



BIG HAUL

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OWNER'S MANUAL BENCHMARK GAMES, INC.

**PLEASE READ FIRST
BEFORE PLUGGING IN MACHINE**

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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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I. 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:

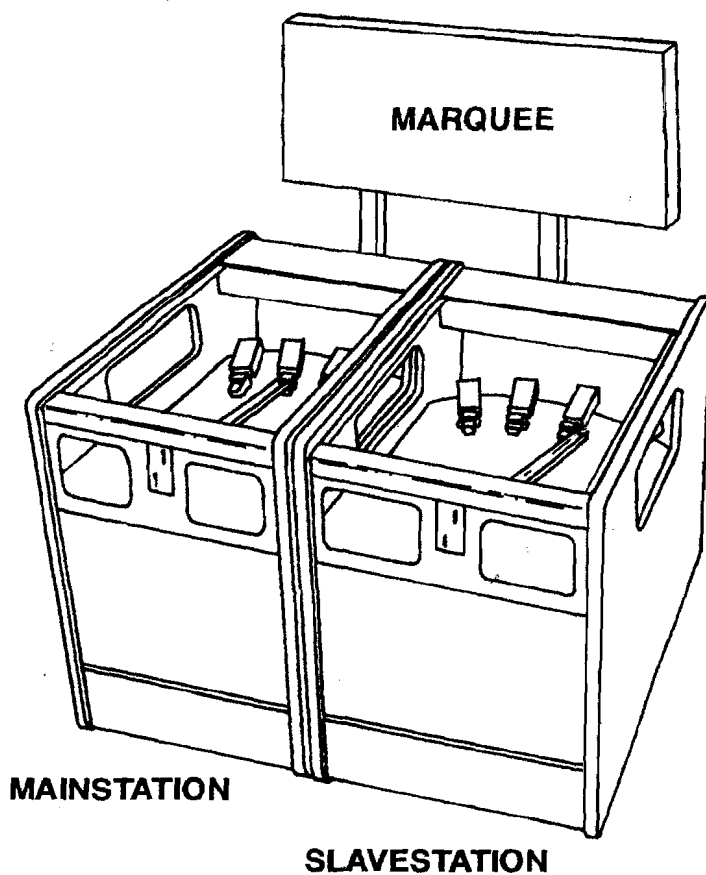
The Mainstation Cabinet is the left hand cabinet and contains CPU, power supply, master reset, and wiring harness to connect the Slavestation Cabinet.

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):

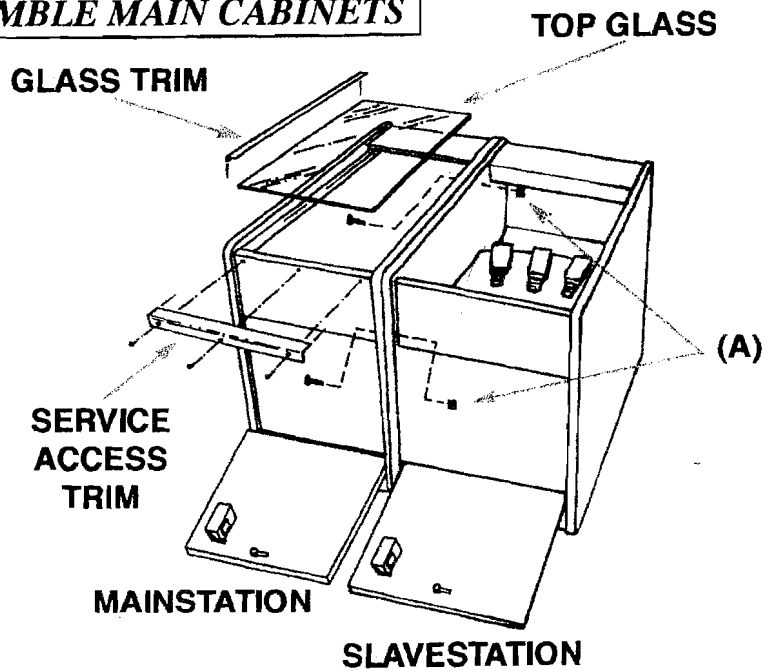
1. Put 12 coins in each truck.
2. Reset Game by holding down Mainstation coin switch for 5 seconds.
This will credit each truck for 12 coins so ticket payout will be correct on first dump.
 - All 100 Ticket Bonus lamps will light continuously while switch is depressed.
 - The Mainstation will dispense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

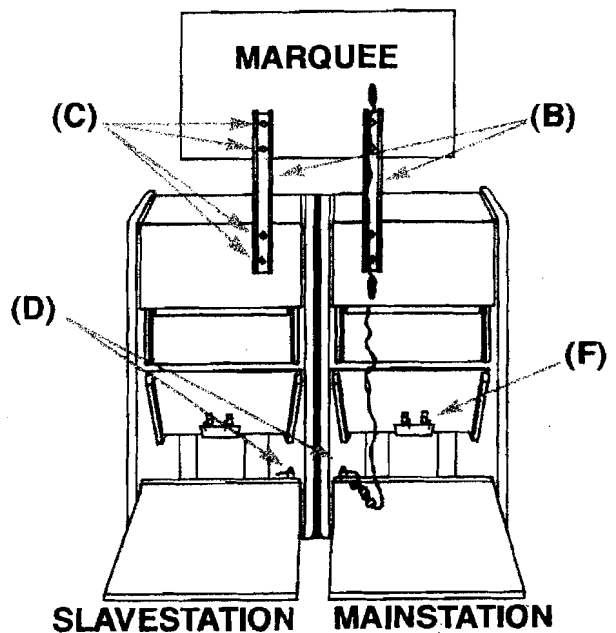
(Note: Both Mainstation and Slavestation cabinets disassemble the same way.)

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



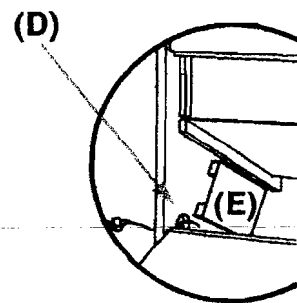
TO INSTALL MARQUEE:

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.



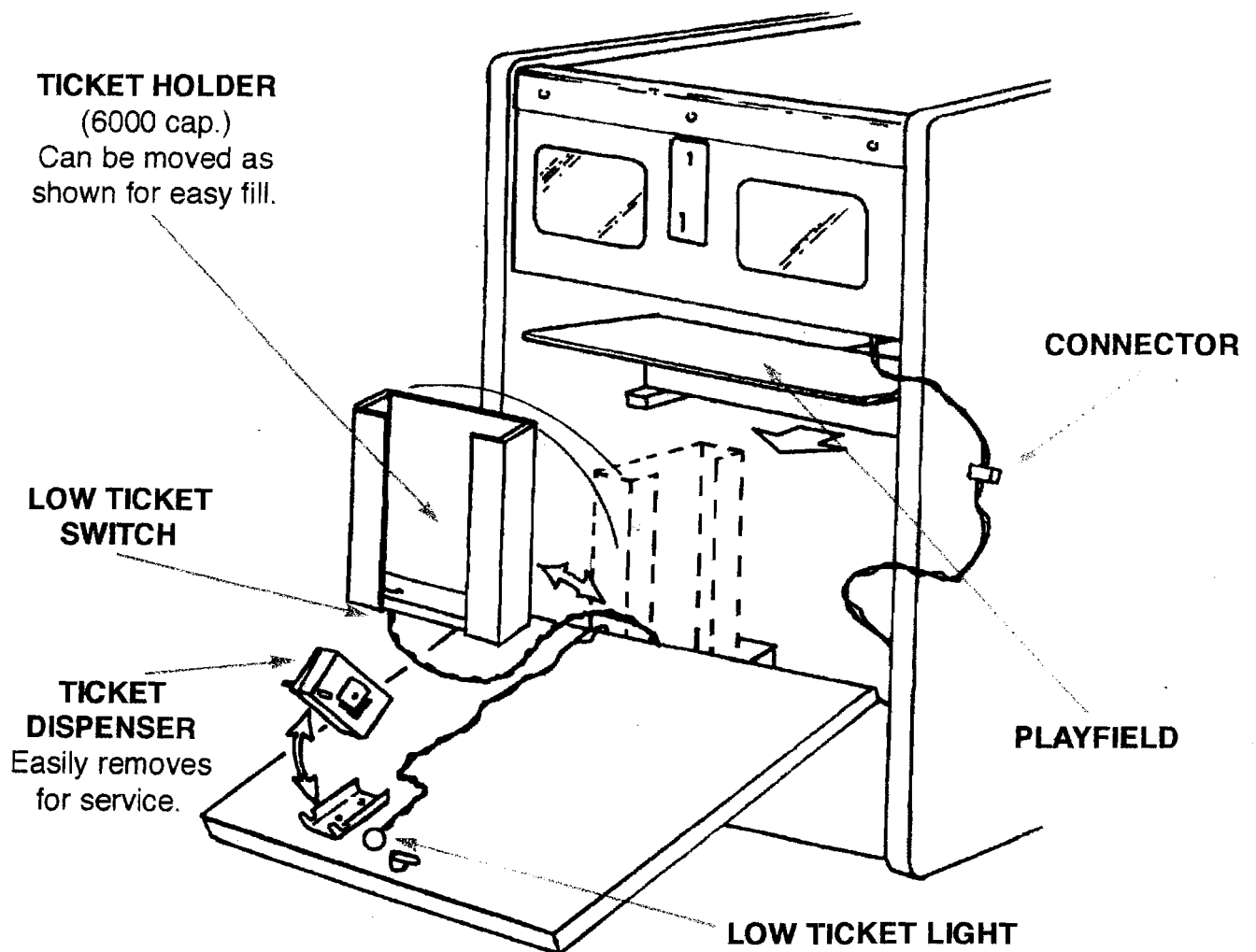
TO CONNECT MAINSTATION TO SLAVESTATION:

1. Open rear doors.
2. Connect harness from mainstation to slavestation through hole between both cabinets (D).
3. Computer PCB (CPU) (E).
— For more details see Page H-13 —
4. Coin Miss Switch Assy (F). See page 10 for details.



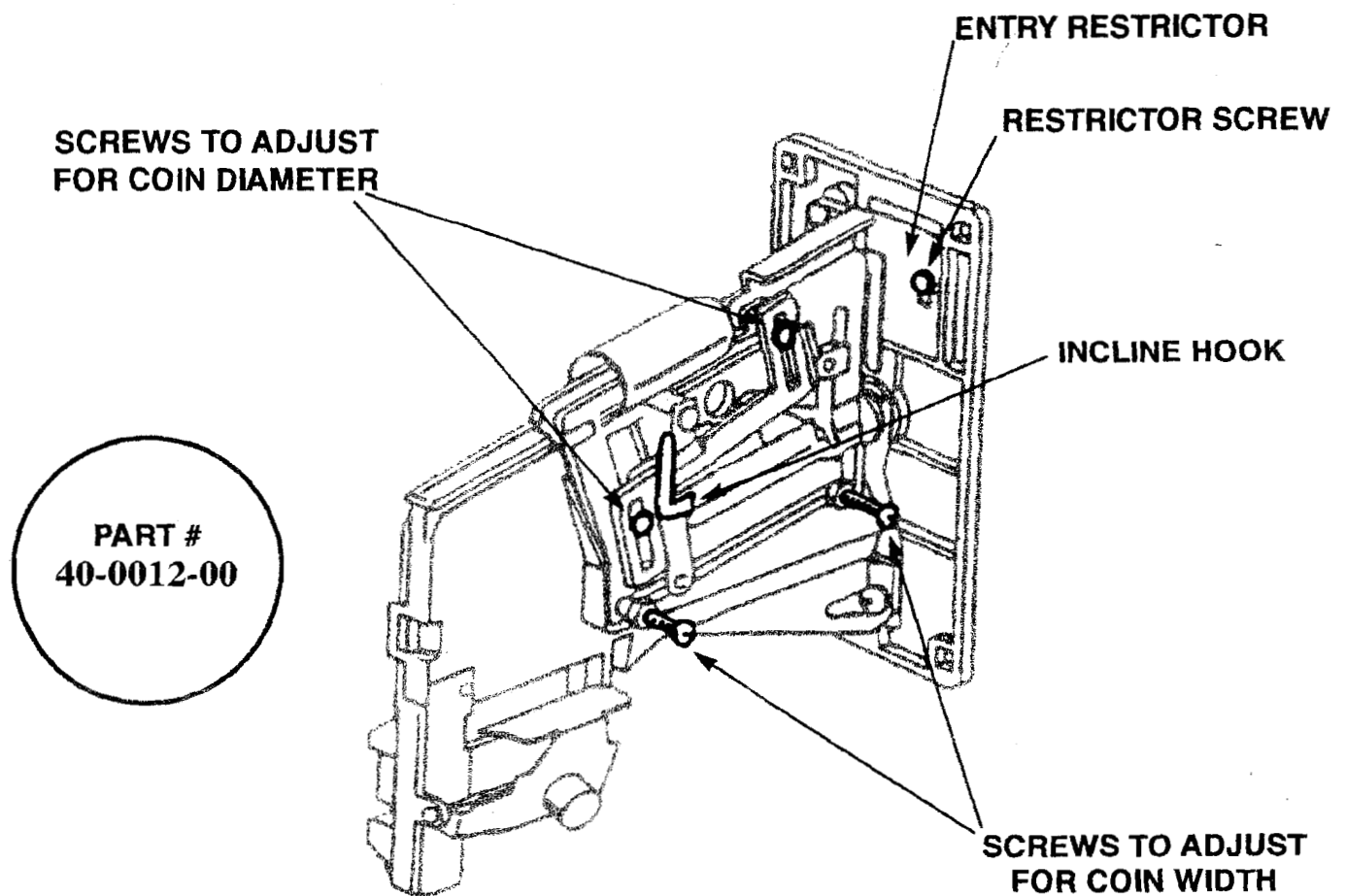
II. ASSEMBLY: STEP 2 - SEEDING TRUCKS / LOADING TICKETS

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:

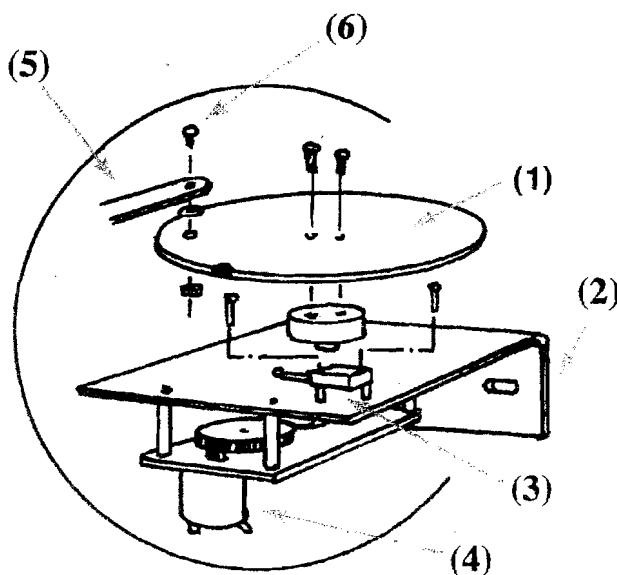
1. Loosen "restrictor screw" and move entry restrictor up or down to just allow coin to pass.
2. Loosen "screws to adjust for coin diameter". Move "Z" shaped bracket up or down to just allow coin to pass & re-tighten.
3. Loosen locknuts on "screws to adjust for coin width" and turn these screws in or 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)

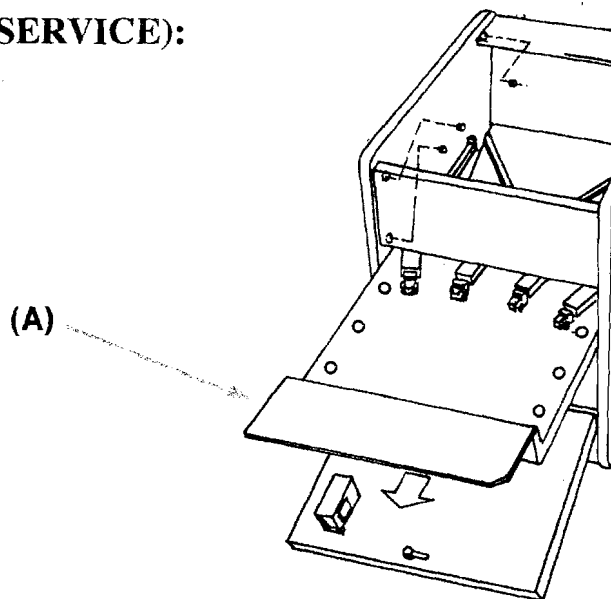
COIN RAMP MOTOR ASSEMBLY:

<u>DESCRIPTION</u>	<u>PART #</u>
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



