

INSTRUCTION MANUAL

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Cool Pool® is protected by federal copyright laws and is the property of Catalina Games®. Any unauthorized versions of this game are illegal by federal law. AAMA protected stickers must be attached to the P.C.B. please notify Catalina Games® of any boards not having the AAMA seal.

F.C.C. Regulation Compliance:

Operation of this equipment in a residential area is likely to cause interference. In this case the user, at his or her own expense, will be required to take whatever measures may be required to correct the interference.

Warning:

Catalina Games assumes that you have an electronics background and experience installing video game conversion kits. If you do not, you should consider having your dealer install the kit for you. There is a risk of electrocution to the installer and the player if the kit is not installed properly. In addition, the game P.C.B. contains several sensitive and expensive electronic components. All it takes is one mistake to totally destroy the P.C.B. set.

Part List:

- 1 - Cool Pool P.C.B.
- 1 - Set board mounting "legs"
- 1 - Wire harness
- 1 - Marquee plexi
- 1 - Cool Pool Marquee
- 1 - Cool Pool Monitor Bezel
- 1 - Cool Pool control panel overlay
- 1 - Set button stickers
- 2 - Red buttons
- 2 - Blue buttons
- 1 - 1 player start button
- 1 - 2 player start button
- 1 - 3" track ball
- 1 - Instruction manual

POWER REQUIREMENTS		MONITOR REQUIREMENTS
+ 5 VDC	<i>11 amp minimum</i>	<i>Horizontal Mount Raster Scan Negative Composite Sync Required for Jamma Compatibility</i>
+12 VDC	<i>1 amp minimum</i>	
- 5 VDC	<i>1 amp minimum</i>	

LIMITED WARRANTY

Catalina Games Inc. (Seller) warrants only to the initial purchaser of its product that the item listed below is free from defects in material and workmanship under normal use and service for the warranty period specified:

A. Printed circuit boards (90) ninety days

No other parts of seller's products are warranted.

Warranty periods are effective from the initial date of shipment from seller to its authorized distributors.

Seller's sole liability shall be, at its option, to repair or replace products which are returned to seller during the warranty periods specified, provided:

1. Seller is notified promptly by buyer that the product is defective.
2. Such products are properly packaged and then returned, prepaid to seller.

This warranty does not apply to any parts damaged during shipping or handling or due to improper installation, usage, or alteration. In no event shall seller be liable for any anticipated profits, loss of profits, loss of use, incidental or consequential damages or any other losses incurred by the buyer in connection with the purchase of a Catalina Games product.

RETURN MERCHANDISE AUTHORIZATION - (RMA)

All returned merchandise must have an RMA number clearly visible on the outside of the package.

All RMA numbers must be obtained from Catalina Games by an authorized Catalina Games distributor.

All products returned to Catalina Games without an RMA number will be returned unopened.

Catalina Games will ship advance replacement PCBs to distributors or at distributor's request, drop-ship boards direct to the customer.

Advance replacement boards will be billed to the distributor until the returned board is received by Catalina Games. If the advance replacement is returned to Catalina Games within 30 days, a full credit will be issued. If the board is not received by Catalina Games within 30 days, the customer will be liable for payment in full.

All repairs and/or replacements will be shipped by Catalina Games within 24 hours of receipt of request. (Subject to availability of boards).

Catalina Games will repair or replace our printed circuit boards for a minimal charge for a period of one year.

There will be a minimum charge of \$60.00 on all non-warranty repairs or returns.

Any unauthorized non-factory repair or attempted repair will void the warranty.

