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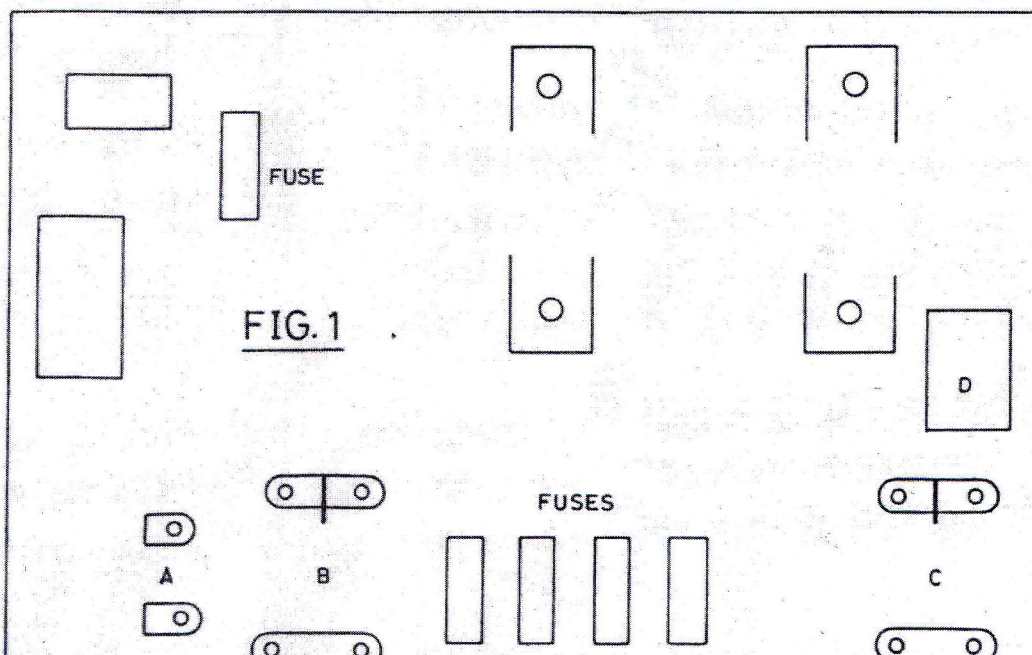
— INSTALLATION —

INTRODUCTION

- Assemble the machine.
- Connect the harnesses (see section on connection of harnesses).
- Check the network voltage (the machine leaves the factory with 220V A.C., 150W; to vary the input voltage see section on voltage change).
- Check fuses.
- Locate possible errors in connection (connectors displaced or wrongly connected).

HARNESSES CONNECTED

- Connect transformer harness to:
 - a) Fluorescent holder (Figure 3). (A)
 - b) BLC-C board (9). Figure 3 (5)
 - c) PSU board (1). Figure 3 (9)
 - d) IOS II board (3,4). Figure 3 (7)
 - e) SOUND-IV board (J1-J2). Figure 3 (10)
 - f) BUS board. Figure 3 (17)
 - g) DISPLAYS board. Figure 3 (2)
- Connect harnesses from the board to:
 - a) Fluorescent holder (B). Figure 1
 - b) RELES board (6). Figure 3 (6)
 - c) IOS-II board (3). Figure 3 (7)
 - d) BLC-A board (11). Figure 3 (5)
 - e) BLC-B board (10). Figure 3 (5)
 - f) BLC-C board (8). Figure 3 (5)
- Connect cabinet harnesses to:
 - a) Transformer holder (C). Figure 1



VOLTAGE CHANGE

This is effected by way of the selector situated on the transformer (figure 2).

The voltages are printed for better localization:

- Lift the board.
- Place mobile terminal (red-green) in the position corresponding to voltage available (figure 2).

The interior plug (D) situated on transformer platform (figure 1) is 220V and is not affected by network switch.

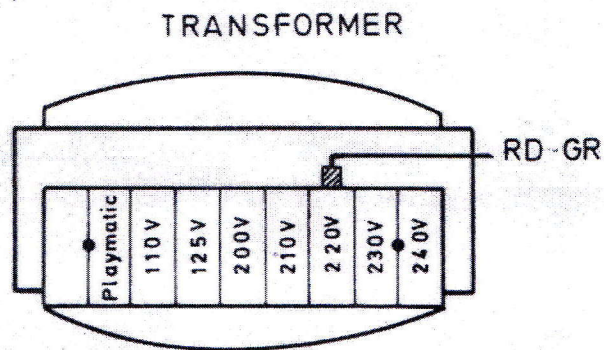


FIG. 2

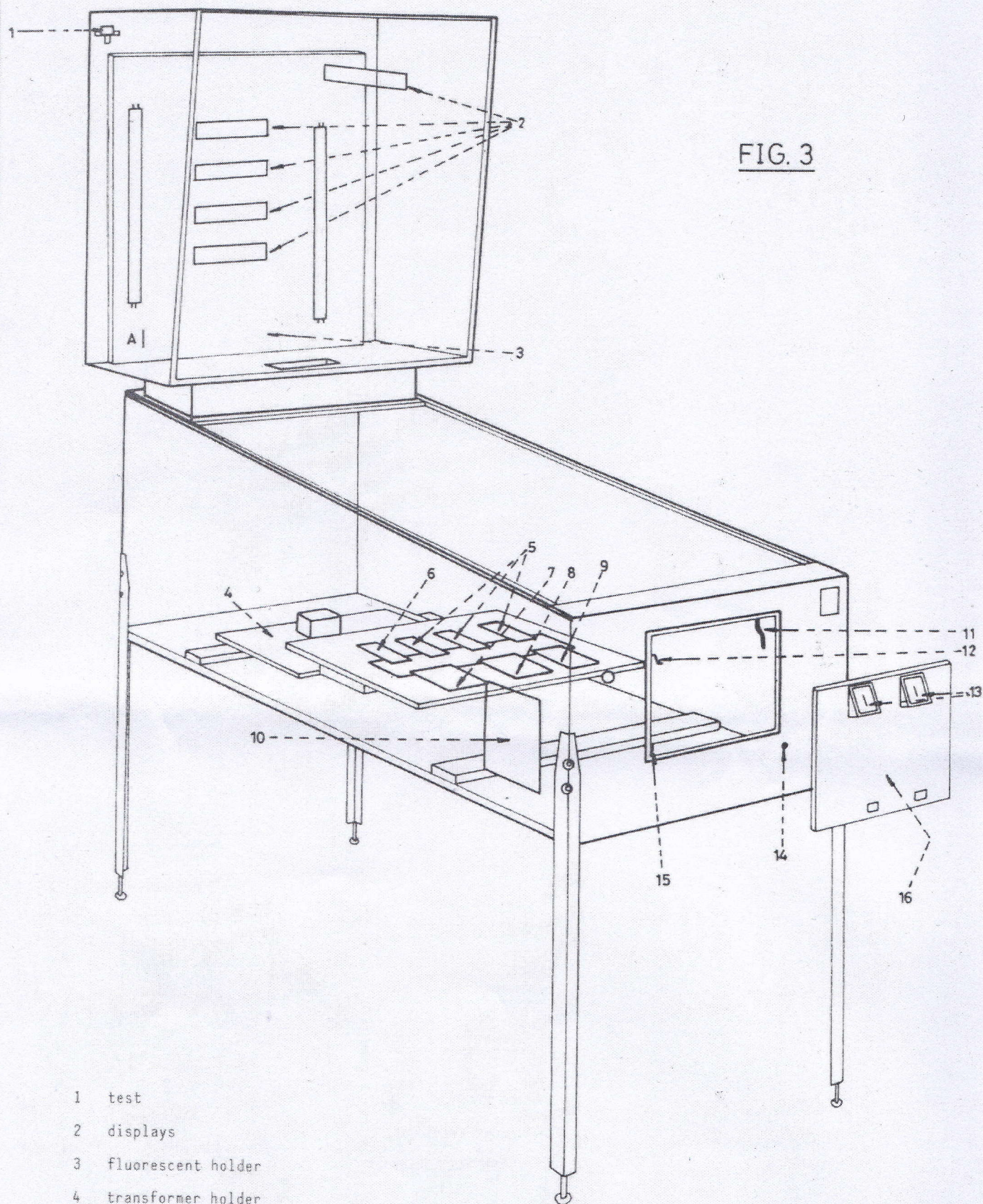


FIG. 3

- | | | | | | |
|----|--------------------|----|----------------|----|--------------|
| 1 | test | 11 | door lock | 16 | door |
| 2 | displays | 12 | alarm contact | 17 | BUS-II board |
| 3 | fluorescent holder | 13 | coin rejectors | | |
| 4 | transformer holder | 14 | switch | | |
| 5 | thyristors board | 15 | test button | | |
| 6 | reles board | | | | |
| 7 | IOS-II board | | | | |
| 8 | MPU board | | | | |
| 9 | PSU board | | | | |
| 10 | SOUND-IV board | | | | |

OPERATION

TEST

- Disconnect and connect the machine with the test button pressed (figure 5).
- Release this when the machine enters test state.
- The counters advance from 000.000 to 999.999 repeating the cycle (test state).
- On the CREDIT counter (see figure 4) 00, will appears this indicates that there is not any contact closed.
- On closing any contact, the number corresponding to said contact will appear on the CREDIT counter (see figure 7).

