

CHANGEABLE COIN CREDIT OPTION FOR 4800 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 herein shall be referred to as "Coin Credit Card". (See illustration--fig. 1).

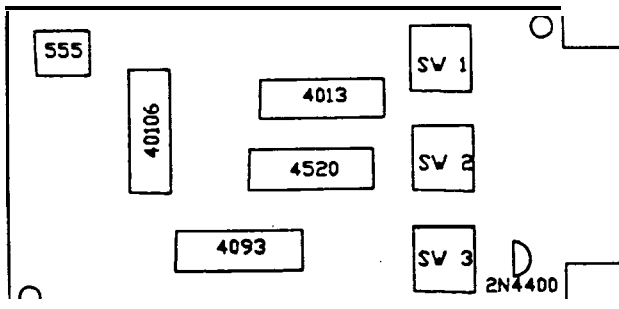


FIGURE 1
COIN CREDIT CARD

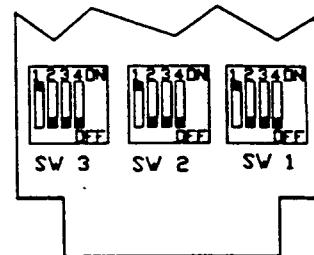


FIGURE 2
DIP SWITCHES
(SWITCHES ARE DISPLAYED AS
SET AT THE FACTORY)

The main wire harness and coin door harness have been modified to accommodate the new P.C. board, and the 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. 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.

		SWITCH #			
		4	3	2	1
# OF C R E D I T S	1	0	0	0	1
	2	0	0	1	0
	3	0	0	1	1
	4	0	1	0	0
	5	0	1	0	1
	6	0	1	1	0
	7	0	1	1	1
	8	1	0	0	0
	9	1	0	0	1
	10	1	0	1	0
	11	1	0	1	1
	12	1	1	0	0
	13	1	1	0	1
	14	1	1	1	0
	15	1	1	1	1

FIGURE 5

THESE ARE THE AVAILABLE COINAGE VARIANCES FOR EACH COIN SLOT. SET SW1 TO DESIRED POSITION SHOWN BELOW, TO CONTROL THE RIGHT FACING COIN SLOT. SET SW2 IN THE SAME MANNER TO CONTROL THE LEFT FACING COIN SLOT. SET SWITCH SW3 SD THAT AT LEAST ONE SWITCH IS "ON". IT DOESN'T MATTER WHICH ONE(S).

Here are some examples: If the user wishes to allow 1 coin for one credit in one slot (i.e. .25/1 credit) and 1 coin for FOUR credits in the other slot (i.e. A dollar coin slot in the same game - \$1.00/4 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 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 ON/OFF/OFF/OFF. (Set SW3 for any setting). See fig.4 for an illustration of this example.

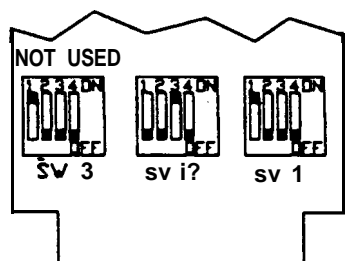


FIGURE 3
EXAMPLE; 1 COIN/1 CREDIT (SW1)
1 COIN/ 4 CREDIT (SW2)

