The Three Stooges

OPERATOR'S MANUAL
STANDARD VERSION
(rev. 10-22-14)

coastal
coastal amusements inc.

CONTENTS

▲SAFETY NOTICE

⚠️

1 Safety Notice

a. Please read all "Warranty" information carefully.
b. Please read all "Maintenance" information carefully.
c. Please check and maintain the game regularly, DO NOT use any synthetic or abrasive detergents to clean the machine.
d. Do not operate in places where the ground is sloping or uneven.
e. Avoid placing the game in direct sunlight to avoid damage to internal parts.
f. Avoid placing the game in high dust, high humidity or high temperature environment.
g. Game is meant for indoor use only.   Do not operate outdoors.
h. Do not place water or any beverages on the game.
i. Do not climb or stand on the game at any time, to avoid a threat to personal safety.
j. The Company is not responsible for casualties caused by inappropriate behavior and dangerous acts.
k. This game is not for unsupervised children and/or persons with reduced physical, sensory or mental capabilities.
l. Do not use game near bathtubs, showers, basins or other vessels containing water.
m. After use, this game should be cleaned to avoid accumulation of residues.
n. Children should be supervised at all times when playing the game.
o. If the electrical supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.
p. Do not use any other apparatus to play the game other than the mallet provided.

2 Transportation and Moving

a. Before moving the game, disconnect from the main power source.
b. Turn off the power before disconnecting from main power source; inappropriate handling may cause damage and void the Warranty.

3 Power Notice

c. Before connecting the power, verify the correct voltage at correct. 110V, 220V or 240V.
d. Do Not touch the electrical plug with damp hands to avoid electric shock.
e. When installing the game, ensure there is a smooth footing to avoid a hazard.

4 Order In Power On

Plug in game and turn on the power.
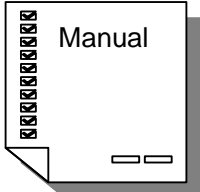
5 Order In Power Off

Turn off the power and unplug the game

⚠️Wait for 10 seconds to reboot

● COMPONENT

1 List of Components

ITEM	DESCRIPTION	PICTURE
a. KEY	QT'Y : 2	
b. Power line	QT'Y : 1	
c. Manual	QT'Y : 1 pc	Manual

■ ABOUT THE MACHINE

1 Specification

a.	Voltage & Frequency	Voltage：100V、110V、220V、240V （Refer to Specification Label） Frequency：50 / 60HZ
b.	Dimension	(W) 44" (1120mm) x (D) 33" (830mm) x (H) 73" (1850mm)
c.	User	1 person
d.	Environment	Weather Protected Environment
e.	Temperature	0°C~40°C
f.	Humidity	10%~70%
g.	Power Consumption	Maximum：660W

