

6. Parts List

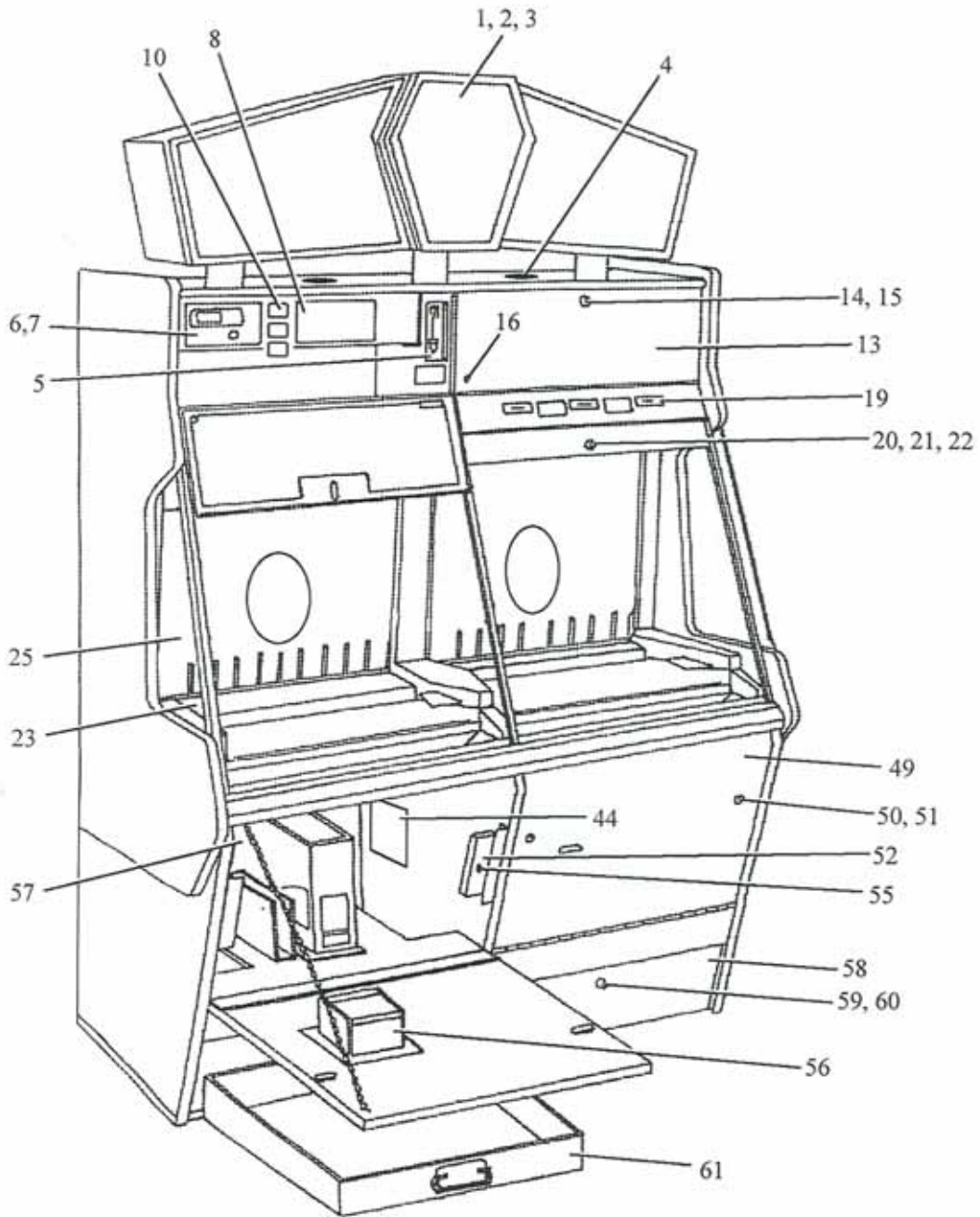


Figure 6 - General View of Gold Coast, 2 Player Machine

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5.5 Pin Perspex & Compass Wheel Assy Removal & Installation

