

WONDER WHEEL

Operating Instructions

*C.P.U. Version ww1-08
Sound version ww5a
Manual Revision • 10/27/2000*

WONDER WHEEL SENSOR ALIGNMENT

- AFTER OPENING THE BACK DOOR, REMOVE THE BACK GRAPHICS. LOOKING FROM THE BACK, REMOVE THE BLUE TRIM PIECE FROM THE LEFT SIDE OF THE WHEEL.
- FIND & DISCONNECT THE FLAT, WHITE CABLE WITH THE PHONE PLUG. THIS SHOULD STOP THE MOTOR.
- NEXT LOCATE THE CONNECTOR FOR THE WHEEL SENSOR. IT SHOULD BE A 4-PIN MOLEX, WITH (3ea) WIRES. YOU WILL FIND ; WHITE, RED, & RED/GREEN.
- CONNECT YOUR METER. GROUND LEAD TO THE WHITE WIRE, THE OTHER TO THE RED/GREEN.
- LOOSEN THE NUT HOLDING THE SENSOR IN PLACE.
- WITH THE REFLECTIVE TAPE NOT IN FRONT OF THE SENSOR YOU SHOULD GET AT LEAST 4 VOLTS DC. IT CAN GO TO 5 VOLTS DC.
- WHEN YOU PUT THE TAPE IN FRONT OF THE SENSOR, YOUR READING SHOULD BE APPROACHING 0 VOLTS DC. *Under .2 vdc*
- FOLLOWING THIS PROCEDURE SHOULD FIX START & STOP PROBLEMS.

DIPSWITCH SETTINGS

Wonder Wheel has three banks of dipswitches labeled DS1, DS2, and DS3 that are used to program the game. Each bank of switches has 10 positions (Pos. #1-#10). The switches are located on *Wonder Wheel's* main controller board located behind the display panel in the back of the game.

X = closed or on position O = open or off position *** = default setting

B = BONUS SLOT (USE BONUS TICKET PATTERN)

GENERAL TICKET TABLE

DS1	Pos #1	Pos #2	Pos #3	TICKET VALUE TABLE	yel (2.5")	red (5.5")	blue (4")	green (4")	blue (4.75")	red (5.5")	yel (2.5")	red (5.5")	green (4.75")	blue (4")	red (5.5")
	O	O	O	A	B	8	15	20	10	5	B	8	10	15	5
	X	O	O	B	B	5	10	15	8	3	B	5	8	10	3
	O	X	O	C	B	8	15	20	10	5	B	8	10	15	5
	X	X	O	D	B	5	10	15	8	3	B	5	8	10	3
***	O	O	X	E	B	8	12	15	10	5	B	8	10	12	5
CE →	X	O	X	F	B	4	8	10	5	2	B	4	5	8	2
	O	X	X	G	B	3	8	10	5	2	B	3	5	8	2
	X	X	X	H	B	3	8	10	5	2	B	3	5	8	2

(MEASUREMENTS TAKEN FROM OUTSIDE OF FACE PLATES (vertical))

ALTERNATE TICKET PATTERNS (IF DIPSWITCH BANK2, #8 IS ON)

DS1	Pos #1	Pos #2	Pos #3	TICKET VALUE TABLE	yel (2.5")	red (5.5")	blue (4")	green (4")	blue (4.75")	red (5.5")	yel (2.5")	red (5.5")	green (4.75")	blue (4")	red (5.5")
	O	O	O	A	B	0	0	0	0	0	B	0	0	0	0
	X	O	O	B	B	0	0	0	0	0	B	0	0	0	0
	O	X	O	C	B	0	0	0	0	0	B	0	0	0	0
	X	X	O	D	B	0	0	0	0	0	B	0	0	0	0
	O	O	X	E	B	0	0	0	0	0	B	0	0	0	0
	X	O	X	F	B	0	0	0	0	0	B	0	0	0	0
	O	X	X	G	B	1	2	3	2	1	B	1	2	3	1
	X	X	X	H	B	1	1	2	1	1	B	1	1	2	1

(MEASUREMENTS TAKEN FROM OUTSIDE OF FACE PLATES (vertical))

BONUS TICKET TABLE

DS1	Pos #4	Pos #5	Pos #6	BONUS VALUE TABLE	1st	2nd	3rd	4th	5th
	O	O	O	A	30	50	150	300	500
	X	O	O	B	20	40	80	160	320
	O	X	O	C	100	200	300	400	500
	X	X	O	D	30	60	120	240	480
***	O	O	X	E	50	100	200	400	800
	X	O	X	F	75	150	300	600	1200
	O	X	X	G	25	50	75	100	250
	X	X	X	H	30	60	90	120	700

(The "1st" is the wheel sticker number, "2nd, 3rd, 4th, 5th" are the values of consecutive "hits" on the same bonus hole.)