GAME INSTALLATION

1. Marquee

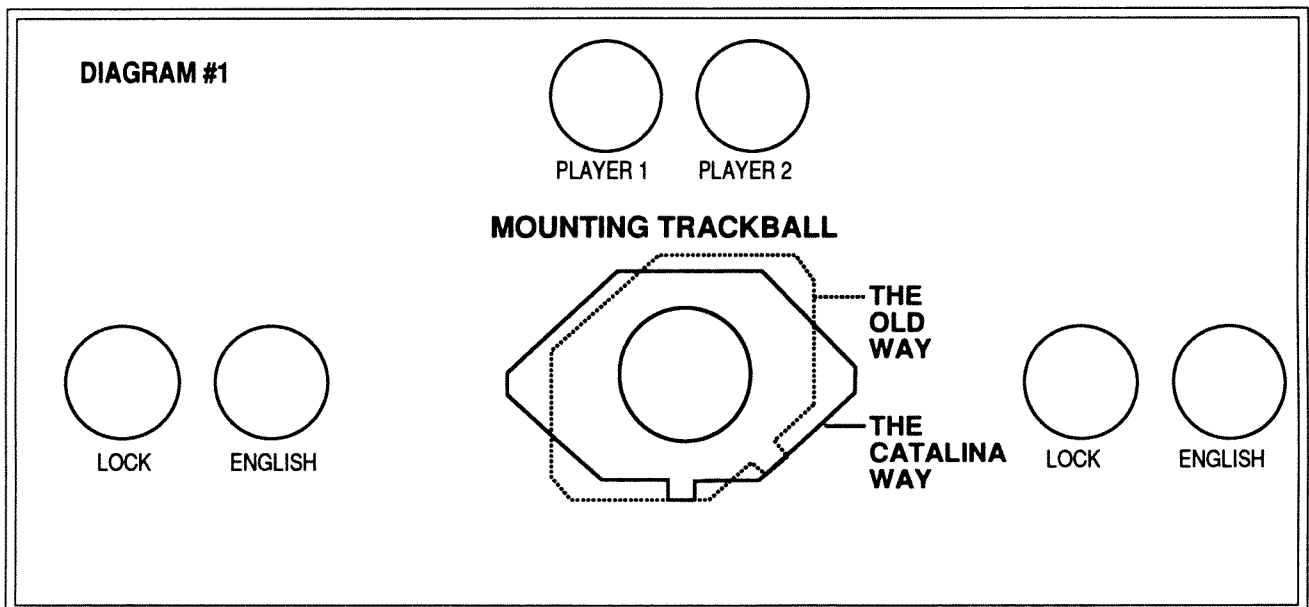
Remove the Cool Pool marquee from the kit. Remove the old marquee from your game and center it over the new Cool Pool marquee. Cut the new Cool Pool marquee with a razor knife using the old marquee as a template. **NOTE: the Cool Pool marquee was printed using a special process during which the marquee was printed on both sides. Please double check that the marquee is right side up before cutting.** Repeat the same cutting process for the marquee plexi using the old marquee as a template.

2. Monitor Bezel

Remove the Cool Pool monitor bezel from the kit. If your game has an existing monitor bezel remove it and use it as a template to cut the new one. **NOTE: the Cool Pool marquee is pre-marked for larger monitors.**

3. Control Panel

Remove the old buttons, joysticks, and overlay from your existing game. Refer to the diagram below for proper Cool Pool control panel lay-out. **Note: the single most important part of installing your new cool pool kit is to make absolutely sure that the trackball is exactly in the center of the screen.** The cool pool kit is shipped with a 3" trackball. An installation template is provided for your convenience.



4. Wire Harness

1) Power Supply:

Connect the power wires to the power supply.

2) Monitor:

Connect the red, blue, green, ground, and sync. wires to the monitor.

NOTE: Cool Pool provides a negative composite sync signal. If the monitor in your game requires something other than a negative composite sync, and you do not understand how to convert the signal please contact our service department for assistance.

3) Speaker:

Connect the two speaker wires to the speakers.

NOTE: if you notice a hum in the sound you might try to switch the speaker wires.

4) Coin Door:

Mount the pre-assembled operator control panel just inside the coin door.

Coin Switches:

Connect the ground and coin wires to the coin switches.

Coin door lamps:

If you wish to use the coin door lamps there are -5 and ground wires provided in the coin door wire bundle.

Coin Counters:

Coin counters may be hooked up using A +12 and coin counter input.

NOTE: always use a diode across the coin meter. (There is complete on screen coin count information provided, so a coin counter is really not needed.)

