



DOUBLE JACKPOT TIME

OPERATING INSTRUCTIONS

The purpose of this manual is to acquaint the service technician and operator with the special features found on the Double Jackpot Time. This manual is intended for use in conjunction with Bally Manufacturing Corporation manual #2600, January 01, 1975, and Bally Manufacturing Corporation manual #2400, September of 1973.

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DOUBLE JACKPOT TIME

INTRODUCTION

Double Jackpot Time is a four (4) reel, three (3) line slot machine with a special rounded cabinet which was built by BALLY DISTRIBUTING COMPANY OF RENO, NEVADA. It features the popular any three matching symbols on lit pay line (introduced in Pays-A-Plenty) pays a minor jackpot of \$2.50. Its new feature is that one of the jackpots is doubled every play. Flashing red arrows tell the player which award will pay a double jackpot. As the player coins the machine the arrows flash on the feature glass opposite or above the award schedule, as he pulls the handle the arrows continue to flash, as soon as the reel mechanism fires the arrows stop and the player knows which award will pay double. Example: three (3) melons pay \$2.50 and if the arrow lights over the three (3) melons then three (3) melons pay \$5.00.

Double Jackpot Time uses two (2) different bells to provide a richer and more novel sound during jackpot pay offs.

On regular (not double) jackpots the jackpot candles are flashed alternately and the jackpot signal on top is lit in white lights. On double jackpots the candles are both lit and the sign lights read double jackpot in alternating red and white lights.

Double Jackpot Time features an anti-cheat (tilt) circuit which stops all meter recordings (except direct to cashbox) and stops all payoffs if door is opened or machine is violently slammed, other safety devices magnet sensing, etc. etc. may be added by individual clubs and routes as there locations warrant.



ARROW LIGHTS

Flashing red arrows tell the player which award will pay a double jackpot. As the player coins the machine the arrows flash on the feature glass opposite or above the award schedule, as he pulls the handle the arrows continue to flash, as soon as the reel mechanism fires the arrows stop and the player knows which award will pay double. Example: three (3) melons pay \$2.50 and if the arrow lights over the three (3) melons then three (3) melons pay \$5.00.

The two (2) main units involved in the flashing and selecting of arrows are the flash disc and the selection disc.

The selection disc is directly responsible for the selection of double winners, the flash disc functions to mix (flash) the arrows during the time between the coining of the game and the firing of the reel mechanism.

The coin relay drops on the first coin (13-1) energizing selector motor, and double win selector index coil. The double win selector index amateur operates transfer switch (9-F) transferring power from the selection disc to the flash disc. Note: The flash motor is bi-directional but no matter which direction it runs it will provide a smooth and even movement of the arrows. As the handle is pulled reel mechanism "A" switch (13-1) closes to keep the lights flashing as the coin relay will be reset before the reel mechanism fires. As the reel mechanism fires the "A" switch (13-1) opens releasing the double win selector amateur moving transfer switch

Bally

(9-F) to its normal position restoring power to selection disc (13-F) where ever the selection disc stops determines which double jackpot the player can win.

BELLS AND CANDLES

Double Jackpot Time uses two (2) different bells to provide a richer and more novel sound during jackpot pay offs. The bells are operated by relays (right and left) (15-G). As any payout begins the master payout relay closes a transfer (14-H) energizing the flash disc motor and also a transfer at (16-1) energizing the bell relay portion of the flash disc.

Some games are equipped with a special jackpot sign and large candles. On regular (not double) jackpots the jackpot candles are flashed alternately by the bell relays (15-G) and the jackpot signal on top is lit in white light. On double jackpots the candles are both lit and the sign lights read double jackpot in alternating red and white lights.

SAFETY CIRCUITS

Double Jackpot Time features an anti-cheat (tilt) circuit which stops all meter recording (except direct to cashbox) and stops all payoffs if door is opened or machine is violently slammed, other safety devices magnet sensing etc. etc. may be added by individual clubs and routes as there locations warrant.



A service switch is located on the handle release assembly. By pressing it, the service switch, the service man may check out pays but these pays and any operation of the coin switch will not be recorded on the meters.

To clear the game from tilt the door must be closed and the game coined from the outside this eliminates would be cheaters from opening the door and setting up a large jackpot.

PAY CIRCUITS

The circuit used on this game to detect winners makes use of common diodes to minimize the amount of wiring that would be necessary otherwise, in fact, it is the only practical method that could be used on this type of game. The following paragraphs are, therefore designed to be of help in the understanding of those circuits.

