

**MANUEL
INSTRUCTION
POUR
WINTER-SPORTS**

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Zaccaria
DANK



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CONSTRUZIONI GIOCHI DIATTRAZIONE

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Telex 32004 INTERCON

LISTE DES CONTACTS DE LA CAISSE

00 Bouton meter display
01 Tilt à pendule, tilt ROLL BALL
02 Tilt antishok SLAM TILT
03 Boutons crédits
04 Jetons 1 (à gauche)
05 Jetons 2 (à droite)
06 Jetons 3 (au milieu)

LISTE DES CONTACTS DE LA TABLE (Voir fig. 2)

16 Trou final	"Out holé switch"
17 Renvoi gauche	"Left kicker switch"
18 Renvoi droit	"Right kicker switch"
19 Piste droite intérieure basse	"Bottom inside right rollover"
20 Piste droite extérieure basse	"Bottom outside right rollover"
21 Piste gauche intérieure basse	"Bottom inside left rollover"
22 Piste gauche extérieure basse	"Bottom outside left rollover"
23 Cible fixe 1 (inférieure)	"Bottom target 1"
24 Cible fixe 2	"Target 2"
25 Cible fixe 3	"Target 3"
26 Cible fixe 4	"Target 4"
27 Cible fixe 5 (supérieure)	"Toptarget 5"
28 Cible rotative	"Spinning target"
29 Cible tombante	"Single drop target"
30 Piste droite milieu	"Middle right rollover"
31 Contact droit milieu	"Middle right stand-up"
32 Bumper droit	"Right bumper"
33 Bumper gauche	"Left bumper"
34 Bouton double bonus	"Double bonus button"
35 Piste gauche haut	"Top left rollover"
36 Cible gauche haut	"Top left target"
37 Trou haut	"Top hole"
38 Cible droite haut	"Top right target"
39 Piste droite haut	"Top right rollover"

4. Appuyer de nouveau sur le bouton.

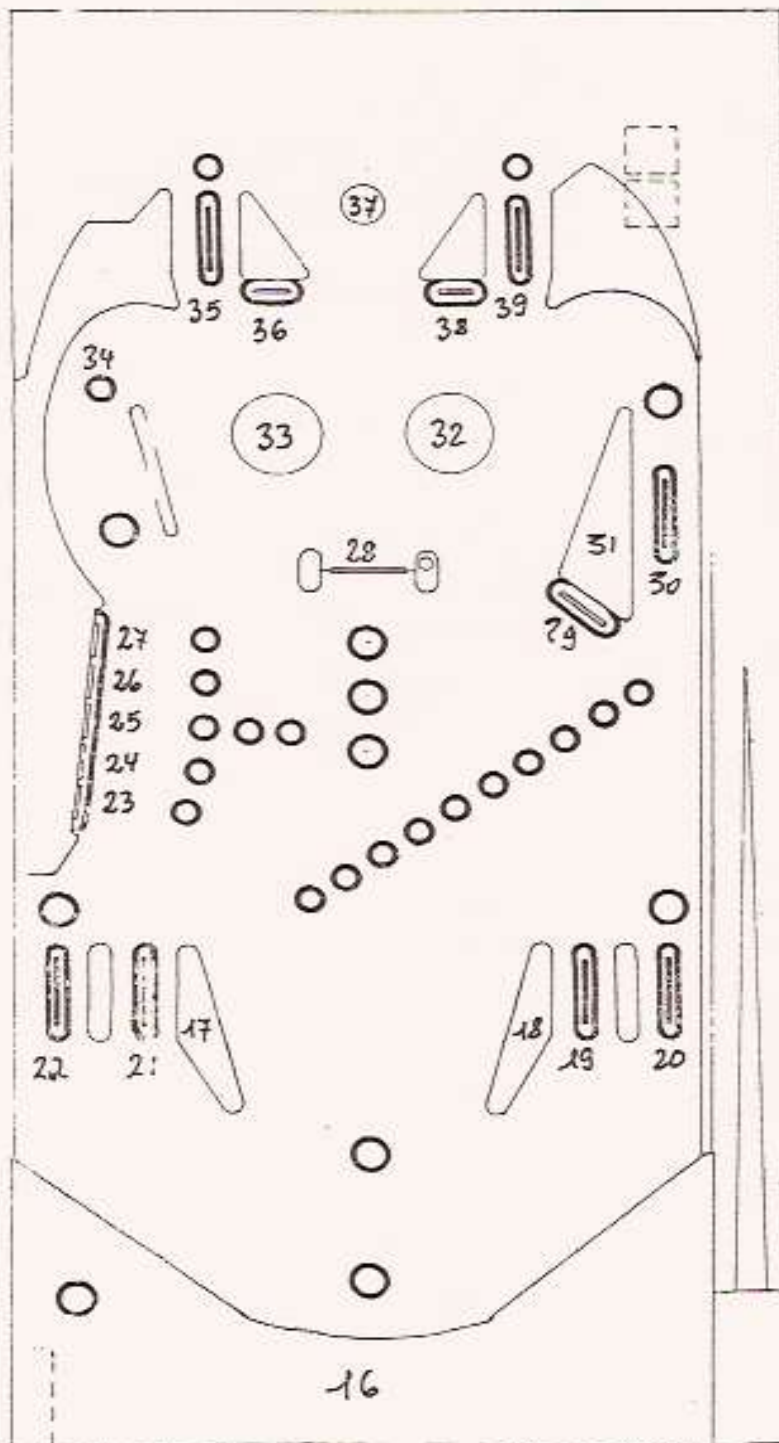
Sur le display match apparaîtra le numéro du test (04). Ce test contrôle le fonctionnement de toutes les lampes pilotées. Toutes les lampes (à l'exception des fixes) s'allument et s'éteignent environ 3 fois par seconde.