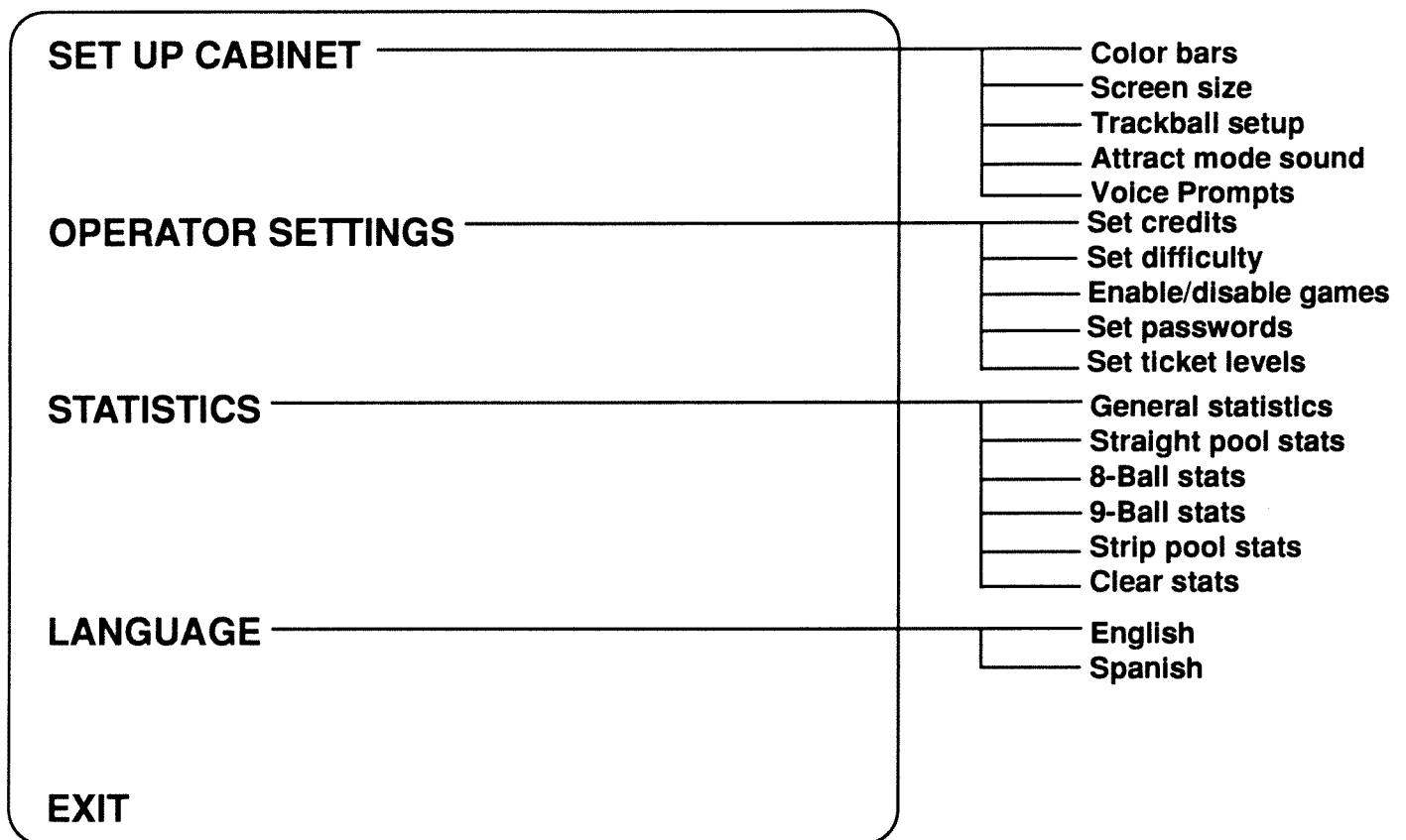
5. Control Panel:

A pre-wired connector is provided for connection of the trackball. Connect the action and player start wires to the correct buttons. Connect a ground to all buttons.

OPERATOR ADJUSTABLE SETTINGS

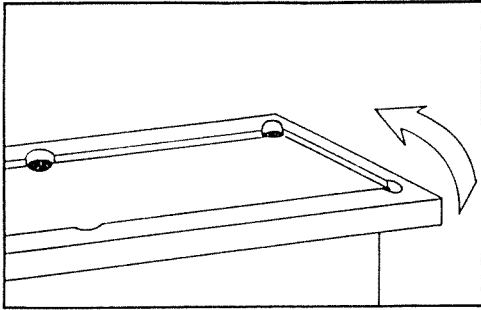
To access all operator adjustable settings simply press the test switch. The screen will now display the main menu of operator adjustable settings. To choose the option that you desire simply roll the trackball to the desired setting. **NOTE:** you will notice that the options will change from yellow to red as the trackball moves through the options. After you have reached the desired option simply press the lock button. After you have made the desired adjustments roll the trackball to the exit option, press the lock button, and you will return to regular game play.

