

MEG

AATON



OPERATION

MAINTENANCE

playmatic®



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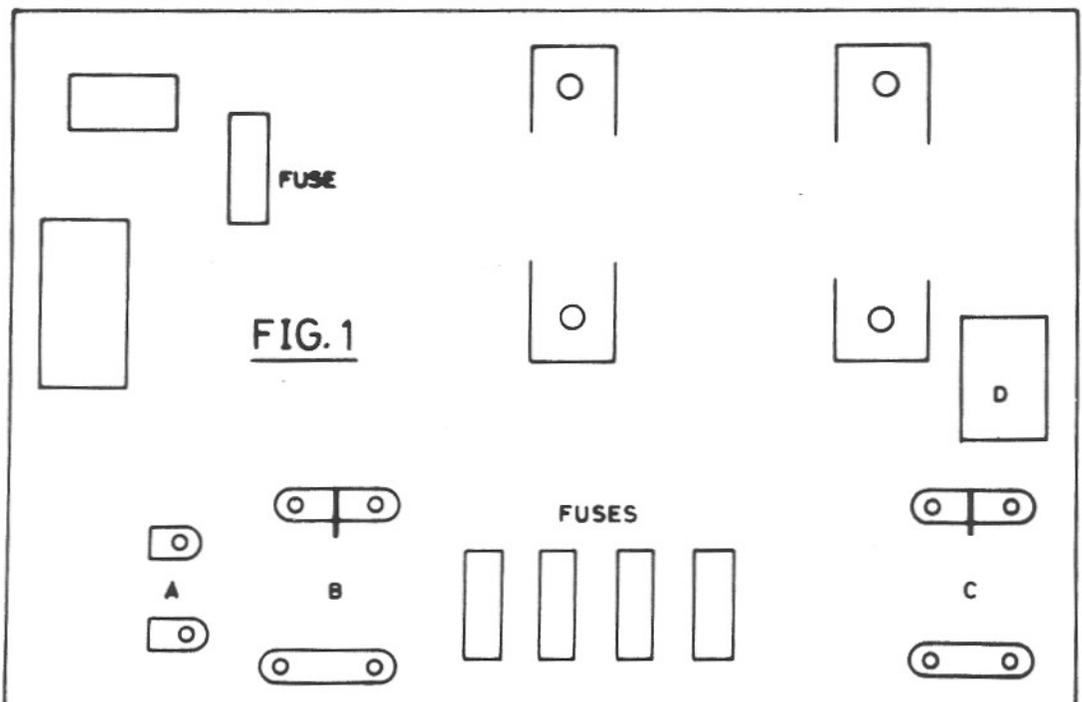
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INSTALLATION

- Assemble the machine.
- Connect the harnesses (see section on connection of harnesses).
- Check the network voltage (the machine leaves the factory with 220V A.C., 150W; to vary the input voltage, see section on voltage change)
- Check fuses.
- Locate possible errors in connection (connectors displaced or wrongly connected).

HARNESSES CONNECTED

- Connect harnesses from the board to:
 - a) MPU board (14). Figure 3. Connector 3.
 - b) Thyristors board (4). Figure 3. Connectors 10, 11, 12 & 13.
 - c) Reles board (6). Figure 3. Connectors 6 & 8.
 - d) B connector. Figure 1.
- Connect harnesses cabinet to:
 - a) MPU board (14). Figure 3. Connector 4.
 - b) Connector C. Figure 1.
- Connect transformer harness to:
 - a) Thyristors board (4). Figure 3. Connector 9.
 - b) Reles board (6). Figure 3. Connector 7.
 - c) MPU board (14). Figure 3. Connector 1.
 - d) SOUND-3 board (13). Figure 3. Connector 5.
 - e) Knocker, fluorescents, display and loudspeaker.



VOLTAGE CHANGE

This is effected by way of the selector situated on the transformer (figure 2).

The voltages are printed for better localization:

- Lift the board.
- Place mobile terminal (red-green) in the position corresponding to voltage available (figure 2).

The interior plug (D) situated on transformer platform (figure 1) is 220V and is not affected by network switch.

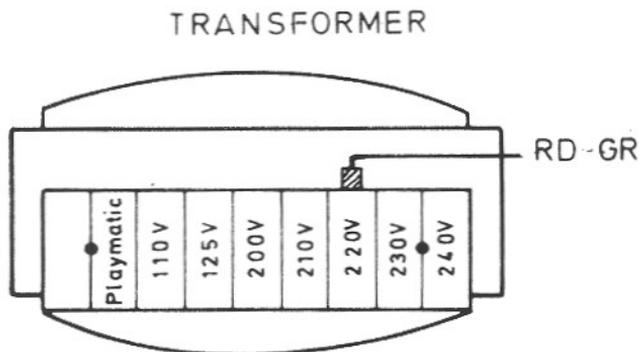
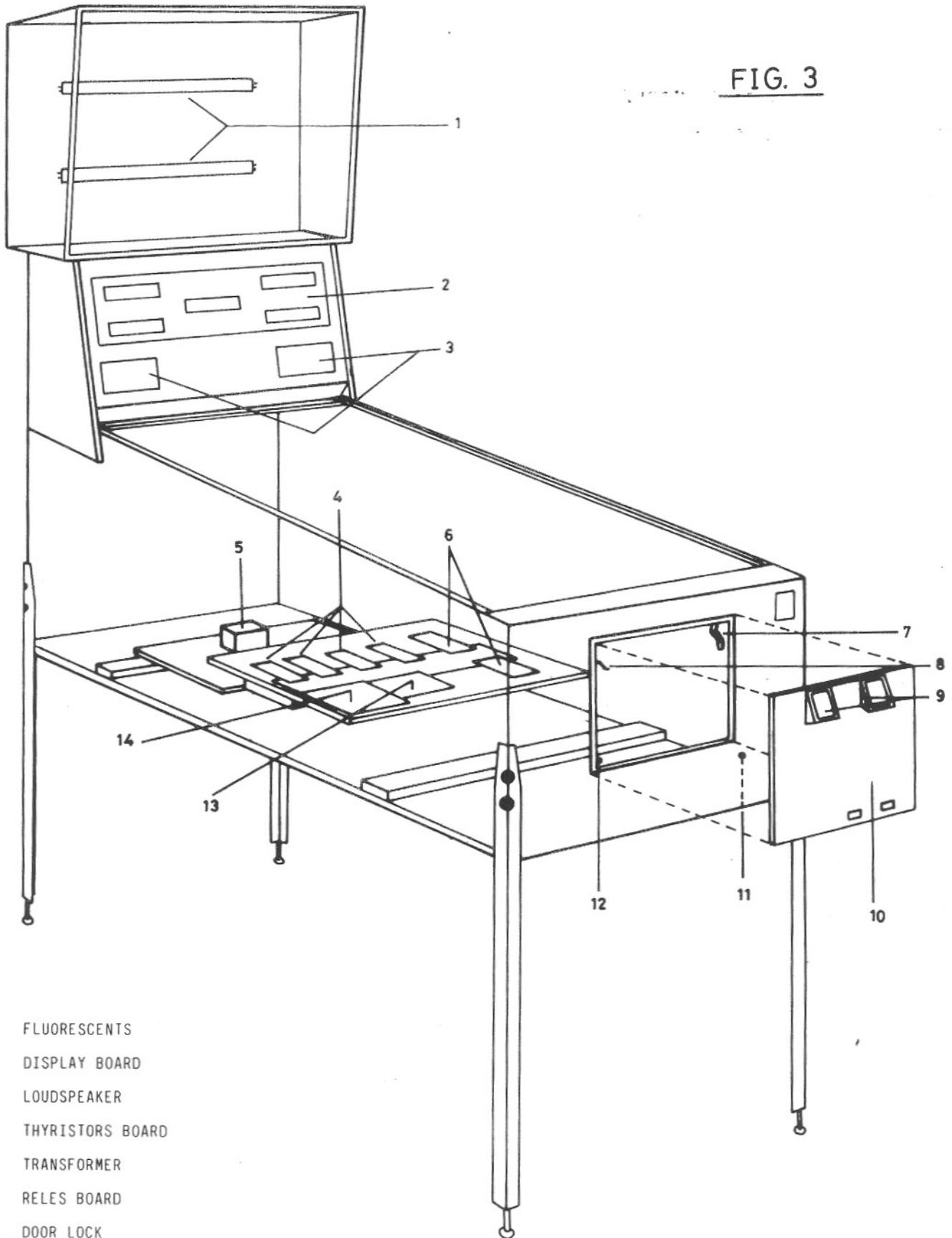


FIG. 3



- 1 FLUORESCENTS
- 2 DISPLAY BOARD
- 3 LOUDSPEAKER
- 4 THYRISTORS BOARD
- 5 TRANSFORMER
- 6 RELES BOARD
- 7 DOOR LOCK
- 8 ALARM CONTACT
- 9 COIN REJECTORS
- 10 DOOR
- 11 SWITCH
- 12 TEST
- 13 SOUND BOARD
- 14 MPU BOARD

OPERATION

TEST

- Disconnect and connect the machine with the test button pressed (figure 5).
- Release this when the machine enters test state.
- The counters advance from 000.000 to 999.999 repeating the cycle (test state).
- On the CREDIT counter 00, will appear, this indicates that there is no contact closed.
- On closing any contact, the number corresponding to said contact will appear on the CREDIT counter (see figure 4).

