



MANUAL

Creative Electronics & Software

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WELCOME

Please take a moment to read the following before turning on your new "Home Run Classic" game. Your game has been carefully checked at the factory before shipping.

After following the installation instructions, plug in the power cord into an AC outlet and turn on the main power switch located at the top right corner of the cabinet. The game will perform several internal tests and the gas-plasma displays will light. If everything is all right with the game, you will hear a short sound from the game.

Check the **GAME ADJUSTMENTS** section to be sure the dip switches and software settings are set properly. Verify the transmitter and receiver are working, and "Home Run Classic" is ready for play!

PLAY INSTRUCTIONS

The Player inserts coins to get credit. Once the player has inserted one credit, he is prompted to either press the remote button to begin the game or insert an additional credit for a two player game. If the player does neither, after thirty seconds the game will begin. A second player may join into the current game up until the first pitch is thrown. Any credits inserted after the first pitch are saved for the next game.

On the right display the pitcher appears along with flashing pitches. The batter, catcher and umpire appear on the left display. Pressing and holding the remote button selects the current pitch and begins the delivery. The batter will swing once the remote button is released.

If the player does not select a pitch after a certain amount of time has passed, the game will select a pitch and deliver the ball. This amount of time is adjusted via the dip switches.



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Game play proceeds alternating between player 1 and player 2 in a two player game until the number of pitches reaches zero. The number of pitches allowed per game is also adjustable via the dip switches.

Once the player reaches a certain score (adjusted via diagnostic mode), a relief pitcher is brought out to make the game more challenging. If the player continues to do well against the relief pitcher, the player has the opportunity to win bonus pitches (adjusted via diagnostic mode and the dip switches).

GENERAL INFORMATION

When you open the coin door you will have access to two test switches and one coin meter.

The volume control is located on the main PCB (237-0170) just below the black heat sink. The dip switches are also located on this PCB.

There are three LEDs on the main PCB, RED / YELLOW / GREEN. With power applied, the GREEN LED will be flashing. If this condition is not present, there is a major malfunction with the board and it must be returned for repair.

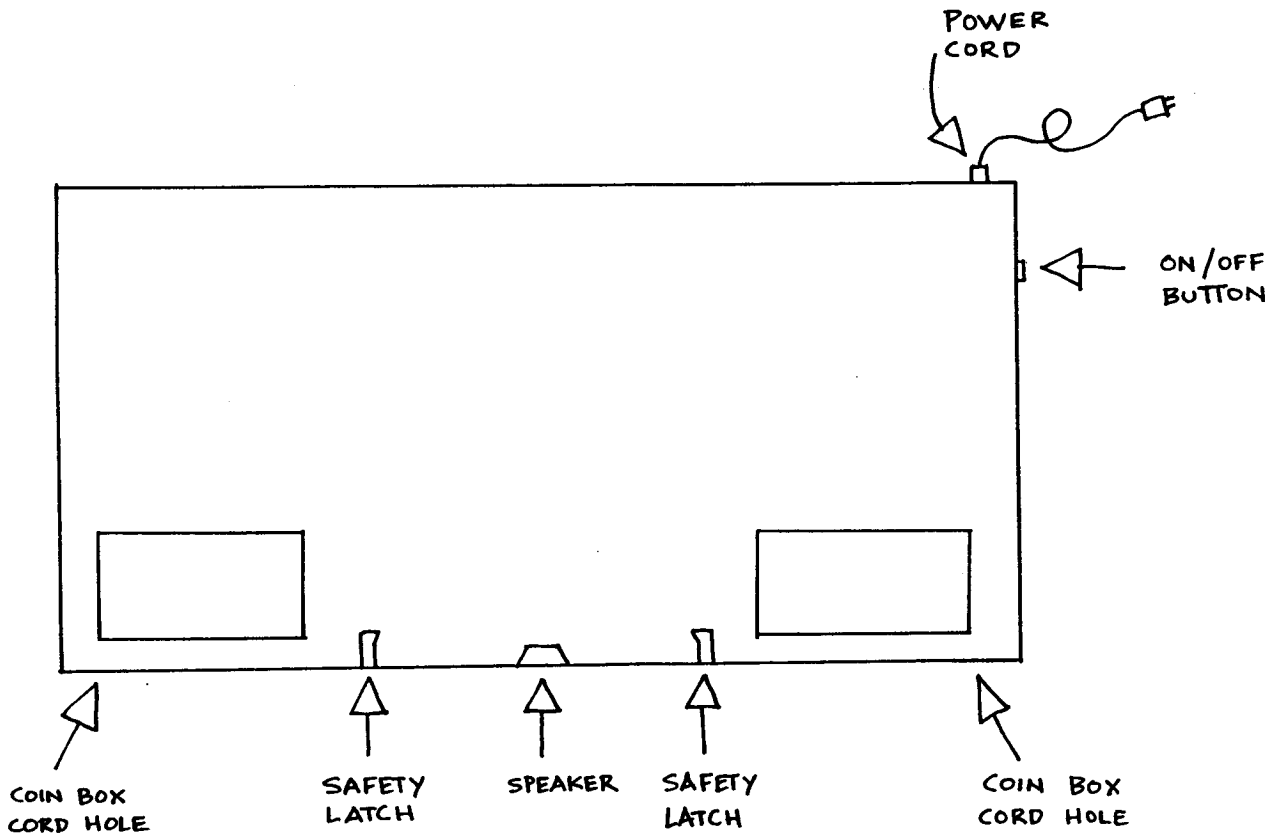
The remote control unit is powered by one (1) N-Cell battery. If you begin to have transmission problems, replace the batteries. Remove the four screws on the back side of the remote control box to gain access to the batteries..