2 Dimension
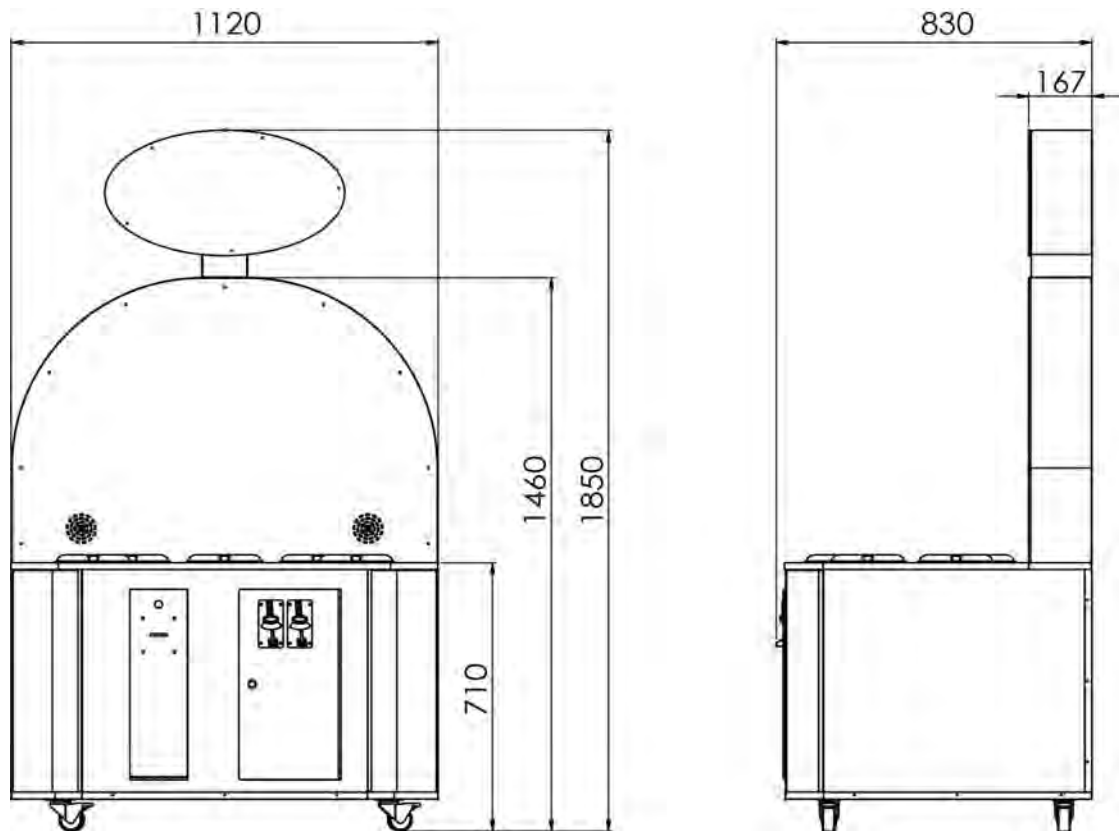
⬠ GAME INTRODUCTION

1 How To Play

a. Game Instruction：

(1) Hit 'The Stooges' as they appear to score points. Sound effects will be played as the figures are hit or missed.

(2) RGB LED lights surrounding each figure will light to signal a hit or miss.

(3) Figures will appear at random and the game speed will increase during play to challenge the player.

(4) The game provides 2 stages of play. Reach a pre-set score to advance to the next stage.

(5) Game time and Score are adjustable.   See below for details.

2 System Setting

➢ Electronic Counter

①FREE PLAY ③RESERVE

A：Coin Mech 1 Counter
B：Coin Mech 2 Counter
C：Ticket Payout Counter

②TEST ④RESERVE
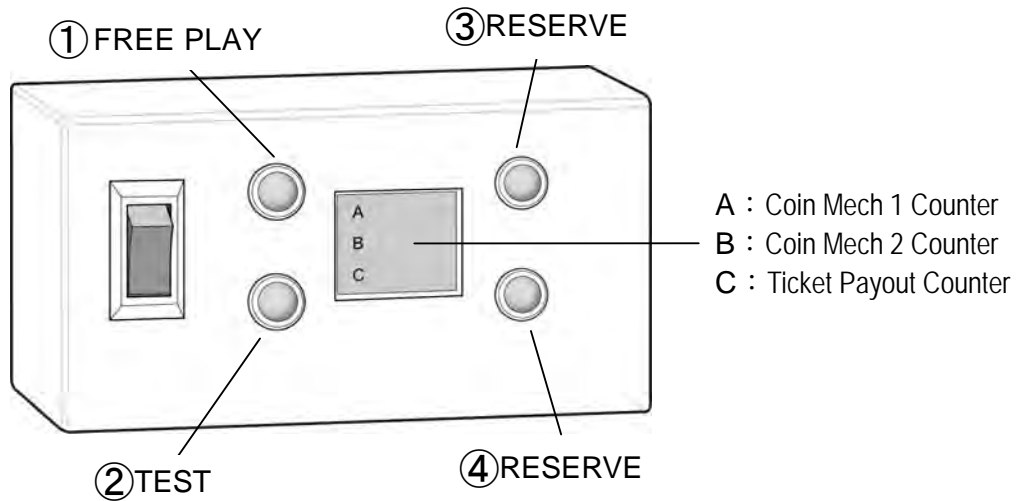
Free play button：Counter not active when 'Free Play' button is pressed.

Test button：For testing the figure heads & hit sensor.

➢ Mechanical counters and FREE PLAY button

| Coin Counter 1 | Ticket Counter | Coin Counter 2 | FREE PLAY |
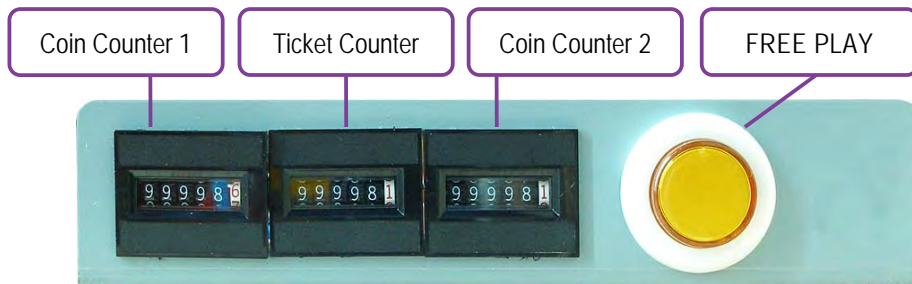
※TEST button: The micro switch installed on coin box

