

**OWNER'S GUIDE
AND
TECHNICAL REFERENCE MANUAL**



**PREMIER
edition**



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PATENT PENDING

 P R E M I E R ' E D I T I O N O W N E R ' S G U I D E
 A N D T E C H N I C A L R E F E R E N C E M A N U A L

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DIP SWITCH CHART
 AD SCREEN WORKSHEETS
 EXTERNAL TV HOOKUP
 BOARD SCHEMATICS
 MONITOR SCHEMATIC

I N T R O D U C T I O N

The Pub Time Premier Edition is an electronically scored dart game which provides traditional play, with the convenience of the players' scores being displayed on a video monitor.

This manual provides the owner/operator with all the information needed to install, test and maintain the unit.

Although designed to be trouble free, additional assistance is available from your distributor or from MERIT INDUSTRIES, INC. (1-800-323-0449 or 1-800-445-9353 or in PA 215-639-4700).

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

S I T E P R E P A R A T I O N

In determining the location for your Pub Time Premier Edition, consideration should be given to the location of a suitable electrical outlet. Since the game is a computerized device, it should have a separate circuit if at all possible. If a separate circuit is not available care should be taken to provide clean and constant voltage. As a basic guideline, never connect the unit to a circuit which also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment.

The area required should be prominently located to attract attention but should not be located where games would be interrupted by employees or customers walking through the shooting area. A shooting line (enclosed with each game) should be placed 8 feet from the face of the target. Both sides of the the bottom of the cabinet have a line for measuring the 8 foot distance.

I M P O R T A N T A S S E M B L Y I N S T R U C T I O N S

WHENEVER POSSIBLE THIS EQUIPMENT SHOULD BE ASSEMBLED BY TWO PEOPLE ON LOCATION. TRANSPORTING AN ASSEMBLED GAME CAN RESULT IN DAMAGE OR MISSALIGNMENT OF INTERNAL PARTS CAUSED BY EXCESS STRESS ON THE CABINET.

PART No 1 --- PUTTING THE SECTIONS TOGETHER

- 1 - Remove (4) Bolts, (4) Washers and (4) Nuts from the bag of hardware. The two bolts for the top of the Hood are silver in color.
- 2 - With two people, carefully lay the Target Section backside down on a flat surface and unlock and open the door. (See Fig. 1)
- 3 - While feeding the light cable through the large mating hole, place the Lighting Hood on the top of the Target Section so that the fluorescent light is above the dart target. (See Fig. 2)
- 4 - Line up the holes in the Lighting Hood with the holes in the Target Section and insert the bolts through the holes. (See Fig. 2)
- 5 - Slide a washer and thread a nut onto each bolt (See Fig. 3), then tighten the nuts.
- 6 - (See Fig. 4) Lift the assembled Target and Light Unit onto the cabinet base.(Again, it will be easier if two people are used for this).
- 7 - Remove the remaining (4) Bolts, (4) Washers and (4) Nuts from the bag of Hardware. Note that a spare washer is included and should be left over after assembly.
- 8 - Line up the holes in the cabinet base with the holes in the Target/Light Section and insert the bolts through the holes (Fig. 4).
- 9 - Unlock and open the coin box door. Locate the bolts described in item #8 inside the base. Slide a washer and thread a nut onto each bolt. Hold the Hood in place and tighten the nuts.
- 10 - The Dart Game can be leveled to compensate for an uneven floor by adjusting the (4) leveling feet which are enclosed in a bag inside the game.

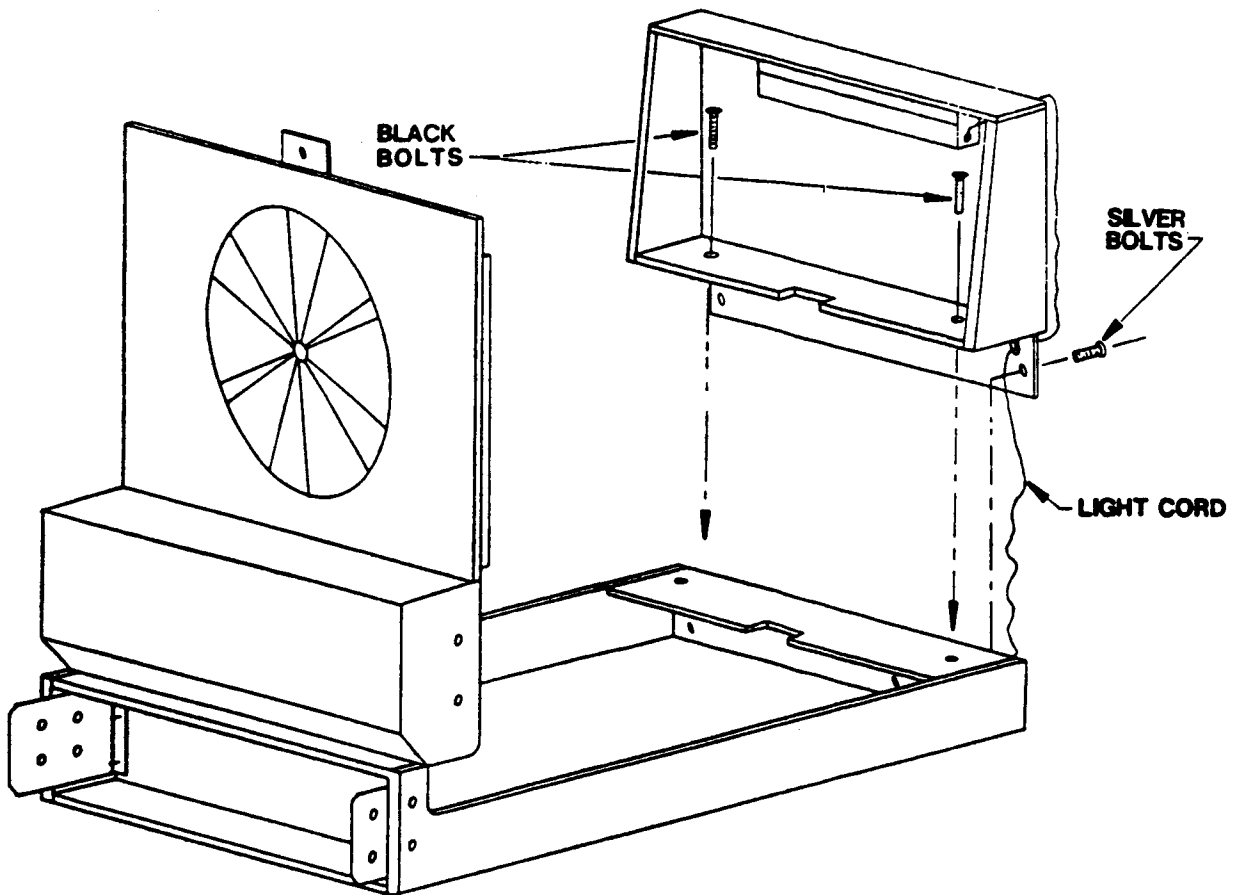
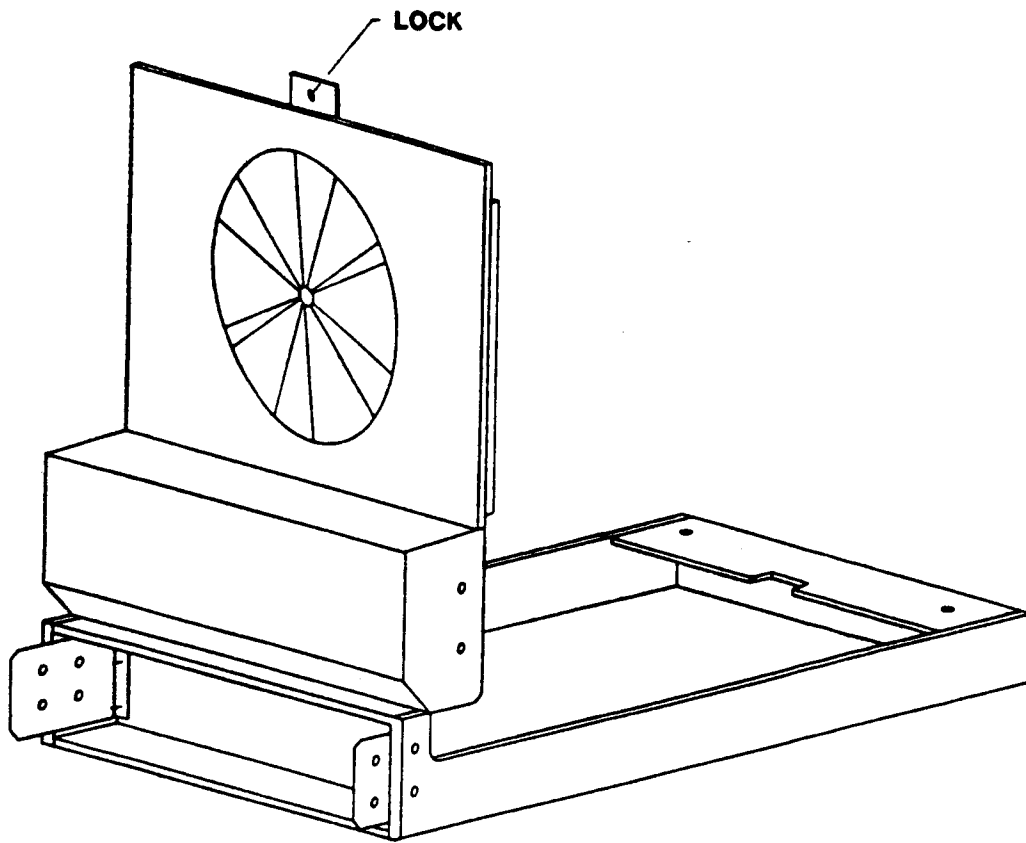