ALTERNATE BONUS PATTERNS (IF DIPSWITCH BANK2, #8 IS ON)

DS1	Pos #4	Pos #5	Pos #6	BONUS VALUE TABLE	1st	2nd	3rd	4th	5th
	O	O	O	A	0	0	0	0	0
	X	O	O	B	0	0	0	0	0
	O	X	O	C	0	0	0	0	0
	X	X	O	D	0	0	0	0	0
	O	O	X	E	0	0	0	0	0
	X	O	X	F	0	0	0	0	0
	O	X	X	G	5	10	15	20	50
	X	X	X	H	15	30	60	120	240

BONUS COUNTDOWN TIME

DS1	Pos #7	Pos #8	BONUS TIME
	O	O	7 SECONDS
	X	O	8 SECONDS
	O	X	9 SECONDS
***	X	X	10 SECONDS

RESERVED SETTINGS (all off)

DS1	Pos #9	Pos #10	NOT USED
***	O	O	LEAVE OFF

BANK 2

CONSECUTIVE MISSES TO INC. MULTIPLIER

DS2	POS #1	POS #2	
	O	O	1 MISSES IN A ROW
	X	O	2 MISSES IN A ROW
***	O	X	3 MISSES IN A ROW
	X	X	4 MISSES IN A ROW

WHEEL MOTOR SPEED

DS2	POS #3	POS #4	WHEEL MOTOR SPEED
	O	O	8 RPM
	X	O	10 RPM
***	O	X	12 RPM
	X	X	15 RPM

MAXIMUM MULTIPLIER VALUE

DS2	POS #5	POS #6	MAXIMUM TICKET MULTIPLIER
	O	O	3
***	X	O	5
	O	X	7
	X	X	9

ATTRACT MODE

DS2	POS #7	ATTRACT MODE
	O	NO ATTRACT MODE SOUNDS
***	X	ATTRACT MODE MUSIC EVERY 3 MIN.

