

This document has been downloaded from:



The largest resource for amusement machines
documentation on the world wide web!



FLIPPERSPILL.COM

Stompin' game review

Please disregard Self-Test and Attract Mode information shown on page 6 of Bally Sente Field Conversion Kit Manual (M051-00C47-A019). Refer to information on this page instead.

After installing the STOMPIN' game in your SAC 1 unit, check the game as follows:

Self Test

1. Power on game. If title page of game appears, switch on Self-Test function by moving Self-Test switch located on the electronic chassis between the sound board and the game cartridge.
 2. RAM and ROM Test should appear on screen (Screen 1). If RAM and all ROMs are working correctly, the test will show an "OK" next to them. If any are bad, the word "BAD" will appear on the screen.
 3. At the conclusion of the RAM/ROM Test, the Sound Board Test will occur (Screen 1). If the board tests out, advance to the next test mode by pressing the ZAPPER button.
 4. The next test mode is the Switch Input Test (Screen 2). Test all switches except the ZAPPER. If the correct word lights up on screen when a switch is closed, the switch is working correctly. Test coin mechanisms. If everything is working correctly, advance to next screen by pressing ZAPPER button.
 5. The next test mode is the Coin Option Settings (Screen 3). The STOMPIN' game has the European coin mode options. See "Option Switch Settings" Sheet regarding the setting of European coin mode options. Press ZAPPER button to advance to next test mode.
 6. The next test mode is the Game Options (Screen 4). The game features controlled by these option switch settings are self explanatory. Press the ZAPPER button to advance to next test mode.
 7. You are now in the statistics mode. A series of three (3) screens display information, in bar graph form, since the last time the statistics were reset.
 - Screen 5: Game Score Stats: Time Distribution
 - Screen 6: Game Score Stats: Level Distribution
 - * Screen 7: Game Score Stats: Score DistributionPress ZAPPER to advance through the screens! Press START to clear and reset the statistics. Move the Self-Test Switch to return the game to Play Mode.
- * **Please note:** After Screen 7 is displayed, pressing ZAPPER will advance through Screens 5, 6, and 7 again. To break from this recycling, move the Self-Test Switch to return the game to Play Mode.

Play Mode

1. Title screen will appear.
2. Instruction screen will appear.
3. Game demonstration will be displayed.
4. Credits screen will appear.
5. High score table will appear.
6. Missing kids page will appear.

Game Description

STOMPIN' is a game which will challenge you both mentally and physically. In this game you, the player, are given the task of preventing various bugs and critters from eating away the food located at the center of the screen. You do this by stepping on the FLOORPLAY controller, each section of which corresponds to one of the sections surrounding the food on the screen. When stepping upon a section that is occupied by a bug, that bug is squashed and you have successfully kept him from the food. The game is over when all the food is gone.

The game consists of three (3) distinct environments. Each one contains its own set of "critters" and levels of increasing difficulty as shown in the following table.

		Environment			
Round	Level	Displayed on Screen			Critters
1	1	Kitchen Floor W/Cheese in Center Square			Ants
2	2	"	"	"	Ants & Cockroaches
* 3	3	"	"	"	Ants, Cockroaches & Mice
* 4	4	"	"	"	Ants,Cockroaches,Mice & Spiders
* 5	5	Patio W/Hot Dogs on Barbecue Grill in Center Square			Gophers
6	6	"	"	"	Crows
7	7	"	"	"	Gophers & Crows
8	8	Pond W/Small Flies in Center Square			Slow Frogs
* 9	9	"	"	"	Slow Fish
* 10	10	"	"	"	Fast Frogs
* 11	11	"	"	"	Fast Fish

After Round 11 ends, the succeeding rounds will repeat the same level of difficulty, (Level 11).

*** NOTE:** By using a Game Option Switch, a bee will appear in various rounds. If the bee is squashed during a round, a bonus of 2000 points are awarded. Also, all of the other critters will be killed automatically with their point values added to the score and the round ends.

STOMPIN'							
OPTION SWITCH SETTINGS - DIP SWITCH "G1"							
//////////////////// VARIOUS GAME PLAY OPTIONS //////////////////////////////////////							
	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7 SW#8
* MISSING KIDS DISPLAYED MISSING KIDS NOT DISPLAYED	OFF ON			XX XX	XX XX		
* KID ON RIGHT NOT LOCATED KID ON RIGHT WAS LOCATED		OFF ON					
* KID ON LEFT NOT LOCATED KID ON LEFT WAS LOCATED			OFF ON				
* ATTRACT SOUND PRESENT ATTRACT SOUNDS ABSENT						OFF ON	
NO BEE PRESENT * BEE IS IN GAME							OFF ON
NO BUGS (For Floor Demo) * BUGS PRESENT (Regular Play)							OFF ON
* INDICATED FACTORY RECOMMENDED SETTINGS	PART NO. M051-00E38-A007						

OPTION SWITCH SETTINGS - DIP SWITCH "G1"

//////////////////// VARIOUS GAME PLAY OPTIONS //////////////////////////////////////

[illegible]

STOMPIN'								
OPTION SWITCH SETTINGS - DIP SWITCH "H1"								
//////////////////////////////// COINS PER CREDIT //////////////////////////////////								
VARIOUS CREDIT OPTIONS				SW#1	SW#2	SW#3	SW#4	SW#5 SW#6 SW#7 SW#8
FREE PLAY				OFF	OFF	OFF	OFF	OFF OFF OFF OFF
* 1 COIN / 1 CREDIT				ON	ON			
1 COIN / 2 CREDITS				OFF	ON			
2 COINS / 1 CREDIT				ON	OFF			
3 COINS / 1 CREDIT				OFF	OFF			
//////////////////////////////// COINS ADD BONUS COINS //////////////////////////////////								
* NO BONUS COINS					ON	ON	ON	
2 COINS ADDS 1 BONUS COIN					OFF	ON	ON	
3 COINS ADDS 1 BONUS COIN					ON	OFF	ON	
4 COINS ADDS 1 BONUS COIN					OFF	OFF	ON	
4 COINS ADDS 2 BONUS COINS					ON	ON	OFF	
5 COINS ADDS 1 BONUS COIN					OFF	ON	OFF	
5 COINS ADDS 2 BONUS COINS					ON	OFF	OFF	
5 COINS ADDS 3 BONUS COINS					OFF	OFF	OFF	
//////////////////////////////// COIN MECH MULTIPLIER //////////////////////////////////								
* LEFT COIN MECH X 1								ON
LEFT COIN MECH X 2								OFF
* RIGHT COIN MECH X 1								ON ON
RIGHT COIN MECH X 4								OFF ON
RIGHT COIN MECH X 5								ON OFF
RIGHT COIN MECH X 6								OFF OFF
* INDICATED FACTORY RECOMMENDED SETTINGS				PART NO. M051-00E38-A007				