FIG #2
3

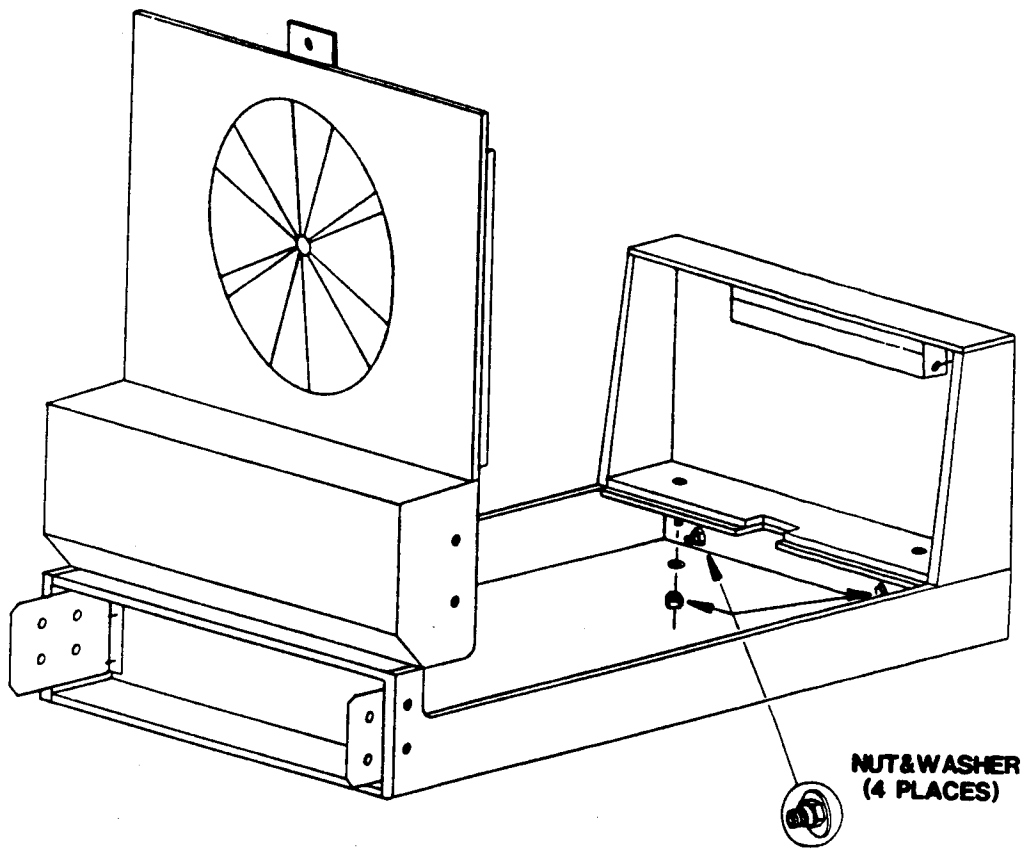


FIG #3

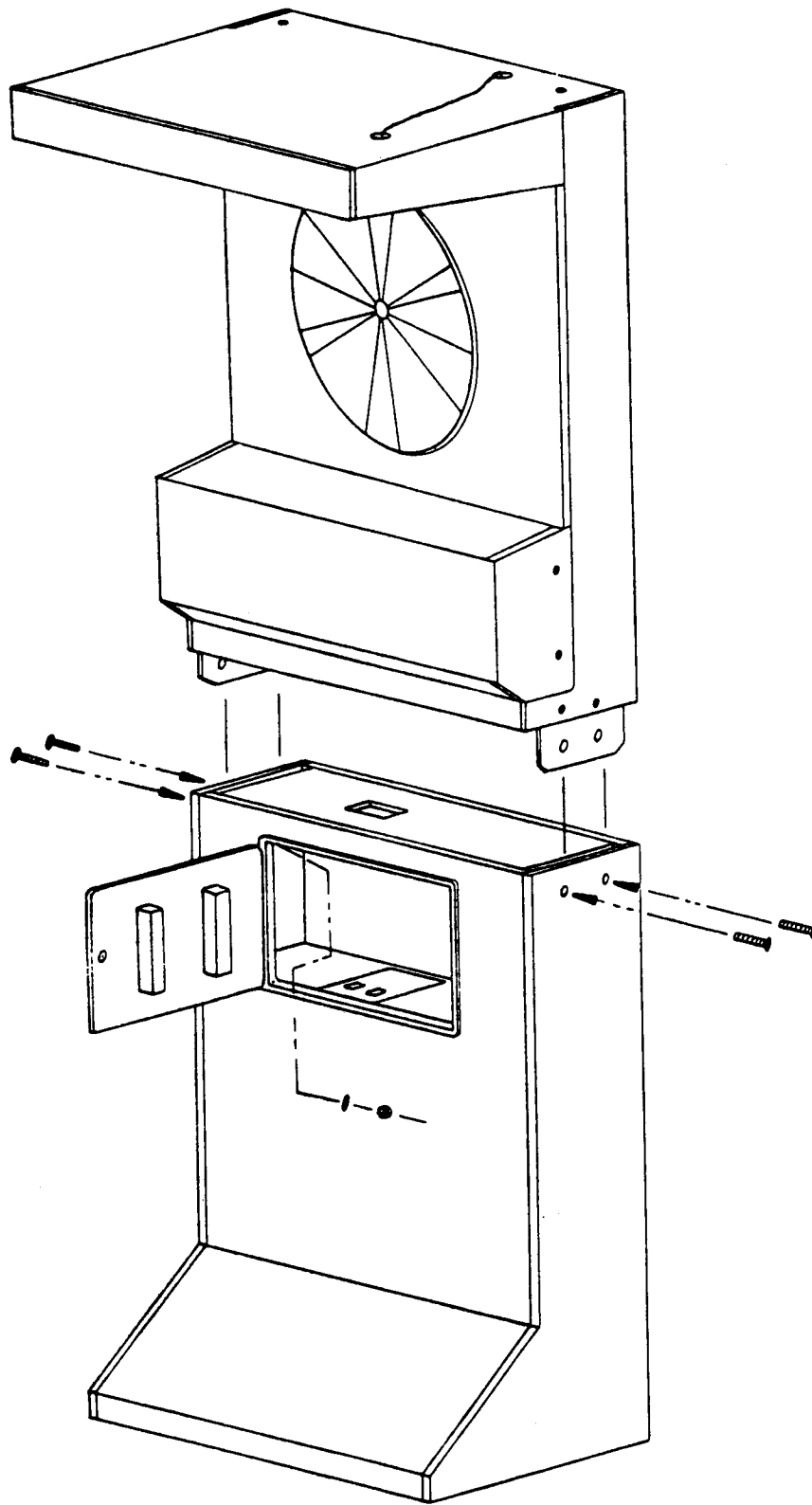


FIG #4

PART No 2 - HOOKING UP THE INSIDE CABLES

COIN MECH CONNECTION:

- 1 - Unlock and open the Target section door. Locate the nine (9) pin plug on the wiring harness. (See Fig. #5)
- 2 - Slide the coin mech wiring harness through the opening in the center of the Target Section.
- 3 - Open the dual coin mech door and locate the nine (9) pin receptacle on the end of the coin mech wiring harness which is attached to each coin mech.
- 4 - Plug in the connectors. Because they are keyed connectors, they will only connect in one way.

