

Sideshow installation and maintenance

From machine serial number SW077





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1. Installation

1.1 Unpacking

Carefully remove all packaging material, and site the machine on a flat and level floor. The machine is designed for indoor use only.

1.2 Assembling

Lift the top sign to a vertical position, and secure it by pushing the bar into the bracket.



The light fitting for the top sign is shipped on top of the console. Fit this to the top sign, and plug in the electrical connection.



The console fixing bars are shipped on top of the consoles. Pass the electrical wiring through the right bar fastening hole and then thread the wiring through one of the bars, and then plug in to the mating connector. Fasten the right bar in position on the machine and then on to the console. Fasten the left bar in position, which has no wires passing through it.



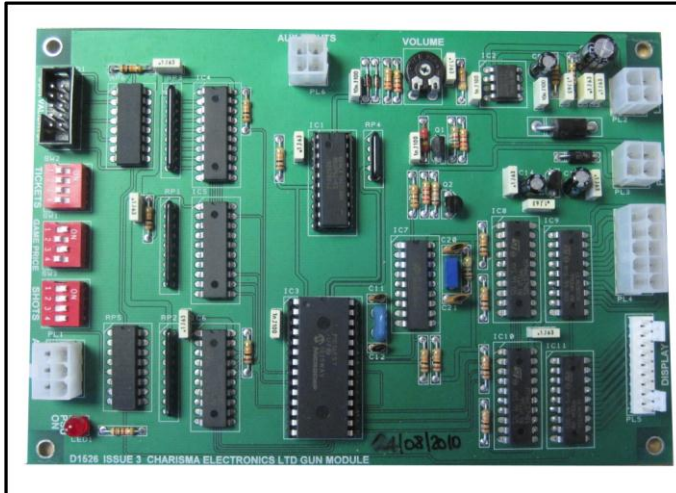
1.3 Set up

The machine is delivered with the following settings:-

Coin mechanism £1 per game

Shots per game 20

Tickets per hit 1



Turn Power Off Before Altering Dip Switches

1

Dip Switch Settings
Tickets Out
SW2 Dip Switch

Tickets	T1	T2	T3	T4
1 ticket	Off	Off	Off	Off
2 tickets	On	Off	Off	Off
3 tickets	Off	On	Off	Off
4 tickets	On	On	Off	Off
5 tickets	Off	Off	On	Off
6 tickets	On	Off	On	Off
7 tickets	Off	On	On	Off
8 tickets	On	On	On	Off
9 tickets	Off	Off	Off	On
10 tickets	On	Off	Off	On
11 tickets	Off	On	Off	On
12 tickets	On	On	Off	On
13 tickets	Off	Off	On	On
14 tickets	On	Off	On	On
15 tickets	Off	On	On	On
16 tickets	On	On	On	On

2

Dip Switch Settings
Price of Play
SW1 Dip Switch

Price	S1	S2	S3	S4
50p/EC	Off	Off	Off	Off
60p/EC	On	Off	Off	Off
70p/EC	Off	On	Off	Off
80p/EC	On	On	Off	Off
90p/EC	Off	Off	On	Off
100p/EC	On	Off	On	Off
110p/EC	Off	On	On	Off
120p/EC	On	On	On	Off
130p/EC	Off	Off	Off	On
140p/EC	On	Off	Off	On
150p/EC	Off	On	Off	On
160p/EC	On	On	Off	On
170p/EC	Off	Off	On	On
180p/EC	On	Off	On	On
190p/EC	Off	On	On	On
200p/EC	On	On	On	On

3

Dip Switch Settings
Shots per Game
SW3 Dip Switch

Shots	S1	S2	S3	S4
1 shot	Off	Off	Off	Off
2 shots	On	Off	Off	Off
4 shots	Off	On	Off	Off
6 shots	On	On	Off	Off
8 shots	Off	Off	On	Off
10 shots	On	Off	On	Off
12 shots	Off	On	On	Off
14 shots	On	On	On	Off
16 shots	Off	Off	Off	On
18 shots	On	Off	Off	On
20 shots	Off	On	Off	On
22 shots	On	On	Off	On
24 shots	Off	Off	On	On
26 shots	On	Off	On	On
28 shots	Off	On	On	On
30 shots	On	On	On	On

