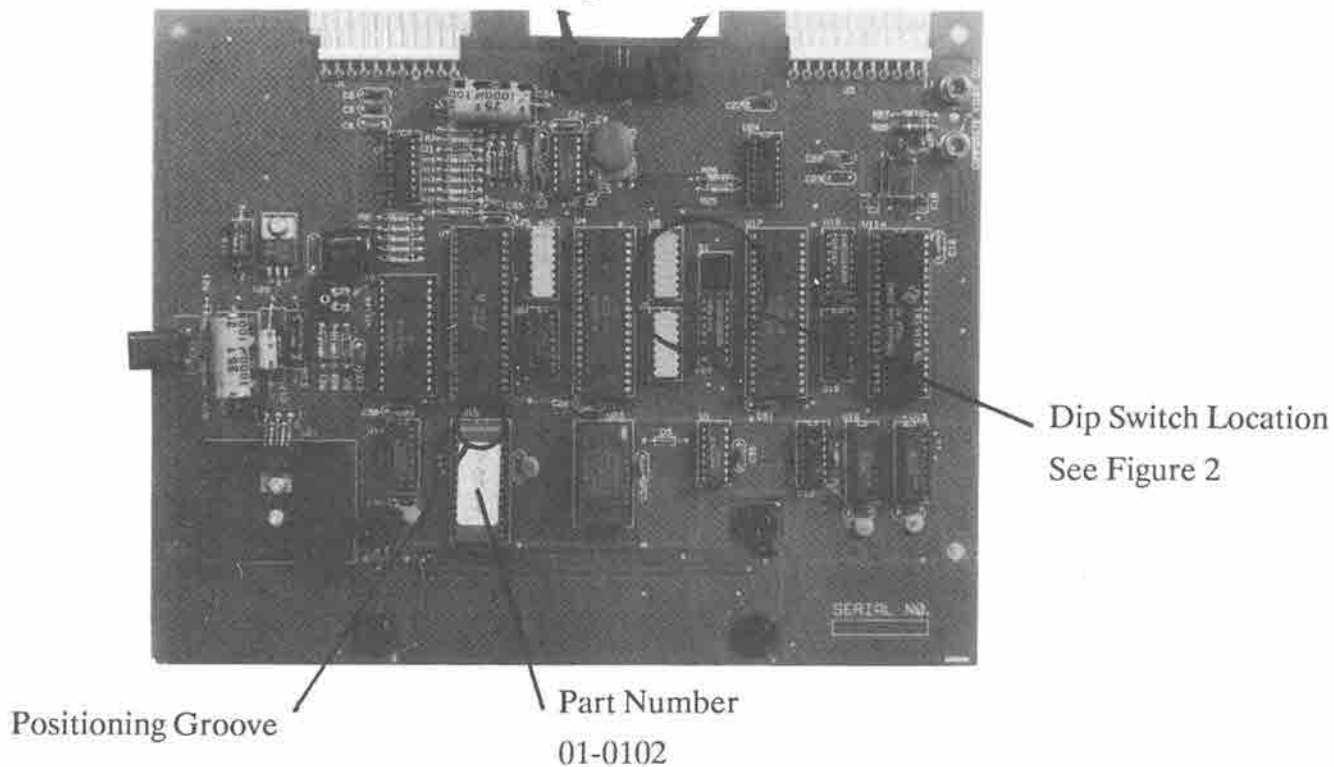


6100 "SUPER SIX PLUS" UPGRADE KIT

INSTALLATION

1. Turn game off and unplug it.
2. Unlock hood and open it up.

Figure 1



3. (Figure 1) Remove the old eeprom and replace it with the new one. Be careful to place it with the positioning groove facing the proper direction, as shown. U15

4. The Dip Switch must be added to the main board (see Figure 1, for its location) the 8 holes will need to be desoldered. Place the switch on the board as shown in Figure 2. Solder switch in place.

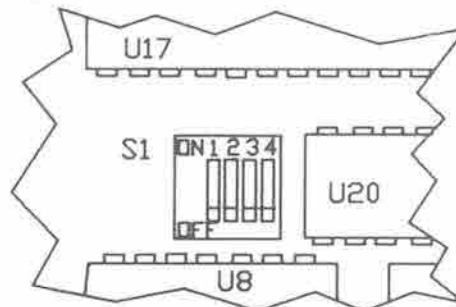


FIGURE 2

5. Disconnect and remove main wire harness (this requires access to coin door). Route the new main wire harness like the old harness was. There will be two connectors for the coin door and a new edge connector in the component tray area.

