



SKEE-BALL, INC.

8th & Maple Streets, Lansdale, Pa. 19446 • 215/362-0300

SKEE TOSS MODEL S

INSTRUCTIONS FOR :

MAINTENANCE

&

TROUBLESHOOTING

Skee-Ball • Seven Pin • Amusement Devices



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FUNCTIONAL DESCRIPTION

AFTER THE PROPER NUMBER OF COINS ARE INSERTED THE MICROPROCESSOR TURNS ON THE LIGHT INSIDE THE START SWITCH, THIS LIGHT WILL REMAIN ON AS LONG AS THERE ARE CREDITS REMAINING. THE AMOUNT OF AVAILABLE CREDITS CAN BE VIEWED BY DEPRESSING THE START SWITCH DURING THE ATTRACT MODE AND HOLDING IT IN FOR 3 SECONDS, AFTER THE SWITCH HAS BEEN RELEASED THE DISPLAY WILL SHOW THE PREVIOUS SCORE IN 3 DIGITS AND THEN IT WILL SHOW THE CREDITS IN THE 2 LEFT MOST DIGITS. TO BEGIN A GAME YOU MUST DEPRESS THE START SWITCH. ~~THE BALLS ARE ONLY RELEASED 3 AT A TIME, FOR A TOTAL OF 9 BALLS~~ DURING THE COURSE OF A GAME (UNLESS THE 6 BALL OPTION HAS BEEN SELECTED). THE FOLLOWING CONDITIONS SHOULD EXIST:

- A. SCORE IS 000
- B. BALL PLAYED IS 0
- C. 3 BALLS HAVE BEEN RELEASED
- D. TUNE WILL PLAY AFTER COIN IS INSERTED

THE ALLEY IS NOW READY TO BE PLAYED. IF A BALL IS ROLLED AND GOES INTO THE FIFTY POCKET, THE SCORE WILL INCREASE BY 10 EVERY TIME IT PASSES ONE OF THE SCORE SWITCHES. THEREFORE, AFTER THE BALL REACHES THE BOTTOM OF THE SCORE TRACK, THE SCORE SHOULD HAVE INCREASED BY 50. ALSO SHORTLY AFTER PASSING THE LAST SWITCH IN THE TRACK, A TUNE SHOULD BE PLAYED BY THE MICROPROCESSOR. EACH POCKET HAS ITS OWN INDIVIDUAL TONE. IF HOWEVER DURING THE SCORING TIME A WINNING SCORE IS ACHIEVED THE WINNER SONG IS PLAYED INSTEAD OF THE POCKET SOUND. THIS IS ALSO TRUE IF A FREE GAME OR HIGH SCORE IS ACHIEVED. EACH ACHIEVEMENT HAS ITS OWN SOUND. THE LAST SWITCH ON THE SCORE TRACKS DOUBLES AS THE 10 POINT POCKET AND THE BALL PLAYED SWITCH.

AFTER THE BALL HAS BEEN ROLLED AND SCORE HAS INCREASED THE BALLS PLAYED SHOULD INCREASE BY ONE AS IT PASSES THE BALL COUNT SWITCH. AFTER THE 3RD BALL HAS BEEN PLAYED 3 MORE BALLS ARE RELEASED, AND AFTER THE 6TH BALL HAS BEEN PLAYED THE FINAL 3 BALLS WILL BE RELEASED. AFTER THE LAST BALL HAS BEEN PLAYED THE SCORE WILL FLASH FOR (APPROXIMATELY) 20 SECONDS. DURING THIS TIME THE PLAYER CAN START HIS FREE GAME, IF ACHIEVED, BY DEPRESSING THE START SWITCH. AFTER THE 20 SECONDS DELAY, THE MACHINE WILL GO INTO THE ATTRACT MODE, IF A FREE GAME WAS WON THEN IT WILL NOW BE DISPENSED AUTOMATICALLY. THE ONLY WAY TO STOP THE FLASHING AND/OR GET THE FREE GAME IS TO PRESS THE KNOCK OFF SWITCH.

THE LAST SCORE CAN BE RECALLED BY DEPRESSING THE KNOCKOFF SWITCH.

