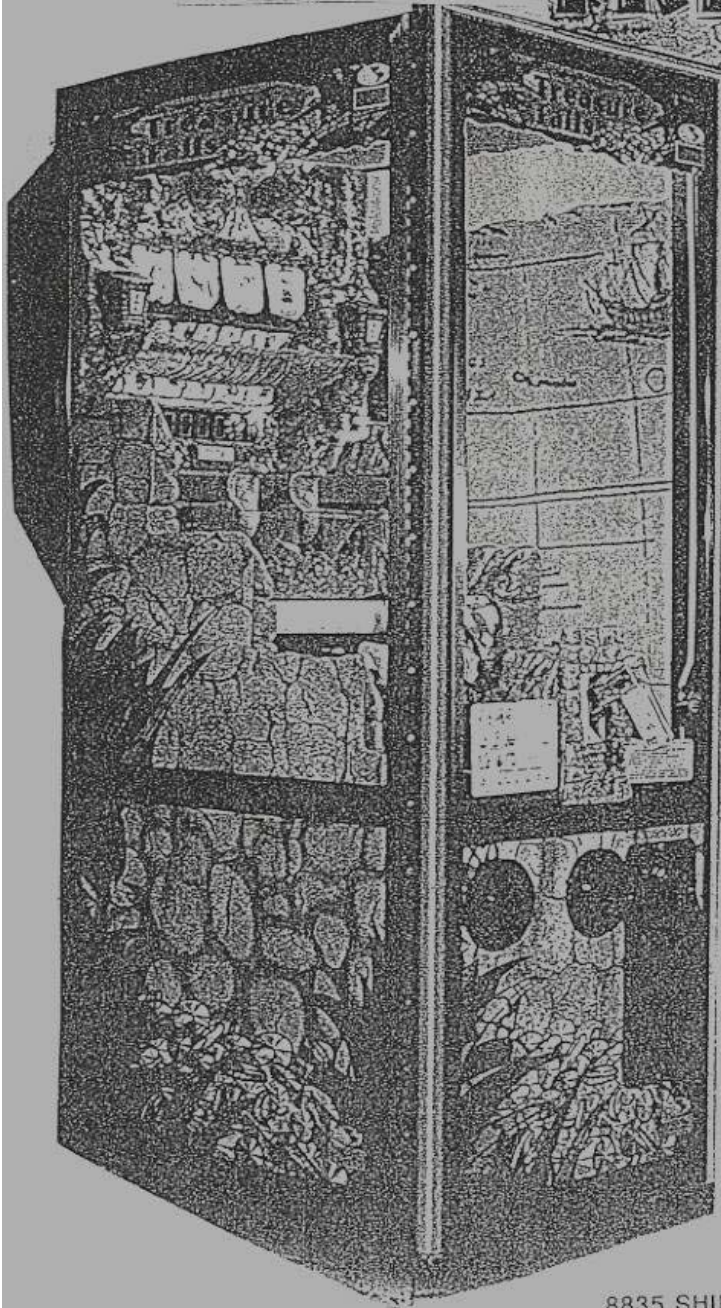


# JUMBO TREASURE FALLS



OPERATION MANUAL

12-30-98

## JUMBO TREASURE FALLS

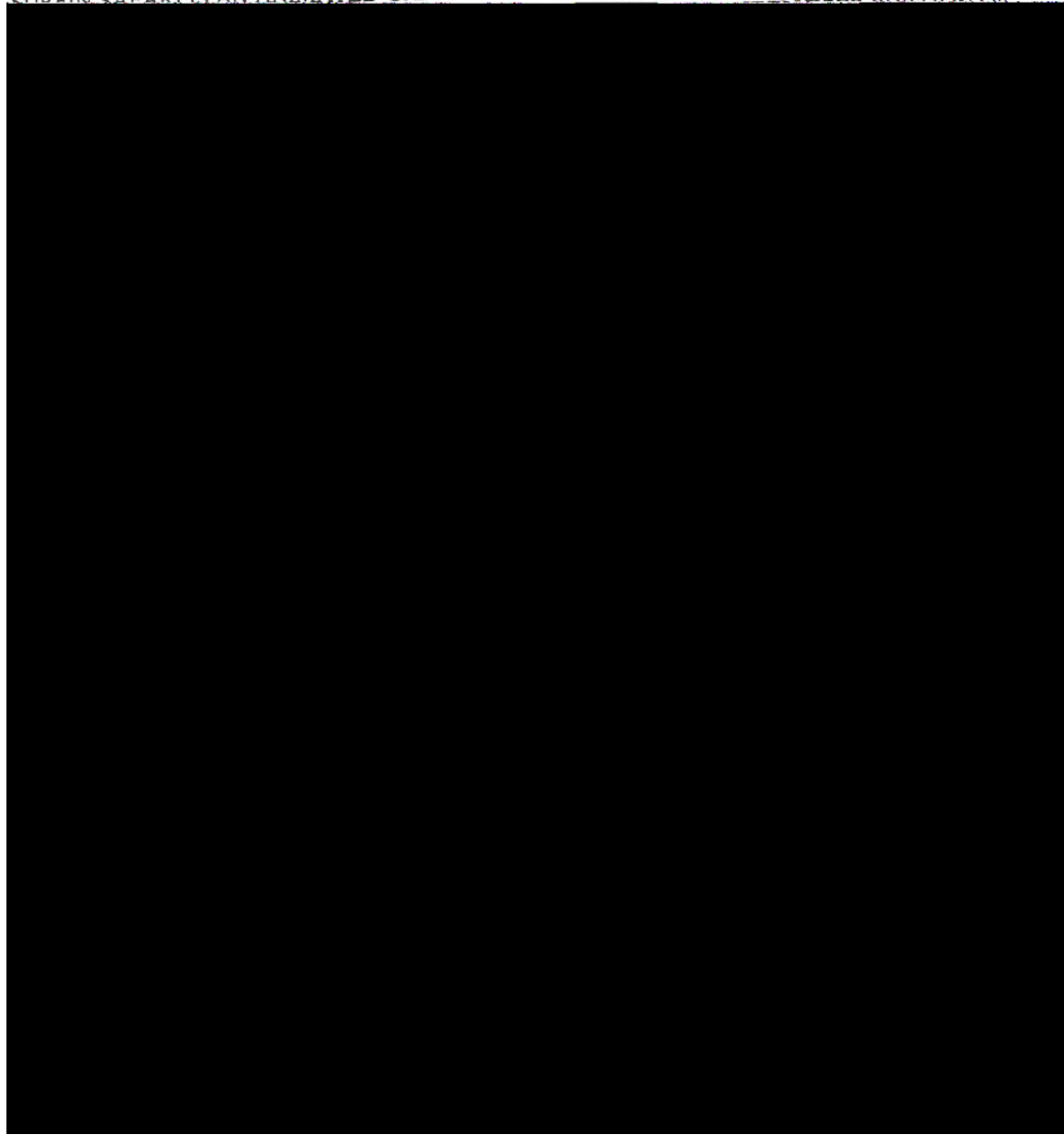
PLANET EARTH SALES

8835 SHIRLY AVE. NORTHRIDGE, CA 91324

(818)773-6056 FAX:(818)773-6064

GAME DESCRIPTION:

SUPERIN SAFARI IS AN ANIMATED GAME WITH A COIN GUN MOUNTED IN THE FRONT SIDE



## PROGRAMMING:

SURFIN SAFARI IS CONTROLLED BY A MAIN CIRCUIT BOARD (PC1-2010-2-CPU BOARD). THIS BOARD HAS SEVERAL PROGRAMMABLE FEATURES WHICH ARE SHOWN IN THE CONFIGURATION CHART. TO PROGRAM SURFIN SAFARI, FOLLOW THE BELOW INSTRUCTION FOR THE TYPE OF DISPLAY THAT COMES WITH YOUR GAME.

### FOR 8- DIGIT DISPLAY SYSTEM

PRESS THE "MODE" BUTTON ON THE CPU BOARD. THE DISPLAY IN THE REAR OF THE GAME WILL SHOW THE MODE NUMBER WITH THE LEFT THREE DIGITS, AND IT'S VALUE WITH THE RIGHT FIVE DIGITS. TO CHANGE THE VALUE, PRESS THE "UP" AND "DN" BUTTONS ON THE CPU BOARD. TO STEP TO THE NEXT MODE, PRESS THE "MODE" BUTTON AGAIN. WHEN PROGRAMMING IS COMPLETED, PRESS THE "RESET" BUTTON. THIS WILL SAVE ANY CHANGES MADE IN PROGRAMMING AND RETURN THE CPU TO NORMAL PLAY OPERATION.

### MODE DESCRIPTION

MODE 1: TOTAL NUMBER OF COINS IN. THIS MODE IS NOT PROGRAMMABLE

MODE 2: AND 3 NOT USED

MODE 4: ATTRACTION ON TIME ;NUMBER OF SECONDS THE ATTRACTION AUDIO STAYS ON.

MODE 5: ATTRACTION OFF TIME; NUMBER OF SECONDS THE ATTRACTION AUDIO STAYS OFF.

MODE 6: GAME TIME; NUMBER OF SECONDS TO PLAY GAME PER COIN.

MODE 7 TO 20 NOT USED ( SET TO ZERO )

MODE 21: JACKPOT MOTOR ON TIMER; SET TO 4

MODE 22: JACKPOT, MOTOR OFF TIMER SET TO 50

MODE 23 TO 38: TARGET POINT VALUE; THE NUMBER OF TICKETS TO DISPENSE WHEN A PARTICULAR TARGET IS HIT.