FLUORESCENT LIGHT CONNECTION:

- 1 - Locate the Fluorescent Light cable (a white lamp cord type wire with a three (3) pin connector on the end) which goes through the large holes in the Lighting Hood and Target Sections.
- 2 - Plug the three (3) pin connector of the Fluorescent Light cable into the three (3) pin receptacle running from the power supply (see Fig. 6).

VIDEO KEYBOARD CONNECTION:

- 1 - Following the coin mech harness, feed the Video Keyboard ribbon cable up through the hole in the center of the Target section. Rest the keyboard on the shelf next to the coin box.
- 2 - Unlock and open the Target section door. Find the ribbon cable and plug it into location J6 on the DRT-950 brd (See Fig. 7).

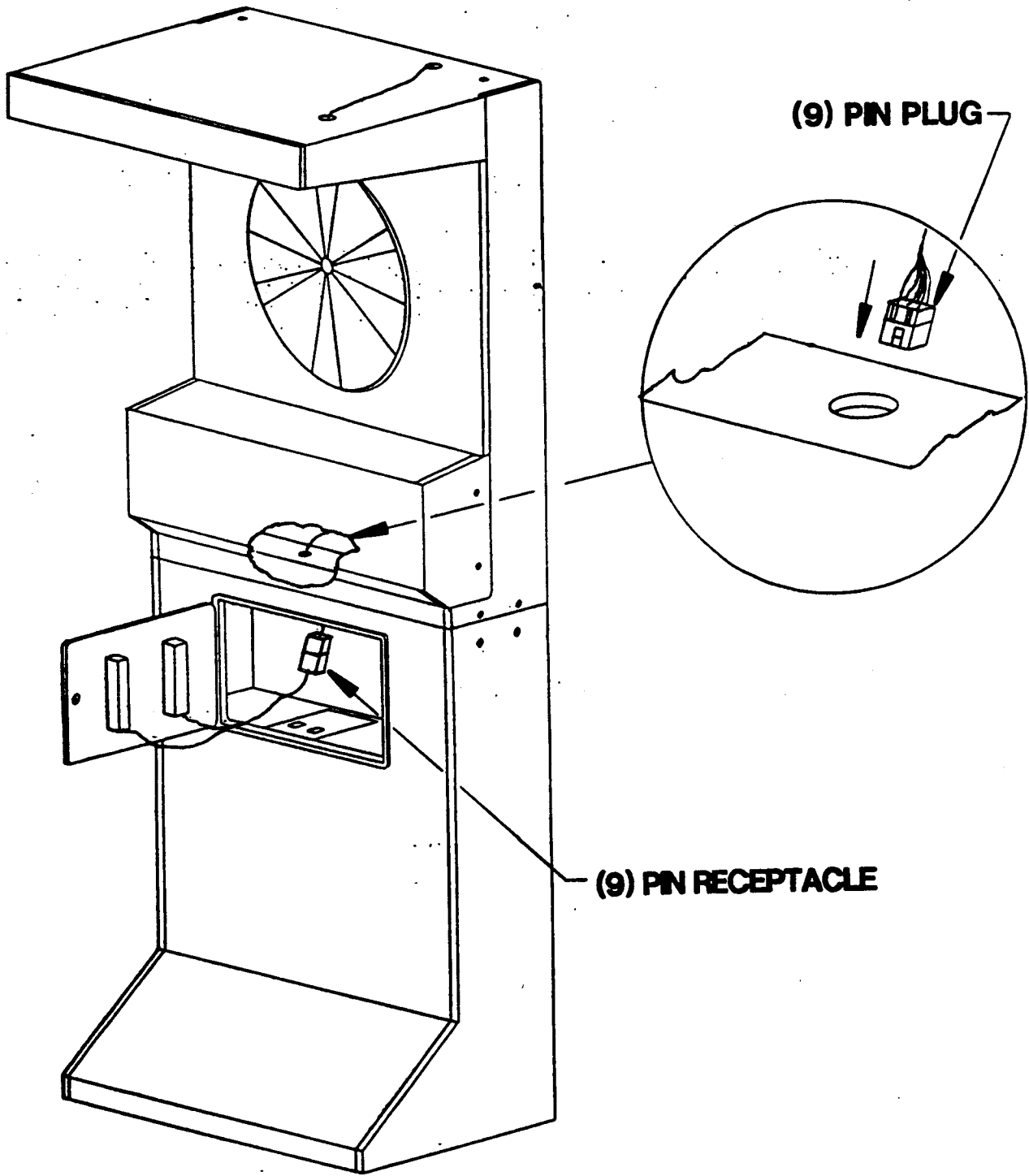


FIG #5

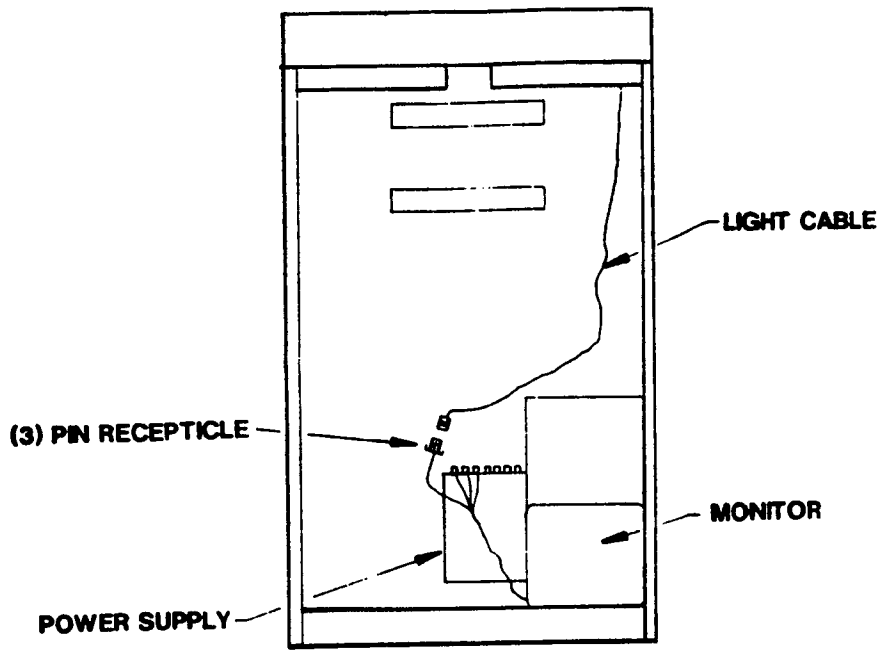


FIG #6

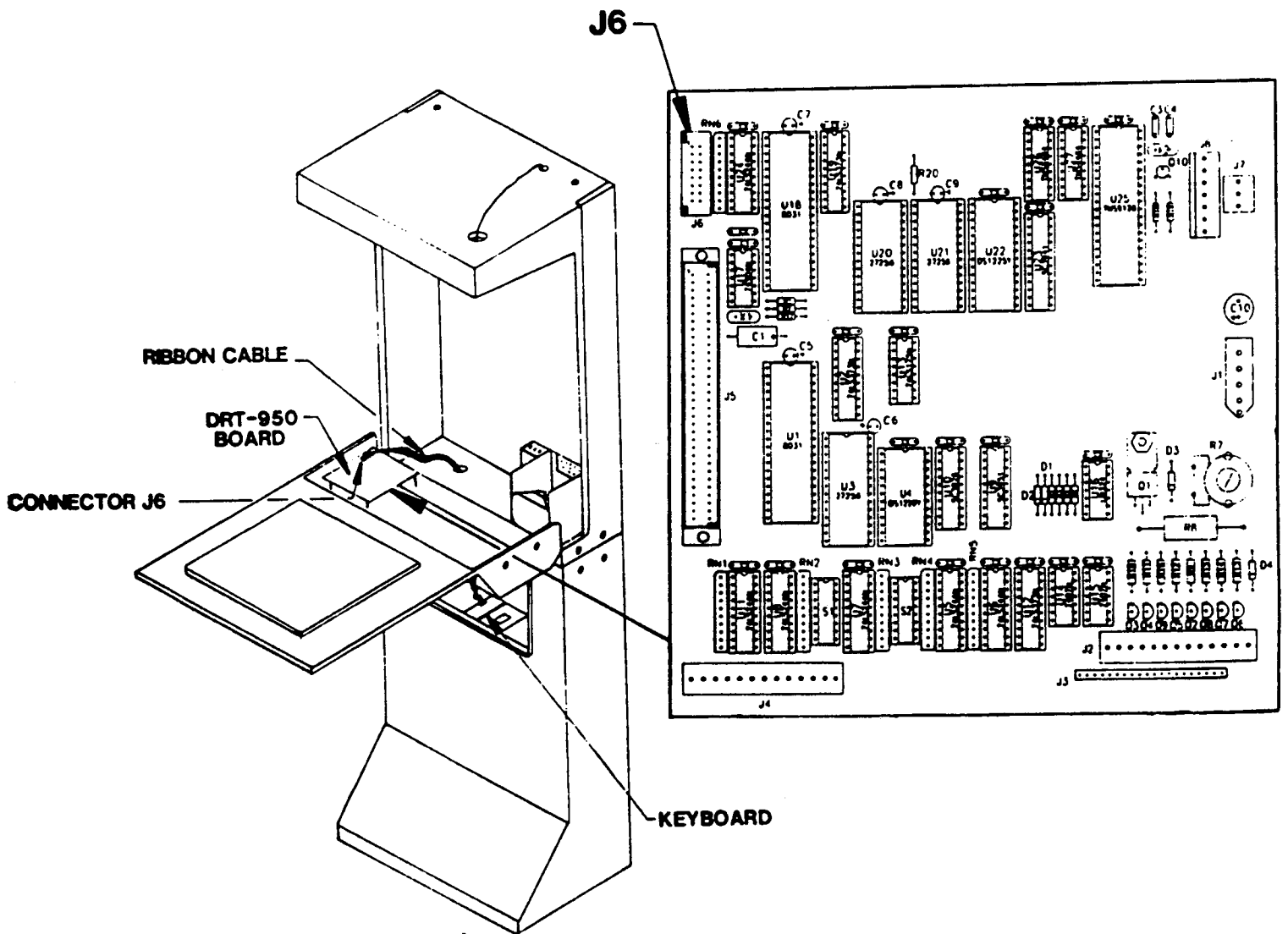


FIG #7

WARRANTY AND SERVICE

The PREMIER EDITION is warranted by Merit Industries, Inc. for a period of 6 months. This warranty covers defects in material and workmanship (both electrical and mechanical) but does not cover damage due to physical abuse or attempted repair by unauthorized service personnel.

Should a problem occur, service and troubleshooting must be performed by a qualified service technician familiar with microprocessor based equipment. In order to quickly process equipment in need of repair (when a qualified technician is not available) it should be returned to your distributor and not directly to Merit Industries, Inc. Following this procedure will return your equipment to operation in the shortest time possible.

M A I N T E N A N C E

The light bulbs for REMOVE DARTS & THROW DARTS can be replaced by:

- 1 -- Unlock and open the Target Section door.
- 2 -- Remove the DRT-950 board, held in by two screws.
- 3 -- Locate the defective bulb location.
- 4 -- Twist lamp socket counter-clockwise to remove.
- 5 -- Remove and replace with a new GE #79 bulb.

The light bulbs for the push button switches can be replaced by :

- 1 -- Unlock and open the Target Section door.
- 2 -- Locate and remove the defective bulb.
- 3 -- Remove and replace with a new GE #555 bulb.

The fluorescent bulb can be replaced by :

- 1 -- Remove the plastic bulb cover.
- 2 -- Remove and replace with a new 'F15T 8 CW' bulb.
- 3 -- Replace the plastic bulb cover.

T A R G E T M A I N T E N A N C E

STUCK SEGMENTS

Stuck segments can be caused by excess pressure on the target matrix switch. If a stuck segment occurs, it may be caused by the overtightening of the wing nuts which secure the matrix switch back board assembly or by broken dart tips lodged between the target segments and the target spider.

Excess pressure may be checked by opening the Target section door of the cabinet and insuring that the wing nuts are only lightly finger tightened. It may be necessary to loosen matrix switch back board assembly and reseal it, insuring that the alignment is correct and that the wing nuts are only lightly finger tight.

Dart tips may sometimes break or be accidentally pushed into the cavity behind a target segment. If a broken tip becomes wedged between the back of a segment and the rubber target backing mat (causing a stuck segment) it will be necessary to remove the matrix switch back board assembly.

REMOVING TARGET SWITCH

Unlock and open the Target section door and remove the four wing nuts. Disconnect switch tail from the logic board. Carefully remove the Target panel board and clean out all broken dart tips.

REMOVING BROKEN TIPS

Tips which are visibly broken off in a segment are best removed by pulling them out from the front of the target or by pushing them out from the back of the target as described in the previous section. A handy tool for pushing out tips from the back of the segment is a MOLEX .062 pin extractor. The MOLEX part number is 11-03-0002. The tool can be ordered from Time Electronics, King of Prussia, PA (215) 337-0900.

CLEANING THE CABINET

