

# WONDER WHEEL

## Operating Instructions

*C.P.U. Version ww1-08  
Sound version ww5a  
Manual Revision • 10/27/2000*

# WONDER WHEEL SENSOR ALIGNMENT

- AFTER OPENING THE BACK DOOR, REMOVE THE BACK GRAPHICS. LOOKING FROM THE BACK, REMOVE THE BLUE TRIM PIECE FROM THE LEFT SIDE OF THE WHEEL.
- FIND & DISCONNECT THE FLAT, WHITE CABLE WITH THE PHONE PLUG. THIS SHOULD STOP THE MOTOR.
- NEXT LOCATE THE CONNECTOR FOR THE WHEEL SENSOR. IT SHOULD BE A 4-PIN MOLEX, WITH (3ea) WIRES. YOU WILL FIND ; WHITE, RED, & RED/GREEN.
- CONNECT YOUR METER. GROUND LEAD TO THE WHITE WIRE, THE OTHER TO THE RED/GREEN.
- LOOSEN THE NUT HOLDING THE SENSOR IN PLACE.
- WITH THE REFLECTIVE TAPE NOT IN FRONT OF THE SENSOR YOU SHOULD GET AT LEAST 4 VOLTS DC. IT CAN GO TO 5 VOLTS DC.
- WHEN YOU PUT THE TAPE IN FRONT OF THE SENSOR, YOUR READING SHOULD BE APPROACHING 0 VOLTS DC. *Under .2 vdc*
- FOLLOWING THIS PROCEDURE SHOULD FIX START & STOP PROBLEMS.

## DIPSWITCH SETTINGS

*Wonder Wheel* has three banks of dipswitches labeled DS1, DS2, and DS3 that are used to program the game. Each bank of switches has 10 positions (Pos. #1-#10). The switches are located on *Wonder Wheel's* main controller board located behind the display panel in the back of the game.

X = closed or on position      O = open or off position      \*\*\* = default setting

B = BONUS SLOT (USE BONUS TICKET PATTERN)

## GENERAL TICKET TABLE

DS1	Pos #1	Pos #2	Pos #3	TICKET VALUE TABLE	yel (2.5")	red (5.5")	blue (4")	green (4")	blue (4.75")	red (5.5")	yel (2.5")	red (5.5")	green (4.75")	blue (4")	red (5.5")
	O	O	O	A	B	8	15	20	10	5	B	8	10	15	5
	X	O	O	B	B	5	10	15	8	3	B	5	8	10	3
	O	X	O	C	B	8	15	20	10	5	B	8	10	15	5
	X	X	O	D	B	5	10	15	8	3	B	5	8	10	3
***	O	O	X	E	B	8	12	15	10	5	B	8	10	12	5
CE →	X	O	X	F	B	4	8	10	5	2	B	4	5	8	2
	O	X	X	G	B	3	8	10	5	2	B	3	5	8	2
	X	X	X	H	B	3	8	10	5	2	B	3	5	8	2

(MEASUREMENTS TAKEN FROM OUTSIDE OF FACE PLATES (vertical))

## ALTERNATE TICKET PATTERNS ( IF DIPSWITCH BANK2, #8 IS ON)

DS1	Pos #1	Pos #2	Pos #3	TICKET VALUE TABLE	yel (2.5")	red (5.5")	blue (4")	green (4")	blue (4.75")	red (5.5")	yel (2.5")	red (5.5")	green (4.75")	blue (4")	red (5.5")
	O	O	O	A	B	0	0	0	0	0	B	0	0	0	0
	X	O	O	B	B	0	0	0	0	0	B	0	0	0	0
	O	X	O	C	B	0	0	0	0	0	B	0	0	0	0
	X	X	O	D	B	0	0	0	0	0	B	0	0	0	0
	O	O	X	E	B	0	0	0	0	0	B	0	0	0	0
	X	O	X	F	B	0	0	0	0	0	B	0	0	0	0
	O	X	X	G	B	1	2	3	2	1	B	1	2	3	1
	X	X	X	H	B	1	1	2	1	1	B	1	1	2	1

(MEASUREMENTS TAKEN FROM OUTSIDE OF FACE PLATES (vertical))

**BONUS TICKET TABLE**

DS1	Pos #4	Pos #5	Pos #6	BONUS VALUE TABLE	1st	2nd	3rd	4th	5th
	O	O	O	A	30	50	150	300	500
	X	O	O	B	20	40	80	160	320
	O	X	O	C	100	200	300	400	500
	X	X	O	D	30	60	120	240	480
***	O	O	X	E	50	100	200	400	800
	X	O	X	F	75	150	300	600	1200
	O	X	X	G	25	50	75	100	250
	X	X	X	H	30	60	90	120	700

(The "1st" is the wheel sticker number, "2nd, 3rd, 4th, 5th" are the values of consecutive "hits " on the same bonus hole.)

