

# Sideshow installation and maintenance

Before machine serial number SW077



# Sideshow Manual



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## 1. Installation

### .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.

The back of the machine must be at least 300mm from other surfaces to allow adequate ventilation for the compressor and electric motors.

### .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 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 through the console fastening hole. Fasten the bars in position.



Insert the black plug into the back of the console power supply, and connect the free 3 pin plug and socket together.

The main power cable is on top of the gun console. Plug one end into the back of the main cabinet, and the other end into a mains power supply.

## .3Set up

The machine is delivered with the following settings:-

Coin mechanism £1 per game

Shots per game 20

Tickets per hit 1

## NRI G-13 coin mechanism

### To change game prices

Set top bank of dip switches on the side of the coin mechanism as follows:-

50 p per game – switches 1,3,8 up

100 p per game – switches 2,4,8 up

USA 50 cents per game – 2,8,10 up

USA one dollar per game – 3,8,10 up

1 euro per game – 1,2,3,8,10 up

2 euros per game – 1,2,3,4,8,10 up

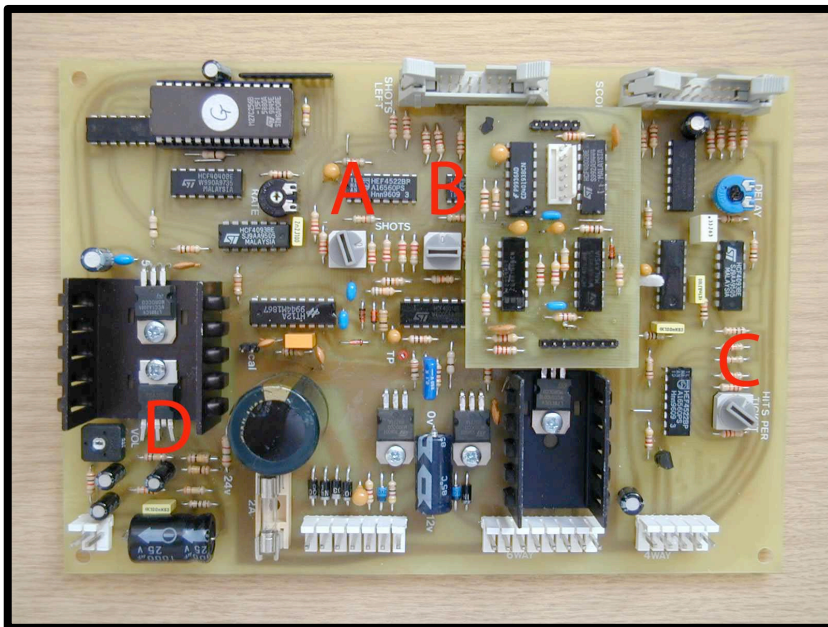
### To teach the coin mechanism to accept tokens

With power on the coin mechanism

1. On the bottom bank of switches switch up number 9
2. If the mechanism is set for UK coins switch up switch 6, or 7

- If the coin mechanism is set for US coins or Euros switch up switch 5, or 6
3. Insert 10 tokens through the coin mechanism (the solenoid will be heard to pulse).
  4. Switch number 9 switch down and then switch down the taught channel (5,6, or7)
  5. The mechanism should then accept the token.

For more information on NRI coin mechanisms please go to [www.nri.de](http://www.nri.de)



Gun board E87QA

To alter shots per game – turn switch A to alter the tens, and switch B to alter the units.

To alter tickets per hit – turn switch C.

To alter the gun shot volume – turn switch D

## 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.

See 2.4 for a description of the target operations.

### 2.3 Air systems

All the targets operate using compressed air. Details can be found in 3.3

### 2.4 Target Descriptions



## 2.4.1 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 air jets are spaced at equal intervals in front of the ducks, and blow the ducks over when the target is hit and the air jet is in line with a duck.

## 2.4.2 Playing Cards



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



### 2.4.3 Tin cans

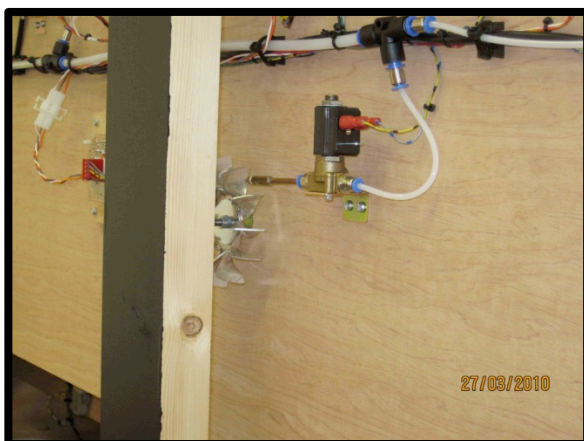
Then top tin can falls from view when the target is hit.

