



P.O. Box 2901 • Rockford, IL 61132-2901 (IL) 815-654-0212 • 800-435-8319

EARLY MODEL BOARD

CHANGEABLE COIN CREDIT OPTION

This ENGLISH MARK DARTS game is equipped with special hardware designed to allow the user to choose the number of credits to give for one coin, or the number of coins required for one credit. The electronics for this feature are incorporated onto a separate P.C. board assembly, mounted inside the game. This P.C. board from herein shall be referred to as "Coin Credit Card". (See illustration on attached page--fig. 1).

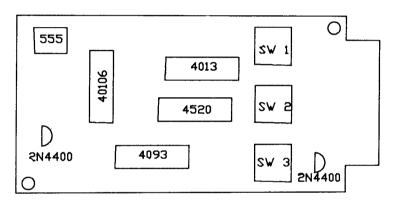


FIGURE 1 COIN CREDIT CARD

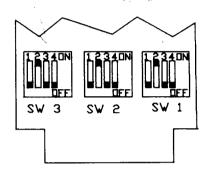


FIGURE 2
DIP SWITCHES
(SWITCHES ARE DISPLAYED AS
SET AT THE FACTURY)

The main wire harness and coin door harness has been modified to accommodate the new P.C. board, and the software has been updated to allow the game to accumulate up to 99 credits. Each coin slot is now wired individually, so that different options can be set for each. The coin credit card provided with this game is set up to allow multiple credits per coin, in a 1 coin/1 credit, or 2 coin/1 credit format. A 4 coin/3 credit or 4 coin/5 credit option can also be chosen for more versatility. To allow more than these coin amounts per credit (i.e. 6 coins/1 credit) as may be used particulary overseas, requires a minor wiring change. If you wish to use this option, please contact Arachnid, Inc. for instructions on how to do so.

The coin credit card has three 4 position "DIP" switches (see fig.2). Two of these are currently wired to the coin door. The settings of these switches determines how many credits will be given per coin, by each slot. SW1 controls credits given on the right-facing coin door slot, SW2 controls the credits given on the left-facing coin door slot, and SW3 controls the "coins per credit" option described previously and not used here. These switches must be set with a "binary" number between 1 & 15 to determine the number of credits per coin. Please refer to the Coin Credit Table (fig.5) to find the proper switch setting for the coinage desired.

FIGURE 5

THESE ARE THE AVAILABLE COINAGE VARIANCES FOR EACH COIN SLOT. SET SW 1 TO DESIRED POSITION SHOWN BELOW, TO CONTROL THE RIGHT FACING COIN SLOT. SET SW 2 IN THE SAME MANNER TO CONTROL THE LEFT FACING COIN SLOT. SET SWITCH SW 3 SO THAT AT LEAST ONE SWITCH IS "ON", IT DOESN'T MATTER WHICH DNE(S).

| # OF COINS | GIVES # OF CREDIT | SWITCH POSITIONS | | | | | |
|------------|-------------------|------------------|-----|-----|-----|--|--|
| | | 1 | 2 | 3 | 4 | | |
| 1 | 1 | DFF | ΠN | OFF | OFF | | |
| 1 | 2 | OFF | OFF | ΠN | OFF | | |
| 11 | 3 | OFF | ΠN | ΠN | OFF | | |
| 1 | 4 | OFF | OFF | OFF | ŪΝ | | |
| 1 | 5 | OFF | ΠN | OFF | ΠN | | |
| 1 | 6 7 | OFF | OFF | DN | ON | | |
| 1 | | OFF | ΠN | ΠN | ΠN | | |
| | | | | | | | |
| 2 | 1 | □N | OFF | OFF | OFF | | |
| 2 | 1 2 3 | OFF | 2 | OFF | OFF | | |
| 2 | | ΠN | ΠN | OFF | OFF | | |
| 2 | <u>4</u> 5 | OFF | OFF | ΠN | OFF | | |
| 2 | 5 | ΠN | DFF | אם | DFF | | |
| 2 | <u>6</u> 7 | OFF | | □N | OFF | | |
| 2 | | | | ΠN | OFF | | |
| 2 | 8 | OFF | OFF | OFF | ON | | |
| 2 | 9 | | OFF | OFF | | | |
| 2 | 10 | OFF | ΠN | OFF | ΠN | | |
| 2 | 11 | ΠN | ΠN | OFF | ΠN | | |
| 2 | 12 | OFF | OFF | ΩN | ΠN | | |
| 2 | 13 | | OFF | ΠN | ΠN | | |
| 2 | 11 | OFF | ΠN | ΠN | | | |
| 2 | 15 | ΠN | □N | ΠN | ΠN | | |

NOTE: FOR ODD NO. OF CREDITS ON A TWO COIN SELECTION
THE SECOND COIN DROPPED GIVES THE ODD CREDIT,
OR ONE MORE CREDIT THAN THE FIRST COIN DID.
EXAMPLE: FOR 2 COIN / 6 CREDITS; COIN 1 = 3 CREDITS
COIN 2 = 3 CREDITS
FOR 2 COIN / 7 CREDITS; COIN 1 = 3 CREDITS
COIN 2 = 4 CREDITS

*********Here are some examples: If the user wishes to allow 2 coins for one credit in one slot (i.e. .50/1 credit) and 1 coin for two credits in the other slot (i.e. A dollar coin slot in the same game - \$1.00/2 credits), then he would set SW1 to read "ON/OFF/OFF/OFF", and SW2 to read OFF/OFF/ON/OFF (Refer to Fig.5 to learn how to derive these settings). Figure 3 on the attached page shows an illustration of this example.