MODE 39: CONSOLATION POINT; THE NUMBER OF TICKETS FOR CONSOLATION

MODE 40: POINTS PER TICKET; THE NUMBER OF POINTS TO DISPENSE ONE TICKET

MODE 41: TOOTH TIME; THE TIME LIMIT (IN SECONDS ) TO WHICH A PREDETERMINED N NUMBER OF TEETH HIT WILL DUMP THE JACKPOT

MODE 42 AND 43 NOT USED

MODE 44: EYES DUMP ENABLE ; SET TO 1

PLANET EARTH SALES



MODE 45: MAX JACKPOT TICKETS SET TO 999

MODE 46: MAXIMUM TICKETS; THE GAME WILL GO INTO "CALL ATTENDANT" MODE IF THE NUMBER OF TICKETS WON EXCEEDS THIS SETTING

MODE 47: NUMBER OF TEETH HIT TO DUMP JACKPOT; IF THIS NUMBER OF TEETH ARE HIT WITHIN THE TIME SET IN MODE 41 THEN THE JACKPOT WILL BE DUMPED

MODE 48 AND 49: NOT USED; SET TO ZERO

MODE 50 AND 51 NOT USED; SET TO ZERO

MODE 52: TROUGH DUMP TIMER; THE AMOUNT OF TIME FOR THE TROUGH TO MOVE FROM HOME POSITION TO DUMP POSITION. EACH UNIT IS 20 MS (I. E. A VALVE OF 25 IS EQUAL TO 0.5 SEC.)

MODE 53: TROUGH HOME TIMER; THE AMOUNT OF TIME FOR THE TROUGH TO MOVE FROM DUMP POSITION TO HOME POSITION. EACH UNIT IS EQUAL TO 25 MS (I.E. A VALUE OF 25 IS EQUAL TO 0.5 SEC.)

MODE 54: TROUGH DUMP TIMER ON RESET; THE AMOUNT OF TIME IT TAKES FOR THE TROUGH TO MOVE TO IT'S HOME POSITION ON POWER ON RESET. EACH UNIT IS 20 MS (I. E. A VALUE OF 25 IS EQUAL TO 0.5 SEC.)

MODE 55: TROUGH DUMP PER TOOTH TIMER; THE AMOUNT OF TIME THE TROUGH MOVES PRE TOOTH HIT.

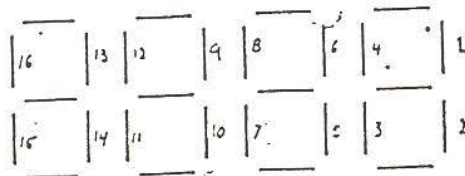
MODE 56: NOT USED; SET TO ZERO

MODE 57: MOTOR TICKET OFF TIMER; SET TO 22

MODE 58 AND 59 ; NOT USED ; SET TO ZERO

MODE 191: AVERAGE POINT PER COIN. THIS IS A STATISTICAL DATA OF THE AVERAGE NUMBER OF POINTS WON PER COIN PLAY

MODE 192: TARGET TEST; THIS MODE IS USED TO CHECK THE OPERATION OF EACH OF THE SIXTEEN TARGET GROUPS. THE VERTICAL BAR OF THE SEGMENT IS USED TO INDICATE THE FUNCTION OF THE TARGETS. WHEN A TOKEN ( OR AN OPAQUE OBJECT) INTERRUPTS THE TARGET SENSOR. THE CORRESPONDING SEGMENT SHOULD LIGHT. IF A SEGMENT IS LIT WHEN NO OBJECT IS IN THE SENSOR IT INDICATES A PROBLEM WITH THE TARGET SENSOR OR IT'S WIRING. PRESS "MODE" OR "RESET" TO EXIT THIS MODE





**SPECIAL FEATURES:**

CALL ATTENDANT WHEN SCORES EXCEED MAXIMUM NUMBER OF TICKETS: WHEN A PLAYER SCORES MORE THAN THE PROGRAMMABLE MAXIMUM NUMBER OF TICKETS, THE GAME WILL GO INTO "CALL ATTENDANT" MODE. A WHISTLE AUDIO IS ACTIVATED AND THE GAME IS HALTED. THIS PROVIDES THE OPERATOR THE OPPORTUNITY TO GIVE THE PRIZE TO THE PLAYER AND RESET THE GAME WITHOUT WAITING FOR ALL THE TICKETS TO BE DISPENSED, OR TO INVESTIGATE THE GAME STATISTIC AND SET THE POINT VALUE APPROPRIATELY. MAXIMUM NUMBER OF TICKETS IS SET IN MODE 46.

*TO EXIT "CALL ATTENDANT" MODE, RESET POWER OR PRESS "RESET" BUTTON ON THE MAIN CPU BOARD.*

**AUTOMATIC TROUGH CALIBRATION**

UPON POWER UP, THE TROUGH WILL PERFORM AN AUTOMATIC HOME CALIBRATION. ALSO AFTER A TROUGH PERFORMS A JACKPOT DUMP IT WILL RETURN TO HOME POSITION. ALL THESE TROUGH MOVEMENTS ARE CONTROLLED BY SOFTWARE TIMING AND THESE TIMES ARE PROGRAMMABLE SO THEY CAN BE ADJUSTED TO FINE TUNE THE TROUGH HOME POSITION WHEN NECESSARY. THESE TIMING VALUES ARE SET IN MODE 52, 53 AND 54.

**CIRCUIT BOARDS:**

**JTF** HAS SEVERAL CIRCUIT BOARDS THAT PERFORM A VARIETY OF FUNCTIONS. THESE BOARDS ARE AS FOLLOWS:

- 1.) CPU BOARDS ( PCI-2010-2 )  
LOCATION: MOUNTED ON PCB PANEL ON FLOOR OF CABINET  
FUNCTION: MAIN CONTROLLER FOR GAME OPERATION
- 2.) AUDIO BOARD ( PC1-1025-3 )  
LOCATION: MOUNTED ON PCB PANEL ON FLOOR OF CABINET  
FUNCTION: PROVIDES MUSIC AND SOUND EFFECTS DURING GAME PLAY
- 3.) GUN SENSOR ( PC1-2011-4 )  
LOCATION: MOUNTED ON END OF COIN GUN  
FUNCTION: SENSES COINS SLIDING INTO GUN AND BEING FLIPPED OUT OF GUN
- 4.) GUN AMPLIFIER BOARD ( PC1-1025-4 )  
LOCATION: MOUNTED INSIDE DOOR OF CABINET UNDER GUN  
FUNCTION: PROCESSES GUN SENSOR SIGNAL AND SENDS IT TO CPU BOARD
- 5.) 8 DIGIT DISPLAY SYSTEM ( PC1-1007-1 )  
LOCATION: MOUNTED IN REAR OF GAME  
FUNCTION: DISPLAYS GAME SCORE AND PROGRAMMING DATA

**POWER ELECTRONICS:**

**JTF** HAS SEVERAL DEVICES THAT WORK WITH 120 VAC. ALL OF THESE DEVICES PLUG INTO THE POWER OUTLET STRIP MOUNTED IN REAR OF THE CABINET. THESE DEVICES ARE AS FOLLOWS:

- 1.) POWER SUPPLY ( CA1-0011 )  
LOCATION: MOUNTED TO THE DOOR OF THE UNIT FOR EASY ACCESS  
FUNCTION: PROVIDES 13.8 VDC TO ALL CIRCUIT BOARDS
- 2.) NEON TRANSFORMER ( NE1-0008 )  
LOCATION; MOUNTED TO THE FLOOR OF THE CABINET  
FUNCTION; PROVIDES HIGH VOLTAGE OUTPUT TO RUN NEON LIGHTS
- 3.) TIER MOTORS ( TB1-0005 )  
LOCATION: MOUNTED IN EACH CONVEYOR BELT ( TIER ) ASSEMBLY  
FUNCTION: PROVIDES MOTION TO BELTS AND MOVING TARGETS
- 4.) FLUORESCENT LIGHTS ( CA1- 0006 )  
LOCATION: MOUNTED ON TO CEILING OF THE CABINET  
FUNCTION: ILLUMINATE THE PLAY AREA

**TECHNICAL ASSISTANCE:**

MOST DISTRIBUTORS PROVIDE TECHNICAL ASSISTANCE FOR THE PRODUCTS THEY SELL. IF YOUR DISTRIBUTOR CANNOT SOLVE YOUR PROBLEM, ASSISTANCE CAN BE OBTAINED THROUGH 5 STAR REDEMPTION. CALL ( 818 ) 773-7200 BETWEEN THE HOURS OF 8:00 A.M. AND 4:00 P.M. PACIFIC TIME, MONDAY THROUGH FRIDAY. ASK FOR THE SERVICE DEPARTMENT. FOR THE BEST RESULTS, HAVE THE FOLLOWING INFORMATION HANDY;

- 1.) TYPE OF GAME
- 2.) SERIAL NUMBER
- 3.) DISTRIBUTOR'S NAME
- 4.) DESCRIPTION OF PROBLEM

THE SERVICE TECHNICIAN MAY ASK YOU TO PERFORM SOME TESTS ON YOUR MACHINE, SO IT IS A GOOD IDEA TO CALL FROM THE MACHINE LOCATION WHEN POSSIBLE.



## DIP SWITCH DESCRIPTION

- 1.) OFF = ALLOW ATTRACTION AUDIO  
ON = NO ATTRACTION AUDIO
- 2.) OFF = 4- DIGIT DISPLAY  
ON = 8- DIGIT DISPLAY
- 3.) OFF = INSTRUCTION AUDIO DURING ATTRACTION ON  
ON = NO INSTRUCTION AUDIO
- 4.) OFF = TOKEN DISPENSER  
ON = TICKET DISPENSER
- 5.) OFF = GIVE CONSOLATION POINT IF NO TARGET GOT HIT  
AFTER COIN IS FLIPPED  
ON = GIVE CONSOLATION POINT ONLY WHEN NO TARGET GOT  
HIT AND NO POINTS FROM PREVIOUS COINS
- 6.) OFF = IF COIN VERIFY SWITCH INSTALLED, GIVE CONSOLATION  
WHENEVER SWITCH DETECTS COIN  
ON = IF COIN VERIFY SWITCH NOT INSTALLED
- 7.) OFF = GIVE CONSOLATION POINT AT END OF GAME IF NO  
TARGET GOT HIT  
ON = NO CONSOLATION AT END OF GAME
- 8.) NOT USED

