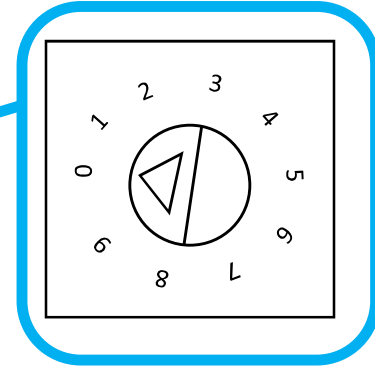
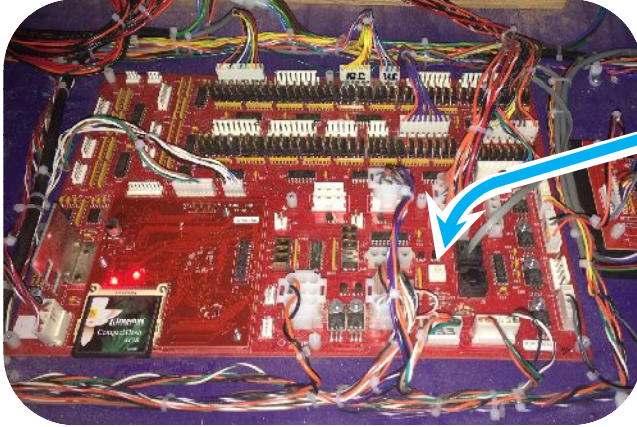


Rotary Diagnostic Modes

Located on the main board is a rotary switch. A small triangle points to numbered position. This is normally 0 and is the standard game mode position. Turning this will run different tests. The score display will display a "C" followed by the diagnostic mode number. The exception to this is position 6. To exit out of at any of these modes simply rotate the switch back to the 0 position.



Position 1 [Color Lock] : This mode will stop the game after sensor board enumeration so that you can see the colors that the sensor board has displayed. This mode can only be enabled during power up sequence.

Position 2 [Test Holes Dark] : This mode allows you to throw balls onto the playfield. The bowls for each board shall light up green if that board has sensed a ball. A time out will occur if no other ball has been sensed returning the bowl(s) to dark state again. If however a second sense for the same hole has occurred before the timeout, then RED shall be displayed for that board. Since there is not a correlation of holes to lights all the boards bowls will light regardless of which sensor on that board was the culprit. If physically 2 balls enter the same hole before the timeout, than the board will light RED even though that is a valid condition. It is up to the operator to determine if the red is legitimate or not. The last RED bowl shall be indicated by the target score display of xxyy with xx = board ID, yy = sensor number. Valid board ID's are 1-25, and Sensor ID's are 1-5.

Position 3 [Test Hole Light] : This mode is the same as the mode above, only instead of the bowls being off and turning red or green, they are white turning red or green as appropriate.

Position 4 [Test Playfield Lights] : This mode will turn on the bowl lights in and RGB fashion to determine if one or more colors are not working for a specific bowl. The colors are Red, than both Red and Green, and finally Red, Green, and Blue all together. The ball display will show which light it is that is currently being changed.

Position 5 [Cheat Sensor] : This will light the Bonus Tickets light based on the state of the cheat sensor. If the cheat sensor is clear (not blocked) then the light will be on, if blocked the light will be off.

Position 6 [Burn in] : This mode is similar to attract with the addition of all the segments displaying 0-9 cycling, and the appropriate game balls will attempt to dispense each cycle of the numbers and Audio will cycle

Position 7 [Board ID] : This mode will cycle the board ID of 1-25 and send the command to that board to light the LED's. The ball display will show which ID it is lighting. Should a board have the wrong enumeration, this should allow that to be identified. - Board ID is the only mode that will exit enumeration mode early, this allows you to identify which board(s) are not functioning appropriately. Remember that you need to let the enumeration process stop before selecting this or you will stop the enumeration mode early and unknown results may occur.