The cabinet, Lexan display panel, and front base decal should all be cleaned with a damp cloth and a mild detergent. The Lexan display panel may be cleaned with a solution for use on Plexiglass or acrylic surfaces.

T E S T M O D E S

Merit's Pub Time Premier Edition Darts has built in test functions which enable the operator to individually test each aspect of the game's operation, without actually playing all of the games. To utilize the "TEST" mode, the game must be in the "ATTRACT" mode or "GAME SELECT" mode.

To ENTER the "TEST" Mode, open the coin mech door and press the "TEST" button (labeled) which is located on the left side of the coin box lid next to the "BOOKS" button. The video monitor will display a listing of the (8) tests.

To SELECT A TEST, depress the "GAME SELECT" button. As this button is depressed, the video monitor will show which test from the "TEST" mode listing is being activated. After the desired test is chosen, depress the "TEST" button to enter that test. To exit that test and return to the test mode listing, depress the "TEST" button again.

To EXIT the "TEST" mode and return to the "ATTRACT" mode, depress the "PLAYER CHANGE" button.

T E S T D E S C R I P T I O N S

ADVERTISING SCREENS:

Select this option to enter the advertising screen edit mode. Refer to the section on "Advertising Screens" for details.

SCREEN TEST :

A monitor alignment grid will be displayed on the video monitor. By referring to the monitor technical manual (enclosed in game), alignment adjustments may be made as desired.

LAMP TEST :

Depress any button to step through each lamp. While each lamp is lit, the video monitor will simultaneously display the name of each lamp.

T E S T D E S C R I P T I O N S

BUTTON TEST :

As each button is depressed, the button name will be displayed on the video monitor. Coin switches will make a sound.

TARGET TEST :

As each target segment is depressed, the segment name will be displayed on the video monitor.

SOUND TEST : When this test is selected, depress the Test button to activate the sound. Volume adjustments may be made via the volume pot at location "R7" on the DRT-950 brd.

CUSTOM GAMES : TO ENTER THIS MODE, DIP SWITCH #1 MUST BE SET WITH #6 & #7 IN THE "ON" POSITION.

When depressed, the "GAME SELECT" button chooses the game number. After the game number is selected, depress the "PLAYER CHANGE" button to select the desired game for that game number. The player "START" buttons (1 thru 4) select the number of credits to charge for each game.

COIN SET-UP :

This option allows the operator to set up each coin mech or bill validator for coins per credit and credits per coin. The screen will give the following display:

```
>>>----> MECH 1          COINS - 01
                          CREDITS - 01

                MECH 2          COINS - 01
                          CREDITS - 01
```

Use the GAME SELECT button to move the pointer to select which option is to be changed. The PLAYER 1 button will increase the number, and the PLAYER 2 button will decrease the number.

Example 1. - If a one dollar coin acceptor were to be installed in mech 2, move the pointer to CREDITS of MECH 2 and press the PLAYER 1 button three times. The CREDITS would now display 04. The game would now give four credits for the one dollar coin.

Example 2. - If a bill validator were to be installed in mech 1, and you wanted to give a bonus credit for inserting a \$1 bill, move the pointer to mech 1, COINS. Press the PLAYER 1 button three times so that the display would read 04. Move the pointer to CREDITS and press the PLAYER 1 button four times so that the display would read 05. The game would then give five credits for every four coin pulses generated by a \$1 bill.

Example 3. - If a DM5 (German coin) were to be installed in mech 2, and you wanted to give two bonus credits for that coin, move the pointer to mech 2 COINS, and set the display to 1. Move the pointer to mech 2 CREDITS and set the value to 7. This will give 7 credits for every DM5 coin.

PROGRAM VERSION :

This mode will display the current program version.

