

Ticket Track™

OWNER'S MANUAL

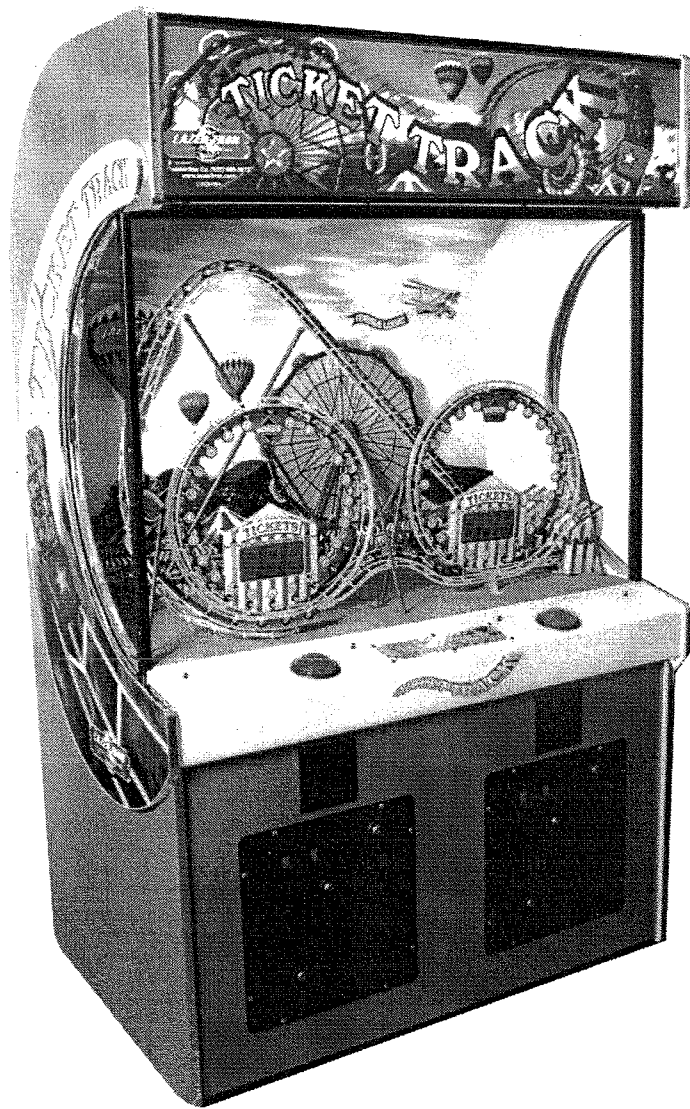


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READ ME FIRST!!!

DO NOT

Turn on Ticket Track™ until you have read the following:

This game is set to accept **120VAC 60Hz** primary voltage. (*Unless otherwise noted on the power label on the rear of the game cabinet*). Other line voltages and frequencies require a modified power supply and lighting transformers. The power supply is set to 120VAC, but can be modified by a qualified service technician to accept 100-240VAC. Call Lazer-Tron's Customer Service at (925) 460-0873 or your distributor for additional information.

Only authorized and trained personnel should have access to the internal components of this game.

Please continue reading this manual to learn power up procedures and game functions.

DISCLAIMERS AND SAFETY GUIDE

The following safety precautions apply to all game operators and service personnel. Specific warnings and cautions will be found in this manual whenever they apply.

WARNING!

Properly Ground the Game!

The coin and ticket doors, coin return and control panel are grounded at the factory. After servicing any part of the doors, or other grounded metal surfaces, verify the grounding wire is firmly attached to a solid metal surface. If this ground is removed or the game is not plugged into a grounded three-wire outlet, the players may receive an electrical shock! To avoid electrical shock, plug the game into a wall socket that has been inspected and properly grounded. Do not plug the game into a two-wire outlet. Instead, we recommend using a licensed electrician to install a three wire grounded outlet.

Connect to Proper AC Line Voltage

Before the game is plugged into an AC wall socket, verify the game's power supply can accept the AC line voltage in your location. The line voltage requirements are detailed in the Product Specification section on this manual.

Disconnect AC Line Voltage During Repairs

To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, follow these safety procedures while servicing the game. Disconnect the game from the AC wall socket before removing or repairing any part of the game. The power supply can retain charge for a period of time even after the AC power is removed. Use care when working near the power supply or on any circuitry connected to it. Verify the indicator LED's on the Power Supply and the PC Boards are completely OFF (dark, not dimly lit) before servicing the boards or the wiring. When repairs are completed, **DO NOT** turn on power with the harness connectors unplugged - live electrical parts will be exposed. Do not reconnect any harnesses while the power is on. Severe damage may occur to the PCBs.

