

American Hi-Striker X-Treme

Programming Setup And Options

This product has been designed to give the Operator a number of different setup options and tower functions, which can be programmed after the tower has been assembled. The AMERICAN HI'STRIKER XTREME should not be used until it is programmed. The AMERICAN HI'STRIKER XTREME comes from the factory preprogrammed for operation as indicated in the programming sheet. These may be changed by the operator to suit any particular type of operation.

The Operator's Button Console or Coin/Ticket Pedestal Buttons, or the keyboard can be use to program the Hi'Striker.

Using the Operator's Console or Coin/Ticket Pedestal Buttons:

To program the AMERICAN HI'STRIKER XTREME use the following procedure.

1. Power up the Hi'Striker and press the CHILD'S Handicap Button (button will light) while the "ENTER PROGRAMMING" message plays on the LED sign face. This message plays for approximately 2 seconds after power up of the game. When the display indicates "MENS nnn" (nnn being a 3 digit number), the Hi'Striker has entered the Programming Mode. Also the RED (MEN'S Handicap) and YELLOW (WOMEN'S Handicap) buttons will light.
2. The Mens Handicap selection or RED button, will advance through the Functions that can be programmed, and the Women's Handicap button will be used to change or select the function. Continuing to step through the Functions using the RED button will cycle back through, and to the first Function.

Use the YELLOW button to change the function value. Holding the YELLOW button down (Women's Handicap) will automatically advance through the setting's numerical values. This is used when the handicap number is to be set to a lower value than current. Since the value can only be increased to the maximum before rolling over to a lower number, this is useful in getting to the new desired setting quickly.

When the Function is selected, using the RED button, will advance to the next function an it will be displayed along with its' setting. Pressing the RED button again continues to step through the Functions.

For Example: After entering the Programming mode, "MENS nnn" being shown on the Sign display, use the RED button to step to "WOMENS nnn" by pressing once. Pressing the YELLOW button will change the current setting, by advancing the numeric value of the handicap. At this point, the RED button can be used to set that new value by advancing to the next Function.

*RED button (MEN'S Handicap) Sets and Advances through Functions.

*YELLOW button (WOMEN'S Handicap) CHANGES Function Values.

Using the Keyboard to program the Hi'Striker:

1. Power up the Hi'Striker and press the <ESC> key while the "ENTER PROGRAMMING" message plays on the LED sign face. This message plays for approximately 2 seconds after power up of the game. When the display indicates "Sel Funct F1-F12", it is now in the programming mode.
2. Use the F1 to F12 key along the top of the keyboard to access the functions directly. When the desired function is displayed, as indicated below, the value can be changed by either the <up arrow> (to increment), <down arrow> (to decrement), and set the value with either the <'s'> or <ENTER> keys. The <ESC> key bring you back to the "Function Selection Menu" and the <'q'> key quit the programming mode.

Key functions for all function other than "Edit Message":

- <ESC> Exits the current function.
- <-> Increments or steps through a function's selections.
- <-> Decrements or steps through a function's selections.
- <q> Quits the programming mode at the top menu.
- <s> Sets a function value in memory.
- <ENTER> Sets a function value in memory or selects message.
- <1...4> Enters a message number to edit.

Key functions for "Edit Message" function:

- <ESC> Exits the current message being edited.
- <BkSp> Deletes the last character in the message being edited.
- <a.....z> Enters a letter into the message.
- <1.....0> Enters a number into the message.
- <ENTER> Plays or Scrolls the current message being edited.
- <End> Saves and Scrolls the current message being edited.

Summary of Functions:

- F1: Men's Handicap Higher number, the harder to win
- F2: Women's Handicap
- F3: Children's Handicap
- F4: Game Sound Volume Higher number, the louder
- F5: Strike Trigger Setting Higher number the harder to trigger
- F6: Number of Tower Sections 5 for FEC, 10 for 30', 15 for 45'
- F7: Credits to Start Game 0 for no coin box
- F8: Ticket Scheme (see below) 0 for no ticket dispenser
- F9: Auto/Manual set Handicap Settings On for auto handicap tracking
- F10: Linear gravity or Compress On for Compressed Scoring
- F11: Automatic/Armed Operation Number of hits per button press
- F12: Edit Messages 4 custom messages can be programmed

These additional function available via the Handicap Button Console

- Strobe Test
- LED Display test
- Sound volume and balance test
- Exit to Game Pressing Women's, exits to game

3. F1, MEN'S HANDICAP

When this FUNCTION is selected, the display will indicate the last or starting setting.