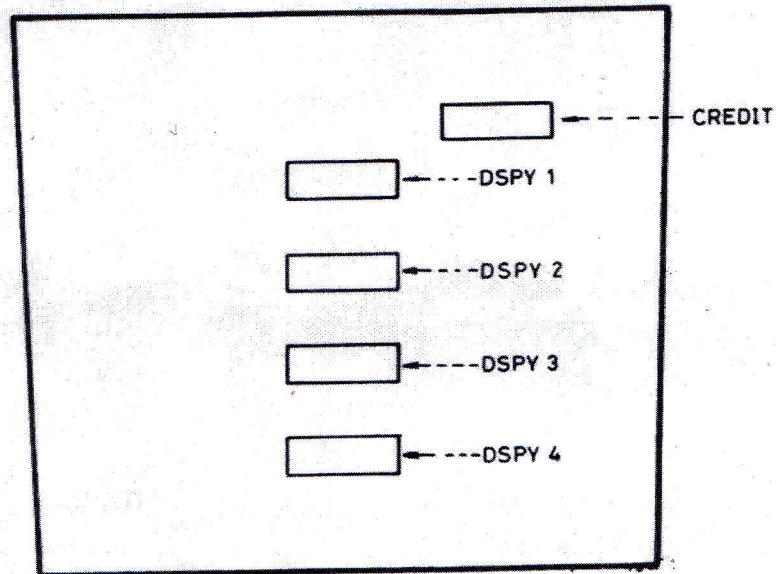


FIG. 4

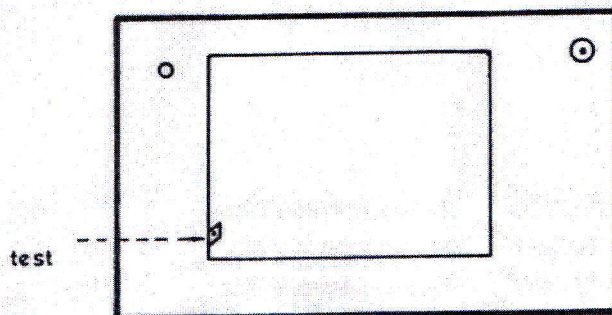


FIG. 5

DESCRIPTION OF GAME

When dropping each target, a bonus light is lit. With all targets dropped down, bonus lights turn off and a light corresponding to 14.000 is lit.

Targets will again lift up, to repeat the cycle; and on dropping them down again, respective lights of 28.000; and 46.000 will light at the next cycle.

By dropping the four upper targets, down row will score 4000 pts. passing the ball through, will give signed scoring (4000 pts.) and turn off respective light.

Dropping the three lower targets the upper targets will score 5000 pts. On dropping them down again, the upper targets will then score 10.000 pts.

Dropping the four upper targets down, scoring is lost.

Dropping targets down, following the mentioned order, SUPER BONUS are liten up.

Each time the ball is passing through the central right row will score successively; 5000, X3, X4, X5, Extra Ball and 10.000. At this point, prepares Special of central left row.

Ejectors, eject ball if there is not any light lit.

Central left ejector, discounts scoring of SUPER BONUS lights.

Each fixed target A, B, C, light each corresponding ejector, indicating that in introducing the ball, same will be kept and multiball phase is initiated.

Supposing that one of the three ejectors is not lit, rest will, during the play.

Touching the three targets A, B, C, prepares 100.000 pts. of right row scape.

Touching them again, 100.000 is turned off and Special is lit in the same row.

Bumpers are liten up through the fixed target.

Bonus and SUPER BONUS, will score on lousing the ball.

ADJUSTMENT & BOOKKEEPING

- READING COIN AND GAME TOTALS (BOOKKEEPING)

- Machine in GAME OVER.
- Press test button once and the following will appear
 - a) 1st. player display - n^o of coins accepted by 1st. rejector.
 - b) 2nd. player display - n^o of coins accepted by 2nd. rejector.
 - c) 3rd. player display - n^o of coins accepted by 3rd. rejector.
 - d) 4th. player display - n^o of games played (free and paid).
 - e) CREDIT display - "C"
- If pressing the IOS board, 4 totals (A, B, C, D) return to zero.

- READING PRIZE TOTALS

- Machine in GAME OVER (disconnect and connect)
- Press test button twice or once if this is at the previously mentioned stage and the following will appear:
 - a) 1st. player display - total prizes for "SPECIAL".
 - b) 2nd. player display - total "EXTRA BALL" given.
 - c) 3rd. player display - total prizes by scoring.
 - d) 4th player display - total FREE GAMES given.
 - e) CREDIT display - "T"

- STANDARD ADJUSTMENT

- Machine in GAME OVER.
- Press test button three times, and the following will appear:
 - a) player displays 1, 2, 3 & 4 ---- turn off
 - b) credit counter display ----- "ST"
- On pressing the game button all adjustments are modified to standard value(see table of adjustments) figure 6; on the 1st. player display "ST" will appear

INDEPENDIENT ADJUSTMENT

- Starting from the previously mentioned stage, "ST", each time the TEST button is pressed the next adjustment zone is reached.
- The zone number will appear on the CREDIT counter.
- The value to which it is adjusted will appear on the 1st. player display.
- To modify said value the GAME BUTTON is pressed.

OBJECT OF ADJUSTMENT	AREA	READING	STANDARD
MAXIMUM NUMBER OF CREDITS	01	00 to 99	15
"HIGH SCORE" SCORING	02	000 to 990	700.000
FREE GAME FIRST SCORE	03	000 to 990	500.000
FREE GAME SECOND SCORE	04	000 to 990	650.000
FREE GAME THIRD SCORE	05	000 to 990	000.000
Games per coin first coin rejector	06	0'3-0'5-1-1'5 up to 39	0'3
Games per coin second coin rejector	07	0'3-0'5-1-1'5 up to 39	2
Games per coin third coin rejector	08	0'3-0'5-1-1'5 up to 39	5
MAXIMUM NUMBER OF EXTRA BALL	09	0-1-2-3 extra ball	3
Free games given for HIGH SCORE	10	0-1-2-3 free game	1
Games for each player	11	0 = several 1 = 1 only	0
PRIZES FOR SPECIAL	12	0 = game 1 = ball	0
PRIZES FOR SCORING	13	0 = game 1 = ball	0
MATCH FEATURE	14	active non active	0
MULTIBALL	15	memorize non memorize	0
GAME OVER	16	sound non sound	0
LOWER TARGETS	17	1K 10 K	0
BUMPERS	18	100/1K 1K/10K	0
CORRIDOR 18	19	100ptos. 1K ptos.	0

FLIPPERS & BUMPERS ADJUSTMENTS

- There is a connector on the lateral platform to this effect (10) (see figure 2), indicating the voltage to which it can be regulated.
- Depending on the strenght required, the following voltages are available; 28, 30 & 32 V.

