Bozo’s Grand Prize Game

PARTEC Inc.
10517 United Parkway
Schiller Park, Illinois 60176
Please take a moment to read the following before turning on your new "Bozo's Grand Prize Game" for the first time. Your game was carefully checked at the factory before shipping.

After removing the game from its packaging, plug the black power cord into an AC wall outlet and turn on the main power switch. The fluorescent lights in the backglass will light up, the front display will be turning circles and the arrow pointers will be moving up and down each side of the pails. In a few seconds you will hear Bozo's voice. Your keys are located in the coin return holes. One set of keys opens the coin door and the other set opens the ticket door. Your game has been set up to dispense one ticket per pail. Load the game with tickets.

If your game will not power up, check the fuse and wall outlet. If the backglass lights, check for an error message on the front display. This message tells you that a switch is not clear. Check the error codes to see which switch needs service. There are a total of eight switches and eight error messages. There are two for the coin switches, two for the ball exit lanes and six for the pails.

The pails and exit lanes are made up of an emitter board and a detector board. The emitter board transmits an invisible beam of light across the ball paths and the detector board receives it. Foreign debris can fall into the pails or a connector can come loose from these boards causing the switch to appear blocked.

The two exit lanes and pail #1 can be serviced from the front of the game. Open the game by releasing the front door cabinet clamps located inside the coin and ticket doors, and pull the front of the game towards you. Pails #2 through #6 are located under the pail board that runs down the middle of the game. To access these remove the four screws in the ball deflector board located in front of pail #1. Lift off the deflector board and pivot the light boards located on each side of the pails. Not; remove the six screws in the pail board and lift it out.
Game Adjustments:

On the main processor board, located in the front of the cabinet, you will notice two banks of eight dip switches, these are used for game adjustments. You will also find three black push button switches, these are for bookkeeping and game reset. There is also a small round knob used to adjust the volume level.

When Bozo's Grand Prize Game is shipped from the factory, all the dip switches are in the off position except for Switch 3 of Bank #2 (Tickets/Pail). In this configuration, the game will play the "GRAND PRIZE GAME" for 1 coin per play, dispense one ticket per pail and Bozo will talk during the attract mode.

The bank near the two black buttons is called "Bank #1" and the other one to its right is called "Bank #2". The top black button is called the Bookkeeping Advance and the one below it is the Bookkeeping Reset. The last black button located at the bottom of the board is the game Reset. The dip switches are numbered from 1 to 8 from left to right. "ON" is in the up position.

Bank #1, switches 1, 2 and 3 control the number of tickets awarded on the bonus pails:

- OFF OFF OFF = 1
- ON OFF OFF = 2
- OFF ON OFF = 3
- ON ON OFF = 4

Bank #1, switch 8 inhibits Bozo's voice during attract mode:

- OFF = Talks
- ON = Silent

Bank #2, switches 1 and 2 control the number of credits per coin:

- OFF OFF = 1 coin = 1 play
- ON OFF = 2 coins = 1 play

Bank #2, switches 3 and 3 control the number of tickets awarded each pail:

- OFF OFF = 0
- OFF ON = 1
- ON ON = 2
- ON OFF = 3

Bank #2, switches 5, 6 and 7 select which pails to award bonus tickets:

- OFF = Bonus enable on pail #2
- OFF = Bonus enable on pail #4
- OFF = Bonus enable on pail #6

Bank #2, switch 8 selects which game to play:

- OFF = Grand Prize Game
- ON = Shoot Any Pail

For every other tick:

- #1 = All on
- #2 = 507 on reset OFF
**Bookkeeping:**

The system will cycle through the following information each time the **Bookkeeping** Advance button is pressed:

- **Left coins in**, ...... LEFT
- **Right coins in** ...... RIGHT
- **Grand Prize Games played** . . GPG
- **Shoot Any games played** . . SA
- **Bonuses awarded**. ...... Bonus
- **Tickets counted out**. ....t out
- **Tickets counted in** ....t in
- **Tickets per game average** . t PEr

Each title will alternate with its amount. This amount can be reset by pressing the Bookkeeping Reset button. After the last record, you will be returned to the attract mode.

There are a few records that may need explaining, the Tickets Counted Out record is the total number of tickets earned by the player, and the Tickets Counted In are the actual tickets dispensed. If these totals are not the same, then the ticket dispenser either malfunctioned or ran out of tickets and the player was shorted. The other record Tickets Per Game Average is the number of tickets earned divided by the total number of games played rounded to the nearest tenth (es. 2.6 means 2.6 tickets per game average).

**Error Messages:**

During game initialization all switches are checked to see if any of them are blocked. The display will show which switches if any are blocked.

- **CL** = Coin Left
- **CR** = Coin Right
- **EL** = Exit Lane Left
- **ER** = Exit Lane Right
- **P1** = Pail 1
- **P2** = Pail 2
- **P3** = Pail 3
- **P4** = Pail 3
- **P5** = Pail 5
- **P6** = Pail 6
#8-32 x 1 1/4 L.G. MACHINE SCREW (4)
WASHER (4)
DEFLECTOR BOARD
LIGHT PANEL BOARD
FRONT OF GAME
PAIL #1
HINGE
LIGHT PANEL BOARD
PIVOT
HINGE
PAIL #1
NOTE:
All resistor values are in ohms, 1/4w, 5%, unless otherwise specified.
All capacitor values are in microfarads unless otherwise specified.
C5 and C7 are 0.1uf bypass capacitors.
C2, C3, and C4 are not stuffed.