

Sideshow installation and maintenance

Before machine serial number SW077



Sideshow Manual



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1. Installation

.1 Unpacking

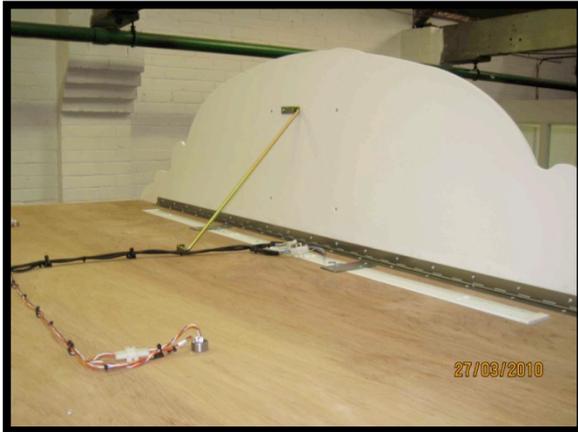
Carefully remove all packaging material, and site the machine on a flat and level floor.

The machine is designed for indoor use only.

The back of the machine must be at least 300mm from other surfaces to allow adequate ventilation for the compressor and electric motors.

.2 Assembling

Lift the top sign to a vertical position, and secure it by pushing the bar into the bracket.



The light fitting for the top sign is shipped on top of the console. Fit this to the the top sign, and plug in the electrical connection.



The console fixing bars are shipped on top of the consoles. Pass the electrical wiring through the right bar fastening hole and then thread the wiring through one of the bars, and then through the console fastening hole. Fasten the bars in position.



Insert the black plug into the back of the console power supply, and connect the free 3 pin plug and socket together.

The main power cable is on top of the gun console. Plug one end into the back of the main cabinet, and the other end into a mains power supply.

.3Set up

The machine is delivered with the following settings:-

Coin mechanism £1 per game

Shots per game 20

Tickets per hit 1

NRI G-13 coin mechanism

To change game prices

Set top bank of dip switches on the side of the coin mechanism as follows:-

50 p per game – switches 1,3,8 up

100 p per game – switches 2,4,8 up

USA 50 cents per game – 2,8,10 up

USA one dollar per game – 3,8,10 up

1 euro per game – 1,2,3,8,10 up

2 euros per game – 1,2,3,4,8,10 up

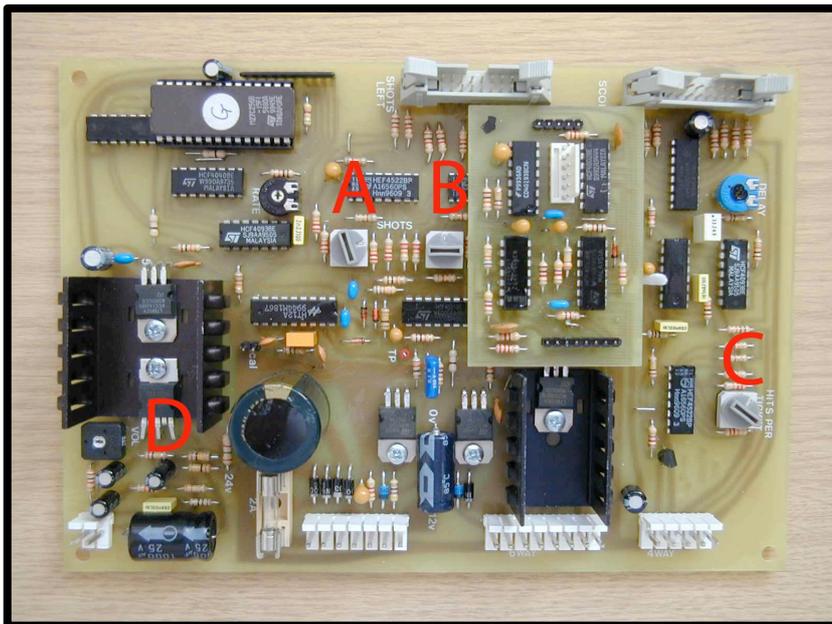
To teach the coin mechanism to accept tokens

With power on the coin mechanism

1. On the bottom bank of switches switch up number 9
2. If the mechanism is set for UK coins switch up switch 6, or 7

- If the coin mechanism is set for US coins or Euros switch up switch 5, or 6
3. Insert 10 tokens through the coin mechanism (the solenoid will be heard to pulse).
 4. Switch number 9 switch down and then switch down the taught channel (5,6, or7)
 5. The mechanism should then accept the token.

