

Goin' Rollin'

Operating Instructions

*C.P.U. Version GR1
SOUND version J8*

Manual Revision • 3/27/2000

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INTRODUCTION

Goin' Rollin' features complete operator programmability. That includes things that are dramatic such as changing the ticket values of the wheel, to more subtle changes such as changing the number of misses to increment the ticket multiplier, changing the multiplier limits, jackpot ticket amounts, etc. Should you require special scoring features or wish to explore the full potential of *Goin' Rollin'*, please give us a call.

We feel that the default switch settings will offer the best results. These settings are based on a ticket value of one cent each at 25 cents per game play. They should yield a return to customers of between 30 and 40 percent. Payouts should be monitored closely in the beginning to establish optimum results.

GAMEPLAY

To win tickets, customers must time the insertion of their coins or tokens so they roll down the slope and jump through one of the score slots in the target wheel. Consecutive misses can increase the ticket multiplier and multiply the next winning ticket amount. In addition, *Goin' Rollin'* has a bonus feature that awards jackpot tickets for scoring up to five consecutive bonuses.

The ticket amount display on *Goin' Rollin'* adds tickets as they are won and subtracts them as they are dispensed. Should tickets run out, the display will show the remaining amount due the player and add tickets as play continues. When the ticket supply is replenished, the dispenser will automatically resume dispensing until the players' remaining tickets are dispensed.

CHANGING TICKET WHEEL VALUES

You will need the "Goin' Rollin' Scoring Pack" that is included with the game to change the numbers on the wheel. All of the payout tables and dipswitch settings needed to change the values are located on page 6.

1. Open the coin unit service door, remove the four screws holding the aluminum glass retainer molding and slide the top glass forward to gain access to the wheel.
2. Loosen the set screw in the aluminum wheel hub and remove the ticket wheel.
3. Select a new ticket wheel table (page 6) and determine which numbers are to be replaced and remove them by lifting up on the corner of each label with your finger and peeling it off the wheel.
4. Use denatured alcohol or similar solvent to clean any adhesive residue remaining on the wheel.
5. Cut the desired numbers from the sheet of numbers supplied. A paper cutter or sharp knife together with a straight edge will help considerably with this task.
6. Peel the backing from the number and with a pair of tweezers position the number above the surface of the wheel and center it under the respective slot. Gently touch the top of the number to the wheel surface, withdraw the tweezers, and check for proper alignment prior to pressing the entire surface of the number to the wheel. If you are not satisfied with the alignment, lift the number with tweezers and start the centering process over.
7. When all of the new numbers have been applied, replace the wheel on the motor shaft making certain the shaft goes all the way into the hub. Failure to do so may cause the wheel position sensors to read the wheel positions incorrectly.
8. Change the dipswitch settings on the game controller board to correspond with the new wheel values (page 6). Power up the game and let it run for a few minutes. Perform the "Wheel Readout" diagnostic test routine (page 9) to check for errors in the wheel readout. Play the game to make certain that the wheel values are correct.
9. Remove the "How to play" instruction card from under its protective cover and insert a new card with the correct values.
10. Replace the top glass and put *Goin' Rollin'* back into service.

After changing payouts, the game should be monitored closely to establish optimum results.

DIPSWITCH SETTINGS

Goin' Rollin' has two banks of dipswitches labeled DS1 and DS2 that are used to program the game. Each bank of switches has 10 positions (Pos. #1-#10). The switches are located on *Goin' Rollin'*'s main controller board.

x = closed or on position o = open or off position • = default setting

DS1

Ticket Multiplier Limit			Function
DS1	Pos. #1	Pos. #2	Maximum value that the ticket multiplier can reach
•	O	O	Maximum of three (3)
	X	O	Maximum of five (5)
	O	X	Maximum of seven (7)
	X	X	Maximum of ten (10)

Ticket Multiplier Increment			Function
DS1	Pos. #3	Pos. #4	Number of misses to increase the ticket multiplier
•	O	O	One (1) miss
	X	O	Two (2) misses
	O	X	Three (3) misses
	X	X	Four (4) misses

Jackpot Initial Value			Function
DS1	Pos. #5	Pos. #6	Extra tickets given on 2 nd consecutive bonus
•	O	O	25 tickets
	X	O	50 tickets
	O	X	75 tickets
	X	X	100 tickets

Jackpot Increment			Function
DS1	Pos. #7	Pos. #8	Number of tickets the jackpot increases after each consecutive bonus
•	O	O	25 tickets
	X	O	50 tickets
	O	X	75 tickets
	X	X	100 tickets

JACKPOT TICKET VALUES

Note: The first bonus score equals the ticket value of the slot.

