MANUEL
INSTRUCTION
POUR
WINTER - SPORTS
LISTE DES CONTACTS DE LA CAISSE

00 Bouton meter display
01 Tilt à pendule, tilt ROLL BALL
02 Tilt antishok SLAM TILT
03 Boutons crédits
04 Jetons 1 (à gauche)
05 Jetons 2 (à droite)
06 Jetons 3 (au milieu)

LISTE DES CONTACTS DE LA TABLE (Voir fig. 2)

<table>
<thead>
<tr>
<th>No</th>
<th>Description</th>
<th>French Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Trou final</td>
<td>&quot;Out hole switch&quot;</td>
</tr>
<tr>
<td>17</td>
<td>Renvoi gauche</td>
<td>&quot;Left kicker switch&quot;</td>
</tr>
<tr>
<td>18</td>
<td>Renvoi droit</td>
<td>&quot;Right kicker switch&quot;</td>
</tr>
<tr>
<td>19</td>
<td>Piste droite intérieure basse</td>
<td>&quot;Bottom inside right rollover&quot;</td>
</tr>
<tr>
<td>20</td>
<td>Piste droite extérieure basse</td>
<td>&quot;Bottom outside right rollover&quot;</td>
</tr>
<tr>
<td>21</td>
<td>Piste gauche intérieure basse</td>
<td>&quot;Bottom inside left rollover&quot;</td>
</tr>
<tr>
<td>22</td>
<td>Piste gauche extérieure basse</td>
<td>&quot;Bottom outside left rollover&quot;</td>
</tr>
<tr>
<td>23</td>
<td>Cible fixe 1 (inférieure)</td>
<td>&quot;Bottom target 1&quot;</td>
</tr>
<tr>
<td>24</td>
<td>Cible fixe 2</td>
<td>&quot;Target 2&quot;</td>
</tr>
<tr>
<td>25</td>
<td>Cible fixe 3</td>
<td>&quot;Target 3&quot;</td>
</tr>
<tr>
<td>26</td>
<td>Cible fixe 4</td>
<td>&quot;Target 4&quot;</td>
</tr>
<tr>
<td>27</td>
<td>Cible fixe 5 (supérieure)</td>
<td>&quot;Toptarget 5&quot;</td>
</tr>
<tr>
<td>28</td>
<td>Cible rotative</td>
<td>&quot;Spinning target&quot;</td>
</tr>
<tr>
<td>29</td>
<td>Cible tombante</td>
<td>&quot;Single drop target&quot;</td>
</tr>
<tr>
<td>30</td>
<td>Piste droite milieu</td>
<td>&quot;Middle right rollover&quot;</td>
</tr>
<tr>
<td>31</td>
<td>Contact droit milieu</td>
<td>&quot;Middle right stand-up&quot;</td>
</tr>
<tr>
<td>32</td>
<td>Bumper droit</td>
<td>&quot;Right bumper&quot;</td>
</tr>
<tr>
<td>33</td>
<td>Bumper gauche</td>
<td>&quot;Left bumper&quot;</td>
</tr>
<tr>
<td>34</td>
<td>Bouton double bonus</td>
<td>&quot;Double bonus button&quot;</td>
</tr>
<tr>
<td>35</td>
<td>Piste gauche haut</td>
<td>&quot;Top left rollover&quot;</td>
</tr>
<tr>
<td>36</td>
<td>Cible gauche haut</td>
<td>&quot;Top left target&quot;</td>
</tr>
<tr>
<td>37</td>
<td>Trou haut</td>
<td>&quot;Top hole&quot;</td>
</tr>
<tr>
<td>38</td>
<td>Cible droite haut</td>
<td>&quot;Top right target&quot;</td>
</tr>
<tr>
<td>39</td>
<td>Piste droite haut</td>
<td>&quot;Top right rollover&quot;</td>
</tr>
</tbody>
</table>
4. Appuyer de nouveau sur le bouton. Sur le display match apparaîtra le numéro du test (04). Ce test contrôle le fonctionnement de toutes les lampes pilotées. Toutes les lampes (à l'exception des fixes) s'allument et s'éteignent environ 3 fois par seconde.

