace MPU board.

B. Faulty solenoid driver
board.

Replace solenoid driver
board.

Symptom 4. One or more but less than 15 feature lamps do not light.

Cause

A. Burned out bulb

Procedure

Replace bulbs

B. Faulty lamp driver board

Replace lamp driver board.

Symptom 5. More than 15 feature lamps do not light.

<u>Cause</u>	<u>Procedure</u>
A. Faulty lamp driver board	Replace lamp driver board.

Symptom 6. One display board shows incorrect data during sequencing.

<u>Cause</u>	<u>Procedure</u>
A. Faulty Display board	Replace display board.
B. Faulty MPU board output	Replace MPU board.

Symptom 7. Both display boards show incorrect data during sequencing.

<u>Cause</u>	<u>Procedure</u>
A. Faulty MPU board output	Replace MPU board.

Symptom 8. One solenoid does not operate.

<u>Cause</u>	<u>Procedure</u>
A. Faulty solenoid	Replace solenoid
B. Faulty solenoid driver board	Replace solenoid driver board.

Symptom 9. More than one solenoid does not operate.

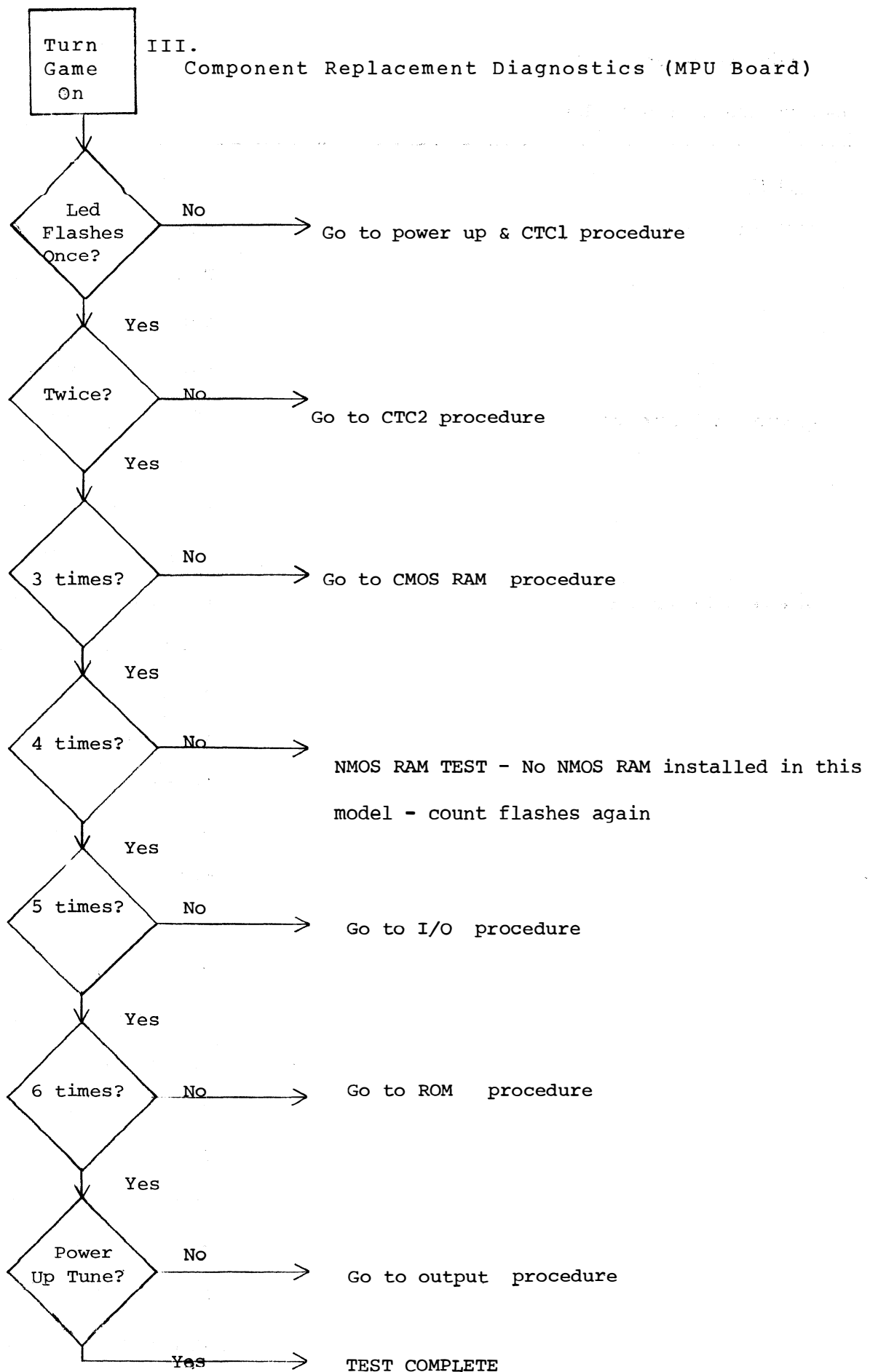
<u>Cause</u>	<u>Procedure</u>
A. Faulty solenoid driver board	Replace solenoid driver board
B. Faulty MPU board output	Replace MPU board

Symptom 10. None of the solenoids operate.

<u>Cause</u>	<u>Procedure</u>
A. +24V missing at Solenoids	Check +24V at solenoids
If incorrect look for broken wire between +24V at power supply and solenoids and refer to power supply diagnostics.	
B. +5V missing at solenoid driver board	Check +5V at solenoid driver board. If incorrect look for broken wire between +5V at power supply and solenoid driver board.
C. Faulty solenoid driver board.	Replace solenoid driver board.

Symptom 11. Switch other than chuck-a-luck output switch closed.