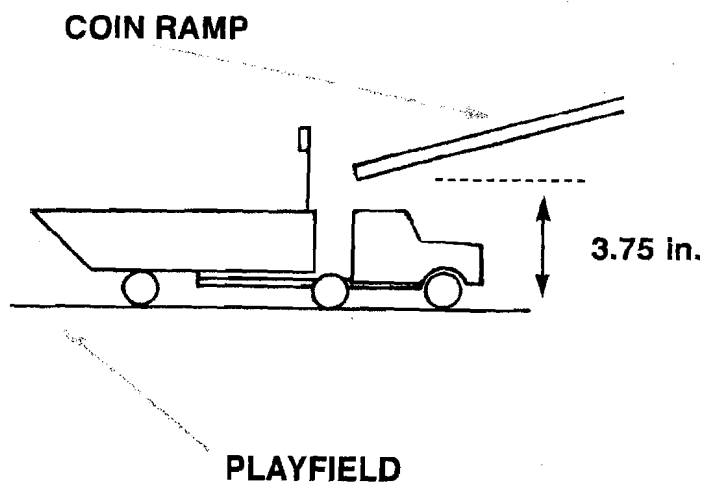
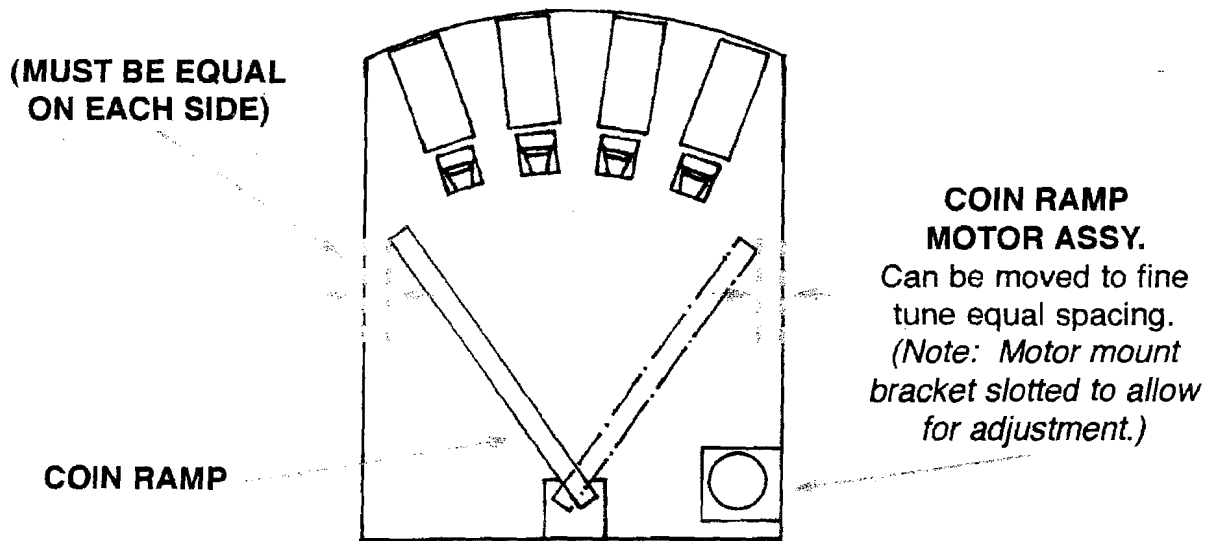
TO REMOVE PLAYFIELD (FOR TRUCK SERVICE):

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.

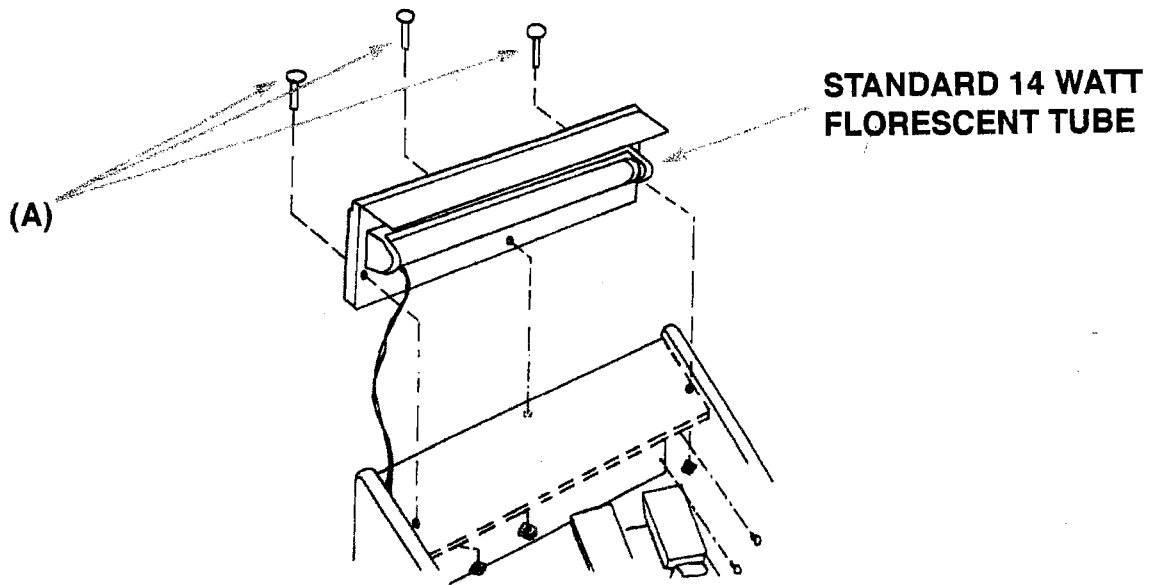


II. ASSEMBLY: ADJUSTMENTS FOR PROPER PLAY

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

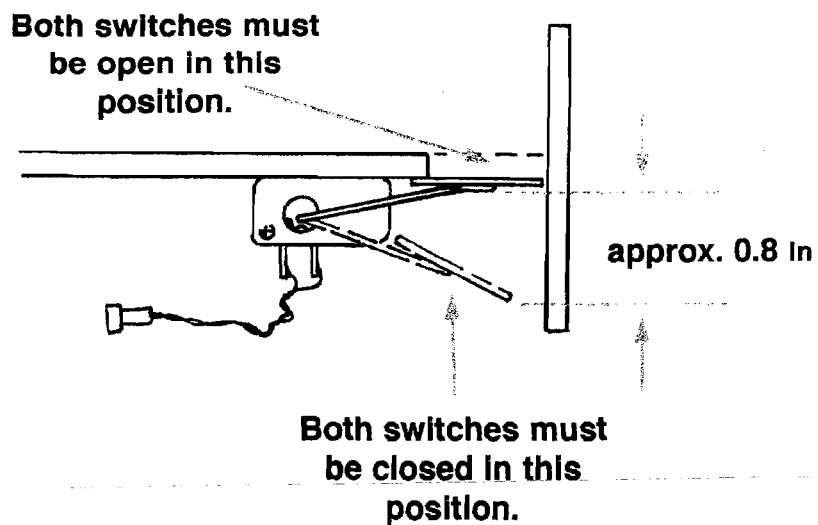


II. ASSEMBLY: FLORESCENT LIGHT FIXTURE

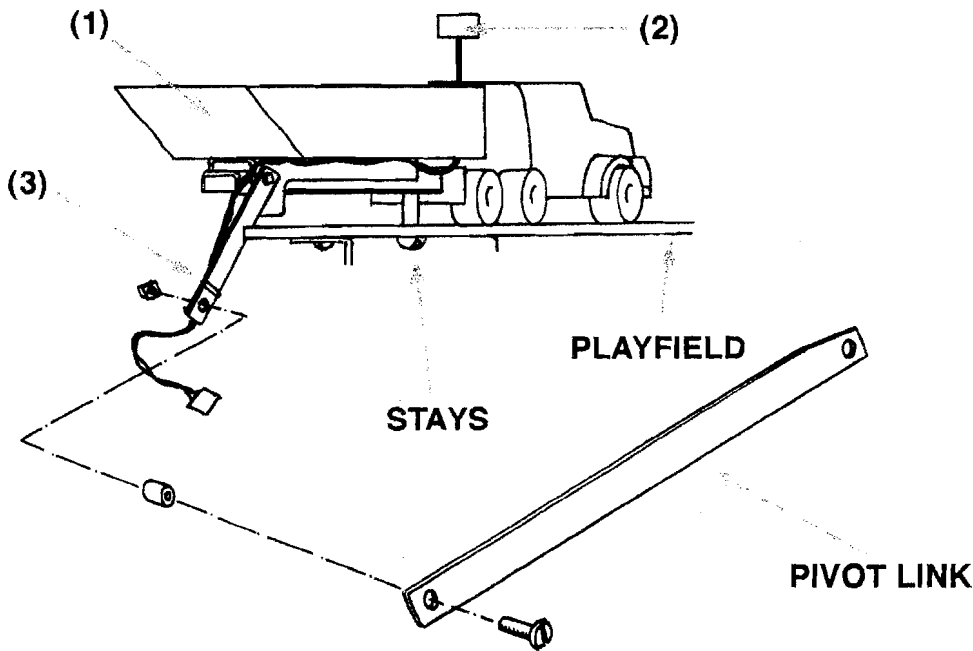


1. Open rear door, unplug fixture.
2. Following previous instructions, remove top glass.
3. Unscrew three carriage bolts (A) (as shown).
4. Lift panel up.