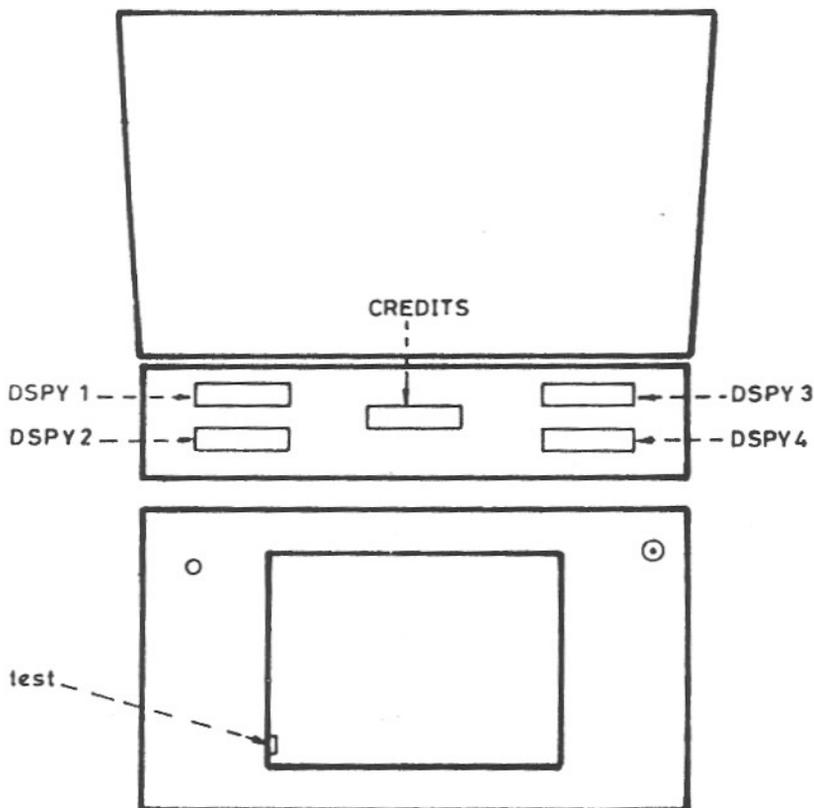


FIG. 4

DESCRIPTION OF GAME

Entering the ball to the right upper ejector, stops flashing of respective ejector light light up. On introducing again the ball, will stop each corresponding flash and so on; repeating the cycle twice.

Dropping down any target-set and placing the ball in the right upper ejector, will score 20.000 points. When the four target-set be dropped down, there will be four lights light up scoring 20.000 points each and will "prepare", at the mentioned ejector, an EXTRA BALL. Placing the ball again to the ejector, will "free" the EXTRA BALL and will prepare SPECIAL. All lights stored, will be erased.

When the ball is playing, all flashing lights are moved and sped by a controlled codig.

Flashing will stop by the central hole left, with three different speed.

When flashing itself is moving, dropping any target down stops respective lights group, scores signed scoring and starts again.

Dropping down two targets placed at the upper batteries, will give "SPECIAL".

"SPECIAL" is also given, when two targets of upper batteries are dropped down and this comes together, with central lights light up.

Turning off for the first time the three central stars, will light X3. At the second time, X5 and the third time, X100.

When the ball is at the ball-shooter canal for the first time, player, would try to obtain "HIGHEST SCORE" or "SPECIAL", depending of his skill level.

Target, lights bumpers and turn off row lights.

Right upper ejector, scores the star light up without turning it off.

TIME BONUS

Touching the star placed on the left lateral row, lights a light, indicating that, scoring of all dropping targets thus multiplying by X10 during 10 seconds.

Peepholes will be opened by the right-upper ejector and will be closed, by the star placed in the ball-shooter canal.

With ball in the hole, meanwhile, bonus is scoring and lights are lighting, flippers are canceled until, one light placed at the right bottom side next to player, blinks. Shooting the ball with the right flipper, mentioned light will be turned off.

SPECIAL REMARKS

To start the game, the three balls would be placed in the three different holes situated at the lower side next to player.

Incase that balls would be placed in the central lower hole, the starting then would be effected ejecting balls one by one. In this case, at the time that one of them is lost, game is stopped and all balls lost. For next sequence, the player would try to place balls into the other holes.

If by any circumstance, a ball in play would not score during a period of 10 seconds, other ball would then be ejected and putted into play.

When playing with three balls all together and not scoring any point for a period of 10 seconds time, the play is automaticly canceled and "NO BALL" is shown in the display.

ADJUSTMENT AND BOOKKEEPING

- Reading of total coins, games and credits (bookkeeping).
- When the machine is in "GAME OVER" state, and on opening the door, BOOK will appear in the first display; and total played games in the second one (figure 4).
- At the credit counter, will appear area 1. On pressing the test button successively, following areas will appear:

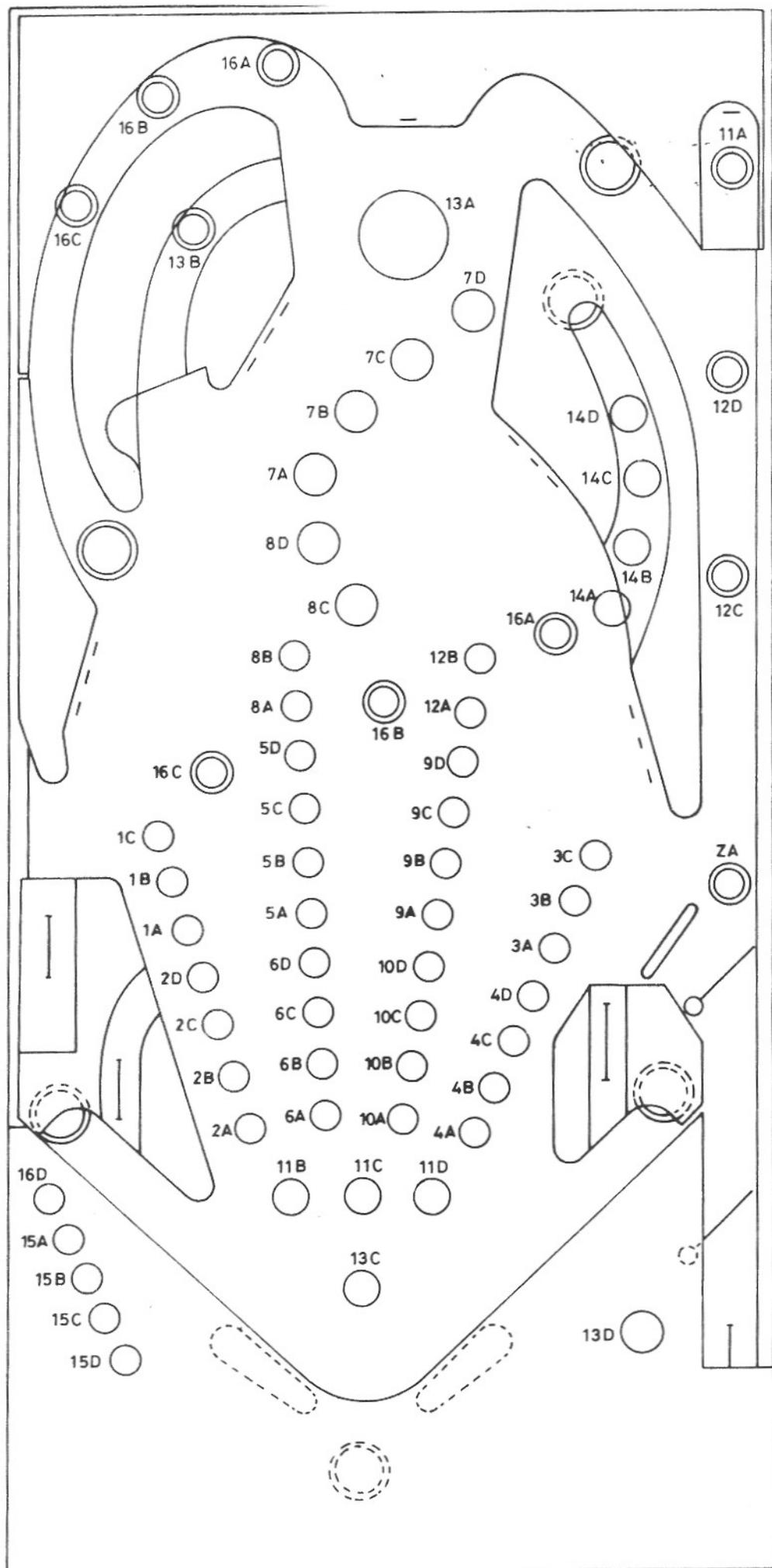
AREA 2: n° of coins by 1st. selector.
AREA 3: n° of coins by 2nd. selector.
AREA 4. n° of coins by 3rd. selector.
AREA 5: n° of total games by "MATCH FEATURE".
AREA 6: n° of total games by "SCORING".
AREA 7: n° of total "EXTRA BALL" given.
AREA 8: n° of total prizes for "SPECIAL".

INDEPENDIENT ADJUSTMENT

- Setting the 8 area and on pressing the test button successively, "ADJUST" will appear at the 1st. player display and in the second one, the adjustment valour of the following areas:

OBJECT OF ADJUSTMENT	AREA	READING	STANDARD
GAMES PER COIN FIRST COIN REJECTOR	1	00 to 99	1,0
GAMES PER COIN SECOND COIN REJECTOR	2	00 to 99	2,0
GAMES PER COIN THIRD COIN REJECTOR	3	00 to 99	3,0
MAXIMUM NUMBER OF EXTRA BALL	4	1 to 5	3
FREE GAMES GIVEN FOR HIGH SCORE	5	1 to 5	1
BALLS PER GAME	6	1 to 5	3
FREE GAME FIRST SCORE	7	0000000 to 9900000	1.200.000
FREE GAME SECOND SCORE	8	0000000 to 9900000	1.600.000
FREE GAME THIRD SCORE	9	0000000 to 9900000	2.000.000
GAMES FOR EACH PLAYER	10	0=SEVERAL 1= 1 ONLY	/
PRIZES FOR SPECIAL	11	0=GAME 1= BALL	/
PRICES FOR SCORING	12	0=GAME 1= BALL	/
MATCH FEATURE	13	0=YES 1= NO	/
CALL TO ATTENTION	14	0=YES 1= NO	/
BUMPERS	15	100/1K 1K/10K	/
TARGET SCORING MULTIPLIER TIMING	16	0=10 SEC. 1= 20SEC.	/

