

# PAC-MAN BALLER

## SERVICE MANUAL



# PAC-MAN BALLER

## BASKETBALL- ASSEMBLY MANUAL

### CAUTION!

*Two people are required to assemble the PAC-MAN Baller. Do not attempt to assemble alone.*

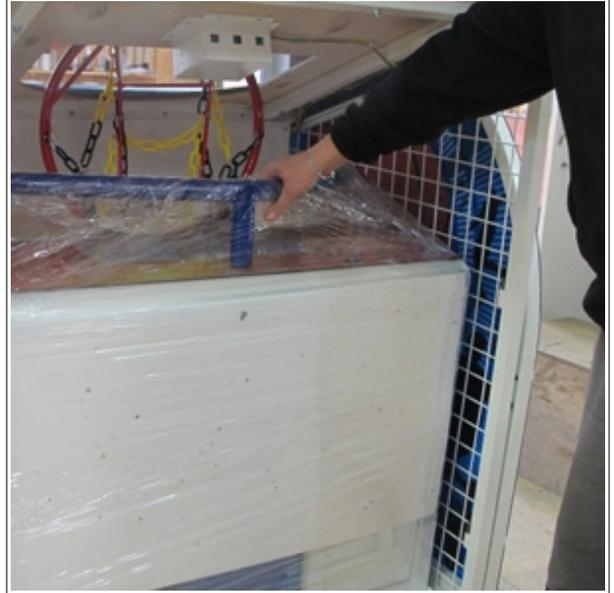
1. ||Unpack the machine ||



2. || Cut the belt that secures the roof and take it out carefully ||



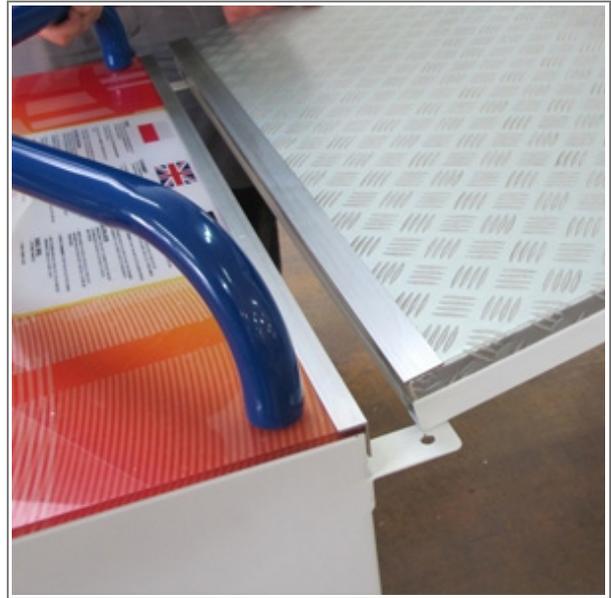
3. || Take out the side barriers and the front box ||



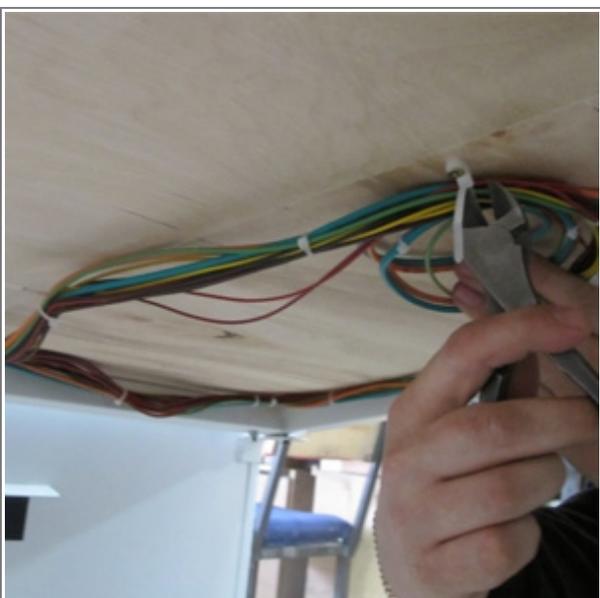
4. || Unpack the control box ( take out the keys from the upper door and open the lower door to take out the screw set ||



5. || Connect a lower part of the playfield with the control box (2 screws M6x30) ||



