OWNER’S MANUAL

BENCHMARK GAMES, INC.

PLEASE READ FIRST
BEFORE PLUGGING IN MACHINE

51 HYPOLUXO RD. HYPOLUXO, FL 33462

FOR SERVICE PLEASE CALL:
IN USA: 1-888-538-1000
OUTSIDE USA: 561-588-5200
SALES FAX: 561-493-2999
SERVICE/PARTS FAX: 561-493-2990
WARNING:
DO NOT TURN GAME ON UNTIL YOU HAVE READ THE FOLLOWING:

FACTORY PRECAUTIONS MUST BE IN PLACE TO PREVENT ELECTRICAL SHOCK HAZARD TO PLAYERS. ALWAYS REMEMBER TO DISCONNECT POWER BEFORE ATTEMPTING ANY REPAIRS.

THIS GAME SHOULD BE PLUGGED INTO A 3 WIRE GROUNDED OUTLET 115 VOLT 60Hz. UNLESS OTHERWISE SPECIFIED.

FCC PART 15 RULE
THIS EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS A COMPUTING DEVICE PURSUANT TO SUBPART J OR PART 15 OF FCC RULES.

ELECTRICAL SPECIFICATIONS
POWER CONSUMPTION .................. 1 AMP. 115VAC RMS
LINE VOLTAGE ......................... 100-130 VAC 60 Hz
POWER INPUT FUSE .................... 2 AMP

* REPLACE WITH SAME TYPE FUSES ONLY.

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1. **OVERVIEW: IDENTIFYING MAIN COMPONENTS**

The main components of Big Haul are the Mainstation Cabinet, Slavestation Cabinet, and the Upright Marquee. Each gamestation contains four dump trucks and moving coin ramp. The marquee contains the speaker assembly, strobe lamp and chase lighting.

**Mainstation Cabinet:**

The Mainstation Cabinet is the left hand cabinet and contains CPU, power supply, master reset, and wiring harness to connect the Slavestation Cabinet.

**Slavestation Cabinet:**

The Slavestation Cabinet is the right hand cabinet and must be connected to the Mainstation Cabinet in order to function. This gamestation can not play by itself.

**Features of the Game:**

1. 20 watt adjustable sound system
2. Appealing chase lighting system
3. Single board CPU
4. Two 6000 ticket holders
5. Front and Rear Door Service entries
6. Fully operator adjustable
I. OVERVIEW:  HOW GAME PLAYS

Time the insertion of a coin down the moving coin ramp correctly and hit a truck’s dump lever. If you miss the dump lever, the token will either land in a truck bed scoring tickets, or miss completely and fall in the pit, scoring nothing.

A correctly timed token down the coin ramp will hit the truck’s dump lever causing the truck to dump its load of tokens into the pit, thus scoring tickets for each token in the truck.

The 100 Ticket Bonus feature will randomly light in front of each truck when all trucks have reached 15 coins or more. A truck’s bonus lamp will flash if the number of tokens in a truck is less than 15 coins, or if the dump lever is hit—enticing players to fill up the low trucks.

** IMPORTANT! **

HOW TO SEED THE TRUCKS (For First Time Startup Only):

1. Put 12 coins in each truck.

2. Reset Game by holding down Mainstation coin switch for 5 seconds.
   This will credit each truck for 12 coins so ticket payout will be correct on first dump.
   - All 100 Ticket Bonus lamps will light continuously while switch is depressed.
   - The Mainstation will dispense dip switch selected number of tickets.
   - 100 Ticket Bonus lamps will flash in front of each truck.

3. Hold down the Slavestation coin switch briefly to setup bonus lamps.
   - The Slavestation will dispense dip switch selected number of tickets.
   - 100 Ticket Bonus lamps will flash in front of each truck.

After a truck dump, the 100 ticket bonus lamp will flash until 15 coins are in truckbed. This feature is to entice play on an empty truck.
II. ASSEMBLY:  **STEP 1 - ASSEMBLE MAIN CABINETS**

(Note: Both Mainstation and Slavestation cabinets disassemble the same way.)

1. Position cabinets as shown.
2. Open front doors.
3. Install hex bolts (A) 2 places (1/4 in. x 2 in. long).

**TO INSTALL MARQUEE:**

1. Install marquee as shown.  
   (Note: Marquee supports (B) are bolted to back of cabinets for shipping.)
2. Install marquee supports to cabinet first using four hex bolts (C) (5/16 in. x 3/4 in.), then mount marquee using remaining bolts of the same size and tighten.