For more information on NRI coin mechanisms please go to www.nri.de



Gun board E87QA

To alter shots per game – turn switch A to alter the tens, and switch B to alter the units.

To alter tickets per hit – turn switch C.

To alter the gun shot volume – turn switch D

2. Game operation

2.1 Gun consoles

When a coin is inserted, and the gun trigger is squeezed, infra red light is emitted from the gun barrel.

2.2 Main Cabinet

Each target has an infra red detector, which senses a beam of light from the gun.

See 2.4 for a description of the target operations.

2.3 Air systems

All the targets operate using compressed air. Details can be found in 3.3

2.4 Target Descriptions

2.4.1 Ducks



The profile ducks are fastened to a toothed timing belt, driven by a geared motor which runs continuously when the machine is connected to a power supply. Four air jets are spaced at equal intervals in front of the ducks, and blow the ducks over when the target is hit and the air jet is in line with a duck.

2.4.2 Playing Cards



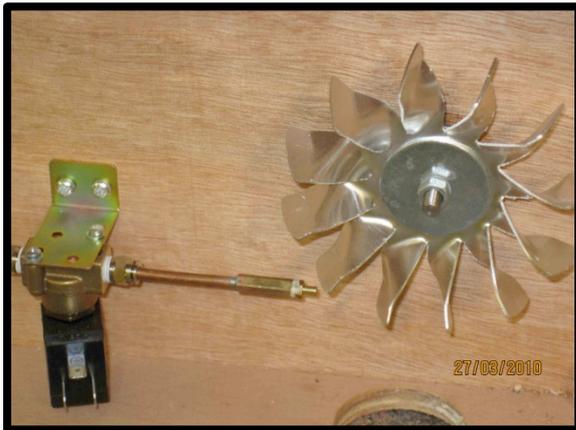
The playing card disc revolves continuously when power is connected to the machine. The cards are mounted on a pivot and are blown over when the target is hit and the air jet is in line with a playing card



2.4.3 Tin cans

Then top tin can falls from view when the target is hit.

A hit applies power to the coil of an air valve which switches air pressure from the bottom inlet of the air cylinder to the top inlet, and the cylinder rod moves down.



2.4.4 Spinning plates

When the target is hit power is applied to an air valve, which then passes air through the jet and on to the fan which spins the plate.



2.4.5 Clown bow tie

When the target is hit power is applied to an air valve, which then passes air through the jet and on to the fan which spins the bow tie.



2.4.6 Stars and spirals

There are two stars and one spiral. When the target is hit power is applied to an air valve, air is passed through the jet and on to the fan which spins the target.

3. Access

The tubular cash door key will open all 3 cash doors.

The flat key will open all the other doors.

Gun consoles - Undo 2 locks on the back of the consoles, and the back door will lift off giving access to the console wiring and power supplies.

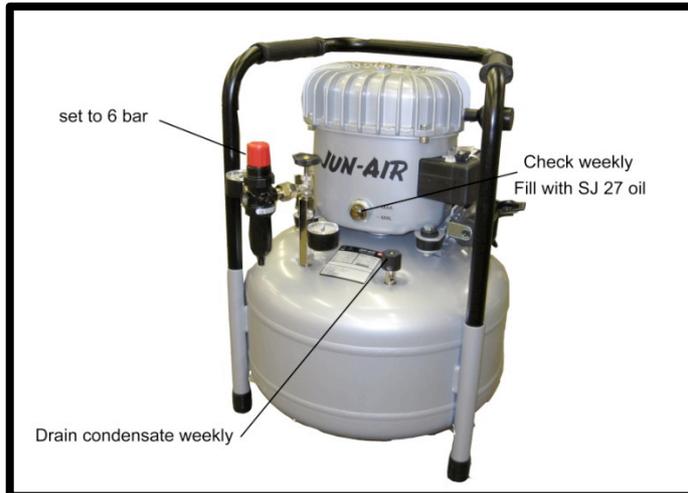
Coin doors - Opening the top door gives access to the the coin mechanism, and opening the bottom door gives access to the cash box.

