

Smokin' Token

Operating Instructions

*C.P.U. Version ST8
Sound Version H8*

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INTRODUCTION

Smokin' Token features complete operator programmability. This includes things which 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 *Smokin' Token*, 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 as to 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, *Smokin' Token* has a "bonus countdown" feature that awards jackpot tickets in a pre set amount. Countdown begins when a coin jumps through any bonus slot. Scoring another bonus during the countdown awards extra jackpot tickets.

The ticket amount display on *Smokin' Token* 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 "Smokin' Token Scoring Pack" which may be purchased from Seidel Games 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 setscrew 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. Remove the numbers by lifting up on the corner of each label with your finger and peeling it away from 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. 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 insure accuracy of wheel values.
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 *Smokin' Token* back into service.

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

DIPSWITCH SETTINGS

Smokin' Token has two banks of dipswitches labeled DS1 and DS2, which are used to program the game. Each bank of switches has 10 positions (Pos. #1-#10). The switches are located on *Smokin' Token'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

Bonus Time

Function

DS1	Pos. #5	Pos. #6	Time until bonus countdown expires
•	O	O	3 seconds
	X	O	4.5 seconds
	O	X	6.75 seconds
	X	X	9 seconds

Jackpot Bonus Amount

Function

DS1	Pos. #7	Pos. #8	Number of jackpot tickets for scoring bonus during countdown
•	O	O	30 tickets
	X	O	50 tickets
	O	X	75 tickets
	X	X	0 tickets

Jackpot Scoring Options

Function

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

DS2

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 / 1/2¢ 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 H-8 E-PROM

Initial Value = 50 Tickets

Slot Size	Before 2 1/2"	After 2 1/2"	1 1/2"	1/2"	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 1/2" wide, four are 1 1/2" wide and two are 3/8" wide. In the following tables the before 2 1/2" slots refer to the four slots preceding the 1/2" and 3/8" slots. The after 2 1/2" slots refer to the four slots that follow the 1/2" and 3/8" slots.

The ticket wheels that are shipped with *Smokin' Token* 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
-----	---------	----------

Attract Sounds

Attract Sounds		Function	
DS2	Pos. #5	Pos. #6	Select or deactivate attract sounds
	O	O	No attract sounds
	X	O	<i>Smokin' Token</i> music sounds played every minute
	O	X	<i>Smokin' Token</i> game sounds played every minute
	X	X	Music and game sounds alternate every minute

Ticket Every Time

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

Smokin' Token is equipped with a Deltronic Labs DL-1275 ticket dispenser. *Smokin' Token's* game board turns on the dispenser, which dispenses tickets until the correct number of signals is received from the optical detector. When this occurs the game board shuts 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 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 was not a complete notch to detect.

LOADING TICKETS

Open the front door and disable the theft alarm by pressing the hidden cancel switch. Grasp the front plywood panel directly below the dispenser and slide out the dispenser magazine. Flip the dispenser mechanism forward and fill the magazine with tickets, then return the dispenser back to its original upright position. The magazine will hold 3 packs of 2,000 tickets plus approximately 1,000 additional tickets, or approximately 7000 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 the front door will cause the dispenser to resume issuing tickets if any amount greater than zero 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, and 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, possible cause(s), and solutions for each error code are provided here.

ERR 01 - CPU / LOGIC BOARD FAILURE

This is a catastrophic failure resulting in 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. All possible causes for this error are limited to the CPU and its support circuitry. Contacting your factory service representative is the best course of action.

ERR 02 - WHEEL POSITION ACCURACY

This error indicates a problem with the reading of the wheel position by the CPU. 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.

Perform the wheel readout test as described on page 9. If your game passes the wheel readout test and still has an ERR 02, you probably need a new wheel motor. If your game does not pass this test, continue reading this section.

Remove the wheel and check the silver dots on the rear side. These should be clean and shiny. Next, locate the (2) screws that pass through the bearing pillow block, through the sheet metal, (attached to the wheel position sensor PCB), then into the motor casing. Loosen these screws without removing them. Take hold of the wheel position sensor and pull it as far to the left side of the game (looking from the front) as it will go. While holding the sensor in place, tighten both screws. Replace the wheel. The wheel should slide completely onto the motor shaft. Once the wheel is in place, power up the game and check for error. If this does not fix the error, continue reading.

Move the wheel away from the motor $1/16^{\text{th}}$ of an inch and try again. Continue this procedure until you have reached a distance from the motor of $1/4$ inch. If this does not fix the error, check the wiring between the wheel position sensor PCB and the Main Game Controller PCB. If this does not solve the issue, send the PCB's mentioned above to Seidel Games for repair.

