

Quick Reference Instruction:

(D)
(U)
(S)

Access to Setups or Meter Reading Does Not INTERFERE with PLAY.

Controls **S** = Setup; Press **Next** Function, **3 seconds** **Exit**; **U** and **D** = Up/Down Numbers

Start = **Save** After Changes & **Meter Clear**, Only on Meter Read Function

Blinking Cursor is **Editable** Number, Saving Stops Blinking, Restart with **Time Play**

Time Play Increment LCD to **Next** Position, Holding 3 Seconds **Return** LCD to 1st Position

1: Meter Reading: Press **Start** to **Clear Current Meter**, Press **TimePlay** **Free Credits**.

Meter Reading in \$0.25 increments. **Meter Disconnect** "Call Attendant"

2: Time Setup: Sun= 1st Day, **U** or **D** changes Numbers, **Time Play** Next Pos, **Start** to Save

3: Cost to Play **Free Play when Zero (0)** : Not Used 0/1 : **DBA** Pulses /Dollar

4: Happy Hr 1 and 2 **Cost**. **Zero(0)** = Free Play:

5: Happy Hours Start Time **##:##0**; Run Time (**H** Hours; **0123x** 15 Minutes; **Zero Disables**)

Last Letter Function (^W_D or ^W_E) ^W_D Weekday : **Both** Happy Hours for Weekday use.

^W_E Weekends. Happy Hour 1, Weekdays . Happy Hour 2, ^W_E Weekends. Sat-Sun

6: League Dues/Fees **Set**, Zero(0) Disables League. (**Meter * Cost**) Start & Time **Clr Meter**

7: League/Special Event: Sun to Sat, **Days On=1**, **Start Time**, **T**=Run Time, **\$**=Cost \$0.25 ea.

8: Bonus1 = 1, **Bonus2** = 2 Extra Plays; (Bonus) Disabled at Zero (0)

9: TimePlay **Cost** = **Number of Plays**, Disabled at Zero (0) **To **Exit** Hold "**Setup**" 3 Seconds.

10: One Time Event: Month/Date, **# of Days**, Start Time **Hrs & Min**, **T**= Run Time, **\$** = **Cost**

On board **3 Volt** (CR1220) battery runs clock. **Main Battery Low.** Use Push Chute