

WILLY WONKA & THE CHOCOLATE FACTORY

VIDEO REDEMPTION COIN PUSHER

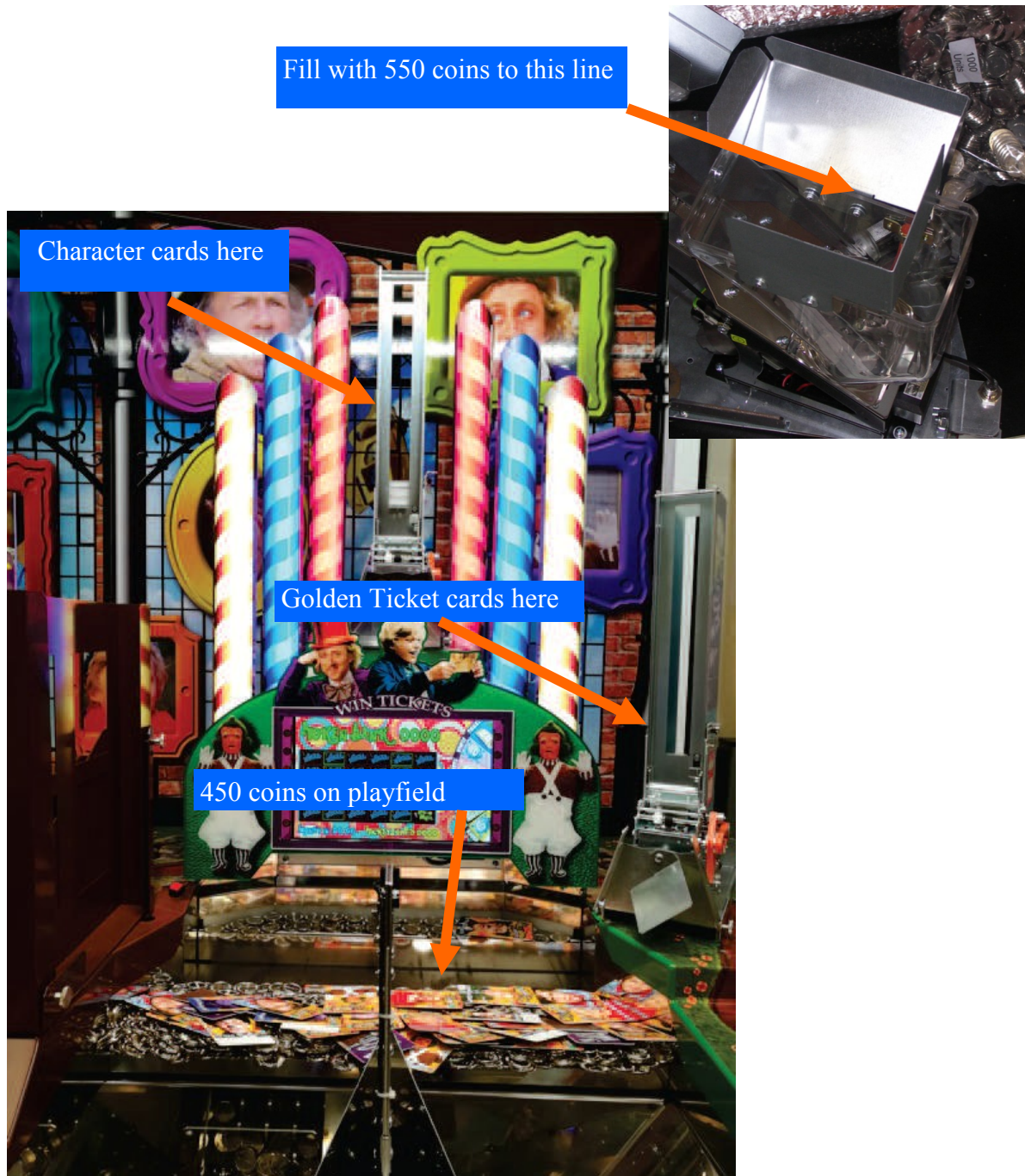


Manual Version 1.1 12/11/17
Software Version 1.0.0.12

Shoot coins to light the Wonka Bars and knock over game cards.	1	Token	\$.25
	5	Tokens	\$.50
Lit yellow Wonka Bars award 1 ticket each	12	Tokens	\$ 1.00
	26	Tokens	\$ 2.00
Light "Spin Wheel" to spin the bonus wheel.	42	Tokens	\$ 3.00
	60	Tokens	\$ 4.00
	75	Tokens	\$ 5.00
The bonus wheel can award tickets, more shots or dispense a Golden Ticket card	175	Tokens	\$10.00
	400	Tokens	\$20.00