**KIT PARTS LIST: STOMPIN' U.R.
PART NO. GE38-00001-0000**

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	AE38-00004-0000	CONTROL SHELF ASSY.
	AE38-00005-0000	CONTROL SHELF CABLE ASSY.
	B006-08029-010B	FLOOR-PLAY INTERFACE BD. ASSY.
	U570-00042-0200	SWITCH: SW., SPST., 1A, 125VAC - RED
	OE38-00100-00XF	PANEL: CONTROL SHELF SCREENED
	OE38-00101-0000	BRKT: INTERFACE SUPPORT
	OE38-00700-00XF	END: GRAB BAR (2 REQ'D.)
	OE38-00701-0000	TUBING: GRAB BAR
	OE38-00901-0000	CUSHION: GRAB BAR
	0017-00032-0092	SWITCH: SPDT P.B. MOMENTARY, LED.
	0929-00905-00XF	BEZEL: SWITCH
2	AE38-00007-0000	FLOOR ASSY.
3	AE38-00009-0000	CABINET MOUNTING PLATE ASSY.
	OE38-00108-0000	PLATE: CABINET MOUNTING
	0017-00103-0013	NUT 10-32 WELD (2 REQ'D.)
4	AE38-00014-0000	BAG & HARDWARE ASSY.
	0017-00101-0760	10-32 X 16 PHILLIPS ROUND WASHER HEAD SCREW (2 REQ'D.)
	0017-00101-0807	5/16-18 X 12 UNSLOTTED HEX HD. STOVE BOLT (2 REQ'D.)
	0017-00102-0045	3/8-16 X 12 UNSLOTTED HEX HD. STOVE BOLT (2 REQ'D.)
	0017-00104-0103	WASHER: FLAT .390 I.D., .625 O.D., .031 TH. (2 REQ'D.)
5	AE38-00300-0000	KIT INSTRUCTION ASSY.
	M051-00E38-A007	TAG: OPTION SWITCH SETTINGS
	M051-00C47-A019	MANUAL: CONVERSION KIT
6	AE38-00301-0000	GAME INFORMATION SHEET ASSEMBLY: STOMPIN' U.R.
	M051-00E38-A014	GAME REVIEW SHEET: STOMPIN'

M051-00E38-A015

**KIT PARTS LIST: STOMPIN' U.R., CONT'D.
PART NO. GE38-00001-0000**

ORDER BY PART NUMBER **ONLY**

ITEM	PART NO.	DESCRIPTION
	M051-00E38-A015	PARTS LIST: STOMPIN' U.R.
	M051-00E38-A017	FLOOR-PLAY ASSY.: INSTALLATION PROCEDURE
	M051-00E38-A007	OPTION SWITCH SETTINGS SHEET
	M051-00E38-A018	FLOOR-PLAY ASSY.: PARTS ILLUSTRATION SHEET
	M051-00E38-A019	PARTS LIST: FLOOR-PLAY ASSY.
	M051-00E38-A017	FLOOR-PLAY ASSY.: INSTALLATION PROCEDURE
	M051-00E38-A016	CONTROL PANEL & FLOOR PLAY ASSY. WIRING DIAGRAM: STOMPIN' U.R.
	M051-00C47-A003	SAC 1A WIRING DIAGRAM
	M051-00E19-B003	SAC 1B WIRING DIAGRAM
	M051-00E23-A005	SAC-MAN WIRING DIAGRAM
	M051-00114-A148	COMPONENT LAYOUT & PARTS LIST: 256K CARTRIDGE BD.
	M051-00114-A149	SCHEMATIC: 256K CARTRIDGE BD.
	M051-00E38-B012	COMPONENT LAYOUT & PARTS LIST: FLOOR-PLAY INTERFACE P.C.B.
	M051-00E38-B013	SCHEMATIC: FLOOR-PLAY INTERFACE P.C.B.
	M051-00E38-A010	PARTS LIST: FLOOR-PLAY LAMP BD.
	M051-00E38-A011	SCHEMATIC: FLOOR-PLAY LAMP BD.
7	A084-91834-AE38	PROGRAMMED 128K CARTRIDGE W/SECURE
8	U858-00632-U802	6-32 X 8 SOC BUTTON HD. SCREW
9	0E38-00900-0000	HEADER: GRAPHIC "STOMPIN'"
10	0017-00103-0052	NUT 6-32 LOCKING (9 REQ'D.)

M051-00E38-A015

**MOUNTING PROCEDURE FOR
FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET:
SAC 1, SAC 1A, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN,
MS. PAC-MAN, TRACK 'N' FIELD, & HYPERSPORT)**

1. For SAC 1A, SAC 1B, & SAC-MAN game cabinets: Remove rear door and lay cabinet on its side. Drill 2" hole in bottom of cabinet as shown in Figure 1.
For SAC 1 game cabinet only: Remove rear door and notch it as shown in Figure 1A. Lay cabinet on its side.
2. With cabinet still on its side, attach Cabinet Mounting Plate to front leg leveler mounting holes using two (2) hex bolts * and two (2) washers provided with kit (see Figure 2).
* NOTE: For SAC 1: 5/16"-18 X 3/4" unslotted hex head stove bolt & for SAC 1A, SAC 1B & SAC-MAN: 3/8-16 X 3/4" unslotted hex head stove bolt.
3. Stand cabinet upright. Run cable of Floor Play Assembly thru slot in Cabinet Mounting Plate (see Figure 3).
For SAC 1A, SAC 1B & SAC-MAN game cabinets: Feed Floor Play cable into cabinet thru 2" hole in cabinet bottom (see Figure 3).
For SAC 1 game cabinet only: Run Floor Play Cable under cabinet to its rear and bring cable into cabinet thru rear opening where rear door notch is located (see Figure 2).
For all game cabinets, position Floor Play Assembly over nuts welded on Cabinet Mounting Plate and fasten with two (2) 10-32 X 1" phillips round washer hd. screws provided with kit.
4. Run Floor Play cable up inside wall (either side) of cabinet. Secure Floor Play cable to wall using 3/4" wire harness clamps provided with kit. Connect Floor Play cable connector J1 to P2 connector of Control Interface P.C.B. mounted on Control Shelf Insert (see Figure 3).
5. Secure rear door to game cabinet.