G A M E P L A Y F O R P R E M I E R E D I T I O N

1 -- COIN UP: After inserting coins, the video monitor will show the number of credits available for game play.

2 -- GAME SELECTION: After coins have been deposited, the "GAME SELECT" button will be lit. As the "GAME SELECT" button is pressed, the video monitor will show which game from the game selection listing is up for game play and each game's price.

GAME DESCRIPTION: If a description of the rules for a game is desired, the "PLAYER CHANGE" button may be pressed and the Video monitor will show a complete description of game rules for the game which has been selected. When in this mode, the "GAME SELECT" button may still be used to show game selections. When pressed, the next game and description of game rules will be displayed on the Video monitor. To exit this mode, press the "PLAYER CHANGE" button and the video monitor will go back to back to the Game Select listing.

3 -- PLAYER SELECT/START: After a game has been selected, the number of players may be selected by pressing one of the buttons marked 1 through 4. After the desired button has been depressed, the game will start. These buttons will be lit according to the amount of credits available.

CHANGING THE NUMBER OF PLAYERS AFTER A GAME HAS BEEN STARTED: If no darts have been thrown after a game has been started, the number of players may be changed by selecting the desired number of players and depressing the appropriate start button. The game will start over with the reselected number of players.

RESELECTING A DIFFERENT GAME AFTER A GAME HAS ALREADY STARTED: If no darts have been thrown after a game has been started, a player may choose a different game by depressing the "SELECT" button. After the "SELECT" button has been depressed, the video screen will show the game selection listing at which point a new game may be selected and started as described in item #3.

- 4 -- CREDITS LEFT OVER: Any unused credits will be saved for use in the next game.
- 5 -- AUTOMATIC GAME START - After the game has had coins inserted, the target alarm will turn itself off. To prevent players from playing for free, the game will allow 12 practice darts before automatically starting a game.
- 6 -- AUTOMATIC PLAYER CHANGE - If 3 darts are sensed after the "REMOVE DARTS" and "PLAYER CHANGE" lights have come on, the game will automatically do a Player Change function. This will prevent players from starting a game, and then continuing to play without scoring.

B O O K K E E P I N G F E A T U R E

This feature shows the operator the number of coins which were deposited through each coin mech and also shows the number of times each game has been played. To utilize this feature, the game must be in the "ATTRACT" mode or "GAME SELECT" mode without credits.

To enter this mode:

- 1 - Unlock and open coin door.
- 2 - Depress "BOOKKEEPING" button (labeled) located on left side of cash box shelf.
- 3 - The BOOKKEEPING status will be displayed on the monitor.
- 4 - TO CLEAR BOOKS, depress the "PLAYER CHANGE" button on the front panel of the game.
- 5 - TO EXIT, depress the "GAME SELECT" button and you will return to the "ATTRACT" Mode.

A D V E R T I S I N G F E A T U R E A N D
K E Y B O A R D U S E R ' S G U I D E

The keyboard supplied with your Premier Edition dart game allows up to 12 customized screens to be entered and edited. These screens will be displayed during the attract mode.

FEATURES:

The keyboard system has the following features:

- 12 individual screens
- 4 border types
- Large and small characters
- Blinking lines
- Graphic characters
- Punctuation
- Display time

SCREEN LAYOUT:

The screen can be laid out in any way desired to achieve a number of effects. A full set of alphabetic, numeric, punctuation, and graphic characters are available in both big and small sizes. Screens can be entered as all text, just graphic pictures made from the graphic characters, or a mixture of both. A number of desirable effects are also achieved by mixing big and small characters into a screen. Lines of characters can be highlighted by using the blinking feature, giving a very eye-catching effect.

Screen layouts can be designed right on the screen, or the Advertisement Screen Layout Worksheet can be used. The screen allows for 23 small characters or 11 big characters across. Up to 19 lines of small characters, or less, depending on the mixture of big and small characters. The dashed lines on the layout sheet indicate the big character locations, the dotted line indicates the small character locations. The layout sheet also gives a quick reference section for the keyboard commands.

ENTERING KEYBOARD MODE:

To enter keyboard mode the game must be in idle mode, which means all games finished. The keyboard must be connected to the game board at the keyboard connector, (J6), and is activated by pressing the test button, located in the cash box compartment, and selecting the "Advertising Screen" option. Press the test button once again to enter the edit mode. Once activated, the cursor (solid block with smiling face) will be displayed in the upper left corner of the screen and the status line will appear on the bottom of the screen, giving the current character size and the current screen number (see figure 8). If any information

was previously entered on screen 1, it will be displayed now.

The screen displays can now be changed or entered. As each character key is pressed, the character will be displayed on the screen where the cursor was, and the cursor will move to the right one character. At the end of the line, the cursor will go to the beginning of the next line. When all of the desired information has been entered, either move to the next screen, or exit the keyboard by pressing the test button again.

KEY DESCRIPTIONS:

BLACK KEYS:

The black keys are the standard alphabetic characters that will be displayed on the screen when both the SHIFT and CNTL indicators in the status line are off.

RED KEYS:

The red keys are the number, punctuation and graphic characters that will be displayed when the SHIFT is on. To use the red keys, press the red SHIFT button. The word SHIFT will be displayed on the status line to indicate that the red keys are selected. To turn off the red keys, merely press the SHIFT key again. Note that the shift indicator will stay on until SHIFT is pressed again, or until CONTROL is pressed.

BLUE KEYS:

The blue keys are the special function keys, described as follows:

- CONTROL - Turns on the control indicator and waits for the next command key press (see CONTROL FUNCTIONS).
- ON/OFF - Turns the keyboard off when finished entering screen information.
- BIG/SM - Changes the character size from big to small or small to big (see CHARACTER SIZE).
- SPACE - Puts a blank space at the cursor in either character size.
- BORDER - Change the border type, selecting from 4 borders.
- F1 - Currently not in use.
- F2 - Currently not in use.
- (left arrow) - Moves the cursor 1 character to the left.
- (right arrow) - Moves the cursor 1 character to the right.
- (up arrow) - Moves the cursor up 1 line.
- (down arrow) - Moves the cursor down 1 line.
- RETURN - moves the cursor from the current line to the first character of the next line down.
- HOME - Moves the cursor to the upper left corner of the screen.

CONTROL FUNCTIONS:

BLINKING:

A whole line can be made to blink by moving the cursor to the desired line and then pressing the CONTROL key, followed by the T key. The status line will then display a BL when blinking is activated. Blinking can be turned off with the same key sequence. Note that the line will not blink in keyboard mode, only when displayed in the idle mode.

PREVIOUS SCREEN:

To move to the previous screen, press the CONTROL key followed by the B key. The screen number will be reduced by 1 and the screen text will appear. Note that if the previous screen function is used on screen 1, screen 12 will be displayed.

NEXT SCREEN:

To move to the next screen, press the CONTROL key followed by the F key. The screen number will be increased by 1 and the screen text will appear. Note that if the next screen function is used on screen 12, screen 1 will be displayed.

ERASE SCREEN:

The current screen can be erased by pressing the CONTROL key followed by the E key. The entire screen will be erased, including the border and the cursor will be displayed in the upper left corner of the screen.

CENTER LINE:

To center the current line, press the CONTROL key followed by the P key. The line will be adjusted to the center of the screen and the cursor will be displayed in the left column of the screen.

CHARACTER SIZE:

The character size can be changed only if the cursor is on the first character of the line. The status line will display the current size of the characters on that line with BIG or SML. Note that changing the size of a line after text has been entered on that line will erase the text on that line.

SCREEN TIMING:

The amount of time the screen will be displayed during idle mode can be varied from 10, 20 or 30 seconds. To change the screen display time, press the CONTROL key followed by the S key, and the time indicated at the bottom of the screen will change from 10S to 20S to 30S, and recycle.

A D D I T I O N A L F E A T U R E S

EXTERNAL T.V./MONITOR:

A wiring diagram is supplied in the Schematics section of this manual which will allow for an external T.V. or monitor to be added to your game. A kit with all required parts is available from Merit Industries. (Part # NKT2706 External Video Kit).