5. Appuyer de nouveau sur le bouton. Sur le display match apparaîtra le numéro du test (05). Ce test prévoit le contrôle de tous les solénoides de l'appareil. Ceux-ci sont activés à la suite de 1 à 20; le numéro correspondant apparaîtra sur le display crédit. Aux nombres 21, 22, 23, 24 correspondent les 4 notes musicales (sons).

**LISTE DES SOLENOIDES (Fig. 4)**

<table>
<thead>
<tr>
<th>Numéro</th>
<th>Description</th>
<th>Commentaire</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Renvoi gauche</td>
<td>&quot;Left kicker&quot;</td>
</tr>
<tr>
<td>02</td>
<td>Relais flipper supplémentaire</td>
<td>&quot;Additional flipper relays&quot;</td>
</tr>
<tr>
<td>03</td>
<td>Non utilisé</td>
<td>&quot;Coin lockout&quot;</td>
</tr>
<tr>
<td>04</td>
<td>Fermeture jetons</td>
<td>&quot;Right kicker&quot;</td>
</tr>
<tr>
<td>05</td>
<td>Non utilisé</td>
<td>&quot;Single drop target&quot;</td>
</tr>
<tr>
<td>06</td>
<td>Renvoi droit</td>
<td>&quot;Left bumper&quot;</td>
</tr>
<tr>
<td>07</td>
<td>Cible tombante</td>
<td>&quot;Right bumper&quot;</td>
</tr>
<tr>
<td>08</td>
<td>Bumper gauche</td>
<td>&quot;Top hole&quot;</td>
</tr>
<tr>
<td>09</td>
<td>Bumper droit</td>
<td>&quot;Out hole&quot;</td>
</tr>
<tr>
<td>10</td>
<td>Trou haut</td>
<td>&quot;Knocker&quot;</td>
</tr>
<tr>
<td>11</td>
<td>Trou final</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Coup</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Non utilisé</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Relais flipper</td>
<td>&quot;Flipper relays&quot;</td>
</tr>
</tbody>
</table>
CONTACTS DE LA CAISSSE
00 Selftest/meter/programmrning
(poussoir)
01 Tilt à pendule et à glissière
02 Tilt anti-choc
03 Bouton crédits
04 Jetons 1 (gauche)
05 Jetons 2 (droite)
06 Jetons 3 (milieu)

CONTACTS DE LA TABLE
16 Trou final
17 Renvoi gauche
18 Renvoi droit
19 Piste droite intérieure basse
20 Piste droite extérieure basse
21 Piste gauche intérieure basse
22 Piste gauche intérieure basse
23 Cible fixe
24 Cible fixe
25 Cible fixe
26 Cible fixe
27 Cible fixe
28 Cible tournante
29 Cible tombante
30 Piste droite milieu
31 Contact droit milieu
32 Bumper droit
33 Bumper gauche
34 Bouton double bonus
35 Piste gauche haute
36 Cible gauche haute
37 Trou haut
38 Cible droite haute
39 Piste droite haute

http://www.zaccaria-pinball.com
++ Lampes dans le tableau lampes
++ aussi dans le tableau lampes

http://www.zaccaria-pinball.com
DISPOSITION DES SOLENOIDES

01 Renvoi gauche
02 Relais flipper auxiliaire
03 Non utilisé
04 Arrêt jetons
05 Non utilisé
06 Renvoi droit
07 Cible tombante
08 Bumper gauche
09 Bumper droit
10 Trou haut
11 Trou final
12 Coup (dans la caisse)
13 Non utilisé
14 Non utilisé
15 Non utilisé
16 Non utilisé
17 Non utilisé
18 Non utilisé
19 Non utilisé
20 Relais flipper
I. INSTALLATION

Assemble the game as follows:

1. Bolt legs to the cabinet (use special bolts in coin box).

2. Gently extract electric cable and place it in the proper cavity, checking that non-skid knot is there.

3. Remove the elastic band that secures the light board and lift it to a vertical position. During this operation make sure that the cable is not crushed between the parts. The same care has to be used when disassembling so as not to squeeze the cables between the parts.

   The light board has an automatic coupling that keeps it in a vertical position to ease the assembly of the 4 bolts. Always make sure that the automatic coupling is securely into operation. Open light board and fasten it to the cabinet with the 4 bolts and washers in the coinbox.

VISUAL INSPECTIONS

On all games there are certain items that should be checked after shipment. These are visual inspections which may avoid some time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable.