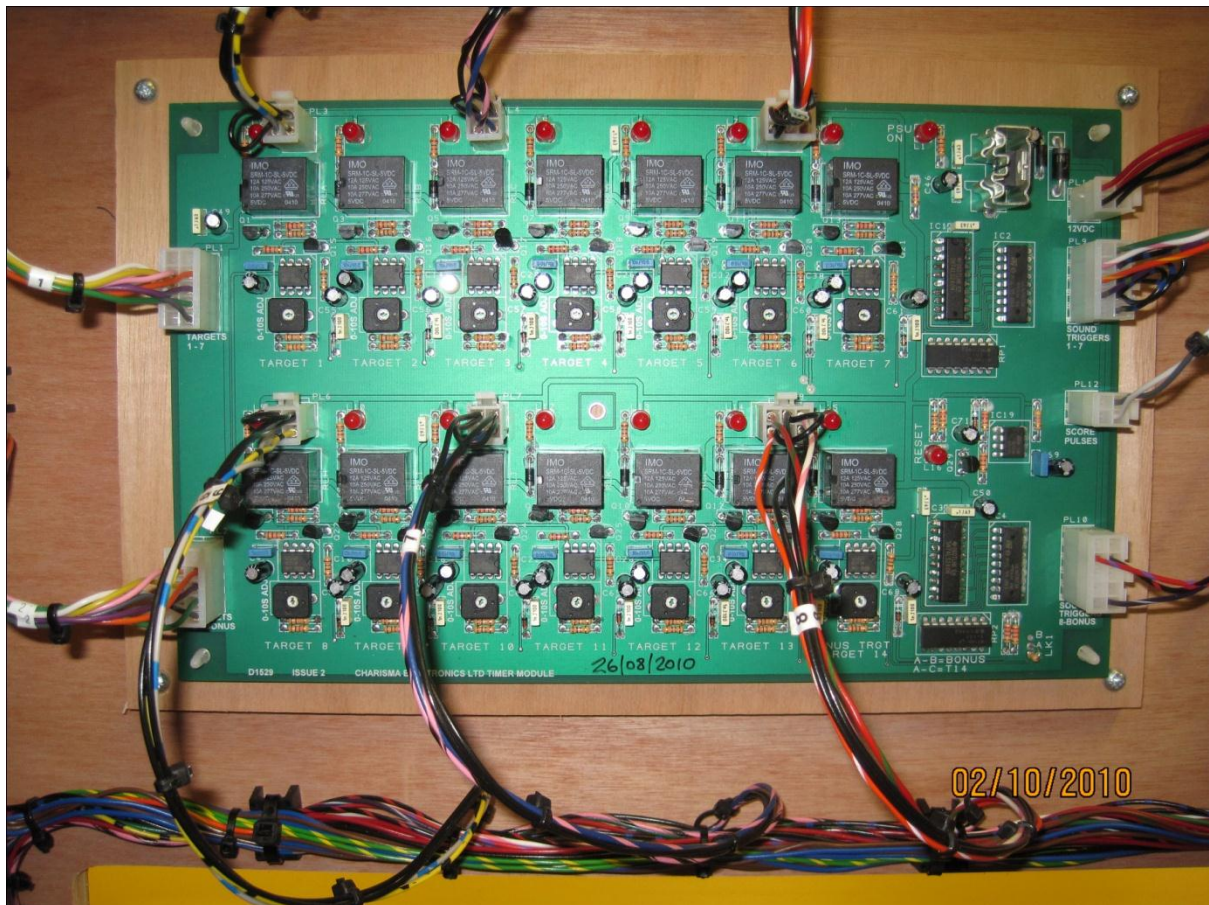
2. Game operation

2.1 Gun consoles

When a coin is inserted, and the gun trigger is squeezed, infra red light is emitted from the gun barrel.

2.2 Main Cabinet

Each target has an infra red detector, which senses a beam of light from the gun. The target operates a relay on the timer module, which in turn sends a signal to the target animation. The length of time a target operates is adjustable on the timer module, but this is factory set and should not need to be altered.



