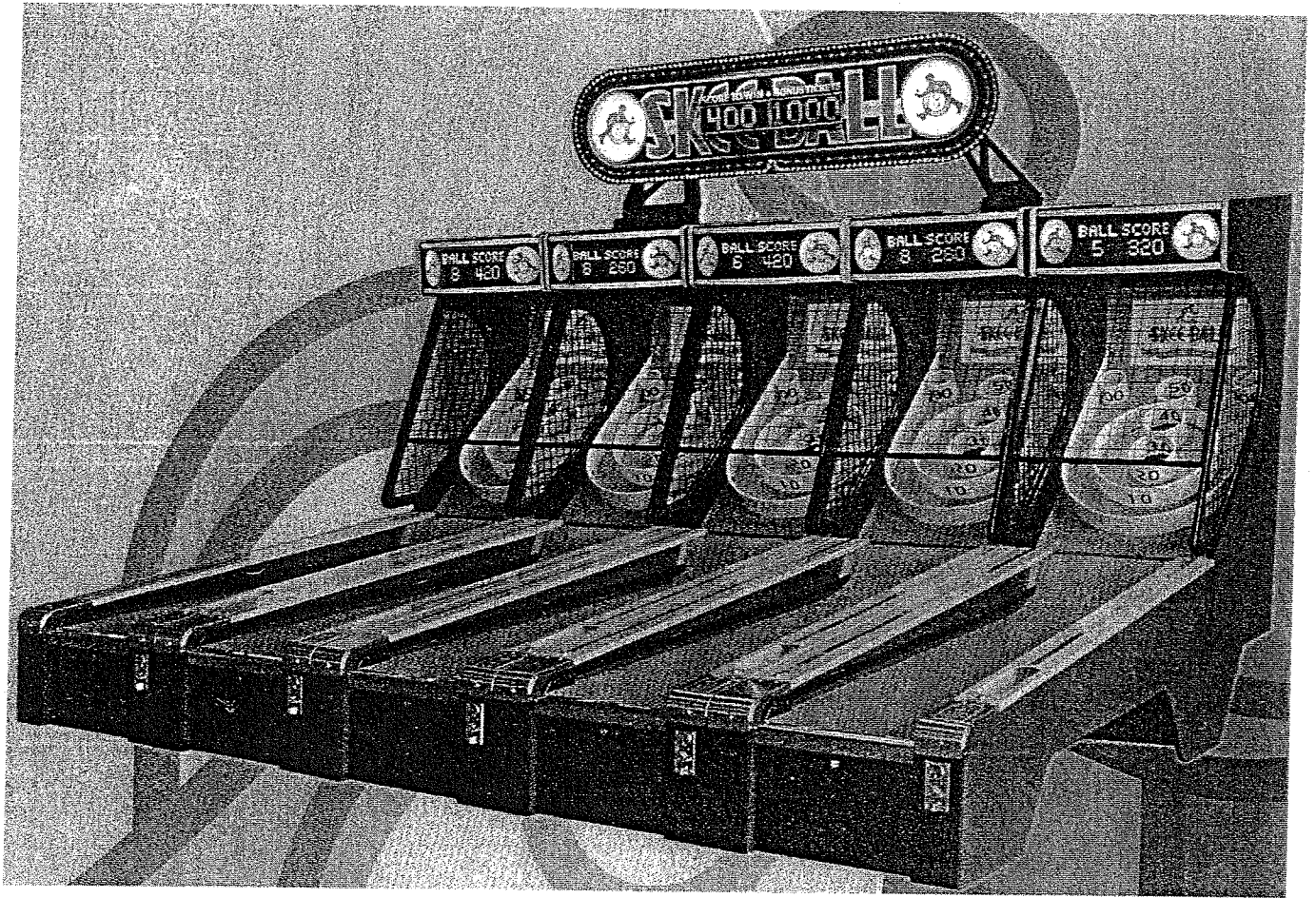


SKEE-BALL NEW CLASSIC PROGRAMMING OPTIONS
990224



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OVERVIEW

The option programming mode is entered and exited by pushing the "**RESET**" button on the counter / control panel located on the inside of the front coin door

NOTE: PROGRAMMING INFORMATION WILL BE SHOWN ON THE DISPLAY PANEL OF THE GAME.

To **VIEW** the various game options, use the **AUX 1** button on the counter / control panel of the game.

To change the **VALUE** or **PARAMETER** of an option, use the **AUX 2** button on the counter / control panel.

To **EXIT** and **SAVE** the option settings, press the **RESET** button once again on the counter / control panel.

NOTE: PRESSING AUX 1 WHEN GAME IS IN STANDBY WILL RELEASE ALL BALLS WITHOUT STARTING A GAME. THIS CAN BE USED TO BALANCE THE BALLS IN THE ALLEYS.