ALTERNATE TICKET AND BONUS PATTERNS

DS2	POS #8	ALTERNATE PATTERNS
***	O	USE NORMAL PATTERNS
	X	USE ALTERNATE TICKET AND BONUS PATTERNS

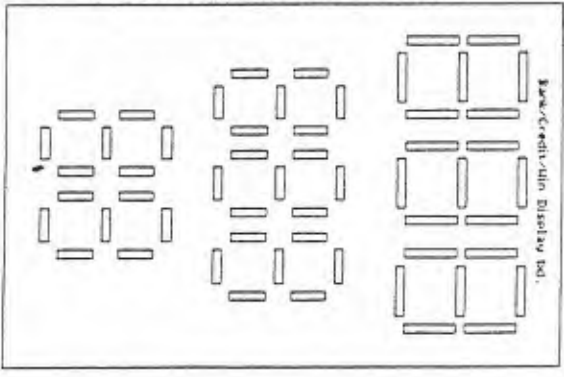
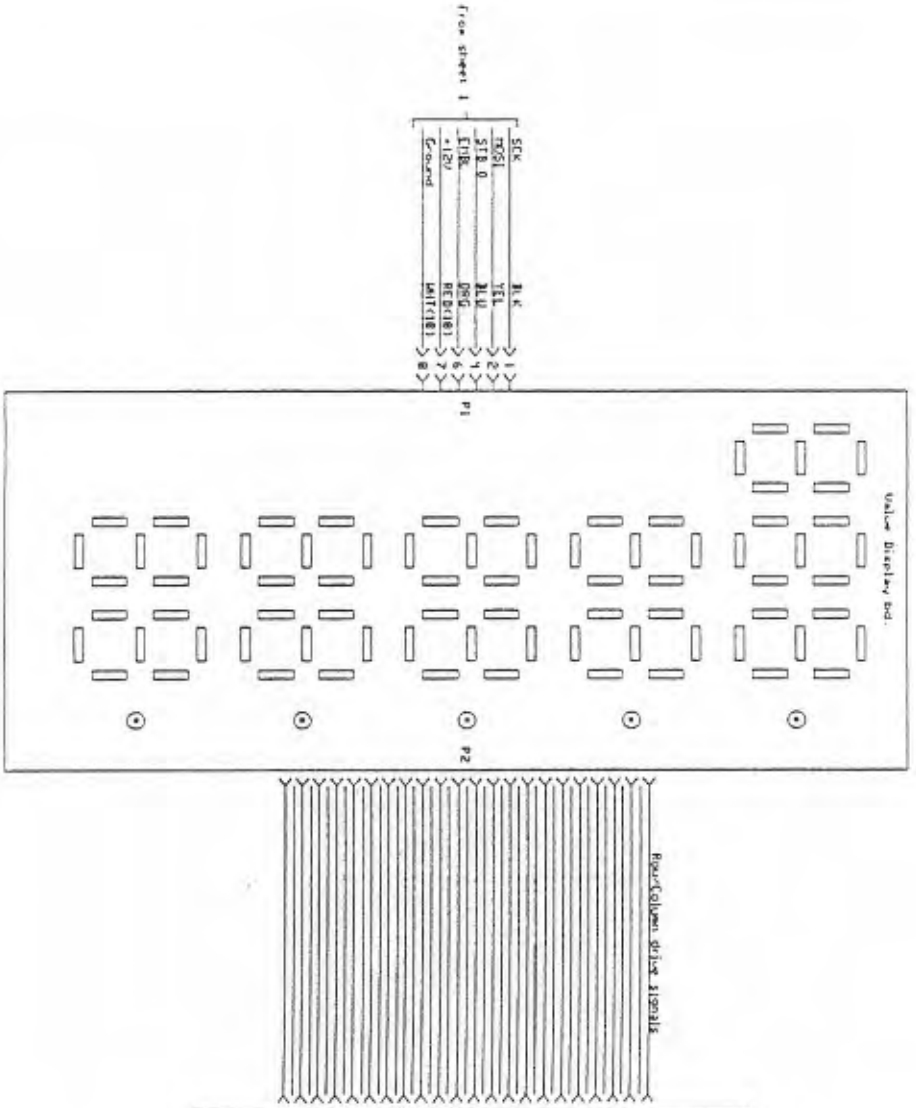
BANK 3
FREE TICKET PER COIN INSERTED

DS3	Pos #1	Pos #2	Pos #3	FREE TICKETS PER COIN
xxx	O	O	O	NO FREE TICKETS
	X	O	O	ALWAYS PAY 1 TICKET
	O	X	O	ALWAYS PAY 2 TICKETS
	X	X	O	ALWAYS PAY 3 TICKETS
	O	O	X	ALWAYS PAY 4 TICKETS
	X	O	X	ALWAYS PAY 5 TICKETS
	O	X	X	ALWAYS PAY 6 TICKETS
	X	X	X	ALWAYS PAY 7 TICKETS

RESERVED SETTINGS (all off)

