

1 Specifications

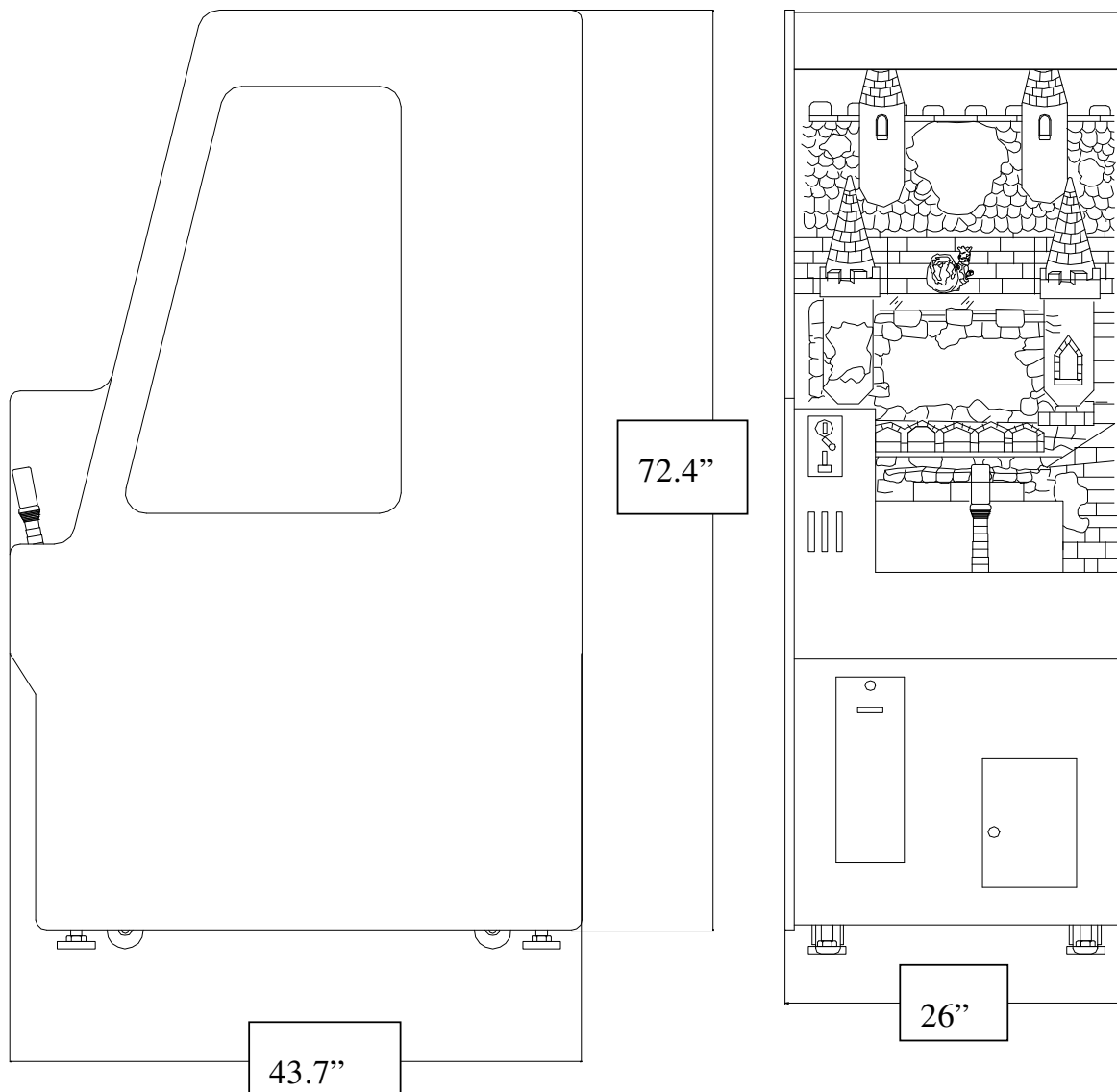
- (1) Rated power supply AC 110V±5% 60Hz or
AC 220V±5% 50Hz;

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





- (2) Power Consumption Max power consumption 300W

- (3) Dimensions W26"×D43.7"×H72.4"

- (4) Weight 330lbs



2 Spare Package contents

No.	Component	Specification	Qty	Illustration	Note
1	Power wire	1.5m	1		
2	Fuse	φ 5-20mm	3		6A For 110V
3	Keys	2222	1		
		171	1		
6	Bulb	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:



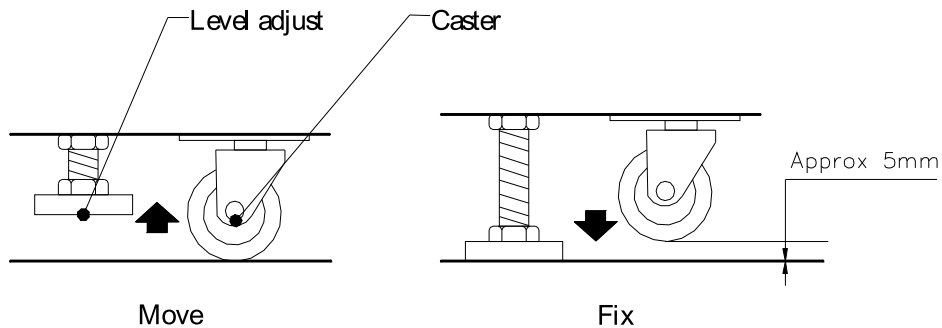
This machine is designed for indoor use only.

Do not install in:

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

3-2 Game Leveling

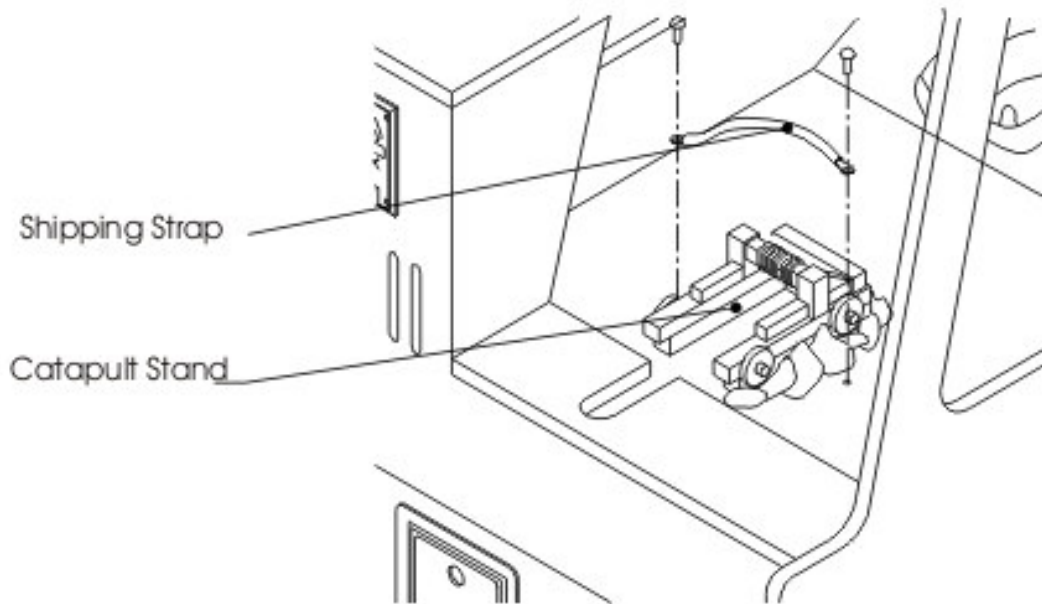
Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.



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

4. Setup:

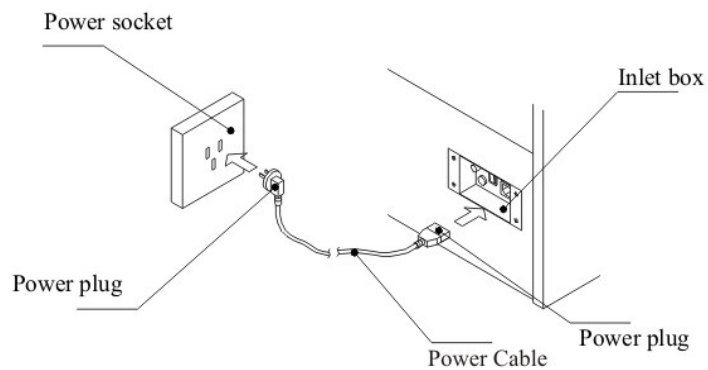
1. Shipping straps must be removed before installation.



