

## SA, Bulk 1000EXP. KIT installation Manual

## FEATURES:

? Add the Hopper Unit on Top of Sports Arena.
? Capacity of Hopper is $\mathbf{1 0 0 0}$ capsules.
? Add/mount the Capsule Drain.
? Use 1.1" Acorn Capsule and Round Capsule.
? You can select 2 kinds of Capsule payout styles.

1) Pay out only when the player loses.
2) Pay out every play. (When the player wins, pay out Key Chain Prize and Capsule.)
? Top Opening Door of Hopper Unit.
? Use the EP-ROM "Ver.1.05SP." Please refer to the Setting table below.
New feature of Ver. 1.05SP EP-ROM:
Almost all of the settings are the same as the original USA version. Capsule payout version has one more Setting Function \#11 that allows you to select how to pay out the capsule ( 3 ways as shown)!

## Setting \#0: OFF.

Do not pay out the capsule any time. (Same as original USA version.)

## Setting \#1: AFTER LOSS.

Capsule will be paid out when you lose.
(No capsule payout when player wins prize.)

## Setting \#2: EVERY TIME AFTER GAME IS OVER.

Capsule will be paid out every time after game is over. So when you win a prize, you will get one Key chain and one capsule.

## PARTS INCLUDE

1) Bulk Hopper Unit (1000 EXP)
2) Program EP-ROM (256K, Bulk)

3) Capsule Drain

4) Hopper Harness
5) AC Harness, FL

6) J umper Connector
7) Dish head screw
(10 pcs)

8) Wood screw, Black (8 pcs)
9) Template
10) Manual


SPECIFICATIONS


## INSTALLATION

1) Take off original Marquee dome (Front \& Back) then remove the FL Lamp Assy. (Do not use)

2) Use template to position the 2 of hole positions on the top of Sports Arena cabinet. (Large hole for Capsule Drain, small hole for Harnesses) Then drill the 2 of holes on there.

3) Remove the Marquee of Bulk Hopper Unit then place to top of your Sports Arena cabinet. Use 10 screws (Dish head, Philips) to mount it.

4) Connect off the Ballast that used for Marquee FL Lamp then connect Jumper Connector that include in KIT.

5) Use 8 screws (Wood screws, Black) to mount the Capsule Drain in the Play-field of Sports Arena.

Capsule Drain
6) Connect 2 of Harnesses. (Hopper harness and AC Harness) Hopper harness connect between Hopper and Main PCB. AC Harness connect between FL Harness in Hopper and AC connector of back of cabinet. Refer below.


TOP BACK DOOR, INSIDE
7) Exchange the Program EP-ROM on the Main PCB to Bulk version which include in KIT.
8) Before power on, you must reset all back up data in Main PCB because exchange the Program EP-ROM. Re-power on the game while press and holding the Service switch. (Service switch off after 3 sec . Your reset will be complete when the attract music of game out put. If not, please retry.) After reset, please set up all setting again. (Specially, Prize Value, Coin setting, Winability Payout style of hopper and Lamp speed)

## 9) Fill capsule up in Bulk Hopper Unit. Check the payout of Bulk Hopper. If OK, remount the Bulk SA Marquee to the Bulk cabinet.

# TABLE OF SETTING FUNCTIONS (Ver. 1.05SP) Bulk 

| FUNCTION\# |
| :---: | :---: | :---: | :---: | :---: |
| (LED1 \& 2) |$\quad$ FUNCTION | SETTING\# |
| :--- | :--- | :--- |
| (LED3 \& 4) |$\quad$ SETTING $\quad$ NOTE


| 01 | WINABILITY | 0 | HARDEST | 5\% |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 1 |  | 10\% |
|  |  | 2 |  | 15\% |
|  |  | 3 |  | 17.5\% |
|  |  | 4 |  | 20\% |
|  |  | 5 |  | 22.5\% |
|  |  | 6 |  | 25\% |
|  |  | 7 |  | 27.5\% |
|  |  | 8 |  | 30\% |
|  |  | 9 |  | 32.5\% |
|  |  | 10 |  | 35\% |
|  |  | 11 |  | 37.5\% |
|  |  | 12 | NORMAL | 40\% |
|  |  | 13 | $\downarrow$ | 45\% |
|  |  | 14 | EASIEST | 50\% |
|  |  | 15 | WINNER EVERY PLAY | 100\% |