TICKET DISPENSER

1. BASIC ELECTRONIC OPERATION OF TICKET DISPENSER MODEL DL1275H

WHEN THE CONTROL UNIT CALLS FOR A TICKET TO BE ISSUED, THE MOTOR IN THE DISPENSER IS TURNED ON. WHEN A TICKET IS DISPENSED, THE OPTO BEAM BREAKER SENSES A NOTCH IN THE TICKET AND SENDS BACK A SIGNAL TO THE CONTROL UNIT. AT THIS TIME THE TICKET COUNTER IS INCREMENTED. IF NO MORE TICKETS ARE CALLED FOR THE MOTOR IS

TURNED OFF.

2. BASIC MECHANICAL OPERATION OF THE TICKET DISPENSER MODEL H

TICKETS ARE MOVED THROUGH THE TICKET CHUTE BY MEANS OF A POWER DRIVEN ROLLER WHICH IS SPRING LOADED AGAINST AN IDLER ROLLER. THE POWER DRIVEN ROLLER HAS TWO NEOPRENE O RINGS INSTALLED, AND UNDER NORMAL OPERATING CONDITIONS ARE THE ONLY CONTACT WITH THE TICKETS.

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THE POWER DRIVEN ROLLER IS MOUNTED ON THE OUTPUT SHAFT OF THE MOTOR GEAR TRAIN ASSEMBLY. THE MOTOR ASSEMBLY IS MOUNTED TO THE PIVOT BRACKET ASSEMBLY IN THE TWO OILITE BEARINGS. THE MOTOR ASSEMBLY HAS A LIMITED FREE SWING, LIMITED BY A SINGLE PIN ENGAGED IN THE BRAKE SPRAG. THE BRAKE SPRAG ENGAGES THE ROLLER AS AN ANTI THEFT DEVICE. WITH THE FREE SWING OF THE MOTOR ASSEMBLY, THE DIRECTION OF TORQUE, WHEN THE ELECTRIC POWER IS APPLIED, IS IN A DIRECTION SO AS TO RELEASE THE BRAKE SPRAG. WHEN AN ATTEMPT IS MADE TO PULL TICKETS FROM THE MACHINE WITH THE POWER OFF, THE TORQUE IS REVERSED AND THE BRAKE SPRAG IS ENGAGED. ALSO, THE PULLING OF TICKETS WILL CAUSE THE PIVOT BRACKET ASSEMBLY TO APPLY A PRESSURE TO THE POWER DRIVEN ROLLER AGAINST THE TICKET AND IDLER ROLLER GREATER THAN THE PRE-SET SPRING LOAD. THIS WILL CAUSE THE O RINGS TO DEPRESS AND THE COURSE KNURLED SURFACE OF THE ROLLER WILL THEN GRIP THE TICKETS. ONE OUNCE OF PULL WILL APPLY 20 LBS. OF PRESSURE ON THE ROLLERS.

3. LOADING OF TICKETS

TICKETS ARE ENTERED IN THE REAR OF TICKET CHUTE AND PUSHED FORWARD. THE POWER DRIVEN ROLLER WILL BE SPRING LOADED AGAINST THE IDLER ROLLER AND TICKETS WILL NOT PASS UNTIL THE ROLLERS ARE CLEAR OF EACH OTHER. THIS IS ACCOMPLISHED BY USE OF THUMB AND INDEX FINGER, ONE PLACED ON THE BLOCK TO WHICH THE SPRING IS ATTACHED, THE OTHER ON THE PIVOT BRACKET ASSEMBLY, THEN SQUEEZE. PUSH THE TICKETS THROUGH UNTIL YOU SEE THE EDGE OF THE TICKET. MACHINE IS NOW READY TO OPERATE.

