

SLIDE-IT DUAL

Owner's Manual



Interactive
1997

Contents

INTRODUCTION	4
Warnings, Cautions and Notes	4
FCC Notice	4
DESCRIPTION	5
ASSEMBLY INSTRUCTIONS	6
OPERATOR'S MENU	7
Machine.....	7
Games.....	9
Puck Bowling.....	9
Puck Cubes.....	11
TROUBLESHOOTING	13
MAINTENANCE	15
Maintenance	15
Installing New Software from floppy and CD	15
Changing the EPROM	16
Changing a Hard Drive	17
Checking Your Cards	19
WARRANTY, RETURN, SERVICE	20
Warranty	20
Returns	20
Service	21
SLIDE-IT DUAL REPLACEMENT PARTS	22
SLIDE-IT DUAL CONVENIENCE KIT	23
ILLUSTRATIONS	24



INTRODUCTION

WARNINGS, CAUTIONS AND NOTES

The following conventions are used throughout the manual and it is essential that they be followed for safety reasons:

"WARNING:" Refers to essential Safety Precautions that must be taken to avoid a potential hazard to health.

"CAUTION:" Refers to precautions that must be taken to avoid damage to equipment.

WARNING:

PLAYERS SHOULD BE INFORMED THAT THEY PLAY AT THEIR OWN RISK.

SWITCH OFF AND DISCONNECT THE ELECTRICAL POWER SUPPLY BEFORE OPENING DOORS/PANELS OR WORKING ON THE MACHINE.

TO PREVENT ELECTRICAL SHOCK, THE GAME MUST BE PLUGGED IN TO A GROUNDED ELECTRICAL SOCKET.

MAINTENANCE AND REPAIR OPERATIONS SHOULD BE CARRIED OUT ONLY BY SUITABLY SKILLED AND QUALIFIED PERSONS.

TO MAINTAIN THE SAFETY OF THE MACHINE, AND THE WARRANTY, USE ONLY INTERACTIVE LIGHT OR INTERACTIVE LIGHT-APPROVED PARTS. THE USE OF OTHER PARTS OR NON-APPROVED MODIFICATIONS TO THE MACHINE COULD BE HAZARDOUS, AND MIGHT VOID YOUR WARRANTY.

CAUTION:

Many electrical plugs are keyed to fit only one way. Note orientation before removal.

When touching any printed circuit boards, or their component parts, or other components of the computer, take full anti-static precautions.

FCC NOTICE

This device complies with Part 15 of the FCC rules. Operation is subject to the following conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operations.

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operating in a commercial environment. This equipment uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Slide-It

DESCRIPTION

Slide-It Dual is a platform that will support a variety of puck based games. It offers numerous advantages over its mechanical predecessor:

- There are no moving parts, so no mechanisms to break or jam.
- Standard PC used to power the game, so repairs and upgrades are simplified.
- More than one game on the same machine, easily user-selectable. We are offering **Puck Bowling** and **Survive!** Other games will follow periodically, so your hardware will never become obsolete, and you will, at minimal cost, be able continually to offer new games to your customers.
- **CUSTOMIZATION** of the game is very easy. In **Puck Bowling**, your logo can appear on the bowling pins, in special screens during or throughout the attract mode, at the end of the beer frame or at the end of game play. The pins themselves can be different shapes- bottles, teddy bears, people. We can add voices during the game, promoting your location or event. We can add a logo movie, to be played when you choose. Call Interactive Light or your distributor for details. Upcoming games will offer similar customizability.

To protect your substantial investment, Slide-It Dual utilizes a sophisticated software security system. Your machine is supplied with a device known as a **dongle**, without which your game is not functional. This device also sets certain operating parameters, and enables the game or games you have purchased.



