

# **Design Plus Pro-Striker Instruction Manual**

# PRO-STRIKER SET-UP INSTRUCTIONS

## CABINET PREPARATION

1). Place cabinet on hard level surface. Adjust levelers under bottom of cabinet until level bubbles are centered. To ensure the cabinet remains level, all four levelers must be touching the hard surface.

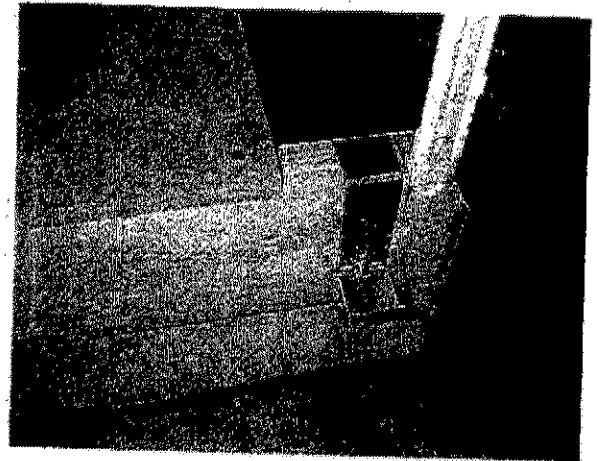
***IMPORTANT:*** Failure to level cabinet will result in continual "SET PIN" errors.

**Note:**

Place game about 6" away from rear wall to ensure that foreign objects are free to roll out of the rear of Pro-Striker.



2). Remove screws attaching right lane hanger. Reverse and attach as shown. Repeat for left lane hanger.



3). Remove screw from ball ramp at right side of cabinet.

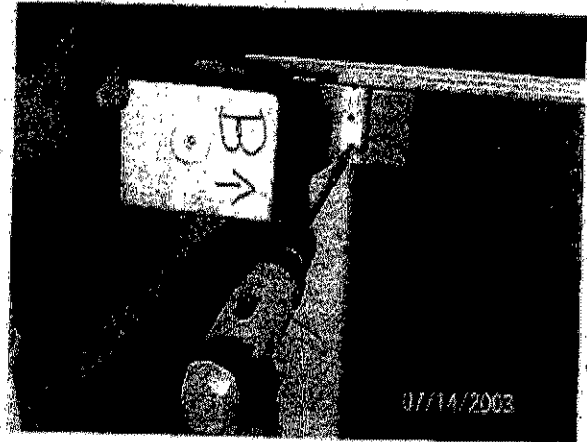


## LANE ASSEMBLY

### **\*\*11' Game: Proceed directly to Final Assembly\*\***

- 1). Remove legs from underside of lane.  
Attach matching letters A to A, B to B,  
etc. with screws provided.

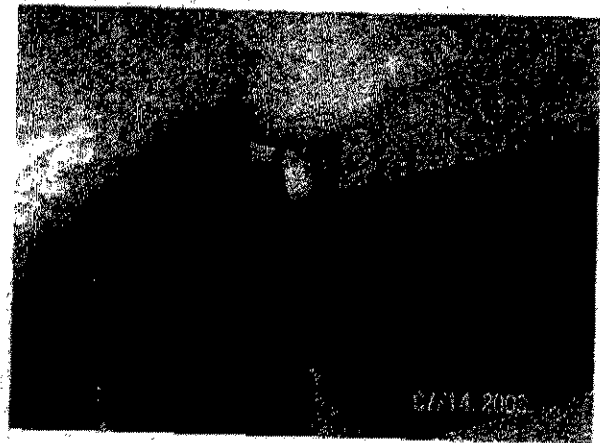
**Note: Use only screws provided to  
prevent screws piercing lane surface.**



- 2). Place lane sections together in front  
of cabinet, leaving 2" to 3" gap.  
Connect Harnesses.



- 3). Slide lane sections together. Insert  
5/16" Allen wrench in hole on top of  
lane. Turn to lock.

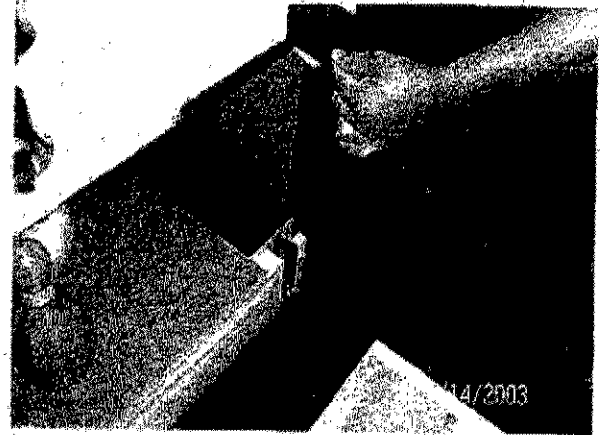


## FINAL ASSEMBLY

1). Pull Harness end from cabinet end of lane.