NOTES FOR INITIAL LINK SET UP.....

LINK THE GAMES TOGETHER AS DESCRIBED IN THE GAME UNIT ID SECTION BELOW.

ONCE THE GAMES ARE LINKED TOGETHER, ALL GAMES WILL PROGRAM TOGETHER.

FROM THEN ON, SETTING ONE GAME WILL SET THEM ALL. ANY GAME CAN BE USED TO PROGRAM THE GAMES OR JACKPOT MARQUEE.

GAMES MUST BE LINKED TOGETHER WITH THE SUPPLIED PHONE CABLES TO WORK TOGETHER.

UP TO 12 GAMES PLUS A MARQUEE CAN BE LINKED TOGETHER.

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GAME OPTIONS

GAME UNIT ID

This option is used to **LINK** the games together when multiple games are used.

For initial set up, put each game into the programming mode and advance each game **SEPARATELY** to the **GAME UNIT ID** option.

NOTE: FOR LINKED GAMES, IF THE GAMES ARE NOT CONNECTED TOGETHER NOW, CONNECT THEM TOGETHER WITH THE SUPPLIED PHONE CABLES.

Change the option value from "**NOT LINKED**" to "**1**". Then each game should be set to a different game ID by hitting the "**C** or **D**" button on the control panel. The games will usually pick the new unused ID automatically.

Exit the programming mode to save the game ID's then re-enter programming to continue setting game options.

NOTE: FROM THEN ON, SETTING ONE GAME WILL SET THEM ALL. ANY GAME CAN BE USED TO PROGRAM THE GAMES OR OPTIONAL JACKPOT MARQUEE.

IMPORTANT: AFTER PROGRAMMING WITH ONE OF THE GAMES, SCROLL THROUGH ALL PROGRAMMING OPTIONS TO BE SURE THAT ALL GAMES ARE PROGRAMMED PROPERLY BEFORE EXITING PROGRAMMING.

VOLUME

The game volume is adjusted by changing the numbers from **1-10**. The large the number, the greater the volume. The default value for this option is **(7)**.

BACKGROUND THEME (MUSIC)

Setting a "**1**" turns the theme on. Setting a "**2**" turns it off. The default value for this option is "**1**" (on).

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TO PLAY (MONEY)

This option is used to set what the player sees when they walk up to the game as far as inserting money is concerned. The look of the game will change based on what you set. The options for this are as follows:

**COINS
TOKENS
SWIPE CARD
INSERT CARD
INSERT BILL**

NOTE: IF YOU CHOOSE ANY OF THE CREDIT OPTIONS, THE GAME WILL TELL YOU HOW MUCH MONEY TO INSERT TO PLAY A GAME. EXAMPLE: IF YOU SET "1 CREDIT = .25, AND YOU HAVE THE GAME SET TO PLAY FOR 2 CREDITS, THE GAME WILL SAY "INSERT .50 TO PLAY".

The default value for this option is (COINS).

COIN 1 VALUE IN CREDITS

This option is used to determine how many coins are needed to earn 1 credit on the coin 1 input of the game. This input is used for the lowest denomination of coin the game will use. For example if a credit is worth 5 coins, you would set this option to 5 and for every 5 coins inserted, 1 credit would be earned. Normally, a quarter or token would be used for this option, so this option would be set to 1. Then when 2 coins are inserted (2 credits) the game would begin. The range for this option is 1-20. The default value for this option is "1".

**NOTE: FOR FURTHER INFORMATION ON USING THIS OPTION, PLEASE CONTACT OUR SERVICE DEPARTMENT AT
215-997-8900**

COIN 2 VALUE IN CREDITS

This option is used as a totalizer for coin input #1. Example: If you were using a coin valued at .25 in the #1 coin mech and were using a coin valued at .25 in coin input #2, you would set the value at "1". If you were using a coin valued at 1.00 in coin input #2, you would set the value a "4" (coin value at 4 times that of coin input #1). This option makes it easy to use a different value coins in the same game or set up a bill acceptor that has only a single pulse output. The range for this option is 1-10. The default value for this option is "1".

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COST PER PLAY IN CREDITS

This option is used to determine how many credits are needed to buy or start a game. Setting a "0" puts the game into **FREE PLAY** mode. The range for this option is 0-4. The default value for this option is "1".

DISCOUNT IN CREDITS

This option is used to give the player a free game for every **XX** credits they buy at once. This range for this option is **NONE-1-40**. Example: If the option is set to "2", then for every 2 credits bought (at the same time) another game will be given for free. If the game were set to "4", then for every 4 credits bought (at the same time) another game will be given for free. The default for this option is "0" (**OFF**).

