

CHANGEABLE COIN CREDIT OPTION FOR 6200 AND 6300 SERIES GAMES

This **ENGLISH MARK DARTS** game is equipped with special hardware designed to allow the user to choose the number of credits to give for one coin, or the number of coins required for one credit. The electronics for this feature are incorporated onto a separate P.C. board assembly, mounted inside the game. This P.C. board from here after shall be referred to as "Coin Credit Card". (See illustration--fig. 1).

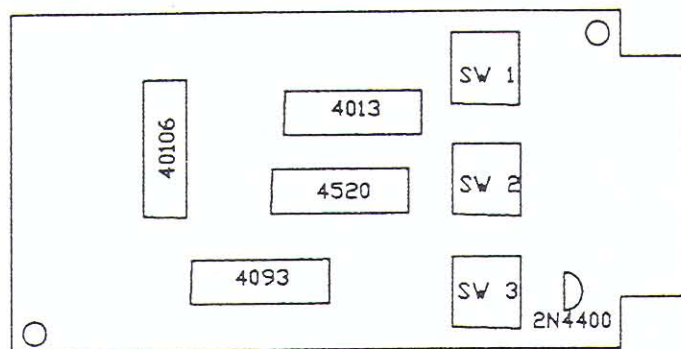


FIGURE 1
COIN CREDIT CARD

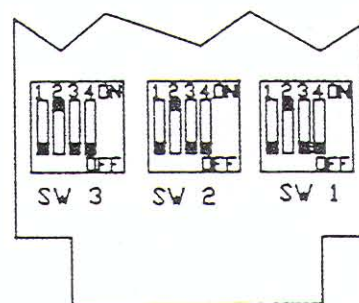


FIGURE 2
DIP SWITCHES
(SWITCHES ARE DISPLAYED AS
SET AT THE FACTORY)

The main wire harness and coin door harness have been modified to accommodate the new coin credit card, and software has been updated to allow the game to accumulate up to 99 credits. Each coin slot is now wired individually, so that different options can be set for each. The coin credit card provided with this game is set up to allow multiple credits per coin, in a 1 coin/1 credit, or 1 coin/2 credit type format. A 4 coin/3 credit or 4 coin/5 credit option can also be chosen for more versatility. To choose multiple coins per credit (i.e. 3 coins/1 credit) as may be used particularly overseas, requires a minor wiring change. If you wish to use this option, please contact Arachnid, Inc. for instructions on how to do so.

The coin credit card has three 4 position "DIP" switches (see fig.2). Two of these are currently wired to the coin door. The settings of these switches determines how many credits will be given per coin, by each slot. SW1 controls credits given on the right-facing coin door slot, SW2 controls the credits given on the left-facing coin door slot, and SW3 controls the "multiple coins per credit" option described previously and not used here. These switches must be set with a "binary" number between 1 & 15 to determine the number of credits per coin. Please refer to the Coin Credit Table (fig.5) to find the proper switch setting for the coinage desired.

FIGURE 5
COIN CREDIT TABLE I
THESE ARE THE AVAILABLE COINAGE VARIANCES
FOR EACH COIN SLOT. SET SW 1 TO DESIRED
POSITION SHOWN BELOW, TO CONTROL THE RIGHT
FACING COIN SLOT. SET SW 2 IN THE SAME MANNER
TO CONTROL THE LEFT FACING COIN SLOT. SET
SWITCH SW 3 SO THAT AT LEAST ONE SWITCH IS
'ON', IT DOESN'T MATTER WHICH ONE(S).

# OF COINS	GIVES # OF CREDIT	SWITCH POSITIONS			
		1	2	3	4
1	1	OFF	ON	OFF	OFF
1	2	OFF	OFF	ON	OFF
1	3	OFF	ON	ON	OFF
1	4	OFF	OFF	OFF	ON
1	5	OFF	ON	OFF	ON
1	6	OFF	OFF	ON	ON
1	7	OFF	ON	ON	ON
2	1	ON	OFF	OFF	OFF
2	2	OFF	ON	OFF	OFF
2	3	ON	ON	OFF	OFF
2	4	OFF	OFF	ON	OFF
2	5	ON	OFF	ON	OFF
2	6	OFF	ON	ON	OFF
2	7	ON	ON	ON	OFF
2	8	OFF	OFF	OFF	ON
2	9	ON	OFF	OFF	ON
2	10	OFF	ON	OFF	ON
2	11	ON	ON	OFF	ON
2	12	OFF	OFF	ON	ON
2	13	ON	OFF	ON	ON
2	14	OFF	ON	ON	ON
2	15	ON	ON	ON	ON

NOTE: FOR ODD NO. OF CREDITS ON A TWO COIN SELECTION
THE SECOND COIN DROPPED GIVES THE ODD CREDIT,
OR ONE MORE CREDIT THAN THE FIRST COIN DID.