5. Appuyer de nouveau sur le bouton.

Sur le display match apparaîtra le numéro du test (05). Ce test prévoit le contrôle de tous les solénoïdes de l'appareil. Ceux-ci sont activés à la suite de 1 à 20; le numéro correspondant apparaîtra sur le display crédit. Aux nombres 21, 22, 23, 24 correspondent les 4 notes musicales (sons).

LISTE DES SOLENOIDES (Fig. 4)

01 Renvoi gauche	"Left kicker"
02 Relais flipper supplémentaire	"Additional flipper relays"
03 Non utilisé	
04 Fermeture jetons	"Coin lockout"
05 Non utilisé	
06 Renvoi droit	"Right kicker"
07 Cible tombante	"Single drop target"
08 Bumper gauche	"Left bumper"
09 Bumper droit	"Right bumper"
10 Trou haut	"Top hole"
11 Trou final	"Out hole"
12 Coup	"Knocker"
13 Non utilisé	
14 Non utilisé	
15 Non utilisé	
16 Non utilisé	
17 Non utilisé	
18 Non utilisé	
19 Non utilisé	
20 Relais flipper	"Flipper relays"

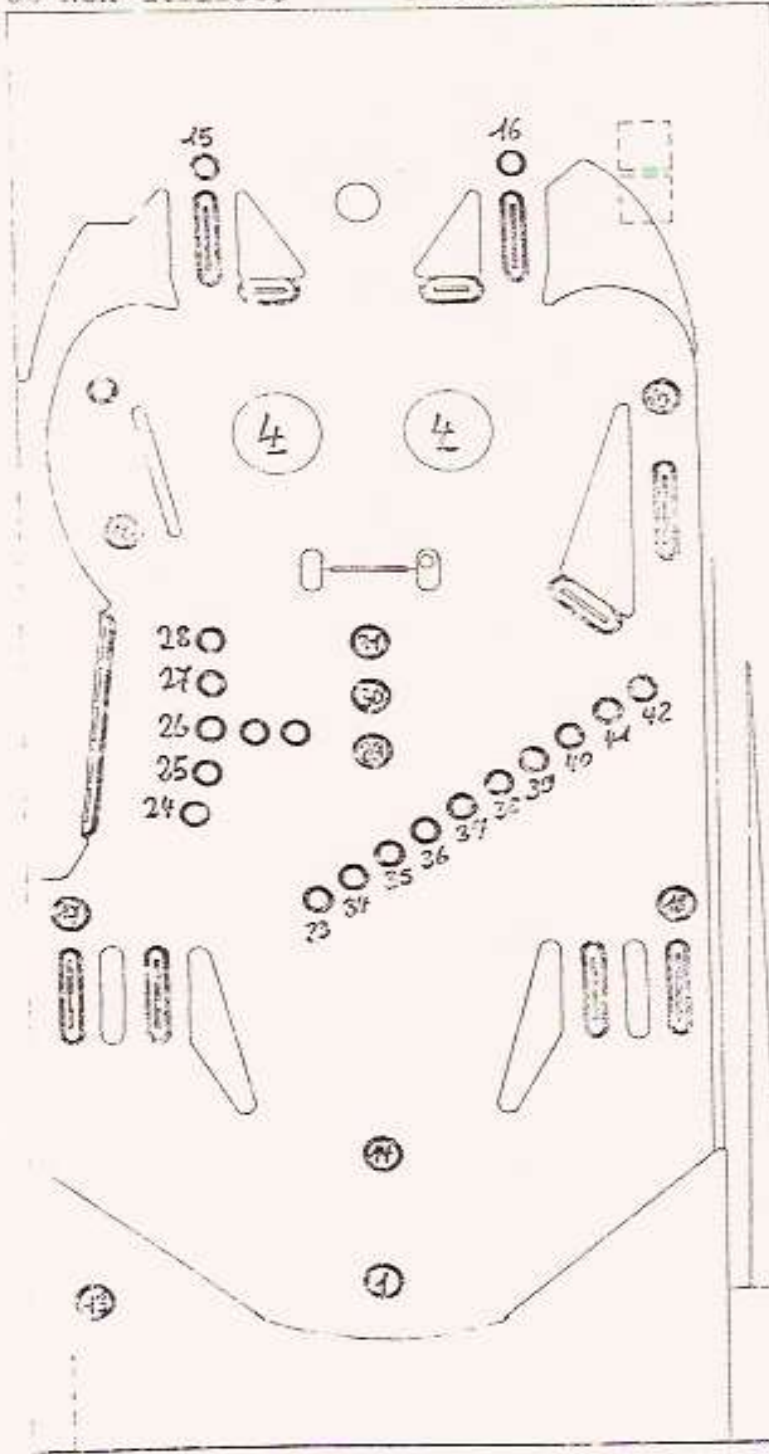
CONTACTS DE LA CAISSE

- 00 Selftest/moteur/programming.
(poussoir)
- 01 Tilt à pendule et à glissière
- 02 Tilt anti-choc
- 03 Bouton crédits
- 04 Jetons 1 (gauche)
- 05 Jetons 2 (droite)
- 06 Jetons 3 (milieu)

CONTACTS DE LA TABLE

- 16 Trou final
- 17 Renvoi gauche
- 18 Renvoi droit
- 19 Piste droite intérieure basse
- 20 Piste droite extérieure basse
- 21 Piste gauche intérieure basse
- 22 Piste gauche intérieure basse
- 23 Cible fixe
- 24 Cible fixe
- 25 Cible fixe
- 26 Cible fixe
- 27 Cible fixe
- 28 Cible tournante
- 29 Cible tombante
- 30 Piste droite milieu
- 31 Contact droit milieu
- 32 Bumper droit
- 33 Bumper gauche
- 34 Bouton double bonus
- 35 Piste gauche haute
- 36 Cible gauche haute
- 37 Trou haut
- 38 Cible droite haute
- 39 Piste droite haute

- ++ 01 Bonus ball
- 02 Non utilisée
- 03 Non utilisée
- 04 Dumpers
- 05 Non utilisée
- 06 Non utilisée
- + 07 Game over
- + 08 Match
- 09 Non utilisée
- 10 Pistes milieu
- 11 Non utilisée
- 12 Non utilisée