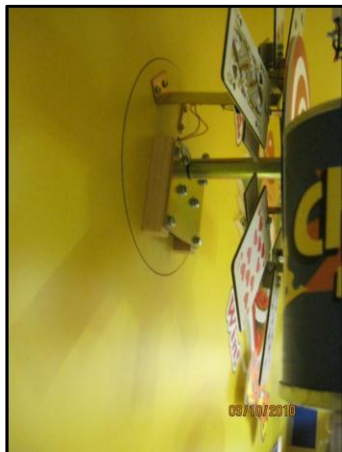
2.3 Target Descriptions

2.3.1 Ducks



The profile ducks are fastened to a toothed timing belt, driven by a geared motor which runs continuously when the machine is connected to a power supply. Four electrical solenoids are spaced at equal intervals in front of the ducks, and trip the ducks over when the target is hit and the tripping mechanism is in line with a duck.

2.3.2 Playing Cards



The playing card disc revolves continuously when power is connected to the machine. The cards are mounted on a pivot and fall over when the target is hit and the solenoid trip is in line with a playing card.

2.3.3 Tin cans

The top tin can jumps when the target is hit.

A hit applies power to the coil of an electrical solenoid. The solenoid plunger hits the bottom of the tin can and sends it up a fixed wire.

2.3.4 Spinning plates

When the target is hit power is applied to a motor which spins the plate.

2.3.5 Clown bow tie

When the target is hit power is applied to a motor which spins the bow tie.

2.3.6 Stars and spirals

There are two stars and one spiral. They are all driven by electric motors.

3. Access

The tubular cash door key will open all 3 cash doors. The flat key will open all the other doors.

Gun consoles – Undo the 2 locks on the top face of the consoles. The top is hinged at the back, and will lift complete with the guns.



Coin doors – Opening the top door gives access to the coin mechanism, and opening the bottom door gives access to the cash box.

Main cabinet – A door on each side of the cabinet allows access to the duck drive and to the targets. The 3 target shelves can be removed individually and each one is secured by 2 set screws in the base.

The rear door allows access to the message repeater and electrical components.