All playfield lamps are wedge based, #555.

The game weighs approximately 75 pounds, while the cash box weighs about 15 pounds.

CARE AND MAINTENANCE

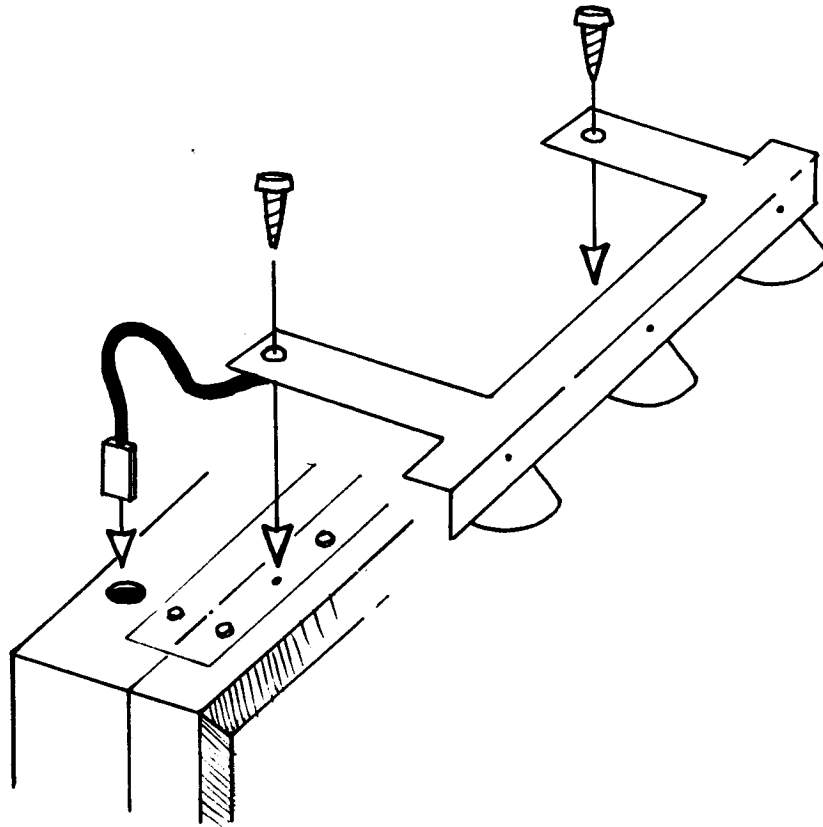
The playfield artwork is made from lexan. Using abrasive or highly alkaline cleaners will cause the scratching. **DO NOT USE EVERY DAY GLASS CLEANER. THIS WILL SCRATCH THE LEXAN.** Instead, use a mild soap and lukewarm water solution.