Cable connectors may be loosened, switches (especially tilt switches) may go out of adjustment.

Plumb bob tilt switch should always be adjusted after game is set on location.

1. Check that cabinet cable is connected to the light board cable.

2. Check for any wires that may have become disconnected.

3. Check that cables are clear of all moving parts.

4. Check that there are no tin residue of foreign material due to loose solder between contacts or on the connectors.

5. Check wires for proper soldering. Cold solder connections may not show up in the factory inspection, but vibrations in shipment may break contact.

6. Check that all fuses are making good contact.

7. Check wiring of transformer to correspond to location voltage.

8. Check and adjust tilt switches sensitivity as follows:

a. Plumb bob tilt switch (tilt 1)
   Adjust the length of plumb bob tilt according to desired sensitivity.

b. Rail tilt and ball (tilt 1)
   Insert ball in the guide, check that the ball rolls free closing contact when the cabinet is raised.

c. Shockproof tilt (tilt 2)
   There are 2:
   the 1st. near plumb bob tilt, the 2nd. near coin chutes.
   Adjust contact distance to desired sensitivity.
II. GENERALE GAME OPERATION

1. Place ball into hole; plug in line cord.
Score displays are set to zero, display for max. score shows the highest score ever obtained (to obtain zero follow instructions, chapter V). « Credit » display shows remaining credits.

2. « Game over » light is lit. If « tilt » light is lit check the adjustment of tilt contacts which should be open.

3. Check that the machine properly accepts coins and advances corresponding credits (see chapter V).
Remember that the machine should not accept any coin when turned off or if the number of credits has reached the programmed max. (see chapter V).

4. If, after ignition, all displays were to alternate figures 6 and 9, it will be necessary to make some controls, since the data in storage memory, will be of no value. This is very likely to happen, if the machine was switched off for many weeks.
If, on the contrary, it has been recently used, and shows alternatively figures 6 and 9 it could well be that the battery or its input circuits are out of order.
When newly starting the machine re-programming will be necessary (see chapter V.).

5. Press « Credit » button - « GAME OVER » and possible « TILT » lights should be turned off.
a. 1st player warning light should be lit.
b. Lamp showing 1st player in game will light up.
c. Credits will be decreased by one point.
d. BALL TO PLAY lamp will have to be lit.
e. Playfield is ready and the ball ejected from the hole.

6. Each new pressure on « Credit » button will decrease the bumper of credits and increase indication of numbers of players in game.

7. Maximum number of credits which can be required is 4.

GENERAL REMARKS ON THE GAME

1. The number of balls to be played for each game is regulable (see chapter V).

2. The ball won during the game is immediately thrown in again.

3. The games won while playing for combinations accomplished or for achievement of winning scores are immediately awarded.

4. The games won by exceeding the maximum score (regulable) are awarded at the end of the game.

5. At the end of the game, the match lamp comes on (if programmed) and a game is awarded to each player having the last two figures of score equal to the match number. The games won are awarded only if the number of maximum credits (regulable) is not reached.

6. At the end of the game, the player (or players) who has got the superbonus win, is indicated by the winkling of the corresponding lights.

7. When just one player is playing, the dropping targets do not get up again when the ball is lost.
10. When «highest score» is set on «random» each time a new game is started a new
and changeable score will be shown in the programmed range of scores (see test no
21).

8. The «SPECIAL» target opens automatically when lit.

9. If the score of any player exceeds 999.990, the last hand digit of the display will flash
to indicate the over the top score.

10. When «highest score» is set on «Random» each time a new game is started a
new and changeable score will be shown in the programmed range of scores (see
test no. 21).

III. BOOK-KEEPING FUNCTIONS

«Meter display» button is designed to help operators perform certain accounting
functions such as the number of coins dropped and number of total plays.
The operator will know these data at any time.
For this purpose he will have to open the coin chute door and push the SELF
TEST/METER/PROGRAMMING button.

1st. player display will show total coins in left coin chute.

2nd. player display will show total coins in right coin chute.

3rd. player display will show total coins in central coin chute.