MAIN MENU:

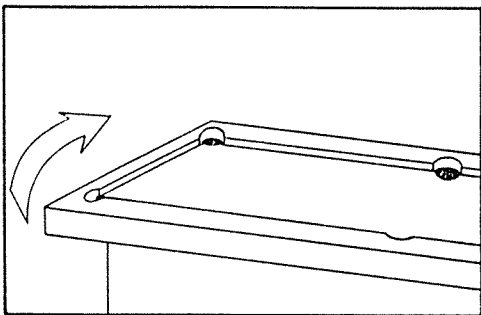
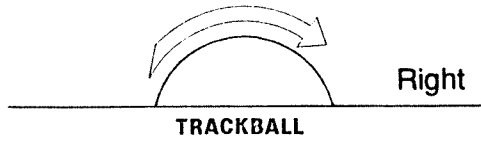


Detailed explanations of each function are contained in the following pages.

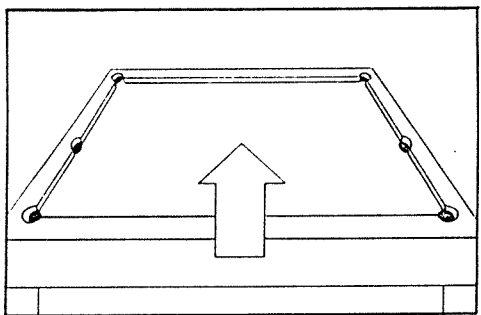
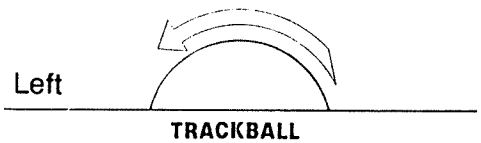
To verify that the trackball is installed properly please note:



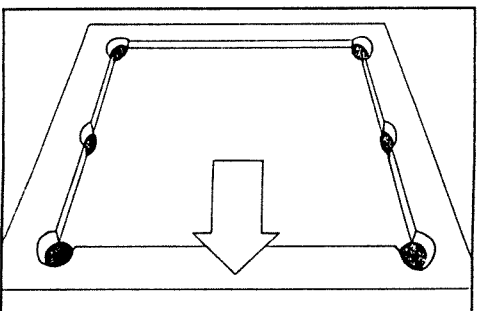
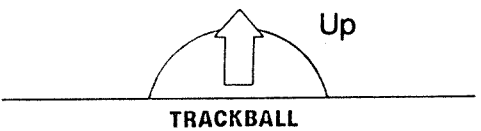
When the trackball is rolled to the right the table should spin counter clockwise.



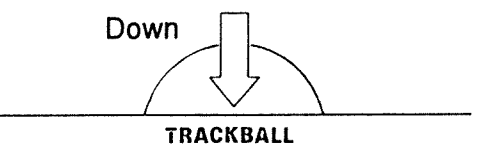
When the trackball is rolled to the left the table should spin clockwise.



When the trackball is rolled forward the front of the table should move up.



When the trackball is rolled backward (towards you) front of the table should move down.



OPERATOR ADJUSTMENTS EXPLAINED

1. Set up cabinet:

1) Color bars:

Use the displayed color bars to properly adjust the color of your game monitor.

2) Screen size:

Use the outline of the screen to adjust the screen size to the proper size.

3) Trackball setup:

Use this setting to adjust for the orientation of the trackball. The standard setting is for trackballs which are mounted in the "traditional", or "old" way. The rotated setting is for trackballs which are mounted in the "Catalina way". Please reference diagram #1.

4) Attract mode sound:

This setting is used to enable/disable the attract mode sounds.

5) Voice Prompt:

This setting is used to enable / disable voice prompts. Voice prompts are spoken reminders of game instructions.

2. Operator Setting:

1) Set credits:

Allows the operator to adjust the amount of coins needed per play.

2) Set difficulty:

Allows the operator to adjust the difficulty settings on a per game basis.

a) In the game straight pool there is a special setting called extra miss level. This allows the operator to set the number of calls that need to be sunk in order for the game to award an extra miss. The choices are no extras, 10, 15, 20, 25, and 30. The game will always award an extra miss after 10 balls are sunk. By choosing the no extras setting, the extra miss awarded after 10 balls sunk will be the only extra miss given. By choosing the 10 setting the game will award the extra miss after the first 10 balls sunk as always, and then again after every 10 balls sunk. The same applies for all the other numbered settings.

