

Mr. Wolf



 **Coast to Coast**
ENTERTAINMENT



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Coast to Coast Entertainment
Technical Support - (732) 238-0096

Instructions

1. Insert Coins
2. After coins are inserted the game starts automatically
3. The wolves pop up in a random order
4. Hit the wolves quickly with the hammer provided. Try your best not to miss any of the wolves.
5. You get 1 point for each of the wolves that you hit down. When the time is out, and your score is over 60 points (or 80 points), the machine will give you 20 seconds of extended play.

- If the digital display shows a “003” , it means that the coin mech is out of order. Clear the coin mech for jams or struck coins.

Size & Power Requirements:

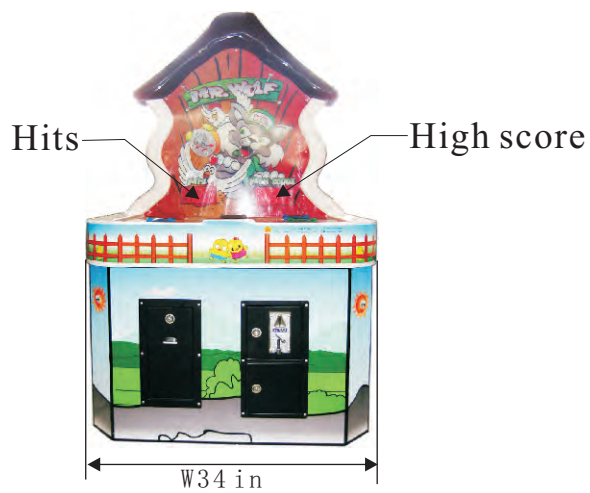
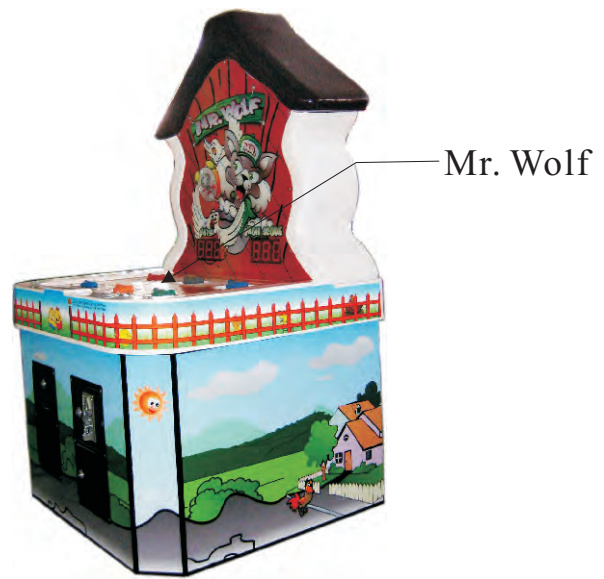
Apparent size: (W)34in*(D)30.5 in*(H)61in

Power supply: AC 110V 50Hz/60Hz

Weight: 105 LBS

Power: 150W

Number of player(s):1



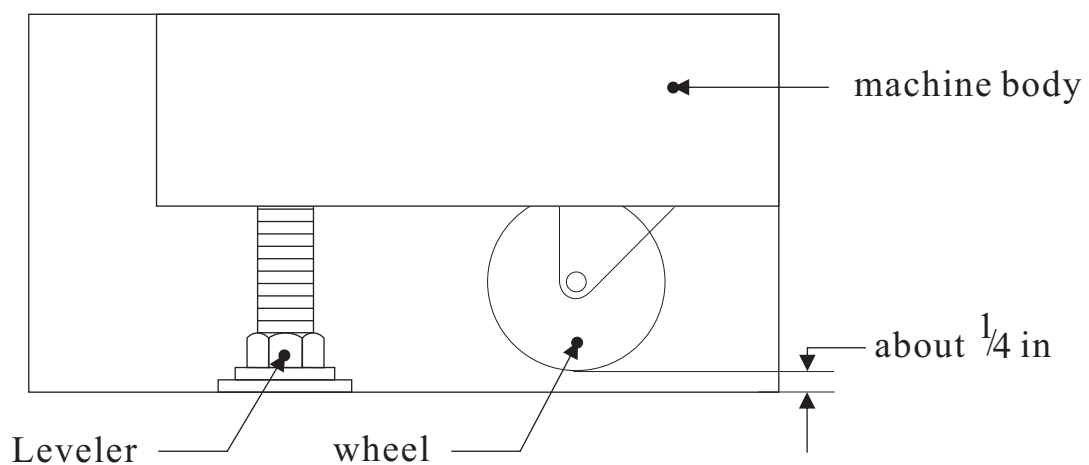
Parts list:

Included in this machine:

Description	Quantity	Remarks
5A Fuse	1PCS	6 * 30
Sensor	2PCS	No: 027
IRF740	2PCS	
5408IN	2PCS	
TLP521-2	1PCS	
Hammer	1PCS	
Specification	1PCS	
Key	2PCS	
Allen Key(M4)	1PCS	

Machine Placement

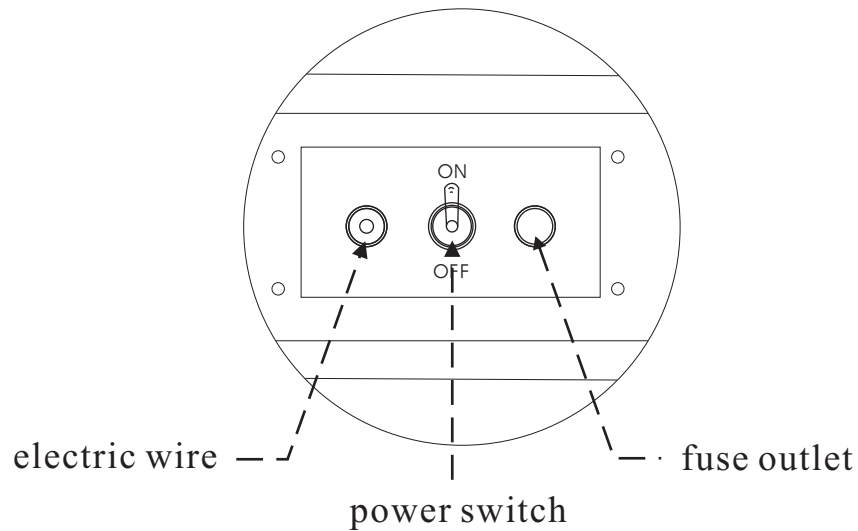
Adjust the 4 levelers to ensure that the wheel are about $\frac{1}{4}$ inches off the floor.



Instructions

Power supply and switch location

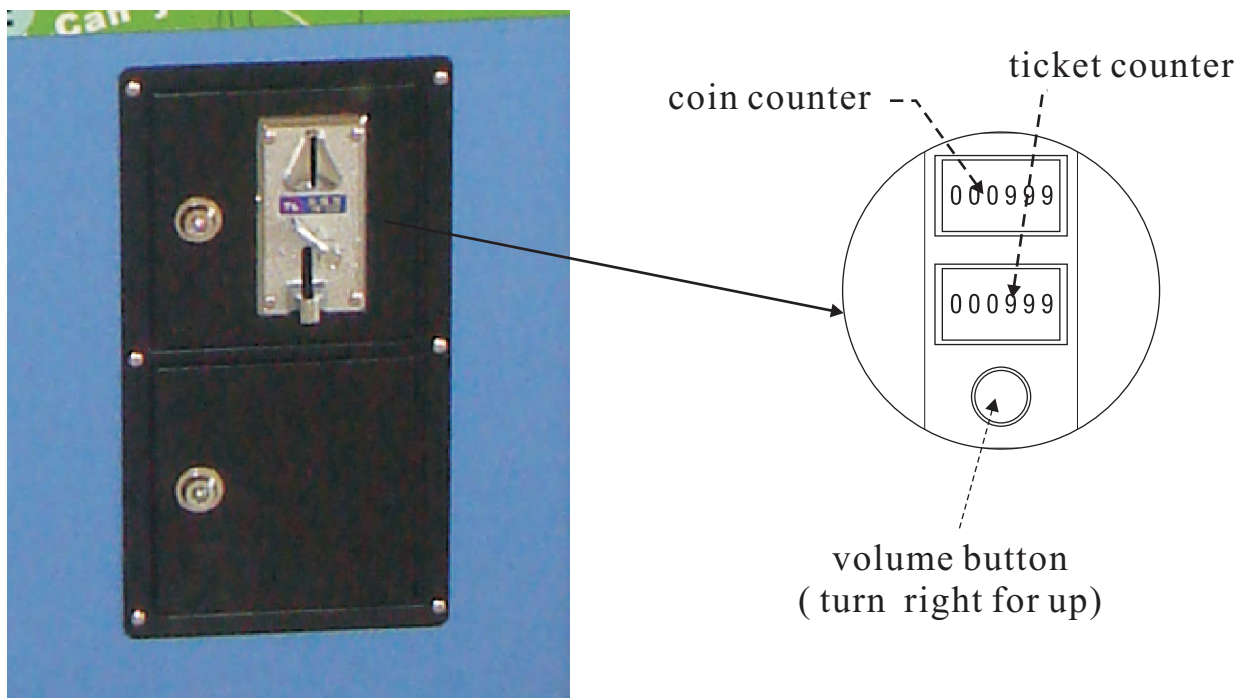
(Located on the back of the machine)



 Note: Unplug the machine before starting any trouble shooting.