4th. player display will show total plays.
Max. score display will show total replays.
Same data can be obtained using special print-out unit.
For this purpose, it will be necessary to connect the print-out to the special connec-
tor placed inside the cabinet on the right hand side.
Press «Stampa» button on the printer.
All displays and lamps will be turned off and a coupon will be printed as the sample
below:

SHOOT RAPIDS
SERIAL N. 0000
WINNED G. 000006
PLAYED G. 000013
COINS 1 000003
COINS 2 000002
COINS 3 000000

At the end of the printing the machine is ready for a new game.

IV. GAME ADJUSTMENT

Once the machine has been set up, it is ready to play.
It is, however, advisable to carry out a general inspection in order to make sure that
all parts work correctly.
For this purpose there is a «self test» program which is activated each time the
SELF TEST/METER/PROGRAMMING» button is pressed.

TEST THEORY OF OPERATION

1. Press button once.
«Match» display will show test number (01).
This test verifies book-keeping functions as in chapter III.

2. Press button again.
«Match» display will show test number (02). This test checks all displays.
Automatically the digit displays will go from 0, 1, 2 etc. to 9 and repeat continuously. Use this test to check if some digit segments have been damaged.

3. Press button again.
   « Match » display will show test number (03). This test checks that all contacts are correct.
   For this purpose it will be necessary to manually close all playfield contacts and those of the cabinet one at the time. Refer to the following list to check that the closed contact number is on « Credit » display.

**CABINET CONTACT LIST**

00 meter display button  
01 Plumb bob tilt « Roll ball »  
02 Shock proof tilt, « Slam tilt »  
03 « Credit » button  
04 Coin chute 1 (left hand side)  
05 Coin chute 2 (right hand side)  
06 Coin chute 3 (Centre)

**PLAYFIELD - CONTACT LIST (see table 2)**

16. Outhole  
17. Left hand kicker switch.  
18. Right hand kicker switch.  
20. Bottom outside right hand rollover.  
22. Bottom inside right hand rollover.  
23. Top right hand kicker.  
24. 1st. top rollover (left hand side).  
25. 2nd. top rollover.  
26. 3rd. top rollover.  
27. 4th. top rollover.  
28. 5th. top rollover (right hand side).  
29. Top left hand target.  
30. Top right hand target.  
31. Centre target.  
32. Top right hand contact.

33. Spinning target.  
34. Bottom bumper.  
35. Right hand bumper.  
36. Left hand bumper.  
37. Top left hand rebound.  
38. Dropping target bank contact.  
39. Special  
40. Moving target n° 1 (low)  
41. Moving target n° 2.  
42. Moving target n° 3.  
43. Moving target n° 4.  
44. Moving target n° 5.  
45. Moving target n° 6.  
46. Moving target n° 7.  
47. Moving target n° 8 (top).

4. Press button again.
   « Match » display will show test number (04).
   This test checks that all pilot lamps are working properly.
   All lamps except those fix will flash ON and OFF about 3 times per second.

5. Press button again.
   « Match » display will show test number (05).
   This test checks all solenoids.
These are activated in sequences from 1 to 20 and corresponding number will be shown on « Credit » display.

**SOLENOID LIST (Table n° 4)**

01 Left Kicker.
02 Right kicker.
03 Knocker.
04 Coin lockout.
05 Top kicker.
06 Low bumper
07 Right hand bumper.
08 Top rebound
09 Left hand bumper.
10 Relay dropping target bank.
11 Outhole.
12 Relay target n° 8.
13 Relay target n° 1.
14 Relay target n° 2.
15 Relay target n° 3.
16 Spare.
17 Relay target n° 4.
18 Relay target n° 5.
19 Relay target n° 6.
20 Relay target n° 7.
21
22
23
24

**NOTE:** In this model flipper relay is controlled by the lamp output.

All tests are now finished. Press « SELF TEST/METER/PROGRAMMING.**

**NOTE:** in this model flipper relay is controlled by the lamp output. All tests are now completed. Press again « SELF/TEST/METER/PROGRAMMING » to newly set the machine for a game.

