

GAME ADJUSTMENT AND DIAGNOSTIC PROCEDURES FOR TRI ZONE

BOOKKEEPING AND EVALUATION TOTALS

(Functions 01-12)

1. In game over mode, set toggle switch to **AUTO-UP** and depress **ADVANCE** pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display, and game identification in Player 1 display.
2. Operate the **ADVANCE** pushbutton to display each function on the ball in play display (see Table 1) and record each total from **Player 1 display**. (To review a total that has been advanced past, set toggle switch to **MANUAL-DOWN** and operate the **ADVANCE** pushbutton.)
3. Calculate the following as desired:
 $\% \text{ Paid Credits} = \text{Function 04} \div \text{Function 08}$
4. Turn the game **OFF** and back **ON** to return to game over mode.
5. To change current High Score to Date to value of Function 13, momentarily depress **HIGH SCORE RESET** pushbutton.
6. To zero Functions 01-11, see instructions adjacent to CPU board in backbox.

GAME ADJUSTMENT PROCEDURE

(Functions 13-35)

Coin door must be open to change settings.

1. In game over mode, set toggle switch to **AUTO-UP** and depress **ADVANCE** pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display, and game identification in Player 1 display.
2. To **raise** Function number in ball in play display, operate **ADVANCE** pushbutton with switch set to **AUTO-UP**. To **lower** Function number operate **ADVANCE** with it set to **MANUAL-DOWN**.
3. With desired Function indicated in ball in play display, **raise** value in player 1 display by operating credit button with switch set to **AUTO-UP**; **lower** value by operating credit button with it set to **MANUAL-DOWN**. Value left of Player 1 display is new setting. For values see Table 1 and (for pricing) Table 2.
4. Repeat steps 2 and 3 until all required adjustments have been made.
5. Turn game **OFF** and back **ON** to return to game over mode.
6. To restore factory settings and zero audit totals, see instructions adjacent to CPU board in backbox; game must be turned **OFF** and **ON** twice to return to game over mode.

Table 1. Game Adjustments

FUNCTION	DESCRIPTION	NOTES	FACTORY SETTING
00	Game Identification	1	1487 1
01	Coins, Left Chute (Closest to coin door hinge)	1	—
02	Coins, Center Chute	1	—
03	Coins, Right Chute	1	—
04	Total Paid Credits	1	—
05	Total Specials	1	—
06	Total Replay (Extra Ball) Scores	1	—
07	Match and High Score to Date Credits	1	—
08	Total Credits	1,2	—
09	Total Extra Balls	1,3	—
10	Total Ball Time in Minutes	1	—
11	Total Number of Balls Played	1	—
12	Current High Score to Date	4	550,000
13	Backup High Score to Date	5	550,000
14	Replay 1 Score	6	270,000
15	Replay 2 Score	6	370,000
16	Replay 3 Score	6	470,000
17	Replay 4 Score	6	0
18	Maximum Credits	7	20
19	Standard and Custom Pricing Control (00-07)	8	01
20	Left Coin Slot Multiplier	8	01
21	Center Coin Slot Multiplier	8	01
22	Right Coin Slot Multiplier	8	01
23	Coin Units Required for Credit	8	01
24	Coin Units Bonus Point	8	02
25	High Score Credits	5	03
26	Match (00=ON, 01=OFF)	—	00
27	Special 00 = Awards Credit 01 = Awards Extra Ball 02 = Awards Points	—	00
28	Scoring Awards 00 = Credits at Replay Score 01 = Extra Ball at Replay Score	—	00
29	Maximum Plumb Bob Tilts (1-9)	—	03
30	Number of Balls (03 or 05)	9	03
31	Play 01 = Liberal-1 and 2 Lit Together 02 = Moderate-1 and 2 Lit Separately 04 = No Extra Ball-1 and 2 Lit Separately	—	01
32	T-R-I Award Control 00 = 3,000 Lamp Lit Initially 01 = 5,000 Lamp Lit Initially	9	01
33	Bonus Multiplier Restore Control 00 = Restores 01 = Does Not Restore	—	00
34	Not Used	—	—
35	Not Used	—	—

Notes:

1. Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described on label adjacent to CPU Board in backbox.
2. Total Credits (Function 08) is the sum of Function 04 and as applicable, Functions 05, 06, and 07.
3. Total Extra Balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
4. Current High Score to Date (Function 12) can be changed to the value of the Backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode.
5. Function 13 may be set to any multiple of 10,000 points. Setting Function 25 to zero with Function 13 set to any score but zero permits the High Score to Date feature to operate but no credits are awarded.
6. Functions 14-17 (Replay Scores) may be set to any multiple of 10,000 points. Setting a function to zero disables the replay score point. **Always disable the Replay 4 level first, the Replay 3 level second, etc. The replay levels must be set with ascending values.**
7. Setting Maximum Credits (Function 18) to zero places the game in a free play mode.
8. With Function 19 set to 00, Functions 20-24 must be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.
9. For 5 ball play, a setting of 00 for Function 32 is recommended.

