

BALLS-A-POPPIN' TEST & SWITCH INFORMATION

The Balls-A-Poppin' game software constantly monitors the system hardware for errors. If an error is detected, the game will halt and display a digit error code on the LED display. The Call Attendant lamp will also be illuminated. See Table 1 for the possible Error Codes.

TABLE 1

CODE	INTERPRETATION	CORRECTIONS REQUIRED
000	All Clear	All Systems OK
001	No Ball	Make certain there are Balls and they flow through the tube
002	Balance Payout (Hopper Only)	Payout and Clear Counter/Ticket Error
004	Sensor Fail (Shorted)	Check for too much light on playfield if repeated failure, or bad sensor
020 IN	Sensor Fail (Open)	Emitted Sensor Fail or Obstruction Ball Hole
040	Display Loaded Wrong	Check Piggy Back Display PCB
100	Add Credits Fail	Check for CPU PCB Failure

If multiple failures, Error Code will indicate sum of Error Codes,
For Example: CODE = 021, Error = 001 + 020, (No Ball and Sensor Failure).

DIPSWITCHES

FUNCTION		1	2	3	4	5	6
Extra Ball Earnings (See Sheet 2)	Easy	Off	On				
	Medium	On	Off				
	Hard	Off	Off				
	Real Easy	On	On				
Ticket Model	Gives Tickets			On			
	No Tickets			Off			
Manual Launch	Last 3 Balls				On		
	Last 2 Balls				Off		
Spot A Number (See Sheet 3)	Easy					On	On
	Medium					Off	On
	Hard					On	Off
	Harder					Off	Off

The Machine will automatically run a "Show Mode" Display of 3 Lamp Patterns, one Pattern every minute.

"Show Mode" only occurs during Game Over and Extra Ball Modes.

It will not affect Game Play of Game Values.

Game will switch back to a normal Display either by itself, Coin Drop or Button pressed.

EXTRA BALL EARNINGS

Easy	Extra Ball #1	1 - 6 Coins
	#2	1 - 6 Coins
	#3	1 - 7 Coins

Medium	Extra Ball #1	1 - 9 Coins
	#2	1 - 9 Coins
	#3	1 - 10 Coins

Hard	Extra Ball #1	1 - 7 Coins
	#2	1 - 10 Coins
	#3	1 - 11 Coins

Real Easy	Extra Ball #1	1 - 3 Coins
	#2	1 - 3 Coins
	#3	1 - 4 Coins

SPOT A NUMBER EARNINGS

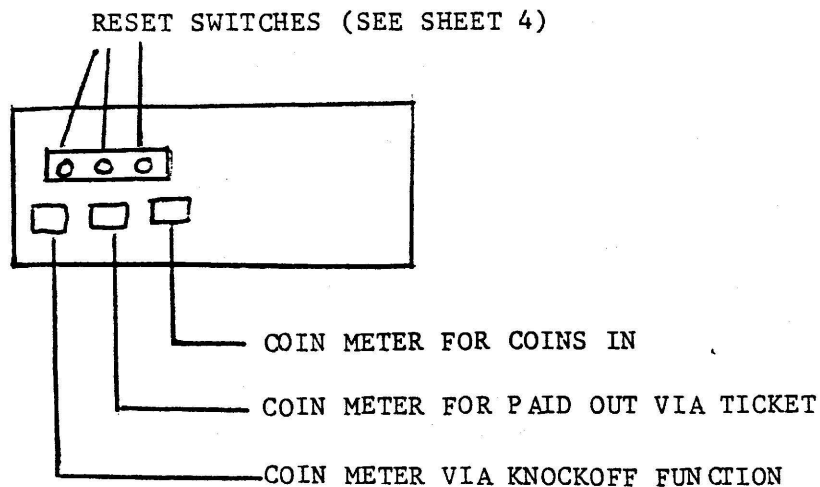
Easy	=	10	Spot-A-Numbers	per	20 to 30 Coins
Medium	=	10	Spot-A-Numbers	per	30 to 40 Coins
Hard	=	10	Spot-A-Numbers	per	40 to 50 Coins
Harder	=	10	Spot-A-Numbers	per	50 to 60 Coins

To knock off Credits on Display without opening Machine :

Simply push Launch and Paddle Control Buttons together 3 times
within 10 seconds.

This can only be done during Game Over Mode.

Credits on Display will be added to a Coin Counter inside the Button
Panel.



RESET SWITCHES

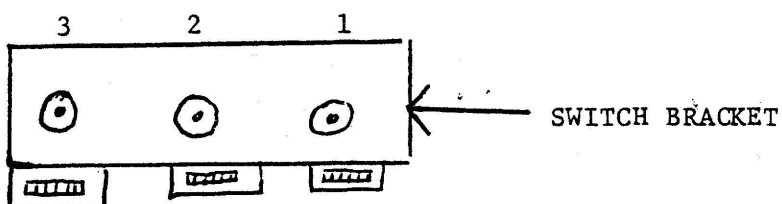
Mounted on the inside of the Button Panel is the Coin Counters and Reset Switches.

The Reset Switches have individual and Combination Functions (Shown below).

CAUTION :

Master Reset erases all memory, including Credits and should not be used unless necessary.

SWITCH			FUNCTION
1	2	3	
			No Action
		On	Display Last Payout
	On		Display Error Code
	On	On	Clear Error
On			Test Launch Ball
On		On	Knockoff Credits
On	On		Test Routine
On	On	On	Master Reset



TEST ROUTINE

To Enter Test Mode :

Push and hold Reset Switches 1 and 2 together until 100 appears on Display. Release Switches.

This is test #1

Playfield Sensor and Sensor Lamp Test

By blocking the I.R. Beam inside one of the numbered holes on the Playfield. The corresponding Lamp on the Back Glass should light up.

To Exit Test Mode:

Press and hold Reset Switches 1 and 2 together until Display blanks out. Release Switches.

SWITCH TEST #2

To enter Swicth Test from Test #1 :

Press and Hold Reset Switch #1 until 200 appears on Display.

Release Switch.

Tilt Sw	201
Lower Ball Sensor	202
Hopper Sw/Ticket Sw	203
Coin Sw	204
Launch Button	205
Bet Button	206
Extra Ball Button	207
Deflector Button	208
Max Bet Button	209

The numbers shown should appear on Display when the corresponding Switch is used.

To Exit Test Mode :

Press and hold Reset Switches 1 and 2 together until Display blanks out. Release Switches.

SOLENOID TEST #3

To Enter Solenoid Test from Test #2 :

Press and hold Reser Switch #1 until 300 appears on Display.

Release Switch.

Game will automatically go through the Solenoid Tests, showing which Solenoid it is testing.

Example :

DISPLAY SHOWS

Coin Lockout Coil	301
Blower Motor	302
Deflector Motor	303
Ball Loader Solenoid	304
Ticket Motor	305
Coin Meter Knockoff	306
Coin Meter Payout	307
Coin Meter Coin In	308

To Exit Test Mode :

Press and hold Reset Switches 1 and 2 together until Display blanks out. Release Switches.

ALL LAMP TEST #4

To Enter All Lamp Test from Test #3 :

Press and hold Peset Switch #1 until 400 appears on Display.

Release Switch.

Game will automatically flash all Lamps On and Off.

To Exit Test Mode :

Press and hold Reset Switch #1 until Display blanks out.

Release Switch.