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PADDLE PUSHER RANGE 2 & 3 PLAYERS Coin In/Token Out (Ticket Payout Optional) Changer/Non-Changer (Cash In/Cash Out)

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SCM0050 - Schematic Diagram

Schematic Diagram - Component Board Assy

'IMPORTANT'

FLOATING-UP OF THE PLAYFIELD

The following procedure is recommended to set-up the playfield with coins before it is played:

1. The playfield and upper pusher deck have the area to accept approximately 600 coins. Spread this amount evenly over the playfield whilst the machine is running. Any coins which are won should be put back onto the playfield area.
2. It is recommended another 1,000 coins are fed through the coin entry to set the machine up ready for play.

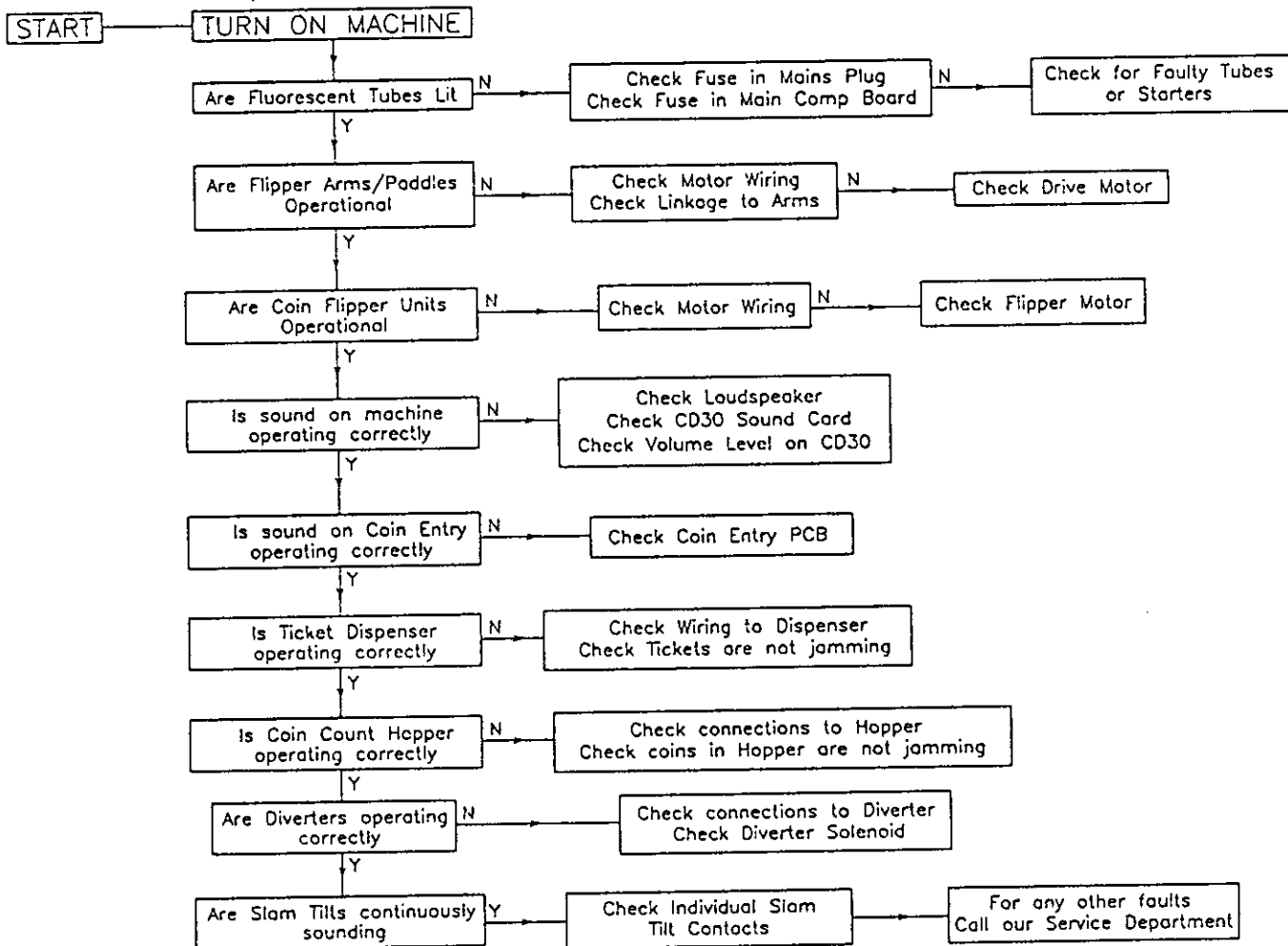
GAME PLAY

The aim of the game is to push coins over the front edge of the playfield into a win chute.

The player may find that over a certain period of time coins on the playfield may have built up more in one particular area, therefore he/she will 'AIM' for this area so as to 'push' as many coins as possible over the edge.

Players will inevitably look for the biggest build up of coins on the playfield to push as many off as possible so the 'Floating Up of the Playfield' must be done correctly.

Fault Finding Guide



Safety Summary

The following safety precautions apply to all operators and service personnel, be it CROMPTONS service engineers or otherwise. Specific warnings and cautions exist throughout this manual where they apply.

DIS-CONNECT POWER DURING REPAIRS - To avoid electrical shock, dis-connect the game from the power source before removing or repairing 'any' part of the game.

USE ONLY CROMPTONS PARTS - To maintain the safety integrity of your CROMPTONS game, do not use 'NON-CROMPTON' parts when repairing the game. Use of NON-CROMPTON parts or other modifications to the game circuitry may adversely affect the safety of your game and cause injury to you or your players.