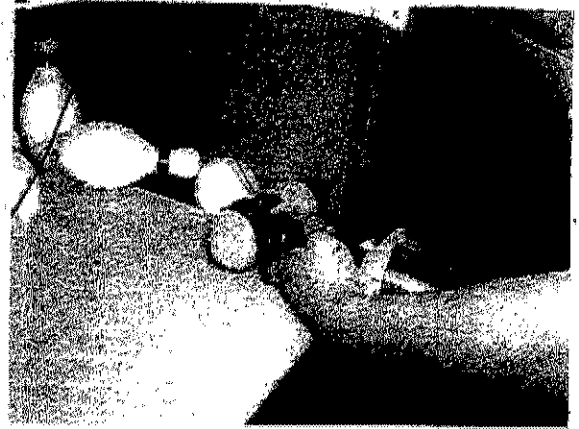
2). While holding ball return ramp up, place lane onto lane hangers.



3). Replace ball ramp screw.



6). Remove 2 screws on each side of lights and rotate light guards to vertical position. Reinstall Screws.



7). Remove pin packing screw: While holding the pins up remove the screw located in the pin-cylinder clevis at the rear left of cabinet.



8). Adjust lane levelers until ball rolls towards pins down the center of the lane.



9). **Play and Test:** Plug game into AC supply. Turn on power (switch above power supply top of cabinet), push towards rear of cabinet for on position. Coin up and test game. Set dip switches for desired play. If game does not function properly see trouble shooting guide or call Design Plus Industries for assistance.  
(309) 697-9778 Fax (309) 697-9686

# Pro-Striker Operating Instructions

For model numbers: 1611F S, 1615PS, 1619PS, 1711PS, 1715PS and 1719PS

## Introduction - for gaming attendants

It is extremely important to read all documentation before powering up **Pro-Striker**. While **Pro-Striker** is user friendly and simple to operate, there are several important features that enhance the game's visibility and performance. Since there are so many features and options, Design Plus recommends the operator review all of them and choose the setting best suited to the location. It is also important to study the regular maintenance procedures to avoid functional problems and excessive wear.

**Pro-Striker** is equipped with a tilt. When a player first tilts the game, he loses the current frame. On the second tilt, the player loses his game. On multiple player games, only the player causing the tilt is affected. Any player tilting out will still receive tickets for points they have already accumulated. The sensitivity of the tilt is the location's decision. The tilt was designed to protect the game from unusual abuse and wear, and Design Plus strongly recommends maintaining its use.

**Pro-Striker** version 2.0 and greater have added screen recovery software. A power surge or other electromechanical disturbance can cause the game to reset during play. **Pro-Striker** will now refresh the score screen and play will continue. This is also true for a display error. However, because of the amount of information stored on a score card, each player will need to bowl a frame before all information is restored.

## IMPORTANT:

If, during play, the game requires an attendant, the problem should be correctable. Play can then continue by the attendant pressing the **ENTER** button. **Pro-Striker** will reset and play will continue.

To continue play after replacing tickets, the operator must press the **AUDIT** button inside the ticket door.

### Technical Assistance:

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Phone

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**PLEASE HAVE SERIAL NUMBER OF GAME AVAILABLE WHEN CALLING FOR PARTS OR SERVICE ASSISTANCE.**

## Pro-Striker Operating Instructions

### DIP Settings

Pro-Striker uses DIP Switches four (4) and five (5) to alter coins received, different coining options and some ticket dispensing features. The following can be changed using DIP switches four and five:

1. Number of coins per game (1-8 coins)
2. Bill Acceptor (ON/OFF)
3. \$5.00 Bill Bonus (ON/OFF) Players receive 6 game credits for \$5.00.

**NOTE:** For this option to work, the game should be set at 4 coins per game.

4. Win Free Game (ON/OFF). If the player scores the specified points, they win a free game. The number of points can be changed through software and is described in the next section. The factory default is 250.
5. Attract Mode Sound (ON/OFF).
6. Choose the following methods of dispensing tickets:
  1. No Tickets
  2. Tickets for Strikes Only
  3. Tickets for Points Only
  4. Fixed number of Tickets for each Game Played

The number of tickets given for strikes, points or per game is changed through software and is described in the next section.

