NOTICE

This ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations.

SCORE GROUP # I

TICKETS PER CREDIT = **4**

GOLD BONUS = 25

BALL BONUS = 100

5	B	5
4	A	4
G	L	**L**
3	L	3
2	R	2
O	A	**D**
3	M	3
4	P	4

SCORE GROUP # II

TICKETS PER CREDIT = **8**

GOLD BONUS = 50

BALL BONUS = 150

10	B	10
5	A	5
G	L	**L**
8	L	8
10	R	10
O	A	**D**
5	M	5
15	P	15

SCORE GROUP # III

TICKETS PER CREDIT = **10**

GOLD BONUS = 100

BALL BONUS = 250

15	B	15
5	A	5
G	L	**L**
8	L	8
10	R	10
O	A	**D**
5	M	5
20	P	20

SCORE GROUP # IV

TICKETS PER CREDIT = **20**

GOLD BONUS = 200

BALL BONUS = 500

20	B	20
8	A	8
G	L	**L**
10	L	10
15	R	15
O	A	**D**
8	M	8
30	P	30

NOTICE

This ticket payout table is for reference only. These numbers have been determined after considerable testing in field locations.
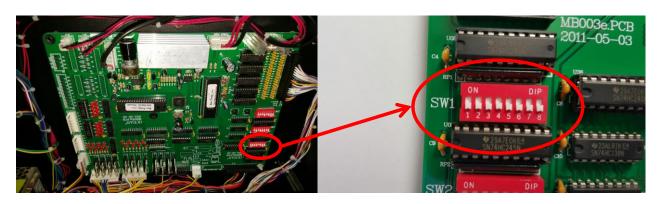
SCORE GROUP # V		
TICKETS PER CREDIT = **30**		
GOLD BONUS = 200		
BALL BONUS = 750		
40	B	40
10	A	10
G	L	**L**
15	L	15
25	R	25
O	A	**D**
10	M	10
50	P	50

SCORE GROUP # VI		
TICKETS PER CREDIT = **40**		
GOLD BONUS = 300		
BALL BONUS = 1000		
50	B	50
10	A	10
G	L	**L**
15	L	15
30	R	30
O	A	**D**
10	M	10
80	P	80

SCORE GROUP # VII		
TICKETS PER CREDIT = **50**		
GOLD BONUS = 400		
BALL BONUS = 1000		
75	B	75
10	A	10
G	L	**L**
25	L	25
50	R	50
O	A	**D**
10	M	10
100	P	100

SCORE GROUP # VIII		
TICKETS PER CREDIT = **60**		
GOLD BONUS = 500		
BALL BONUS = 1000		
80	B	80
20	A	20
G	L	**L**
40	L	40
50	R	50
O	A	**D**
20	M	20
100	P	100

All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of credits, number of balls per play, and score per tickets for SWITCH # 2 (SW2). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

ITEM DESCRIPTION	CONTENT	SWITCH # 1							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coins, Credits,Tokens Required This setting is to adjust the number of coins or credits required to start the game. Operator can choose between 1 and 4 coin(s), token(s), or swipes per game	**1**	**ON**	**ON**						
	2	OFF	ON						
	3	ON	OFF						
	4	OFF	OFF						
Balls Per Credit	**1**			**ON**	**ON**				
	2			OFF	ON				
	3			ON	OFF				
	4			OFF	OFF				
Score Per Ticket	**1**					**ON**	**ON**	**ON**	
	2					OFF	ON	ON	
	5					ON	OFF	ON	
	10					OFF	OFF	ON	
	15					ON	ON	OFF	
	20					OFF	ON	OFF	
	30					ON	OFF	OFF	
	50					OFF	OFF	OFF	
Attraction Sounds	**ON**								**ON**
	OFF								OFF

All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the score group, gold score value, and gold score light for SWITCH # 2 (SW2). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

SWITCH # 2									
DESCRIPTION	**CONTENT**	**SW21**	**SW22**	**SW23**	**SW24**	**SW25**	**SW26**	**SW27**	**SW28**
Score Group Select The Proper Score Group (Based On Cost Per Play)	I	ON	ON	ON					
	II	OFF	ON	ON					
	III	ON	OFF	ON					
	IV	OFF	OFF	ON					
	V	ON	ON	OFF					
	VI	OFF	ON	OFF					
	VII	ON	OFF	OFF					
	VIII	OFF	OFF	OFF					
Bonus Hole Value	100				ON	ON	ON		
	150				OFF	ON	ON		
	250				ON	OFF	ON		
	500				OFF	OFF	ON		
	750				ON	ON	OFF		
	1,000				OFF	ON	OFF		
	1,500				ON	OFF	OFF		
	2,000				OFF	OFF	OFF		
Gold Score Light	**Light ON**							**ON**	
	Light OFF							OFF	
Score Group Selection	Score Group - (IX) - NOT USED								ON
	Score Group - (I - VIII)								**OFF**

All game settings in Rockin & Rollin can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including gold score values, gold score progressive increase value, and attraction sounds for SWITCH # 3 (SW3). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

SWITCH # 3									
DESCRIPTION	**CONTENT**	**SW31**	**SW32**	**SW33**	**SW34**	**SW35**	**SW36**	**SW37**	**SW38**
Gold Score Value Value Of Winning ALL FOUR Letters Of GOLD	25	ON	ON	ON					
	50	OFF	ON	ON					
	75	ON	OFF	ON					
	100	OFF	OFF	ON					
	200	ON	ON	OFF					
	300	OFF	ON	OFF					
	400	ON	OFF	OFF					
	500	OFF	OFF	OFF					
Single Letter Gold Score Value Of Winning A SINGLE GOLD Letter	0				ON	ON	ON		
	2				OFF	ON	ON		
	5				ON	OFF	ON		
	8				OFF	OFF	ON		
	10				ON	ON	OFF		
	15				OFF	ON	OFF		
	20				ON	OFF	OFF		
	25				OFF	OFF	OFF		