RECOMMENDED SCORE LEVELS

Levels	Score Card
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CREDIT GAMES

3-Ball:	
*270,000; 370,000; 470,000	487-12
or 230,000; 380,000	487-25
5-Ball:	
(See Note 9)	
390,000; 590,000	487-41

EXTRA BALL

3-Ball:	
180,000; 280,000	487-68
5-Ball:	
300,000; 400,000	487-69

*Factory setting

Table 2. Standard and Custom Price Settings

COIN DOOR MECHANISM	CREDITS	FUNCTION						
		19	20	21	22	23	24	
Quarter, Twin-Quarter, or 3-Quarter	•1/25¢, 3/50¢	01	01	01	01	01	02	
	•1/25¢	02	01	01	01	01	00	
	2/25¢, 5/50¢	00	02	02	02	01	04	
	2/25¢	00	02	02	02	01	00	
	1/25¢, 5/\$1	00	01	01	01	04	00	
	1/50¢	00	01	01	01	02	00	
1/50¢, 3/\$1	00	01	01	01	02	04		
*Quarter, Dollar, Quarter	1/25¢, 5/\$1	00	01	04	01	01	04	
	1/25¢, 4/\$1	00	01	04	01	01	00	
1DM, 5DM, 2 DM	•2/1DM, 5/2DM, 14/5DM	03	13	65	26	05	65	
20-Cent, 50-Cent	1/20¢, 3/50¢	00	06	00	15	05	00	
1 Franc, 5 Franc	•1/1F, 6/5F	04	01	00	05	01	05	
	•1/1F, 7/5F	05	06	00	30	05	30	
25 Cent,	•1/25¢, 4/1G	06	01	00	04	01	00	
1 Guilder	1/25¢, 5/1G	00	01	00	04	01	04	
50 Yen, 100 Yen	•1/50Y, 2/100Y	07	01	00	02	01	00	
1 Franc or	•1/1F, 3/2F	01	01	01	01	01	02	
Twin-1 Franc	•1/1F	02	01	01	01	01	00	
5 Franc,	•1/5F, 2/10F	07	01	00	02	01	00	
10 Franc	1/10F	00	01	00	02	02	00	
Twin-2 Franc	•1/2F	02	01	01	01	01	00	
10, 20 Franc	•1/10F, 2/20F	07	01	00	02	01	00	
Twin-1 Sucre	1/3S, 2/5S	00	02	00	02	05	00	

•Indicates standard price settings by adjusting only Function 19. For other price settings, set Function 19 to 00 and set Functions 20 through 24 to the values indicated in the chart.

*Or Quarter, Dollar, —

DIAGNOSTIC PROCEDURES

(Display Digits, Lamp, Solenoid, and Switch Tests)

1. In game over mode, set toggle switch to MANUAL-DOWN and depress ADVANCE. All displays should go blank.
2. Momentarily depress ADVANCE and set toggle switch to AUTO-UP. Display Digits test is performed.
3. Momentarily depress ADVANCE. Test 01 is indicated on number of credits display and Lamp Test is performed.
4. Set toggle switch to MANUAL-DOWN and momentarily depress ADVANCE. Test 02 is indicated on number of credits display and solenoid 01 on the ball in play display; solenoid 01 is pulsed by driver board.
5. Operate ADVANCE to pulse each solenoid (see Table 3).
6. Set toggle switch to AUTO-UP and momentarily depress ADVANCE. Test 03 is indicated on number of credits display and stuck switches on ball in play display.
7. See Table 4 and Figure A. Operate switches; switch number is indicated on ball in play display.
8. Turn game OFF and back ON to return to game over mode.
9. To set up Auto-Cycle Mode (Display Digits, Lamp, and Solenoid Tests) see instructions adjacent to CPU Board in backbox.