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 (I.E. the wheel is not seated correctly or is sticking.) If the error 3 does not clear a new motor is needed. –Tip—Placing 2 to 3 drops of oil on the motor gears once a month will double or triple the life of the motor.
DO NOT USE WD-40!

ERR 04 - SLOT SENSOR FAILURE

This error is displayed when the super slot sensor board (SSSB) 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. The coin may not be actuating the coin switch at the output of the coin unit. This can be verified by listening for a game sound or by watching the coin meter inside the front door when a coin passes the switch. The wire actuator should rest at the bottom of the notch on the metal flap at the exit of the coin mechanism. If it does not, adjust accordingly with slight bending of the actuator wire. If this does not solve the issue, move on to step 2.
2. 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 projected across the slot from each LED. Carefully bend each LED or phototransistor centering each beam on its corresponding phototransistor. Of course a defective or decayed (too dim to actuate properly) LED or phototransistor could be the cause. A malfunctioning SSSB board may manifest itself in another way. If the game dispenses tickets when the coin mechanism is actuated and no coins pass through the SSSB slot, then the SSSB board is probably the cause. SSSB boards, LED's and phototransistors may be purchased from Seidel Games. **Attaching a sheet of Sticky-backed felt or any other impact dampening material to the rear side of the white plastic card holding the Main Game Controller will soften the impact of larger coins, preventing damage to the SSSB and its LED's.**
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 that 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 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 of Manufacture: _____

