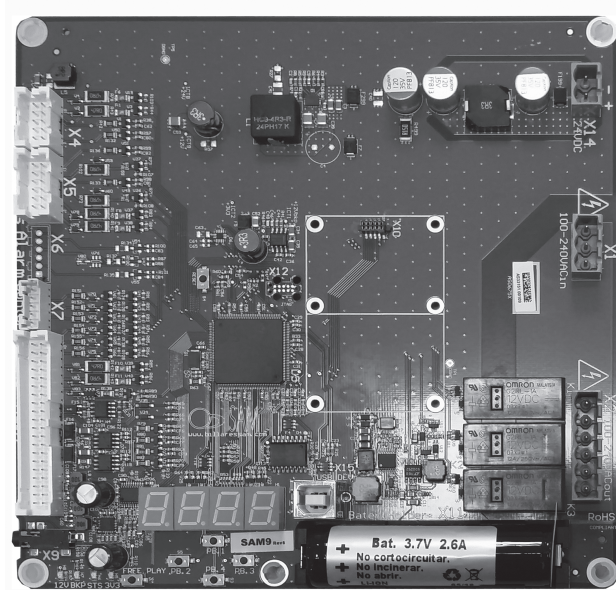


SAM9 PCB'S FOR SOCCER TABLE ARENA:



SAM9: PCB with extra connect. for electronic coin acceptor.

+ DIMMER PCB: control of the cabinet LED light sequences.



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DOWNLOAD FROM OUR WEBSITE THE COMPLETE INSTRUCTIONS FOR OUR SOCCER ARENA TABLES FROM THE DOWNLOADING LINK:
<http://sambilliards.com/en/news/soccer-arena-manual/SOCCER ARENA INSTR.>

WITH OUR SAM ELECTRONIC PCB'S YOU CAN:

SET THE GAME MODES (LINES P1-P4):

First select the maximum number of goals (between 2 to 9 goals) and the maximum time in minutes (between 2 and 9 minutes).

By default: Number of goals P1=7, Maximum time P4=5.

Then select the victory mode:

UNBEATABLE SCORE: The game ends when one player reaches an unbeatable score or time is over, whichever is first.

ALL GOALS PLAYED: The game ends when all the goals are played or time is over, whichever is first.

By default: Victory mode P2=1 (all goals played).

You can also set the **FREE PLAY** mode time limit (between 1 and 9 hours).

By default: Time limit of the Free Play mode P3=2 (2 hours).

To activate it, press the **FREE PLAY BUTTON** on the PCB.

FREE PLAY mode is also cancelled when the machine is powered down.

SET PRICES AND VALIDATE COINS (LINES A1-A8) :



When using a mechanical coin validator (LÍNES A1-A4):

You can fix the number of games delivered for the programmed coin.

By default (EUROS): The machine is programmed to give 1G x 1€ (accepts only 1€ coin).

When using an electronic totaliser coin validator (LÍNES A5-A8):

The validator can be programmed to accept various coins and assign various prices.

By default (EUROS): The machine is programmed to give 1G x 1€ (accepts 0,5€, 1€ and 2€ coins).

MANAGE THE ATTRACT MODE (LINES O1-O2):

Switch ON/OFF the attract mode and fix the time between each sequence (1 to 60 minutes).

By default: The machine is programmed to activate the attract mode every 15m.

MANAGE THE EVENTS OF THE LED LIGHTS (LINES L11-M7):

For each event (7 different events) you can:

Fix the colours of the LEDs (8 options) (LINES L11-L71 - BETWEEN 0 & 7).

Fix the LEDs mode (3 options) (LINES L12-L72 - BETWEEN 1 & 3).

Fix the tune (can be random) (LINES M1 to M7).

Fix the general volume and specific volumes of the music for each event (LINE V0 - GENERAL, LINES V1 to V7 - EVENTS).

You can also add your own tunes to the folder SOUNDS and activate them for any of the programmed events (INSTR. PG. 15).

By default: The machine is programmed to reproduce the prerecorded tunes.

ACCESS THE COLLECTINGS DATA:

Access from the buttons on the PCB itself (INSTR. PG 25) and know the number of coins counted and the number of tickets dispensed.

TEST THE LED LIGHTS:

Access from the buttons on the PCB itself (INSTR. PÁG 25) and test the LED lights of the machine.

NOTE: Our SAM9 PCBs is complex and manage a large number of options. It can be operated directly, with the buttons PB1, PB2, PB3, PB4, RESET and FREE PLAY, but we recommend the use of a computer connected via USB to program it. You will work directly on the configuration file (config.txt) and the folder where the tunes are stored (folder SOUNDS).