1. Switch off and disconnect the machine from the mains supply.
2. Remove the Glass Doors from the machine.
3. Remove the vertical, stainless steel covers from either side of the pin perspex panel, taking care not to damage the horizontal perspex covers below them. (NOTE: The covers between adjacent play sections are secured by clips, can be removed by pulling them forward. The covers at the ends of the machine are each secured by 3 crosspoint screws.)
4. Remove the securing screw from the bottom centre of the Pin Perspex Assy, accessible through a slot in the perspex.
5. Open the Cabinet Top Door and remove the 2 crosspoint screws securing the top of the Pin Perspex panel.
6. Lift the Pin Perspex panel up slightly until it is free of the 2 bottom rests at each side. (NOTE: If the rests are too tight to allow this, loosen the adjacent locking screw on each side of the panel.)
7. Remove the Pin Perspex panel by swinging out the bottom edge first, remembering to disconnect the electrical leads attached to the rear of the panel.
8. Installation is a reversal of the removal procedure.
9. After installation check for correct function.

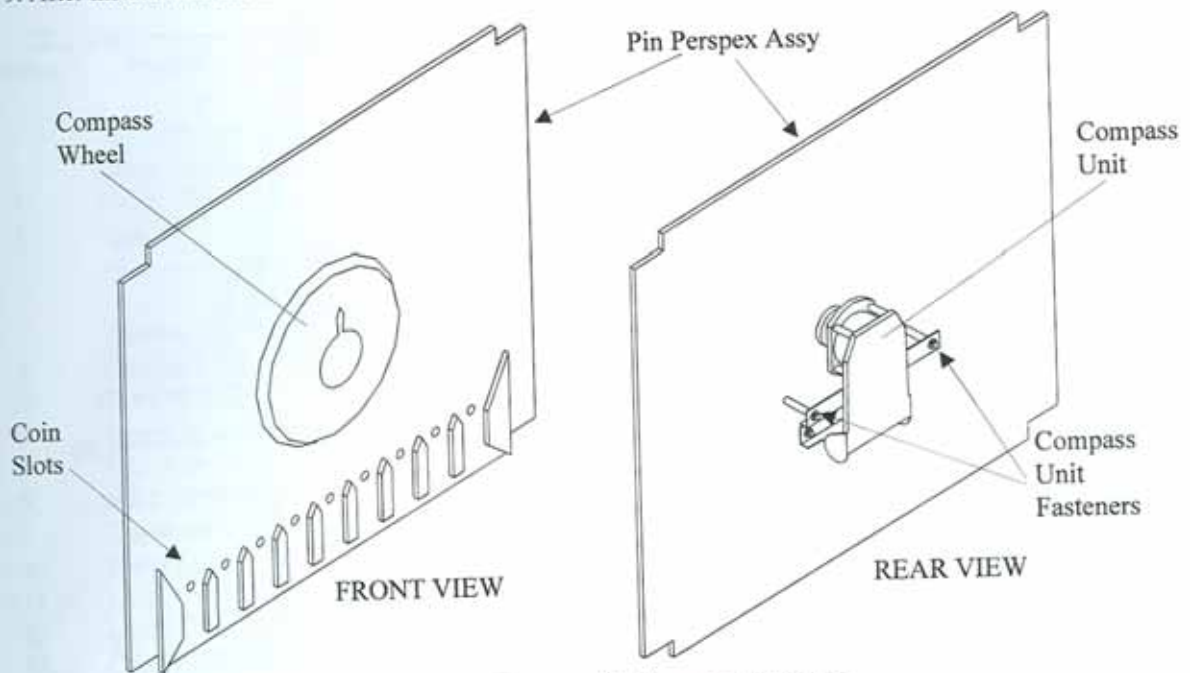


Figure 5 - Pin Perspex & Compass Assembly

5.6 Compass Unit Assembly Removal & Installation

The Compass Unit is attached to both sides of the Pin Perspex Assembly.

1. Remove the Pin Perspex and Compass Assembly from the machine (see above).
2. Remove the Compass pointer from the front of the Pin Perspex panel, attached by 3 countersunk screws.
3. Remove the Compass dial, which is also attached by 3 countersunk screws.
4. Remove the Compass Unit from the rear of the Pin Perspex panel, by unscrewing the two fixings.
5. Installation is a reversal of the removal procedure.

