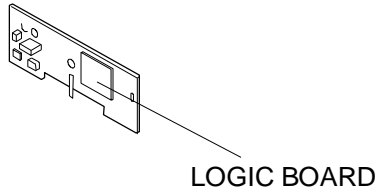


SETUP PROCEDURES -- 6.02 – 6.11 DYNAMO HOCKEY BOARD

The following setup procedure is for use with the 6.0x version boards. This logic board is used with both export and domestic games, and can be programmed to work with either an electronic or a mechanical coin mechanism.

SWITCH POSITIONS AND FUNCTIONS (6.xx logic boards)

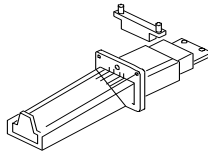
This logic board uses a 3-position toggle switch for the setup programming. The logic board will be found mounted on the wall at the rear of the access area, and the toggle switch is located on the upper right-hand corner of the board. Refer to the illustration below:



The functions of the switch positions are as follows:

Switch Position	Function
Cal 1	Enables access to the setup function and steps you through the various setup levels. If a change needs to be made, the switch should then be moved to Cal 2 to effect this change.
Center	No effect. This is the default position for this switch.
Cal 2	This switch position is used to choose the values of the option currently being adjusted, according to the programming level you are in (set by Cal 1). This switch can also be used to reset all settings, at all levels, to the factory defaults. This is accomplished by holding the switch in this position during power-up.

There are two setup menus for this board: a five-second menu and a ten-second menu, and you should use the menu that corresponds with the type of coin system that you are using. The five-second menu is based on a push-chute system, while the ten-second menu is based on an electronic coin comparator system. To identify the type of table you have, open the coin door and look inside to see what type of coin acceptance your machine uses. Refer to the following illustration. This is a diagram of a push chute and the associated magnetic anti-cheat switch. You will use the five-second menu if your table has one of these:



The following illustration shows an alternate method of coin acceptance, the micro switch, which is not provided as a stock item from Dynamo. However, experience has shown that this system, coupled with a roll-down chute, is a common modification found "in the field." You will use the five-second menu if your table has one of these:



If your coin acceptance system does not match either of the two examples shown above, you will use the ten-second menu.

Use the following procedures to access your menu and set up your game options:

FIVE-SECOND MENU (6.xx logic boards)

To access the five-second menu, hold the calibration switch in position "Cal 1" for 5 seconds. Upon release of the switch, the display will flash "66" once, and then will display a stationary number. This number indicates the amount of coin switch closures required to start the game. The default for this setting is one, and is adjustable from one to four (example: if the display indicates "2," then two coin switch closures are required to start the game).

At this point, you may adjust this setting by toggling the switch into the "Cal 2" position. Each time the switch is moved to the "Cal 2" position, the value will be incremented by one.

When the setting for the coin switch closures is acceptable, toggle the switch into the "Cal 1" position again to advance to the next option setting (game play length). Upon release of the switch, the display will flash "77" once, and then will display a stationary number. This number indicates the timed length of the game. The default for this setting is seven minutes, and is adjustable from one to sixteen (example: if the display indicates "7," then the length of the game will be seven minutes).

At this point, you may adjust this setting by toggling the switch into the "Cal 2" position. Each time the switch is moved to the "Cal 2" position, the value will be incremented by one.

When the setting for game play length is acceptable, toggle the switch into the "Cal 1" position to exit the setup program. The game will automatically resume the "attract mode."

TEN-SECOND MENU (6.xx logic boards)

To access the ten-second menu, hold the calibration switch in position "Cal 1" for 10 seconds or longer. Upon release of the switch, the display will flash "55" once, and then will display a stationary number. This number indicates the type of coin acceptance system you are using. The default for this setting is "1". This "1" indicates that the logic board is set up to use a push chute system. If this is correct, the setup for the ten-second menu is complete, and you may toggle the switch into the "Cal 1" position repeatedly until the game returns to the "attract mode."

NOTE: Other settings in the ten-second menu are not needed for tables with push chutes.

If you are not using a push chute system (example: a coin comparator), toggle the switch into the "Cal 2" position once. The display will change to a "5," indicating that your logic board is now set up to use a coin comparator system. At this point, toggle the switch to the "Cal 1" position to advance to the next option setting (base coin).

* **NOTE:** If your display flashes "66," you have accessed the five-second menu. Toggle the switch into the "Cal 1" position three times to return to attract mode and start again.

Base Coin: (6.xx logic boards)

The base coin setting is used to set the value of coin that you are using.

Game Cost: (6.xx logic boards)

"88"=Base Coin	Default=10 - 10
"99"=Game Cost	Default=05 - 50p

When the setting for the game cost is acceptable, toggle the switch into the "Cal 1" position again to advance to the next option setting (coin comparator defaults). Upon release of the switch, the display will flash "00" once and then will display a stationary number. This number indicates the value assignment for coin comparator channel one.

Coin Comparator Channels: (6.xx logic boards)

Dynamo, Ltd. does not currently ship Hockey games equipped with coin comparators (we do provide the wiring necessary for such a system, and ship tables completely comparator ready). The following information is required to properly set up your coin comparator.

Coin comparators are available to accept most of the major coins of the world. The type of coin accepted is set by the manufacturer of the coin comparator, and you must purchase the correct type for your location (example, an U.S. coin comparator will accept dimes, nickels, etc.). The coin comparator uses "channels" to determine what credit values are assigned to each coin. Each channel has a unique credit value assignment (i.e. Channel 1 requires one coin to pass through before giving a credit. Channel 5 requires that ten coins pass through before a credit is given). These values are adjustable through the setup program. The default values for the coin comparator channels are listed in the following table:

"00"=Channel 1	Default=01
"11"=Channel 2	Default=01
"22"=Channel 3	Default=02
"33"=Channel 4	Default=05
"44"=Channel 5	Default=10

At this point, you may adjust channel one's setting by toggling the switch into the "Cal 2" position. Each time the switch is moved to the "Cal 2" position, the value will be incremented by one. To advance to the setting for channel two, toggle into the "Cal 1" position once. The display will flash "11," and you may now adjust the value for channel two. Continue in this manner, adjusting all of the values through channel five.

When the settings for all of the coin comparator channels are acceptable, toggle the switch into the "Cal 1" position to exit the setup program. The game will automatically resume the "attract mode."