A hit applies power to the coil of an air valve which switches air pressure from the bottom inlet of the air cylinder to the top inlet, and the cylinder rod moves down.



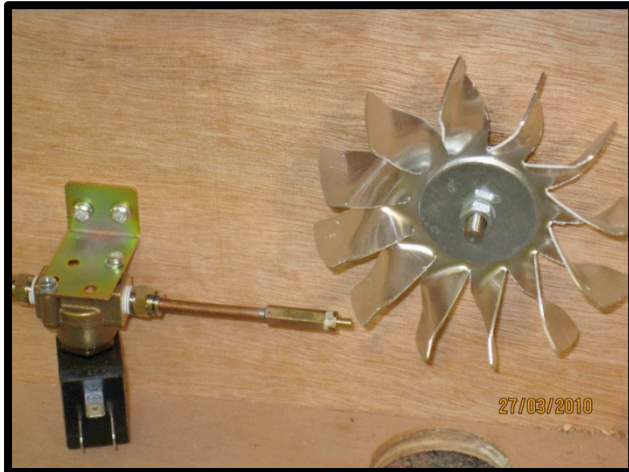
### 2.4.4 Spinning plates

When the target is hit power is applied to an air valve, which then passes air through the jet and on to the fan which spins the plate.



### 2.4.5 Clown bow tie

When the target is hit power is applied to an air valve, which then passes air through the jet and on to the fan which spins the bow tie.



## 2.4.6 Stars and spirals

There are two stars and one spiral. When the target is hit power is applied to an air valve, air is passed through the jet and on to the fan which spins the target.

## 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 2 locks on the back of the consoles, and the back door will lift off giving access to the console wiring and power supplies.

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

Main cabinet - A door on the left hand side allows access to the duck drive and to targets on the left of the machine. The top door allows access to the message repeater and the target mechanisms.

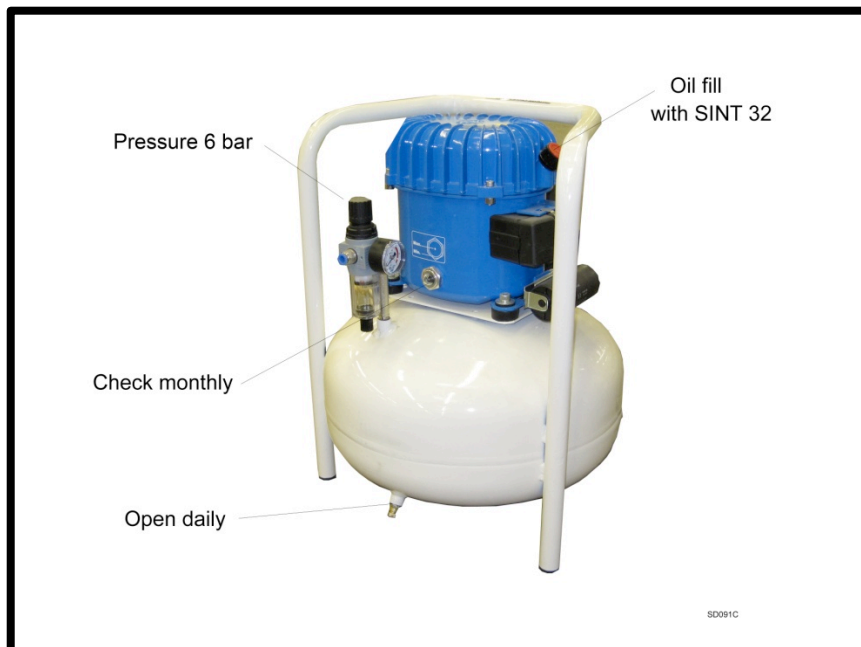
## 4. Maintenance

The only item needing regular maintenance is the air compressor.

North America only 110 volt supply



Rest of the world 240 volt supply



## 5. Fault finding

### 5.1 No electrical power

Check the wall socket for a supply. Check the fuse in the plug.

