SHORT MANUAL

SET UP AND MICROSWITCH OPTIONS
Table 1.

Normal position of dip-switches was typed **BOLD**.
1. TEST – **OFF**
a) Test target
b) Test light
c) Test button
d) Test infra sensor
e) Test sensor of missed darts
f) Test credit
2. BULL EYE - **ON** - Bull Eye is set on 25 (outside) -50 (inside)
3. ATTRACT - **ON** - attract melody is on
4. MAIN (SECURITY) ACCOUNTING SYSTEM - **OFF**
5. SECONDARY ACCOUNTING SYSTEM - **OFF**
6. OUTSIDE ACCOUNTING READING – **OFF**
7. INIT E-EPROMA – **OFF**
8. SET UP
8.1. Price Adjust - **table 2**
8.2. Round Adjust
a) High Score – **07**
b) Cricket – **20**
c) 180,301,501,701 – **01**
8.3. Infrared – **01**
8.4. Lottery – **01**
8.5. Acceptor – **04**
8.6. Time limit – **00**
8.7. In 1 Pulse – **01**
8.8. In 2 Pulse – **01**
8.9. Return Dart – **01**
8.10.Credit In 1 – **01**
8.11.Credit In 2 – **01**
8.12.Play off – **01**
8.13.Publicity – **SPORT**

Table 2

HI - SCORE	**1**	180	**c 1**
LO - SCORE	**1**	180 IN	**c 1**
SUP - SCORE	**1**	180 OUT	**c 1**
SCRAM	**2**	180 IN OUT	**c 1**
SHANGAI	**1**	180 MASTER	**c 1**
RULETTE	**1**	501	**2**
PUB	**c 1**	501 IN	**2**
SUPER 100	**1**	501 OUT	**2**
SOLO HI-SCORE	**1**	501 IN OUT	**2**
SOLO 301	**1**	501 MASTER	**2**
BASEBALL	**1**	701	**3**
PARCHESSI	**1**	701 IN	**3**
301	**1**	701 OUT	**3**
301 IN	**1**	701 IN OUT	**3**
301 OUT	**1**	701 MASTER	**3**
301 IN OUT	**1**	CRICKET	**2**
301 MASTER	**1**	CUT THROATH	**2**

When you want to use some of options on dip-switch put it in position ON, than <u>turn OFF and ON machine</u> and than you can see that options.

Except dip-switch number 2 and 3.

No.1 - Dip-switch No.1 is just for testing machine.

No.2 - Number 2 change value for Bull Eye, position ON is for outside Bull 25 - inside Bull 50 and position OFF is for both 50. Default option is ON but when you change values you must turn machine OFF to confirm new information.

No.3 - On dip-switch number 3 you can switch off attract melody if you put dip-switch in position OFF. Default option is ON but when you switch off attract melody you must turn machine OFF to confirm new information.

No.4 - Main or security accounting system cannot be erased. It shows numbers of played credits. It is double accounting system for credit key and coin mechanism. In first line (players 1 and 2) is number of credits for credit key and on second line (players 5 and 6) is number of credits for coin mechanism.

No.5 - Secondary or customer accounting system is the same as main accounting system but it can be erased with button *Roulette-Baseball*. Secondary accounting system you can see also when you turn machine OFF, push button EQUAL and than turn machine ON but you must still pushing button EQUAL. If you do that correctly on display you can see number of credits but you cannot erase accounting system from outside. Only from inside with dip-switch No.5 and button *Roulette-Baseball* can be erased.

No.6 – If you put switch in position ON you will prevent possibility of outside reading of secondary or customer accounting system. In that case it is not possible to see secondary accounting with holding pushbutton Equal and switching dart machine on.

No.7 - On dip switch you can refresh **Set up** with default information. Default set up you can see in Table1 and Table 2. Also when you make initialisation of memory you will erase secondary accounting system and all temporary credits and games. But main accounting system would not be erased and because of that it is important that owner of machine use main accounting system for main control.

No.8 - Set up - values for set up you can see in table 1 and 2.