6. If your component tray is a newer tray and does not have two holes for mounting PC board skip directions 6 and 7. (Figure 3) Using the coin credit card, as a template mark the two PC board support holes on component tray bottom. See Figure 3 for direction of board. Make sure the board will not come in contact with the component tray mounting screws and washers.

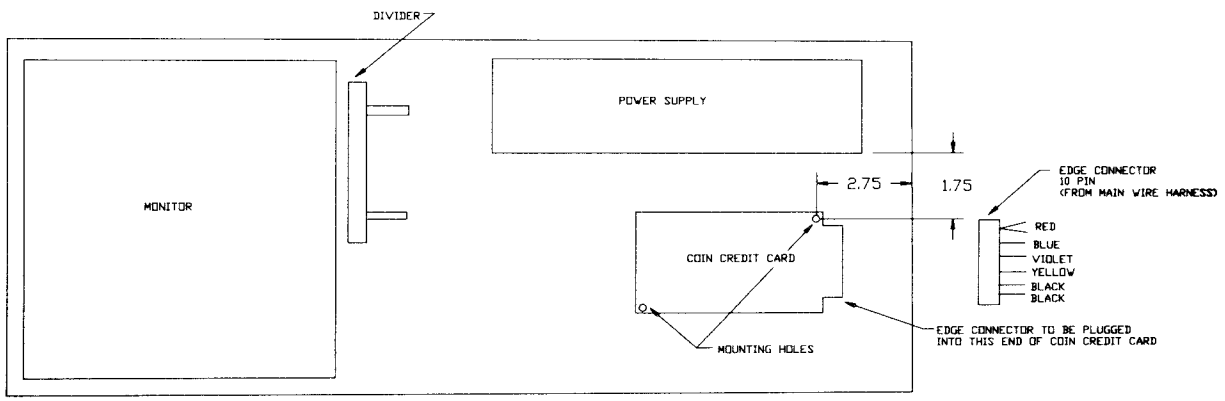


FIGURE 3
COMPONENT TRAY BOTTOM

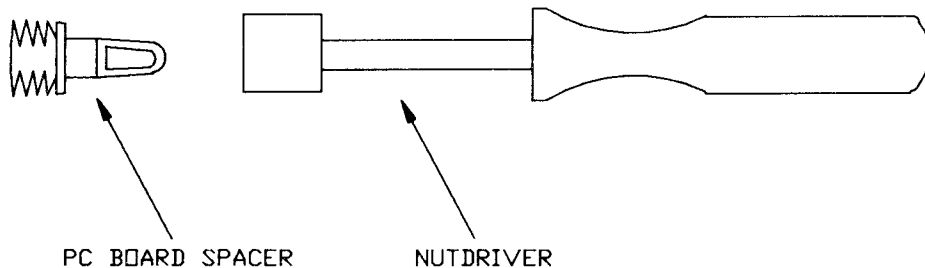
7. Drill 5/16 (.312) diameter holes on your marks (If the physical size of your drill is large you may have to remark your holes further from the power supply).

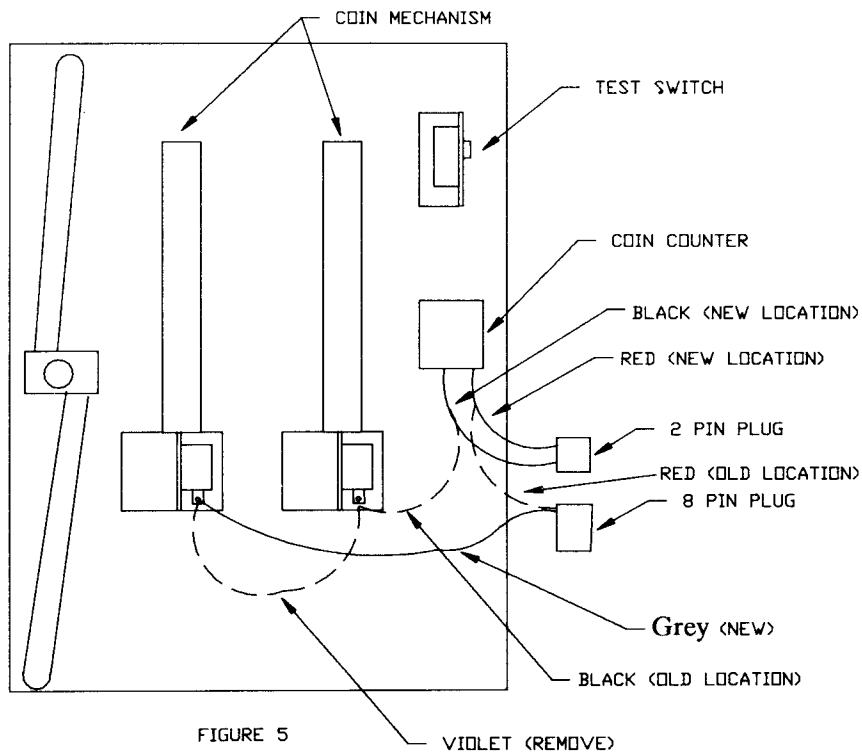
8. (Figure 4) The stand offs need to be pressed in these two holes. A nut driver can be used to press the stand offs in.