INSTALLATION

Before installing your new "Home Run Classic", please read the entire installation procedure here in the manual.

1. Remove all packing material. Separate and identify all parts. Inspect the game for damage.
2. Determine the mounting location for the game and the coin box. The coin box can be mounted up to 12 feet away from the game with the cable provided. If you need to mount the cash box further away, you need to order the **EXTENSION** cable (PART NUMBER HRC-1013).



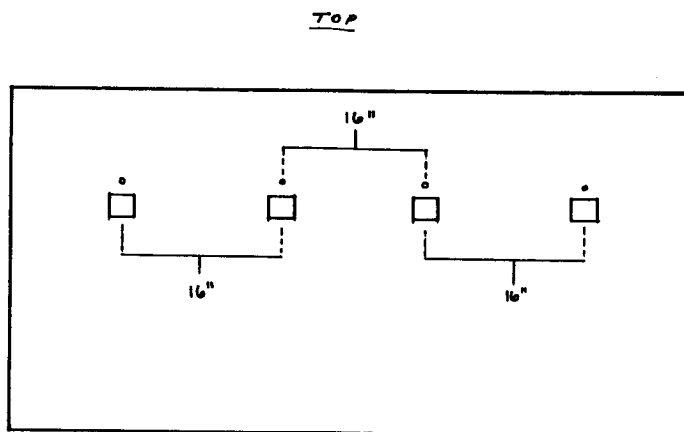
PRE - HANGING

1. Locate the two stadium light brackets provided. Each will mount on either side of the cabinet per the figure above. Once installed, fish the wire through the hole provided. There are two connectors marked STADIUM LIGHTS inside the cabinet that these wires mate with.
2. Power cord is located on the top of the cabinet, in the right corner.
3. Power switch is located on the right side of the cabinet, in the top corner.



RECOMMENDED HANGING METHOD

1. Using the keys provided unlock the front panel of the game. There are two catches to keep the front from raising too fast. Reach underneath the panel and press upwards to disengage the latches, three front panel will then raise on its own.
2. The four mounting holes located on the back panel inside the cabinet are on 16 inch centers to accommodate standard stud pacing. If you are mounting "Home Run Classic" on a standard stud and drywall surface, **YOU MUST LOCATE ONE STUD TO ENSURE PROPER HANGING.** Once you find one stud, the other should line up accordingly. Only two z-brackets are necessary if they are both mounted to studs.



3. Locate the z-brackets provided, and mount them to the wall using appropriate mounting hardware. It is recommended that you space the z-brackets in order to use mounting holes 1 and 4, which centers are 48 inches apart. If your situation does not permit the use of both outer mounting holes, it is recommended that you attempt to use the combination of holes 2 and 4 or 1 and 3. **DO NOT USE ONLY 2 AND 3**, the weight of the game (approximately 75 lbs) will not be distributed properly.



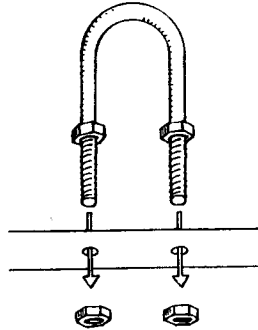
IF YOU CANNOT MOUNT THE TWO Z-BRACKETS PROPERLY, SKIP TO THE ALTERNATE HANGING METHOD.