**ALTERNATE BONUS PATTERNS ( IF DIPSWITCH BANK2, #8 IS ON)**

DS1	Pos #4	Pos #5	Pos #6	BONUS VALUE TABLE	1st	2nd	3rd	4th	5th
	O	O	O	A	0	0	0	0	0
	X	O	O	B	0	0	0	0	0
	O	X	O	C	0	0	0	0	0
	X	X	O	D	0	0	0	0	0
	O	O	X	E	0	0	0	0	0
	X	O	X	F	0	0	0	0	0
	O	X	X	G	5	10	15	20	50
	X	X	X	H	15	30	60	120	240

**BONUS COUNTDOWN TIME**

DS1	Pos #7	Pos #8	BONUS TIME
	O	O	7 SECONDS
	X	O	8 SECONDS
	O	X	9 SECONDS
***	X	X	10 SECONDS

**RESERVED SETTINGS (all off)**

DS1	Pos #9	Pos #10	NOT USED
***	O	O	LEAVE OFF

## BANK 2

### CONSECUTIVE MISSES TO INC. MULTIPLIER

DS2	POS #1	POS #2	
	O	O	1 MISSES IN A ROW
	X	O	<b>2 MISSES IN A ROW</b>
***	O	X	3 MISSES IN A ROW
	X	X	4 MISSES IN A ROW

### WHEEL MOTOR SPEED

DS2	POS #3	POS #4	WHEEL MOTOR SPEED
	O	O	8 RPM
	X	O	10 RPM
***	O	X	<b>12 RPM</b>
	X	X	15 RPM

### MAXIMUM MULTIPLIER VALUE

DS2	POS #5	POS #6	MAXIMUM TICKET MULTIPLIER
	O	O	3
***	X	O	<b>5</b>
	O	X	7
	X	X	9

### ATTRACT MODE

DS2	POS #7	ATTRACT MODE
	O	NO ATTRACT MODE SOUNDS
***	X	<b>ATTRACT MODE MUSIC EVERY 3 MIN.</b>

### ALTERNATE TICKET AND BONUS PATTERNS

DS2	POS #8	ALTERNATE PATTERNS
***	O	USE NORMAL PATTERNS
	X	<b>USE ALTERNATE TICKET AND BONUS PATTERNS</b>

**BANK 3**  
**FREE TICKET PER COIN INSERTED**

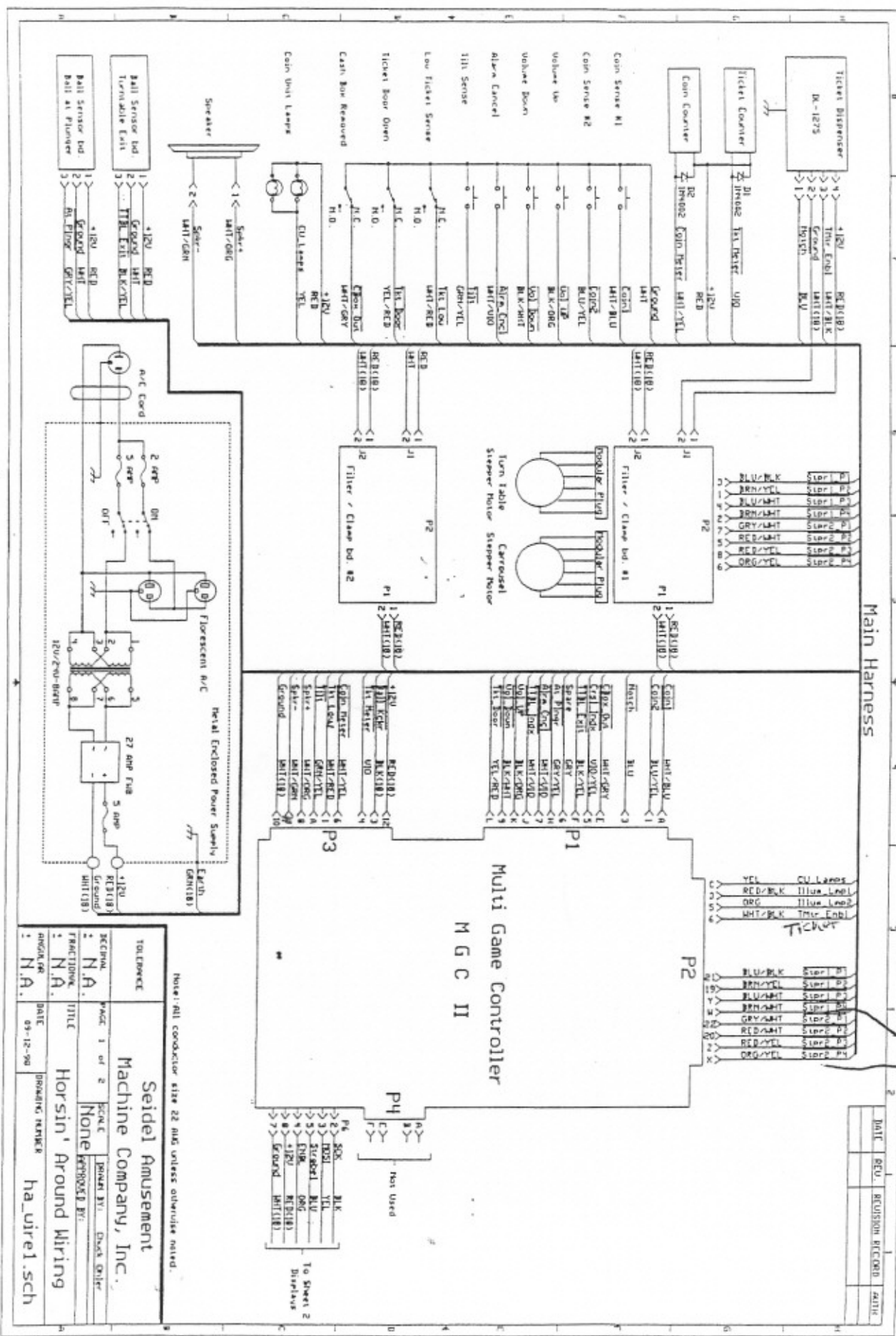
DS3	Pos #1	Pos #2	Pos #3	FREE TICKETS PER COIN
xxx	O	O	O	NO FREE TICKETS
	X	O	O	ALWAYS PAY 1 TICKET
	O	X	O	ALWAYS PAY 2 TICKETS
	X	X	O	ALWAYS PAY 3 TICKETS
	O	O	X	ALWAYS PAY 4 TICKETS
	X	O	X	ALWAYS PAY 5 TICKETS
	O	X	X	ALWAYS PAY 6 TICKETS
	X	X	X	ALWAYS PAY 7 TICKETS

**RESERVED SETTINGS (all off)**

DS3	Pos #4	Pos #5	Pos #6	Pos #7	Pos #8	Pos #9	Pos #10
***	O	O	O	O	O	O	O

HA WIRING

Under Wheel Band



Rainbow Wheel Motor

TOLERANCE	None
REVISION	None
FRAGMENT	None
DATE	03-12-90
DRAWING NUMBER	ha_wir1.sch

Notes: All conductor size 22 AWG unless otherwise noted.

Seidel Amusement Machine Company, Inc.