II. ASSEMBLY: COIN MISS SWITCH ASSY.

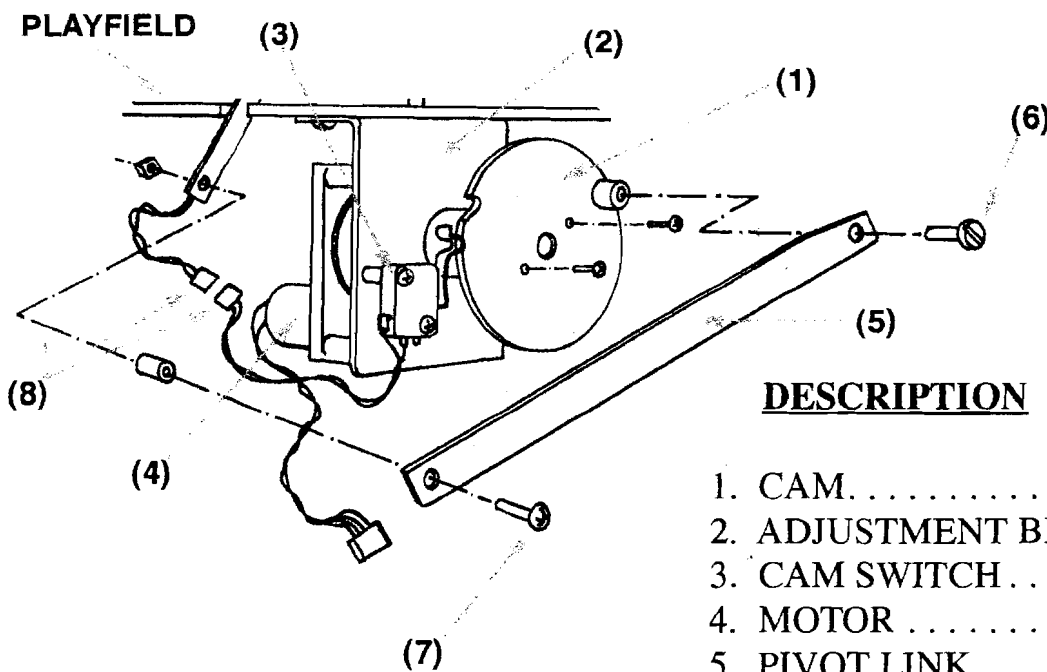


II. ASSEMBLY: TRUCK BED ASSEMBLY



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

II. ASSEMBLY: TRUCK BED MOTOR ASSEMBLY



DESCRIPTION

PART #

- | | |
|------------------------------|--------|
| 1. CAM..... | 121-B1 |
| 2. ADJUSTMENT BRACKET .. | 121-B2 |
| 3. CAM SWITCH..... | 121-B3 |
| 4. MOTOR | 121-B4 |
| 5. PIVOT LINK | 121-B5 |
| 6. SHOULDER SCREW..... | 121-B6 |
| 7. TRUCK BED CONNECTOR SCREW | |
| 8. TRUCK BED MOTOR CONNECTOR | |

BIG HAUL DIP SWITCH SETTINGS

MUST TURN GAME OFF BEFORE SETTING DIP SWITCHES

MOTOR SPEED SW1 - SW2

LOW *	SW1	OFF
	SW2	OFF
MEDIUM	SW1	ON
	SW2	OFF
HIGH	SW1	OFF
	SW2	ON

ATTRACT SOUND SW6

ON *	SW6	OFF
OFF	SW6	ON

TEST MODE SW7

ON	SW7	ON
OFF *	SW7	OFF

PAY MERCY TICKET SW8

ON	SW8	ON
OFF *	SW8	OFF

PAYOUT % SW3 - SW5

5/10 *	SW3	OFF
	SW4	OFF
	SW5	OFF
10/20	SW3	ON
	SW4	OFF
	SW5	OFF
3/5	SW3	OFF
	SW4	ON
1/2	SW5	OFF
	SW3	OFF
	SW4	OFF
	SW5	ON

* 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.

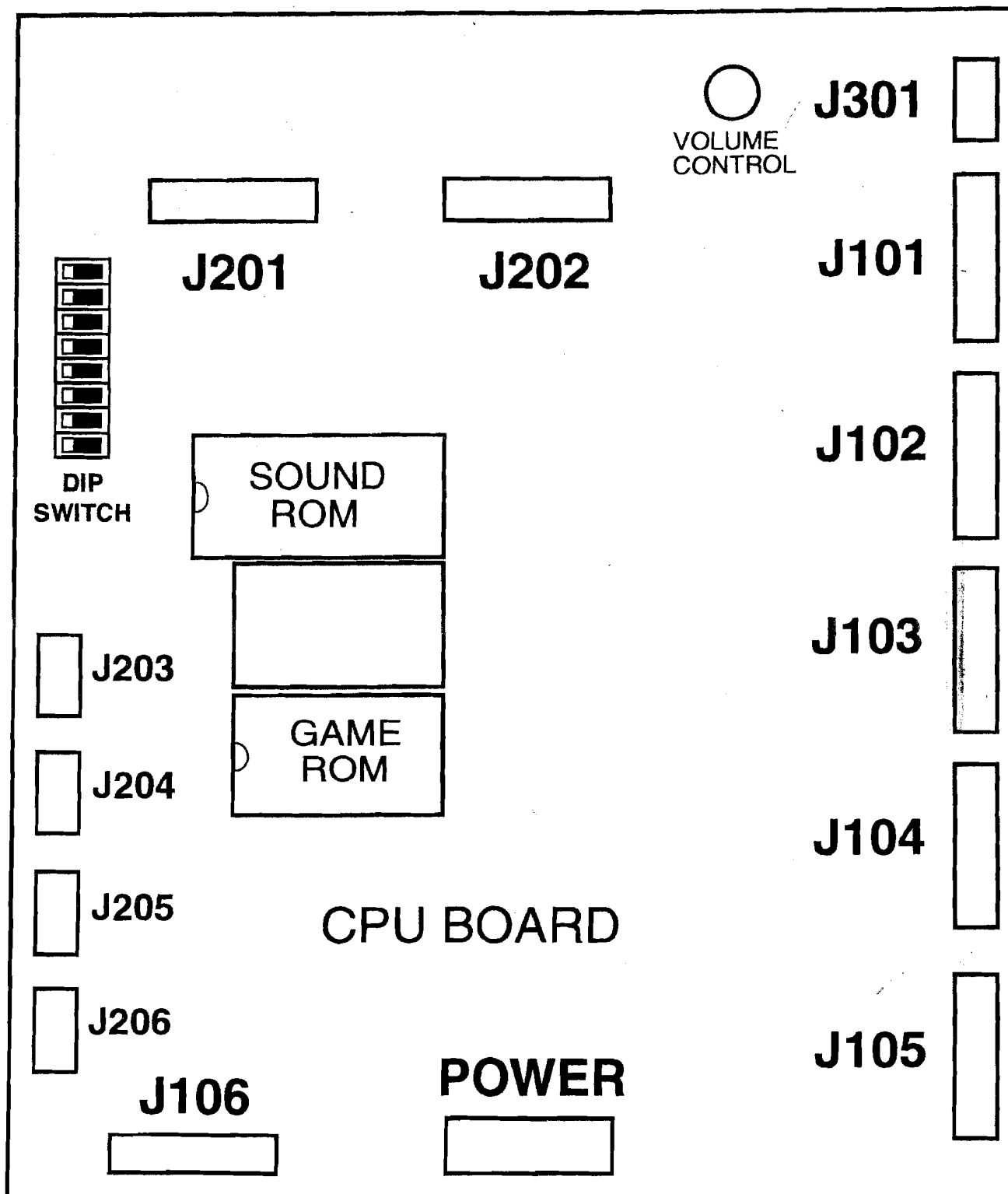
1 Ticket(s): Number of tickets issued for each token in truck bed after hitting dump lever.

