

Instruction Sheet for TFB3

SETTING UP SKILL MODE

The Skill Mode can be entered via the EEPROM memory, which will retain the set up data even when the power is switched off. It is important to follow the set up procedure exactly as described below. The Skill Mode may not be suitable for all games and all types of operation situations. Amusement machines like video games do not provide any signals, which we could use to know when one game finishes and another starts. Therefore it is very important to select the game time, interval, the winner level and also the dip switch setting for activity very thoughtfully to suit the particular game. Even with perfect adjustments the Skill Mode will never be perfectly synchronized with the Game Up/Game Over state of the game and tickets may be dispensed in seemingly wrong time, especially when multiple credits are played. Play the game to familiarize yourself with its features then select settings for the optimum performance of the Skill Mode.

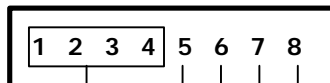
SELECT GAME TIME, INTERVAL, WINNER LEVEL AND MERCY TICKETS

1. Switch the power OFF.
2. Set dip switches 5,6,7,8 ON.
3. Switch the power ON, the LED will flash briefly twice to indicate EEPROM set up mode.
4. For example to set the GAME TIME, set dip switches 1,2,3,4 for the desired value and turn the dip switch 5 OFF. The selected value will be written into the EEPROM memory. The LED will start flashing to verify successful 'EEPROM WRITE'. The number of flashes will correspond to the set value (one longer flash represents ZERO).
5. Return the dip switches 5 to 8 back to the ON position, the LED will again briefly flash twice. The board is ready for next EEPROM WRITE.
6. You can repeat steps 4 and 5 as many times as you want to set other values. By turning OFF dip switch 5 – 8 (only one switch at the time) you can select which setting you want to change.
7. After you finished all settings, set dip switches as required for normal operation (Coin/Credits, Activity, Bonus Mode) see page 3. SW7 must be in OFF position.

EXAMPLES:

- To select Game Time of 60 seconds, select value 4 by setting dip switches as follows: SW1=ON, SW2=ON, SW3=OFF, SW4=ON. Switch dip switch 5 off to write this value in the memory.
- To select Interval of 15 seconds, select value 5 by setting dip switches as follows: SW1=OFF, SW2=ON, SW3=OFF, SW4=ON. Switch dip switch 6 off to write this value in the memory.

Dip Switch



SET VALUE				
SET	Sw1	Sw2	Sw3	Sw4
0	ON	ON	ON	ON
1	OFF	ON	ON	ON
2	ON	OFF	ON	ON
3	OFF	OFF	ON	ON
4	ON	ON	OFF	ON
5	OFF	ON	OFF	ON
6	ON	OFF	OFF	ON
7	OFF	OFF	OFF	ON
8	ON	ON	ON	OFF
9	OFF	ON	ON	OFF
10	ON	OFF	ON	OFF
11	OFF	OFF	ON	OFF
12	ON	ON	OFF	OFF
13	OFF	ON	OFF	OFF
14	ON	OFF	OFF	OFF
15	OFF	OFF	OFF	OFF

GAME TIME	
SET	TIME (s)
0	0
1	15
2	30
3	45
4	60
5	75
6	90
7	105
8	120
9	135
10	150
11	165
12	180
13	195
14	210
15	235

INTERVAL	
SET	TIME (s)
0	0
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30
11	33
12	36
13	39
14	42
15	45

WINNER LEVEL	
SET	TIME (s)
0	0
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100
11	110
12	120
13	130
14	140
15	150

MERCY TICKETS	
SET	TICKETS
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15

EEPROM TEST – READ SETTINGS

1. Switch the power OFF.
2. Turn dip switch 7 ON (at least one of the dip switches 5,6 or 8 must be turned off).
3. Turn the power ON. The LED will start flashing indicating all EEPROM settings in this order: Game Time, Interval, Winner, Mercy Tickets.
4. There is a short pause between settings. Zero setting is indicated by one longer flash.
5. Turn dip switch 7 OFF for normal operation.