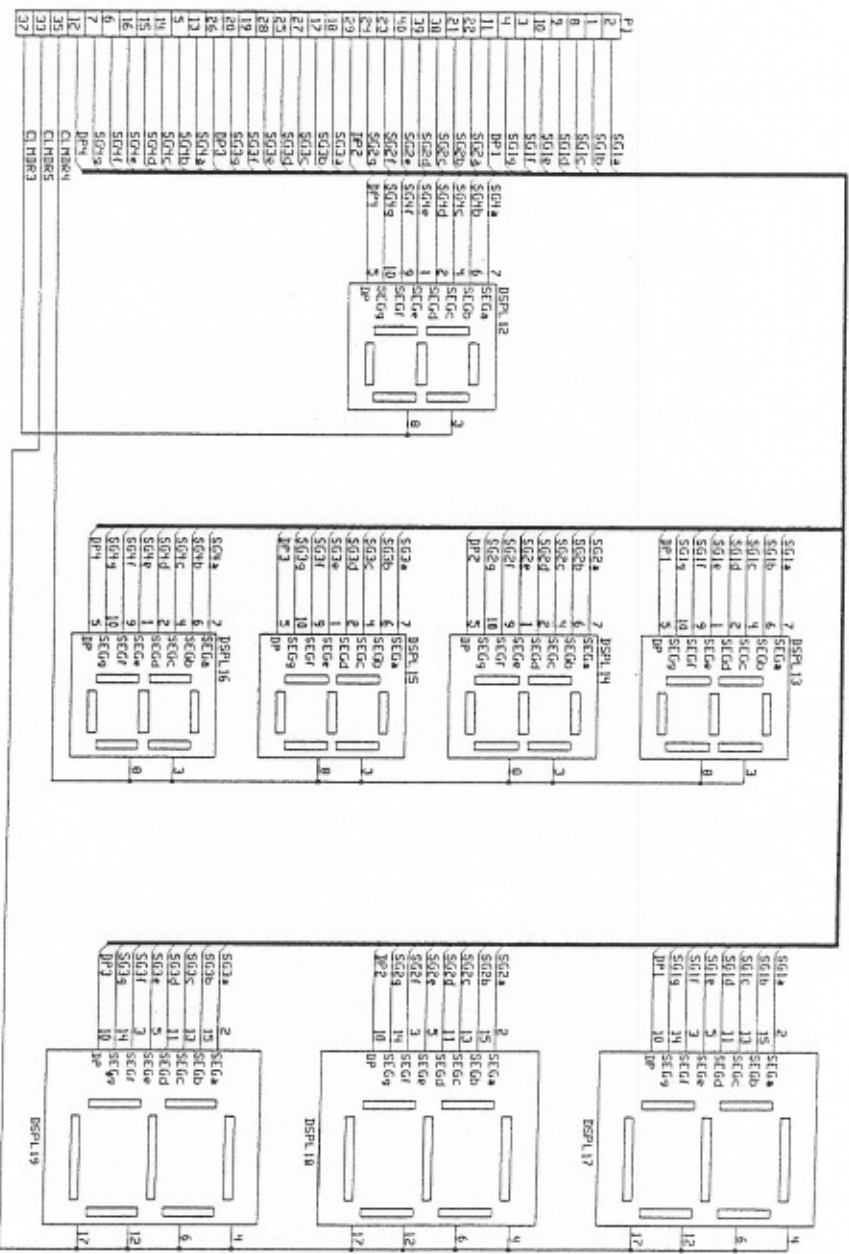
Horsin' Around Wiring





Handwritten mark resembling a stylized 'S' or '5'.