4. Fault finding

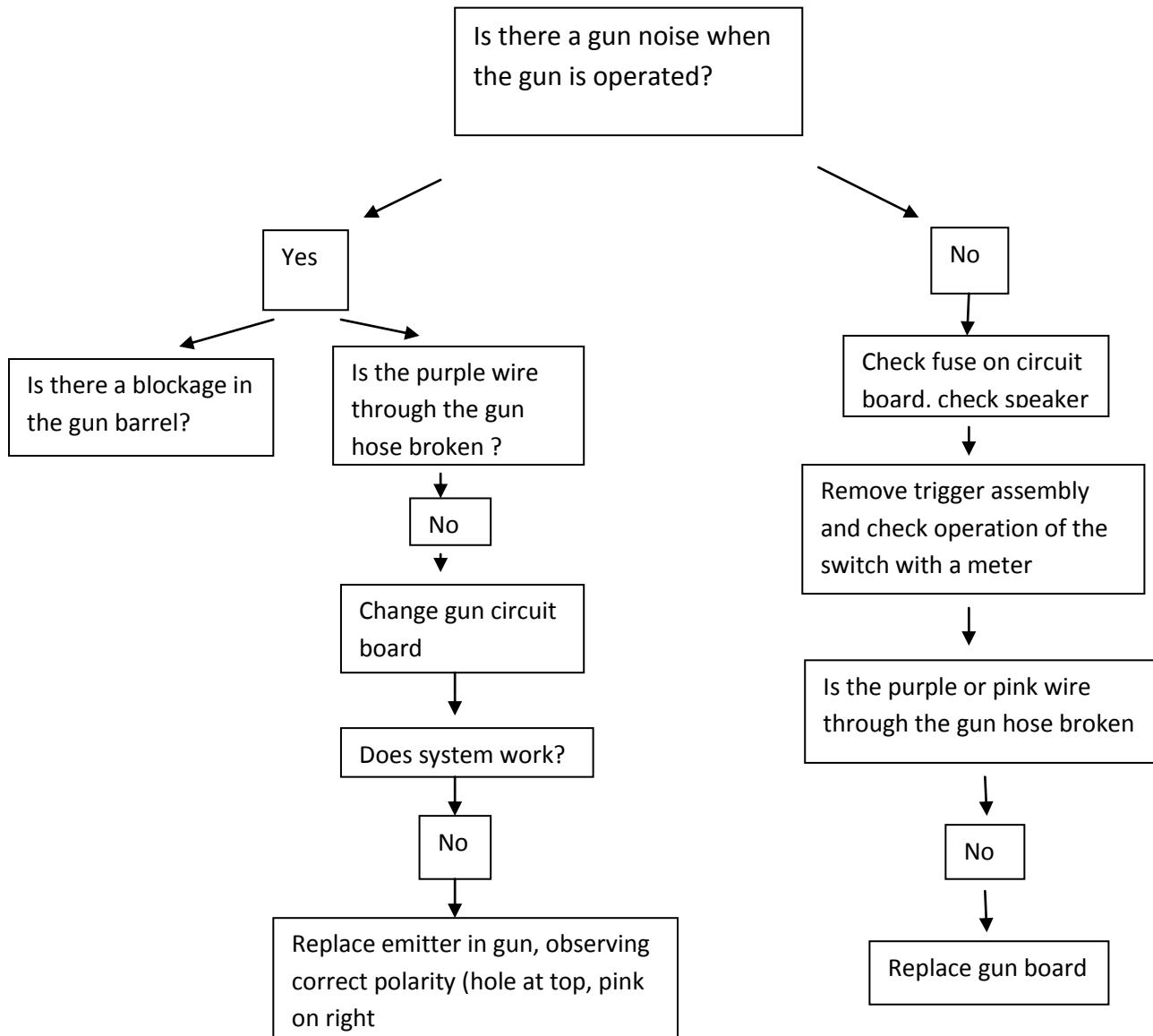
4.1 No electrical power

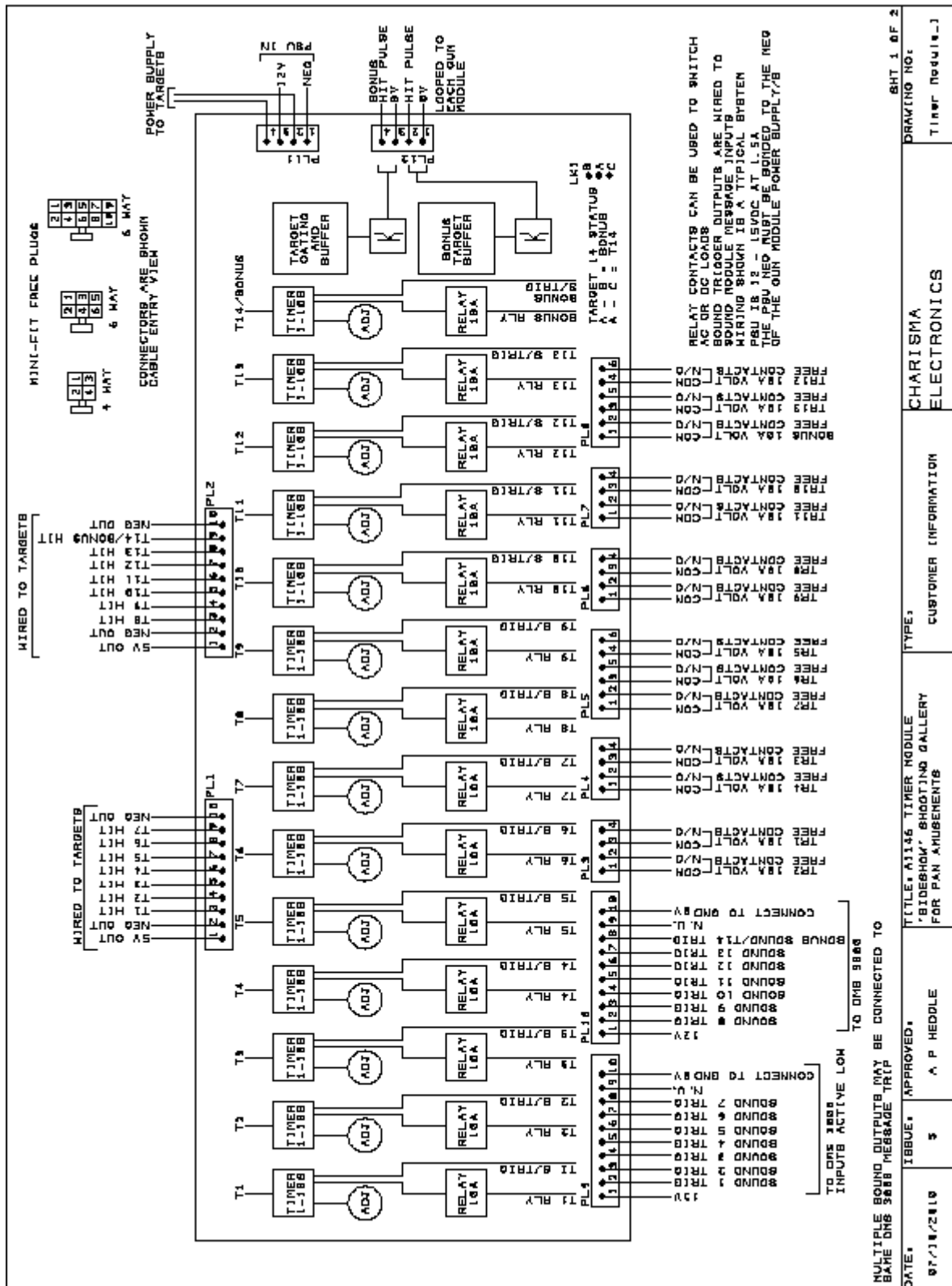
Check the wall socket for a supply. Check the fuse in the plug, and in the machine rear socket where the power enters the machine.