UNDERLINE BOLD FACE ARE FACTORY DEFAULT SETTINGS

OPERATION MANUAL 12-30-98

MODE	DESCRIPTION	VALUE	CABLE
1	Total coins in	not programmable	
2	not used	not programmable	
3	not used	0	
4	Attract on time	1	
5	Attract off time	150	
6	Game time	30	
7	Vend 1 (Tooth 1 Lamp)	0	28
8	Vend 2 (Tooth 2 Lamp)	0	29
9	Vend 3 (Tooth 3 Lamp)	0	30
10	Vend 4 (Tooth 4 Lamp)	0	31
11	Vend 5 (not used)	0	
12	Vend 6 (not used)	0	
13	Vend 7 (not used)	0	
14	Vend 8 (not used)	0	
15	Vend 9 (not used)	0	
16	Vend 10 (not used)	0	
17	Vend 11 (not used)	0	
18	Vend 12 (Trough motor)	0	32
19	Vend 13 (not used)	0	
20	Vend 14 (not used)	4	
21	Jackpot motor on timer	50	
22	Jackpot motor off timer		
23	Target 1 (eyes)	100	1, 2
24	Target (Snake mouth)		
25	Target 3 (torches)	100	7, 8
26	Target 4 (cave)	0	
27	Target 5 (tooth 1)	10	3
28	Target 6 (tooth 2)	5	4
29	Target 7 (tooth 3)	5	5
30	Target 8 (tooth 4)	10	6
31	Target 9 (tier 1 jewel 1,3 & 5)	75	9,11,13
32	Target 10 (tier 1 jewel 2, & 4)	10	10,12
33	Target 11 (tier 2 (Snakes))	100	15,16
34	Target 12 (tier 3 jewel 2 & 4)	5	19,21
35	Target 13 (tier 3 jewel 1,3 & 5)	10	18,20,22
36	Target 14 (tier 1 band detect)	0	25
37	Target 15 (tier 2 band detect)	0	26
38	Target 16 (tier 3 band detect)	0	27
39	Consolation	1	
40	Points per ticket	1	
41	Tooth time	75	
42	Double Tooth Point Enable	0	
43	Band Detect Enable	1	
44	Eyes Dump Enable	1	
45	max Jackpot Tickets	999	
46	maximum tickets	9999	
47	# of teeth hit to dump jackpot	2	

MODE	DESCRIPTION	VALUE	CABLE
48	Double score timer (mouth)	0	
49	Jackpot dump enable (mouth)	1	
50	not used	0	
51	not used	0	
52	Trough Dump timer	500	
53	Trough Home timer	300	
54	Trough Dump timer at reset	800	
55	Trough Dump per Tooth timer	17	
56	Band Timer		
57	Ticket Motor Off Timer	25	
58	not used	0	
59	not used	0	
191	Average points per coin		
192	Target Test		
193	not used		
	<b>MISCELLANUOUS</b>		
	Ticket dispenser		31
	Gun		33

Mode 48 and 49 are used to set the action when the snake mouth target get hit, they can be set as follows:

mode 48: double score timer (in seconds)

0 : no action

1 to 60 : during this period (in seconds) if any target get hit, its point value will be doubled.

mode 49 : jackpot action

0 : do not dump jackpot

1 : dump jackpot

Mode 52, 53, 54 and 55 are Trough Dump and Home timers, they are used to control the Trough Dump and Home position. If for some reasons, the Trough does not return to its preferred position, these timer values can be used to align the Trough back to its preferred position.

Mode 57 controls ticket motor off time. Adjusting this to have an optimum ticket speed performance.

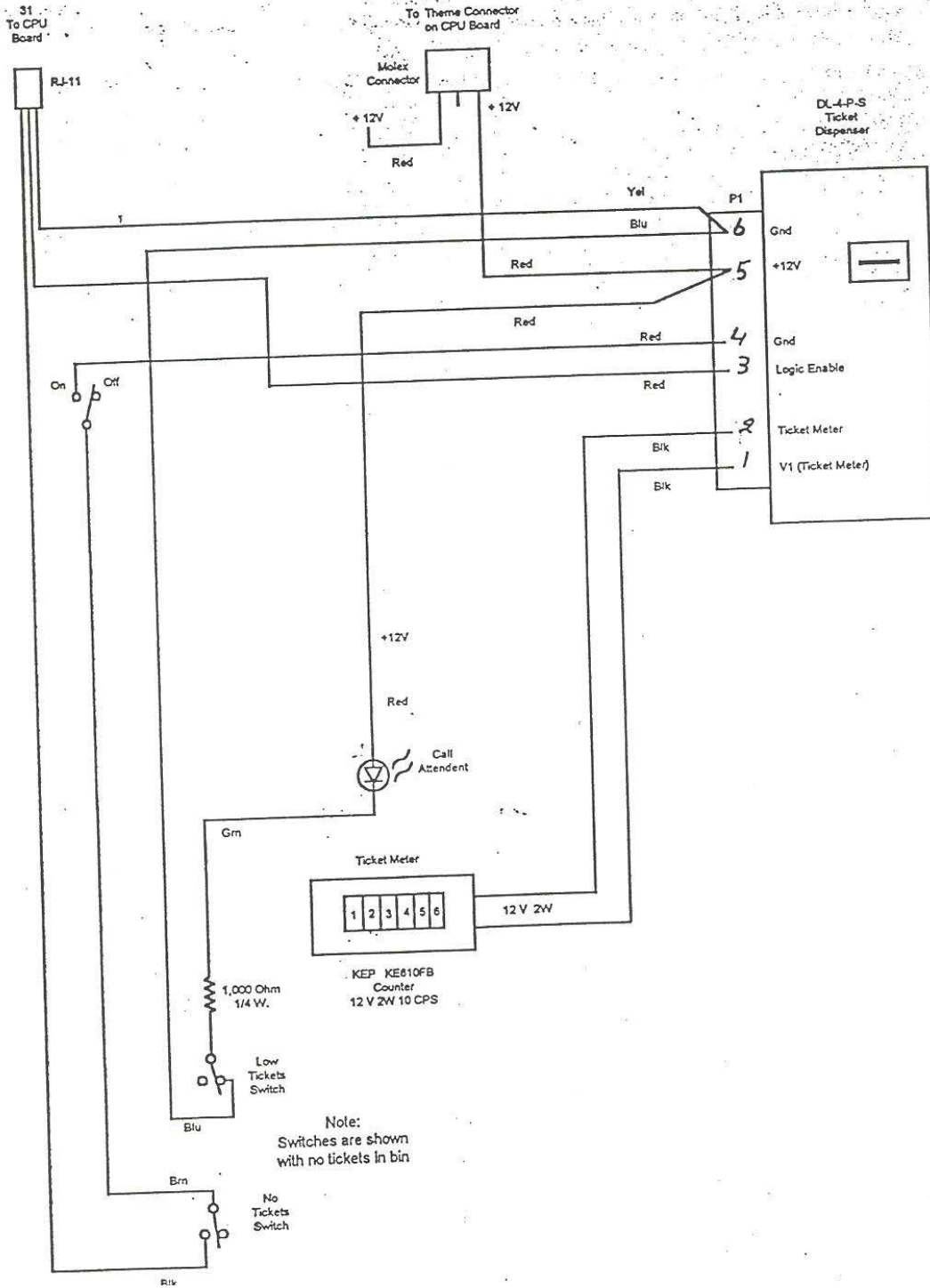
All timer unit are in msec, each unit = 20 ms (i.e a value of 25 equals 0.5 sec)



DIP SWITCH	DESCRIPTION
1	<u>OFF</u> = ALLOW ATTRACTION AUDIO <u>ON</u> = NO ATTRACTION AUDIO
2	<u>OFF</u> = 4-DIGIT DISPLAY <u>ON</u> = 8-DIGIT DISPLAY
3	<u>OFF</u> = INSTRUCTION AUDIO DURING ATTRACTION ON <u>ON</u> = NO INSTRUCTION AUDIO
4	<u>OFF</u> = TOKEN DISPENSER <u>ON</u> = TICKET DISPENSER
5	<u>OFF</u> = GIVE CONSOLATION POINT IF NO TARGET GET HIT AFTER COIN FLIPPED <u>ON</u> = GIVE CONSOLATION POINT ONLY NO TARGET GET HIT AND NO POINTS FROM PREVIOUS COINS
6	<u>OFF</u> = IF COIN VERIFY SWITCH INSTALLED, GIVE CONSOLATION WHENEVER SWITCH DETECTS COIN <u>ON</u> = IF COIN VERIFY SWITCH NOT INSTALLED
7	<u>OFF</u> = GIVE CONSOLATION POINT AT END OF GAME IF NO TARGET GET HIT <u>ON</u> = NO CONSOLATION AT END OF GAME
8	NOT USED

UNDERLINE BOLD FACE ARE FACTORY DEFAULT SETTINGS

### Ticket Bin Switches & Ticket Dispenser



## EASY TO DO SERVICE TIPS

### TO CHANGE A BELT MOTOR

TOOLS NEEDED: 1/2" WRENCH, NEEDLE NOSE PLIERS AND A PHILIPS SCREWDRIVER.

- A.) REMOVE PLASTIC SIDES AND PLASTIC FACADE USING THUMB SCREWS. (ILL. A, #1&2)
- B.) REMOVE CRANKSHAFT TENSION SUPPORT BRACKET. (ILL. A, #3)
- C.) UNPIN CONNECTING RODS. (ILL. A, #4)
- D.) RELEASE CRANKSHAFT SUPPORT BRACKET. (ILL. A, #5)
- E.) PULL PINS FROM MOTOR SHAFT. (ILL. A, #6)
- F.) UNPLUG MOTOR CONNECTOR. (ILL. A, #7)
- G.) REMOVE 3 SCREWS IN MOTOR CASING. (ILL. A, #8) - MOTOR IS NOW FREE FROM ANIMATION BRACKET.
- H.) TO INSTALL MOTOR, REVERSE PROCEDURE.

NOTE: WHEN INSTALLING CRANKSHAFT TENSION SUPPORT BRACKET, PULL BRACKET SO TENSION ON CHAIN IS LIKE A BIKE CHAIN, NOT TOO TIGHT, NOT TOO LOOSE.

### TO CHANGE A CRANKSHAFT

TOOLS NEEDED: 1/2" WRENCH, NEEDLE NOSE PLIERS AND A PHILIPS SCREWDRIVER.

