DISCO DUCK

DDuck.US1 02/04/05
Manufactured by:
Coastal Amusements, Inc.

Contents

1. **Getting Started**

1.1 **Receipt Of Your Disco Duck**

When you first receive your Disco Duck, carefully remove all packaging material and place the unit on a flat and level floor. Your Machine should be handled carefully during installation and when changing it's location to avoid damage to equipment and possible personal injury.

Your Disco Duck is designed for **indoor use only**; exposure to outdoor conditions **will cause damage**. Be sure all ventilation grills have at least 4" (100 mm) clearance from other surfaces to permit adequate cooling. Before use the Dance floor should be electrically and mechanically connected and inserted into the front base of the your Disco Duck. Please use only supplied hardware to ensure maximum performance and longevity.

1.2 **Electrical Connection**

Your Disco Duck should be connected to the electrical supply with the supplied line cord to suit your installation requirements. A grounded three-prong outlet should always be used to operate your Disco Duck. Any electrical questions should always be referred to qualified professionals. The power switches are located inside the Coin Mechanism door next to the coin meters, and at the lower left corner or the cabinet back.

Electrical wiring: _USA_		
Supply	Hot	Black
	Neutral	White
	Ground	**Green**

YOUR DISCO DUCK MUST BE GROUNDED!!

2. <u>Game Operation</u>

2.1 <u>The Game</u>

With the your Disco Duck switched on, the machine will initialize and immediately operate in attract mode. In this mode, the various panel lamps flash in attractive sequences. Sounds are played to draw attention, sound intervals can be set with an options menu – referenced later in this manual.

After inserting coins in to the coin mechanism, once the credits per play is reached, the player is greeted by a sound message inviting them to select a level of play. There are three levels available, '**EASY**, **MEDIUM** & **HARD**'. Selection is simply a matter of pressing the appropriate lighted button of the front of the your Disco Duck. The player is then prompted to stand on the dance floor.

The player is advised of the game start and shortly afterwards the music commences. There are five illuminated panels on the dance floor, each with a 'stamp-on dome', and these illuminate one at a time in a random fashion. The player is encouraged by sound prompts to 'dance' and step on each dome as it is illuminated. Every time an illuminated area is stepped on, the player's score increases allowing them to win more tickets. The number of tickets and associated thresholds are set in the options menu, which will be addressed later in this manual.

2.2 <u>General Maintenance & Care</u>

Your Disco Duck is a tough and reliable machine, which when properly cared for will give years of profitable service. Regular cleaning is the key to optimum condition and performance.

To maintain all visible surfaces in an "as new" condition:

Plastic and Fiber Glass - use a general purpose (non aggressive) water based detergent and finish with a quality furniture polish.

Laminated Cabinet trims - clean with an all purpose non-aggressive cleaner and polish to a high gloss using a furniture polish.

Glass and Chrome - clean with a quality window cleaning solution.

Do not use caustic or abrasive cleaners. Always use cleaning products in accordance with the manufacturers instructions.

It is recommended an initial inspection be carried out after approximately one month of usage, to check for any signs of wear on the moving parts, and the tightness of mechanical connections. Please make adjustments as required, and thereafter inspect yearly.

Set-Up Procedure

Pressing the **RESET** switch while the game is in the attract mode will put the game into it's **MAIN MENU**. The **EASY**, **MEDIUM**, and **HARD** buttons will flash when you enter this mode. Pressing the **HARD** button while the machine is in the **MAIN MENU** mode will return the machine to attract mode.

Pressing the **EASY** button while in **MAIN MENU** mode allows you to enter the options menu. When you enter the **OPTIONS** menu the **EASY**, **MEDIUM**, and **HARD** buttons will light steadily. The **HITS** display will show option numbers. The various options can be scrolled through by pressing the **EASY** button, the list will cycle back to the beginning after the last option listed is shown. Pressing the **MEDIUM** button allows you to modify the displayed option. The current value of the selected option will show in the **MISS** display. *(If the selected option contains more than two digits in its options, the additional number will be shown in the **HITS** display.)* Press the **EASY** button to increase the value of the selected option. *(Holding the button will allow the value to scroll up more rapidly.)* Pressing the **MEDIUM** button again returns you to the options menu. Pressing **HARD** will return you to the main menu.