4. TICKET DISPENSER CONTROLLER BOARD

ATTACHED TO THE TICKET MACHINE IS A TRANSISTOR MOTOR CONTROLLER WHICH PROVIDES DYNAMIC BRAKING TO ENSURE ACCURATE AND REPEATABLE TICKET STOPPING AFTER ISSUING ANY NUMBER OF TICKETS. INCLUDED AS PART OF THE CONTROLLER IS TICKET SENSING BY MEANS OF AN OPTO BEAM BREAKER SENSOR. ALSO INCLUDED IN SIGNAL CONDITIONING WHICH PROVIDES HIGH ELECTRICAL NOISE IMMUNITY. THE OUTPUT OF THE TICKET SENSING CIRCUITRY IS THE EQUIVALENT TO A SINGLE POLE DOUBLE THROW SWITCH.

5. ROLLER TENSION SPRING

THE ROLLER TENSION SPRING KEEPS CONSTANT TENSION ON THE TICKETS, WHICH INSURES PROPER DELIVERY AND PREVENTS TICKETS FROM BEING PULLED THROUGH WHEN THE DISPENSER IS IDLE. TO INCREASE TENSION, LOOSEN SCREW AND MOVE SPRING FORWARD. TENSION IS ADJUSTED

CORRECTLY WHEN THE TICKETS CANNOT BE PULLED FROM THE DISPENSER.

6. TICKET GUIDE SPRING

THE TICKET GUIDE SPRING INSURES THAT THE NOTCHES IN THE TICKETS PASS THROUGH THE OPTO BEAM BREAKER SENSOR. TO INCREASE TENSION, LOOSEN SCREW AND MOVE OUTER SPRING UP. THIS CHANGES THE TENSION ON THE INNER SPRING. TICKETS SHOULD BE SNUG BETWEEN SPRING AND SIDE PLATE BUT NOT DEFORMED BY EXCESS TENSION. THIS SPRING IS ADJUSTED AT THE FACTORY FOR 1-3/16" WIDE TICKETS.

7. TICKET STOP ADJUSTMENT

THE TICKET STOP ADJUSTMENT ALLOWS POSITIONING OF TICKETS WHILE MACHINE IS OFF. THE TICKET SHOULD PROTRUDE THROUGH SLOT APPROXIMATELY 1/16". THE TICKET DISPENSER PC BOARD IS MOUNTED WITH TWO SCREWS AND TWO SLOTTED HOLES. LOOSENING THE SCREWS AND MOVING THE BOARD FORWARD WILL ALLOW THE TICKETS TO STOP FARTHER OUT BEYOND THE EDGE OF THE SLOT.

CONDITIONS WHICH COULD CAUSE "HELP" OR "CALL"

1. DISPENSER OUT OF TICKETS
2. INSUFFICIENT TENSION ON ROLLER TENSION SPRING
3. TICKETS STOPPING BACK TOO FAR IN SLOT CAUSING TICKETS TO JAM
4. TICKET GUIDE SPRING NOT GUIDING TICKETS
5. DIRT ON OPTO BEAM BREAKER
6. MISSING NOTCHES ON TICKETS
7. DEFECTIVE DISPENSER CONTROLLER BOARD OR MOTOR

TICKETS ARE AVAILABLE THROUGH: NATIONAL TICKET CO IN SHAMOKIN, PA (717) 648-6803. WE HAVE FOUND THESE TICKETS TO BE OF THE BEST QUALITY FOR USE IN SKEE BALL MACHINES.

TROUBLE SHOOTING GUIDE

CAUTION: HIGH VOLTAGE IS PRESENT IN SOME AREAS OF THE ALLEY (POWER SUPPLY, FAN SOLENOID, ETC.) UNPLUG LINE CORD BEFORE PERFORMING ANY TROUBLE SHOOTING.

A. IMPROPER SCORING

EACH OF THE FIVE SWITCHES IN THE SCORE TRACK SHOULD SCORE TEN POINTS. TO DETERMINE WHICH SWITCH IS NOT FUNCTIONING PROPERLY, ~~SIMPLY ROLL A BALL INTO EACH POCKET STARTING WITH 10 AND~~ INCREASING TO 50. THE FIRST SWITCH THAT SCORES IMPROPERLY IS SUSPECT. AN INTERMITTENT SWITCH CAN GIVE MISLEADING RESULTS. IN THAT CASE, ROLL AS MANY BALLS AS NEEDED IN EACH POCKET TO DETERMINE WHICH SWITCH MAY NEED ADJUSTING, OR THE ENTIRE SWITCH MAY NEED REPLACING.