Coin and ticket meters and volume adjustment

Coin ticket meters and volume adjustment can be found by opening the coin door.



Methods of installing the tickets:

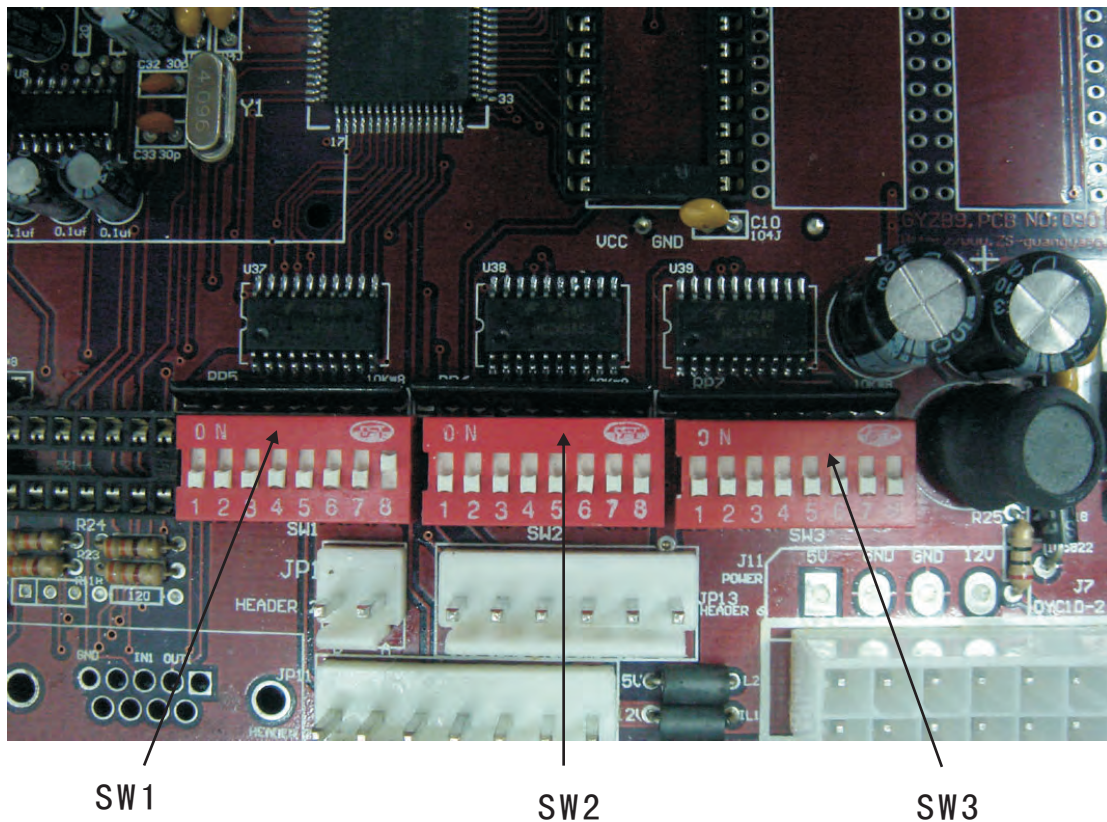
- (1). Open the ticket door with a key;
- (2). Put the whole stack of tickets in the ticket box, keeping its right side up;
- (3). Put the tickets in the guide slot of the machine;
- (4). Press the micro-switch at the bottom left corner of the ticket dispenser's circuit board with your hand, until it sends out a ticket;
- (5). Lock the ticket door.

Cautions:

- 1). the tickets can't be folded when being sent in the guide slot;
- 2). the tickets must be put in accordance with the direction that they come out;
- 3). the tickets can't touch or intertwine with the wires of the machine.

Program setting

(on the bottom right corner of board)



 Note: push up for ON, push down for OFF.