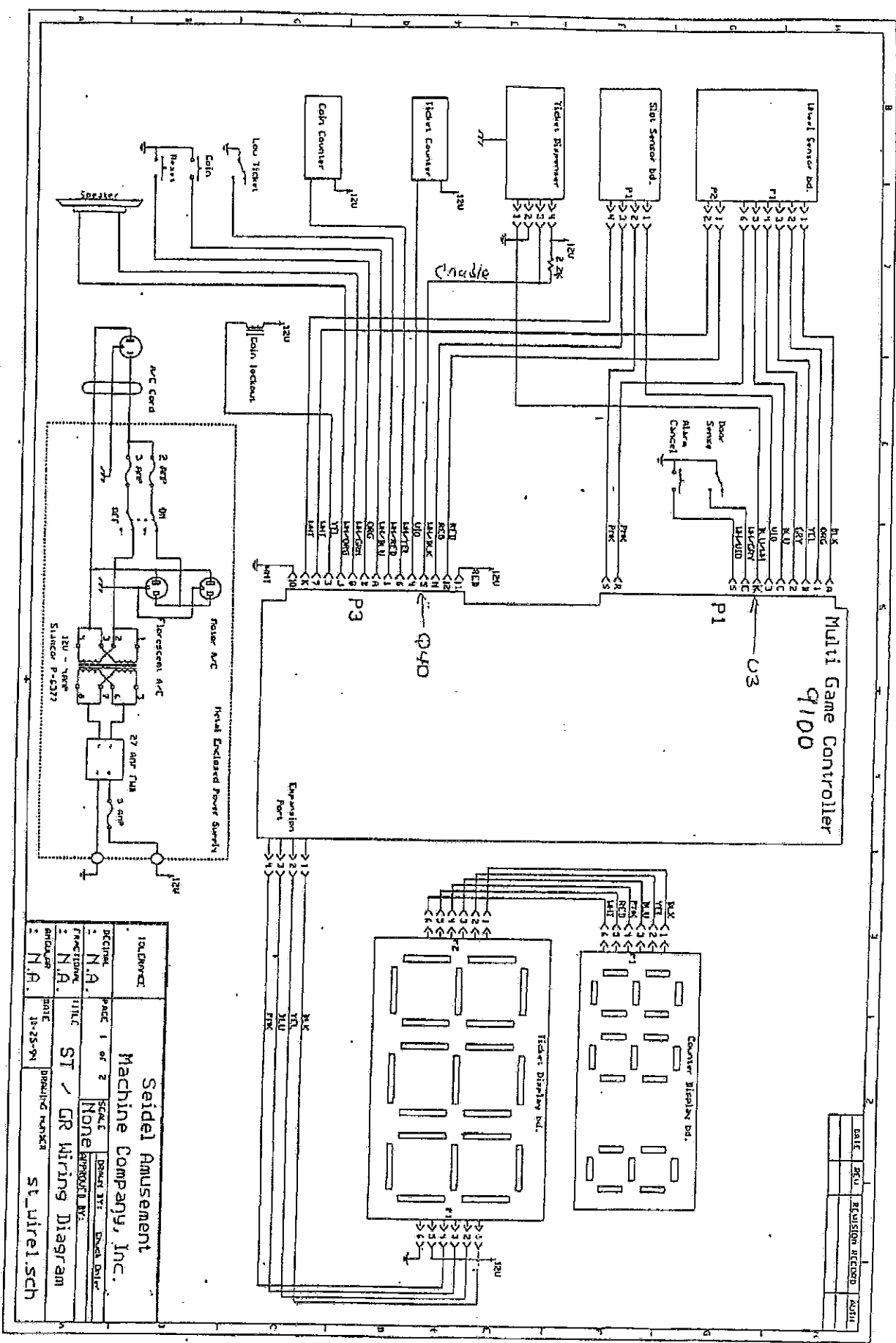
SMOKIN' TOKEN & GOIN' ROLLIN

A TROUBLESHOOTING GUIDE

- ERROR 1. THIS PROBLEM CONCERNS THE CPU AND IT'S SUPPORT CIRCUITRY. CONTACTING THE FACTORY SERVICE REPRESENTATIVE IS YOUR BEST COURSE OF ACTION.
- ERROR 2. THIS ERROR DEALS WITH THE CPU'S READING OF THE WHEEL'S POSITION. FIRST, OPEN THE MAIN DOOR IN THE FRONT OF THE GAME. THERE IS A WHITE BUTTON THAT THE DOOR ENGAGES WHEN CLOSED. THIS IS THE DOOR INTERLOCK SWITCH. NEXT LOCATE THE ALARM CANCEL BUTTON. THIS WILL BE THE BLACK MOMENTARY SWITCH, LOCATED ABOVE & BEHIND THE DOOR INTERLOCK SWITCH. BEGIN BY ENGAGING BOTH SWITCHES AT THE SAME TIME & RELEASING THEM. THIS WILL PUT YOU INTO A LAMP TEST. AT THIS POINT YOU SHOULD HAVE 8'S ACROSS YOUR DISPLAY & ALL LAMPS ON. NEXT ENGAGE THE ALARM CANCEL BUTTON BY ITSELF. THIS WILL PUT YOU INTO THE WHEEL POSITION TEST MODE. YOUR TICKET DISPLAY PCB WILL COUNT "0-9", "A-F" & REPEAT. IF YOUR GAME PASSES THIS TEST & STILL SHOWS ERR 02, YOU PROBABLY NEED A NEW MOTOR. IF IT DOESN'T PASS THIS TEST MOVE ON TO THE NEXT SECTION.
- FIRST, REMOVE THE WHEEL & CHECK THE SILVER DOT'S ON THE CODE WHEEL. THEY NEED TO BE CLEAN & SHINY. NEXT LOCATE THE (2ea) SCREWS THAT GO THROUGH THE BEARING PILLOW BLOCK, THROUGH THE SHEET METAL, (ATTACHED TO THE WHEEL POSITION SENSOR PCB), THEN INTO THE MOTOR CASING. LOOSEN THESE SCREWS WITHOUT REMOVING THEM, TAKE HOLD OF THE WHEEL POSITION SENSOR, & PULL IT AS FAR TO THE LEFT SIDE OF THE GAME, (LOOKING FROM THE FRONT), AS IT WILL GO. WHILE HOLDING IT IN PLACE TIGHTEN BOTH SCREWS. REPLACE THE WHEEL. THE WHEEL SHOULD SLIDE ONTO THE MOTOR SHAFT UNTIL SEATED ALL THE WAY, IF IT DOESN'T, REAM IT OUT CAREFULLY. ONCE IT IS IN PLACE, POWER UP THE GAME AND SEE IF IT WORKS. IF NOT, MOVE THE WHEEL AWAY FROM THE MOTOR 1/16th OF AN INCH & TRY AGAIN. REPEAT UNTIL YOU HAVE GONE 1/4th OF AN INCH. IF THIS DOESN'T SOLVE YOUR PROBLEM CHECK THE WIRING BETWEEN THE WHEEL POSITION SENSOR PCB & THE MAIN GAME CONTROLLER PCB. YOUR NEXT STEP WOULD BE TO SEND THESE (2ea) PCB'S TO SEIDEL GAMES TO BE REPAIRED.
- ERROR 03. THIS ONE IS SIMPLE. PROVIDED ALL WIRING IS IN PLACE, THIS ERROR MEANS YOU NEED A NEW MOTOR. HERE IS A GOOD TIP.... PLACING 2-3 DROPS OF OIL ON THE MOTOR GEARS ONCE A MONTH, WILL DOUBLE OR TRIPLE THE LIFE OF THE MOTOR. DO NOT USE WD-40!!!!!!!