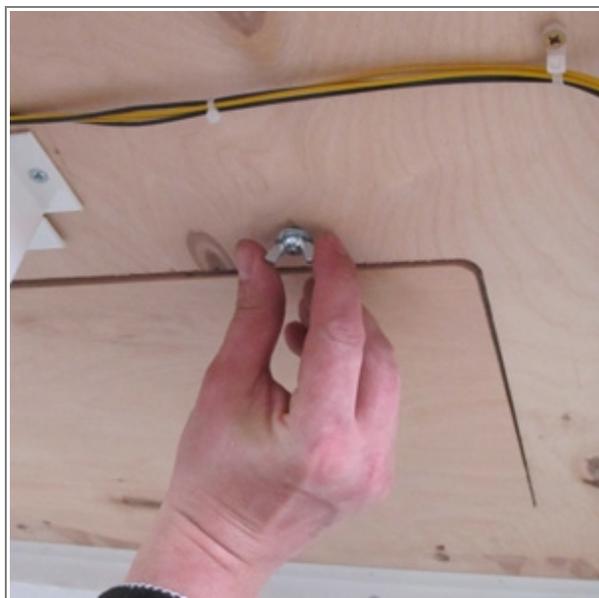
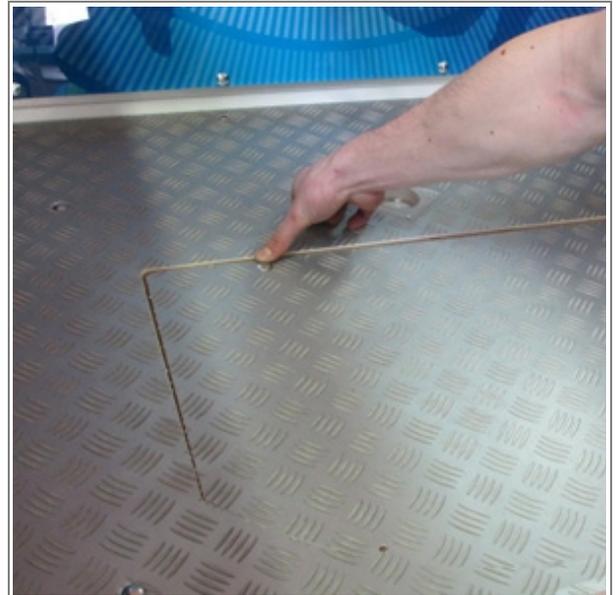
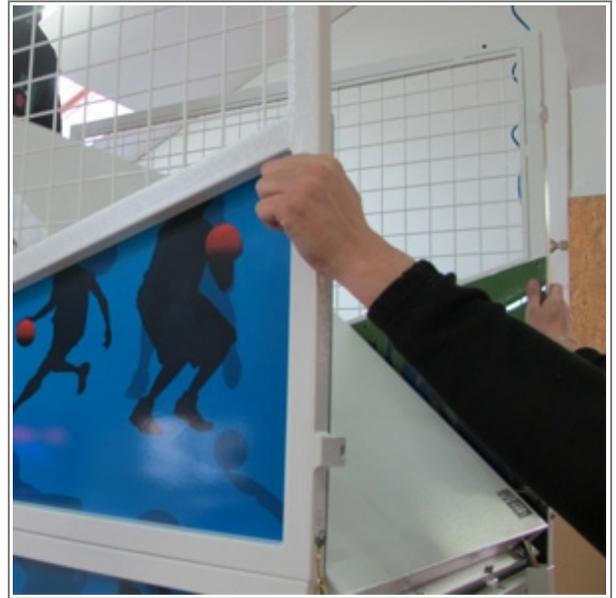
6. || Put the control bunch through the hole in the control box (in the back side) ||