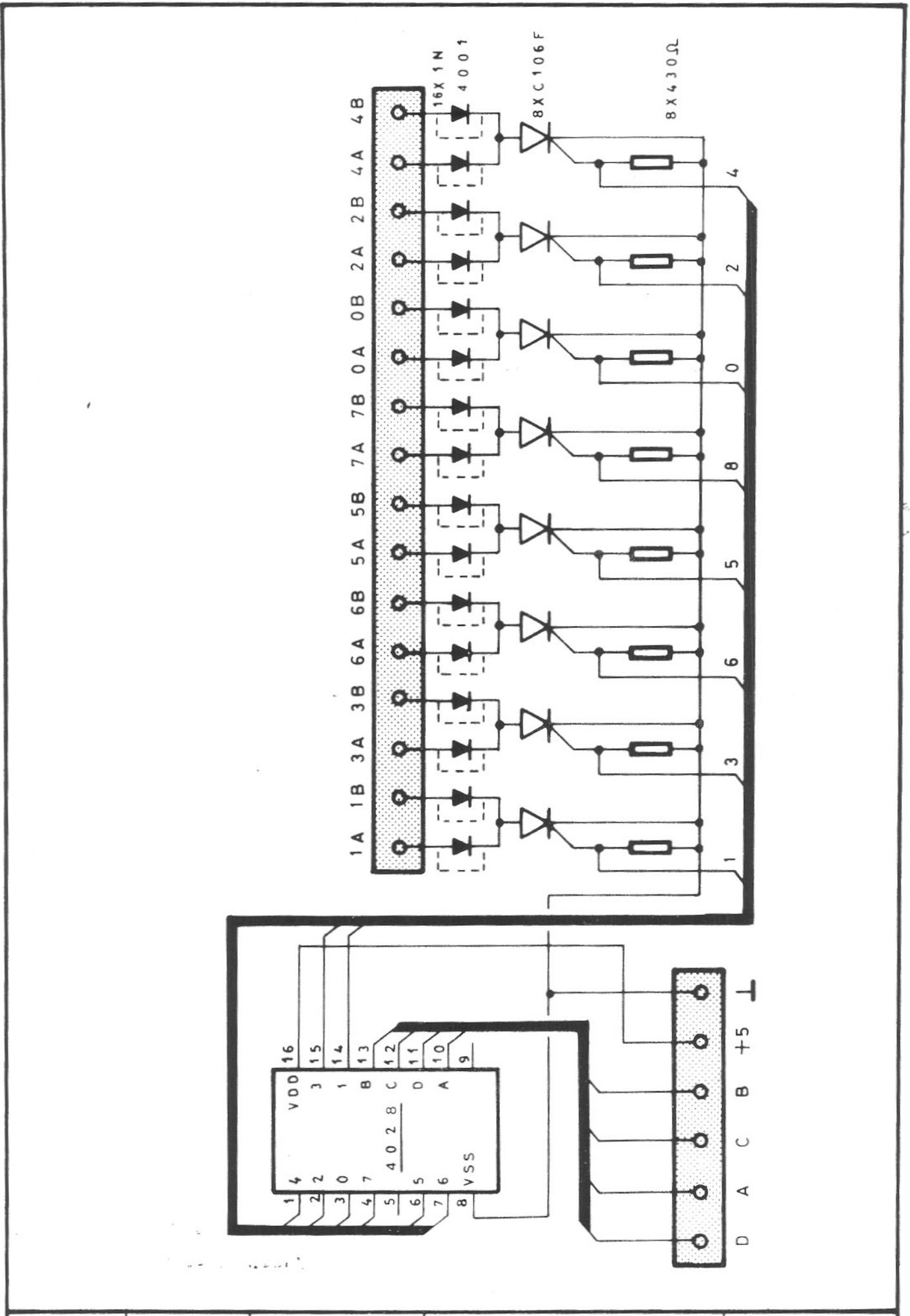
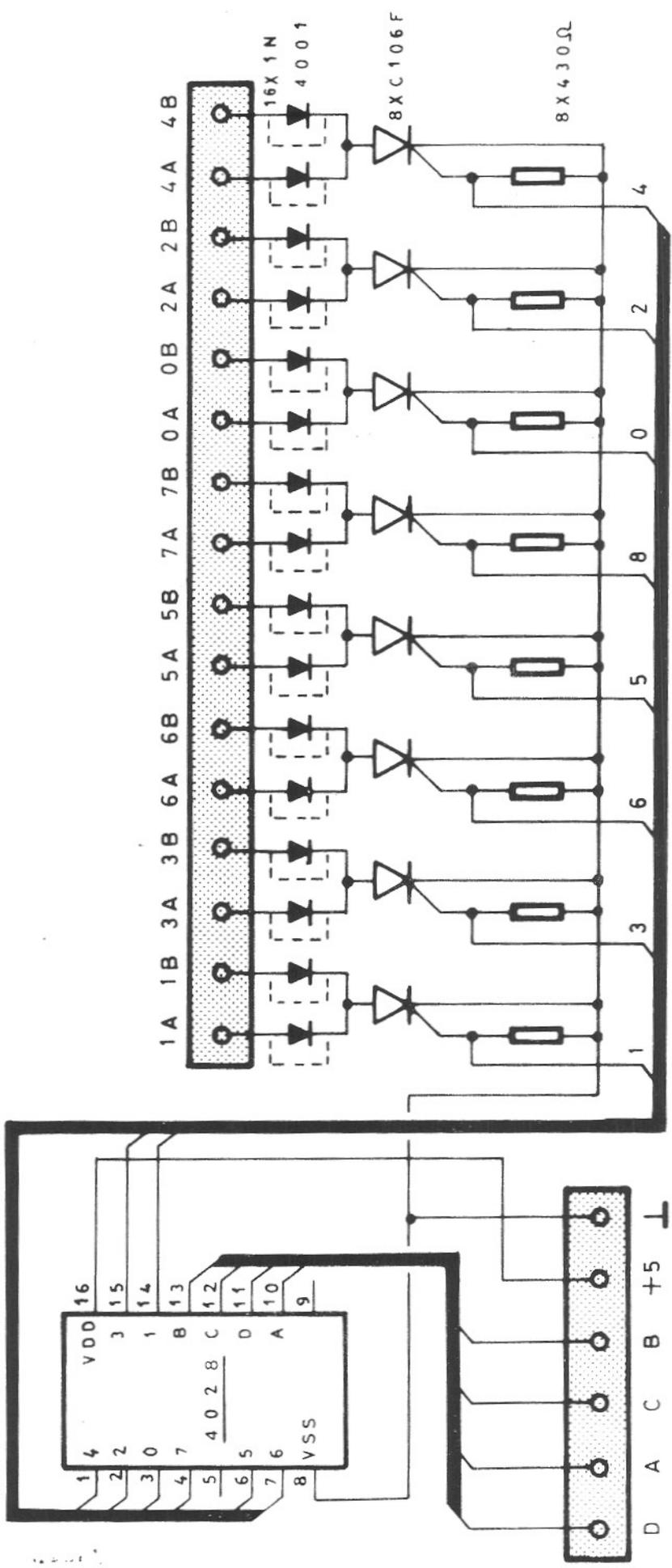
- By pressing the credit game button (figure 4), the required digital can be choused and by pressing the right flipper button, the wished valour.

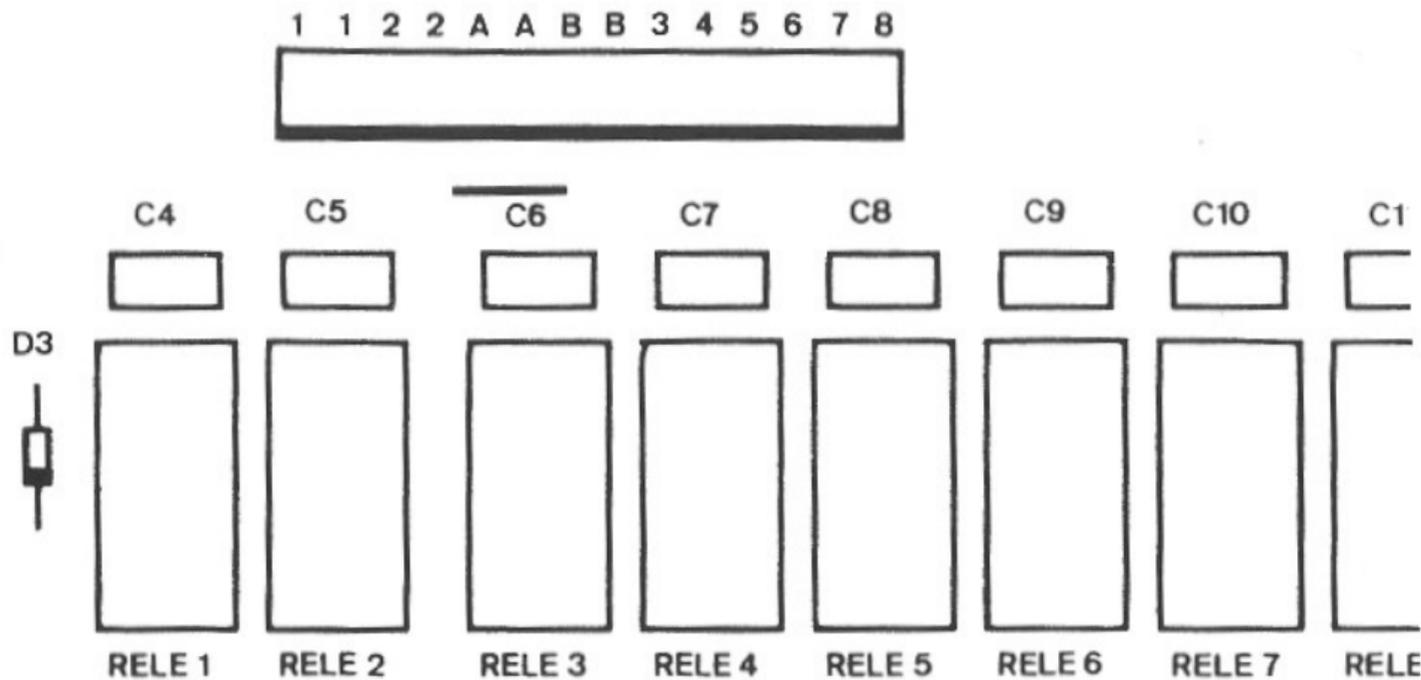
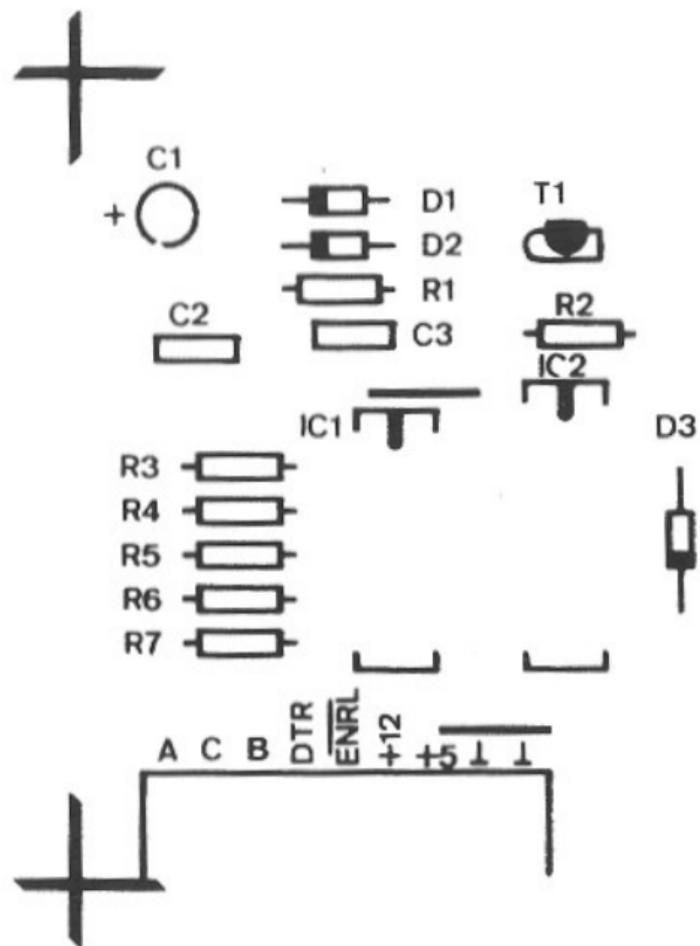


