

**STRICTLY DISCO  
OPERATOR'S MANUAL**

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## 1. Introduction.

This manual is intended to act as a guide to the operation of the machine. The list of contents shows the layout of the manual. Should repairs be necessary, there is a Parts List of components that are normally considered replaceable. Recommendations are made throughout the manual and it is essential that these be followed for safety reasons.

### 1.1 Warnings, Cautions and Notes

“WARNING”: refers to essential safety precautions that must be taken to avoid a potential hazard to health.

“CAUTION”: refers to precautions that must be taken to avoid damage to the equipment.

“NOTE”: refers to advisory information, normally to assist in performing tasks.

### 1.2 Safety Precautions

The following general Safety Precautions apply to all Operators and Engineers and must be complied with at all times. More specific warnings and cautions are also provided in the manual where they apply.

#### **WARNING:**

1. IT IS ESSENTIAL THAT ONLY SUITABLY QUALIFIED PERSONNEL CARRY OUT MAINTENANCE AND REPAIR OPERATIONS.
2. TO PREVENT INJURY AND ELECTRIC SHOCK, SWITCH OFF AND DISCONNECT ALL ELECTRICAL POWER SUPPLIES BEFORE OPENING DOORS AND PANELS AND STARTING WORK ON THE MACHINE.
3. TO PREVENT ELECTRIC SHOCK DURING OPERATION, A SECURE, EARTHED ELECTRICAL PLUG MUST BE FITTED.
4. USE ONLY THE SPECIFIED ELECTRICAL FUSES SHOWN IN THE PARTS LIST. REPLACEMENT FUSES MUST MATCH THOSE TO BE REPLACED IN FUSE TYPE AND RATING. THE FUSE COVER (WHERE APPLICABLE) MUST BE IN PLACE BEFORE SWITCHING THE MACHINE ON.
5. TO MAINTAIN THE SAFE AND EFFICIENT OPERATION OF THE MACHINE, USE ONLY CROMPTONS GENUINE SPARES APPROVED PARTS.

#### **CAUTION:**

1. Many electrical plugs are keyed to fit one way. Note orientation before removal.

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2. Before handling a PCB or its component parts, take full anti-static precautions.
3. Wait for at least one minute after switching the machine off, to enable the capacitors to fully discharge before switching it back on. Failure to do so may result in a loss of functionality.

## 1.3 Standard Abbreviations and Terms

### 1.3.1 ABBREVIATIONS

In addition to normal SI units, the following abbreviations may be used as standard.

Assy	Assembly
CW	Clockwise
EMC	Electro Magnetic Compatibility.
GRP	Glass Reinforced Plastic.
LED	Light Emitting Diode.
PCB	Printed Circuit Board.
PSU	Power Supply Unit.
RPM	Revolutions Per Minute
TBD	To Be Done.

### 1.3.2 TERMS

Coin	Coin or Token (metal or plastic).
Slug	Counterfeit coin or Token

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## 2. Description and Gameplay

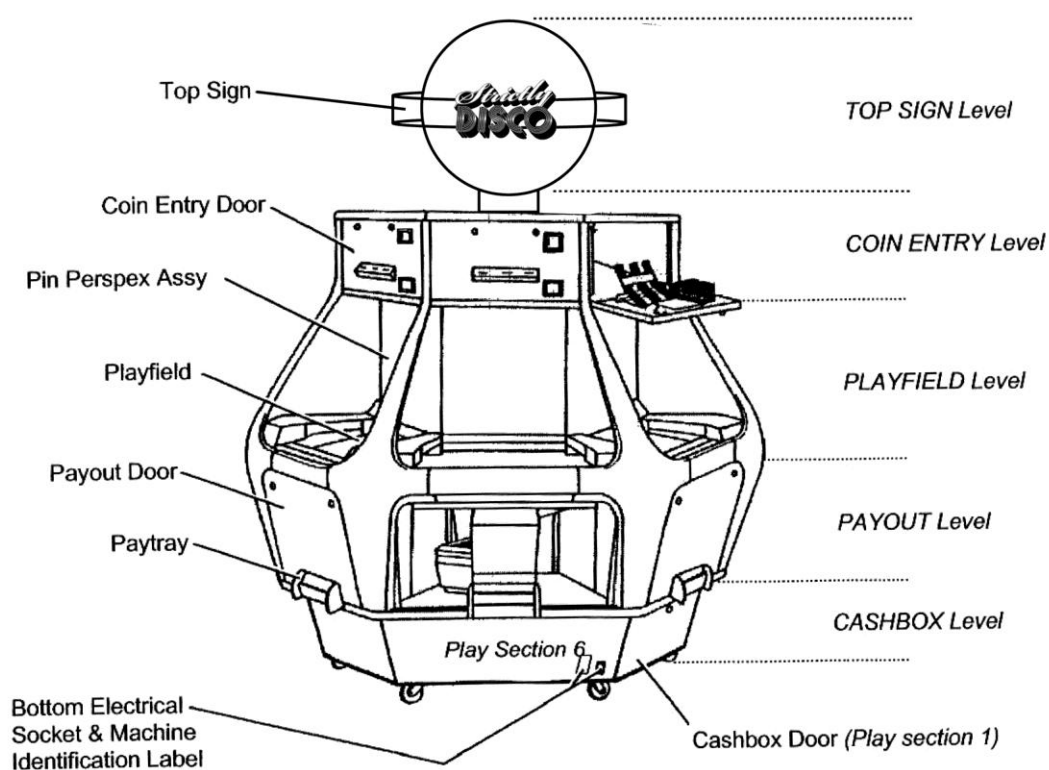


Figure 1 General View of Strictly Disco Machine

### 2.1 Gameplay

For all types of this machine, the main aim of the game is to guide coins onto the playfield, so that coins are pushed over the front edge of the playfield into the Win Chute (Figure 2). Three coin entry slots are located on each play section. These slots feed Coins into the Pin-Perspex Assembly, which tends to distribute and spread out the fall of the Coins and guides them onto the playfield. Depending on the type of machine, this may cause cash, merchandise, Coins or tickets to be paid out.

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### 2.2 Description. See figure 1.

A machine Identification Label is located adjacent to the Bottom Electrical Mains Connector. This specifies the power supply requirements, configuration, serial number, part number and date of manufacture.

The structure of the machine is divided into 5 distinct levels as shown in figure 1. The 6 play sections are numbered anti-clockwise, the Number 6 section being readily identifiable by the Bottom Electrical Socket. Labels with the play section numbers are attached to the inner surfaces of the Coin Entry Doors.

Dipswitches are used to control a number of settings and options. These are described in detail in 5. PCB Dipswitch Settings.

The sound volume, bass and treble are adjustable.

Electrical sockets are provided to allow the power supply to be connected to the top or bottom of the machine.



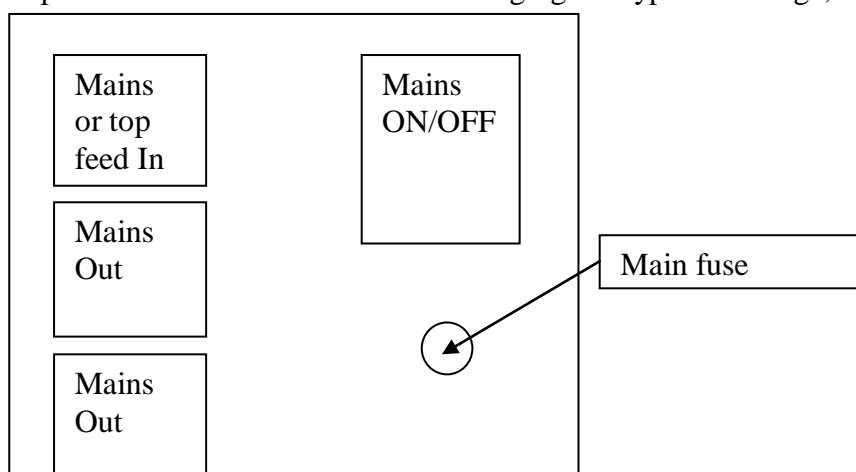
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The machine is protected by three separate security systems:

- i) A single Tilt Bob is located in the Coin Entry level and protects against the machine being tilted.
- ii) Slam Tilt sensors are attached to the frame at the edge of each Payout Door. These protect against the machine being knocked or kicked.
- iii) An Intelligent Tilt Sensor is mounted on each Win Chute. This ensures that the machine only pays out after a Coin has been entered into play and after a Coin(s) is then sensed as falling into the Win Chute.

The machine is supplied set-up for the particular Coin type specified by the user. Please refer to the approved Cromptons Distributor for advice on changing the type of coinage, if required.



### 2.3 Operation

#### 2.3.1 Switching 'ON' the machine

Figure3. Power supply unit end view

**WARNING:** Do not switch the machine 'ON' unless it is fully assembled and all panels and doors are installed, unless otherwise instructed as part of a maintenance procedure. Ensure all normal safety precautions shown on Page 3 are followed.

- i) Before switching the machine 'ON' for the first time, ensure that all instructions given in **3. Installation** and **4. Preparation for Play** have been followed.
- ii) Check that the mains electrical supply is disconnected.
- iii) Select the Power Selector Switch (Figure 3) to 'ON'.

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- iv) If the bottom supply socket is used, select the bottom Electrical Supply Socket to 'ON' (Figure 1).
- v) Connect the machine to the mains supply then switch on the supply.

### 2.3.2 Access Doors

#### 2.3.2.1 Coin Entry Doors

Each of these hinged doors is secured by two locks. This gains access to the Control Panel, Main Control PCB, Power supplies, Sound PCB, Disco ball rotation motor, Coin Entry Sensors and the Pin Perspex securing screws.

#### 2.3.2.2 Glass Doors

These can be unlocked and lifted clear to gain access to the playfield. Take great care to store the doors in a secure place, as the glass can be easily broken when not installed to the machine.

#### 2.3.2.3 Payout Doors

These doors are removable, after first disconnecting any electrical connectors.

#### 2.3.2.4 Cashbox Doors

These 2 doors are removable and are each secured by a single lock. Three cashboxes are situated behind each door. For security reasons, this lock is of a different type to all other locks on the machine.

## 3. Installation

CAUTION:	i)	The machine must be installed on a stable, level surface.
	ii)	The machine must not be exposed to extremes of temperature, high humidity or high concentrations of airborne particles.
	iii)	Do not use the Paytrays to lift or move the machine, or damage may occur.

### 3.1 Unpacking

1. Remove all packaging from the machine and check that it is complete. Any special instructions and the entry keys are attached to the outer surface of the

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machine. Ensure that any special instructions are followed before proceeding. Namely fitting of LED lamps and adjustment of the Disco Ball drive mechanism.

2. Open all doors and panels and remove all transit packing from outside and inside the machine. Check that all parts and connectors are secure and have not become loose during transit.
3. Close and lock all doors and panels (NOTE: Do not load any Coins into the machine at this stage).