DS3	Pos #4	Pos #5	Pos #6	Pos #7	Pos #8	Pos #9	Pos #10
***	O	O	O	O	O	O	O

DATE	REV.	REVISION	RECORD	DATE



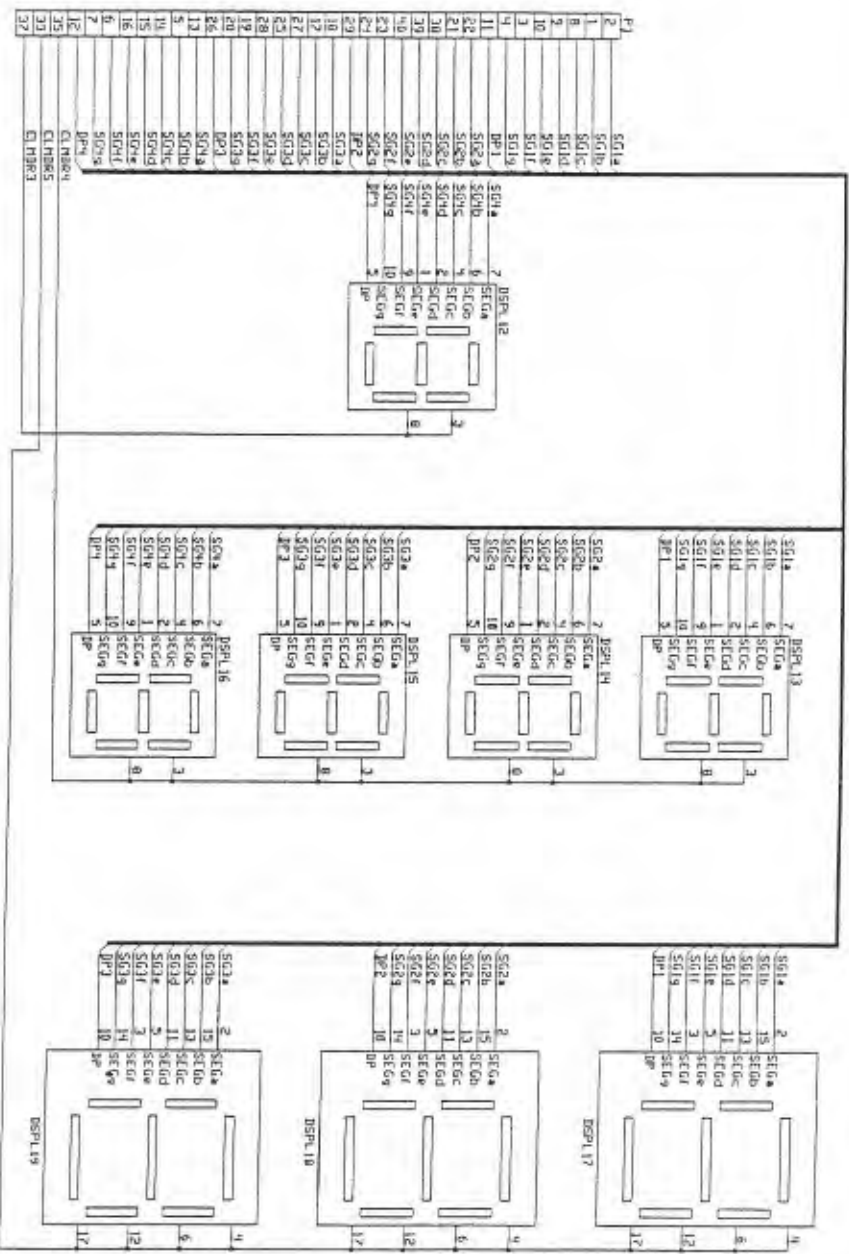
Note: All conductor size 22 AWG unless otherwise noted.

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N.A.	09-25-90	None	ha_wire2.sch
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N.A.	09-25-90	None	ha_wire2.sch
FUNCTION	DATE	SCALE	PROJECT
N.A.	09-25-90	None	ha_wire2.sch
TITLE	DATE	SCALE	PROJECT
Horsin' Around Wiring	09-25-90	None	ha_wire2.sch
DATE	DATE	SCALE	PROJECT
09-25-90	09-25-90	None	ha_wire2.sch

300000

Handwritten signature or initials.