Playfield Setup

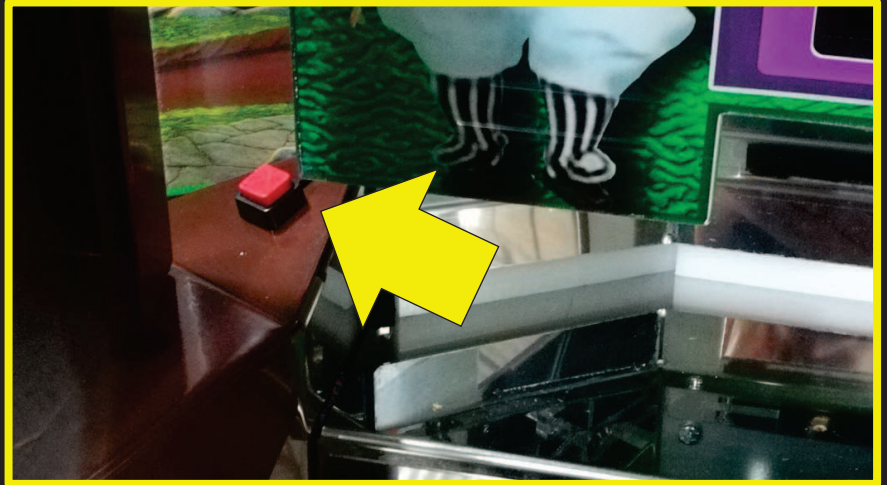
The 9 character cards go into the top center card dispenser. The Golden Ticket cards go into the dispenser to the right of the playfield. Open one bag of silver coins for each side of the machine. (The third bag is a spare) First fill the coin hopper up to the bend in the back metal extension and put the rest of the bag onto the playfield. (550coins in the hopper,450 on the playfield.



To access the operator menu, hold down the red button behind the ticket stack for 1 second
If the operator menu is called during game play all existing credits and tickets will be cleared

OPERATOR MENU

VIEW AUDITS
GAME SETTINGS
HARDWARE TEST
EXIT TO GAME MODE



SOFTWARE VERSION: 1.0.0.12

The accounting menu shows money in, tickets out and cards dispensed.
The Bonus Coins Won are the total of extra coins won from wheel spins.

ACCOUNTING

Money In \$0.00
Tickets Out 0
Regular Cards Dispensed 0
Golden Ticket Cards Dispensed 0
Bonus Coins Won 0

Hold down **TEST BUTTON** to reset audits
Press **FIRE** to return to previous menu

Ticket Value .010
Tickets Per Card Dispensed 20
Golden Ticket Value 2000
Complete Card Set Value 0
Average Card Dispensed Cycle 35
Table Cycle 3000

Money In	Shots	Token Value	Result
\$ 0.25	1	\$ 0.250	7.49 (MIN)
\$ 0.50	5	\$ 0.100	19.40
\$ 1.00	12	\$ 0.083	23.77
\$ 2.00	26	\$ 0.076	24.89
\$ 3.00	42	\$ 0.071	26.99
\$ 4.00	60	\$ 0.066	29.11
\$ 5.00	75	\$ 0.066	29.11
\$ 10.00	175	\$ 0.057	34.00
\$ 20.00	400	\$ 0.050	38.89 (MAX)

Master Volume 8 **25.96 (Average)**
Attract Volume 4
Sorter Sense 123

Reset To Defaults
Exit Settings

Game Settings are options changeable by the operator:

- TICKET VALUE —————> This is the monetary value of your ticket. In this example we are using a penny value ticket.
- TICKETS PER CARD DISPENSED —————> This is how many tickets a single (non-Golden Ticket) card dropped on the playfield is worth.
- GOLDEN TICKET VALUE —————> This is how many tickets a Golden Ticket card is worth
- COMPLETE SET CARD VALUE —————> This is how many tickets a player would be hand paid if they presented a complete set of cards.
- AVERAGE CARD DISPENSED CYCLE —————> This is how many shots it takes before a card is dispensed onto the playfield. In this example we are using 35, however the machine will use a random number close to this setting so a card will not be dispensed exactly every 35 shots.
- TABLE CYCLE —————> A Golden Ticket card will be dispensed onto the playfield after this many shots have been played. This is selectable between 600,1200,1800,2400 and 3000 shots.
- MASTER VOLUME —————> Volume level during game play
- ATTRACT VOLUME —————> Volume level of attract sounds
- SORTER SENSE —————> This is the current sense setting of the coin sorter. If the sorter is overloaded the sorter will shut down and the machine will display an error. **Hold the test button and move the joystick to adjust this number.** Higher numbers are more sensitive. If you need to go lower than 122 and you are still seeing sorter errors then your sorter most likely has an issue and needs service.
- RESET TO DEFAULTS —————> Hold test button and move joystick right to set defaults.

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Reset To Defaults
 Exit Settings

The payout chart shown on the screen is **an estimate** of how the game will perform based on the money used to play. In the example above, if the game was played only using quarters then the value of each token played is .25 each. Based on the settings and value of a ticket the operator can expect the game to payout roughly 7.49%.

In the example above the player gets 12 tokens for a dollar. This changes the value of the token to .083 each. Now the machine can be expected to payout roughly 23.77%.

Since players will be using different amounts, the results are added together and the average of the totals will be the expected payout.

The only two options which actually affect the machine's game play are:

Average Card Dispensed Cycle In the above example the value is set to 35 - This means that approximately every 35 shots (give or take a random amount) a card will be dispensed from the upper card dispenser.

Table Cycle In the example above the value is set to 3000 - This means that approximately every 3000 shots, when the bonus wheel spins it will land on and dispense a Golden Ticket card from the side card dispenser.

None of the other values will affect anything during game play. Bonus wheel spins are completely random (except for a Golden Ticket). The other options are only used to display an expected percentage based on the value of your ticket and how many tickets you are hand paying for cards redeemed.