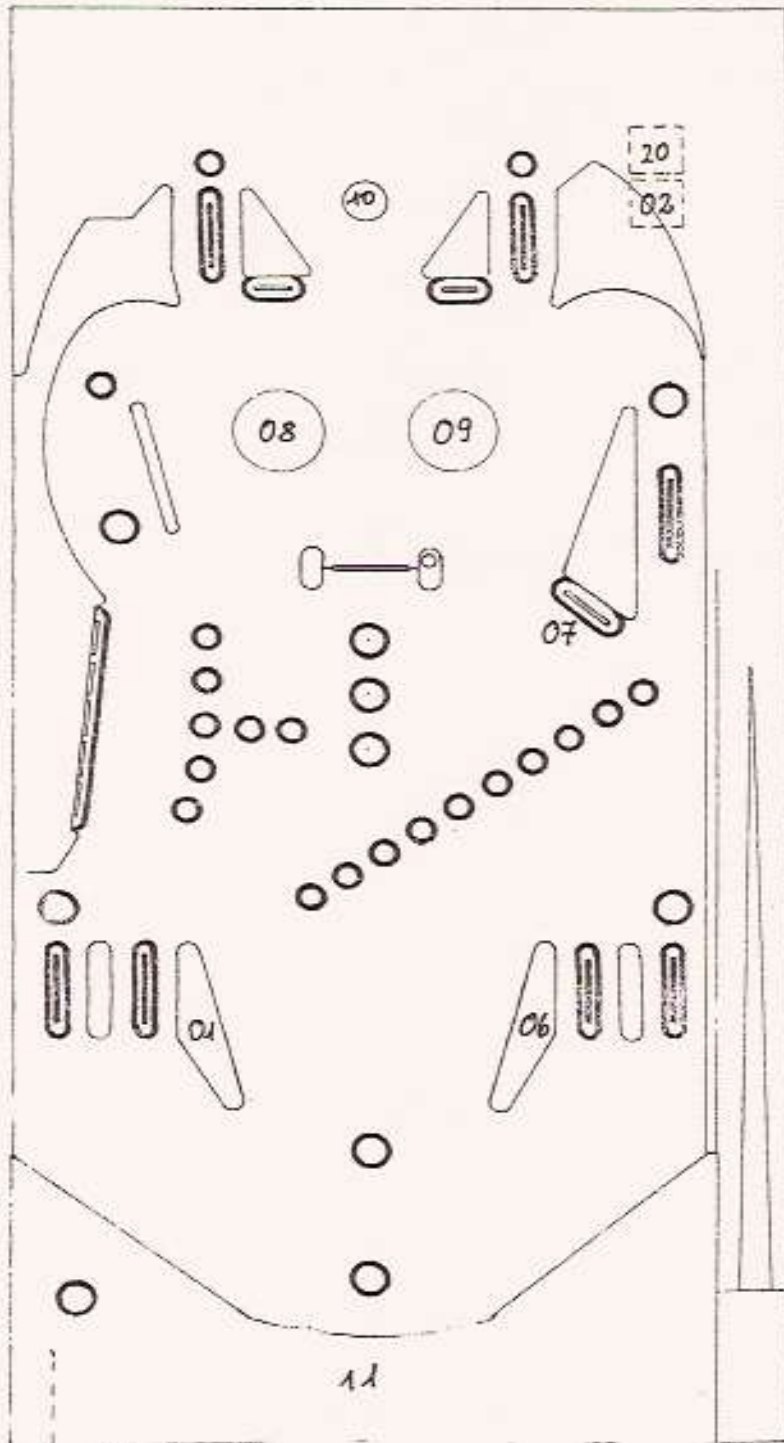


+ Lampes dans le tableau lumières
 ++ aussi dans le tableau lumières

- 13 Credit
- 14 Double bonus
- 15 Canal haut gauche
- 16 Canal haut droit
- 17 Canal bas gauche
- 18 Canal bas droit
- +19 "ON"
- +20 "OFF"
- 21 Non utilisée
- 22 Non utilisée
- +23 "Ball to play"
- 24 Flèche 1
- 25 Flèche 2
- 26 Flèche 3
- 27 Flèche 4
- 28 Flèche 5
- 29 Target 10
- 30 Target 100
- 31 Target 1000
- 32 Non utilisée
- 33 Bonus 1000
- 34 Bonus 2000
- 35 Bonus 3000
- 36 Bonus 4000
- 37 Bonus 5000
- 38 Bonus 6000
- 39 Bonus 7000
- 40 Bonus 8000
- 41 Bonus 9000
- 42 Bonus 10000
- 43 Non utilisée
- 44 Non utilisée
- 45 Non utilisée
- 46 Non utilisée
- +47 Joueurs 1
- +48 Joueurs 2
- +49 Joueurs 3
- +50 Joueurs 4
- +51 Tilt
- 52 Flèche x 10
- 53 Flèche x 100
- 54 Non utilisée
- 55 Non utilisée
- 56 Non utilisée
- 57 Non utilisée
- 58 Non utilisée
- 59 Non utilisée
- +60 Joueur au jeu 1
- +61 Joueur au jeu 2
- +62 Joueur au jeu 3
- +63 Joueur au jeu 4
- +64 Non utilisée

FIG. 4

DISPOSITION DES SOLENOIDES



- 01 Renvoi gauche
- 02 Relais flipper auxiliaire
- 03 Non utilisé
- 04 Arrêt jetons
- 05 Non utilisé
- 06 Renvoi droit
- 07 Cible tombante
- 08 Bumper gauche
- 09 Bumper droit
- 10 Trou haut
- 11 Trou final
- 12 Coup (dans la caisse)
- 13 Non utilisé
- 14 Non utilisé
- 15 Non utilisé
- 16 Non utilisé
- 17 Non utilisé
- 18 Non utilisé
- 19 Non utilisé
- 20 Relais flipper

I. INSTALLATION

Assemble the game as follows:

1. Bolt legs to the cabinet (use special bolts in coin box).
2. Gently extract electric cable and place it in the proper cavity, checking that non-skid knot is there.
3. Remove the elastic band that secures the light board and lift it to a vertical position. During this operation make sure that the cable is not crushed between the parts. The same care has to be used when disassembling so as not to squeeze the cables between the parts.
The light board has an automatic coupling that keeps it in a vertical position to ease the assembly of the 4 bolts. Always make sure that the automatic coupling is securely into operation. Open light board and fasten it to the cabinet with the 4 bolts and washers in the coinbox.

