

Single player Sideshow installation and maintenance





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1. Installation

1.1 Unpacking

Carefully remove all packaging material, and site the machine on a flat and level floor.
The machine is designed for indoor use only.

1.2 Assembling



1.3 Set up

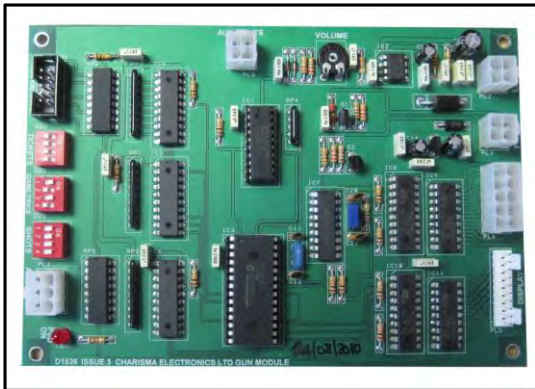
The machine is delivered with the following settings:-

Coin mechanism £1 per game

Shots per game 20

Tickets per hit 1

Settings can be altered using the red dip switches in the following picture



Turn Power Off Before Altering Dip Switches

1

Dip Switch Settings

Tickets Out

SW2 Dip Switch

Tickets	T1	T2	T3	T4
1 ticket	Off	Off	Off	Off
2 tickets	On	Off	Off	Off
3 tickets	Off	On	Off	Off
4 tickets	On	On	Off	Off
5 tickets	Off	Off	On	Off
6 tickets	On	Off	On	Off
7 tickets	Off	On	On	Off
8 tickets	On	On	On	Off
9 tickets	Off	Off	Off	On
10 tickets	On	Off	Off	On
11 tickets	Off	On	Off	On
12 tickets	On	On	Off	On
13 tickets	Off	Off	On	On
14 tickets	On	Off	On	On
15 tickets	Off	On	On	On
16 tickets	On	On	On	On

2

Dip Switch Settings

Price of Play

SW1 Dip Switch

Price	S1	S2	S3	S4
50p/EC	Off	Off	Off	Off
60p/EC	On	Off	Off	Off
70p/EC	Off	On	Off	Off
80p/EC	On	On	Off	Off
90p/EC	Off	Off	On	Off
100p/EC	On	Off	On	Off
110p/EC	Off	On	On	Off
120p/EC	On	On	On	Off
130p/EC	Off	Off	Off	On
140p/EC	On	Off	Off	On
150p/EC	Off	On	Off	On
160p/EC	On	On	Off	On
170p/EC	Off	Off	On	On
180p/EC	On	Off	On	On
190p/EC	Off	On	On	On
200p/EC	On	On	On	On

3

Dip Switch Settings

Shots per Game

SW3 Dip Switch

Shots	S1	S2	S3	S4
1 shot	Off	Off	Off	Off
2 shots	On	Off	Off	Off
4 shots	Off	On	Off	Off
6 shots	On	On	Off	Off
8 shots	Off	Off	On	Off
10 shots	On	Off	On	Off
12 shots	Off	On	On	Off
14 shots	On	On	On	Off
16 shots	Off	Off	Off	On
18 shots	On	Off	Off	On
20 shots	Off	On	Off	On
22 shots	On	On	Off	On
24 shots	Off	Off	On	On
26 shots	On	Off	On	On
28 shots	Off	On	On	On
30 shots	On	On	On	On

2. Game operation

2.1 Gun consoles

When a coin is inserted, and the gun trigger is squeezed, infra red light is emitted from the gun barrel.

2.2 Main Cabinet

Each target has an infra red detector, which senses a beam of light from the gun. The target operates a relay on the timer module, which in turn sends a signal to the target animation. The length of time a target operates is adjustable on the timer module, but this is factory set and should not need to be altered.

2.3 Target descriptions

2.3.1 Stars and Spirals

There are 2 stars and one spiral, which spin when they are hit. They are all driven by electric motors.