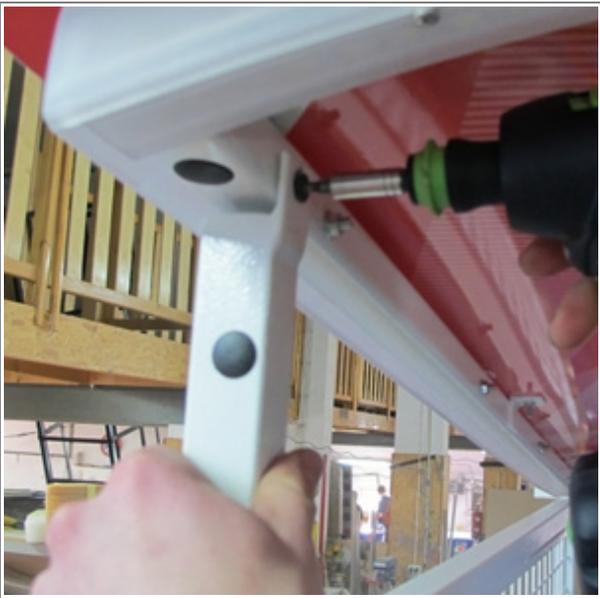
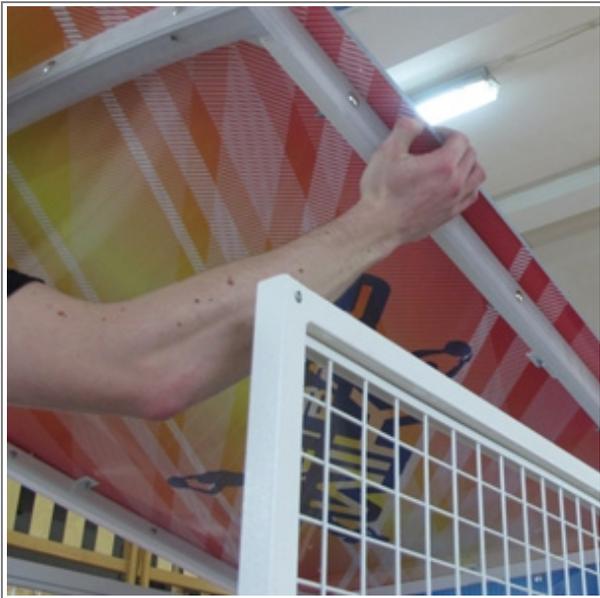
7. || Screw lower side panels with a control box (4 screws outside M6x60) and assembly upper side panels ||



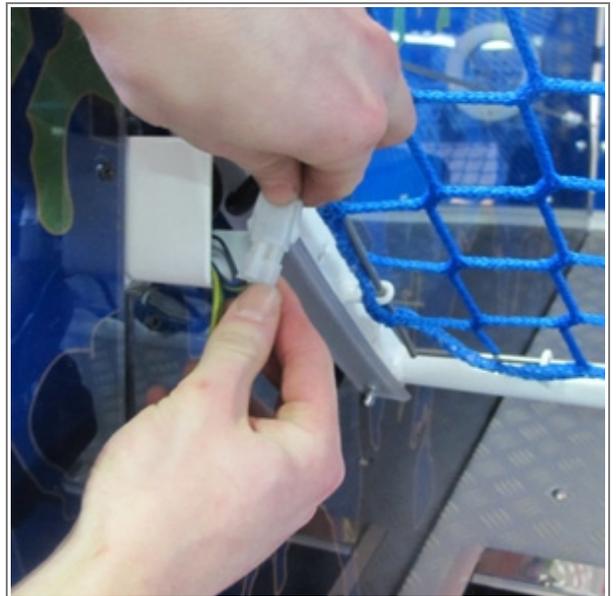
8. || Lift up and fix together upper panels to score bard (4 screws M6x20) and fix a bottom of the playfield (4 screws M6x30) ||