M051-00E38-A017

**MOUNTING PROCEDURE FOR FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET:
SAC 1, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN, MS. PAC-MAN,
TRACK 'N' FIELD & HYPERSPORT), CONTD.**

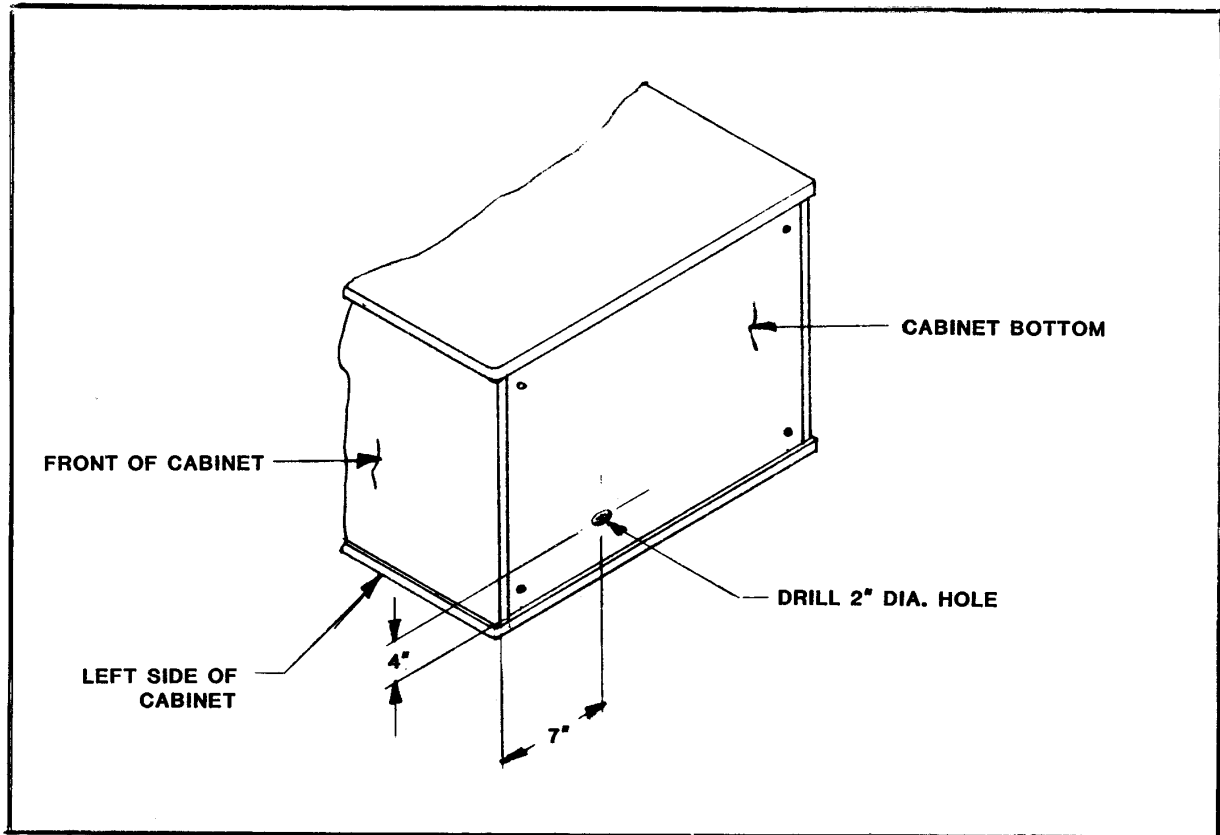


FIGURE 1

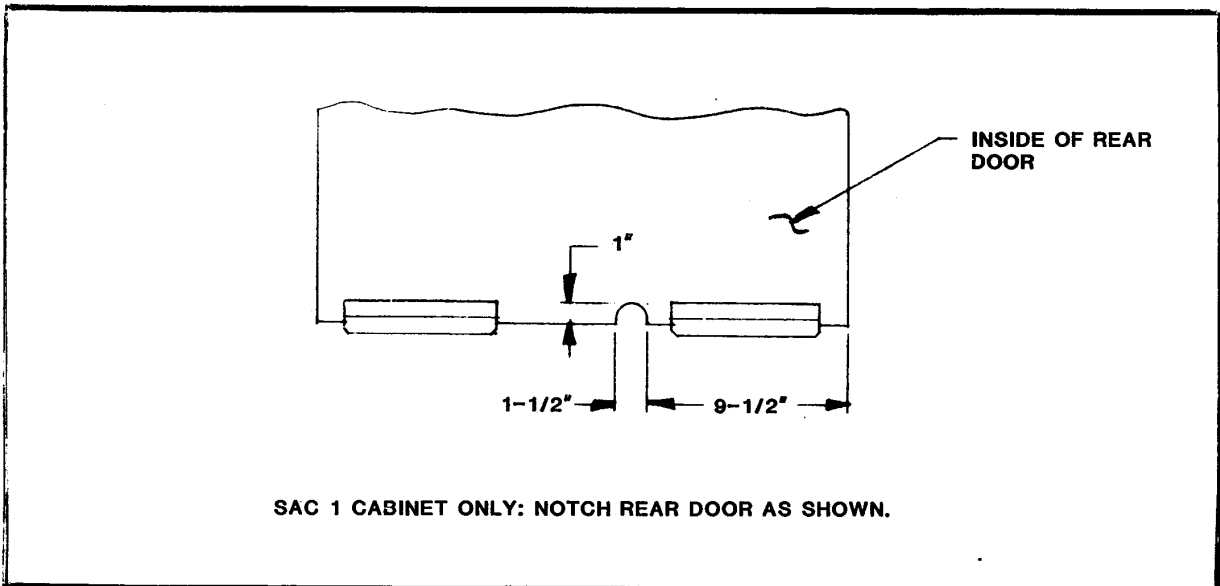


FIGURE 1A

**MOUNTING PROCEDURE FOR FLOOR PLAY ASSEMBLY TO UPRIGHT GAME CABINET:
SAC 1, SAC 1B & SAC-MAN (PAC-MAN, GALAXIAN, MS. PAC-MAN,
TRACK 'N' FIELD & HYPERSPORT), CONTD.**