From the main menu press the **MEDIUM** button to access the accounting menu. The buttons will again light steadily. Pressing the **EASY** button scrolls through the accounting items. Pressing the **MEDIUM** button displays the value for the item that was displayed. The value will be shown in both the **HIT** and **MISS** displays as follows. The first four digits (Leftmost) of the value will be displayed initially by both displays. The displays will then blink and display the last four digits (Rightmost) of the value. This will be followed by a brief pause in which both displays will go blank. Values will be displayed in both the **HITS** and the **MISS** display. After the value has been displayed hitting the **HARD** button will return you to the accounting menu. Pressing the **HARD** button again returns you to the main menu.

* Note: Setting Dip Switch Pole 3 to off on the ultra board will make the machine not pay out tickets.*

OPTIONS MENU		
01	Coins per Play (Default Setting 01)	
	01	One Coin/ Token per Game
	02	Two Coins/ Tokens per Game
	03	Three Coins/ Tokens per Game
	04	Four Coins/ Tokens per Game
02	Mercy tickets (Courtesy Tickets) (Default Setting 00)	
	00	No Tickets
	'Through'	
	10	Ten Tickets
03	Attract Mode Music Settings (Default Setting 01)	
	00	Music Off
	01	Music at 30 second Intervals
	02	Music at 60 second Intervals
	03	Music at 90 second Intervals
	04	Music at 120 second Intervals
04	"Ouch" Attract phrases (Default Setting 01)	
	00	"Ouch" phrases Off
	01	"Ouch" phrases On
05	Flat Ticket Payout (default setting 0 "OFF")	
	00	OFF
(Allows for a set ticket payout 0= Off 1- 15 = # of tickets dispensed)		
06	15	Fifteen
	Number of Hits needed to Win First Ticket (Default Setting 05)	
	01	One Hit to Win First Ticket
	'Through'	
	20	Twenty Hit's needed to Win First Ticket
07	Maximum Number of Tickets to Dispense (Default Setting 40)	
	01	Dispense One Ticket Only
	'Through'	
	60	Dispense up to Sixty Tickets Depending on Score
08	Number of Hits needed for Additional Tickets After First (Default Setting 03)	
	01	One Ticket per Hit
	'Through'	
	20	One Ticket per Twenty Hits
09	Game Play Time Span (Seconds) (Default Setting 40)	
	20	20 Second Game Play Period
	'Through'	
	90	90 Second Game Play Period

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ACCOUNTING MENU	
01	Coins Deposited*
02	Tickets Dispensed*
03	Tickets Dispensed per Coins Deposited

* ALSO RECORDED BY ELECTROMECHANICAL METERS

DISPLAY OF ACCOUNTING INFORMATION

Accounting values stored in the machine will be shown in **BOTH** the **HITS** and **MISS** displays. The Displays will first show the four most significant digits (10,000,000's – 1,000,000's – 100,000's – 10,000's) the displays will then blink and show the remaining digits (1,000's – 100's – 10's – 1's). After a short period the displays will go blank.
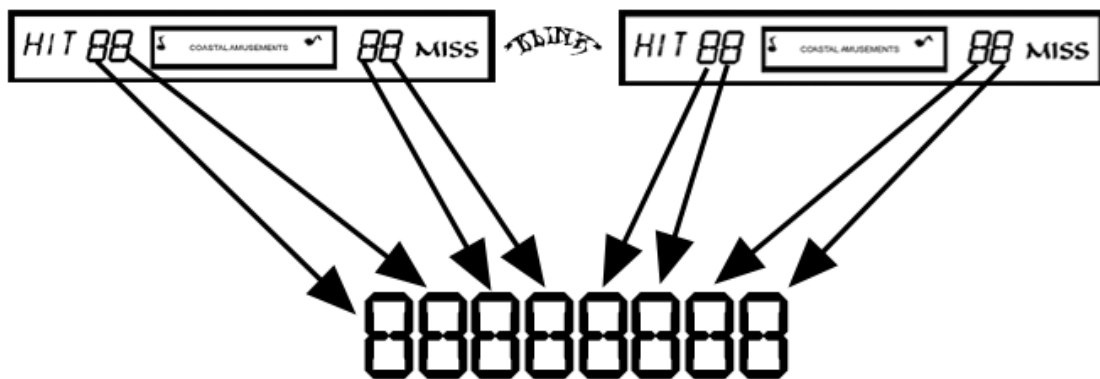
DEMO MODE

Your disco duck can be placed in "Demo" mode by switching the second pole of the Dipswitch to on. In Demo Mode the game will only award ONE ticket per play, and the anti-tricking feature of the coin mechanism will be disabled.