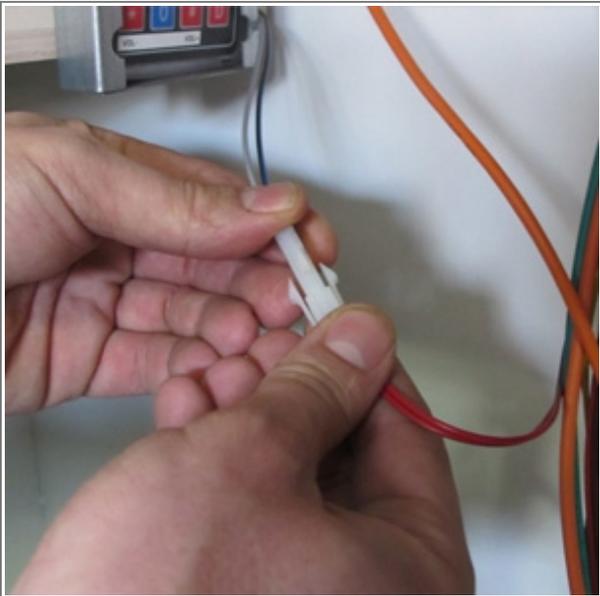
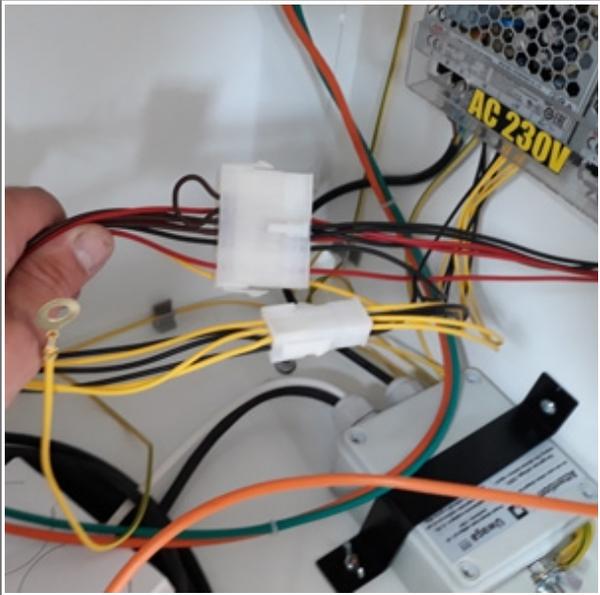
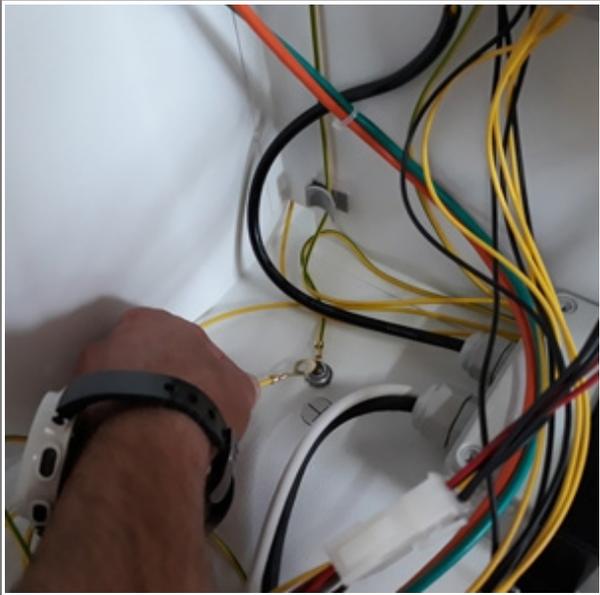
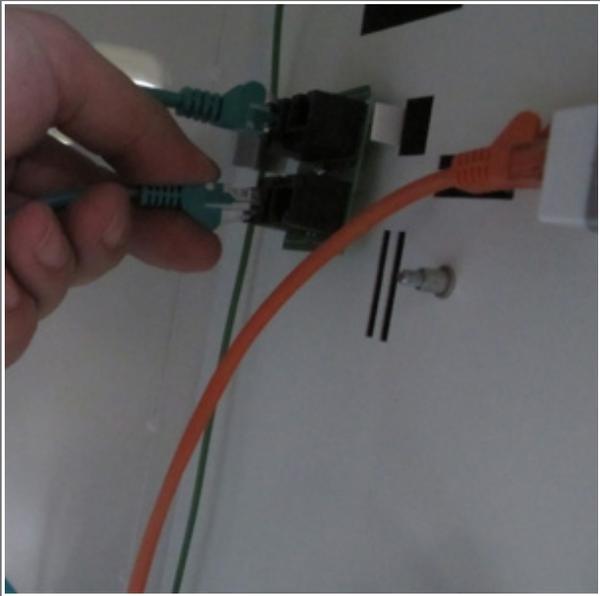
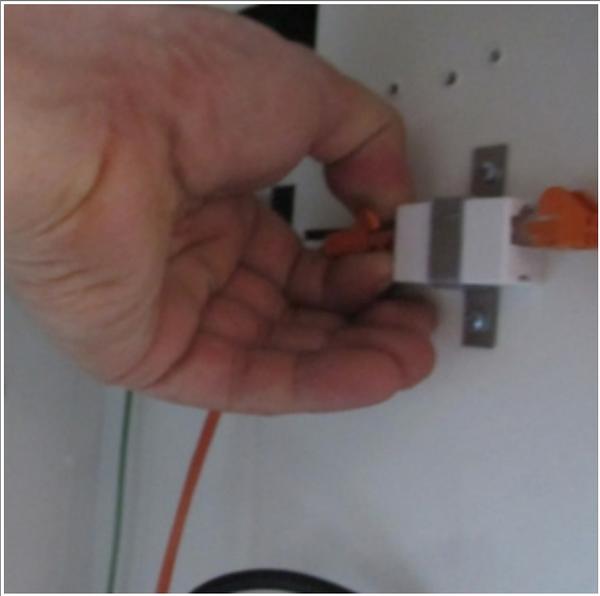
9. || Assemble roof and the panels (4 screws M6x20). Connect roof lighting and screw cables cover (2 screws M6x20) ||



