

Alley Bowlers

OWNER'S MANUAL

Gen 4

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GENERAL INFORMATION FOR FIRE BALL

Object

Players roll ball to score points shown. The game is set up to dispense the number of tickets shown in ticket patterns later in this manual.

Programming

There is an eight pole dip switch labeled S1 used to program the games. The switch can be accessed through the cable plate on the logic unit. Removing cables JP5 and JP8 allow easier access to S1.

X-closed or on position

0-open or off position

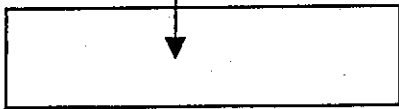
*-default position

<u>SWITCH #</u>			<u>Ticket Pattern #</u>
<u>1</u>	<u>2</u>	<u>3</u>	
X	X	X	1
0	X	X	2
X	0	X	3
0	0	X	4
X	X	0	5
0	X	0	6
*X	0	0	7
0	0	0	8
<u>4</u>			
X			Display Score Continuously
*0			Display Chase Pattern
<u>5</u>			
X			Dispense 6 Balls
*0			Dispense 9 Balls
<u>6</u>			
X			<u>Coins per Play</u>
*0			2 Coins/Play
			1 Coin/Play
<u>7</u>			
*X			Attract Mode Enabled
0			Attract Mode Disabled
<u>8</u>			
X			Ticket Dispenser Disabled
*0			Ticket Dispenser Enabled

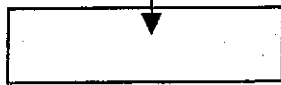
Volume Control

For easy access, the volume control knob is located on the ticket tray next to the counters. Volume may be adjusted up or down at the operator's discretion.

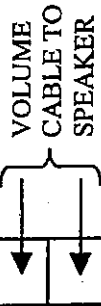
JP 8



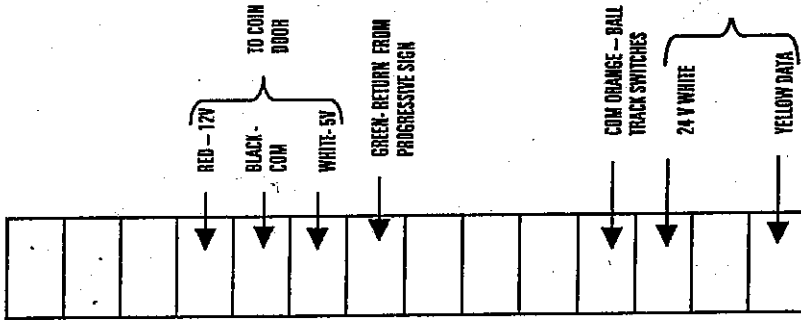
JP5



RIBBON CABLE TO SCORE SWITCHES



JP4



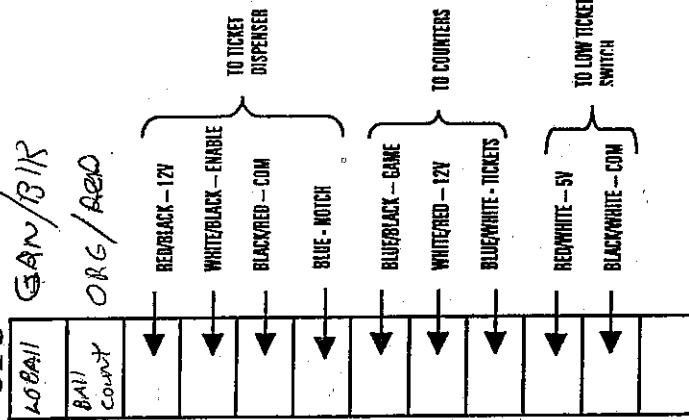
RED - 12V
BLACK - COM
WHITE - 5V

GREEN - RETURN FROM PROGRESSIVE SIGN

COIN ORANGE - BALL TRACK SWITCHES

24 V WHITE
YELLOW DATA

JP3



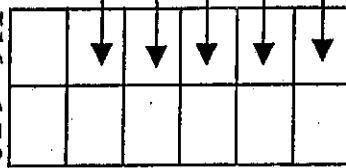
LO BALL
BALL COUNT

RED/BLACK - 12V
WHITE/BLACK - ENABLE
BLACK/RED - COM
BLUE - NOTCH

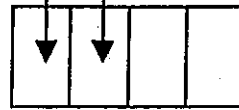
BLUE/BLACK - GAME
WHITE/RED - 12V
BLUE/WHITE - TICKETS

RED/WHITE - 5V
BLACK/WHITE - COM

JP9-9A



TO CHASE LIGHTS



TO BALL RELEASE RELAY

**GENERAL INFORMATION FOR BUG BASH, BASKET FEVER,
WILLY B. STINKY AND SOCCER BOWL GAMES**

Object

Players roll ball to score points shown. The game is set up to dispense the number of tickets shown in ticket patterns later in this manual.