- -ERROR 04. THE FIRST TEST ON AN ERROR 04 PROBLEM WOULD BE TO RUN (50ea) COINS THROUGH THE COIN MECH. EACH & EVERY COIN SHOULD GENERATE A GAME SOUND & SHOULD INCREMENT THE COIN METER BY (1). IF YOU DON'T GET THESE RESULTS, THE ACTUATOR WIRE IS PROBABLY NOT BENT CORRECTLY. THERE IS A METAL FLAP AT THE EXIT OF THE COIN MECH WITH A NOTCH CUT IN IT. THE ACTUATOR WIRE SHOULD REST AT THE BOTTOM OF THE NOTCH. IF YOU ADJUST THIS WIRE, REPEAT THE LAST TEST. WE NOW MOVE ON TO THE SUPER SLOT SENSOR (SSSB) PCB. FIRST CHECK TO SEE THAT ALL (7ea) LED'S ARE LIT. THERE ARE (2ea) COMMON PROBLEMS WITH THE SSSB, THEY WILL SHOW THEMSELVES WITH ONE OF TWO SYMPTOMS. 1st IS AN ERROR 04, 2nd IS BY PAYING OUT TICKETS AS SOON AS YOU ACTUATE THE COIN SWITCH. THE LED'S ON THE SSSB TEND TO DECAY IN THE AMOUNT OF LIGHT THEY PROJECT OVER TIME. THEY WILL REACH THE POINT WHERE THEY ARE TOO DIM TO FULLY FIRE THE PHOTO-TRANSISTORS. THEY CAN ALSO BE KNOCKED OUT OF ALIGNMENT BY THE COIN'S CAUSING THE SAME EFFECT. TO CHECK THIS ALIGNMENT PLACE A SHEET OF WHITE PAPER OVER THE PHOTO-TRANSISTORS, FACING THE LED'S. YOU SHOULD BE ABLE TO SEE THE BEAMS OF LIGHT ON THE PAPER. BY MOVING THE LED'S YOU SHOULD BE ABLE TO LINE THEM UP PROPERLY. IF THIS DOESN'T FIX YOUR PROBLEM YOU PROBABLY NEED TO REPLACE THE SSSB OR THE LED'S. BOTH OF THE ARE READLY AVAILIBLE FOR PURCHASE FROM SEIDEL GAMES.
- WHEN INSTALLING THE CONNECTORS FOR THE DISPLAY PCB'S (TICKET & COUNTER), ALWAYS BE SURE THE GAME IS TURNED OFF. IF YOU DO IT WITH THE GAME ON, YOU WILL FRY THE OUTPUTS ON THE CPU CHIP.
- IF YOUR DISPLAYS SHOW ALL 8'S THAT FLICKER, OR GARBAGE, YOU HAVE DONE THE ABOVE & FRIED YOUR CHIP. WHEN ORDERING THIS CHIP BE SURE TO HAVE IT'S SOFTWARE VERSION NUMBER.
- HERE IS A GOOD TIP.... ATTACHING A SHEET OF STICKY-BACK FELT OR SOME VYNIL SEAT COVER MATERIAL TO THE BACK OF THE WHITE PLASTIC CARD HOLDING THE MAIN GAME CONTROLLER, WILL SOFTEN THE IMPACT OF LARGER COINS KEEPING THEM FROM BOUNCING BACK INTO THE SSSB, AND KNOCKING THE LED'S OUT OF ALIGNMENT!

