

BOOKKEEPING FUNCTIONS AND SELF-TESTING SYSTEM 1 GAMES

The circuitry in this game helps the operator perform many bookkeeping functions. The information is shown one step at a time on the first player score display while the step number is shown in the credit display. Pressing the button on the inside of the front door (the play/test button) begins the bookkeeping and advances it to the next step each time the button is pressed. If the button is not pressed within sixty seconds of each step, the machine returns to normal playing condition.

The data in any bookkeeping step may be reset to zero while it is displayed by pressing Switch Button #25 on A1, the CPU control board in the lightbox/headboard. Then the play/test button must be pressed to enter the zero.

STEP INFORMATION SHOWN

(Credit Display) - (First Player Display)

- 0 - Total coins through #1 coin chute (left chute).
- 1 - Total coins through #2 coin chute.*
- 2 - Total plays.
- 3 - Total replays given.
- 4 - Number of times anti-cheat switches on front door and on ball-roll assembly have opened.
- 5 - Total extra balls.
- 6 - Number of tilts.
- 7 - First high score replay.
- 8 - Second high score replay.
- 9 - Third high score replay.
- 10 - Current "High Game to Date" score.
- 11 - Display test: All digits in first and third player displays step "0" through "9."**
- 12 - Display test: All digits in second and fourth player displays step "0" through "9."**
- 13 - Self-test: All CPU-controlled lights come on for five seconds. Each solenoid is energized one at a time. All closed switches noted by a code number in ball-in-play display.***

*If chutes are adjusted to be the same, coins deposited in either chute add only to the # 1 chute total.

**If button is not pressed within two 0-9 cycles, machine returns to normal playing condition.

***If no switches are activated within about a minute, machine returns to normal playing condition.