Programming

There is an eight pole dip switch labeled S1 used to program the games. The switch can be accessed through the cable plate on the logic unit. Removing cables JP5 and JP8 allow easier access to S1.

X-closed or on position

0-open or off position

*-default position

SWITCH #

<u>1</u>	<u>2</u>	<u>3</u>	<u>Ticket Pattern #</u>	
X	X	X	1	
0	X	X	2	
*X	0	X	3	
0	0	X	4	SEE PAGE 3
X	X	0	5	
0	X	0	6	
X	0	0	7	
0	0	0	8	
<hr/>				
<u>4</u>				
X			Display Score Continuously	
*0			Display Chase Pattern	
<hr/>				
<u>5</u>				
X			Dispense 6 Balls	
*0			Dispense 9 Balls	
<hr/>				
<u>6</u>			<u>Coins per Play</u>	
X			2 Coins/Play	
*0			1 Coin/Play	
<hr/>				
<u>7</u>				
*X			Attract Mode Enabled	
0			Attract Mode Disabled	
<hr/>				
<u>8</u>				
X			Ticket Dispenser Disabled	
*0			Ticket Dispenser Enabled	

Volume Control

For easy access, the volume control knob is located on the ticket tray next to the counters. Volume may be adjusted up or down at the operator's discretion.

BUG BASH TICKET PATTERNS

	Ticket Patt. #1	Ticket Patt. #2	Ticket Patt. #3	Ticket Patt. #4	Ticket Patt. #5	Ticket Patt. #6	Ticket Patt. #7	Ticket Patt. #8
0 - 50	0	1	2	3	4	1	2	3
100-150	1	2	3	4	5	2	3	6
200-250	2	3	4	5	6	3	4	9
300-350	3	4	5	6	7	4	5	11
400-450	4	5	6	7	8	5	6	15
500-550	5	6	7	8	9	6	7	18
600-650	6	7	8	9	10	7	8	21
700-750	7	8	9	10	11	8	9	25
800-850	8	9	10	11	12	10	10	30
900	9	10	11	12	13	15	15	50

BASKET FEVER AND WILLY B. STINKY TICKET PATTERNS

	Ticket Patt. #1	Ticket Patt. #2	Ticket Patt. #3	Ticket Patt. #4	Ticket Patt. #5	Ticket Patt. #6	Ticket Patt. #7	Ticket Patt. #8
0 - 40	1	1	2	2	3	3	4	6
50 - 90	2	2	3	3	4	4	5	8
100-140	3	3	4	4	5	5	6	10
150-190	4	4	5	5	6	6	7	12
200-290	5	5	6	6	7	7	8	14
300-390	6	6	7	7	8	8	9	16
400-490	7	7	8	8	9	9	10	18
500-590	8	8	9	9	10	10	11	20
600-690	9	9	10	10	11	11	12	22
700-790	10	10	11	11	12	12	13	25
800-890	15	15	12	12	13	13	14	50
900	25	100	50	100	50	100	50	250

