

GAME PLAN, INC.

COCKTAIL PINBALL

(MODEL 140)

VEGAS

INSTALLATION

AND

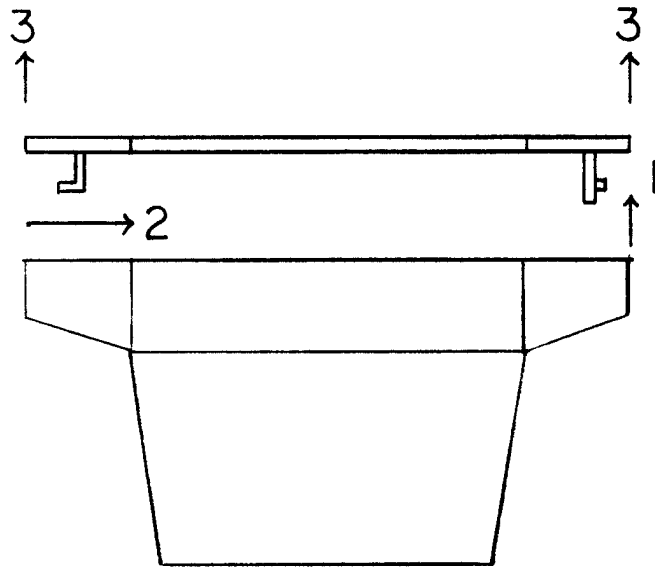
REPAIR MANUAL

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1. UNLOCK AND LIFT BACK OF TOPGLASS.
2. SLIDE TOPGLASS TOWARD REAR OF GAME UNTIL FRONT BRACKET IS CLEAR.
3. LIFT FRONT AND BACK UNTIL CLEAR OF GAME.

FIGURE I. TOPGLASS REMOVAL

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INSTALLATION

I GENERAL INSTALLATION

The game is shipped with the game ball, tilt ball and four legs inside the cash box. The keys for the door lock, top glass lock, and cash box locks are attached to the ball shooter. The following steps are necessary to make the game ready for play:

1. Attach the four legs to the bottom of the game by screwing them into their mounting brackets. Level the game by adjusting the hex nut on the legs.
2. Unlock the top glass and remove the glass by lifting the back, then sliding the top toward the back of the game and up as in figure #1. Raise the playfield by lifting on the bracket above the ball return hole and rest it on the playfield support arm.
3. Insert the tilt ball into the roll tilt assembly in the upper left corner of the cabinet.
4. Check the adjustment of the plumb bob tilt.
5. Check that all cable connectors are completely seated and clear of moving parts.
6. Check for any broken or disconnected wires.
7. Check the playfield for any shorts between lamp sockets, switch contacts or solenoids that may have been caused by vibration during shipment.

8. Check that fuses are firmly in place.
9. Check the power supply for any foreign material that may have fallen into it during shipment.

Lower the playfield and put the game ball in the shooter alley. Put the top glass back on and lock it. The game is now ready to be plugged in. Plug only into voltage as specified on label on rear of game.

II GENERAL GAME OPERATION

Turn on the ON-OFF switch located at the rear of the game above the line cord. The displays should stay blank for approximately 7 seconds. During this time the MPU circuit board is exercising its self diagnostic routine. Upon successful completion of the self diagnostic routine, the game over tune will play and the displays will alternately flash zeros and high score to date.

Coin the game. The game should play the coin tune if selected and increment the credit display. Press the credit button. The start of game tune should play if selected, the credit display should decrement, the first player display should flash for player up, ball in play and number of players display should be at 1, and the ball should be served to the shooter alley if sitting in the ball return hole.

Pressing the credit button again will cause the number of players to be incremented with each depression to a maximum of four.

III. FEATURE OPERATION & SCORING

The rollovers on either side of center on the playfield increment the score by 1000 points, advance the bonus, and change the special when lit. 2X bonus lites the spinner. The thumpers score 100 or 1000 when lit. The top stand-up target scores 10 points and lites the upper left bumper. The lower left 1000, advance and change lane lites the bottom bumper. The lower right 1000, advance and change lane lites the upper right bumper.