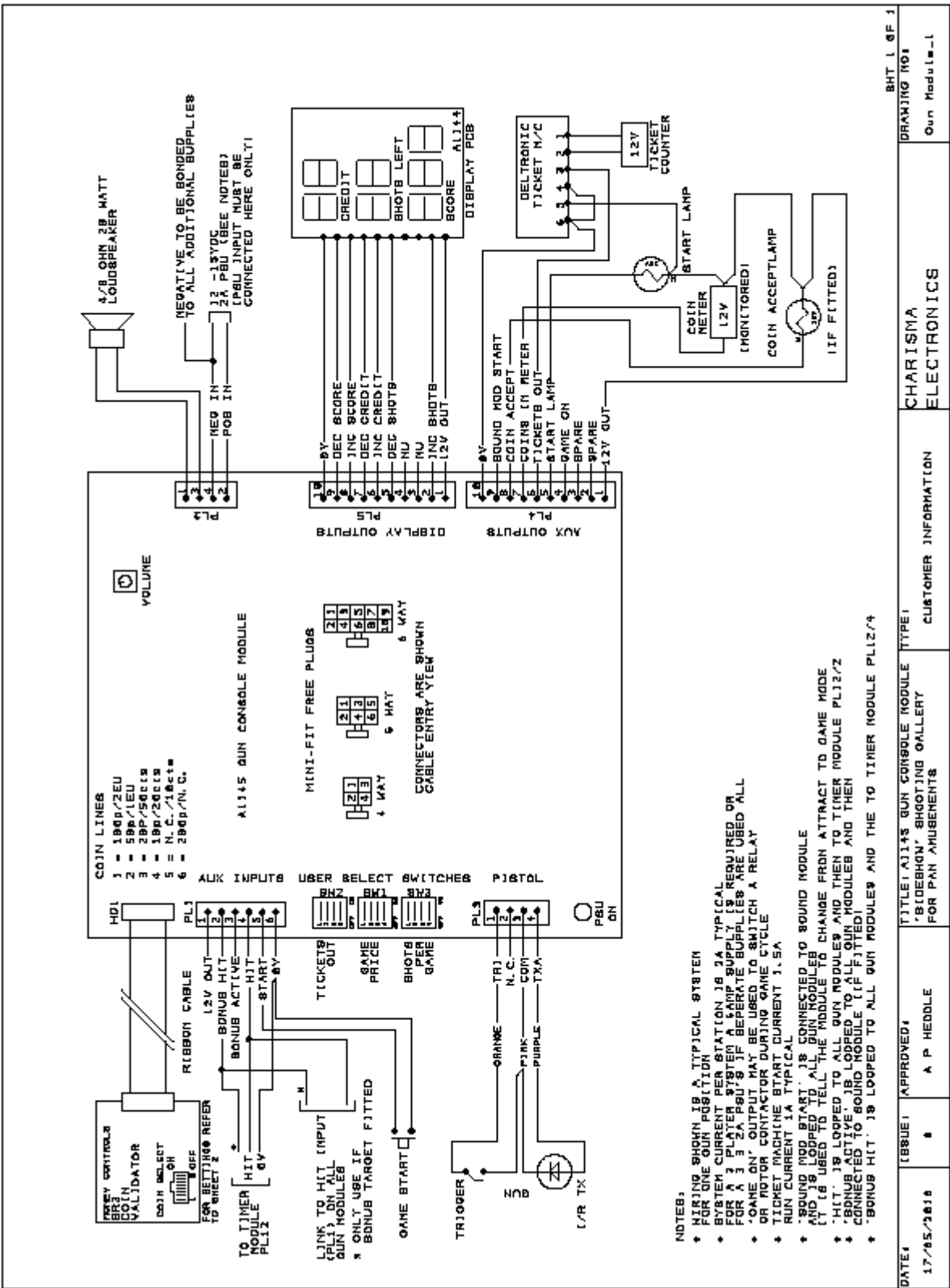
If no power to the gun consoles, check the connections and wiring from the main cabinet to the consoles. Check the console power supply (in the consoles centre back) for a red light, and press the reset button next to the light.