➢ Coin Selector

Coin Selector 1 -White single

Coin Selector 2 -Gray single wire.
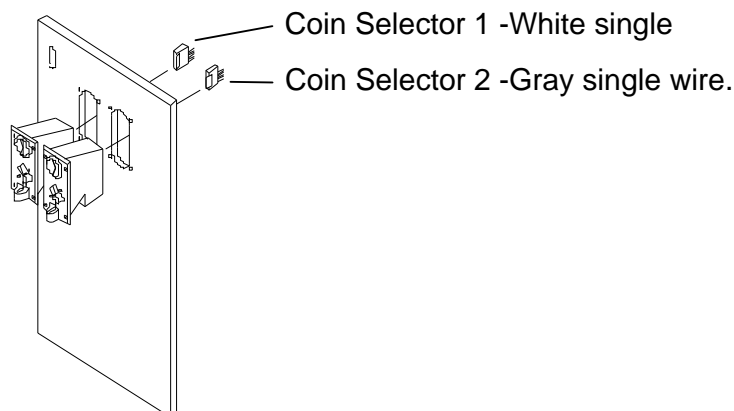
3 How to clear SCORE, COIN and TICKET record

(1) Press the TEST button while turning on the power to the game. Release the button when the display shows "222".   The display will then show "001" for reset item 1.

(2) Press TEST button to reset and you will hear an alarm sound once.

(3) Press FREE PLAY button to enter next item.

Reset items list:

[001] : Score for last game

[002] : Coin memory

[003] : Ticket memory

(4) Reboot the game after reset

4 How to test the coil

In stand-by mode, press TEST button to test coil.

(1) All coils will be off for initial test. If any coil (figure) rises or the sensor is on, an alarm will sound with correspondent error code. Cause may be sensor or coil malfunction.

(2) Then the figures will rise in turn for testing of all figures and sensors. If any one of the figures fail to rise or the sensors fail, an alarm will sound and with the correspondent error code.

5 Figure Mechanism

COIL
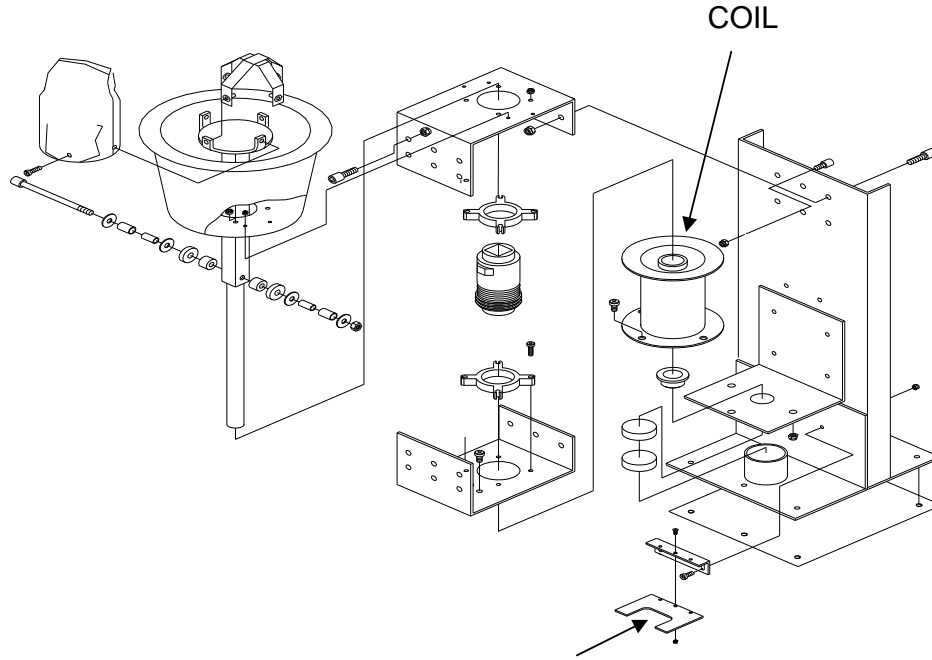
SENSOR：Obstruct->MCU induct the signal in LO

(1) Pressing down or pulling up of the figure(s) will be not cause a breakdown.

(2) Malfunction of 1 or 2 of the figures will not affect the others.

(3) Test progress: Test button on the counter base.
   Press "TEST" button to test each doll; check the "Elimination of Malfunction"
   if there is a malfunction.

(4) The Coil is equipped with temperature protection to prevent overheating.