EXAMPLE: FOR 2 COIN / 6 CREDITS; COIN 1 = 3 CREDITS
COIN 2 = 3 CREDITS
FOR 2 COIN / 7 CREDITS; COIN 1 = 3 CREDITS
COIN 2 = 4 CREDITS

Here are some examples: If the user wishes to allow 2 coins for one credit in one slot (i.e. .50/1 credit) and 1 coin for two credits in the other slot (i.e. A dollar coin slot in the same game - \$1.00/2 credits), then he would set SW1 to read "ON/OFF/OFF/OFF" and SW2 to read OFF/OFF/ON/OFF (Refer to Fig. 5 to learn how to derive these settings). Figure 3 on the attached page shows an illustration of this example.

If you simply want to allow one coin per credit, (i.e. .25 per credit) on both coin slots, set SW1 and SW2 to read OFF/ON/OFF/OFF. (Set SW3 for any setting). See fig. 4 for an illustration of this example.

# OF COINS	GIVES # OF CREDITS	MAIN BOARD DIP SWITCH POSITIONS			
		1	2	3	4
4	3	ON	OFF	OFF	OFF
4	5	OFF	ON	OFF	OFF
FOR 4 COIN / 3 CREDITS		FOR 4 COINS / 5 CREDITS			
COIN 1 = 0 CREDIT		COIN 1 = 1 CREDIT			
COIN 2 = 1 CREDIT		COIN 2 = 1 CREDIT			
COIN 3 = 1 CREDIT		COIN 3 = 1 CREDIT			
COIN 4 = 1 CREDIT		COIN 4 = 2 CREDIT			
<u> = 3 CREDITS TOTAL</u>		<u> = 5 CREDITS TOTAL</u>			

FIGURE 6
COIN CREDIT TABLE 2
THESE ARE ADDITIONAL COINAGE OPTIONS,
TO PROVIDE MORE VERSATILITY IN
CHOOSING COIN CREDITS

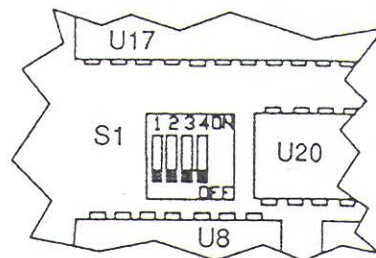


FIGURE 7
MAIN PC BOARD DIP SWITCHES

IMPORTANT: SWITCHES 1 & 2 MUST BE IN THE OFF POSITION UNLESS THE COINAGES LISTED IN FIG.6 ARE USED.

IMPORTANT: When using the main board dip switch coin options, set all three coin credit dip switches so that they read 1(ON) 2(OFF) 3(OFF) 4(OFF). When using the coinage options in fig. 4, both coin doors will react in the same way.

If you cannot find the coinage combination you want, using the information provided in these instructions, contact Arachnid, Inc. Service Dept. for assistance.

COIN CREDIT CARD

00-4500-35R

ITEM#	PART#	DESCRIPTION
1	19-0041	TRANSISTOR SK9255 (OPTIONAL)
2	01-0079	4520 DUAL UP-COUNTER
3	01-0080	4093 QUAD 2-INPUT NAND GATE
4	01-0081	40106 HEX SCHMITT TRIGGER
5	01-0082	4013 DUAL D-FLIP FLOP
6	02-0019	RESISTOR 4.7K ohm 1/4 W
7	02-0064	RESISTOR 1.2K ohm 1/4 W (OPTIONAL)
8	02-0023	RESISTOR 22K ohm 1/4 W
9	02-0029	RESISTOR 100K ohm 1/4 W
10	02-0060	RESISTOR 470K ohm 1/4 W
11	02-0061	RESISTOR 220K ohm 1/4 W (11)
12	02-0002	CAPACITOR .01 MFD 50V (18)
13	03-0032	CAPACITOR 4.7 MFD 25V (4)
14	08-0020	DIP SWITCH, 4 POSITION (3)
15	19-0007	DIODE IN4148 (20)
16	19-0011	TRANSISTOR 2N4400
17	19-0028	DIODE IN4007 (3)
18	02-0021	RESISTOR 10K ohm 1/4 W (3)
19	03-0041	CAPACITOR .1 25V

