

CORVETTE DRAGSTER™



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INTRODUCTION

Corvette Dragster is a fun, simple, and low maintenance game. The simplicity of play and lack of mechanical moving parts allows many hours of carefree operation. Game play is simple, the player inserts the required number of coins or tokens and game play proceeds automatically, requiring only the push of a single button to complete.

It's unique profile, flashing lights, and thunderous sound effects, draw players to the game. The jackpot increases with each play, and the game encourages players with phrases like "nice run" to keep them playing.

GAME SET UP

There are multiple options available in Corvette Dragster to suit your desires. The game leaves our factory set up and ready to play. All you need do is plug it in and load the ticket bins.

GAMEPLAY

As soon as a player inserts a coin in the game play begins. The machine prompts them with "Welcome to Smokin' Corvette Dragster" The object of the game is to "Stop" the light at the jackpot position. If the player successfully does this, they win the amount of tickets shown in the jackpot displays. The machine can either directly payout these tickets or the attendant can issue a voucher for the jackpot value and clear it using a switch located below the ticket dispenser. Various amounts of tickets are awarded for stopping the light at other positions. You may choose from eight payout tables to suit your needs.

If two players coin up before the first players game has started, the game will play in "competition run" mode. Both players games will be synchronized, the game will say "competition run" before the start of the game.

MAINTENANCE

The enclosed construction makes maintaining Corvette Dragster simple. Plexiglas surfaces should be cleaned with a standard non-abrasive glass cleaner and soft cloth. The cabinetry should be cleaned with furniture polish and a damp cloth.

GLOSSARY OF TERMS

DIP SWITCH 1

COINS PER GAME – Allows you to select the number of coins from one credit per game up to four credits per game.

HOLD JACKPOT– Lets you to decide whether to allow jackpot values to be kept at power off or to reset each time the game is powered up.

JACKPOT SELECT – You can select from several initial jackpot levels or allow the machine to choose the jackpot randomly from within predetermined range.

FIXED JACKPOT VALUE – allows you to select from preset jackpot levels both in regular and skill play modes.

HOLD CREDITS – Allows you to choose to let the game retain accumulated credits after being powered down or to let the credits reset to zero.

HOLD TICKETS - Allows you to choose to let the game retain accumulated tickets after being powered down or to let the tickets reset to zero.

DIP SWITCH 2

LIGHT RACING SPEED – allows you to select from three skill levels, or to allow the machine to randomly switch between them.

JACKPOT DIFFICULTY (normal mode only) – Adjusts the “window of opportunity” of the jackpot. This option effects the regular mode of operation and does not affect skill mode.

DIP SWITCH 3

JACKPOT INCREASE RATE – Select from eight different levels of jackpot increase including no accumulation.

TICKET LIMIT – You can choose from three different levels at which the machine allows an attendant to issue a voucher for the jackpot and push a switch located below the ticket dispenser to clear the jackpot, or you can allow the machine to directly payout tickets.

MAX. JACKPOT VALUE – lets you set the upper limit of the jackpot by choosing from four selectable levels.

MODE – Lets you select between a true game of timing and reactions, or to allow the machine to add an element of chance.

DIP SWITCH 4

GAME TIME – Lets you choose between either ten-second or thirty-second game play time periods.

ATTRACT MODE – lets you choose to have the game play attract phrases and music at roughly thirty-second intervals, or to disable this option.

PAYOUT TABLE – allows selection from any of eight preset tables to set the values of lamps other than the jackpot lamp.

DIP SWITCH SETTINGS

** After changing DIP switch settings, the machine must be turned off and then back on for the new settings to take effect. **

Software: NU205A4

DIP SW 1		1	2	3	4	5	6	7	8				
Credits per Game	4:1	ON	ON										
	3:1	ON	OFF										
	2:1	OFF	ON										
	1:1	OFF	OFF										
Hold Jackpot	NO	Keeps Jackpot after power off		ON									
	YES			OFF									
SKILL MODE OR NORMAL PLAY IS SELECTED ON POLE 8 OF DIP SWITCH 3, THE FOLOWING TWO OPTIONS HAVE TWO SETS OF VALUES DEPENDING ON THE MODE TO WHICH THE GAME IS SET													
Jackpot Select	Skill ON	10 ~ 50	Randomly Generated	ON									
		FIXED	Selected Below	OFF									
	Normal	50 ~ 250	Randomly Generated	ON									
		FIXED	Selected Below	OFF									
Fixed Jackpot Value	Skill ON	100	Allows you to select a starting value for the Jackpot			ON	ON						
		75				ON	OFF						
		50				OFF	ON						
		25				OFF	OFF						
	Normal	150				ON	ON						
		100				ON	OFF						
		80				OFF	ON						
		50				OFF	OFF						
								ON					
								OFF					
Hold Credits	NO	Keeps game credits during power loss if set to yes					ON						
	YES						OFF						
Hold Tickets	NO	Keeps Tickets Owed during power loss if set to yes							ON				
	YES								OFF				
Factory Default Settings		1	2	3	4	5	6	7	8				
		OFF	OFF	OFF	OFF	ON	OFF	OFF	OFF				