6 DIP SWITCH SETTING

DIP SW 1   1=ON   0=OFF

FUNCTION ╱ DIP		1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	0	0						
	1 COIN 2 CREDITS	1	0						
	1 COIN 4 CREDITS	0	1						
	1 COIN 5 CREDITS	1	1						
COIN 2	1 COIN 1 CREDIT			0	0				
	1 COIN 2 CREDITS			1	0				
	1 COIN 4 CREDITS			0	1				
	1 COIN 5 CREDITS			1	1				
CREDIT(S) PER PLAY	1 CREDIT					0	0		
	2 CREDITS					1	0		
	3 CREDITS					0	1		
	4 CREDITS					1	1		
MAXIMUM TICKET PAYOUT	UNLIMITED							0	
	20 TICKET							1	
ATTRACT MUSIC	Y								0
	N								1

REMARK：YOU MUST REBOOT THE GAME IF THE DIP SW SETTING ARE CHANGED

DIP SW 2   1=ON   0=OFF

FUNCTION ╱ DIP		1	2	3	4	5	6	7	8
TICKET PAYOUT	5 POINT 1 TICKET	0	0	0					
	10 POINT 1 TICKET	1	0	0					
	20 POINT 1 TICKET	0	1	0					
	30 POINT 1 TICKET	1	1	0					
	40 POINT 1 TICKET	0	0	1					
	50 POINT 1 TICKET	1	0	1					
	60 POINT 1 TICKET	0	1	1					
	70 POINT 1 TICKET	1	1	1					
MERCY TICKET	0 TICKET				0				
	1 TICKET				1				
ATTRACT MUSIC TIME INTERVAL	1 MINUTE					0	0	0	
	2 MINUTE					1	0	0	
	3 MINUTE					0	1	0	
	4 MINUTE					1	1	0	
	5 MINUTE					0	0	1	
	6 MINUTE					1	0	1	
	8 MINUTE					0	1	1	
	10 SECOND					1	1	1	
TICKET PAYOUT	N								0
	Y								1

REMARK：YU MUST REBOOT THE GAME IF THE DIP SW SETTING CHANGED

DIP SW 3   1=ON   0=OFF

FUNCTION / DIP		1	2	3	4	5	6	7	8
GAME TIME FOR STAGE 1	30 SECOND	0	0						
	40 SECOND	1	0						
	50 SECOND	0	1						
	60 SECOND	1	1						
GAME TIME FOR STAGE 2	10 SECOND			0	0				
	20 SECOND			1	0				
	30 SECOND			0	1				
	40 SECOND			1	1				
PASS SCORE FOR STAGE 1	40					0	0		
	50					1	0		
	60					0	1		
	80					1	1		
AUTO RUN	N								0
	Y								1

REMARK : YOU MUST REBOOT THE MACHINE IF THE DIP SW SETTING CHANGED

◆ WIRING DIAGRAM

1 Diagram Of Main Board
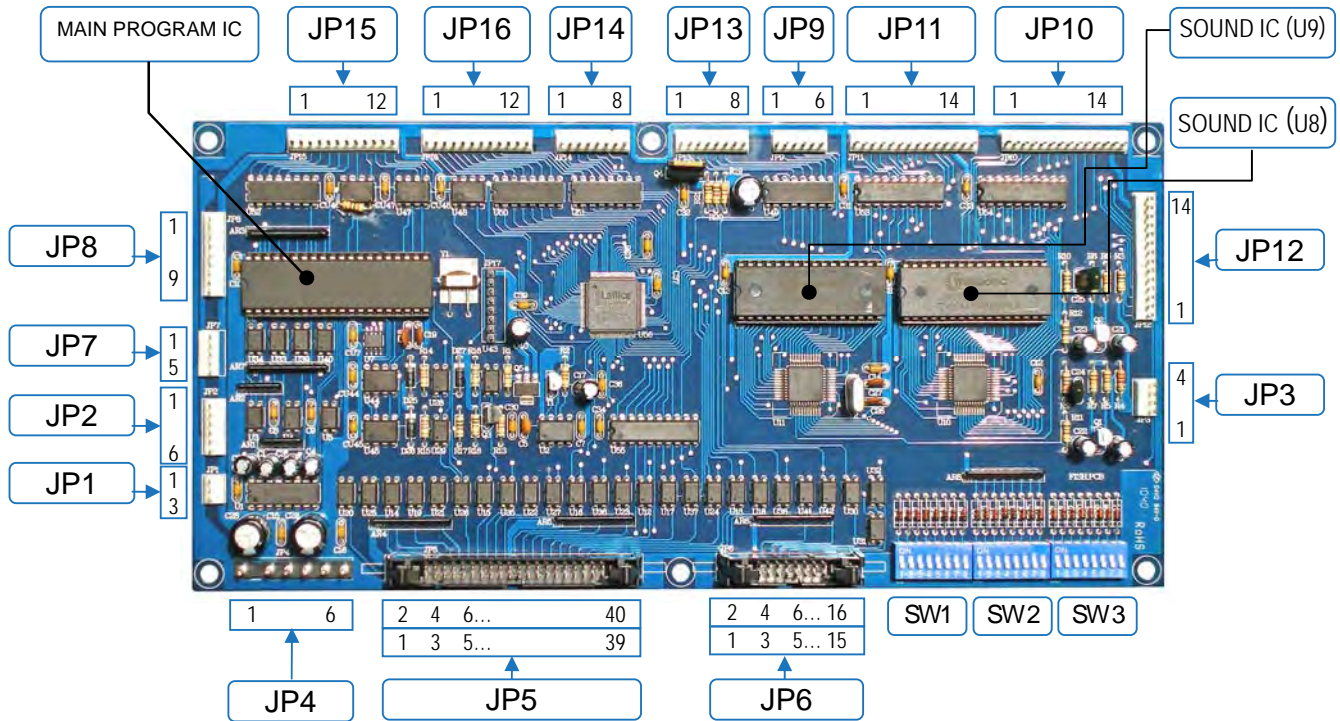
JP1	JP2 (Coin Selector)	JP3 (Sound Out Put)	JP4 (Power Input)
NO USE	1. (Yellow)Coin Selector 1 V+ 2. (White) Coin Selector 1 Input 3. (Black)Coin Selector 1 GND 4. (Yellow)Coin Selector 2 V+ 5. (Grey)Coin Selector 1 Input 6. (Black)Coin Selector 1 GND	1. (White)Out Put 2. No Use 3. GND 4. GND	1. (Yellow)+12V 2. (Yellow).+12V 3. (Black)GND 4. (Black)GND 5. (Red)+5V 6. (Red)+5V