9. Snap board in place and plug into new main harness. (See Figure 3 for position of connector) *Make sure the board is plugged into the correct end of the harness.*

10. Close and relock the hood.

FIGURE 4

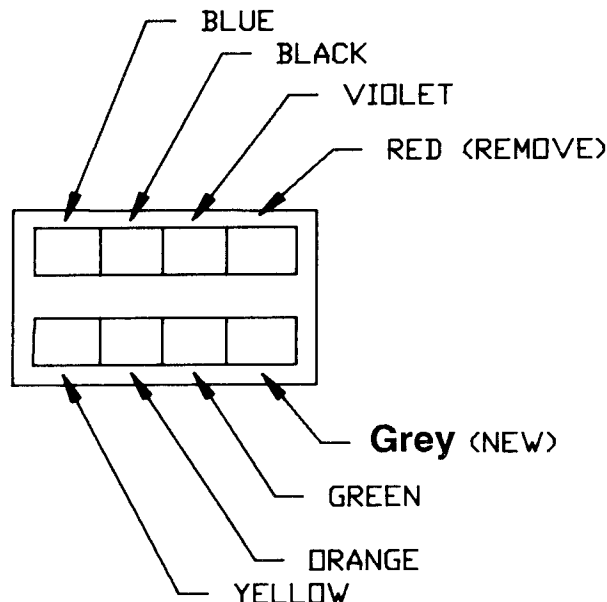


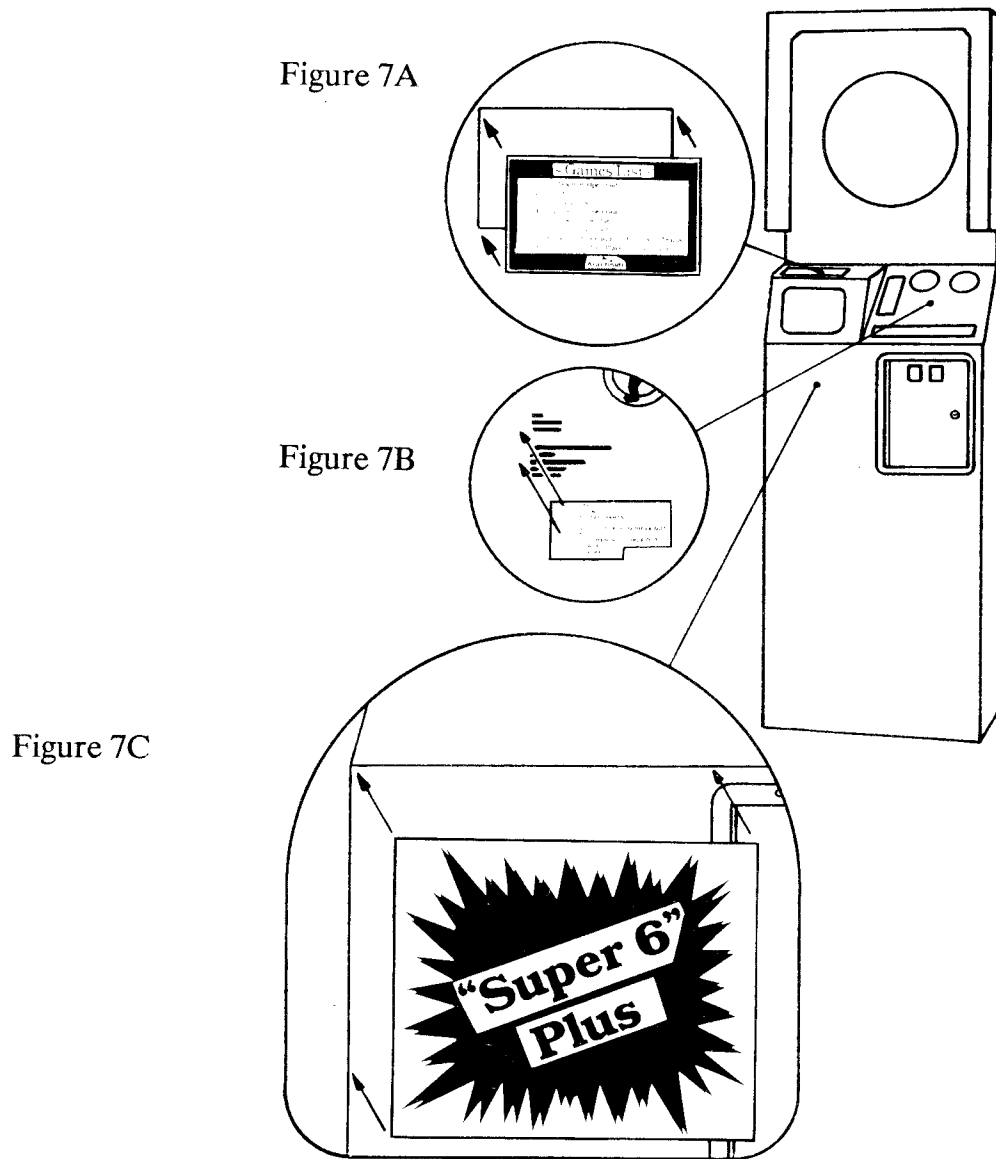


11. (Figure 5) Remove violet wire between coin mechanisms. The black wire from the coin counter must also be removed from coin mechanism.

12. (Figure 6) The red wire from coin counter should be cut at the harness connector. Using the female pins the 2 pin connector should be added to the red and black wire from the coin counter. The connector plugs into the main harness only one way so make sure the red wire will connect with the red wire on the harness two pin connector.

13. A new gray wire must be added to coin mechanism where black coin counter wire was removed. The other end of wire goes to the coin door connector (see Figure 6) plug the connectors in the coin door area together. Close coin door.





14. (Figure 7a) Apply the new "game list" decal over the old one. Don't attempt to remove any existing decal, especially from a wooden surface.

15. (Figure 7b) Apply the new "instructions" patch decal onto the existing "instructions" decal. Line up number on each.

16. (Figure 7c) Apply the new "Super 6 Plus" patch decal on the bottom half of the game. This decal fits in the upper-left hand corner of the game's bottom half.

17. Enclosed is two decals with different coinage possibilities. The decal that fits your needs should be placed on the front panel above the competitor strip or on the coin door. Some kits may enclose a black label to cover the .25/.50 on the game list.