ADJUSTMENT OF FLIPPERS AND BUMPER

- There is a connector on the transformer platform to this effect (A), (see figure 1), indicating the voltage to which it can be regulated.
- Depending on the strenght required, the following voltages are available; 28, 30 & 32 V.

SCHEMES



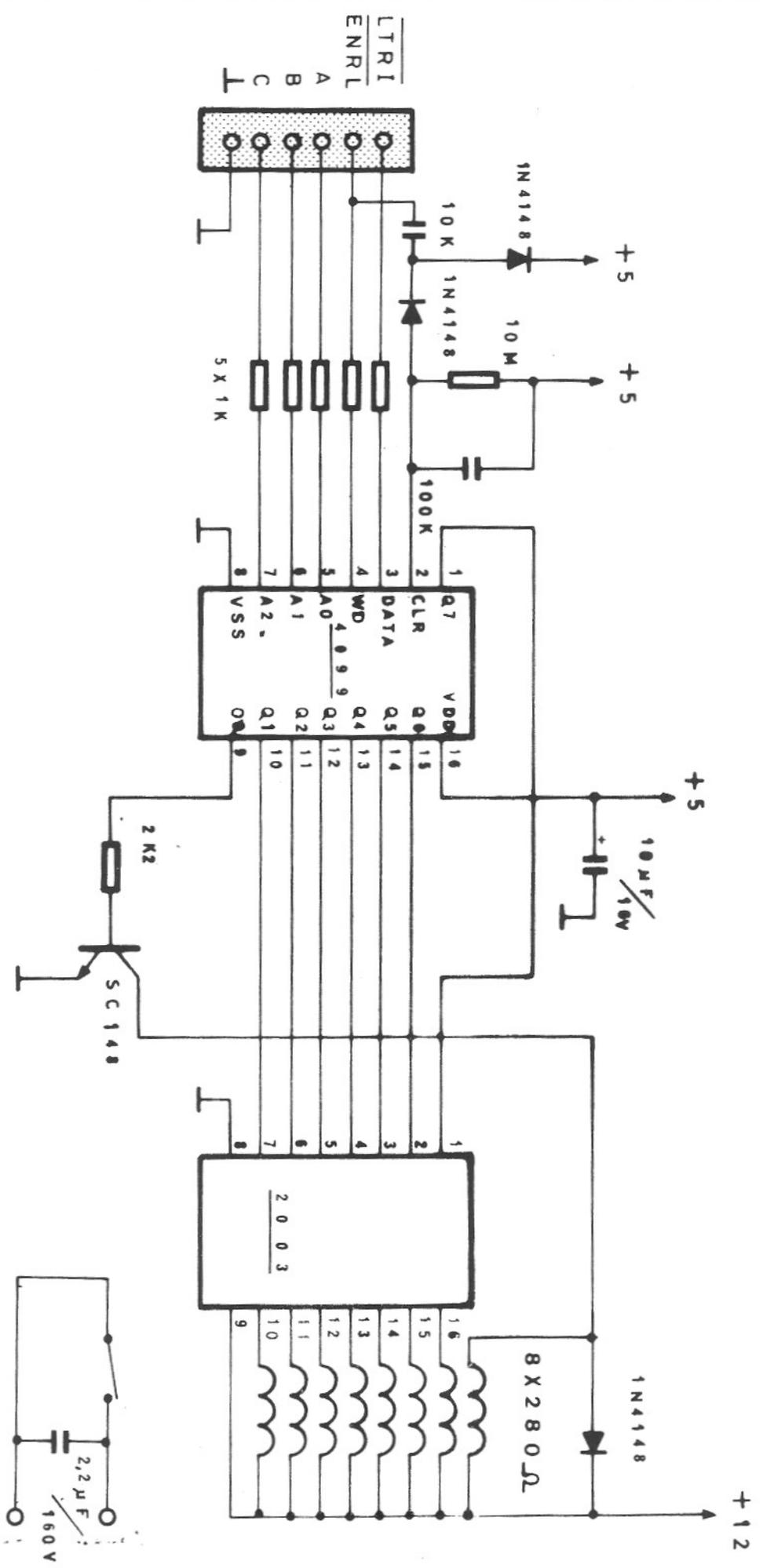


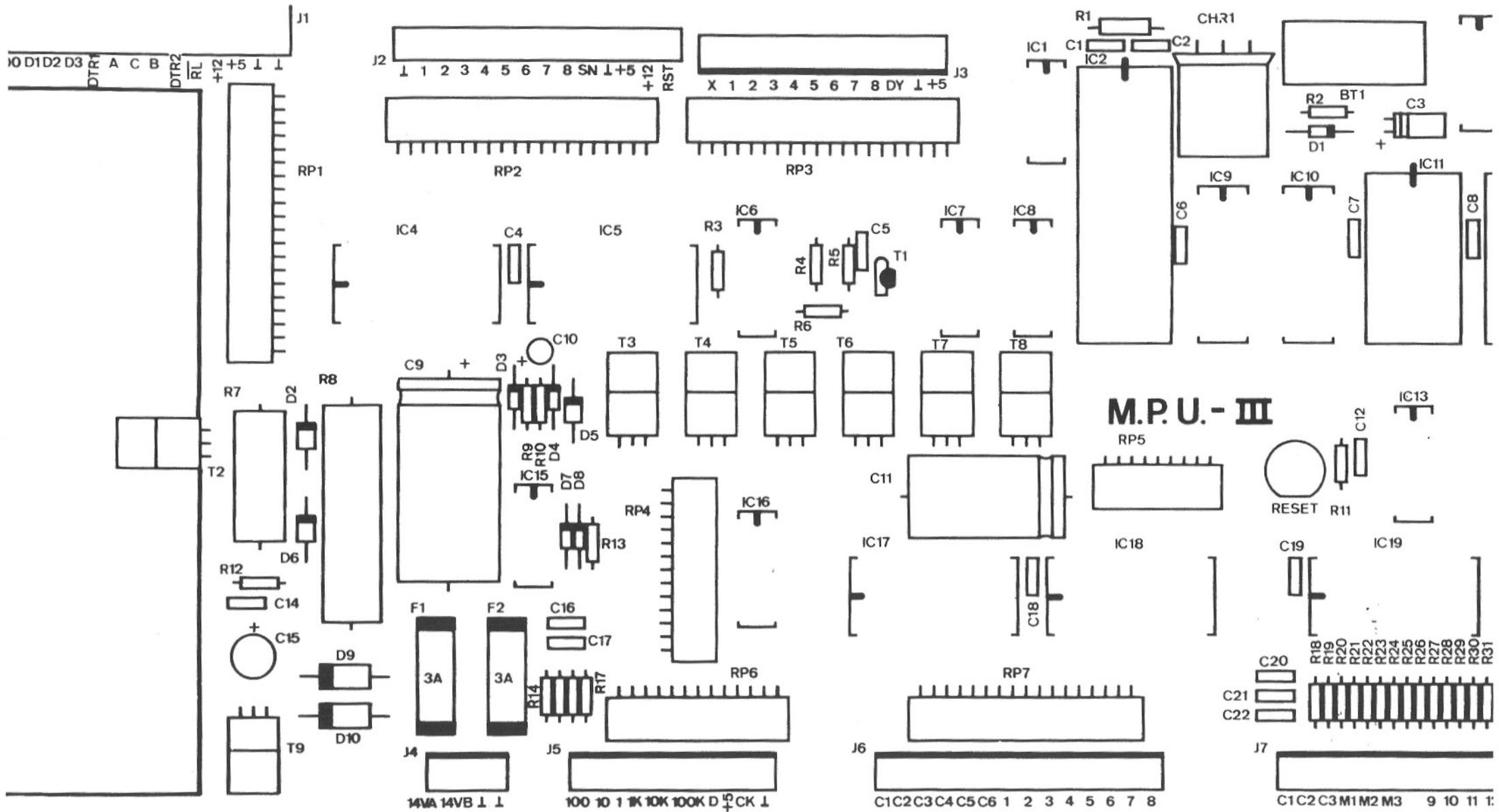
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B.S.C.