**TO CONNECT MAINSTATION TO SLAVESTATION:**

1. Open rear doors.
2. Connect harness from mainstation to slavestation through hole between both cabinets (D).
   *For more details see Page 11-13*
4. Coin Miss Switch Assy (F). See page 10 for details.
1. While top glass is still off, put 12 coins in each truck bed.
2. Next, hold down coin switch for 5 seconds.
   This will credit each truck for 12 coins so ticket payout will be correct on first dump.
3. After a truck dump, the 100 ticket bonus lamp will flash until 15 coins are in truckbed.
   (This feature is to entice play on an empty truck.)
4. Next, install tickets as shown.
5. Adjust coin chutes for your coin size. See next page for details.
II. ASSEMBLY: COIN MECH ADJUSTMENTS

COIN MECH CAN BE ADJUSTED FOR ALL TYPE COINS USING ADJUSTMENTS BELOW.

MECH MUST BE MOUNTED UPRIGHT AND VERTICAL WHILE ADJUSTMENT IS BEING MADE.

ADJUSTMENT:

1. Loosen "restrictor screw" and move entry restrictor up or down to just allow coin to pass.
2. Loosen "screws to adjust for coin diameter". Move "Z" shaped bracket up or down to just allow coin to pass & re-tighten.
3. Loosen locknuts on "screws to adjust for coin width" and turn these screws in or out to just allow the coin to pass the incline hook. Then, re-tighten locknuts (coin will get caught on incline hook if width screws are not adjusted properly).

* CALL HAPP CONTROLS AT 888-289-4277 FOR PARTS AND SERVICE.
II. ASSEMBLY: ARM MOTOR (BLOWUP)

COIN RAMP MOTOR ASSEMBLY:

DESCRIPTION | PART #
-------------|---------
1. CAM        | 121-A1  
2. MAIN BRACKET | 121-A2  
3. CAM SWITCH | 121-A3  
4. MOTOR      | 121-A4  
5. PIVOT LINK | 121-A5  
6. SHOULDER SCREW | 121-A6

TO REMOVE PLAYFIELD (FOR TRUCK SERVICE):

1. Remove service access trim
   (3 security torx screws) then
   lift up glass trim.
   Next, remove top glass -
   repeat for other cabinet.
2. Open front door.
3. Disconnect harness.
4. Remove 2 screws on each side of playfield.
5. Slide playfield out (A), being careful
   not to catch truck on coin ramp motor.
II. ASSEMBLY: ADJUSTMENTS FOR PROPER PLAY

THE DIMENSIONS SHOWN MUST BE MAINTAINED FOR THE PROPER COIN COUNT FOR EACH TRUCK.

(MUST BE EQUAL ON EACH SIDE)

COIN RAMP MOTOR ASSY.
Can be moved to fine tune equal spacing.
(Note: Motor mount bracket slotted to allow for adjustment.)

COIN RAMP

PLAYFIELD

3.75 in.
II. ASSEMBLY: FLORESCENT LIGHT FIXTURE

1. Open rear door, unplug fixture.
2. Following previous instructions, remove top glass.
3. Unscrew three carriage bolts (A) (as shown).
4. Lift panel up.

II. ASSEMBLY: COIN MISS SWITCH ASSY.

Both switches must be open in this position.

approx. 0.8 in

Both switches must be closed in this position.
II. ASSEMBLY: TRUCK BED ASSEMBLY

1. TRUCK BED
2. DUMP SWITCH
3. CARRY ARM

II. ASSEMBLY: TRUCK BED MOTOR ASSEMBLY

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>PART #</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. CAM</td>
<td>121-B1</td>
</tr>
<tr>
<td>2. ADJUSTMENT BRACKET</td>
<td>121-B2</td>
</tr>
<tr>
<td>3. CAM SWITCH</td>
<td>121-B3</td>
</tr>
<tr>
<td>4. MOTOR</td>
<td>121-B4</td>
</tr>
<tr>
<td>5. PIVOT LINK</td>
<td>121-B5</td>
</tr>
<tr>
<td>6. SHOULDER SCREW</td>
<td>121-B6</td>
</tr>
<tr>
<td>7. TRUCK BED CONNECTOR SCREW</td>
<td></td>
</tr>
<tr>
<td>8. TRUCK BED MOTOR CONNECTOR</td>
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BIG HAUL DIP SWITCH SETTINGS