2.3.2 Ducks



The profile ducks are fastened to a toothed timing belt, driven by a geared motor which runs continuously when the machine is connected to a power supply. Two electrical solenoids are spaced at equal intervals in front of the ducks, and trip the ducks over when the target is hit and the tripping mechanism is in line with a duck.

2.3.3 Spinning plates

When the target is hit power is applied to a motor which spins the plate.

2.3.4 Clown bow tie

When the target is hit power is applied to a motor which spins the bow tie.

2.3.5 Running lights

When the target is hit the lights run.

2.4 Bowtie bonus feature, and background music

The sound module E705 is fitted from machine serial number SW089. An audio message signals the start of the bonus period, when hitting the bowtie gives double score and double tickets. The interval between bonus periods is random. The red dip switches alter the features.

	1	2	3	4
Continuous background music	off	off		
No background music	on	on		
Background music, on for one minute, off for one minute	off	on		
Background music, on for two minutes, off for two minutes	on	off		
Duration of bonus period 10 seconds			off	off
Duration of bonus period 25 seconds			on	on
Duration of bonus period 15 seconds			off	on
Duration of bonus period 20 seconds			on	off

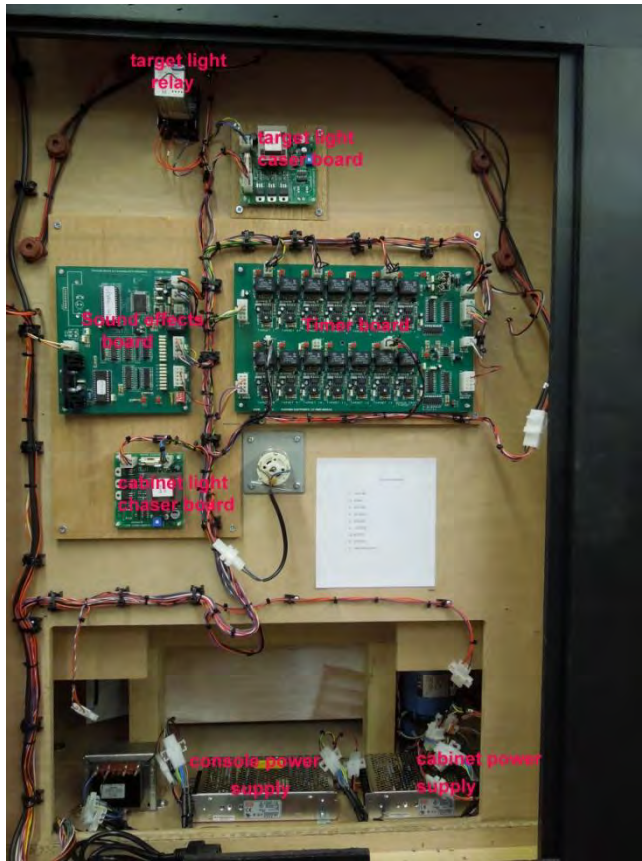
3. Access

The tubular key fits the cash door. The flat key will open all the other doors. Gun consoles – Undo the 2 locks on the top face of the consoles, the top is hinged at the back, and will lift complete with the gun.



Coin doors – Opening the top door gives access to the coin mechanism, and opening the bottom door gives access to the cash box.

Main cabinet – A door on one side of the cabinet allows access to the duck drive and to the targets. The rear door allows access to the timer, sound and light chaser boards and electrical components.