A.C. voltage consists of alternating positive (+) and negative (-) pulses. A diode simply has the ability to pass one of these pulses and block the other depending in which direction the diode is arranged in the circuit. For example:



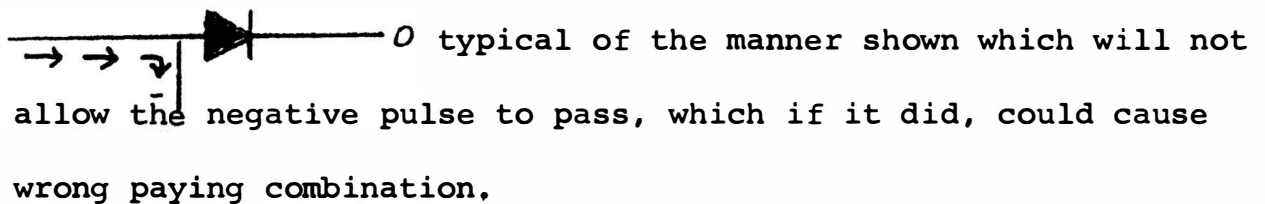
A. Alternating voltage entering a diode in this direction will allow only positive pulses to pass through, effectively blocking the negative portion of the cycle.

B. Alternating voltage entering a diode in this direction will allow only negative pulses to pass through, effectively blocking the positive portion of the cycle.



Bally

C. Similarly (+) Positive Direct Current will only flow thru Example "A" and (-) Negative Direct Current will only flow thru Example "B". Now in conclusion, if we decide as in this particular game to use a negative D.C. Input, we will be able to direct or block that Input by arranging the diodes in the direction necessary, and ultimately make the circuit path we want to appropriate pay value. However, due to the complexity of the wiring that same negative pulse is feeding other circuits and here we place a diode

 typical of the manner shown which will not allow the negative pulse to pass, which if it did, could cause wrong paying combination.

The power supply used for the payout system is obtained through a bridge rectifier circuit made from the arrangement of 4 diodes as shown on the schematic at 21-B. Alternating current is supplied through wires 30 to 70 and comes out negative D.C. and positive D.C. at wire colors 32-1 and 75-1 respectively. The conversion to full wave rectification at this point allows 50 volt D.C. to be available to the P.O. circuits and provides a negative potential to the 91 feed for the disc wiring.

Each line has its own independent detection system (refer to page 7 of this manual) line 1 and 2 share the same pay out stepper, payout stepper #1, as multiple wins, on these lines are impossible, (multiple wins are wins on more than one line). Line three (3) utilizes payout stepper #2 because of multiple wins on

