

# TICKET TAKE OUT.

DRAFT OPERATORS MANUAL.



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**IMPORTANT NOTE.** Read the following pages fully before placing the machine in operation

**GENERAL DESCRIPTION. For a more specific overview of game-play and operation refer to the document Feature-target spec V3. onCD ROM**

The machine has two play stations housed in a single cabinet each section. Each play-station consists of:-

1. Coin entry, joystick panel
2. Playfield.
3. Target assembly.
4. Escalator hopper assembly.
5. Pan tilt coin firing unit.
6. Ticket payout unit.
7. Power supply.
8. Control PCB.
9. Count Hopper assembly.

In addition a single sound PCB is fitted to provide game-play and attract sounds

### **GAMEPLAY**

Unplayed The machine reverts to an attract mode whereby the attract melodies play and the shots available and tickets won displays cycle through an attract routine the target indicator LED's also cycle as part of the attract routine

**The following only applies to non-swipe UK build specifications.**

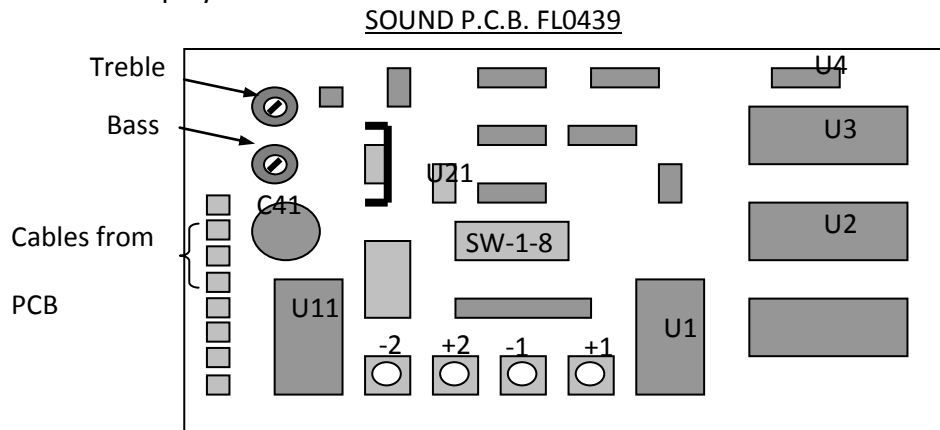
The coin acceptor accepts UK coins from 10p to £2.00. Valid coins are converted into shots available (note the default value is 10 shots per 10p unit) therefore if coins to the value of £1.00 are inserted then 100 shots will be credited to the player and displayed on the LED display once shots are available then power is switched to the joystick control allowing the player to aim the coin firing unit at the "LIVE" target as indicated by the Lit target LED. Pressing the fire button on the joystick releases coins from the escalator hopper into the coin firing unit, these tokens are then fired at the targets. If the Live target is hit and spun then Points are accrued in the game processor, depending on settings these points are converted into ticket values that are shown on the "Tickets Won" display. The game processor randomly selects another Live target and the game proceeds until the player has used up all his available shots. During game-play all tokens are directed to the playfield. Any tokens pushed over the edge of the playfield are counted in the count hopper and converted into ticket values.

**PREPARING THE MACHINE FOR OPERATION.**

**Note.** The machine is supplied with Tokens for the playfield and escalator hopper **NO other coins should be used..** The hopper is pre-loaded with tokens and the tokens for the playfield are in the respective cash-boxes for each section.

1. Remove the plastic cover over the bowl of the escalator hopper and remove the tokens from the cash box.
2. Plug the machine into the wall socket using the lead provided (in cash box ).
3. Switch the machine on using the power switch mounted on the shelf of the right-hand play station.
4. As The playfield riser is pre-floated. Spread the tokens from the LHS cash box evenly over the Left hand playfield until coins reach the front edge of the playfield. Note any coins falling over the edge of the playfield will be counted into the escalator hopper.
5. Repeat floating the RHS.
6. The machine Will power up with the following default options:-
  1. 5 shots awarded per base coin of play ( 10p).
  2. 5 points per coin over the edge.
  3. Ticket value 10 points i.e 1 ticket = 10 points.
  4. Tickets banked on display until Collect button pressed.
7. Fill the ticket bins with tickets and feed into the ticket dispensers.
8. Insert coins to the value of 50p. ascertain 50 shots awarded. Proceed to test each play-station.