ASSEMBLY INSTRUCTIONS

Tools Needed

- 1 - Screw-drive handle or electric screwdriver.
- 1 - Ratchet with 7/16" hex socket
- 1 - #2 Phillips bit with drive handle
- 1 - Pair of strap cutters

1. Note that the left-hand unit has dowels and the right-hand unit has matching holes. Place units side by side, bare side panels facing each other, so dowels approximately line up with holes.
 2. To align the units as closely as possible, raise the levelers on both units all the way, so both units are approximately 1" (25mm) off the ground.
 3. Align the height at the game rails and the top of the monitor cabinets. Slide the units together.
 4. From the coin mech door on the left hand (as you face it from the front) unit, thread three of the bolts into the t-nuts on the other cabinet. The bolts and washers are in the coin bucket.
 5. Remove the lower rear access panels from the right-hand (as you face it from the rear) unit and thread the remaining bolts into the t-nuts.
 6. Tighten all bolts with a 7/16 socket wrench.
 7. Level the game to desired height.
 8. Plug the games in. Dedicated circuits are strongly recommended. Make sure your games are set up for your local voltage! Check the DIP switches on the computer and the power supply. If your voltage is subject to fluctuation, installation of a surge protector or line conditioner is advisable.
- Turn the games on, using the "ON/OFF" switches at the rear. Slide-It Dual will start in about two minutes. If it does not, see the section on TROUBLESHOOTING below.

Slide-It

OPERATOR'S MENU

The Operator's Menu is accessed by pushing the OPERATOR button behind the coin mech door. The UP and DOWN buttons move the field up or down, the SELECT button chooses a field to change, the UP or DOWN button changes the value of the field, and the SELECT button confirms the change. Any changes made are applied immediately. There is no need to reboot the game, just exit the Operator's Menu. The menu has two major categories: MACHINE and GAMES. MACHINE contains settings that apply regardless of the game (or games) installed. GAMES contains settings and data specific to the individual game. For instance, to turn redemption on, look in the MACHINE section. To set payouts, look in the GAMES section.

Machine...

Setup...

Free Play ON/OFF

Volume Levels...

Play Mode Master Volume (Silent-Maximum)
Test Play Mode Volume

Attract Mode Master Volume (Silent-Maximum)
Test Attract Mode Volume

Redemption ON/OFF

Enables redemption. To set payouts, see the individual game.

Messages...

Get Puck from Attendant ON/OFF
Get Puck from Barman ON/OFF
Ticket Status Report ON/OFF

Developer...

Setup Not available to operators.
Enable Setup
Debug Info...If your game crashes, there's info here that will help us.

Save Settings...

This is another diagnostic tool. A formatted floppy is inserted into the floppy drive. Follow on-screen instructions, then return the floppy to Interactive Light or your distributor. This saves credits paid, games played and tickets dispensed only.

Statistics...

Totals for the platform. Can be cleared.

Totals...

Arcade Up Time
Credits Paid
Games Played
Tickets Dispensed

Bookkeeping...

As above. Never cleared.

Clear Statistics

It is good practice to regularly check the status of your sensors. If a number shows up in this field, physically check for obstructions and rerun the test. If the number remains, call us or your distributor.

Diagnostics...

Sensors:
12 Volts Power Status:

Test Slide Sensor
Test DC Power
Clear Test Result!

Machine ID...

This is the software's
creation date and time.

Date
Time
Dongle ID
Distributor
Software Version
Sensor Version
Firmware Version
Cabinet ID
Country
Current Date and Time

These tell us if you have the
latest versions of the software,
sensor and EPROM

Reset....

Reset Unit to Factory Settings
Clear Credits
Restart Game...
Really Restart Game.

Slide-It

Games...

Puck Bowling...

Setup...

Game Rating Children/Adult

Beer Frame...

Enabled ON/OFF

Beer Frame Number 7

Beer Frame Pin Type Beer

Game Price...

Game Price 1 Player: 2 (1-20) credits

Game Price 2 Player: 4 (1-20) credits

Game Price 3 Player: 6 (1-20) credits

Game Price 4 Player: 8 (1-20) credits

Puck Color: Orange/Red/Black/Blue/Yellow/Green

Redemption...

Give 1 (1-100) Tickets

For Every 30 (1-300) Points

For Spare 0 (1-100)

For Any Strike 1 (1-100)

For Turkey 2 (1-100)

Each Player Game 1 1-100

High Score Awards...

High Score #1 Gets 0 (1-100) Tickets

High Score #2 Gets 0 (1-100) Tickets

High Score #3 Gets 0 (1-100) Tickets

High Score #4 Gets 0 (1-100) Tickets

High Score #5 Gets 0 (1-100) Tickets

High Score #6 Gets 0 (1-100) Tickets

High Score #7 Gets 0 (1-100) Tickets

High Score #8 Gets 0 (1-100) Tickets

High Score #9 Gets 0 (1-100) Tickets

High Score #10 Gets 0 (1-100) Tickets

Each player is awarded these at the beginning of his turn.

