INSTALLATION
INTRODUCTION

- Assemble the machine.
- Connect the harnesses (see section on connection of harnesses)
- Check the network voltage (the machine leaves the factory with 220V A.C., 150 W; to vary the input voltage see section on voltage change).
- Check fuses.
- Locate possible errors in connection (connectors displaced or wrongly connected).

HARNESSES CONNECTED

- Connect harness from the transformer to the lateral platform of the cabinet (A) figure 2.
- Connect harnesses from the board to:
  a) lateral platform (B) figure 2.
  b) Thyristors board (12) figure 2. Connectors 8, 9, 10 & 11.
  c) IOS board (16) figure 2. Connector 3.
  d) RELAY board (15) figure 2. Connector 6.
- Connect harness from the cabinet to the IOS board. Connector 3.
- Connect harness from lateral platform to:
  a) RELAY board (15) figure 2. Connector 7.
  b) THYRISTORS board (12) figure 2. Connector 9.
  c) PSU board (13) figure 2. Connector 1.
  d) frontal connectors (8 ways).
- Connect faston terminals on frontal.
VOLTAGE CHANGE

This is effected by way of the selector situated on the transformer (figure 1).

The voltages are printed for better localization:

- Lift the board.

- Place the mobile terminal (red-green) in the position corresponding to the voltage available (figure 1).

The interior plug (5) situated on the lateral platform (figure 1) is 220V and is not affected by the network switch.

TRANSFORMER

FIG. 1
18 TEST T-101
19 SWITCH T-80
20 FLUORESCENT T 155
21 PLAYER DISPLAYS EF-46
22 GAME DISPLAYS EF-45
23 Upper playfield
24 Lower playfield
25 CARD HOLDER I-681
26 PLUNGER I-499
27 Push-select button T-101
28 GAME BUTTON I-182
29 FLIPPERS BUTTON I-182
30 Hinges with strap I-483 I-484
TEST

- Disconnect and connect the machine with the test button pressed (figure 5).

- Release this when the machine enters test state.

- The counters advance from 000.000 to 999.999 repeating the cycle (test state).

- On the CREDIT counter (see figure 4) 00, will appear, this indicates that there is no contact closed.

- On closing any contact, the number corresponding to said contact will appear on the CREDIT counter (see figure 7)
DESCRIPTION OF GAME

- Each dropped target lights a segment on the central display.

- On forming a number, the "SUPER BONUS" is reflected in that number.

- When the ball enters the righthand kickout hole a bonus is discharged and when an "0" is formed on the central display a left "SPECIAL" is prepared.

- Putting the light out in the three "30.000" corridors twice lights the "SPECIAL".

- The MULTIBALL kickouts lights in the "30.000" corridors. When the balls enters the lighted kickouts they are kept back and a new ball comes out of the channel.

- If one or two balls are kept back and the one in play is lost, the FLIPPERS are cancelled till the balls which have been kept back enter the channel.

- With the three balls kept back the game "MULTIBALL" is reached (for 15 seconds the balls which enter the channel do not count).

- The X3, X4, X5 and lit when the ball passes along the central corridor.

- the central corridor also lights the "100.000", the "EXTRA BALL" of same and the superior "SPECIAL".
ADJUST & BOOKKEEPING

- READING COIN & GAME TOTALS (BOOKKEEPING)

- Machine in GAME OVER.

- Press test button once and the following will appear:
  a) 1st player display  -- n° of coins accepted by 1st rejector.
  b) 2nd player display  -- n° of coins accepted by 2nd rejector.
  c) 3rd player display  -- n° of coin accepted by 3rd rejector.
  d) 4th player display  -- Number of games played (free & paid)
  e) CREDIT display      -- A "C" appears (it means "coins").

- If we press the button of the IOS board, the 4 totals (a, b, c, d) return to zero.

- READING PRIZE TOTALS

- Machine in GAME OVER (disconnect and connect).

- Press test button twice or once if this is at the previously mentioned stage and the following will appear:
  a) 1st player display  -- total prizes for "SPECIAL"
  b) 2nd player display  -- total "EXTRA BALL" given
  c) 3rd player display  -- total prizes by scoring
  d) 4th player display  -- total FREE GAMES gived
  e) CREDIT display      -- A "T" appears (it means "totals")

- STANDARD ADJUSTMENT

- Machine in GAME OVER.