4. Close the cabinet up. Using two people, pick up the game and hang it on the wall. First position the game on the hooks and slide downward.
5. Again, using the keys unlock the front panel and disengage the safety latches.
6. Now put a screw through each z-bracket in the hole provided. This will keep people from lifting the game off of the z-brackets

ALTERNATE HANGING METHOD

In order to hang HOME RUN CLASSIC this way, you will need to purchase chain or cable capable of supporting > 75 lbs.

1. Unlock and open the front panel, disengage the safety latches to fully open the front panel.

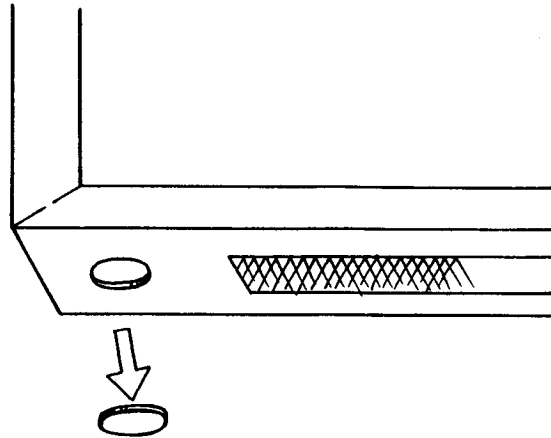


2. Mount the two u-bolts provided to the top of the cabinet, using the holes provided. Use the outer two sets of holes.
3. Attach chain to u-bolts and appropriate mounting location.

CASH BOX INSTALLATION

Note on the back of the cash box mounting board the four grooves. These are used to route the cable above or to the right. This allows you to route the cable in any direction.

1. Open cash box and locate the four mounting holes.
2. Securely mount the cash box to the wall using appropriate hardware for your situation. If you are hanging on a stud wall, it is important that one side be firmly secured on a stud. The cash box weighs approximately 15 pounds when empty.
3. Route the cable to the game.
4. There are two electrical knockout plates in both bottom corners of the game. Punch out the appropriate plate, the internal is long enough to reach to either knockout.



5. Unlock and open the front panel, unlatching the safety latches. Locate inside the cabinet the cable marked **CASH BOX**. This cable will mate with the external armored cable.

REMOTE CONTROL

If you are having intermittent problems with the remote control, there are two possible solutions.

1. Replace the battery.
2. Mount the antenna of the receiver external to the cabinet. To mount the antenna externally, open the cabinet and locate the silver box and antenna. Unscrew the antenna from the box, and rotate the silver box 90 degrees so the connector is sticking out the top of the cabinet. Close the cabinet and screw the antenna back onto the connector.



SOFTWARE SETTINGS

“Home Run Classic” can be adjusted in two ways. There are dip switch settings and on screen adjustments.

THE DIP SWITCHES ARE READ ON POWER UP ONLY. If you make a change to the dip switches, you must either reset the game via SW 1 on the CPU board (237-0170) or turn the power off, then on again.

ON SW 1

<u>1</u>	<u>2</u>	<u>Price Per Game</u>	
OFF	OFF	\$.25	
OFF	ON	\$.50	<FACTORY DEFAULT>
ON	OFF	\$.75	
ON	ON	\$1.00	
<u>3</u>	<u>Free Games</u>		
OFF	Are not allowed		
ON	Can be won		
	< FACTORY DEFAULT >		
<u>4</u>	<u>Sounds</u>		
OFF	Are NOT PLAYED during attract mode		
ON	Are PLAYED during attract mode		
	< FACTORY DEFAULT >		
<u>5</u>	<u>6</u>	<u>NUMBER OF GAMES PER \$1</u>	
OFF	OFF	NO BONUS	
OFF	ON	2 Games / \$1	
ON	OFF	3 Games / \$1	
ON	ON	5 Games / \$1	
		< FACTORY DEFAULT >	



<u>7</u>	<u>8</u>	<u>TIME BEFORE AUTOMATIC PITCH</u>	
OFF	OFF	15 Seconds	
OFF	ON	25 Seconds	
ON	OFF	35 Seconds	< FACTORY DEFAULT >
ON	ON	45 Seconds	