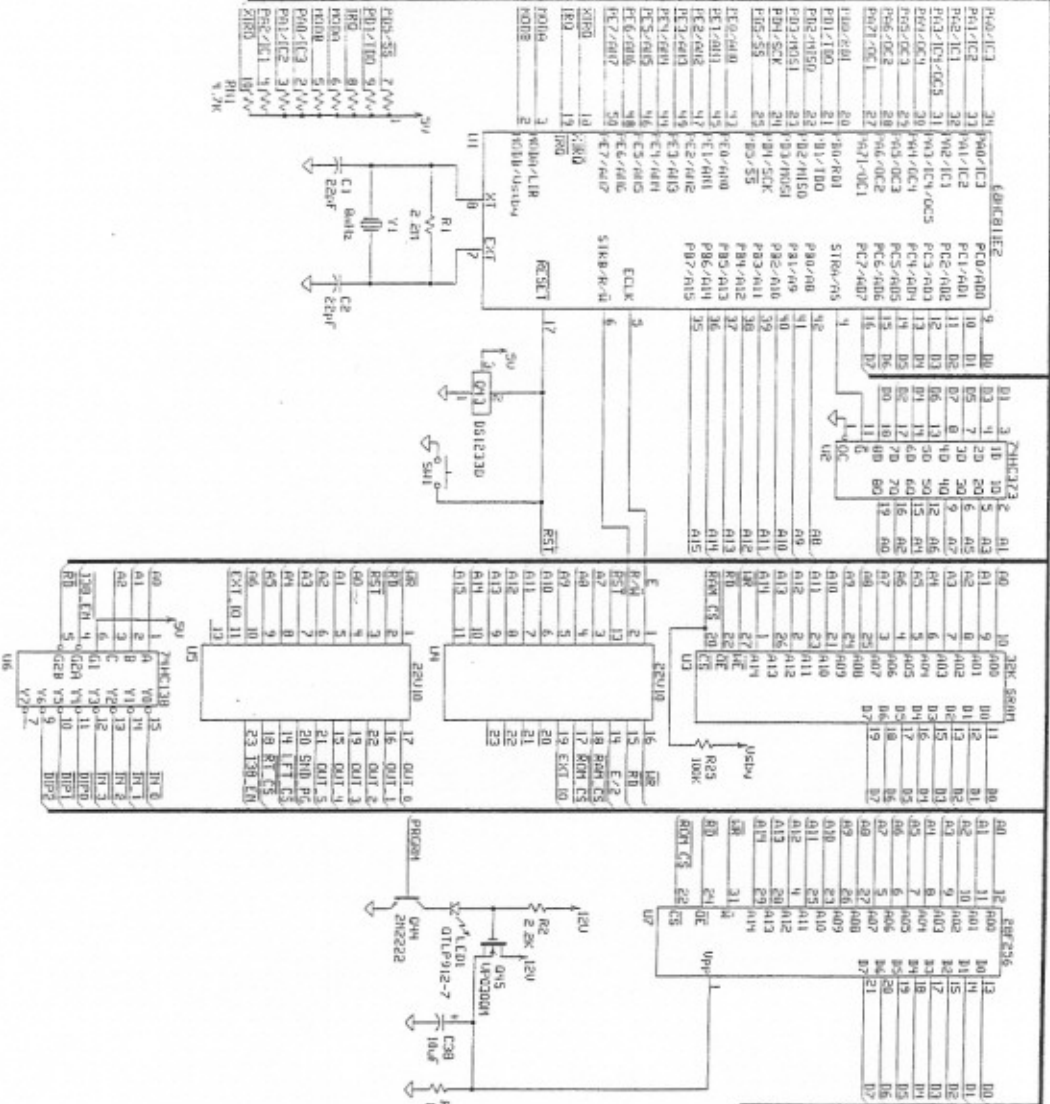
DATE	REV	REVISION RECORD	AUTH



TOLERANCE	1	Official
REVISION	N.A.	Revision
FRACTIONAL	N.A.	and
TITLE	Horstin Around Display	
DATE	7-27-98	
DRAWING NUMBER	ha_dsp12.sch	

HA DISPLAYS (Ticket) (R)