### 3.2 Electrical Supply

1. Ensure that the mains electrical supply is earthed and complies with the specification shown on the machine Identification Label (Figure 1).
2. Connect the machine to the mains electrical supply using a ready accessible disconnect device to either:

3. Note. The machine is supplied with bottom feed connected.

- i) The Top Feed socket in the Power supply (Coin entry level) Pass the top feed cable through the hole in the cabinet roof and use the cable clamp to secure it in position. Note the cable may be secured to one of the acrylic legs surrounding the Disco Ball. Or
  - ii) The Bottom Feed socket in the base.
4. Open the Coin Entry Door at the No 1 play section (Figure 1) to access the Control Panel. One electrical plug is located here labelled "Bottom". Connect the appropriate plug to the Power input socket (Figure 3). Select the Power Selector Switch (Figure 3) to 'ON'.

### 3.3 Post-Installation Checks

1. Check that the Power Selector Switch (Figure 3) is set to 'ON'.
2. Switch on the electrical supply, starting the machine. Wait for 30 seconds to allow the initialisation procedure to execute.

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3. Check that all lights are working and that the Pusher Boxes are moving smoothly.
4. Set the Sound Volume to the desired level.
5. When the machine is working satisfactorily, carry out the “Preparation for Play” procedure.

(If the machine does not function correctly, see “Troubleshooting Guide”).

### 4. Preparation for Play

#### 4.1 Setting-Up The Playfield with Coins

To ensure correct gameplay, the following set-up procedure is recommended before the machine is played. For each play section:-

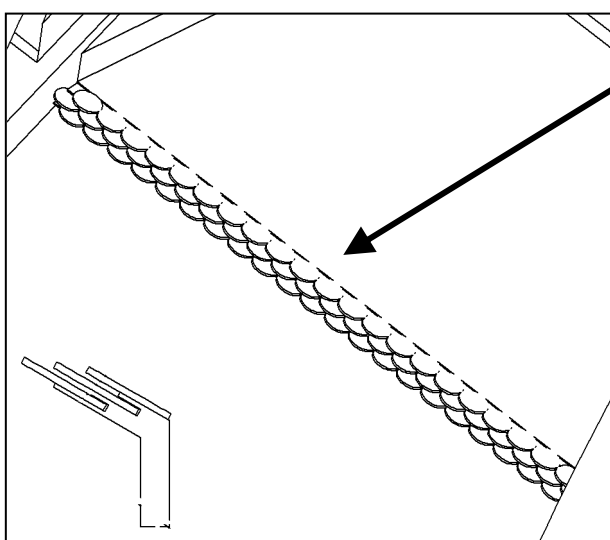
1. To “float-up” the play area, turn the machine ‘ON’, open the Glass Door and spread approximately 600 Coins evenly over the Playfield and Pusher Box. Replace the Glass Door. This machine is fitted with a slotted riser ,see note below
2. To stabilise the machine ready for play, feed approximately 1,000 Coins through the Coin Entry slots.

NOTE: This machine is fitted with a triple playfield riser that requires the coin of play inserting in the slot for the full length of the riser. See figure below:

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### PRIMING THE FRONT RISER



Prime the triple riser on the front edge of each playfield by sliding coins into each of the recesses filling the full length.  
Note. Not fitted to all machines.

### 4.2 Pre-Operation Checks

1. Visually check that all playfields are correctly set up with Coins.
  2. Set the Sound Volume to the desired level (Figure 2).
  3. Feed several Coins into each Coin Slot and visually check that the Coins fall onto the Playfield correctly.
  4. Check that the Coin Entry sound is triggered each time a Coin is entered.  
(If the machine does not function correctly, see “Troubleshooting Guide”).
- Note. Not every coin entered will trigger the sound output.

## 5. Sound PCB

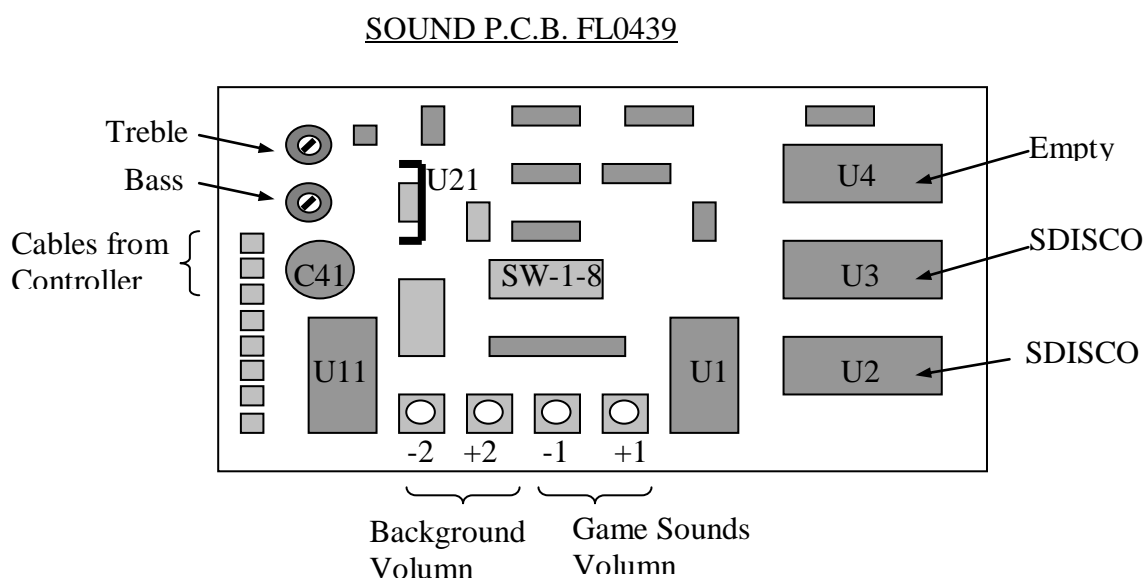
### 5.1.1 SOUND PCB – DIPSWITCH SETTINGS

A Dipswitch unit mounted on the Sound PCB is used to control the “Attract Sound”. This sound is intended to attract players to the machine when it is not being played).

The time interval between the sounds is settable. Only switches 1 to 4 of the 8 switches are currently used.

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**Figure 2 - Sound Card**

**Table 1 "Attract Sound" - Dipswitch Settings**

**DIP SWITCH SETTINGS**

These settings do not affect settings on the controller P.C.B.s, neither do they affect operation of game. The only purpose of the switches on the Sound p.c.b. is to enable or disable background sound, and how often it is played.

SW-3	SW-2	SW-1	Time interval between background sounds
Off	off	off	No sound
Off	off	on	30 sec
Off	on	off	60 sec ...factory default setting
Off	on	on	90 sec
On	off	off	120 sec
On	off	on	150 sec
On	on	off	180 sec
On	on	on	210 sec
SW-6	SW-5	SW-4	Number of sound tracks played in cycle

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	Off	off	off	1
	Off	off	on	2
	Off	on	off	3 ...factory default setting
	Off	on	on	# not available
	On	off	off	# not available
	On	off	on	# not available
	On	on	off	# not available
On	on	on	on	# not available

### 5.2 Main Control PCB

#### 5.2.1 MAIN CONTROL PCB –GENERAL

A separate Main Control PCB is used to control all six play sections.

Each PCB has two LEDs incorporated:

LED1 is illuminated while there is power to the PCB.

LED2 is a software monitor that flashes regularly while the program is running correctly. If this LED stops flashing at any time, pressing the Reset Button will cause the program to be reset.

Figure 3 - Control PCB Pressing the Reset Button resets the control system for the Whole machine.

#### 5.2.2 MAIN CONTROL PCB – DIP SWITCH SETTINGS

Two banks of Dipswitches are located on each Main Control PCB, labelled “SW1” and “SW2” (Figure 5). The switches themselves are labelled with the numbers “1-8” and the ‘ON’ position is shown.

The Dipswitch settings take effect only at Power-up or after the Main Control PCB Reset button has been pressed.

A Software Specification Sheet (Where applicable) is attached to the master (No 1) section Coin Entry Door of each machine. This specifies the Dipswitch settings for that particular machine and, in the event of conflicting information, should be followed in preference to the settings shown below.

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The following functions are effective when the switches are set to 'ON'.

Dipswitch Bank 1 ("SW1")

Switch	Function
1-1	(Not assigned)
1-2	(Not assigned)
1-3	(Not assigned)
1-4	(Not assigned)
1-5	(Not assigned)
1-6	(Not assigned)
1-7	(Not assigned)
1-8	(Not assigned)

Dipswitch Bank 2 ("SW2")

Switch	Function
2-1	(Not assigned)
2-2	(Not assigned)
2-3	(Not assigned)
2-4	(Not assigned)
2-5	(Not assigned)
2-6	Alarm sound when Tilt-bob activated. Default ON
2-7	(Not assigned)
2-8	(Not assigned)



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## 6. System Messages and Alarms

### 6.1 Audible Warning Messages

An Audible Warning will be sounded when a Tilt condition is set.

Sound	Meaning	Fix
Warble	Tilt Mechanism operated.	Self-reset after 10 secs.
(		(

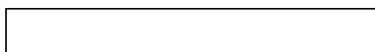
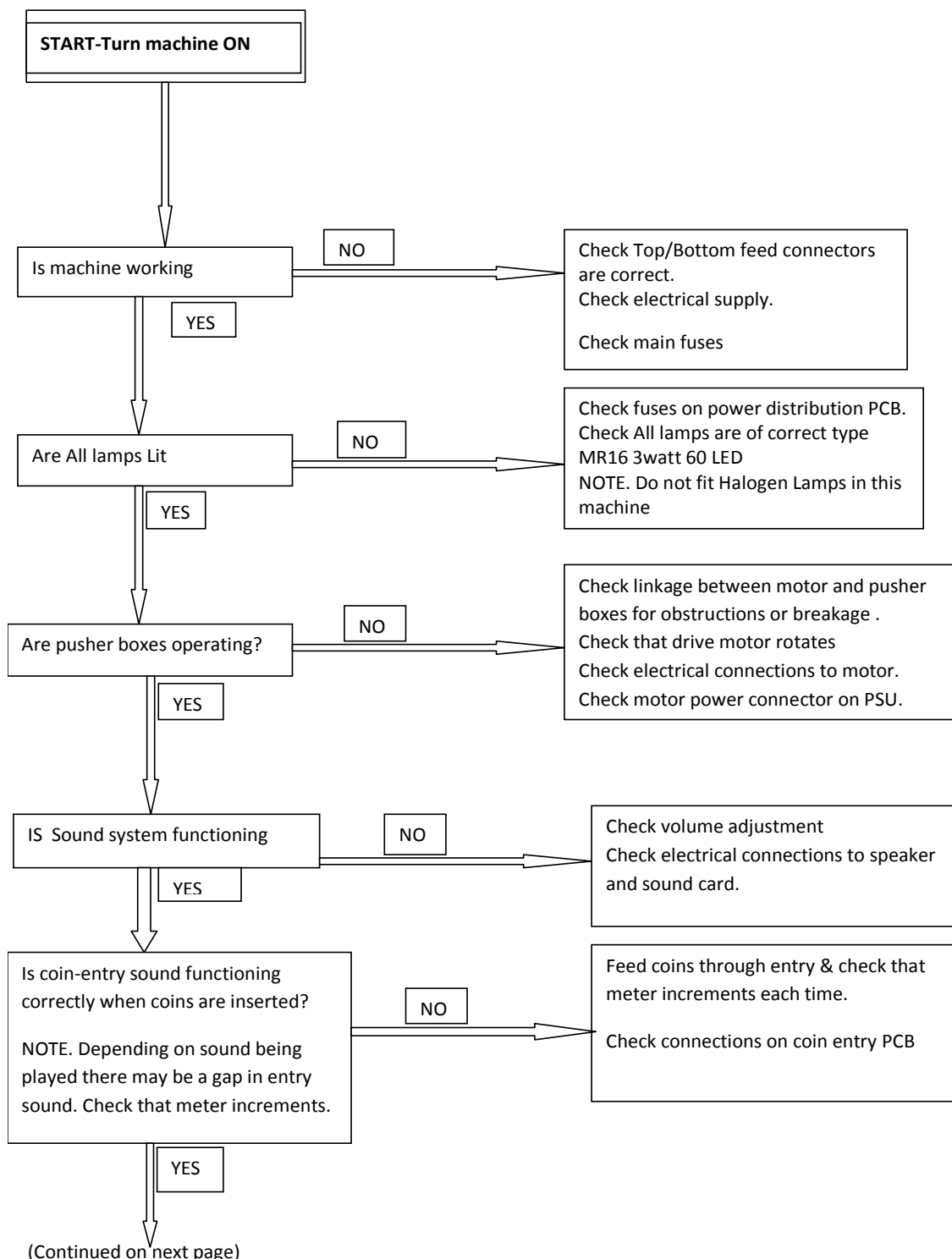
Table 2 Audible Warning