DIP SW2		1	2	3	4	5	6	7	8	
RESERVED		OFF	OFF	OFF	OFF					
LIGHT RACING SPEED	Slow (0.05S)					ON	ON			
	Moderate (0.04S)					ON	OFF			
	Fast (0.03S)					OFF	ON			
	Random					OFF	OFF			
JACKPOT DIFFICULTY (Normal Mode Only)	Easy (20%)							ON	ON	
	Moderate (15%)	<i>INDICATES % OF LIGHT RACING SPEED</i>						ON	OFF	
	Difficult (10%)							OFF	ON	
	Random							OFF	OFF	
Factory Default Settings		1	2	3	4	5	6	7	8	
		OFF	OFF	OFF	OFF	ON	OFF	ON	OFF	

DIP SW3		1	2	3	4	5	6	7	8
JACKPOT INCREASE RATE (Number of games to add "X" number of points to jackpot)	NONE	ON	ON	ON					
	5:1	ON	ON	OFF					
	4:1	ON	OFF	ON					
	3:1	ON	OFF	OFF					
	2:1	OFF	ON	ON					
	1:3	OFF	ON	OFF					
	1:2	OFF	OFF	ON					
	1:1	OFF	OFF	OFF					
TICKET LIMIT	NONE				ON	ON			
	750				ON	OFF			
	500	Factory Default Setting			OFF	ON			
	250				OFF	OFF			
MAX JACKPOT VALUE	999						ON	ON	
	800						ON	OFF	
	500						OFF	ON	
	300						OFF	OFF	
MODE	SKILL	See note on DIP Switch 1 for how this mode affects Jackpot settings and levels							ON
	REGULAR								OFF
Factory Default Settings		1	2	3	4	5	6	7	8
		OFF	OFF	OFF	OFF	ON	OFF	ON	OFF

DIP SW4		1	2	3	4	5	6	7	8
GAME TIME	30 SEC	ON							
	10 SEC	OFF							
ATTRACT MODE	NO		ON						
	YES		OFF						
RESERVED				OFF	OFF	OFF			
PAYOUT TABLE	TABLE 8						ON	ON	ON
	TABLE 7						ON	ON	OFF
	TABLE 6						ON	OFF	ON
	TABLE 5						ON	OFF	OFF
	TABLE 4						OFF	ON	ON
	TABLE 3						OFF	ON	OFF
	TABLE 2						OFF	OFF	ON
	TABLE 1						OFF	OFF	OFF
Factory Default settings		1	2	3	4	5	6	7	8
		ON	OFF	OFF	OFF	OFF	ON	ON	ON

TICKET PAYOUT TABLES

Ticket Payout Table #1	
Lamp #	Tickets
1	2
2	2
3	2
4	2
5	2
6	4
7	4
8	4
9	4
10	4
11	6
12	6
13	6
14	6
15	8
16	8
17	8
18	10
19	10
20	12
21	14
22	16
23	18
24	20
25	JP
26	18
27	16
28	14
29	12
30	10
31	10
32	8
33	8
34	8
35	6
36	6

Ticket Payout Table #2	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1
11	1
12	1
13	2
14	2
15	3
16	3
17	4
18	4
19	5
20	5
21	6
22	7
23	8
24	10
25	JP
26	1
27	1
28	2
29	3
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #3	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	2
7	2
8	2
9	2
10	2
11	3
12	3
13	3
14	3
15	3
16	4
17	4
18	4
19	5
20	5
21	5
22	7
23	7
24	7
25	JP
26	3
27	2
28	2
29	2
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #4	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	2
8	2
9	2
10	3
11	3
12	3
13	3
14	4
15	4
16	5
17	5
18	6
19	6
20	7
21	7
22	8
23	9
24	10
25	JP
26	1
27	1
28	1
29	2
30	3
31	3
32	3
33	4
34	4
35	5
36	5

Ticket Payout Table #5	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	3
13	4
14	4
15	4
16	5
17	5
18	6
19	7
20	7
21	8
22	8
23	10
24	1
25	JP
26	1
27	1
28	2
29	2
30	2
31	3
32	3
33	4
34	4
35	5
36	5

Ticket Payout Table #6	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	3
9	3
10	3
11	4
12	4
13	4
14	5
15	5
16	5
17	6
18	6
19	7
20	7
21	8
22	9
23	10
24	1
25	JP
26	2
27	2
28	2
29	1
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #7	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	2
8	2
9	2
10	2
11	2
12	2
13	3
14	3
15	3
16	3
17	3
18	3
19	4
20	4
21	4
22	4
23	4
24	4
25	JP
26	4
27	4
28	4
29	3
30	3
31	3
32	2
33	2
34	2
35	1
36	1

Ticket Payout Table #8	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	2
7	2
8	2
9	2
10	2
11	3
12	3
13	3
14	3
15	4
16	4
17	4
18	5
19	5
20	6
21	7
22	8
23	9
24	10
25	JP
26	9
27	8
28	7
29	6
30	5
31	5
32	4
33	4
34	4
35	3
36	3

TROUBLESHOOTING

No Power – check that game is connected to power; check that no fuses are blown. Check the 5 Volt output of the power supply at the circuit board to ensure that it is between 5.1 and 5.2 volts, this voltage is adjusted with a potentiometer on the power supply.

No Sound – check that the two potentiometers next to the main board are set correctly, check speakers for open or shorted conditions.

Non-operative lights “individual” – replace any bulbs that fail to light on the “Corvette Dragster”. Caution must be used when working on the **neon tube lighting** as it is powered with **HIGH VOLTAGE** please allow only fully qualified personnel to work on the unit to avoid unnecessary damage or injury.

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Also, please visit our website at coastalamusements.com to get the latest technical tips, news, and product information!