If you simply want to allow one coin per credit, (i.e. .25 per credit) on both coin slots, set SW1 and SW2 to read OFF/ON/OFF/OFF. (Set SW3 for any setting). See fig.4 for an illustration of this example.

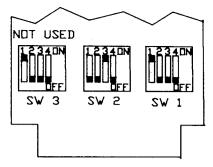


FIGURE 3
EXAMPLE, 2 COIN / 1 CREDIT (SW1)
1 COIN / 2 CREDIT (SW2)

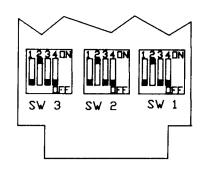


FIGURE 4
EXAMPLE : 1 CDIN / 1 CREDIT
BOTH CDIN SLOTS ARE THE SAME

It should also be stated that there must be some number represented on all three DIP switches, even the one not used (SW3), if the coin credit card is to function properly. It will not recognize 0000 on any input. Please Note: If all three switches are set to 0001, then the game will require 2 coins for 1 game credit, through either coin slot. (Any number may be represented on SW3, with no affect on coinage, just so long as at least one of the positions is "ON").

Setting the Main P.C. Board DIP Switch

The installation of a fourth DIP switch on the Main PC Board allows even more versatility in selecting coinage. After adding this DIP switch per the installation instructions provided, it can be used to select additional coinage as listed in Fig.6. If the coinages in Fig.6 are not desired, then set this DIP Switch to all "OFFS" (See Fig.7)

FIGURE 6 CDIN CREDIT TABLE II

THESE ARE ADDITIONAL COINAGE OPTIONS, TO PROVIDE MORE VERSATILITY IN CHOOSING COIN CREDITS.

| # OF COINS | GIVES # DF CREDITS | | MAIN BOARD DIP SWITCH POSITIONS | | | | | |
|---|--------------------|---|------------------------------------|-----------|------------|------------|--|--|
| | | | 1 | 2 | 3 | 4 | | |
| 4 4 | <u>3</u> 5 | | ON OFF | OFF ON | OFF OFF | OFF OFF | | |
| FOR 4 COIN / 3 CREDITS | | FOR 4 COINS / 5 CREDITS | | | | | | |
| COIN 1 = 0 CREDIT COIN 2 = 1 CREDIT COIN 3 = 1 CREDIT COIN 4 = 1 CREDIT = 3 CREDITS TOTAL | | COIN 1 = 1 CREDIT COIN 2 = 1 CREDIT COIN 3 = 1 CREDIT COIN 4 = 2 CREDIT = 5 CREDITS TOTAL | | | | | | |

IMPORTANT: WHEN USING THE MAIN BOARD DIP SWITCH
COIN OPTIONS, SET ALL THREE COIN CREDIT
CARD DIP SWITCHES SO THAT THEY READ:

1 2 3 4 OFF ON OFF OFF

WHEN USING THE CDINAGE OPTIONS IN FIGURE 4 BOTH CDIN DOORS WILL REACT IN THE SAME WAY.

IF YOU CAN NOT FIND THE COINAGE COMBINATION YOU WANT USING THE INFORMATION PROVIDED IN THESE INSTRUCTIONS, CONTACT ARACHNID, INC. SERVICE DEPT. FOR ASSISTANCE.