10. Remove a central barrier from the basketball and assemble it (2 screw M8x20). Connect a lighting system and speakers ||



11. || Connect RJ wire (green and orange) to separate boards and a bundle of cables (picture).  
Do not forget to connect the grounding cables! ||





# PAC-MAN BALLER



## SYSTEM SOFTWARE DESCRIPTION:

*The machine is pre-set and ready to work.*

To change settings, open the metal door and take out the keyboard. You can enter the menu by pressing **A** button for 5 seconds (you will see #'s appear on the screen) until you are asked to enter the PIN code. Enter **factory default PIN code – 1111** (gives you access to the programming menu).



Now you can move to the option you want to set (e.g. 01, 05, 17) by pressing **B** (up) and **C** (down) buttons. To enter and change the option press **#** until the lower line with the position you want to change starts blinking.

To change value use **B** and **C** or **0 – 9** numeric buttons. By pressing **#** you confirm the changes and the new values of the chosen option – the number in the first line starts to blink.

Use buttons **B** and **C** if you want to go to another option. To confirm all changes and exit from the programming menu press **A** button for 5 sec until "EXITING SETUP" appears on the score display. Keyboard navigation listed below: (also found on the back of the keyboard)

### KEYBOARD:

- A** – enter/exit to/from programming menu
- B** – navigating in the programming menu (up)
- C** – navigating in the programming menu (down)
- #** - entering and navigating in the submenu (bottom lines with values you want to change)
- D, \*** - exit (escape) from submenu

