GOLD BALL FIELD SERVICE KIT



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GOLD BALL FIELD SERVICE KIT

INSTRUCTION SHEETS

A) PURPOSE:

This kit offers the option of converting the "Goldball" feature from a random feature to a skill feature. Depending upon certain switch settings, the player can earn the "Goldball" by spelling "G-O-L-D-B-A-L-L" on the playfield; the "Goldball" is then awarded as an extra ball.

B) KIT COMPONENTS:

- 1) One EPROM #0371-00803-0007
- Two screened plastics #0371-00917-00XF - 1 & #0371-00917-00XF - 2
- 3) Three instruction cards
 - a) Replay settings M-051-00371-A031
 - b) Extra Ball settings M-051-00371-A033
 - c) Novelty settings M-051-00371-A035
 - Instruction sheets, playfield drawing, (figure K-2) & M.P.U. drawing, (figure K-1)
- 5) Recommended score settings & score cards

Replay: M-051-00371-A068

M-051-00371-A069 M-051-00371-A070 M-051-00371-A071

Extra Ball: M-051-00371-A076

M-051-00371-A077

C) INSTRUCTION:

- 1) Turn game off.
- Remove backglass & playfield glass.
- 3) Open back box (insert).
- 4) Remove original EPROM from socket U-2 on M.P.U. board (see drawing Figure K-1).
- 5) Install new EPROM #0371-00803-0007 from kit into socket U-2 on M.P.U. board (see drawing Figure K-1).
- 6) Set Fixed Data Switches on M.P.U. board (see drawing Figure K-1).
 - 14 OFF
 - 15 OFF
 - 16 OFF
- 6a) OPTION: Set fixed Data Switch #24 to ON. (See **NOTE** below & Figure K-1). (3-Ball Play Only)
- Close back box (insert) & replace backglass
- 8) Unfasten & remove original screened plastic #M-1330-209-6 from lower left corner of playfield (see drawing Figure K-2)
- Install & fasten new screened plastic #0371-00917-00XF-1 from kit in lower left corner of playfield (see drawing Figure K-2)
- 10) Unfasten & remove original screened plastic #M-1330-209-4 from upper right corner of playfield (see drawing Figure K-2).
- 11) Install & fasten new screened plastic #0371-00917-00XF-2 from kit in upper right corner of playfield (see drawing Figure K-2).
- 12) For 3-Ball play only see figure K-2.
 - A) Unfasten & remove right sling-shot plastic.
 - B) Remove rubber.
 - C) Relocate top post Upwards to next hole 3/16" (closing outlane opening by 3/16").
 - D) Replace rubber.
 - E) Replace & fasten right sling-shot plastic.

Note 6a): Fixed Data Switch #24

- 3-BALL: ON Top Roll-Over Button, Gold Ball Special when flashing, comes on at the start of "Gold Ball" play, and every subsequent ball-in-play if not collected in the "Gold Ball".
- 5-BALL: OFF Top Roll-Over Button, Gold Ball Special when flashing, comes on at the start of Gold Ball play.

- 13) Also, for 3-Ball play only see figure K-2.
 - A) Unfasten & remove middle right side plastic by roll-over button.
 - B) Remove rubber.
 - C) Relocate top post downwards to next hole 3/16" (opening the top of the lane by 3/16").
 - D) Replace rubber.
 - E) Replace & fasten right middle plastic.
- 14) Remove original Instruction Card from bottom arch and replace with new Instruction Card from kit as follows:

Replace M-051-00371-A030 with M-051-00371-A031(Replay).

Replace M-051-00371-A032 with M-051-00371-A033(Extra Ball).

Replace M-051-00371-A034 with M-051-00371-A035(Novelty).

- 15) Replace playfield glass & turn game on.
- 16) Set new Score Settings (see G).

D) OPERATION:

The "Gold Ball" feature will now operate as follows:

- Left return lane will spot one letter in "G-O-L-D-B-A-L-L".
- Upper right roll-over button will spot one letter in "G-O-L-D-B-A-L-L". (Refer to Note #1).
- 3) When "G-O-L-D-B-A-L-L" is spelled out, "Shoot Again" lites on the playfield & back glass.
- The next ball will be an extra ball, played with the "Gold Ball".
- In this mode Gold Ball arrow SW #23 will be inoperative. Only 1 arrow will be flashing at a time.
- 6) 2 and 3 or 4 and 5 ball game set up:

2 and 3 ball - multiplier special comes on with 3 X

4 and 5 ball - multiplier special comes on with 100K.

NOTE #1: This change is effective regardless of SW #14, 15, 16 setting.

NOTE #2: The "Gold Ball" does not appear at random anymore; it must be earned.

E) SPECIAL NOTE

The game can operate as before (with the "Gold Ball" appearing at random & not earning the "Gold Ball" by lighting "G-O-L-D-B-A-L-L") if Fixed Data Switches #14, #15 & #16 on the M.P.U. board are set on any Gold Ball Playing Percentages from 3% to 15%; only the 1% setting will change the "Gold Ball" feature to a skill earned feature, with the lit installed. It must be noted, however, if the feature is changed to a skill feature (14-15-16 = OFF), the new screened plastics & new instruction card and new score settings must be used: if the feature is to be used as a random feature (3% to 15%), the original screened plastic (lower left) and original instruction card and original score settings must be used.

F) Switch Settings for "Gold Ball" Playing Percentages with Kit Installed:

SW 14	SW 15	SW 16	%
ON	ON	ON	15%
OFF	ON	ON	13%
ON	OFF	ON	11%
OFF	OFF	ON	9%
ON	ON	OFF	5%
OFF	ON	OFF	3%
OFF	OFF	OFF	*Player earns ''Gold Ball''

* The player earns the "Gold Ball" by spelling out "G-O-L-D-B-A-L-L" on the playfield the "Gold Ball" is then awarded as an extra ball. This switch setting requires installation of the new instruction card & the new screened butyrate from the kit; all other switch settings require the original instruction card & screened butyrate (lower left).