Note: Please remove these straps after transporting.

5. Connecting the power cord and grounding

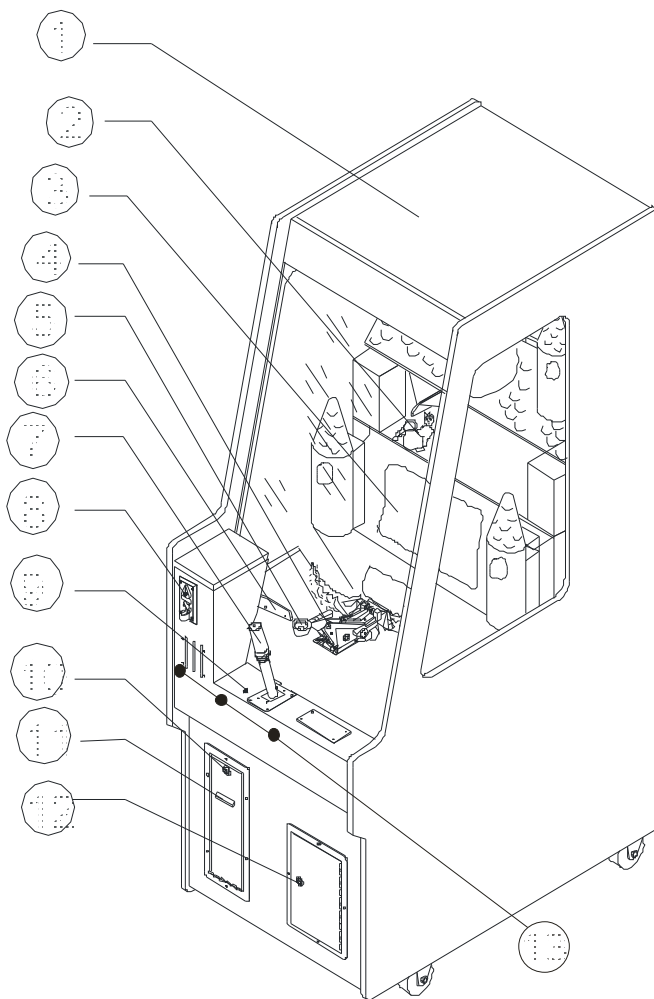
5-1 The connection:



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

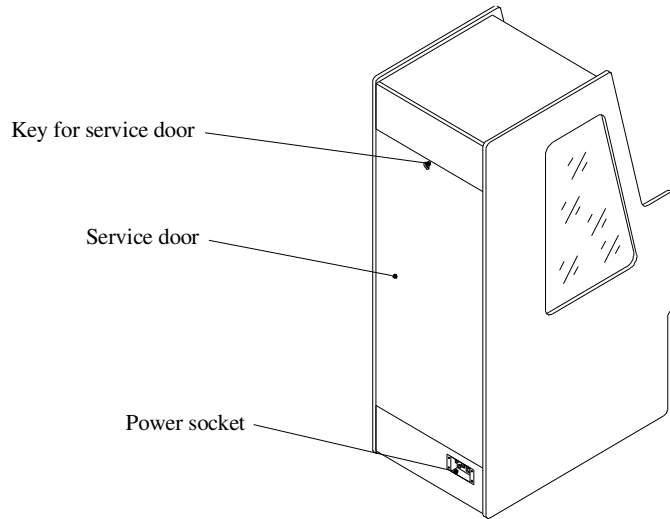
6 Game Components

6-1 External Parts



1. Machine Cabinet	8. Coin Acceptor
2. King's Cauldron	9. Console
3. Pachinco Field	10. Lock
4. Shooter	11. Ticket Door
5. Launcher	12. Coin Door
6. Coin Chute	13. Front Panel
7. Lever	

6-2 Rear Door:



- 1) Key for service door
- 2) Service door
- 3) Power socket:

Supply voltage: 110V±5% 60Hz, or 220V±5% 50Hz” (Refer to label on machine for power specifications)

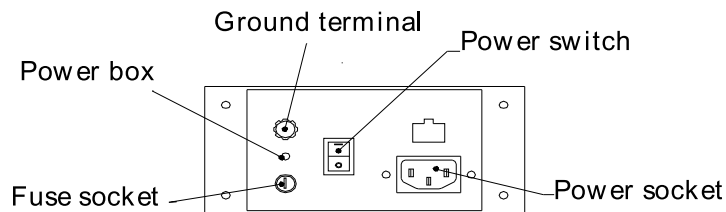
Fuse specifications

110V 60Hz use 110V 6Aφ 5-20mm

220V 50Hz use 220V 3Aφ 5-20mm

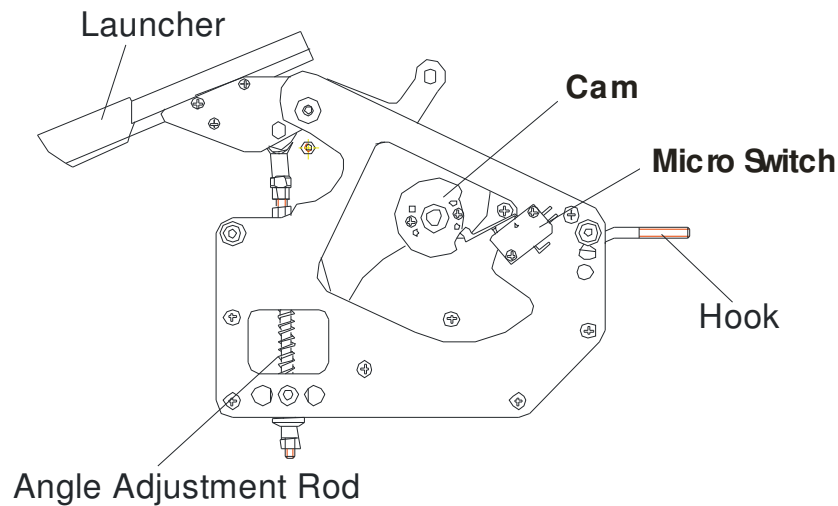
Power switch: Main game power

Ground terminal: Use to connect the ground cord.



7. Shooter Mechanism:

Components of shooter assembly



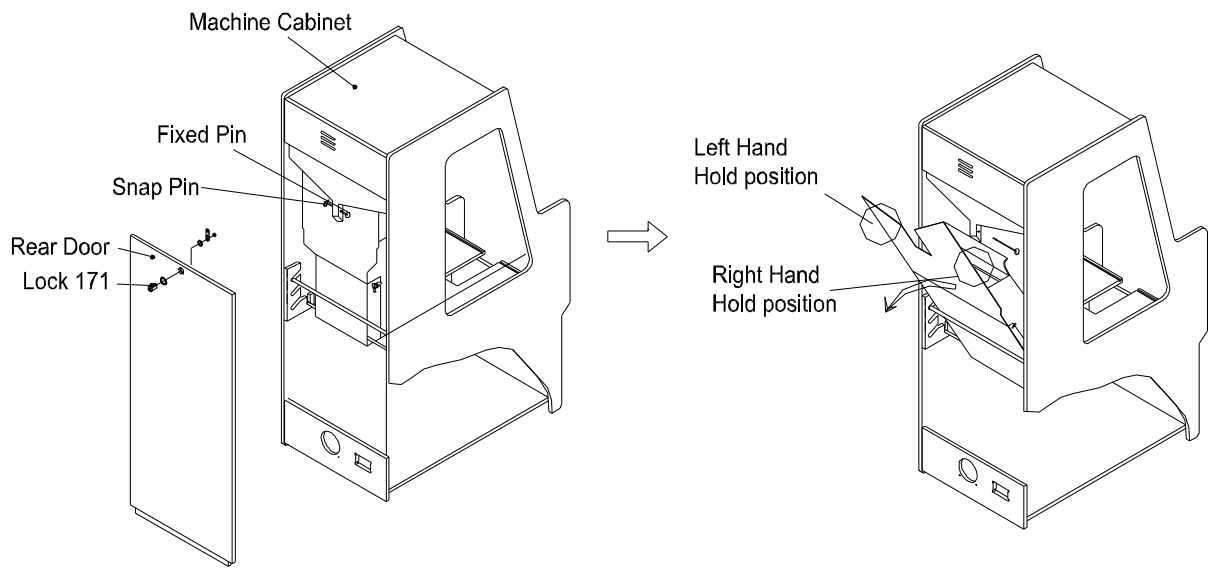
Angle Adjustment Rod: Adjusts coin launch angle. Tighten the adjustment nut to make the coin shoot higher on the roof and loosen the nut to make the coin shoot lower on the roof.