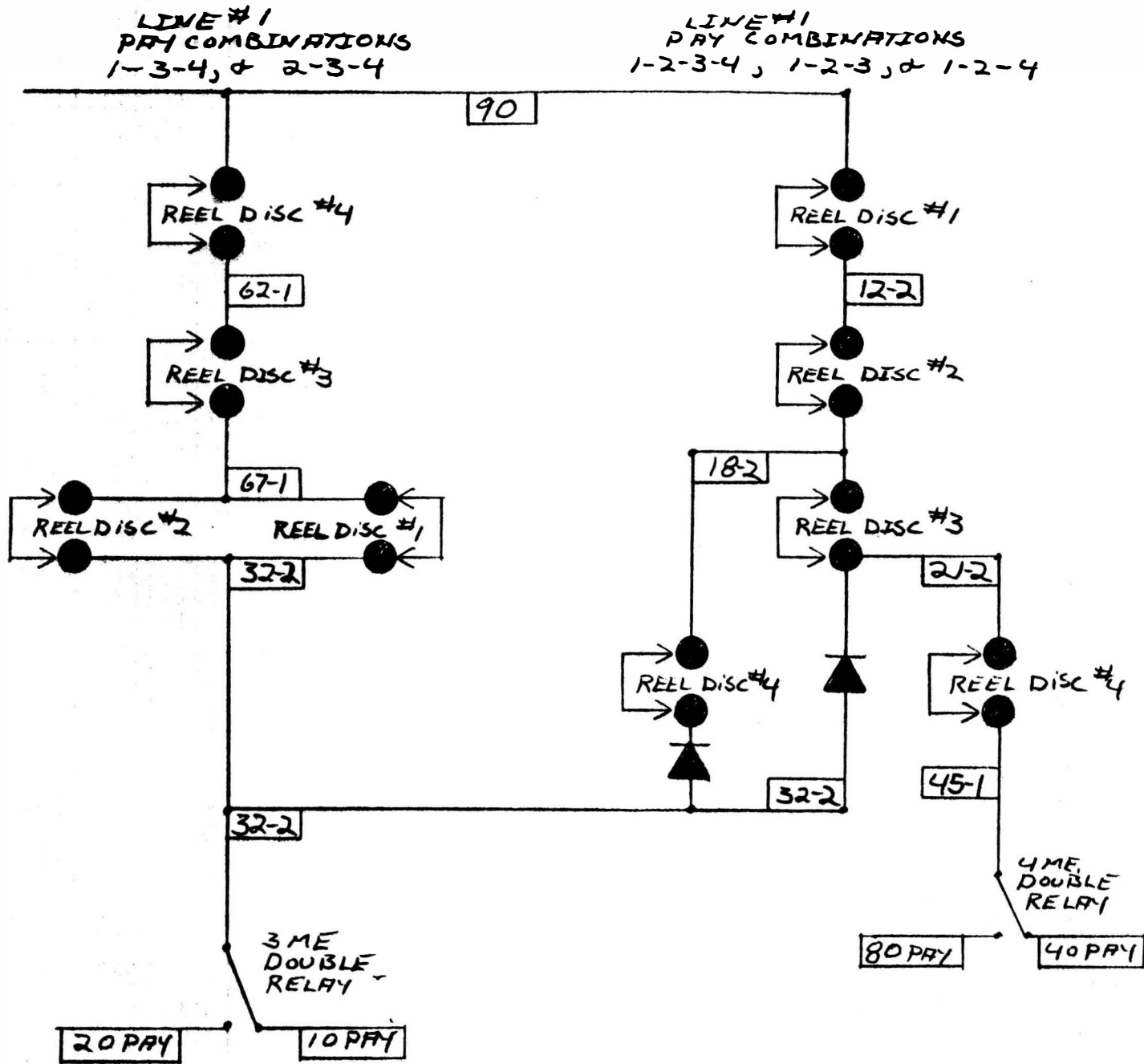


lines 2 and 3 are possible in a case of multiple wins line 2 will pay first, upon completion of line 2 pay line 3 will pay. Double wins are directed by the corresponding double win relay (refer to page of this manual).

JACKPOT LOCKUPS AND METERING

This machine will pay \$100.00 on 4 sevens winners the attendant paid balance is recorded in \$100.00 increments on the jackpot meter. All meters are located on the cashbox door of the stand.

DOUBLE JACK POT TIME SAMPLE PAY CIRCUIT



MODEL # 145.53

DOUBLE JACKPOT TIME

SYMBOLS	FREQUENCY				HITS	%	PAY	TOTAL	TAPES				
	1	2	3	4					1	2	3	4	
MELONS TOTAL					12,285	3.15		154,916	39.65	SEF	SEF	SEF	SEF
BARS TOTAL					12,285	3.15		154,916	39.65	BA	ME	BA	ME
3 SEF TOTAL					96	.02		11,200	2.87	ME	BA	ME	BA
						6.3		321,032	82.18	BA	ME	BA	ME
										BA	ME	BA	ME
FIRST COIN 4 SEF					1			2334	.6	BA	ME	ME	BA
FIRST COIN TOTAL %								323,366	82.78	BA	ME	BA	ME
										BA	ME	BA	ME
2nd COIN 4 SEF								4667		ME	BA	ME	BA
1st & 2nd coin total %									83.08	BA	ME	BA	ME
										BA	ME	BA	ME
3rd coin 4 SEF								9334		ME	BA	ME	BA
1st thru 3rd coin total %									83.58				
										8	3	7	4
										3	8	4	7
										1	1	1	1
										13	13	13	13
										25	25	25	25

DOUBLE JACKPOT TIME

SYMBOLS	FREQUENCY				HITS	%	PAY	TOTAL	%	TAPES				
	1	2	3	4						1	2	3	4	
ME ME ME	3	8	4	18	1728		10	17280						1
ME ME ME	22	8	4	7	4928		10	49280						2
ME ME ME	3	17	4	7	1428		10	14280						3
ME ME ME	3	8	21	7	3528		10	35280						4
3 ME SUB TOTAL										3%	116.120	29.73		5
3 ME DOUBLED		12	TO	01				9,676	2.53					6
3 ME TOTAL								125,796	32.20					7
														8
ME ME ME	3	8	4	7	673		40	26,880	6.89					9
4 ME DOUBLED		12	TO	01				2,240	.56					10
4 ME TOTAL								29,120	7.45					11
														12
BA BA BA	8	3	7	21	3528		10	35280						13
BA BA BA	17	3	7	4	1428		10	14280						14
BA BA BA	8	22	7	4	4928		10	49280						15
BA BA BA	8	3	18	4	1728		10	17280						16
3 BAR SUB TOTAL										3%	116.120	29.73		17
3 BARS DOUBLED		12	TO	01				9,676	2.53					18
3 BARS TOTAL								125,796	32.20					19