## 7. Troubleshooting Guide.

The following Flow-chart has been laid out to cover the most basic of faults that occur during the power-up cycle. Especial care should be paid to the routine adjustment of the Intelligent-Tilt PCB as outlined in routine maintenance tasks 10.1.2. For any other troubleshooting issues please contact Game Concepts Service desk on the number at the front of this manual or at the end of the flow-chart.

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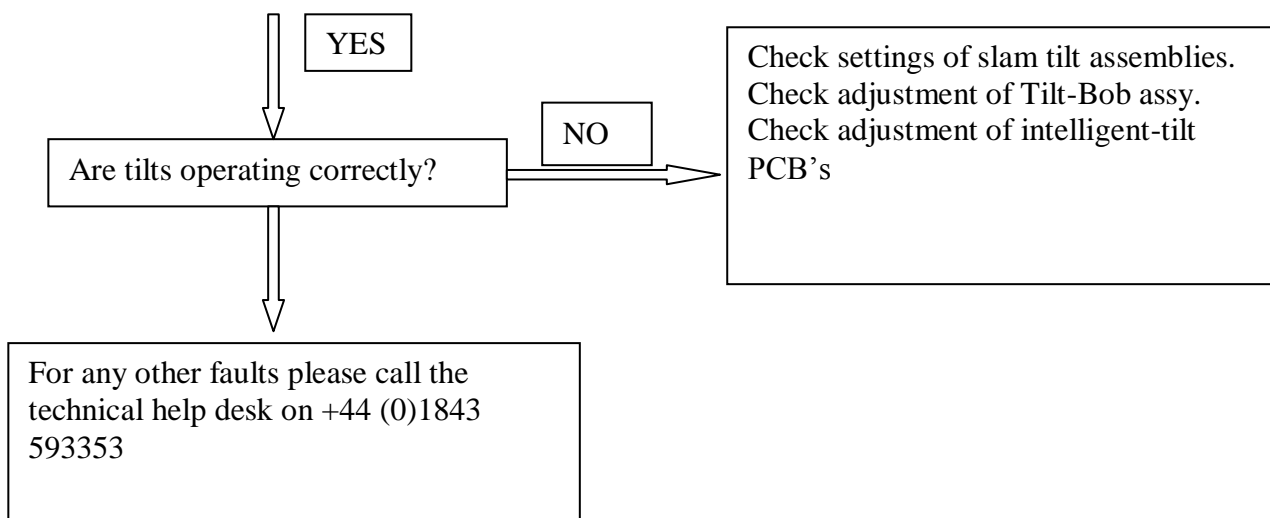
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### **8. Routine Maintenance**

#### **8.1 Daily Inspection**

1. Switch the machine 'ON'.
2. Visually check that the machine is clean inside and out and that all lamps are working.
3. Open the Coin Entry Doors and visually check that there are no Coins jammed in the Coin Entries. Visually check the Coin Reject Trays and empty if necessary.
4. Check that all Coin Changers (if installed) are functioning.
5. Check that the playfield is correctly set-up with Coins. Do not attempt to change a playfield which has already been set-up.

If any problems are found, refer to "Troubleshooting Guide".

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### 9. Maintenance Tasks

**WARNING:**

- 1) MAINTENANCE AND REPAIR WORK SHOULD ONLY BE CARRIED OUT BY SUITABLY SKILLED AND TRAINED PERSONS.
- 2) SWITCH OFF AND DISCONNECT ELECTRICAL POWER SUPPLY BEFORE WORKING ON THE MACHINE. NOTE THAT MAINS SUPPLY VOLTAGES ARE USED BEHIND THE COIN ENTRY DOORS AND THE PAYOUT DOORS.

**CAUTION:**

- 1) When touching any PCBs or their component parts, take full anti-static precautions at all times, or else electronic components may be damaged.
- 2) Note the orientation of all PCBs and their connectors before removal, to ensure correct reconnection.
- 3) After installation or assembly, test any affected parts for correct function before use.

#### 9.1 Tilt Mechanism Adjustment

The machine is protected by three different tilt mechanisms - the Tilt Bob, the Slam Tilt and the Intelligent Tilt™. The settings of each can be adjusted to alter their sensitivity.

Please note that these settings are critical to ensure game play – they must be set sensitively enough to protect the machine, but if they are set too sensitively, game play will be adversely affected.

##### 9.1.1 TILT BOB MECHANISM ADJUSTMENT.

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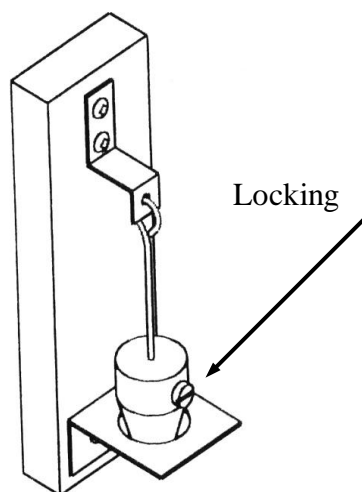


Figure 4 Tilt Bob Mechanism

The Tilt Bob is housed in the Coin entry level, and can be reached by opening a coin entry door. It operates under gravity by making contact between the metal frame and the free-swinging bob if the machine is shaken or tilted beyond a pre-determined angle.

To set the tilt angle, loosen the Locking Screw on the side of the bob. The bob can then be moved up the shaft to increase the operating angle or down the shaft to decrease the angle. Ensure that the Locking Screw is tightened following adjustment.

### 9.1.2 INTELLIGENT TILT™ ADJUSTMENT. NOTE THIS ADJUSTMENT SHOULD BE MADE DURING THE FIRST 14 DAYS OF OPERATING THE MACHINE.

The piezo-electric sensors and associated PCBs are secured to the underside of the Win Chutes.

The sensitivity of the Intelligent Tilt mechanism can be adjusted by turning the potentiometer VR1 on the Intelligent Tilt PCB.

Turning the potentiometer anti-clockwise increases sensitivity, and turning it clockwise decreases sensitivity.

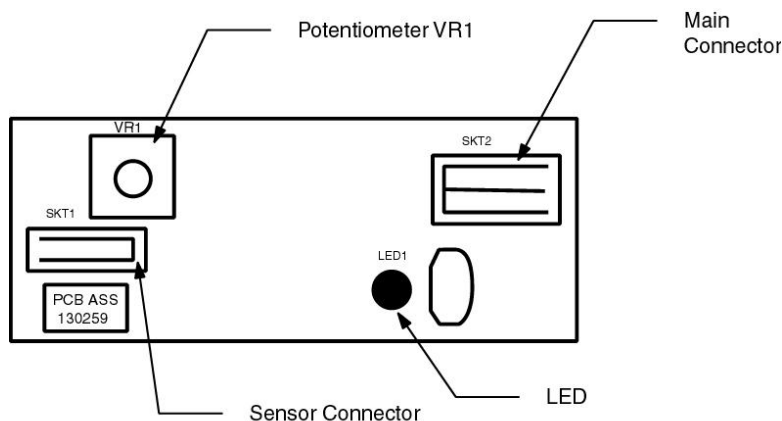


Figure 5 Intelligent Tilt Assembly

To test for correct function:

1. Remove the Glass Door from the Play Section.
2. Position a coin at the edge of the Playfield, as far away from the Coin Fall Detector as possible (to check for maximum sensitivity).
3. Gently push the coin over the edge so that it drops into the win chute, as it would do in normal play and is diverted to the cash box.

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4. As the coin enters the win chute, visually check that the LED on the PCB lights, indicating that the coin has been detected. This will not cause the alarm to sound.
5. If the LED does not light, turn the potentiometer anti-clockwise slightly and repeat the test.

### 9.1.3 SLAM TILT ADJUSTMENT

The Slam Tilt Switches comprise an adjustable switch with a weight mounted on a sprung arm.

The switch operates if the machine is struck with enough force to move the weight and close the electrical contacts.

Tightening the Adjusting Screw reduces the gap between the contacts and makes the switch more sensitive.

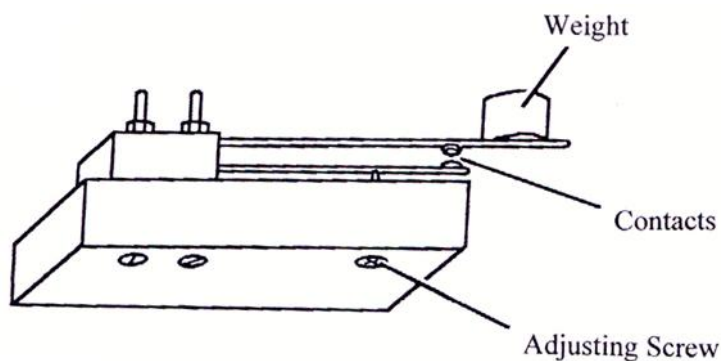


Figure 6 Slam Tilt Mechanism

## 9.2 Top Sign Level

The Machine topsign consists of a rotating 50cm Disco mirror ball illuminated by strip mounted LED's on four acrylic arms.

If the assembly has been removed for transportor to gain access into the location the following instructions should be used:-

### 9.2.1 TOP SIGN REMOVAL & INSTALLATION

#### INSTALLATION.

1. Remove all packaging from the machine especially from the top-sign area.
2. Locate bags containing the fixing screws for the ball assembly.