The top lanes 1,2,3,4 and 5 score 1000 or 5000 when lit, and are lit by scoring the lane on the current ball. These lanes also turn on the bonus rollover lites in the upper left corner and advance the bonus multiplier. The save ball target scores 1000 points and turns on the save ball lite. When the save ball lite is on the kicker will activate when the ball enters the kicker lane.

The lane target scores 10,000 points for each hit. On the second hit, the lane target advances the multiplier. The third hit lites the special. The fourth hit lites the shoot again lite.

Exceeding high score to date awards credits, if optioned, at the end of the game and the displayed high score to date is automatically updated.

Tilting the game results in loss of current ball and the flippers and all playfield features go dead. Slamming the machine results in loss of the game, and the game goes into a delay mode for approximately 15 seconds.

B. MPU SET UP SWITCHES

The MPU P.C. Board has 32 set up switches that allow play to be customized to the location. The switches are contained in four switch packs numbered S1-8, S9-16, S17-24, and S25-32. Switch selectable options are credits per coin, tune option, maximum credits allowed, 3 or 5 balls per game option, replay or free ball award, match feature, and credits for exceeding high score.

CREDITS/COIN ADJUSTMENT

S9 through S12 select the credits per coin for coin chute 2.

Switch setting and resultant credits per coin are as follows:

S12	S11	S10	S9	CREDITS/COIN
OFF	OFF	OFF	OFF	Same as Coin Chute #1 Setting
OFF	OFF	OFF	ON	1/1 COIN
OFF	OFF	ON	OFF	2/1 COIN
OFF	OFF	ON	ON	3/1 COIN
OFF	ON	OFF	OFF	4/1 COIN
OFF	ON	OFF	ON	5/1 COIN
OFF	ON	ON	OFF	6/1 COIN
OFF	ON	ON	ON	7/1 COIN
ON	OFF	OFF	OFF	8/1 COIN
ON	OFF	OFF	ON	9/1 COIN
ON	OFF	ON	OFF	10/1 COIN
ON	OFF	ON	ON	11/1 COIN
ON	ON	OFF	OFF	12/1 COIN
ON	ON	OFF	ON	13/1 COIN
ON	ON	ON	OFF	14/1 COIN
ON	ON	ON	ON	15/1 COIN

S1 through S5 select the credits per coin for coin chute 1.
 S17 through S21 select the credits per coin for coin chute 3.
 Switch settings and resultant credits per coin are identical for
 coin chutes 1 and 3 and are as follows:

CREDITS/COIN ADJUSTMENTS

COIN CHUTE	SWITCHES					CREDITS/COIN
	5	4	3	2	1	
#1	21	20	19	18	17	
or #3	OFF	OFF	OFF	OFF	OFF	3/2 COINS
	OFF	OFF	OFF	OFF	ON	3/2 COINS
	OFF	OFF	OFF	ON	OFF	1/COIN
	OFF	OFF	OFF	ON	ON	1/2 COINS
	OFF	OFF	ON	OFF	OFF	2/COIN
	OFF	OFF	ON	OFF	ON	2/2 COINS
	OFF	OFF	ON	ON	OFF	3/COIN
	OFF	OFF	ON	ON	ON	3/2 COINS
	OFF	ON	OFF	OFF	OFF	4/COIN
	OFF	ON	OFF	OFF	ON	4/2 COINS
	OFF	ON	OFF	ON	OFF	5/COIN
	OFF	ON	OFF	ON	ON	5/2 COINS
	OFF	ON	ON	OFF	OFF	6/COIN
	OFF	ON	ON	OFF	ON	6/2 COINS
	OFF	ON	ON	ON	OFF	7/COIN
	OFF	ON	ON	ON	ON	7/2 COINS
	ON	OFF	OFF	OFF	OFF	8/COIN
	ON	OFF	OFF	OFF	ON	8/2 COINS
	ON	OFF	OFF	ON	OFF	9/COIN
	ON	OFF	OFF	ON	ON	9/2 COINS
	ON	OFF	ON	OFF	OFF	10/COIN
	ON	OFF	ON	ON	ON	10/2 COINS
	ON	OFF	ON	ON	OFF	11/COIN
	ON	OFF	ON	OFF	ON	11/2 COINS
	ON	ON	OFF	OFF	OFF	12/COIN
	ON	ON	OFF	ON	ON	12/2 COINS
	ON	ON	OFF	ON	OFF	13/COIN
	ON	ON	OFF	OFF	ON	13/2 COINS
	ON	ON	ON	OFF	OFF	14/COIN
	ON	ON	ON	ON	ON	14/2 COINS
	ON	ON	ON	ON	OFF	15/COIN
	ON	ON	ON	ON	ON	15/2 COINS

FREE PLAY OPTION

The game has provision for allowing free play. When the free play switch is on, credits are decremented normally until 0 credits, then pressing the credit button puts 99 credits on the game and they continue to be decremented.