VISUAL INSPECTIONS

On all games there are certain items that should be checked after shipment. These are visual inspections which may avoid some time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable.

Cable connectors may be loosened, switches (especially tilt switches) may go out of adjustment.

Plumb bob tilt switch should always be adjusted after game is set on location

1. Check that cabinet cable is connected to the light board cable.
2. Check for any wires that may have become disconnected.
3. Check that cables are clear of all moving parts.
4. Check that there are no tin residue of foreign material due to loose solder between contacts or on the connectors.
5. Check wires for proper soldering. Cold solder connections may not show up in the factory inspection, but vibrations in shipment may break contact.
6. Check that all fuses are making good contact.
7. Check wiring of transformer to correspond to location voltage.
8. Check and adjust tilt switches sensitivity as follows:
 - a. Plumb bob tilt switch (tilt 1)
Adjust the length of plumb bob tilt according to desired sensitivity.
 - b. Rail tilt and ball (tilt 1)
Insert ball in the guide, check that the ball rolls free closing contact when the cabinet is raised.
 - c. Shockproof tilt (tilt 2)
There are 2:
the 1st. near plumb bob tilt, the 2nd. near coin chutes.
Adjust contact distance to desired sensitivity.

II. GENERALE GAME OPERATION

1. Place ball into hole, plug in line cord.

Score displays are set to zero, display for max. score shows the highest score ever obtained (to obtain zero follow instructions, chapter V). « Credit » display shows remaining credits.

2. « Game over » light is lit. If « tilt » light is lit check the adjustment of tilt contacts which should be open.

3. Check that the machine properly accepts coins and advances corresponding credits (see chapter V).

Remember that the machine should not accept any coin when turned off or if the number of credits has reached the programmed max. (see chapter V).

4. If, after ignition, all displays were to alternate figures 6 and 9, it will be necessary to make some controls, since the data in storage memory, will be of no value. This is very likely to happen, if the machine was switched off for many weeks.

If, on the contrary, it has been recently used, and shows alternatively figures 6 and 9 it could well be that the battery or its input circuits are out of order.

When newly starting the machine re-programming will be necessary (see chapter V.).

5. Press « Credit » button - « GAME OVER » and possible « TILT » lights should be turned off.

a. 1st player warning light should be lit.

b. Lamp showing 1st player in game will light up.

c. Credits will be decreased by one point.

d. BALL TO PLAY lamp will have to be lit.

e. Playfield is ready and the ball ejected from the hole.

6. Each new pressure on « Credit » button will decrease the bumper of credits and increase indication of numbers of players in game.

7. Maximum number of credits which can be required is 4.

GENERAL REMARKS ON THE GAME

1. The number of balls to be played for each game is regulable (see chapter V).

2. The ball won during the game is immediately thrown in again.

3. The games won while playing for combinations accomplished or for achievement of winning scores are immediately awarded.

4. The games won by exceeding the maximum score (regulable) are awarded at the end of the game.

5. At the end of the game, the match lamp comes on (if programmed) and a game is awarded to each player having the last two figures of score equal to the match number. The games won are awarded only if the number of maximum credits (regulable) is not reached.

6. At the end of the game, the player (or players) who has got the superbonus win, is indicated by the winking of the corresponding lights.

7. When just one player is playing, the dropping targets do not get up again when the ball is lost.

10. When « highest score » is set on « random » each time a new game is started a new and changeable score will be shown in the programmed range of scores (see test n° 21).

8. The « SPECIAL » target opens automatically when lit.

9. If the score of any player exceeds 999.990. the last hand digit of the display will flash to indicate the over the top score.

10. When « Highest score » is set on « Random » each time a new game is started a new and changeable score will be shown in the programmed range of scores (see test n° 21).

III. BOOK-KEEPING FUNCTIONS

« Meter display » button is designed to help operators perform certain accounting functions such as the number of coins dropped and number of total plays.

The operator will know these data at any time.

For this purpose he will have to open the coin chute door and push the SELF TEST/METER/PROGRAMMING button.

1st. player display will show total coins in left coin chute.