Developer...

Not available to operators.

Save Settings...

Follow on-screen instructions, then return the floppy to Interactive Light or your distributor. This saves puck bowling settings and statistics only.

Game ID...

Distributor:

Game Order 1

Software Version:

Enabled ON

Clear Current Hall of Fame

Statistics...

Totals...

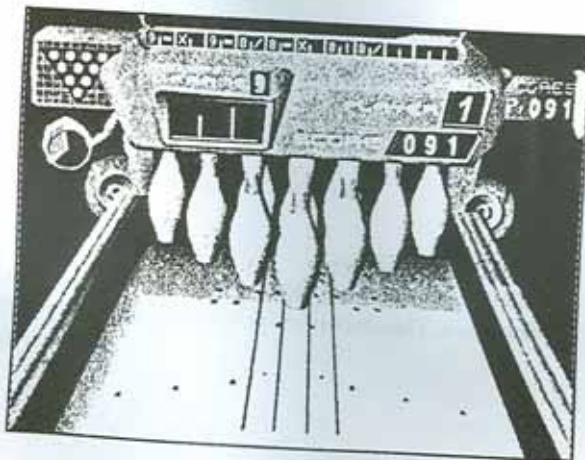
One Player Game...

Games Played-
Average Score per Player
Average Spares
Average Strikes
Average Game Duration
Total Redemption
Average Redemption

Two, three, four player and bookkeeping
are similar. Bookkeeping figures can not
be cleared.

Clear One Player Statistics

Bookkeeping...



Slide-It

Puck Cubes...

Setup...

Game Price

Game Price 1 Player: 2 (1-20) credits
Game Price 2 Player: 4 (1-20) credits
Game Price 3 Player: 6 (1-20) credits
Game Price 4 Player: 8 (1-20) credits

Number of Lives 1

Puck Color: Orange/Red/Black/Blue/Yellow/Green

Redemption...

Each player is awarded these at the beginning of his turn.

Give 2 (1-100) Tickets
For Every 10 (1-300) Seconds
Each Player Game 1 (1-100)
High Score Awards...

High Score #1 Gets 0 (1-100) Tickets
High Score #2 Gets 0 (1-100) Tickets
High Score #3 Gets 0 (1-100) Tickets
High Score #4 Gets 0 (1-100) Tickets
High Score #5 Gets 0 (1-100) Tickets
High Score #6 Gets 0 (1-100) Tickets
High Score #7 Gets 0 (1-100) Tickets
High Score #8 Gets 0 (1-100) Tickets
High Score #9 Gets 0 (1-100) Tickets
High Score #10 Gets 0 (1-100) Tickets

Developer... Not available to operators.

Save Settings...

Follow on-screen instructions, then return the floppy to Interactive Light or your distributor. This saves puck cubes settings and statistics only.

Game ID...

Distributor:
Game Order 2
Software Version:
Enabled ON

Clear Current Hall of Fame

Statistics...

Totals...

One Player Game...

- Games Played
- Average Score
- Game Duration
- Total Redemption
- Average Redemption
- Clear Statistics

Two, three, four player and bookkeeping are similar. Bookkeeping figures can not be cleared.



TROUBLESHOOTING

WHEN IN DOUBT, REBOOT.

Many problems are resolved by turning the game off, waiting a minute and turning the game back on.

SLIDE-IT DUAL WILL NOT START.

•Are any fans or lights on?

NO: Check power cord, wall plug, ON/OFF switch on machine.

YES: Check power cord, ON/OFF switch on computer.

•Check the fuse, located next to the ON/OFF switch.

•Remove any floppy disk or CD from computer. Game does not require a floppy or CD to run.

•Make sure that the Computer and the Power Supply are set for your local voltage. DIP switch on computer is directly below the power cord. 5V output of the Power Supply should be 5.5V.

•Check the dongle on the computer to be sure it is firmly seated.

•Verify Software Version Number and Dongle ID Number with your distributor.

I AM NOT GETTING A GOOD PICTURE.

•Make sure the monitor is plugged in.

