

Family Fun Companies



Manual

1 Specifications

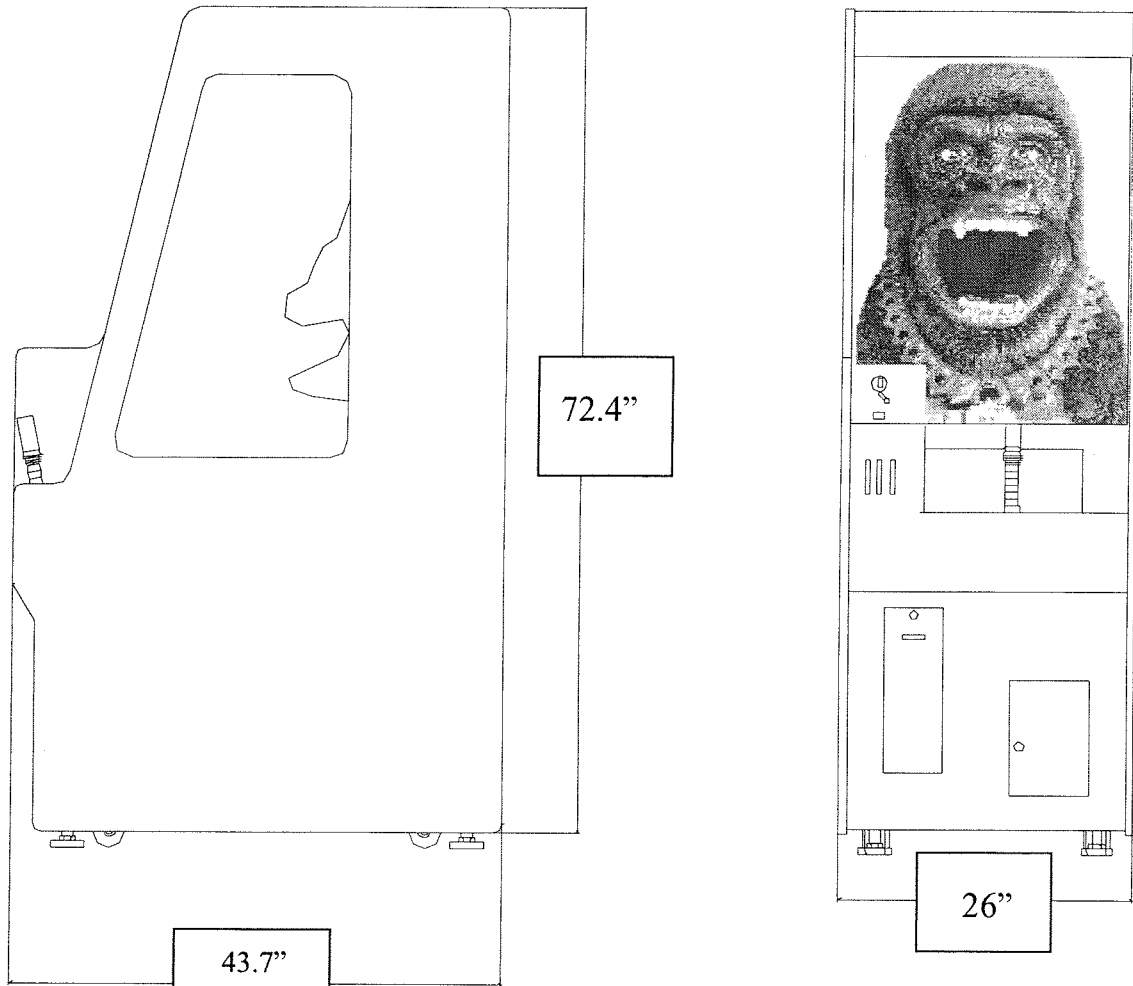
(1) Rated power supply AC 110V±5% 60Hz or
AC 220V±5% 50Hz;

(Note: As the actual voltage, please refer the label of the machine.)

(2) Power Consumption Min power consumption 245W
Max power consumption 258W

(3) Dimensions W 26"×D 43.7"×H 72.4"

(4) Weight 330lbs







Note: Game parameters are subject change without notice.

2 Package contents

(1) Body Assembly: 1 unit

(2) Accessories

No.	Component	Specification	Qty	Illustration	Note
1	Power wire	1.5m	1		
2	Fuse	φ5-20mm	3		6A For 110V
3	Keys	2222	1		
		171	1		
6	Bulb (For jewels and eyes)	12V/3W	10		
7	Lamp Bracket		2		
8	Limit Switch		2		
9	Flame Cloth		1 set		2
10	Spring		2 sets		8
11	Flame Bulbs	12V/35W	2		(With Bracket)
12	Sticker		1 Set		

3. Installation

⚠ WARNING

- For indoor use only!

3-1. Locations to avoid installing:

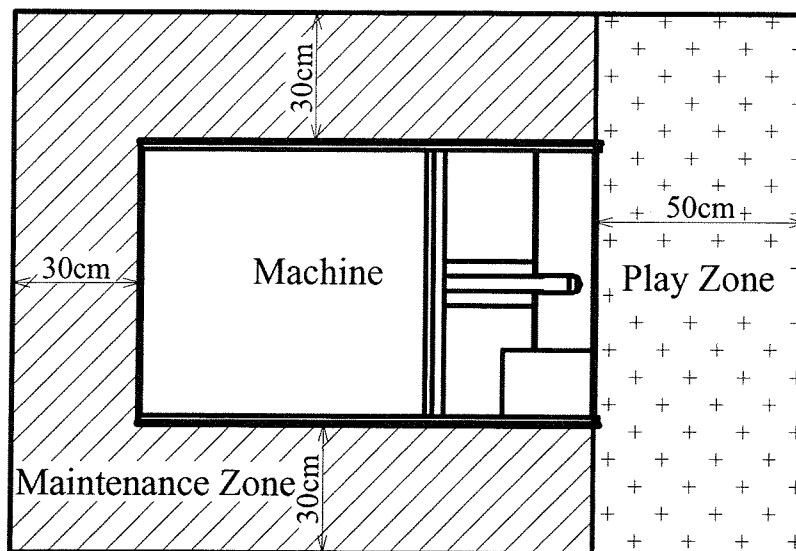
⚠

This machine is designed for indoor use only.
Do not install in:

- Locations exposed to direct sunlight.
- Locations subjected to rain or water leakage..
- Locations close to a heat source.

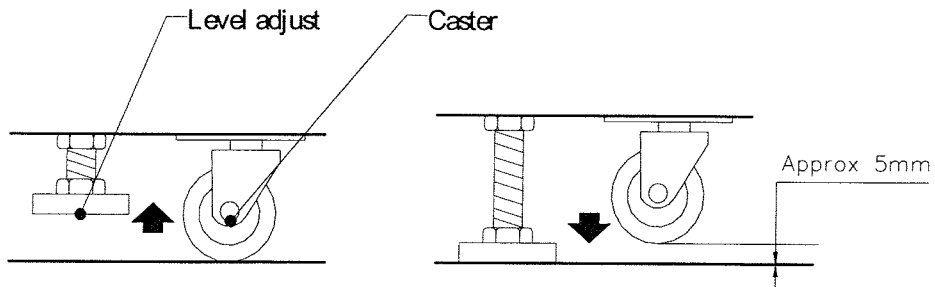
3-2. Play Zone

This machine requires space for playing the game, (play zone), and for maintenance, (maintenance zone), as shown below. Be sure to leave enough space when installing the machine.



3-3 Game Leveling

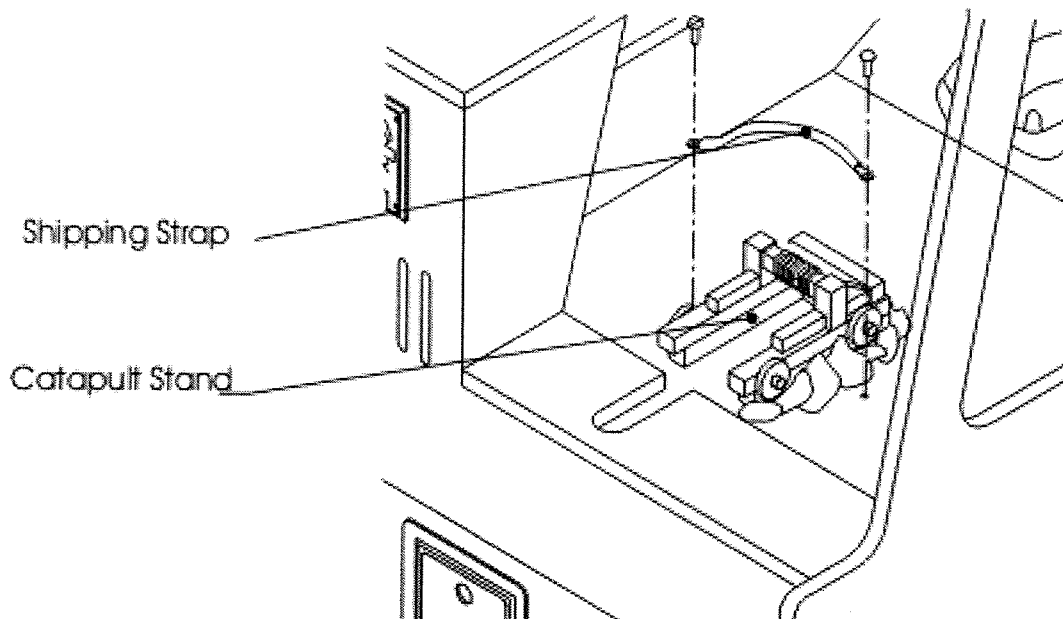
Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.



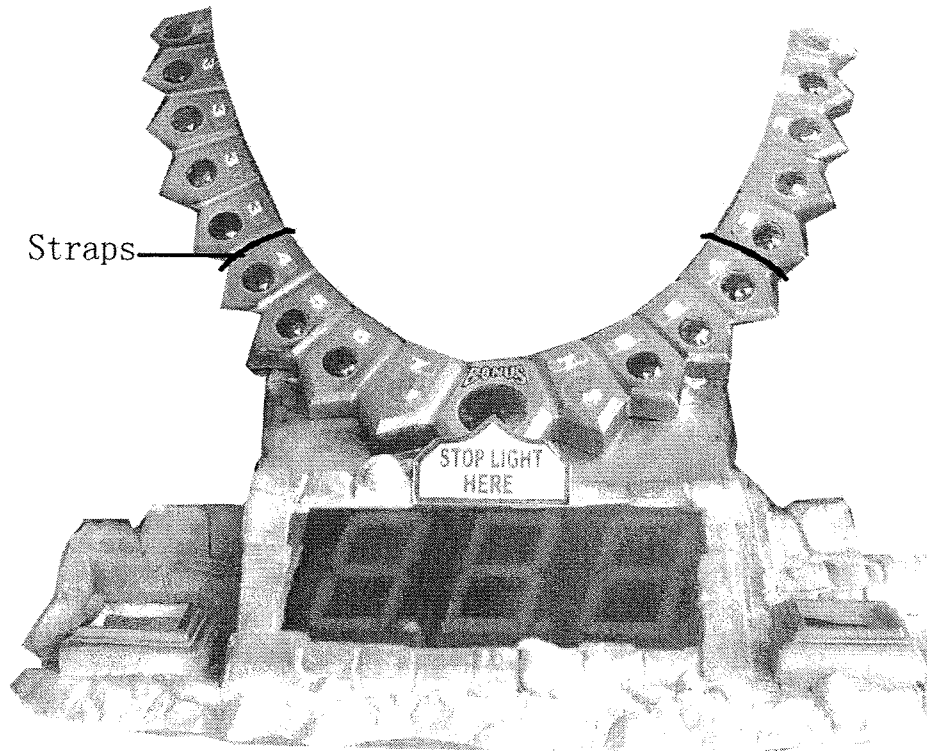
- Unplug game before moving.
- Do not lay game on side during transport.