7. Minimum Tickets per Game (ON/OFF) - Regardless of score or strikes, player will always receive at least this number of tickets.
8. Maximum Tickets per Game (ON/OFF)
9. Perfect Game Bonus (ON/OFF) - If player scores a 300, they can receive an additional specified number of tickets. This number of tickets can be altered within the software and will be described in the next section.
10. Ticket Dispense Mode (Individual/Together) - During multiple player games, tickets can be dispensed either as each player finishes their game or in one lump sum after ALL players have finished.

**NOTE:** For exact switch setting, refer to the enclosed DIP sheet (also inside game door).



## Pro-Striker Operating Instructions

### DIP Settings (continued)

11. 5 frame game ver us 10 frame game (ON-5 Frame/OFF-10 Frame)

The operator can now choose between a 5 frame game or a regulation 10 frame bowling game. If Switch # DIP 7 is ON, the operator has chosen the 5 frame game.

### Sample Five Frame Score Sheet

[illegible]

### Versus Ten Frame Score Sheet

[illegible]

### Figure 1

The five frame game scores like regulation bowling with less frames. The fifth frame is scored like the regulation 10th frame, allowing the bowler three balls (as seen in Figure 1). Highest possible score is 150. **NOTE:** If selecting the five frame option, the operator should proportionately change all appropriate ticket payouts.

The game will automatically change the *Win Free Game* default to 125 upon power up. (If this number was previously set higher than 150.) All other ticket payouts will need to be changed manually.

Five frame play takes approximately half the time to play, allowing operators additional flexibility in price and ticket payout.

## Pro-Striker Operating Instructions

### DIP Settings (continued)

#### 12. Skip Player Function/Speed Bowl (On/Off)

The *skip player function* allows players to skip another player's turn if someone is unable to bowl any frame. This feature allows play to continue when one or more players are unable to throw. *Skip player* is not suggested for redemption centers. Younger bowlers enjoy pressing buttons at random and might skip someone's turn unintentionally.

To activate the *skip player function*, turn on SW 5 DIP 8 and reset Pro-Striker.

To skip a player, touch the yellow *Select* button. Once the next player's number begins flashing, that player can throw. All players can be skipped any number of frames until the last frame. Once the last frame has begun (either 5th or 10th), each player must throw until they have completed their game.

**NOTE:** For exact switch setting, refer to the enclosed DIP sheet (also inside game door).

## Pro-Striker Operating Instructions

### Software Controls for additional operator control

In addition to the DIP settings, Pro-Striker offers additional flexibility and adjustments via software. The operator also has the ability to test different pieces of the mechanical hardware and to review/clear the internal audits of the game. This feature can be used to verify correct pricing and ticket payout. It is important to always pay attention to the display.

To enter the software controls menu:

1. Power up game.
2. Open left lane door.
3. Locate audit button, attached inside door.
4. Wait for game to begin Attract mode.
5. Press Audit button. **Please do not hold button down.**

**NOTE:** Pro-Striker will not go into the controls menu if coins or credits have been put in the game. The game must be running in Attract mode.

Once in the *Control/Audit* portion of the software, you will use the following buttons to move to the different areas and/or change values:

1. **SELECT** (yellow button)
2. **ENTER** (green button)
3. **AUDIT** (mounted inside left side of lane)

To move from one menu item to another press the yellow SELECT button. To go into that particular menu item, press the green ENTER button. Once in the *Control Menu*, the display will read as follows:

TESTS	ADJUST
AUDITS	EXIT

The menu item currently being selected is highlighted with a bowling ball.

To return to the Attract/Play Mode, press the yellow SELECT button until the bowling ball is next *EXIT*. Then press the green ENTER button. The game will return to Attract mode.

**NOTE:** Changed settings and audit numbers will remain in an unpowered game for 2-3 weeks.

## Pro-Striker Operating Instructions

### TEST Menu - testing hardware operations

The test menu allows the user an opportunity to test the different mechanical functions within the game.

SELECT (yellow) advances to the next hardware test.

ENTER (green) repeats test or changes state as indicated on screen.

**NOTE:** Once you begin the *TEST Menu*, you must go through all of the tests before returning to the menu. There is no escape.

The tests are as follows:

1. Press ENTER to activate compressor.  
Compressor is off/on  
  
ENTER turns compressor on.  
SELECT advances to the next test.
2. Press ENTER to activate ball lift
3. Press ENTER to activate Pin Lift 1
4. Press ENTER to activate Pin Lift 2
5. Press ENTER to activate holding pin 1
6. Press ENTER to activate holding pin 2
7. Press ENTER to activate holding pin 3
8. Press ENTER to activate holding pin 4
9. Press ENTER to activate holding pin 5
10. Press ENTER to activate holding pin 6
11. Press ENTER to activate holding pin 7
12. Press ENTER to activate holding pin 8
13. Press ENTER to activate holding pin 9
14. Press ENTER to activate holding pin 10
15. Press ENTER to reset pins
16. Press ENTER to dispense ball
17. Test display first vertically then horizontally.  
Press ENTER to repeat.  
Press SELECT for next test.
18. Last switch to change
19. Sound tests (tests each sound individually) - 52 sounds  
Press ENTER to repeat sound  
Press SELECT for next sound

After the last sound is tested, Pro-Striker will return to the control menu.

