

# Space Jumble

Item	Content	DIP SW							
		SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
Coins (Coin/Game)	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Coins (Coin/Game)	1			ON	ON				
	2			off	on				
	3			on	off				
	4			off	off				
Mercy Ticket	0				on	on			
	1				OFF	ON			
	3				on	off			
	5				off	off			
Score/ Ball	1						ON	ON	
	2						off	on	
	3						on	off	
	4						off	off	

Item	Content	DIP SW							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Ball dispense Speed	Slow1	on	on						
	Slow2	off	on						
	Medial	ON	OFF						
	Quick	off	off						
Ticket (Point Ticket)	2		on	on	on				
	3		OFF	ON	ON				
	4		on	off	on				
	5		off	off	on				
	10		on	on	off				
	15		off	on	off				
Time (s)	20		on	off	off				
	Note		off	off	off				
	30				on	on	on		
	45				off	on	on		
	60				ON	OFF	ON		
	70				off	off	on		
Time (s)	90				on	on	off		
	120				off	on	off		
	150				on	off	off		
	180				off	off	off		

# Space Jumble I/O chart

Input :

Update:2004-8-27

INPUT	Content	INPUT	Content	INPUT	Content
I1	Coins A	I11		I21	
I2	Coins B	I12		I22	
I3	Ticket Assy OK	I13		I23	
I4	Ticket Assy Signal	I14		I24	
I5	Airship move to L	I15		I25	
I6	Airship move to R	I16		I26	
I7	L End	I17		I27	
I8	R End	I18		I28	
I9	Score	I19		I29	
I10		I20		I30	

Output:

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	Coin Counter	OUT11	Ball Direction Moto	OUT21	Airship lamp 5	OUT31	
OUT2	Ticket Counter	OUT12		OUT22	Airship lamp 6	OUT32	
OUT3	Ticket Assy Impel	OUT13		OUT23	Airship lamp 7	OUT33	Neon light 1
OUT4		OUT14		OUT24	Airship lamp 8	OUT34	Neon light 2
OUT5	Move Lamp (L)	OUT15		OUT25		OUT35	Neon light 3
OUT6	Move Lamp (R)	OUT16		OUT26		OUT36	Neon light 4
OUT7	Airship action IN1	OUT17	Airship lamp 1	OUT27		OUT37	Carrying ball blower
OUT8	Airship action IN1	OUT18	Airship lamp 2	OUT28		OUT38	
OUT9	Carrying ball moto	OUT19	Airship lamp 3	OUT29		OUT39	
OUT10	Ball reclaim motor	OUT20	Airship lamp 4	OUT30		OUT40	

NOTE: OUT33-34 output voltage:AC 110V(or 220V).

PS: As the actual voltage please refer to the lable of the machine.

LED Display:

Score	Time
<1>1-3	<1>5-7
<2>1-3	<2>5-7

Wrong display

If the input signal is not normal when you open the machine,the number of the SW with wrong will be display on the LED 1#.

Enter the test program:

You can enter test program by press the "test" button on the main board.

The way of test:

When enter the test program, the LED displays the number from 1 to 9 then stop and displays "8 7 6 5 4 3 2 1" at the same time. It tests that the LED is right or not.

Press the "test" button once again, and now the LED displays "1".The LED1.LED2 of 1# station displays the condition of the snap SW.

Press the "test" button again,the LED display "2",the LED displays the number of on-off sw.

Press the "test" button again,and now it displays "3". It tests the input part and output part.

a. OUT1-8: First press the IN9 button then press the input button from IN1 to IN8 button one by one.The output part output the signal.

b.OUT9-16: First press the IN10 button then press the input button from IN1 to IN8 button one by one.The output part output the signal

c. OUT17-24: First press the IN11 button then press the input button from IN1 to IN8 one by one.The output part output the signal.

d. OUT25-32: First press the IN12 button then press the input button from IN1 to IN8 button one by one. The output part output the signal.

e. OUT33-40: First press the IN13 button then press the input button from IN1 to IN8 button one by one.The output part output the signal!