LAMPES

LITES

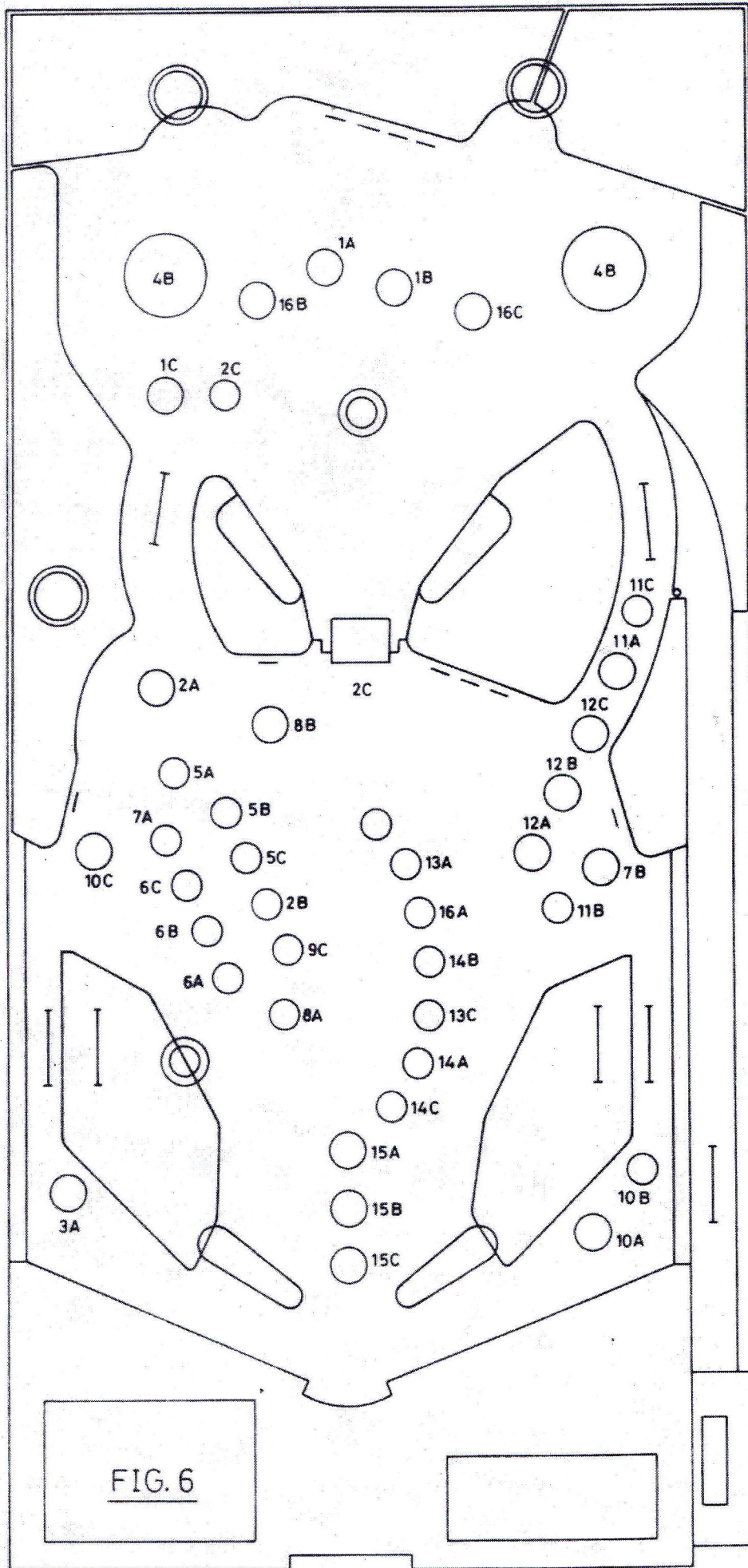
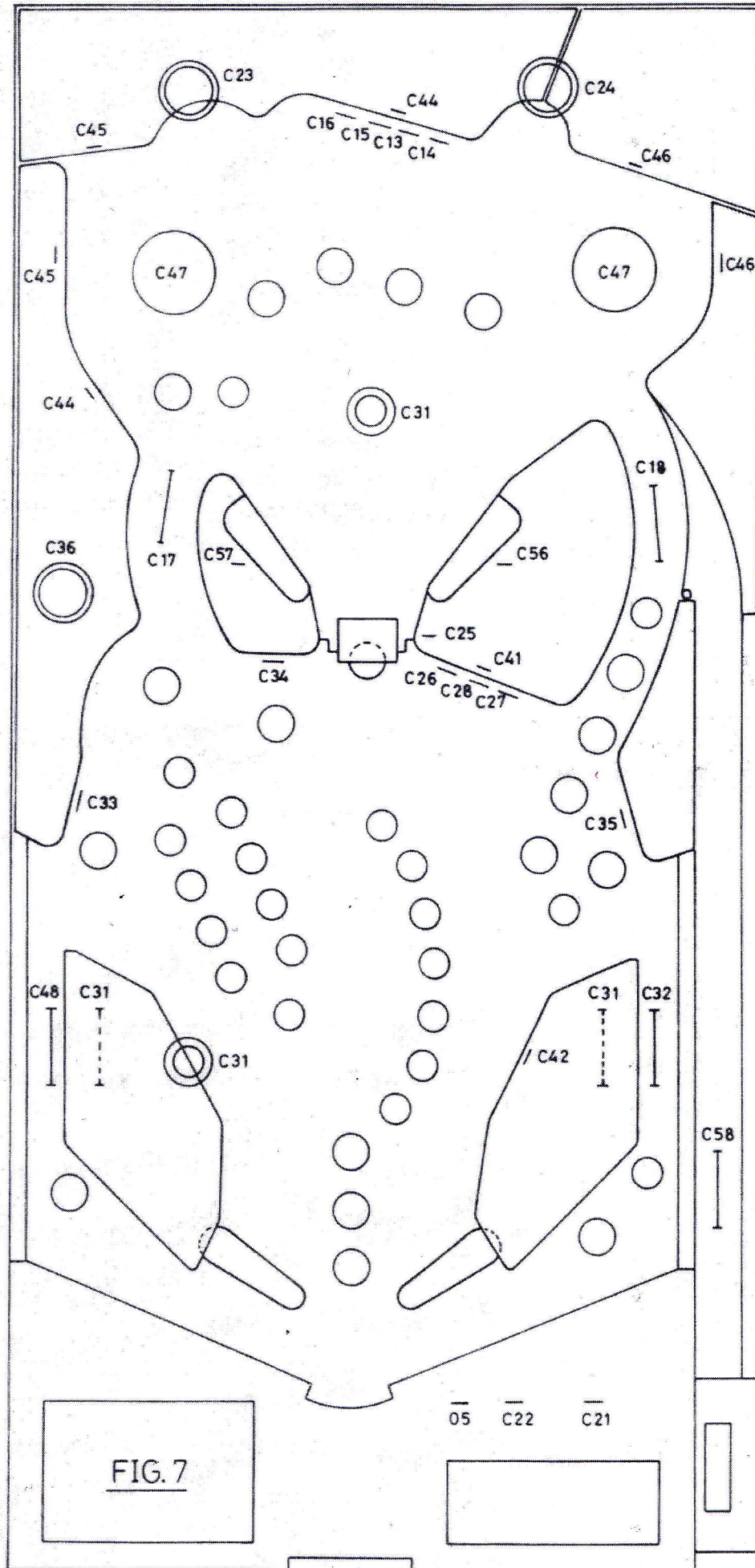