4. Moving Precautions:

1. Please secure the catapult stand with shipping strap before transporting.



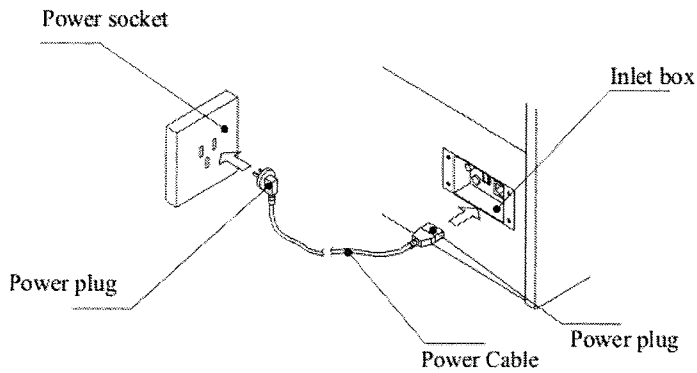
2. Use two shipping straps to tighten the Bulb Cover on each side.



Note: Please remove these straps after transporting.

4. Connecting the power cord and grounding

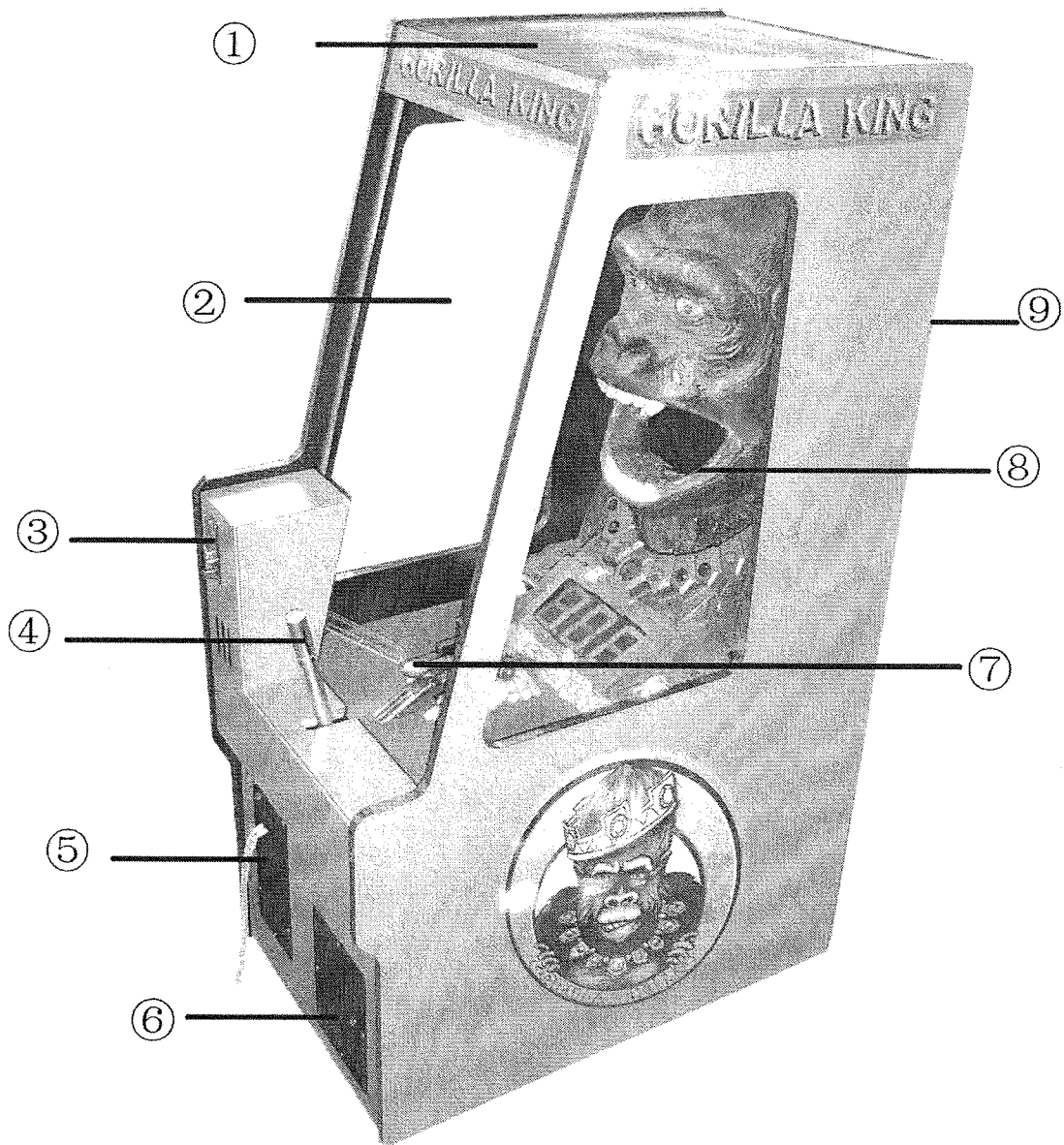
4-1 The connection:



1. Insert the socket end of power cord into the power input of the game.
2. Insert the power cord plug into power socket.

5 Overall Construction

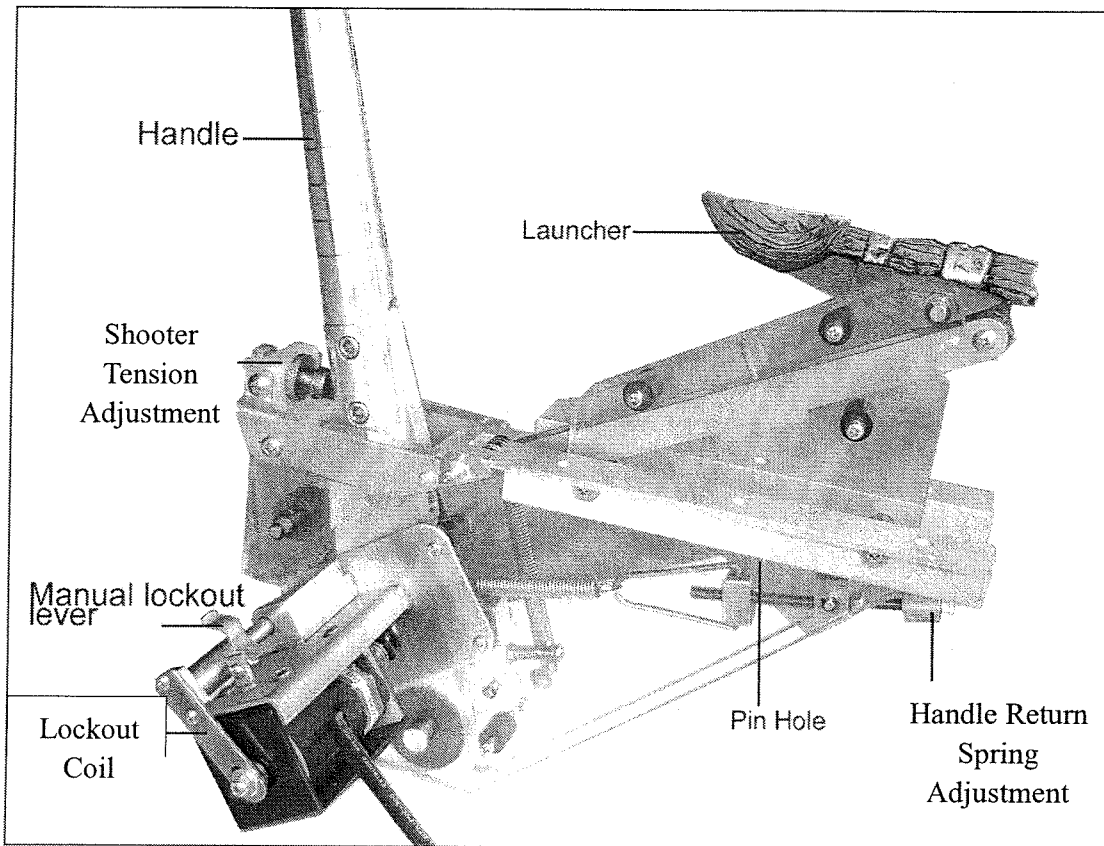
5-1 Game Components



1. Cabinet	6. Coin Door
2. Side Glass	7. Catapult Stand
3. Coin Chute Tower	8. Play Field
4. Shooter	9. Rear Door
5. Ticket Door	

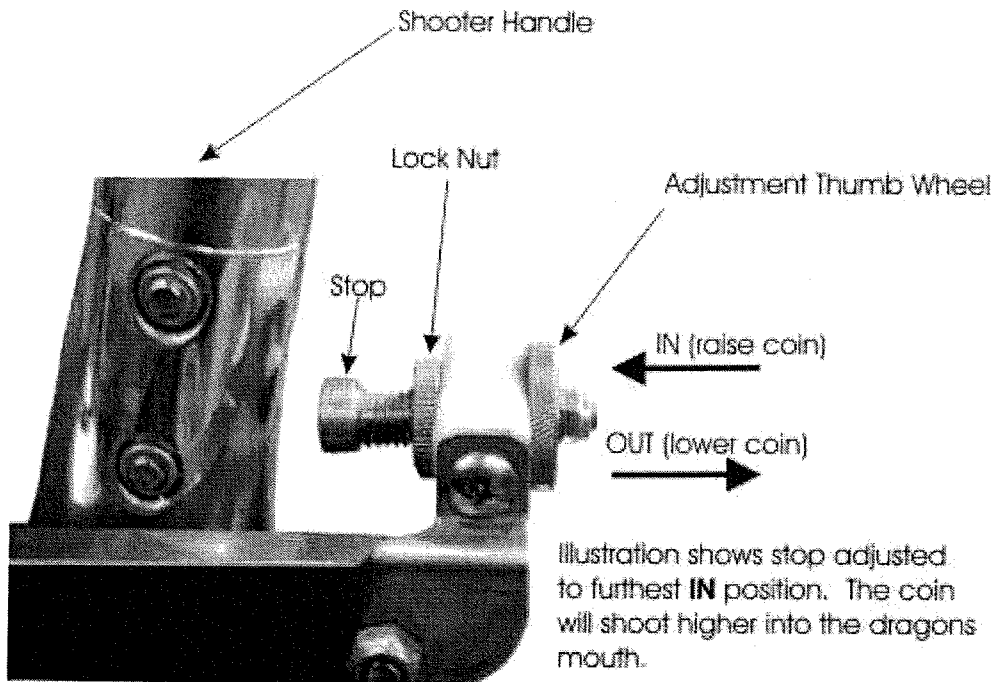
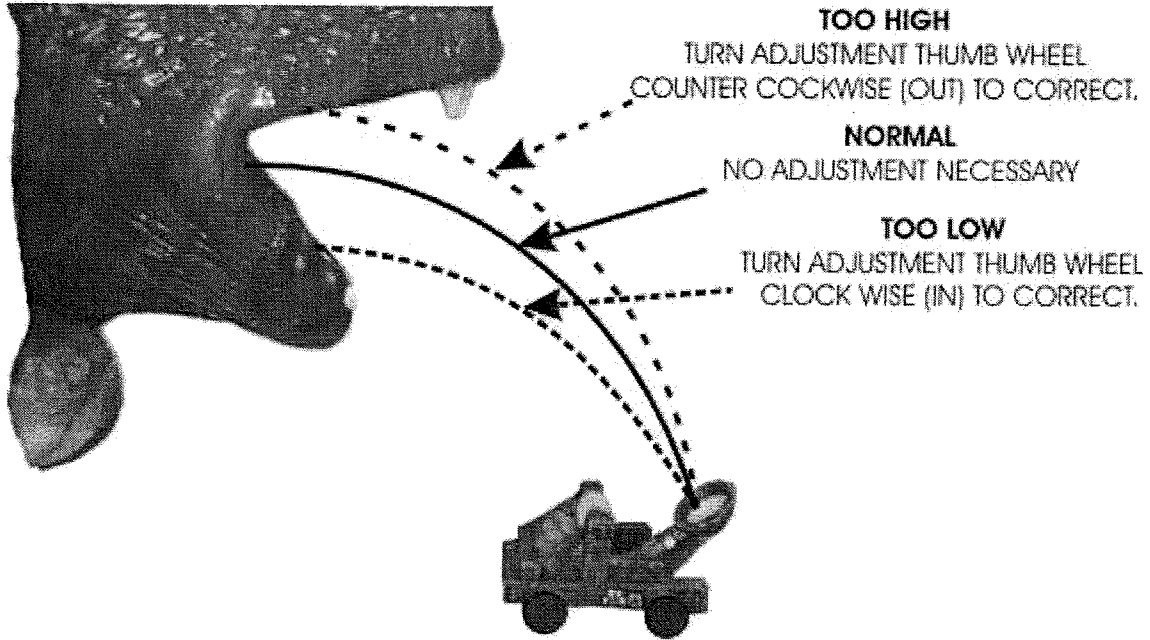
5-2 The Shooter Mechanism:

5-2-1 The Components of the shooter

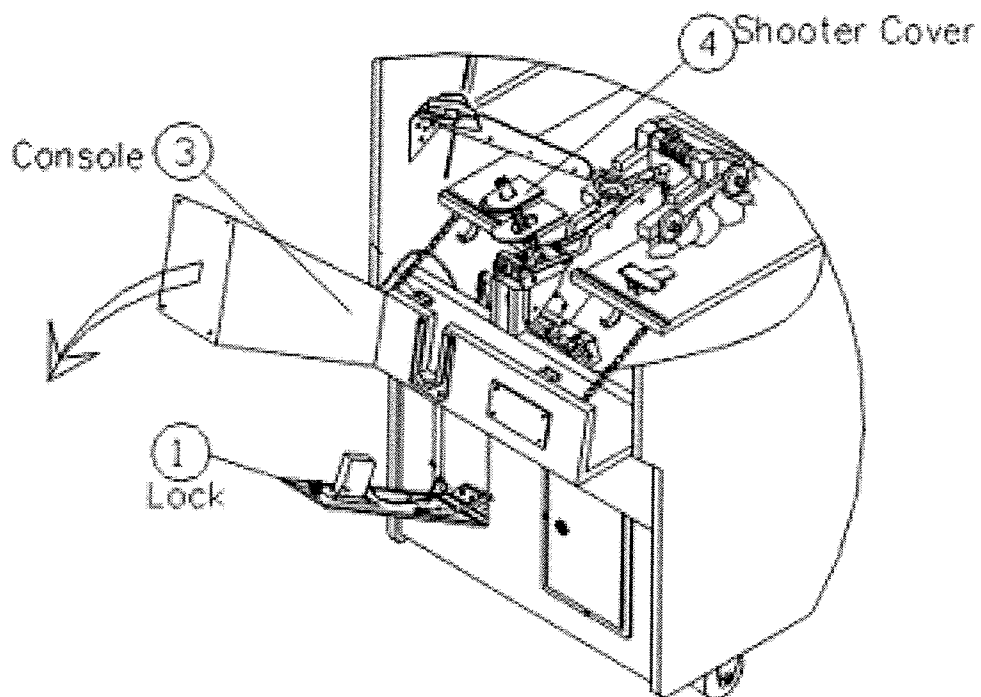


Handle	Pull to launch coin
Shooter Tension Adjustment	(see diagram below)
Handle Return Sprint Adjustment	Turn to adjust tension of handle return
Lockout Coil	Engages / disengages lockout pin
Manual Lockout Lever	Allows lockout pin to stay in the disengaged position. Used mainly for glass removal and
Launcher	Launches Coin
Pin Hole	Main securing pin attaching shooter to game playfield

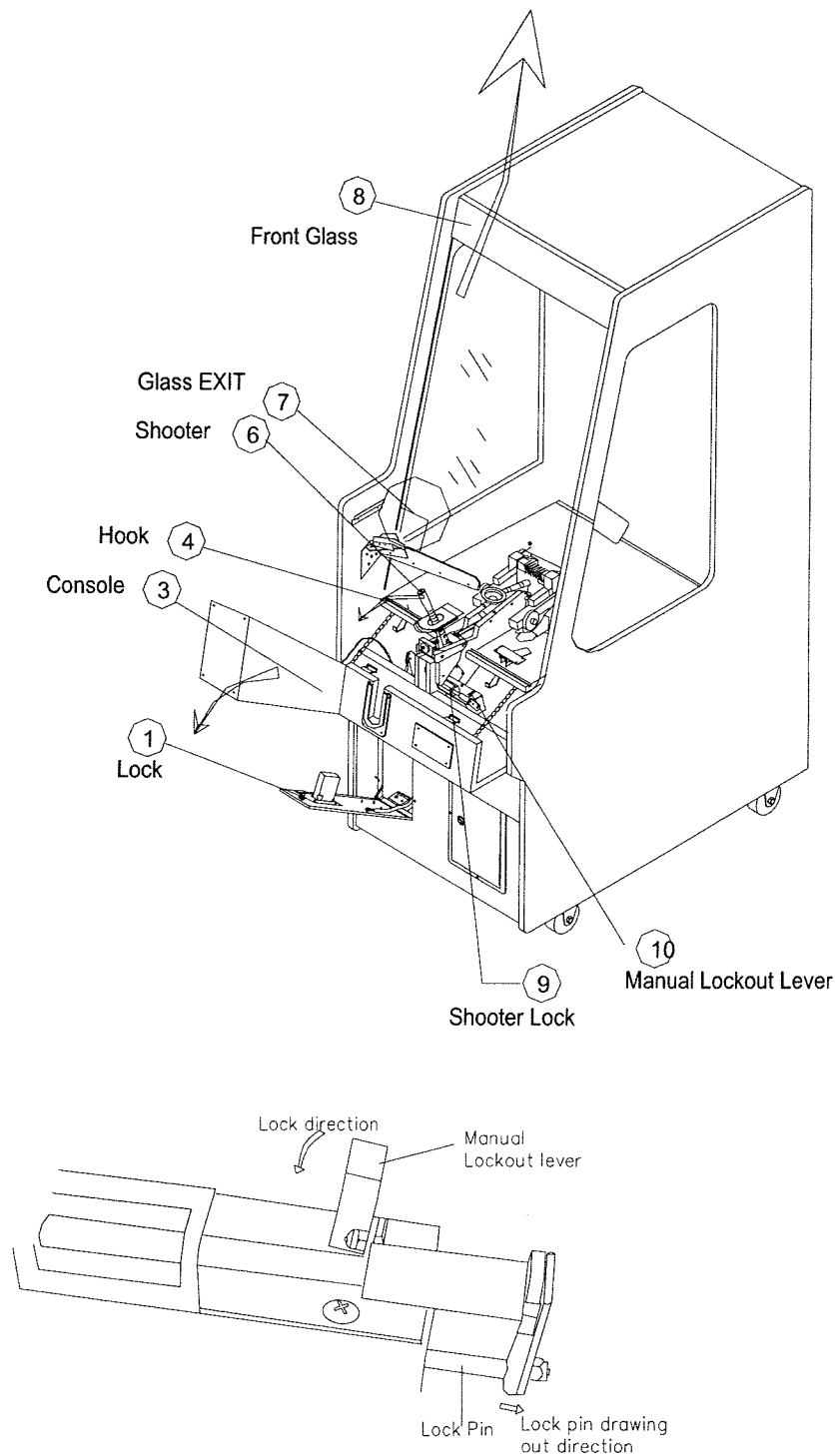
Shooter Adjustment



5-2-2 Shooter and Glass Removal

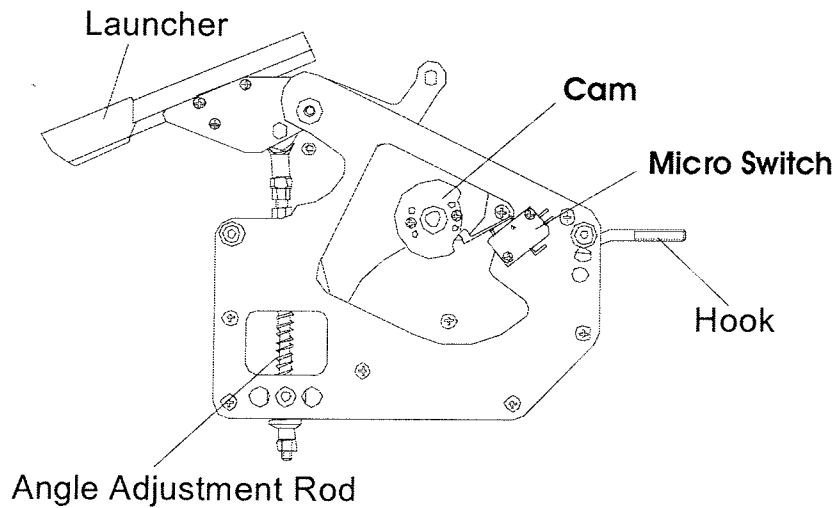


- A. Remove the four bolts securing the console to the game.
- B. Open console '3' using caution not to break the shooter cover '4'



- C. Slide the lockout pin to the right and set the manual lockout lever.
- D. Pull shooter handle forward and hold. This will give you enough space to pull the glass up and toward you for removal.
- E. Remove the main shooter pin located below the playfield on the side of the shooter. Next remove the four bolts on the top of the playfield that are securing the shooter to the base.
- F. Lift shooter up and towards you out of the game.

