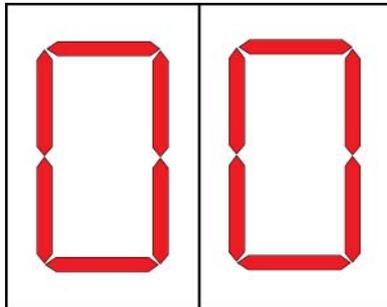# Setting the Price Of Play   Software Version 1.7

1. Turn machine 'OFF'
2. Turn 'ON' switch-7 on switch bank-2
3. Turn machine 'ON'

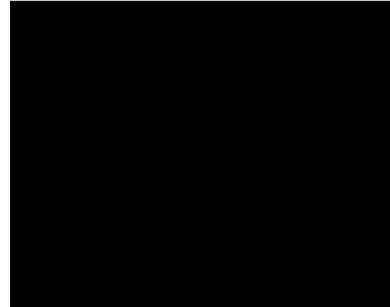The following should appear on the **'High Score'**and **'Credit'** displays

HIGH SCORE DISPLAY

Menu   Level

CREDIT DISPLAY

Data at level

A credit table exist in memory as shown in FIG-1.
This table is constructed of four columns identified as menus-0 to 3.
Within each menu five levels exist.

The first two menus cater for the coins as listed on the coin mechanism and plays associated with those coins.
The last two menus cater for the coins and plays associated with multiple coin pricing.

FIG-1

Program Table	SINGLE COIN ENTRY		MULTIPLE COIN ENTRY	
	Menu-0	**Menu-1**	**Menu-2**	**Menu-3**
Level-0	Plays assigned to first coin on coin mechanism enter here	Enter here the number of meter pulses required to represent the first coin listed on the coin mechanism	Plays assigned to first multiple coin pricing level. Enter here	Enter here the number of meter pulses required to represent the first multiple coin pricing
Level-1	Plays assigned to second coin on coin mechanism enter here	Enter here the number of meter pulses required to represent the second coin listed on the coin mechanism	Plays assigned to second multiple coin pricing level. Enter here	Enter here the number of meter pulses required to represent the second multiple coin pricing
Level-2	Plays assigned to third coin on coin mechanism enter here	Enter here the number of meter pulses required to represent the third coin listed on the coin mechanism	Plays assigned to third multiple coin pricing level. Enter here	Enter here the number of meter pulses required to represent the third multiple coin pricing
Level-3	Plays assigned to forth coin on coin mechanism enter here	Enter here the number of meter pulses required to represent the forth coin listed on the coin mechanism	Plays assigned to forth multiple coin pricing level. Enter here	Enter here the number of meter pulses required to represent the forth multiple coin pricing
Level-4	Plays assigned to fifth coin on coin mechanism enter here	Enter here the number of meter pulses required to represent the fifth coin listed on the coin mechanism	Plays assigned to fifth multiple coin pricing level. Enter here	Enter here the number of meter pulses required to represent the fifth multiple coin pricing
	Plays	**Coins**	**Plays**	**Coins**

Please note in the UK we tend to represent all coins in ten pence units.
Therefore all meter pulses will be in ten pence units.

The table shown FIG-2 shows a typical price of play.

5-plays for £1.
2-plays for 50pence.
0-plays for 20pence.
0-plays for 10pence.
11-plays for £2.

FIG-2

Program Table	SINGLE COIN ENTRY		MULTIPLE COIN ENTRY	
	Menu-0	Menu-1	Menu-2	Menu-3
Level-0	5	10	1	3
Level-1	2	5	0	0
Level-2	0	2	0	0
Level-3	0	1	0	0
Level-4	11	20	0	0
	Plays	Coins	Plays	Coins

Menu-0
The data at each level in menu-0 represents the plays assigned to each single coin values as listed on the coin mechanism, these coin values are listed in menu-1 as a number of meter pulses. (i.e. £1 = 10 , ten meter pulse)

Menu-1
The data at each level in menu-1 represents the coins in 10p units as listed on the coin mechanism. (i.e. £1 = 10 , 50pence = 5)

Menu-2
The data at each level in menu-2 represents the plays assigned to multiple credit values. (i.e. 3 x 10p = 1play as in above table)

Menu-3
The data in menu-3 represents multiple coin values.