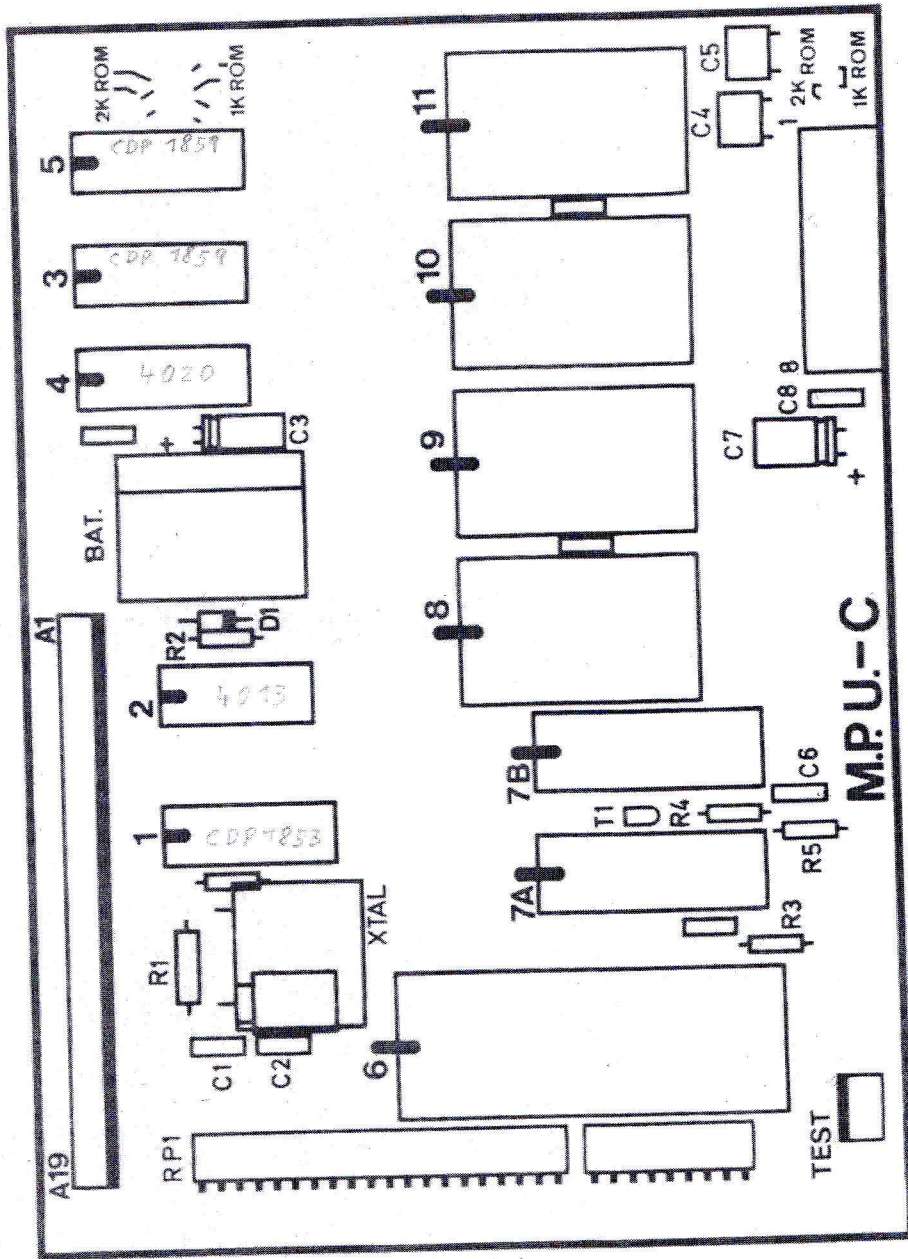
FIG. 6

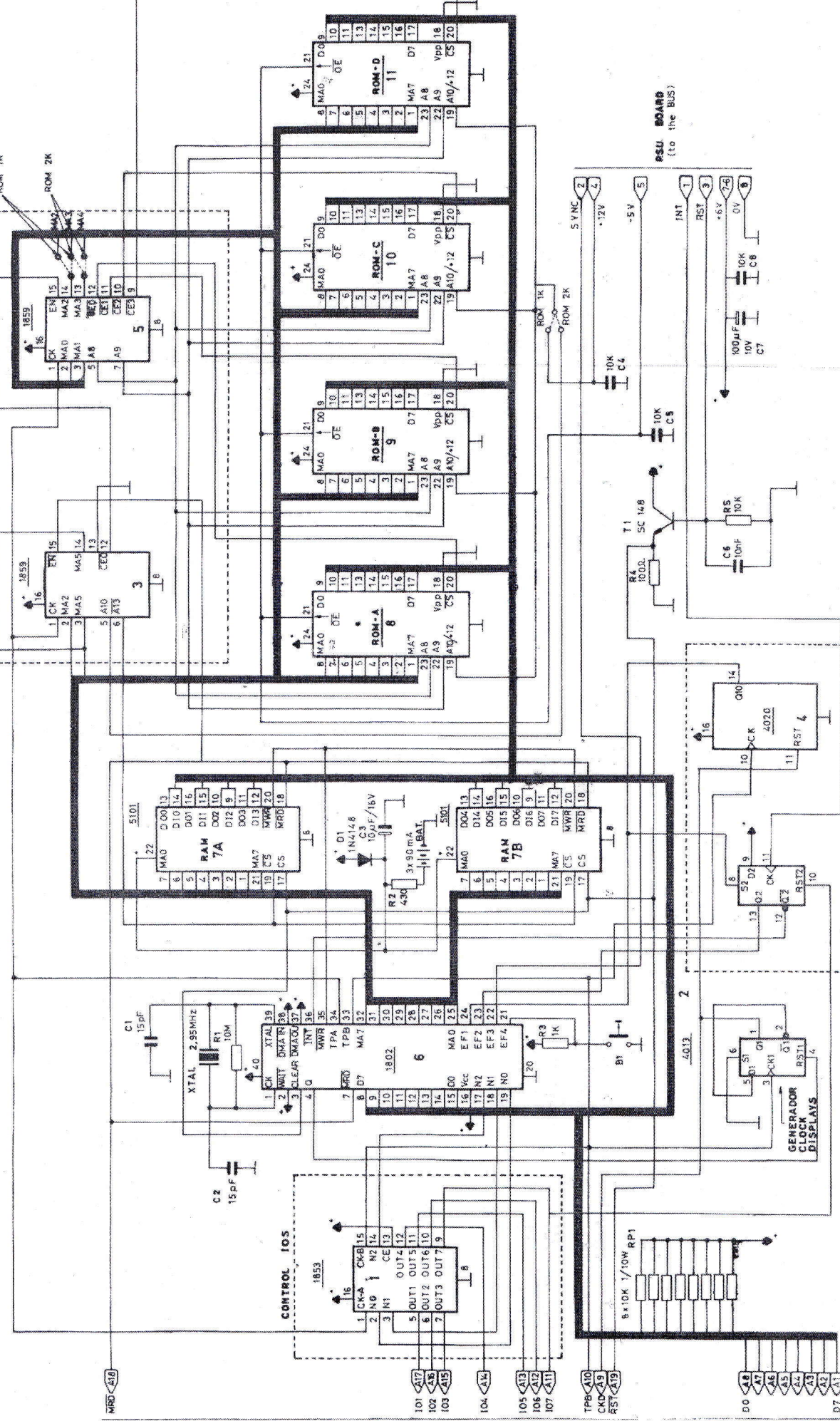
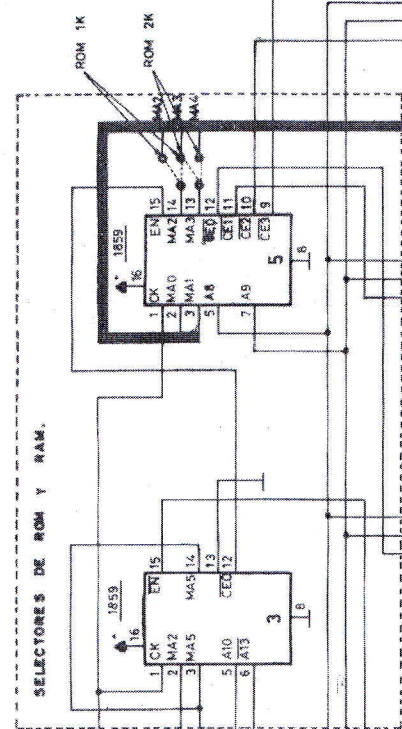
CONTACTS