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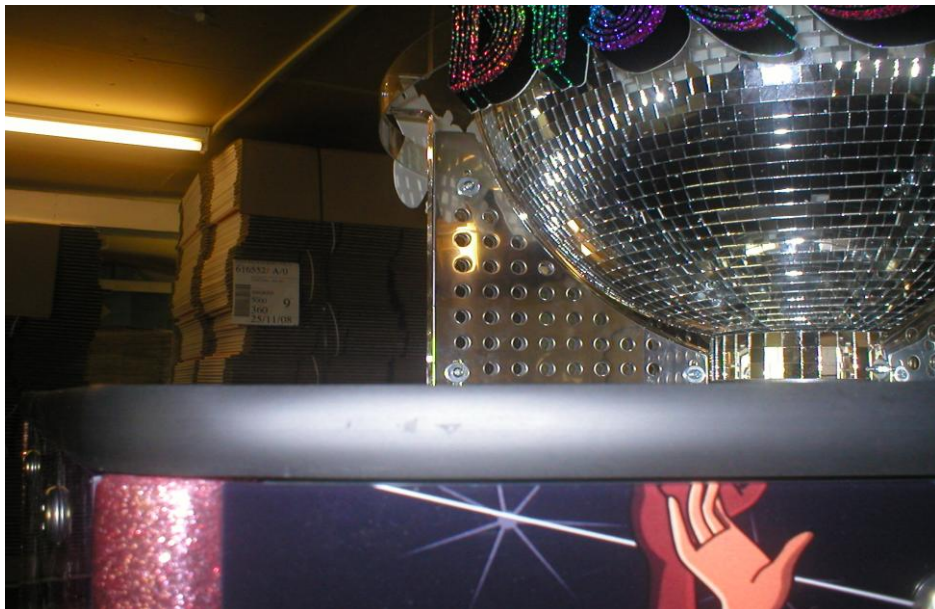
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3. Carefully remove the Disco Ball from its box and with the fixing eye and clamping screw facing downwards mount the ball on the top of the machine passing the clamping screw through the support tube. Open one of the coin entry doors to allow access to the central drive assembly. Secure the free end of the clamping screw to the bracket on top of the motor secure in position using the pin a ring fastener located with the fixing screws.
4. Slide the acrylic illumination arms in between the brackets on top of the machine ensuring that the wires are fed through the top panel and pass freely inside and are not fouled by the drive assembly. Using the M4x 35mm screws, washers , nuts and dome headed caps clamp the acrylic arms into the brackets ensuring the arms locate correctly above the ball and do not foul it. Fix the Strictly Disco sign onto the lugs of the acrylic arms, see reference photos.
5. Insert the wires from the acrylic arms into the terminal block located on the end of the motor mounting plate and screw tight. Observe correct polarity (Red to Red. Black to Black)
6. Reconnect the power to the top-sign motor( Two Pole connector orange and white leads)
7. Connect the machine to the mains supply and switch ON. Ensure the ball is rotating freely and squarely.
8. Switch off the machine. Rotate the central body of the clamping screw until the ball is secure in its mounting.
9. To remove the ball to allow access into a location reverse the above instructions



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### Coin Entry Level

#### 9.3.1 GENERAL COMPONENT REMOVAL

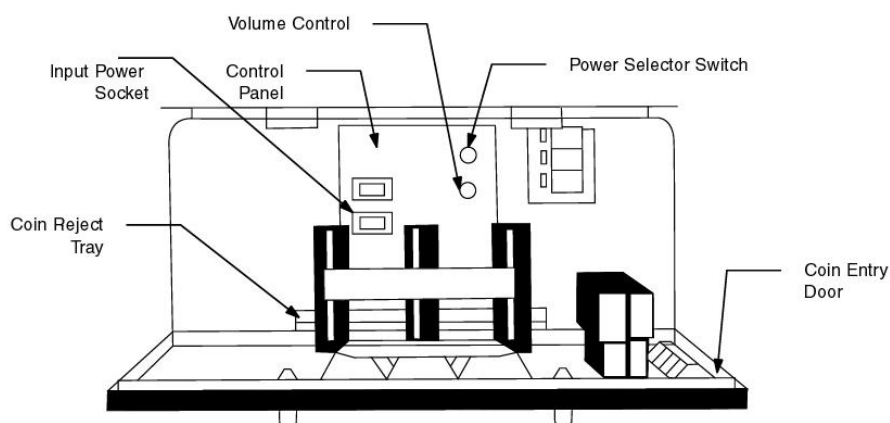
##### **WARNING:**

MAINS VOLTAGES ARE USED WITHIN THE PSU HOUSING. TO AVOID THE RISK OF INJURY, ISOLATE THE MAINS ELECTRICAL SUPPLY BEFORE OPENING THE CONTROL PANEL / POWER SUPPLY UNIT.

All replaceable components at this level can be reached through the Coin Entry doors and, if required, through the ends of the PSU Housing (Control Panel end and Back Panel).

A single Coin IN Meter records the number of Coins entered into play

The Control Panel is located behind the No 1 section Coin Entry Door. The panel forms one surface of the PSU housing which is an earthed, metal casing, enclosing the Mains voltage components of this level.



**Figure 7 – Coin Entry Door (No 1 Play Section)**

The Main Control PCB and sound-card is attached to the outer surface of the PSU Housing.

The Control Panel and the Lo-voltage distribution PCB Panel (located at the opposite end of the PSU Housing) are removable to allow access to the inside of the PSU Housing. For checking and adjusting PSU voltages

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### **9.4 Playfield Level and Pin Perspex Assembly**

The Playfield is illuminated by MR16 60LED 3watt lamps

**CAUTION:**

When replacing playfield Lamps , it is essential that the correct power LED lamps, specified in the Parts List are used, or the electrical system may be overloaded and will shut down.

**Figure 8 - Playfield**

## STRICTLY DISCO OPERATORS MANUAL

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The removable Glass Doors are each secured by a single lock.

A single Non-feature Pin-Perspex is used. The Coin Entry PCB senses when Coins are entered into play.

The removal of one or more of the Pin Perspex assemblies is required in order to access the Playfield Motor and Pusher Box Linkage. It may also be necessary to remove a Pin Perspex assembly in order visually to check the function of some components.

Switch off and isolate the electrical supply.

1. Remove the Glass Door,

### CAUTION

The vertical covers are secured by sprung steel fasteners, and can be removed by carefully pulling them away from the Pin Perspex assembly, taking care not to scratch the Perspex.

2. This will have to be re-set after installation.
3. Open the Coin Entry Door and remove the two M4 screws securing the top of the Pin Perspex Assembly.
2. Remove the Pin Perspex Assembly by lifting and swinging out the bottom edge first.

### **WARNING:**

DURING THE FOLLOWING CHECK, TO AVOID INJURY KEEP ALL PARTS OF THE BODY CLEAR OF ALL MOVING PARTS AND ELECTRICAL COMPONENTS.

3. If the Pin Perspex is being removed to test the correct function of PCB LEDs or the motor linkage, support it in a stable and upright position well clear of the Pusher Box, taking care not to strain the electrical cables. Power can now be temporarily switched 'ON' to carry out the required checks. Switch 'OFF' and disconnect the power before re-installation.
4. If removing the Pin Perspex completely, remember to first disconnect the electrical leads.
5. Installation is the reversal of the removal procedure.

CAUTION:TAKE CARE NOT TO OVER TIGHTEN THE SCREWS OR THE PERSPEX PANEL MAY BE DAMAGED.

## **STRICTLY DISCO OPERATORS MANUAL**

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**Note: The Front Panel is attached by slotted screw-holes to allow the gap between it and the Pusher Box to be adjusted for different Coin sizes.**

6. Adjust the gap between the Front Panel and the Pusher Box to that measured during disassembly. Tighten the securing screws.

### **9.4.1 PIN PERSPEX DISASSEMBLY AND ASSEMBLY (NON FEATURE VERSION)**

NOTE: Normally, this procedure should only be required for cleaning.

1. Remove the Pin Perspex Assembly from the machine (see above)
2. Remove the 13 securing screws and remove the Front Panel, Divider Strips and Side Strips.
3. Assembly is the reversal of disassembly.
4. Install the Pin Perspex Assembly (see above).

# STRICTLY DISCO OPERATORS MANUAL

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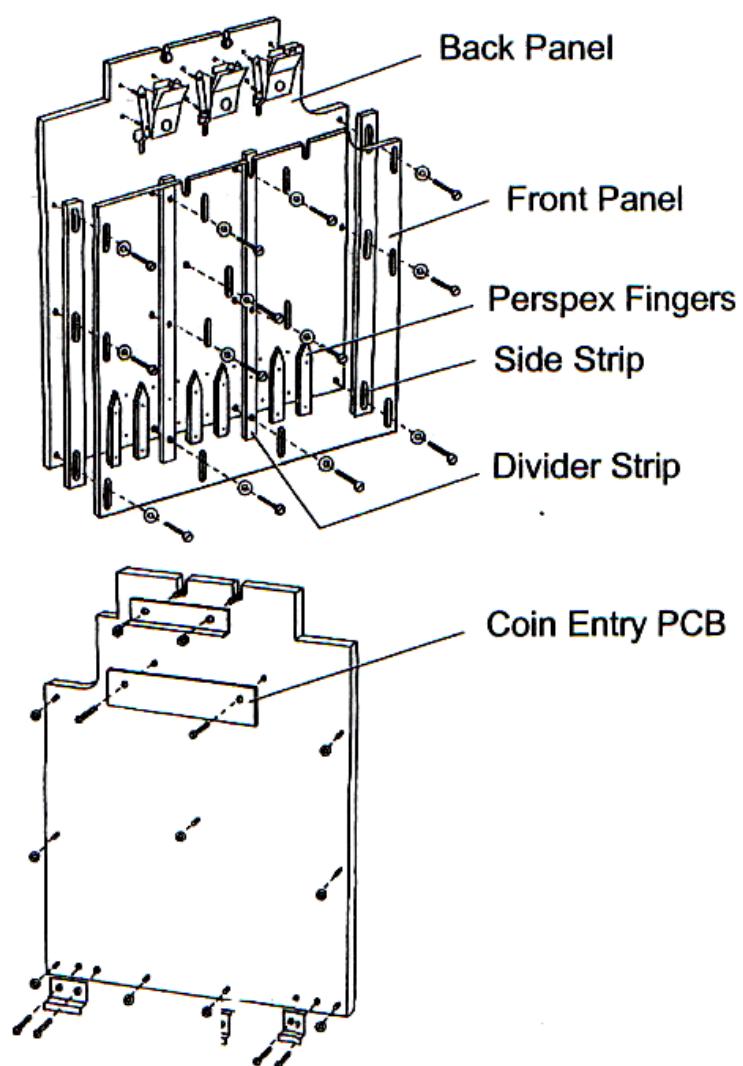
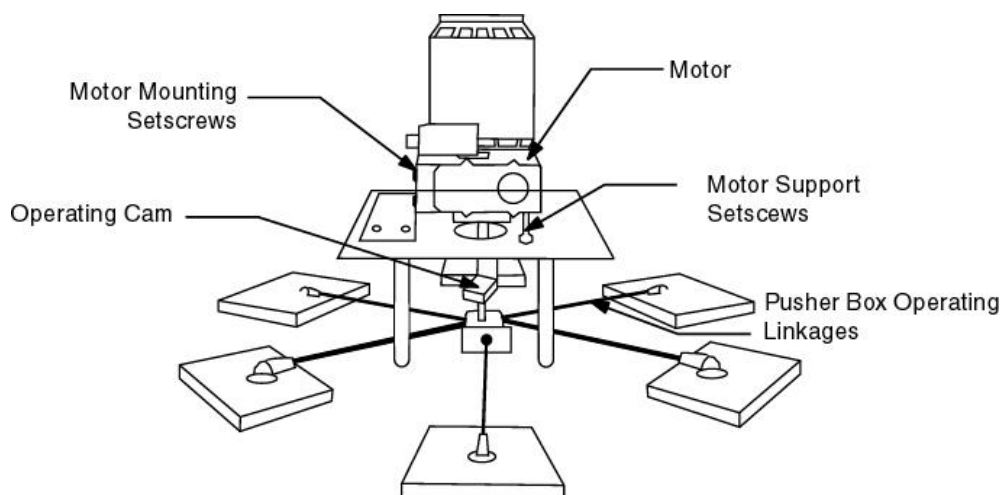