BF402

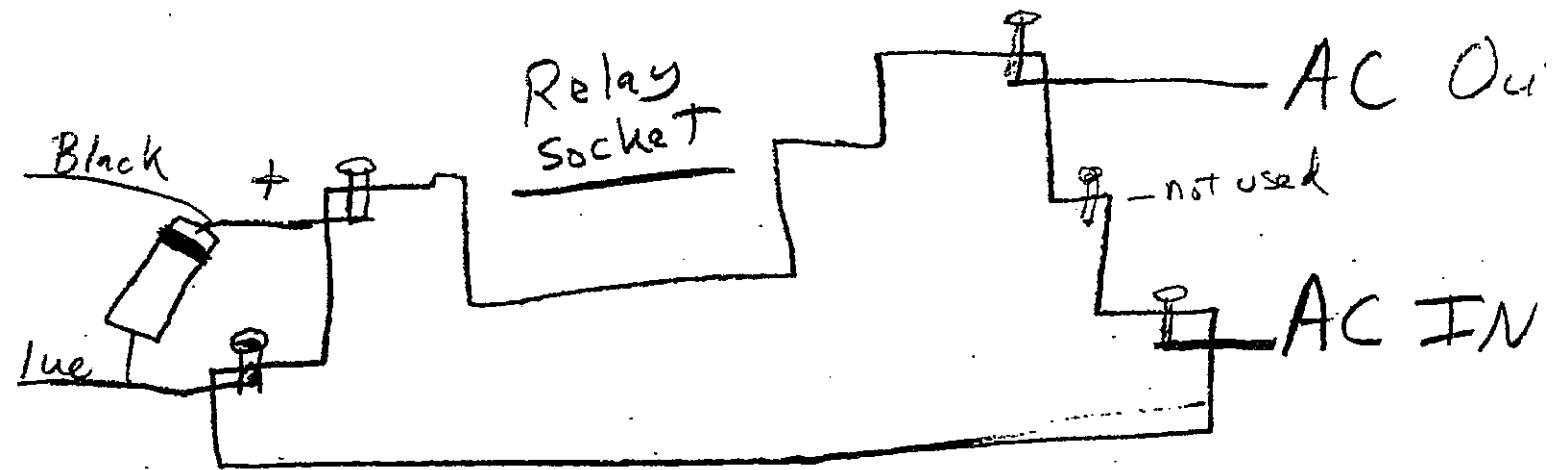
BF4.03

Ticket Patt. #8

SOCCER BOWL TICKET PATTERNS

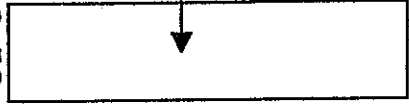
	TICKET	TICKET	TICKET	TICKET	TICKET	TICKET	TICKET	TICKET
SCORE	PATT #1	PATT #2	PATT #3	PATT #4	PATT #5	PATT #6	PATT #7	PATT #8
0-250	1	1	2	2	3	3	4	4
275-350	2	2	3	3	4	4	5	5
375-425	3	3	4	4	5	5	6	6
450-500	4	4	5	5	6	6	7	7
525-575	5	5	6	6	7	7	8	8
600-650	6	6	7	7	8	8	9	9
675-725	7	8	8	8	9	10	10	10
750-800	8	10	10	9	10	15	12	15
825-875	9	15	15	10	15	25	15	25
900	15	25	25	50	25	50	25	50

this is how the new socket connects.