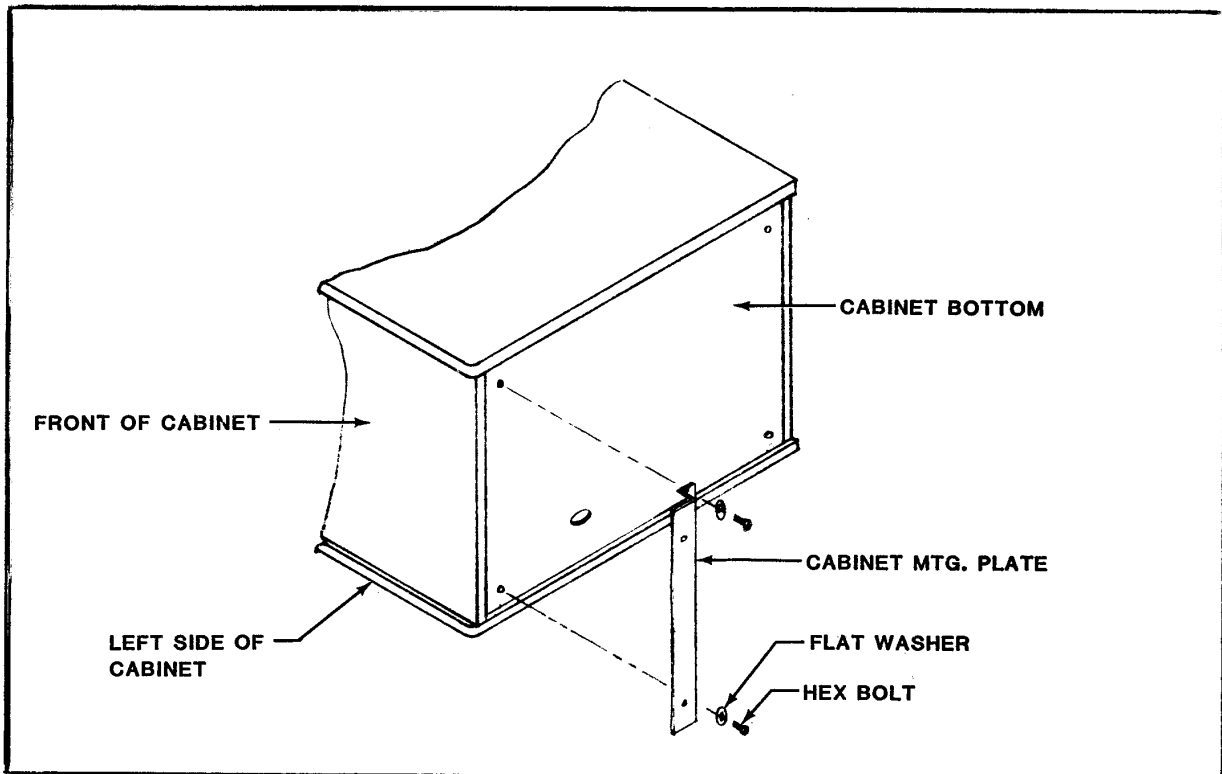


FIGURE 2

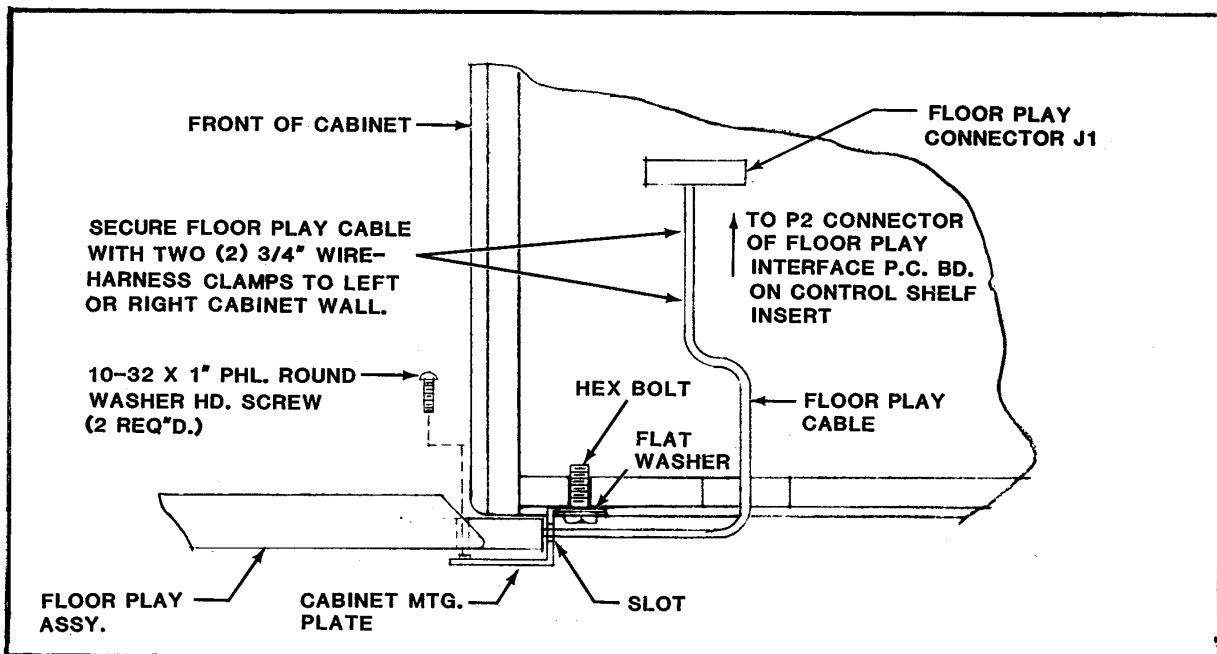
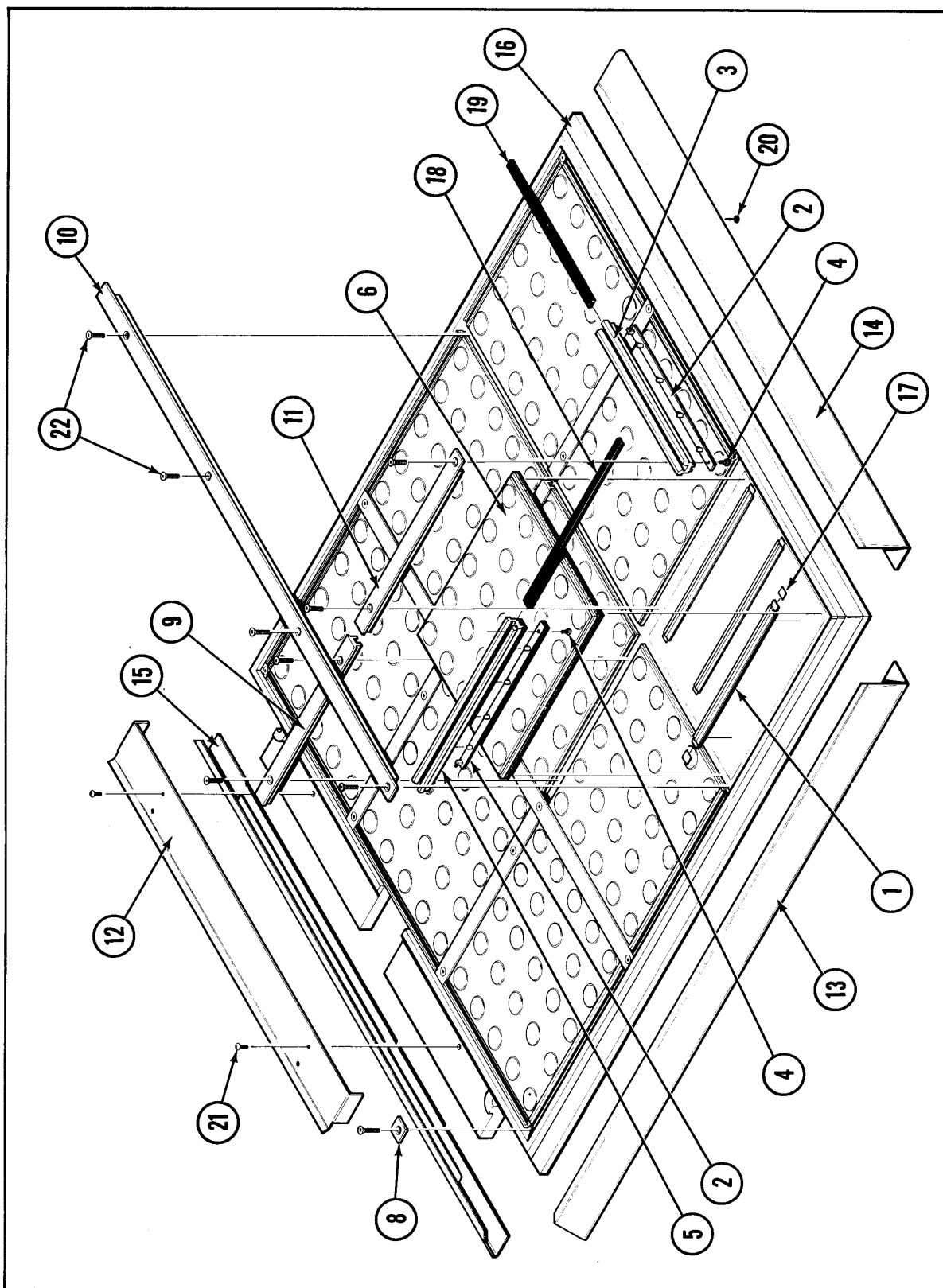


