Please take a few minutes to read the manual before turning on your new game. The manual contains the set up information and dip switch information you will need to operate your game properly.

This machine is suitable for indoor use only. Also please avoid places of high humidity or excessive temperatures.

To ensure that this machine functions properly, it must be connected directly to a wall or power outlet, and not to an extension outlet, with other machines running off of it. The machine will not run properly if the supply voltage is low unless the proper solenoid taps are used. This is outlined later in the manual.

When working on the machine, make sure the line cord is removed from the ac socket.

The game has been programmed for ticket, replay and free play awards. Also a software test of the switches, lamps and solenoids has been provided, please see dip switch options.
HILL CLIMBER

SET-UP

AFTER INSPECTING FOR DAMAGE AND UNCRATING YOUR HILL CLIMBER YOU WILL HAVE TO DO A LITTLE SET-UP. OPEN THE CASH BOX AND REMOVE THE HARDWARE.

FIRST ATTACH THE BOTTOM STEP PLATE. DO THIS BY SLIDING THE STEP PLATE ON THE BOTTOM FRONT OF THE CABINET WITH THE BRACKETS POINTING TO THE FRONT OF THE CABINET. ALIGN THE HOLES IN THE BRACKETS WITH THE HOLES ON THE CABINET. USING THE 4 WASHERS AND BOLTS, SCREW THE FOOT STEP SIDE BRACKETS TO THE CABINET. THIS PIECE IS TO GIVE THE CABINET STABILITY, WHEN PLAYING THE GAME.


OPEN THE UPPER REAR PART OF THE CABINET AND INSERT THE BALL IN PLAYFIELD. THERE IS A SMALL ACCESS HOLE IN THE REAR OF THE MECHANISM.

IT IS VERY IMPORTANT THAT THIS GAME IS LEVEL. IF NOT BALL LIFT PROBLEMS AND PLAY WILL BE AFFECTED. THEREFORE INSTALL THE LEG LEVELERS AND LEVEL THE GAME.
HILL CLIMBER

OPTIONS

THIS GAME HAS A COUPLE OF OPTIONS THAT ARE OPERATOR INSTALLED IF YOU WANT.

1) THERE IS THE OPTION OF A "MARS" LITE. THIS IS A ROTATING LAMP THAT COMES ON WHEN TICKETS ARE EARNED AND DISPENSED. THE WIRING IS IN THE UPPER CABINET NEAR THE FLUORESCENT LIGHT.

2) COIN AND TICKET METER WIRING IS PROVIDED. IT IS LOCATED ON A 4 POSITION CONNECTOR NEAR THE COIN DOOR. THE 12 VAC METERS CAN BE BOUGHT FROM WICO. USE IN4004 diode REVERSED BIASED ACROSS THE METERS OR DAMAGE TO THE OUTPUT TRANSISTORS COULD RESULT.

3) TILT WIRES ARE PROVIDED. THEY ARE LOCATED UP NEAR THE PLAYFIELD ON THE RIGHT SIDE OF THE CABINET. IF THE LOCATION IS ABUSIVE THEN INSTALL A PIN BALL STYLE TILT MECHANISM. EVERY TILT AND THE PLAYER LOSES A BALL.
HILL CLIMBER
VERSION 2.0

CHECKSUMS...
PROGRAM: ODOEH 4/29/92
SOUND0 : 4CDAH 3/1/92
SOUND1 : 21EEH 3/1/92

DIPSWITCH SETTINGS BANK A

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<td>PER 4 BALLS</td>
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NOTE 1: Freegame award is for the two player game only....

When the Freegame award is enabled, Replay Mode and Ticket Mode are Disabled.

A Freegame will be awarded to the player with the highest score at the end of the game. Displays will flash the winner for 5 seconds.

NOTE 2: Tilt switch is active during game play, and a ball is deducted when the tilt switch is activated.