5-2-2B. Electric Shooter Mechanism: Components of shooter assembly



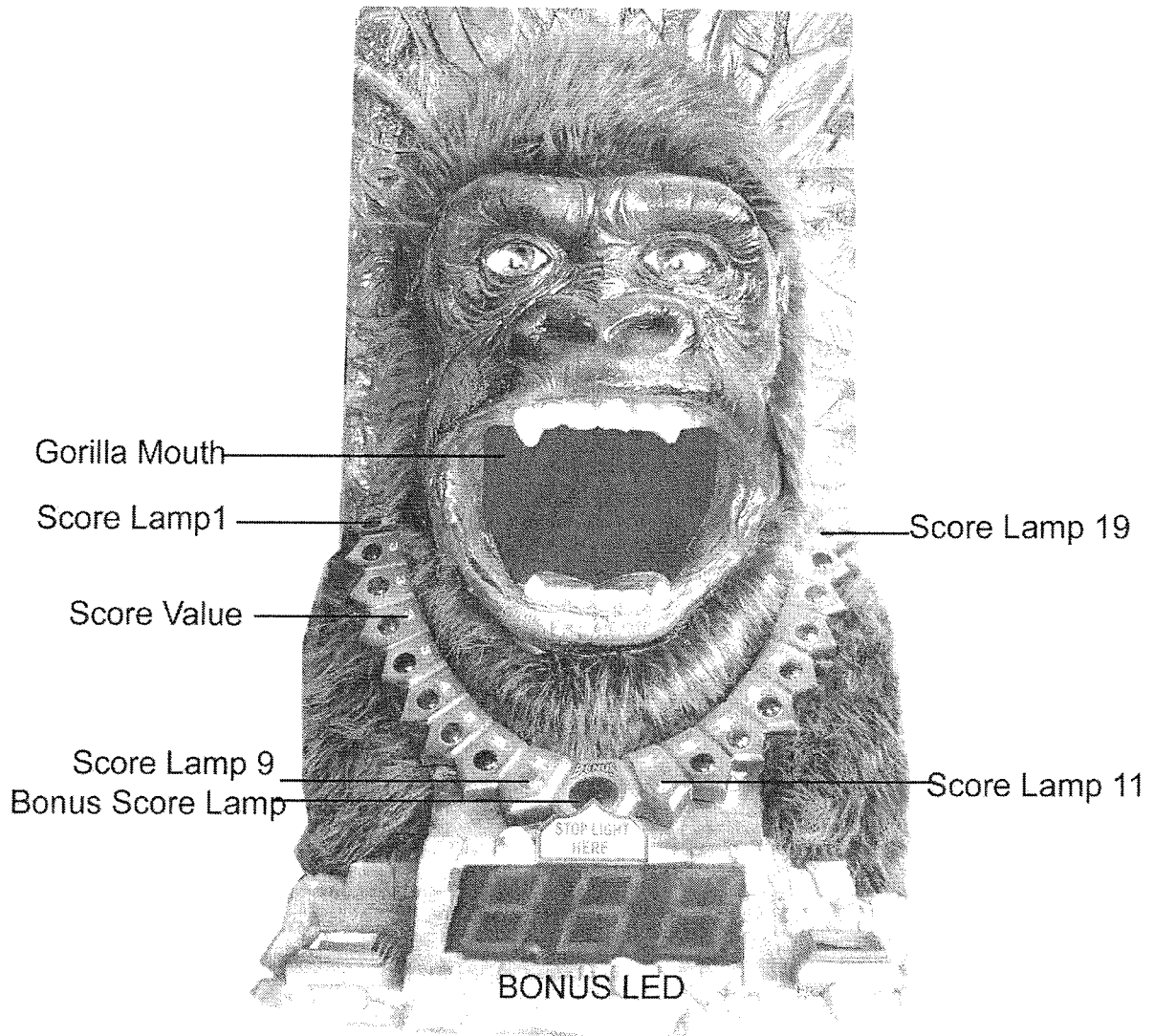
Angle Adjustment Rod: Adjusts coin launch angle. Tighten the adjustment nut to make the coin shoot higher on the roof and loosen the nut to make the coin shoot lower on the roof.

Hook: Shooter release rod used to secure the assembly to the playfield. To remove shooter loosen wing nut and remove the assembly upward away from the playfield.

Micro Switch: Detects launcher home position

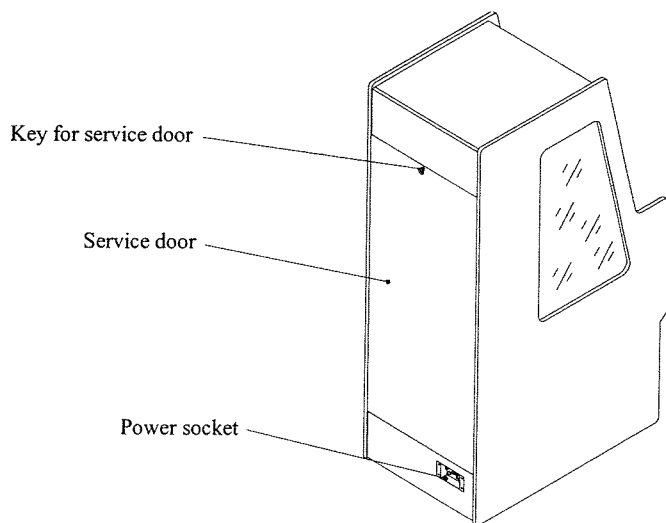
Cam: Adjusts launcher home position. (Factory Set)

5-3 The Playfield:



1. BONUS score lamp: Stopping in this position will pay bonus
2. Score lamps: There are 19 score lamp positions. Position 1 is located at the upper left and position 19 is located at the upper right of the gorilla head.
3. BONUS LED: Displays the bonus and the current payout value

5-4 Rear board:



1) Key for service door: Lock 171.

2) Service door

3) Power socket:

This machine's supply voltage is $110V \pm 5\%$ 60Hz, or $220V \pm 5\%$ 50Hz", for actual supply voltage, please refer the label of the machine.

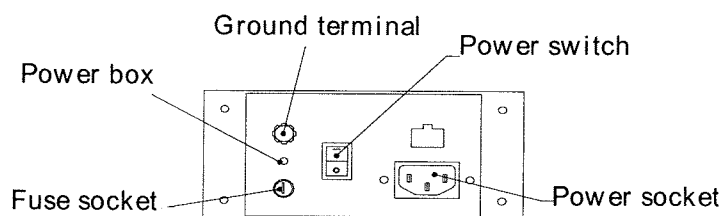
Fuse specifications

110V 60Hz use 110V 6A ϕ 5-20mm

220V 50Hz use 220V 3A ϕ 5-20mm

Power switch: Main game power

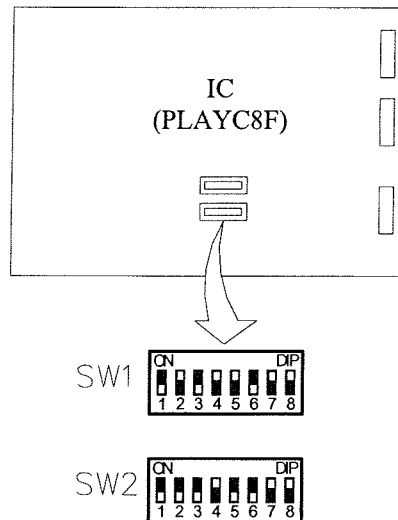
Ground terminal: Use to connect the ground cord.



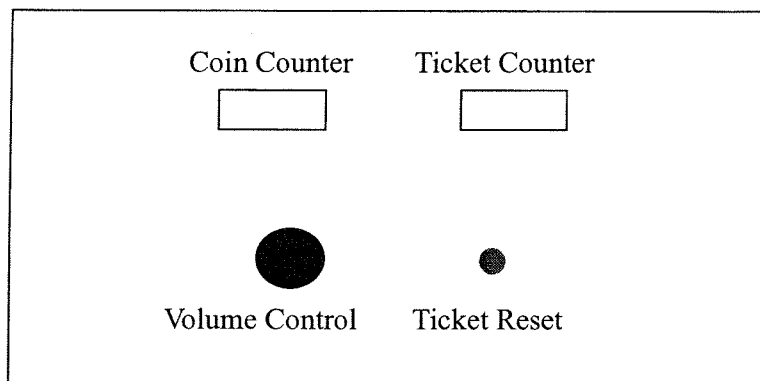
6 Switches

The DIP SW1 and SW2 Locations

Game parameters are controlled by two sets of dip switch banks labeled SW1 and SW2. Each bank has eight switches where in the SW2-2 for example refers to bank 2 switch position 2.



The test button



Ticket Reset: If the game experiences a ticket jam the game will hold the value of tickets owed and display them in the Bonus window. After the jam is cleared and the reset button is pressed the game will resume the ticket payout.

7 Adjustments

Attract Mode Delay: Four options are available for delay length.

- 0 = Attract sound OFF
- 5 = Five minutes delay
- 10 = Ten minute delay
- 15 = Fifteen minute delay

SW1-1 and SW1-2.

Ticket Payout Table: The below chart lists the nine options labeled A-H. The positions are in sets, 1-25 is the light set at the bottom left and right of the light ring and 12-14 are the two lights at the top of the light ring closest to the bonus. See diagram below chart for further details.

SW1-3 thru SW1-5.

LIGHT POSITION

	1-19	2-18	3-17	4-16	5-15	6-14	7-13	8-12	9-11
A	2	3	4	5	6	7	8	9	10
B	1	2	3	4	5	6	8	8	9
C	1	1	2	3	4	5	6	7	8
D	3	3	3	3	3	4	5	6	7
E	1	1	1	1	2	3	4	5	7
F	1	1	1	1	2	3	4	5	6
G	2	3	5	4	5	4	5	4	3
H	1	2	3	4	5	4	5	4	5

Ticket Per coin Auto Averaging: Computer will adjust game parameters automatically to keep the average ticket per coin constant. SW1-6 thru SW1-8.

Light Speed: 4 options available. SW2-1 and SW2-2.

1. Slow
2. Medium
3. Fast
4. Very Fast

Bonus Window: Four levels of difficulty SW2-3 and SW2-4.

1. Easy 8ms winner 1 in 5
2. Medium 6ms winner 1 in 20
3. Hard 4ms winner 1 in 45
4. Very Hard 1ms winner 1 in 300

Bonus Increment: SW2-5 and SW2-6

0 = no increment.

1 = increment one per coin

$\frac{1}{2}$ = increment one for 2 coins

$\frac{1}{3}$ = increment one for 3 coins

Bonus Initial Value: SW2-7 and SW2-8

Start value for bonus

Please refer the I/O chart and the main board figure.

Note: The factory settings are in bold.