18. See instruction on how to Use Coin Credit Card and how to position the Dip Switches.

"COIN DOOR UPDATE FOR COIN CREDIT CARD"

COIN DOOR UPDATE

There are several ways that coin doors have been wired in the past. Figure 1 and the following will describe how a coin door must be wired for this update. In many cases, little will need to be changed. Wires from the 8 pin connector are letter coded on the drawing to indicate where they connect. For example, if the instructions say to connect the blue wire (E) to the lamp, it is referring to the blue wire marked "E" on the 8 pin connector drawing contained in Figure 1.

COIN COUNTER

Cut the mechanical coin counter's red wire from the old connector. Remove the counter's black wire from wherever it is attached. Strip them back about 1/4" and crimp on the female pins. Then insert the female pins into the white, two pin housing provided. See Figure 1 for proper insertion illustrations.

GROUND

The green wire is a chassis ground (wire "C" on Figure 1) and should be attached to one of the screws that holds the coin mechanism in place.

TEST SWITCH

The orange wire (B) is soldered to the test switch. The black wire (F) is soldered to the other terminal on the test switch. A black wire must be jumped from the test switch, to one side of each light, the slam switch and then to the center terminal of the coin switches as shown in Figure 1.

LIGHTS

The blue wire (E) goes to the lamp closest to the test switch. Run an additional blue jumper to the other lamp. (See Figure 1)

SLAM SWITCH

The yellow wire (A) is soldered to the slam switch terminal closest to the locking mechanism.