Figure 9 - "Non-Feature" type Pin Perspex Assembly

### 9.4.2 PLAYFIELD MOTOR REPLACEMENT



**Figure 10 Playfield Motor and Linkage**

1. Remove the Pin Perspex Assembly from the No 6 Play Section.
1. Loosen both grub screws attaching the motor driveshaft to the operating cam.
2. Disconnect the earth lead from the Motor and disconnect the Motor power leads at the connector block.
3. Mark the positions of the four M6 Motor Mounting Setscrews accurately, relative to the Motor Mounting Plate.

## STRICTLY DISCO OPERATORS MANUAL

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### CAUTION:

The motor is steadied by two Support Setscrews. These are set-up during manufacture and should not be adjusted by the user.

- ~~4. Remove the four M6 Motor Mounting Setscrew, and remove the Motor.~~
5. Visually check the Motor mounting brackets for signs of stress or fracture.
6. Installing a new Motor is the reverse of the removal procedure. Use “Loctite 242” (or equivalent) threadlocking adhesive on the grubscrew threads, and ensure that one of the grubscrews is engaged in the locking slot cut in the driveshaft while the other grubscrew is tightened against the shaft.
7. Install the Pin Perspex Assembly (see 9.4.1).

### 9.5 Payout Level

A self-contained, modular Tray Assembly is located behind each removable Payout door, below the coin chutes. The Tray can be easily removed from the machine for maintenance, after disconnecting the electrical connectors. A variety of Diverter, Ticket Dispenser and Coin Hopper combinations can be mounted on the tray, depending on the particular configuration required. These items of equipment may use either 12V or 24V (or both).

A Diverter driver PCB is mounted on the side of the diverter assembly. The PCB distributes 12V and 24V power to the Diverter and pay-tray lamps. Two LED's are built into the PCB adjacent to the fuse. LED1 illuminates if the 12Volt Supply is functioning and the fuse is intact. LED2 acts in a similar way for the 24Volt Supply. If the appropriate LED's are not illuminated, first check the adjacent fuse. Fuse 1= 24 volt.

**CAUTION:** When re-connecting the electrical connectors on the diverter driver PCB, ensure that the plugs are attached to the correct sockets – these are clearly marked on the PCB. Failure to do so can result in damage to the PCB.



## **STRICTLY DISCO OPERATORS MANUAL**

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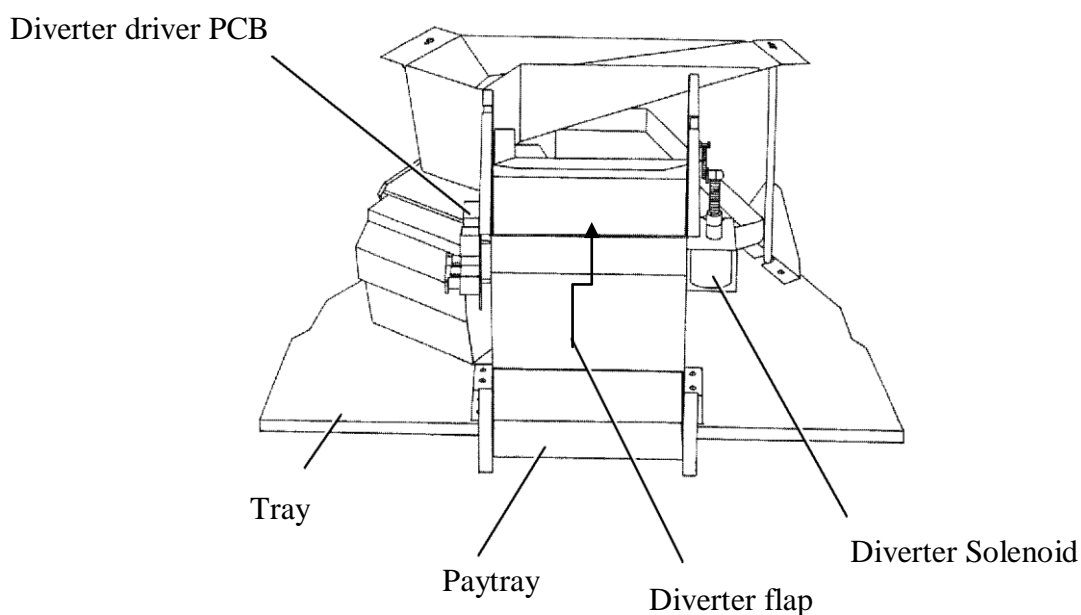
An Intelligent Tilt Assembly is bonded to the bottom surface of each Win Chute (Figure 2) and signals when a coin falls into the Chute. A mechanical Slam Tilt Assembly is attached to the inside of the GRP frame and sets off an alarm if the machine is struck. See “Tilt Mechanism Adjustment”, for further details.

Depending on the type or payout system supplied, one of the following combinations of payout units will be installed:-

### **9.5.1 DIVERTER PAYOUT MACHINES**

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**Figure 11 - Tray Assembly with Diverter (Cash In/Cash Out Machines)**

The Tray Assembly comprises either:-

- A diverter unit and a Payout Hopper, or
- A Diverter unit only (machines with no changer and no Jackpot Feature)

The Payout Hopper, if installed, is used to provide change and/or provide Jackpot feature payouts.

**Diverter Unit** – The Diverter is a powered Chute that directs coins from the Win Chute either to the Paytray or to the Cashbox. This is achieved using a solenoid-operated flap.

The flap has two possible positions:-

- 1 OPEN – All coins are diverted into the Paytray.
- 2 CLOSED – All coins are diverted into the Cashbox.

The Diverter will only stay “OPEN” if a coin is in play and the machine is switched ON. Otherwise the Diverter Solenoid will deactivate and any coins falling into the Win Chute will be diverted to the Cashbox. One advantage of using a Diverter (rather than other payout systems) is that suitable prizes other than coins can also be used on the playfield.

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### **9.5.2 FULL-VALIDATION AND TOKEN PAYOUT MACHINES**

N/A to this machine.

### **9.6 Cashbox Level**

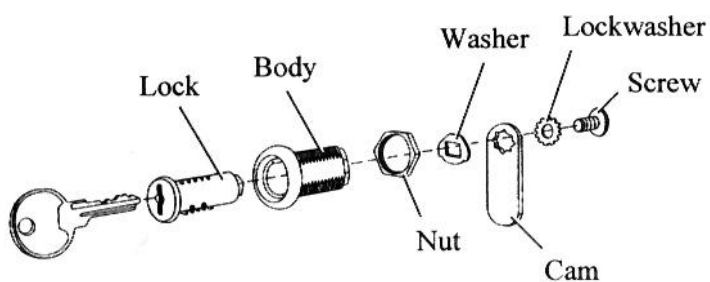
At the very bottom of the machine (at Play Sections 1 and 4) are two removable Cash Box doors, each with a single lock. The lock supplied is of type 675 - for security reasons this lock is different to all the others. The three Cash Boxes collect all the coins that are not paid out. The bottom electrical power socket is located at Play Section No 6.

### **9.7 Miscellaneous Tasks**

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### 9.7.1 LOCK REPLACEMENT



**Figure 12 Lock and Cam Assembly**

All the locks on the machine can be replaced as follows:

1. Before removal, note the alignment of the Key and Cam in relation to the door/panel and to the lock body.
2. Remove the Screw.
3. Remove the Cam, Lockwasher and plain Washer.
4. Undo the 22mm securing Nut.
5. Remove the Lock and Body.
6. Installation is the reverse of Removal. Ensure that the lock assembly is aligned, as noted before removal.

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### 9.7.2 MAINS FUSE REPLACEMENT

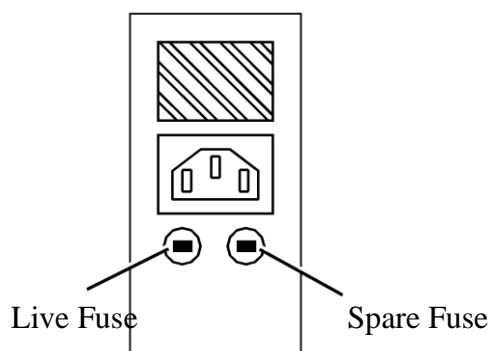


Figure 13 - Fused Electrical Mains Socket

**WARNING:**

ENSURE THAT THE MAINS POWER IS SWITCHED OFF AND ISOLATED BEFORE CHANGING A FUSE.

Two power supply sockets are installed – one fused input located on the faceplate of the control panel in the coin entry level and the other fused socket located at the Cashbox Level at play section No 6. Two fuse-holders are located on the fused socket. The left hand fuse-holder contains the “Live” fuse and the right hand holder contains a spare fuse.

1. Switch the machine OFF and isolate the Mains Power Supply.
2. Using a screwdriver, or the edge of a suitably sized Coin, unscrew the fuse holder and remove the fuse.
3. Replace the faulty fuse with a new one and refit the fuse holder.
4. If the spare fuse has been used, ensure that it is replaced at the earliest opportunity.

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### **9.7.3 12 VOLT POWER SUPPLY REPLACEMENT**

The low-voltage LED lamps illuminating the Playfield are powered by a 12-volt switch-mode power supply. The power to the lamps is distributed via the PCB on the end of the power supply unit. These outputs are fused through 4 x 3 amp fuses. To replace the power supply proceed as follows:-

- 1) Switch OFF and Isolate the machine from the mains supply.
- 2) Disconnect all plugs from the control PCB, sound card LO-voltage distribution PCB and Mains input and output plugs.
- 3) Unscrew and remove the 6 screws securing the power supply unit to the ceiling panel.
- 4) Remove the power supply unit from the machine.
- 5) Remove the Top panel of the unit by removing the 6x M4 and 3x M3 Screws.
- 6) Remove the screws securing the 12volt power supply to the baser panel.
- 7) Unscrew the terminals securing the wires to the power supply .After first noting the position of these wires
- 8) Replace the power supply. Re-assemble by reversing the above procedure.