5.3.3 Intelligent Tilt Adjustment - The sensitivity of the Intelligent Tilt mechanism can be adjusted by turning the potentiometer labelled "VR1" on the PCB. Turning anti-clockwise increases sensitivity, and turning clockwise decreases sensitivity.

5.4 Control PCB DIP Switch Settings

The Control PCB is located in the Cabinet Top in each play section, and is accessible through the Door.

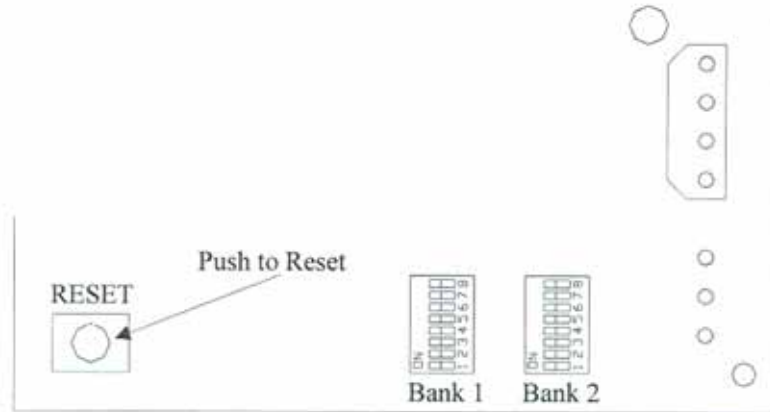


Figure 4 - Control PCB (PCB 0101)

Bank 1

Switch	Function When "ON"
SW1	Pays Out When a Coin is Entered into Play
SW2	Wheel Test Enable
SW3	Sound PCB Selector (Off = "Frontline" Sound PCB, On = "CD30" Sound PCB)
SW4	Sound Interface PCB Selector (Off = Any other set-up, On = CD30 Sound PCB & FL0355 Sound Interface PCB
SW5	LED Pattern Selector
SW6	LED Pattern Selector
SW7	LED Pattern Selector
SW8	LED Pattern Selector

Bank 2

Switch	Function When "ON"
SW1	Designates this section as the Master Section (only one section to be set to this)
SW2	Delay extra 5 seconds before wheel spin-up at start-up (to prevent electrical overload)
SW3	Jackpot Payout = Indicated Win x 2 (SW4 must be OFF)
SW4	Jackpot Payout = Indicated Win
SW5	Edge Payout = Edge Win x 8
SW6	Edge Payout = Edge Win x 4
SW7	Edge Payout = Edge Win x 2
SW8	Edge Payout = Normal Edge Win

5. Maintenance Tasks

- WARNING:**
1. This work should only be carried out by suitably skilled and trained persons.
 2. Switch off and disconnect electrical power supply before working on the machine, to avoid electrical shock. Note that mains supply voltages are used behind the Cabinet Top Door and the Left Payout Door.

5.1 Volume Adjustment

The Sound PCB is accessible through the left Top Cabinet Door. On the PCB is a small blue coloured block, containing a white slotted dial. Use a screwdriver to turn the dial and adjust the sound level.

5.2 Setting up The Playfield with Coins

The following set-up procedure is recommended for each play section, before the machine is played:

1. To stock-up the play area, turn the machine on, open the glass access door and spread approximately 600 coins evenly over the Playfield and Pusher Box.
2. To settle the machine ready for play, feed approximately another 1,000 coins through the coin entry.
3. Open the Payout Unit Door and visually check there are enough tickets in the Ticket Dispenser.

5.3 Tilt Mechanism Adjustment

The machine is protected by 3 different tilt mechanisms - the Tilt Bob, the Slam Tilts and the Intelligent Tilt. The settings of each can be adjusted to alter their sensitivity. Please note that these settings are critical to ensure secure game play - they must be set sensitively enough to protect the machine, but if they are set too sensitively, game play will be adversely affected.