Main cabinet - A door on the left hand side allows access to the duck drive and to targets on the left of the machine. The top door allows access to the message repeater and the target mechanisms.

4. Maintenance

The only item needing regular maintenance is the air compressor.

North America only 110 volt supply



Rest of the world 240 volt supply



5. Fault finding

5.1 No electrical power

Check the wall socket for a supply. Check the fuse in the plug.

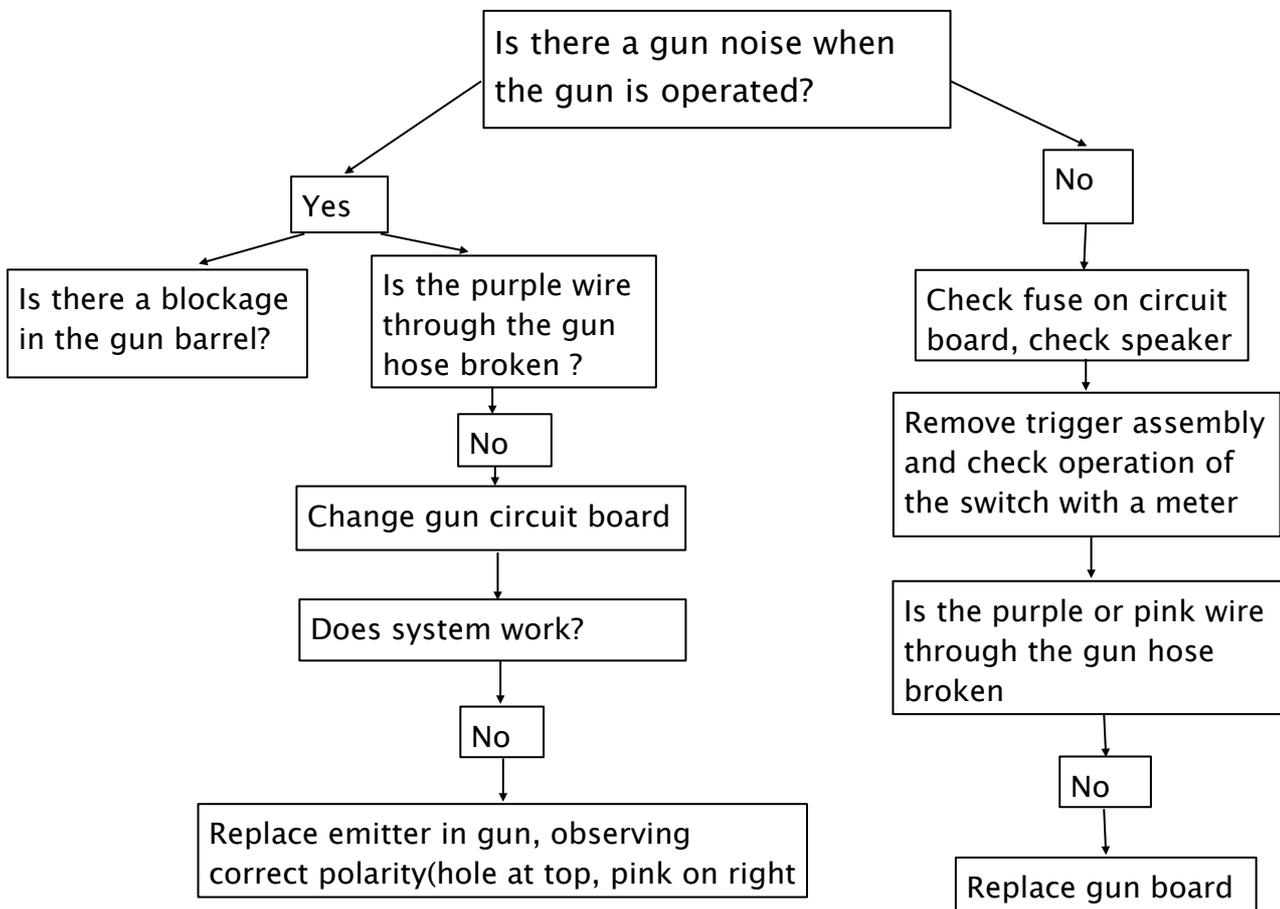
If no power to the gun consoles, check the connections and wiring from the main cabinet to the consoles. Check the console power supply (in the consoles centre back) for a red light, and press the reset button next to the light.