FIGURE 3

FLOOR-PLAY ASSEMBLY
PART NO. AE38-00007-0000



FLOOR-PLAY ASSEMBLY PARTS LIST
AE38-00007-0000

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
1	AE38-00006-0000	TAPESWITCH ASSY. (27 REQ'D.)
	AE38-00011-0100	LENS, CHANNEL & LED 9-15/32 (6 REQ'D.) (INCLUDES ITEMS 2, 3 & 4)
2	U006-08028-010A	FLOOR CONTROL LAMP BD. ASSY.
	U007-08028-010A	FLOOR CONTROL LAMP P.C. BD.
	U550-00086-0100	CONNECTOR KK100 PCM M02A: SQUARE TIP
	100E-00005-0035	120 OHM 1/4W RESISTOR
	119E-00001-0007	L.E.D.: RED MV5760 (4 REQ'D.)
3	0E38-00102-0100	CHANNEL: LENS
4	0017-00101-0518	5-40 X 5 PHILLIPS PAN HEAD M.S.
	AE38-00011-0200	LENS, CHANNEL & LED 10-23/32 (6 REQ'D.) (INCLUDES ITEMS 2, 4 & 5)
5	0E38-00102-0200	CHANNEL: LENS
6	AE38-00012-0000	PAD ASSY. W/TAPE ASSY. (9 REQ'D.)
7	AE38-00013-0000	FLOOR-PLAY CABLE ASSY. (NOT SHOWN)
8	0E38-00103-0000	WASHER: SQUARE (4 REQ'D.)
9	0E38-00104-0000	DIVIDER: CENTER (2 REQ'D.)
10	0E38-00105-0000	DIVIDER: HORIZONTAL (2 REQ'D.)
11	0E38-00106-0000	DIVIDER: END (4 REQ'D.)
12	0E38-00107-0000	COVER: END
13	0E38-00109-01XF	BASE-FRAME: L = 34.781 (2 REQ'D.)
14	0E38-00109-02XF	BASE-FRAME: L = 31.031
15	0E38-00110-00XF	BASE-FRAME: FRONT
16	0E38-00501-0000	BASE: FLOOR-PLAY ASSY.
17	0E38-00902-0000	INSULATOR: TAPESWITCH (54 REQ'D.)

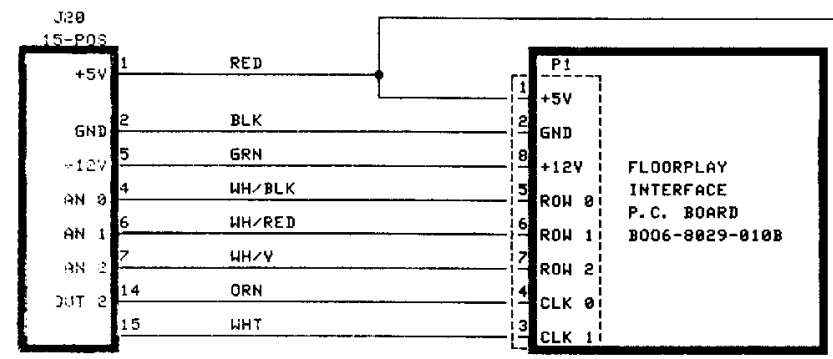
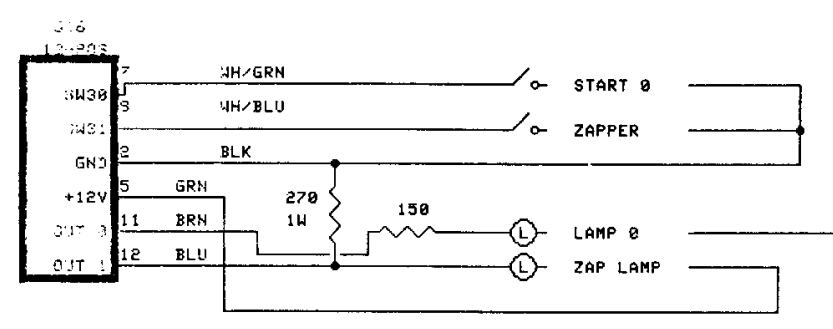
M051-00E38-A019

FLOOR-PLAY ASSEMBLY PARTS LIST CONT'D.
AE38-00007-0000

ORDER BY PART NUMBER ONLY

ITEM	PART NO.	DESCRIPTION
18	0E38-00904-0100	LENS: L = 10.968 (6 REQ'D.)
19	0E38-00904-0200	LENS: L = 9.718 (6 REQ'D.)
20	0017-00101-0337	5 X 8 PHILLIPS PAN HEAD SCREW (16 REQ'D.)
21	0017-00101-0117	8 X 10 PHILLIPS TRUSS HEAD SCREW (4 REQ'D.)
22	0017-00101-0684	10 - 32 X 16 HEX SOCKET FLAT HEAD SCREW (24 REQ'D.)