HANDLE FLUORESCENT TUBES WITH CARE! - If you drop a fluorescent tube and it breaks, it may implode! Shattered glass can fly upto six feet or more from the implosion.

USE THE PROPER FUSES - To avoid electrical shock, use replacement fuses which are specified within this manual for this game. Replacement fuses must match those replaced in fuse type, voltage rating and current rating. In addition, the fuse cover must be in place during game operation (where applicable).

PROPERLY ATTACH CONNECTORS - Make sure that all the connectors on each and every printed circuit board (PCB) and on the Microcontroller Unit (where applicable) are properly plugged in. Please note that they are keyed to fit only one way. If they do not connect easily the first time, do not try and force them. A reversed connector may damage your game operation.

Troubleshooting Techniques

WARNING

To avoid electrical shock, turn *off* the game power before attempting any troubleshooting procedures.

The following troubleshooting steps are arranged in a sequence recommended for locating a defective component.

Check Fuses

Check for open fuses. Refer to the relevant sections within the Illustrated Parts Lists for details about the fuses. Make sure that replacement fuses are the proper type and correct rating.

Visual Check

Visually check for obvious problems in the area of the game where the trouble is suspected. For example, check for loose or defective solder connections, loose cable connections, broken wires and damaged Printed Circuit Boards or components.

Changing **the** coinage

In order to change the coinage for example from 25c Play to 5c Play or from 10p Play to 2p Play, follow the procedure set out below:

1. Remove the fixing screws and Coin Entries totally.
2. Remove the Perspex Panel and change the Coin of Play Sticker from 25c Play to 5c Play or from 10p Play to 2p Play.
3. Remove the metal Playfield Riser in order to change the Slipper Plates **as** these can only be replaced by sliding them forward.
4. Replace new size Slipper Plates according to new coinage used.
5. Replace metal Playfield Riser.
6. Replace Perspex Panel and new Coin Entries.

IMPORTANT It may be necessary to adjust the 'Coin Flip' for different coinages by turning the dial

Control & Switch Locations

Changer/Non-Changer - Cash In/Cash Out

Power On/Off Switch

The Power On/Off Switch is located at the rear of the machine.

Volume Control

The Volume Control is located upon the CD30 Sound Card which in turn is located in the side of the machine. The dial on the Sound Card is in the form of a small blue-coloured block with a white slotted dial within.

By turning it clockwise and anti-clockwise with the aid of a slotted head screwdriver, it is possible to adjust the level of sound produced by the machine.

Coin Counter(s)

The Coin Counter(s) are located within the cash box area. The Counters record the number of coins entered.

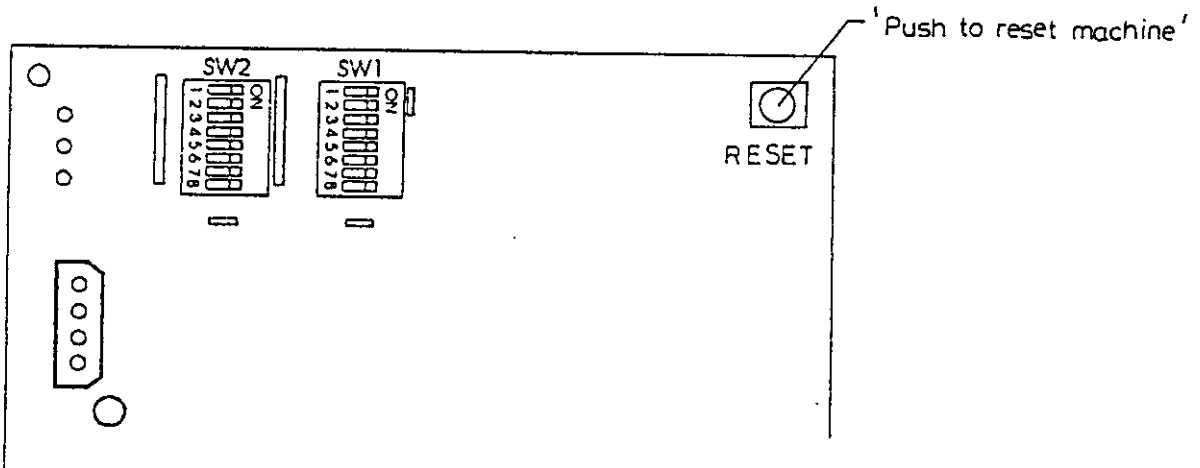
Soundbomb Alarm

This machine has been installed with a Soundbomb Alarm. This is located within the Top Sign and operates an alarm everytime the machine is tilted.

Please Note:

The Sound Attract Mode time length is not adjustable.

Dipswitch Settings - 0101 PCB (located in side of cabinet)



| <u>BANK 1</u> | <u>FUNCTION</u> |
|---------------|------------------------------------|
| SW 1 BIT 7 | TILT TIME - 30 SECONDS |
| SW 2 BIT 6 | TILT TIME - 20 SECONDS (DEFAULT) |
| SW 3 BIT 5 | TILT TIME - 10 SECONDS |
| SW 4 BIT 4 | TILT TIME - 5 SECONDS |
| SW 5 BIT 3 | DIVERT TIME - 50 SECONDS |
| SW 6 BIT 2 | DIVERT TIME - 40 SECONDS (DEFAULT) |
| SW 7 BIT 1 | DIVERT TIME - 30 SECONDS |
| SW 8 BIT 0 | DIVERT TIME - 20 SECONDS |

Flipper Unit Motor Speed Adjustment

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