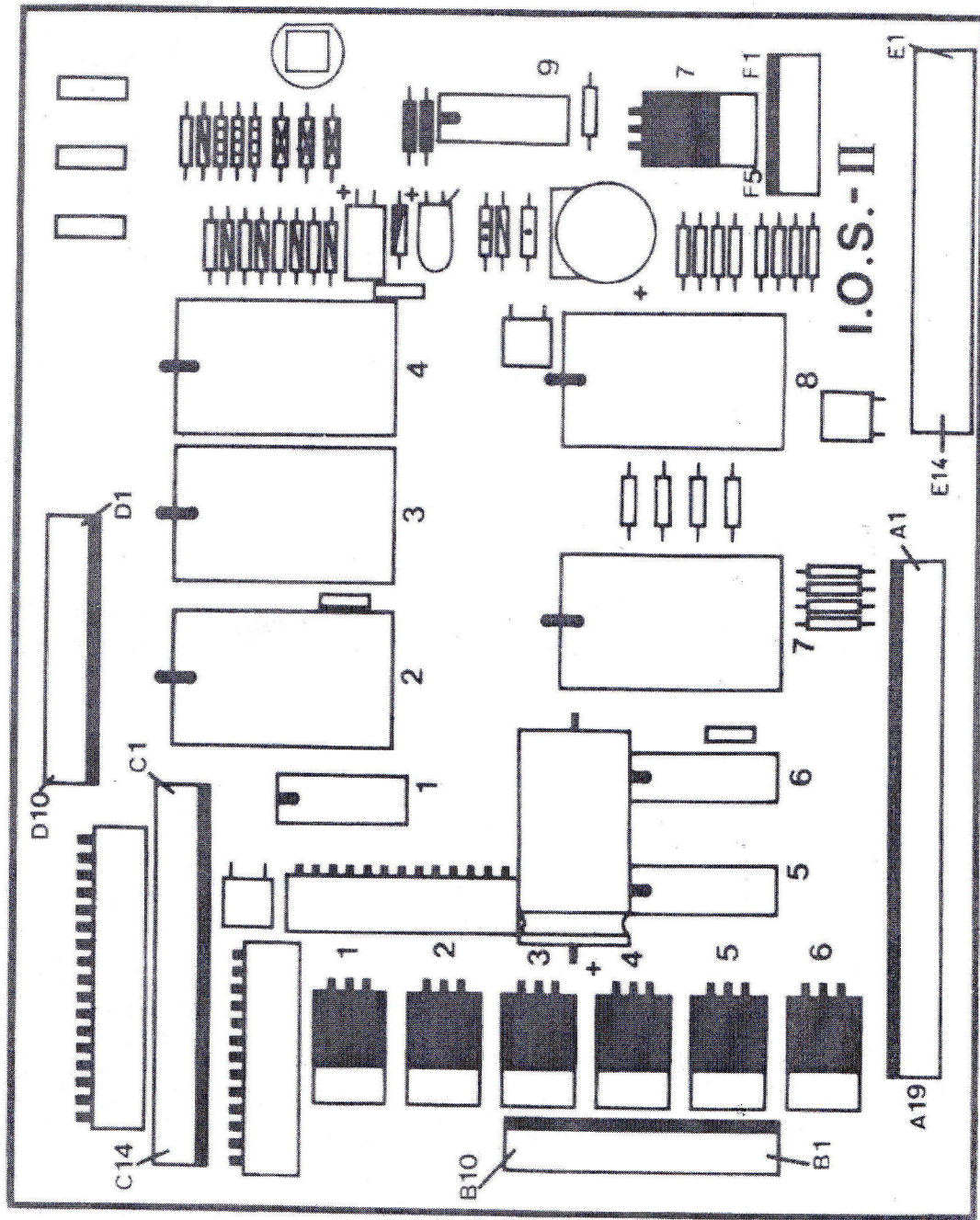
SWITCHES

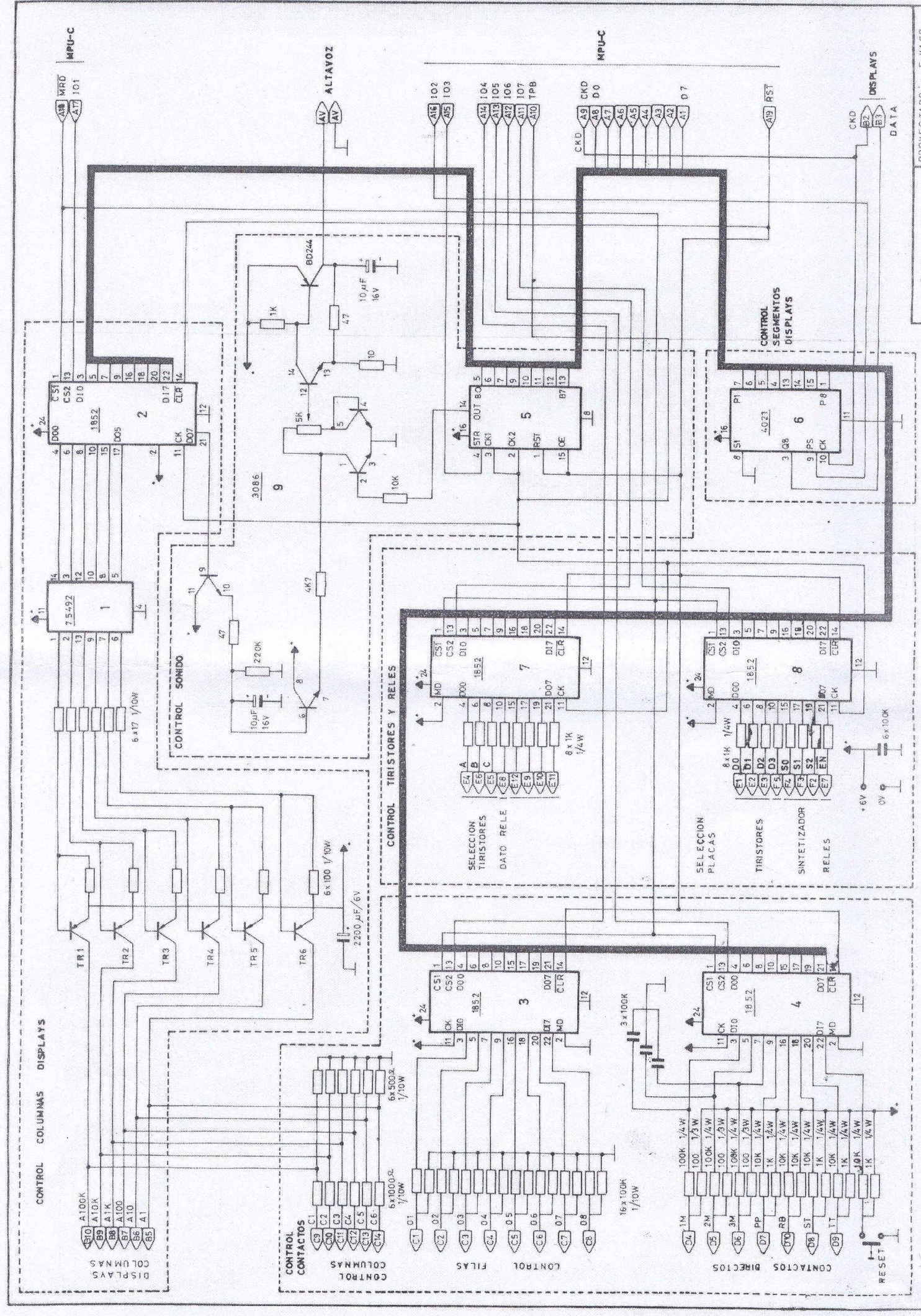


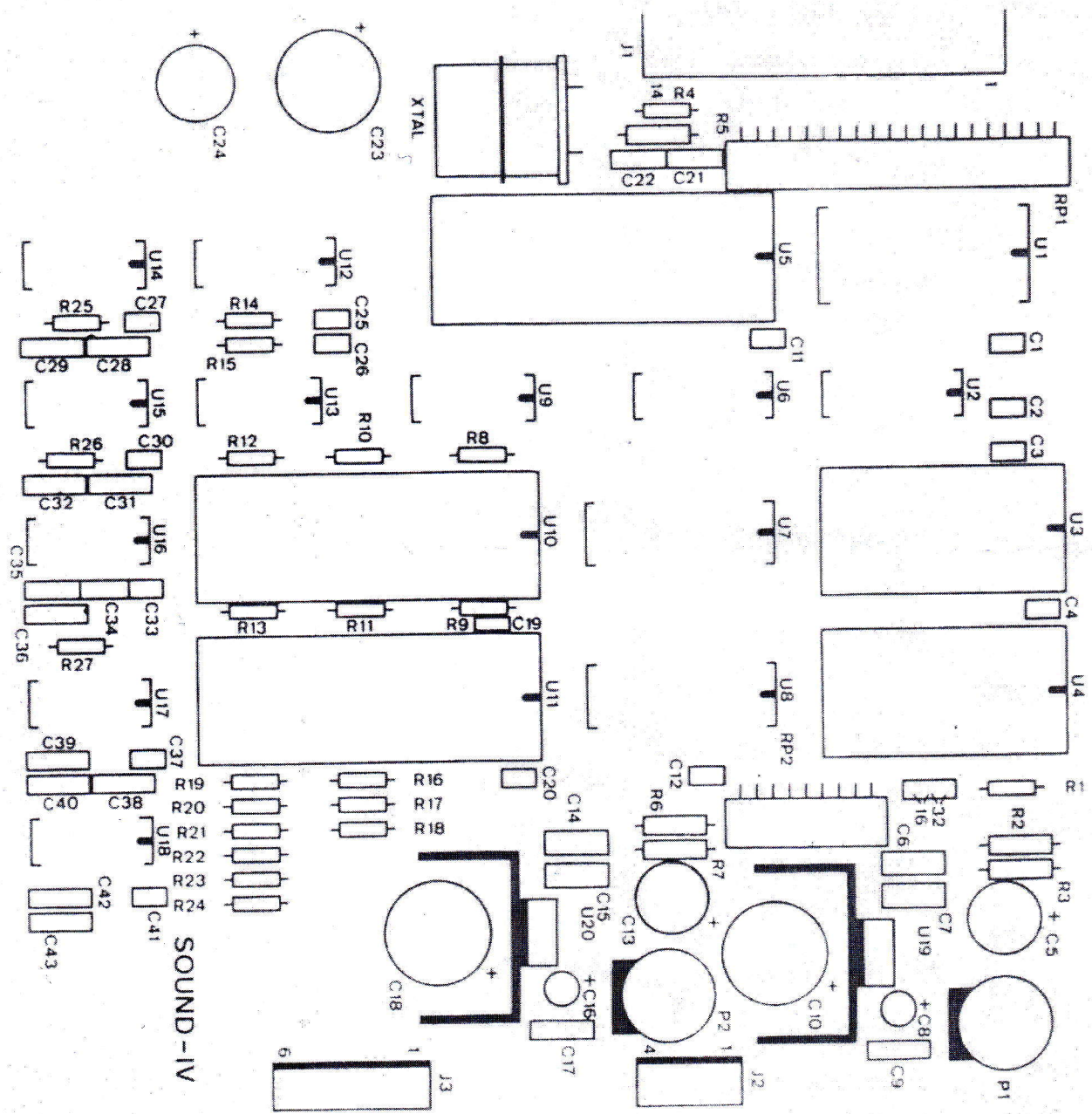
SCHEMES

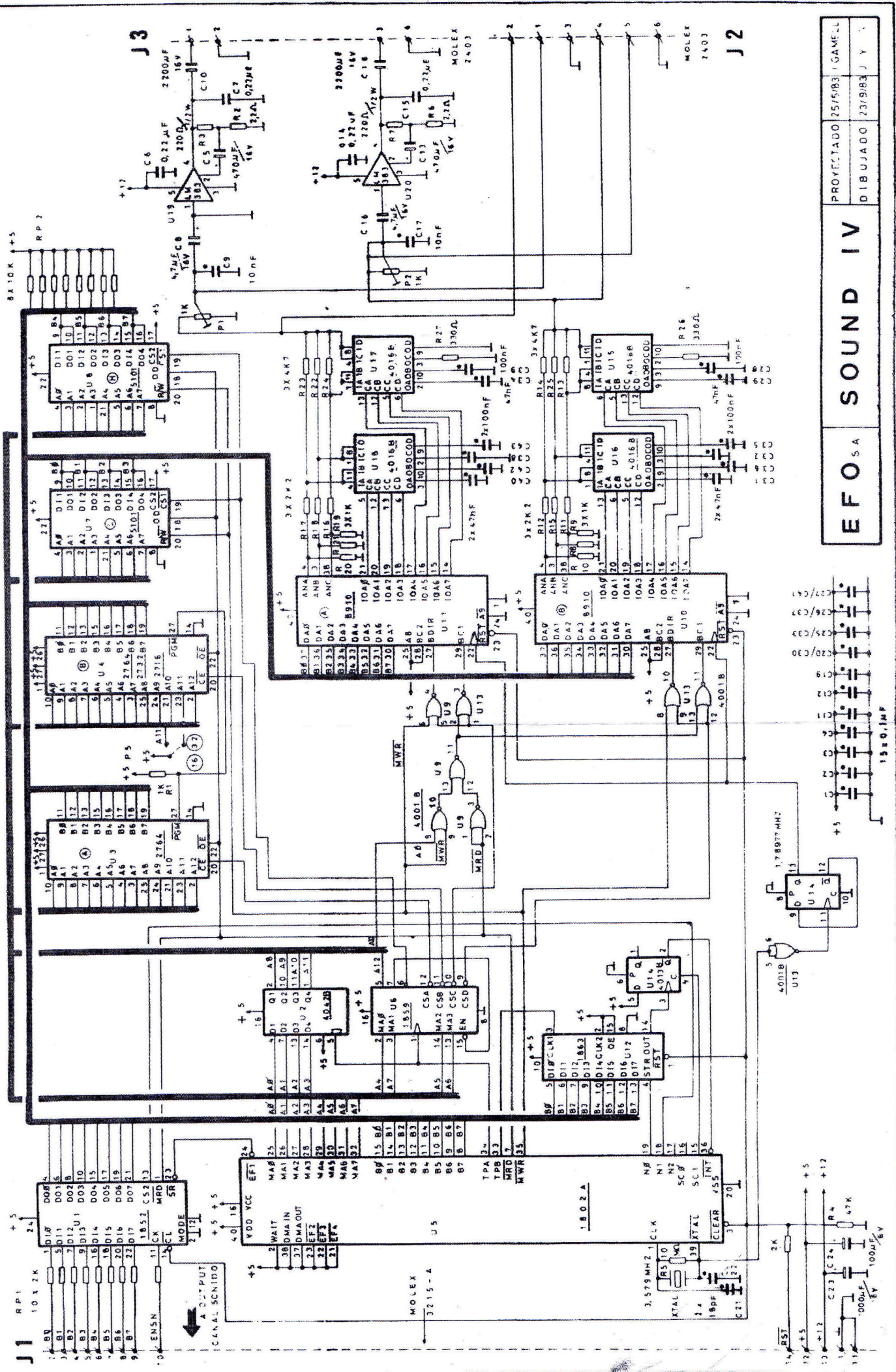