MODEL # 145.53

DOUBLE JACKPOT TIME

SYMBOLS	FREQUENCY				HITS	%	PAY	TOTAL	%	TAPES				
	1	2	3	4						1	2	3	4	
4 BARS	8	3	7	4	672		40	26,880	6.89					1
4 BARS DOUBLED		12	TO	01				2240						2
								29,120	7.45					3
														4
														5
														6
SEF SEF SEF	1	1	1	24	24		100	2400						7
														8
SEF SEF SEF	24	1	1	1	24		100	2400						9
														10
SEF SEF SEF	1	24	1	1	24		100	2400						11
														12
SEF SEF SEF	1	1	24	1	24		100	2400						13
														14
3 SEF SUB TOTAL					96	.02		9.600	2.45					15
3 SEF DOUBLED		6	TO	1				1600						16
														17
								11,200	2.87					18
														19
4 SEF	1	1	1	1	1			2000						20
4 SEF DOUBLED		6	TO	1			+	334						21
4 SEF LINE 1								2334	.6%					22
														23
4 SEF	1	1	1	1	1			4000						24
4 SEF DOUBLED			6	TO	1			667						25
4 SEF LINE 2								4667	1.2					
4 SEF								8000						
4 SEF DOUBLED		6	TO	1				1334						
4 SEF LINE 3								9334	2.4					

145.53

DOUBLE JACKPOT TIME

REEL #1

REEL #2

REEL #3

REEL #4

REEL #5

	TAPE SYMBOL	INDEX WHEEL SLOT NO.
1	SEF	4
2		9
3	BA	1
4		5
5	ME	3
6		6
7	BA	1
8		7
9	BA	1
10		7
11	BA	1
12		7
13	BA	1
14		7
15	BA	1
16		5
17	ME	3
18		6
19	BA	1
20		7
21	BA	1
22		5
23	ME	3
24		9
25		2

M-225-167 P-584-78

	TAPE SYMBOL	INDEX WHEEL SLOT NO.
1	SEF	4
2		8
3	ME	1
4		5
5	BA	3
6		6
7	ME	1
8		7
9	ME	1
10		7
11	ME	1
12		7
13	ME	1
14		7
15	ME	1
16		5
17	BA	3
18		6
19	ME	1
20		7
21	ME	1
22		5
23	BA	3
24		9
25		2

M-225-168 P-584-78

	TAPE SYMBOL	INDEX WHEEL SLOT NO.
1	SEF	4
2		8
3	BA	1
4		5
5	ME	3
6		6
7	BA	1
8		7
9	BA	1
10		5
11	ME	3
12		6
13	BA	1
14		7
15	BA	1
16		5
17	ME	3
18		6
19	BA	1
20		7
21	BA	1
22		5
23	ME	3
24		9
25		2

M-225-169 P-584-79

	TAPE SYMBOL	INDEX WHEEL SLOT NO.
1	SEF	4
2		8
3	ME	1
4		5
5	BA	3
6		6
7	ME	1
8		7
9	ME	1
10		5
11	BA	3
12		6
13	ME	1
14		7
15	ME	1
16		5
17	BA	3
18		6
19	ME	1
20		7
21	ME	1
22		5
23	BA	3
24		9
25		2

M-225-169 P-584-79

	TAPE SYMBOL	INDEX WHEEL SLOT NO.
1	SEF	
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

M-225- P-584-

(WHITE + BACKGROUND TAPES)