JP5 (HITTING DETECTOR)			
1.(Brown) Figure Sensor 1 3.(Grey) Figure Sensor 6 5.No Use 7.No Use 9.(Orange) Figure Sensor 2 11.No Use 13.No Use 15.No Use 17.(Green) Figure Sensor 3 19.No Use	21.No Use 23.No Use 25.(Blue) Figure Sensor 4 27.No Use 29.No Use 31.No Use 33.(Purple) Figure Sensor 5 35.No Use 37.No Use 39.No Use	2.(Yellow)+12V 4.(Yellow)+12V 6.(Yellow)+12V 8.(Yellow)+12V 10.(Yellow)+12V 12.(Yellow)+12V 14.+12V 16.+12V 18.+12V 20.+12V	22.(Black)GND 24.(Black)GND 26.(Black)GND 28.(Black)GND 30.(Black)GND 32.(Black)GND 34.GND 36.GND 38.GND 40.GND

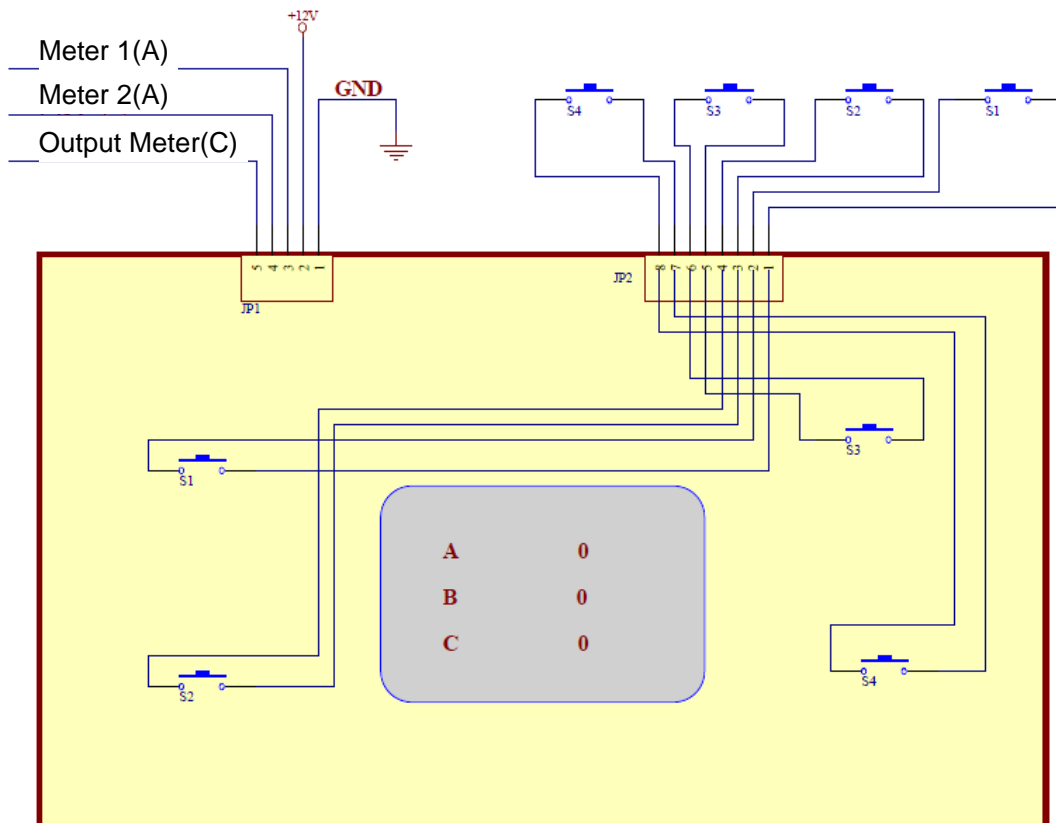| JP6 (NO USE)		JP7 (Ticket Dispenser)	JP8 (In/Out Counter)