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)

8. Cauldron Assembly:



Note: To service cauldron assembly, Do Not shut power off before pressing the cauldron reset button.

Press the cauldron reset button on the left back side of cauldron assembly, this will stop the cauldron in the center of the playfield.

Shut power off.

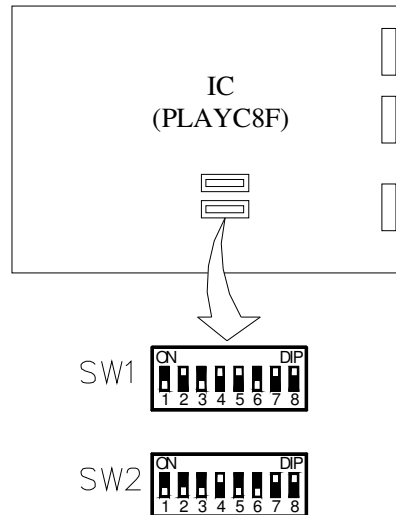
Remove retaining pin from back of playfield.

Carefully pull out the cauldron mechanical panel.

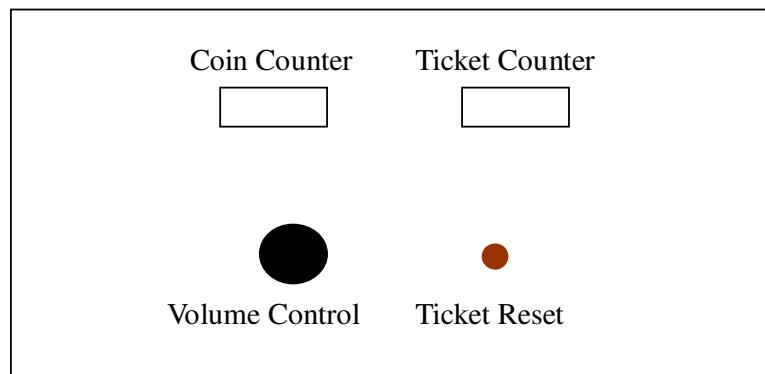
9. Switches

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.

10. Dip Switch Settings

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.

#1, #5 Windows Score: Ticket payout setting of the #1 and #5 windows.
There are 8 options controlled by SW 13~SW15.

#2, #4 Windows Score: Ticket payout setting of the #2, #4 windows.
There are 8 options controlled by SW 16~SW18.

#3 Window Score: Ticket payout setting of the #3 window. There are 8 options controlled by SW 21~SW23.

Mote Score: The mote score is the same as the #2, #4 windows score.
If the coin does not score any other positions and falls into the mote it will score the same as windows #2, #4.

Bonus Increment: SW2-5 and SW2-6

- 0 = no increment.
- 1 = increment one per coin
- 1/2 = increment one for 2 coins
- 1/3 = increment one for 3 coins

Bonus Initial Value: SW2-7 and SW2-8

Initial / Reset value for bonus (game resets to this value after power reset)

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						
#1, #5 Window Score	1			ON	ON	ON			
	2			OFF	ON	ON			
	3			ON	OFF	ON			
	4			OFF	OFF	ON			
	5			ON	ON	OFF			
	6			OFF	ON	OFF			
	7			ON	OFF	OFF			
	8			OFF	OFF	OFF			
#2, #4, Mote Window Score	1						ON	ON	ON
	2						OFF	ON	ON
	3						ON	OFF	ON
	4						OFF	OFF	ON
	5						ON	ON	OFF
	6						OFF	ON	OFF
	7						ON	OFF	OFF
	8						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
3# Window Score	5	ON	ON	ON					
	10	OFF	ON	ON					
	15	ON	OFF	ON					
	20	OFF	OFF	ON					
	25	ON	ON	OFF					
	30	OFF	ON	OFF					
	40	ON	OFF	OFF					
Bonus Increment	50	OFF	OFF	OFF					
	1					ON	ON		
	0					OFF	ON		
	½					ON	OFF		
Bonus Initial Value	1/3					OFF	OFF		
	0							ON	ON
	25							OFF	ON
	50							ON	OFF
100							OFF	OFF	

* Factory Settings Are In Bold

11. Trouble Shooting

Error Code Table

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..	Check switch wires and continuity back to the board. Replace the switch. Replace U1 74HC245N Replace U11 and U12 74HC138N
E06	Cauldron Initial Location switch is shorted.	Replace the button.
E07	Cauldron Reset switch shorted..	Replace the switch.
E09	1# Window Score switch is shorted.	Replace the switch.
E10	2# Window Score switch is shorted..	Replace the switch.
E11	3# Window Score switch is shorted.	Replace the switch.
E12	4# Window Score switch is shorted.	Replace the switch.
E13	5# Window Score switch is shorted.	Replace the switch.
E14	Bonus score switch shorted.	Replace the switch.
No payout	Check continuity of all wires from main board and power supply to mech. Check for 12v at mech	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

Technical Notes:

Input Table

CONNECTOR J011 PIN#	DESCRIPTION	Control Chip
1	COIN	U1
2	TICKET ASSY OK	U1
3	TICKET ASSY SIGNAL	U1
4	SHOOT SWITCH	U1
5	SHOOT MOTOR	U1
6	CAULDRON HOME SWITCH	U1
7	CAULDRON RESET	U1
8	NOT USED	U1
9	1 SCORE SWITCH	U2
10	2 SCORE SWITCH	U2
11	3 SCORE SWITCH	U2
12	4 SCORE SWITCH	U2
13	5 SCORE SWITCH	U2
14	JACKPOT SWITCH	U2