Note:-
The first coin on the coin mechanism (coin channel -1) is entered into menu-1 level-0.
The value entered corresponds to the number of meter pulses associated with that coin.

Example-1:-
If the first coin registered on the coin mechanism (coin channel -1) is a £1 and we wish to set the meter pulses to 10pence units, then, the value entered to represent the £1 is 10.

Example-2:-
If the second coin registered on the coin mechanism (coin channel -2) is a 50p and we wish to set the meter pulses to 10pence units, then, the value entered to represent the 50pence is 5, this value is entered into menu-1 level-1.

Repeat this process for the remaining coin channels.
Note:- You are able to program the first five coin channels only.

Example-3:-
The first coin on the coin mechanism (coin channel–1) £1 is registered in menu-1 level-0.
The plays for this coin are entered into menu-0 level-0, here we would place 5-plays for the £1 coin.

The plays associated with the 50pence coin are entered into menu-0 level-1, this plays level is adjacent to the 50pence coin level in menu-1.
Repeat the above procedure for all five single valued coins.
Where a pricing level requires multiple coins, menus 2 and 3 can be used for this purpose.
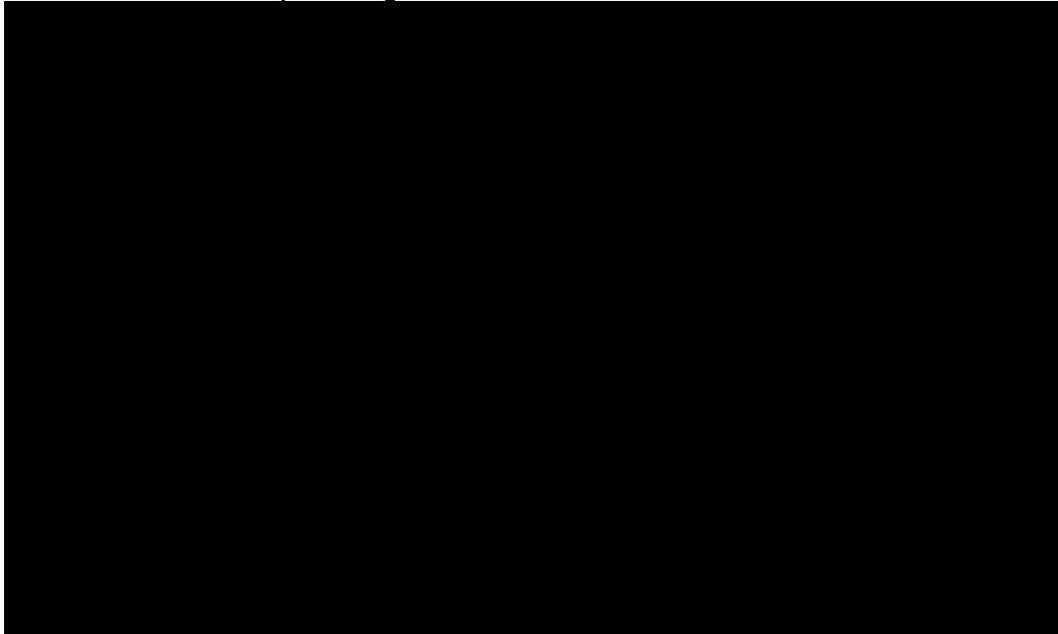
Example-4:-
Suppose we require 30pence to give one play.
This can be achieved by entering 30pence into menu-3 level-0 as 10p units.
I.E. Remember we enter our coin values in 10pence units (I.E. 30pence = 3) to cater for the coin meter pulses.

Menu Selection
Use button-1 to step through the menu's 0 - 3.

Level Selection
Use button-2 to step through the levels 0 - 4.

Data Selection
Use button-3 to decrement the value in the data display.
Use button-4 to increment the value in the data display.
Finally turn 'OFF' switch-7 on switch bank-2

Resetting High Score

1. Turn the machine off at the power socket.
2. Set Dil switches 1,2 and 3 of switch bank1 to the required high score setting.
3. Turn Dil switch6 of switch bank1 to the 'ON' position.
4. Turn the power on to the machine at the power socket.
5. Turn Dil switch6 of switch bank1 to the 'OFF' position.