B. IMPROPER BALL COUNT DISPLAY

CHECK THE SWITCH BELOW THE 10 POINT POCKET THE ACTUATING ARM MAY NEED ADJUSTING OR THE ENTIRE SWITCH MAY NEED REPLACEMENT.

C. NO SOUND

IF NO MUSIC OCCURS DURING THE PLAY OF A GAME, FIRST CHECK THAT THE VOLUME CONTROL (IN THE POWER SUPPLY) IS SET PROPERLY. THEN CHECK THAT THE CABLES ARE CONNECTED PROPERLY FROM THE POWER SUPPLY TO THE SPEAKER. NEXT MAKE SURE THAT THE SPEAKER IS NOT DAMAGED. REPLACE SPEAKER IF NECESSARY. THEN REPLACE THE POWER SUPPLY BOARD. IF THIS IS NOT THE PROBLEM, THEN RETURN THE UNIT AS PER INSTRUCTIONS.

D. COIN INSERTION DOES LIGHT CREDIT LAMP

AFTER INSERTING COIN THE START LIGHT SHOULD COME ON IF THIS DOES NOT OCCUR, CHECK THE COIN MECH SWITCH FOR PROPER ACTION. THE ACTUATING ARM MAY NEED ADJUSTING OR THE ENTIRE SWITCH MAY NEED REPLACING.

E. COUNTERS DO NOT WORK

CHECK THE CABLE CONNECTION FROM THE COUNTERS TO THE LOGIC BOARD. REPLACE THE COUNTER WITH A GOOD COUNTER. IF IT STILL DOES NOT WORK, THEN REPLACE THE LOGIC BOARD. RETURN THE UNIT FOR REPAIR AS INSTRUCTED IN THIS TEXT.

F. LAMP DOES NOT LIGHT

IF ANY LAMP DOES NOT LIGHT, FIRST CHECK TO INSURE THAT THE LAMP IS PROPERLY SEATED IN THE SOCKET. DO NOT REPLACE LAMPS WHILE POWER IS ON. USE ONLY THE PROPER REPLACEMENT BULBS. REMOVE BULB BY THE GLASS PORTION OF THE BULB ONLY. DO NOT PLACE ANY TOOL IN THE SOCKET WHILE THE POWER IS ON. THIS COULD DAMAGE EXPENSIVE CIRCUITRY.

IF THE LAMP STILL DOES NOT LIGHT, AND THE FAULTY LAMP IS A SCORE OR BALL COUNT DISPLAY LAMP, THEN REMOVE THE IC (ULN2003) BELOW THE DIGIT WITH THE FAULTY LAMP AND REPLACE IT WITH THE PROPER REPLACEMENT IC. NEXT TRY REPLACING THE IC UNDER THE ULN2003 (74C14). ALWAYS POWER DOWN TO REPLACE LAMPS AND IC'S. MAKE ABSOLUTELY SURE THAT THE NEW IC'S ARE INSTALLED PROPERLY. IDENTIFY THE DIRECTION OF WHICH THE NEW IC IS TO BE INSTALLED BEFORE THE SUSPECTED BAD IC IS REMOVED.

~~IF THE LAMP IS ONE OF THE FOUR LIGHTS ABOVE THE READOUTS (FREE GAME, WINNER, OR GAME OVER) INSURE THAT THE BULBS AND SOCKETS ARE GOOD. CHECK THE READOUT CABLE CONNECTIONS BACK TO THE POWER SUPPLY. IF THE LAMP DOES NOT LIGHT THEN REPLACE IT AS INSTRUCTED ABOVE. IF THE LAMP STILL DOES NOT LIGHT, THEN REPLACE THE LOGIC AND/OR THE POWER SUPPLY AND RETURN FOR REPAIR.~~