DIAGNOSTICS

```
J600-01 U203.0 0 JOYSTICK UP
J600-02 U203.2 0 JOYSTICK DOWN
J600-03 U203.7 0 FIRE BUTTON
J600-04 U203.5 0 TEST BUTTON
J600-05 U204.0 0 COIN 1
J600-06 U204.2 0 COIN 2
J600-07 U204.7 0 COIN 3
J600-08 U204.5 0 SWIPE INPUT
J600-09 U205.0 0
J600-10 U205.2 0
J600-11 U205.7 0 TICKET NOTCH
J600-12 U205.5 1 CARD 1 STATUS
J600-13 U203.1 0 JOYSTICK LEFT
J600-14 U203.3 0 JOYSTICK RIGHT
J600-15 U203.6 1 HOPPER POSITION
J600-16 U203.4 1 CARD 2 STATUS
J600-17 U204.1 1 DOOR SWITCH
J600-18 U204.3 0 BILL 1
J600-19 U204.6 0 BILL 2
J600-20 U204.4 0 TILT
J600-21 U205.1 0
J600-22 U205.3 0
J600-23 U205.6 1 HOPPER DISPENSE
J600-24 U205.4 1 HOPPER LIMIT
SORTER CURRENT DRAW 128
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MOVE HOPPER
DISPENSE CARD 1
DISPENSE CARD 2
DISPENSE TICKET
DISPENSE TOKEN
INCREMENT CASH METER
INCREMENT TICKET METER
INCREMENT CARD 1 METER
INCREMENT CARD 2 METER
TOGGLE PUSHER TABLE
TOGGLE RED SMOKE STACK
TOGGLE BLUE SMOKE STACK
TOGGLE ORANGE SMOKE STACK
TOGGLE CABINET LIGHTING
RUN SORTER FORWARD
RUN SORTER BACKWARD

EXIT DIAGNOSTICS
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The Hardware Test/Diagnostics page lets you test the various inputs and outputs connected to the game I/O board.

Use caution as you can increment the mechanical meters which may affect collection reports !

One of the most important tests is the sorter current draw. This number represents the current draw when the coin sorter motor is running. If you turn on the sorter motor in the test menu, you will see the actual draw number. Over time as components in the sorter wear, this number will begin to go lower. If you see constant sorter overload errors and you need to keep lowering this value in the settings menu, it is a good possibility that your sorter needs maintenance. Call Elaut USA and speak to a tech before it turns into a costly repair.