INITIAL TICKET THRESHOLD

This option determines how many points must be scored before the first ticket will be dispensed. The option for this range is 0-950. The default value for this option is "150".

TICKET SPAN POINTS

This option determines the intervals that tickets will be issued. For example, if the INITIAL TICKET THRESHOLD is set for 150 and the ticket span is set to 30, the first ticket is issued at 150 and the next one would be issued at 180, then 210, and every 30 points thereafter. The range for this option is **NONE-300**. The default value for this option is "30"

TICKET SPAN AMOUNT

This option is used to determine the amount of tickets paid for the INITIAL TICKET THRESHOLD and TICKET SPAN settings. The range for this option is 0-100. The default value for this option is "0" (off).

TICKET MINIMUM

This option determines the **MINIMUM** amount of tickets a player will receive regardless of how many points they have scored or how other ticket options in the game might be set. The range for this option is **NONE-1-10**. Setting **NONE** turns this option off. The default value for this option is "1".

TICKET MAXIMUM

This option determined the **MAXIMUM** amount of tickets the game will pay out for normal game play regardless of other ticket settings. The range for this option is **NONE-1-99**. Setting **NONE** turns this option off. The default value for this option is "99".

NOTE: THIS OPTION DOES NOT AFFECT THE MAXIMUM TICKET PAYOUT FOR WINNING A JACKPOT WHEN A JACKPOT MARQUEE IS USED. THE MAXIMUM PAYOUT FOR THE MARQUEE IS SET SEPARATELY.

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TICKET ALARM

This option sets two different game parameters. If the ticket alarm is set to **YES**, then whenever the game is out of tickets, the out of ticket alarm will sound for **5** seconds at the conclusion of each game. Also when this option is set to **YES**, the **JACKPOT ALARM** (if Jackpot Marquee installed) will sound while paying out tickets **OR** waiting for an attendant to pay out tickets.

When set to **NO**, all visual prompts and functions will remain the same except that no audible alarm will be heard. The range for this option is **YES/NO**. The default value for this option is **YES**.

TICKET VALUE

This option is used to convert the value of tickets. If your ticket is worth **2,3,4, or more**, change the number to the proper setting. The range of this option is **1-10**. The default value for this option is **"1"**.

BALLS PER GAME

This sets the amount of balls per game. The range for this option is option for this is **1-12**. The default value for this option is **"9"**.

EXTRA BALL POINTS

This option allows the operator to give the players extra balls if **XX** points are achieved during a game. This option is used in conjunction with the **EXTRA BALLS QUANTITY** option below. The range for this option is **0-900**. The default value for this option is **"0"** (Off).

EXTRA BALL QUANTITY

If the **EXTRA BALL** option above is active, set this option to determine how many extra balls will be given. The range for this option is **1-10**. The default value for this option is **"3"**.

BONUS POCKET MULTIPLIER

This option is used to multiply the value of the **100 point bonus pocket to 200** for consecutive 100 point scores. The value of the pocket will keep double to 200 as long as the player keeps hitting the pocket on consecutive throws. Any miss, resets the 100 point pocket back to 100 points. The range for this option is **OFF ON**. The default value for this option is **"OFF"**

FREE GAME MODE

This option determines how free games will be given. There are three modes available:

OFF - No free games will be given,

BASE POINTS - Any time the base point requirement is met, a free game will be given.

(See **FREE GAME POINTS NEEDED**)

HIGH SCORE OVERRIDE - In this mode, a free game will be given whenever the high score of the game is broken.

FREE GAME POINTS NEEDED

This mode is used to set the amount of base points needed to win a free game. The range for this option is **00-1500**. Setting **"00"** turns the option off. The default value for this option is **"0"**.

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ATTRACT MODE SOUND

This option has a range of 0-30 MINUTES. Setting a "0" Turns the attract mode sound off. Setting any other number will make the attract mode play at the set interval. The default value for this option is "2".

HIGH SCORE

This option can be set one of 3 different ways:

RESET EVERY 99 GAMES - In this mode the game will reset to the MINIMUM HIGH SCORE value every 99 games regardless of whether or not the game has been shut off.

DOES NOT RESET (NO) - In this mode the HIGH SCORE will never reset to the MINIMUM HIGH SCORE value.

RESET EVERY POWER UP - In this mode, the game will reset to the MINIMUM HIGH SCORE value every time the game is shut down and powered back up.

NOTE: Default value RESET EVERY POWER UP

HIGH SCORE BASE VALUE

This option determines what the MINIMUM HIGH SCORE displayed on the game will be. The range for this option is 200-500. The default value for this option is "360".

