

Game Functions on 66

For bookkeeping and change of game parameters there are 13 different functions that can be programmed after need.

To be able to read the 13 functions there is a Test-connection on the display-board.

The 13 functions are:

#	Function	Factory settings
00	High Score To Date	500
01	Total payments	-
02	Total 66 / free games (see page 2)	-
03	Counter 1	-
04	Counter 2	-
05	Counter 3	-
06	Not in use	
07	Total free rounds	-
08	No of High Score achieved	-
09	Counter 1 sum	700
10	Counter 2 sum	800
11	Counter 3 sum	900
12	Not in use	
13	Free round at sum	54

The functions are read as follows

1. The machine must be in Game Over state
2. Flip the Test switch to Test position
3. In the Sum field you can see the function position
4. The functions present value can be read at Player 1 and Player 2, they should be read as a six digit number
5. Step through the functions with the Start button
6. After reviewing the values, set the Test switch to Run position..

It is possible to add 4 mechanical counters:

Mechanical counter #1 counts payment

Mechanical counter #2 counts number of 66

Mechanical counter #1 counter 2

Mechanical counter #1 counter 3

Programming and reset of functions

1. Machine must be in Game Over
2. Flip the Test switch to Test position
3. Remove jumper #1 on the CPU-board
4. Press the Start button until the desired functions number is shown in the Sum field
5. Present value is shown in the Player 1 and Player 2, read as a six digit number.
6. The segment over +, -, x and : -buttons programs to the desired value by pressing the corresponding button.

The two first digits are always 00. When the 4 segments show the desired value you press the "yellow" arrow and the value is transferred to memory.

Regarding Counter 1, 2 and 3 in function 9, 10 and 11, these programs ascending .

Counter 1 is the lowest value, Counter 2 the middle value and Counter 3 sets to high value.

Counter 1, 2 and 3 work like this:

Counter 1 increases each time a player reaches a sum between the values in function 9 and 10.

Counter 2 increases each time a player reaches a sum between the values in function 10 and 11

Counter 3 increases each time a player reaches a sum above the value in function 11

If you don't want to use one or more functions in 09 – 13 you put in 9999 in that function.

When the programming is done, replace the jumper 1 and flip the Test-switch.

On the top of the CPU-board there are 4 jumpers:

1. Used for programming
2. Not used
3. Sets the chance to get 66, no jumper increases the chance to get 66.
4. Used for Free Game, with no jumper, each time 66 is reached a free Game is awarded and Counter 02 counts number of Free Games, with jumper, no Free Games is allowed and Counter 02 counts number of 66.

Test of 66

Insert coin.

Flip test-switch to Test

Press and hold Start button, dice will rotate slowly and stops when Start button is released

You can now test all combinations of the game.

After completed all tests, flip the Test -switch to run positions.

Testing the sound board:

The sound board can be tested by shorting the test points for the different sounds. If the sound board is working, the error is on the CPU-board.

Error

No sound

No bonus or Game Over-sound

No bonus-sound

No Game Over-sound

Faulty Game Over or bonus-sound

No sound at all

No Coin-In, button or pay-sound

Wrong Coin-In and buttons-sound

Wrong payment-sound

No Dice-sound

Faulty Dice-sound

Source

D6, C4, B4, D3, D1, A6, B6

C5, C4, C3, D6, D1, C2

B4, C4, C2, D2, D1

A1, C4, C5, C2, D2, D1

D2, D1, D3, D5, D4, D6, A6, B6

A1, C1, A3, B1, A5, B5

A1, A2, B2, C1, B3

B4, B3, B1, A3, A5, D5

B1, C5, B4, B3, A3, A5, B5

A1, A3, B1, C1, B3

B1, A3, B4, B5

Troubleshooting

Errors are divided into:

Power error

Lamp error

Display error

Sound error

Power error:

The power to the CPU-board is 5 volt indicated by a LED. Are the 5 volt not present, check the fuse for 12 volt at the power supply.

For missing lamp light, check fuse for 24 volt.

Lamp error:

The lamps in 66 are controlled via latches. Lamp errors can be fixed by replacing drive IC's:

Lamp error	Defect IC
Bonus x 2	
Bonus x 1	
66 field (four lamps)	
Stark button	A2, B3
1 game	
Free play	
Free Round	
Game Over	
Tilt	
Bonus x 5	
Bonus x 4	
Bonus x 3	A4, B4
Dice 1,2,3,4,5 or 6	A5, B5
Player 1	
2 game	
Player 2	
High Score	A6, B6

Display-error

The 7-segment displays on 66 are multiplexed.

Error	Faulty circuit
Some segments missing.	B1, B2, E6
Wrong or no digits	A1, D6

Sound error

If the error can't be found following the guide, then check these circuits:

No sound	Faulty IC's
<p>1. No sound</p> <p>2. No sound</p> <p>3. No sound</p> <p>4. No sound</p> <p>5. No sound</p> <p>6. No sound</p> <p>7. No sound</p> <p>8. No sound</p> <p>9. No sound</p> <p>10. No sound</p> <p>11. No sound</p> <p>12. No sound</p> <p>13. No sound</p> <p>14. No sound</p> <p>15. No sound</p> <p>16. No sound</p> <p>17. No sound</p> <p>18. No sound</p> <p>19. No sound</p> <p>20. No sound</p> <p>21. No sound</p> <p>22. No sound</p> <p>23. No sound</p> <p>24. No sound</p> <p>25. No sound</p> <p>26. No sound</p> <p>27. No sound</p> <p>28. No sound</p> <p>29. No sound</p> <p>30. No sound</p> <p>31. No sound</p> <p>32. No sound</p> <p>33. No sound</p> <p>34. No sound</p> <p>35. No sound</p> <p>36. No sound</p> <p>37. No sound</p> <p>38. No sound</p> <p>39. No sound</p> <p>40. No sound</p> <p>41. No sound</p> <p>42. No sound</p> <p>43. No sound</p> <p>44. No sound</p> <p>45. No sound</p> <p>46. No sound</p> <p>47. No sound</p> <p>48. No sound</p> <p>49. No sound</p> <p>50. No sound</p> <p>51. No sound</p> <p>52. No sound</p> <p>53. No sound</p> <p>54. No sound</p> <p>55. No sound</p> <p>56. No sound</p> <p>57. No sound</p> <p>58. No sound</p> <p>59. No sound</p> <p>60. No sound</p> <p>61. No sound</p> <p>62. No sound</p> <p>63. No sound</p> <p>64. No sound</p> <p>65. No sound</p> <p>66. No sound</p> <p>67. No sound</p> <p>68. No sound</p> <p>69. No sound</p> <p>70. No sound</p> <p>71. No sound</p> <p>72. No sound</p> <p>73. No sound</p> <p>74. No sound</p> <p>75. No sound</p> <p>76. No sound</p> <p>77. No sound</p> <p>78. No sound</p> <p>79. No sound</p> <p>80. No sound</p> <p>81. No sound</p> <p>82. No sound</p> <p>83. No sound</p> <p>84. No sound</p> <p>85. No sound</p> <p>86. No sound</p> <p>87. No sound</p> <p>88. No sound</p> <p>89. No sound</p> <p>90. No sound</p> <p>91. No sound</p> <p>92. No sound</p> <p>93. No sound</p> <p>94. No sound</p> <p>95. No sound</p> <p>96. No sound</p> <p>97. No sound</p> <p>98. No sound</p> <p>99. No sound</p> <p>100. No sound</p>	<p>1. Faulty IC's</p> <p>2. Faulty IC's</p> <p>3. Faulty IC's</p> <p>4. Faulty IC's</p> <p>5. Faulty IC's</p> <p>6. Faulty IC's</p> <p>7. Faulty IC's</p> <p>8. Faulty IC's</p> <p>9. Faulty IC's</p> <p>10. Faulty IC's</p> <p>11. Faulty IC's</p> <p>12. Faulty IC's</p> <p>13. Faulty IC's</p> <p>14. Faulty IC's</p> <p>15. Faulty IC's</p> <p>16. Faulty IC's</p> <p>17. Faulty IC's</p> <p>18. Faulty IC's</p> <p>19. Faulty IC's</p> <p>20. Faulty IC's</p> <p>21. Faulty IC's</p> <p>22. Faulty IC's</p> <p>23. Faulty IC's</p> <p>24. Faulty IC's</p> <p>25. Faulty IC's</p> <p>26. Faulty IC's</p> <p>27. Faulty IC's</p> <p>28. Faulty IC's</p> <p>29. Faulty IC's</p> <p>30. Faulty IC's</p> <p>31. Faulty IC's</p> <p>32. Faulty IC's</p> <p>33. Faulty IC's</p> <p>34. Faulty IC's</p> <p>35. Faulty IC's</p> <p>36. Faulty IC's</p> <p>37. Faulty IC's</p> <p>38. Faulty IC's</p> <p>39. Faulty IC's</p> <p>40. Faulty IC's</p> <p>41. Faulty IC's</p> <p>42. Faulty IC's</p> <p>43. Faulty IC's</p> <p>44. Faulty IC's</p> <p>45. Faulty IC's</p> <p>46. Faulty IC's</p> <p>47. Faulty IC's</p> <p>48. Faulty IC's</p> <p>49. Faulty IC's</p> <p>50. Faulty IC's</p> <p>51. Faulty IC's</p> <p>52. Faulty IC's</p> <p>53. Faulty IC's</p> <p>54. Faulty IC's</p> <p>55. Faulty IC's</p> <p>56. Faulty IC's</p> <p>57. Faulty IC's</p> <p>58. Faulty IC's</p> <p>59. Faulty IC's</p> <p>60. Faulty IC's</p> <p>61. Faulty IC's</p> <p>62. Faulty IC's</p> <p>63. Faulty IC's</p> <p>64. Faulty IC's</p> <p>65. Faulty IC's</p> <p>66. Faulty IC's</p> <p>67. Faulty IC's</p> <p>68. Faulty IC's</p> <p>69. Faulty IC's</p> <p>70. Faulty IC's</p> <p>71. Faulty IC's</p> <p>72. Faulty IC's</p> <p>73. Faulty IC's</p> <p>74. Faulty IC's</p> <p>75. Faulty IC's</p> <p>76. Faulty IC's</p> <p>77. Faulty IC's</p> <p>78. Faulty IC's</p> <p>79. Faulty IC's</p> <p>80. Faulty IC's</p> <p>81. Faulty IC's</p> <p>82. Faulty IC's</p> <p>83. Faulty IC's</p> <p>84. Faulty IC's</p> <p>85. Faulty IC's</p> <p>86. Faulty IC's</p> <p>87. Faulty IC's</p> <p>88. Faulty IC's</p> <p>89. Faulty IC's</p> <p>90. Faulty IC's</p> <p>91. Faulty IC's</p> <p>92. Faulty IC's</p> <p>93. Faulty IC's</p> <p>94. Faulty IC's</p> <p>95. Faulty IC's</p> <p>96. Faulty IC's</p> <p>97. Faulty IC's</p> <p>98. Faulty IC's</p> <p>99. Faulty IC's</p> <p>100. Faulty IC's</p>

No Game Over-sound	A6, B6
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All other sound	A8, B8
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Mechanical counters.

If the machine is supplied with mechanical counters, check circuit A8, B8