2nd. player display will show total coins in right coin chute.

3rd. player display will show total coins in central coin chute.

4th. player display will show total plays.

Max. score display will show total replays.

Same data can be obtained using special print-out unit.

For this purpose, it will be necessary to connect the print-out to the special connector placed inside the cabinet on the right hand side.

Press « Stampa » button on the printer.

All displays and lamps will be turned off and a coupon will be printed as the sample below:

```
SHOOT RAPIDS  
SERIAL N. 0000  
WINNED G. 000006  
PLAYED G. 000013  
COINS 1 000003  
COINS 2 000002  
COINS 3 000000
```

At the end of the printing the machine is ready for a new game.

IV. GAME ADJUSTMENT

Once the machine has been set up, it is ready to play.

It is, however, advisable to carry out a general inspection in order to make sure that all parts work correctly.

For this purpose there is a « self test » program which is activated each time the « SELF TEST/METER/PROGRAMMING » button is pressed.

TEST THEORY OF OPERATION

1. Press button once.

« Match » display will show test number (01).

This test verifies book-keeping functions as in chapter III.

2. Press button again.

« Match » display will show test number (02). This test checks all displays.

Automatically the digit displays will go from 0, 1, 2 etc. to 9 and repeat continuously. Use this test to check if some digit segments have been damaged.

3. Press button again.

« Match » display will show test number (03). This test checks that all contacts are correct.

For this purpose it will be necessary to manually close all playfield contacts and those of the cabinet one at the time. Refer to the following list to check that the closed contact number is on « Credit » display.

CABINET CONTACT LIST

- 00 meter display button
- 01 Plumb bob tilt « Roll ball »
- 02 Shock proof tilt, « Slam tilt »
- 03 « Credit » button
- 04 Coin chute 1 (left hand side)
- 05 Coin chute 2 (right hand side)
- 06 Coin chute 3 (Centre)

PLAYFIELD - CONTACT LIST (see table 2)

- | | |
|--|-----------------------------------|
| 16. Outhole | 33. Spinning target. |
| 17. Left hand kicker switch. | 34. Bottom bumper. |
| 18. Right hand kicker switch. | 35. Right hand bumper. |
| 19. Bottom outside left hand rollover. | 36. Left hand bumper. |
| 20. Bottom outside right hand rollover. | 37. Top left hand rebound. |
| 21. Bottom inside left hand rollover. | 38. Dropping target bank contact. |
| 22. Bottom inside right hand rollover. | 39. Spécial |
| 23. Top right hand kicker. | 40. Moving target n° 1 (low) |
| 24. 1st. top rollover (left hand side). | 41. Moving target n° 2. |
| 25. 2nd. top rollover. | 42. Moving target n° 3. |
| 26. 3rd. top rollover. | 43. Moving target n° 4. |
| 27. 4th. top rollover. | 44. Moving target n° 5. |
| 28. 5th. top rollover (right hand side). | 45. Moving target n° 6. |
| 29. Top left hand target. | 46. Moving target n° 7. |
| 30. Top right hand target. | 47. Moving target n° 8 (top). |
| 31. Centre target. | |
| 32. Top right hand contact. | |

4. Press button again.

« Match » display will show test number. (04).

This test checks that all pilot lamps are working properly.

All lamps except those fix will flash ON and OFF about 3 times per second.

5. Press button again.

« Match » display will show test number. (05).

This test checks all solenoids.

These are activated in sequences from 1 to 20 and corresponding number will be shown on « Credit » display.

SOLENOID LIST (Table n° 4)

01 Left Kicker.	
02 Right kicker.	
03 Knocker.	
04 Coin lockout.	
05 Top kicker.	
06 Low bumper	
07 Right hand bumper.	
08 Top rebound	
09 Left hand bumper.	
10 Relay dropping target bank.	
11 Outhole.	
12 Relay target n° 8.	
13 Relay target n° 1.	
14 Relay target n° 2.	
15 Relay target n° 3.	
16 Spare.	
	17 Relay target n° 4.
	18 Relay target n° 5.
	19 Relay target n° 6.
	20 Relay target n° 7.
	21
	22
	23
	24

NOTE: In this model flipper relay is controlled by the lamp output.

All tests are now finished. Press « SELF TEST/METER/PROGRAMMING.

NOTE: in this model flipper relay is controlled by the lamp output.

All tests are now completed.

Press again « SELF/TEST/METER/PROGRAMMING » to newly set the machine for a game.

V. PROGRAMMING

Games are factory programmed according to their destination.

Programming elements may however be changed following procedures below.