FREE PLAY	S8
ON	ON
OFF	OFF

TUNE OPTION

The game is designed to play a tune for each credit incremented from the coin switch, start of game, and power up/game over. The first two tunes are selectable by S16, however the power up/game over tune is always enabled. When the tune switch is off, the coin and start of game tunes are replaced by a single chime.

TUNES	S16
ON	ON
OFF	OFF

MAXIMUM CREDITS

The maximum number of credits that will be accepted by the game either through the coin switch or replay award are controlled by S25, 26, and 27. Switch settings are as follows:

MAXIMUM CREDITS	SWITCHES		
	27	26	25
5	OFF	OFF	OFF
10	OFF	OFF	ON
15	OFF	ON	OFF
20	OFF	ON	ON
25	ON	OFF	OFF
30	ON	OFF	ON
35	ON	ON	OFF
40	ON	ON	ON

BALLS PER GAME OPTION

#BALLS PER GAME	S28
5	ON
3	OFF

REPLAY OR FREE BALL AWARD

The game is designed to award either a replay or free ball at three selectable score levels or through specials gained during the play of the game.

AWARD	S29
REPLAY	ON
EXTRA BALL	OFF

MATCH FEATURE

When the match feature is ON, a random number appears in the Ball in Play display at game over. A replay is awarded if the number matches the tens digit in a player's score.

MATCH	S30
ON	ON
OFF	OFF

CREDITS FOR EXCEEDING HIGH SCORE

The game is designed to award replays for beating the previous high score to date.

The winning score becomes the new high score to date.

CREDITS	S32	S31
0	OFF	OFF
1	OFF	ON
2	ON	OFF
3	ON	ON

VI. ROUTINE MAINTENANCE ON LOCATION

The game is equipped with two separate diagnostic programs to aid in routine maintenance. The first test occurs automatically at power up. The MPU board goes into its self-test routine, and upon successful completion plays the game over tune.

The second diagnostic program is accessed by depressing the test switch inside the front cabinet door.

NOTE: The game must be in the game over mode.

1. Depress the test switch one time. The score display will extinguish and all feature lamps will flash. Check for burned out lamps at this time.
2. Depress the test switch again to start the score display checkout. All digits except the units digits will count through 0-9.
3. Depress the test switch again to begin the solenoid checkout. Each solenoid will actuate individually and show its number on the score displays. Refer to table 1 of repair section for solenoid numbers.
4. Depress the test switch again to start the switch checkout. Any closed switch will show its number on the score display. Refer to table 2 of repair section for switch numbers.

NOTE: The ball should not be in the outhole during this test.

Depressing the test switch 12 more times puts the game back in the game over mode. The diagnostic routine should be exercised several times a week to ensure proper operation of the game.

REPAIR

I. INTRODUCTION

Repair of the game on location is by printed circuit board, solenoid, switch, or lamp replacement, or by cable harness repair. No special tools or equipment are required other than standard soldering and hand tools and volt/ohmmeter.

Troubleshooting faults in the game is aided by the use of the two built in diagnostic routines. The first test is initiated automatically at power up as the MPU board exercises its self diagnostic routine. As each section of the MPU board is checked, the red LED located near the top of the board flashes for successful completion of each test. After six flashes, the game over tune plays to indicate correct MPU operation.

The second idagnostic program is entered by pressing the test switch inside the front cabinet door. Pressing the test switch once causes all feature lamps to flash. Pressing the test switch a second time causes the display to sequence from 0 through 9. Pressing the test switch a third time causes all the solenoids to sequence. Refer to table 1 for solenoid numbers. Pressing the switch a fourth time causes any closed switch to be displayed. Refer to table 2 for switch numbers. Pressing the test switch 12 more times will put the game back in the game over mode.