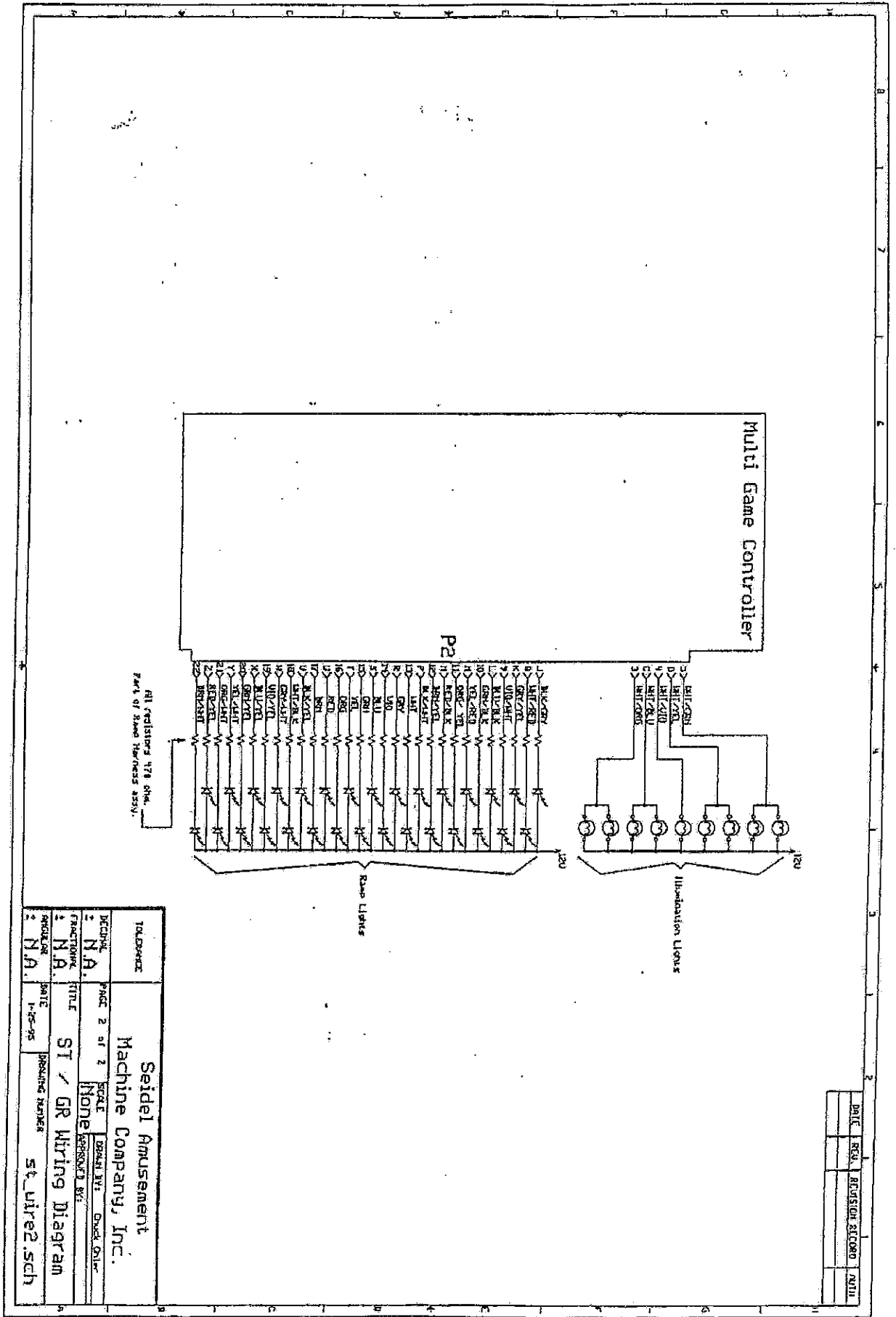
ST-GR WIRING



10A. ENV-DC	Machine Company, Inc.
DECIMAL	Scale 1 of 2
FUNCTION	None APPROVED INC.
ENCLOSURE	ST GR Wiring Diagram
DATE	10-25-91
DRAWING NUMBER	st_wire1.sch