G. HELP OR CALL APPEARS IN THE DISPLAY

WHEN THE WORD HELP APPEARS FROM THE BALLS PLAYED AND SCORE DISPLAY, IT MEANS THAT THE CPU BOARD HAS TURNED ON THE TICKET DISPENSER BUT HAS NOT SEEN THE SIGNAL BACK FROM THE TICKET DISPENSER TO INDICATE THAT A TICKET HAS BEEN DISPENSED. THIS WILL OCCUR IF THERE ARE NO MORE TICKETS, IF THEY HAVE JAMMED, IF TWO OR MORE NOTCHES ARE MISSING ON THE TICKET, OR IF THE CIRCUIT BOARD ON THE DISPENSER IS FAULTY. FIRST DEPRESS THE RESET SWITCH TO ATTEMPT TO CLEAR THE PROBLEM. IF THAT FAILS, THEN EXAMINE THE TICKET DISPENSER. IF A TICKET PROBLEM DOES EXIST, THEN REPAIR AND DEPRESS THE KNOCK OFF SWITCH. THE DISPENSER SHOULD NOW DELIVER THE PROPER NUMBER OF TICKETS OWED. IF HELP STILL APPEARS, THEN REPLACE AND RETURN THE UNIT FOR REPAIR.

FOR ALLEYS WITH LOGIC SERIAL NUMBER ABOVE 1420:

1. PLACE TICKETS IN THE DISPENSER SO THAT THE NOTCH IS IN LINE WITH PHOTO DETECTOR.

WARRANTY REPAIRS

THE WARRANTY ON THE ELECTRONIC UNITS IS FOR A PERIOD OF ONE YEAR, INCLUDING SHIPPING ONE WAY. THE WARRANTY WILL BE VOID IF THE UNIT IS NOT INSTALLED PROPERLY, OR IF IT HAS BEEN TAMPERED WITH. THE RECEPTICLES FOR 3 PRONG PLUGS MUST BE USED, AS THE ELECTRONIC UNITS CALL FOR A POLARIZED CIRCUIT. WHEN RETURNING A UNIT FOR REPAIR, UNDER WARRANTY OR NOT, YOU MUST FIRST CALL AND OBTAIN AN AUTHORIZATION NUMBER. THIS NUMBER MUST BE WRITTEN ON THE OUTSIDE OF THE BOX YOU RETURN YOUR UNIT IN. ~~IF YOU FAIL TO DO THIS, YOUR UNIT WILL BE REFUSED AND SENT~~ BACK TO YOU. AN EXCHANGE PROGRAM IS OFFERED FOR THE FIRST SIX MONTHS YOU HAVE YOUR ALLEY. THIS ALSO MUST BE AUTHORIZED, FOR WE WILL SEND YOU A NEW BOARD IN EXCHANGE FOR THE RETURN OF YOUR OLD BOARD. AFTER SIX MONTHS, YOU MUST SEND YOUR BOARD IN FOR REPAIR. BEFORE CALLING SKEE BALL (215-362-0300), FIRST TRY AND LOCATE THE FAULTY PART, BUT DO NOT ATTEMPT REPAIR. MAKE SURE THAT YOU INCLUDE A NOTE WITH YOUR UNIT DESCRIBING THE PROBLEM IN YOUR OWN WORDS, AND BE SURE TO INCLUDE YOUR NAME AND PHONE NUMBER WHERE YOU CAN BE REACHED.

SKEETOSS DIP SWITCH SETTINGS

DIP SWITCH A

BALLS	<u>1</u>	<u>2</u>	
	Ø	Ø	3 BALL GAME
	Ø	1	6 BALL GAME
	1	Ø	9 BALL GAME
	<u>3</u>		NOT USED
SPECIAL TICKET MODE	<u>4</u>		
	Ø		STANDARD TICKET MODE/TICKETS BASED ON SCORE NUMBER OF TICKET FIXED
FIXED TICKET AMOUNT	<u>5</u>	<u>6</u>	
	Ø	Ø	2 TICKETS
	Ø	1	4 TICKETS
	1	Ø	6 TICKETS
	1	1	8 TICKETS
COIN	<u>7</u>	<u>8</u>	
	Ø	Ø	4 COINS = 1 CREDIT
	Ø	1	2 COINS = 1 CREDIT
	1	Ø	1 COIN = 1 CREDIT
	1	1	1 COIN = 2 CREDITS

Ø = OPEN/OFF
1 = CLOSED/ON

NOTE: The game is operated with "ONE (1) BALL ONLY"!