DISCO DUCK DIAGNOSTICS

With the machine **OFF** place pole **ONE** of the Dipswitch on the **ULTRA III** board to the on position. Power up the game, the speakers will "chirp" three times and the machine will go into a display test. The LED Displays will count up from Zero to Nine, in the following sequence. First the **HITS** display will count up for the **ONES** digit, followed by the **TENS** digit. The machine will then switch to the **MISS** display and the **ONES** digit will count up followed by the **TENS** digit. Both displays will flash briefly; the **HITS** display will show 0 and the **MISS** display will remain blank.

At this point in the test, music will begin to play and all the floor and panel switches will illuminate. Drop a token or coin through the coin mechanism, the game will "chirp" and the hits display will show "10".

Press the "**RESET SWITCH**", a chirp followed by the **HITS** display showing "13" should result. At this point the game will dispense three tickets and both electromechanical meters will advance three increments.

The floor switches test assumes that you are standing in front of the game facing the front panel. The switches will be tested individually by stepping on them in numerical sequence. As they are tested the game will chirp, the lamp in the floor switch will extinguish, the digital displays will show a "code" number and the corresponding panel duck lamp will light for three seconds.

Floor Switch	Hits display	Front panel Duck
1	0	1
2	1	2
3	2	3
4	3	4
5	4	5

The panel lamps are tested in the following manner. With the game in diagnostic mode press the **EASY** button. The game will "chirp" and the button light will briefly go out, the **HITS** display will show "5". Pressing the easy button again will cause the five Duck lights on the panel to illuminate. The next press of the easy button will light the five Name lamps. The Chase lights will illuminate in pairs as the **EASY** button is pressed repeatedly.

Pressing the **MEDIUM** switch will result in the button light going out momentarily and the **HITS** display show a "6". Pushing the **MEDIUM** button repeatedly will cause the back panel lights to illuminate as above except the lights will flash instead of lighting steadily.

Pressing the **HARD** switch will cause the button light to illuminate briefly the hits display will show "7" and all the back panel lights will then extinguish.

SYSTEMS

Your Disco Duck is operated by the integration of sophisticated circuits working in concert. The Ultra III board provides processing of game inputs and produces the output signals that make the game operate. Digital displays give information to the player and to the operator for customizing set up. Power supplies ensure that the correct voltages are supplied to components. Together these units provide you the customer with a reliable and fun machine to optimize profit potential.