- A.) REMOVE PLASTIC SIDES AND PLASTIC FACADE USING THUMB SCREWS. (ILL. A, #1&2)
- B.) REMOVE CRANKSHAFT TENSION SUPPORT BRACKET. (ILL. A, #3)
- C.) UNPIN CONNECTING RODS. (ILL. A, #4)
- D.) RELEASE CRANKSHAFT SUPPORT BRACKET. (ILL. A, #5)
- E.) PULL PINS FROM MOTOR SHAFT. (ILL. A, #6)
- F.) DISENGAGE CHAIN FROM SPROCKET. (ILL. A, #9) - CRANKSHAFT IS NOW FREE FROM ANIMATION BRACKET.
- E.) TO INSTALL CRANKSHAFT REVERSE PROCEDURE.

NOTE: WHEN INSTALLING CRANKSHAFT TENSION SUPPORT BRACKET, PULL BRACKET SO TENSION ON CHAIN IS LIKE A BIKE CHAIN, NOT TOO TIGHT, NOT TOO LOOSE.

### TO CHANGE MOVING TARGETS

TOOLS NEEDED: NEEDLE NOSE PLIERS AND SMALL SCREWDRIVER

- A.) REMOVE PLASTIC SIDES AND PLASTIC FACADE USING THUMB SCREWS. (ILL. B, #1&2)
- B.) UNPIN CONNECTING ROD AND PUSH ROD. (ILL. B, #3&4)
- C.) WITH A COBRA TOPPED JEWEL TARGET, REMOVE TOP. (ILL. B, #5)
- D.) UNPLUG SENSOR, PULL PART FORWARD. (ILL. B, #6) HINT: TO UNPLUG A SENSOR, USE A SMALL SCREWDRIVER OR NEEDLE NOSE PLIERS.
- E.) WITH BIG JEWEL TARGET, TURN OVER, UNPLUG SENSOR, PULL PART FORWARD. (ILL. B, #7)
- F.) TO INSTALL TARGET, REVERSE PROCEDURE.

### TO CHANGE A BELT

TOOLS NEEDED: 1/2" WRENCH, NEEDLE NOSE PLIERS AND A PHILIPS SCREWDRIVER.

- A.) REMOVE PLASTIC SIDES AND PLASTIC FACADE USING THUMB SCREWS. (ILL. A, #1&2)
- B.) REMOVE SCREWS ON EITHER SIDE OF TIER SIDE PLATE. (ILL. A #10)
- C.) PULL CABLE FORWARD WITHOUT UNPLUGGING IT, YOU CAN NOW PULL TIER OUT AND SET DOWN.
- D.) TO RELEASE TENSION ON ROLLERS AND BELT, RELEASE BOTH SPRINGS. (ILL. A, #11)
- E.) REMOVE SIDE PLATE (ILL. A, #12) OPPOSITE CHAIN BY REMOVING SUPPORT PAN AND ANIMATION BRACKET SCREWS. (ILL. A, #13)
- F.) PULL BELT OFF. (ILL. A, #14)
- G.) REPLACE BELT BY REVERSING ABOVE PROCEDURE, MAKING SURE ALL WASHERS AND BEARINGS ARE IN PLACE. (ILL. A, #15)

NOTE: NO GREASE IS REQUIRED ON ANY BEARING SURFACE.  
NOTE: WHEN INSTALLING CRANKSHAFT TENSION SUPPORT BRACKET, PULL BRACKET SO TENSION ON CHAIN IS LIKE BIKE CHAIN, NOT TOO TIGHT, NOT TOO LOOSE.



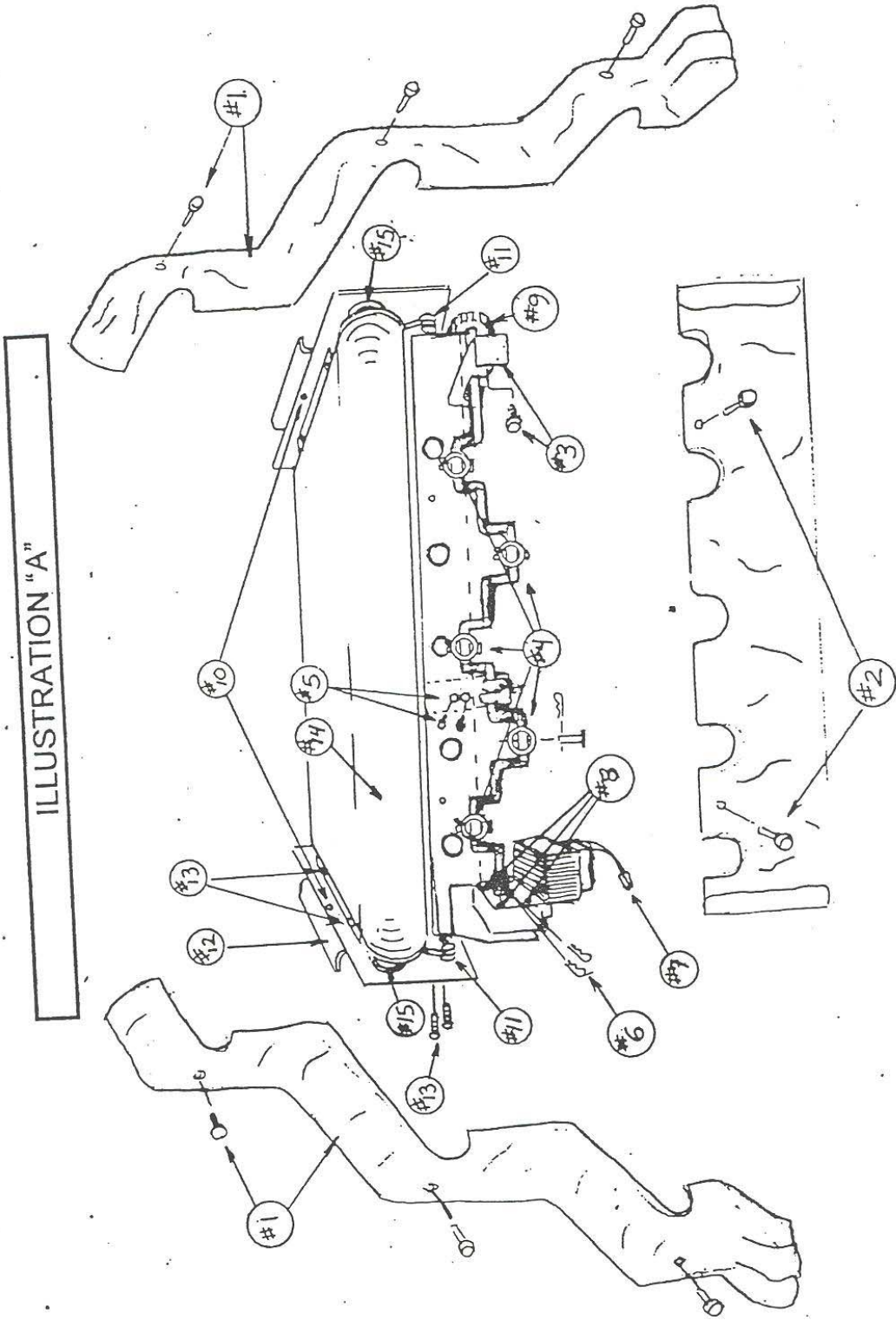
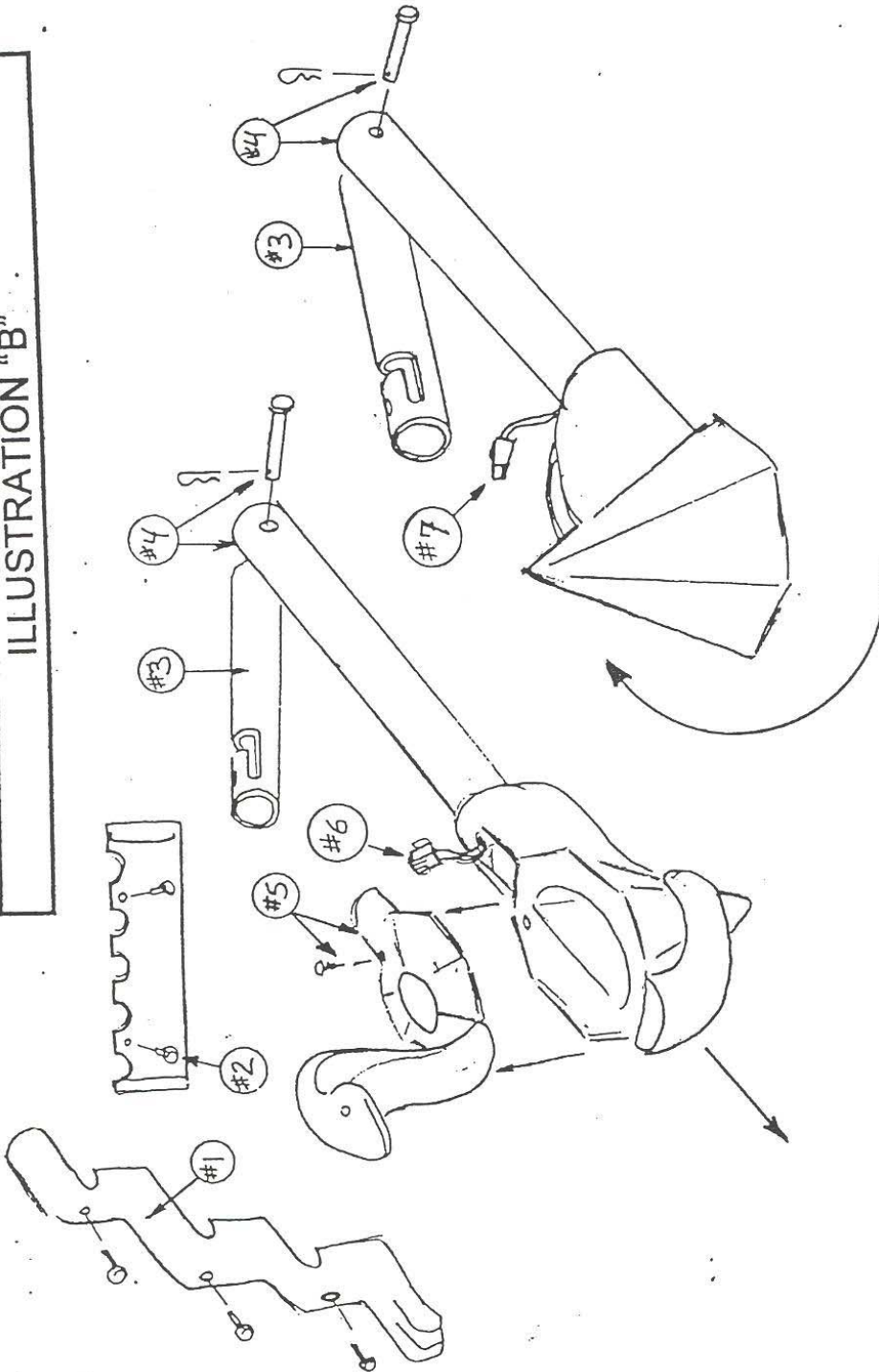


ILLUSTRATION "B"







STEP BY STEP INSTRUCTIONS TO INSTALL GUN INTO NEW PLASTIC TURRET.

