

GAME ADJUSTMENTS AND OPTIONS

There are several game adjustments and options that are performed by moving jumpers on the main computer board.

It is important to note that jumpers should never be handled by the wires; instead, they should be held by the plastic housing and pulled gently from the pin.

These jumpers and pins are outlined in figure 1.

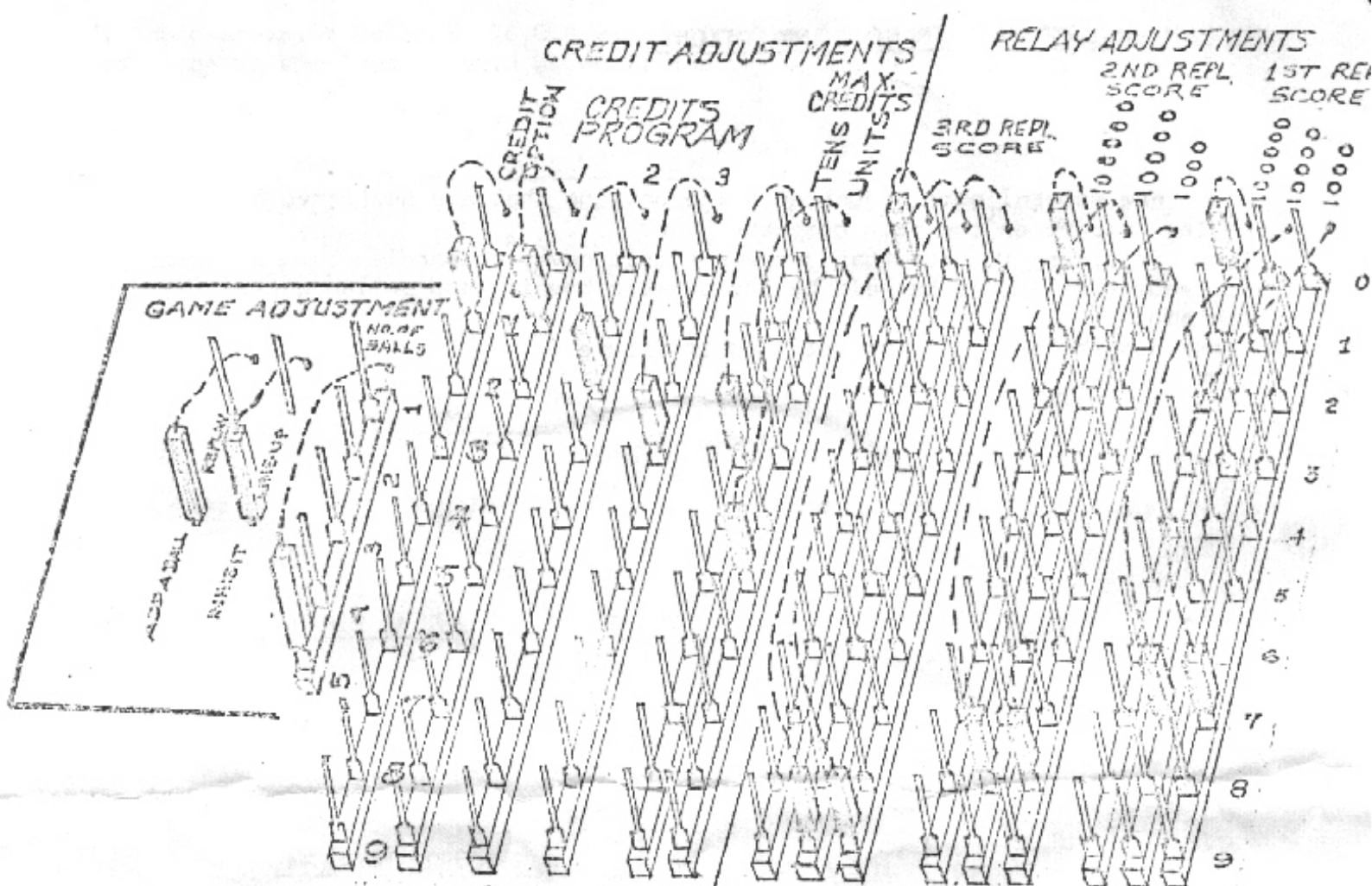


FIGURE 1

GAME PROGRAM ADJUSTMENTS

Example 1 - If it was desired to have 1 play for a dime on coin switch 1 and 3 plays for a quarter on coin switch 2 or 3 then place jumpers as follows:

- A- Credit options=1
- B- Credit program 1=1
- C- Credit program 2 =3
- D- Credit program 3 = 3

Example 2 - All coin switches give 2 games for a quarter:

- A= Credit option=1
- B= Credit program 1 = 2
- C= Credit program 2 = 2
- D= Credit program 3=2.

III. Option 2 - In this mode 2 closures of any switch or one closure of one switch and a second closure of any switch will give the number of credits as per the credit program 1 selection.

Example 3 - If it was desired to have the game operate on 50¢ for 1 game, then put jumpers as follows.

- Credit option=2
- Credit program= 1=1
- Credit program 2=0
- Credit program 3=0

IV. Option 3 - In this mode two closures of coin switch 1 will give credits as per credit program 1. One closure of coin switch 2 gives credits as per credit program 2. One closure of coin switch 3 gives credits as per credit program 3.

Example 4- If it was desired to make coin slot 1 give 1 play for 2 coins, coin slot 2 give 2 plays for 1 coin and coin slot 3 give 5 plays for 1 coin:

- Credit option = 3
- Credit program 1=1
- Credit program 2=2
- Credit program 3=5

V. Option 4- In this mode, the first closure of any coin switch gives credits as per credit program 1. The second closure (and all others closures until the credit button is pressed) will give credits as per credit program 2. Once the credit button is pressed, this condition is reset.

Example 5- It is desired to give 1 game for the first coin and 2 games for additional coins:

- Credit option = 4
- Credit Program 1=1
- Credit Program 2=2
- Credit program 3=0

REPLAY / ADD A BALL SCORE SETTING

There are three programmable replay score values. Each value has 100,000, 10,000, and 1,000 points settings. It should be noted that the top post in each column is a 0.

If, for example, a value of 76,000 was desired as one of the replays, the 100,000 would be on 0, the 10,000 would be on 7, and the 1,000 would be on 6.

REPLAY / ADD A BALL SELECTIVE

The replay / add-a-ball option is programmed on the main computer board by placing the jumper on the proper pin as indicated on the computer board.

This jumper determines whether a score replay or special gives an extra ball or a free game.

LINE UP INHIBIT

This jumper determines whether the line up function is enabled on the last ball.

NUMBER OF BALLS ADJUSTMENT

This jumper determines the number of balls played per game. 1 to 5 balls can be selected.

MAXIMUM CREDITS

These jumpers determine the maximum number of games stored in the credit section. there is a "tens" program jumper and a "units" program jumper. It should be noted that the top of each column starts with a "0" pin.

CREDIT OPTIONS

There are several credit options which determine the number of credits given by various combinations of the coin switches. It should be noted the top pin of each row is a "0". The options operate as follows:

I. Option "0" - This is not used.

II. Option "I" - In this mode, a closure of coin switch 1 will give the number of credits as per the credit 1 program. A closure of coin switch 2 will give the number of credits as per credit 2 program. A closure of coin switch 3 will give the number of credits as per credit 3 program.