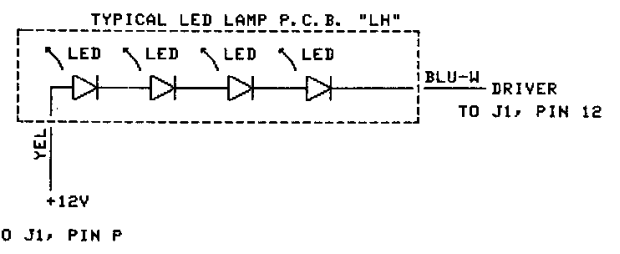
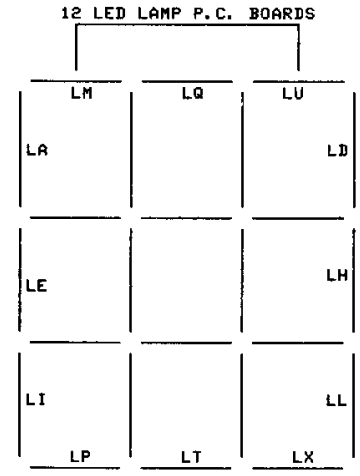
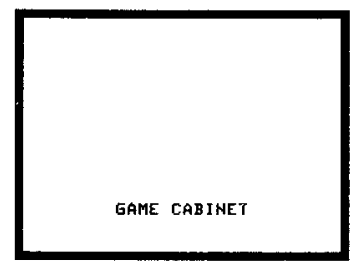
M051-00E38-A019



* P2 36 PIN P.C.B. CONN.

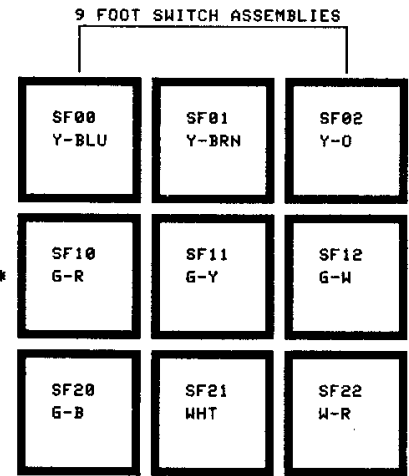
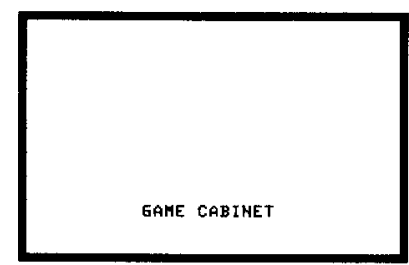
P2 ON FLOORPLAY INTERFACE P.C.B.
CONNECTS TO
J1 FLOORPLAY CABLE CONNECTOR
* FOR P2 P.C.B. CONNECTOR PIN-OUT
INFORMATION, REFER TO FLOORPLAY
INTERFACE P.C.B. SCHEMATIC.

GRN	BRN-Y	RED	BLU	BLU-W	Y-BRN	WHT	W-RED	GRN-WHT	Y-O
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

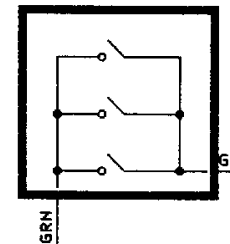


EXAMPLE:
* LH= LED LAMP P.C.B. AT LOCATION "H"
U006-00020-010A

NOTE: EDGE CONNECTOR NOT KEYED:
PIN 1 OF P2 CONNECTS TO PIN 1 OF J1.



TYPICAL FOOTSWITCH ASSEMBLY "SF10"



NOTE: EACH FOOTSWITCH ASSEMBLY
CONSISTS OF 3 TAPESWITCHES.

SWITCH RETURN GND
TO J1, PIN 1

EXAMPLE:
** SF10= FOOT SWITCH AT LOCATION "10"

TAPESWITCH: AE38-00006-0000

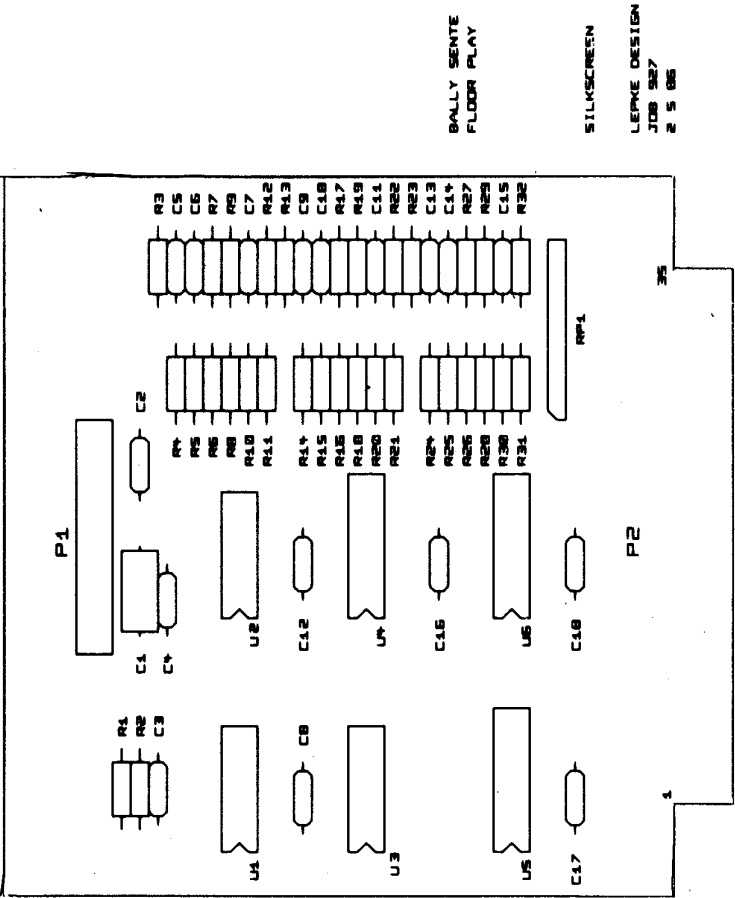
NOTES:	BALLY MIDWAY MFG. CO.
WAYNE STONE	STOMPIN U.R.
4/9/86	CONTROL PANEL & FLOORPLAY
	ASSY. WIRING DIAGRAM
	M051-00E38-A016
	SHEET 1 OF 1 REV B