If no power to one gun section, check the connections from the power supply, the connections on the gun board, and fuses.

5.2 No air

Check the pressure gauge, if it reads no pressure, check the plug fuse on the compressor wire and check the on/off switch on top of the compressor.

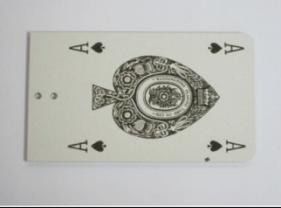
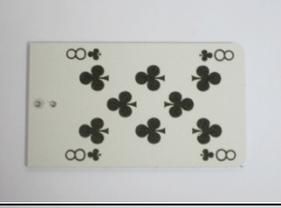
5.3 Unable to hit targets

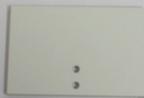


SPARE PARTS FOR SIDESHOW MARK 1 UP TO SERIAL NUMBER SW076

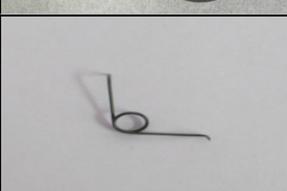
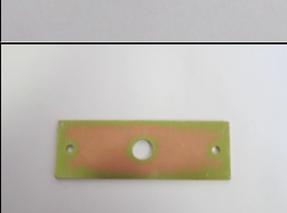
| Part number | Description | Used on | picture | Retail price each |
|-------------|--------------------------|---|--|-------------------|
| A100 | Air jet | All air operated targets |  | £2.56 |
| A100B | Air jet adaptor | All air operated targets to connect on to the air jet |  | £4.86 |
| A114 | 5 port solenoid valve | Operates tin can air cylinder |  | £81.21 |
| A116 | 3 port valve | Air blast to cards, ducks, star, Spiral and bowtie |  | £38.99 |
| A301 | 1/8" x 4mm adaptor | Screws into air valve ports to connect to 4mm pipe |  | £1.75 |
| A305 | 1/8" x 4mm swivel elbows | Screws into air valve ports to connect to 4mm pipe |  | £1.78 |

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|--------|---------------------------------------|---|--|---------|
| SD085A | compressor | Provides compressed air |  | £760.00 |
| SD001 | Bowtie | Printed on 3mm foamex |  | £8.00 |
| SD034A | Playing card disc | Falling cards attach to this |  | £39.70 |
| SD035 | Large blue spiral | Fastened to front face of playing card disc |  | £11.20 |
| SD035A | Large red spiral | Fastened to front face of playing card disc |  | £11.20 |
| SD037 | Card pivot block and bearing assembly | Fastens to playing card disc and playing card |  | £5.60 |
| SD048 | Card motor | Drives the card disc |  | £221.00 |
| SD048A | Card motor capacitor | Run capacitor for motor SD048 |  | £8.00 |

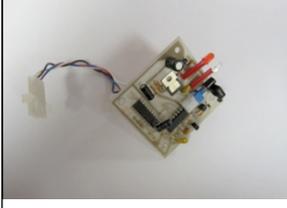
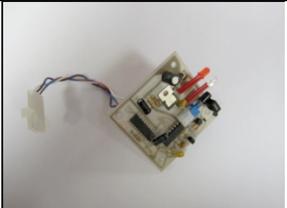
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|----------------|-------------------------------------|----------------------|--|---------|
| SD048TYPE A | Card motor | Drives the card disc |  | £137.50 |
| SD098A | King of hearts Playing card | |  | £6.90 |
| SD098B | Ace of spades playing card | |  | £6.90 |
| SD098C | Six of hearts playing card | |  | £6.90 |
| SD098D | Queen of spades playing card | |  | £6.90 |
| SD098E | Nine of diamonds playing card | |  | £6.90 |
| SD098F | Eight of clubs playing card | |  | £6.90 |
| SD098G | Ten of hearts playing card | |  | £6.90 |