II. MODULE REPLACEMENT DIAGNOSTICS

Symptom 1. Power up LED does not flash 6 times. General illumination lamps do not light.

<u>Cause</u>	<u>Procedure</u>
A. Power Supply incorrect.	Refer to Power Supply diagnostics.

Symptom 2. Power up LED does not flash 6 times. General illumination lamps do light.

<u>Cause</u>	<u>Procedure</u>
A. +5V incorrect	Measure +5V - .25V at TP1 of MPU Board. If incorrect refer to Power Supply diagnostics.
B. 24VDC incorrect	Measure 24VDC - 6V at J1-3 of MPU Board. If incorrect refer to Power Supply diagnostics. If correct replace MPU board.

Symptom 3. Power up LED flashes 6 times, game over tune does not play correctly.

<u>Cause</u>	<u>Procedure</u>
A. Incorrect output from MPU board.	Replace MPU board.
B. Faulty solenoid driver board.	Replace solenoid driver board.

Symptom 4. One or more but less than 15 feature lamps do not light.

<u>Cause</u>	<u>Procedure</u>
A. Burned out bulb	Replace bulbs
B. Faulty lamp driver board	Replace lamp driver board.

Symptom 5. More than 15 feature lamps do not light.

<u>Cause</u>	<u>Procedure</u>
A. Faulty lamp driver board	Replace lamp driver board.

Symptom 6. One display board shows incorrect data during sequencing.

<u>Cause</u>	<u>Procedure</u>
A. Faulty Display board	Replace display board.
B. Faulty MPU board output	Replace MPU board.

Symptom 7. Both display boards show incorrect data during sequencing.

<u>Cause</u>	<u>Procedure</u>
A. Faulty MPU board output	Replace MPU board.

Symptom 8. One solenoid does not operate.

<u>Cause</u>	<u>Procedure</u>
A. Faulty solenoid	Replace solenoid
B. Faulty solenoid driver board	Replace solenoid driver board.

Symptom 9. More than one solenoid does not operate.

<u>Cause</u>	<u>Procedure</u>
A. Faulty solenoid driver board	Replace solenoid driver board
B. Faulty MPU board output	Replace MPU board.