Initial Value = 25 Tickets

2 nd Bonus	3 rd Bonus	4 th Bonus	5 th Bonus	Total 2-5	Increment
25	50	75	100	250	25
25	75	125	175	400	50
25	100	175	250	550	75
25	125	225	325	700	100

Initial Value = 50 Tickets

2 nd Bonus	3 rd Bonus	4 th Bonus	5 th Bonus	Total 2-5	Increment
50	75	100	125	350	25
50	100	150	200	500	50
50	125	200	275	650	75
50	150	250	350	800	100

DS1 (CONTINUED)

Initial Value = 75 Tickets

2 nd Bonus	3 rd Bonus	4 th Bonus	5 th Bonus	Total 2-5	Increment
75	100	125	150	450	25
75	125	175	225	600	50
75	150	225	300	750	75
75	175	275	375	900	100

Initial Value = 100 Tickets

2 nd Bonus	3 rd Bonus	4 th Bonus	5 th Bonus	Total 2-5	Increment
100	125	150	175	550	25
100	150	200	250	700	50
100	175	250	325	850	75
100	200	300	400	1000	100

Note: To change jackpot tables, first set the initial ticket amount (25,50,75, or 100) with DS1, positions #5 & #6. Then set the increment value (25,50,75, or 100) with DS1, positions #7 & #8. Finally, replace the instruction sheet with one that matches the new settings. They may be found in the envelope attached to the rear door of the game.

Jackpot Scoring Options

Function

DS1	Pos. #9	Choose to display jackpot tickets on the scoreboard
•	O	Jackpot tickets are added to wheel score
	X	Jackpot tickets not added to wheel score

Error 04 Testing

Function

DS1	Pos. #10	Activates testing for Err 04
•	O	Err 04 testing is disabled
	X	Err 04 testing is enabled

Ticket Wheel Table Selection			Function		
DS2	Pos. #1	Pos. #2	Pos. #3	Sets the ticket value of wheel slots	Recommended for
	O	O	O	Table "A"	5¢ play / 1¢ tickets
	X	O	O	Table "B"	5¢ play / 1¢ tickets
	O	X	O	Table "C"	25¢ play / 2¢ tickets
	X	X	O	Table "D"	25¢ play / 2¢ tickets
	O	O	X	Table "E"	25¢ play / ½¢ tickets
	X	O	X	Table "F"	25¢ play / 1¢ tickets
	O	X	X	Table "G"	25¢ play / 1¢ tickets
•	X	X	X	Table "H"	25¢ play / 1¢ tickets

TICKET WHEEL TABLES FOR J-8 E-PROM

Initial Value = 50 Tickets

Slot Size	Before 2 ½"	After 2 ½"	1 ½"	½"	3/8"
Table "A"	1	1	2	3	4
Table "B"	2	1	3	5	6
Table "C"	4	3	6	10	12
Table "D"	5	4	8	12	15
Table "E"	12	10	20	30	40
Table "F"	8	6	15	20	25
Table "G"	10	5	15	25	40
Table "H"	10	8	15	25	30

Note: The ticket wheel consists of 16 slots, eight of which are 2 ½" wide, four are 1 ½" wide and two are 3/8" wide. In the following tables the before 2 ½" slots refer to the four slots preceding the ½" and 3/8" slots. The after 2 ½" slots refer to the four slots that follow the ½" and 3/8" slots.

The ticket wheels that are shipped with *Goin' Rollin'* have slot values as in table H. In order to make the games completely operator programmable we have made the ticket value numbers removable. If you wish to change the slot values or should your requirements be other than those covered in the above table, please let us know, we will be happy to assist you.

Unimplemented

DS2	Pos. #4	Reserved
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Attract Sounds Function

DS2	Pos. #5	Pos. #6	Select or deactivate attract sounds
	O	O	No attract sounds
	X	O	<i>Goin' Rollin'</i> music sounds played every 2 minutes
	O	X	<i>Goin' Rollin'</i> game sounds played every 2 minutes
•	X	X	Music and game sounds alternate every 2 minutes

Ticket Every Time Function

DS2	Pos. #7	Pos. #8	Number of tickets for each miss
•	O	O	No tickets
	X	O	1 ticket for each miss
	O	X	2 tickets for each miss
	X	X	3 tickets for each miss

DS2 (CONTINUED)

Alarm Enable		Function
DS2	Pos. #9	Arm or disarm theft alarm
•	O	Theft alarm is disabled
	X	Theft alarm is enabled

Note: With the theft alarm enabled, an audible alarm signal will sound from the speaker system approximately 10 seconds after the front door is opened. The alarm can be canceled either before it begins or while in operation by pressing the hidden switch (mounted just behind the door interlock switch and to the right of the speaker). We suggest you inform your service people about the operation of the alarm system and the location of the alarm cancel switch. The alarm cancel switch is also used in conjunction with the door interlock switch to perform diagnostic testing as described later in this manual.

