

Rock N Bowl

WELCOME!

Please take a moment to read the following before turning on your new "Rock-N-Bowl" game for the first time. Your game was carefully checked at the factory before shipping.

After removing the game from its carton, please make sure that the playfield is level.

DO NOT USE THE LEG LEVELERS TO RAISE OR ANGLE "ROCK-N-BOWL"
UNLESS IT IS PLACED ON AN UNEVEN OR UNLEVEL AREA.

Plug the power cord into an AC outlet and turn on the main power switch located on the back upper left-hand side. The fluorescent in the back glass and playfield will light up.

Check the "Game Adjustments" section to be sure the dipswitches are set up properly. Load the game with tickets. Your new "Rock-N-Bowl" is ready for play!

VARIATIONS

The bowling pins in your "Rock-N-Bowl" have been positioned based on extensive play testing and percentaging. We do not recommend repositioning since this defeats the pin value panel scoring system.

COIN MECHANISM

Your "Rock-N-Bowl" uses a Standard Asahi Seiko Coin Acceptor.

The coin chute and acceptor relationship is critical. This adjustment has been carefully done at the factory. Should you have to do this in the field:

- Locate the chute such that the tip of the coin chute is approximately .114" above the playfield. Verify that the sweeper blade is clear to slide beneath the chute and that the coin switch wire form does not interfere with the switch when the coin drops thru. The coin chute is attached and adjusted with two screws.

GAME ADJUSTMENTS

On the main processor board, located on the front left inside wall, you will notice two banks of eight dipswitches, these are used for game adjustments. The bank of dipswitches near the two black buttons is called "Bank #2" and the other one to its right is called "Bank #1."

The dip switches from left to right are numbered 1 to 8. "ON" is in the up position.

When your "Rock-N-Bowl" was shipped from the factory, the dipswitches were set as follows:

BANK #1 - (1) S41, (2) S42, (8) S48 ARE ON

BANK #2 - (1) S51, (2) S52, (7) S57 ARE ON

All the rest are off.

This configuration allows each coin 3.5 seconds to run its course. The attract mode is on and the sweeper will activate after every 30 coins. One ticket will be dispensed even if the player misses.

IF YOU OPERATE ON UNUSUALLY SMALL TOKENS

Please change the setting on Bank #1 to: (1) S41, (3) S43 ON. All the rest are OFF. The game reset button (Black) is located at the bottom (Middle) of the board. You must reset the game every time you change the dip switch settings.

Volume

The blue knob is your volume level.

"ROCK-N-BOWL" DIP SWITCH SETITNGS

S41	S42	S43	Coin Timeout In Seconds
OFF	OFF	OFF	2
ON	OFF	OFF	2.5
OFF	ON	OFF	3
ON	ON	OFF	3.5
OFF	OFF	ON	4
ON	OFF	ON	4.5
OFF	ON	ON	5
ON	ON	ON	6

S44	S45	S46	Game Time out in Seconds
OFF	OFF	OFF	10
ON	OFF	OFF	15
OFF	ON	OFF	20
ON	ON	OFF	25
OFF	OFF	ON	30
ON	OFF	ON	35
OFF	ON	ON	40
ON	ON	ON	45

S47			
ON			Attract-mode Sounds Turned OFF
OFF			Attract-mode Sounds Turned ON

S51	S52	S53	
OFF	OFF	OFF	Sweeper runs at end of every game.
ON	OFF	OFF	Sweeper runs after every 10 coin timeouts.
OFF	ON	OFF	Sweeper runs after every 20 coin timeouts.
ON	ON	OFF	Sweeper runs after every 30 corn timeouts.
OFF	OFF	ON	Sweeper runs after every 40 coin timeouts.
ON	OFF	ON	Sweeper runs after every 50 coin timeouts.
OFF	ON	ON	Sweeper runs after every 60 coin timeouts.
ON	ON	ON	Sweeper runs after every 70 coin timeouts.

S54	S55		
OFF	OFF		No tickets dispensed when pin is missed.
ON	OFF		1 Ticket dispensed when pin is missed.
OFF	ON		2 Tickets dispensed when pin is missed.
ON	ON		3 Tickets dispensed When pin is missed.

557			
ON			Ticket sounds do not disrupt game.
OFF			Ticket sounds will interrupt game sounds.

558			
ON			Sweeper is disabled, will NEVER run*
OFF			Normal sweeper operation.

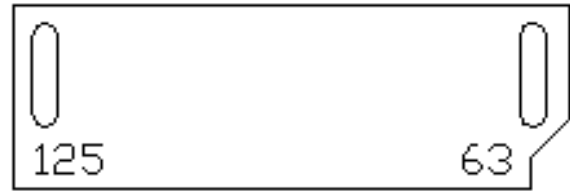
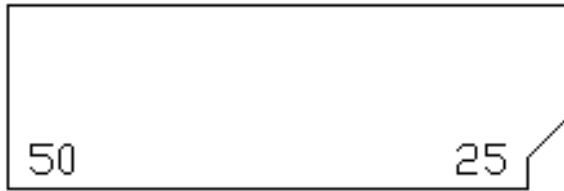
BOOKKEEPING

The upper left black button on the microprocessor board is called the "Bookkeeping Advance" button and the one right below it is the "Bookkeeping Clear" button. While the game is not being played, the advance button will cycle through the following information:

ROCK-N-BOWL AUDITS

NUMBER	DESCRIPTION
AUD 01	TOTAL COINS THRU THE COIN SWITCH
AUD 02	TOTAL TICKETS DISPENSED
AUD 03	AVERAGE TICKETS PER COIN
AUD 04	HIGHEST FRAME DURING ANY GAME
AUD 05	AVERAGE FRAMES BOWLED PER GAME
AUD 06	TOTAL PINS HIT
AUD 07	MAXIMUM SIMULTANEOUS COINS ON THE PLAYFIELD
AUD 08	TOTAL COINS NOT HITTING A PIN
AUD 09	NUMBER OF TIMES THE SWEEPER HAS RUN
AUD 10	TOTAL NUMBER OF GAMES PLAYED
AUD 11	NUMBER OF TIMES PIN 1 HAS BEEN HIT
AUD 12	NUMBER OF TIMES PIN 2 HAS BEEN HIT
AUD 13	NUMBER OF TIMES PIN 3 HAS BEEN HIT
AUD 14	NUMBER OF TIMES PIN 4 HAS BEEN HIT
AUD 15	NUMBER OF TIMES PIN 5 HAS BEEN HIT
AUD 16	NUMBER OF TIMES PIN 6 HAS BEEN HIT
AUD 17	NUMBER OF TIMES PIN 7 HAS BEEN HIT
AUD 18	NUMBER OF TIMES PIN 8 HAS BEEN HIT
AUD 19	NUMBER OF TIMES PIN 9 HAS BEEN HIT
AUD 20	NUMBER OF TIMES PIN 10 HAS BEEN HIT

Each title will alternate with its amount. The amount can be cleared by pressing the Clear button. This will only clear that total. Not the entire books. Pressing the Advance button one more time after viewing the last book will return you to attract mode. The average number of tickets will display a number that contains a dash; this is the period. For example 2-6 means 2.6 tickets per game average.



TO CHANGE PIN SCORE VALUES

"Rock-N-Bowl" is being sent out at a factory setting of a maximum of 100 tickets per coin. Although this setting may appear to be high, I suggest you keep it at this setting for a few weeks and find out what your ticket average, per coin, ends up being. More and more operators are realizing larger cash box earnings by the simplicity of giving away more tickets.

We have engineered a very simple way to change the ticket values if you so desire. Included with your game are three plastic sheets, with different ticket values. Simply remove the plastic sheet currently on the game, and place the sheet of values that you prefer in the same location. Reset the game, that's all there is to it.

Changing the pin values panel easily alters the ticket payout values in your game.

1. Remove the Phillips HD. screws used to hold the Pin PG (2 on each side).
2. Carefully slide the PCB assembly out, remove the cable connector on the right front side of the PCB.
3. Remove two Phillips Head screws holding clear plastic value panel.
4. Attach new value panel.
5. Reverse removal procedure.
6. Verify that the micro switches at either end of the PG are operating. Please note that the value panels automatically select the values in software by interacting with the two switches mentioned above.
7. With the pin value panel screwed into the PCB assembly, the switches should be open if the value panel has a slot in front of the switch, the switch should be closed if the value panel has no slot in front of the switch.

PROBLEMS

The sweeper mechanism in your "Rock-N-Bowl" game is designed to clear coins off the playfield.

The frequency of operation is adjustable thru dipswitch settings. Also included is a disable sweeper setting. This setting is designed to maintain your game operational in the event of a failure by the sweeper mechanism.

The sweeper mechanism is very simple in design. It consists of a polyurethane belt, driven between two pulleys by a 24-Vdc-gear motor. At both ends of the sweeper assembly, a micro switch with a roller actuator is used as a limit switch to control sweeper travel. The carriage and sweeper blade is captivated to the polyurethane belt by a plate with two screws.

The only regular maintenance required by the sweeper assembly is occasional cleaning of the playfield and the bottom surface of the sweeper blade.

TROUBLE SHOOTING

If the sweeper motor continues to run after the sweeper blade has reached either end of the playfield:

1. Turn the game off to prevent physical damage to the assembly. Remove the glass, remove the right side playfield trim panel.
2. Verify that the micro limit switches at the ends of the sweeper assembly are in working order.
3. If the switches are good, and there are no open lines from the switch to the logic PCB, check to see that the sweeper blade carriage and the belt are properly adjusted. Note that with the sweeper blade resting flat on the playfield the carriage actuator should make the limit switch, once it reaches the switch position.
4. To adjust the belt and sweeper blade carriage:
 - A. The belt should ride approximately centered on the two plastic crowned pulleys. Stretch the belt onto the pulleys such that it appears to be smooth and centered at each pulley.
 - B. Once the belt has been centered, loosen the two screws on the carriage and belt retaining plate. This will allow the belt to relax into its normal position. Verify that the sweeper blade is flat on the playfield and tighten the two screws. The sweeper blade should remain flat on the playfield after the screws are tightened.

ERROR CODES

There is an LED display board inside "Rock-N-Bowl" for auditing and errors. The following is a description of the error codes:

CODES DISPLAYED ON DISPLAY BOARD

ERRO01- ERRO05	These are internal errors and indicate a Programming Problem
ERRO06	Not Currently Used
ERRO07	Ticket Dispenser Timeout
ERRO08	Sweeper Timeout
ERRO09	Coin Switch Stuck ON
ERRO10	Pin 1 Switch Stuck ON
ERRO11	Pin 2 Switch Stuck ON
ERRO12	Pin 3 Switch Stuck ON
ERRO13	Pin 4 Switch Stuck ON
ERRO14	Pin 5 Switch Stuck ON
ERRO15	Pin 6 Switch Stuck ON
ERRO16	Pin 7 Switch Stuck ON
ERRO17	Pin 8 Switch Stuck ON
ERRO18	Pin 9 Switch Stuck ON
ERRO19	Pin 10 Switch Stuck ON