Press the "test" button again,the LED display "4". Press IN1-40 button then corresponding out1-40 will output.

Press the "test" button again. The LED display "5". the out1-40 output with lighting.

# SPIDER STOMPIN

programer	content	snap SW adjustment							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coin	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Play time	20+10			on	on	on			
	30+15			off	on	on			
	40+20			on	off	on			
	50+25			off	off	on			
	60+30			ON	ON	OFF			
	70+35			off	on	off			
	80+40			on	off	off			
Ticket/ score (Piece/score)	90+45			off	off	off			
	4						on	on	on
	5						off	on	on
	6						on	off	on
	8						off	off	on
	10						on	on	off
	15						off	on	off
20						ON	OFF	OFF	
no ticket						off	off	off	

programer	content	snap SW adjustment							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
The lowest ticket	0	on	on						
	1	OFF	ON						
	2	on	off						
	3	off	off						
Difficulty	Easy			on	on				
	Medium			OFF	ON				
	Hard			on	off				
	Hardest			off	off				
Score to ??% speed up	60%					on	on		
	70%					OFF	ON		
	80%					on	off		
	90%					off	off		
Time space	Short								ON
	Long								off

# SPIDER STOMPIN

2003-4-1

Update:2002-05-15

Input:

INPUT	content	INPUT	content	INPUT	content	INPUT	content
I1	Coin	I11	1# Spider score	I21		I31	
I2	Ticket ASSY OK	I12	2# Spider score	I22		I32	
I3	Ticket ASSY singal	I13	3# Spider score	I23		I33	
I4	EASY	I14	4# Spider score	I24		I34	
I5	MEDIUM	I15	5# Spider score	I25		I35	
I6	HARD	I16	6# Spider score	I26		I36	
I7		I17	7# Spider score	I27		I37	
I8		I18		I28		I38	
I9		I19		I29		I39	
I10		I20		I30		I40	

INPUT	content	INPUT	content	INPUT	content	INPUT	content
I41		I51		I61		I71	
I42		I52		I62		I72	
I43		I53		I63		I73	
I44		I54		I64		I74	
I45		I55		I65		I75	
I46		I56		I66		I76	
I47		I57		I67		I77	
I48		I58		I68		I78	
I49		I59		I69		I79	
I50		I60		I70		I80	

OUTPUT:

OUTPUT	content	OUTPUT	content	OUTPUT	content	OUTPUT	content
OUT1	Coin counter	OUT11	3#Spider lamp	OUT21	Spider lamp 1	OUT31	
OUT2	Ticket counter	OUT12	4#Spider lamp	OUT22	Spider lamp 2	OUT32	
OUT3	Ticket ASSY impel	OUT13	5#Spider lamp	OUT23	Spider lamp 3	OUT33	
OUT4		OUT14	6#Spider lamp	OUT24	Spider lamp 4	OUT34	
OUT5	Buttom (Easy)	OUT15	7#Spider lamp	OUT25		OUT35	
OUT6	Buttom (Medium)	OUT16	Runing lamp	OUT26		OUT36	
OUT7	Buttom (Hard)	OUT17	Score lamp1	OUT27		OUT37	
OUT8		OUT18	Score lamp2	OUT28		OUT38	
OUT9	1#Spider lamp	OUT19	Score lamp3	OUT29		OUT39	
OUT10	2#Spider lamp	OUT20	Score lamp4	OUT30		OUT40	

NOTE: OUT33-34 output voltage:AC 110V or AC220V.

(The part of small character is not offer in this machine).

PS: As the actual voltage please refer the lable of the machine;

LED display:

Stomp	Percent	Miss	Time	Ticket	Coin
<1>-1-3	<1>-4-6	<1>-7-8	<2>-1-2	<2>-3-4	<2>-7-8
<3>-1-3	<3>-4-6	<3>-7-8	<4>-1-2	<4>-3-4	<4>-7-8

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