STEP 1 - REMOVAL COIN CHUTE ASSY, WEIGHTS & COVER PLATE.

- REFER TO DRAWING MA2 - X 002 FOR REFERENCE.
- KEEP ALL HARDWARE IN THIS & ALL FOLLOWING STEPS AS THEY WILL BE REUSED.

STEP 2 - REMOVAL OF TURRET PIN & SCREW

- REFER TO DRAWING MA2 - X 003 FOR REFERENCE.
- YOU MIGHT HAVE TO ROTATE PIN TO GAIN ACCESS THRU TOP OF GUN TO SCREW HEAD.

STEP 3 - INSTALLING GUN INTO NEW TURRET MOUNTED ON DOOR.

- REFER TO DRAWING MA2 - X 004 FOR REFERENCE.
- OPEN DOOR & INSERT GUN THRU TURRET FROM OUTSIDE.
- ROTATE GUN & TURRET FULL LEFT EXPOSING COUNTERBORE HOLE IN TURRET.
- SLIDE TURRET PIN THRU TURRET & GUN UNTIL IT SEATS FIRMLY.
- ROTATE TURRET PIN SO YOU CAN REINSTALL SCREEN ITEM 2. THRU THROAT OF GUN.

STEP 4 - REATTACHMENT OF COIN CHUTE ASSY, WEIGHTS, COVER PLATE & WIRE HARNESS.

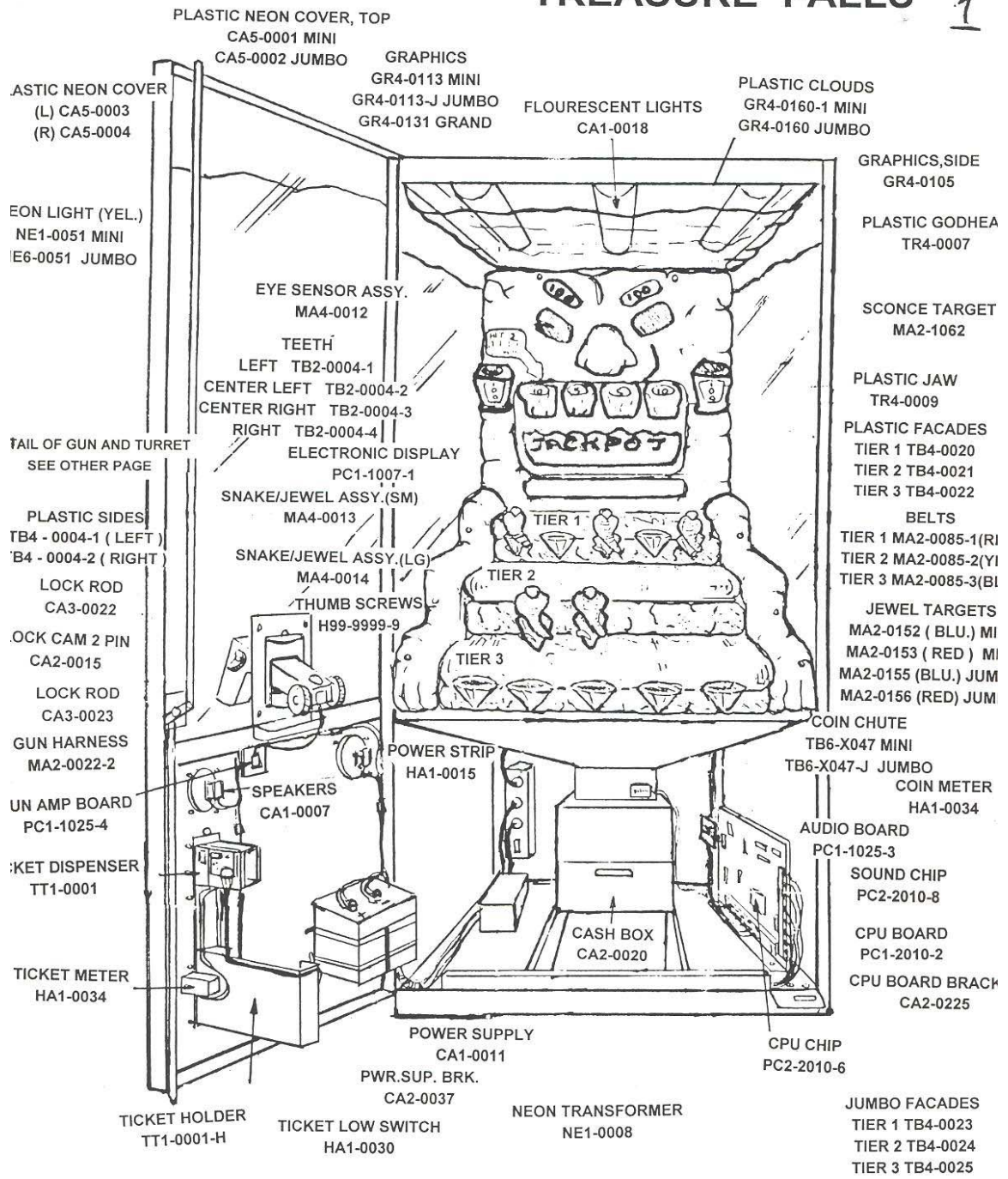
- SLIDE COIN CHUTE ASSY ITEM 4. THRU TURRET & ATOP GUN FROM INSIDE DOOR.
- RE SCREEN COIN CHUTE ASSY, TO GUN WITH 4 SCREENS ITEM 5.
- REATTACH GUN COVER PLATE ITEM 3. BEING SURE TO CAPTURE WIRE TIE MOUNT ITEM 6.
- SWIVEL GUN BACK & FORTH TO ENSURE SLACK IN WIRING HARNESS - ADJUST IF REQD.
- REATTACH TWO GUN WTS ITEM 2. & SECURE CONNECTOR ITEM 9. TO GUN SENSOR ITEM 11.

PLANET EARTH ENTERTAINMENT

STEP BY STEP WRITTEN INSTRUCTIONS

GUN TO NEW TURRET

# TREASURE FALLS 1



## PARTS LIST FOR TREASURE FALLS

1

DESCRIPTION OF PART	PART NUMBER	COMMENTS
HINGE	CA1 - 0001	
CASTER	CA1 - 0002	
LOCK & KEY HARDWARE	CA1-0005	
FLOURESCENT LIGHT ( 18" ) ( 1 )	CA1 - 0006	CA1-0134
SPEAKERS	CA1-0007	
SPEAKER COVER	CA1-0008	
POWER SUPPLY 10/15 A	CA1-0011	
FLOURESCENT LIGHT ( 24" ) ( 3 )	CA1-0018	CA1-0135
BOTTOM SHELF, SINGLE	CA2 - 0001	
TOP SHELF, SINGLE	CA2 - 0003	
RECTANGLE BRACKET	CA2 - 0005	
" L " BRACKET	CA2 - 0006	
LOCK MOUNTING PLATE	CA2 - 0007	
UPPER GUIDE BRACKET	CA2 - 0008	
LOWER GUIDE BRACKET	CA2 - 0009	
UPPER LOCKING BRACKET	CA2 - 0010	
LOWER LOCKING BRACKET	CA2 - 0011	
LOCK CAM 2 PIN	CA2 - 0013	
CASH BOX ENCLOSURE	CA2 - 0019	
CASHBOX	CA2 - 0020	
CASH BOX GUIDE LEFT	CA2 - 0021	
CASH BOX GUIDE RIGHT	CA2 - 0022	
DOOR DEFLECTOR, SINGLE	CA2 - 0024	
WIRE COVER, SINGLE	CA2 - 0031	
POWER SUPPLY HOLDER	CA2-0037	
GUIDE - DOOR LOCK, LOWER	CA2 - 0149	
CATCH, DOOR LOCK, LOWER	CA2 - 0150	
FLANGED GUN PORT	CA2 - 0212	
FRAME, GUN PORT	CA2 - 0213	
REMOVABLE BACK PANEL	CA2 - 0214	
PLATE, SIDE, GUNPORT	CA2 - 0221	
CPU BOARD BRACKET	CA2-0225	
CELLING BRACKET OUTSIDE	CA2 - 0237	
MOUNTING ANGLE,THEME BASE, LEFT	CA2 - 0238-1	
MOUNTING ANGLE,THEME BASE, RIGHT	CA2 - 0238-2	
TOP SHELF, GLASS DIVIDER	CA2 - 0242	
UPPER GUIDE BRACKET	CA2 - 0250	
LOCK ROD ( TOP )	CA3 - 0022	CA3-0068-1
LOCK ROD ( BOTTOM )	CA3 - 0023	CA3-0068-2
PLASTIC NEON COVER TOP	CA5-0001	
PLASTIC NEON COVER TOP JUMBO	CA5-0002	
PLASTIC NEON COVER ( LEFT )	CA5-0003	
PLASTIC NEON COVER ( RIGHT )	CA5-0004	
TOP SIDE GLASS	CA6-0001	
BOTTOM SIDE GLASS	CA6-0002	
FRONT GLASS JUMBO	CA6-0004	CA6-3612-4800
FRONT GLASS SINGLE	CA6-0037	
FRONT GLASS GRAND	CA6-0038	CA6-5104-4804
STICKER "NOTICE TO PUBLIC"	GR4 - 0007	
STICKER "SERIAL NUMBER"	GR4 - 0014	
STICKER "GUN INSTRUCTIONS"	GR4 - 0016	
STICKER "ON"	GR4 - 0076	