<u>ULTRA III</u>

The ULTRA III board is located vertically on the sidewall of the cabinet. Access is obtained through the rear access door. U13 and U20 contain the software for the game. This board is the heart of the your Disco Duck, controlling the operation of the game.
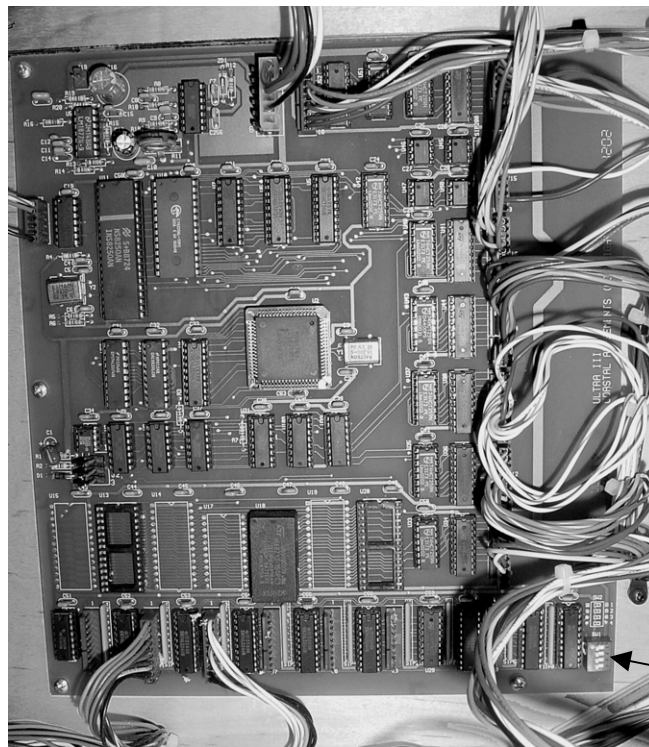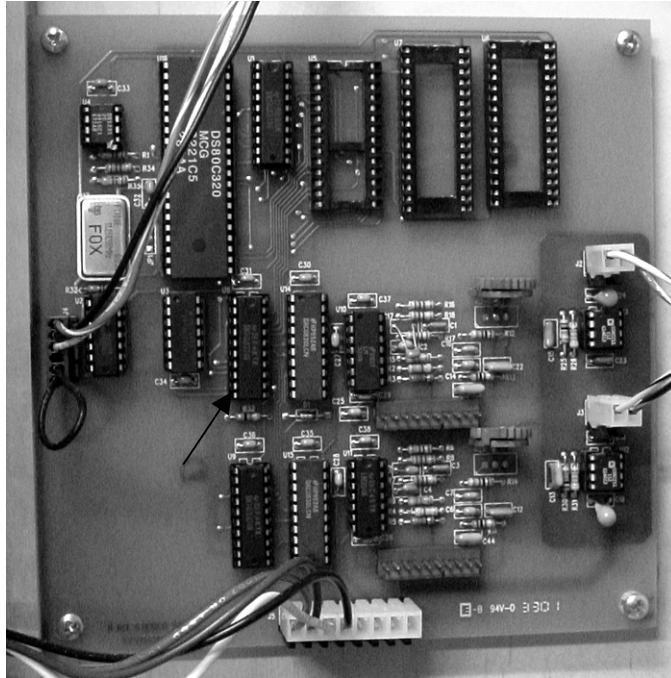

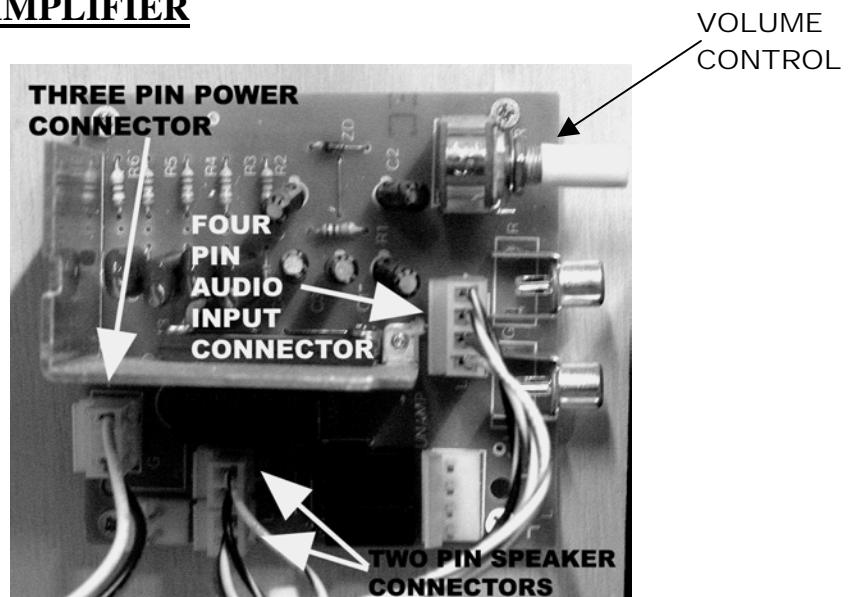DIP Switches

<u>Program</u>

Main Program: DDuck.US1 02/04/05

SOUND BOARD

The soundboard is located on the sidewall immediately below main board. The Volume is controlled on the Power amplifier board mounted to the behind and to the right of the coin door as you are facing the front panel of the game. U5 on the soundboard contains the sound control files; U6 and U7 contain the digital audio files with the games sounds and music. Access to remove the board is best achieved via the rear access panel.