2 Ticket(s): Number of tickets issued for each token for entering truck bed.

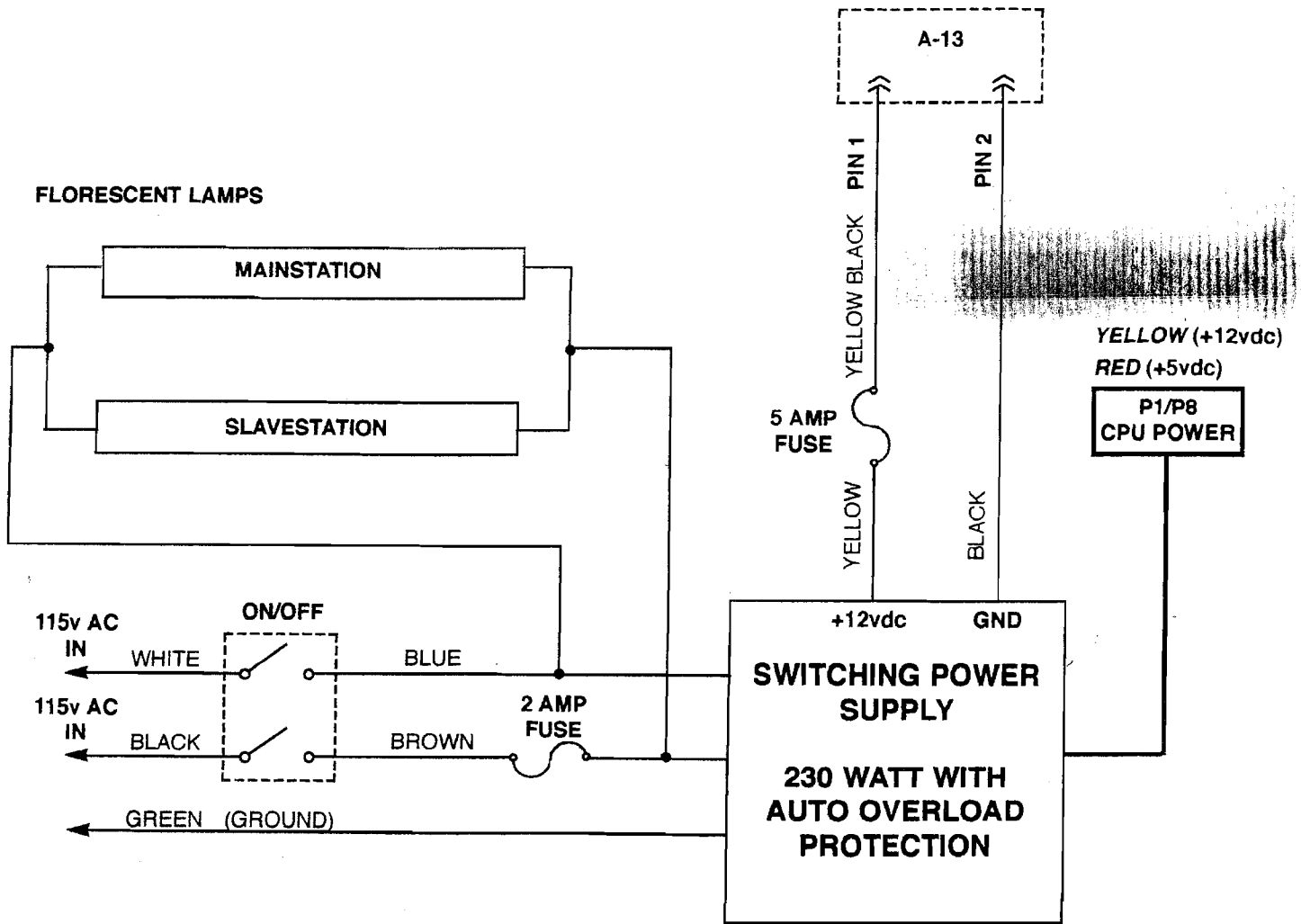
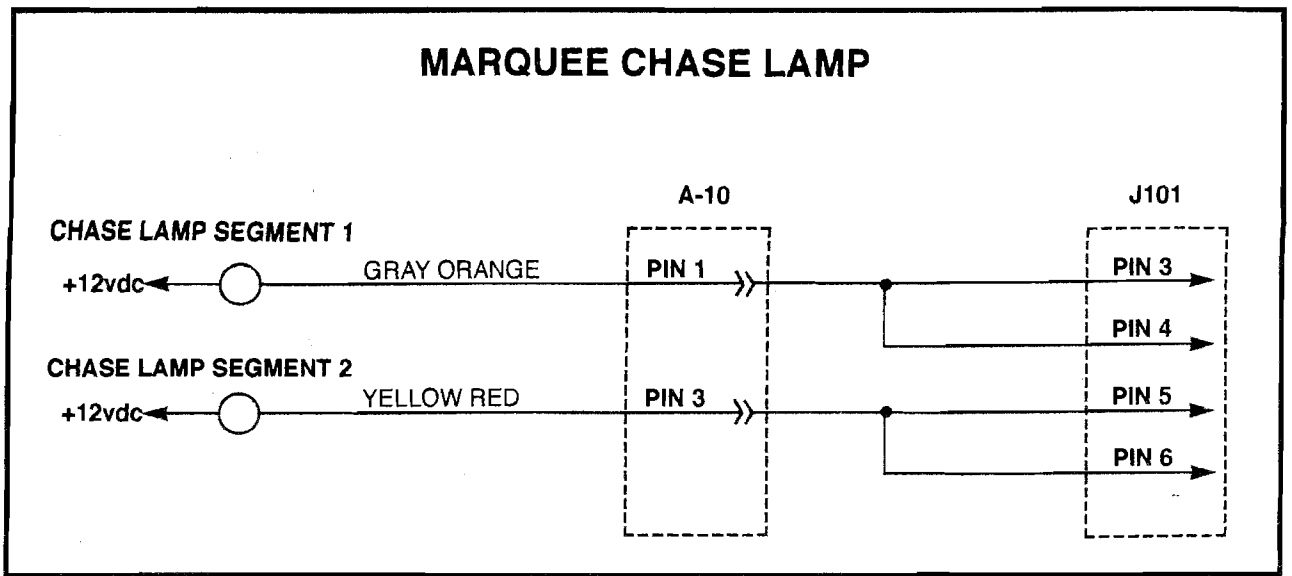
When in **Test Mode**, the bonus lamps will lite to show what truck a token has landed in. This provides a visual test to see if the timing system and coin counting system is functioning properly.