Use Proper Replacement Fuses

To avoid electrical shock, reduce the risk of fire hazard, and prevent equipment damage, replace any fuse with those specified on the power supply fuse label. Replacement fuses must match fuse type, voltage rating, and current rating for the game to operate safely.

Caution!!! Properly attach all connectors. Verify the connectors on each printed circuit board are properly inserted. Most connectors are keyed to fit in only one direction. If they do not easily slip into place, STOP, do not force them into place. If you reverse a connector, you may damage your game and void your warranty.

Notice regarding non Lazer-Tron Parts!!!

Use of non Lazer-Tron parts or unauthorized modifications to any Lazer-Tron game may adversely affect the safety of your game and cause injury to you or your players.

DISCLAIMERS AND SAFETY GUIDE, continued

FCC Information:

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J Part 15 of the Federal Communications Commissions Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area or modification to this equipment is likely to cause interference, in which case the user, at his own expense, will be required to take whatever measures may be required to correct the interference. If you suspect interference from a Lazer-Tron product at your location check the following:

- 1) All ground wires are properly connected as shown in the game wiring diagram.
- 2) The power cord is properly plugged into a grounded three-wire AC outlet.
- 3) All power supply and PC Board shields are installed correctly.

UL and CE Listing Information:

A UL and CE Listed version of this game is available. Installation of any non-UL and CE parts will void the UL or CE listing and may seriously affect the safety of the game.

PRODUCT SPECIFICATIONS

<u>Characteristic</u>	<u>Specification</u>
Power Consumption	360 Watts Maximum
Temperature	+5 to +50 degrees C (+37 to +122 F)
Line Voltage	120 VAC 60Hz (Standard Factory Wiring) For 100-240 VAC line voltage the power supply transformer must be modified. Consult factory on line voltages other than 120 VAC.
Line Current	3 Amps Nominal at 120 VAC 60Hz.
Width	49"
Depth	32"
Height	78 3/4"
Weight	400 lbs. approx.
Warranty	6 Months

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All Rights Reserved
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Patents Pending

Any mechanical, photographic or electric process, or the form of a phonographic recording may reproduce no part of this publication, nor may it be stored in a retrieval system, transmitted or otherwise copied for public or private use, without the permission from the publisher.

The US protects the game play, all graphic designs, this technical manual, and its accompanying schematic diagrams. Copyright Act of 1976. This Act provides for substantial penalties for violating federal copyright laws. Courts can impound infringing articles while legal action is pending. If infringers are convicted, courts can order destruction of the infringing articles.

In addition, the Act provides for payment of statutory damages of up to \$50,000 per infringing transaction in certain cases. Infringers may also have to pay cost and attorney's fees and face an imprisonment of up to five years as well as fines of up to \$250,000 in the case of individuals and up to \$500,000 in the case of business entities.

Lazer-Tron will aggressively enforce its copyrights against infringers. We will use all legal means to immediately halt any manufacture, distribution, or operation of a copy of any games not made or sold by our affiliates or us. Anyone who purchases such copies risks forfeiting such a game.

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Functional Description of Ticket Track™

Ticket Track™ is a two player skill-stop action game with the look, feel and sound of a rollercoaster theme park. Chasing lights race around the track simulating rollercoaster cars without the high maintenance of moving parts.

OBJECT OF THE GAME

The object of the game is to stop the light while it is in your loop. Each light in the loop is worth a different ticket value with the BONUS being the highest. Every coin played increases the bonus amount. The BONUS is won by the first player to stop their light on the top BONUS arrow.

HOW TO PLAY

1. Insert coin.
2. Wait for the coaster lights to cycle around to your loop.
3. Hit the button and stop the light within the loop.
4. The hit light will flash while the LED counts down the tickets won.
5. If a second player has coined up, the lights will continue, giving that player a chance to win also.
6. Either player has the opportunity to win the bonus amount of tickets. Each time a BONUS light is hit, the BONUS value returns to the preset ticket amount.
7. The ticket values at each light and the minimum BONUS value is programmable by the operator.