POWER AMPLIFIER

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Light Controller board

The light controller board controls all of the cabinet lighting as well as the dance floor lights. The board receives data signals from the Ultra board on J3. Clock signals are received on J4. J2 switches the dance floor lamps, and the remainder of the lamps are switched on J1, J5, J6, and J7.
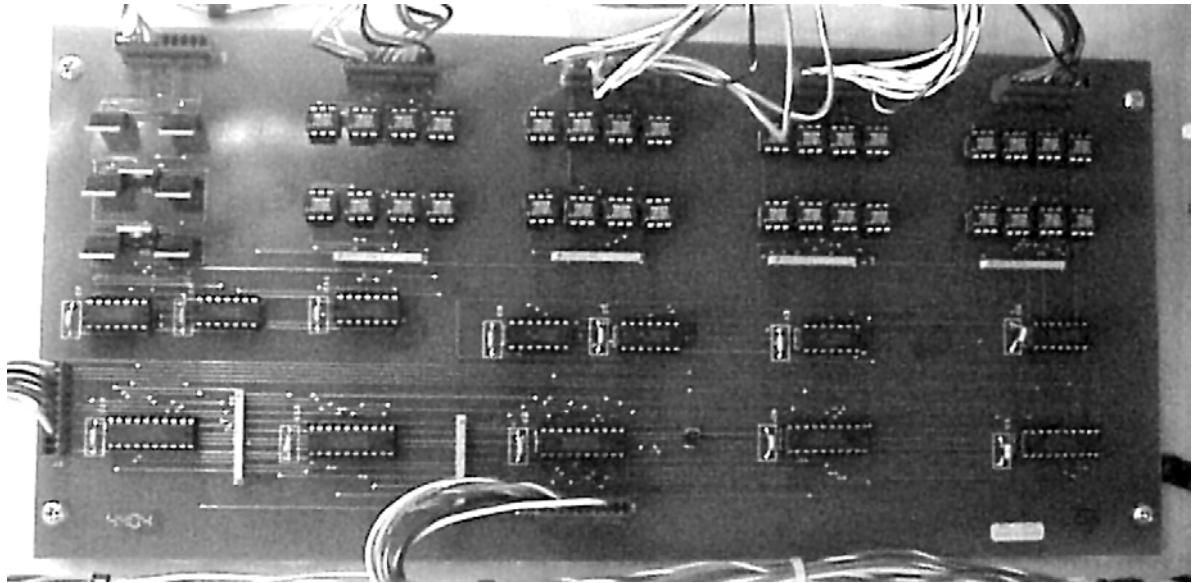

Digital Displays

Two digital displays on the front of the Disco Duck provide the player with information on the number of "hits" and "misses" scored during game play. When the machine is in "set up" or "accounting" mode these displays provide the operator with information allowing the game to be customized to an individuals preferences. The Ultra III board drives these displays via the units wiring harness.