IO BOARD CONNECTORS

J600

24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1

1	Joystick Up	13	Joystick Left
2	Joystick Down	14	Joystick Right
3	Fire Button	15	Hopper Position
4	Test Button	16	Card 2 Status
5	Coin 1	17	Door Switch
6	Coin 2	18	Bill 1
7	Coin 3	19	Bill 2
8	Card Swipe	20	Tilt
9	No Connect	21	No Connect
10	No Connect	22	No Connect
11	Ticket Notch	23	Hopper Dispense
12	Card 1 Status	24	Hopper Limit Switch

J601

16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

1	Ground	9	Ground
2	Ground	10	Ground
3	Red Smoke Stack	11	
4	Orange Smoke Stack	12	
5	Blue Smoke Stack	13	Ticket Run
6	Top Lights	14	
7	Fire Button Lights	15	
8	Coin Enable	16	

IO BOARD CONNECTORS

J602

8	7	6	5
4	3	2	1

1	Card 1 Dispense	5	DBA Enable
2	Card 2 Dispense	6	Swipe Enable
3	Hopper Dispense	7	Cash Reporting *
4	Table Run	8	

J603

6	5	4
3	2	1

* Pulses low for every .25 count from coin acceptor or dollar bill acceptor (\$1=4 pulses)

1	+12 Volts	4	Cash Meter
2	Golden Ticket Meter	5	Tickets Meter
3	No Connect	6	Cards Meter

J607

2
1

1	Speaker +	2	Speaker -
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J500

6	5	4
3	2	1

1	Ground	4	No Connect
2	Ground	5	+12 Volts In
3	Ground	6	+24 Volts In

IO BOARD CONNECTORS

J605

12	11	10	9	8	7
6	5	4	3	2	1

1	+24 Volts Out	7	+24 Volts Out
2	+24 Volts Out	8	+24 Volts Out
3	+24 Volts Out	9	+24 Volts Out
4	+12 Volts Out	10	+12 Volts Out
5	+12 Volts Out	11	+12 Volts Out
6	+12 Volts Out	12	+12 Volts Out

J606

4	3
2	1

1	Hopper Motor	3	Hopper Motor
2	Sorter Motor	4	Sorter Motor

J604

10	9	8	7	6
5	4	3	2	1

1	Ground	6	Ground
2	Ground	7	Ground
3	Ground	8	Ground
4	Ground	9	Ground
5	Ground	10	Ground

FRONT DOOR CONNECTORS

Control Panel

16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

1	Coin Enable	9	Ground