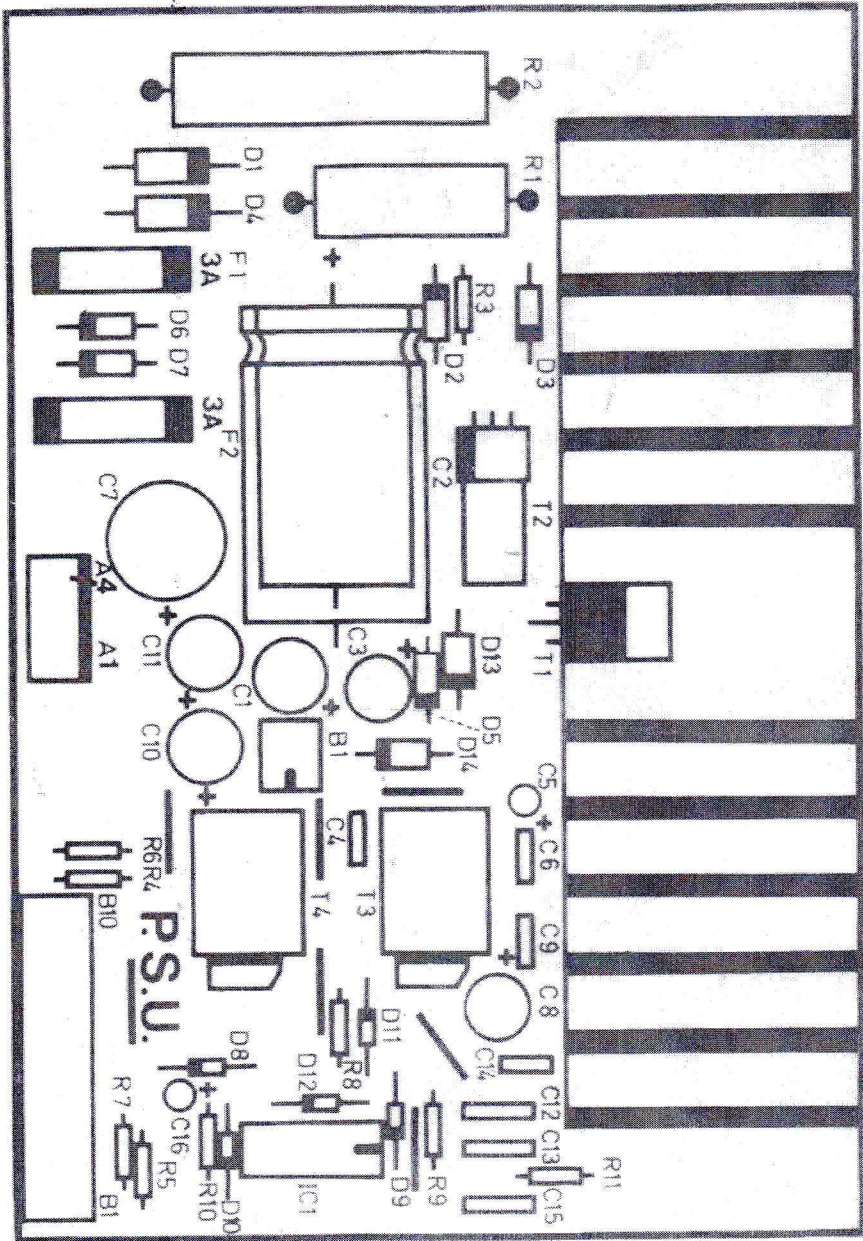




EFO SOUNDA IV

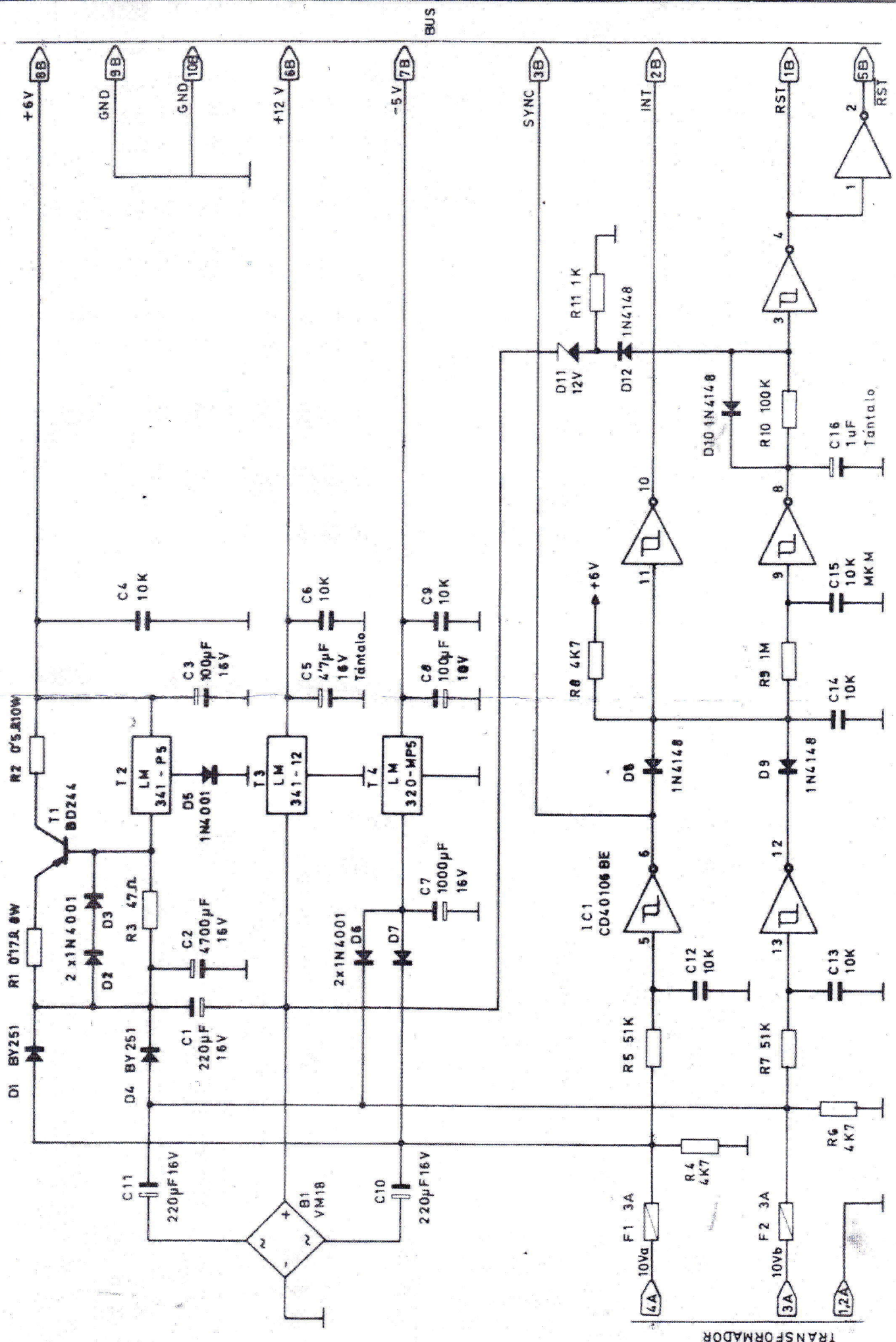
PROYECTADO 25/5/83 I GAMESCL
 DIBUJADO 23/9/83 J Y

