

CONSECUTIVE MISSES TO INC. MULTIPLIER

DS2	POS #1	POS #2	
***	<input type="radio"/>	<input type="radio"/>	1 MISSES IN A ROW
	<input checked="" type="checkbox"/>	<input type="radio"/>	2 MISSES IN A ROW
	<input type="radio"/>	<input checked="" type="checkbox"/>	3 MISSES IN A ROW
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	4 MISSES IN A ROW

DS2  
000X0X0

WHEEL MOTOR SPEED

DS2	POS #3	POS #4	WHEEL MOTOR SPEED
***	<input type="radio"/>	<input type="radio"/>	8 RPM
	<input checked="" type="checkbox"/>	<input type="radio"/>	10 RPM
	<input type="radio"/>	<input checked="" type="checkbox"/>	12 RPM
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15 RPM

MAXIMUM MULTIPLIER VALUE

DS2	POS #5	POS #6	MAXIMUM TICKET MULTIPLIER
***	<input type="radio"/>	<input type="radio"/>	3
	<input checked="" type="checkbox"/>	<input type="radio"/>	5
	<input type="radio"/>	<input checked="" type="checkbox"/>	7
	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	9

ATTRACT MODE

DS2	POS #7	ATTRACT MODE
***	<input type="radio"/>	NO ATTRACT MODE SOUNDS
	<input checked="" type="checkbox"/>	ATTRACT MODE MUSIC EVERY 3 MIN.

RESERVED SETTINGS (all off)

DS2	Pos #8	NOT USED
***	<input type="radio"/>	LEAVE OFF

RESERVED SETTINGS (all off)

DS3	Pos #1	Pos #2	Pos #3	Pos #4	Pos #5	Pos #6	Pos #7	Pos #8	Pos #9	Pos #10
***	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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)

**ALPHA PAYOUT**

**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	75	8	15	20	10	5	75	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
	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))

**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

DS1  
000X0XXX

DS2  
000X0XX0

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

**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