Use the RED button to cycle up through the possible selections from 20 to 99. Use the YELLOW button to set the desired number and advance to the next Function. Default is 65.

Please refer to the end of this chapter for a more thorough description explaining how to setup the AutoSkill.

4. F2, WOMEN'S HANDICAP

This function is exactly the same as the MEN'S above. Minimum value is 8, and default is 25. Please refer to the end of this chapter for a more thorough description explaining how to setup the AutoSkill.

5. F3, CHILD'S HANDICAP

This function is exactly the same as the MEN'S above. Minimum value is 1, and default is 6. Please refer to the end of this chapter for a more thorough description explaining how to setup the AutoSkill.

6. F3, COMPUTER VOLUME SETTING

This function has a value of 1 to 15, with 15 being the loudest. This loudness setting affects only the volume of the computer played sounds. The Master Volume is set with control on the bottom of the Control Box on the Hi'Striker Tower. Default is 4.

7. F4, STRIKER TRIGGER SETTING

If the Hi'Striker registers a hit without being struck, the base idle setting may have to be increased to prevent this false trigger. Again, use the RED button to cycle to the Function and set the desired TRIGGER level with the YELLOW button. The higher the number the harder the striker must be hit to trigger the Hi'Striker. This does not affect the handicapping. A typical value to be used if false triggering occurs is from 20 to 50. Note that this setting affects the use of the child's hammer, as this hammer is marginal in triggering the Hi'Striker. Too high of a number may negate the use of the Child's Hammer. Default is 20 and range is 5 to 50.

8. F5, TOWER SECTIONS

This setting is programmed at the factory and should not have to be set again unless a Main Control printed circuit board is replaced, OR the memory has been scrambled. This setting tells the Hi'Striker how many strobe sections it has; the factory default is 10 tower sections. Normal settings are 5, 10 or 15. The 18' Model has 5 Strobe sections, the 32' Model has 10 Strobe sections, and the 45' Model has 15 Strobe sections. Default is 10 and range is 3 to 15.

9. F7, START CRDS (Start Credits)

This is used to indicate whether a coin console is present or not. If the value is set to '0', then only an operator's Skill Select Console is present. If the value is in the range of 1 to 20, then this is the number of credits to start the game using the coin console.

10. F8, TICKETS

This setting selects the Ticket Scheme to be used in the event that a ticket dispenser is installed. There are 11 basic Schemes with 2 dispense options, either at the end of each hit or for the highest score at end of game. The basic Schemes are as defined below. The first scheme number is for tickets after each hit and the second is for tickets at the end of game for high score.