<u>Cause</u>	<u>Procedure</u>
A. Stuck switch	Locate switch from switch identification table and repair or replace switch.



COMPONENT REPLACEMENT

A. Power up and CTC1 procedure

<u>Cause</u>	<u>Procedure</u>
+5V incorrect	Measure +5V $\pm$.25V at TP1 of MPU board. If incorrect refer to power supply diagnostics.
+24VDC incorrect	Measure +24VDC $\pm$ 6V at J1-3 of MPU board. If incorrect refer to power supply diagnostics.
Reset incorrect	1. Check for positive reset pulse at pin 35 of U17. If incorrect, and negative reset pulse is present at TP4, replace QC. If no negative reset pulse is present at TP4, trace back through QD, QA, QB, U5 and U3 for defect. 2. Check for negative reset pulse at pin 17 of U10 and pin 26 of U11. If one or both are incorrect and a negative reset pulse is present at TP4, look for open or shorted foil run.

D. Oscillator incorrect

If both are incorrect and no negative reset pulse present at TP4, trace back through QD, QA, QB, U5 and U3 for defect. Check TP5 for a square wave with a period of about 400ns.

E. LED circuit defective

If incorrect trace back through U3 to the crystal. Check for positive pulse at base of QE. If present replace QE. If operation still incorrect, replace LED.

F. U10, U11, U17, U6, U7, U12, U4, U3, or U9 defective.

Replace one at a time with known good parts until fault is cleared.

CTC2 procedure

<u>Cause</u>
CTC zero cross over input incorrect.

U10 defective

<u>Procedure</u>
Check pin 21 of U10 for positive zero cross over pulse. If incorrect trace back through U3 and U2.
Replace U10 with a known good I.C.

U3 Defective

Replace U3 with a
known good I.C.

U11, U6, U7, U12, U13 or
U17 defective

Replace one at a time
with known good parts
until fault is cleared.

C. CMOS RAM procedure

Cause
CMOS RAM defective

CMOS gate defective

Procedure
Replace U6 and U7, one
at a time.

Replace U9.

D. I/O Procedure

Cause
I/O defective

I/O chip select gate defective

Procedure
Replace U17

Replace U4

E. ROM Procedure

Cause
ROM defective

Procedure
Replace U12 and U13 one
at a time.

F. Output Procedure

Cause
U14, U16, U21, U15, U19, U22, U18, or
U23 defective

Procedure
Replace one at a time
with known good parts.

IV. POWER SUPPLY DIAGNOSTICS

CAUTION: The power supply contains dangerous voltage levels.

Use extreme caution while troubleshooting.

Symptom 1. +5V incorrect, +12V correct

Cause

defective +5V regulator

Procedure

Change LM323 with known good.

Symptom 2. +5V incorrect, +12V incorrect

Cause

Fuse Blown (+12V)

defective bridge

Procedure

Replace Fuse
Check 10.5 VAC input to bridge. If correct, replace bridge with known good. If +5 and +12V still do not come up, replace 11,000 MF capacitor.

Symptom 3. +5 and +12V correct,
+24V incorrect.

Cause

Fuse Blown (28VAC)

defective bridge

Procedure

Replace Fuse
Check 28 VAC. If correct, replace bridge with known good part.

Symptom 4. +5, +12, +24V correct, +7V
incorrect

Cause
Fuse Blown (8VAC)

defective bridge

Procedure

Replace Fuse

Check 8VAC. If correct,
replace bridge with
known good part.

Symptom 5. AC voltage incorrect on one or more, but not all
secondary windings.

Cause
defective transformer winding

Procedure

remove fuse from
defective secondary. If
voltage still incorrect
replace transformer.
If voltage comes up,
disconnect all pc boards
that the winding goes to,
reinsert fuse, and plug
pc boards back in until
defect reappears.

Symptom 6. No secondary AC voltage at transformer, primary
voltage correct.

Cause
defective transformer

Procedure

replace with known good
transformer.

V. SOLENOID AND SWITCH IDENTIFICATION

A. Table 1

SOLENOID IDENTIFICATION

The solenoid checkout section of the diagnostic routine actuates each solenoid on the playfield. The solenoid number is shown in each display as the solenoid is being actuated. The following list identifies each solenoid by number:

Ball Return	010
Knocker	020
Chime D	030
Chime C	040
Chime B	050
Chime A	060
"B" Kickout hole	070
"A" Kickout hole	080
"C" Kickout hole	090
Left Thumper	100
Right Thumper	110
Left Slingshot	120
Right Slingshot	130
Flipper Relay Enable	140
Feature Lamps ON	150
Feature Lamps OFF	160

B. Table 2 SWITCH IDENTIFICATION

In the switch checkout section of the diagnostic routine the number of closed switch is shown in each display. One of the Chuck-A-Luck switches is always closed. Closing any other switch overrides the closed Chuck-A-Luck switch and it's number is displayed. The following list identifies each switch by number:

SWITCH FUNCTION

Diagnostic and Accounting	260
1000 and Advance	180
Advance and Change	200
1000 Rollover	250
Left Spinner	230
Right Spinner	170
'B' 500 and Spin	120
'A' 500 and Spin	240
'C' 500 and Spin	100
Left Thumper	210
Right Thumper	220
Left Slingshot	150
Right Slingshot	130
Left and Right Target	090
Extra when Lit	160
Special when Lit	140
Ball Return	110
Coin Chute 1	070
Coin Chute 2	050
Coin Chute 3	060
Tilt	080
Slam	030
Credit	020
Accounting Reset	010

CHUCK-A-LUCK OUTPUT SWITCHES

Double Bonus	320
Lites Extra	310
500	280
5000	290
1000	270
Special	300