

JACKPOT CROSSING & MISSION CONTROL

Operating Manual



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Jackpot Crossing Dip Switch Setup

DIP SW1		1	2	3	4	5	6	7	8
Valley target Value	3 / 5 / 8	ON	ON						
	4 / 6 / 8	ON	OFF						
	5 / 7 / 9	OFF	ON						
	3 / 6 / 9	OFF	OFF						
Accumulate 1 to JP every X number of COINS	X = 1			ON	ON				
	X = 2			ON	OFF				
	X = 3			OFF	ON				
	X = 4			OFF	OFF				
GAME TIMEOUT	10 sec.					ON	ON		
	8 sec.					ON	OFF		
	6 sec.					OFF	ON		
	4 sec.					OFF	OFF		
Consolation tickets on timeout	7 tickets							ON	ON
	5 tickets							ON	OFF
	3 tickets							OFF	ON
	0 tickets							OFF	OFF

DIP SW2		1	2	3	4	5	6	7	8
Restart game after ticket refill	No	ON							
	Yes	OFF							
Demo Music	No Demo		ON	ON					
	45 sec		OFF	ON					
	60 sec		ON	OFF					
	30 sec		OFF	OFF					
MIN JACKPOT	100				ON				
	50				OFF				
MAX JACKPOT	500					ON			
	200					OFF			
Jackpot after power off	Reset						ON		
	Preserve						OFF		
Tickets owed after power off	Reset							ON	
	Preserve							OFF	
Ticket empty warning	No								ON
	Yes								OFF

Mission Control Dip Switch Setup

DIP SW1		1	2	3	4	5	6	7	8
Valley target Value	3 / 5 / 8	ON	ON						
	4 / 6 / 8	ON	OFF						
	5 / 7 / 9	OFF	ON						
	3 / 6 / 9	OFF	OFF						
Accumulate 1 to JP every X number of COINS	X = 1			ON	ON				
	X = 2			ON	OFF				
	X = 3			OFF	ON				
	X = 4			OFF	OFF				
GAME TIMEOUT	10 sec.					ON	ON		
	8 sec.					ON	OFF		
	6 sec.					OFF	ON		
	4 sec.					OFF	OFF		
Consolation tickets on timeout	7 tickets							ON	ON
	5 tickets							ON	OFF
	3 tickets							OFF	ON
	0 tickets							OFF	OFF

DIP SW2		1	2	3	4	5	6	7	8
Restart game after ticket refill	No	ON							
	Yes	OFF							
Demo Music	No Demo		ON	ON					
	45 sec		OFF	ON					
	60 sec		ON	OFF					
	30 sec		OFF	OFF					
MIN JACKPOT	100				ON				
	50				OFF				
MAX JACKPOT	500					ON			
	200					OFF			
Jackpot after power off	Reset						ON		
	Preserve						OFF		
Tickets owed after power off	Reset							ON	
	Preserve							OFF	
Ticket empty warning	No								ON
	Yes								OFF

Dip Switch Explanation

Valley Target Value: The listed values represent the 3 rows of valley targets. The first number represents the value of the targets closest to the player. The last number represents the value of the valley closest to the tunnel.

Jackpot Increment: This sets how fast the jackpot will increase. With a setting of 1, the jackpot will increase 1 point per game played. With a setting of 4, the jackpot will increase 1 point for every 4 games played.

Game Timeout: This allows you to change the length of time it takes for a game to end if no target registers, as would be with a stuck coin or a non-registering target.

Consolation tickets on timeout: This setting allows you to give a specific number of tickets to the player **ONLY** in the case of a game timeout.

Restart game after ticket refill: This setting allows you to choose if you need to restart the game or have the game automatically continue issuing tickets owed to the player after refilling the tickets.

Demo Music: This allows you to set the amount of idle time between demo sounds. You can also turn demo music completely off.

Minimum Jackpot: This sets the initial value of the jackpot.

Maximum Jackpot: This sets the Maximum value the jackpot will reach.

Jackpot after power off: This will let you reset the current jackpot amount or preserve the current jackpot after powering the machine down.

Tickets owed after power off: This will let you reset the tickets owed or preserve the tickets owed after powering the machine down.

Ticket empty warning: This will let you choose to have a ticket error alarm sound or not. Game play will always resume with tickets stored in the tickets owed display.

Troubleshooting

Symptom: Every time a coin is inserted into the Coin Mechanism it is rejected.

Resolution: Ensure Coin Comparator is plugged in.
Ensure JP5 is plugged in on the Main PCB.
Ensure the correct coin or token is inserted into the comparator correctly.
Adjust the coin comparator sensitivity by turning the VR micro-tuning clockwise.

Symptom: The coin is accepted, but no credit is registered.

Resolution: Ensure plugs and pins are in good condition and no wires are broken between the coin comparator and JP5 of the Main PCB.

Symptom: One of the valley targets does not register coins, or works intermittently.