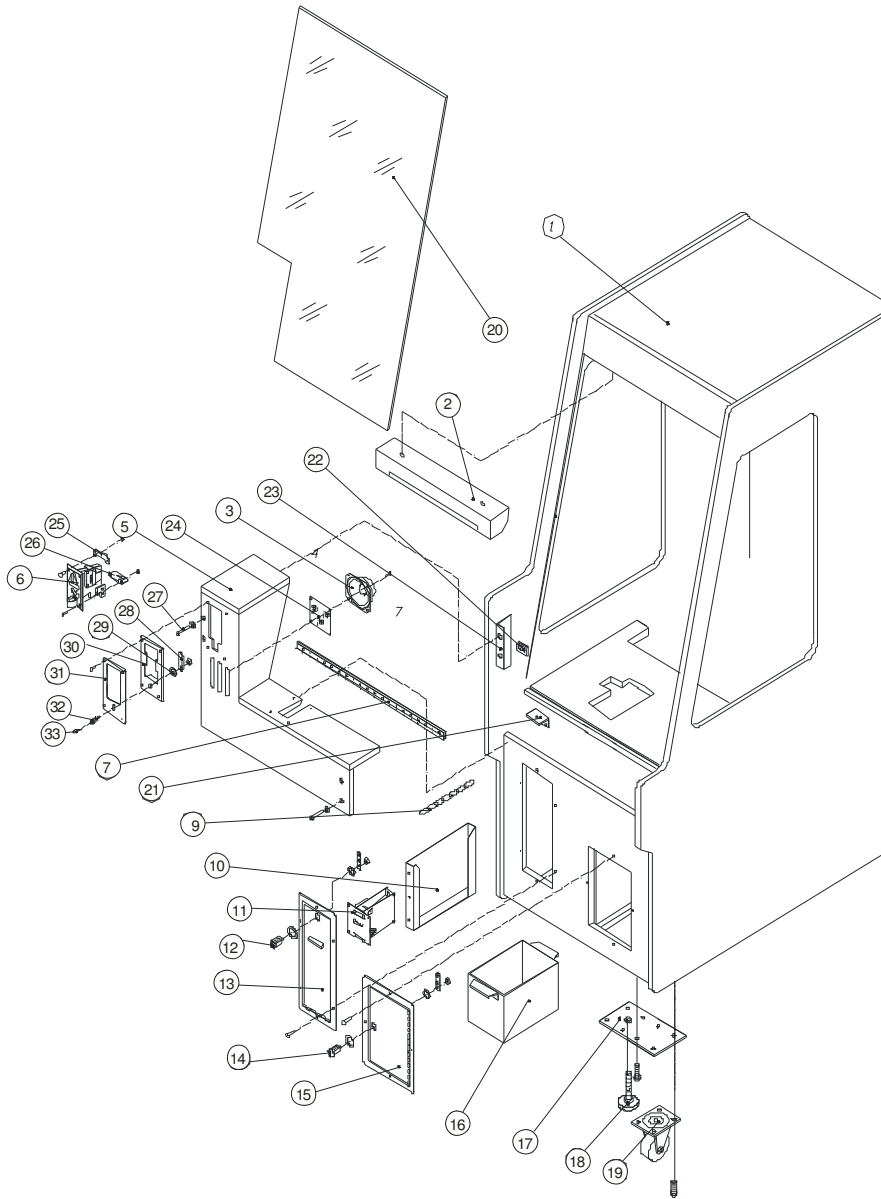
Output Table

Connector J021 pin#	Description	Tip122 Position
1	COIN COUNTER	T1
2	TICKET COUNTER	T2
3	TICKET DRIVE	T3
4	INSERT COIN	T4
5	SHOOT	T5
6	CAULDRON	T6
7	Not used	T7
8	Not used	T8
9	SCORE LAMP1	T9
10	SCORE LAMP2	T10
11	SCORE LAMP3	T11
12	SCORE LAMP4	T12
13	SCORE LAMP5	T13

All inputs are low enable

All outputs are low to enable

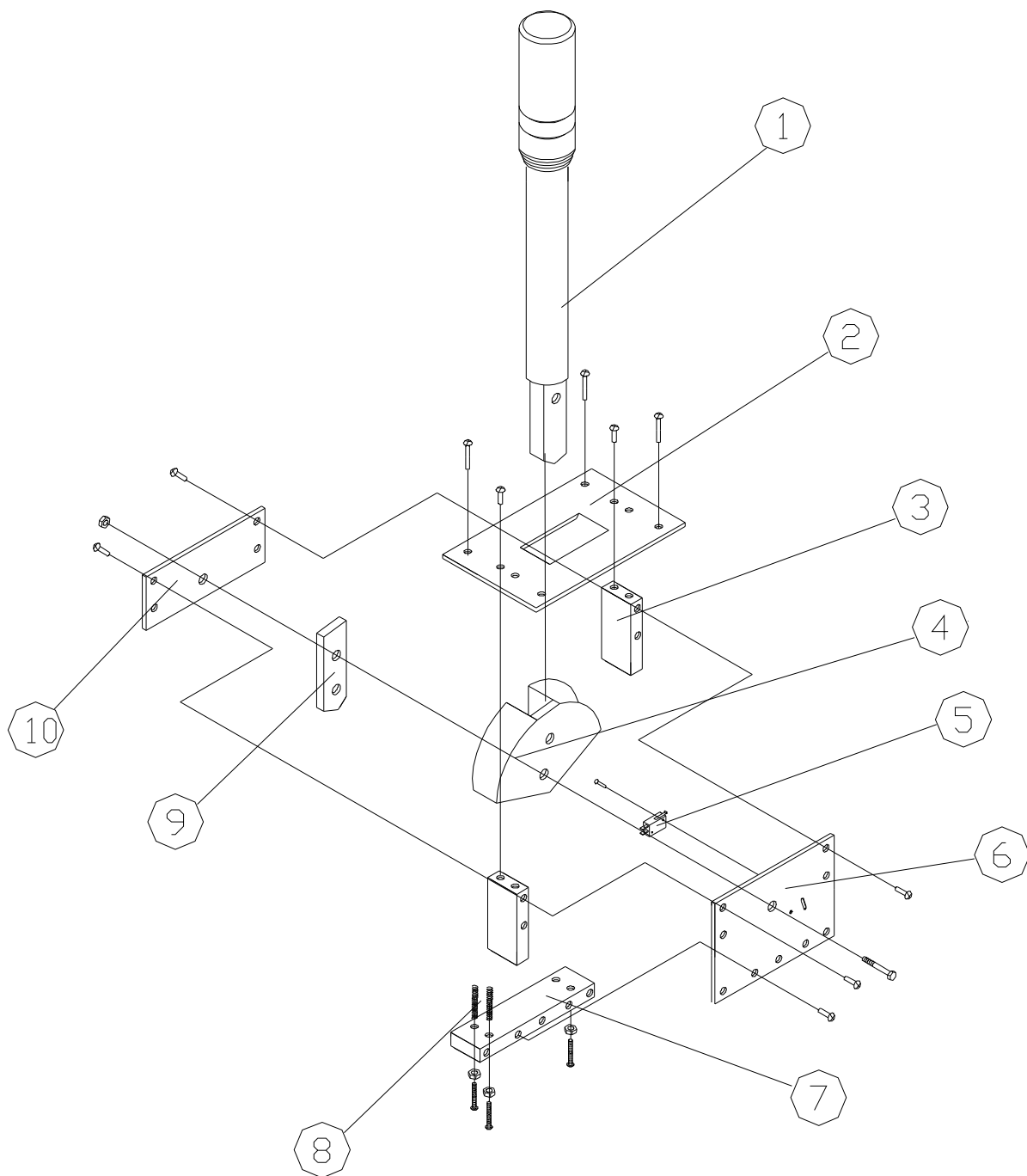
Body Assy (Front)



12-1 Body Assy (Front)

NO	Name	Qty	Specification	Note
KC-1-1	Body Shell	1		
KC 1-2	Fluorescent lamp	1		
KC 1-3	Speaker	1		
KC 1-4	Slide Latch	1		
KC 1-5	Control panel	1		
KC 1-6	Coin Assy	1		
KC1-7	Hinge	1		
KC 1-8	Latch	2	3"	
KC 1-9	Chain	2		
KC 1-10	Ticket box	1		
KC 1-11	Ticket dispenser	1		
KC 1-12	Lock	1	171	
KC 1-13	Ticket door	1		
KC 1-14	Lock	1	2222	
KC 1-15	Cash box door	1		
KC 1-16	Cash box	1		
KC 1-17	Leveler	4		
KC 1-18	Caster	4	2"	
KC 1-19	Caster Base board	4		
KC 1-20	Front Glass	1		
KC-1-21	Chain Support	1		
KC-1-22	Floating Nut	4		
KC-1-23	Nut Bracket	2		
KC-1-24	Speaker Grill	1		
KC-1-25	Bracket	1		
KC-1-26	Lock Stop	1		
KC-1-27	Front Door Bolt	4		
KC-1-28	Cam	1		
KC-1-29	Lock Nut			
KC-1-30	Inner Coin Mech Plate			
KC-1-31	Outer Coin Mech Plate			
KC-1-32	Lock			
KC-1-33	Key			

