

PAC-MAN BALLER

SERVICE MANUAL



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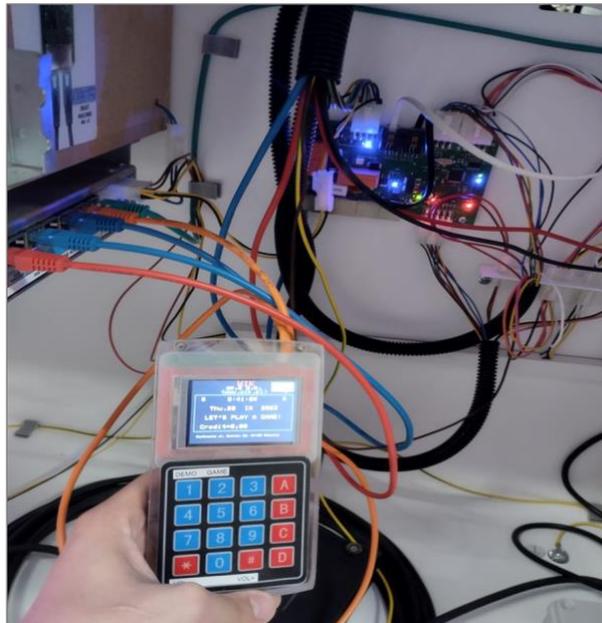
SYSTEM SOFTWARE DESCRIPTION:

The machine is pre-set and ready to work.

To change settings, open the metal door and take out the KEYBOARD, the orange LAN cable that is coming out of it has to be plugged into the orange entry socket of metal MAIN BOARD that is placed on the side.

You can enter the menu by pressing **A** button for 5 seconds (you will see #’s appearing on the screen) until you are asked to enter the PIN code.

Enter **factory default PIN code – 1111** (gives you access to the programming menu).



Now you can move to the option you want to set (e.g. 01, 05, 17) by pressing **B** (up) and **C** (down) buttons. To enter and change the option press **#** until the lower line with the position you want to change starts blinking.

To change value use **B** and **C** or **0 – 9** numeric buttons. By pressing **#** you confirm the changes and the new values of the chosen option – the number in the first line starts to blink.

Use buttons **B** and **C** if you want to go to another option. To confirm all changes and exit from the programming menu press **A** button for 5 sec until “EXITING SETUP” appears on the score display.

Keyboard navigation listed below: (also found on the back of the keyboard)

KEYBOARD:

- A** – enter/exit to/from programming menu
- B** – navigating in the programming menu (up)
- C** – navigating in the programming menu (down)
- #** - entering and navigating in the submenu (bottom lines with values you want to change)

D, * - exit (escape) from submenu



PROGRAMMING MENU:

OP 00	SOFTWARE NUMBER	<ul style="list-style-type: none"> • Software no.
OP 01	LED MATRIX SOFT.	<ul style="list-style-type: none"> • led matrix software no.
OP 02	TOTAL CASH	<ul style="list-style-type: none"> • non resettable counter • T- shows a total number of tickets given from the ticket dispenser • IMP- shows a total number of impulses sent from the coin acceptor to the main board
OP 03	DAILY CASH	<ul style="list-style-type: none"> • resettable counter (press # to reset) • T- shows a total number of tickets given from the ticket dispenser on current day • shows a number of impulses sent from the coin acceptor to the main board on current day
OP 04	LANGUAGE	<ul style="list-style-type: none"> • available languages : English, German, Polish • default- English
OP 05	GAME COST	<ul style="list-style-type: none"> • price of a game - amount of impulses sent from the coin acceptor necessary to get 1 credit (game). • options: (01-99) ; 00- free play (coin acceptor doesn't accept any coins!)
OP 06	CHANNEL SETTINGS	<ul style="list-style-type: none"> • for coin acceptors working in a parallel mode • factory settings for PLN CH 01 impulse 01 bonus 00 CH 02 impulse 02 bonus 00 CH 03 impulse 05 bonus 01 • factory settings for EUR CH 04 impulse 01 bonus 00 CH 05 impulse 02 bonus 00 CH 06 impulse 04 bonus 00 • 1 impulse = 1 game bonus= free game
OP 07	COIN SELECTOR TEST	<ul style="list-style-type: none"> • impulses calculated according to settings in OP 06 • to perform the test put a coin to the coin acceptor and watch the display
OP 08	LED BLINK	<ul style="list-style-type: none"> • allows a user to set different combinations and tempo options of LED's blinking • default- tem:2 com:2
OP 09	RESREVED	Not active