Power Supplies

The power supplies for your Disco Duck consist of a self-contained power supply and a step down transformer – bridge rectifier power supply. These units provide the required DC voltage levels, namely: +5V, -5V, +12VDC, a step down transformer bridge rectifier combination supplies 18VDC for lighting effects. The self-contained power supply contains no user serviceable parts and should be replaced as a unit if the need arises. The step down transformer and bridge rectifier should only be repaired by fully qualified personnel.
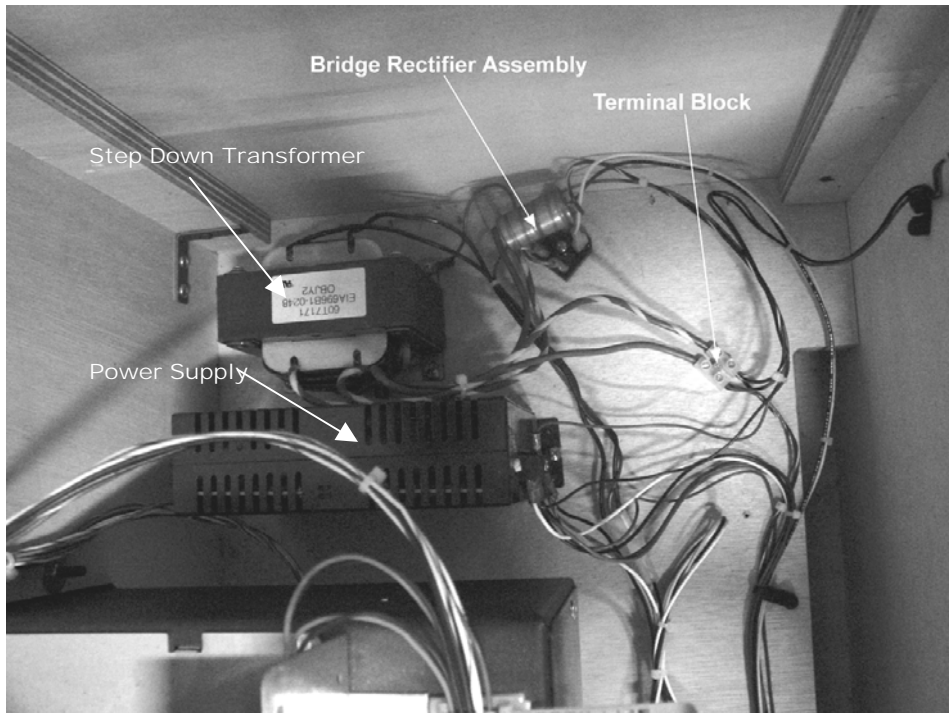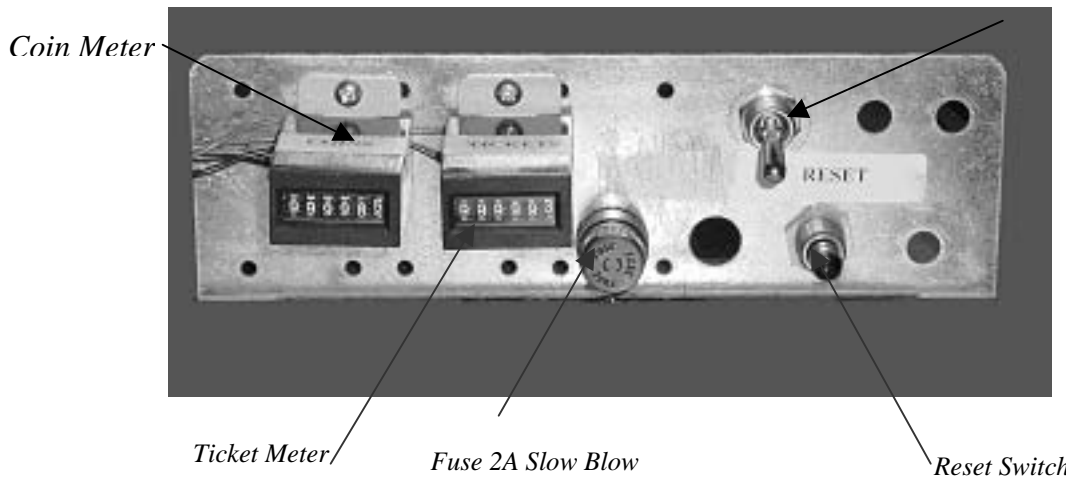

View Through Rear Access Door

Counters/Meters

Electromechanical counters are provided that record the coins-in and the tickets out. These counters are located behind the coin mechanism' access door, together with the main On/Off switch.

Power Supply Switch

Coin Meter

Ticket Meter   *Fuse 2A Slow Blow*   *Reset Switch*

Lighting & Dance Floor

The filament lamps fitted in this your Disco Duck dance floor are 12V 5W 10mm Wedge type. Replacement lamps should always be of the same specification.