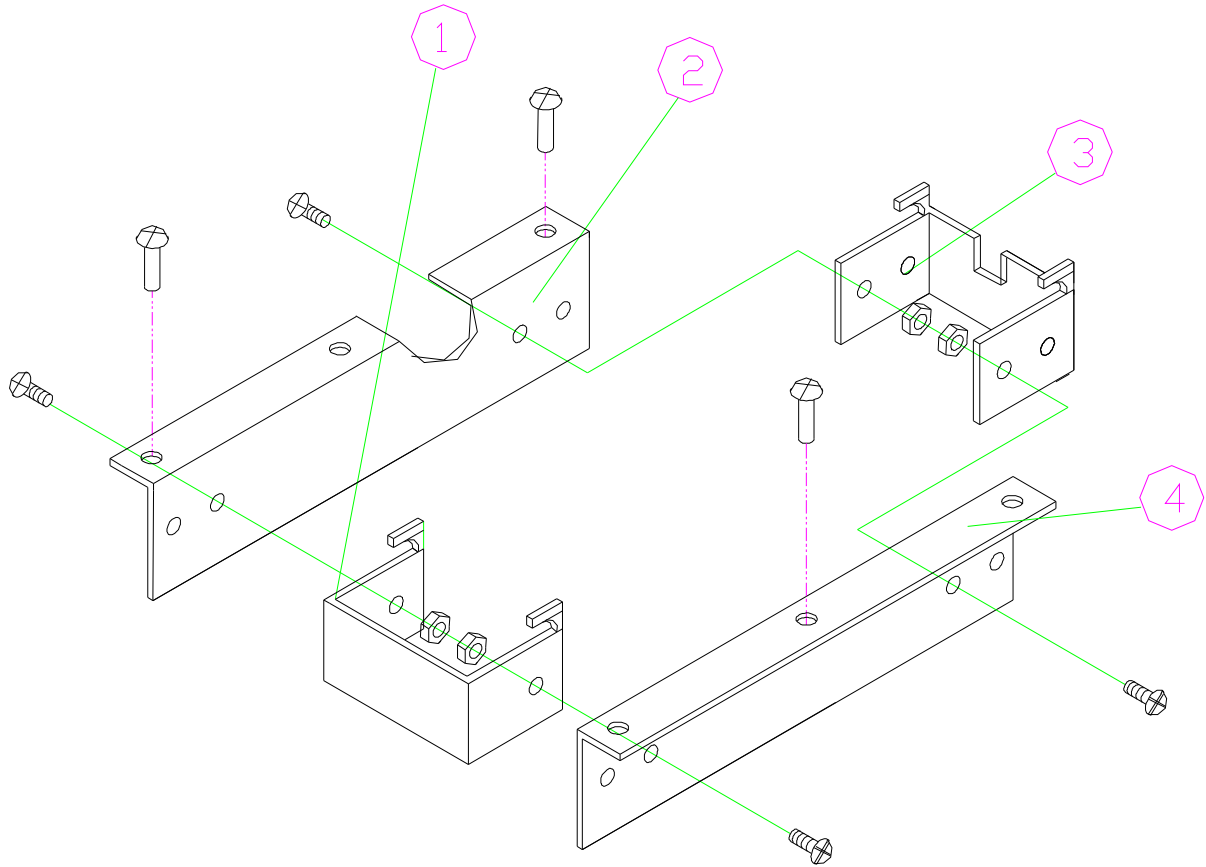
12-2 Lever Assembly



12-2 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

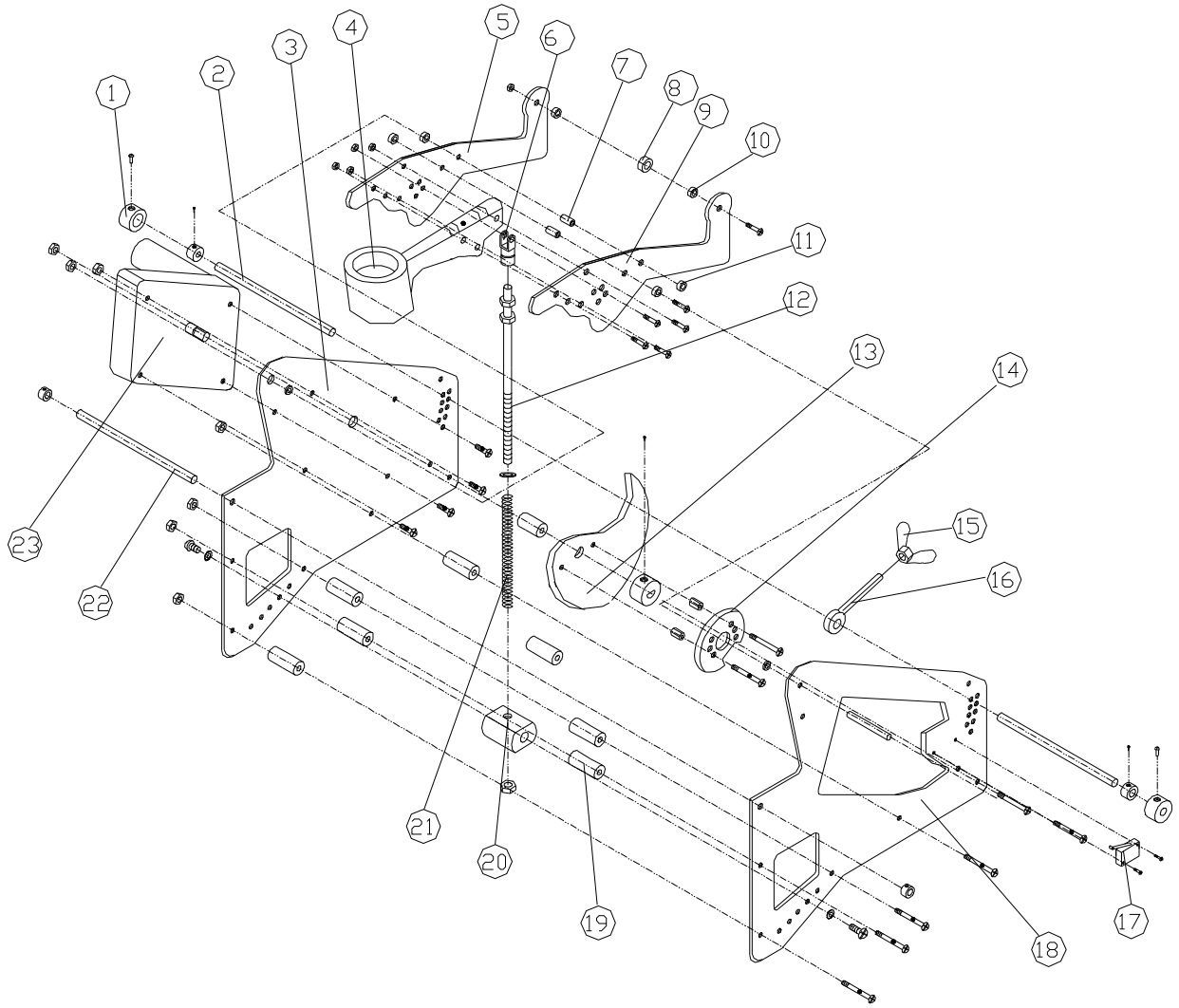
12-3 The Shooter Base Assembly



12-3 The Shooter Base Assembly:

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		

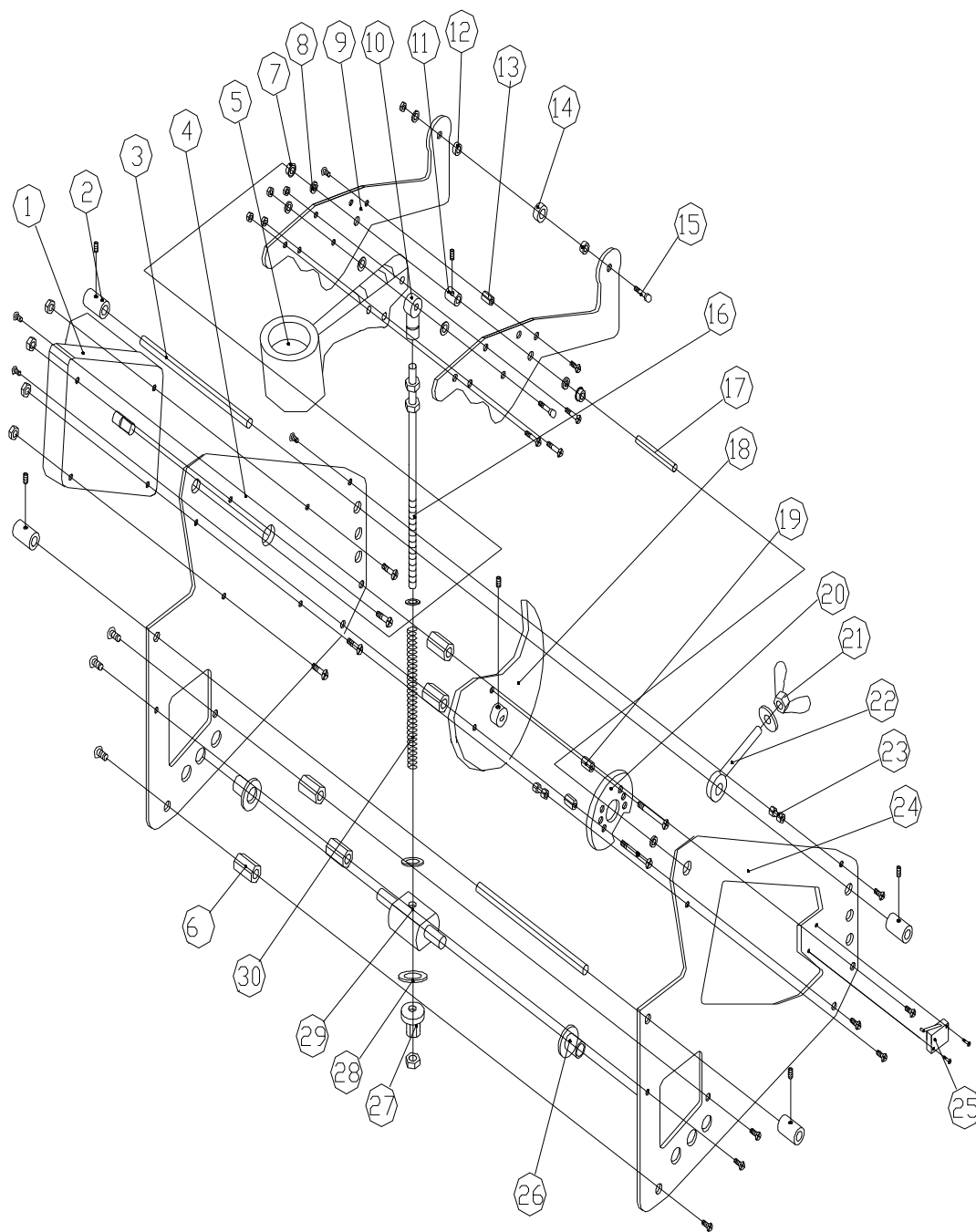
12-4A Shooter mechanism:



12-4A Shooter Mechanism:

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		

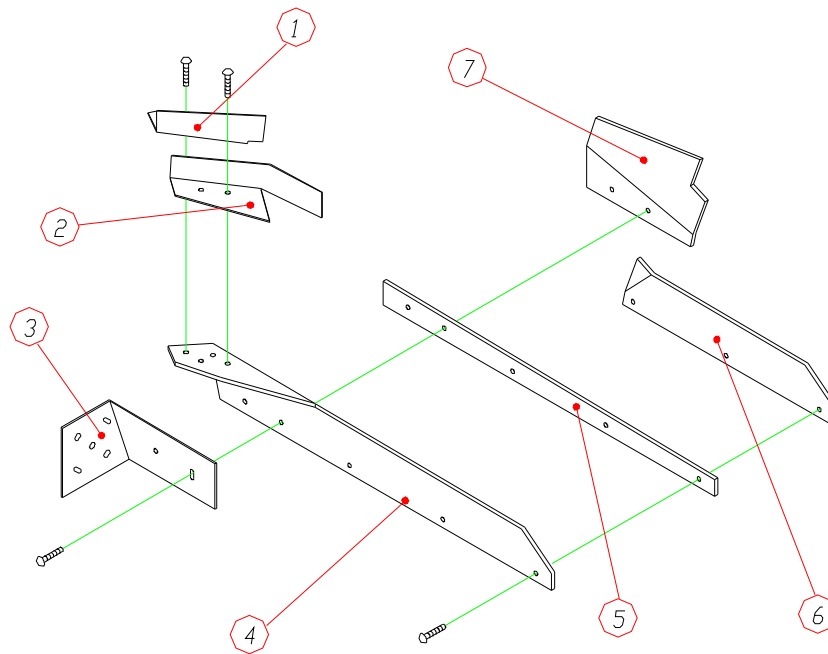
12-4B Shooter mechanism



12-4B Shooter Mechanism

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	

12-5 Coin Rolling Track:

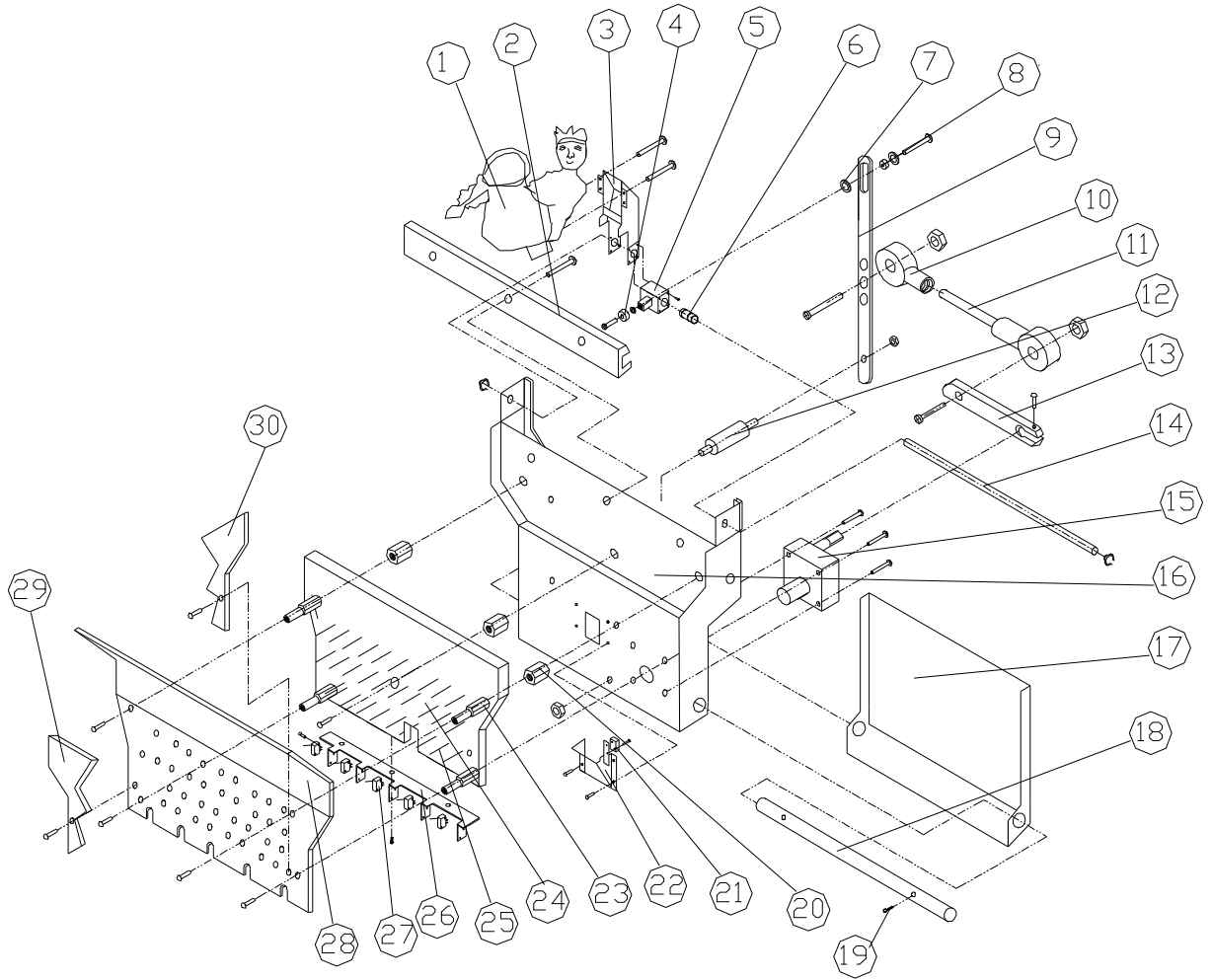


12-5 Coin Rolling Track:

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.