| 02 | COIN CHUTE | 0 | 1 COIN / 1 CREDIT | \$0.25 per play |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 1 | 2 COINS / 1 CREDIT | \$0.50 per play |
|  |  | 2 | 3 COINS / 1 CREDIT | \$0.75 per play |
|  |  | 3 | 4 COINS / 1 CREDIT | \$1.00 per play |
|  |  | 4 | 5 COINS / 1 CREDIT | \$1.25 per play |
|  |  | 5 | 6 COINS / 1 CREDIT | \$1.50 per play |
|  |  | 6 | 7 COINS / 1 CREDIT | \$1.75 per play |
|  |  | 7 | 8 COINS / 1 CREDIT | \$2.00 per play |
|  |  | 8 | 9 COINS / 1 CREDIT | \$2.25 per play |
|  |  | 9 | 10 COINS / 1 CREDIT | \$2.50 per play |
|  |  | 10 | 11 COINS / 1 CREDIT | \$2.75 per play |
|  |  | 11 | 12 COINS / 1 CREDIT | \$3.00 per play |
|  |  | 12 | 13 COINS / 1 CREDIT | \$3.25 per play |
|  |  | 13 | 14 COINS / 1 CREDIT | \$3.50 per play |
|  |  | 14 | 15 COINS / 1 CREDIT | \$3.75 per play |
|  |  | 15 | 16 COINS / 1 CREDIT | \$4.00 per play |
|  |  | 16 | 17 COINS / 1 CREDIT | \$4.25 per play |
|  |  | 17 | 18 COINS / 1 CREDIT | \$4.50 per play |
|  |  | 18 | 19 COINS / 1 CREDIT | \$4.75 per play |
|  |  | 19 | 20 COINS / 1 CREDIT | \$5.00 per play |


| 03 | LAMP SPEED | 0 | SLOWEST |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 1 | SLOW |  |
|  |  | 2 | NORMAL |  |
|  |  | 3 | FAST |  |
|  |  | 4 | FASTER |  |
|  |  | 5 | FASTEST |  |
|  |  | 6 | RANDOM FAST | Combo of normal \& fast |
|  |  | 7 | RANDOM SLOW | Combo of normal \& slow |

## "FACTORY INSTALLED" SETTING

# TABLE OF SETTING FUNCTIONS (Ver. 1.05SP) 

| FUNCTION\# |  |  |  |
| :--- | :--- | :--- | :--- |
| (LED $1 \& 2)$ | FUNCTION | SETTING\# <br> $($ LED $3 \& 4)$ | SETTING |


| 04 | DIRECTION OF FLASHING LAMPS | 0 | CLOCKWISE |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 1 | COUNTER CLOCKWISE |  |
|  |  | 2 | RANDOM |  |
| 05 | CAROUSEL | 0 | OFF | If prize vending unit has a problem, display "error code" and stop. |
|  | ERROR | 1 | ON |  |


| 06 | AUTO STOP | 0 | 10 SECONDS | Lamps will stop automatically |
| :---: | :---: | :---: | :---: | :--- |
|  | TIMER | 1 | 20 SECONDS | if player does not hit stop button. |
|  |  | 2 | 40 SECONDS |  |
|  |  | 3 | 60 SECONDS |  |


| 07 | TILT SYSTEM | 0 | ON |  |
| :--- | :--- | :--- | :--- | :--- |
|  |  | 1 | OFF |  |


| 08 | ATTRACT SOUND | 0 | ON |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | 1 | OFF |  |
|  |  |  |  |  |
| 09 | FREE PLAY | 0 | OFF | Regular Game <br> Free play |
|  |  | 1 | ON |  |
|  |  |  |  |  |
| 10 | BONUS CREDIT | 0 | OFF |  |
|  |  | 1 | 4 COINS / 3 CREDITS | 400 pesetas /3 CREDITS |
|  |  | 2 | 20 COINS / 11CREDITS | 2000 pesetas/11 CREDITS |


| 11 | CAPSULE PAYOUT | $\mathbf{0}$ | OFF | Same as normal game. |
| :---: | :---: | :---: | :---: | :--- |
|  | $\mathbf{1}$ | WHEN LOSE | Payout only when you lose. |  |
|  |  | $\mathbf{2}$ | PAYOUT EVERY TIME | Payout every time after game over |


| 12 | WHEN THE | 0 | ON | Automatically return to normal game |
| :---: | :---: | :---: | :---: | :--- |
|  | CAPSULE IS EMPTY | $\mathbf{1}$ | OFF | Stop with error cord "CP" |



## "FACTORY INSTALLED" SETTING

CABINET WIRING (Capsule Payout version for USA)