DATE	REV	REVISION NUMBER	AUTH

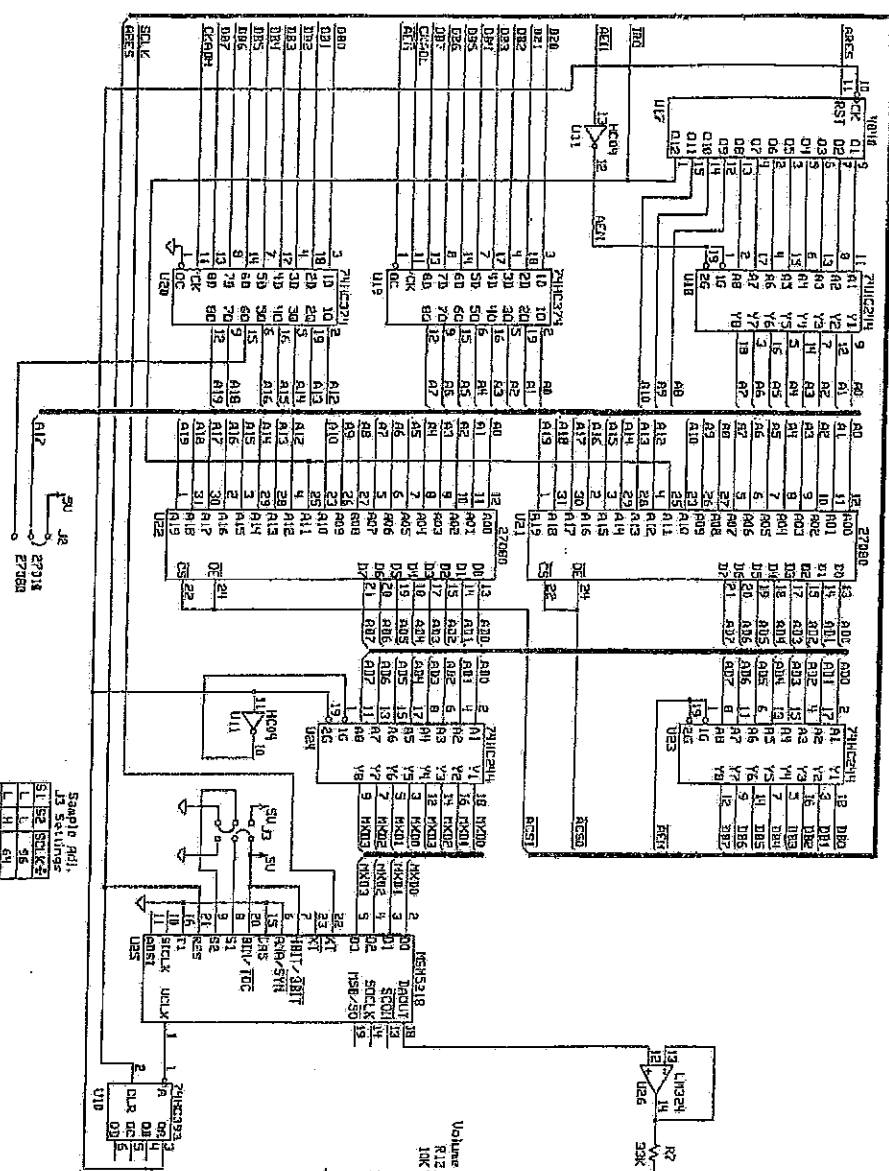
245157100 36.12



DATE	REV	REVISION RECORD	AUTH

TOLERANCE	Seidel Amusement Machine Company, Inc.		
DECIMAL	FRAC. 2 of 2	SCALE	DESIGN BY: CHECK ONLY
N.A.	N.A.	None	
FRACTIONAL	TITLE	ST / GR	Wiring Diagram
N.A.			
PRODUSE	DATE	DRAWING NUMBER	
N.A.	1-22-95	st_wired.sch	