15.0V

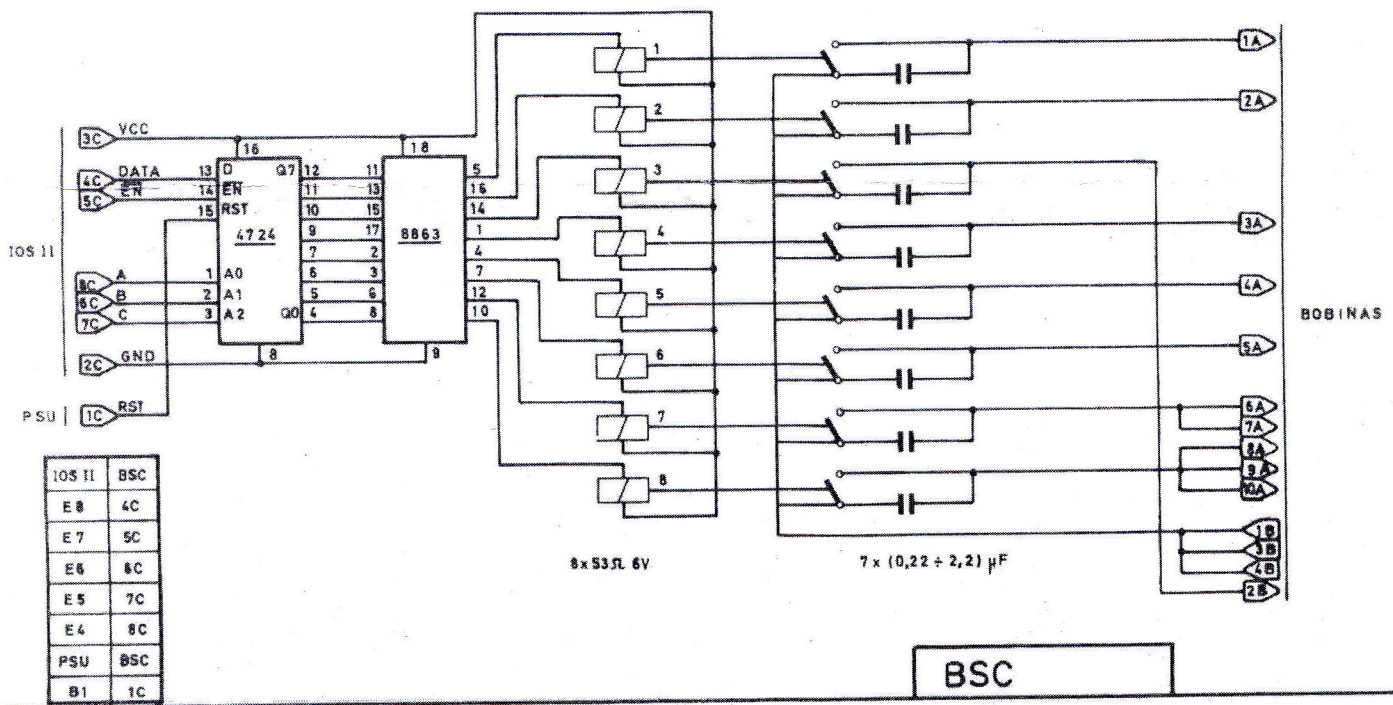
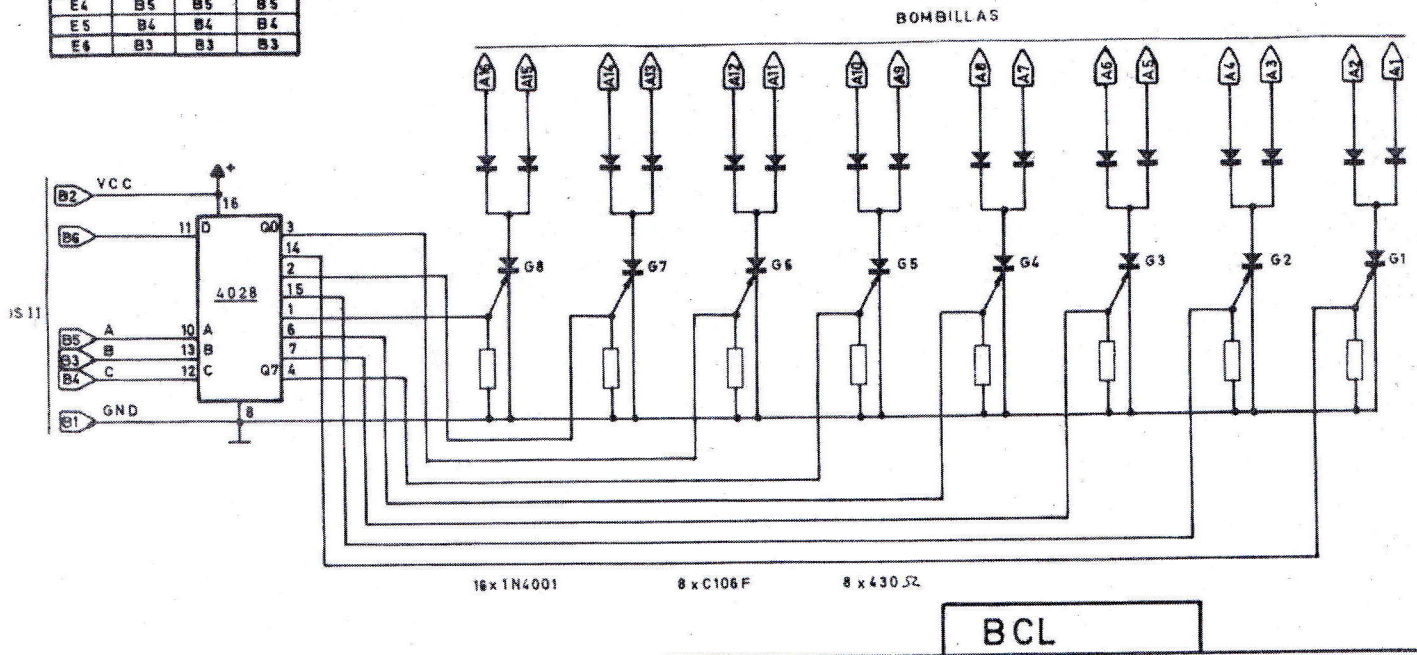


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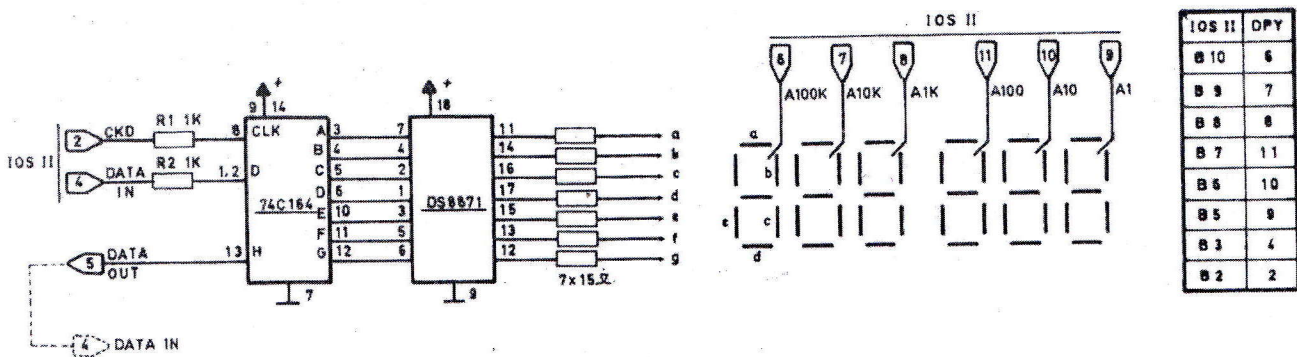
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 DIBUJADO : I. MAESTRO