The dance floor is secured to the your Disco Duck cabinet by metal brackets fitted to the dance floor. The floor should be closely aligned with the front of the machine, and the electrical harness routed in to the cabinet where it mates to the cabinets wiring harness. The dance floor can then be connected to the cabinet, and secured in place using the supplied hardware.
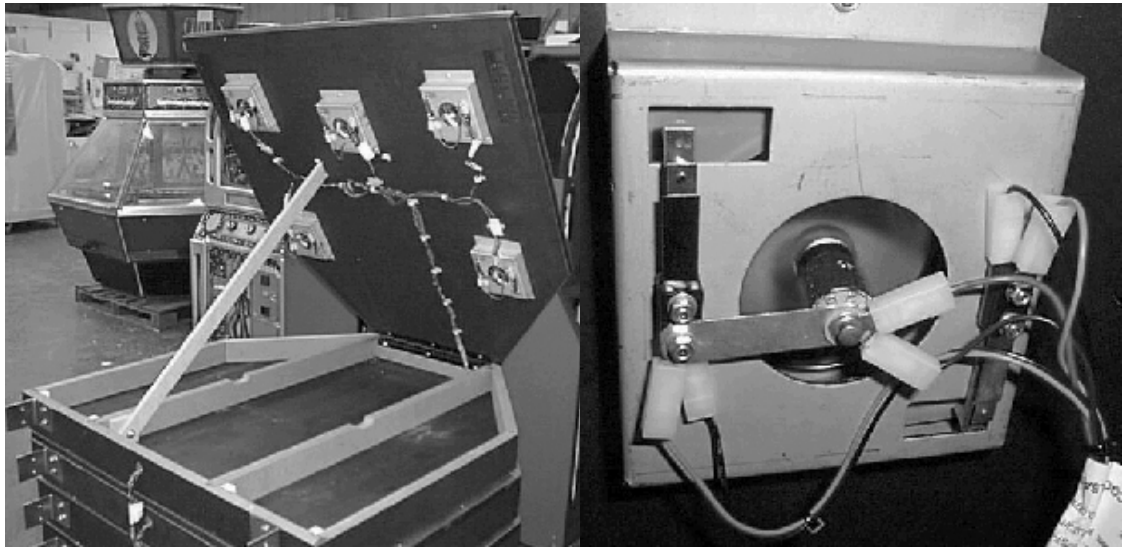
Floor Deck Lifted & Supported   *Rear View Of 'Stamping Dome'*

To access to the internal components of the dance floor, disconnect the floor from the your machine's cabinet by removing the four securing bolts and sliding outward. Removing two silver counter sunk screws allows access to the inner workings of the dance floor. After removing these screws, lift the floor decking upward. Located in the base of the dance floor is a support arm that may now be raised and slotted in to the space provided on the rear of the floor decking, thus supporting its weight.

TROUBLESHOOTING

The built in diagnostics *(see Diagnostics section on page 9)* of Disco Duck allow you to easily check all lights and switches of the machine. The machine also will give an error code of "90" in the **HITS** display should the ticket dispenser jam. Should something go wrong with the coin switch, the machine will give a voice prompt warning of a coin error to alert operators. *The exception to this is when the machine is in DEMO mode, (DIP switch pole 2 ON); in this mode the coin error is suppressed to allow a momentary ON button to be used in place of the coin switch.*

As with any Coastal Amusements product we want our customers to feel free to contact us at any time. Our technical service staff can assist in the resolution of any problem or concern that you may have.

We may be contacted at:

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Also, please visit our website at coastalamusements.com to get the latest technical tips, news, and product information!