2	Ground	10	Ground
3	Coin 1	11	Swipe 1
4	Bill 1	12	Swipe Enable
5	Bill Enable	13	Cash Reporting
6	Tilt	14	Speaker +
7	+12 Volts	15	Speaker -
8	+12 Volts	16	+12 Volts

Joystick

12	11	10	9	8	7
6	5	4	3	2	1

1	Joystick Down	7	Joystick Up
2	Joystick Left	8	Joystick Right
3	Fire Button	9	
4	Ground	10	+12 Volts
5		11	
6	Fire Button Light	12	

POWER DISTRO BOARD (Located On Top Of Machine)

J2		J4			J6		J3		J5			J7			
2		6	5	4		4	3		2	6	5	4		4	3
1		3	2	1		2	1		1	3	2	1		2	1

Power For LED Lighting On Top Of Machine

J2, J3	1 Ground	2 +24 Volts Out
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Power For IO Boards

J4, J5	1 Ground	4 No Connect
	2 Ground	5 +12 Volts Out
	3 Ground	6 +24 Volts Out

Power For Computer and Monitors

J6, J7	1 Ground	3 +12 Volts Out
	2 Ground	4 +12 Volts Out

FUSE TABLE (Fuses are not in sequential order on the power board)

F1	3.15 AMP SLO-BLO	J2, +24 Volts
F2	3.15 AMP SLO-BLO	J3, +24 Volts
F3	2 AMP SLO-BLO	J4, +12 Volts
F4	2 AMP SLO-BLO	J4, +24 Volts
F5	2 AMP SLO-BLO	J5, +12 Volts
F6	2 AMP SLO-BLO	J5, +24 Volts
F7	3.15 AMP SLO-BLO	J6, +12 Volts
F8	3.15 AMP SLO-BLO	J7, +12 Volts

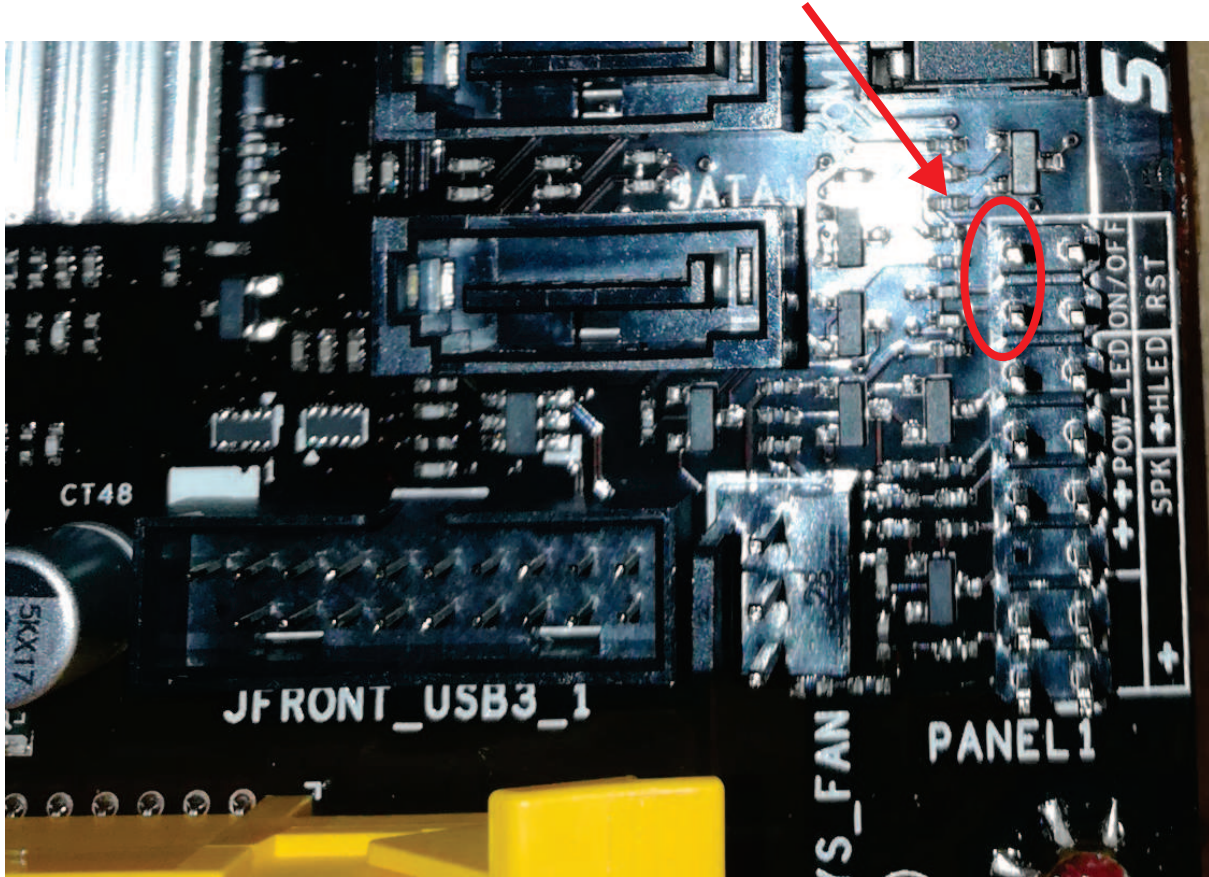
J1

1	2	3	4	5	6
	1 +12 Volts In				
	2 +12 Volts In				
	3 +24 Volts In				
	4 +24 Volts In				
	5 Ground				
	6 Ground				

TROUBLESHOOTING

Problem - computer not turning on (no picture on monitor, CPU fan not spinning)
The motherboard battery may have died. First, verify that 12 volts is present at the power connector feeding the motherboard (Black wire=ground, White wire=+12v)

If power is good, then use a small screwdriver and momentarily jumper the ON/OFF pins on the PANEL1 connector on the lower corner of the motherboard.



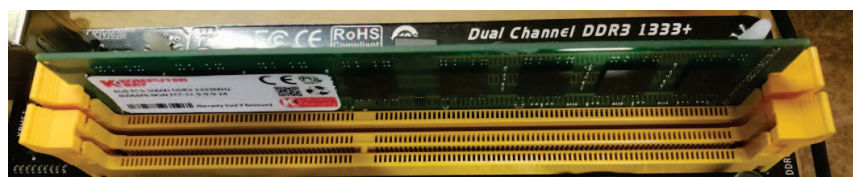