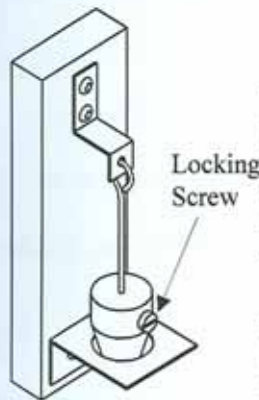


Figure 2 - Tilt Bob Mechanism

5.3.1 Tilt Bob Mechanism - This can be reached through the Top Box Doors. It operates under gravity by making contact between the free-swinging bob and the frame if the machine is tilted over a certain angle. To set the tilt angle, loosen the locking screw on the side of the bob. The bob can be moved up the shaft to decrease sensitivity or down the shaft to increase sensitivity.

5.3.2 Slam Tilt Mechanisms - These are located behind the Payout Doors. Visually check that the two silver contacts are in line with each other and approximately 1mm apart. Carefully bend the contact arms, if necessary, to achieve this setting.

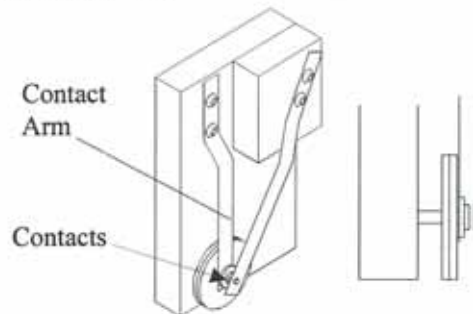
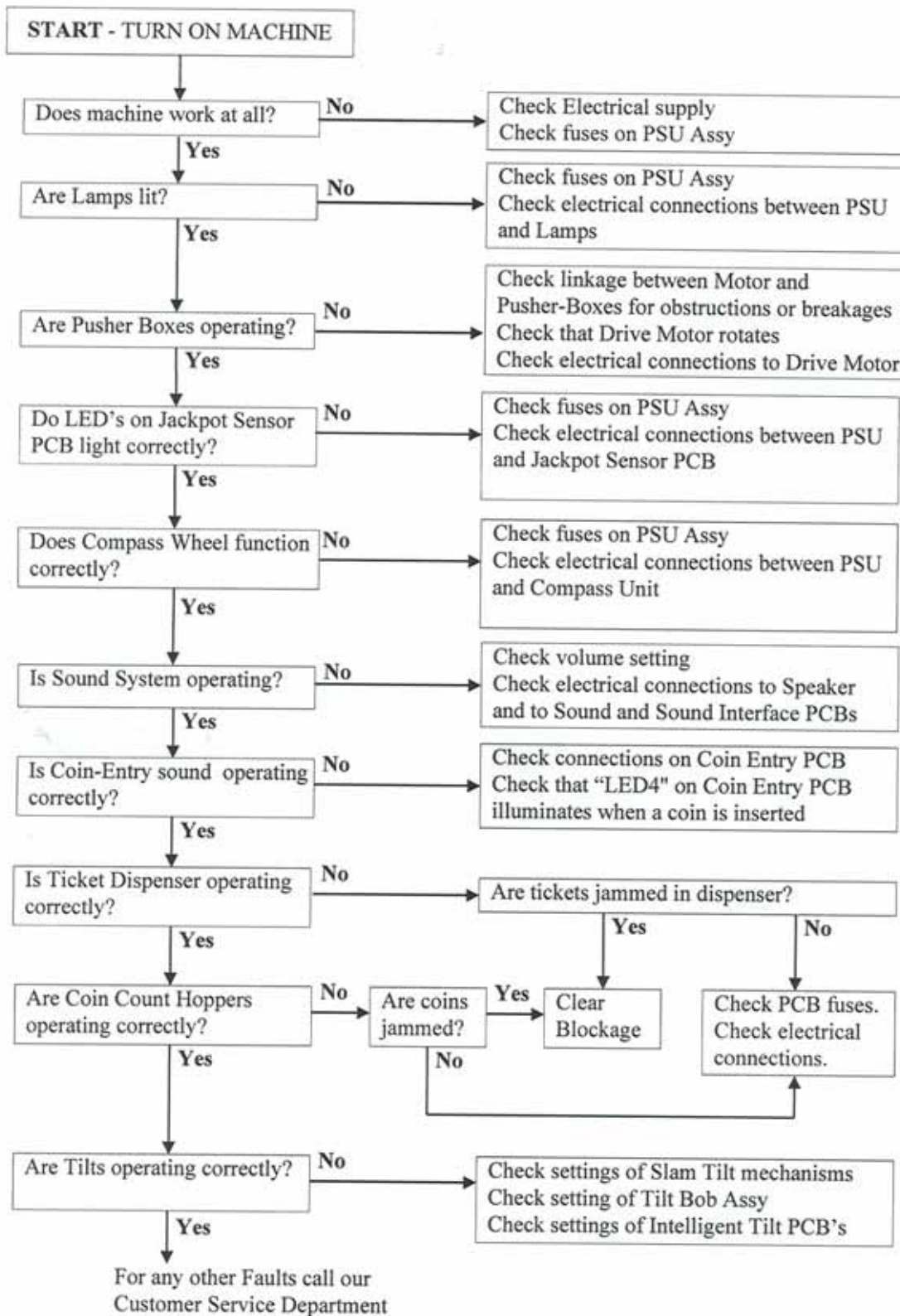