CODE + BD-BT-1 -3

MODEL No. 145.53

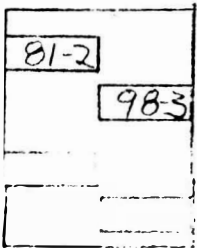
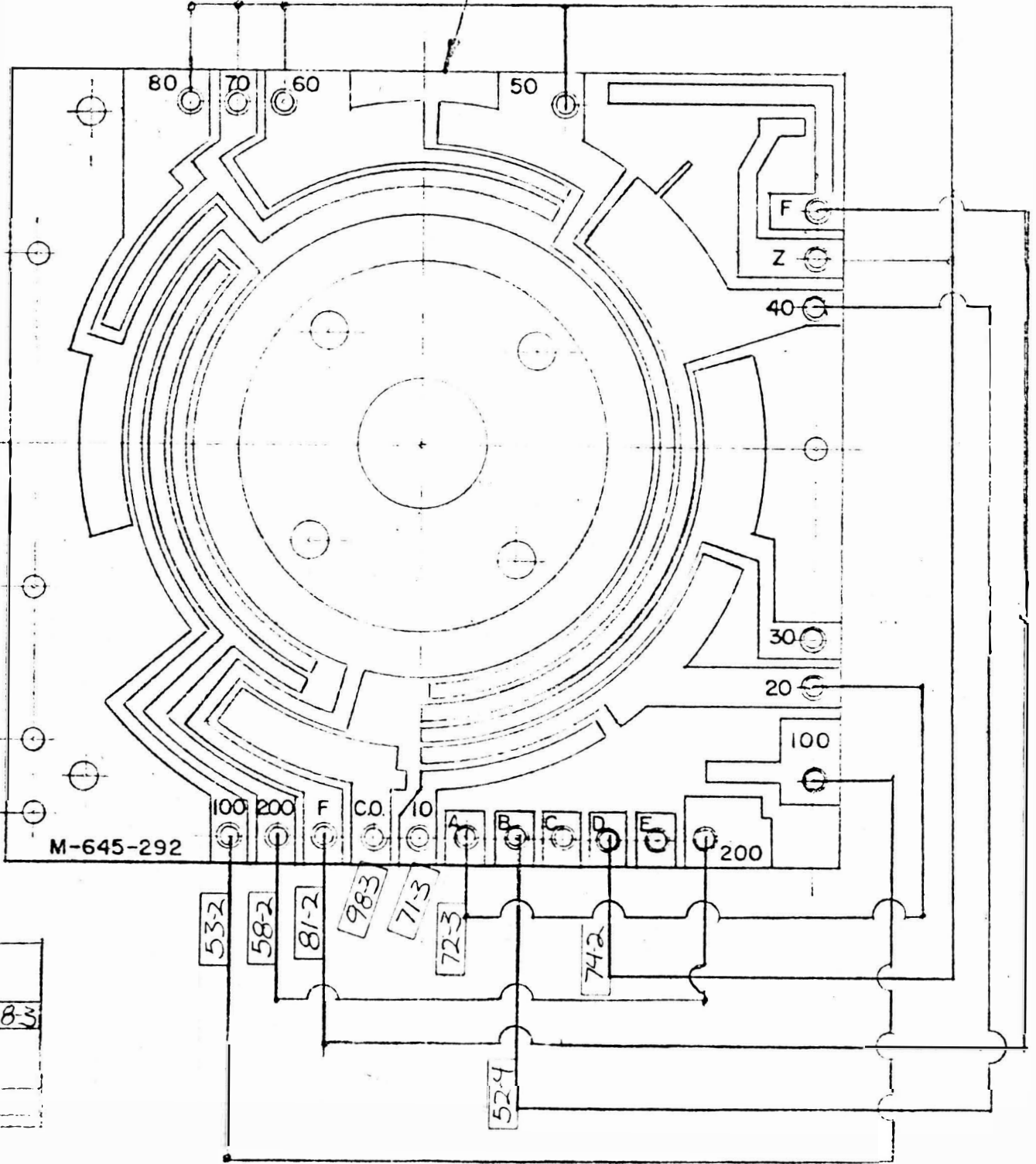
NAME DOUBLE JACKPOT TIME

P-584-78				P-584-78				P-584-79				P-584-79			
REEL No. 1				REEL No. 2				REEL No. 3				REEL No. 4			
SLOT No.	SYMBOL			SLOT No.	SYMBOL			SLOT No.	SYMBOL			SLOT No.	SYMBOL		
	TOP	CENTER	BOTTOM		TOP	CENTER	BOTTOM		TOP	CENTER	BOTTOM		TOP	CENTER	BOTTOM
1		BA		1		ME		1		BA		1		ME	
2			SEF	2			SEF	2			SEF	2			SEF
3		ME		3		BA		3		ME		3		BA	
4		SEF		4		SEF		4		SEF		4		SEF	
5	BA		ME	5	ME		BA	5	BA		ME	5	ME		BA
6	ME		BA	6	BA		ME	6	ME		BA	6	BA		ME
7	BA		BA	7	ME		ME	7	BA		BA	7	ME		ME
8	SEF		BA	8	SEF		ME	8	SEF		BA	8	SEF		ME
9	ME			9	BA			9	ME			9	BA		
10				10				10				10			

