

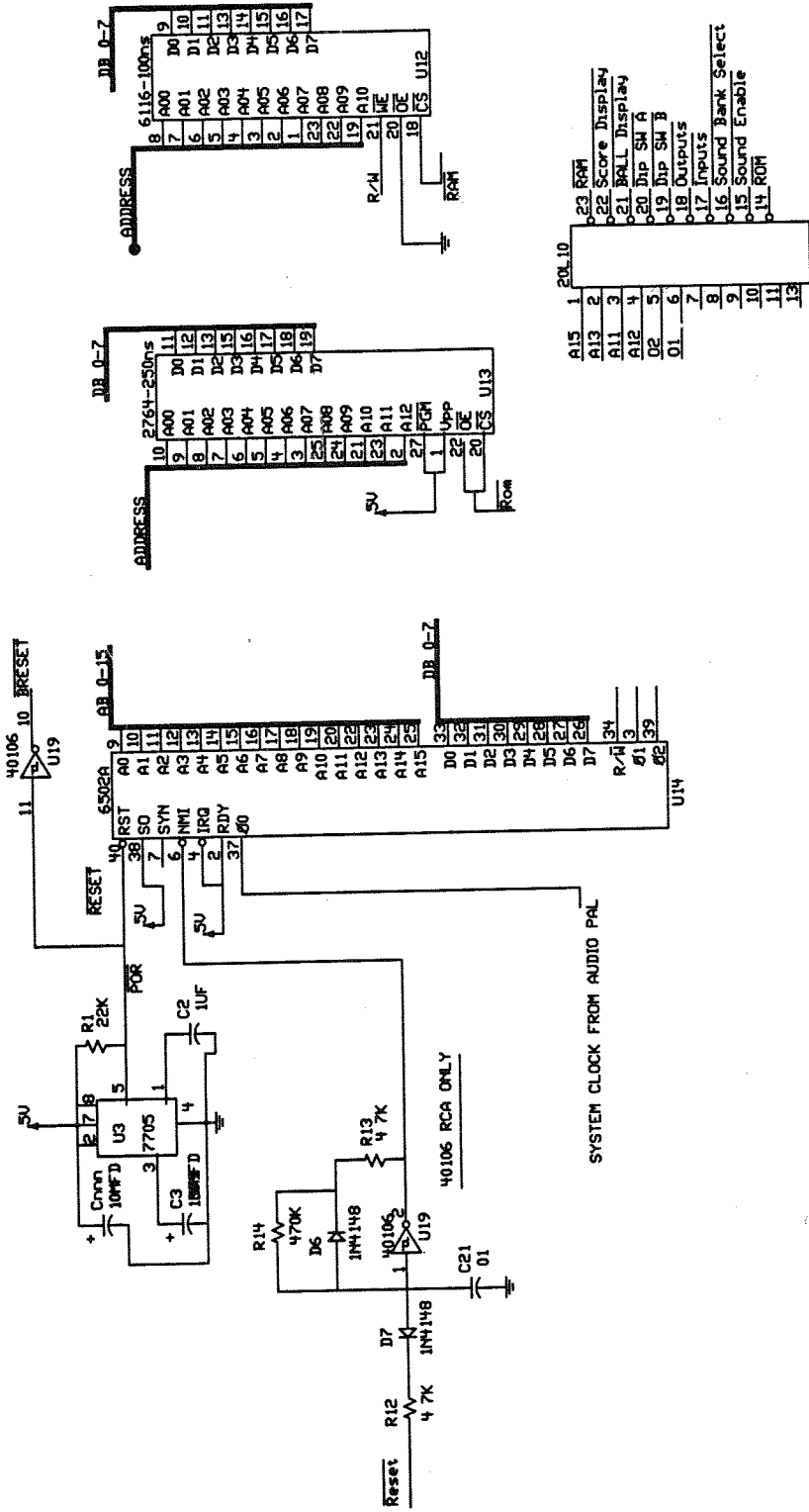
## SKEE TOSS PROGRAMING MODE

To enter the programing mode, press and hold the start switch and while doing this press the ticket reset switch. The computer will beep. Release the start switch then function 01 will appear in the left 2 displays. The data for that function number will appear in the right 2 digits. Press and release the start button to change the data as per table. Press and hold the start button and every 3 seconds the next function will appear !!! If any data is changed you must go through all 16 functions !!! At that time the computer will beep 3 times indicating the data has been saved and game will jump to game over.