### **9.7.4 CHANGING COINAGE**

In order to change the coinage the software settings, labels and possibly Slipper Plates may have to be changed. Please contact our Customer Services Department for details (see Parts List)

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### 9.7.5 CHANGING PLAYFIELD PAYOUT PERCENTAGE – SLIPPER PLATES

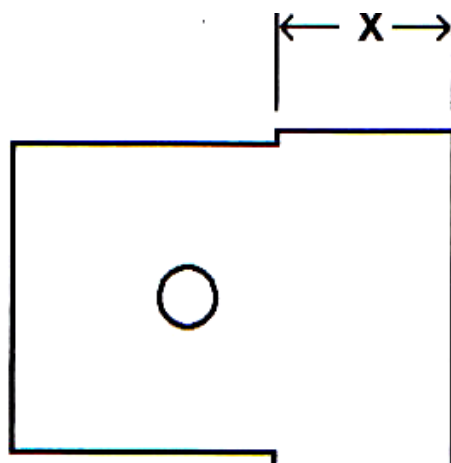


Figure 14 - Slipper Plate

The playfield is set up and tested to pay out the correct percentage for the coin type required during manufacture. If a customer requires further adjustment, however, the size of the playfield Lose Holes can be altered by changing the Lose Hole Slipper Plates. (Dimension “X” [Figure 23] on each size of Slipper Plate is set to control the effective Lose Hole size).

Please refer to an approved Cromptons Distributor for details of which Slipper Plates are suitable for each coinage.

To change the Slipper Plates:

- 1 Switch off and disconnect the electrical supply.
- 2 Remove the Glass Doors.
- 3 Remove the Playfield Divider Covers (Figure 2).

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- 4 Remove the Slipper Plates, each secured by a crosspoint screw and M4 nut, noting their orientation.
- 5 Install the new Slipper Plates in the same orientation.
- 6 Install the Playfield Divider Covers and Glass Door.
- 7 After all required playfields have been changed, switch on the power supply and test that the required payout percentage is produced.



10. Technical Data

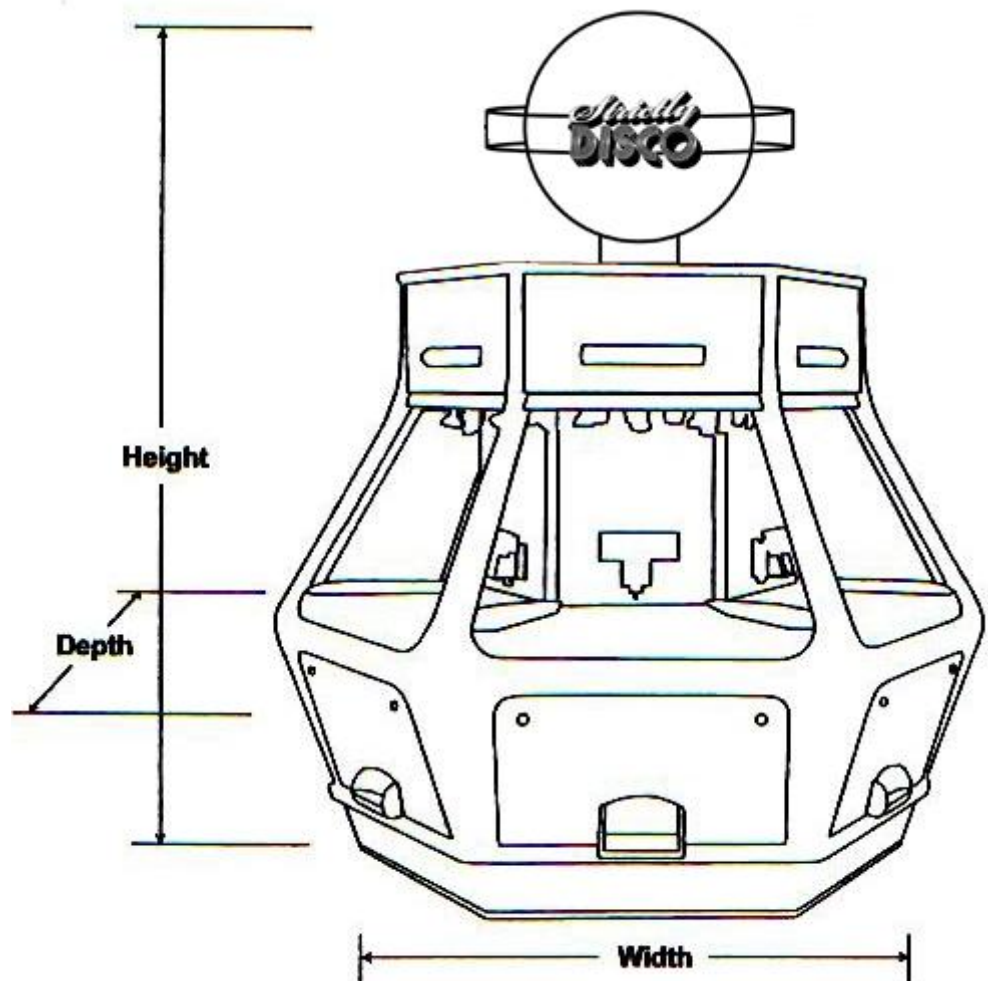


Figure 15 - Dimensions

**Uncrated machine**

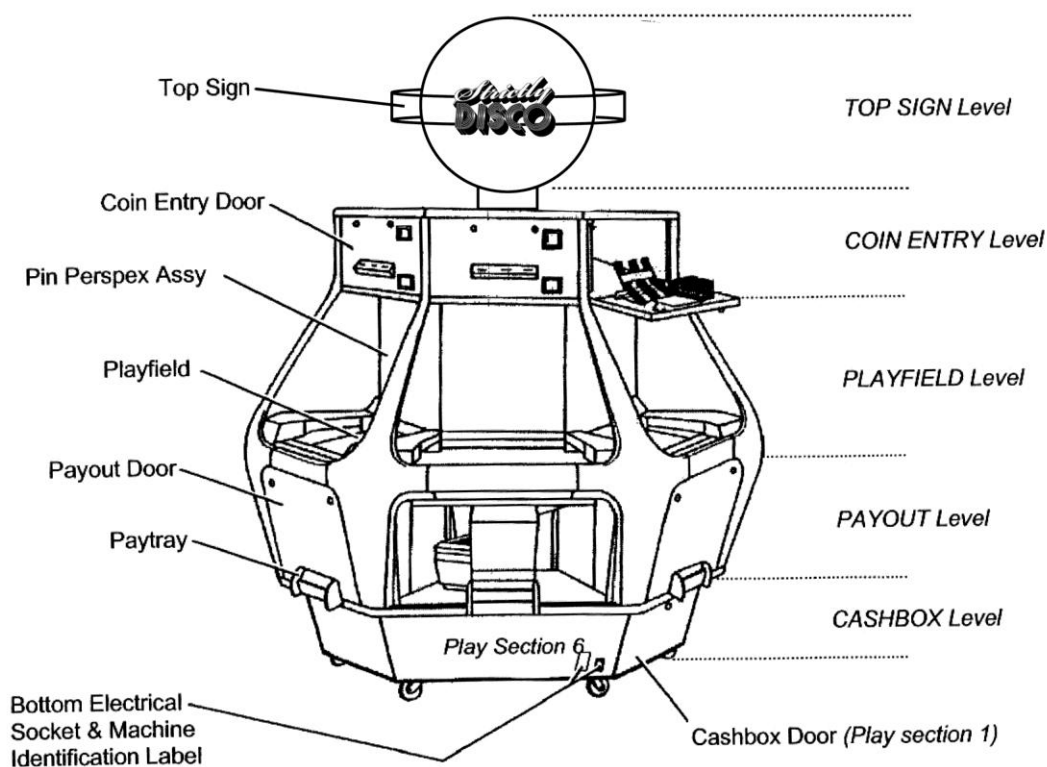
Max. Height (Top Sign fitted)	228cm	90.2in
Min. Height (Top Sign Removed)	159cm	62.6in
Max. Width	190cm	74.8in

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Height	230cm	90.6in
Max. Width	199cm	78.4in
Min. Width	176cm	69.3
Weight (empty)	670Kg	1,474lb

### 11. Spares List.



**Figure 16 - Parts List: Disco Fever Machine**

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Spare parts for this machine may be obtained from an approved Crompton's Distributor. See inside the front cover of this manual for information on our UK Customer Services Department.

When ordering parts, please specify the following information:

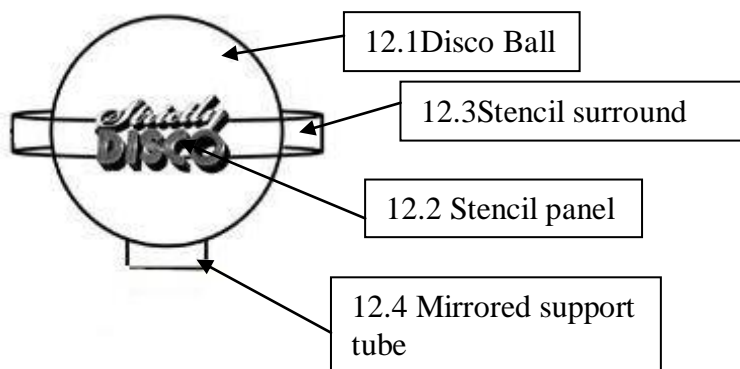
- Name of machine and Serial Number, as written on the machine identification label.
- Issue number of this manual (inside front cover).
- Name and Part Number of the item (from this Parts List).
- Any additional information, e.g. Voltage, colour, etc.

This Parts List contains all the spares which it is anticipated might be required during the normal course of operations. Please note that:

- Indented parts – If a Part Name is indented, this is to show that it is a component of the next higher non-indented part/assembly that it immediately follows. Several levels of indentation can occur.
- Quantities – The quantities of indented parts refer to the quantity of parts per assembly, not per machine.
- Wherever possible, PCB's are marked with a manufacturer's and/or a Cromptons Part Number usually preceded by a130-code number .
- The Parts List is divided into 9 sections, each headed by at least one numbered Figure (e.g. "Figure Parts 1 – Top Sign"). Each part is uniquely referenced by the Figure number and the Item number.
- See Page 3 of this manual for a list of abbreviations.