If the motherboard and PICO PSU power supply are good, then the fan on the CPU should turn on and an image should appear on the monitor.

Make sure the monitor is turned on - if the motherboard is off for some time then the monitor will go into power save and shut itself off.

If the monitor is on, and the CPU fan is spinning but there is still no picture, check your cables and verify that the monitor is set for HDMI input (some of them default at VGA when first installed).

Still no picture ? Unplug the computer and carefully remove the memory module from its socket and re-insert it.

Restore power and try jumpering the ON/OFF pins again. If still no picture you probably have a bad motherboard, contact Elaut USA for further support.

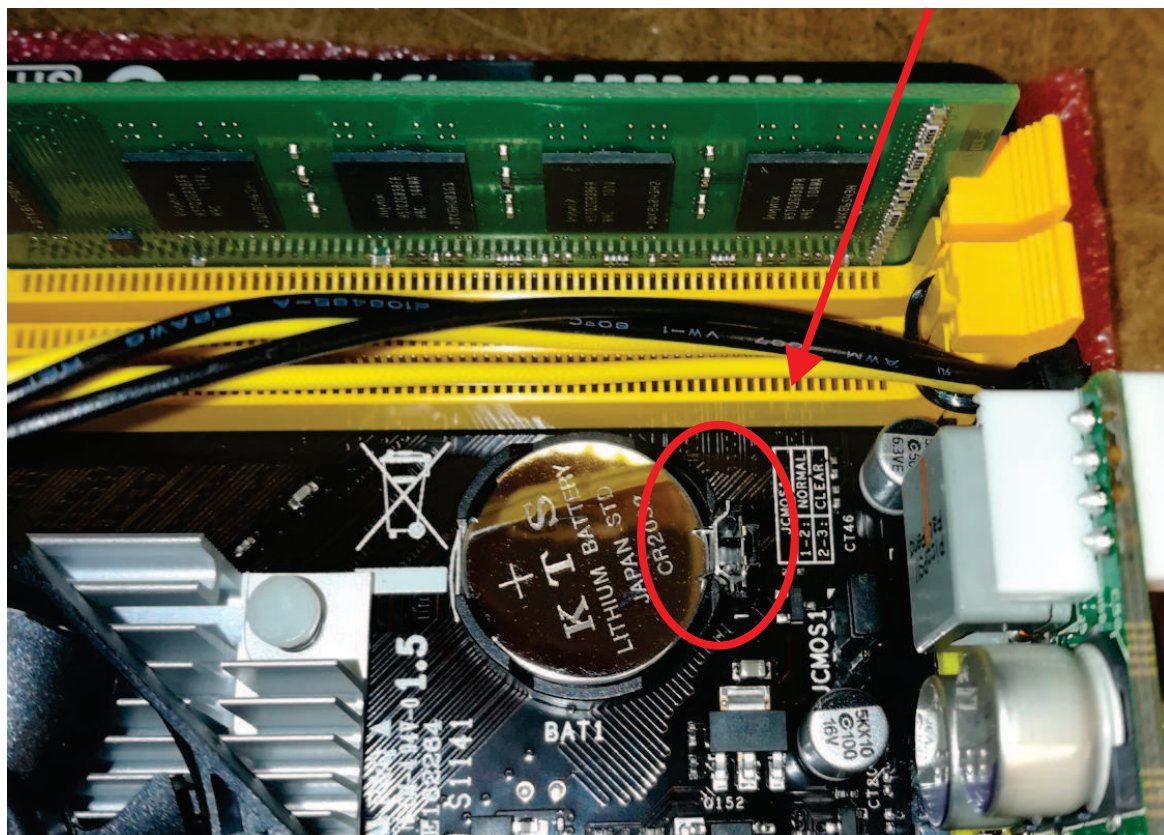


TROUBLESHOOTING

Problem - Computer motherboard is on, but a CMOS FAIL error occurs on power up.



This is because the onboard CPU battery has died. The battery is a standard CR-2032 battery available at drug stores, hardware stores, etc. Unplug the computer and replace the battery as shown below. Push the circled tab with a small screwdriver and the battery will pop out. Insert the new battery, push it down and it should lock in place.



TROUBLESHOOTING

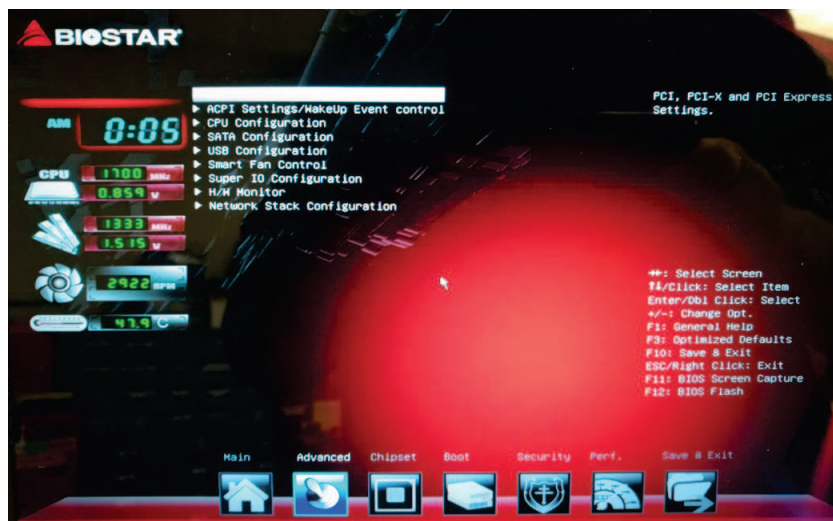
Restoring the motherboard BIOS. Once a new battery is installed you must connect a standard computer keyboard to the computer motherboard. Turn on the computer and repeatedly tap the DEL key. You should see the following screen:



The correct date and time must be entered. If a date prior to December 2017 is in the system the game software will not start. This is used to protect the USB flash drive from data damage.

Press the down arrow key once. The month will highlight in blue. Use the number keys to enter the new month. Press ENTER, the day will highlight in blue. Use the number keys to enter the new day. Press ENTER, the year will highlight in blue. Use the number keys to enter the new year and press ENTER.