# PROGRAMMING MENU:

OP 00	<b>SOFTWARE RELEASE</b>	<ul style="list-style-type: none"> <li>mainboard's no.</li> <li>access Code: <b>1111</b></li> </ul>
OP 01	<b>LED MATRIX SOFT.</b>	<ul style="list-style-type: none"> <li>led matrix software no..</li> </ul>
OP 02	<b>TOTAL CASH</b>	<ul style="list-style-type: none"> <li>non resettable counter</li> <li>T- shows a total number of tickets given from the ticket dispenser</li> <li>IMP- shows a total number of impulses sent from the coin acceptor to the main board</li> </ul>
OP 03	<b>DAILY CASH</b>	<ul style="list-style-type: none"> <li>resettable counter (press # to reset)</li> <li>T- shows a total number of tickets given from the ticket dispenser on current day</li> <li>shows a number of impulses sent from the coin acceptor to the main board on current day</li> </ul>
OP 04	<b>LANGUAGE</b>	<ul style="list-style-type: none"> <li>available languages : English, German, Polish</li> <li>default- English</li> </ul>
OP 05	<b>GAME COST</b>	<ul style="list-style-type: none"> <li>price of a game - amount of impulses sent from the coin acceptor necessary to get 1 credit (game).</li> <li>options: (01-99) ; 00- free play (coin acceptor doesn't accept any coins!)</li> </ul>
OP 06	<b>CHANNEL SETTINGS</b>	<ul style="list-style-type: none"> <li>for coin acceptors working in a parallel mode</li> <li>factory settings for PLN  <b>CH 01</b> impulse 01 bonus 00  <b>CH 02</b> impulse 02 bonus 00  <b>CH 03</b> impulse 05 bonus 01</li> <li>factory settings for EUR  <b>CH 04</b> impulse 01 bonus 00  <b>CH 05</b> impulse 02 bonus 00  <b>CH 06</b> impulse 04 bonus 00</li> <li><i>1 impulse = 1 game bonus= free game</i></li> </ul>
OP 07	<b>COIN SELECTOR TEST</b>	<ul style="list-style-type: none"> <li>impulses calculated according to settings in OP 06</li> <li>to perform the test put a coin to the coin acceptor and watch the display</li> </ul>
OP 08	<b>LED BLINK</b>	<ul style="list-style-type: none"> <li>allows a user to set different combinations and tempo options of LED's blinking</li> <li>default- tem:2 com:2</li> </ul>
OP 09	<b>LIGHT LEVEL LED</b>	<ul style="list-style-type: none"> <li>allows a user to change brightness of LED lightning</li> <li>Br_ - sets brightness of white LEDs in the table's bottom, max value: 59</li> <li>Br_c - sets brightness of RGB LEDs.</li> <li>default- Br_:50, Br_c:90</li> </ul>
OP 10	<b>RESERVED</b>	not active
OP 11	<b>TICKETS AMOUNT</b>	<ul style="list-style-type: none"> <li>amount of tickets initially put into the ticket dispenser, default- TK: 3000</li> </ul>
OP 12	<b>TICKET FOR START</b>	<ul style="list-style-type: none"> <li>defines how many tickets will be paid out at the start of the game- tickets for credit</li> <li>if set to 0 no tickets will be paid out at the start of the game</li> </ul>

OP 13	TICKETS	<ul style="list-style-type: none"> <li>allows to set the number of tickets to be paid out for a goal</li> </ul>
OP 14	TICKETER SETUP	<ul style="list-style-type: none"> <li>TK- shows default quantity of tickets loaded into the ticket dispenser.</li> <li>TK- settings for the ticket dispensers (sets the dispensing mechanism's rotation time in order to pay out 1 ticket):  0- ticket dispenser OFF  50- ticket dispenser ON (50 is the recommended value for JENOX and CLE ticket dispensers)  1,2- ticket dispenser ON (1 is recommended value for ENTROPY Pulse, 2 for Continuous)</li> </ul>
OP 15	POINTS- STAGES	<ul style="list-style-type: none"> <li>number of points required to pass into next level in each stage of a game</li> <li>default- P1,P2,P3,P4- 20 points</li> </ul>
OP 16	GAME TIME- STAGES	<ul style="list-style-type: none"> <li>time of each stage of a game</li> <li>default- T1,T2,T3,T4- 40 points</li> </ul>
OP 17	AUTOSTART TIME	<ul style="list-style-type: none"> <li>time after which new game starts automatically (if there's any credits left)</li> <li>default- min:0, sec:10</li> </ul>
OP 18	MULTIPLAYER MODE	<ul style="list-style-type: none"> <li>if the option is ON, up to 4 players can play together on one machine. After inserting the coin you need to push MULTIPLAYER button and choose the number of players</li> <li>default- M_P:1 (option ON)</li> </ul>
OP 19	DEMO INTERVAL	<ul style="list-style-type: none"> <li>time after which demo mode is enabled (when there's no more credits)</li> <li>default- min:0, sec:30</li> </ul>
OP 20	RECORD- SETUP	<ul style="list-style-type: none"> <li>estimates the minimum value that record will drop after set amount of time (connected with OP21)</li> <li>values in this option need to be multiplied by 10  e.g. Rec:15, Min:12- means that current record is 150 points and can decrease to 120 points minimally</li> </ul>
OP 21	RECORD- DECREASE	<ul style="list-style-type: none"> <li>time after which record will decrease with estimated value, e.g. M=10, P=1, it means that after every 10 minutes, record decreases by 1 point</li> </ul>
OP 22	RECORD BONUS	<ul style="list-style-type: none"> <li>after beating a record player is always given 1 bonus game</li> <li>this option allows a user to set additional bonuses for beating a record  P- more bonus games (P=1, gives a user 2 additional games, where 1= Play+1)  T- amount of ticket bonus for beating a record</li> </ul>
OP 23	CREDIT+	<ul style="list-style-type: none"> <li>option that allows a user to add credits without entering the MENU</li> <li><b>MODE:0</b> option off</li> <li><b>MODE:1</b> option on, to add credits press <b>B</b> in the DEMO mode</li> </ul>
OP 24	LINK- SETUP	<ul style="list-style-type: none"> <li>link NO- number of linked machine</li> <li>to make the linking option available: Link enable- ON</li> </ul>
OP 25	LINK- START TIME	<ul style="list-style-type: none"> <li>time after the game starts automatically on the linked machines if none of the players has pushed START button</li> <li>min:10 seconds, max:60 seconds</li> </ul>
OP 26	OPTIC SENSOR TEST	<ul style="list-style-type: none"> <li>graphic visual test for optic sensors in goals</li> <li>place an object in front of the sensor to see if it's working</li> </ul>
OP 27	BASKET TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for a motor test</li> </ul>