## PARTS LIST FOR TREASURE FALLS

2

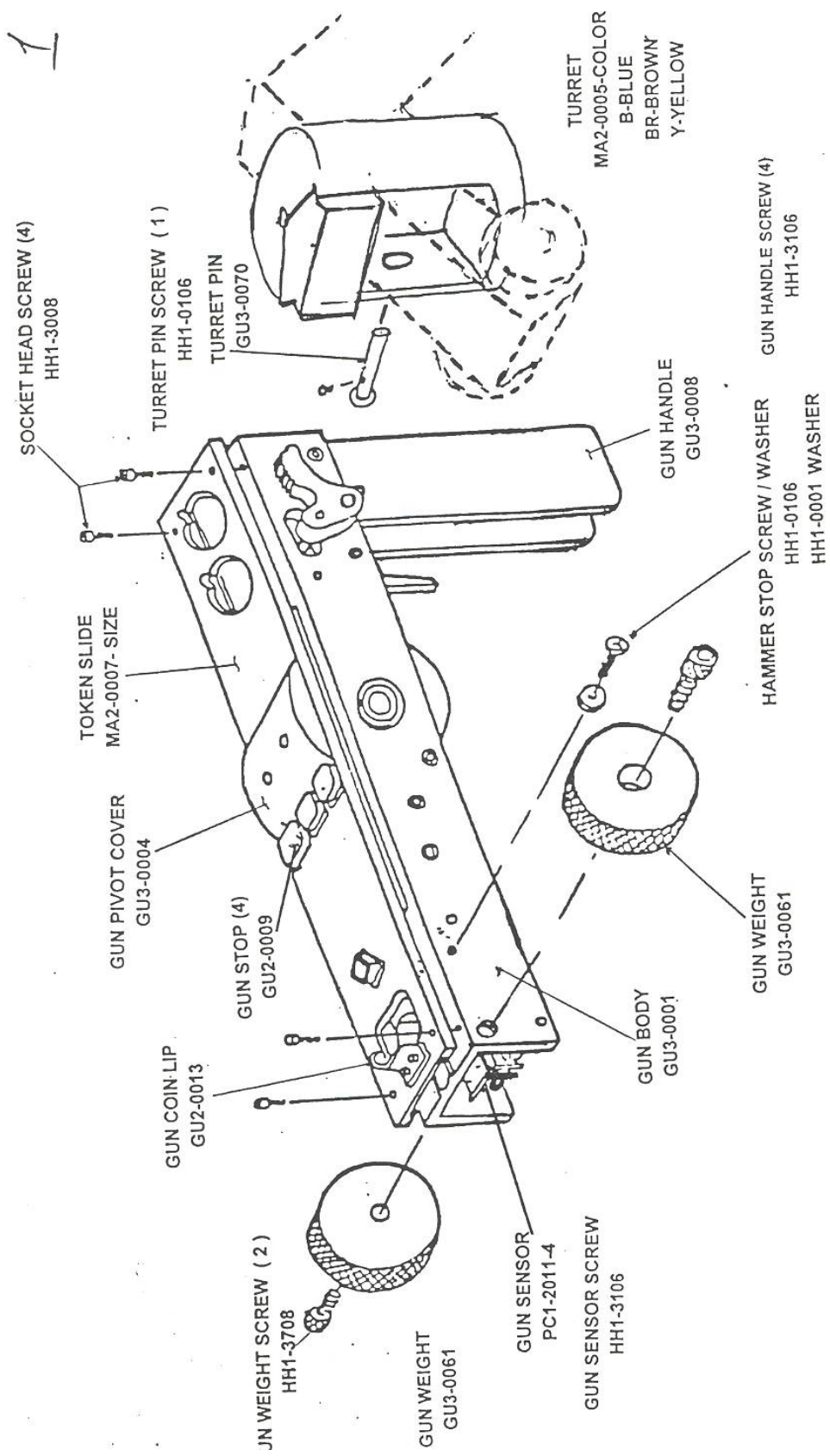
DESCRIPTION OF PART	PART NUMBER	COMMENTS
DECAL,STEP,UPPER RIGHT SIDE	GR4 - 0104-1	
DECAL,STEP,UPPER LEFT SIDE	GR4 - 0104-2	
SIDE GRAPHICS HEADER	GR4-0105	
DECAL, LOWER SIDE	GR4 - 0107	
DECAL, LOWER DOOR	GR4 - 0108	
FRONT GRAPHICS HEADER	GR4-0113	GR4-0106
FRONT GRAPHICS JUMBO HEADER	GR4-0113-J	
FRONT GRAPHICS GRAND HEADER	GR4-0131	
PLASTIC CLOUD	GR4-0160-1	
MANUAL T/F	GR4 - 0137	
MANUAL J/ T/F	GR4 - 0138	
MANUAL G/T/F	GR4 - 0139	
THUMB SCREW	H99-9999-9	
POWER STRIP	HA1-0015	
LED, RED	HA1-0017	
TOGGLE SWITCH, SPDT	HA1 - 0029	
TICKET LOW SWITCH	HA1-0030	
RELAY,12VDC,SPDT JS1E-12V	HA1 - 0031	
COIN COUNTER SWITCH	HA1-0033	
TICKET METER ( COIN METER )	HA1-0034	
LAMP HOLDER SIZE 89	HA1 - 0079	
MICRO SWITCH	HA1 - 0081	
LIGHT BULB FOR TEETH SIZE 89	HA1 - 0083	
MODULAR CABLE	HA9-0002	
RIBBON CABLE ASSY. 28 WIRES	HA9-0006	
CHAIN 3/8" PITCH X 24" LG. ( TIER 1&3	HH9-0057	
CHAIN 24 1/2" LG. ( TIER 2 COB&SHA)	HH9-0057 - 1	
CHAIN 22 1/2" LG. ( REG. TIER 2 CARRIAGE)	HH9-0057 - 2	
CHAIN 46" LG. ( TIER 2 JUMBO CARRAGE)	HH9-0057 - 3	
MASTER LINK	HH9 - 0058	
CHAIN EXTENSION PIN LINK, 3/8"	HH9 - 0059	
GUN HARNESS ASSY. ( LONG )	MA2-0022-2	
TIER 1 RED BELT	MA2-0085-1	
TIER 2 YELLOW BELT	MA2-0085-2	
TIER 3 BLUE BELT	MA2-0085-3	
JUMBO BELT	MA2-0085-4	
SM. RED COBRA ( TIER 1 )	MA2 - 0151-R	
LG. YELLOW COBRA ( TIER 2 )	MA2 - 0151-Y	
SM. BLU. JEWEL TARGET ( TIER 3 )	MA2-0152	
SM. RED JEWEL TARGET ( TIER 1 )	MA2-0153	
SM. RED JEWEL W/CAP ( TIER 1 )	MA2-0153-1	
SM. YEL.JEWEL W/CAP( TIER 2 )	MA2 - 0154	
LG. BLUE JEWEL JUMBO ( TIER 3 )	MA2 - 0155	
LG.RED JEWEL JUMBO ( TIER 1 )	MA2 - 0156	
COBRA / JEWEL ASSY. ( SM. )	MA4 - 0013	
COBRA / JEWEL ASSY. ( LG. )	MA4 - 0014	
END CAP, NEON TUBE, 14mm	NE1 - 0004	
TUBING, GTO # 3858, BLACK	NE1 - 0005	
NEON TRANSFORMER ( 6000 V )	NE1-0008	
NEON LIGHT, DOOR ( YEL. )	NE1-0051	NE6-0051
NEON LIGHT JUMBO, DOOR ( YEL. )	NE6-0051	NE6-0051-J
ELECTRONIC DISPLAY	PC1-1007-1	
AUDIO BOARD	PC1-1025-3	



## PARTS LIST FOR TREASURE FALLS

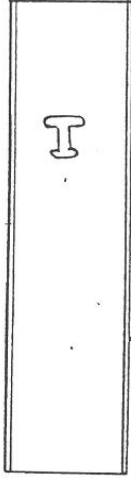
3

DESCRIPTION OF PART	PART NUMBER	COMMENTS
GUN AMP BOARD	PC1 - 1025-4	
CPU BOARD	PC1 - 2010-2	
CPU BOARD GRAND	PC1 - 2010-2G	
TARGET SENSOR BOARD	PC1- 2011- 2	
GUN SENSOR	PC1 - 2011-4	
CPU CHIP	PC2 - 2010-6	
CPU CHIP GRAND	PC2-2010- 7	
AUDIO CHIP	PC2010- 8	
TIER MOTOR ( 3 )	TB1-0005	
REV. TIER MOTOR	TB1-0005-1	
FAN BLADE ( 4 )	TB1-0005-F	
CARRIAGE, TIER 2	TB2 - 0002	
LEFT TOOTH	TB2-0004-1	
CENTER LEFT TOOTH	TB2-0004-2	
CENTER RIGHT TOOTH	TB2-0004-3	
RIGHT TOOTH	TB2-0004-4	
MOTOR MOUNT, TIER 2 CARRIAGE	TB2 - 0005	
BRACKET SUPPORT, TIER 2	TB2 - 0006	
SIDE PLATE, BELT DRIVE, LEFT	TB2 - 0008- 1	
SIDE PLATE, BELT DRIVE, RIGHT	TB2 - 0008- 2	
CHANNEL BRACKET,I.O MOTION	TB2 - 0010	
PAN BELT SUPPORT	TB2 - 0011	
SIDE PANEL,MAIN CHASSIS,RIGHT	TB2 - 0013- 1	
SIDE PANEL,MAIN CHASSIS,LEFT	TB2 - 0013- 2	
ACE DISPLAY MOUNTING BRACKE	TB2 - 0022	
MOTOR PLATE TIER 2	TB2 - 0025	
CRANKSHAFT ( 2 )	TB3-0002	
CARRIAGE GUIDE ROD, TIER 2	TB3 - 0003	
JUMBO CARRIAGE GUIDE ROD, TIER 2	TB3 - 0003- J	
CRANKSHAFT JUMBO ( 2 )	TB3-0011	
PLASTIC SIDE ( LEFT )	TB4 - 0004-1	
PLASTIC SIDE ( RIGHT )	TB4 - 0004-2	
PLASTIC FACADES TIER 1	TB4 - 0020	
PLASTIC FACADES TIER 2	TB4 - 0021	
PLASTIC FACADES TIER 3	TB4 - 0022	
JUMBO PLASTIC FACADES TIER 1	TB4 - 0023	
JUMBO PLASTIC FACADES TIER 2	TB4 - 0024	
JUMBO PLASTIC FACADES TIER 3	TB4 - 0025	
COIN CHUTE	TB6-X047	
JUMBO COIN CHUTE	TB6 - X047- J	
JACK POT MOTOR (JAW )	TR1-0001	
JACK POT MOTOR SHAFT (JAW )	TR1-0001- 1	
TOOTH BRACKET	TR2 - 0009	
GOD HEAD BRACKET	TR2 - 0015	
PLASTIC GOD HEAD	TR4 - 0007	
PLASTIC JAW	TR4-0009	
TICKET DISPENSER	TT1-0001	
TICKET HOLDER	TT1- 0001 - H	
TICKET DIS. WIRE HARNESS	TT1-0001- 1	
TICKET DOOR WITH LED HOLE	TT1 - 0005	