•Make sure the monitor is plugged in to the Graphics card, not the VGA card. If you plug into the VGA card, instead of game screens, you will see DOS screens, which are black screens with text. See **ADVANCED TROUBLESHOOTING** for more details.

•If you reboot the game too quickly, you may get a black and white image. Keep the machine OFF at least 30 seconds before rebooting.

•If the picture doesn't fit the screen properly, it can be adjusted with the monitor control panel behind the TV.

•Your Graphics Card may have come loose or become damaged. See Maintenance, Checking Your Cards.

I AM NOT GETTING GOOD SOUND.

•Check the sound plug in the computer and in the amplifier.

•Check the power cord of the amplifier.

•Check the trim level on the amp. If too high, you'll get distortion and possible speaker damage. We recommend the trim level be set low.

•Check your speaker connections.

•Your Sound Card may have come loose or become damaged. See Maintenance, Checking Your Cards.

ADVANCED TROUBLESHOOTING

In case your game crashes, it will help us immensely to know exactly what error message the computer is giving. If your game does not boot at all, the problem can usually be diagnosed by viewing the DOS screen. To view the DOS screens, plug the video cable from the monitor into the VGA card on the computer. The VGA card has a single female plug, the Graphics card has both male and female. Write the error messages down and call the service desk.

MY GAME CRASHES OR FREEZES UNEXPECTEDLY.

- Try to figure out exactly what happened to cause the game to crash. Try to duplicate the circumstances that led up to the crash.
- Check your computer cabinet, to make sure the computer is firmly strapped in place.
- Isolated crashes should be cured by rebooting. Repeated crashes indicate a more serious problem.

TICKETS ARE NOT DISPENSING.

- Check the REDEMPTION screen in the OPERATOR>MACHINE>SETUP MENU. Make sure ENABLED is ON.
- Check the connections and voltages. Refer to the schematic diagram.

Slide-It

MAINTENANCE

Maintenance

- Keep the playing surface clean.

Wipe up drink spills and remove debris. Polish the surface at least once a month. This affects gameplay tremendously.

HAPP Controls has a product we strongly recommend:

HAPP P/N 25-1332-00 WILD.CAT #125 PLAYFIELD CLEANER & POLISH-QUART SIZE

25-1333-00 SAME AS ABOVE-PINT SIZE

Contact HAPP (888-BUY-HAPP) or Imperial to obtain this product.

- Replace worn pucks.

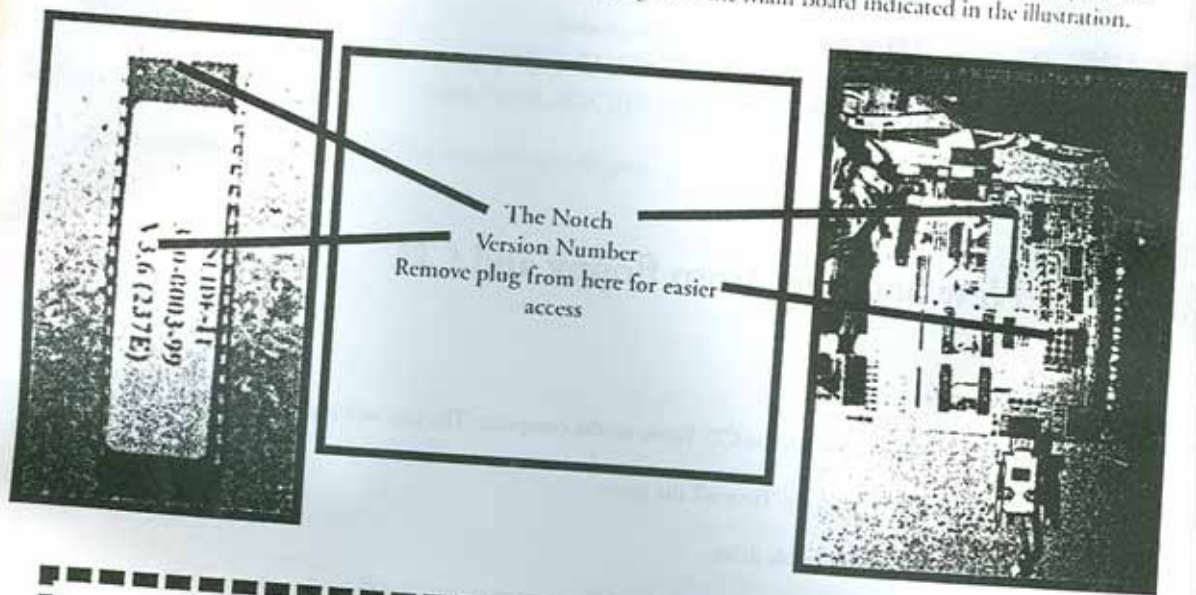
Installing New Software from floppy and CD