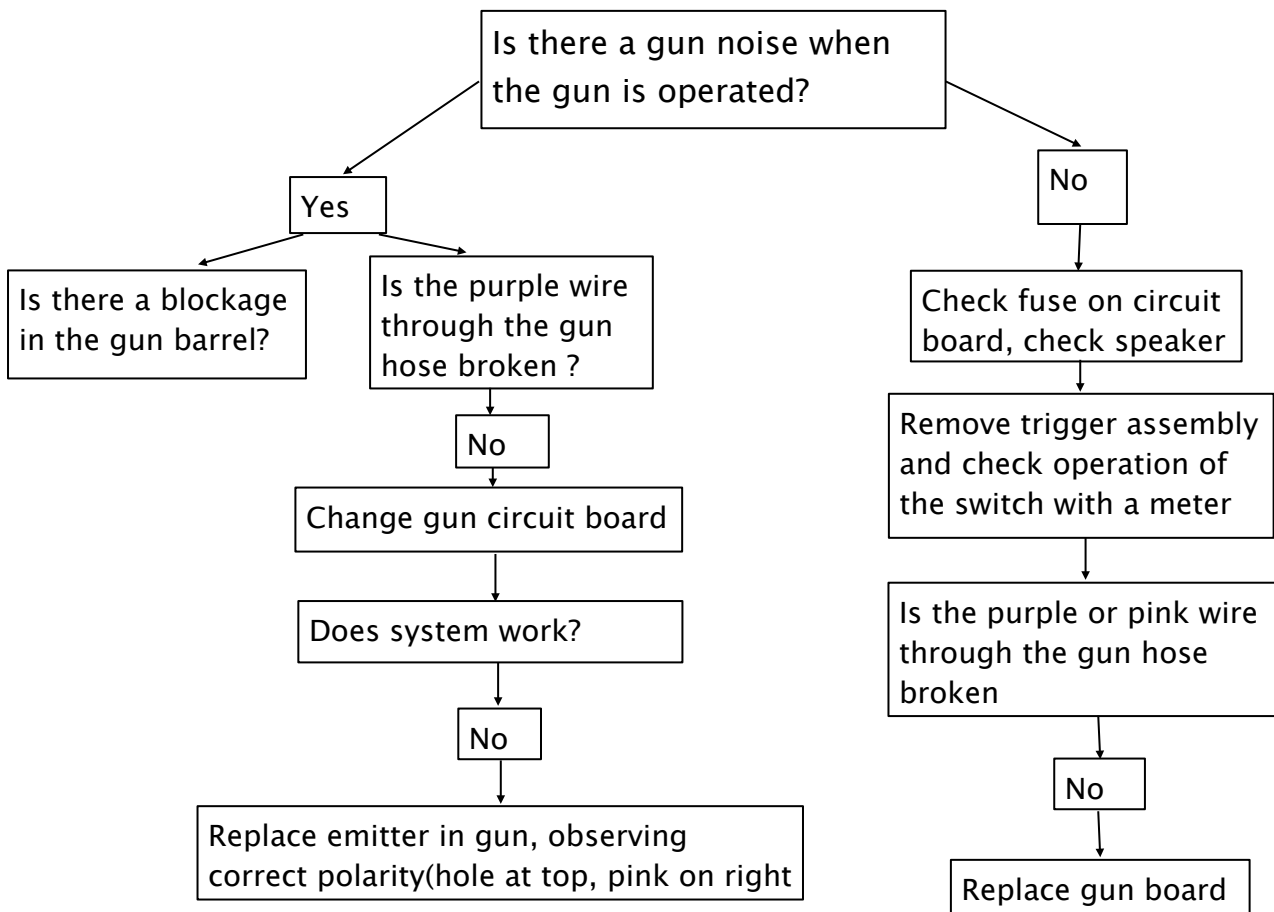
If no power to the gun consoles, check the connections and wiring from the main cabinet to the consoles. Check the console power supply (in the consoles centre back) for a red light, and press the reset button next to the light.

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

### 5.2 No air

Check the pressure gauge, if it reads no pressure, check the plug fuse on the compressor wire and check the on/off switch on top of the compressor.

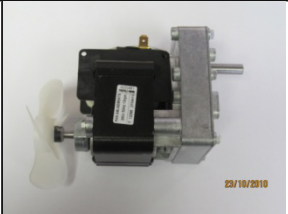





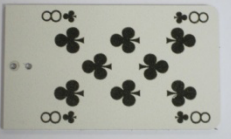

### 5.3 Unable to hit targets



# SPARE PARTS FOR SIDESHOW MARK 1 UP TO SERIAL NUMBER SW076

Part number	Description	Used on	picture	
A100	Air jet	All air operated targets		
A100B	Air jet adaptor	All air operated targets to connect on to the air jet		
A114	5 port solenoid valve	Operates tin can air cylinder		
A116	3 port valve	Air blast to cards, ducks, star, Spiral and bowtie		
A301	1/8" x 4mm adaptor	Screws into air valve ports to connect to 4mm pipe		
A305	1/8" x 4mm swivel elbows	Screws into air valve ports to connect to 4mm pipe		