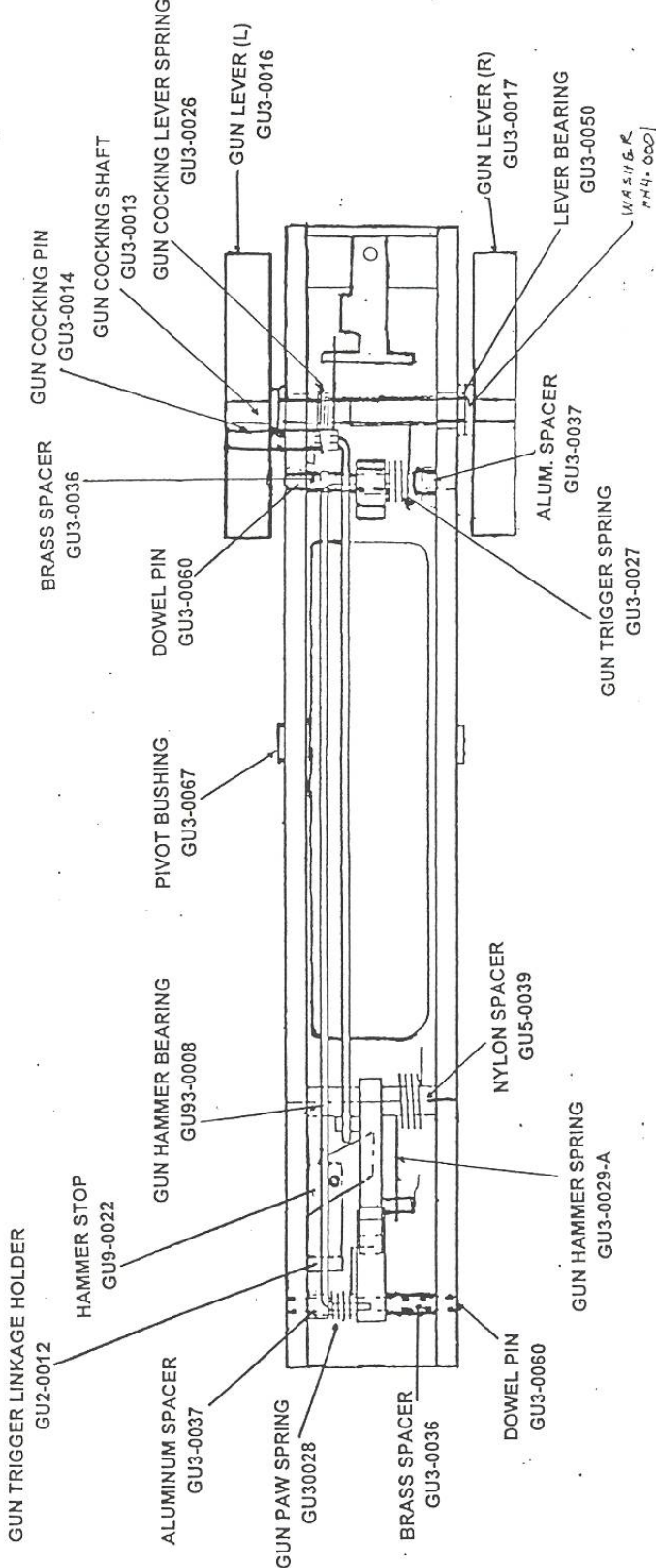
# TRIGGER GUN

2



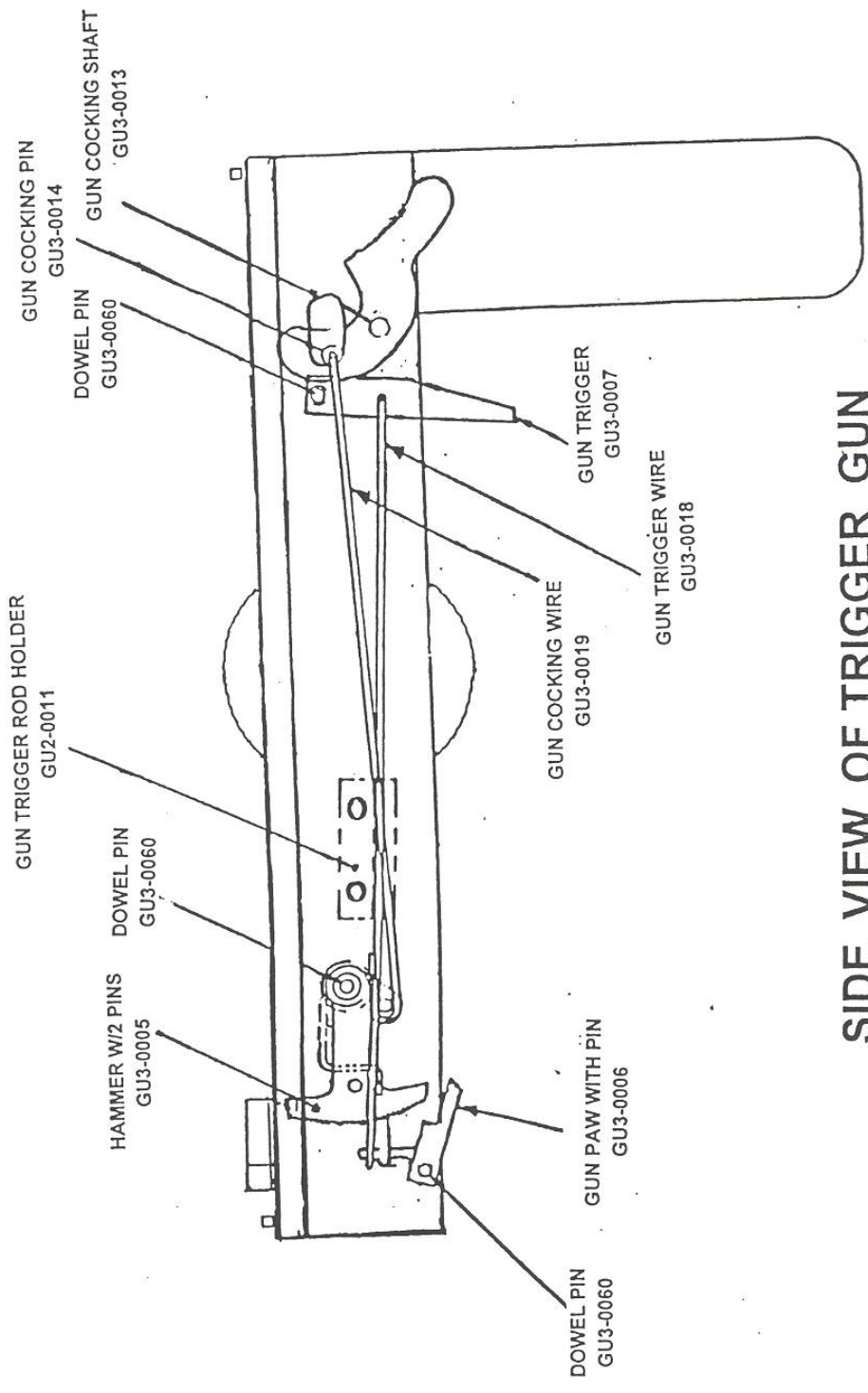
GUN BOTTOM COVER  
GU3-0003

BOTTOM COVER SCREW (6)  
HH1-3104



# BOTTOM VIEW OF TRIGGER GUN

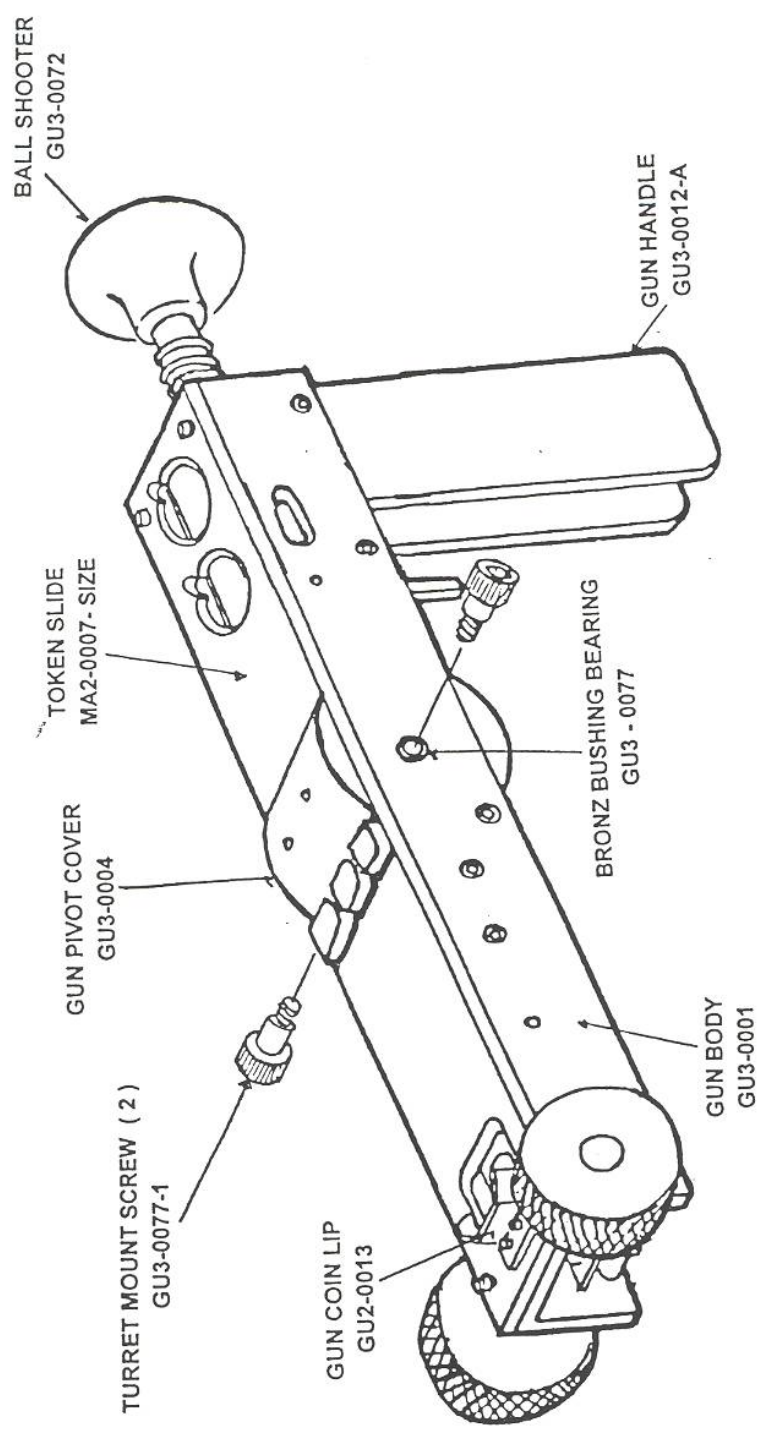
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SIDE VIEW OF TRIGGER GUN

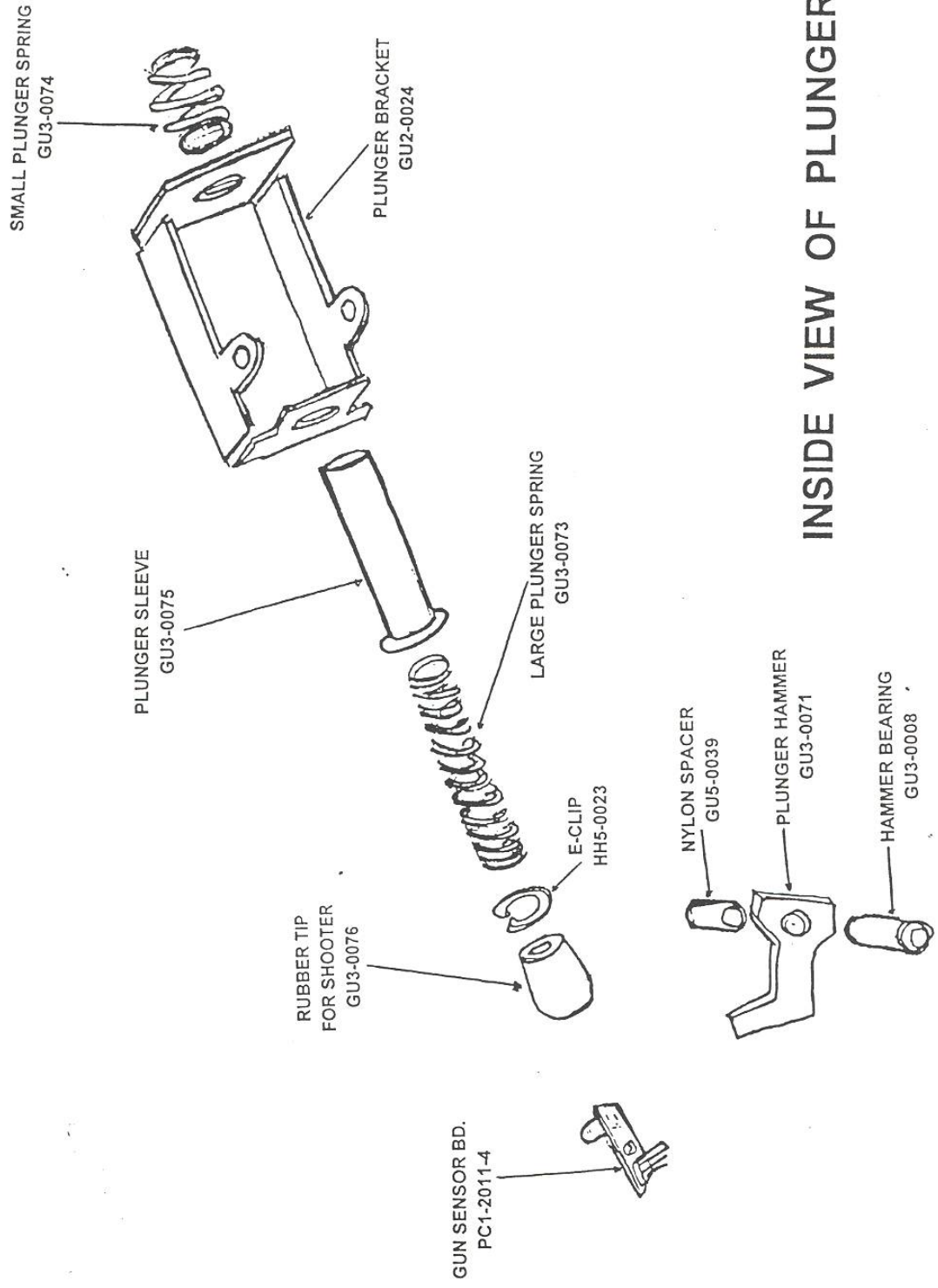


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# PLUNGER GUN

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# INSIDE VIEW OF PLUNGER GUN

DESCRIPTION OF PARTS	PART NUMBER	COMMENTS
GUN STOP	GU2 - 0009	
GUN BACK END	GU2 - 0010	
GUN TRIGGER ROD HOLDER	GU2 - 0011	
GUN TRIGGER LINKAGE HOLDER	GU2 - 0012	
GUN COIN LIP	GU2 - 0013	
GUN TILT BACK STOP	GU2 - 0014	
GUN TRIGGER RETAINER	GU2 - 0015	
GUN INSERTION SHIM	GU2 - 0016	
GUN INSERTION SHIM, THIN	GU2 - 0016- 2	
GUN COVER PLATE	GU2 - 0017	
GUN TURRET PLATE	GU2 - 0018	
TURRET PIVOT SCREW	GU2 - 0023	
PLUNGER BRACKET	GU2 - 0024	
GUN RE-INFORCEMENT TURRET	GU2 - 0025	
GUN COIN CHUTE END BLOCK	GU2 - 0062	
GUN BODY	GU3 - 0001	GU2 - 0017
GUN BOTTOM COVER	GU3 - 0003	
GUN PIVOT COVER	GU3 - 0004	
GUN HAMMER W/2 PINS	GU3 - 0005	
GUN PAW WITH PIN	GU3 - 0006	
GUN TRIGGER	GU3 - 0007	
GUN HAMMER BEARING	GU3 - 0008	
GUN HANDLE	GU3 - 0012-A	
GUN COCKING SHAFT	GU3 - 0013	
GUN COCKING PIN	GU3 - 0014	
LEFT GUN LEVER	GU3 - 0016	
RIGHT GUN LEVER	GU3 - 0017	