It is assumed that such procedures will be left to the technicians.

Wrong programming could be the cause of malfunction.

To verify or to change programming proceed as follows:

1. Open light board with game-up.
2. Press « PROGRAMMING ENABLE » button on the upper left hand side of CPU circuit.
3. Close light board without turning power off.
4. Press « SELF TEST/METER/PROGRAMMING » button in coin chute.
« Match » display will show test number (06). The number of balls per game can be programmed.
Display « credit » will show the programmed number.

To change program use « Credit » button.

5. Press self test button.

« Match » display will show present test number (07).

« Match » can be programmed. Such possibility can be included or excluded by pressing « Credit » button.

CREDIT DISPLAY

— 00 excluded match.

— 01 included match

6. Press « self test » button again.

« Match » display will show test number (08). Now the type of wins upon reaching winning score can be programmed.

(With superbonus, the number of credits is not increased but book-keeping function meters are equally up-dated).

Pressing « Credit » button, the following possibilities are available:

CREDIT DISPLAY

— 00 SUPERBONUS

— 01 ONE REPLAY

— 02 BONUS BALL

7. Press « self test » button.

« Match » display will show present test number (09).

Max. number of replays can be programmed, « Credit » display shows present programmed number.

By pressing « credit » button programming is changed from 10 to 60.

8. Press « self test » button.

« Match » display will show the present test number (10).

Now it is possible to program the type of win awarded upon exceeding maximum score.

« Credit » button shows present programmed number.

Press « credit » button to change programming from 0 to 3.

— Display credit = 00 SUPERBONUS

— Display credit = 01, 1 replay.

— Display credit = 02, 2 replays

— Display credit = 03, 3 replays.

9. Press « self test » button.

Match display will show test number (11).

The « weight » value of the coins accepted by coin chute 1 can be programmed (see table 1).

« Credit » display will show the present programmed value which can be changed by pressing « credit » button from 0 to 15.

10. Press « self test » button.

« Match » display will show number of test (12).

Number of additional credits can be programmed by introducing the coin into coin chute n° 1 (see figure 1). Go on as shown at point 9, to change programming from 0 to 15.

11. Press « self test » button.

« Match » display will show the test number (13).

The « weight » (value) of the coins accepted by coin chute 2 can be programmed (see figure 1). Go on as shown at point 9 to change programming from 0 to 15.

12. Press « self test » button.
 « Match » display will show test number (14).
 Number for additional credits can be programmed by introducing the coin in coin
13. Press « self test » button.
 « Match » display will show test number (15).
 The « weight » (value) of the coins accepted by coin chute 3 can be programmed. Go on as shown at point 9.
14. Press « self test » button.
 « Match » display will show test number (16).
 The number of additional credits can be programmed by introducing the coin into coin chute n° 3. Go on as shown at point 9.
 (see chapter VII: programming examples).
15. Press « self test » again.
 « Match display will show test number (17). It is possible to program the first game variation. By operating the credit button, it is possible to select one of the following two possibilities (only in the case of wins programmed on bonus ball or 50.000 points).
 — Credit display = 00 SPECIAL lit regularly.
 — Credit display = 01; SPECIAL are immediately lit.
16. Press « self-test » again.
 « Match » display will show test number (18). It is possible to program the second game variation. By operating the credit button, it is possible to select one of the following possibilities:
 — Display credit = 00 when hitting lit special a SUPERBONUS.
 — Display credit = 01 when hitting lit special a REPLAY.
 — Display credit = 02 when hitting lit special a BONUS BALL.
 — Display credit = 03 when hitting lit special 50.000 points.
17. Press « self test » again.
 « Match » display will show test number (19).
 It is possible to program the third game variation.
 — Credit display = 00 one bonus ball when passing on the top lit centre rollover.
 — Credit display = 01 50.000. points when passing on the top lit centre rollover.
18. Press « self test » again.
 « Match » display will show test number (20).
 It is possible to select the fourth game variation.
 — Credit display = 00 regular game x 5 balls.
 — Credit display = 01 the game starts with the special sequence made it easier.
19. Press the « self-test » button.
 « Match » display will show test number (21).
 It is possible to program highest score variation.
 Credit Display 00 = Regular highest score.
 Credit Display 01 = « RANDOM » score from 500.000 points to 1.800.000 points.
 Credit Display 02 = « RANDOM » score from 800.000 points to 1.800.000 points.
 Credit Display 03 = « RANDOM » score from 1.100,00 points to 1.800.000 points.
20. Press « self test » button.
 « Match » display will show test number (22). On the « Highest score » display the maximum score obtained is reported. Push the credit button if zero setting is desired.
21. Press « self test »

« Match » display will show test number (23).
« Credit » display shows 1st. winning score (hundreds of thousands and tens of thousands). To change in action « credit » button until the new wished score has been reached.