44 APR 86 14120 JMR/CHES/STOMP 1: DRAM

FLOOR PLAY INTERFACE P.C.
U006-08029-010B
M051-00E38-R012

CROSS REFERENCE LIST

DESCRIPTION	QTY.	DESIGNATION NO.	PART NOS.
UCN 4821 1/4W 5% CARBO	3	U4,U5,U6	0066-352XX-XXLX
74HC14	1	U1	U210-00018-0100
LM324	1	U2	U260-00054-0100
74HC74	1	U3	U210-00016-0100
20K 1/4W 1%	6	R26,R28,R16,R18 R6,R8	U450-02002-0100
80.6K 1/4W 1%	6	R31,R29,R21,R19 R11,R9	U450-08062-0100
39.2K 1/4W 1%	9	R24,R27,R30,R14 R17,R20,R4,R7,R10	U450-03922-0100
1K 1/4W 5%	11	R23,R25,R32,R13 R15,R22,R3,R5,R12 R1,R2	U400-01001-0100
10 POS. SIP 470 OHM	1	RP1	U460-00012-0100
.1UF 50V	17	C2 - C18	U300-00009-0100
2.2UF TANT. 10V	1	C1	U310-00013-0100
8 PIN KK156 W/LOCKING TAB	1	P1	U550-00065-0100
P.C.B.	1		U007-08029-010B

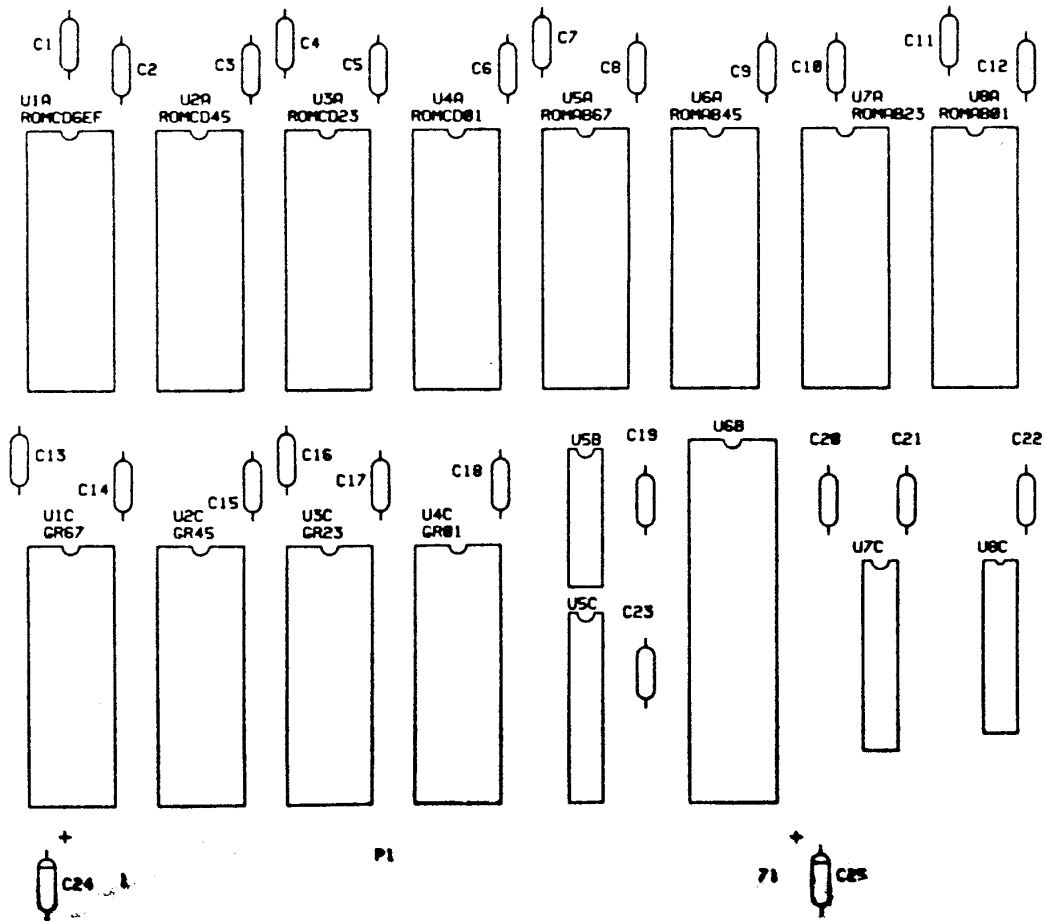




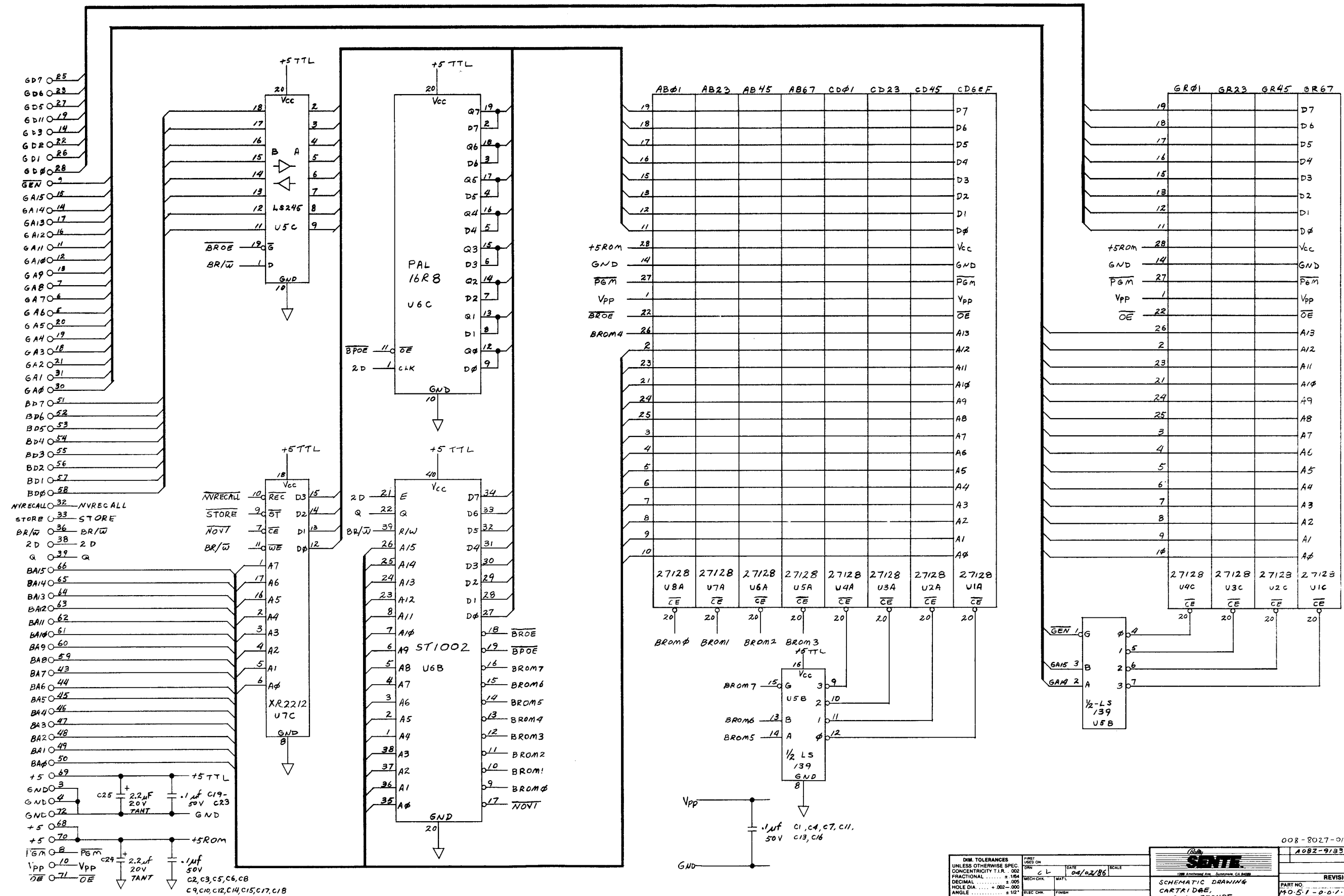
UN-PROG CARTRIDGE 128K W/SECURE CHIP
A082-91834-A000
(SENTE BOARD NO. 006-8027-01-0B)