1.No Use
3.No Use
5.No Use
7.No Use
9.No Use
11.NC
13.NC
15.+12V
	2.GND
	4.GND
	6.GND
	8.GND
	10.+12V
	12.+12V
	14.+12V
	16.+12V
		1. Ticket Dispenser
		   (Tecway)
		2. (Blue)Ticket Detector
		3. Ticket Dispenser
		   (Yenox)(White)
		4. GND(Black)
		5. +12V(Red)
			1. (Black)Free Play GND
			2. (Brown)Free Play
			3. (Black)Test SW GND
			4. (Green)Test SW
			5. GND
			6. (Yellow)+12V
			7. (Blue)In Counter1
			8. (Purple)In Counter
			9. (Grey)Out Counter

JP9(Demo Light 2)	JP10(Score Display)	JP11(Time Display)	JP12 (RECORD)

1. +12V(Yellow)
2. Demo Light-Middle
   Right(Purple)
3. Demo Light-Down Right
   (Grey)
4. No Use (IN)
5. No Use (IN)
6. GND(Black)
	1. (Black)light D0
	2. (Brown)light D1
	3. (Red)lightD2
	4. (Orange)light D3
	5. (Yellow)light D4
	6. (Green)light D5
	7. (Blue)light D6
	8. (Black)light D7
	9. (Brown)units digit driver
	10. (Red)tens digit driver
	11. (Orange)hundreds' digit
	12. (Yellow)VCC
	13. (Green)+12V
	14. (Blue)GND
		1. (Black)light D0
		2. (Brown)light D1
		3. (Red)lightD2
		4. (Orange)light D3
		5. (Yellow)light D4
		6. (Green)light D5
		7. (Blue)light D6
		8. (Black)light D7
		9. (Brown)units digit driver
		10. (Red)tens digit driver
		11. (Orange)hundreds' digit
		12. (Yellow)VCC
		13. (Green)+12V
		14. (Blue)GND
			1. (Black)light D0
			2. (Brown)light D1
			3. (Red)lightD2
			4. (Orange)light D3
			5. (Yellow)light D4
			6. (Green)light D5
			7. (Blue)light D6
			8. (Black)light D7
			9. (Brown)units digit driver
			10. (Red)tens digit driver
			11. (Orange)hundreds' digit
			12. (Yellow)VCC
			13. (Green)+12V
			14. (Blue)GND

JP13 (Demo Light 1)	JP14 (Head Driver)	JP15 (Cover LED 1)	JP16 (Cover LED 2)

1. (Yellow)+12V
2. (Yellow)+12V
3. (Brown) Demo Light-Up
   Left
4. (Orange) Demo
   Light-Middle Left
5. (Green) Demo
   Light-Down Left
6. (Blue) Demo Light-Up
   Right
7. GND
8. GND
	1. (Brown) Figure Enable 1
	2. (Orange) Figure Enable 2
	3. (Green) Figure Enable 3
	4. (Blue) Figure Enable 4
	5. (Purple) Figure Enable 5
	6. (Grey) Figure Enable 6
	7. (Yellow)+12V
	8. (Yellow)+12V
		1. (Yellow)+12V
		2. (Yellow)+12V
		3. (White in Red)Cover LED
		   Back Right_R
		4. (White in Green) Cover
		   LED Back Right _G
		5. (White in Blue) Cover
		   LED Back Right _B
		6. (White in Red) Cover
		   LED Back Middle _R
		7. (White in Green) Cover
		   LED Back Middle _G
		8. (White in Blue) Cover
		   LED Back Middle _B
		9. (White in Red) Cover
		   LED Back Left _R
		10. (White in Green) Cover
		   LED Back Left _G
		11. (White in Blue) Cover
		   LED Back Left _B
		12. 12.NO USE
			1. (White in Red) Cover
			   LED Front Left _R
			2. (White in Green) Cover
			   LED Front Left _G
			3. (White in Blue) Cover
			   LED Front Left _B
			4. (White in Red) Cover
			   LED Front Middle _R
			5. (White in Green) Cover
			   LED Front Middle _G
			6. (White in Blue) Cover
			   LED Front Middle _B
			7. (White in Red) Cover
			   LED Front Right _R
			8. (White in Green) Cover
			   LED Front Right _G
			9. (White in Blue) Cover
			   LED Front Right _B
			10. NO USE
			11. (Yellow)+12V
			12. (Yellow)+12V

