

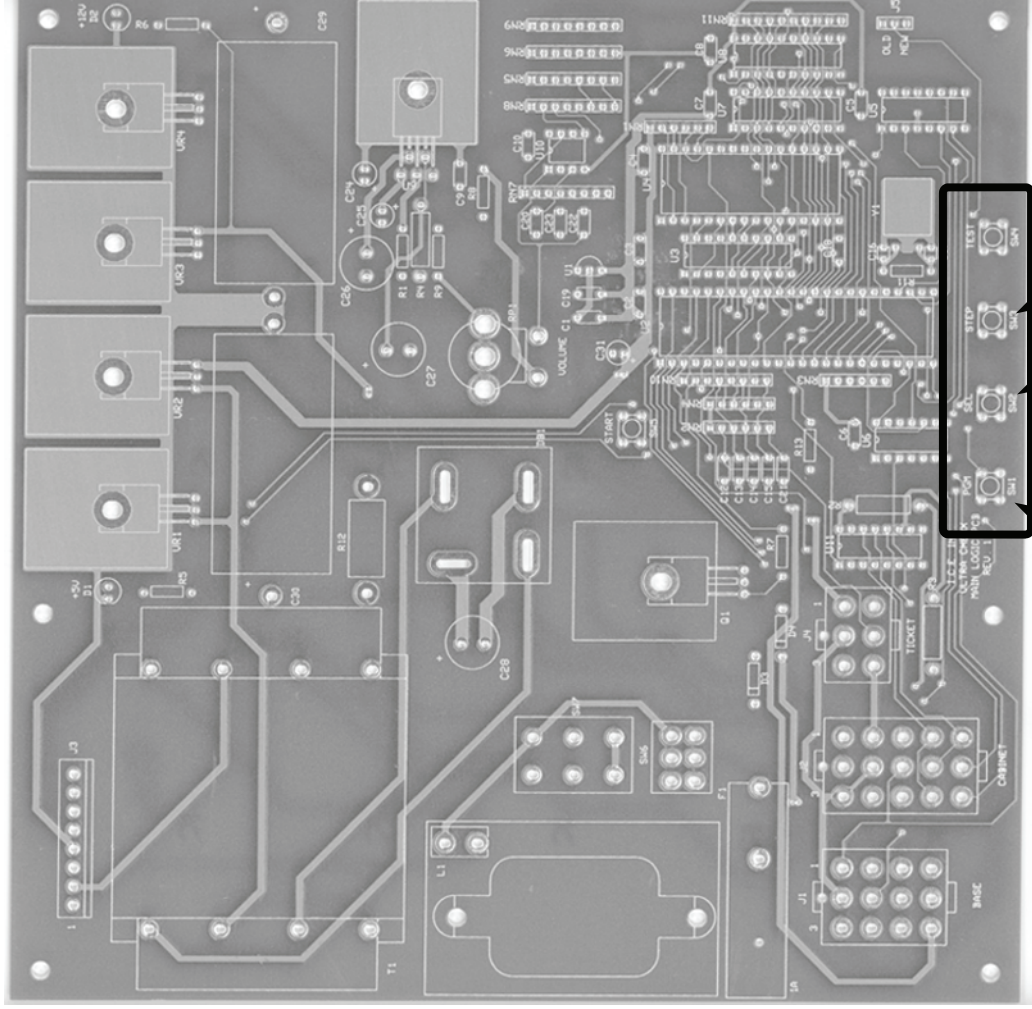
PROGRAMMING INSTRUCTIONS

- PRESS THE PROGRAM (PGM) BUTTON OF THE MAIN P.C. BOARD. (THIS IS THE LEFTMOST OF THE 4 BUTTONS).
- PRESS THE SELECT (SEL) BUTTON TO ADVANCE THROUGH THE VARIOUS PROGRAMMING OPTIONS.
- PRESS THE STEP (STEP) BUTTON TO CHANGE THE VALUE OF THAT PARTICULAR PROGRAMMING OPTION.
- WHEN FINISHED, PRESS THE PROGRAM (PGM) BUTTON TO RETURN TO GAME PLAY MODE.

NOTE: PRESSING THE START BUTTON WILL PLAY 1 GAME WITHOUT ADVANCING ANY COUNTERS. (OR DISPENSING ANY TICKETS FROM THE OPTIONAL TICKET DISPENSER)

GAME OPTIONS

1. **COIN 1 (COINS PER CREDIT)** SET THIS VALUE FOR HOW MANY COINS IT WILL TAKE FOR 1 CREDIT.
2. **COIN 2 (COIN 1 EQUIVALENT)** SET THIS VALUE TO 1 IF YOU WISH THE VALUE TO BE THE SAME AS COIN 1 (IF YOU WISH THE VALUE TO BE TWICE AS HIGH, SET TO 2. IF YOU WISH THE VALUE TO BE THREE TIMES AS HIGH, SET TO 3, ETC...).
3. **TIME UNITS PER PERIOD** SET THIS VALUE TO 20 FOR HOCKEY, OR 15 OR 30 FOR SOCCER.
4. **TIME PER PERIOD** SET THIS NUMBER FOR THE ACTUAL AMOUNT OF SECONDS PER PERIOD. MULTIPLY THE NUMBER OF PERIODS BY THE NUMBER OF SECONDS YOU CHOOSE FOR OVERALL GAME TIME. EXAMPLE: 60 SECONDS X 3 PERIODS (HOCKEY) – 3 MINUTE GAMES.
5. **NUMBER OF PERIODS** SET THIS NUMBER TO 3 FOR HOCKEY, OR 2 OR 4 FOR SOCCER.
6. **ANTHEM** SET THIS VALUE TO 1 FOR THE CANADIAN ANTHEM, OR 0 FOR THE U.S.A. ANTHEM.
7. **AWARDS PER GAME** SET THIS VALUE FOR THE NUMBER OF TICKETS YOU WANT DISPENSED AT THE END OF THE GAME.
8. **ATTRACT MODE INTERVAL** SET THIS NUMBER FOR THE AMOUNT OF TIME BETWEEN ATTRACT MODE SOUNDS. SELECTING 0 WILL TURN THE ATTRACT MODE OFF.
9. **PUCK EJECT STRENGTH** ADJUSTABLE FROM 5 TO 15. DEFAULT IS 10.



PROGRAM BUTTON

STEP BUTTON

SELECT BUTTON