## Pro-Striker Operating Instructions

### ADJUST Menu Item

Each adjustment has a factory default stored in the games memory. The default remains in memory until it is changed manually. Each adjustment's factory default and possible range of values is listed below. Pro-Striker displays the current value. Use the following keys to change these values:

SELECT (yellow) decreases the value by one. (-1)

ENTER (green) increases the value by one. (+1)

AUDIT (inside lane) SAVES the changed value and advances to the next item.

Below is the list of possible adjustments, range of possible values and preset default value:

1. Number of points needed to win a free game. Range: 0-300 Default: 250
2. Tickets given per strike. Range: 0-100 Default: 1
3. Points needed to win a ticket. Range: 0-300 Default: 30
4. Fixed number of tickets per game. Range: 0-100 Default: 1
5. Minimum number of tickets given per game. Range: 1-100 Default: 1
6. Maximum number of tickets given per game. Range: 1-1000 Default: 50
7. Bonus tickets for perfect game. Range 1-1000 Default: 10
8. Monetary screen. Default: No value. (see special instructions below)

**NOTE:** To not change the current value, press the *AUDIT* button without touching the *ENTER* or *SELECT* buttons.

**NOTE:** In order for the above functions to work properly, you must turn ON the corresponding DIP.

## Pro-Striker Operating Instructions

### Monetary Screen

**Pro-Striker** has a special screen for the attract mode which displays the current cost of a game. Since the game is to be distributed world wide, this screen has the ability to display other denominations ie. £ (Pounds), ¥ (Yen). In order for this screen to be displayed during the attract mode, a value must be entered. Once set, this screen appears during the attract mode and informs potential players how much to pay for each game. If you do not wish this screen to appear during the attract mode, touch the **AUDIT** button six times. The screen currently reads as follows:

PRO STRIKER REQUIRES  
PER PLAYER  
1-6 LAYERS PER GAME

**Pro-Striker** has six places to enter the required monetary amount. The blank spaces are shown above to help visualize the spacing and are not shown on the display. Each space has a scroll list of possible characters. The possible list is the same for all of the spaces, and it is up to the end user to pick the necessary characters. Below is the list of possible characters:

0 1 2 3 4 5 6 7 8 9 . \$ € £ ¥ R L D M \_ (blank space)

Each space is changed individually, using the following key strokes:

**ENTER** (green)      displays next character in list.  
**SELECT** (yellow)    displays last or previous character in list.  
**AUDIT** (inside lane) **SAVES** the character entered and moves to the next space.

For example, to enter \$1.00 into the monetary screen: Press the **ENTER** button until a '\$' appears in the first space. Press the **AUDIT** button. The '\$' is now saved and the screen advances to the next space. Now press **ENTER** until a '1' appears, then press the **AUDIT** button. Continue the process until \$1.00 appears. Since there six possible spaces and \$1.00 only uses five (5), touch the **AUDIT** button one last time to enter a blank into the last space.

**Pro-Striker** will now return to the options menu, **NOT** attract or play mode.

## Pro-Striker Operating Instructions

### AUDIT Menu Item

The Audit Menu contains a list of numbers regarding the **Pro-Striker** usage. These numbers may be useful in determining usage, tickets per coins, and number of tilts. To review or zero the current audits, use the buttons as follows:

**SELECT** (yellow)      **CLEAR/ZEROS** the current number.  
**ENTER** (green)      advances to the next audit menu item.

1. Coins In (also backed up by a physical meter)
2. Tickets Out (also backed up by a physical meter)
3. Tickets per Coin (average payout)
4. Credit through Bill Acceptor (if using one)
5. Games through Bill Bonus (if using one)
6. One Player Games
7. Two Player Games
8. Three Player Games
9. Four Player Games
10. Five Player Games
11. Six Player Games
12. Number of Strikes
13. Number of Shares
14. Average Score
15. Number of Perfect Games
16. Free Games Awarded
17. Number of TILTS
18. Number of TILTS (Games Ended because of TILT)

**NOTE:** If you do not want to clear these numbers, be careful not to hit the **SELECT** button.

After the last AUDIT item, **Pro-Striker** will return to the optional menu, not play mode.