SD085A	compressor	Provides compressed air		
SD001	Bowtie	Printed on 3mm foamex		
SD034A	Playing card disc	Falling cards attach to this		
SD035	Large blue spiral	Fastened to front face of playing card disc		
SD035A	Large red spiral	Fastened to front face of playing card disc		
SD037	Card pivot block and bearing assembly	Fastens to playing card disc and playing card		
SD048	Card motor	Drives the card disc		
SD048A	Card motor capacitor	Run capacitor for motor SD048		

SD048TYPE A	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			


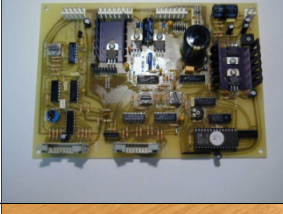
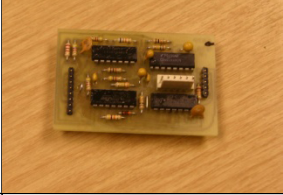
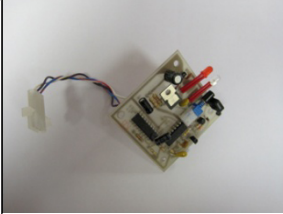
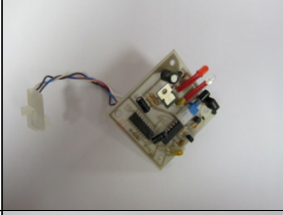

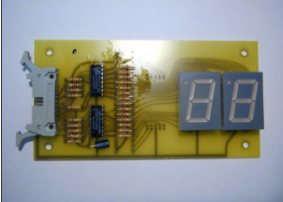


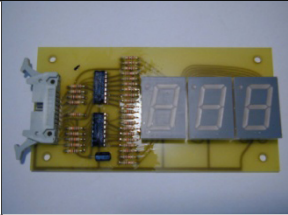
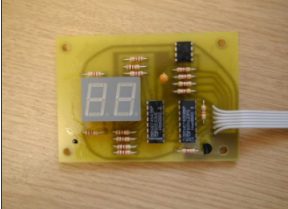
SD098H	Seven of spades playing card			
SD099	Card small actuator plate	Makes the playing card fall over		
SD016	Duck timing belt	Drives and supports travelling ducks		
SD017B	Duck belt idler pulley	Pulley sitting furthest from the duck motor		
SD017C	Duck motor pulley, 12mm bore	Pulley fastened to motor shaft, 8mm bore		
SD021	Duck profiles	Duck printed on to aluminium laminate		
SD049	Duck motor	Drives the duck belt. Do not over tighten when replacing		
SD054	Cabuchon lens	Lens for the front surround lighting		

SD055A	Cabuchon reflector	Fits behind the lens		
SD056A	Cabuchon lampholder	Fits behind the lampholder and reflector		
SD057	Cabochon lamp SES 60 volt 5 watt			
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		
E129	Counter 12 volt DC	Used in consoles to count games played and tickets dispensed		
E152	Console speaker	Gun noise only		
E211	Game push button	On top of consoles to give games for credits		
G555	Small gun complete			
G708	Trigger torsion spring	Returns the trigger		
G710	Small gun microswitch	Operates the infra red sensor		
G534	Gun hose plate	Provides a secure anchor for the gun to the console		

G416	Gun hose			
H101	Flat key lock			
H106	Radial cash lock			
SD003	Small spiral	3mm white foamex		
SD004	Star	3mm white foamex		
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		

E87QA	Gun pcb	Drives infra red light, and controls gun functions		
E87QAREP	Gun pcb repair and exchange only	Advance replacement Charged at full price. Credit will be given on return of faulty board if this is repairable.		
E87P/1	Piggy back board for above	Drives the displays		
E87RSD	Target pcb	Switches 24volt ac when the target sees infra red light from the gun		
E87RSDREP	Target pcb repair and exchange only	Advance replacement charged at full price. Credit will be given on return of faulty board if repairable.		
E87RSDCELL	Target infra red sensor	Connects to the target pcb		
E87H	Shots left display			

E87T	Score display			
E87G	Credit display			

## 6. Contacts

Manufacturers :- Pan Amusements  
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Further help:-  
Compressor USA [www.jun-air.com](http://www.jun-air.com)  
Compressor rest of the world [www.abac.co.uk](http://www.abac.co.uk)  
Coin mechanism [www.nri.de](http://www.nri.de)