- Turn on the game.
- Push the Open Door button on the CD Drive on the computer. The tray will slide out.
- Put the upgrade CD in the tray. Turn off the game.
- Insert the floppy disk in the disk drive.
- Turn on the game. Installation screens will show the progress of your installation.
- When the installation is complete as indicated on the screen, remove the CD and the floppy and restart the game.

Changing the EPROM

With new editions of software, it sometimes becomes necessary to upgrade other features of the game at the same time. If, with your new software you receive an EPROM, carefully follow these steps.

- Turn off and unplug the game.
- Open the service panel on the rear of the main cabinet.
- Remove the existing EPROM from its socket by carefully inserting a small blade screwdriver under one end and carefully levering it up and off.
- Insert the new EPROM in the socket. Note that the EPROM and the socket have notches at one end; they should match. You might find it easier to work if you remove the plug from the Main Board indicated in the illustration.



CAUTION!!

The pins bend easily, and the EPROM is susceptible to electrostatic damage.

Ground yourself.

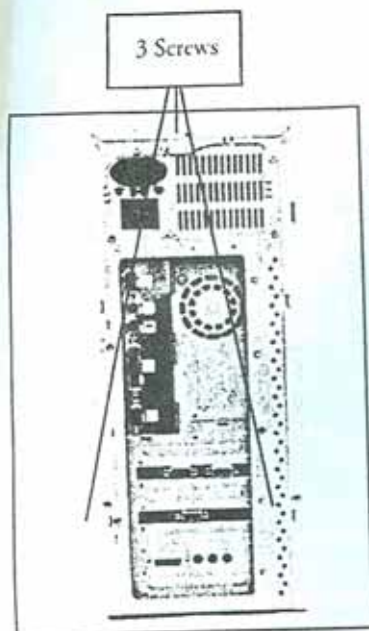
Call our service department if you have any questions.

Slide-It

Changing a Hard Drive

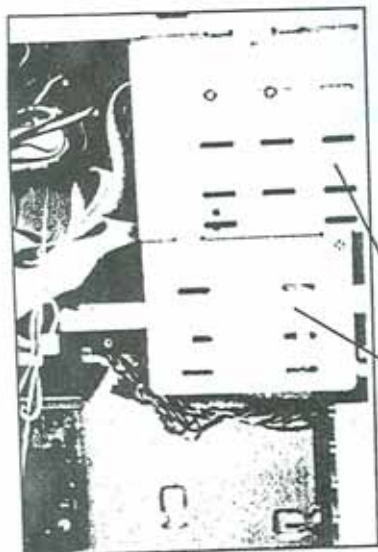
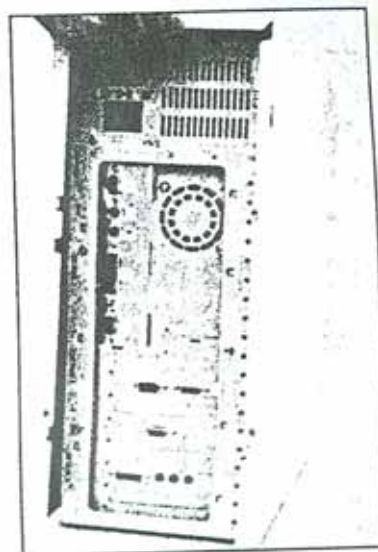
If you ever need to change the hard drive in your Slide-It game's computer, just follow the steps below.

- Remove the service panel from the base cabinet.
- Unplug everything from the computer.
- Unscrew the two screws on the straps holing the computer and remove it.