# SYSTEM BUS



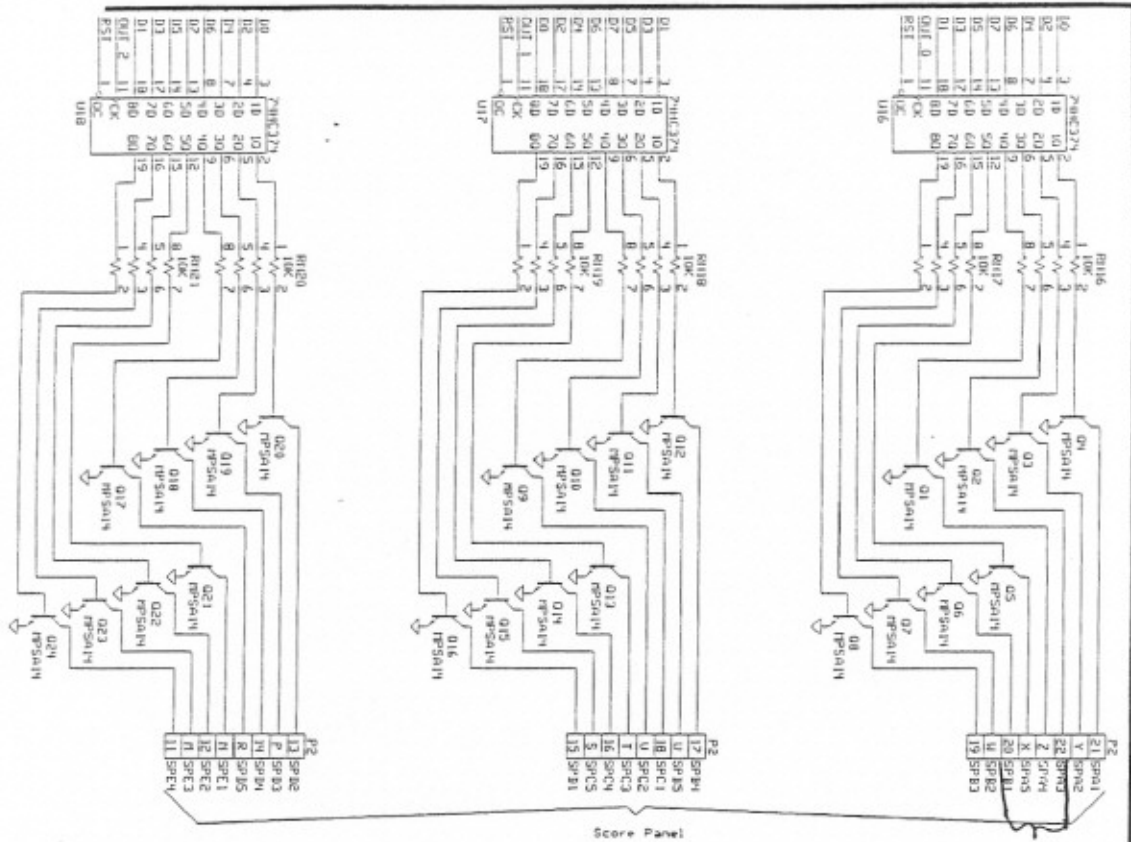
TOLERANCE	DECIMAL	PAGE 1 of 5	SCALE	DRAWN BY: Chuck Grier
: N.A.	: N.A.		: None	APPROVED BY:
FRACTIONAL	TITLE	MGC II CPU/Memory/Decode		
: N.A.				
ANGULAR	DATE	DRAWING NUMBER	mgc2_0.sch	
: N.A.	18-15-97			

