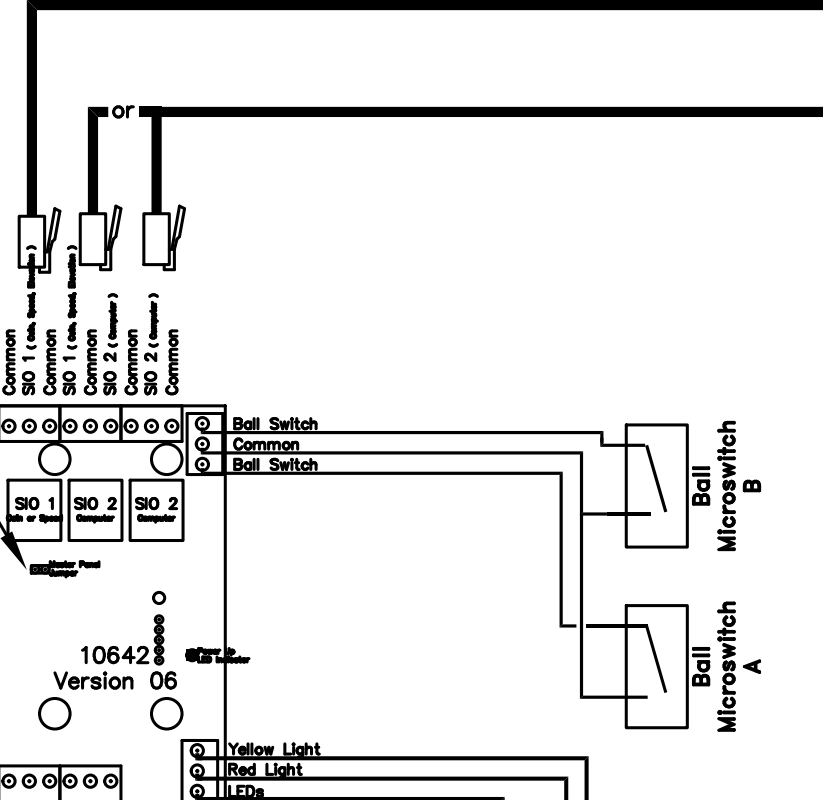
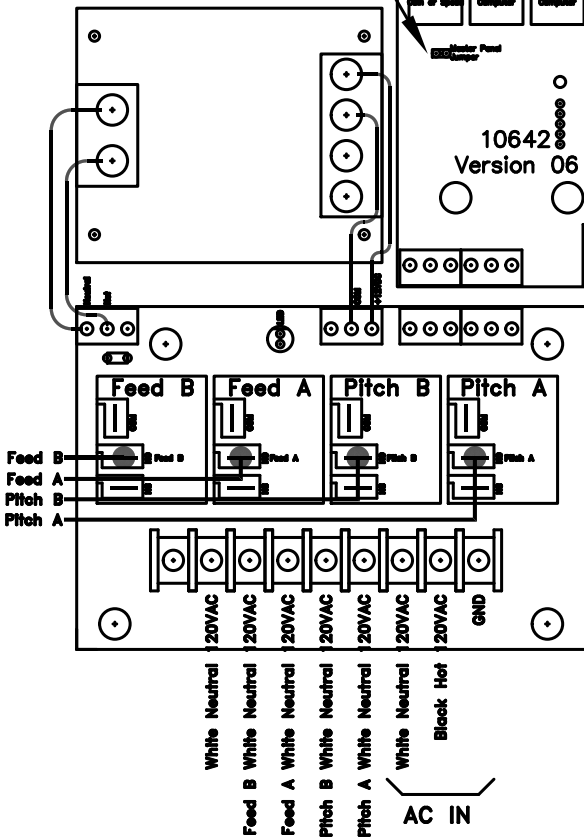
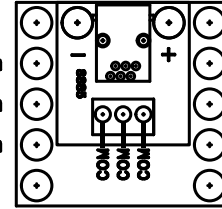


Note:
With the Jumper installed as shown Cage 1 must be on for the Computer to have power.



B Coin Microswitch
A Coin Microswitch
Time Switch



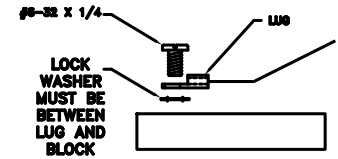
Pause Button
PGM**
Run Button } Delete*

****Programming**

1. Push and hold the program switch (PGM)
2. Input the number of balls (B Microswitch)
3. Input the number of coins (A Microswitch)
4. Input the time - Each input adds 5 min. (Time Switch)
5. Release the program switch

***Deleting a Game**

Push both the Run and Pause buttons at the same time



To other cages