Figure 3 - Slam Tilt Mechanism

4. Troubleshooting Guide



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NOTE: The Index numbers, shown in parentheses after parts, refer to Figure 6, Page 10.

Top Sign Level - The display panels are illuminated by three longlife lamps. The speaker (3) is located behind the panels.

Cabinet Top Box Level - Accessible through the Top Box Doors, this area contains the Tilt Bob Assy (5), Sound PCB FL0265 (6), Sound Interface PCB FL0335 (7), the Main Control PCB's 0101 (8), and the Halogen Lamp Transformer (9). For each play section, 3 meters (10) record a running total of the number of coins entered, the number of times the jackpot has been won and the number of tickets paid out.

Playfield Level - Each play section has 3 Coin Entry chutes, which feed coins into the Pin Perspex Unit (26). At the top of the Pin Perspex Unit, a set of 3 sensors mounted on Coin Entry PCB 0112 (20) detect coins as they are entered into play.

At the bottom of the Pin Perspex Unit is a row of 9 slots. Each slot has a sensor and LED, which are mounted on the Jackpot Sensor PCB 0208 (29). If a sensor is triggered by a coin at the same time as it's LED is illuminated, the Compass Feature jackpot is initiated. In this event, the Compass Needle spins and stops at a random point, and the jackpot win indicated by the needle is paid out.

Coins emerging from the Pin Perspex Unit enter the playfield, and eventually fall either into one of the 2 "lose" chutes at the sides of the playfield or into the "win" chute. The size of the hole leading to the Lose Chutes is governed by the type of Lose Hole Plates installed. These Plates are matched to the coinage and can be changed to adjust the playfield lose/win percentage.

Payout Level - The "lose" chute leads directly to the Cashbox (61). The "win" chute has a Coin Fall Detector (53) and Intelligent Tilt PCB 0100 (54) attached.

The Coin Fall Detector signals the Intelligent Tilt and activates the Coin Count Hopper when any coins fall into the chute.

The Intelligent Tilt circuitry ensures that tickets are only paid out if a coin has been detected as having been entered into play by the Coin Entry PCB (28), described above.

The Coin Count Hopper counts the number of coins won. The equivalent number of tickets are paid out by the Ticket Dispenser, and the coins are then fed into the Cashbox.

(NOTE: For details of the Ticket Dispenser, refer to the manufacturer's Technical Instructions.)

Ticket Dispensers - As Tickets are paid out, the Payout meter is incremented. If the Ticket Dispenser becomes empty, a voice announcement will sound. After refilling the dispenser, pressing the Service Switch (55) will cause any overdue tickets to be paid out.

The PSU Assembly (44) is accessible through the Payout Doors. This contains 5 fuses and the PSU (45). The Slam Tilt mechanisms (52) are also located on this level, one at each play section and one attached to each end panel.

Cashbox Level - A steel Cashbox (61) lies behind each Cashbox Door. This has a different type of lock to all other Doors on the machine, for security reasons.

3. Daily Routine Maintenance

If any problems are found, refer to "Troubleshooting Guide", Page 6.