G A M E S E L E C T I O N S & D E S C R I P T I O N S

PRE-SET CONFIGURATION AVAILABLE THROUGH DIP SWITCH SELECTION

MENU "P"

MENU "B"

-
- 301
- 301 MASTERS
- 301 DBL IN/OUT
- 501
- SHANGHAI
- HI-SCORE
- BASEBALL
- CRICKET

-
- 301
- 301 MASTERS
- 501
- 501 MASTERS
- 301 DBL IN/OUT
- BASEBALL
- HI-SCORE
- CRICKET

MENU "A"

CUSTOM GAME PLAY

-
- 301
- COUNT-UP
- CUT-THROAT
- 501
- 701 DBL IN/OUT
- 301 DBL IN/OUT
- BASEBALL
- CRICKET

-
- CREATE YOUR OWN
- GAME LIST. SEE
- TEST MODE.
- |
- |
- |
- |
- V

G A M E I N S T R U C T I O N S

301 -- Each player will start with a score of 301 points. Each dart thrown will decrease the player's score, provided that it was a scoring dart. Players must try to reach zero points exactly. If a player goes below zero, he will "BUST" and retain his score from the beginning of that round.

301 MASTERS -- Plays the same as "301" except players must reach zero by scoring a "DOUBLE", "TRIPLE", or "BULLSEYE" on their last dart.

301 DOUBLE IN - DOUBLE OUT -- Same as 301, except players may not begin scoring until they score a "DOUBLE". A "DOUBLE" is obtained by scoring a dart in the outermost ring of the target. Players must reach zero by scoring a "DOUBLE" on their last dart. NOTE: If the game is set up with the Split Bullseye, the inner bullseye segment will count as a "DOUBLE". Refer to dip switch settings for further details.

501 -- Plays the same as "301" except players start with 501.

501 MASTERS -- Plays the same as "301 Masters" except players start with 501.

501 DOUBLE IN/DOUBLE OUT -- Plays the same as "301 Double In/Double Out" except players start with 501 points.

701 -- Plays the same as "301" except players start with 701.

701 MASTERS -- Plays the same as "301 Masters" except players start with 701.

701 DOUBLE IN/DOUBLE OUT -- Plays the same as "301 Double In/Double Out" except players start with 701.

801 -- Plays the same as "301" except players start with 801.

801 MASTERS -- Plays the same as "301 Masters" except players start with 801.

G A M E I N S T R U C T I O N S

801 DOUBLE IN/DOUBLE OUT -- Plays the same as "301 Double In/Double Out except players start with 801.

ROUND THE CLOCK -- Each player gets 3 darts in one round. Players must score in ascending order from 1-20. If a player misses a dart in between the player loses their dart. The first player to reach 20 wins.

HIGH SCORE -- Players start with a zero score. After seven rounds, the highest score wins the game.

COUNT-UP -- Players start with a zero score. After eight rounds, the highest score wins the game.

BASEBALL -- Players shoot at the sector of the current "inning" (round). All other sectors are ignored. A single is worth one point, a double is worth two points, a triple is worth three points. The highest score after 9 "innings" (rounds) wins.

CUT THROAT -- In the first round, each player throws one dart to establish a number. Duplicate numbers are ignored - player must throw again. Thereafter each player aims for the opponents' numbers. When a player's number has been hit 7 times, that player is out of the game. The last remaining player wins the game.

EXACTA -- Players start with a zero score. The game picks and displays a random score between 250 and 350. Each player must throw at least 2 scoring darts per round and after 5 rounds the player closest, either above or below, to the displayed random score wins the game.

SHANGHAI -- Players start with a zero score. Each round, players try to hit consecutive sectors from 1 to 20. A "SHANGHAI" (three consecutive numbers in one round; one each of a single double and a triple) is an automatic winner. Otherwise, the highest score after seven rounds, or the first player to reach 20 wins the game.

G A M E I N S T R U C T I O N S

6-11-CORK -- Players shoot 3 darts per turn. The first dart is thrown at the 6, the second dart is thrown at the 11 and the third dart is thrown at the bullseye. Singles score 1 point, doubles 2 points, and triples score 3. An outer bullseye scores 3 points and a center bullseye scores 5 points. highest score after 7 rounds wins.

CRICKET -- Two players or two teams may only play. Players shoot at 15 thru 20 and Bullseye. A number is CLOSED by scoring three MARKS in that number. TRIPLES score 3 MARKS, DOUBLES score 2 MARKS, SINGLES score 1 MARK. Additional hits on a closed number will score points only if the opponent is still open on that number. The first Player to close all 6 numbers, the Bullseye AND have the highest score wins the game.

D I P S W I T C H O P T I O N S
F O R P R E M I E R E D I T I O N

Dip Switch #1, Position #1 - FREEPLAY

ON - All games listed may be played for "FREE" without credits.

OFF - Coins must be inserted and credits added for game play.

Dip Switch #1, Position #2 - DART REMOVAL

ON - The "REMOVE DART" light will flash for two (2) seconds before the "THROW DART" light will come on.

OFF - The "REMOVE DART" light will flash for four (4) seconds before the "THROW DART" light will come on.

Dip Switch #1, Position #3 - CRICKET BULLSEYE ONLY

ON - This will cause both segments of the Bullseye to score one mark. To score points, this will cause both segments to score 25 or 50 points depending upon Dip Switch #1, Position #3.

OFF - This will allow the Double bullseye to score two marks for the center segment, and one mark for the outer segment. To score points, this will allow the Double bullseye to score 50 points for the center segment and 25 points for the outside segment.

DIP SWITCH OPTIONS
FOR PREMIER EDITION

Dip Switch #1, Position #4 - BULLSEYE FOR ALL GAMES EXCEPT CRICKET

ON - This will cause both segments of the Bullseye to score 50 points for all games except Cricket.

OFF - This will allow the Double bullseye to score 50 points for the center segment, and 25 points for the outside segment for all games except Cricket.

Dip Switch #1, Position #5 - SINGLE BULL POINTS FOR CRICKET

ON - If Position #3 is in the ON position, this switch, Position #5, in the ON position will score 25 points for both segments of the bullseye for Cricket.

OFF - Both segments of the bullseye will score 50 points during Cricket.

Dip Switch #1, Position #6 & #7 - GAME PLAY VARIATIONS
(see Game Selections & Instructions)

DPSW 6	DPSW 7	
OFF	OFF	--->MENU "P"
OFF	ON	--->MENU "B"
ON	OFF	--->MENU "A"
ON	ON	--->CUSTOM GAME MENU

Dip Switch #1, Position #8 - TARGET ALARM

ON - Target alarm will sound if darts are sensed during the attract mode.

OFF - No target alarm will sound.

D I P S W I T C H O P T I O N S
F O R P R E M I E R E D I T I O N

NOTE: ALL MEMORY WILL BE ERASED IF DIP SWITCH #2 POSITIONS 1
AND/OR 2 HAVE BEEN TURNED TO THE "ON" POSITION !!!!!

Dip Switch #2, Position #1 - VIDEO RAM RESET

ON - All User Screens which were created by entering data
via keyboard, will be erased on "POWER UP".

OFF - All User Screens will remain in RAM on "POWER UP".

Dip Switch #2, Position #2 - GAME RAM RESET

ON - Books will be cleared and the custom game set up will
be cleared on Power Up.

OFF - Books and custom game set up will remain in RAM on
Power Up.

Dip Switch #2, Position #3 - STATISTICS DISPLAY (see STAT-PAK tm)

ON - No player Statistics will be displayed at the end of a
game.

OFF - Player Statistics will be displayed the the end of
statistics game.

Dip Switch #2, Position #4 thru #8 - NOT USED

S T A T - P A K (tm)

The STAT-PAK (tm) provides the players with all of the stat and feat information required for most league stat-keeping. At the end of a game of '01, High Score, Count-Up, and Cricket the stats will be displayed on the screen.

The game keeps track of :

- Points Per Dart Average
- Hat Tricks (3 Bullseyes in 1 turn)
- Tons (100 or more points in 1 turn)
- 6, 7, 8, and 9 Dart Out

Cricket Stats include :

- Marks Per Round Average

The game stats will be displayed on the game until a new game has been started, this gives the league scorekeepers plenty of time to copy the information.

TROUBLESHOOTING GUIDE

Problem	Action
- No sound, video, or overhead light	- Check AC outlet for power. - Check for blown fuse.
- Sound and video function, but no overhead light	- Check for proper connection of overhead lamp wiring. - Check fluorescent tube in lamp. - Check lamp starter.
- No power-up sound or video display, but overhead lamp turns on.	- Check all connections to power supply, both AC input and 5V and 12V output. 5V output must be adjusted to +5.1V DC. - Check power connections (J1) to the DRT-950 board. - Voltage on DRT-950 board must be +5.1V DC.
- Power-up sound and overhead lamp function, but no video display	- Check proper connection of power and video to the monitor (J7) and (P5). - Properly adjust brightness and contrast (see monitor documentation). - Replace monitor or DRT-950 as necessary.
- No sound	- Adjust volume control on DRT-950 (R7). - Check connections to and integrity of the speaker. - Check for presence of 12V from power supply. - Replace DRT-950 or speaker as necessary.
- RAM reset on every power-up	- Check dip switch 2, switches 1 and/or 2 are off. - Check integrity of dip switch 2. - Replace DRT-950 as necessary.
- No lamps light	- Check proper connection of lamp connector (J2). - Check black ground wire loop to each lamp. - Check 5V at the power supply. - Check and replace U14 if necessary.