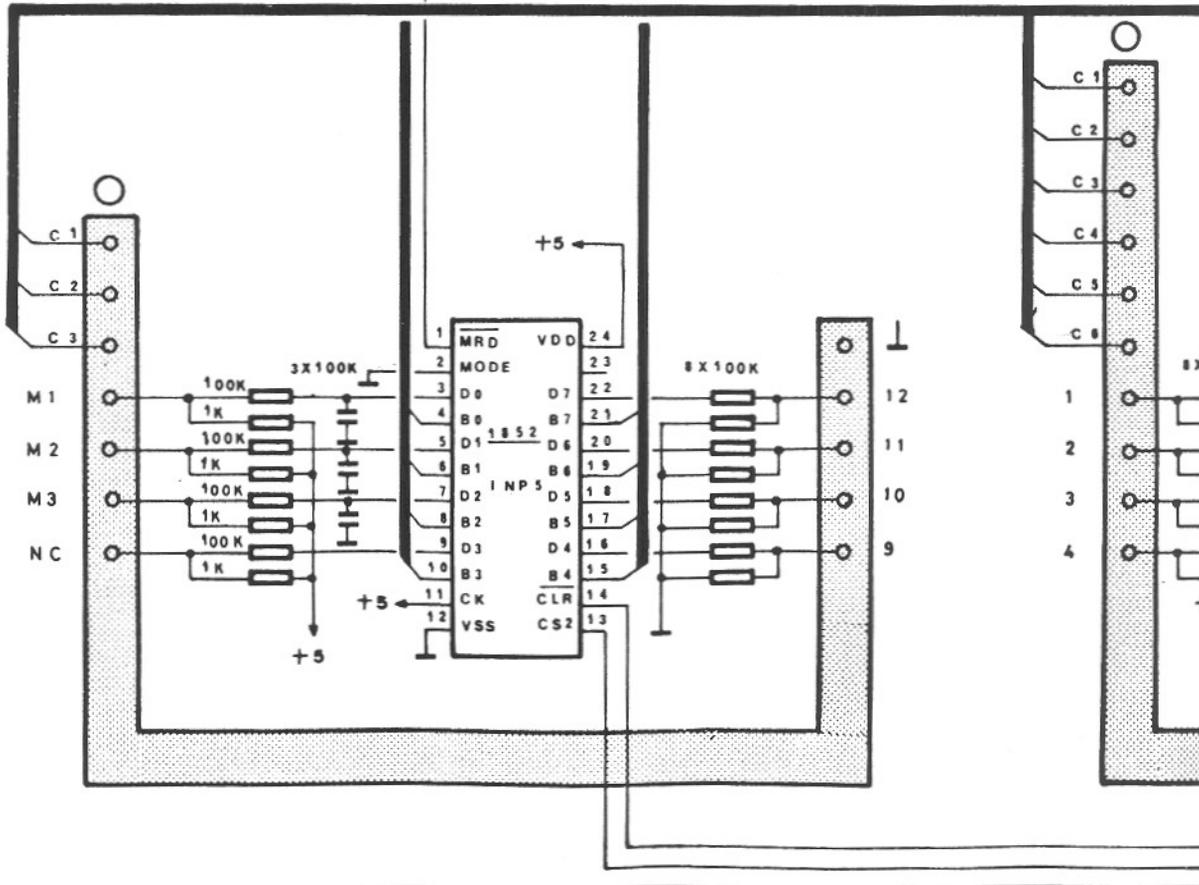
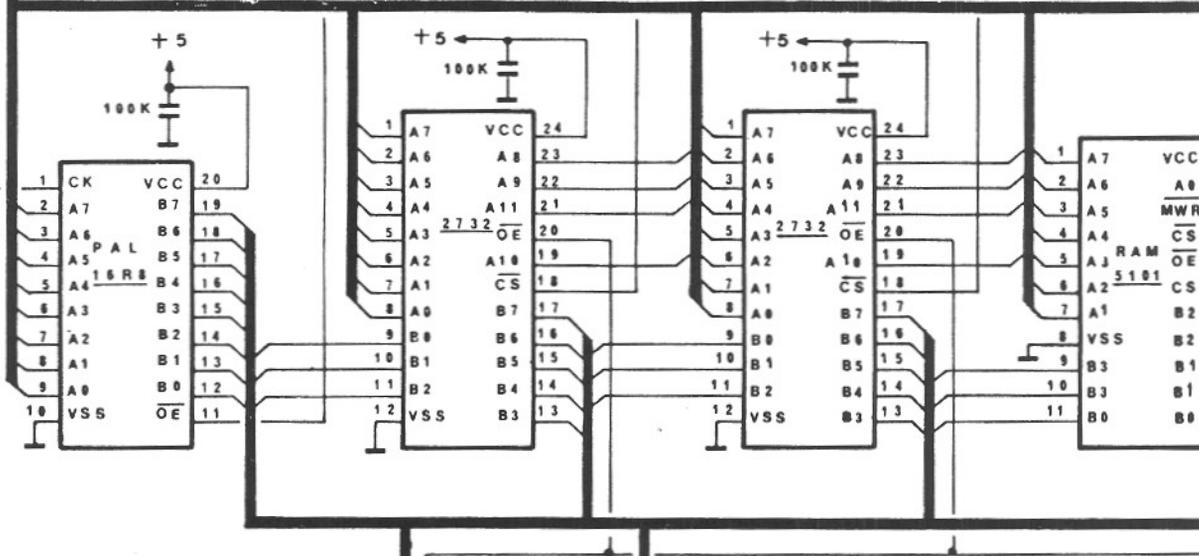
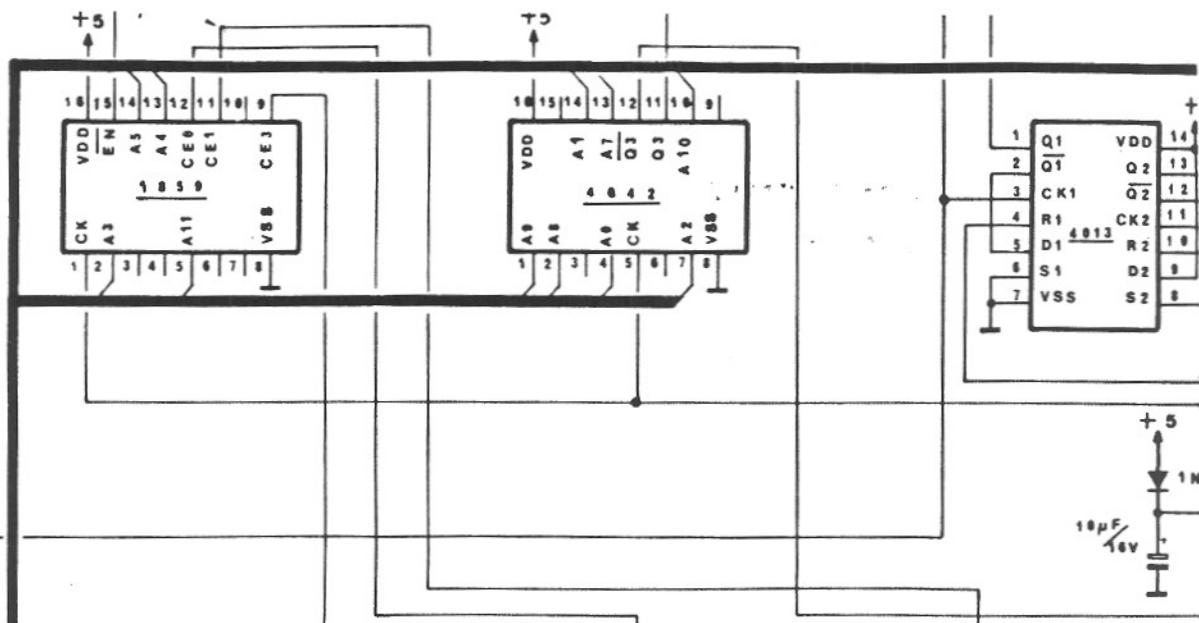
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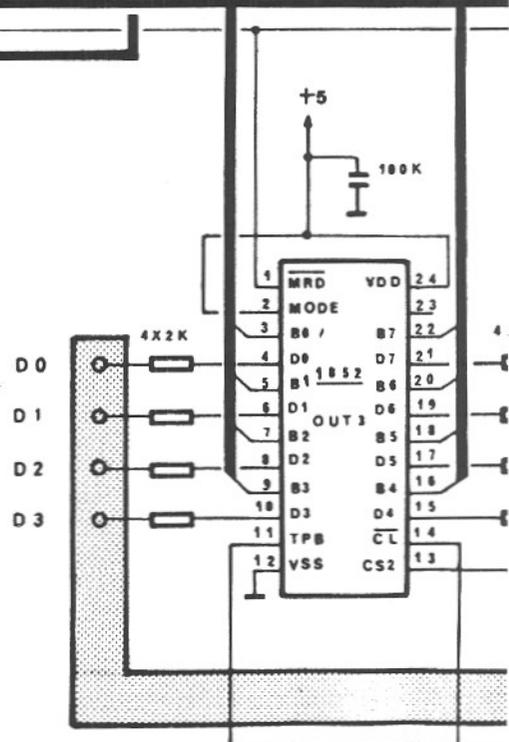
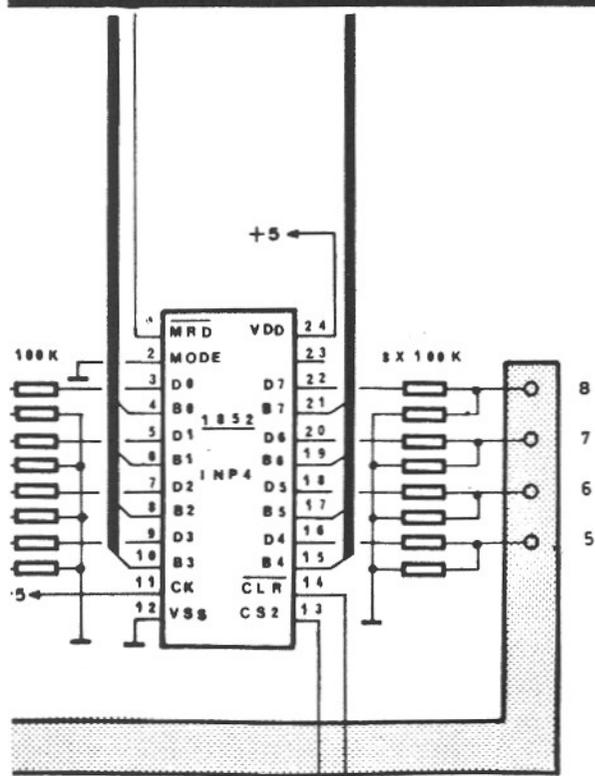
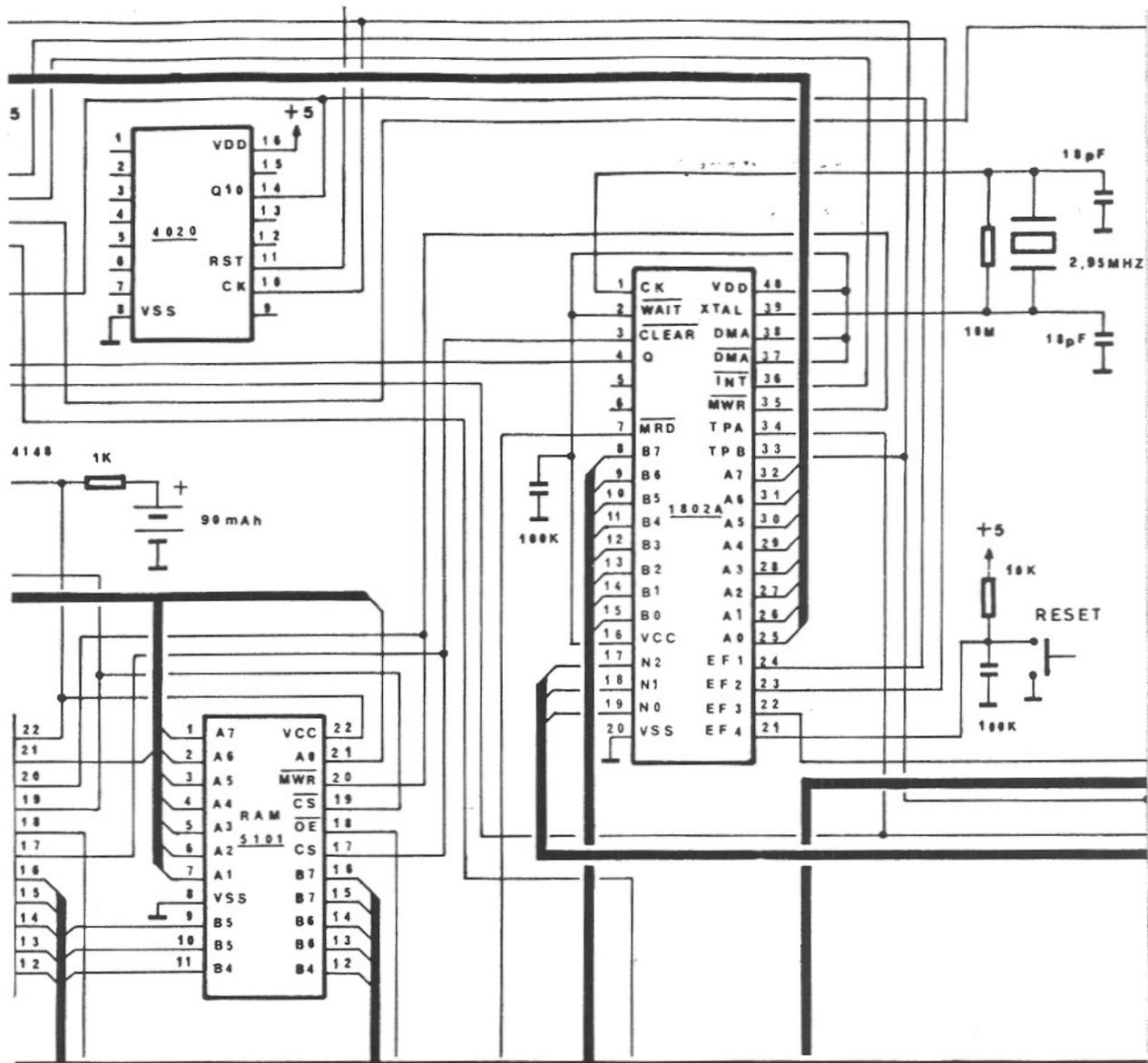
DIBUJADO 27/9/82 J.V.G.