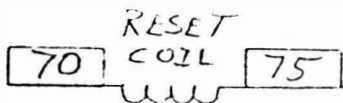
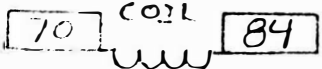
PAYOUT STEPPER 145-53
 DOUBLE JACK POT TIME

TOP STEPPER #1
 LIXIES 1 & 2

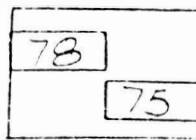
A-1573-1966



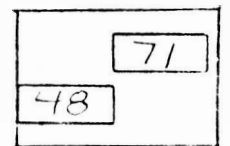
EOS.
 SW.
 STEP-UP



RESET
 COIL



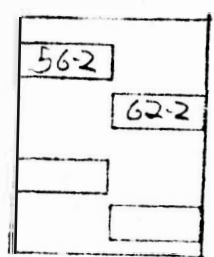
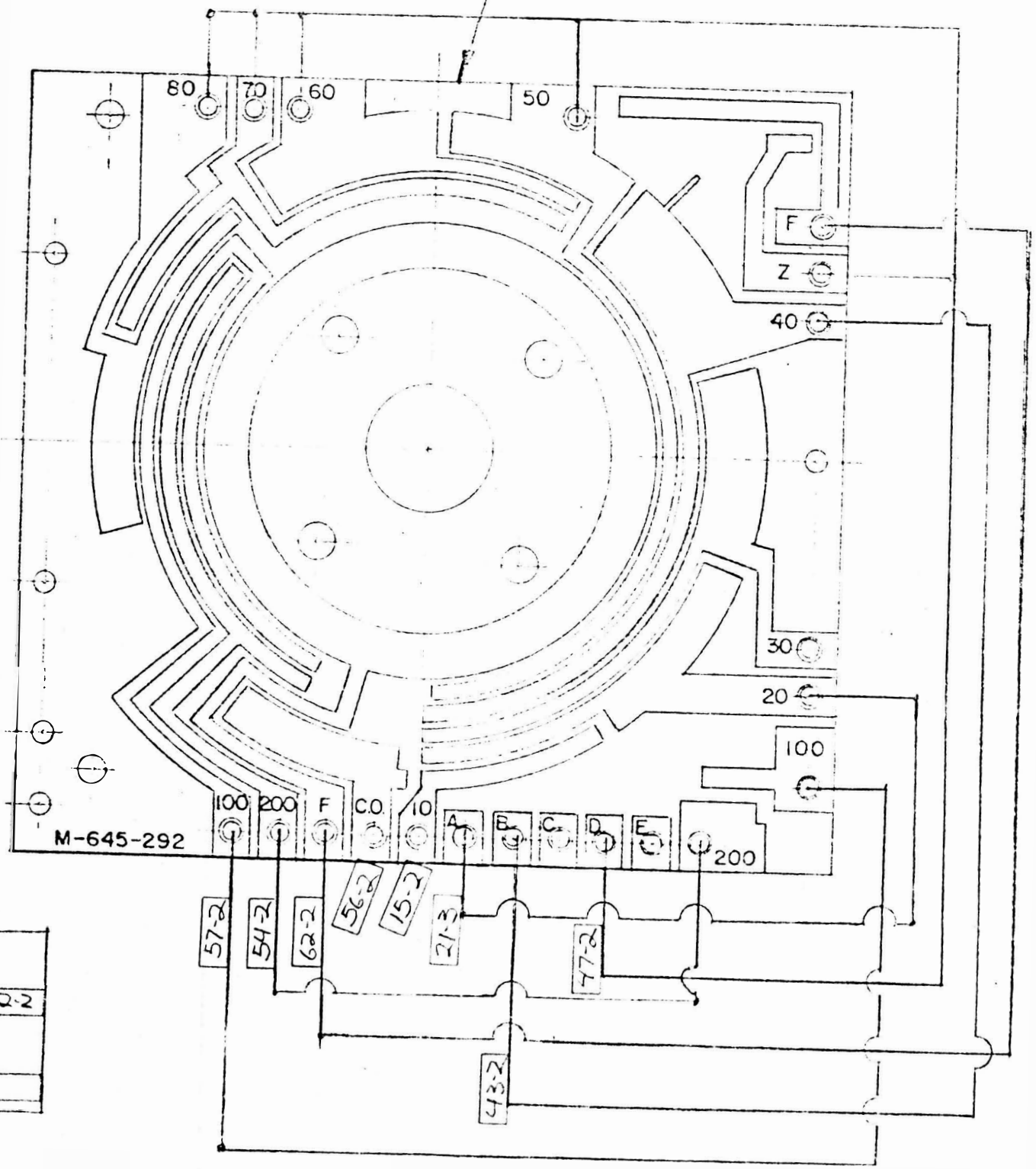
CARRIAGE SW.