Three toggle switches(8 way)

switch	program	content	Situation										
			1	2	3	4	5	6	7	8			
SW1	Switch test	inspect	OFF										
		not inspect	ON										
	Demonstrate music	Yes		OFF									
		no		ON									
	Insert or not insert coin	insert			OFF								
		not insert			ON								
	Tickets dispensed for each coin	0				OFF	OFF						
		1pieces				OFF	ON						
		3pieces				ON	OFF						
		5pieces				ON	ON						
	Coins needed in each game	1 coin/game							OFF	OFF			
		2 coins/game							OFF	ON			
		3 coins/game							ON	OFF			
		4 coins/game							ON	ON			
Run the machine to check the coin counter	Yes											OFF	
	No											ON	
Has been set		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON	
SW2	When will tickets present come out	right away	OFF										
		game over	ON										
	Additional tickets dispensed when over the highest score	0		OFF									
		3 pieces		ON									
	How many points can be awarded an extended play in the second inning	60			OFF								
		80			ON								
	The most tickets dispensed in each game	decided by points				OFF	OFF						
		10 pieces				OFF	ON						
		15 pieces				ON	OFF						
		20 pieces				ON	ON						
	Tickets dispensed according to marks in each game	3 points / piece							OFF	OFF	OFF		
		6 points / piece							OFF	OFF	ON		
		9 points / piece							OFF	ON	OFF		
		12 points/piece							OFF	ON	ON		
15 points/piece								ON	OFF	OFF			
20 points/piece								ON	OFF	ON			
25 points/piece								ON	ON	OFF			
No ticket							ON	ON	ON				
Has been set		OFF	OFF	OFF	OFF	OFF	OFF	OFF	ON	OFF			
SW3	Playing time for each game	normal	OFF										
		a little shorter	ON										
	how difficult of play this game	Easy		OFF									
		Difficult		ON									
	Tickets don't all dispense if it has alert sound	Yes				OFF							
		No				ON							
	Has been set		OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

Trouble Shotting	Reasons	Solutions
Coins can't be inserted in.	<ol style="list-style-type: none"> 1. "+12v" power supply isn't connected. 2. The coin-insert device hasn't been adjusted well. 	<ol style="list-style-type: none"> 1. Inspect circuit 2. Replace coin
It doesn't work after inserting the coins	<ol style="list-style-type: none"> 1. The electronic coin-insert advice is out of the order. 2. The purple or yellow wire isn't in contact. 	<ol style="list-style-type: none"> 1. Replace the electronic coin-insert advice. 2. Inspect the circuit.
Tickets come out continually.	<ol style="list-style-type: none"> 1. The ticket dispenser is out of order that it can't send the feedback-pulse to the main PCB board. 2. The feedback-pulse of the Green wire and the main PCB board are not in contact 	<ol style="list-style-type: none"> 1. Replace the ticket dispenser with a new one. 2. Inspect the circuit.
Tickets can't come out.	<ol style="list-style-type: none"> 1. Reset the toggle switch, but the machine must be reset, too. 2. Driving signal on the motherboard isn't sent out. 3. Damage of ticket dispenser. 	<ol style="list-style-type: none"> 1. Reset the toggle switch, and the machine must be reset, too. 2. Inspect the white wire. When tickets need not to come out, it is low level, while it must be high level when tickets come out. Otherwise the wires haven't been in contact. 3. Clear the ticket dispenser or replace it.
No sound.	<ol style="list-style-type: none"> 1. The loudspeaker is out of order. 2. The TDA1519C is out of order. 3. No sound, and no display. 	<ol style="list-style-type: none"> 1. Test the loudspeaker, and replace it if the circuit is opened. 2. Touch the POT with your hand. If there is no buzz the "TDA1915C" is out of order. You have to replace it with a new one. 3. Check whether the "+12" power supply has been supplied to the "TDA1519C".
The machines can't record points.	<ol style="list-style-type: none"> 1. The photo switch "TCRT5000" for "9014" scoring points is out of order. 2. The circuit isn't in contact. 	<ol style="list-style-type: none"> 1. Replace the "TCRT500" or "9014". 2. Inspect the circuit.
The head of some Wolf doesn't work.	<ol style="list-style-type: none"> 1. The corresponding electromagnetism valve is out of order. 2. The corresponding "TIP122" is out of order. 3. The head is jammed by mechanism trouble. 	<ol style="list-style-type: none"> 1. Replace the electromagnetism value with a new one. 2. Replace the "TIP122" with a new one. 3. Readjust the machine.
All wolves' heads can't move.	<ol style="list-style-type: none"> 1. The "AC18" power supply hasn't been in contact. 2. The "IN5408" burns out. 	<ol style="list-style-type: none"> 1. Check that whether the transformer works normally. 2. Replace the "IN5408".
The whole machine doesn't work.	<ol style="list-style-type: none"> 1. The power supply hasn't been connected. 2. The power supply box is out of order. 3. 89C52 is out of order. 	<ol style="list-style-type: none"> 1. Inspect the "AC220v" power supply. 2. The power supply box has no "+5v" or "+12v" output. Replace it. 3. Replace the corresponding 89C52.

Wiring diagram for Mr.Wolf