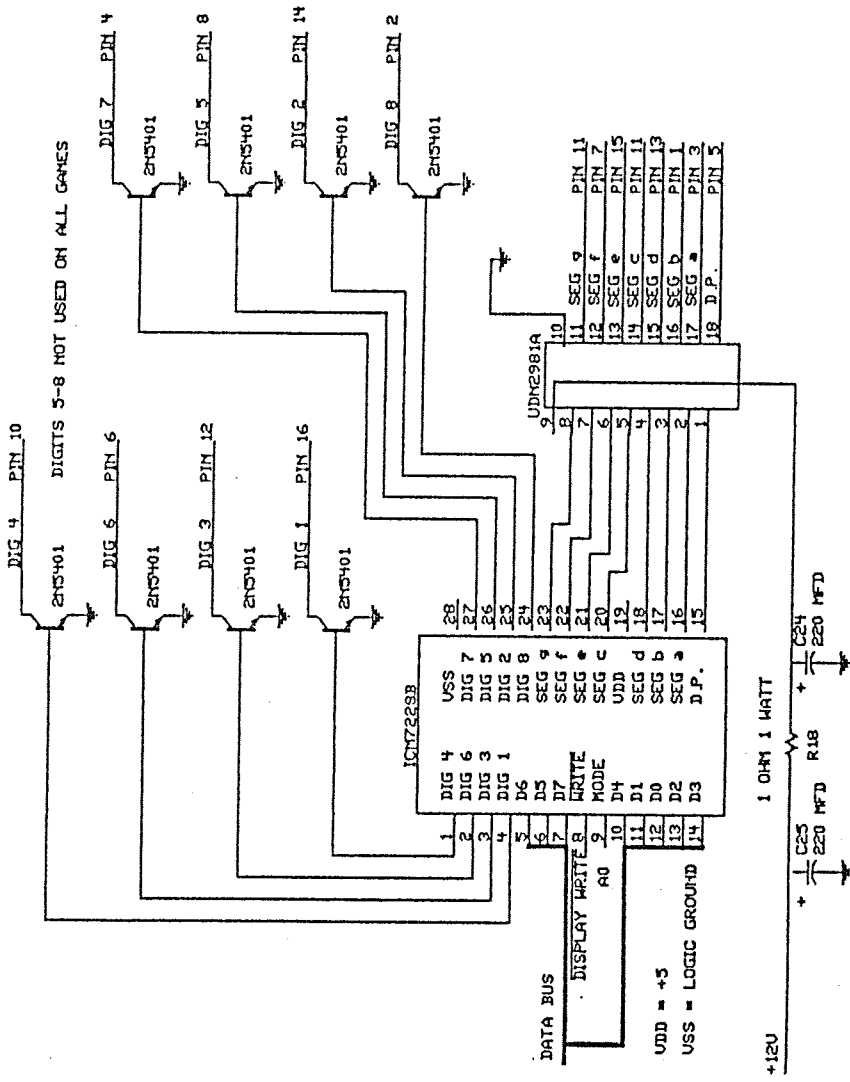
On power up the computer tests the battery memory to see if it is the same as last time it was saved, if it is, it powers up normal and if not the display will show all dashes and the computer will beep 3 times as it reprograms itself to factory settings.