SYSTEM BUS



Sample A01, 13 Settings

SI	S2	SD	K2
L	L	H	6
L	L	H	6
L	L	H	6
L	L	H	6
L	L	H	6

REVISION	DATE	REV.	REVISION RECORD	DATE
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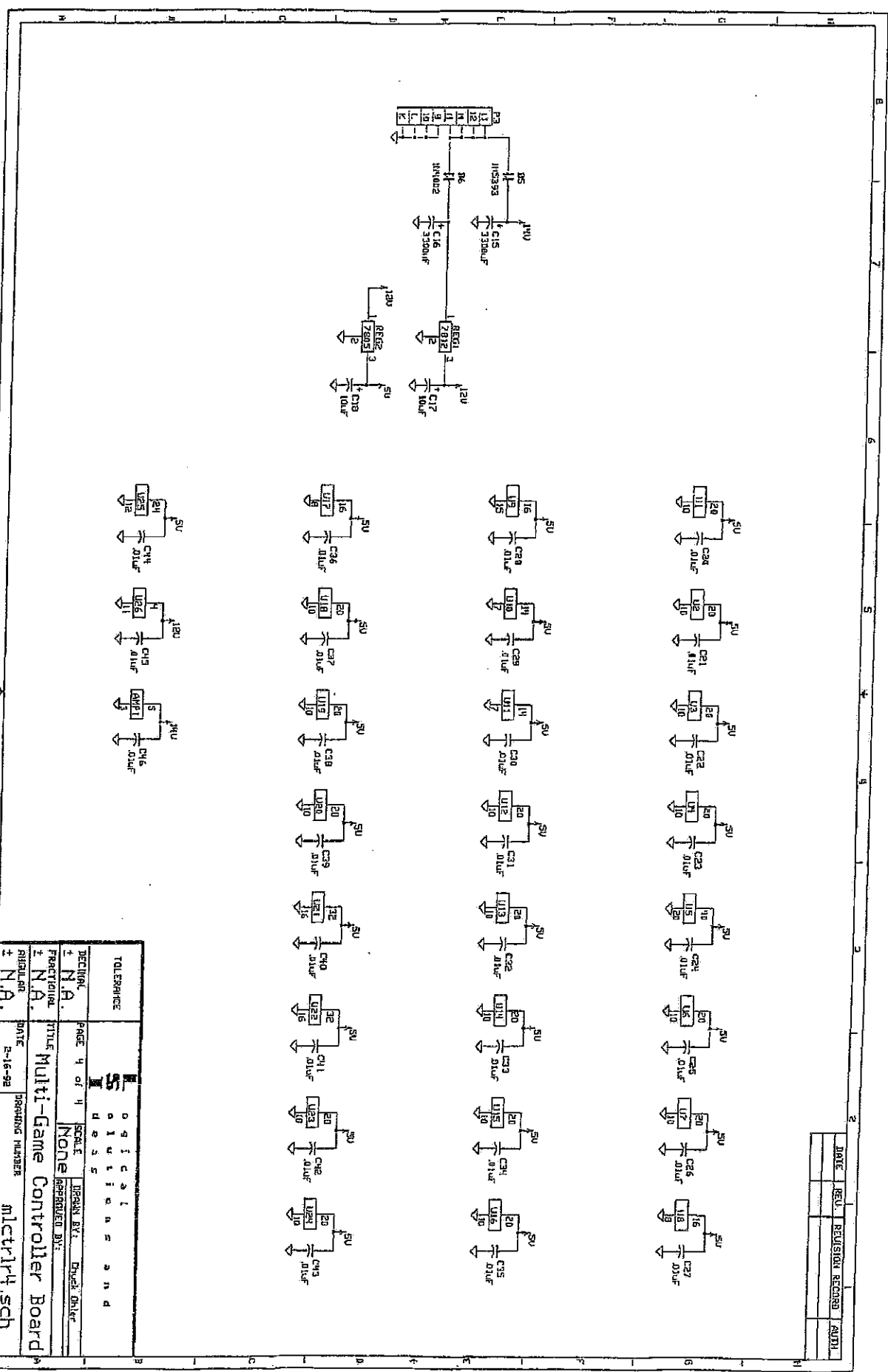
MGC-9100

Seidel Amusement
Machine Company, Inc.

Multi-Game Controller Board

mlctr1r3.sch

DATE	REV.	REVISIONS	RECORD	AUTH.