4. Fault finding

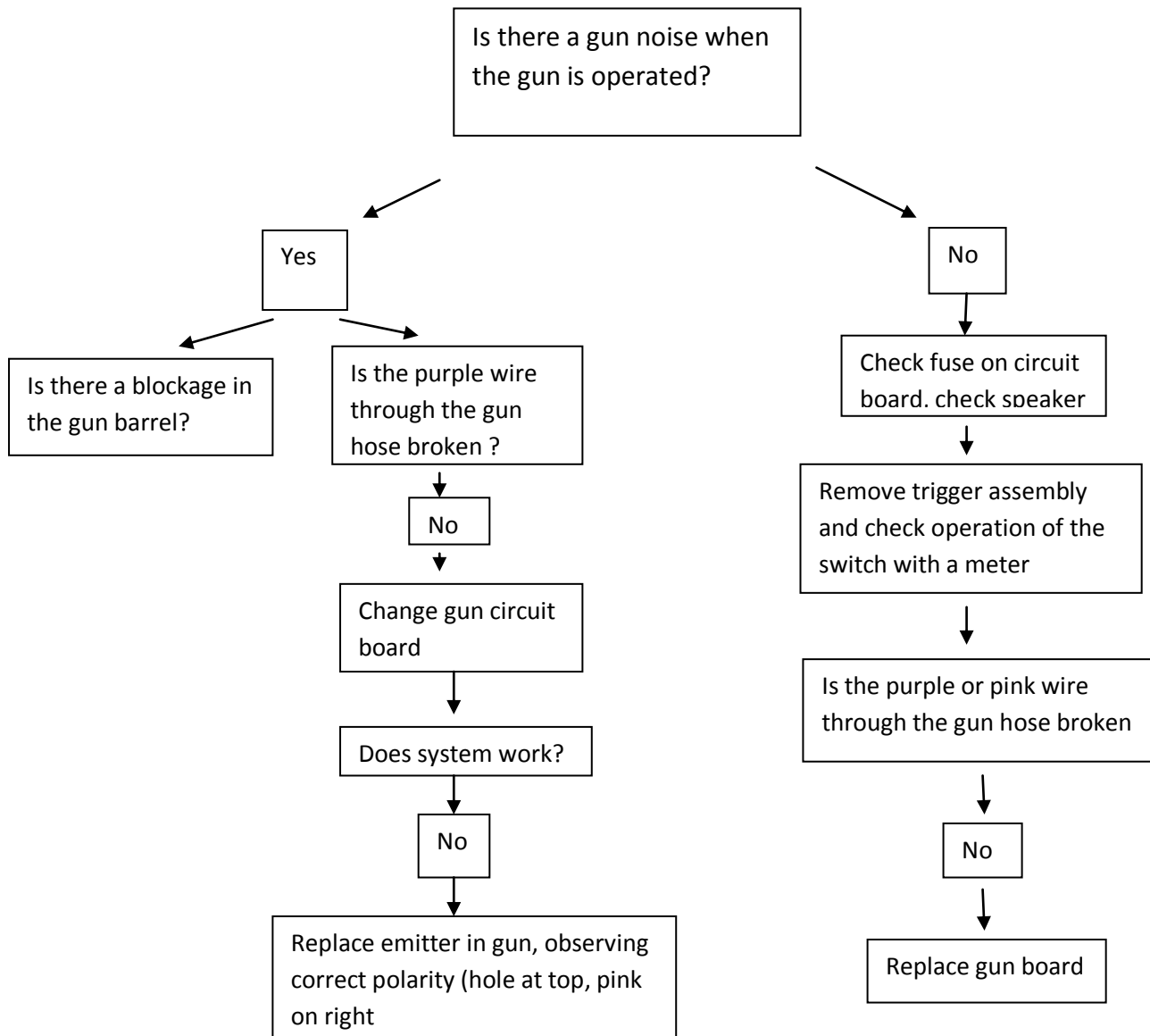
4.1 No electrical power

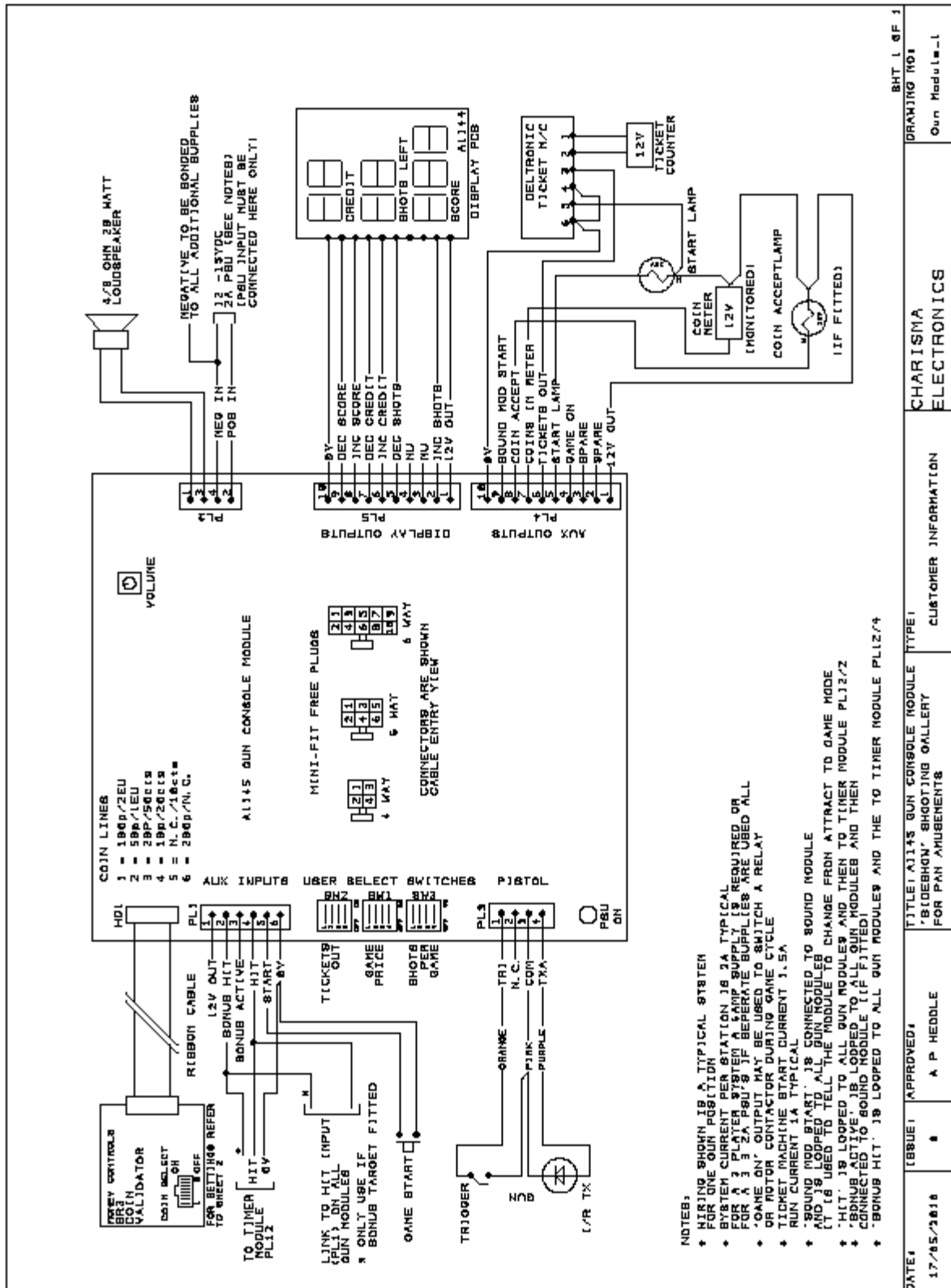
Check the wall socket for a supply. Check the fuse in the plug, and in the machine rear socket where the power enters the machine.

If no power to the gun consoles, check the connections and wiring from the main cabinet to the consoles. Check the console power supply (in the consoles centre back) for a red light, and press the reset button next to the light.

If no power to one gun section, check the connections from the power supply, the connections on the gun board, and fuses.