**V. PROGRAMMING**

Games are factory programmed according to their destination. Programming elements may however be changed following procedures below. It is assumed that such procedures will be left to the technicians. Wrong programming could be the cause of malfunction. To verify or to change programming proceed as follows:

1. Open light board with game-up.
2. Press « PROGRAMMING ENABLE » button on the upper left hand side of CPU circuit.
3. Close light board without turning power off.
4. Press « SELF TEST/METER/PROGRAMMING » button in coin chute. « Match » display will show test number (06). The number of balls per game can be programmed. Display « credit » will show the programmed number.
To change program use « Credit » button.
5. Press self test button.
   « Match » display will show present test number (07).
   « Match » can be programmed. Such possibility can be included or excluded by pressing « Credit » button.
CREDIT DISPLAY
   — 00 excluded match.
   — 01 included match

   « Match » display will show test number (08). Now the type of wins upon reaching winning score can be programmed.
   (With superbonus, the number of credits is not increased but book-keeping function meters are equally up-dated).
   Pressing « Credit » button, the following possibilities are available:

CREDIT DISPLAY
   — 00 SUPERBONUS
   — 01 ONE REPLAY
   — 02 BONUS BALL

7. Press « self test » button.
   « Match » display will show present test number (09).
   Max. number of replays can be programmed. « Credit » display shows present programmed number.
   By pressing « credit » button programming is changed from 10 to 60.

   « Match » display will show the present test number (10).
   Now it is possible to program the type of win awarded upon exceeding maximum score.
   « Credit » button shows present programmed number.
   Press « credit » button to change programming from 0 to 3.

   — Display credit = 00 SUPERBONUS
   — Display credit = 01, 1 replay.
   — Display credit = 02, 2 replays
   — Display credit = 03, 3 replays.

   Match display will show test number (11).
   The « weight » value of the coins accepted by coin chute 1 can be programmed (see table 1).
   « Credit » display will show the present programmed value which can be changed by pressing « credit » button from 0 to 15.

    « Match » display will show number of test (12).
    Number of additional credits can be programmed by introducing the coin into coin chute n° 1 (see figure 1). Go on as shown at point 9, to change programming from 0 to 15.

    « Match » display will show the test number (13).
    The « weight » (value) of the coins accepted by coin chute 2 can be programmed (see figure 1). Go on as shown at point 9 to change programming from 0 to 15.
12. Press "self test" button.  
  "Match" display will show test number (14).  
Number for additional credits can be programmed by introducing the coin in coin
13. Press "self test" button.  
  "Match" display will show test number (15).  
The "weight" (value) of the coins accepted by coin chute 3 can be programmed. Go on as shown at point 9.
14. Press "self test" button.  
  "Match" display will show test number (16).  
The number of additional credits can be programmed by introducing the coin into coin chute n° 3. Go on as shown at point 9.  
(see chapter VII: programming examples).
15. Press "self test" again.  
  "Match" display will show test number (17). It is possible to program the first game  
variation. By operating the credit button, it is possible to select one of the following two possibilities (only in the case of wins programmed on bonus ball or 50,000  
points).  
  — Credit display = 00 SPECIAL lit regularly.  
  — Credit display = 01; SPECIAL are immediately lit.
  "Match" display will show test number (18). It is possible to program the second  
game variation. By operating the credit button, it is possible to select one of the  
following possibilities:  
  — Display credit = 00 when hitting lit special a SUPERBONUS.  
  — Display credit = 01 when hitting lit special a REPLAY.  
  — Display credit = 02 when hitting lit special a BONUS BALL.  
  — Display credit = 03 when hitting lit special 50,000 points.
17. Press "self test" again.  
  "Match" display will show test number (19).  
It is possible to program the third game variation.  
  — Credit display = 00 one bonus ball when passing on the top lit centre rollover.  
  — Credit display = 01 50,000 points when passing on the top lit centre rollover.
18. Press "self test" again.  
  "Match" display will show test number (20).  
It is possible to select the fourth game variation.  
  — Credit display = 00 regular game x 5 balls.  
  — Credit display = 01 the game starts with the special sequence made it easier.
19. Press the "self-test" button.  
  "Match" display will show test number (21).  
It is possible to program highest score variation.  
  Credit Display 00 = Regular highest score.  
  Credit Display 01 = "RANDOM" score from 500,000 points to 1,800,000 points.  
  Credit Display 02 = "RANDOM" score from 800,000 points to 1,800,000 points.  
  Credit Display 03 = "RANDOM" score from 1,100,00 points to 1,800,000 points.
20. Press "self test" button.  
  "Match" display will show test number (22). On the "Highest score" display the  
maximum score obtained is reported. Push the credit button if zero setting is desired.
21. Press "self test"
« Match » display will show test number (23).
« Credit » display shows 1st. winning score (hundreds of thousands and tens of thousands). To change in action « credit » button until the new wished score has been reached.