2 Electronic Meter Diagram
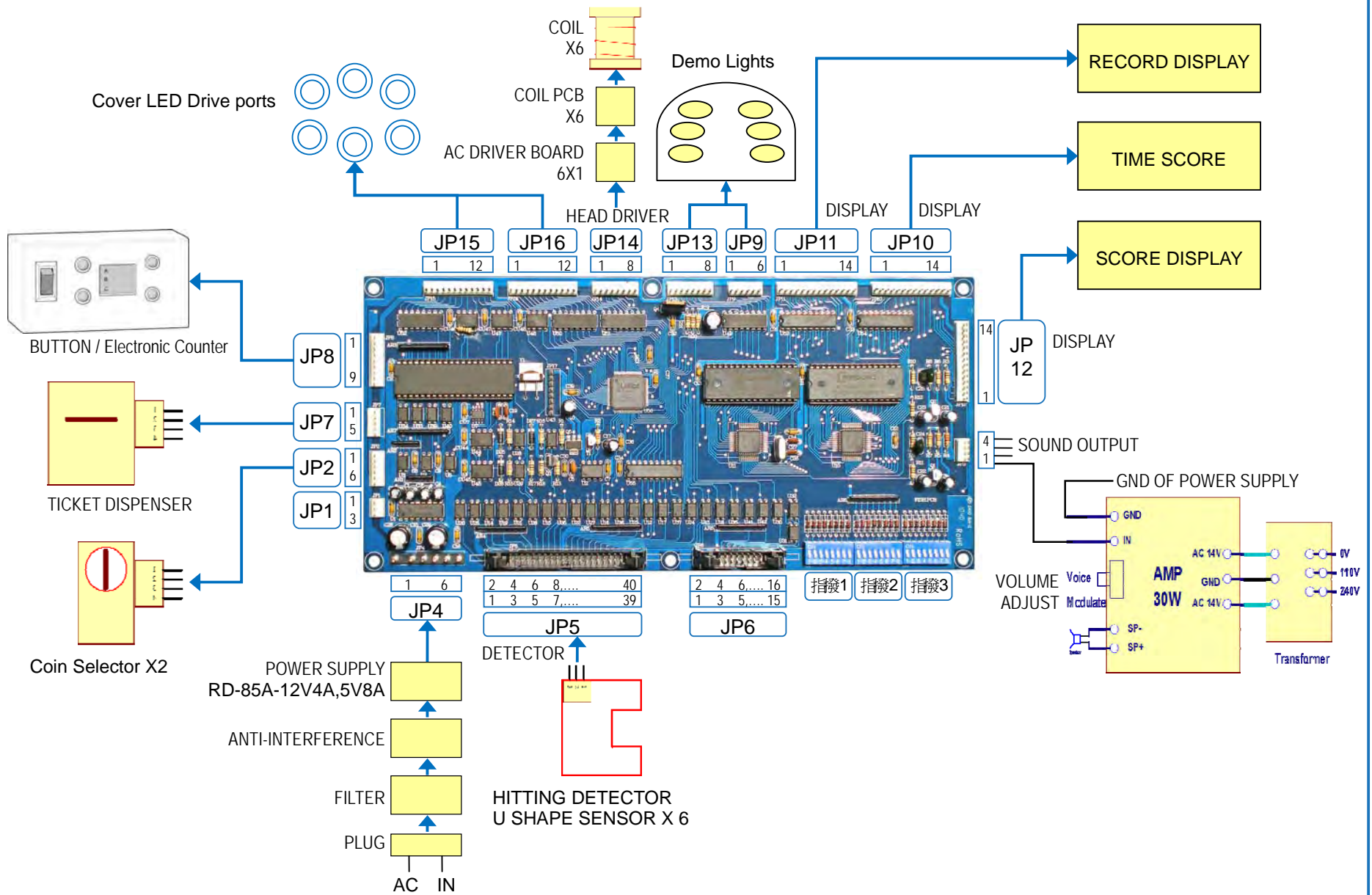
Button S1：FREE PLAY Button
Button S2：TEST Button
Button S3：NO USE
Button S4：NO USE