Resolution: Troubleshoot the valley sensor board assembly by unplugging, removing it, and plugging it back in. Each sensor has a red LED on it, which indicates the sensor is registering. Place your finger inside the target hole one at a time to ensure each sensor is registering. If the LED stays on constantly, you may need to realign the sensors. Make sure each sensor is aimed at the sensor directly across from it. You may gently twist the sensor to get it lined up. If none of the sensors will register you may be missing 12 volts from the power supply. Check the supply for proper voltage.

Symptom: Points are won before the coin reaches any targets.

Resolution: Find out how many tickets are won. Use this amount to choose what target to check. Realign sensors as necessary. If the tunnel is at fault, check the alignment of the bulbs and the sensors on the other side.

Symptom: Coin rolls through the tunnel target too easily.

Resolution: The front of the machine is too high. Use the leg levelers to adjust the front down. When the front is high it increases the strength of roll by the coin.

Symptom: Tunnel value scores are incorrect.

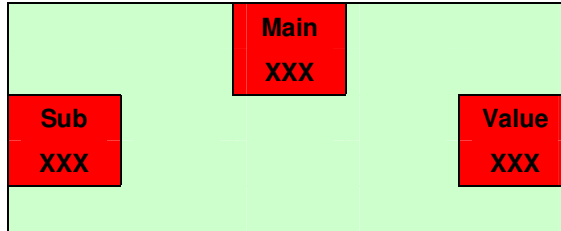
Resolution: Follow these steps to check or change the factory settings.

To enter settings mode press the setup switch. Setup switch enters settings mode.

ACC switch toggles value settings within setup mode.

Start switch increases values within setup mode. Out of setup mode issues one credit.

The Jackpot/Mission Display board is made up of three sets of three LED's.



Press Setup switch to enter settings mode, main display should read 1, press a 2nd time for the sub menu a 3rd press enters the value mode. Sub menu value must be 0 to progress to the next main menu setting.

Below are the default setting values for each sub menu.

Main	Sub	Value
1	1	50
	2	25
	3	12
	4	6
	5	12
	6	25
	7	50

Main	Sub	Value
2	1	10
	2	15
	3	20
	4	30
	5	20
	6	15
	7	10

Main	Sub	Value
3	1	3
	2	3
	3	5
	4	5
	5	8
	6	8
	7	12
	8	12
	9	15
	10	15

Main	Sub	Value
4	1	20
	2	30
	3	40
	4	60
	5	40
	6	30
	7	20

Main	Sub	Value
5	1	6
	2	6
	3	10
	4	10
	5	16
	6	16
	7	24
	8	24

Main	Sub	Value
6	0	0

BOOK KEEPING

While the game is standing by press the Book Keeping button to see the following information.

The Book Keeping button is the center button located on the inside of the ticket dispenser door just below the ticket dispenser.

Use the Book Keeping button to scroll to the next item.

ITEM NO.	SHOWN ON TICKETS WON DISPLAY
0	Total tickets out
1	Number of coins in
2	Number of times losing
3	Number of times JP is won
4	Total JP points won
5	Number of coins entering into tunnel
6	Number of coins falling to valley #1
7	Number of coins falling to valley #2
8	Number of coins falling to valley #3
9	Number of coins falling to valley #4
10	Number of coins falling to valley #5
11	Number of coins falling to valley #6
12	RESERVED
13	RESERVED
14	RESERVED
15	RESERVED
16	RESERVED
17	RESERVED
18	RESERVED
19	RESERVED
20	RESERVED
21	RESERVED
22	RESERVED
23	RESERVED
24	RESERVED
25	RESERVED
26	RESERVED
27	RESERVED

Book Keeping Reset

Power on the machine while holding the Book Keeping and Set Up button held down. Release buttons when Tickets Won Display shows: 00.

Book Keeping and Set Up buttons are the first two buttons under the ticket dispenser on the inside of the ticket dispenser door

MAIN PCB Wiring Diagram

JP3	Connected to display (W002010) JP2
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P1	RESERVED
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JP12	COLOR	PIN
1	Gry/bk	Speaker +
2	pink	Speaker -
3	Black	Sound VR (1K) PIN3
4	Red	Sound VR (1K) PIN2
5	white	Sound VR (1K) PIN1

JP10	COLOR	PIN
1	RED	+12V in
2	RED	+12V in
3	BLACK	GND
4	BLACK	GND
5	BLACK	GND
6	BLACK	GND
7	YELLOW	+5V in
8	YELLOW	+5V in
9	YELLOW	+5V in
10	WHITE	

JP2	RESERVED
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JP4	COLOR	PIN
1		
2	Reserved	
3		

JP5	COLOR	PIN
1	Rd/Wh	Coin mech 1 -- +12V
2	White	Coin mech 1-- COIN 信號 (Coin1)
3	Black	Coin mech 1 – GND
4	Black	Coin mech 2 – GND
5	Blue	Coin mech 2—COIN signal (Coin2)
6	Red	Coin mech 2 -- +12V
7		
8	Gn/Gn	Coin/Bill COIN in inhibit signal (-power inhibit)
9	Black	Ticket dispenser – GND
10	Blue	Ticket dispenser – OUT
11	White	Ticket dispenser – IN
12	Red	Ticket dispenser -- +12V