DIP SWITCH BANK 1 (SW1)

		Switch Position for SW1-1 thru SW1-8							
Program	Value	1	2	3	4	5	6	7	8
Attract mode delay	0	ON	ON						
	5 min	OFF	ON						
	10 min	ON	OFF						
	15 min	OFF	OFF						
Ticket Payout Table	A			ON	ON	ON			
	B			OFF	ON	ON			
	C			ON	OFF	ON			
	D			OFF	OFF	ON			
	E			ON	ON	OFF			
	F			OFF	ON	OFF			
	G			ON	OFF	OFF			
	H			OFF	OFF	OFF			
Ticket per Coin Auto Averaging	1						ON	ON	ON
	3						OFF	ON	ON
	5						ON	OFF	ON
	7						OFF	OFF	ON
	8						ON	ON	OFF
	9						OFF	ON	OFF
	10						ON	OFF	OFF
12						OFF	OFF	OFF	

DIP SWITCH BANK 2 (SW2)

		Switch Positions for SW2-1 thru SW2-8							
Program	Value	1	2	3	4	5	6	7	8
Light Speed	Slow	ON	ON						
	Medium	OFF	ON						
	Fast	ON	OFF						
	Very Fast	OFF	OFF						
Bonus Window	Easy			ON	ON				
	Medium			OFF	ON				
	Hard			ON	OFF				
	Very Hard			OFF	OFF				
Bonus Increment	1					ON	ON		
	0					OFF	ON		
	½					ON	OFF		
	1/3					OFF	OFF		
Bonus Reset / Start Value	0							ON	ON
	25							OFF	ON
	50							ON	OFF
	100							OFF	OFF

8 Maintenance and inspections

8-1 Error Codes

Error Code	Possibility	Corrective Action
E01	Coin signal is shorted	Replace the coin Acceptor..
E02	Ticket Assy reset signal is shorted	Replace the reset button
E03	Ticket Assy feedback signal is shorted.	Replace the ticket dispenser.
E04	Shooter Handle switch is shorted.	Replace the switch.
E05	Shooter Motor Home Position switch is shorted or shooter motor bad Verify J011 pin5 has 12vdc when home switch is open and 0vdc when switch is closed	Check switch wires and continuity back to the board and test motor Replace the switch. Replace U1 74HC245N Replace U11 and U12 74HC138N Replace T5 Replace Motor
No payout	Check continuity of all wires from main board and power supply to mech. Check for 12v at mech (see game continually pays tickets)	Repair wires Replace ticket mech, Replace tip122 T3
Coin falls through mech	Verify all switches on the mech are in the correct position. NO/NC switch should be set to NO Speed switch should be set to SLOW Strict/Slack can be adjusted to allow more tolerance on coin size. Check continuity of all wires	Replace Coin Mech Replace U1 74HC245N Replace tip122 T4
Coin enters game but does not shoot until timeout	Check continuity of shooter microswitch and wires to main board	Replace shooter micro Replace U1 74HC245N
Game will not disable coin mech	T4 measures 4.5v coin mech in the nc Check to see if T4 has a ground when game is on 74HC374N	Replace T4 Replace 74HC374N
Game continually pays tickets	Verify ticket mech is operation properly T3 should measure 12vdc to ground when mech is off and 0vdc to ground when mech is on. If not replace T3. verify inverter board is inverting signal on white (enable) wire. If not replace inverter board. Check continuity of all wires	Replace ticket mech Replace T3 Replace 74HC374N Replace Inverter Board

8-2. Part, Service and Technical Information

For any service related issues please call 708-598-8580 between 8-5 M-F Standard Central Time.

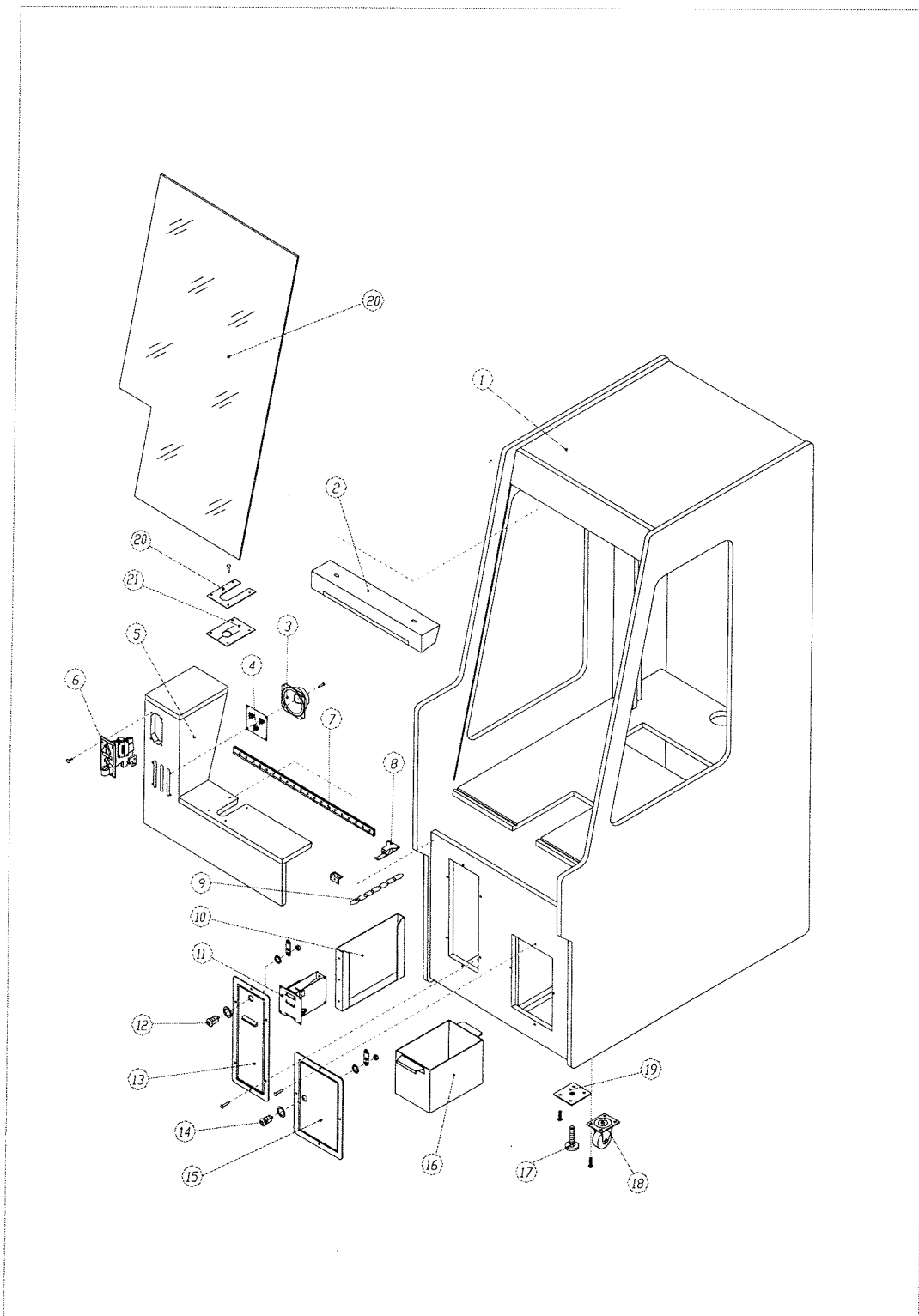
 **WARNING**

- Remove power before servicing game
- Choose the appropriate replacement parts

Game Diagrams and Schematics

9 PARTS LIST

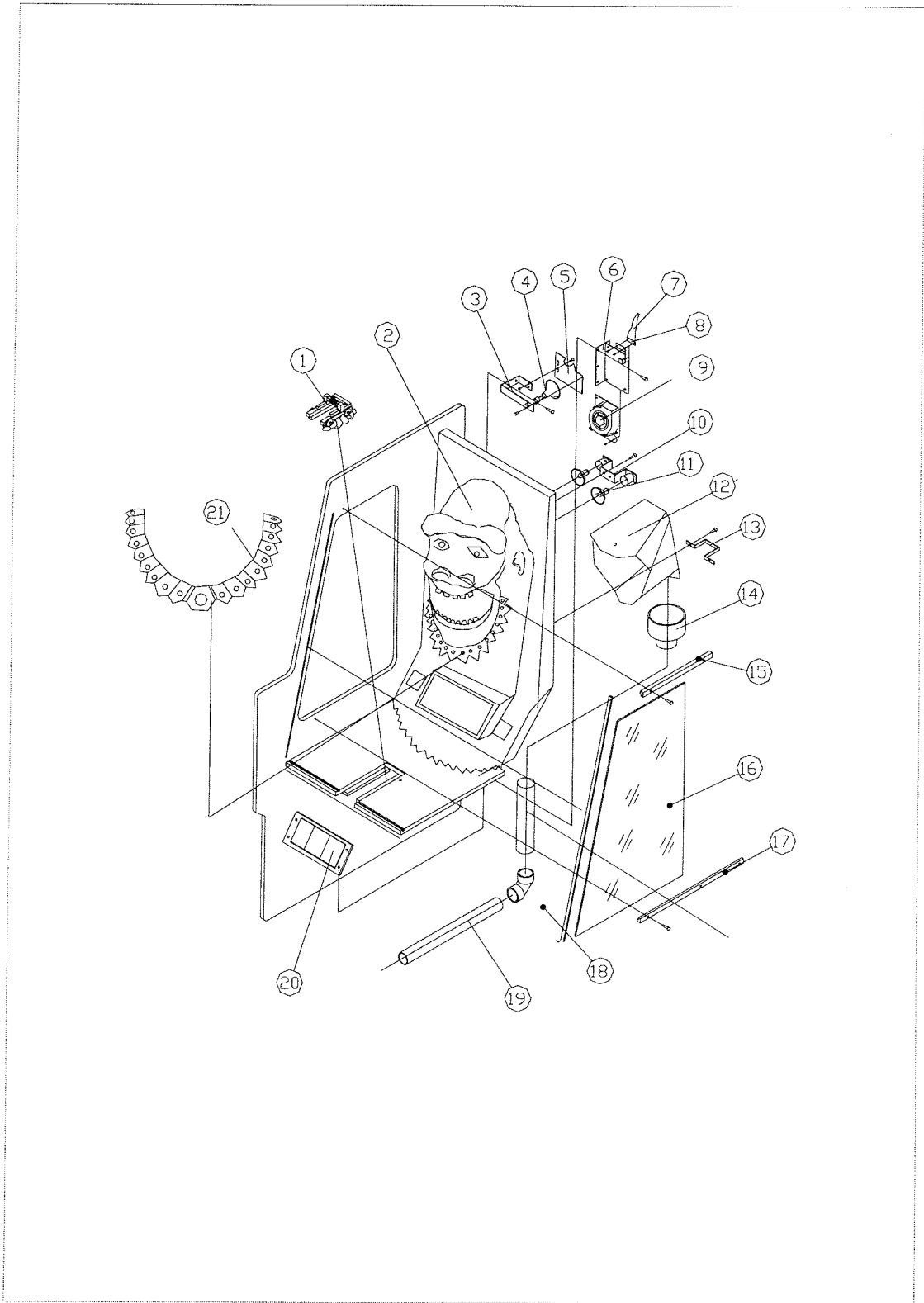
9-1 Body Assembly (Front)



9-1 Body Assembly (Front)

NO	Name	Qty	Specification	Note
GK-1-1	Body Shell	1		
GK-1-2	Fluorescent lamp	1		
GK-1-3	Speaker	1		
GK-1-4	Speaker cover	1		
GK-1-5	Control panel	1		
GK-1-6	Coin Assembly	1		
GK-1-7	Junction	1		
GK-1-8	Latch	2	3"	
GK-1-9	Chain	2		
GK-1-10	Ticket box	1		
GK-1-11	Ticket dispenser	1		
GK-1-12	Lock	1	171	
GK-1-13	Ticket door	1		
GK-1-14	Lock	1	2222	
GK-1-15	Cash box door	1		
GK-1-16	Cash box	1		
GK-1-17	Level adjust	4		
GK-1-18	Caster	4	2"	
GK-1-19	Base board	4		
GK-1-20	Glass door	1		
GK-1-21	Trigger Cover 1			
GK-1-12	Trigger Cover 2			