22. Press « self test » button.
« Match » display will show test number (24).
« Credit » display shows second winning score (see point 21).

23. Press « self test » button.
« Match » display will show test number (25).
« Credit » display shows third winning score (see point 21).

« Match » display will show the last test number (26).
Display shows book-keeping functions (see chapter III).
To clear meters press « credit » button.
Press « self-test » button again.
The machine is now ready to play.

N.B. On tests n° 23, 24, 25 one cannot program a score higher than 990,000.

VI. ROUTINE MAINTENANCE ON LOCATION

The purpose of this chapter is to give a general line to follow, so as to maintain the machine in proper operation.
The operations shown have to be carried out each time one operates on the machine, even when on power-up.

1. Follow first 5 tests as shown in chapter IV to check the correct operation of each flipper component.

2. Carefully check that securing screws of electronic boards do not work loose. Same
   — Check bumpers the rod.

3. Playfield (upper side)
   — Check and, if necessary, tighten the screws of the rubber post.
   — Check the conditions of the rubber rings and, if necessary, change them. (remember to check the adjustment of contacts each time the rubber rings are replaced)
   — Carefully clean playfield. Do no use highly caustic cleaners.

4. Playfield (lower part).
   — Check flipper assembly (tie rod, pin joints and contacts)
   — Check bumpers
   — Check contact adjustments.
   — Check wiring harness to avoid tractions on the wires and obstacles to the moving parts.

5. Check and adjust tilt sensitivity.
Remember: an effective periodic maintenance greatly improves flipper life time and avoids the possibility of damages.

VII. GENERAL INFORMATION

The purpose of this instruction Manual is to help operators perform several simple procedures such as installation, maintenance, and game adjustments.
For more complicated problems more detailed procedures are available in the
COINS/CREDITS PROGRAMMING EXAMPLES

This game can be programmed for whatever combination of coins and credits, one has only to take into account the following data:
— The weight (value) of the coins can range from 0 to 15.
— The number of credits relevant to each coin can be changed from 0 to 15.
— Possible ratios of coin values:
  a) 1-2-5 or
  b) 2-5-10 or
  c) 5-10-15 or has to be adapted to such ratio

Example n° 1:
1 DM = 2 credits
2 DM = 5 credits (1 x 2 DM or 2 x 1 DM)
5 DM = 14 credits (1 x 5 DM or 2 x 2 + 1 DM or 3 x 1 DM + 2 DM or 5 x 1 DM).

Programming:

Test 11 = 1
Test 12 = 2
Test 13 = 2
Test 14 = 5
Test 15 = 5
Test 16 = 14

In this case the coin chute n° 1 shall accept 1 DM coins and coin chute n° 2 shall accept 2 DM coins.
Coins chute n° 3, shall accept 5 DM coins.

Example n° 2:
1 FR = 1 credit
2 FR = 3 credits (2 x 1 FR) (1 credit allowance)

Programming:

Test 11 = 1
Test 12 = 1
Test 13 = 2
Test 14 = 3
Test 15 = 4
Test 16 = 6

In this case coin chute n° 1 shall accept 1 FR coins. Coin chutes n° 2 and n° 3 are not provided.

Example n° 3:
1 FR = 0 credits
2 FR = 1 credit (2 x 1 FR)
5 FR = 3 credits (5 x 1 FR) (1 credit allowance).

Programming:

Test 11 = 1
Test 12 = 0
Test 13 = 2
Test 14 = 1
Test 15 = 5
Test 16 = 3

It has to be pointed out that in this case coin chute n° 1 has to accept 1 FR coins and coin chutes n° 2 and n° 3 cannot be installed.

Example n° 4:
- 5 P = 1 credit (1 x 5 P)
- 10 P = 2 credits (2 x 5 P or 1 x 10 P)

Programming:
- Test 11 = 5 or 1
- Test 12 = 1 or 1
- Test 13 = 10 or 2
- Test 14 = 2 or 2
- Test 15 = 15 or 3

In this case the coin chute n° 1 shall accept 5 P coins - coin chute n° 2 shall accept 10 P coins.

VERY IMPORTANT: Position from 11 to 16 have always to be programmed regardless the number of installed coin chutes.