Table 3. Solenoids

SOL. NO.	DESCRIPTION
01	Ball Release
02	Eject Hole
03	"Z" Drop Target Reset
04	"O" Drop Target Reset
05	"N" Drop Target Reset
06	"E" Drop Target Reset
07	Not Used
08	Not Used
09	Sound
10	Sound
11	Sound
12	Sound
13	Sound
14	Credit Knocker
15	Not Used
16	Coin Lockout
17	Top Jet Bumper
18	Left Jet Bumper
19	Bottom Jet Bumper
20	Left Kicker
21	Right Kicker
22	Not Used

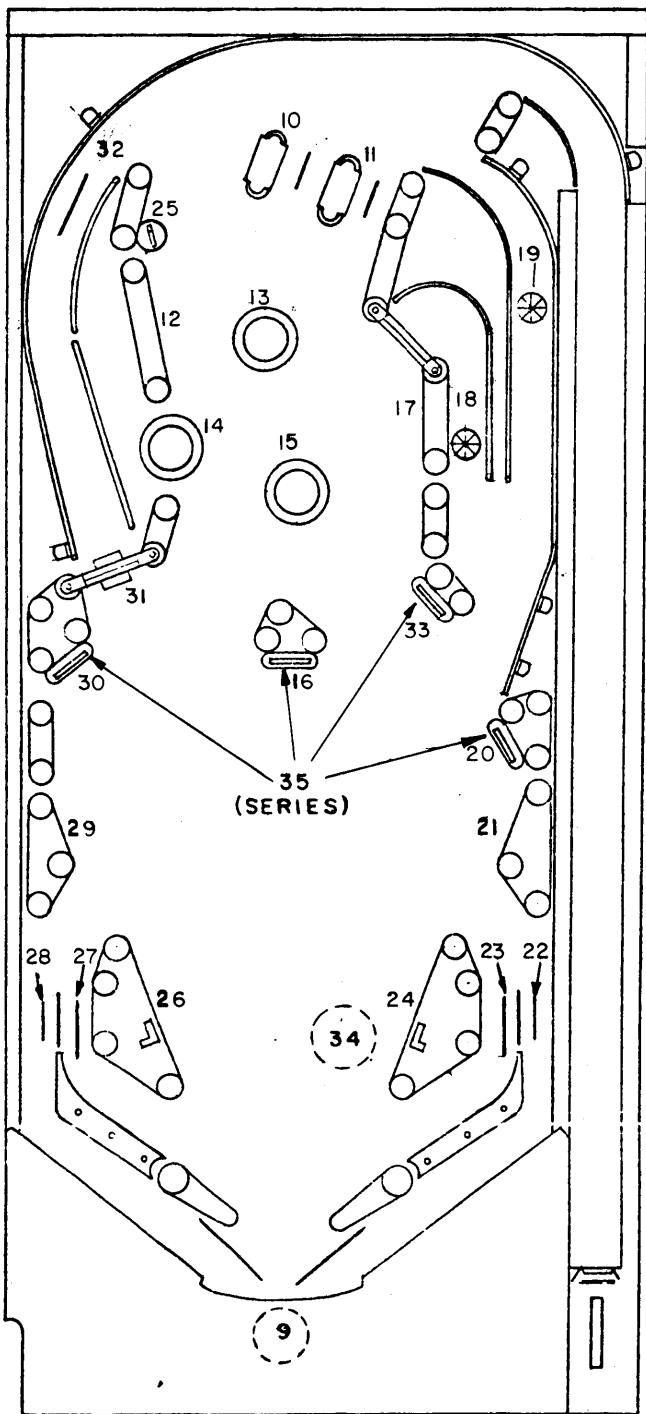


Figure A.

Table 4. Switches

SWITCH	
NO.	FUNCTION
01	Plumb Bob Tilt
02	Ball Roll Tilt
03	Credit Button
04	Right Coin Switch
05	Center Coin Switch
06	Left Coin Switch
07	Slam Tilt
08	High Score Reset
09	Outhole
10	Top A Rollover
11	Top B Rollover
12	Left Standup
13	Top Jet Bumper
14	Left Jet Bumper
15	Right Jet Bumper
16	"O" Drop Target
17	Right Standup
18	"R" Rollover
19	"I" Rollover
20	"E" Drop Target
21	Lower Right Standup
22	Right Outside Rollover
23	Right Inside Rollover
24	Right Kicker
25	Eject Hole
26	Left Kicker
27	Left Inside Rollover
28	Left Outside Rollover
29	Bottom Left Standup
30	"Z" Drop Target
31	Spinner
32	"T" Rollover
33	"N" Drop Target
34	Playfield Tilt
35	"Z-O-N-E" Drop Targets Series

Game Adjustment Settings for this Game

Function

Setting

13

14

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