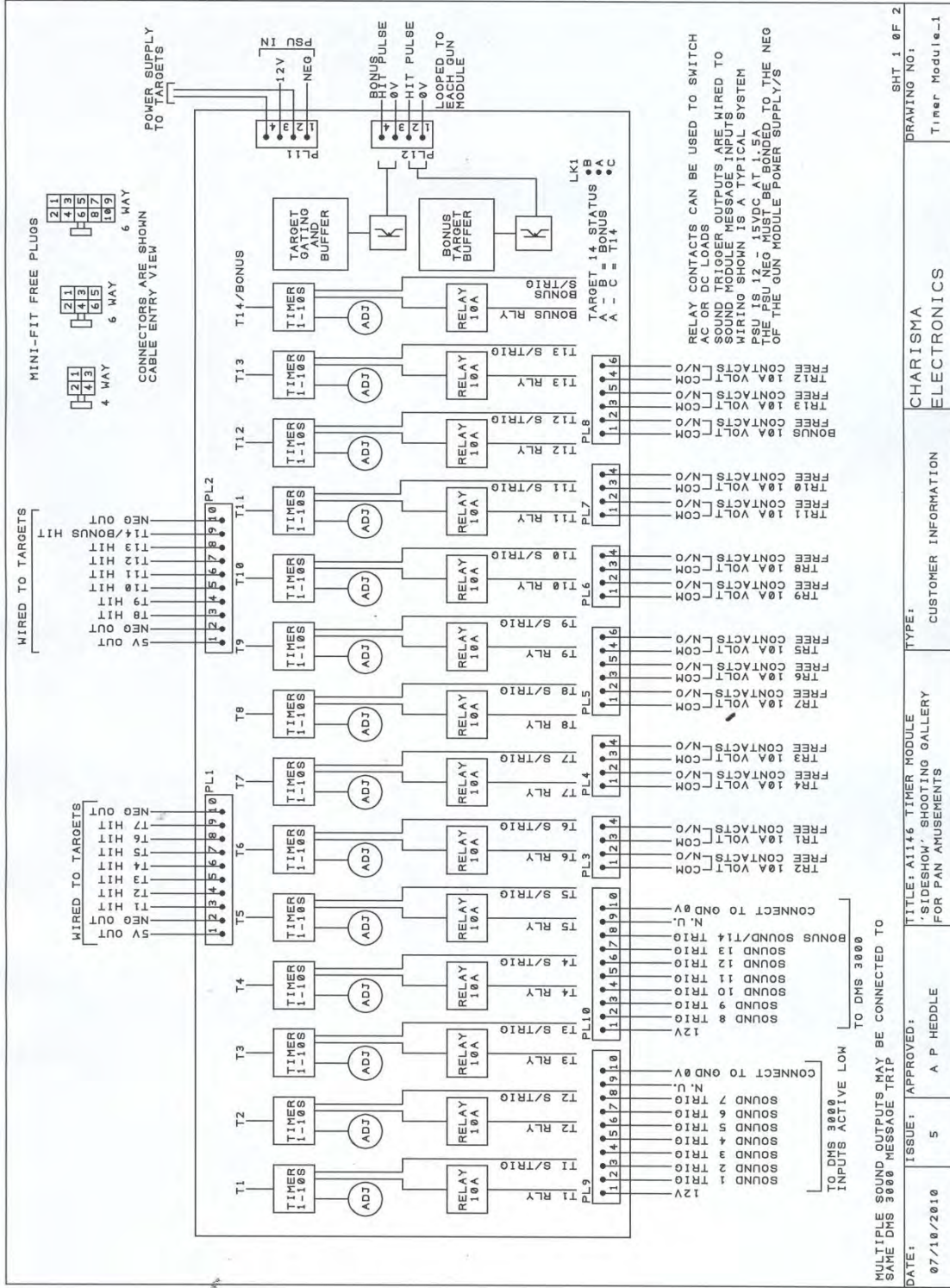
4.2 Unable to hit targets

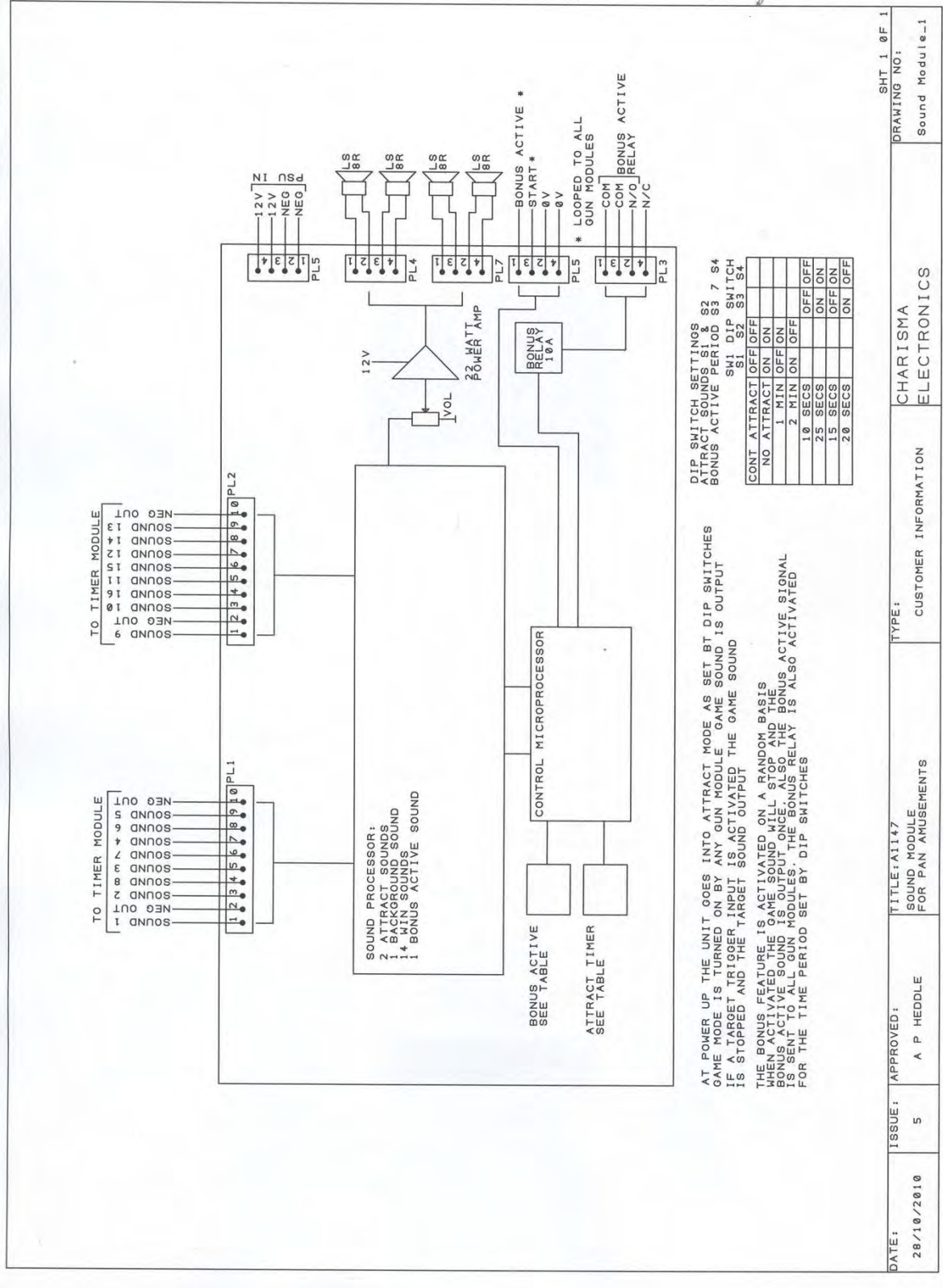




DATE: 17/05/2016	ISSUE: 1	APPROVED: A P HEDDLE	TITLE: ALLI45 GUN CONSOLE MODULE TYPE I 'SIDEHAWK' SHOOTING GALLERY FOR PAM MUSEUMS	CUSTOMER INFORMATION CHARISMA ELECTRONICS	DRAWING NO: Gun Module-1
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BHT 1 OF 1





DATE:	ISSUE:	APPROVED:	TITLE:	TYPE:	CUSTOMER INFORMATION	DRAWING NO.:
28/10/2010	5	A P HEDDE	TITLE: A1147 SOUND MODULE FOR PAN AMUSEMENTS	CUSTOMER INFORMATION	CHARISMA ELECTRONICS	SHT 1 OF 1 Sound Module_1