1. Switch the machine on.
2. Visually check that the machine is clean inside and out and that all lamps are working.
3. Visually check that there are no coins jammed in the Coin Entry (if a coin is jammed, open the Top Box Door to gain access to the Coin Chutes).
4. Check that each playfield is correctly set-up with coins (Page 7).

2. Description

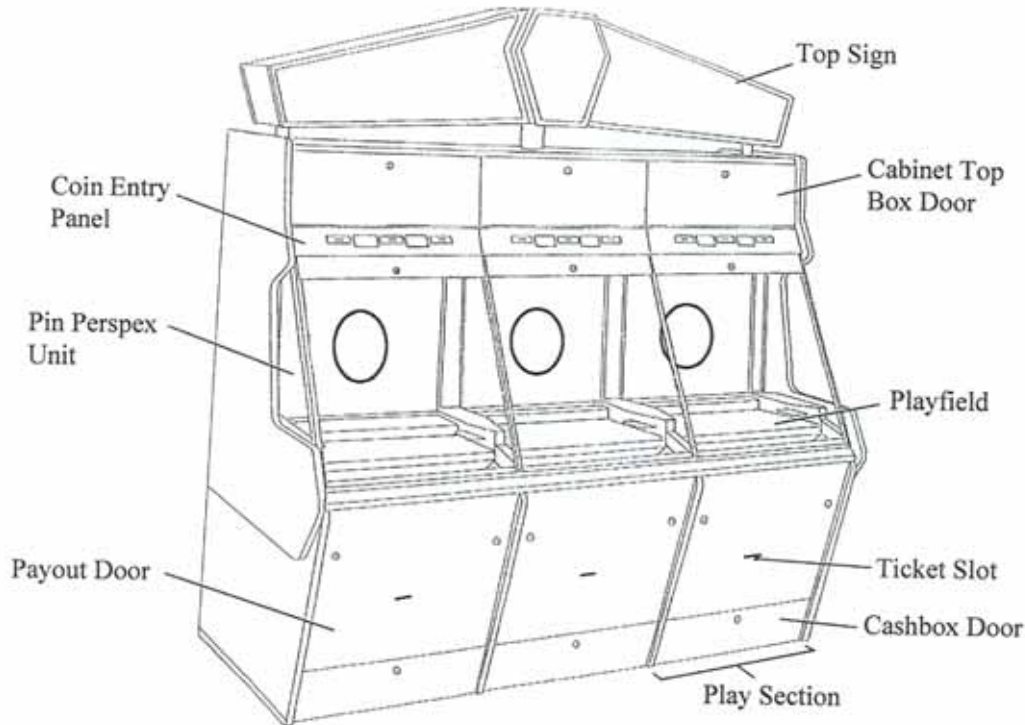


Figure 1 - General View of 3 Player Gold Coast Machine

2.1 Gameplay

The main aim of the game is to push coins over the front edge of the playfield into the "win" chute. There are three coin entry slots on each play section, to allow the player to aim the coins. These slots feed coins into the Pin-Perspex unit, which gives a random effect to the fall of the coins.

Additionally, a Compass Wheel feature spins and pays out a random jackpot when triggered. A line of LED's located in slots at the bottom edge of the Pin-Perspex unit are illuminated in a random sequence. If a coin can be made to pass through a slot whilst it is illuminated, the Compass Wheel jackpot is triggered.

Players are normally attracted by the build-up of coins on the edge of the playfield, poised to fall into the win chute. It is therefore very important that each playfield is set-up with coins correctly (Page 7).

2.2 Description

This version of the Gold Coast 2 or 3 player pusher machine has a Compass Wheel Feature. It contains a themed sound package with volume control and has 3 separate Tilt Mechanisms to enhance security - Tilt Bob, Slam Tilt and Intelligent Tilt. The Electrical Power supply connects to the base of the machine. All access doors are locked with type 550 locks, except for the Cashbox Doors, which are type 675 locks. The structure is divided into 5 distinct levels - Top Sign level, Cabinet Top-Box level, Playfield level, Payout level and Cashbox level.

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1. Introduction

This manual is intended as a guide to the successful operation of the machine. The List of Contents shows the layout. Should repair be necessary, an illustrated Parts List shows all parts that are normally considered replaceable. The following conventions are used throughout the manual.