MOTOR SPEED SW1 - SW2

<table>
<thead>
<tr>
<th>LOW *</th>
<th>SW1</th>
<th>OFF</th>
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<tbody>
<tr>
<td></td>
<td>SW2</td>
<td>OFF</td>
</tr>
<tr>
<td>MEDIUM</td>
<td>SW1</td>
<td>ON</td>
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<tr>
<td></td>
<td>SW2</td>
<td>OFF</td>
</tr>
<tr>
<td>HIGH</td>
<td>SW1</td>
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<tr>
<td></td>
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ATTRACT SOUND SW6

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<tr>
<th>ON *</th>
<th>SW6</th>
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<tbody>
<tr>
<td>OFF</td>
<td>SW6</td>
<td>ON</td>
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TEST MODE SW7

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<thead>
<tr>
<th>ON</th>
<th>SW7</th>
<th>ON</th>
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</thead>
<tbody>
<tr>
<td>OFF *</td>
<td>SW7</td>
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PAY MERCY TICKET SW8

<table>
<thead>
<tr>
<th>ON</th>
<th>SW8</th>
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</thead>
<tbody>
<tr>
<td>OFF *</td>
<td>SW8</td>
<td>OFF</td>
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</table>

PAYOUT % SW3 - SW5

<table>
<thead>
<tr>
<th>5/10 *</th>
<th>SW3</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>SW4</td>
<td>OFF</td>
</tr>
<tr>
<td></td>
<td>SW5</td>
<td>OFF</td>
</tr>
<tr>
<td>10/20</td>
<td>SW3</td>
<td>ON</td>
</tr>
<tr>
<td></td>
<td>SW4</td>
<td>OFF</td>
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<tr>
<td></td>
<td>SW5</td>
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</tr>
<tr>
<td>3/5</td>
<td>SW3</td>
<td>OFF</td>
</tr>
<tr>
<td></td>
<td>SW4</td>
<td>ON</td>
</tr>
<tr>
<td>1/2</td>
<td>SW3</td>
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</tr>
<tr>
<td></td>
<td>SW4</td>
<td>OFF</td>
</tr>
<tr>
<td></td>
<td>SW5</td>
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</tr>
</tbody>
</table>

* DENOTES FACTORY DEFAULT SETTINGS

Payout 5/10: Recommended for 1 Cent Ticket value and .25 (twenty-five) Cent Token value.
5 Ticket(s): Number of tickets issued for each token in truck bed after hitting dump lever.
10 Ticket(s): Number of tickets issued for each token for entering truck bed.

Payout 10/20: Recommended for 1/2 Cent Ticket value and .25 (twenty-five) Cent Token value.
10 Ticket(s): Number of tickets issued for each token in truck bed after hitting dump lever.
20 Ticket(s): Number of tickets issued for each token for entering truck bed.

Payout 3/5: Recommended for 2 Cent Ticket value and .25 (twenty-five) Cent Token value.
3 Ticket(s): Number of tickets issued for each token in truck bed after hitting dump lever.
5 Ticket(s): Number of tickets issued for each token for entering truck bed.

Payout 1/2: Recommended for 3 Cent Ticket value and .25 (twenty-five) Cent Token value.
1 Ticket(s): Number of tickets issued for each token in truck bed after hitting dump lever.
2 Ticket(s): Number of tickets issued for each token for entering truck bed.

When in Test Mode, the bonus lamps will light to show what truck a token has landed in. This provides a visual test to see if the timing system and coin counting system is functioning properly.

Mercy Ticket option pays one (1) ticket when active. Please call for additional artwork.
MARQUEE CHASE LAMP

CHASE LAMP SEGMENT 1
+12vdc ← GRAY ORANGE
CHASE LAMP SEGMENT 2
+12vdc ← YELLOW RED

FLORESCENT LAMPS

MAINSTATION

SLAVESTATION

115v AC IN

ON/OFF
WHITE
BLACK
GREEN (GROUND)

115v AC IN

BLUE
BROWN

SWITCHING POWER SUPPLY
230 WATT WITH AUTO OVERLOAD PROTECTION

NOTE: ALL POWER CONNECTORS ARE NOT USED.
TRUCK DUMP MOTOR ASSY (MAINSTATION)

DUMP LEVER SWITCH (TRUCK 1)

DUMP LEVER SWITCH (TRUCK 2)

DUMP LEVER SWITCH (TRUCK 3)

DUMP LEVER SWITCH (TRUCK 4)

MOTOR (TRUCK 1)

HOME POSITION SWITCH

MOTOR (TRUCK 2)

HOME POSITION SWITCH

MOTOR (TRUCK 3)

HOME POSITION SWITCH

MOTOR (TRUCK 4)

HOME POSITION SWITCH

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