M6C-4106

DATE	REV	REVISION RETURN	AUTH

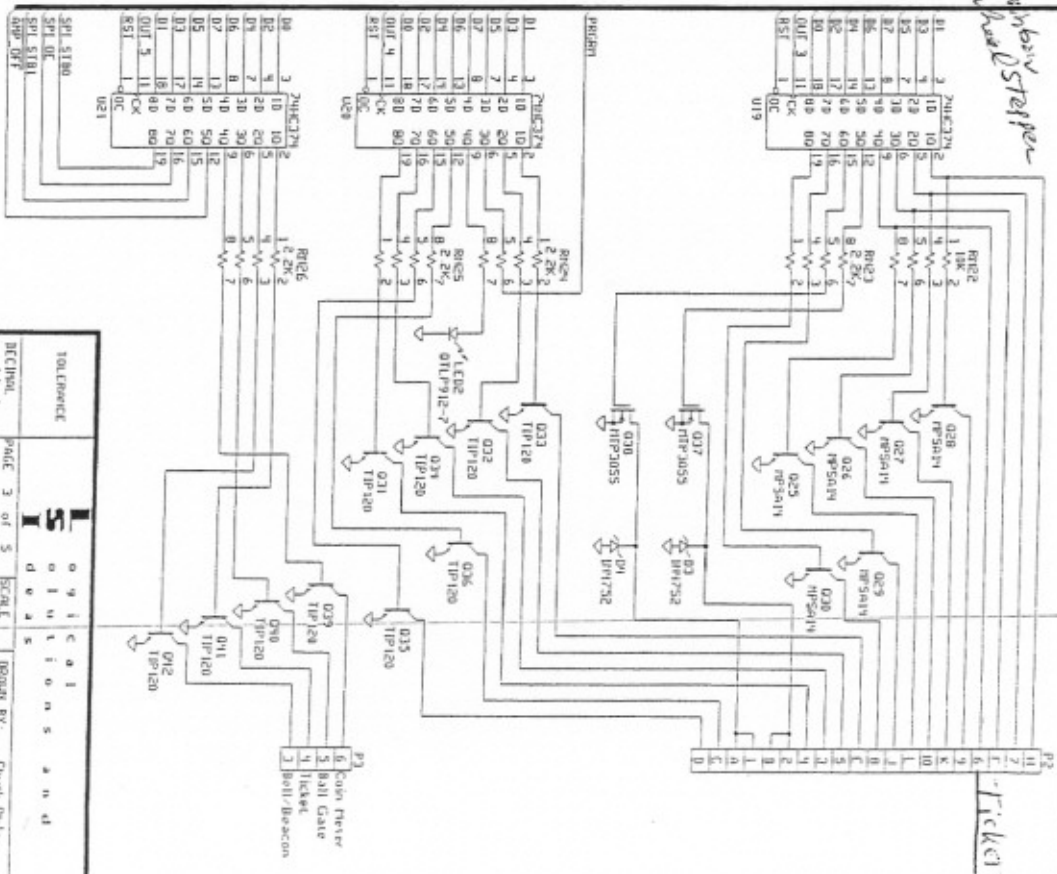


SYSTEM BUS



Score Panel

*Robert Stepper*



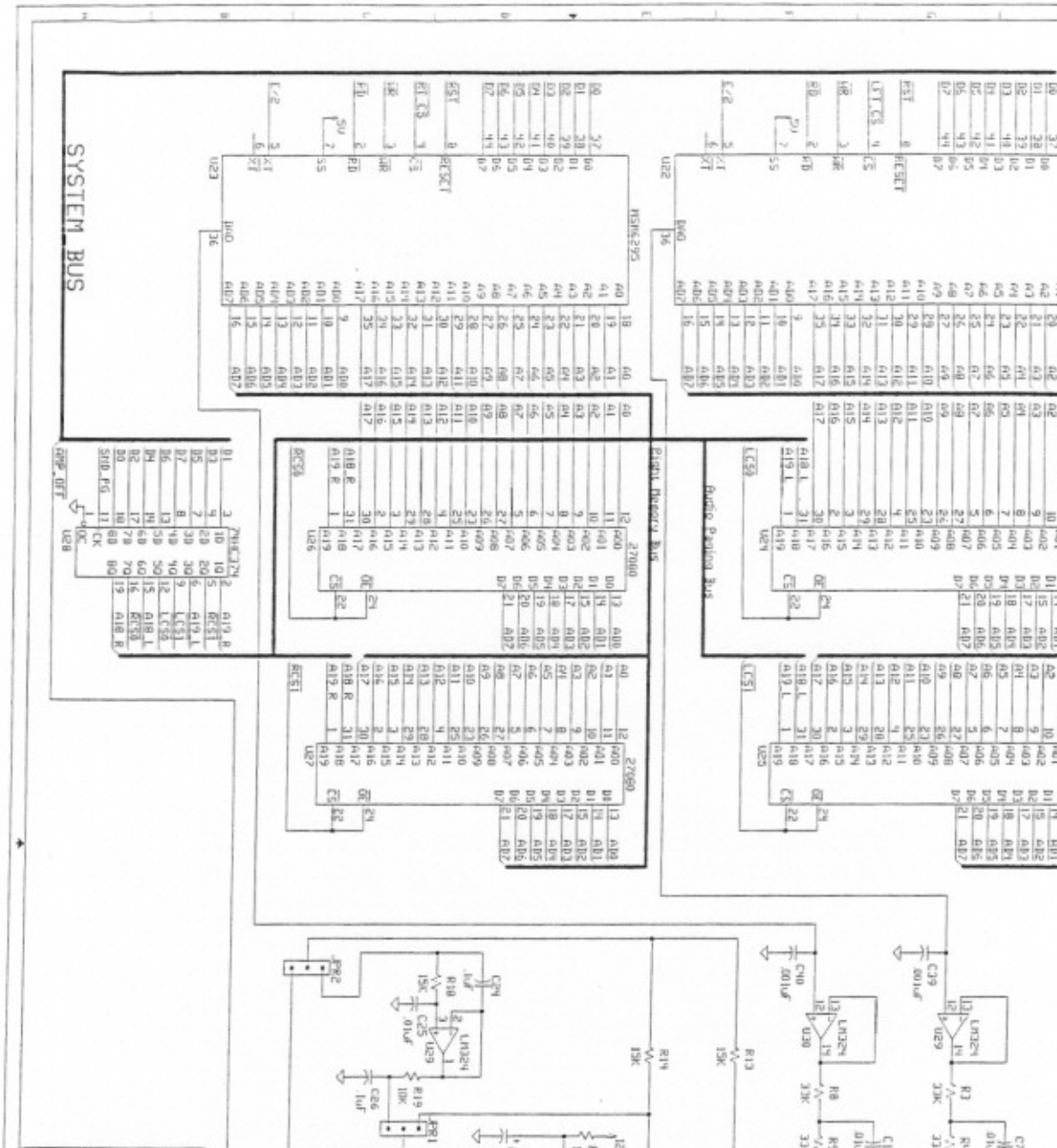
*Ticket Machine*

DATE	REV	REVISION	SECTION	DATE

TOLERANCE	DECIMAL	None
FRACTIONAL	None	
ANGLE	None	
SCALE	None	
UNIT	None	
PROJECT	MGCC II Output Section	
DATE	10-15-97	
DESIGNER	MGCC2_2.sch	