TICKET PAYOFF OPTIONS

SCHEME# Payoff Description

0 NO tickets dispensed

1,12 Score from 1-99 = 1 ticket for every 10 points of score

Winning score of 100 or above = 1 ticket for every point of score over 99

plus, an additional 20 tickets

2,13 Score from 1-99 = 0 tickets for every 10 points of score

Winning score of 100 or above = 1 ticket for every point of score over 99

3,14 Score from 1-99 = 1 ticket for every 10 points of score

Winning score of 100 or above = .5 ticket for every point of score over 99

plus, an additional 20 tickets

4,15 Score from 1-99 = 0 tickets

Winning score of 100 or above = .5 ticket for every point of score over 99

5,16 Score from 1-99 = 0 tickets

Winning score of 100 or above = 1 ticket for every 5 points over 99

6,17 Score from 1-99 = 0 tickets

Winning score of 100 or above = 2 tickets for every 5 points over 99

7,18 Score from 1-99 = 0 tickets

Winning score of 100 or above = 3 tickets for every 5 points over 99

8,19 Score from 1-99 = 0 tickets

Winning score from 100-124 = 10 tickets

Winning score from 125-149 = 20 tickets

Winning score of 150 = 30 tickets

9,20 Score from 1-99 = 1 ticket for every 10 points of score

Winning score of 100 or above = 15 tickets

10,21 Score from 1-99 = 1 ticket for every 10 points of score

Winning score of 100 or above = 20 tickets

11,22 Score from 1-99 = 1 ticket for every 10 points of score

Winning score of 100 or above = 30 tickets

Schemes 12 through 22 are the same as above except that tickets are dispensed at the end of game for the highest score achieved in the game.

11. F9, MANUAL/AUTO HANIDCAP

This selection is either ON or OFF. If this is set OFF, then the pressure of the hit is factored by the handicaps set in Functions 1 to 3. The higher those numbers the harder it is to achieve a win or high score. These values can be determined by assessing the players and the scores being achieved, and if there are too many winners the number can be increased, or conversely, it can be decreased if there are not enough winners. If this Function is set of AUTO, then a mathematical formula is use to “characterize the player population”.

This formula calculates the MEAN and STANDARD DEVAITION of the accumulation of the best

hit, of each game, for the past 32 games. Then it calculates the handicap number that will place the win line (100 score) at ONE STANDARD DEVIATION above the MEAN. In effect, this assures that the top 16% (one standard deviation) of skilled or strong players will be winners provided they can translate that strength into a "hit".

The AUTO setting is the best to use in order to assure a consistent win population among the payers. And again to emphasize, that the best hitters in all of players will win.

For more information on how this is accomplished, see the end of this chapter for a discussion of the MEAN and STANDARD DEVIATION relative to characterizing a distribution of samples.

12. F10, GRAVITY

This selection allows you to select the type of gravity equation that is used for the display of the strobe light and LED action representing the ball traveling up and down that represents the player's hit. It is either ON or OFF. If OFF, the standard Earth Gravity constants are used. In the ON setting, the gravity relationship is compressed toward the top of the scoring. This setting does not affect the AUTO handicap calculations.

13. F11, AUTO PLAY/GAME HITS

This Function Allows you to set the number of hits per game or to allow for free play where any hit is accepted and displayed as a game. The setting range from 1 to 7 hits per game, or AUTO which mean that the game will play whenever hit.

14. F12, EDIT MESSAGE

This function allows you to select and edit 4 different messages that are played during the attract mode. This can only be done with the keyboard. When this function is selected, the display asks you to choose message 1, 2, 3, or 4. Enter this number, by pressing a number key <1>, <2>, <3>, or <4> and then press <ENTER>. The message is displayed on the matrix display. If nothing has been programmed into the display then the "This message is programmable", will be displayed. To edit this or any other message, use the <BACK SPACE> key to delete the letters one by one until at the beginning of the message. Then type in the message that you would like to play during one of the four attract sequences. You can have four different messages or all the same if you wish. When you are finished typing in the message, use the <END> key to set this message. If you simply want to review what you have typed to a point, use the <ENTER> key to have the message scroll on the matrix display. If you do not want to save the message, simply exit the function with the <ESC> key.

15. STROBE TEST

After selecting this function with the RED button, the tower will display a 0, pressing the YELLOW button will sequentially flash the Strobe lights from the base to the top. This test is useful for determining if any and which number Strobe lights are inoperative, the number of the strobe being fired is indicated on the Sign face. The RED button is used to advance to the next function.

16. DISPLAY TEST

Use this Function to test the LED face display. A pattern of ON and OFF pixels will be shifted up the tower face so that any malfunctioning LED PCBs can be found.

17. SOUND TEST

Use this test to adjust the volume of the AUX sound board as well as the stereo balance. It can be also used to set the overall volume of the game. During the test the tone will pan between left and right channels so that the balance can be adjusted.

18. EXIT

Selecting this FUNCTION with the YELLOW button will exit the Hi'Striker from the programming mode, it will then enter the Play mode ready for use...