ON SW 2

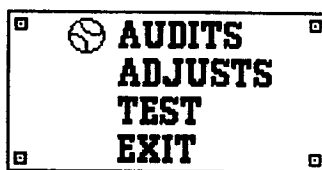
<u>1</u>	<u>2</u>	<u>NUMBER OF BONUS PITCHES</u>	
OFF	OFF	No bonus pitches	
OFF	ON	3 bonus pitches	
ON	OFF	4 bonus pitches	< FACTORY DEFAULT >
ON	ON	5 bonus pitches	

<u>3</u>	<u>ANNOUNCER VOICE</u>
OFF	Announcer voice is OFF
ON	Announcer voice is ON



DIAGNOSTIC MODE

Enter **DIAGNOSTIC MODE** by opening the cash box and press **ENTER**. The plasma display will have the following menu:



Pressing **ENTER** again will cause the game to enter that particular mode: **AUDITS / ADJUSTMENTS / TESTS / EXIT**. Pressing **SELECT** will select the next item on the menu.

Selecting **EXIT** will return the game to attract mode.

AUDITS

“Home Run Classic” keeps track of the following audits. Press **ENTER** to view the next audit. Press **SELECT** to clear the current audit. After viewing the last audit, the game will return to the **DIAGNOSTIC MENU**.

1. Coins in
2. Total Games Played
 - 1 Player Games
 - 2 Player Games
3. Average Score
4. Free Games Awarded
5. Times \$1 bonus feature was used.



ADJUSTMENTS

“Home Run Classic” has two adjustments that are set on screen. Press **ENTER** to set the adjustment and advance, and press **SELECT** increment the current adjustment. Pressing and holding **SELECT** will increment the current adjustment quickly. After setting the last adjustment, the game will return to the **DIAGNOSTIC MENU**.

- | | | |
|-------------------------------------|-------------------|-------------|
| 1. Pitches per game | Range (10 - 19) | DEFAULT: 12 |
| 2. Points needed for free game | Range (20 - 75) | DEFAULT: 50 |
| 3. Points needed for Relief Pitcher | Range (10 - 75) | DEFAULT: 20 |
| 4. Points needed for Bonus Pitches | Range (10 - 75) | DEFAULT: 35 |

TEST MODE

“Home Run Classic” has the following tests. Press **ENTER** to perform the current test, and press **SELECT** to advance to the next test. After advancing past the last test, the game will return to the **DIAGNOSTIC MENU**.

1. Light Lamp Strobe 0-1
2. Light Lamp Strobe 0-2
3. Light Lamp Strobe 1-1
4. Light Lamp Strobe 1-2
5. Light Lamp Strobe 2-1
6. Light Lamp Strobe 2-2
7. Light Lamp Strobe 3-1
8. Light Lamp Strobe 3-2
9. Light Pitch Sequence
10. Light Foul Ball Sequence



11. Light Hit Path A
12. Light Hit Path B
13. Light Hit Path C
- 14 Light Pitch Count
- 15 Test Plasma Display
- 16 Test outer score board LEDs
- 17 Test score board display blocks.
- 18 Activate Player 1 Lamp
- 19 Activate Player 2 Lamp
20. Sound Test, Bank 0
21. Sound Test, Bank 1

REPLACEMENT PART NUMBERS

Remote Control Assembly	HRC-1001
Lamp Socket	HRC-1002
128x64 Gas Plasma Display	HRC-1003
Main CPU board	HRC-1004
Scoreboard Display	HRC-1005
Power Supply	HRC-1006
Cooling Fan	HRC-1007
Receiver	HRC-1008
Speaker	HRC-1009
Gas Pressure Cylinders	HRC-1010
Line Cord	HRC-1011
Coin Box Assembly	HRC-1012
Armored Cable Assembly (12')	HRC-1013