Thanks
Dan

JP 8

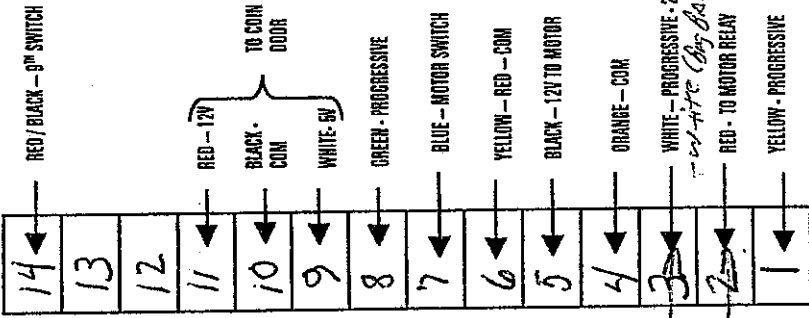


JP5

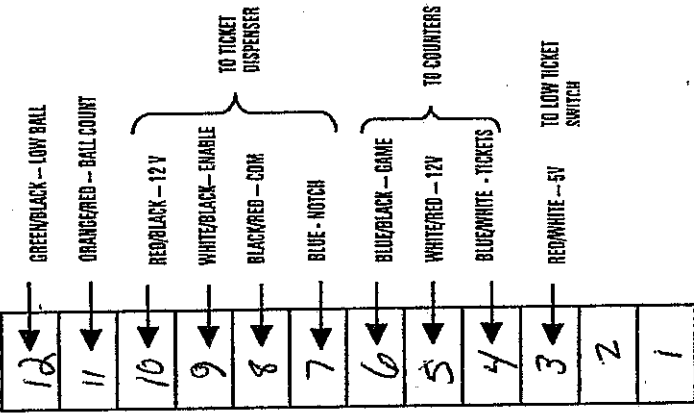


CABLE TO SCORE SWITCHES

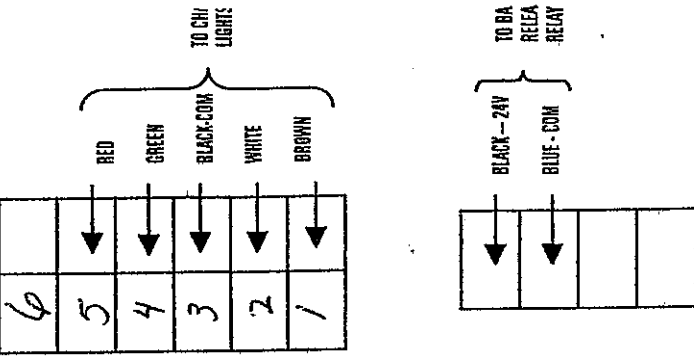
JP4



JP3



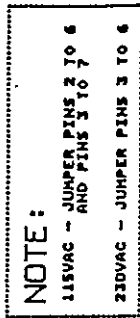
JP9-9A



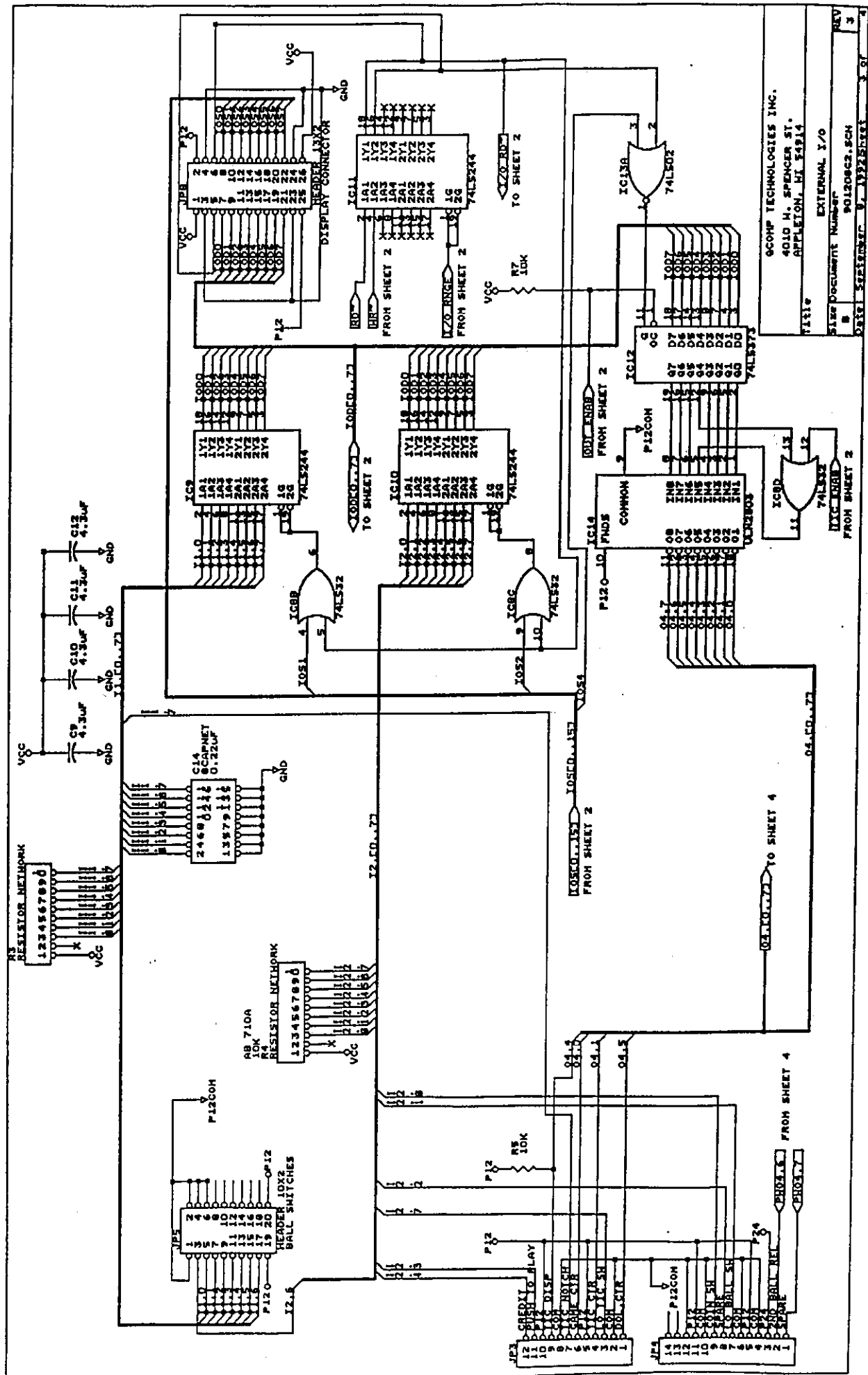
Bug Bash only

ALLEY BOWLER PIN OUT

I (A)	TYPICAL	MAX
+5VDC	0.60	0.60
+12VDC	0.70	1.80
+24VDC	1.25	2.15



GCOMP TECHNOLOGIES INC.	
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BY	BAYTEL SCH



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