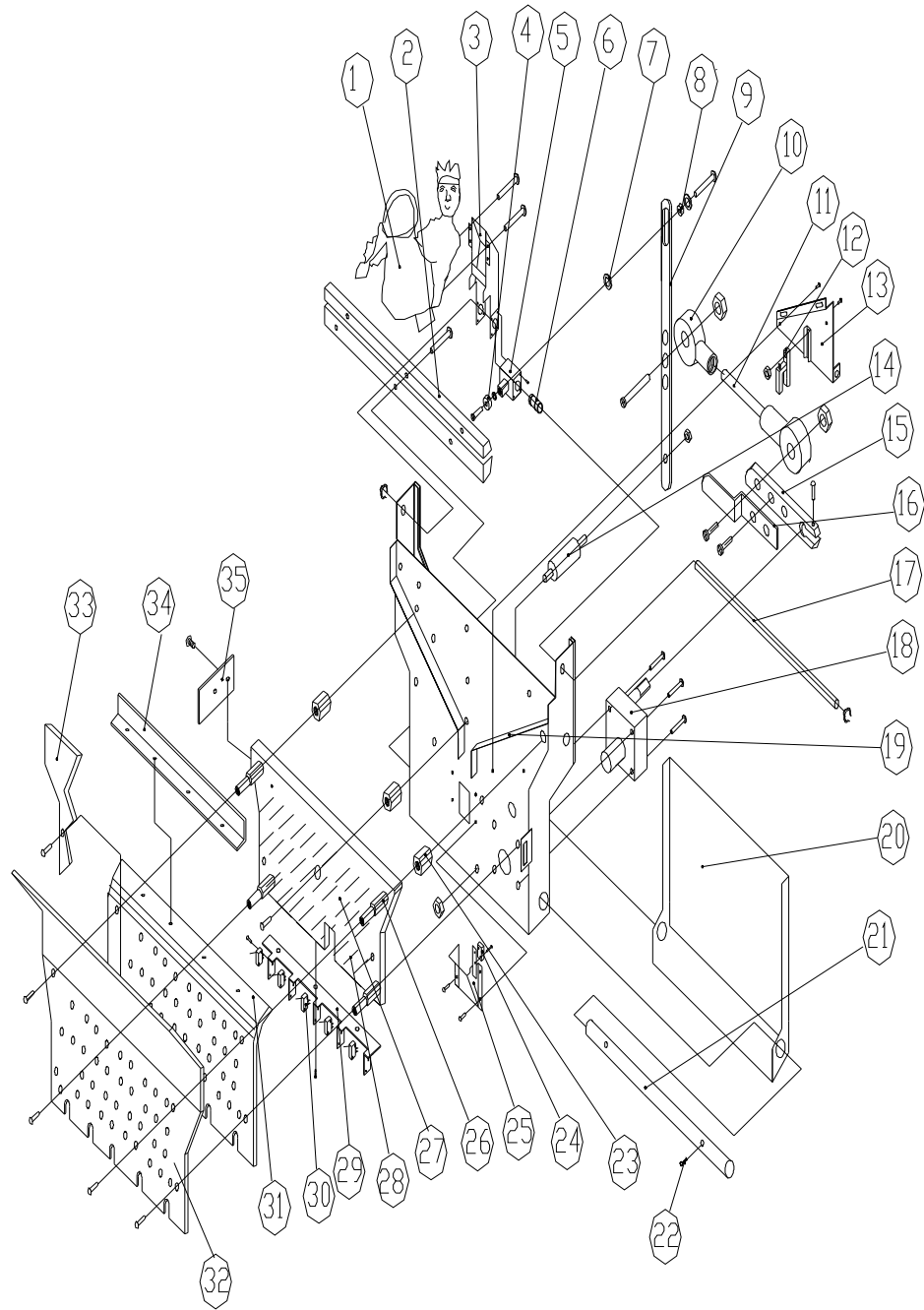
12-6A Cauldron Assembly:



12-6A Cauldron Assembly:

NO	Name	Qty
KC-6A-1	Cauldron	1
KC-6A-2	Sliding Bar	1
KC-6A-3	Funnel (Upper)	1
KC-6A-4	Bearing 1	1
KC-6A-5	Bearing 1 Base	1
KC-6A-6	Bearing 2	1
KC-6A-7	Washer	1
KC-6A-8	Shaft	8
KC-6A-9	Connecting Pole A	1
KC-6A-10	Bearing	2
KC-6A-11	Connecting Pole B	1
KC-6A-12	Locating Shaft	1
KC-6A-13	Rocker Arm	1
KC-6A-14	Long Shaft	1
KC-6A-15	Motor	1
KC-6A-16	Main Back Plate	1
KC-6A-17	Cover (Lower)	1
KC-6A-18	Support Pole	1
KC-6A-19	Snap Pin	2
KC-6A-20	Shore A	3
KC-6A-21	Cauldron Reset Button	1
KC-6A-22	Funnel (Below)	1
KC-6A-23	Shore B	4
KC-6A-24	Pachinko Pin Base Board	1
KC-6A-25	Pachinko Pin	
KC-6A-26	Score Switch Bracket	1
KC-6A-27	Score Switch	5
KC-6A-28	Cover (Upper)	
KC-6A-29	Coin Block Board(Left)	1
KC-6A-30	Coin Block Board(Right)	1

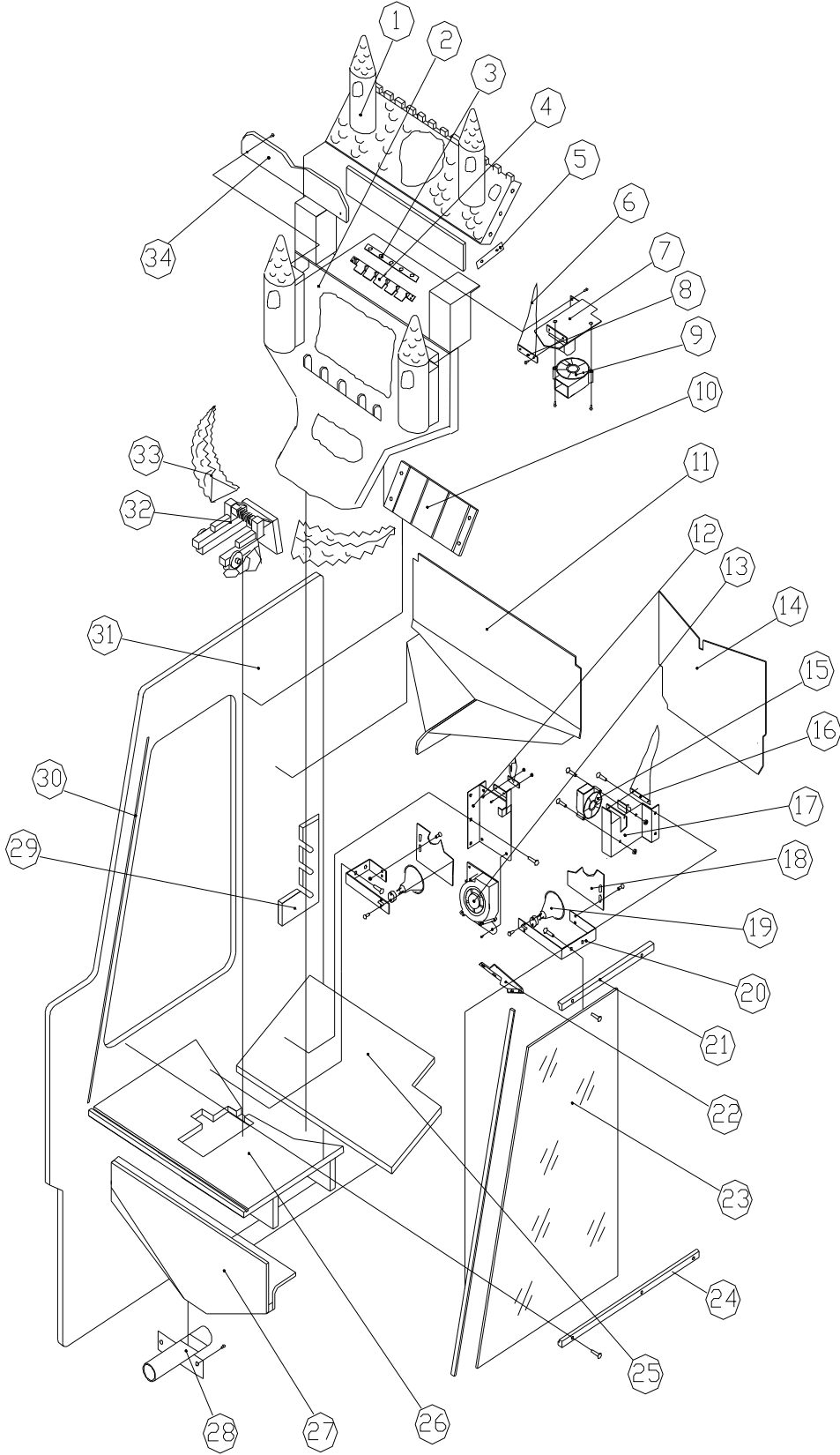
12-6B Cauldron Assembly:



12-6B Cauldron Assembly:

NO	Name	Qty	Specification
KC-6B-1	Cauldron	1	
KC-6B-2	Sliding Bar	1	
KC-6B-3	Funnel (Upper)	1	
KC-6B-4	Bearing 1	1	
KC-6B-5	Bearing 1 Base	1	
KC-6B-6	Bearing 2	1	
KC-6B-7	Washer	1	
KC-6B-8	Shaft	8	
KC-6B-9	Connecting Pole A	1	
KC-6B-10	Bearing	2	
KC-6B-11	Connecting Pole B	1	
KC-6B-12	Sensor	1	
KC-6B-13	Sensor Cover Board	1	
KC-6B-14	Locating Shaft	1	
KC-6B-15	Rocker Arm	1	
KC-6B-16	Sensor Block	1	
KC-6B-17	Long Shaft	1	
KC-6B-18	Motor	1	
KC-6B-19	Main Back Plate	1	
KC-6B-20	Cover (Below)	1	
KC-6B-21	Support Pole	1	
KC-6B-22	Snap Pin	2	
KC-6B-23	Shore A	3	
KC-6B-24	Cauldron Reset Button	1	
KC-6B-25	Funnel (Below)	1	
KC-6B-26	Shore B	4	
KC-6B-27	Pachinco Pin Base Board	1	
KC-6B-28	Pachinco Pin	42	
KC-6B-29	Score Switch Bracket	1	
KC-6B-30	Score Switch	5	
KC-6B-31	Cover board	1	
KC-6B-32	Playfield	1	
KC-6B-33	Restriction coin board	2	
KC-6B-34	Coin block board	1	
KC-6B-35	Restriction board	2	

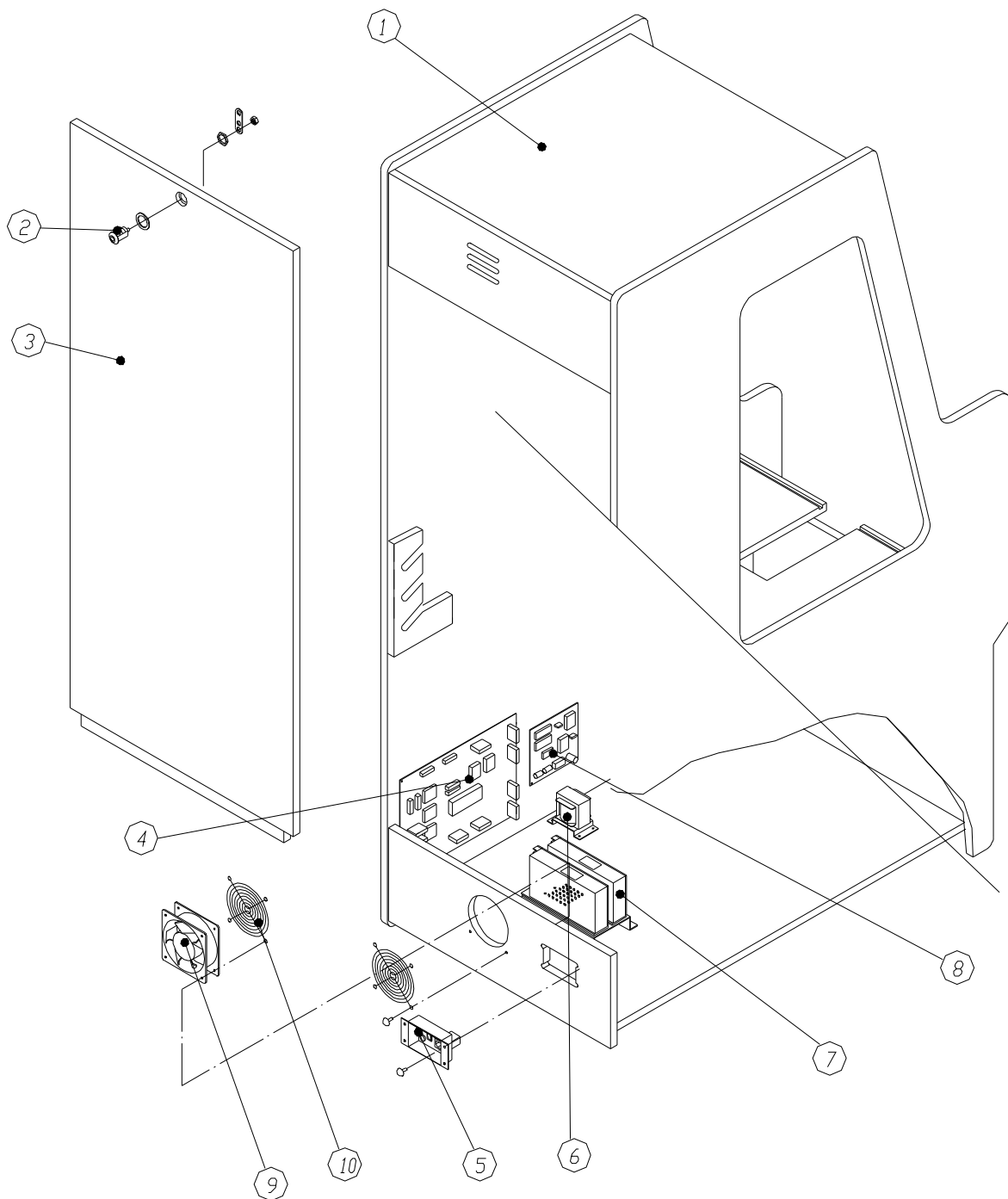
12-7 Playfield Front (Inner):



12-7 Playfield Front (Inner):

NO	Name	Qty	Specification	Note
KC 7-1	Roof Fiberglass	1		
KC 7-2	Castle Fiberglass	1		
KC 7-3	Moving Light Board	1		
KC 7-4	Window Plexi (Yellow)	2		
KC 7-5	Roof Fixing bar	2		
KC 7-6	Roof Flame	2		
KC 7-7	Flame Bracket 1	2		
KC 7-8	Flame Sticker			
KC 7-9	Blower 1	1		
KC 7-10	Bonus LED	1		
KC 7-11	Roof Funnel	1		
KC 7-12	Castle Flame Bracket(L)	1		
KC 7-13	Blower 2	2		
KC 7-14	Cover (Upper)	1		
KC 7-15	Blower 3	1		
KC 7-16	Castle Flame	2		
KC 7-17	Castle Flame Bracket(R)	1		
KC 7-18	Color Lens	2		
KC 7-19	MR-16 Flame Light	2		
KC 7-20	Bulb Bracket	2		
KC 7-21	Glass Fixing Bar (Upper)	2		
KC 7-22	Light Baffle	2		
KC 7-23	Glass(L & R)	2		
KC 7-24	Glass Fixing Bar (Lower)	2		
KC 7-25	Coin Receiver Board 1	1		
KC 7-26	Coin Receiver Board 2	1		
KC 7-27	Coin Funnel	1		
KC 7-28	Coin Guide	1		
KC 7-29	Assembly Support	2		
KC 7-30	Limiter Bar	2		
KC 7-31	Side Board	2		
KC 7-32	Catapult Stand	1		
KC 7-33	Stone	2		
KC-7-34	Plexiglass Coin Guard			

12-8 Circuit PC Board:



12-8 Circuit PC Board:

NO	Name	Qty	Specification	Note
KC 8-1	Body Shell	1		
KC 8-2	Lock	1	171	
KC 8-3	Rear Door	1	PLAYC8F	
KC 8-4	Main PCB	1		
KC 8-5	Power Socket	1		
KC 8-6	Transformer	2		
KC 8-7	Power Supply	1		
KC 8-8	Sound PCB	1	SOUND03K	
KC 8-9	Fan	1		
KC 8-10	Fan Cover	1		

**Coast to Coast Entertainment
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