9. Adjust the game volume by accessing the sound PCB mounted on the slide-out panel of the RHS playstation.

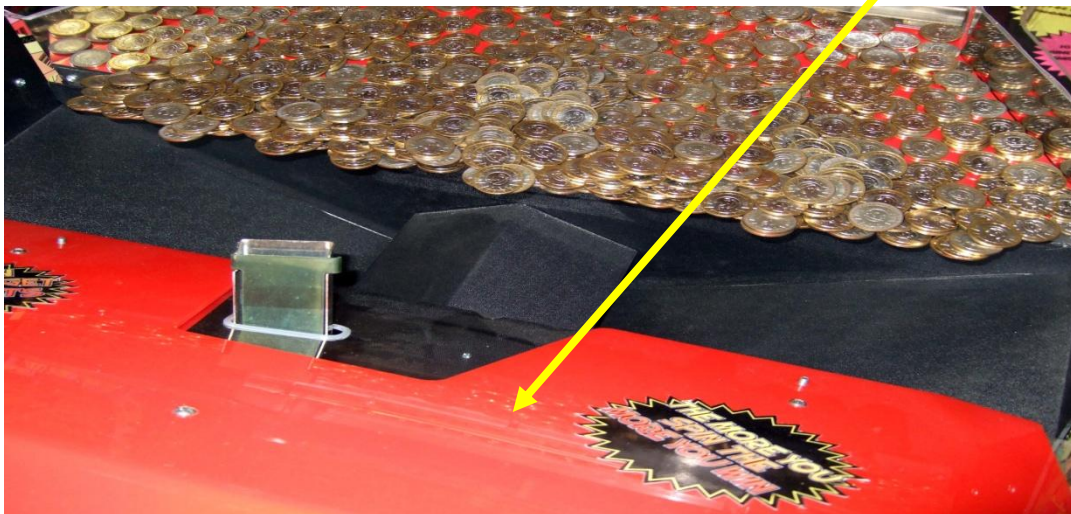


10. Lock all service doors and access panels. The machine is now ready for operation.

### Adjustments.

Background      Game Sounds

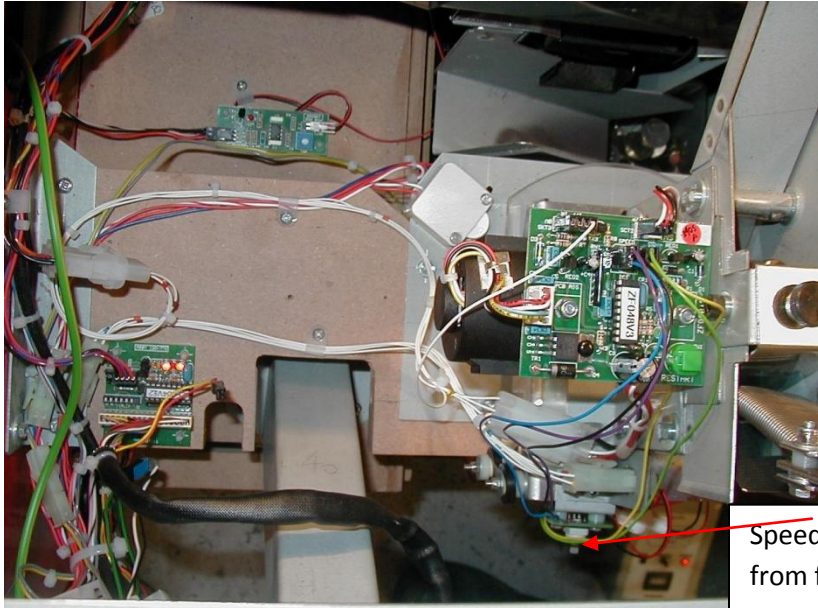
**Coin Firing Unit.** Note. To gain access to this unit first remove the red access panel by lifting it carefully from its Velcro fastenings.



**Note.** The machine is despatched with the units adjusted for the tokens supplied



If coins are not reaching the targets correctly proceed to adjust the motor speed by adjusting the potentiometer as indicated. **NOTE.** The motor runs only if shots are



Speed adjustment control. Access from front of cabinet

credited.

## ERROR CODES.

**ERROR CODES ARE DISPLAYED ON THE UPPER ( TICKETS) AND LOWER (SHOTS) LED DISPLAYS.STOP ON UPPER AND JAM ON LOWER.** Indicates that the escalator hopper is either empty or jammed

### **5.12 Coin Flip Adjustment**

To adjust the coin flipper unit, rotate the speed control dial until the coin is flipped the correct distance. The speed control dial is numbered 0-9, 0 being the slowest. If the coin cannot be flipped a sufficient distance, adjust the motor mount plate as follows.