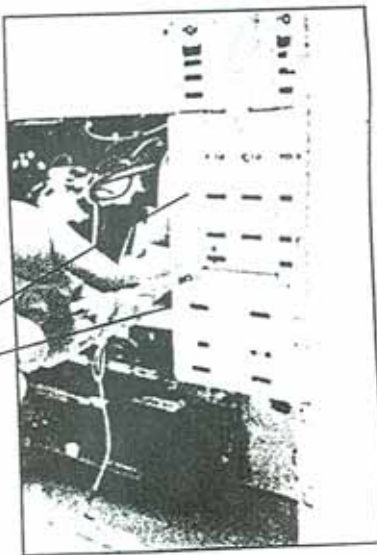
•On the back of the computer are three screws, one at the top and two about 4 inches from the bottom on each side.

•Remove them, and then slide the cover off towards the back.



•From the side, towards the front of the computer, you'll see two brackets. One holds the floppy drive; attached to its bottom is the bracket that holds the hard drive. It's held on with two screws. Remove them and slide the bracket off.

The Floppy Drive
The Hard Drive





The Data Ribbon

The Power Plug

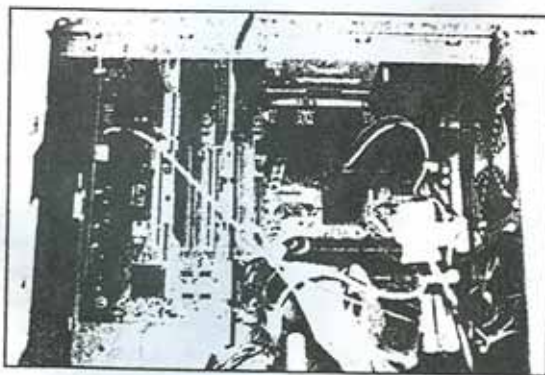


•Remove the two plugs in the hard drive, the power plug (4 conductor) and the data ribbon. The data ribbon may have a little hot glue on it. Scrape it off with a small blade screwdriver if necessary. The hard drive is held in the bracket by four screws, two to a side. Remove them and slide the old hard drive out and replace it with the new one. Reattach the two plugs, slip the bracket back into place, slide the cover back on and replace the screws.

CHECKING YOUR CARDS

If your picture or sound is absent or of low quality, it is possible that the Graphics Card or the Sound Card has become loose either in shipment or with prolonged play. These components may also need to be replaced or upgraded.

- Remove the computer and cover as described above.
- Check the screws holding the cards.
- If the card is loose, make sure the bottom edge of the card is aligned with its slot and push it into place.
- Retighten the screws. While you're at it, check the screws on all the cards.
- If you are still experiencing problems, the card itself may be defective.



CAUTION:

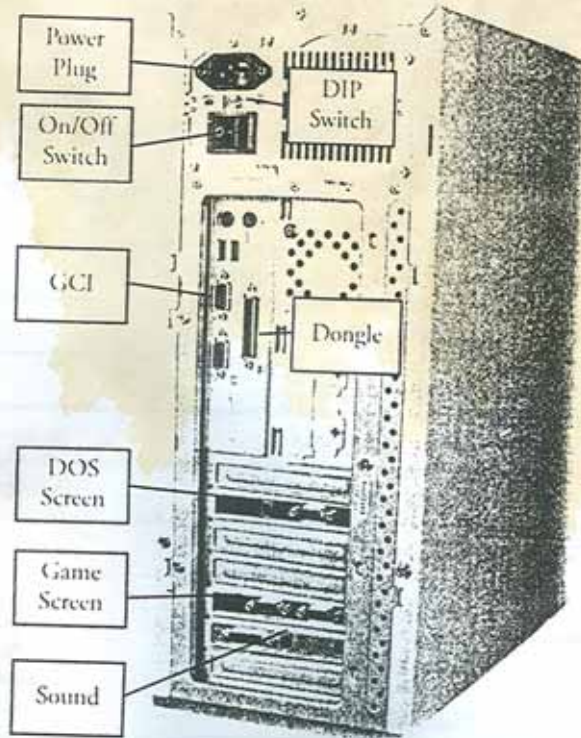
Do not touch the printed circuits (the green part) of any component. Handle by the edges.

Never work on live equipment. Unplug it.

Get a grounding wrist strap from your local computer store. Less than \$10.

If you don't have a strap, discharge any static electricity in your body by touching the chassis of the computer.

ILLUSTRATIONS



The Computer