- Press test button three times, the following will appear:
  a) 1st, 2nd, 3rd & 4th player displays  -- blank
  b) CREDIT counter display      -- ------ ------ "ST"

- On pressing the game button all adjustments are modified to STANDARD value (see table of adjustments) figure 6; on the 1st player display "ST" will appear
- Starting from the previously mentioned stage, "ST", each time the test button is pressed the next adjustment zone is reached.

- The zone number will appear on the CREDIT counter.

- The value to which it is adjusted will appear on the 1st player display.

- To modify said value the GAME BUTTON is pressed.

<table>
<thead>
<tr>
<th>OBJECT OF ADJUSTMENT</th>
<th>AREA</th>
<th>READING</th>
<th>STANDARD</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAXIMUM NUMBER OF CREDITS</td>
<td>01</td>
<td>00 to 99</td>
<td>15</td>
</tr>
<tr>
<td>&quot;HIGH SCORE&quot; SCORING</td>
<td>02</td>
<td>000 to 990</td>
<td>700,000</td>
</tr>
<tr>
<td>FREE GAME FIRST SCORE</td>
<td>03</td>
<td>00 to 990</td>
<td>500,000</td>
</tr>
<tr>
<td>FREE GAME SECOND SCORE</td>
<td>04</td>
<td>000 to 990</td>
<td>650,000</td>
</tr>
<tr>
<td>FREE GAME THIRD SCORE</td>
<td>05</td>
<td>000 to 990</td>
<td>800,000</td>
</tr>
<tr>
<td>Games per coin first coin rejector.</td>
<td>06</td>
<td>03-05-1-1/5 up to 30</td>
<td>0'3</td>
</tr>
<tr>
<td>Games per coin second coin rejector.</td>
<td>07</td>
<td>03-05-1-1/5 up to 30</td>
<td>2</td>
</tr>
<tr>
<td>Games per coin third coin rejector.</td>
<td>08</td>
<td>03-05-1-1/5 up to 30</td>
<td>5</td>
</tr>
<tr>
<td>MAXIMUM NUMBER OF EXTRA BALL</td>
<td>09</td>
<td>0-1-2-3 extra ball</td>
<td>3</td>
</tr>
<tr>
<td>Free games given for HIGH SCORE</td>
<td>10</td>
<td>0-1-2-3 free game</td>
<td>1</td>
</tr>
<tr>
<td>Games for each player</td>
<td>11</td>
<td>0=several 1=only</td>
<td>0</td>
</tr>
<tr>
<td>PRIZES FOR SPECIAL</td>
<td>12</td>
<td>0=game 1=ball</td>
<td>0</td>
</tr>
<tr>
<td>PRIZES FOR SCORING</td>
<td>13</td>
<td>0=game 1=ball</td>
<td>0</td>
</tr>
<tr>
<td>MATCH FEATURE</td>
<td>14</td>
<td>active non active</td>
<td>0</td>
</tr>
<tr>
<td>MULTIBALL</td>
<td>15</td>
<td>memorize non memorize</td>
<td>0</td>
</tr>
<tr>
<td>GAME OVER</td>
<td>16</td>
<td>sound non sound</td>
<td>0</td>
</tr>
<tr>
<td>LOWER TARGETS</td>
<td>17</td>
<td>1K 10K</td>
<td>0</td>
</tr>
<tr>
<td>BUMPERS</td>
<td>18</td>
<td>100/1K 1K/10K</td>
<td>0</td>
</tr>
<tr>
<td>CORRIDOR 18</td>
<td>19</td>
<td>100pts 1Kpts.</td>
<td>0</td>
</tr>
</tbody>
</table>

- There is a connector on the lateral platform to this effect (10) (see figure 2), indicating to the voltage that it can be regulated.

- Depending on the strength required, the following voltages are available: 28V, 30V & 32V.
playmatic s.a.

PIN - BALL MACHINE
B.L.C. board (A,B,C)

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