- Individual lamp(s) do not light
- No buttons or coin inputs work
- Coin switch or button not functioning
- Coin jam display
- Stuck segment display
- Check the bulb.
- Check wire from lamp connector (J2) for the lamp not working.
- Check lamp socket contacts.
- Check for 5V on the output of the transistor for the lamp. Replace the transistor, resistor, or U14 as necessary.
- Check proper connection of switch connector, J4.
- Check green ground wire loop to each switch.
- Check each switch for a possible short.
- Replace U11 if necessary.
- Check that switch is properly seated in the button unit.
- Check that the button operates freely.
- Check that the wire from the switch connector (J4) to the switch is connected to the normally open contact.
- Check the switch for a possible short.
- Check the coin switch mechanism for a jammed coin.
- Check the actual coin switch for a jammed lever.
- Check that the switch wiring connects to the normally open contact.
- Check that the wing nuts holding the target back board are finger tight, and that the board is not jammed on the retaining screws.
- Check for broken tips wedged between a segment and the spider.
- Check for broken tips stuck behind a segment.

PUB TIME PREMIER EDITION SPARE PARTS LIST

LAMPS & SWITCHES

NSW2208 SWITCH YELLOW SQ. "1 PLAYER" (6V BULB)
NSW2209 SWITCH YELLOW SQ. "2 PLAYER" (6V BULB)
NSW2210 SWITCH YELLOW SQ. "3 PLAYER" (6V BULB)
NSW2211 SWITCH YELLOW SQ. "4 PLAYER" (6V BULB)
NSW2212 SWITCH RED RECT. "GAME/SELECT" (6V BULB)
NSW2213 SWITCH RED SQ/2" "PLAYER/CHANGE" (6V BULB)

NLB2010 BULB FOR SWITCHES & MECHS (GE #555) (10 PACK)
NLB2009 BULB FOR LIGHT BOARD (GE #79) (10 PACK)
NSK1300 SOCKET FOR LIGHT BOARD

NLB2034 15" FLUORESCENT TUBE
NEC2024 15" FLUORESCENT FIXTURE 60Hz

DECALS

NGL2421 CLEAR CONTROL PANEL
NGL2418 MARQUEE (OVERHEAD) PLEXIGLASS PANEL (BLACK)
NGL2419 TARGET DECAL (BLACK)
NGL2424 INSTRUCTION DECAL (BLACK)
NGL2400 CONTROL PANEL DECAL (BLACK)
NGL2427 LOWER FRONT DECAL (BLACK)

NGL2411 MARQUEE (OVERHEAD) PLEXIGLASS PANEL (BEIGE)
NGL2402 TARGET DECAL (BEIGE)
NGL2423 INSTRUCTION DECAL (BEIGE)
NGL2404 CONTROL PANEL DECAL (BEIGE)
NGL2426 LOWER FRONT DECAL (BEIGE)

TARGET ASSEMBLIES

STANDARD SIZE 15-1/2" DIAMETER TARGETS

NSA2100 WHITE SPIDER w/ RED & BLUE SEGMENTS
NSA2106 GRAY SPIDER w/ RED, BLACK, CREAM & GREEN SEG.
NSA2102 YELLOW SPIDER w/ RED & BLACK SEGMENTS

INTERNATIONAL SIZE 13-1/4" DIAMETER TARGETS

NSA2103 WHITE SPIDER w/ RED & BLUE SEGMENTS
NSA2104 GRAY SPIDER w/ RED, BLACK, CREAM & GREEN SEG.
NSA2105 YELLOW SPIDER w/ RED & BLACK SEGMENTS

CATCH RINGS

NDS5016	CATCH RING KIT - FOR 15-1/2" TARGET (BEIGE)
NDS5015	CATCH RING KIT - FOR 15-1/2" TARGET (BLACK)
NDS5017	CATCH RING KIT - FOR 15-1/2" TARGET (BROWN)
NDS5019	CATCH RING KIT - FOR 13-1/4" TARGET (BEIGE)
NDS5018	CATCH RING KIT - FOR 13-1/4" TARGET (BLACK)
NDS5020	CATCH RING KIT - FOR 13-1/4" TARGET (BROWN)

TARGET SPIDERS

NDS2102	15-1/2" SPIDER (WHITE)
NDS2096	15-1/2" SPIDER (GRAY)
NDS2114	15-1/2" SPIDER (YELLOW)
NDS2131	13-1/4" SPIDER (WHITE)
NDS2140	13-1/4" SPIDER (GRAY)
NDS2143	13-1/4" SPIDER (YELLOW)

TARGET SEGMENTS

SEGMENTS FOR STANDARD (15-1/2" DIA.) TARGETS

NDS5050	BLUE INNER BULLSEYE, RED OUTER BULLSEYE (5EA)
NDS5051	RED INNER BULLSEYE, GREEN OUTER BULLSEYE (5EA)
NDS5052	BLACK INNER BULLSEYE, RED OUTER BULLSEYE (5EA)
NDS5061	RED SEGMENT PACK (40 PCS) INCLUDES 10 EA: INNER SINGLE, TRIPLE, OUTER SINGLE, DOUBLE
NDS5062	BLUE SEGMENT PACK (40 PCS) INCLUDES 10 EA: INNER SINGLE, TRIPLE, OUTER SINGLE, DOUBLE
NDS5063	BLACK SEGMENT PACK (40 PCS) INCLUDES 10 EA: INNER SINGLE, TRIPLE, OUTER SINGLE, DOUBLE
NDS5064	CREAM SEGMENT PACK (20 PCS) INCLUDES 10 EA: INNER SINGLE, OUTER SINGLE
NDS5065	GREEN SEGMENT PACK (20 PCS) INCLUDES 10 EA: DOUBLE, TRIPLE

SEGMENTS FOR INTERNATIONAL (13-1/4" DIA.) TARGETS

NDS5053 BLUE INNER BULLSEYE, RED OUTER BULLSEYE (5EA)
NDS5054 RED INNER BULLSEYE, GREEN OUTER BULLSEYE (5EA)
NDS5055 BLACK INNER BULLSEYE, RED OUTER BULLSEYE (5EA)

NDS5066 RED SEGMENT PACK (40 PCS) INCLUDES 10 EA:
INNER SINGLE, TRIPLE, OUTER SINGLE, TRIPLE

NDS5067 BLUE SEGMENT PACK (40 PCS) INCLUDES 10 EA:
INNER SINGLE, TRIPLE, OUTER SINGLE, TRIPLE

NDS5068 BLACK SEGMENT PACK (40 PCS) INCLUDES 10 EA:
INNER SINGLE, TRIPLE, OUTER SINGLE, TRIPLE

NDS5069 WHITE SEGMENT PACK (20 PCS) INCLUDES 10 EA:
INNER SINGLE, OUTER SINGLE

NDS5070 GREEN SEGMENT PACK (20 PCS) INCLUDES 10 EA:
TRIPLE, DOUBLE

MATRIX SWITCHES

NSA2304 MATRIX SWITCH & WOOD ASSEMBLY (15-1/2" TARG)
NSA2305 MATRIX SWITCH & WOOD ASSEMBLY (13-1/4" TARG)
NHW2306 GUM RUBBER SHEET (FOR USE WITH ABOVE)

ELECTRICAL COMPONENTS

NEC1700 VIDEO MONITOR (BOARD & TUBE ONLY)
NSA2402 VIDEO MONITOR (WITH CHASSIS)
NSA1503 MAIN LOGIC BOARD
NEC2012 SWITCHING POWER SUPPLY 5V @ 11A, 12V @ 2A
NHW2203 COIN DOOR W/DUAL COIN MECHS
NSA2519 POWER CORD, SWITCH, & FUSE ASSEMBLY
NSA2400 KEYBOARD ASSEMBLY
NKT2706 EXTERNAL TV ADAPTER KIT