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PARTS LIST

PART#	DESCRIPTION	QTY / GAME
CA-CAB-DIS-CEC	CABINET (PLYWOOD)	1
CA-CM-ENT-31-94N-2	TRI-DOOR (COIN MECH)	1
CA-PCB-MEM-BB20A-2	2 DIGIT DISPLAY PCB	2
CA-PCB-WOM-LITEDRIV	LIGHT DRIVER PCB	1
CA-PCB-MEM-ULTRA3	Ultra III PCB W/O MEMORY	1
CA-PCB-MEM-8BIT-0	8- BIT STEREO NO MEMORY IC'S	1
CA-TD-DEL-1275CE	TICKET DISPENSER W/CE SUPRESS	1
CA-SUB-RB-TBIN	TICKET BIN PREPPED	1
CA-MOD-EMI-HS015	EMI FILTER HS015 (UL APPROVED)	1
CA-SPE-4Z-8OHM100W	SPEAKER 4 OHM 100WATT	2
CA-BUT-MPB-GRNEASY	BUTTON GREEN, EASY	1
CA-BUT-MPB-REDHARD	BUTTON RED, HARD	1
CA-BUT-MPB-YELLMED	BUTTON YELLOW MEDIUM	1
CA-MET-DAS-DAS-624	METAL, DASH, COIN BOX SWITCH BRACKET	1
CA-MTR-HS-HS-005	METER 12V W/DIODE EC2006	2
CA-SWI-PB-8411K11	MOMENTARY SWITCH EC2004	1
CA-SWI-TOG-2047	TOGGLE SWITCH EC2107	1
CA-FUS-HOL-HKPHH	FUSE HOLDER ¼" Q.C.	1
CA-FUS-SB-313002	2 AMP SLO BLO FUSE EC2106	1
CA-SWI-DIS-22220112	SWITCH, REED #22-2201-12	10
CA-BUT-DIS -FOOT	BUTTON, FOOT, RED #95-2580	5
CA-HAR-DIS-12VAC	12 VAC HARNESS	1
CA-HAR-DIS-LAMPEXT	FOOT LAMP EXTENSION HARNESS	1
CA-HAR-DIS-FTPADSET	FOOT PAD HARNESS SET (5)/ SET	1
CA-HAR-DIS-LGCOIN	LARGE COIN MECH HARNESS	1
CA-HAR-DIS-FANEXT	FAN EXTENSION HARNESS	1
CA-HAR-DIS-DISPLAY	DISPLAY HARNESS	1
CA-HAR-DIS-DECK	DECK HARNESS	1
CA-HAR-DIS-DC	DC HARNESS	1
CA-HAR-DIS-COMMUN	COMMUNICATION HARNESS	1
CA-HAR-DIS-COINMECH	COIN MECH HARNESS	1
CA-HAR-DIS-BUTTON	BUTTION HARNESS	1
CA-HAR-DIS-AC	AC HARNESS	1
CA-HAR-DIS-ACEXT	AC EXTENSION HARNESS	1
CA-HAR-DIS-INTFACE	INTERFACE HARNESS	1
CA-HAR-DIS-MARQUEE	MARQUEE HARNESS	1
CA-HAR-DIS-SPEAKER	SPEAKER HARNESS	1
CA-BUT-DIS-SPRING	SPRING FOR FOOT BUTTON #96-257901	5
HL-LAM-DIS-6124	BULB, 12V 5W #6124	5
HL-LAM-DIS-8474	LAMP HOLDER #8474	5
CA-LAM-DIS-BULB1112	BULB 12V 0.1AMP WEDGE BASE #1112	54
CA-LAM-DIS-BULB512	BULB 12V 2.2 AMP WEDGE BASE #512	15
CA-CM-INS-10530050	COIN INSERT 0.984/25¢	2
CA-PS-FM-WY-15C	POWER SUPPLY WY15C (UL APPROVED)	1
CA-C&G-DIS-FLOORPAN	FLOOR PANEL	1
CA-C&G-DIS-MAINPLEX	MAIN PLEXI	1
CA-C&G-DIS-CONTPANL	CONTROL PANEL	1
CA0-C&G-DIS-GASKET	GASKET FLOOR	5
CA-XFR-RAW-60T7171	TRANSFORMER 120VAC TO 12VAC	1
CA-TER-DLR-323HDS02	TERMINAL BLOCK 323-HDS/02	2
CA-FAN-12V-32.5DBA	FAN 4" EC2002	1
CA-FAN-GUA-SC80-W2	METAL FAN GUARD 4" HW2002	1
CA-MET-DIS-FOOTPAN	FOOT PANEL PLATE	1
CA-MET-DIS-LBRKT	"L" BRACKET	2
CA-MET-DIS-LITCOVER	LIGHT COVER	5
FE-PCB-SD-AMP	AMPLIFIER BOARD	1
CA-REC-25A-GBPC2502	BRIDGE RECTIFIER	1
CA-CAP-ELR-2200UF35	AXIAL LEAD ELECTROLYTIC CAP. 2200µF @ 35V	1