OP 10	LED CURTAIN- SETUP	<ul style="list-style-type: none"> Setting up different animations on the LED curtain
OP 11	TICKETS AMOUNT	<ul style="list-style-type: none"> amount of tickets initially put into the ticket dispenser, default- TK: 3000
OP 12	TICKET FOR START	<ul style="list-style-type: none"> defines how many tickets will be paid out at the start of the game- tickets for credit if set to 0 no tickets will be paid out at the start of the game
OP 13	TICKETS	<ul style="list-style-type: none"> allows to set the number of tickets to be paid out for a goal
OP 14	TICKETER SETUP	<ul style="list-style-type: none"> TK- shows default quantity of tickets loaded into the ticket dispenser. TK- settings for the ticket dispensers (sets the dispensing mechanism's rotation time in order to pay out 1 ticket): 0- ticket dispenser OFF 50- ticket dispenser ON (50 is the recommended value for JENOX and CLE ticket dispensers) 1,2- ticket dispenser ON (1 is recommended value for ENTROPY Pulse, 2 for Continuous)
OP 15	POINTS- STAGES	<ul style="list-style-type: none"> number of points required to pass into next level in each stage of a game default- P1,P2,P3,P4- 20 points
OP 16	GAME TIME- STAGES	<ul style="list-style-type: none"> time of each stage of a game default- T1,T2,T3,T4- 40 points
OP 17	AUTOSTART TIME	<ul style="list-style-type: none"> time after which new game starts automatically (if there's any credits left) default- min:0, sec:10
OP 18	MULTIPLAYER MODE	<ul style="list-style-type: none"> if the option is ON, up to 4 players can play together on one machine. After inserting the coin you need to push MULTIPLAYER button and choose the number of players default- M_P:1 (option ON)
OP 19	DEMO INTERVAL	<ul style="list-style-type: none"> time after which demo mode is enabled (when there's no more credits) default- min:0, sec:30
OP 20	RECORD- SETUP	<ul style="list-style-type: none"> estimates the minimum value that record will drop after set amount of time (connected with OP21) values in this option need to be multiplied by 10 e.g. Rec:15, Min:12- means that current record is 150 points and can decrease to 120 points minimally
OP 21	RECORD- DECREASE	<ul style="list-style-type: none"> time after which record will decrease with estimated value, e.g. M=10, P=1, it means that after every 10 minutes, record decreases by 1 point
OP 22	RECORD BONUS	<ul style="list-style-type: none"> after beating a record player is always given 1 bonus game this option allows a user to set additional bonuses for beating a record P- more bonus games (P=1, gives a user 2 additional games, where 1= Play+1) T- amount of ticket bonus for beating a record

OP 23	CREDIT+	<ul style="list-style-type: none"> option that allows a user to add credits without entering the MENU MODE:0 option off MODE:1 option on, to add credits press B in the DEMO mode
OP 24	LINK- SETUP	<ul style="list-style-type: none"> link NO- number of linked machine to make the linking option available: Link enable- ON
OP 25	LINK- START TIME	<ul style="list-style-type: none"> time after the game starts automatically on the linked machines if none of the players has pushed START button min:10 seconds, max:60 seconds
OP 26	OPTIC SENSOR TEST	<ul style="list-style-type: none"> graphic visual test for optic sensors in goals place an object in front of the sensor to see if it's working
OP 27	BASKET TEST	<ul style="list-style-type: none"> enter this mode (#) for a motor test
OP 28	BALL OUTLET TEST	<ul style="list-style-type: none"> enter this mode (#) for a ball outlet test
OP 29	LED DISPLAY TEST	<ul style="list-style-type: none"> enter this mode (#) for LED displays test
OP 30	DEFAULT SETTINGS	<ul style="list-style-type: none"> allows a user to restore the machine's default settings
OP 31	SOUND FACTORY	<ul style="list-style-type: none"> allows a user to restore the default sounds
OP 32	TYPE OF MUSIC	<ul style="list-style-type: none"> type of music played during the game or demo mode choose from 10 types of melodies (0-10) in the <u>demo mode</u> choose from 9 types of melodies (0-9) in the <u>game mode</u> set 0 to play melodies randomly
OP 33	DIAGNOSTIC	<ul style="list-style-type: none"> Diagnostics
OP 34	CUSTOMER NUMBER	not active
OP 35	SERIAL NUMBER	not active <ul style="list-style-type: none"> set by the manufacturer
OP 36	TIME SETTINGS	<ul style="list-style-type: none"> allows a user to set the time
OP 37	DATE SETTINGS	<ul style="list-style-type: none"> allows a user to set the date
OP 38	MENU CODE PIN	<ul style="list-style-type: none"> user can change factory PIN to a personal code factory PIN is set to 1 1 1 1 WARNING! After change, restoring to a factory PIN is not possible. In case of losing your personal PIN contact the manufacturer.



ADVANCED MENU OPTIONS:

(to enter advanced menu options add 1 to the PIN code's last digit e.g. 1111+1= 1112)

OP 39	BASKET_MOVE-STAGE	<ul style="list-style-type: none"> • set the basket move in every stage • default- M1=STOP, M2=SLOW, M3=FAST, M4=RANDOM
OP 40	BASKET MOTOR SET	<ul style="list-style-type: none"> • minimum=10, maximum=50 • default- L:33, R=33
OP 41	BASKET_STOP-STAGE	<ul style="list-style-type: none"> • default-B1=30, B2=15, B3=5, B4=5
OP 42	PAUSE TIME-STAGES	<ul style="list-style-type: none"> • time of the pauses between the stages • default- P1,P2,P3,P4=10 seconds
OP 43	PRACTICE-STAGES (1-2)	<ul style="list-style-type: none"> • allows the user to take a practice in stage 1 and stage 2
OP 44	LAMP OFF TIME	<ul style="list-style-type: none"> • not active
OP 45	LED BELTS	<ul style="list-style-type: none"> • default- LED:99, COL:0
OP 46	LED MATRIX INPUT	<ul style="list-style-type: none"> • unlocked when- MX=1, • default- MX=0