IOS II	BCL A	BCL B	BCL C
E1	B6	—	—
E2	—	B6	—
E3	—	—	B6
E4	B5	B5	B5
E5	B4	B4	B4
E6	B3	B3	B3



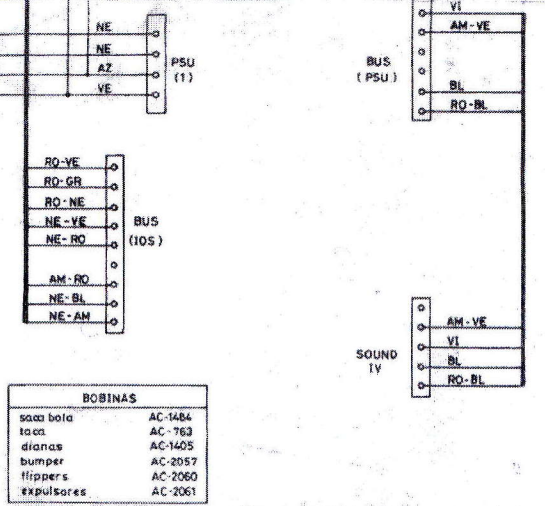
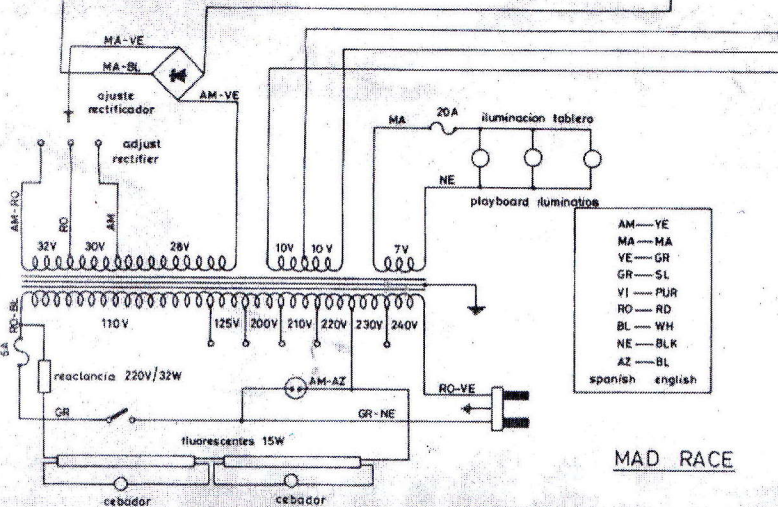
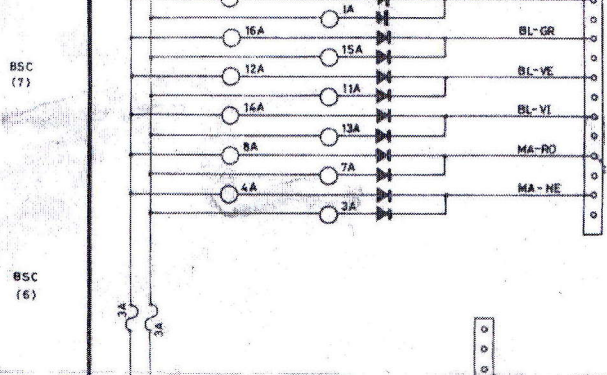
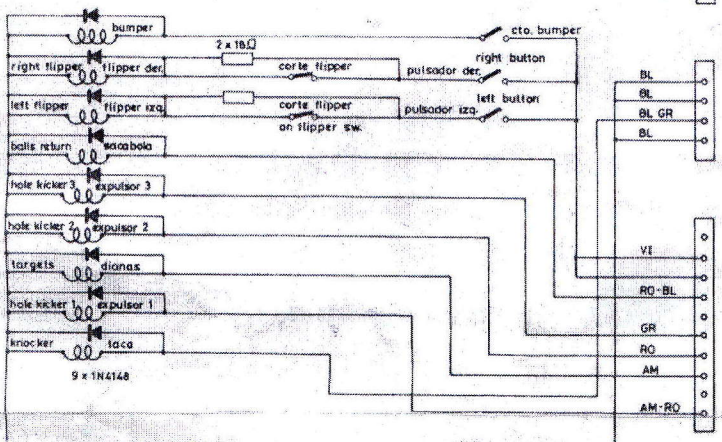
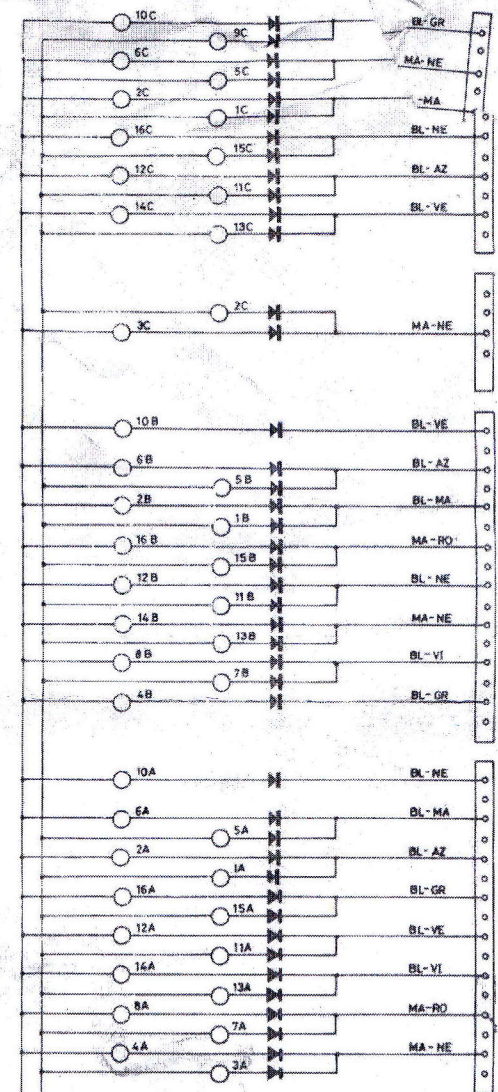
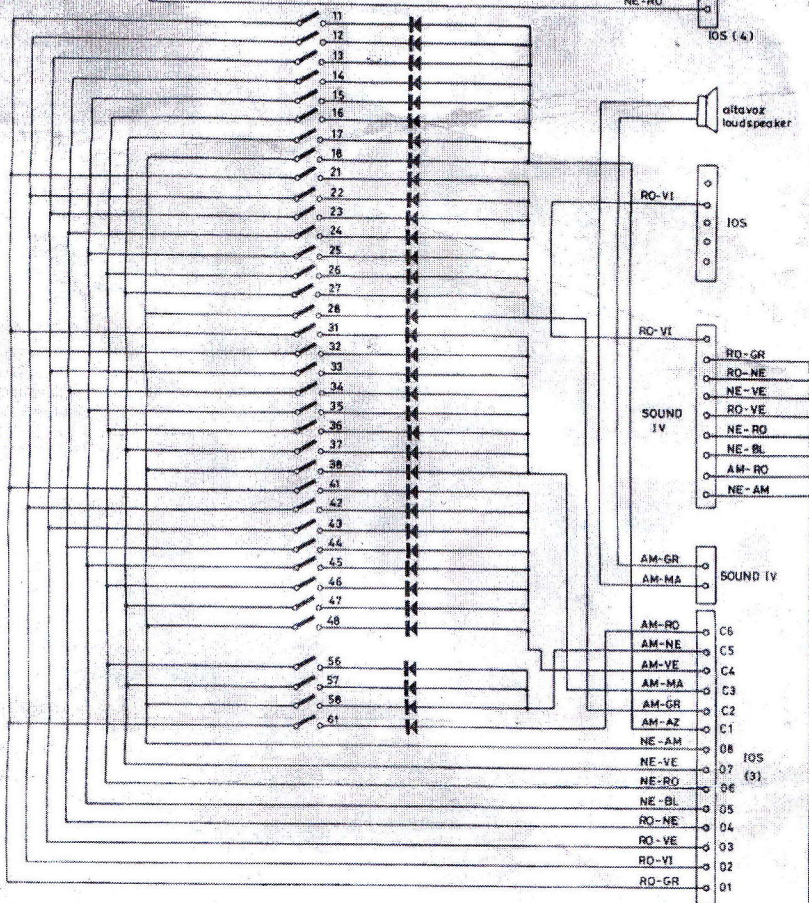
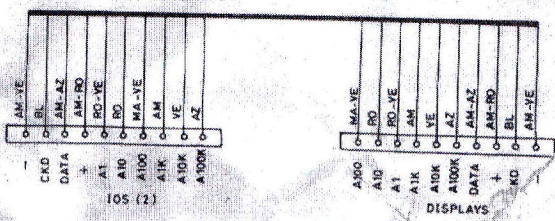
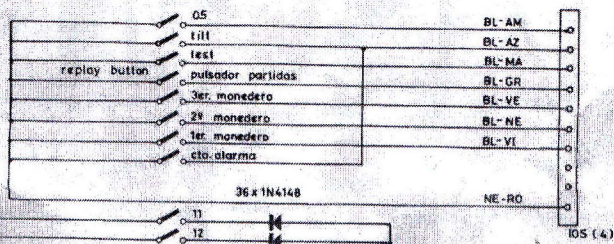
IOS II	BSC
E8	4C
E7	5C
E6	6C
E5	7C
E4	8C
PSU	B5C
B1	1C



IOS II	DPY
B10	6
B9	7
B8	8
B7	11
B6	10
B5	9
B3	4
B2	2

DPY

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