JP6	COLOR	PIN
1	Red	+12V out
2	Gn/Wh	Coin1 meter
3	Pur/Wh	Coin2 meter
4	Bl/Wh	Tickets out meter
5	Or/Wh	Key out meter

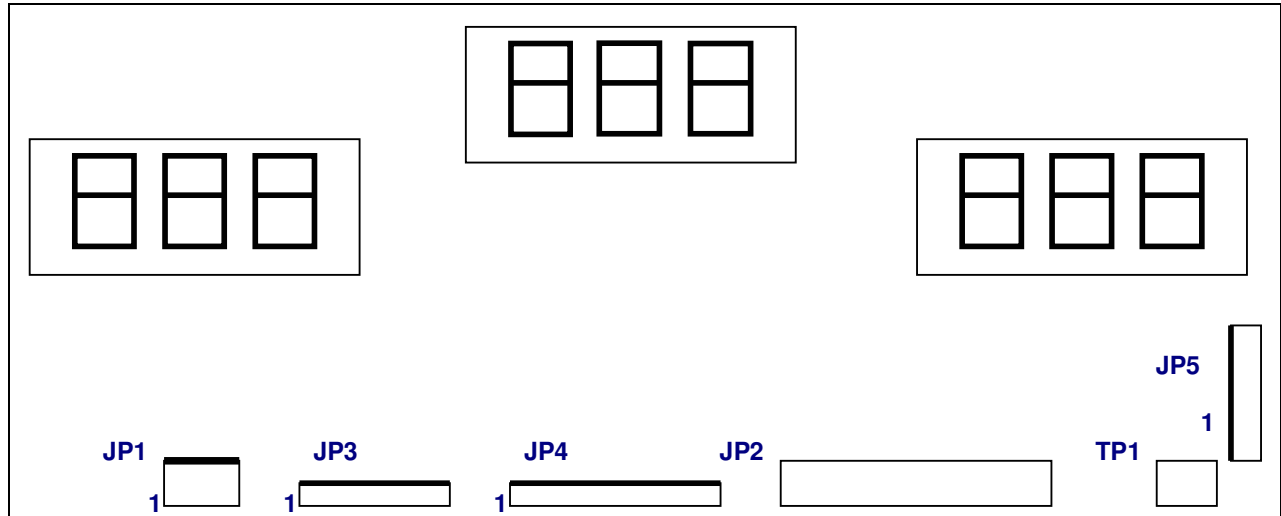
JP8	RESERVED
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JP9	RESERVED
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JP1	COLOR	PIN
1	RED	+12V out
2	PK/GN	
3	PINK	Tickets PAY OUT SW N.O.
4	BLACK	Tickets PAY OUT SW COM
5	BLACK	Key in – key out lock GND
6	PURPLE	Key in SW N.O.
7	GREY	Key out SW N.O.
8	BLACK	Tilt GND
9	WH/BK	Tilt signal
10		
11		
12		
13		

JP7	COLOR	PIN
1	Red	+12V out
2	Og / Bk	Warning light – left
3	Yw / Bk	Warning light – right
4		
5	Orange	Setup (WIN) SW N.O.
6	Yellow	Bookkeeping (BET) SW N.O.
7	Green	START (STOP) SW N.O.
8	Black	SW COM. (GND)
9		
10		
11		
12		
13		
14		

W002010 DISPLAY PCB



JP3	Position	PIN
1	G	GND detection SW COM point
2	G	GND detection SW COM point
3	IS3	Detection valley 1 sensor signal (N.O.)
4	IS4	Detection valley 2 sensor signal (N.O.)
5	IS5	Detection valley 3 sensor signal (N.O.)
6	IS6	Detection valley 4 sensor signal (N.O.)
7	IS7	Detection valley 5 sensor signal (N.O.)
8	IS8	Detection valley 6 sensor signal (N.O.)
9	IS9	
10	IS10	
11	IS11	
12	IS12	

JP1	Color	PIN
1	RED	+12V 輸入
2	BLACK	GND
3	BLACK	GND

JP2	Connected to main board (W990403) 之 JP3

TP1	Position	PIN
1	TP1	AC 110V INPUT
2	TP2	AC 110V INPUT

JP4	Position	PIN
1	G	Connected to LED board (W002110) PS. Related pin positions must be in correspondence to each other
2	G	
3	G	
4	IS0	
5	IS1	
6	IS2	
7	LD9	
8	LD10	
9	LD11	
10	LD12	
11	LD13	
12	LD14	
13	LD15	
14	LD16	
15	+12V	
16	+12V	

JP5	Position	PIN
1	AC0	
2	AC0	
3	LP0	
4	LP1	
5	LP2	
6	LP3	
7	LP4	
8	LP5	
9	LP6	
10	LP7	