3 SYSTEM WIRING DIAGRAM

WIRING DIAGRAM ◀ 14 ▶

COIL
X6

COIL PCB
X6

AC DRIVER BOARD
6X1

Demo Lights

RECORD DISPLAY

TIME SCORE

SCORE DISPLAY

HEAD DRIVER

DISPLAY   DISPLAY

JP15	JP16	JP14	JP13	JP9	JP11	JP10
1 12	1 12	1 8	1 8	1 6	1 14	1 14

Cover LED Drive ports

BUTTON / Electronic Counter

JP8
1
9

14

JP 12   DISPLAY

1

JP7
1
5

4   SOUND OUTPUT
1

TICKET DISPENSER

JP2
1
6

GND OF POWER SUPPLY

JP1
1
3

GND

IN

Coin Selector X2

1   6

JP4

| 2 | 4 | 6 | 8,.... | | | 40 |
| 1 | 3 | 5 | 7,.... | | | 39 |

JP5

| 2 | 4 | 6,.... | 16 |
| 1 | 3 | 5,.... | 15 |

JP6

指發1 指發2 指發3

VOLUME Voice
ADJUST Modulate

AMP
30W

AC 14V
GND
AC 14V

0V
110V
240V

SP-
SP+

Transformer

POWER SUPPLY
RD-85A-12V4A,5V8A

DETECTOR

ANTI-INTERFERENCE

FILTER

HITTING DETECTOR
U SHAPE SENSOR X 6

PLUG

AC   IN

⬣ TROUBLESHOOTING

1 Error Code

NO.	ERROR ITEM	SOLUTION
01	Coin Meter 1	(1)Check wire. (2)Replace the Meter.
02	Coin Meter 2	(1)Check wire. (2)Replace the Meter.
03	Ticket Meter	(1)Check wire. (2)Replace the Meter.
04	Coin Selector 1	(1)Check wire. (2)Replace the selector.
05	Coin Selector 2	(1)Check wire. (2)Replace the selector.
06	Memory Card	Replace PCB.
07	Ticket Machine	Check and replenish the token.
08		
09		
10		
11	Coil Set No.1 Error	(1)Check set No.1 and sensor. (2)Replace the sensor.
12	Coil Set No.2 Error	(1)Check set No.2 and sensor. (2)Replace the sensor.
13	Coil Set No.3 Error	(1)Check set No.3 and sensor. (2)Replace the sensor.
14	Coil Set No.4 Error	(1)Check set No.4 and sensor. (2)Replace the sensor.
15	Coil Set No.5 Error	(1)Check set No.5 and sensor. (2)Replace the sensor.
16	Coil Set No.6 Error	(1)Check set No.6 and sensor. (2)Replace the sensor.
17		
18		
19		
20		
21	Structure1 UP SPEED Unusual	(1)check function of structure1 (2)check coil over heat or aging
22	Structure2 UP SPEED Unusual	(1)check function of structure2 (2)check coil over heat or aging
23	Structure3 UP SPEED Unusual	(1)check function of structure3 (2)check coil over heat or aging
24	Structure4 UP SPEED Unusual	(1)check function of structure4 (2)check coil over heat or aging
25	Structure5 UP SPEED Unusual	(1)check function of structure5 (2)check coil over heat or aging

✶ ENCLOSURE

1 Warranty

a. Please be prepared to provide the following information when placing a warranty request：

   (1) The game type or product number.
   (2) Serial Number of Game or Commercial Invoice of Sale.
   (3) A Detailed Description of the Fault Symptoms.

b. This product is warranted as follows：

   (1) Main PCB and Computer: 6 months from date of shipment.
   (2) Major Mechanism and Kit: 6 months from date of shipment.
   (3) All other components: 6 months from date of shipment.
       (i.e. ticket dispenser, coin selector, LCD, transformer, etc.)
   (4) All 'wear' items: 90 days from date of shipment.

c. Please note：

   (1) The warranty is not transferable and applies only to original purchaser.

   (2) These statements do not contain any warranty due to improper installation, accidents, natural disasters, abuse, misuse, inadequate or excessive volts power supply, improper operation, poor environmental conditions and any unauthorized disassembly, repair, or product damage caused by any changes to original factory specifications.

   (3) The warranty statement does not apply if factory serial label has been modified, altered or remove from product.