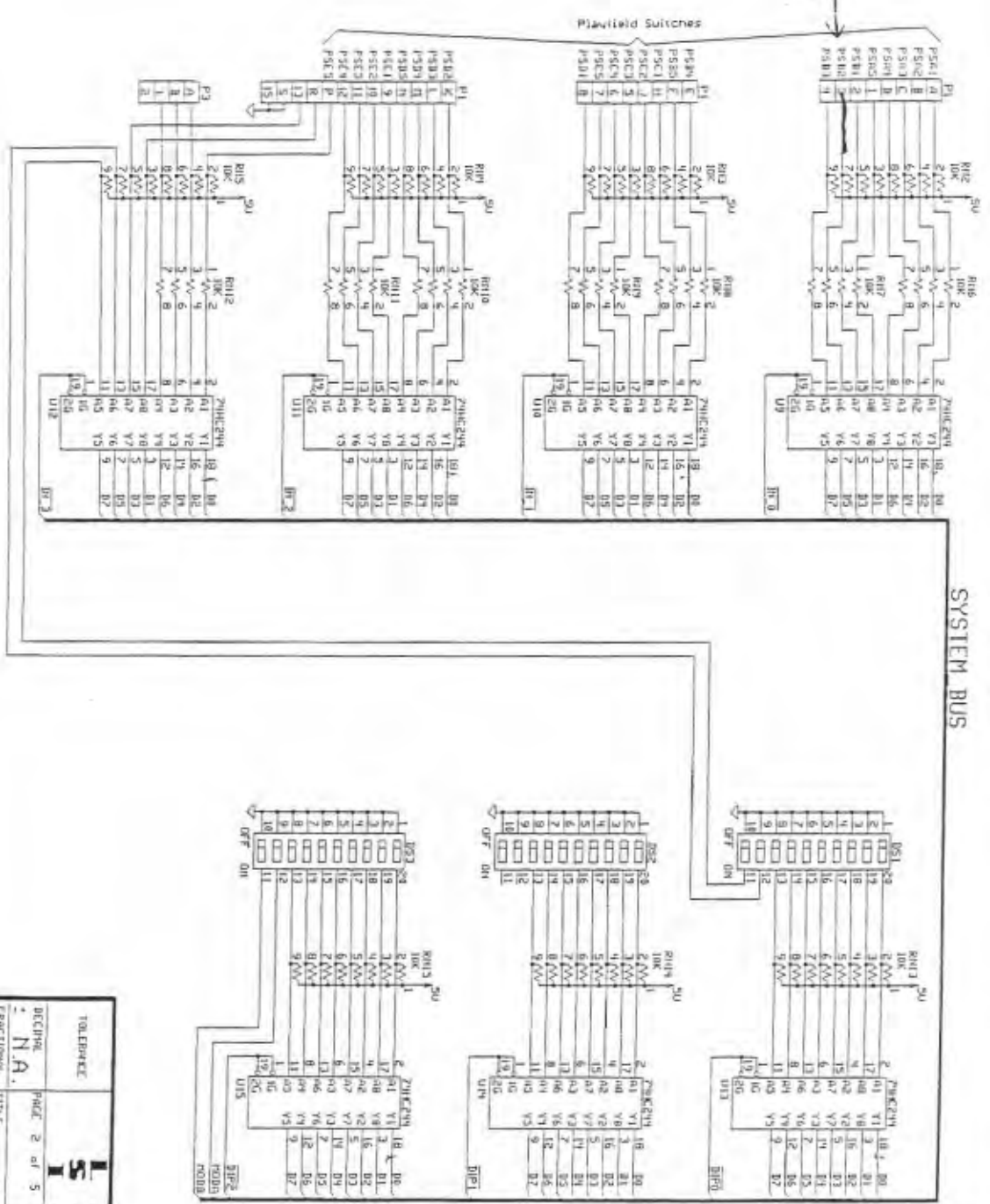
DATE	REV	REVISION	RECORD	AUTH



TOLERANCE	1		
DRAWING	N.A.		
FRACTIONAL	N.A.		
TITLE	Horstin Around Display		
DATE	7-27-98	DRAWING NUMBER	ha_dsp12.sch
INSURER	N.A.		

HA DISPLAYS (Ticket) (R)