COIN SWITCH #1

The gray wire (D) is soldered to the terminal closest to the shield on SW1 (The N.O. terminal).

COIN SWITCH #2

The violet wire (G) is soldered to the terminal closest to the shield on SW2, as was done with the gray wire on SW1.

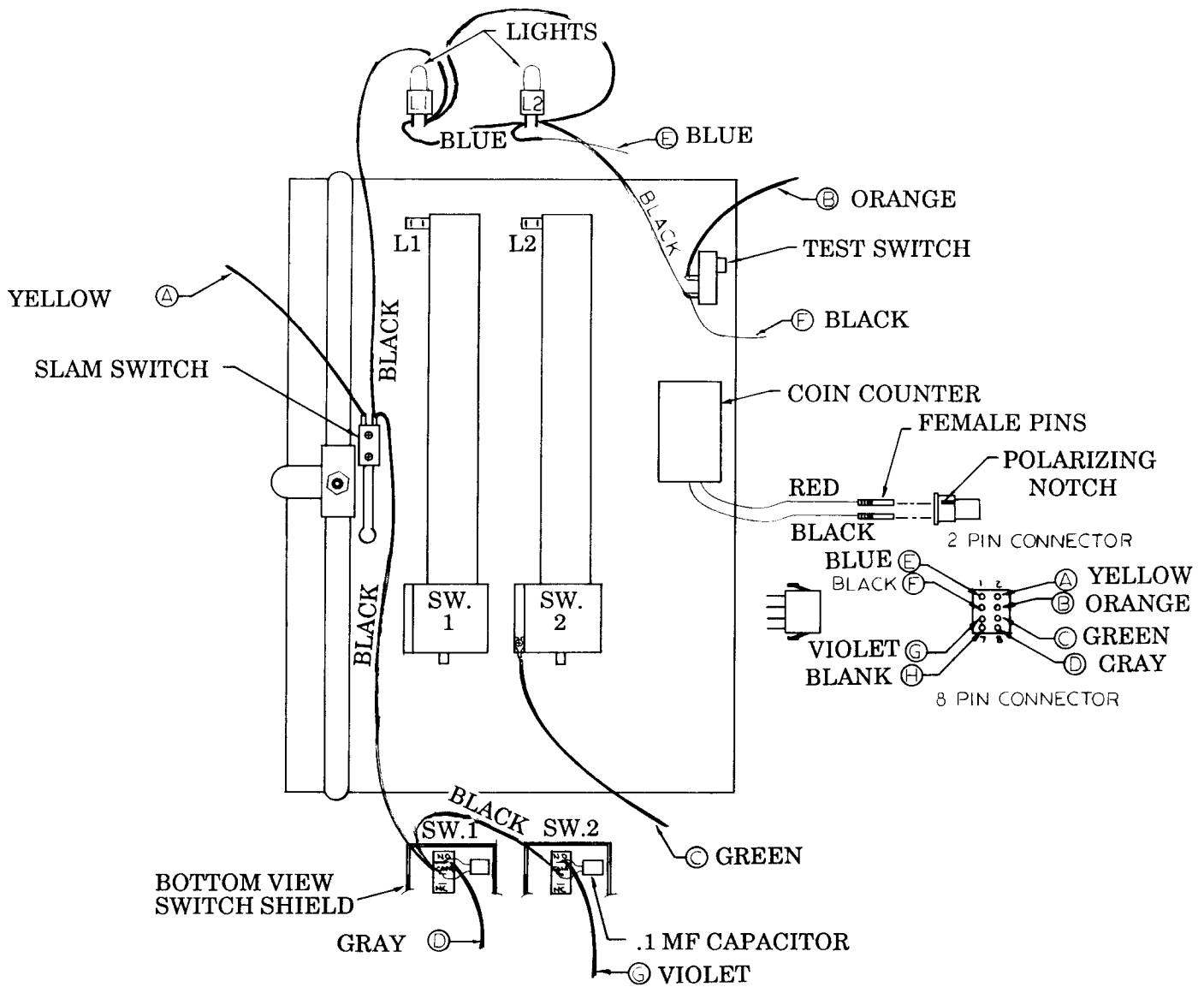


FIGURE 1

If there are any questions regarding these instructions, please call Arachnid, Inc. at 1-800-435-8319 (in Illinois 1-815-654-0212).



Arachnid, Inc. 6421 Material Avenue, Rockford, IL 61132-2901

815/654-0212 - 800/435-8319 - FAX# 815/654-0447