If no power to one gun section, check the connections from the power supply, the connections on the gun board, and fuses.

4.2 Unable to hit targets









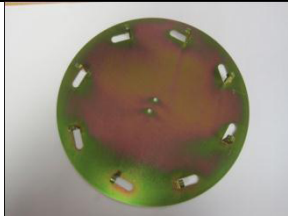

DATE:	17/05/2010	[ISSUE] APPROVED:	A P HEDDLE	TITLE: ALX3 GUN CONSOLE MODULE TYPE:	CHARISMA ELECTRONICS	DRAWING NO:	Gun Module-1
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6. Parts for Machines after Serial Number SW077

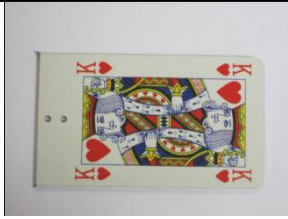
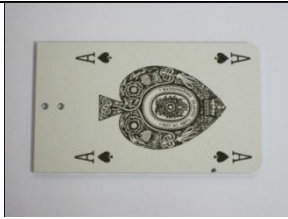

Bowtie



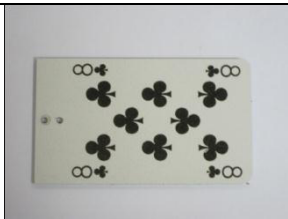
SD001	Bowtie	Printed on 3mm foamex		
SD002A	Bowtie motor	12 volt DC		


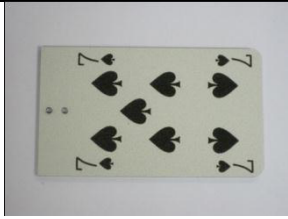
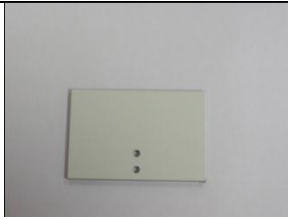
Falling cards

SD034A	Playing card disc	Falling cards attach to this		
SD037	Card pivot block and bearing assembly	Fastens to playing card disc and playing card		

SD018	Duck and cards solenoid	Knocks over cards. Marked as 6 volt continuous, but operate using 12 volts intermittent.		
SD040	Card solenoid return spring			
SD035	Large blue spiral	Fastened to front face of playing card disc		
SD035A	Large red Spiral	Fastened to front face of playing card disc		
SD048	Card motor	Drives the card disc		
SD048A	Card motor capacitor	Run capacitor for motor SD048		
SD048TYPEA	Card motor	Drives the card disc		

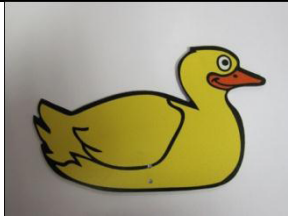
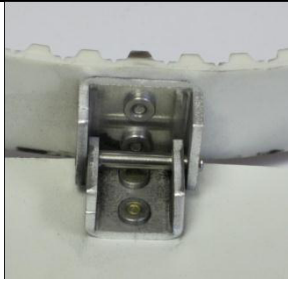

SD098A	King of hearts Playing card			
SD098B	Ace of spades playing card			
SD098C	Six of hearts playing card			

SD098D	Queen of spades playing card			
SD098E	Nine of diamonds playing card			
SD098F	Eight of clubs playing card			



SD098G	Ten of hearts playing card			
SD098H	Seven of spades playing card			
SD099	Card small actuator plate	Makes the playing card fall over		