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### 11.1 Top Sign Level

12.1	50cm Disco Ball	1	S0504714
12.2	Strictly Disco stencil panel	4	S0504716
12.3	Acrylic stencil surround	1	S0504715
12.4	Mirrored support tube	1	S060108
12.5	LED surround arch (thick section)	2	S0504713
12.6	LED surround arch(thin section)	2	S0504713
12.7	LED strip 600 mm length	4	S131024A

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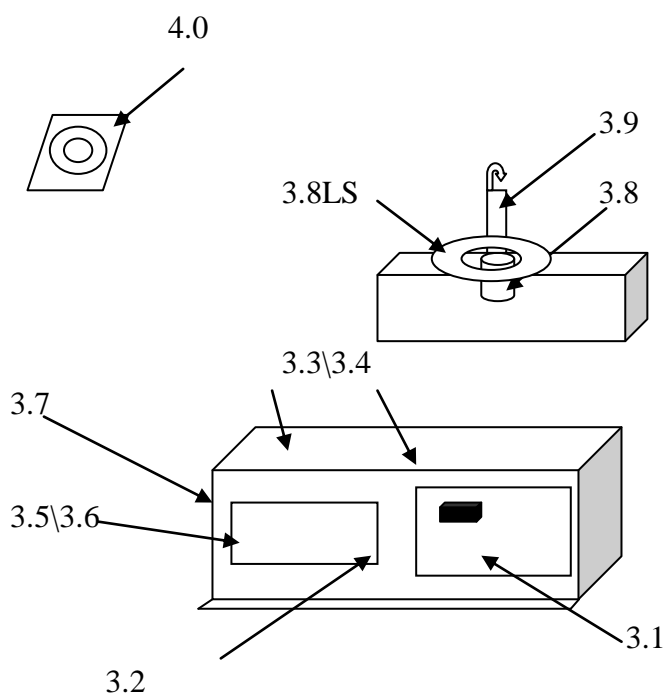
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### 11.2 Coin Entry Level

Item	Part Name	Qty.	Part No.
2.2	Coin Entry Door Assembly	6	9101733
	<ul style="list-style-type: none"> <li>• Perspex Display Panel, Coin Entry Door Strictly Disco</li> </ul>	1	S0504706
	Coin Entry Door Assembly		
	MR16 LED lamp	30	S131023
	The Following Parts are Common to all types of Coin Entry Door		
	<ul style="list-style-type: none"> <li>• Label, Coin Entry Currency (“10p Play”)</li> </ul>	1	N/A
	<ul style="list-style-type: none"> <li>• Label, Coin Entry Currency (“2p play”)</li> </ul>	1	N/A
	Label, Coin Entry Currency (“20cent€”)		N/A
2.9	<ul style="list-style-type: none"> <li>• Coin Entry Slot block</li> </ul>	1	S190641
	<ul style="list-style-type: none"> <li>• Lock &amp; Key Unit, Type 675</li> </ul>	2	S080010
	<ul style="list-style-type: none"> <li>• Cam, Lock 4-25mm</li> </ul>	2	S080028
	<ul style="list-style-type: none"> <li>• Coin Chute 10p</li> </ul>	18	S190642
	Coin Chute 2p	18	S190659
	Coin Chute 20c€	18	S1901716
	On/Off Switch, 1 way	1	N/A
	Coins IN meter	1	S130147

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**Figure Parts 1 - PSU Housing Assembly**

Coin Entry Level (continued):

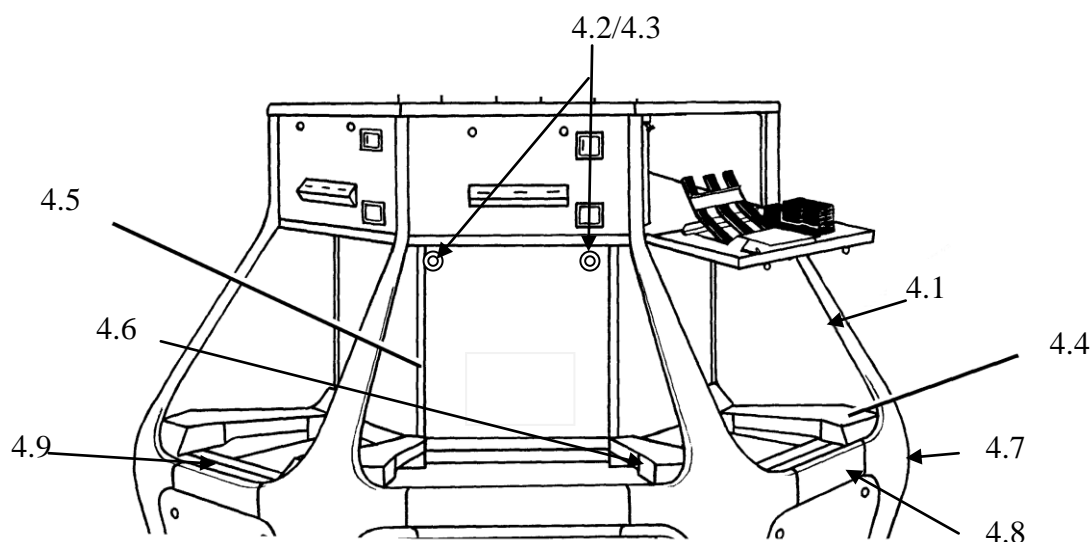
PSU Housing Assembly

Item	Part Name	Qty.	Part No.
3.1	Main Control PCB (FL0363)	1	S130608
3.2	Pillar, Main Control PCB	9	S130414
3.3	PSU, mains voltage to 12V. 320Watt	1	S130872
304	PSU, mains voltage to 24V. 100 Watt	1	S130694
3.5	Dual channel sound PCB FLO439	1	S130681
3.6	Chip set, dual channel sound card	4	Refer to individual IC Labels
3.7	Low voltage distribution PCB	1	S130823
3.8	1RPMdisco ball rotation motor	1	S010166
3.9	Disco Ball security rigging screw	1	S080058

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Item	Part Name	Qty.	Part No.
4.0	Cooling Fan Unit, 12volt DC	1	S130886



**Figure Parts 2 - Playfield**

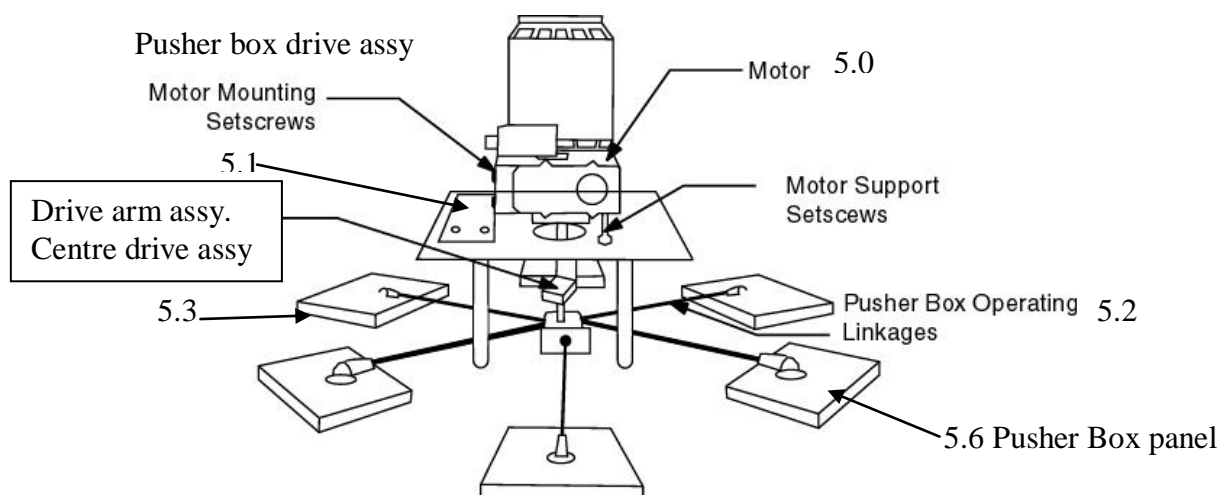
### 11.3 Playfield Level

Item	Part Name	Qty.	Part No.
4.1	Glass Door , Black trim	6	S190886
4.2	• Lock & Key Unit (Same as 2.9)	2	S080033
4.3	• Cam 4-25mm	2	S080028
4.4	Playfield Divider Panel	6	S0501279a
4.5	Pin Perspex Vertical Divider Assembly	6	S1902950

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Item	Part Name	Qty.	Part No.
4.6	Lose hole plate "B"	12	S0302574 B
4.7	GRP cabinet leg	6	S0504700
4.8	GRP cabinet tie bar	6	S0504701
4.9	Playfield triple riser	6	S1901217
5.0	Pusher box motor 220 volt / 20 RPM	1	MO1500
5.0	Pusher box motor 220 volt/ 27 RPM	1	S010100
5.1	Motor mounting bracket	1	S0302178
5.2	Pusher box Spider assembly	1	SP2000
5.3	Pusher box Accuride slide unit	12	SL3178
5.4	Drive arm assy (part of SP2000)	1	S0302006
5.5	Centre drive assy	1	S0302767

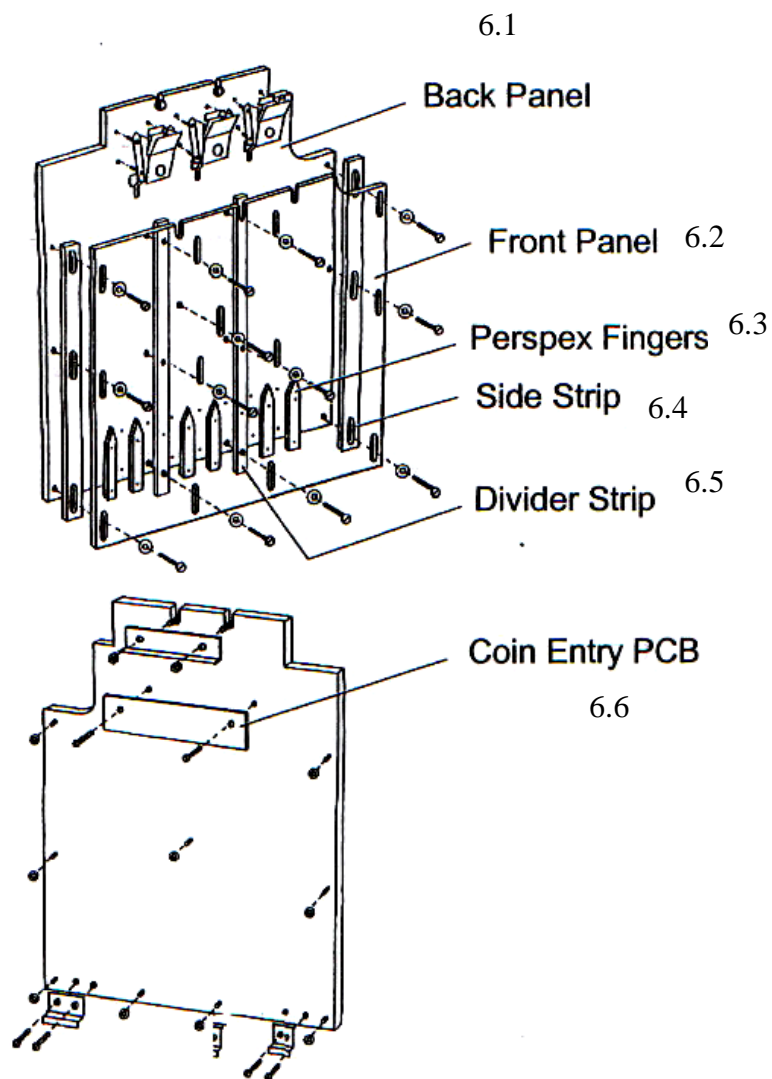


5.6	pusher box panel	6	S0001537
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**Figure Parts 3 - Pin Perspex Assembly (Non-Feature)**