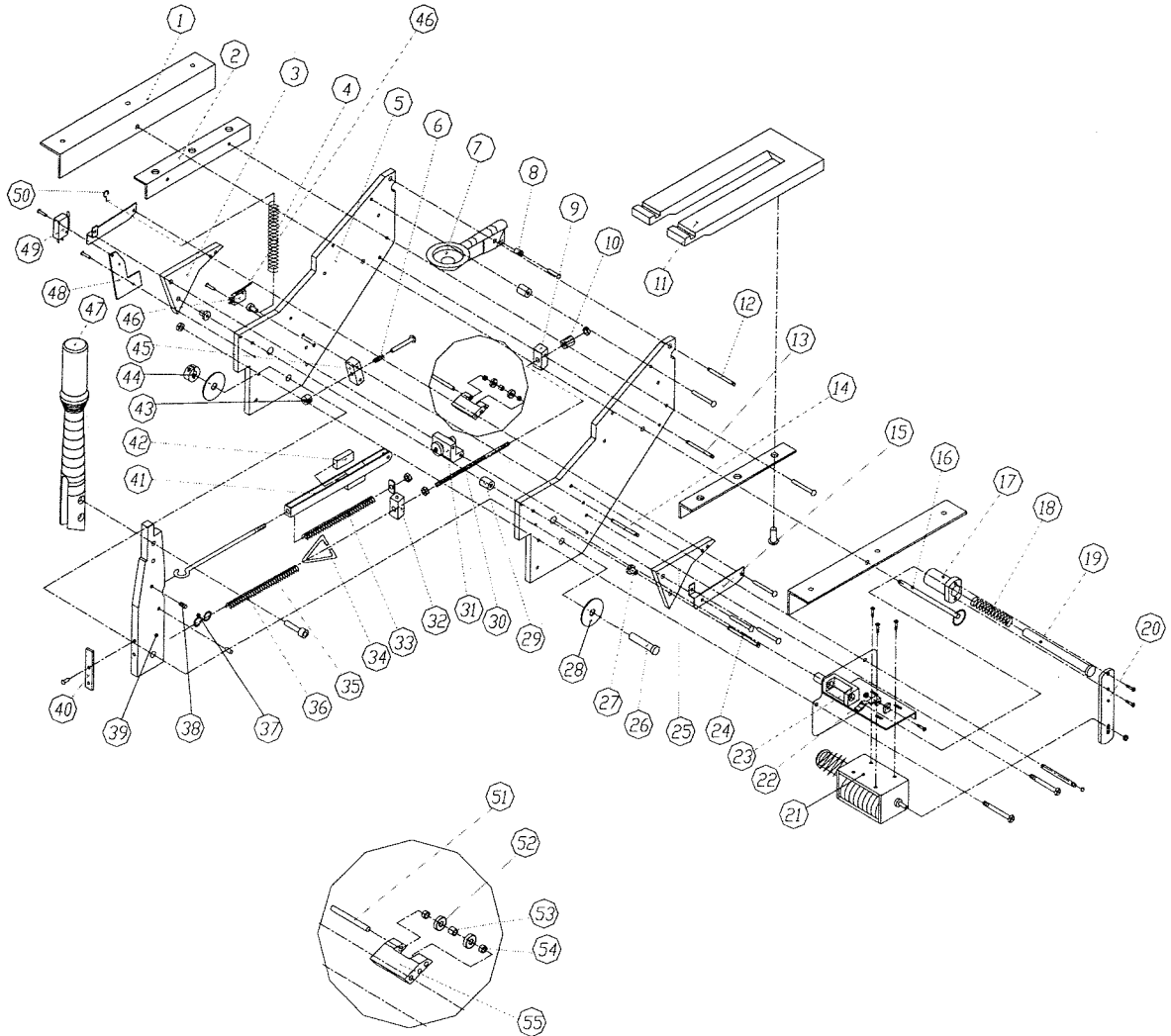
9-2 Body Assembly (Inside)



9-2 Body Assembly (Inside)

NO	Name	Qty	Specification	Note
GK-2-1	Catapult Base	1		
GK-2-2	Gorilla Fiberglass	1		
GK-2-3	Flame Lamp Bracket	2		
GK-2-4	Flame Lamp	2		
GK-2-5	Light Filter	2		
GK-2-6	Blower Bracket	2		
GK-2-7	Flame Cloth	2		
GK-2-8	Flame Bracket	2		
GK-2-9	Blower	2		
GK-2-10	Eye Lamp Bracket	2		
GK-2-11	Eye Lamps	2		
GK-2-12	Coin Fender	1		
GK-2-13	Coin Fender Bracket	1		
GK-2-14	Coin Funnel	1		
GK-2-15	Side-Glass Bar (Upper)	2		
GK-2-16	Side-Glass	2		
GK-2-17	Side-Glass Bar (Lower)			
GK-2-18	PVC Elbow	1		
GK-2-19	PVC Pipe	1		
GK-2-20	Bonus LED	1		

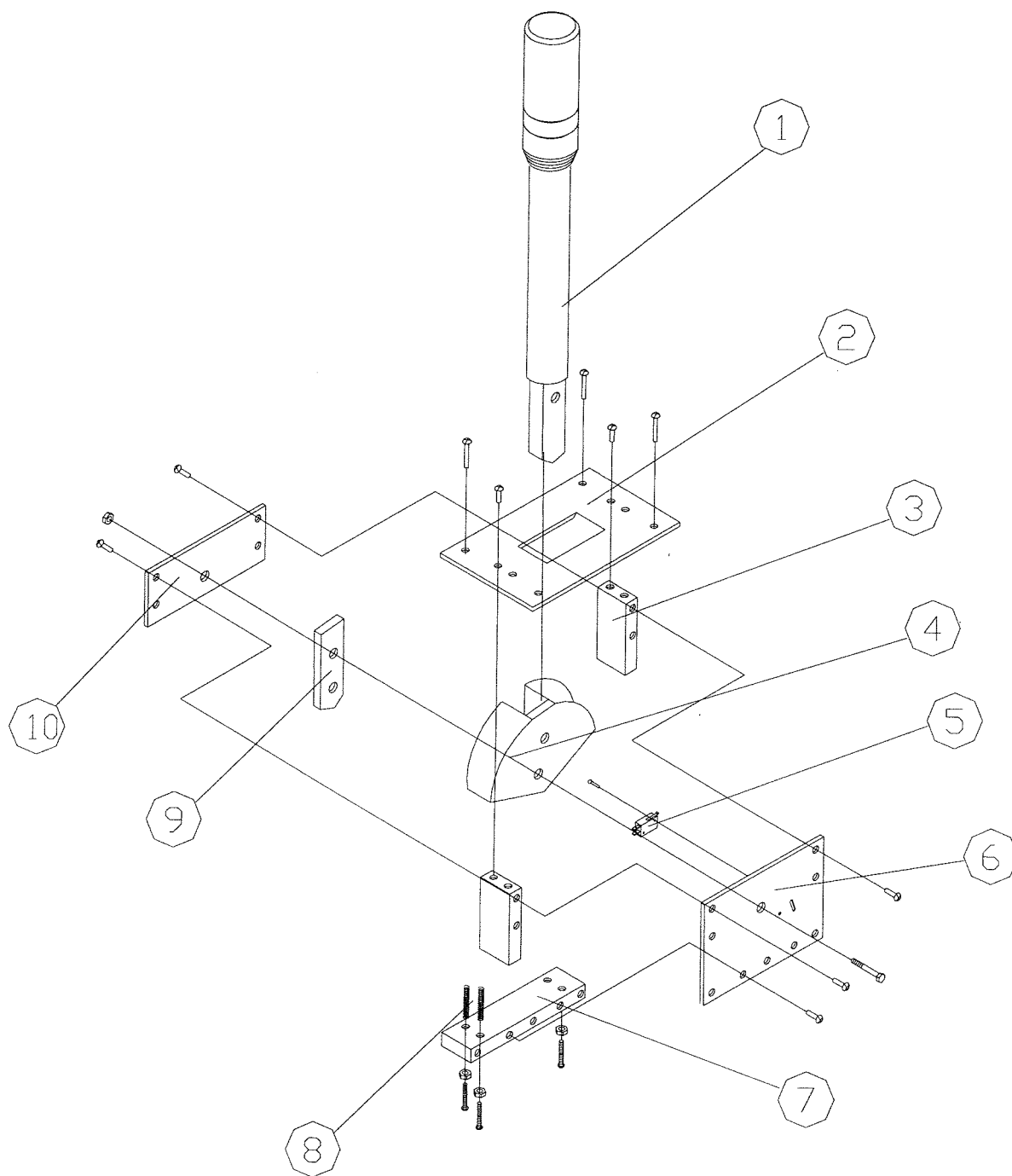
9-3a. Mechanical Shooter Mechanism



9-3a Mechanical Shooter Mechanism

NO	Name	Qty	Specification	Note
GK-3-1	Base L Bracket (left / right)	1	1 for each side	
GK-3-2	L Bracket (left / right)	1	1 for each side	
GK-3-3	Base Plate (left)	1		
GK-3-4	Pull Spring	1		
GK-3-5	Bracket Board	1		
GK-3-6	Spring 1	1		
GK-3-7	Launcher	1		
GK-3-8	Shaft Sleeve 1	1		
GK-3-9	Adjustment Base	1		
GK-3-xx	Adjustable Nut	1		
GK-3-10	Thrust Bar	1		
GK-3-11	U Board	1		
GK-3-12	Shaft 1	1		
GK-3-13	Shaft 2	1		
GK-3-14	Shaft 3	1		
GK-3-15	Fixed Bar (right)	1		
GK-3-16	Pin	1		
GK-3-17	Sliding Cap	1		
GK-3-18	Spring 2	1		
GK-3-19	Pole	2		
GK-3-20	Plate	1		
GK-3-21	Lockout Coil	1		
GK-3-22	Manual Lockout Lever	1		
GK-3-23	Shooter lock Base	1		
GK-3-24	Shaft4	1		
GK-3-25	Base Plate (right)	1		
GK-3-26	Shaft 5	1		
GK-3-27	Shaft Sleeve 2	1		
GK-3-28	Washer	1		
GK-3-29	Limit Sleeve	1		
GK-3-30	Bolt	1		
GK-3-31	Adjustment Base	1		
GK-3-32	Crosshead	1		
GK-3-33	Spring 3	1		
GK-3-34	Hook 1	1		
GK-3-35	Spring	1		
GK-3-36	Pole	1		
GK-3-37	Hook 2	1		
GK-3-38	Pin	1		
GK-3-39	Press Board	1		
GK-3-40	Limit Switch Plate	2		
GK-3-41	Fixed bar	1		
GK-3-42	Limit Block 1	2		
GK-3-43	Limit Block 2	1		
GK-3-44	Split Locking Collar	1		
GK-3-45	Limit Block Seat	1		
GK-3-46	Shooter Reset Switch	1		
GK-3-47	Handle	1		
GK-3-48	Switch Mounting Plate	1		
GK-3-49	Shooter Trigger Switch	1		
GK-3-50	Hook	1		
GK-3-51	Shaft 6	1		
GK-3-52	Roller Bearing	2		
GK-3-53	Shaft Sleeve 3	1		
GK-3-54	Shaft Sleeve 4	2		
GK-3-55	Press Block	1		