FIXED DATA SWITCH #24

3-BALL: ON - "GOLD BALL SPECIAL" Roll-Over Button (Top Right) lites for one skill shot at the start of each Gold Ball play and every subsequent ball until made.

5-BALL: OFF - "GOLD BALL SPECIAL" roll over button (top right) lites for one skill shot at the start of each Gold Ball play.

G) RECOMMENDED SCORE SETTINGS

Replay Mode:

3-BALL 5-BALL

1,000,000 1,400,000

1,500,000 2,000,000

M-051-00371-/a052 M-051-00371-A068

(from original (from Kit)

Game Packet)

H) KIT SCORE CARDS:

Replay

A) M-051-00371-A068 1,400,000 & 2	A)	& 2,000,000
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B) M-051-00371-A069 1,500,000 & 2,400,000

C) M-051-00371-A070 1,700,000 & 2,700,000

D) M-051-00371-A071 1,900,000 & 2,900,000

X-Ball

A) M-051-00371-A076 1,700,000 & 2,400,000

B) M-051-00371-A077 1,900,000 & 2,900,000

A082-91494-A000 MPU MODULE

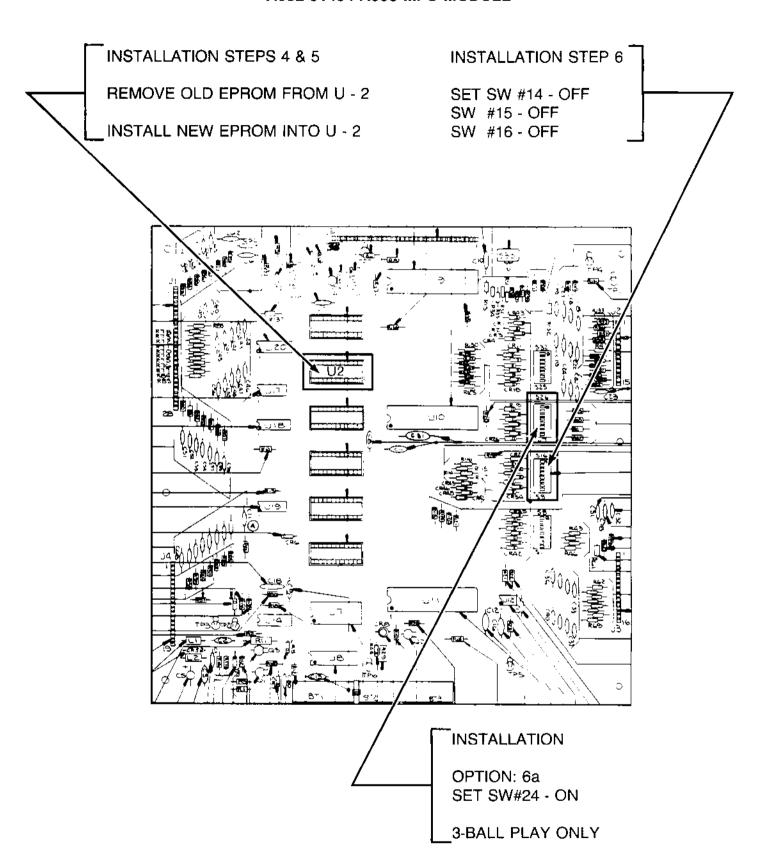


FIGURE K-1

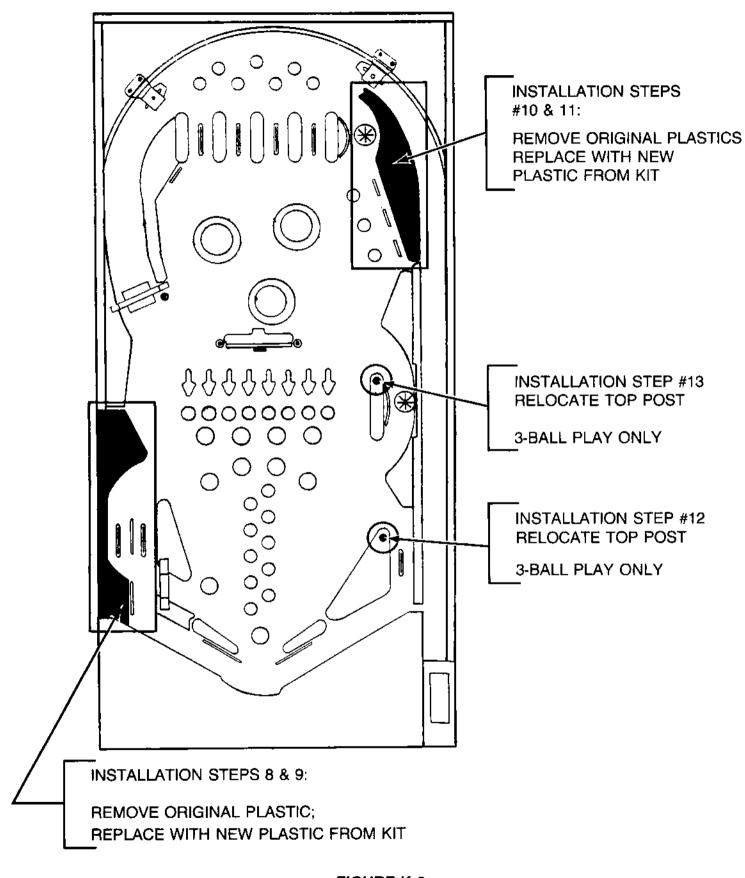


FIGURE K-2