Item	Part Name	Qty.	Part No.
	Pin Perspex Assy (Non-Feature)	6	S9101764
6.1	• Pin Perspex Panel	1	S0504704
6.2	• Perspex Front Panel	1	PE1274
6.3	• Perspex Finger	6	PE1276

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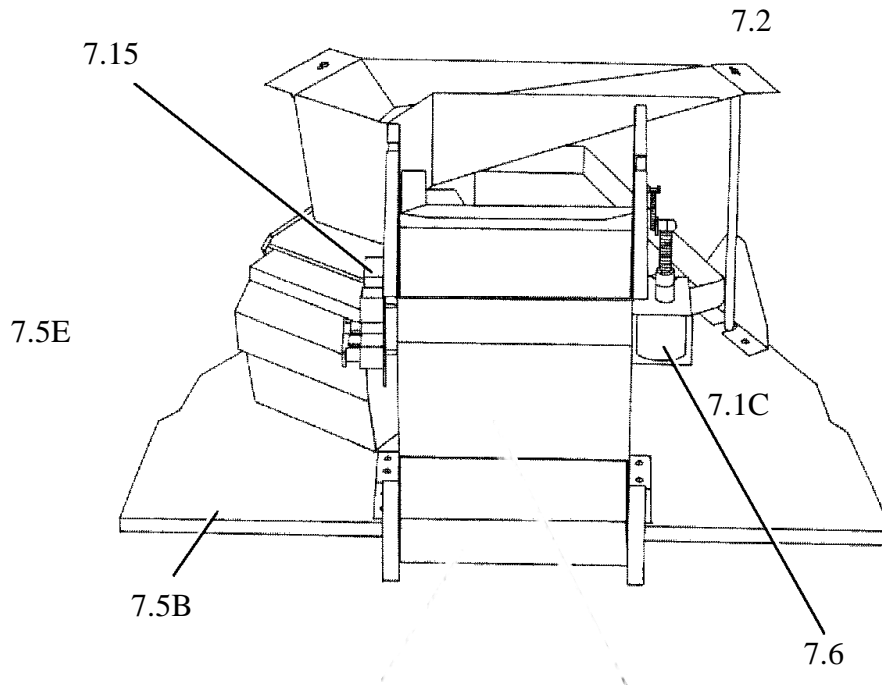
<b>Item</b>	<b>Part Name</b>	<b>Qty.</b>	<b>Part No.</b>
6.4	• Perspex Side Strip	2	S0501275
6.5	• Perspex Divider Strip	2	PE1413
6.6	• Coin Entry PCB (B0223)	1	S130537
6.7	• 15mm Pin retainer scraper block	3	S0501360
6.8	• 13mm Pin retainer scraper block	3	S0501282
6.9	• Pin retainer channel	6	S190650
	• Pusher box scraper, long high	6	SC1280
	• Pusher box scraper, short high	6	S0501281
	• Pusher box scraper, long low	6	SC1430
	• Pusher box scraper, short low	6	S0501431
	• Pusher box riser105Deg 10p	6	S0302923
	• Pusher box riser105Deg 2p	6	S0302648

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### 11.4 Payout Level

7.13



**Figure Parts 4 - Payout Module Assy (Diverter & Coin Hopper Payout)**

Item	Part Name	Qty.	Part No.
7.1A	Payout Door Assy (Diverter & or Hopper Payout)	6	9101770
7.1C	Payout Door Assy (Ticket only Payout)	6	9101910
7.2A	• Ticket Dispenser, 12V (Entropy)	6	S070125
7.3	• Lock & Key Unit, Type 550	2	S080004
7.4	• Cam, Lock 4-45mm	2	S080027
7.6	Diverter solenoid, 24V	1	S130616

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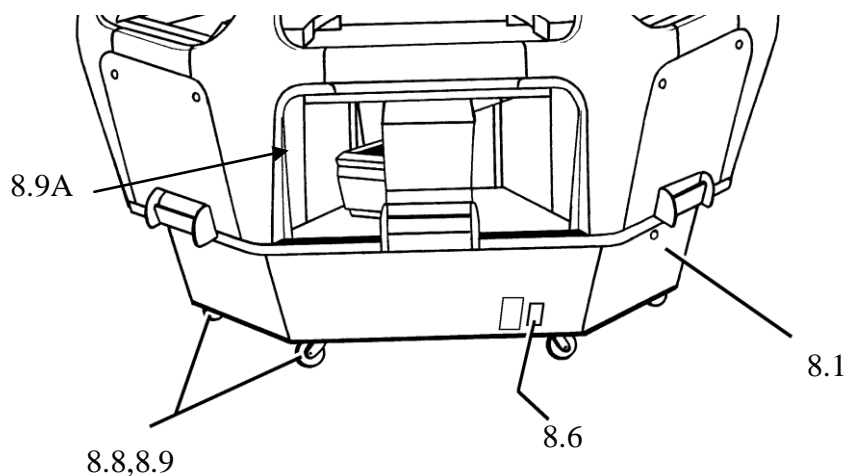
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<b>Item</b>	<b>Part Name</b>	<b>Qty.</b>	<b>Part No.</b>
7.7	Tension Spring, large	1	S110003
7.8	Tension Spring, Small	1	S110033
7.9	Split Pin, 3.2mm x 44.5mm	1	S150456
7.10	Spire Washer, Spring Locking,	1	S130345
7.11	LED Paytray illumination strip	1	
7.12	Paytray Illumination Perspex Block	1	0501307
7.15	Payout Distribution PCB (B0226)	6	S130540
7.16	. Fuse, 20mm x 5mm Cartridge, 2A quick-blow	1	S100048
7.19	Peizo Impact Sensor & Lead (used as intelligent Tilt)	6	S900179
7.20	Intelligent Tilt PCB (B0100) (Used as Intelligent Tilt)	6	PC1812
7.23	Mechanical Slam-Tilt Switch Assy	6	S9101975

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### 11.5 Cashbox Level



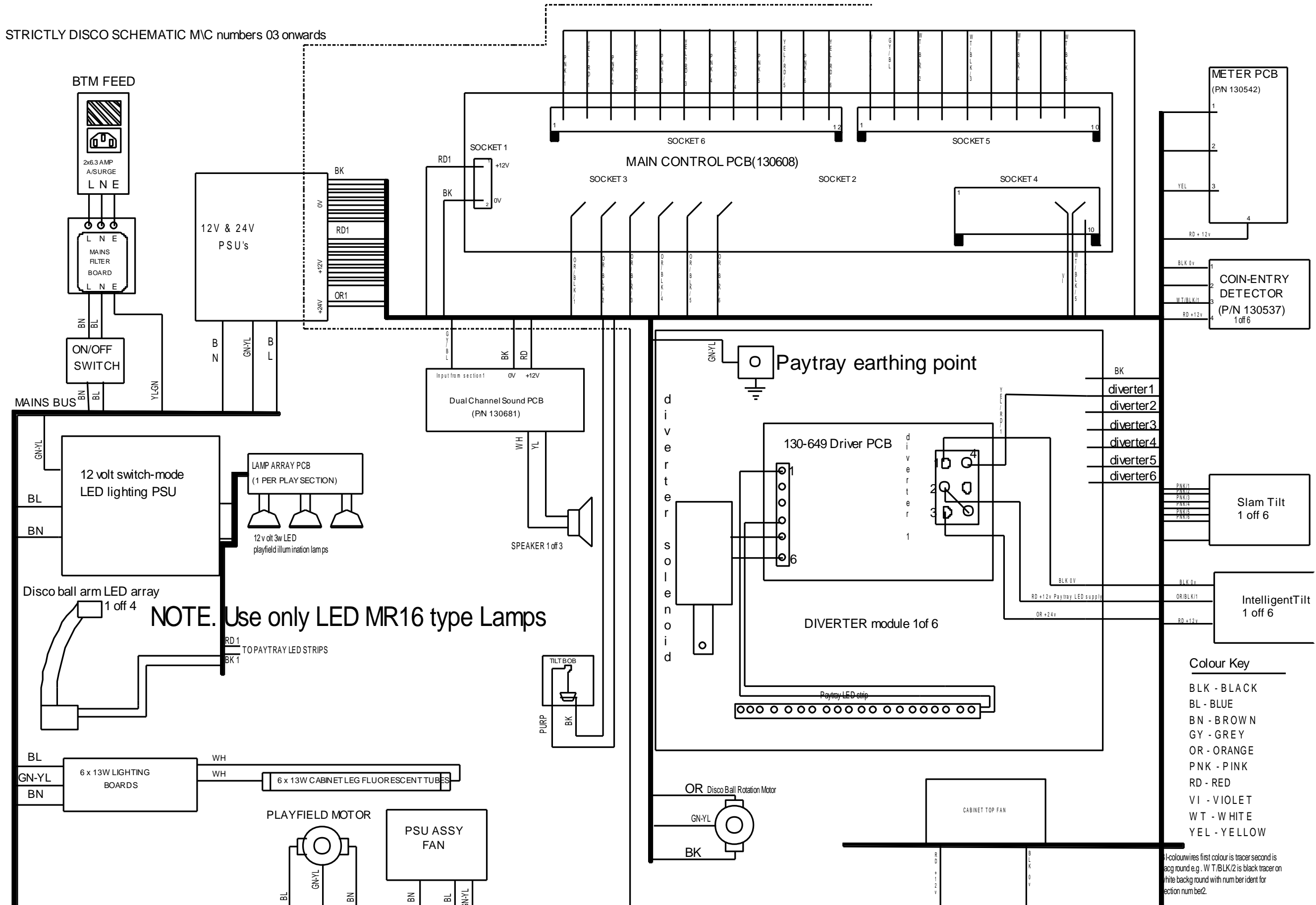
**Figure Parts 5 - Cashbox Level**

Item	Part Name	Qty.	Part No.
8.1	Cash Box Door Extended	2	S0002174
8.2	<ul style="list-style-type: none"> <li>• Lock &amp; Key Unit, Type 660</li> </ul>	1	080010
8.3	<ul style="list-style-type: none"> <li>• Cam. Lock, 4-45mm (Same as 8.4)</li> </ul>	1	080027
8.4	Cash Box	6	S0303992
8.6	Power Supply Socket, Fused	1	S130283
8.7A	Fuse, 20mm x 5mm, 6.3A anti-surge, 230V	1	130547
8.7B	Fuse, 20mm x 5mm, 8A anti-surge, 110V	1	130521
8.9A	EMC Filter PCB	1	S130508



OPERATOR'S MANUAL

STRICTLY DISCO SCHEMATIC MC numbers 03 onwards



NOTE. Use only LED MR16 type Lamps

- Colour Key
- BLK - BLACK
  - BL - BLUE
  - BN - BROWN
  - GY - GREY
  - OR - ORANGE
  - PNK - PINK
  - RD - RED
  - VI - VIOLET
  - WT - WHITE
  - YEL - YELLOW

1-colour wires first colour is tracer second is background e.g. W T/BLK/2 is black tracer on white background with number 2 in black for section number 2.