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

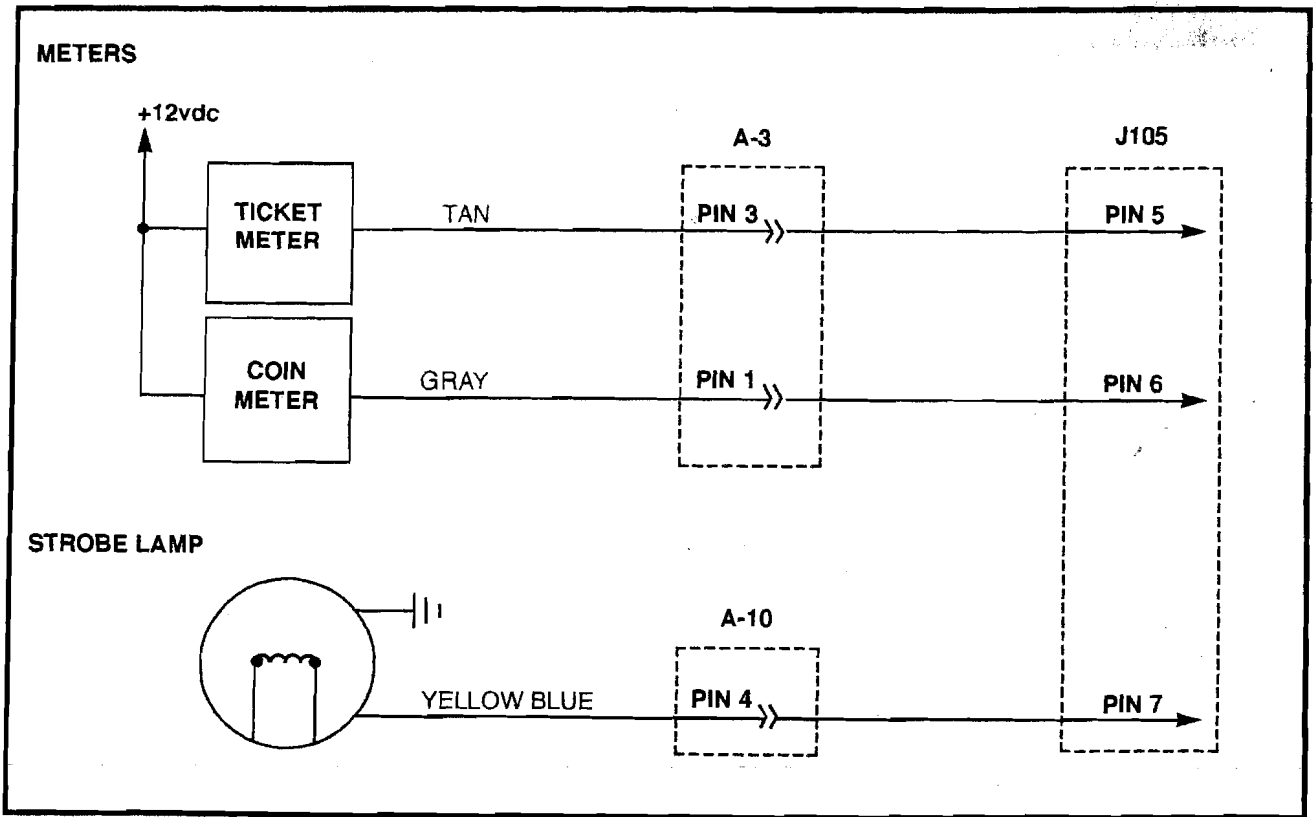
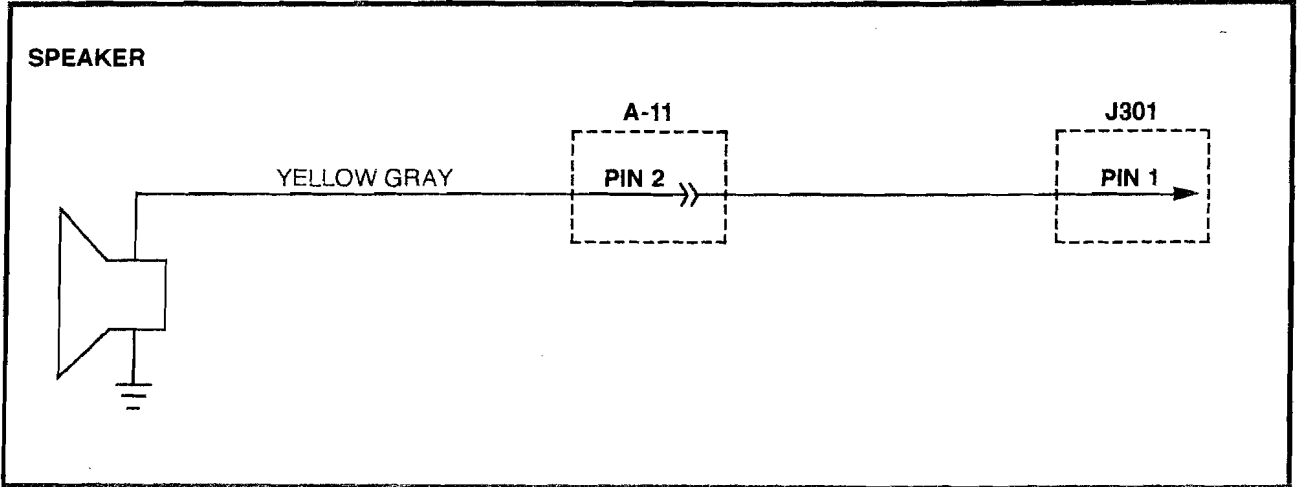
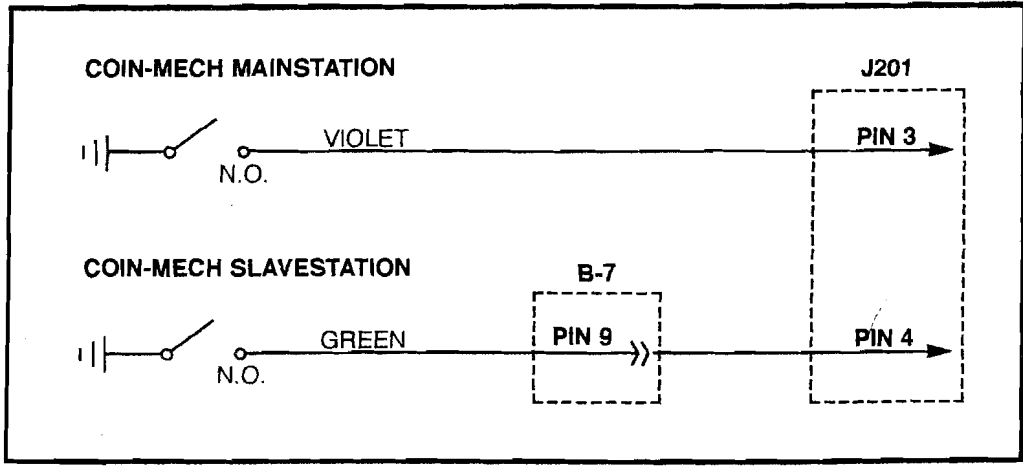
III. SCHEMATICS: CPU BOARD BLOCK DIAGRAM



MARQUEE CHASE LAMP

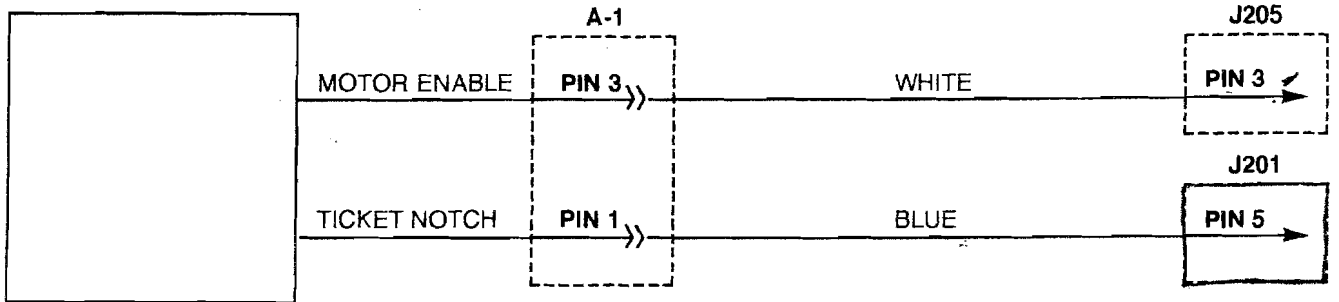


NOTE: ALL POWER CONNECTORS ARE NOT USED.

