

airball



MCI

Ltd.

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INTRODUCTION

This manual has been compiled to help the serviceman in quick parts identification and proper service of the MCI, LTD. "Airball" game. When ordering parts always specify the name of the game, parts numbers and parts descriptions as shown in the manual.

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I. GAME SEQUENCE

A. Starting the Game

The game is started by inserting a quarter or pressing the Credit pushbutton when the machine is set for two games per quarter.

Inserting the quarter will:

1. reset the score to zero
2. reset all target lamps and front panel target lamps
3. start the game timer motor
4. start the blower motor
5. turn on blower positioning circuit
6. enable bonus circuit
7. start a low whistle sound

B. Ball Up/Down Control

The player can now move the red ring under the ball to lift it off the ball retrieval screen. When the Ball Up/Down Control is pushed to the BALL UP position the ball will go up and the whistle sound will increase. Pulling the control to the BALL DOWN position will allow the ball to come down to the rest position which is about one-half inch above the ball retrieval screen.

C. Positioning Control

Moving the motor control handle (black) will cause the red ring to move in the same direction as the control is pushed. If the control is pushed toward the back of the machine the red ring will move toward the back of the machine until it is stopped by placing the control in the center position, or, the Back Limit Switch is energized. A left, right, or forward movement of the control will cause the red ring to move left, right, or forward. If the blower control is moved in a direction halfway between forward and left, the red ring will move forward and left simultaneously and cause the red ring to move at an angle.

D. Scoring

To score a hit the player must place the ball through the hole in the center of a lighted target. He can go through the targets in any sequence or from front to back of any target. After the player has scored a hit on all five targets, the targets will reset and all the lights will turn on again.

When the player scores a hit:

1. the front panel target lamp turns off
2. the lamp in the target turns off which turns the target off
3. the score is accumulated
4. the one note on the chime rings

E. Bonus

When the player has gone through the fifth and tenth targets he is awarded a bonus time of up to 30 seconds.

When the first bonus level has been achieved:

1. the bonus lights on the front panel flash
2. the targets are reset
3. the bonus sound beeper turns on
4. the game timer motor stops during bonus time
5. the hit sound is changed to the two note sound during the first bonus

F. Super Bonus

When the player accumulates his tenth hit the Super Bonus is awarded, which gives the player an additional thirty seconds time.

When the Super Bonus level is achieved:

1. the Super Bonus lights on the front panel flash
2. the targets are reset
3. the bonus sound beeper turns on
4. the game timer motor stops during bonus time
5. the hit sound is changed to a repeating ring sound during the bonus time, which lasts for approximately one-quarter second for each "hit".

G. Game Over

At the end of the game the GAME OVER light turns on. If the game is adjusted for two games per quarter the CREDIT light will turn on. Pressing the Credit pushbutton will start the second game.