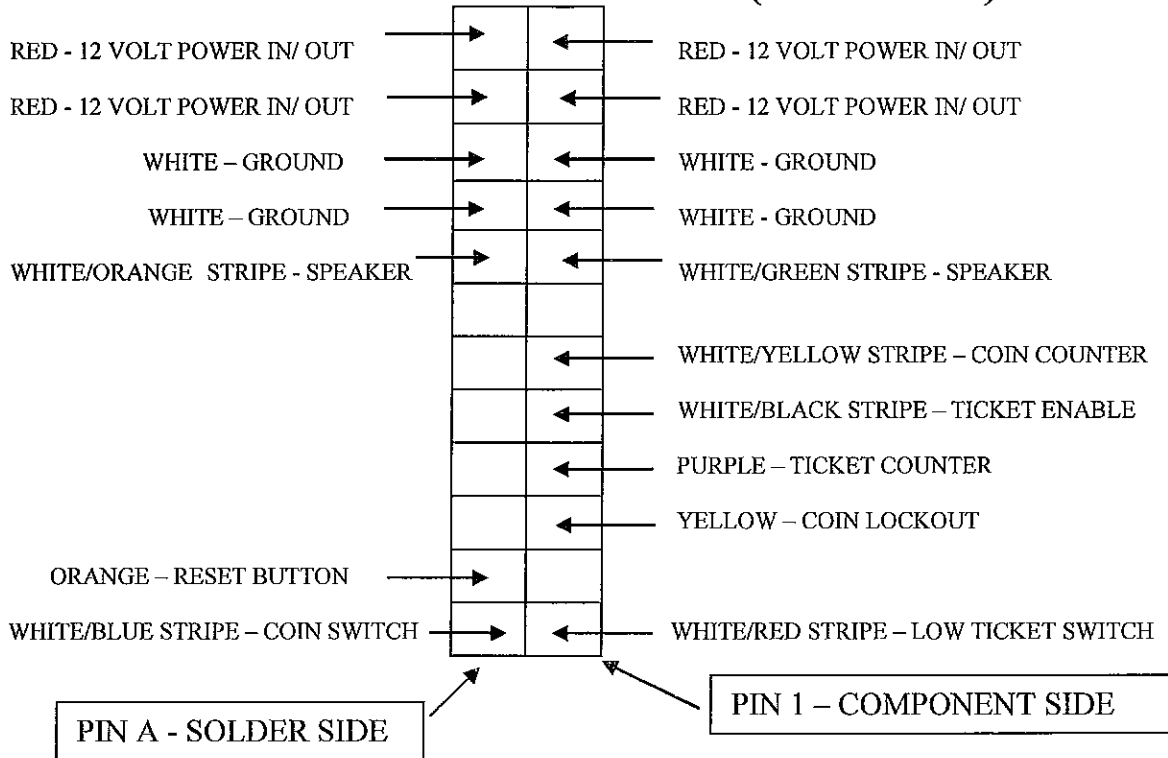


TECHNICAL	± N.A.	PAGE 4 of 4	SCALE	None	DESIGNED BY:	Checked:	DATE	2-16-92	DRAWING NUMBER	mlcr1r4 sch
TOLERANCE	± N.A.									
PREDICTORIAL	± N.A.									
TITLE: Multi-Game Controller Board										

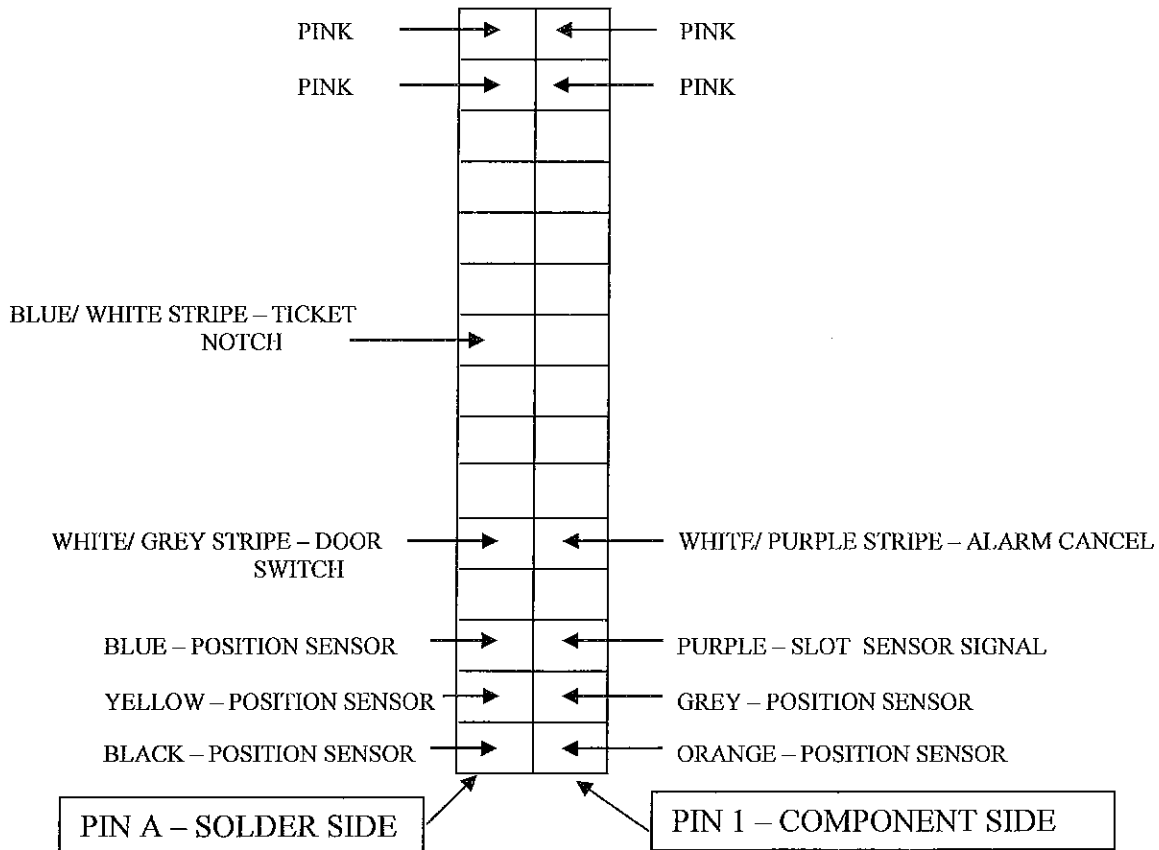
MGC-9100

Seidel Smokin Token Edge Connectors

P3 - 24 PIN CONNECTOR (A5CN0024)



P1 - 30 PIN CONNECTOR (A5CN0032)



NOTE:

NOT ALL OF THE RED, WHITE AND PINKS ARE POPULATED - THIS SHOWS THE POSSIBLE WIRE LOCATIONS