AUDITS:

01 = ACTIVE COINS
02 = TOTAL COINS INSERTED
03 = TOTAL TICKETS
04 = AVERAGE NUMBER OF TICKETS PER GAME
05 = NUMBER OF TIMES TOP EXIT REACHED
06 =

ERROR CODES:

01 = SOFTWARE ERROR (CREATED MORE MODULES THAN ALLOCATED)
02 = SOFTWARE ERROR (NO MODULES FOUND TO EXTERN)
03 =
04 =
05 = SOFTWARE ERROR (MODULE STOP COMMAND)
06 =
07 =
TEST ROUTINES:

TEST 1= DISPLAY TEST
display cycles from 0-9 then repeats

TEST 2= SWITCH TEST
displays shorted switch number

01 = (J1-9) TICKET SWITCH
02 = (J1-10) COIN 1 SWITCH
03 = (J1-6) COIN 2 SWITCH
04 = (J1-4) BALL LIFT SWITCH
05 = (J1-8) START SWITCH PLAYER 1
06 = (J1-7) START SWITCH PLAYER 2
07 = (J4-4) BALL EXIT LEVEL 1
08 = (J4-5) BALL EXIT LEVEL 2
09 = (J4-2) BALL EXIT LEVEL 3
10 = (J4-7) BALL EXIT LEVEL 4
11 = (J4-3) BALL EXIT LEVEL 5
12 = (J4-8) BALL EXIT LEVEL 6
13 = (J4-1) BALL EXIT LEVEL 7
14 = (J4-9) BALL EXIT TOP LEVEL
15 = (J1-10) AUDIT SWITCH ADVANCE
16 = (J1-3) AUDIT SWITCH CLEAR
17 = (J1-4) TILT SWITCH

TEST 3= LAMP TEST
player 1 start button on = exits to next test
player 2 start button off = halts at current lamp output

01 = (J9-9) PLAYER 1 START SWITCH LAMP
02 = (J9-10) PLAYER 2 START SWITCH LAMP
TEST 4= METER,SOLENOID TEST
automatically cycles through motor and meters

01 = (J8-1) BALL LIFT SOLENOID
02 = (J9-1) ROTATING LAMP
03 = (CJ5-3) COIN METER
04 = (CJ5-5) TICKET METER

TEST 5= SOUND TEST
automatically cycles through all sounds

00 = COUNTRY MUSIC
01 = ENDING MUSIC IF THERE IS A WINNER
02 = ENDING MUSIC IF THERE IS NO WINNER
03 = ALL SOUND OFF
04 = REGISTER RING
05 = PEEL OUT
06 = IDLING
07 = SKIDDING
08 = ENGINE REV
09 = CROWD CHEER
10 = "HILL CILMBER" VOICE
11 = "WINNER" VOICE
12 = "JUST MISSED" VOICE
13 = "TRY AGAIN" VOICE
14 = "GET YOUR HANDS OFF THAT WHEEL" VOICE
15 = "OH..NO, MAN" VOICE
16 = "YOU GOT REAL CLOSE" VOICE
17 = "MmmmmmonSTER TURK"

NOTES:
- ALL RESISTOR VALUES ARE IN OHMS, 1/4W, 5%, UNLESS OTHERWISE SPECIFIED.
- ALL CAPACITOR VALUES ARE IN MICROFARADS, UNLESS OTHERWISE SPECIFIED.
- C3 AND C5 ARE 0.1 BYPASS CAPACITORS.
- ALL 100 OHMS RESISTORS ARE 1/2 WATTS.
Hill Climber Adjustments

We can’t stress enough the importance of a level game. Please before you adjust anything level the game.

You may notice that sometimes the ball does not land on the first rail on the first launch. If this happens occasionally it is normal, and should be left alone. If you notice the ball does not have enough height then most likely one of two things has occurred. Low line voltage, or the ball is hitting something when launched. Measure the ac line voltage, verify it is low. If low, unplug the coil from the red and black wires and use the plug with the black/red and black wires. If the ball is hitting something. Start a game and try to observe what is in the way. If the ball is hitting the side bend the left or right guide out of the way. If the ball is hitting the top scoop and not landing on the top rail then make sure the ball is seating on the plunger. If not, adjust the plunger bracket, bend it forward or back so ball seats. If the ball hits the top of the scoop and does not get directed to the ramp then the scoop needs adjustment. To do this use a pair of pliers. Try to adjust the scoop as shown.

As an aid to the operator the displays will flash rapidly during normal game play if an error in the switches is detected. The error could be a open or stuck switch. Put the unit into switch test. Putting on dip switch 3 of bank B, resetting the game gets you into test. By pressing the player 1 button you advance through the tests. See the test routine section for more info. A stuck switch will be displayed, (disconnect ticket dispenser or it will appear as a stuck switch). A open switch will have trouble reading the ball when it rolls over it. Adjust the switches as necessary.

The playfield unit is lubricated at the factory. The black powder is graphite, the silver paste is a lubricant. You should check the lubrication if binding is felt in the steering or every 4 to 6 months.