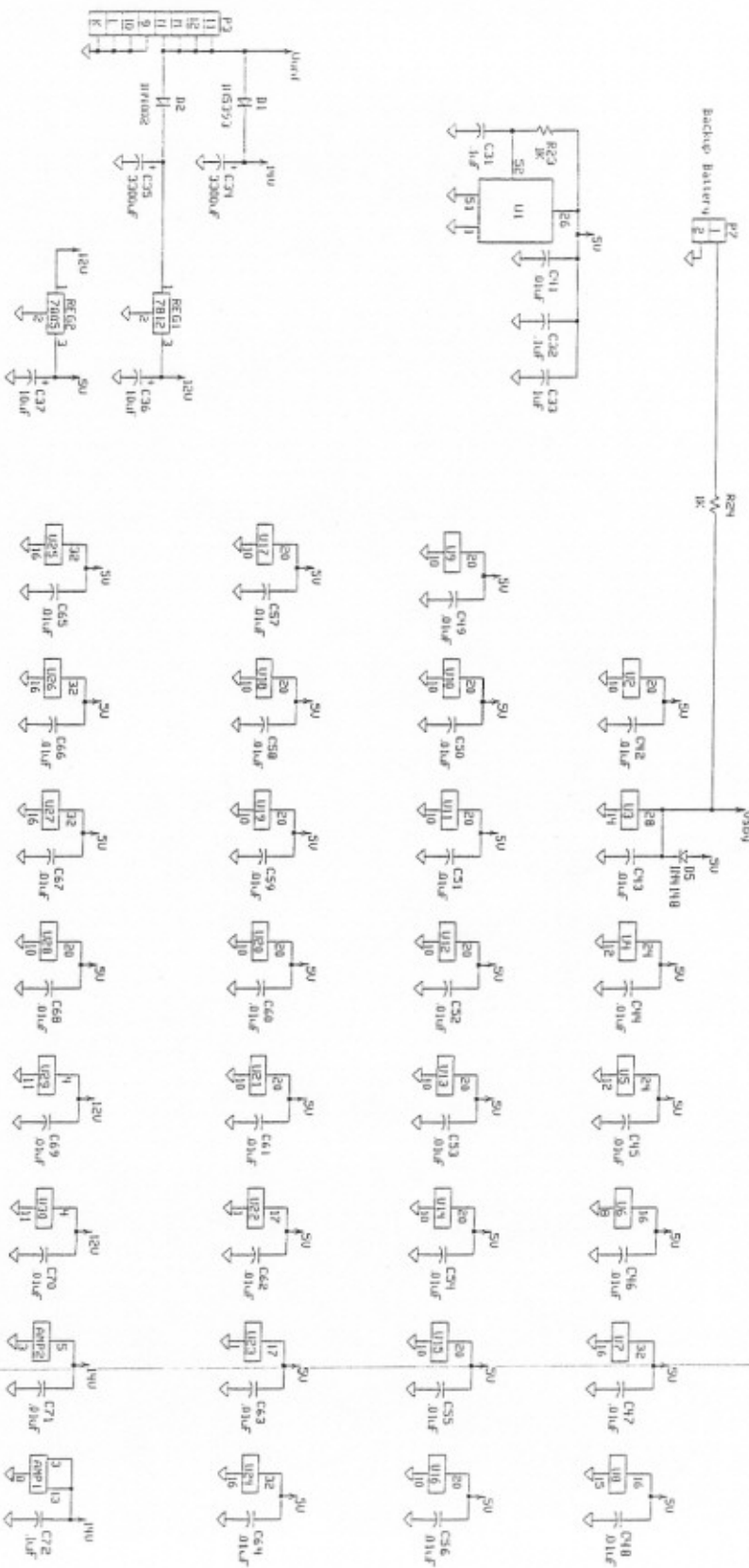
MGCC-9106

DATE	REV	REVISION RECORD	DATE
	1		



DESIGN	SCALE	DATE	DRAWING NUMBER
N.A.	None	10-15-57	MG2_3.sch
TOLERANCE	PROJECT	TITLE	
N.A.	N.A.	MG2 II Audio Section	
APPROVED BY:	DATE		
Checked: _____			

MC-9106



TOLERANCE	<b>I</b>	
DECIMAL	N.A.	
FRACTIONAL	N.A.	
ANGULAR	N.A.	
SCALE	None	
TITLE	MGC II Power Distribution	
DATE	10-15-97	REVISION NUMBER
APPROVED BY:	CHUCK OWEN	DATE
REVISION BY:	CHUCK OWEN	DATE
REVISION NUMBER	mgc2_4.sch	

MGC-9106