DIP SWITCH B

			3 BALL GAME	6 BALL GAME	9 BALL GAME
FREE GAME (at indicated score when enabled)	<u>1</u> 0 1		100 POINTS 150 POINTS	250 POINTS 300 POINTS	400 POINTS 450 POINTS
TICKETS ON SCORE	<u>2</u> <u>3</u>				
(2 CNT TICKET)	0 1		1 TICKET EACH 30 P	1 TICKET EACH 60 P	1 TICKET EACH 90 P
(1 CNT TICKET)	1 0		2 TICKET EACH 30 P	2 TICKET EACH 60 P	2 TICKET EACH 90 P
(1/2 CNT TICKET)	1 1		4 TICKET EACH 30 P	4 TICKET EACH 60 P	4 TICKET EACH 90 P
TICKET ADDER (fixed ticket 1e only)	<u>4</u> 0 1		ADD 0 TO DIP SWITCH 3 & 4 COUNT ADD 4 TO DIP SWITHC 3 & 4 COUNT		
BALL COUNT ERROR ENABLE	<u>5</u> 0 1		OFF AFTER 2 1/2 MINUTES IF BALL COUNT HAS NOT COMPLETED GAME WILL GO INTO ERROR MODE ON AFTER 5 MINUTES IF BALL COUNT HAS NOT COMPLETED GAME WILL GO INTO ERROR MODE (CHECK BALL COUNT)		
FREE GAME	<u>6</u> 0 1		OFF DISABLE FREE GAME ON ENABLE FREE GAME		
TICKETS	<u>7</u> 0 1		OFF DISABLE TICKETS ON ENABLE TICKETS		
TRACT MODE	<u>8</u> 0 1		OFF DISABLE ATTRACT MODE ON ENABLE ATTRACT MODE		

	FUNCTION 5	3 BALL GAME	6 BALL GAME	9 BALL GAME
FREE GAME (at indicated score when enabled)	0 1	100 Points 150 Points	250 Points 300 Points	400 Points 450 Points
	FUNCTION 6			
TICKETS ON SCORE				
(2 CNT TICKET)	0	1 Ticket Each 30 P	1 Ticket Each 60 P	1 Ticket Each 90 P
CNT TICKET)	1	2 Ticket Each 30 P	2 Ticket Each 60 P	2 Ticket Each 90 P
(1/2 CNT TICKET	2	4 Ticket Each 30 P	4 Ticket Each 60 P	4 Ticket Each 90 P

SKEE TOSS PROGRAMING MODE

To enter the programing mode, press and hold the start switch and while doing this press the ticket reset switch. The computer will beep. Release the start switch then function 01 will appear in the left 2 displays. The data for that function number will appear in the right 2 digits. Press and release the start button to change the data as per table. Press and hold the start button and every 3 seconds the next function will appear !!! If any data is changed you must go through all 16 functions !!! At that time the computer will beep 3 times indicating the data has been saved and game will jump to game over.

On power up the computer tests the battery memory to see if it is the same as last time it was saved, if it is, it powers up normal and if not the display will show all dashes and the computer will beep 3 times as it reprograms itself to factory settings.

FUNCTION

DATA

1	Balls per game		0 = 3 Balls 1 = 6 Balls * 2 = 9 Balls
2	Tickets		0 = On score * 1 = Fixed Ticket
3	# Fixed tickets	*3	0 - 9 Tickets
4	Coins per credit	*1	0 - 9 Coins
5	Free game per chart		0 = A 1 = B
6	Tickets on score Per Chart		0 = A 1 = B 2 = C
7	Ball count error	*	0 = Off 1 = 11/2 M 2 = 3 M 3 = 4 1/2 M
8	Free Game	*	0 = Off 1 = On
9	Tickets	*	0 = Off 1 = On
10	Attrack mode	*	0 = Off 1 = On
11	Not used		0
12	Not used		0
13	Not used		0
14	Not used		0
15	Not used		0
16	Not used		-

* Factory Setting