3) Enable/disable games:

Allows the operator to enable or disable any or all of the games. By disabling a game the title will not appear on the screen and the player will have no knowledge that the game is available.

4) Set password:

Allows games to be enabled/disabled by a special password.

5) Set ticket levels:

Allows the operator to set the number of tickets given by game. To operate: move trackball to desired option. Then push lock button. Roll trackball horizontally (from side to side) to change setting. Push lock button. Move to next option.

3. Statistics

1) General stats:

Provides information on warm up time, and play time per game.

2) Straight Pool stats:

Provides information on total number of credits. Total play time. Average time per credit, and average time per shot.

3) 8-ball stats:

Provides information on total number of credits. Total play time. Average time per credit and average time per shot.

4) 9-ball stats:

Provides information on total number of credits. Total play time. Average time per credit, and average time per shot.

5) Strip Pool stats:

Provides information on total number of credits. Total play time. Average time per shot and number of shot required to strip the girl.

4. Language:

1) English:

Changes all language in the game to English.

2) Spanish:

Changes all language in the game to Spanish.

5. Exit:

1) Allows operator to exit the operator adjustments and go back to normal game play.

STRIP POOL WARNING

STRIP POOL CONTAINS ADULT SUBJECT MATTER AND MAY NOT BE SUITABLE FOR PERSONS UNDER THE AGE OF 18. IF YOU OR YOUR CUSTOMERS ARE OFFENDED BY NUDDITY DO NOT ENABLE THIS GAME.

Cool Pool offers the option of eliminating Strip Pool from the menu. By disabling Strip Pool the title will be removed from the screen and the player will have no knowledge that it's available.

To allow for further security Cool Pool offers a "password" feature. The password feature allows access to Strip Pool by password only.

Using The Password:

Cool Pool is shipped from the factory with no password. To set the password, enter the main menu and go to the operator settings. Access the set password section. A small box will appear at the bottom of the screen and the game will ask for a password to be entered. Roll the trackball to get to the desired letters and push the lock button to enter. You may enter up to four letters.

To Change The Password:

If a password has already been entered into the game and you wish to change the password you must first enter the existing password. If you do not know the existing password you will be unable to change the password.

Disabling The Password:

To disable the password enter in the existing password and push the lock button. When you are asked for the new password, enter in four blanks. The password will now be disabled.

INSTALLATION
Electrical (cont.)
COOL POOL WIRING HARNESS PIN-OUT

SOLDER SIDE				COMPONENT SIDE	
FUNCTION	WIRE COLOR	POSITION		WIRE COLOR	FUNCTION
Ground	Black	A	1	Black	Ground
Ground	Black	B	2	Black	Ground
+5 Volts	Red	C	3	Red	+5 Volts
+5 Volts	Red	D	4	Red	+5 Volts
-5 Volts	Blue	E	5	Blue	-5 Volts
+12 Volts	Orange	F	6	Orange	+12 Volts
Key		H	7		Key
Coin Counter #2	Violet	J	8	Grey	Coin Counter #1
(not used)		K	9		(not used)
Speaker-	White/Black	L	10	White/Black	Speaker+
		M	11		
Video Green	Green	N	12	Red	Video Red
Video Sync	White	P	13	Blue	Video Blue
Service Switch	Yellow	R	14	Black	Video Ground
(not used)	Black/Yellow	S	15	Black/Green	Test Switch
Coin Switch 2	Red	T	16	Green	Coin Switch 1
Plyr. #2 Button	Brown/White	U	17	Brown	Plyr. #1 Button
(not used)	Yellow/White	V	18	Yellow	#1 Y(a)Trackball
(not used)	Green/White	W	19	Green	#1 Y(b)Trackball
(not used)	Orange/White	X	20	Orange	#1 X(a)Trackball
(not used)	Red/White	Y	21	Red	#1 X(b)Trackball
(not used)	Blue/White	Z	22	Blue	Lock
(not used)	Violet/White	a	23	Violet	English
(not used)	Pink/White	b	24	Pink	(not used)
(not used)		c	25		(not used)
(not used)		d	26		(not used)
Ground	Black	e	27	Black	Ground
Ground	Black	f	28	Black	Ground