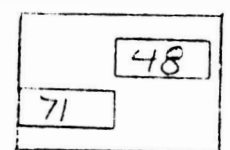
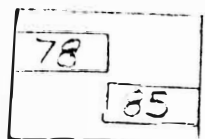
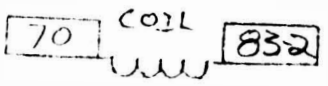
RESET PAWL SW.

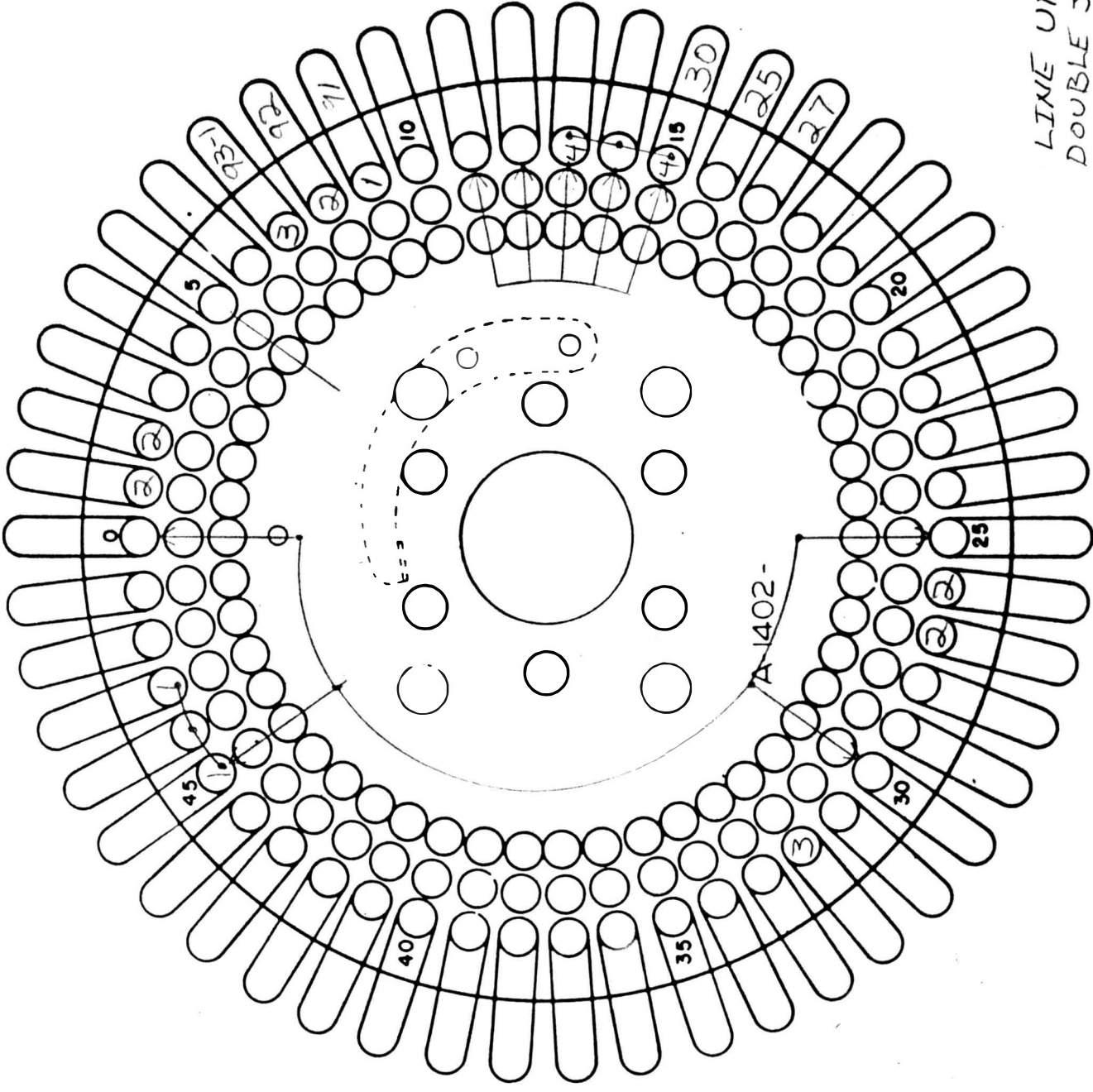
PAYOUT STEPPER 145-53
 DOUBLE JACKPOT TIME
 BOTTOM STEPLK #2
 LINE 3