INSTALLING THE GAME

Tools required to set up the game	-----Box Cutter or Knife
	----- Phillips Screwdriver
Persons required to set up game	-----2

PACKING LIST: Ticket Track™

ITEM NO.	DESCRIPTION	QUANTITY
1	Ticket Track™ Cabinet Assembly	1
2	Owner's manual	1
3	Keys (in coin return and cashbox)	7

**If you require assistance, call Lazer-Tron Customer Service at:
(925) 460-0873**

WARNING !!! Failure to follow these instructions may cause injury or damage. Do not plug the game into a 120 VAC wall socket until you have performed the following inspection.

VERY IMPORTANT !! Unless otherwise noted and ordered from the factory at a different voltage, this game is wired for a power line voltage of **120 VAC, 60 Hz**. The lamps in this game are rated for 120 VAC. The power supply is wired for 120 VAC but can be rewired by a qualified service technician to accept 100-240 VAC. Call Lazer-Tron's Customer Service for assistance **(925) 460-0873**.

1. Remove the packaging from the game.
2. Using a power screwdriver, remove the screws holding the back door and two cleats screwed to the pallet. Two people can then remove the game off the pallet.
3. A key is taped into the coin reject slot. This key will provide access to the cashbox where all the other keys will be located.
4. Remove the back door and open all the coin and ticket doors.
5. **Before you power up**, please inspect **Ticket Track™** carefully to ensure the game is complete and was delivered in good condition.
6. Inspect the printed circuit boards, harnesses and fluorescent lights for snug connections. Re-secure as necessary.
7. Plug the game into a grounded 3 prong outlet. The power switch is located on the lower rear of the cabinet. Turn on the power and verify all red LED's are lit. Also inspect the LEDs on the Main board. If any of the LEDs are not lit, turn off the power, secure the power connectors, and check for proper voltages at the PCB and Power supply. Replace fuses as necessary on the power supply.
8. Refer to the Operator Adjustable Features and Dip Switch settings section of this manual for settings you may wish to adjust. (tickets, cost to play etc...)
9. Place 2 stacks of tickets into the ticket holder and feed them into the ticket dispenser.

INSTALLING THE GAME, cont.

10. Play a few games to ensure the game works and pays out the desired number of tickets.
11. After positioning the game in its final location, lock the two front casters to prevent movement.
12. Call Lazer-Tron customer service if you have any problems at (925)460-0873, USA or check our WEB site for any service tips. <http://www.lazertron.com>

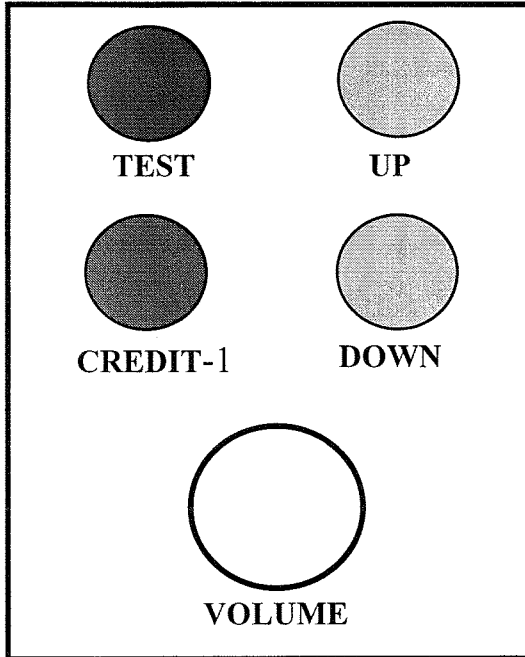
MAINTENANCE

The lack of any moving parts makes the Ticket Track™ game naturally low maintenance. Following is a list of routine items to check and replace.

- 1) Clean the glass and Control Panel areas.
- 2) Check the buttons to ensure they are not broken, sticking or do not make contact.
- 3) Replace burnt out bulbs in the play buttons. This is important since the flashing light is used to inform the player their coin has been accepted and it is time to play. To gain access to the buttons, remove the 8 screws on the control. Replace bulbs with wedge base type 464, 28V, 4.8Watt.
- 4) This is a good time to replace burnt out bulbs in 8 attraction lights in front of the track. These can be accessed by loosening the sockets or bending them down to reach the bulbs. Use Type 1251, 28VDC bulbs.
- 5) Replace track light bulbs as needed with wedge base type 464, 28V, 4.8Watt. The track lights can be accessed from the front or sides.
 - a) If you can reach the bad bulb from the side, remove the corner bracket and roll the side plex forward and out. While a bulb pulls out of the socket easily with one hand, we recommend using two hands to support the track and push in the new bulb.
 - b) If you want to access the track from the front, remove the corner bracket on the *opposite* side from the bad bulb. Slide the glass halfway to the right or left.
 - c) If it is necessary to replace blubs on opposite sides of the track, remove the other corner bracket and slide the glass the other direction. It is not necessary to completely remove the front glass for normal maintenance.