22. Press « self test » button.

« Match » display will show test number (24).

« Credit » display shows second winning score (see point 21).

23. Press « self test » button.

« Match » display will show test number (25).

« Credit » displays shows third winning score (see point 21).

24. Press « self test » button.

« Match » display will show the last test number (26).

Display shows book-keeping functions (see chapter III).

To clear meters press « credit » button.

Press « self-test » button again.

The machine is now ready to play.

N.B. On tests n° 23, 24, 25 one cannot program a score higher than 990,000.

VI. ROUTINE MAINTENANCE ON LOACTION

The purpose of this chapter is to give a general line to follow, so as to maintain the machine in proper operation.

The operations shown have to be carried out each time one operates on the machine, even when on power-up.

1. Follow first 5 tests as shown in chapter IV to check the correct operation of each flipper component.

2. Carefully check that securing screws of electronic boards do not work loose. Same — Check bumpers the rod.

3. Playfield (upper side)

— Check and, if necessary, tighten the screws of the rubber post.

— Check the conditions of the rubber rings and, if necessary, change them. (remember to check the adjustment of contacts each time the rubber rings are replaced).

— Carefully clean playfield. Do not use highly caustic cleaners.

4. Playfield (lower part).

— Check flipper assembly (tie rod, pin joints and contacts)

— Check bumpers

— Check contact adjustments.

— Check wiring harness to avoid tractions on the wires and obstacles to the moving parts.

5. Check and adjust tilt sensitivity.

Remember: an effective periodic maintenance greatly improves flipper life time and avoids the possibility of damages.

VII. GENERAL INFORMATION

The purpose of this instruction Manual is to help operators perform several simple procedures such as installation, maintenance, and game adjustments.

For more complicated problems more detailed procedures are available in the

COINS/CREDITS PROGRAMMING EXAMPLES

This game can be programmed for whatever combination of coins and credits, one has only to take into account the following data:

- The weight (value) of the coins can range from 0 to 15.
- The number of credits relevant to each coin can be changed from 0 to 15.
- Possible ratios of coin values:
 - a) 1-2-5 or
 - b) 2-5-10 or
 - c) 5-10-15 or has to be adapted to such ratio

Example n° 1:

1 DM = 2 credits

2 DM = 5 credits (1 x 2 DM or 2 x 1 DM)

5 DM = 14 credits (1 x 5 DM or 2 x 2 + 1 DM or 3 x 1 DM + 2 DM or 5 x 1 DM).

Programming:

Test 11 = 1
Test 12 = 2
Test 13 = 2
Test 14 = 5
Test 15 = 5
Test 16 = 14

In this case the coin chute n° 1 shall accept 1 DM coins and coin chute n° 2 shall accept 2 DM coins.

Coins chute n° 3, shall accept 5 DM coins.

Example n° 2:

1 FR = 1 credit

2 FR = 3 credits (2 x 1 FR) (1 credit allowance)

Programming:

Test 11 = 1
Test 12 = 1
Test 13 = 2
Test 14 = 3
Test 15 = 4
Test 16 = 6

In this case coin chute n° 1 shall accept 1 FR coins. Coin chutes n° 2 and n° 3 are not provided.

Example n° 3:

1 FR = 0 credits

2 FR = 1 credit (2 x 1 FR)

5 FR = 3 credits (5 x 1 FR) (1 credit allowance).

Programming:

Test 11 = 1
Test 12 = 0
Test 13 = 2
Test 14 = 1

11 C 1
12 0 1
13 0 5
14 0 5 - 0 6
15 0 5

Test 15 = 5

Test 16 = 3

It has to be pointed out that in this case coin chute n° 1 has to accept 1 FR coins and coin chutes n° 2 and n° 3 cannot be installed.

Example n° 4:

5 P = 1 credit (1 x 5 P)

10 P = 2 credits (2 x 5 P or 1 x 10 P)

Programming:

Test 11 = 5 or 1

Test 12 = 1 or 1

Test 13 = 10 or 2

Test 14 = 2 or 2

Test 15 = 15 or 3

In this case the coin chute n° 1 shall accept 5 P coins - coin chute n° 2 shall accept 10 P coins.

VERY IMPORTANT: Position from 11 to 16 have always to be programmed regardless the number of installed coin chutes.