A-1573-1966



E.O.S.
 SW.
 STEP-UP
 COIL

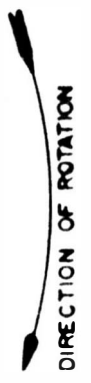




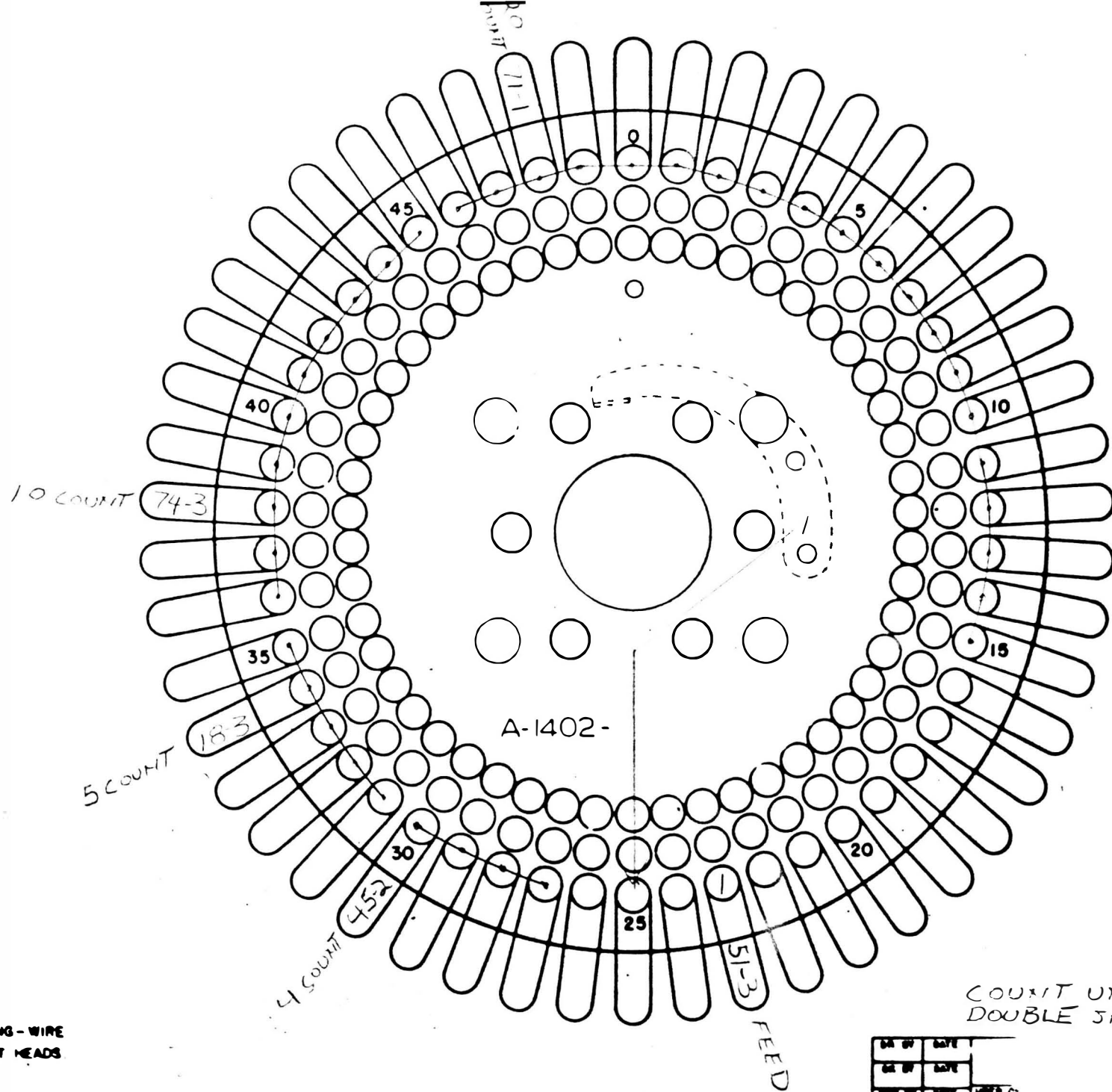
LINE UNIT
DOUBLE SPARK POT TIME

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45

-15-



AFTER WIRING - WIRE
BRUSH RIVET HEADS



WIRING - WIRE
RIVET HEADS

-16-

DIRECTION OF ROTATION

COUNT UNIT
DOUBLE JACKPOT TIME

14	14	14	14
14	14	14	14
14	14	14	14
14	14	14	14

14
26