OP 28	BALL OUTLET TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for a ball outlet test</li> </ul>
OP 29	LED DISPLAY TEST	<ul style="list-style-type: none"> <li>enter this mode (#) for LED displays test</li> </ul>
OP 30	DEFAULT SETTINGS	<ul style="list-style-type: none"> <li>allows a user to restore the machine's default settings</li> </ul>
OP 31	SOUND FACTORY	<ul style="list-style-type: none"> <li>allows a user to restore the default sounds</li> </ul>
OP 32	TYPE OF MUSIC	<ul style="list-style-type: none"> <li>type of music played during the game or demo mode</li> <li>choose from 10 types of melodies (0-10) in the <u>demo mode</u></li> <li>choose from 9 types of melodies (0-9) in the <u>game mode</u></li> <li>set 0 to play melodies randomly</li> </ul>
OP 33	RESERVED	not active
OP 34	CUSTOMER NUMBER	not active
OP 35	SERIAL NUMBER	not active <ul style="list-style-type: none"> <li>set by the manufacturer</li> </ul>
OP 36	TIME SETTINGS	<ul style="list-style-type: none"> <li>allows a user to set the time</li> </ul>
OP 37	DATE SETTINGS	<ul style="list-style-type: none"> <li>allows a user to set the date</li> </ul>
OP 38	MENU CODE PIN	<ul style="list-style-type: none"> <li>user can change factory PIN to a personal code</li> <li>factory PIN is set to 1 1 1 1</li> <li><b>WARNING!</b> After change, restoring to a factory PIN is not possible. In case of losing your personal PIN contact the manufacturer.</li> </ul>

## ADVANCED MENU OPTIONS:

(to enter advanced menu options add 1 to the PIN code's last digit e.g. 1111+1= 1112)

<b>OP 39</b>	<b>BASKET_MOVE-STAGE</b>	<ul style="list-style-type: none"> <li>• set the basket move in every stage</li> <li>• default- M1=STOP, M2=SLOW, M3=FAST, M4=RANDOM</li> </ul>
<b>OP 40</b>	<b>BASKET MOTOR SET</b>	<ul style="list-style-type: none"> <li>• minimum=10, maximum=50</li> <li>• default- L:33, R=33</li> </ul>
<b>OP 41</b>	<b>BASKET_STOP-STAGE</b>	<ul style="list-style-type: none"> <li>• default-B1=30, B2=15, B3=5, B4=5</li> </ul>
<b>OP 42</b>	<b>PAUSE TIME-STAGES</b>	<ul style="list-style-type: none"> <li>• time of the pauses between the stages</li> <li>• default- P1,P2,P3,P4=10 seconds</li> </ul>
<b>OP 43</b>	<b>PRACTICE-STAGES (1-2)</b>	<ul style="list-style-type: none"> <li>• allows the user to take a practice in stage 1 and stage 2</li> </ul>
<b>OP 44</b>	<b>LAMP OFF TIME</b>	<ul style="list-style-type: none"> <li>• not active</li> </ul>
<b>OP 45</b>	<b>LED BELTS</b>	<ul style="list-style-type: none"> <li>• default- LED:99, COL:0</li> </ul>
<b>OP 46</b>	<b>LED MATRIX INPUT</b>	<ul style="list-style-type: none"> <li>• unlocked when- MX=1,</li> <li>• default- MX=0</li> </ul>