GAME ABANDON TIMER

The game abandon timer is set up so that if a player walks away for a pre-determined length of time, the game will re-set and be ready for a new game. **ONCE THE GAME RESETS, NO TICKETS FOR THE CANCELLED GAME WILL BE PAID OUT.** The range for this option is 75-360 (seconds). The default value for this option is 120 (seconds).

LOST / UNPLAYED BALL TIMEOUT

This option is used in case a ball is lost or not thrown soon enough. If a ball is not played within the allotted time, the ball counter will advance. The time (in seconds) for this option is 0-60. Setting a "0" turns this option off. The default value for this option is "60".

MARQUEE OPTIONS

IMPORTANT: ALL OF THE FOLLOWING OPTIONS ENTITLED "MARQUEE....." REFER ONLY TO GAMES WITH A MARQUEE INSTALLED

MARQUEE MODE

This option has three settings available:

OFF - In this mode all MARQUEE features are turned off.

BASE POINTS - In this mode, every time a player reaches this amount of points, the MARQUEE will payout the amount of tickets indicated. (See MARQUEE POINTS TO WIN option for base setting).

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HIGH SCORE OVERRIDE

In this mode, the **MARQUEE** will payout tickets based on the high score that the marquee shows. In this mode, each time the player breaks the score indicated on the marquee, the score he breaks it by now becomes the new score to beat. This number will get larger and larger as time goes on.

MARQUEE POINTS TO WIN

This is the **BASE** number that is set to win the **BONUS**. The range for this option is **10-3000**. The default value for this option is **"500"**.

MARQUEE TICKET ADVANCE

This option is used to add tickets to the base Ticket value of the **MARQUEE**. (See **MARQUEE BASE TICKET PAYOUT** option). In this option Setting a **"1"** would mean that each time a game is played and a player does **NOT** win, the **MARQUEE VALUE** would go up by **1** ticket.

EXAMPLE: Setting a **"3"** would mean that each time **3** games are played and not won, the **MARQUEE VALUE** would go up by **1** ticket.

The range for this option is **NONE-1-10**. The default value for this option is **"1"**.

MARQUEE PLAYER HELPER

This option is used to help players that are not as skilled as others or for use when the **MARQUEE POINTS TO WIN** has become too high for normal players to win. With this option enabled, the points to win the Jackpot Tickets will lower by **10** every **XX** games. The value will eventually drop as low as **20** if necessary, but will then return to the **MARQUEE POINTS TO WIN** number after a player wins with the lower amount.

MARQUEE BASE TICKET PAYOUT

This option sets the minimum amount of tickets that will be won if the player matches or breaks the **MARQUEE** points to win. The range for this option is **10-5000**. The default value for this option is **"100"**.

MARQUEE TICKET MAXIMUM

This option is used to set the **MAXIMUM** amount of tickets a player can win regardless of the other **MARQUEE** settings. The range for this option is **25-9999**. The default value for this option is **"9999"**.

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MARQUEE PAYOUT

This option is used to determine **HOW** the **MARQUEE TICKETS** are paid out to the player. There are 3 different ways to dispense the Marquee Tickets.

DISPENSE - In this mode, the tickets are dispensed as soon as the player wins the bonus. **ALSO**, additional games can be played while tickets are being dispensed from the game.

BY ATTENDANT - In this mode, the game that wins will lock up, and no tickets are paid out. The **MARQUEE ALARM** will sound (if enabled) and the attendant must manually payout tickets or a voucher to the player. The attendant must then **RESET** the game by opening the front door of the game and pressing the **AUX2** button on the counter panel.

WAIT FOR DISPENSE - In this mode, the game will pay out tickets but will not allow additional games to be played on the winning game until all tickets have been dispensed.

NOTE: The default value for this option is DISPENSE.

MIDWAY WIN LIGHT

Setting this option to a value will turn a light on when a specific point threshold is reached. The value for this option is 0-900. Setting a "0" turns this option off. The default value for this option is "0" (off)

MIDWAY WIN LIGHT TIMER

The values for this option are:

30 SECONDS

60 SECONDS

90 SECONDS

RESET BY OPERATOR

OFF

TILT

This option is used in conjunction with an optional light curtain instead of a front cage. This provides an open look yet prevents players from cheating the game by walking up the alley and placing balls in the score pockets. The options are as follows:

OFF

LOSE BALL

LOSE GAME

The default value for this option is **OFF**.

RESET DEFAULTS

This option has settings that you will use based on the configuration of your game. There is also a setting to use if you use tickets and a Marquee.

RESET WITHOUT MARQUEE- Use this option to reset Factory Defaults if you DO NOT have a Marquee installed

RESET WITH MARQUEE - Use this option to reset Factory Defaults if you have a Marquee installed.

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