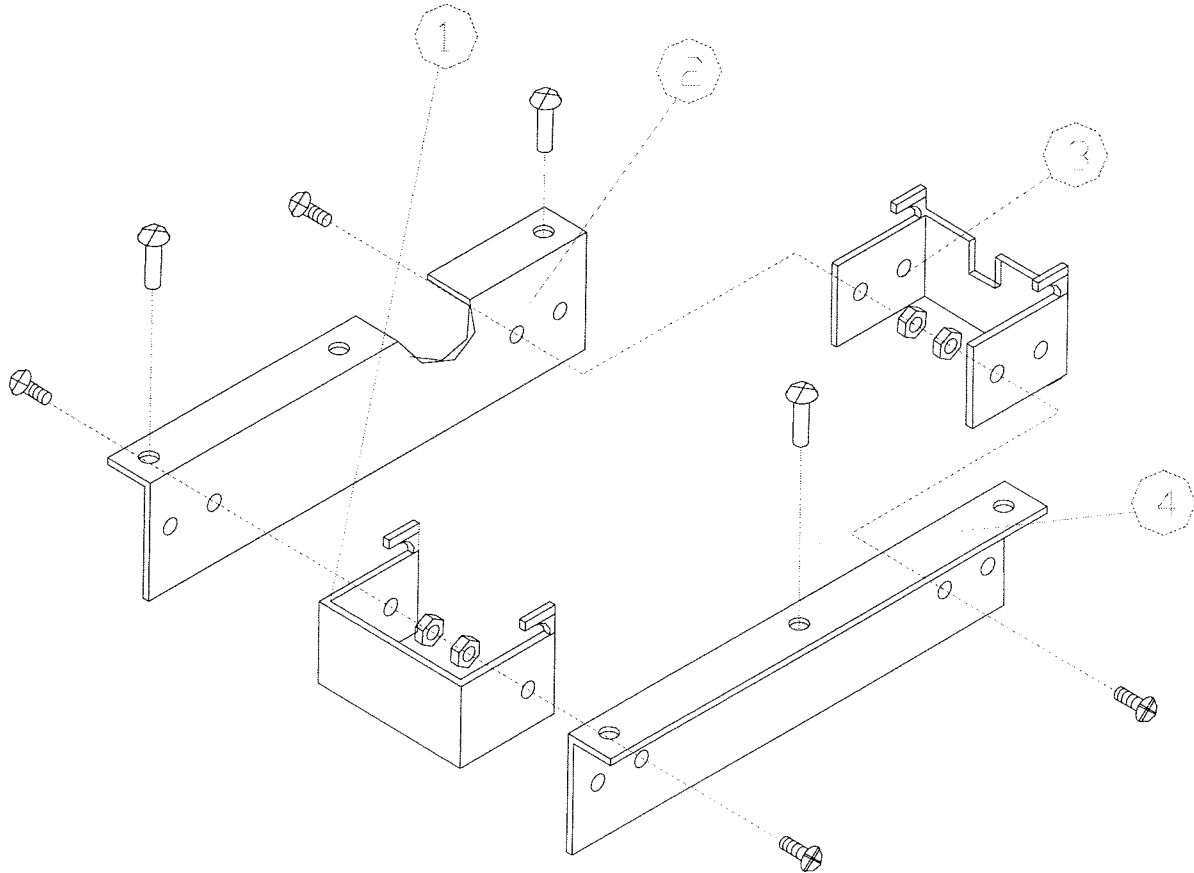
9-3b Electric Lever Assembly



9-3b Electric Lever Assembly

NO	Name	Qty
KC 2-1	Lever	1
KC 2-2	Lever Cover	1
KC 2-3	Fixed Board	1
KC 2-4	Lever Base	1
KC 2-5	Micro Switch	1
KC 2-6	Plate (right)	1
KC 2-7	Base Plate	1
KC 2-8	Spring	2
KC 2-9	Base Board	1
KC 2-10	Plate (left)	1

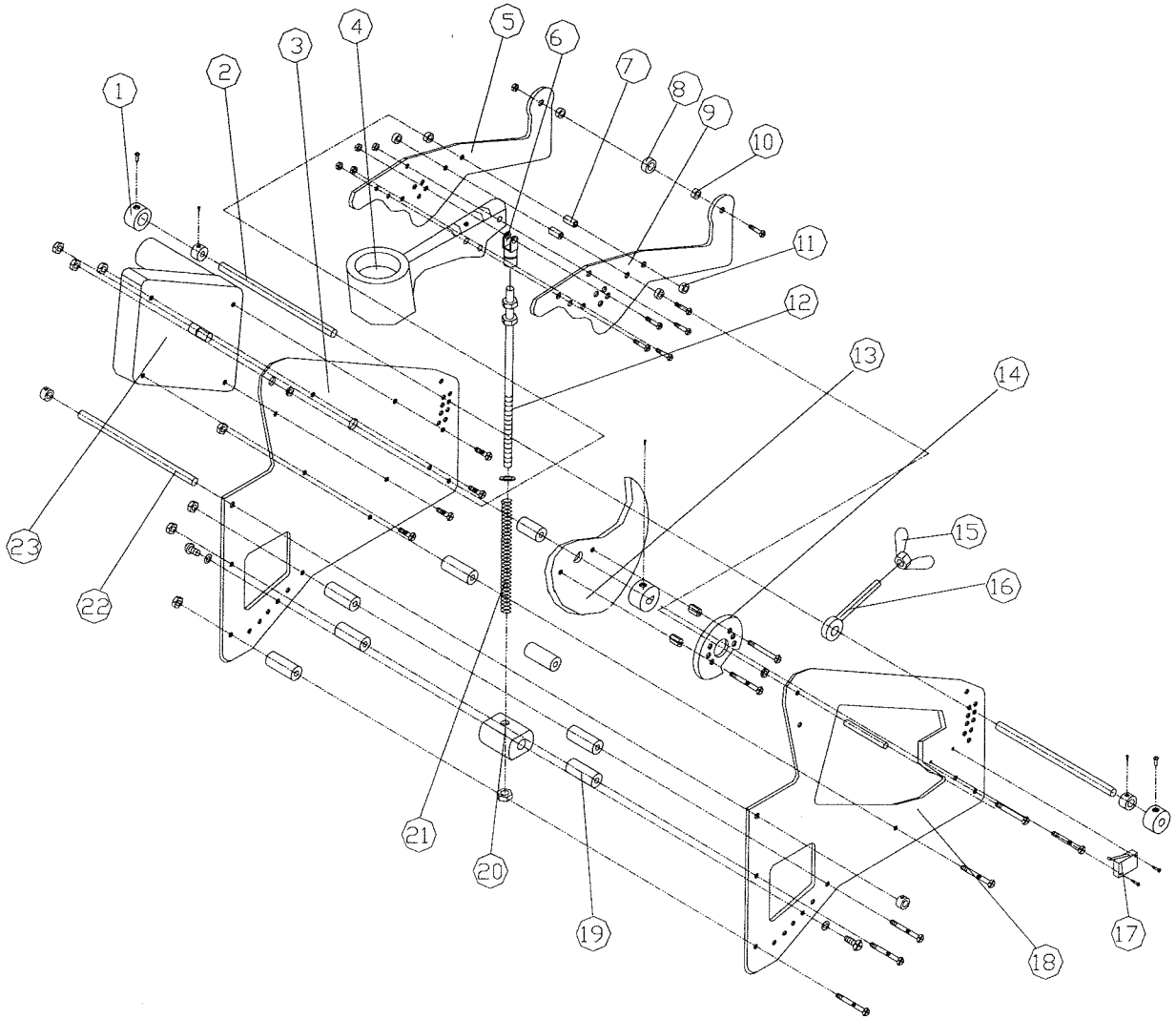
9-3c The Shooter Base Assembly (Electric)



The Shooter Base Assembly (Electric)

NO	Name	Qty	Specification	Note
KC 3-1	Frame(Front)	1		
KC 3-2	Frame(Right)	1		
KC 3-3	Frame(Back)	1		
KC 3-4	Frame(Left)	1		

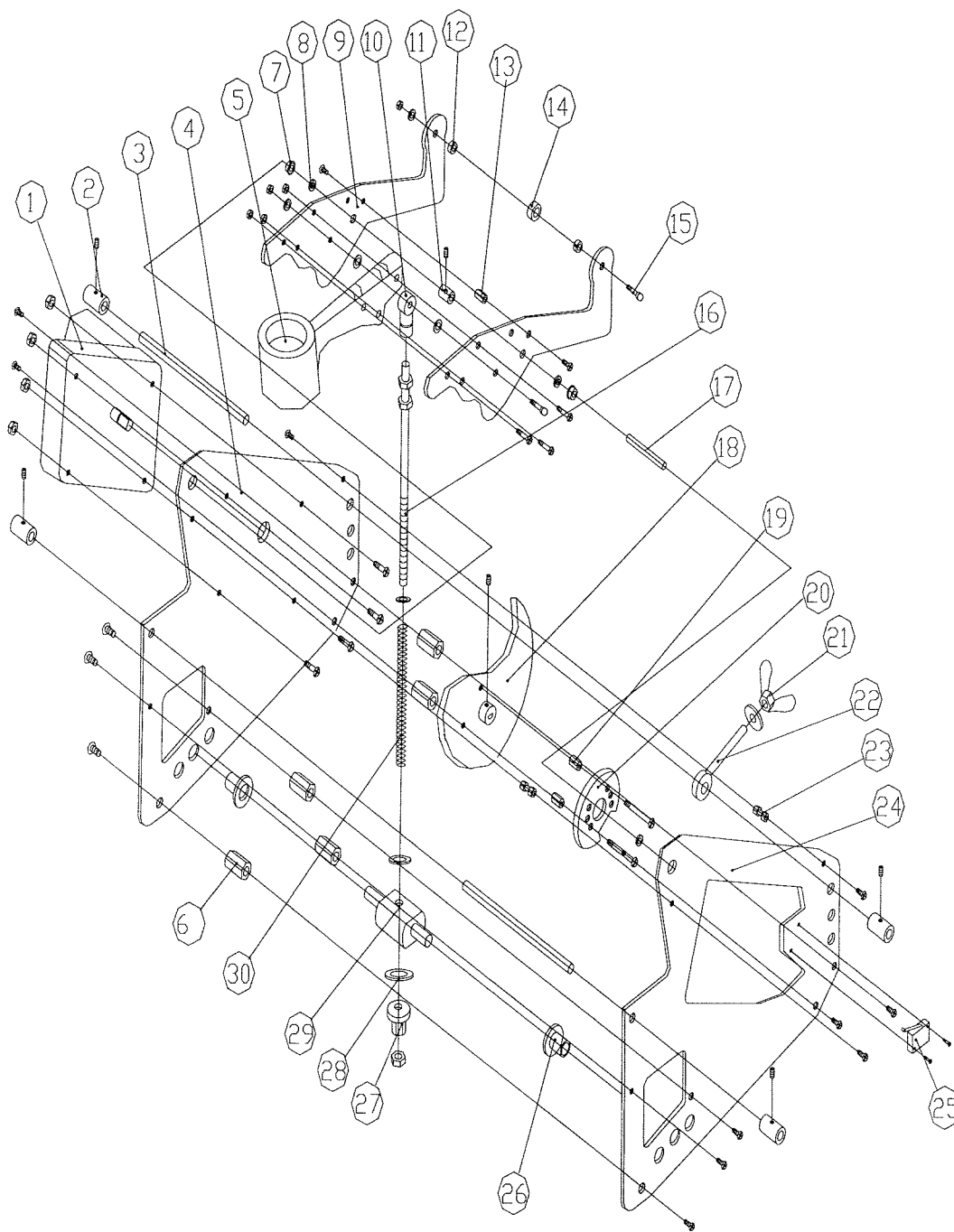
9-3d Shooter mechanism (Electric)



9-3d Shooter Mechanism (Electric)