CROSS REFERENCE LIST

DESCRIPTION	QTY.	REFERENCE NO.	PART NOS.
PCB	1		A080-91834-A000
74LS139	1	U5R	U200-00049-0100
74LS245	1	U5C	U200-00056-0100
RAM NOV	1	U8C	U230-00007-0100
ST 1002 SECURITY CHIP	1	U6R	U260-00050-010A
CAP CER. .1M 50V 20%	23	C1-C23	U300-00009-0100
CAP TANT. 2.2MF 10V 20%	2	C24,C25	U310-00013-0100
SOCKET 28 PIN	12	U1A-U8A,U1C-U4C	110E-00001-0010
SOCKET 20 PIN	1	U7C	U510-00017-0100
SOCKET 40 PIN	1	U6R	110E-00001-0011
CONNECTOR AMP 2-102584-0	1	P1	U550-00064-0100



REV: Revisions due
to type errors
on 1/17/86. *and*
9-20-86
M051-00114-A144

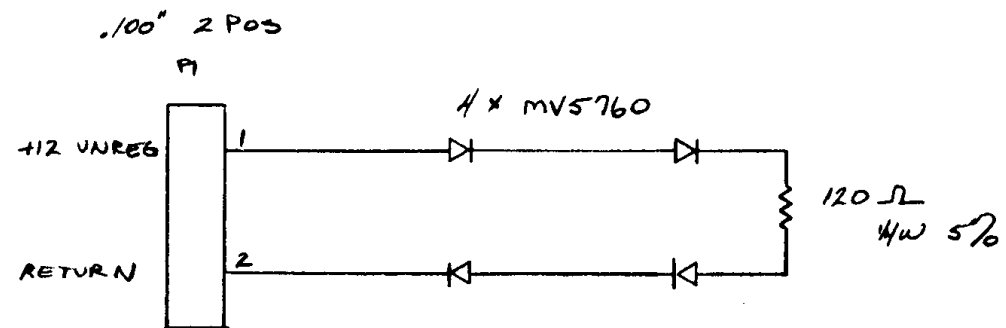


DIM. TOLERANCES UNLESS OTHERWISE SPEC. CONCENTRICITY T.I.R. .002 FRACTIONAL x 1/64 DECIMAL005 HOLE DIA. + .002 - .000 ANGLE is 1/2"	FIRST USED ON DWN	DATE 04/02/86	SCALE	1200 Armstrong Ave. Sunnyvale, CA 95086	A002 11034 A000
	MECH CHR.	MAT.	FINISH	SENSITIVE SCHEMATIC DRAWING CARTRIDGE,	REVISIONS
PART NO.				M0-51-0-0-1-1-4-A-1-4-5	

FLOOR-CONTROL LAMP BOARD ASSEMBLY
PART NO. U006-08028-010A
M051-00E38-A010

CROSS REFERENCE LIST

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>DESIGNATION NO.</u>	<u>PART NOS.</u>
FLOOR-CONTROL LAMP P.C. BD.	1		B007-08028-010A
CONN KK100 PCM M02A SQ. TIP	1	P1	U550-00086-0100
120 OHM 1/4W 5% CARBON	1	R1	100E-00005-0035
L.E.D.: RED MV5760	4	LED 1	119E-00001-0007



RELEASED BY: J.J. 2-11-86

M051-00E38-A011

		ITEM	QTY	DESCRIPTION/MATERIAL		P/N REF
		UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ON:		DO NOT SCALE DRAWING		 1289 Anvilwood Ave. Sunnyvale, CA 94089
		ANGLES = $\pm 1^\circ$		DRAWN BY DATE		
DASH NO. NEXT ASSY NO.		SURFACE FINISH ☒ X = $\pm .1$ XX = $\pm .01$ XXX = $\pm .005$		CHECKED		
APPLICATION		MATERIAL		ENGINEER		TITLE FLOOR PLAY LAMP BOARD
NOTICE TO ALL PERSONS RECEIVING THIS DRAWING CONFIDENTIAL. Reproduction Forbidden without the specific written permission of BALLY SENTE, INC., of Sunnyvale, Califor- nia. This drawing is only conditionally loaned, and neither receipt nor possession thereof confers or transfers any right in, or license to use, the subject matter of the drawing or any design or technical informa- tion shown thereon, nor any right to reproduce this drawing or any part thereof, except for manufacture by vendors for BALLY SENTE, INC. and for manufacture under the corporation's written license, no right to reproduce this drawing is granted or the subject matter thereof values by written agreement with or written permission from the corporation.		FINISH		MFG. ENGINEER		SIZE C
				PROJECT ENGINEER		DRAWING NO. 008-8028-.01
				SCALE		REV. A
				SHEET		OF

4

3

2

1

D

C

B

A