Operator Adjustable Features

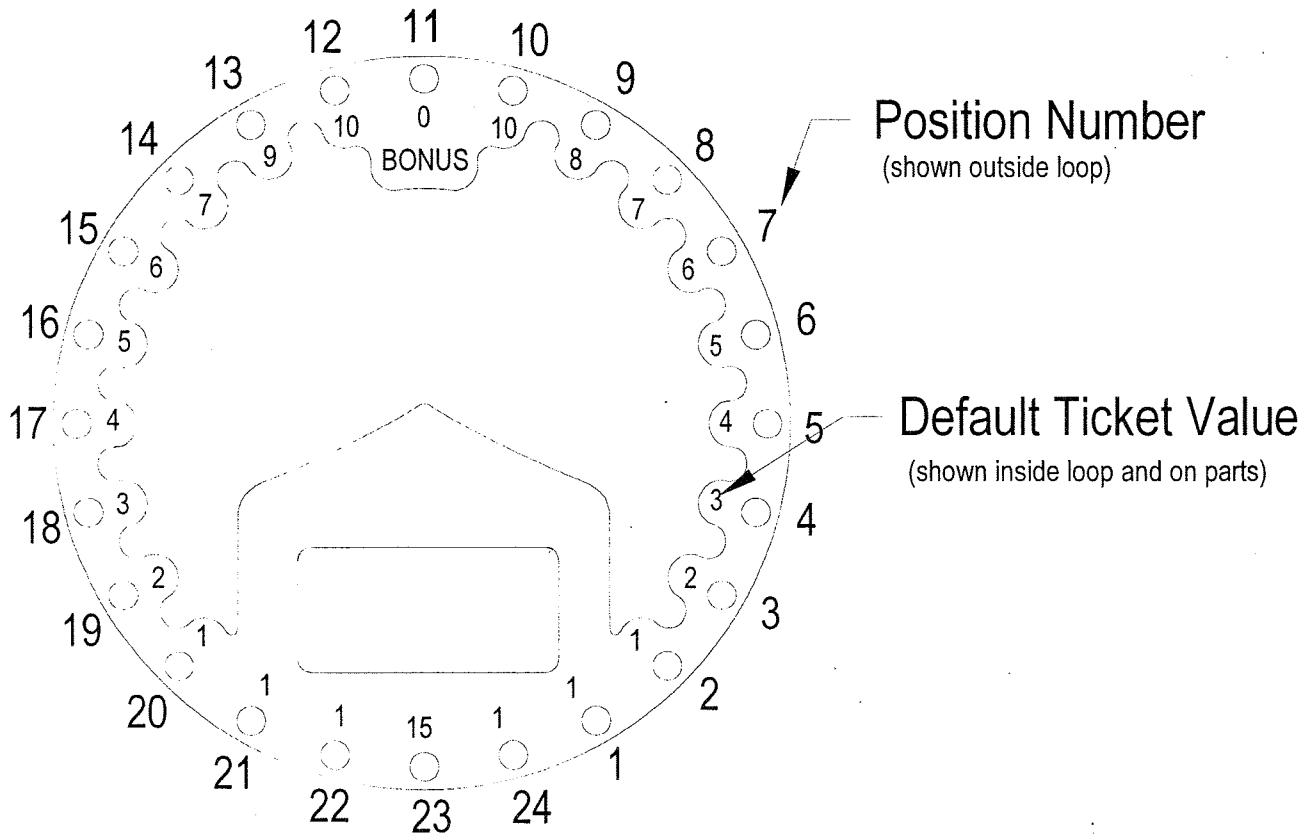
Button Panel inside the Cabinet



Ticket Track™ is a fully programmable game. Some settings are programmed via the program buttons and the rest via DIP switches on the Main Board. The program buttons are mounted on a plate (See above.) located inside the left coin door. During programming, the menu and settings are displayed on the 3-digit LED display.

The game is set to pay approximately 30% (7-8 one cent tickets) on a single token play. If higher or lower settings are necessary use the number set provided to change the ticket values on the track loops, and enter the program mode to change target settings.

Program Mode Settings, cont.



Programming Positions on *Either* Loop