CPU AND ELECTRIC WIRING

CPU BOARD

CN9
- + 12 COIN DOOR LAMP
- GND COIN DOOR LAMP

CN8 — FLET TO COIN DOOR

DIP SWITCH

CN2 — FLET TO LAMP CIRCUIT

CN1

B

#	Label
1	(SOLO 301,H.SC) LAMP
2	(SUPER 100) LAMP
3	(SHANGAI, SCRAM) LAMP
4	(PLAYER) LAMP
5	(DOUBLE IN, C.TR) LAMP
6	(MASTER OUT) LAMP
7	(L.SCORE, H.SCORE) LAMP
8	(+ 12) LAMP
9	(COIN DOOR OUT)
10	(CREDIT KEY)
11	(CREDIT KEY GND)
12	(COUNTER + 12 V)
13	(INFRA S.OUT)
14	(INFRA S. GND)
15	(EQUAL) LAMP
16	GND TEST KEY
17	(180,301,501) BUTTON
18	(PARCHIS) BUTTON
19	(SPLIT SCORE) BUTTON
20	(SHANGAI, SCRAM) BUTTON
21	(ROULETT, BASEBALL) BUTTON
22	(DOUBLE OUT) BUTTON
23	(SOLO 301) BUTTON
24	(EQUAL) BUTTON
25	+12 V
26	+ 12 V
27	
28	GND
29	GND
30	+ 5 V
31	+ 5 V
32	SPEAKER -

A

#	Label
1	LAMP (ROULETT, BASEBALL)
2	LAMP (301 PARCHIS)
3	LAMP (180,301,501,701)
4	LAMP (DOUBLE OUT)
5	LAMP (TEAM)
6	LAMP (CRICKET)
7	LAMP (SPLIT SCORE)
8	LAMP (+ 12)
9	+ 12 (COIN DOOR)
10	INHIBIT COIN DOOR
11	GND COIN DOOR
12	+ 5 COIN DOOR
13	OUT COUNTER
14	+ 5 (INFRAS)
15	
16	GND BUTTON
17	BUTTON (CRICKET)
18	BUTTON (MASTERS)
19	BUTTON (TEAM)
20	BUTTON (L.SCORE,H.SCORE)
21	BUTTON (PLAYER)
22	BUTTON (DOUBLE IN)
23	BUTTON (SUPER 100)
24	TEST KEY
25	+ 12
26	+ 12
27	
28	GND
29	GND
30	+ 5
31	+ 5
32	SPEAKER +

AUTOCHANGER PLAYER DETECTOR
- + 5V INFRA S.
- OUT INFRA S.
- GND INFRA S. } TO CPU CN1

CN5
- + 5 TO POWER SUPPLY
- + 12 TO POWER SUPPLY
- GND TO HALOGEN LAMP
- GND TO POWER SUPPLY

P2 — VOLUME CONTROL

CN6 — FLET TO DISPLAY

+ 12 TO LAMP CIRCUIT

P1
- GND PIEZZO
- OUT PIEZZO
- SENSOR OF MISSED DARTS

CN7

K1 — TARGET CONNECTOR

CREDIT KEY — TO CPU CN1

COUNTER 12468 — TO CPU CN1

SPEAKER — TO CPU CN1

DISPLAY

CN1
TO CPU CN6 FLET

CN2
+ 5V TO POWER SUPPLY
GND TO POWER SUPPLY

POWER SUPPLY

GND TO DISPLAY CN2
GND TO CPU CN5
+ 12 TO CPU CN5
+ 5V TO CPU CN5
+ 12 TO HALOGEN LAMP
+ 5 TO DISPLAY CN2

220V AC

PLAYERS LAMP
PLAYERS BUTTON
BUTTONS GND TO CN1

180,301,501,701 LAMP
180,301,501,701 BUTTON
LOW,SUPER,HI-SCORE LAMP
LOW,SUPER,HI-SCORE BUTTON

PARCHIS LAMP
PARCHIS BUTTON
SUPER 100 LAMP
SUPER 100 BUTTON

TEAM LAMP
TEAM BUTTON
SOLO 301 HI SCORE LAMP
SOLO 301 HI SCORE BUTTON

EQUAL LAMP
EQUAL BUTTON
SCRAM SHANGAI LAMP
SCRAM SHANGAI BUTTON

+ 12V LAMP TO CN1

MASTER OUT LAMP
MASTER OUT BUTTON
SPLIT SCORE LAMP
SPLIT SCORE BUTTON

DOUBLE IN-CUT TROATH LAMP
DOUBLE IN-CUT TROAT BUTTON
CRICKET LAMP
CRICKET BUTTON

DOUBLE OUT LAMP
DOUBLE OUT BUTTON
ROULETTE BASEBAL LAMP
ROULETTE BASEBAL BUTTON

4