

HITTERS RALLY TROUBLESHOOTING

- WHILE WORKING ON HITTERS RALLY, YOU MAY FIND THAT LIFTING THE PLAYFIELD CAN CAUSE THE 6-PIN WAFER CONNECTOR ON THE PITCH/BAT PCB TO COME LOOSE. RECONNECTING THIS PLUG WITH THE POWER ON WILL FRY "Q1" EVERY TIME!!! YOU SHOULD PASS THIS INFORMATION ONTO YOUR GAMEROOM ATTENDANTS.
- WHEN TROUBLESHOOTING ERROR 11 PROBLEMS, YOU WILL FIND "Q1" A COMMON PROBLEM. PUT YOUR VOLTMETER ACROSS THE WHITE WIRE AND THE GRAY/YELLOW WIRE. WITH THE ARM IN FRONT OF THE OPTIC YOU SHOULD READ 0 VOLTS DC. WITH THE ARM AWAY FROM THE OPTIC YOU SHOULD GET 5 VOLT DC. IF EITHER OF THESE VOLTAGES IS WRONG, YOU NEED TO REPLACE "Q1".
- SEIDEL GAMES INC NOW USES A "ZTX-690B" TRANSISTOR IN "Q1", INSTEAD OF THE PN2222 FORMERLY USED. IF YOU ARE UNABLE TO FIND A CROSS MATCH LOCALLY, THESE TRANSISTORS ARE AVAILABLE FROM SEIDEL.
- THE OTHER PROBLEM USUALLY ASSOCIATED WITH HITTERS RALLY IS THE GAME NOT SWINGING THE BAT. FIRST CHECK THE BAT SOLENOID FUSE, WHICH IS LOCATED ON THE TOP OF THE POWER SUPPLY. THERE ARE (2ea) EXPOSED FUSES, THE 7 AMP IS FOR THE BAT & IS ON THE RIGHT SIDE LOOKING FROM THE BACK OF THE GAME.
- NEXT CHECK THE CONTINUITY OF THE SOLENOID, IT SHOULD BE 3.5 OHMS.
- YOUR NEXT CHECK SHOULD BE THE SWITCH UNDER THE BAT HANDLE. YOU SHOULD CHECK THAT THE SWITCH FUNCTIONS & THAT THE HANDLE ROCKER ENGAGES IT.
- IF NONE OF THESE FIX YOUR PROBLEMS, CHECK YOUR VOLTAGES NEXT. ON THE SAME WAFER CONNECTOR AS CHECKED AT THE START OF THIS LIST, YOU WILL FIND (2ea) RED WIRES. COUNTING THE WHITE WIRE AS # "1", MEASURE BETWEEN # "1", AND THE RED WIRE AT # "6" YOU SHOULD GET ABOUT 12 VOLTS DC. BETWEEN # "1" AND RED # "5" YOU SHOULD GET ABOUT 24 VOLTS AC.
- AT THIS POINT, IF YOU HAVE NOT FOUND YOUR PROBLEM, YOU SHOULD PROBABLY CALL THE SERVICE DEPARTMENT AT SEIDEL GAMES INC.

To make a V8 work in a V5 game

ON P2 connector:

Swap:

Pin 3, Pin D so:
Red/yellow - Pin 3
Brown - Pin D