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7
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1. Top Metal Ticket Guide

For servicing, the top metal ticket guide can be removed and replaced. With unit facing you, gently spread side plates with thumb and index finger. Tilt guide to right at 45° angle and snap left side tab out and pull straight back. When replacing, simply reverse these steps. Note there is no need to spread side plates while replacing guide. Tilt to right and insert right tab first. Note: When PCB has opto-sensor cover, guide is inserted over sensor then directed down to right. Be sure guide is BELOW brake bracket screws when replaced.

6. Opto-Sensor

Included as part of the controller is an opto-electronic beam sensor which detects the notch between tickets. The output of the ticket sensing circuitry is an open collector transistor.

11. Ticket Stop Adjustment

The ticket stop adjustment allows you to position the tickets while the machine is off. The tickets should protrude through the slot at least 1/16". The ticket dispenser PC board is mounted on spacer with two screws with washers in two slotted holes. Loosening the screws and moving the board forward will allow the tickets to stop further out beyond the edge of the slot.

2. Bottom Metal Ticket Guide

The longer, more durable ticket guide extends through the face plate allowing for better guidance plus a larger opening in the face plate prevents curled tickets from catching.

7. Opto-Sensor Dust Cover

In addition, an optical sensor dust cover is also included to eliminate the possibility of ticket dust accumulating on the optical sensor. This increases the accuracy of the ticket count and reduces maintenance.

Standard Dispenser Specifications

The quick release face plate greatly improves serviceability and reduces maintenance. Now standard on all Deltronic Labs Ticket Dispensers.





3. Loading of tickets with ticket advance switch

Tickets are inserted in the rear of machine between the top and bottom ticket guides and pushed forward to the rollers. If needed, gently push the locating spring (9) away from the ticket guides. Then push the ticket advance switch until you see the edge of first ticket.

8. Roller Tension Spring

The roller tension springs keep constant tension on tickets which insures proper delivery and prevents the tickets from being "pulled through" when the dispenser is idle. To increase the tension, loosen the screw and move the spring forward. Tension is correctly adjusted when tickets cannot be pulled from the dispenser and validation rollers lightly emboss the tickets.

9. Locating Spring

The ticket guide spring insures that the notches in the tickets pass through the opto-sensor. To decrease tension, loosen the screw and move the outer tension spring up. This changes the tension on the inner spring. The tickets should be snug between the spring and the side plate but not deformed by the excess tension. The spring is adjusted at the factory for 1-5/32" wide tickets and positioned 1/8" from ticket guides.

10. "Quick Release" Face Plate

The dynamic design allows the ticket dispenser to "quickly release" from its face plate on your cabinet or ticket door. This can be done manually and no tools are needed. This gives you complete access to the front

4. Braking system

Our impressive braking system eliminates brake slippage allowing foolproof, accurate dispensing. The design also reduces wear and tear on the dispenser.

5. Brake bracket

The brake is easily accessible and can be adjusted to engage immediately when ticket is pulled. (Minimum of 1/8" from brake wheel.)

11. Ticket Stop Adjustment

- Low voltage operations, only 12V DC
- Solid state output allows interfacing with electronic games
- Compact size, only 3 1/2" W x 4" H x 5 1/2" L
- Weight: 2 1/4 lbs.
- Validation "diamond" mark identifies tickets that have been dispensed.
- Adjustable ticket stop
- Dispenses 2"L x 1 1/2"W tickets
- 4"L x 2"W ticket
- 4"L x 1 1/2"W ticket
- 2"L x 2"W duplex ticket
- One year warranty
- Standard face plate: 4"H x 3 3/4"W
- Narrow face plate: 4"H x 3 1/4"W
- 12V meter output
- CE
- RoHS compliant

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Side show machine parts are covered by a guarantee for 12 months from the date of delivery.



Manual part number SD091 version 4 9/1/12