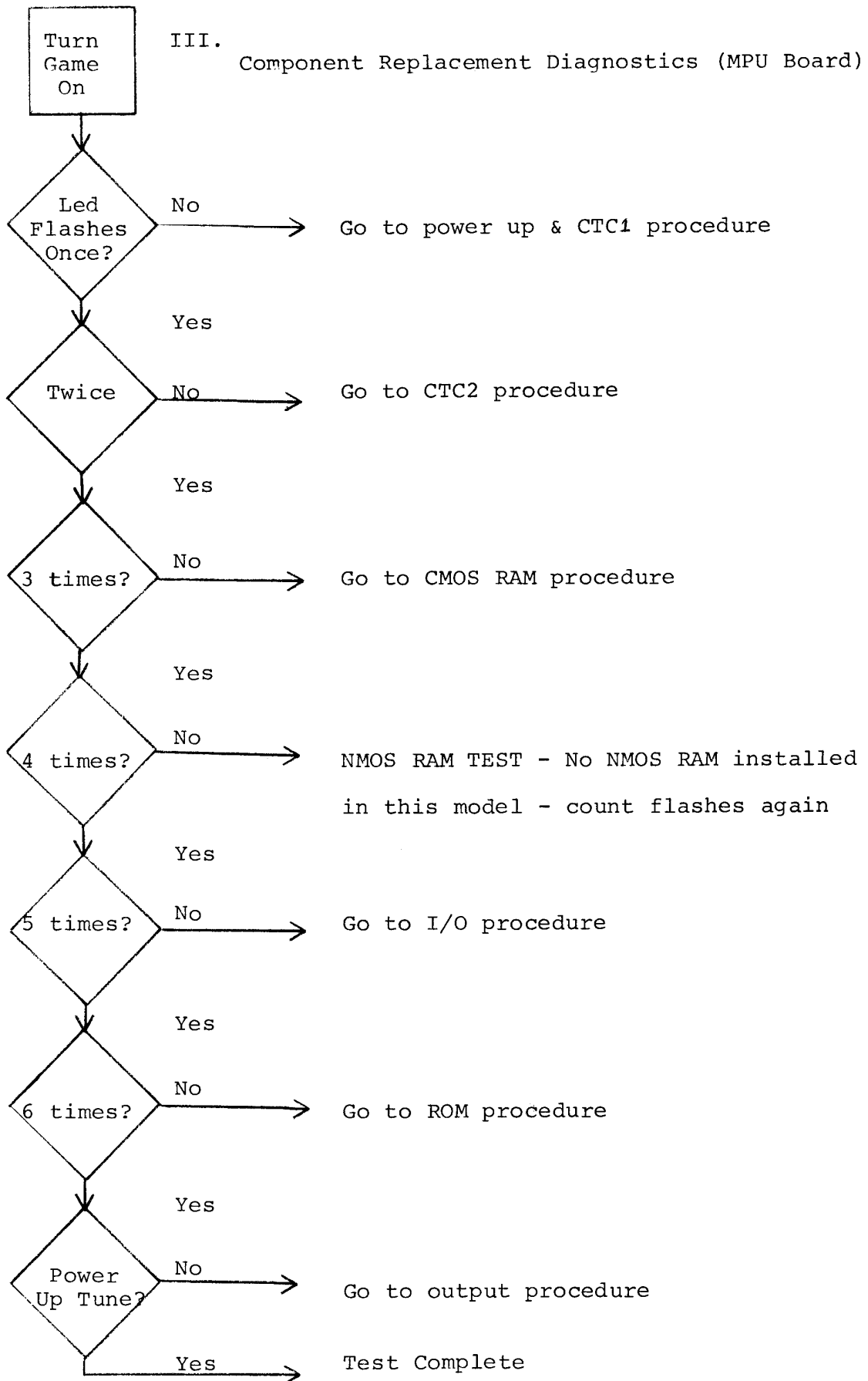
Symptom 10. None of the solenoids operate.

<u>Cause</u>	<u>Procedure</u>
A. +24V missing at Solenoids	Check +24V at solenoids
If incorrect look for broken wire between +24V at power supply and solenoids and refer to power supply diagnostics.	
B. +5V missing at solenoid driver board	Check +5 at solenoid driver board. If incorrect look for broken wire between +5V at power supply and solenoid driver board.
C. Faulty solenoid driver board.	Replace solenoid driver board.

Symptom 11. Switch always closed.

<u>Cause</u>	<u>Procedure</u>
A. Stuck switch	Locate switch from switch identification table and repair or replace switch.

III. Component Replacement Diagnostics (MPU Board)



COMPONENT REPLACEMENT

A. Power up and CTC1 procedure

<u>Cause</u>	<u>Procedure</u>
+5V incorrect	Measure +5V - .25V at TP1 of MPU board. If incorrect refer to power supply diagnostics.
+24VDC incorrect	Measure +24VDC - 6V at J1-3 of MPU board. If incorrect refer to power supply diagnostics.
Reset incorrect	1. Check for positive reset pulse at pin 35 of U17. If incorrect, and negative reset pulse is present at TP4, replace QC. If no negative reset pulse is present at TP4, trace back through QD, QA, QB, U5 and U3 for defect. 2. Check for negative reset pulse at pin 17 of U10 and pin 26 of U11. If one or both are incorrect and a neg- ative reset pulse is present at TP4, look for open or shorted foil run.

D. Oscillator incorrect

If both are incorrect and no negative reset pulse present at TP4, trace back through QD, QA, QB, U5 and U3 for defect.

Check TP5 for a square wave with a period of about 400ns.

If incorrect trace back through U3 to the crystal.

E. LED circuit defective

Check for positive pulse at base of QE. If present replace QE. If operation still incorrect, replace LED.

F. U10, U11, U17, U6, U7, U12, U4, U3, or U9 defective.

Replace one at a time with known good parts until fault is cleared.

CTC2 procedure

Cause
CTC zero cross over input incorrect.

Procedure
Check pin 21 of U10 for positive zero cross over pulse. If incorrect trace back through U3 and U2.

U10 defective

Replace U10 with a known good I. C.

U3 Defective

Replace U3 with a
known good I.C.