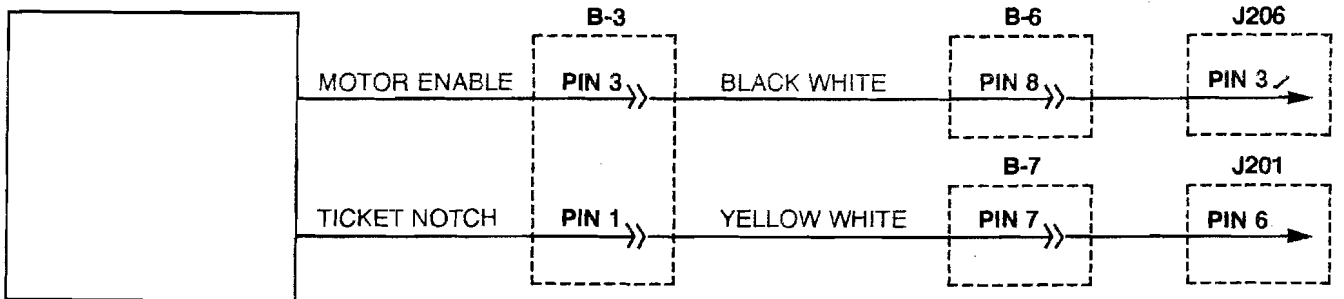


TICKET DISPENSERS

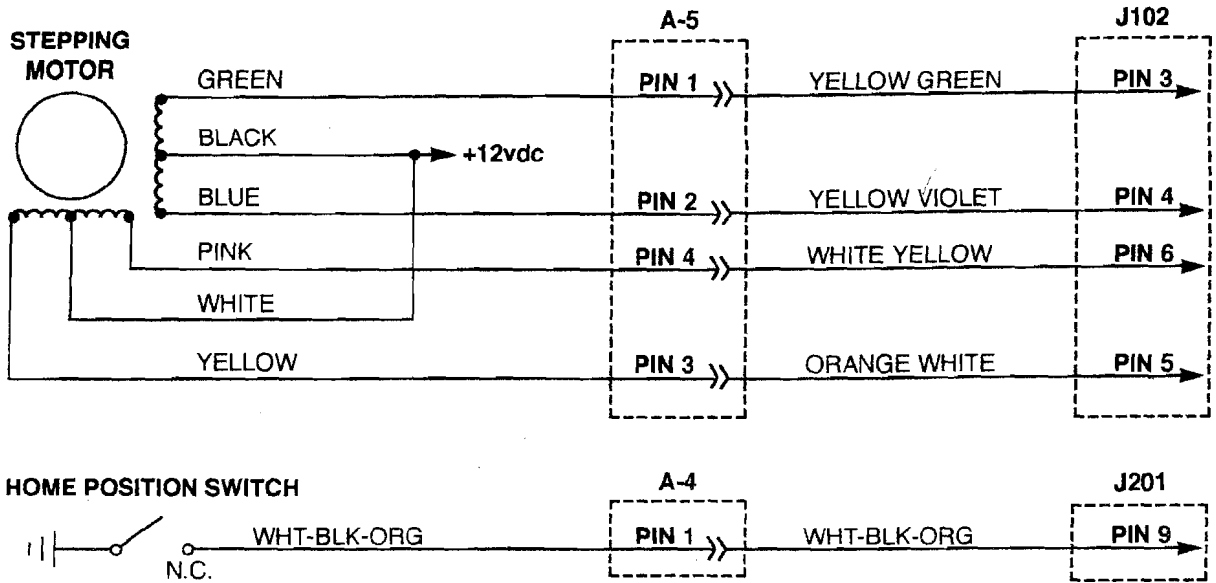
TICKET DISPENSER MAINSTATION



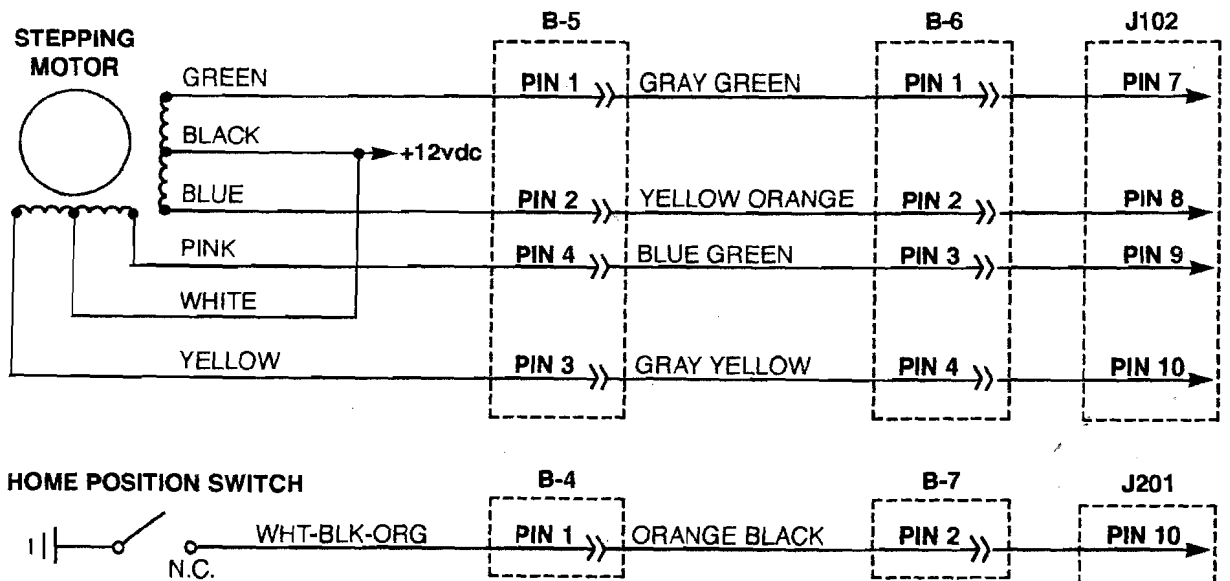
TICKET DISPENSER SLAVESTATION



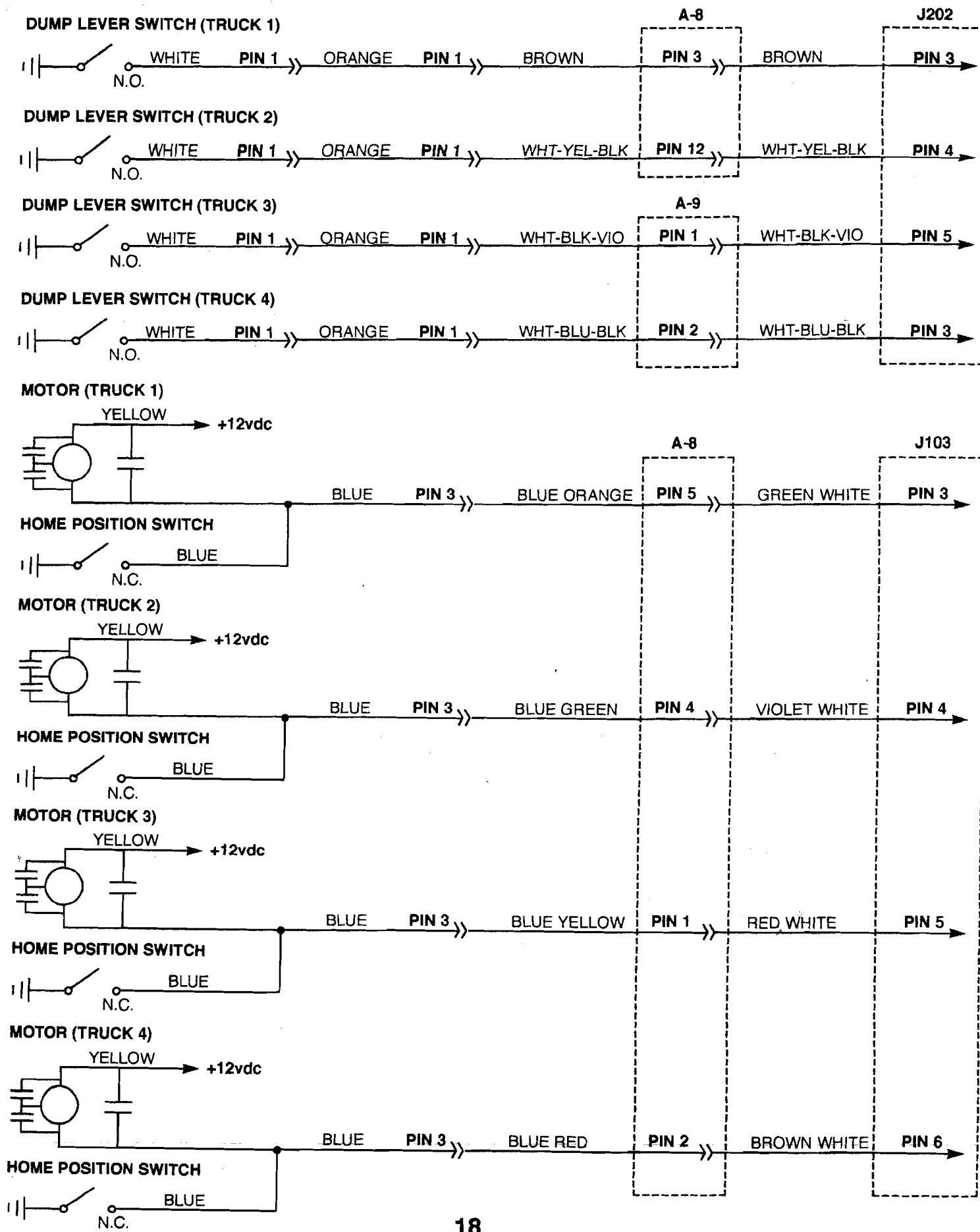
STEPPING-MOTOR RAMP ASSY (MAINSTATION)