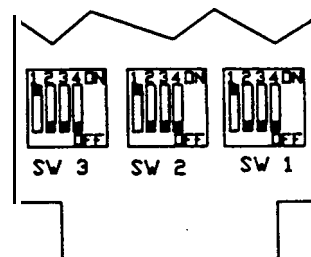


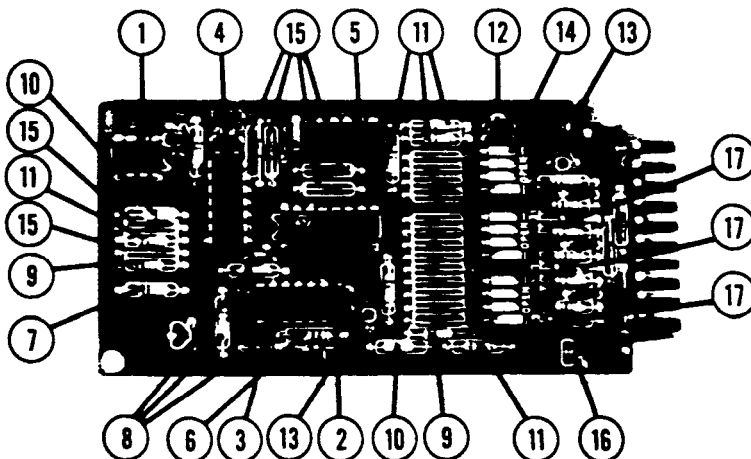
FIGURE 4
EXAMPLE; 1 COIN/ 1 CREDIT
BOTH COIN SLOTS ARE THE SAME

It should also be stated that there must be some number represented on all three DIP switches, even the one not used (SW3), if the coin credit card is to function properly. It will not recognize 0000 on any input. **Please note:** If all three switches are set to 0001, then the game will require 1 coin for 1 game credit, through either coin slot. (Any number may be represented on SW3, with no affect on coinage, just so long as at least one of the positions is 'ON').

COIN CREDIT BOARD

00-4500-35R

ITEM#	PARTY	DESCRIPTION
1	01.0026	NE555 TIMER
2	01.0079	4520 DUAL UP-COUNTER
3	01.0060	4093 QUAD 2-INPUT NAND GATE
4	01.0061	40106 HEX SCHMITT TRIGGER
5	01.0062	4013 DUAL D-FLIP FLOP
6	02-0019	RESISTOR 4.7K ohm 1/4 W
7	02-0021	RESISTOR 10K ohm 1/4 W (4)
6	02-0023	RESISTOR 22K ohm 1/4 W
9	02.0029	RESISTOR 100K ohm 1/4 W (2)
10	02.0060	RESISTOR 470K ohm 1/4 W (2)
11	02.0061	RESISTOR 220K ohm 1/4 W (12)
12	03.0002	CAPACITOR .01 MFD 50V (14)
13	03-0032	CAPACITOR 4.7 HFD 25V (4)
14	08-0020	DIP SWITCH. 4 POSITION (3)
15	19-0007	DIODE 1N4148 (22)
19	19-0011	TRANSISTOR 2N4400
17	19-0028	DIODE 1N4007 (3)

**SW3 OPTION...MULTIPLE COINS PER CREDIT**

To use the multiple coins-per-credit option, the main wire harness must be rewired slightly.

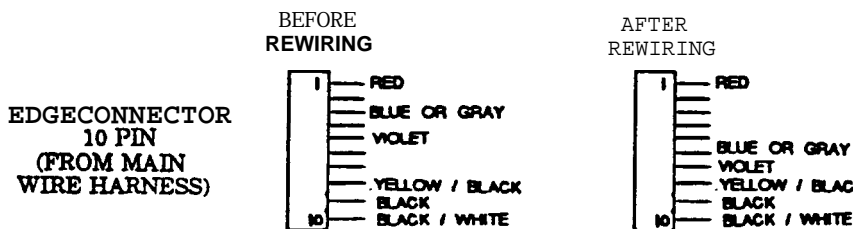
When rewiring is completed, use the table in **Figure 5** to determine the switch settings for **SW3**. For this option, the "# OF CREDITS" column becomes "# OF COINS" per credit.