The new high score will appear on the high score display.
If you require the high score to be reset daily then leave switch6 on switch bank1 turned 'on'.
Every time the machine is powered up the new high score will be read from the Dil switches.

Capsule Win

One capsule is paid out if the game score is equal to or greater than the win score set via the dil switches 3 and 4 on switch bank2.
An extra capsule is paid out if the game score is greater than the high score.
Once a capsule win is activated the capsule payout mechanism has 30second to dispense capsules before the capsule payout mechanism is disabled and an alarm message is activated.
An alarm message is also activated if the capsule dispense opto fails, or if a capsule lodges in the opto path.

Ticket Win

One ticket per scored point is paid out at the end of every game.
Extra tickets are paid out if the game score is greater than the high score.
The number of extra tickets paid out is set via dil switches 4 and 5 on switch bank-1.
An alarm message will be activated if the ticket dispense opto fails to detect the dispensed ticket, or if a ticket become lodged.
Switch8 of switch bank1 is used to halve the number of tickets paid out for win points scored.

Note:
When the machine is set for free play the coin mechanism is disabled.

The number of playfield balls should be 45.

Machine dimensions:- Depth = 620mm, Height = 1890, Width = 1000mm.

Machine power consumption:- Approximately 200Watts For Ticket/Capsule Vend.
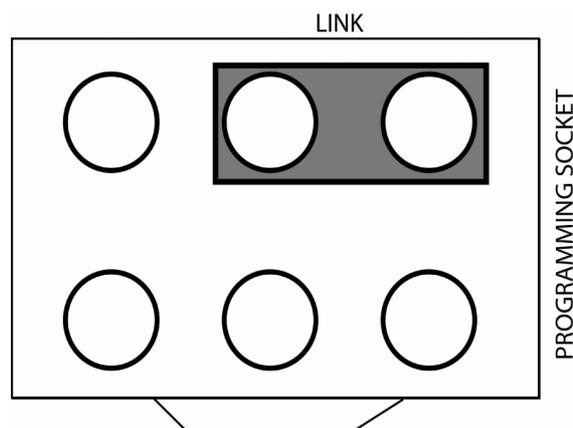
Machine weight:-   116kg
Seat weight:-   22kg

Amusement Only

For amusement only insert a link as shown below in the programming socket located on the main control board. When a win occurs no capsules or tickets will be paid out.
For normal operate remove link.
Software version must be 1.9 or greater.

SWITCH SETTINGS SWITCH BANK-2		
1	**2**	**Game Time**
OFF	OFF	25 Seconds
ON	OFF	30 Seconds
OFF	ON	35 Seconds
ON	ON	40 Seconds
3	**4**	**CAPSULE WIN SCORE**
OFF	OFF	12 Points
ON	OFF	14 Points
OFF	ON	15 Points
ON	ON	20 Points
5		**ATTRACT MODE**
OFF		Attract mode off
ON		Attract mode every 5minutes
6		**GAME PLAY**
OFF		NORMAL COIN OPERATION
ON		FREE PLAY
7		**PROGRMMING PRICE OF PLAY**
OFF		Disabled
ON		Enabled
8		**PAYOUT SYSTEM**
OFF		Ticket
ON		Capsule

SWITCH SETTINGS SWITCH BANK-1

1	2	3	HIGH SCORE SETTING
OFF	OFF	OFF	15
ON	OFF	OFF	18
OFF	ON	OFF	20
ON	ON	OFF	22
OFF	OFF	ON	24
ON	OFF	ON	26
OFF	ON	ON	28
ON	ON	ON	30

4	5	HIGH SCORE TICKETS PAYOUT
OFF	OFF	25
ON	OFF	30
OFF	ON	40
ON	ON	50

6	READ HIGH SCORE FROM DIL SWITCHES
OFF	DISABLE
ON	ENABLE

7	CAPSULE PAID OUT AT END OF EACH GAME REGARDLESS OF WIN SCORE. EXTRA CAPSULE PAIDOUT IF HIGH SCORE IS BEATEN
OFF	DISABLE
ON	ENABLE

8	TICKET OUTPUT PER POINTS WIN
OFF	NORMAL
ON	HALVED