1.1 Headings

“WARNING:” Refers to essential safety precautions which must be taken to avoid a potential hazard to health.

“CAUTION:” Refers to precautions which must be taken to avoid damage to equipment.

“NOTE:” Refers to advisory information, normally to help perform tasks.

1.2 Safety Precautions

The following general Safety Precautions apply to all Operators and Engineers, and must be complied with at all times. More specific warnings and cautions are also provided in the manual where they apply.

- WARNING:**
1. Maintenance and repair operations should only be carried out by suitably skilled and instructed persons.
 2. Switch off and disconnect the electrical power supply before working on the machine, to avoid electrical shock.
 3. Use only the specified electrical Fuses, as shown in the Parts List. Replacement fuses must match those to be replaced in fuse type, voltage rating and current rating. The fuse cover must be in place before switching the machine on (where applicable).
 4. To maintain the safety of your machine, use only Cromptons or Cromptons-approved parts. Use of other parts or non-approved modifications to the game may adversely affect the safety of the machine and could be hazardous.

CAUTION: Ensure all Electrical Connectors are attached correctly - note that many connectors are keyed to fit only one way. If they do not connect easily, do not try to force them. An incorrectly fitted connector may not only affect game operation, but may damage electrical parts of the machine.

1.3 Standard Abbreviations

In addition to standard SI units, the following abbreviations are used as standard:

- Coin Coin or Token (metal or plastic)
- LED Light Emitting Diode
- PCB Printed Circuit Board
- PSU Power Supply Unit



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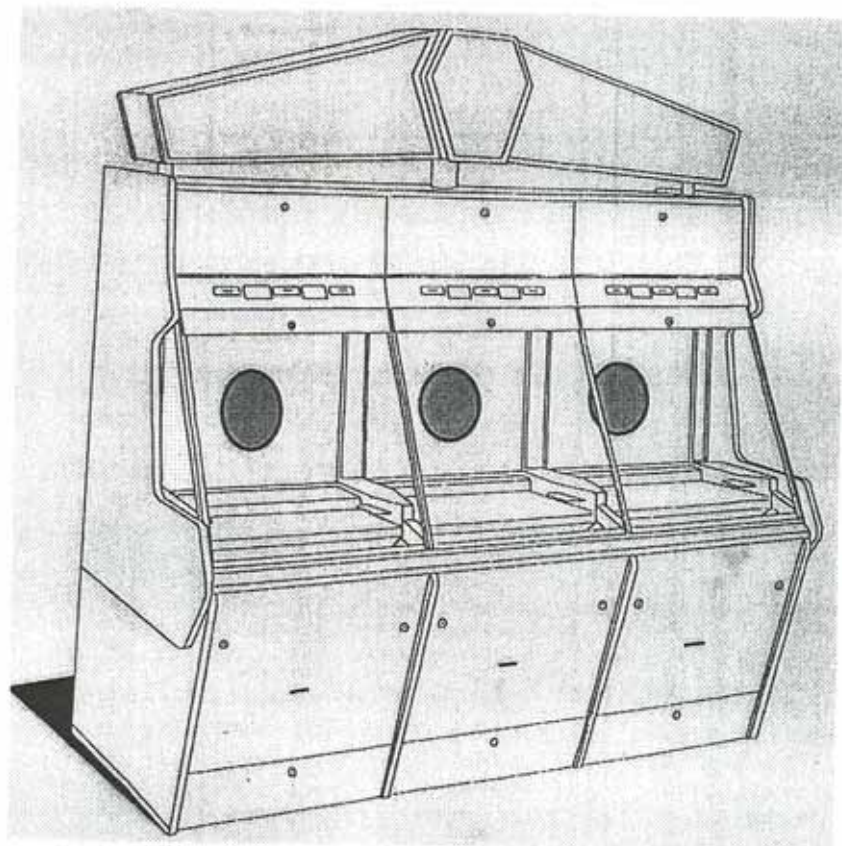
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GOLD COAST OPERATOR'S MANUAL

**TWO & THREE PLAYER MACHINES WITH
COMPASS FEATURE & TICKET PAYOUT**

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