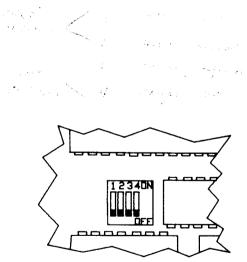
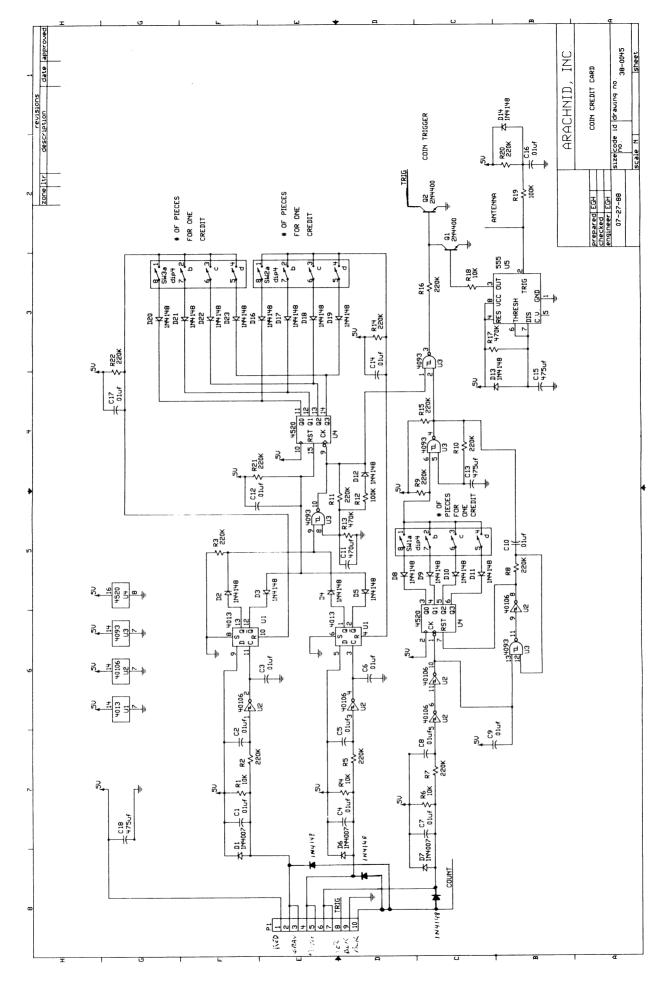


FIGURE 7
MAIN PC BOARD DIP SWITCH
IMPORTANT: ALL SWITCHES MUST
BE IN THE "OFF" POSITION
UNLESS THE COINAGES LISTED
IN FIGURE 6 ARE USED.



If there are any questions regarding these instructions or you have any other concerns, please call ARACHNID, INC. at 800-435-8319 (in Illinois; 815-654-0212). FAX 815-654-0447

TLX 270-576



SERVICE BULLETIN

CONCERNING ALL GAMES WHICH CONTAIN THE "COIN CREDIT CARD" P.C. BOARD 1-10-89

ILLUSTRATED BELOW ARE THE MOST RECENT UPDATES FOR ALL OUR NEW GAMES WITH COIN CREDIT P.C BOARD ADDITION.

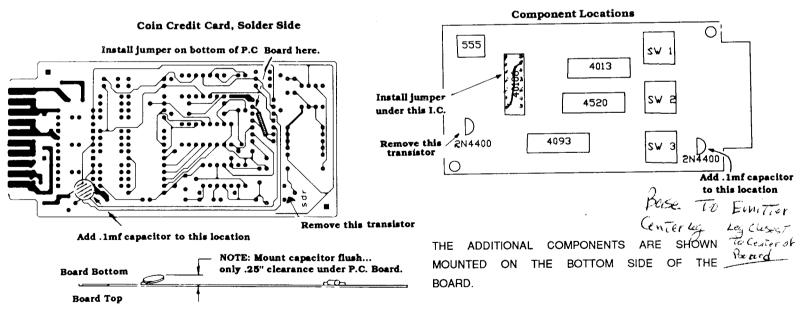
SOME GENERAL GUIDELINES TO FOLLOW WHEN SETTING UP YOUR NEW GAMES WITH COIN ACCUMULATION:

- 1. AFTER ASSEMBLY AND INSTALLATION INTO ITS PERMANENT LOCATION, TOGGLE ALL DIP SWITCHES BACK AND FORTH TO BE SURE THAT THEY ARE MAKING GOOD CONTACT. THERE ARE 3 SETS OF DIP SWITCHES ON THE COIN CREDIT BOARD (SHOWN BELOW), AND ALSO ONE SET ON THE MAIN P.C. BOARD ON 6000 AND 7000 MODELS. IF ANY OF THESE SWITCHES ARE NOT MAKING PROPER CONTACT THEY COULD CAUSE MISSED COIN-UPS. IT IS A GOOD IDEA TO REPEAT THIS EXERCISE ANY TIME A GAME IS RELOCATED.
- 2. (6200 SERIES ONLY) CHECK YOUR EPROM VERSION...THE EPROM ON THE MAIN BOARD (U15) HAS A WHITE LABEL ON IT; IT SHOULD SAY:

1988 ARACHNID INC. 01-0102 6200 V3.4

IF YOUR REVISION NUMBER IS LOWER THAN V3.4, CONTACT YOUR DISTRIBUTOR FOR A REPLACEMENT.

3. CHECK THE COIN CREDIT BOARD FOR THE REVISIONS SHOWN BELOW. IF THEY HAVEN'T ALL BEEN MADE, PLEASE DO THEM. THESE REVISIONS SHOULD ELIMINATE COIN-IN PROBLEMS, AND MINIMIZE ANY STATIC LOCK-UP PROBLEMS YOU MAY BE EXPERIENCING.



IF THERE ARE ANY QUESTIONS ON THE INFORMATION CONTAINED IN THIS OR ANY OTHER BULLETIN, PLEASE CONTACT ARACHNID, INC. ENGINEERING DEPT. AT 1-800-435-8319, OR 1-815-654-0212 (IN ILLINOIS).

CONNIE REECE, DESIGN ENG. TECHNICIAN