Multiplier & Bonus Reset		Function
DS2	Pos. #10	Set the multiplier and bonus counter to reset when inactive
•	O	Reset disabled
	X	Multiplier & bonus counter reset after 2 minutes of inactivity

TICKET DISPENSER

Goin' Rollin' is equipped with a Deltronic Labs DL-1275 ticket dispenser. *Goin' Rollin's* game board turns on the dispenser, which continues to dispense until the correct number of signals are received from the optical detector, which then causes the game board to shut off power to the motor.

Should the machine run out of tickets the motor will shut down immediately. Running out of tickets will not inhibit the further operation of the game. The customer may continue to play the game. The "Ticket Amount" display will continue to accumulate tickets until the ticket magazine is reloaded. When the ticket supply is replenished, dispensing will resume until the "Ticket Amount" display returns to zero. The "Ticket Amount" display will show the exact amount (plus one) of tickets owed to the customer. The plus one is the last ticket that was dispensed to the customer. The game board did not read that ticket since there wasn't any notch to detect.

LOADING TICKETS

Open the front door; disable the theft alarm by pressing the hidden cancel switch. Grasp the front plywood panel directly below the dispenser and slide out the dispenser unit. Flip the dispenser mechanism forward and fill the magazine with tickets, then flip the dispenser back to its original upright position. The magazine will hold 3 packs of 2,000 tickets plus approximately 1,000 additional tickets. Do not overload the magazine. To load the dispenser, simply move the flat ticket guide spring outward (to the left) and insert the tickets as far as they will go. Release the spring and momentarily depress the ticket advance switch located in the center of the printed circuit board until the ticket is flush with the dispenser faceplate. Slide the dispenser unit back as far as it will go, close and lock the front door. The dispenser is now loaded and ready for operation. Closing of the front door will cause the dispenser to resume issuing tickets if an amount is showing on the "Ticket Amount" display.

PREVENTATIVE MAINTENANCE

A few short monthly procedures will help to promote error free operation of your unit. The paper used to manufacture tickets puts out a good deal of paper dust which can affect the ticket dispenser operation. The dispenser should be blown free of ticket dust once a month. To enhance the operation and life of the wheel motor, several drops of light duty oil (**do not use WD-40**) should be placed on the gears once a month. The game comes with a felt drip catch.

DIAGNOSTICS AND TROUBLESHOOTING

Test and debug functions are accessed with switch combinations, which will not occur during normal game operation. The purpose and method of accessing these functions is described in detail here.

RESET COUNTS

The function of this routine is to clear the contents of the ticket amount, the multiplier value, and reset the miss counter to zero. It was originally implemented for software testing but could also be used for game verification. To reset counts, hold the "Alarm/Cancel" button and actuate the coin switch.

LAMP TEST

This function turns on all the lamps, LEDs, and segments in the displays of the game. The control program automatically turns off these outputs after 30 seconds and returns to normal game operation to protect the driver chips from overload during this test. Lamp test is implemented by pushing the door interlock and "Alarm/Cancel" switches simultaneously.

WHEEL READOUT

This function displays the wheel location in the ticket area of the display. The value displayed is a hexadecimal number, IE. The display will count in this sequence: 0,1,2,3,4,5,6,7,8,9, A, B, C, D, E, F as the corresponding wheel location passes by the coin slot. The wheel readout routine is executed by pushing the "Alarm/Cancel" button while the lamp test routine is running.

ERROR COUNT

Displays the total number of wheel read errors and the last wheel location that caused an error since the last reset. The format of the display is "NBR XX Y", where "NBR" (number) is in the ticket amount display area, "XX" is in the ticket multiplier area and indicated the number (decimal value) of read errors that have occurred, "Y" is in the bonus counter digit and is the hex wheel location that caused the read error. To display the error count, push and release the door switch while the wheel readout routine is running.

GAME STATS

Displays game payout statistics since the last reset. The value shown in the ticket amount section is the average number of tickets paid per coin. The value shown in the ticket multiplier is the average percentage paid by the game. The percentage calculation is based on tokens being worth 25 cents and tickets being worth 1 cent. To display the game stats, push and release the door interlock while the error count routine is running.

SOFTWARE VERSION

Displays the version numbers of the CPU (U5) and game variables contained in the high sound ROM (U22). The value shown in the ticket amount portion of the display is the CPU version. The value displayed in the ticket multiplier is the high sound ROM version. To display the software version, push and release the door interlock while the game stats routine is running. Pushing the "Alarm/Cancel" button a third time exits the

test functions and returns to normal game operation at the point it was interrupted. The game will also automatically return after 5 minutes have elapsed.