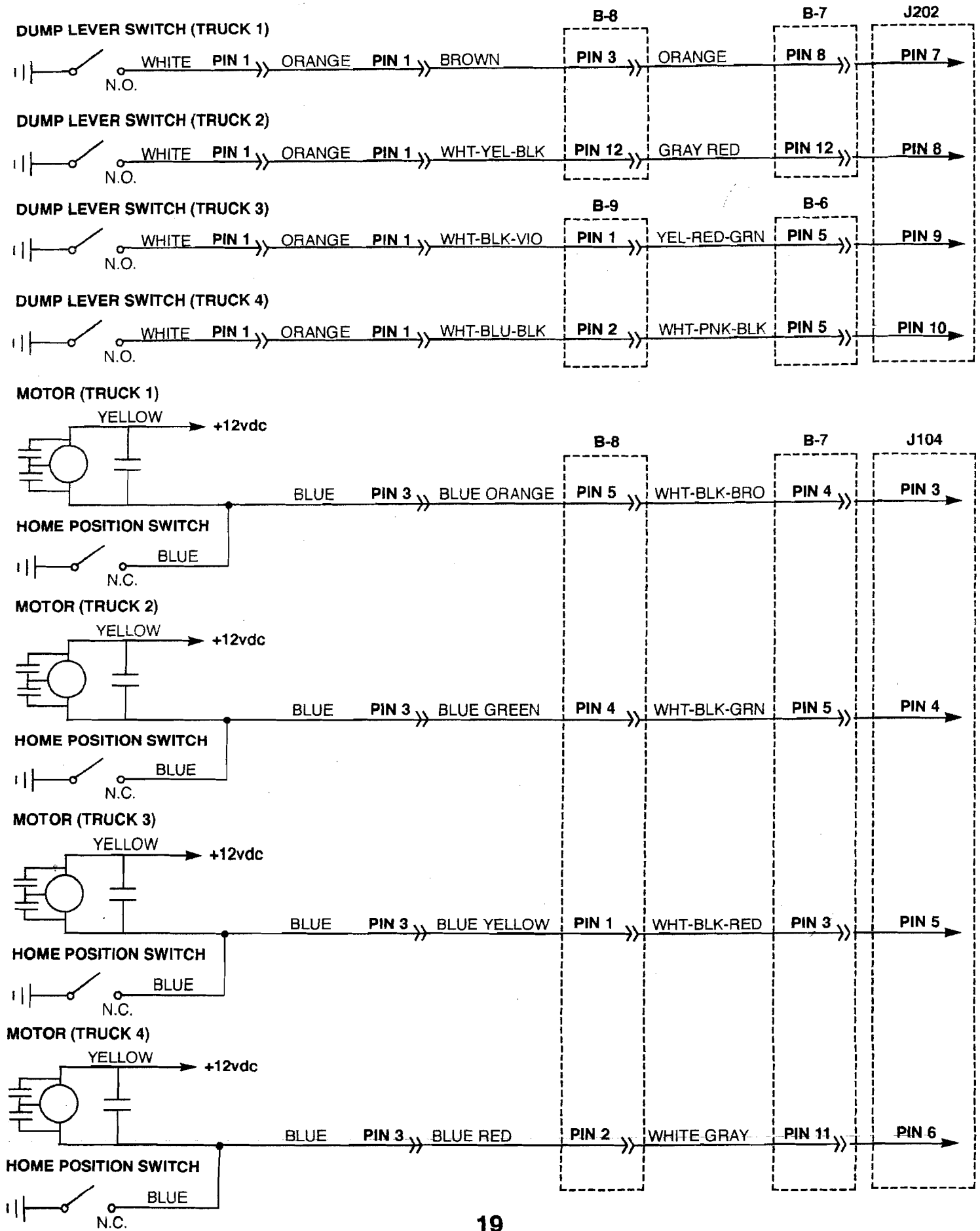
STEPPING-MOTOR RAMP ASSY (SLAVESTATION)



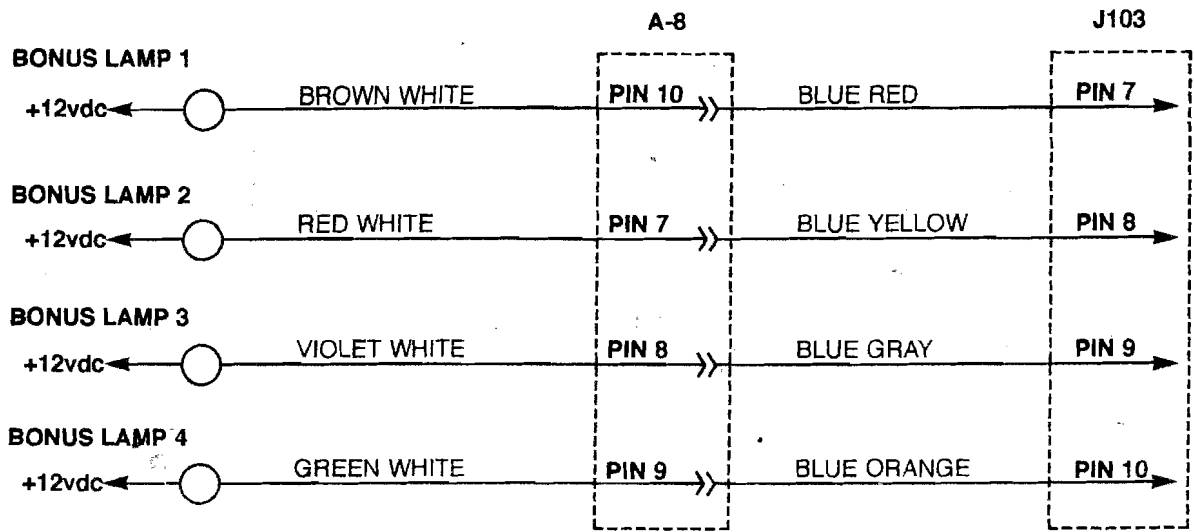
TRUCK DUMP MOTOR ASSY (MAINSTATION)



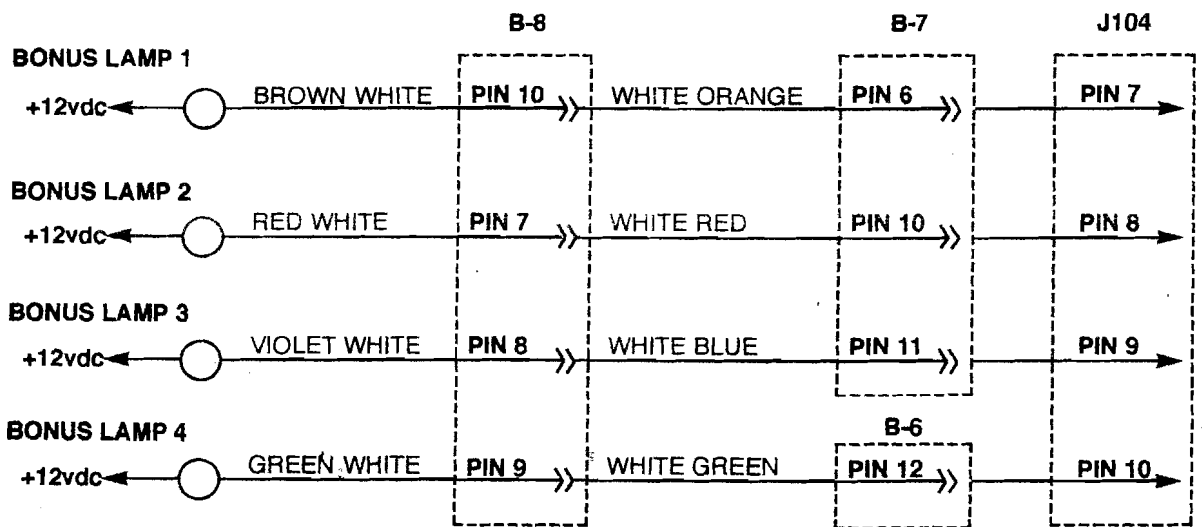
TRUCK DUMP MOTOR ASSY (SLAVE STATION)



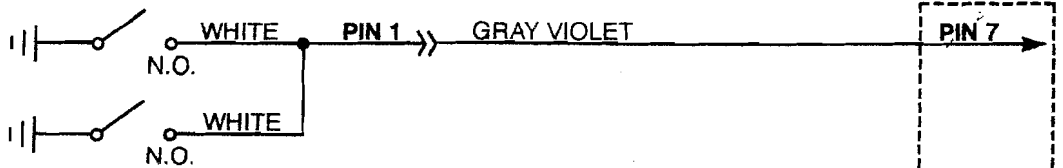
BONUS LAMPS (MAINSTATION)



BONUS LAMPS (SLAVESTATION)



MISS SWITCH (MAINSTATION)



MISS SWITCH (SLAVESTATION)