DARTS, TIPS & ACCESORIES

NDT3001 WHITE DART TIP 1/4" (500 PER BAG)
NDT3002 BLACK DART TIP 1/4" (500 PER BAG)

NDT3015 BAR DARTS RED (3 PER SET)
NDT3016 BAR DARTS BLUE (3 PER SET)
NDT3017 BAR DARTS YELLOW (3 PER SET)
NDT3018 BAR DARTS GREEN (3 PER SET)
NDT3019 BAR DARTS ORANGE (3 PER SET)

NGL2420 "THE BULL STARTS HERE" THROW LINE

CABINET PARTS

NWD2810	CABINET HOOD
NWD2809	CABINET MIDDLE SECTION
NWD2808	CABINET BASE
NMW1523	DOOR SUPPORT BRACKET - RIGHT
NMW1524	DOOR SUPPORT BRACKET - LEFT
NMW1527	DOOR HINGE
NMW1520	DOOR HINGE BRACKET
NMW1525	SWITCH PANEL BRACKET
NHW2307	LARGE RUBBER TREAD
NHW2307	SMALL RUBBER TREAD

DIP SWITCH FUNCTION SETTINGS PUB TIME PREMIER EDITION

FOR PROGRAM # 2278-00

DIPSWITCH #1

	OFF	ON	
FREEPLAY OFF	<input type="checkbox"/>	<input type="checkbox"/>	FREEPLAY ON
4 SEC REMOVE DARTS	<input type="checkbox"/>	<input type="checkbox"/>	2 SEC REMOVE DARTS
DOUBLE BULL CRICKET	<input type="checkbox"/>	<input type="checkbox"/>	SINGLE BULL CRICKET
DOUBLE BULL OTHER GAMES	<input type="checkbox"/>	<input type="checkbox"/>	SINGLE BULL OTHER GAMES
50 PT CRICKET SINGLE BULL	<input type="checkbox"/>	<input type="checkbox"/>	25 PT CRICKET SINGLE BULL
#6 & #7 OFF PUB TIME GAME SET	<input type="checkbox"/>	<input type="checkbox"/>	#6 & #7 ON CUSTOM GAME SET
#6 ON #7 OFF BULL BUSTER GAME SET	<input type="checkbox"/>	<input type="checkbox"/>	#6 OFF #7 ON OTHER GAME SET
TARGET ALARM OFF	<input type="checkbox"/>	<input type="checkbox"/>	TARGET ALARM ON

DIPSWITCH #2

	OFF	ON	
NO VIDEO RAM RESET	<input type="checkbox"/>	<input type="checkbox"/>	VIDEO RAM RESET
NO RAM RESET	<input type="checkbox"/>	<input type="checkbox"/>	RAM RESET
STATISTICS DISPLAY	<input type="checkbox"/>	<input type="checkbox"/>	NO STATISTICS DISPLAY
FUTURE USE	<input type="checkbox"/>	<input type="checkbox"/>	FUTURE USE
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	

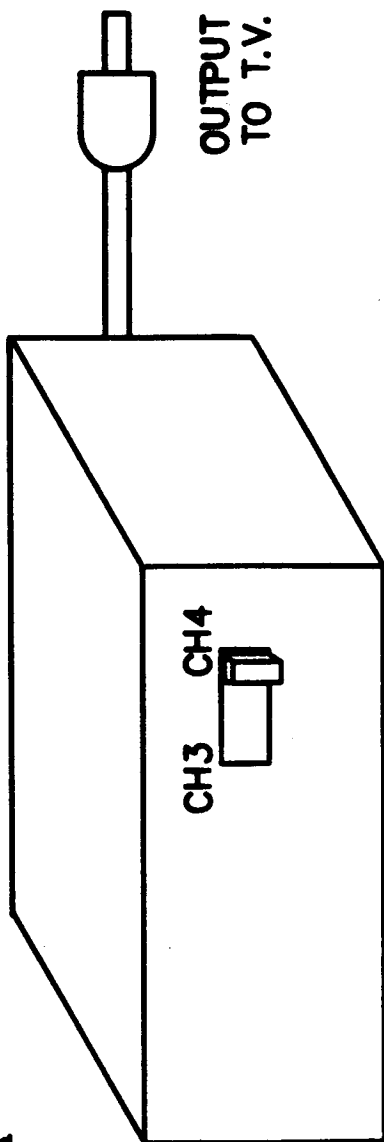


RF MODULATOR
RADIO SHACK #15-1273

RCA CONNECTOR

CENTER WIRE
TO PIN 4 OF J8
ON MAIN BOARD

SHIELD TO
PIN 3 OF J8
ON MAIN BOARD



OUTPUT
TO T.V.

EXTERNAL TELEVISION HOOK-UP

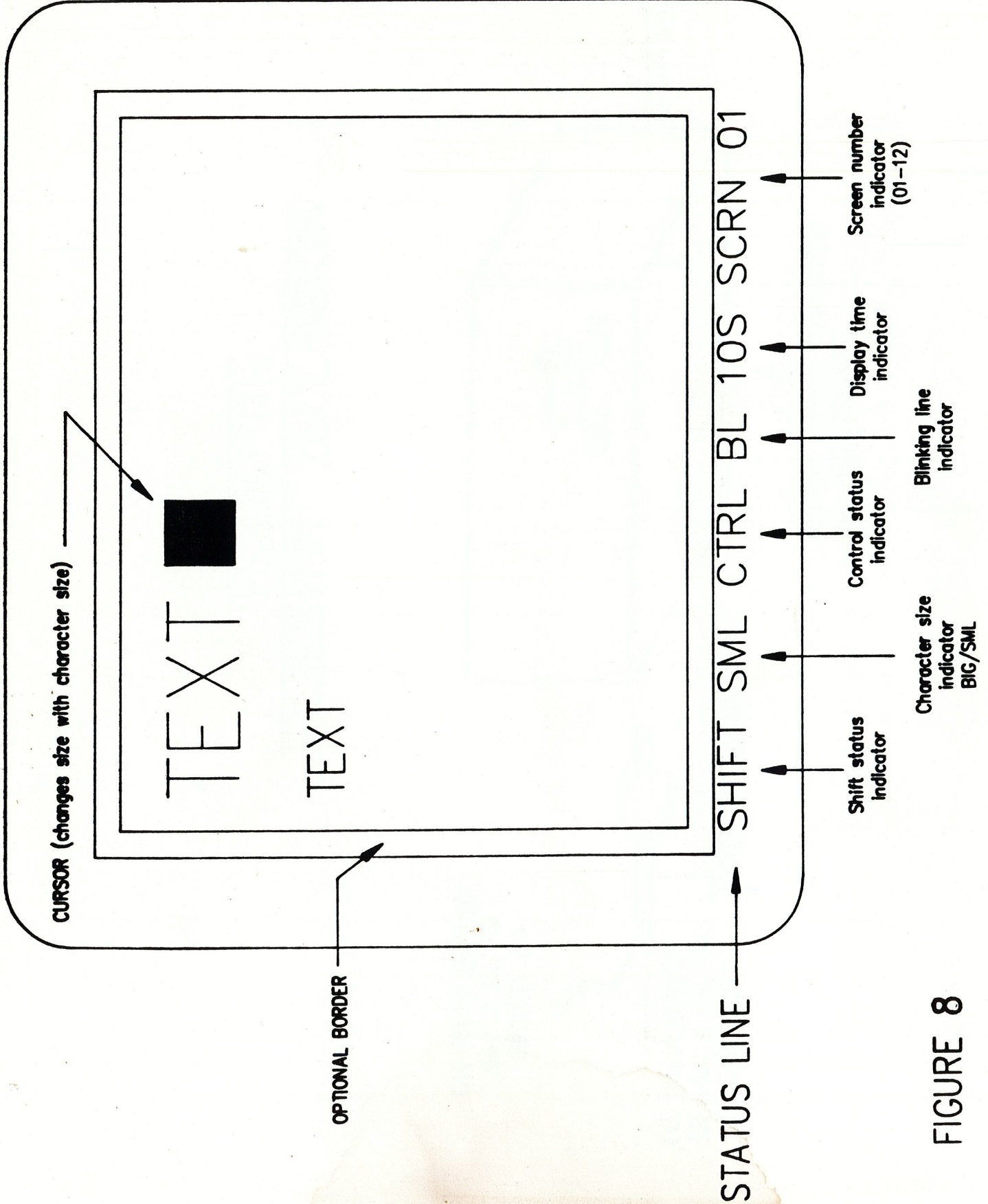


FIGURE 8