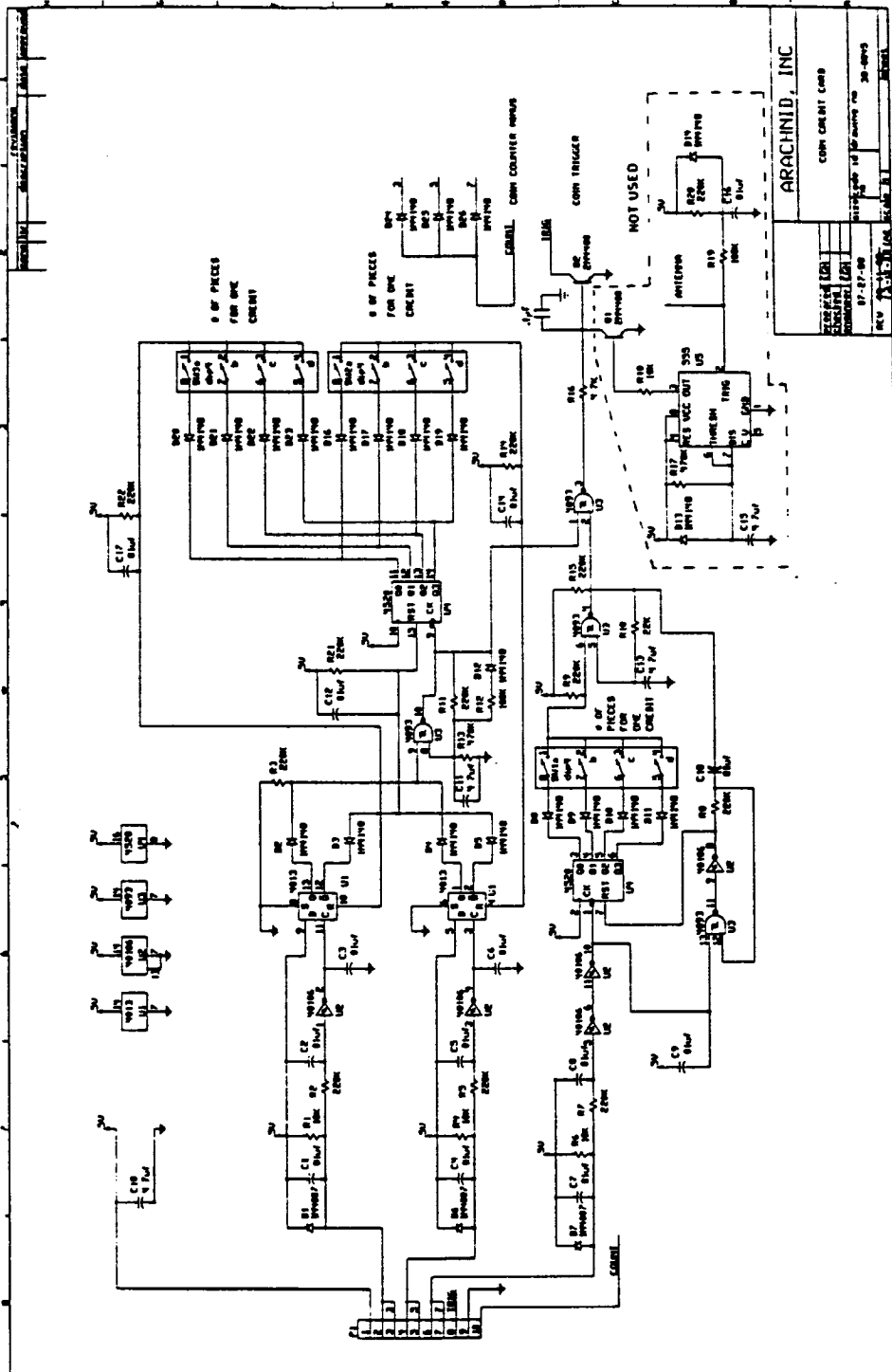
Rewire the Main Harness as follows:

1. Remove the blue and violet wires from pins 3 & 5 on the coin credit P.C.board card edge connector. (see Figure 6)
2. Solder the blue wire to pin 6 and the violet wire to pin 7 on the same connector. (see figure 6)
3. Set SW3 as desired using the table in figure 5.
4. Set SW1 and SW2 so that at least one switch is in the "on" position for each. The settings on these switches will not effect the coinage anymore, but for the coin credit card to function properly, a number must be represented on all switches.

NOTE : When the main harness is wired in this fashion, both coin doors will be governed by SW3, they will no longer be independant of one another.

FIGURE 6





If there are any questions regarding these instructions or you have any other concerns, please call ARACHNID, INC. at 800-435-8319 (in Illinois: 815-654-0212).

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PART #38-0057 REV. A