Ducks

SD016	Duck timing belt	Drives and supports travelling ducks		
SD017B	Duck belt idler pulley	Pulley sitting furthest from the duck motor		
SD017C	Duck motor pulley, 12mm bore	Pulley fastened to motor shaft, 8mm bore		

SD021	Duck profiles	Duck printed on to aluminium laminate		
SD026	Duck hinge complete	Inner and outer hinge connected by a stainless steel pin		
SD049	Duck motor	Drives the duck belt. Do not over tighten when replacing		

Stars and spiral


SD003	Small spiral	3mm white foamex		
SD004	Star	3mm white foamex		

SD002A	Stars and spiral motor	12 volt dc motor		
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Spinning plates



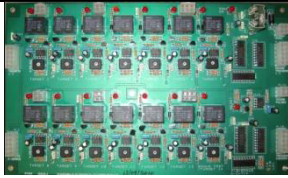

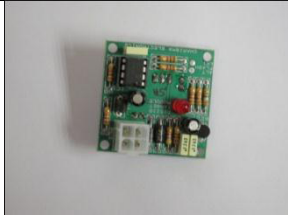
SD005	Red plate	Part of spinning plate assembly		
SD006	Blue plate	Part of spinning plate assembly		
SD007	Plate shaft and plate complete	Connects the spinning plate to the motor		
SD010	Plate motor mellor	Quote voltage and numbers		
SD010A	Plate motor crouzet	Quote voltage and numbers		



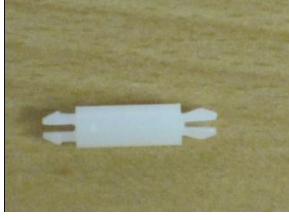



Tin Cans



SD015G	Large solenoid with plunger and collar	Kicks the top tin can		
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Cabinet Parts

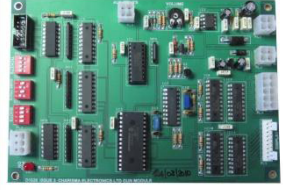

SD054	Cabuchon lens	Lens for the front surround lighting		
SD055	Cabuchon reflector	Fits behind the lens		
SD056	Cabuchon lamp holder	Fits behind the lamp holder and reflector		

SD057	Cabochoon lamp SES 60 volt 5 watt			
SD056D	Light chaser PCB	Controls light chaser, different features are available. See manual.		
SD056DREP	Light chaser PCB repair	REPAIR ONLY	AS ABOVE	
E704	Timer module	Operated by the targets, switches motors and sound effects		
E704REP	Timer module repair	REPAIR ONLY	AS ABOVE	
E706	Sound module	Runs the sound effects and bonus feature		
E706REP	Sound module repair	REPAIR ONLY	AS ABOVE	
E704	Target module	Switched by infra red light from the gun		

E702B	Target box front plate			
E702D	Target box pillar short	Connects the target module to the front plate		
E702E	Target box pillar long	Connects the target module to the target box		
SD069	Main cabinet speaker	Supplies sound effects from the main cabinet		
SD083A	Top sign xenon lamp	Replace with xenon for a brighter light		
SD075	Cabinet to console tubes	Fastens cabinet to consoles		

SD088	Artwork on 10 mm white foamex	Full set of cabinet artwork		
SD091	Sideshow manual	Installation and maintenance manual		

Gun consoles

E701	Gun module	Used in consoles to drive the gun system		
E701REP	Gun module repair	REPAIR ONLY	AS ABOVE	
E703	Display module	Displays score, shots left, and credits remaining		
E703REP	Display module repair	REPAIR ONLY	AS ABOVE	

G555	Small gun complete			
G708	Trigger torsion spring	Returns the trigger		
G710	Small gun micro switch	Operates the infra red sensor		
G416	Gun hose	Fastens the gun to the console		
G534	Gun hose plate	Provides a secure anchor for the gun to the console		
G020	Infra red emitter	Located on the trigger assembly. Sends infra red light to the target		

G018	Console gun hose ring	Fastened in the top of the console to allow the gun hose to pass through		
E211	Game push button	On top of consoles to give games for credits		
E129	Counter 12 volt DC	Used in consoles to count games played and tickets dispensed		
E152	Console speaker	Gun noise only		
H101	Flat key lock			
H106	Radial cash lock			

Side show machines are covered by a parts guarantee for 12 months from the date of delivery.

6.Contacts

Manufacturers :-

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