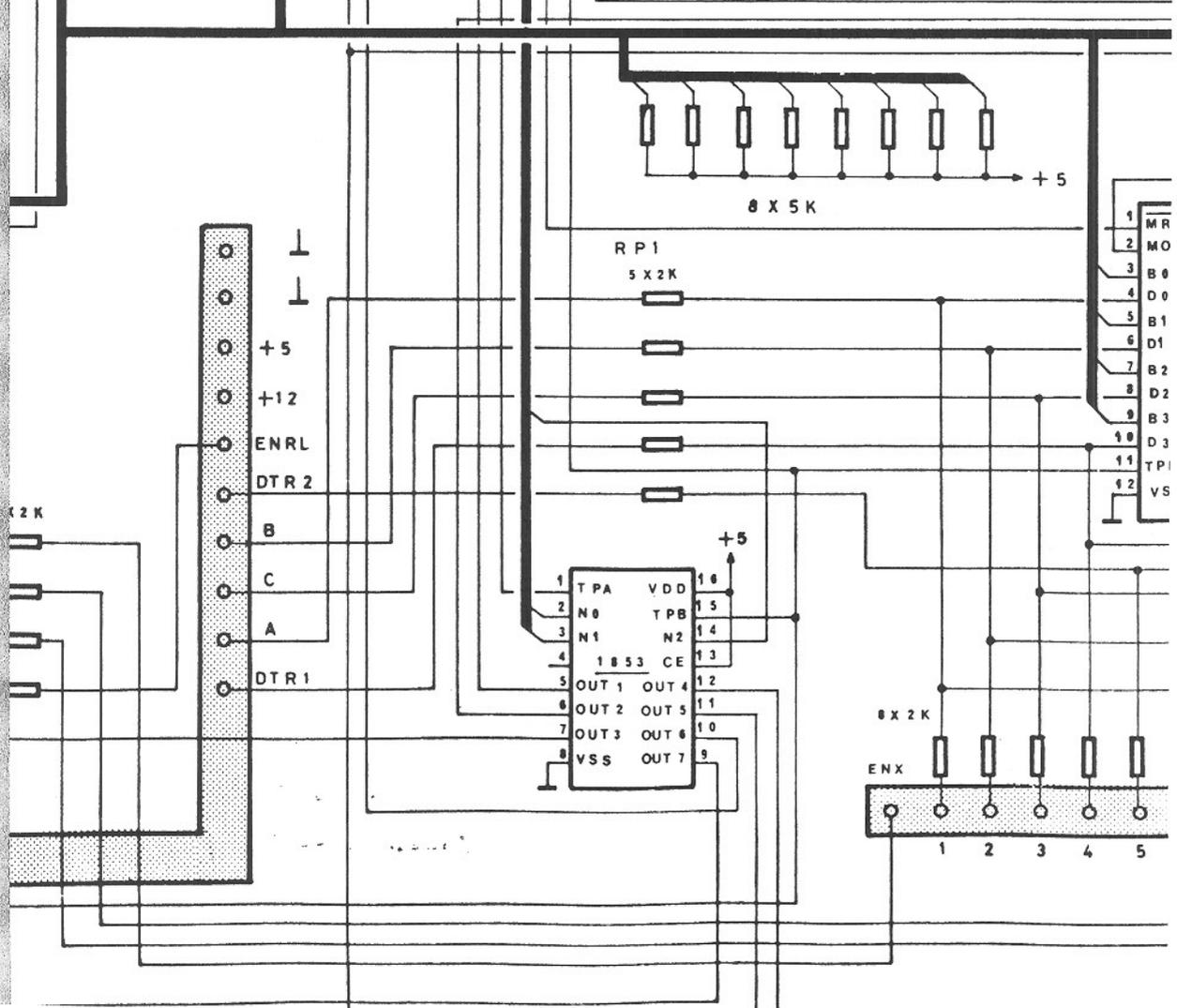
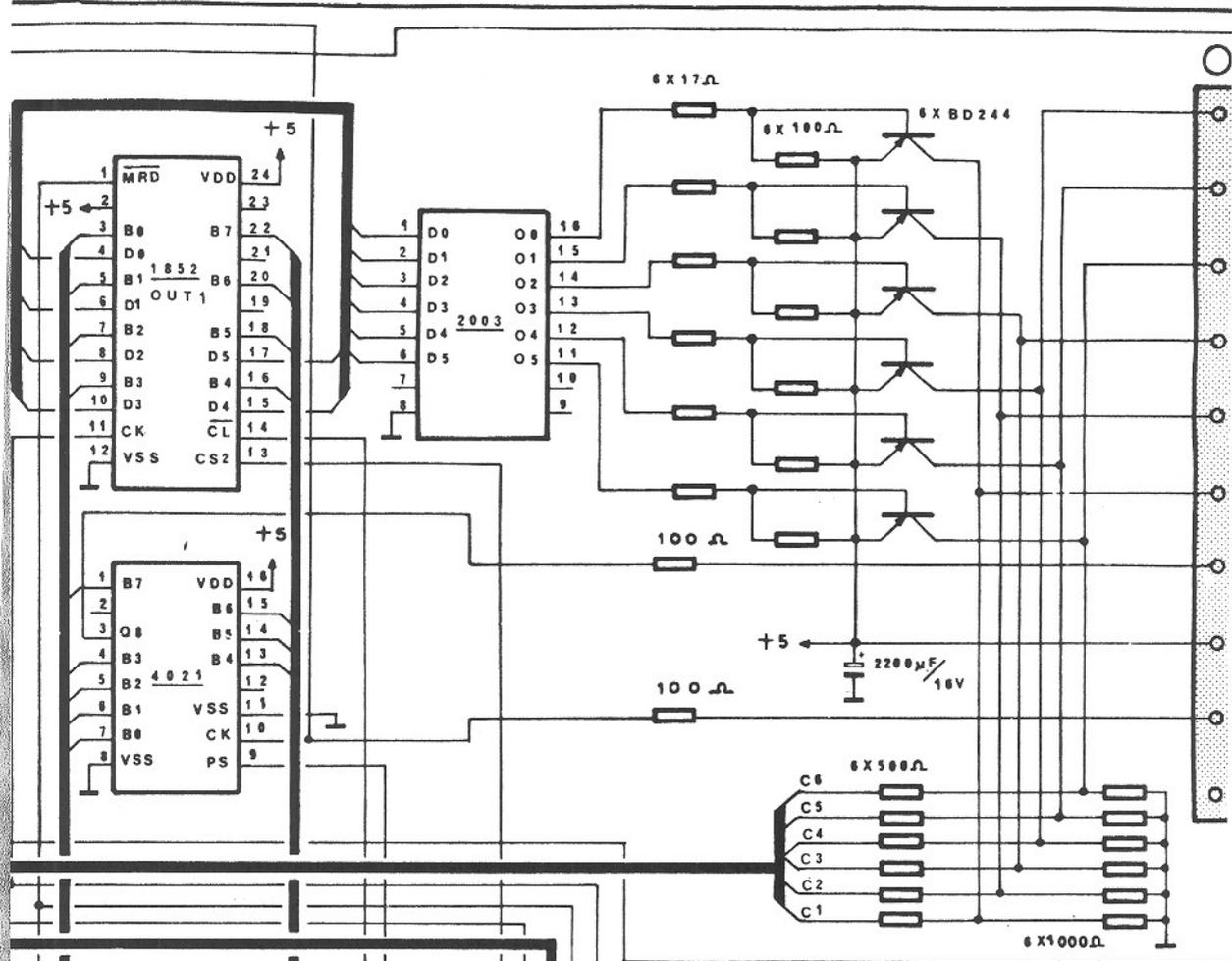