SYSTEM BUS

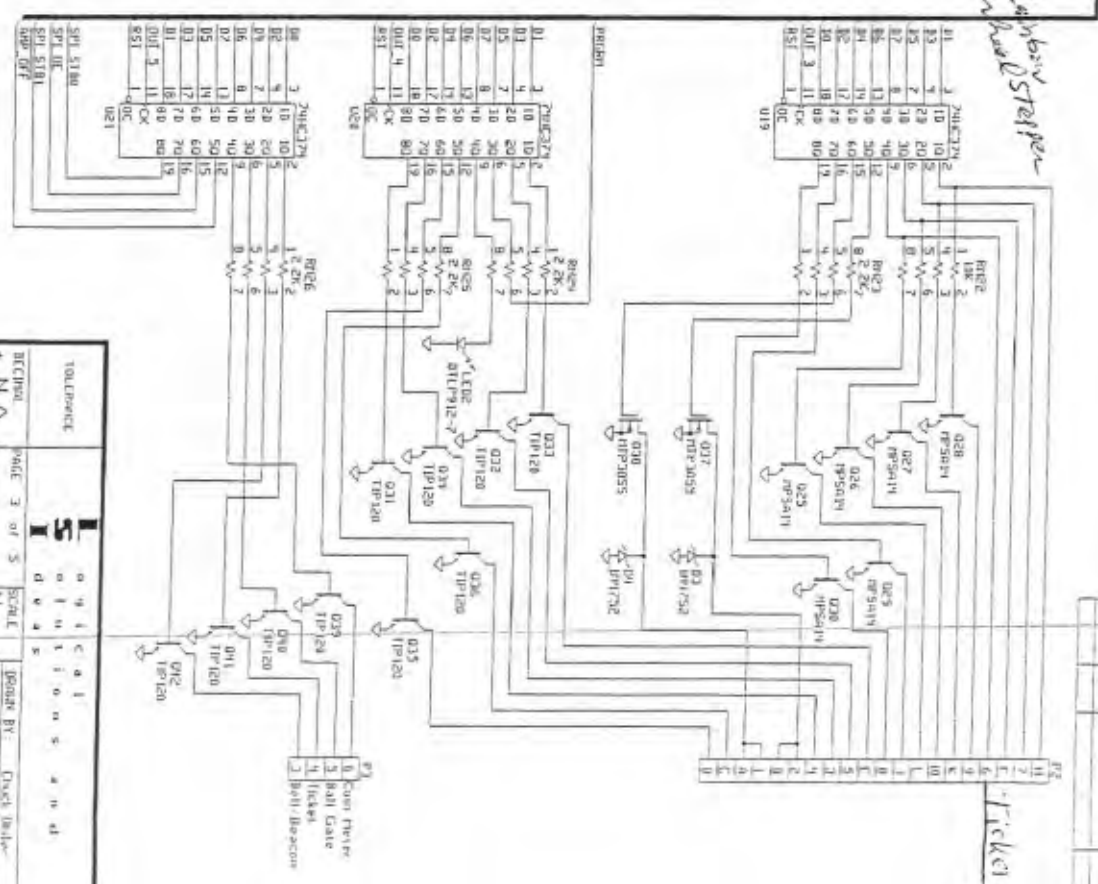
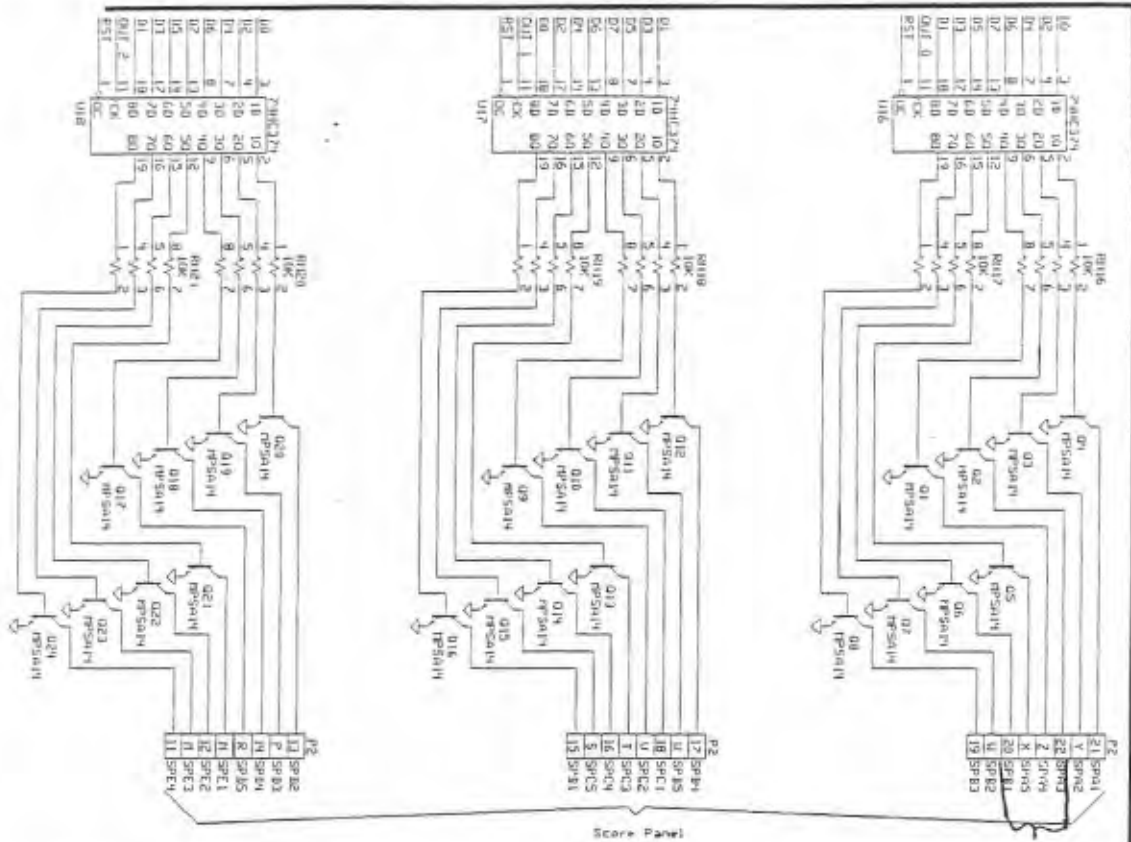


TOLEBRNCE	0.1	SCALE	None
DECLINE	N.A.	PLD 2 of 5	None
FRACTIONAL	N.A.	TITLE	MGC II Input Section
DATE	10-13-97	DRAWN BY	mgc2_1sch
REVISION		PROJECT NUMBER	