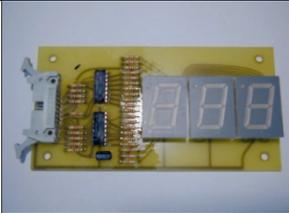
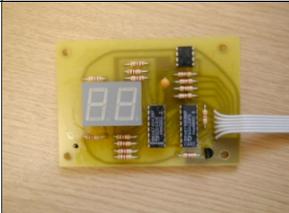
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|--------|------------------------------|--|---|---------|
| SD098H | Seven of spades playing card | |  | £6.90 |
| SD099 | Card small actuator plate | Makes the playing card fall over |  | £1.60 |
| SD016 | Duck timing belt | Drives and supports travelling ducks |  | £73.50 |
| SD017B | Duck belt idler pulley | Pulley sitting furthest from the duck motor |  | £38.80 |
| SD017C | Duck motor pulley, 12mm bore | Pulley fastened to motor shaft, 8mm bore |  | £38.80 |
| SD021 | Duck profiles | Duck printed on to aluminium laminate |  | £7.30 |
| SD049 | Duck motor | Drives the duck belt. Do not over tighten when replacing |  | £182.00 |
| SD054 | Cabuchon lens | Lens for the front surround lighting |  | £0.80 |

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|--------|-------------------------------------|--|--|---------|
| SD055A | Cabuchon reflector | Fits behind the lens |  | £1.80 |
| SD056A | Cabuchon lampholder | Fits behind the lampholder and reflector |  | £2.40 |
| SD057 | Cabochon lamp SES 60 volt 5 watt | |  | £0.57 |
| SD069 | Main cabinet speaker | Supplies sound effects from the main cabinet |  | £38.97 |
| SD083A | Top sign xenon lamp | Replace with xenon for a brighter light |  | £6.20 |
| SD075 | Cabinet to console tubes | Fastens cabinet to consoles |  | £22.30 |
| SD088 | Artwork on 10 mm white foamex | Full set of cabinet artwork |  | £561.18 |

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|-------|------------------------|--|--|---------|
| SD091 | Sideshow manual | Installation and maintenance manual |  | £5.60 |
| E129 | Counter 12 volt DC | Used in consoles to count games played and tickets dispensed |  | £16.17 |
| E152 | Console speaker | Gun noise only |  | £28.50 |
| E211 | Game push button | On top of consoles to give games for credits |  | £6.60 |
| G555 | Small gun complete | |  | £236.57 |
| G708 | Trigger torsion spring | Returns the trigger |  | £3.60 |
| G710 | Small gun microswitch | Operates the infra red sensor |  | £2.82 |
| G534 | Gun hose plate | Provides a secure anchor for the gun to the console |  | £6.50 |

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| G416 | Gun hose | |  | £22.28 |
| H101 | Flat key lock | |  | £1.85 |
| H106 | Radial cash lock | |  | £6.87 |
| SD003 | Small spiral | 3mm white foamex |  | £6.80 |
| SD004 | Star | 3mm white foamex |  | £6.80 |
| SD005 | Red plate | Part of spinning plate assembly |  | £4.20 |
| SD006 | Blue plate | Part of spinning plate assembly |  | £4.20 |
| SD007 | Plate shaft and plate complete | Connects the spinning plate to the motor |  | £19.80 |

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|------------|-------------------------------------|--|--|---------|
| E87QA | Gun pcb | Drives infra red light, and controls gun functions |  | £306.70 |
| E87QAREP | Gun pcb repair and exchange only | Advance replacement Charged at full price. Credit will be given on return of faulty board if this is repairable. |  | £102.23 |
| E87P/1 | Piggy back board for above | Drives the displays |  | £65.98 |
| E87RSD | Target pcb | Switches 24volt ac when the target sees infra red light from the gun |  | £131.00 |
| E87RSDREP | Target pcb repair and exchange only | Advance replacement charged at full price. Credit will be given on return of faulty board if repairable. |  | £43.66 |
| E87RSDCELL | Target infra red sensor | Connects to the target pcb |  | £15.80 |
| E87H | Shots left display | |  | £55.30 |

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|------|----------------|--|--------|
| E87T | Score display |  | £65.53 |
| E87G | Credit display |  | £54.64 |

6. Contacts

Manufacturers :- Pan Amusements
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Further help:-
Compressor USA www.jun-air.com
Compressor rest of the world www.abac.co.uk
Coin mechanism www.nri.de