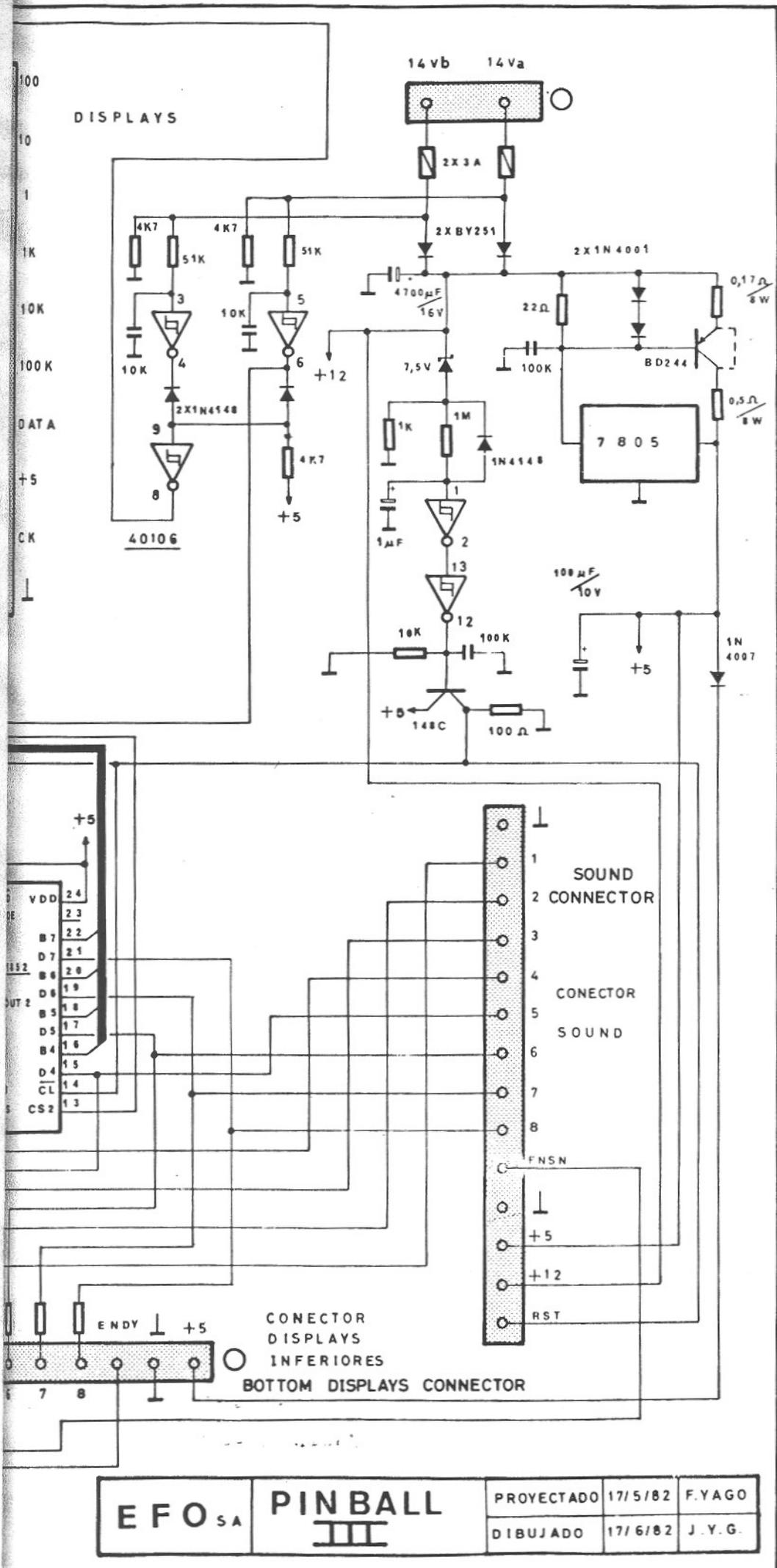


M.P.U. - III

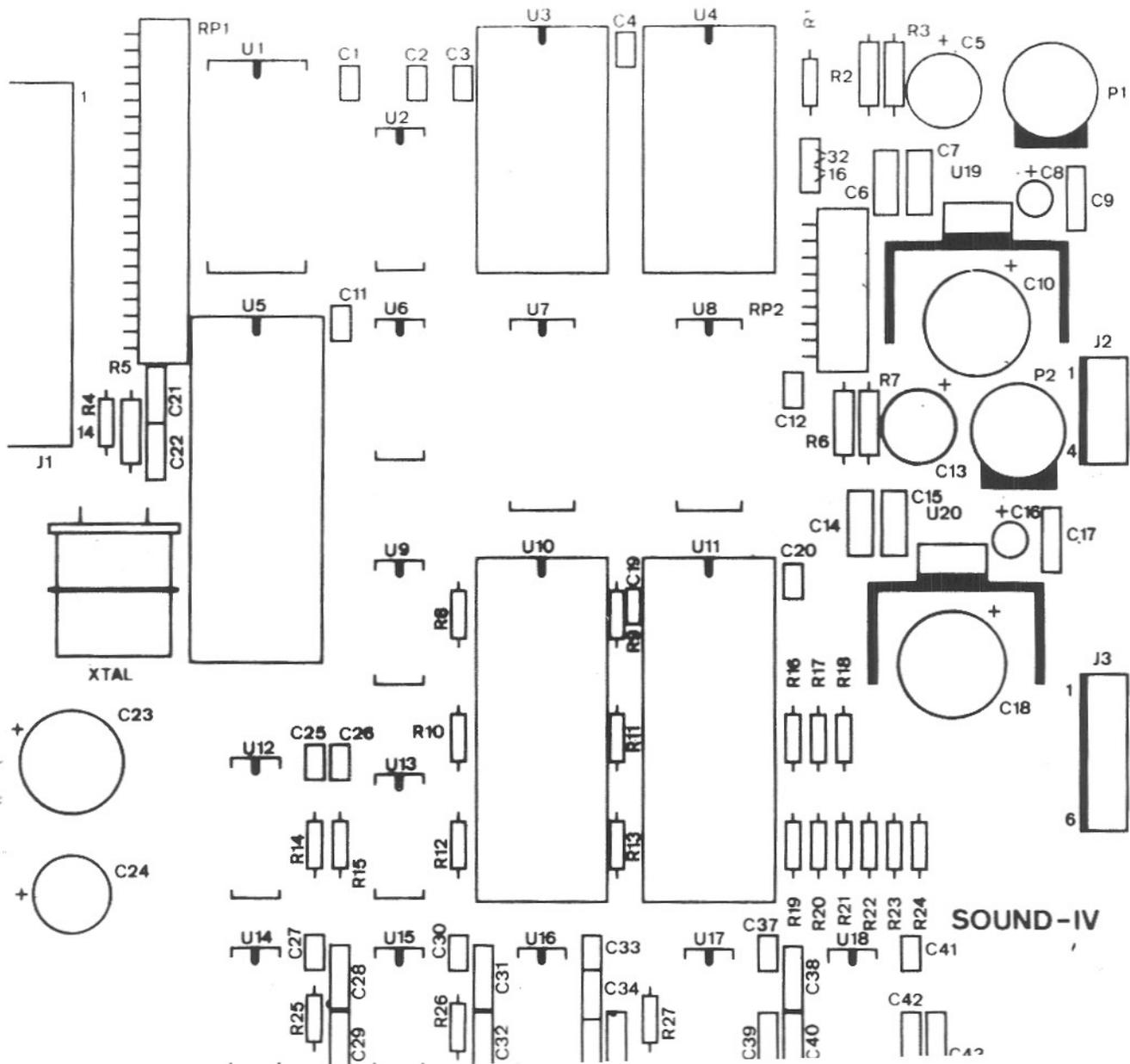


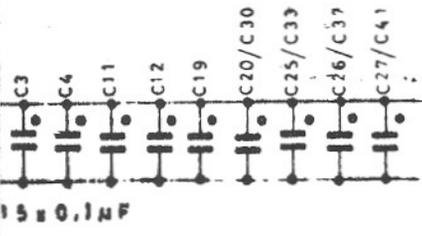
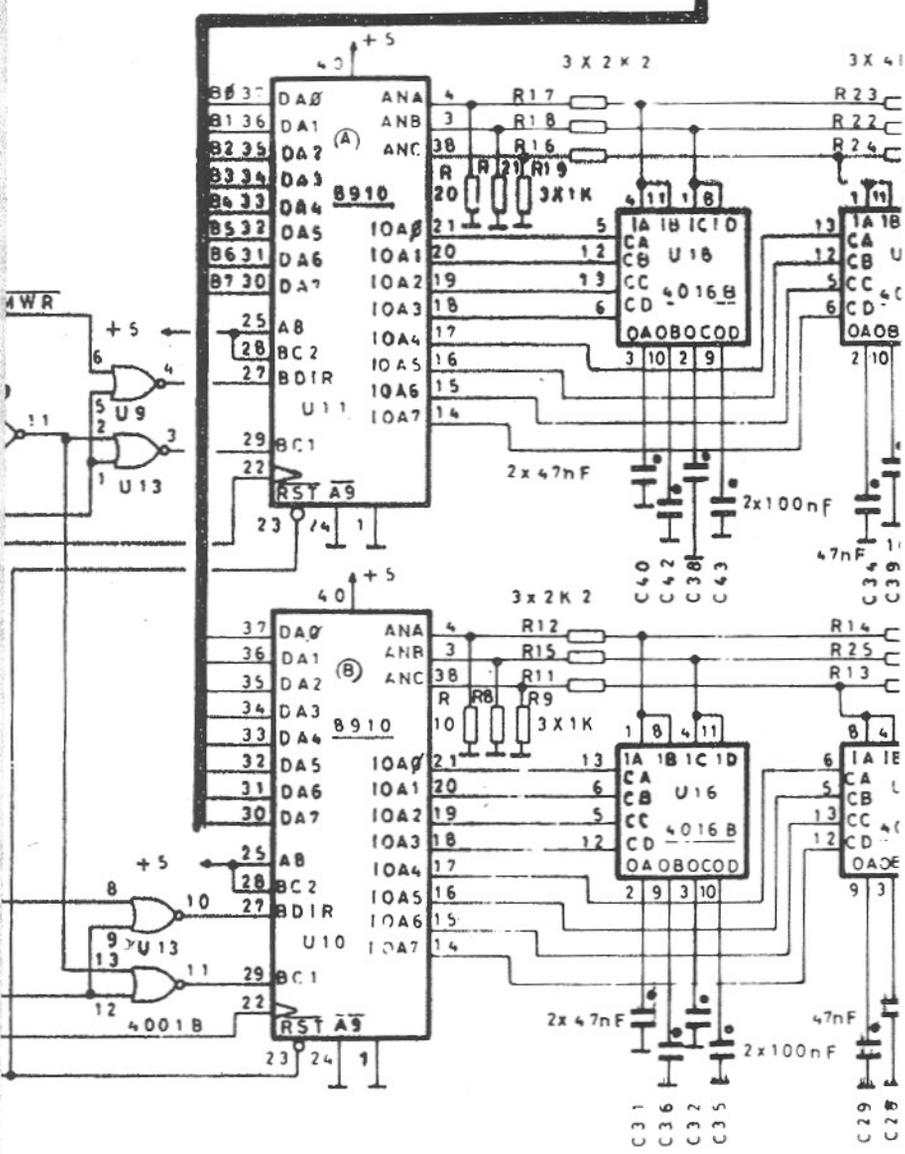
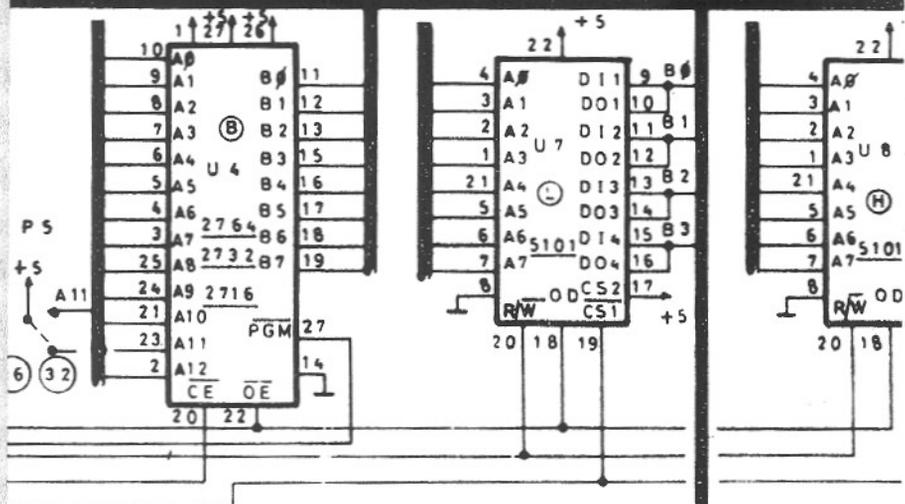




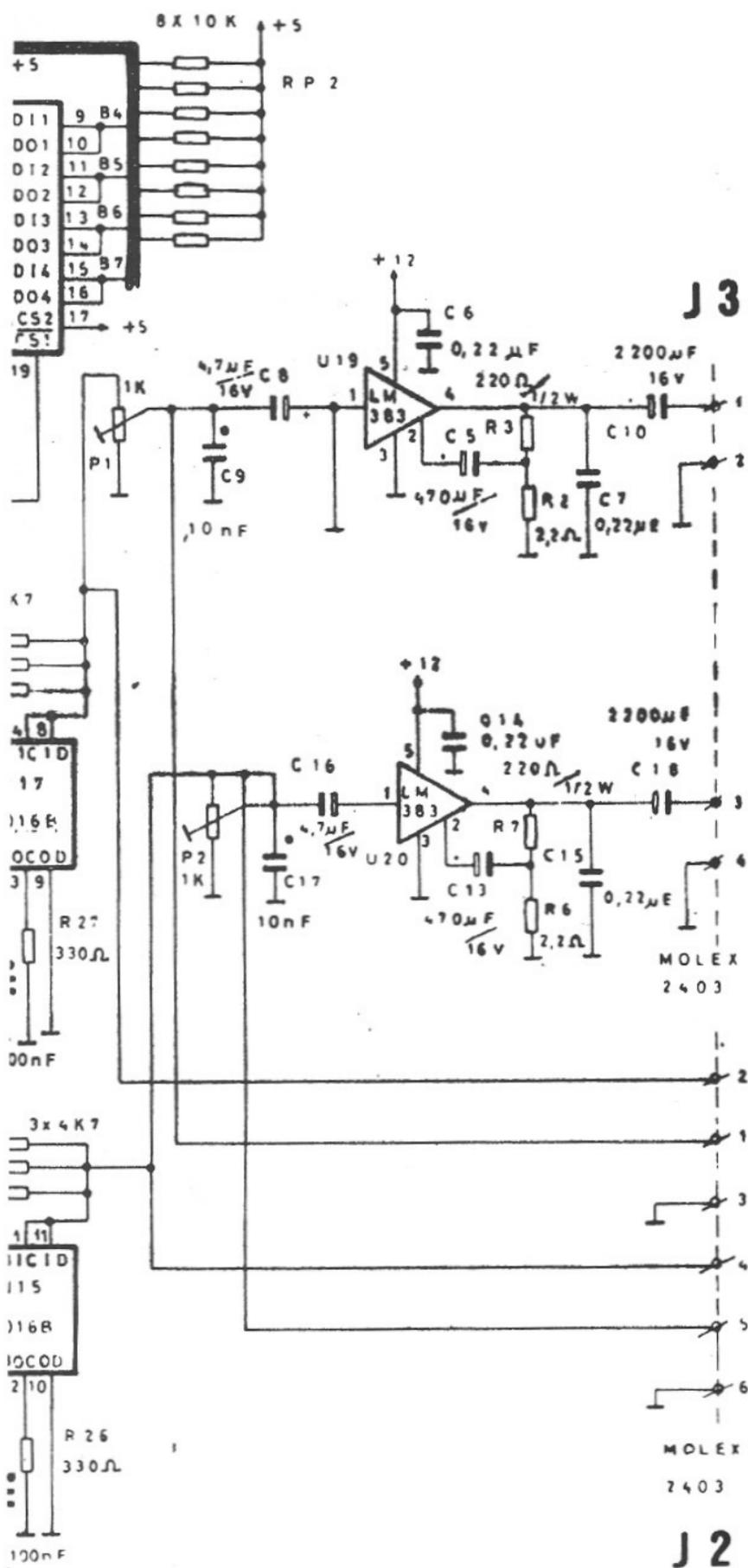


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		DIBUJADO	17/6/82	J.Y.G.