MGC-9106

DATE	REV	REVISION	REASON	DATE

SYSTEM BUS



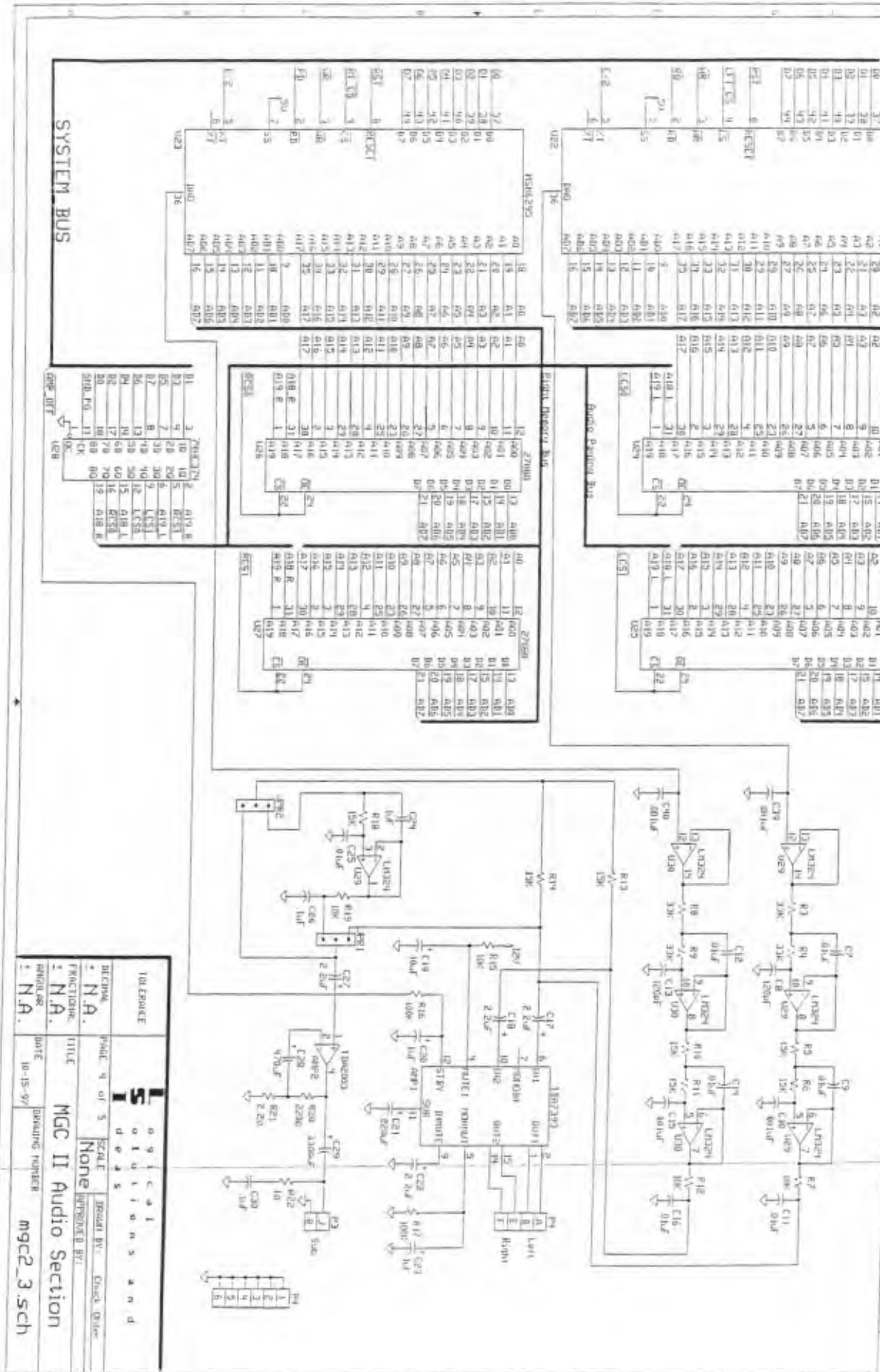
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REVISION	± N.A.
PRODUCTION	± N.A.
REVISION	± N.A.
DATE	10-15-97
DESIGNED BY	None
CHECKED BY	None
DATE	10-15-97
PRODUCED BY	None
DATE	10-15-97
REVISION	± N.A.
DATE	10-15-97
PRODUCED BY	None
DATE	10-15-97