U11, U6, U7, U12, U13 or
U17 defective

Replace one at a time
with known good parts
until fault is cleared.

C. CMOS RAM Procedure

<u>Cause</u>	<u>Procedure</u>
CMOS RAM defective	Replace U6 and U7, one at a time.
CMOS gate defective	Replace U9.

D. I/O Procedure

<u>Cause</u>	<u>Procedure</u>
I/O defective	Replace U17
I/O chip select gate defective	Replace U4

E. ROM Procedure

<u>Cause</u>	<u>Procedure</u>
ROM defective	Replace U12 and U13 one at a time.

F. Output Procedure

<u>Cause</u>	<u>Procedure</u>
U14, U16, U21, U15, U19, U22, U18, or U23 defective	Replace on at a time with known good parts.

IV. POWER SUPPLY DIAGNOSTICS

CAUTION: The power supply contains dangerous voltage levels. Use extreme caution while troubleshooting.

Symptom 1. +5V incorrect, +12V correct

<u>Cause</u>	<u>Procedure</u>
defective +5V regulator	Change LM323 with known good.

Symptom 2. +5V incorrect, +12V incorrect

<u>Cause</u>	<u>Procedure</u>
Fuse Blown (+12V) defective bridge	Replace Fuse Check 10.5 VAC input to bridge. If correct, replace bridge with known good. If +5 and +12V still do not come up, replace 11,000 MF capacitor.

Symptom 3. +5 and +12V correct, +24V incorrect.

<u>Cause</u>	<u>Procedure</u>
Fuse Blown (28VAC) on Power supply defective bridge	Replace Fuse Check 28 VAC. If correct, replace bridge with known good part.
Playfield fuse blown	Replace fuse.

Symptom 4. +5, +12, +24V correct, +7V
incorrect

Cause

Fuse Blown (8VAC)
defective bridge

Procedure

Replace Fuse
Check 8VAC. If correct,
replace bridge with known
good part.

Symptom 5. Ac voltage incorrect on one or more, but not all
secondary windings.

Cause

defective transformer winding

Procedure

remove fuse from
defective secondary. If
voltage still incorrect
replace transformer.
If voltage comes up,
disconnect all pc boards
that the winding goes to,
reinsert fuse, and plug
pc boards back in until
defect reappears.

Symptom 6. No secondary AC voltage at transformer, primary
voltage correct.

Cause

defective transformer

Procedure

replace with known good
transformer.

V. SOLENOID AND SWITCH IDENTIFICATION

A. Table 1

SOLENOID IDENTIFICATION

The solenoid checkout section of the diagnostic routine actuates each solenoid on the playfield. The solenoid number is shown in each display as the solenoid is being actuated. The following list identifies each solenoid by number:

Ball Return	010
Right Bumper	020
Left Bumper	030
Bottom Bumper	040
Right Slingshot	050
Left Slingshot	060
Kickout	070
Chime A	080
Chime B	090
Chime C	100
Chime D	110
Not Used	120
Not Used	130
Not Used	140
Not Used	150
Flipper Relay Enable	160
Feature Lamps ON	170
Feature lamps OFF	180

B. Table 2

SWITCH IDENTIFICATION

In the switch checkout section of the diagnostic routine the number of closed switch is shown in each display.

The following list identifies each switch by number:

SWITCH FUNCTION

Accounting Reset	010
Credit	020
Slam	030
Lane Target	040
Coin Chute 2	050
Coin Chute 3	060
Coin Chute 1	070
Tilt	080
10 PT. Switches	090
Save Ball Target	100
Outhole	110
Lane 1	120
Lane 2	130
Lane 3	140
Lane 4	150
Lane 5	160
1000, Advance & Change	170
Kicker Lane	180
A Lane (Special when Lit)	190
C Lane (Turn on 2)	200
Star Lane 1	210
Star Lane 3	230
Star Lane 5	240
Star Lane 4	250
Diagnostic & Accounting	260
Spinner	270
Upper Left Thumper (1)	280
Upper Right Thumper (2)	290
Bottom Thumper (3)	300
Left Slingshot	310
Right Slingshot	320
B Lane (turn on 3)	330
D Lane (Special when Lit)	340
Top Target	350