NO	Name	Qty	Specification	Note
KC-4A-1	Spindle	3		
KC-4A-2	Shaft	2		
KC-4A-3	Main Frame (Left)	1		
KC-4A-4	Launcher	1		
KC-4A-5	Rocker Arm (Left)	1		
KC-4A-6	Bearing	1		
KC-4A-7	Limit Sleeve B	3		
KC-4A-8	Bearing	6		
KC-4A-9	Rocker Arm (Right)	1		
KC-4A-10	Limit Sleeve	3		
KC-4A-11	Stopping Nut	11		
KC-4A-12	Angle Adjustment Rod	1		
KC-4A-13	Latch	1		
KC-4A-14	Crank	1		
KC-4A-15	Butterfly Nut	1		
KC-4A-16	Locating Hook	1		
KC-4A-17	Limit Switch	1		
KC-4A-18	Main Frame (Right)	1		
KC-4A-19	Limit Pole B	8		
KC-4A-20	Movable Bearing	1		
KC-4A-21	Spring	1		
KC-4A-22	Shaft	1		
KC-4A-23	Motor	1		

9-3e Shooter mechanism (Electric)

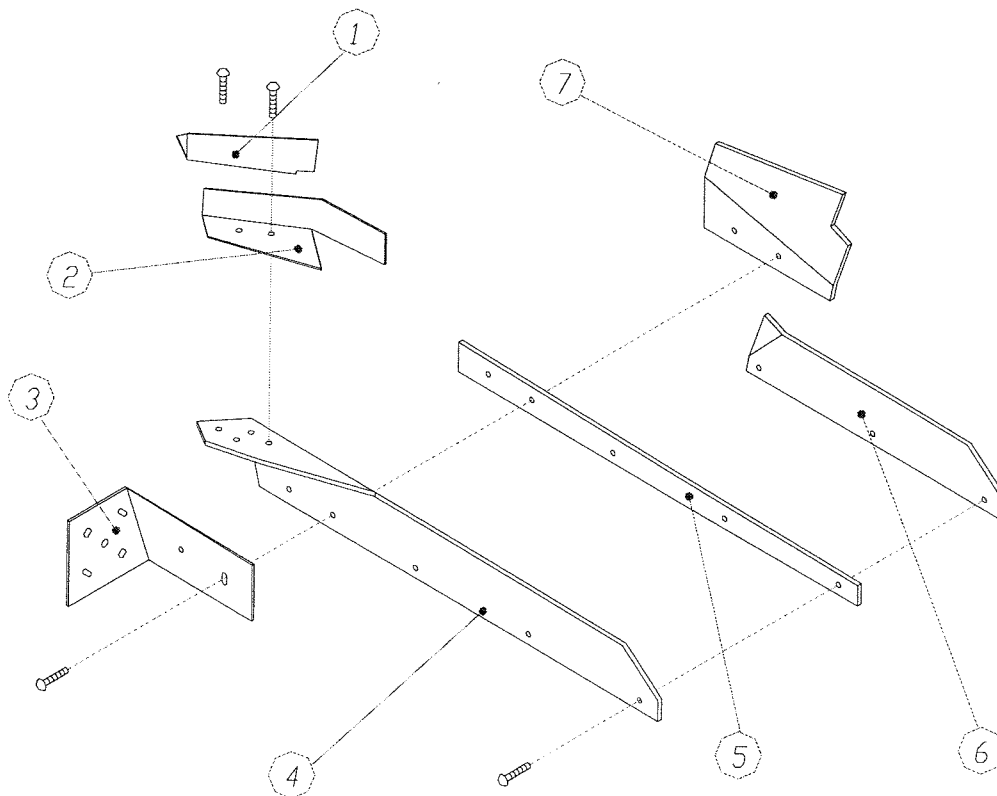


9-3e Shooter Mechanism (Electric)

NO	Name	Qty	Specification
KC-4B-1	Motor	1	
KC-4B-2	Locating cover	4	
KC-4B-3	Locating shaft A	2	
KC-4B-4	Main frame	1	
KC-4B-5	Launcher	1	
KC-4B-6	Restriction cover B	5	
KC-4B-7	Bearing	2	
KC-4B-8	Restriction cover	2	
KC-4B-9	Rocker	2	
KC-4B-10	Moving joint	1	
KC-4B-11	Restriction cover	1	
KC-4B-12	Restriction cover A	2	
KC-4B-13	Restriction pole A	1	
KC-4B-14	Bearing	1	
KC-4B-15	Pin spindle	1	
KC-4B-16	Angle adjustment rod	1	
KC-4B-17	Bearing	1	
KC-4B-18	Cam	1	
KC-4B-19	Restriction pole C	2	
KC-4B-20	Crank handle	1	
KC-4B-21	Butterfly nut	1	
KC-4B-22	Locating hook	1	
KC-4B-23	Restriction cover	2	
KC-4B-24	Assistant frame	1	
KC-4B-25	Shooting switch	1	
KC-4B-26	Oil less bearing	2	
KC-4B-27	Nut	2	
KC-4B-28	Glued washer	1	
KC-4B-29	Moving board	1	
KC-4B-30	Spring	1	

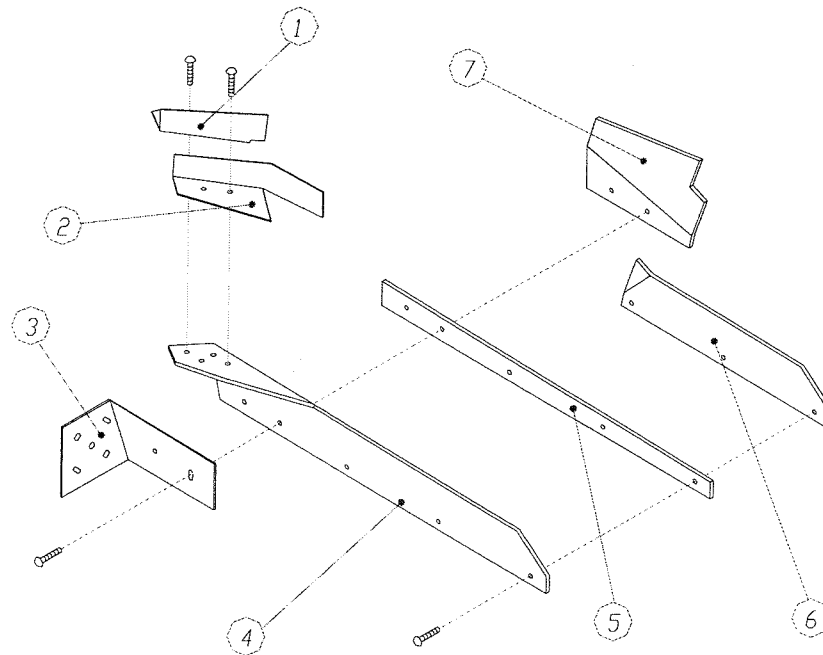
9-4a Coin Rolling Track

(Mechanical)



NO	Name	Qty	Specification	Note
GK-4-1	Fender1	1		
GK-4-2	Fender2	1		
GK-4-3	Rolling track fix board	1		
GK-4-4	Rolling track side board (1)	1		
GK-4-5	Rolling track board	1		
GK-4-6	Rolling track side board (2)	1		
GK-4-7	Fender 3	1		

9-4b Coin Rolling Track (Electric)

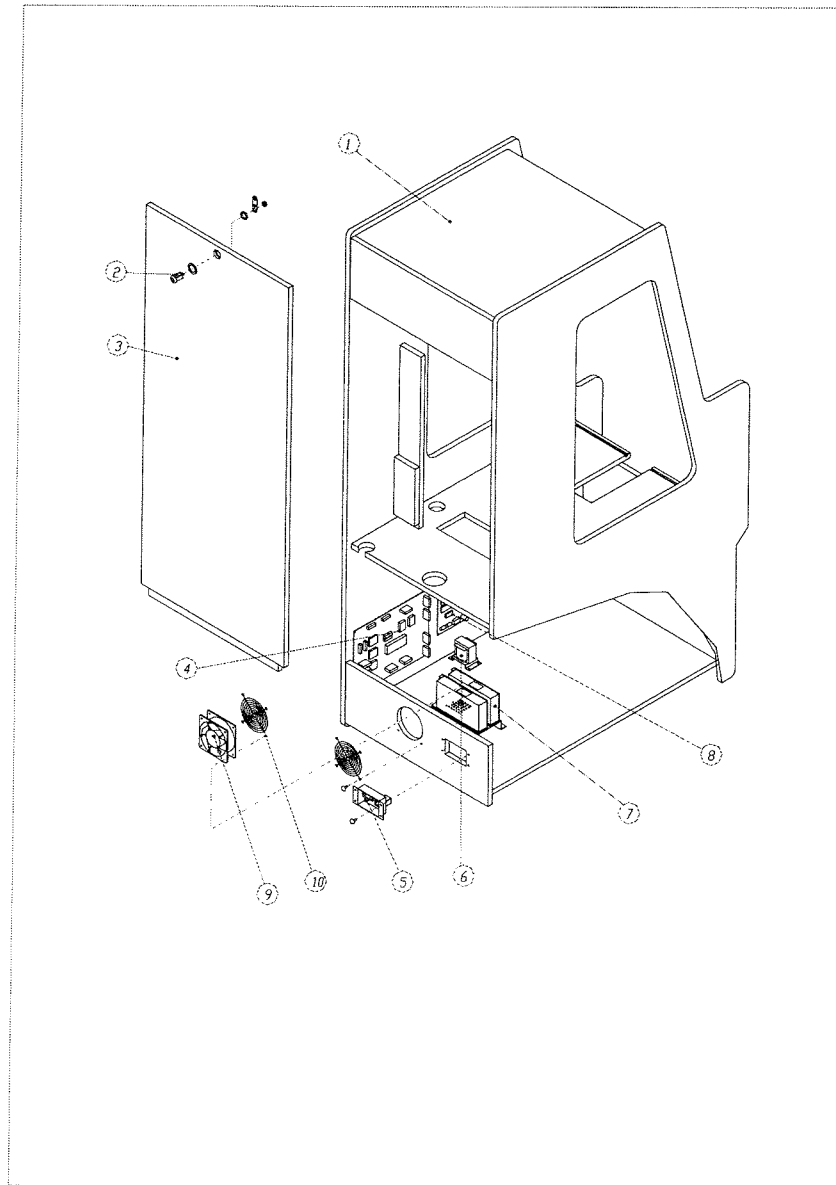


12-5 Coin Rolling Track:

NO	Name	Qty	Specification	Note
KC 5-1	Fender1	1		
KC 5-2	Fender2	1		
KC 5-3	Rolling track bottom board	1		
KC 5-4	Rolling track side board (1)	1		
KC 5-5	Rolling track board	1		
KC 5-6	Rolling track side board (2)	1		
KC 5-7	Fender 3	1		
KC 5-8	Coin Rolling track assembly	0	All parts 5-1 / 5-7	

Notice: The pitch of the chute can be adjusted to change the rolling speed of the coin.

9-5 Main Components



NO	Name	Qty	Specification	Note
GK-5-1	Body shell	1		
GK-5-2	Lock	1	171	
GK-5-3	Rear door	1		
GK-5-4	Main Logic Board	1	PLAYC8F	
GK-5-5	Junction Box	1		
GK-5-6	Transformer	1		
GK-5-7	Power Box	1		
GK-5-8	Sound Board	1	SOUND03	
GK-5-9	Fan			
GK-5-10	Fan Cover			

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