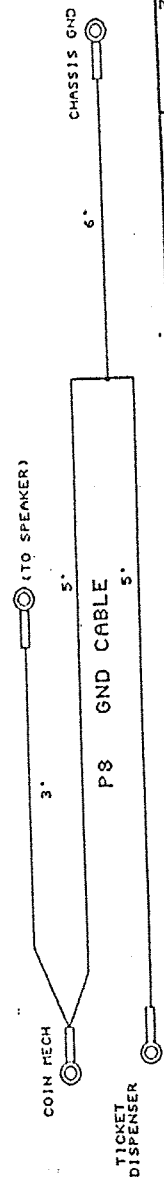
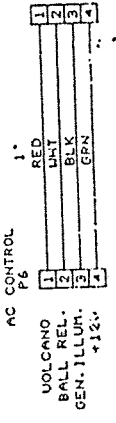
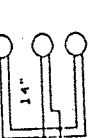
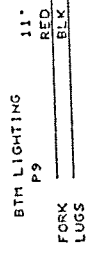
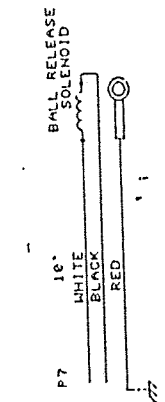
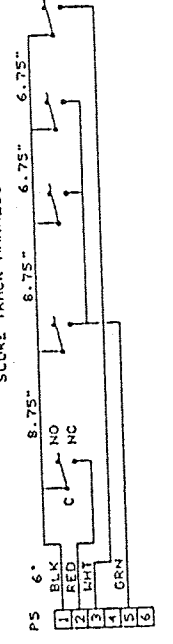
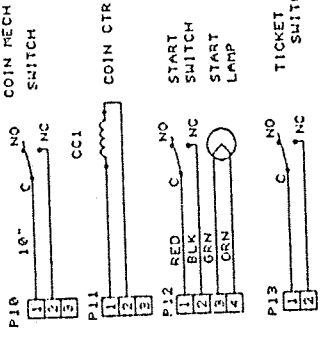
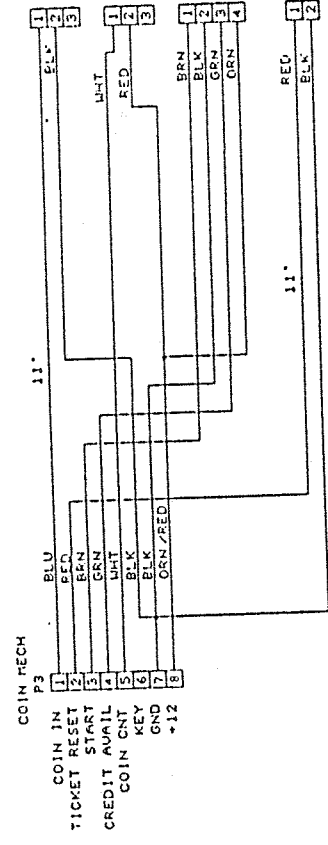
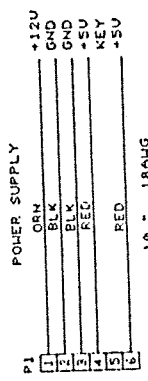
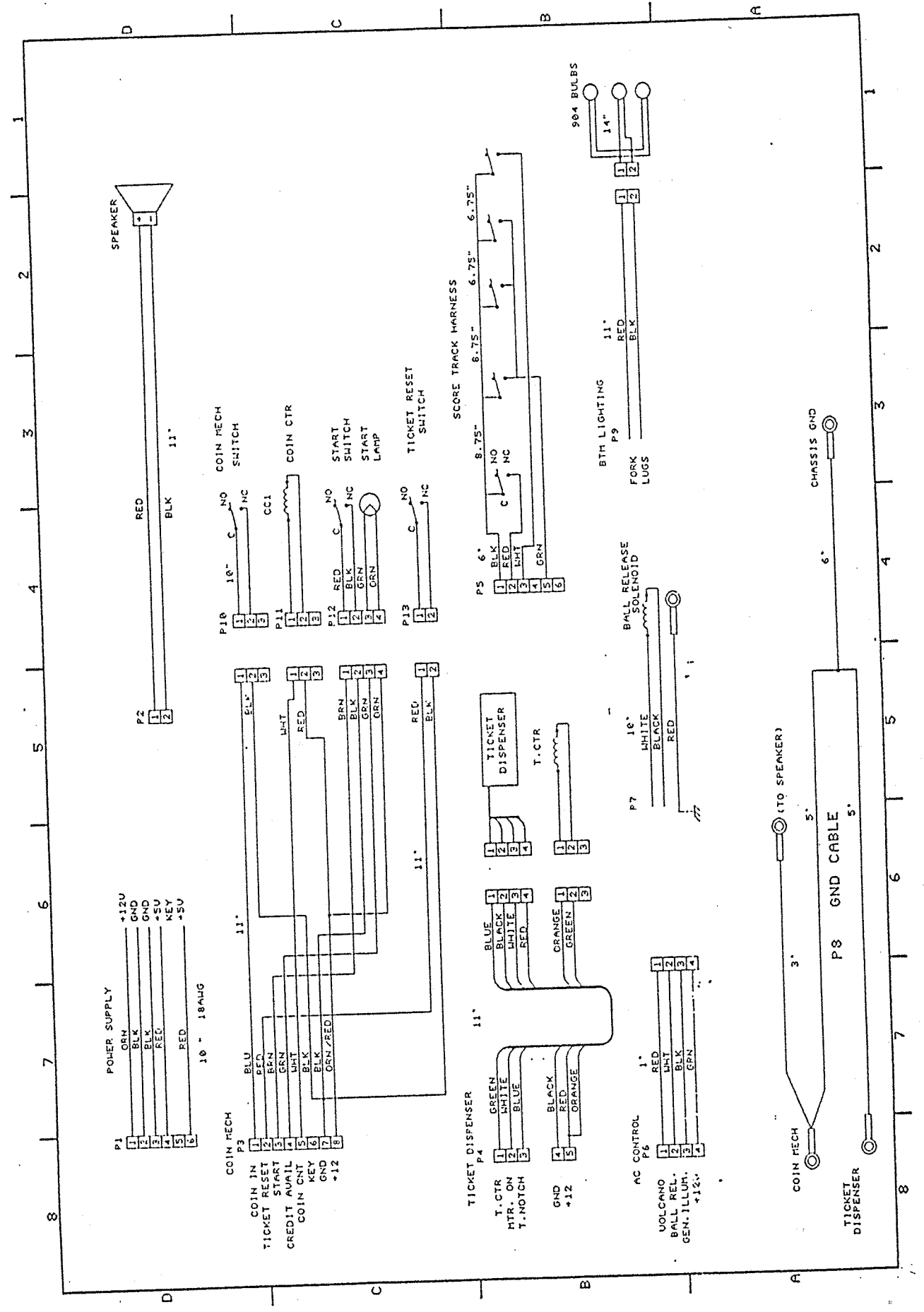
FREE GAME  
 (at indicated  
 score when  
 enabled)

	FUNCTION 5	3 BALL GAME	6 BALL GAME	9 BALL GAME
	0	100 Points	250 Points	400 Points
	1	150 Points	300 Points	450 Points
	FUNCTION 6			
TICKETS ON SCORE				
(2 CNT TICKET)	0	1 Ticket Each 30 P	1 Ticket Each 60 P	1 Ticket Each 90 P
(1 CNT TICKET)	1	2 Ticket Each 30 P	2 Ticket Each 60 P	2 Ticket Each 90 P
(1/2 CNT TICKET)	2	4 Ticket Each 30 P	4 Ticket Each 60 P	4 Ticket Each 90 P









1 2 3 4 5 6 7 8

A B C D