MGC-9106

MGC II Output Section

MGC2 2 sch

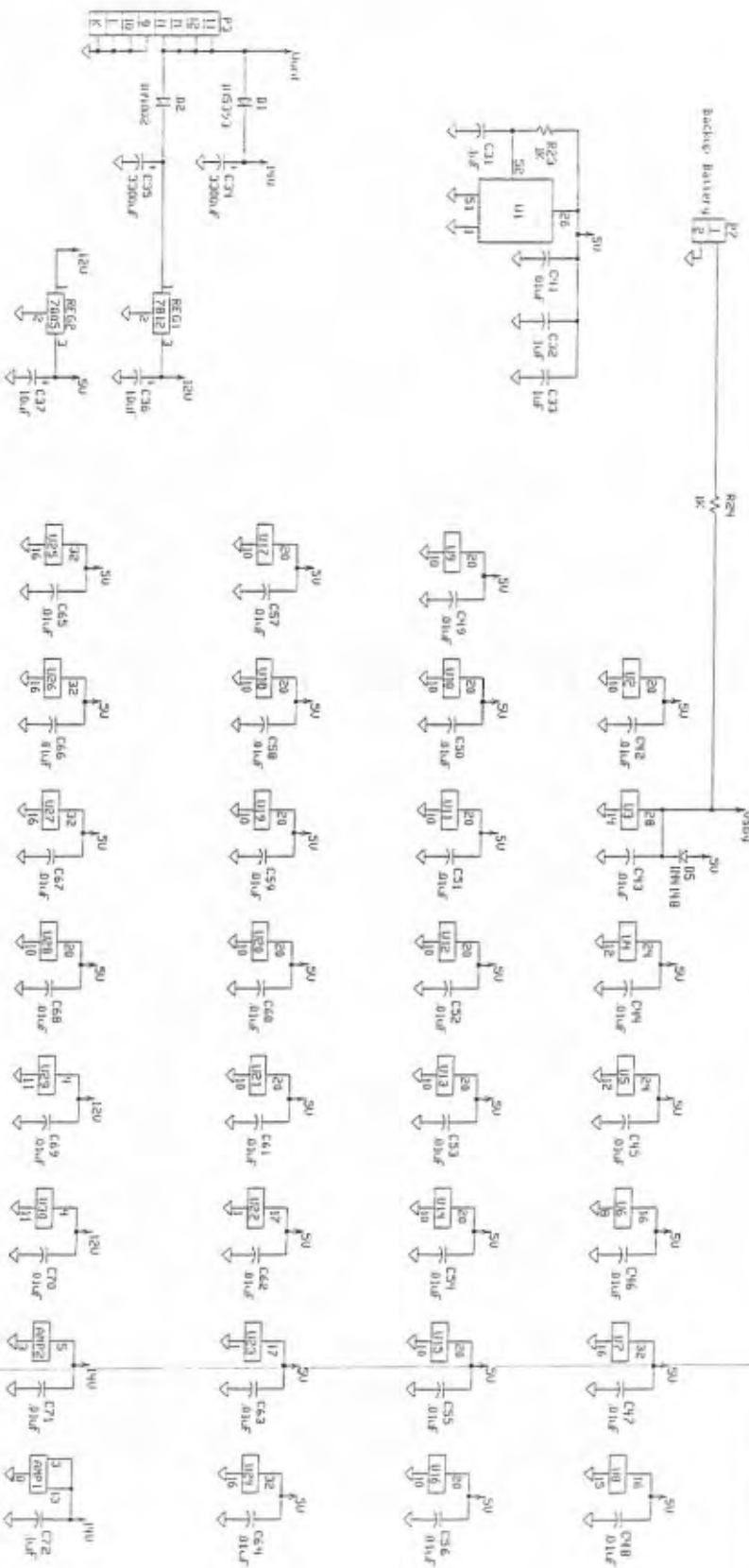
DATE	REV	REVISION	BY	DATE



DESCRIPTION	TOLERANCE	SCALE
N.A.	± 5%	None
FUNCTION		
N.A.		
REVISION		
N.A.		
DATE	10-15-97	DRAWING NUMBER
		MG22_3.sch

MG2-9106

DATE	REV	REVISION RECORD	WITH



TOLERANCE	DECIMAL	PAGE 5 of 5	SCALE	None	DESIGNED BY:	Chuck Davis
N.A.	N.A.				APPROVED BY:	
FRACTIONAL	FRACTIONAL	TITLE	TITLE	TITLE	DATE	REVISION NUMBER
N.A.	N.A.	MGC II Power Distribution			10-15-97	mgc2_4.sch
ROUNDUP	ROUNDUP	DATE	DATE	DATE		
N.A.	N.A.					

MGC-9106