E F O S A S O

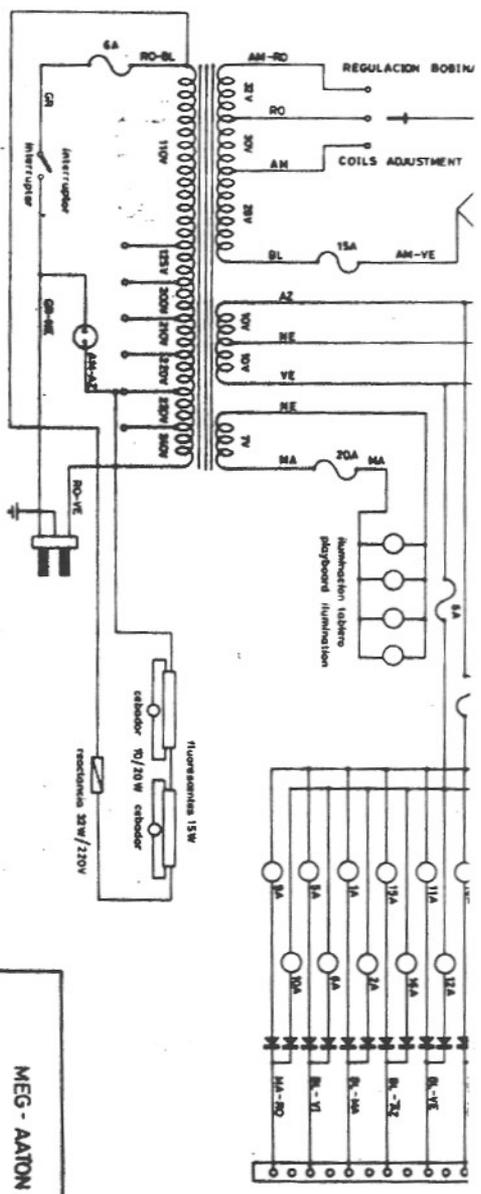


UNDA IV

PROYECTADO	25/5/83	J. GARELL
DIBUJADO	23/9/83	J. Y. S.



Mecc	AC-763
01, 02, 03, 04, 05	AC-1405
transmisiones 1 y 2	AC-1478
mecc. bello	AC-2081
11111111111111111111	AC-2080
butopier	AC-2057
A1, A2, A3, A4, A5	AC-2081



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