SELF TESTS

The control software of the game continually checks to see if the game is functioning within specified parameters. Four systems are monitored by the self-diagnostic routines.

1. CPU / Logic
2. Wheel position accuracy
3. Wheel speed
4. Slot sensor board operation

If any of these systems fails diagnostic test, an error code is displayed in the format "Err XX", where "XX" will be 01, 02, 03, or 04. A description and possible cause(s) for each error code is provided here.

ERR 01 - CPU / LOGIC BOARD FAILURE

This is a catastrophic failure and will cause a total shutdown of the game. The only way to reset this error is to remove A/C power from the game for 5 to 10 seconds and then power up again. In the majority of cases, this error code will return as soon as power is restored because the CPU or support circuitry on the logic board has failed. All possible causes for this error are limited to the logic board and it should be returned to the factory for service.

A method of testing this error has been included in the test functions. By continuing to hold the "Alarm/Cancel" button while the lamp test (see description above) is in progress causes the game to enter the Err 01 condition. Power must be cycled to return to normal operation.

ERR 02 - WHEEL POSITION ACCURACY

This error indicates that the position code generated by the wheel position sensor (WPS) board does not agree with what the control software expected. The game will not accept any coins until this error is cleared. Pushing the "Alarm/Cancel" button inside the front of the game resets this error. The most likely cause for this error is that the wheel is not located at the correct distance from the reflective sensors on the WPS board. Use the wheel readout function in the test routines to troubleshoot the problem.

ERR 03 - WHEEL SPEED

The motor is factory set for 12 RPM and has no adjustment. When wheel speed falls below 10 RPM this error is initiated. The control software will clear this error automatically if it is a temporary drop in RPM (ie the wheel is not seated correctly or is sticking.) If the error 3 does not clear a new motor may be needed.

ERR 04 - SLOT SENSOR FAILURE

This error is displayed when the slot sensor board (SSB) outputs a signal without a coin being inserted in the game. The game will not accept any coins after this error has been detected. This error is reset when the "Alarm/Cancel" button is pushed.

Err 04 has 3 common causes:

1. Improper Alignment between LEDs and their corresponding phototransistor located on the slot sensor board. Slot sensor alignment can be verified by placing a piece of white paper directly in front of the phototransistors to see the light beam that is projected across the slot from each LED. Carefully bend each LED or phototransistor so that the light beam is centered on each phototransistor. Of course a defective LED or phototransistor could be the cause.
2. The coin is not tripping the coin switch at the output of the coin unit. This can be verified by listening for a game sound when the coin passes the switch or by watching the coin meter inside the front door.
3. The coins are not rolling down the ramp fast enough. For proper operation each coin must travel the distance between the coin switch and the slot sensor in less than 0.75 seconds. Make sure the coin track is clean and properly aligned with the coin mechanism and that the trip wire on the coin switch is not dragging excessively on the coin as it passes. It is also important that the game be level for proper coin speed.

WARRANTY INFORMATION

Seidel Games Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of six months from the date of manufacture.

Seidel Games Inc. will without charge other than shipping, repair or replace the defective product or component parts upon a phone call to the Factory Service Department. Serial number and manufacture date identification will be requested over the phone for replacement purposes and in most cases a warranty replacement part will be shipped the same day. You will also be issued an RMA number for the return of the defective part(s), which can be shipped, back to Seidel Games Inc. in a reasonable time period.

This warranty does not apply in the event of any misuse or abuse of the product, or as a result of any unauthorized repairs or alterations. This warranty does not apply if the serial number is altered, defaced or removed from its original position.

REPAIR OF OUT-OF-WARRANTY UNITS

Should your game need servicing, determine the serial number and the manufacture date from the game, and call 505-821-6878. An estimate of repair or replacement charges will be quoted to you for approval. You may then request immediate shipping of replacement parts, or you may opt to send the defective part in to be repaired. If you choose to send the damage part in you will be charged for: labor (billed in half hour increments), the parts required for repair, and the return cost of shipping. Should you choose the latter, include the following:

- a. Name, address and phone number including area code.
- b. Game serial, manufacture date, and software version.
- c. A purchase order number, work order number or signed authorization to perform service.
- d. Description of problem relating to the damaged part.
- e. What method of return shipping

Most returned parts are repaired and shipped back the same day received, using the same mode of transportation under which they were received unless something else is specified. Repairs are warranted for parts and labor for a period of thirty days from the date sent back into service.

For faster service, record your game information here.

CPU version # _____

MGC Serial # MGC _____

Serial number & Date Mfg. _____