Press the down arrow key again, the time will highlight. Use the number and ENTER keys to set the date as you did with the time.



Once the time and date are set, press the right arrow key once and you should see the above screen. Press the down arrow to highlight “Super IO Configuration” and press ENTER

(CONTINUED ...)

TROUBLESHOOTING

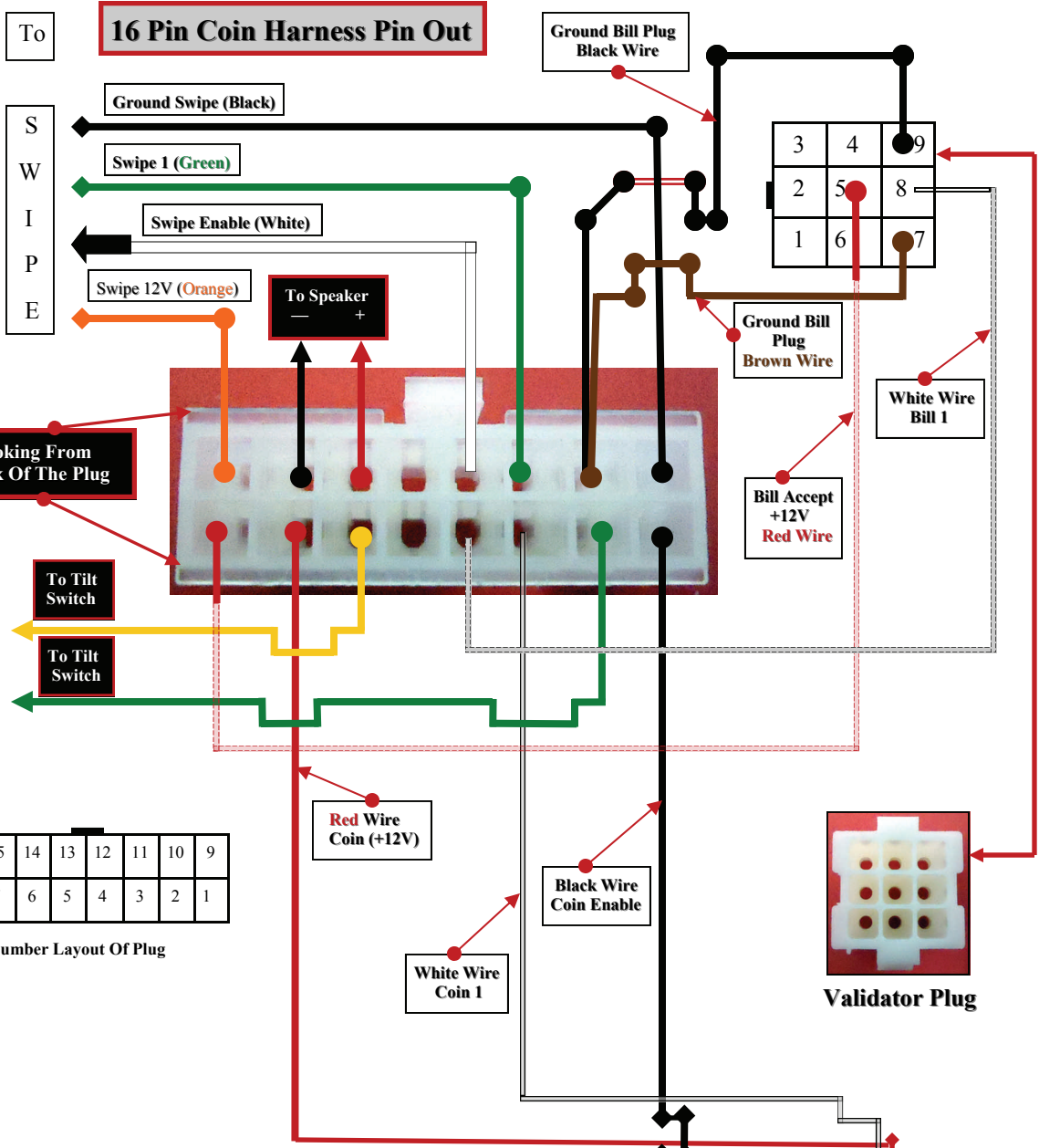
(Setting motherboard BIOS Continued)



“Restore AC Power Loss” should be highlighted. Press ENTER once, and use the down arrow key to select “Power On” and press ENTER again.



This completes the setup. Now press the F10 key to save and exit. Select YES to save configuration and press ENTER. The computer will now restart and you can unplug the keyboard.



To 16 Pin Coin Harness Pin Out

- S ← Ground Swipe (Black)
- W ← Swipe 1 (Green)
- I ← Swipe Enable (White)
- P ← Swipe 12V (Orange)
- E ← To Speaker

View Looking From The Back Of The Plug

16	15	14	13	12	11	10	9
8	7	6	5	4	3	2	1

Number Layout Of Plug

- Pin 1 (Black Wire 29") Coin Enable
- Pin 2 (Green Wire 16") Tilt (Push On Connector)
- Pin 3 (White Wire 29") Coin 1 Plug
- Pin 4 (White Wire 12") Bill 1 Plug
- Pin 5 (NC)
- Pin 6 (Yellow Wire 16") Tilt (Push On Connector)
- Pin 7 (Red Wire 29") +12V Coin Plug
- Pin 8 (Red Wire 12") +12V Bill Acceptor Plug
- Pin 9 (Black Wire 29") Swipe
- Pin 10 (1 Black & 1 Brown Wire Lead 12") Tied Together (Bill Acceptor Plug)
- Pin 11 (Green Wire 28") Swipe 1
- Pin 12 (White Wire 28") Swipe Enable
- Pin 13 (NC)
- Pin 14 (Red Wire 12") +Speaker Plug
- Pin 15 (Black Wire 12") - Speaker Plug
- Pin 16 (Orange Wire 28") +12V Swipe

Note:
Pins 12 (Swipe Enable) &
Pin 4 (Bill 1)
The Wires are White Wires.