GUN TRIGGER WIRE	GU3 - 0018	
GUN COCKING WIRE	GU3 - 0019	
GUN PIVOT SCREW	GU3 - 0023	
GUN COCKING LEVER SPRING	GU3 - 0026	
GUN TRIGGER SPRING	GU3 - 0027	
GUN PAW SPRING	GU3 - 0028	
GUN HAMMER SPRING	GU3 - 0029-A	
BRASS SPACER	GU3 - 0036	
SPACER .193 ID X .250 OD, .19	GU3 - 0037	
SPACER .125 ID X .316 OD, .470	GU3 - 0039	
SPACER .128 ID X .187 OD, .43	GU3 - 0040	
LEVER BEARING	GU3 - 0050	
PIN, TYPE D, GROOVED, .188 X	GU3 - 0058	
DOWEL PIN	GU3 - 0060	
GUN WEIGHT	GU3 - 0061	
COIN CHUTE END BLOCK	GU3 - 0062	
GUN PIVOT COVER	GU3 - 0063	
COIN CHUTE (SINGLE HOLE )	GU3 - 0064	
PIVOT STOP	GU3 - 0065	
STOP PIN	GU3 - 0066	
PIVOT BUSHING	GU3 - 0067	
GUN BODY, THRU MOUNT	GU3 - 0068	
TURRET, THRU-MOUNT	GU3 - 0069	
TURRET PIN / PHILLIPS	GU3 - 0070	
PLUNGER HAMMER	GU3 - 0071	
BALL SHOOTER	GU3 - 0072	
LARGE PLUNGER SPRING	GU3 - 0073	
SMALL PLUNGER SPRING	GU3 - 0074	



DESCRIPTION OF PARTS	PART NUMBER	COMMENTS
PLUNGER SLEEVE	GU3 - 0075	
RUBBER TIP FOR SHOOTER	GU3 - 0076	
BRONZ BUSHING BEARING	GU3 - 0077	
TURRET MOUNT SCREWS PLUNGER	GU3 - 0077-1	
5/8" BRASS TURRET BUSHING	GU3 - 0078	
OLD BRASS VTURRET SCREW BUSHING	GU3 - 0079	
NYLON SPACER	GU5 - 0039	
HAMMER STOP	GU9 - 0022	
WASHER FOR HAMMER STOP	<del>HH1 - 0004</del>	HH4-0018
HAMMER STOP SCREW	HH1 - 0106	
TURRET PIN SCREW ( 4-40X3/8" )	HH1 - 0106	
TOP PIVOT COVER SCREW ( 4-40X1/4" )	HH1 - 1104-A	
BOTTOM PIVOT COVER SCREW PLUNGER( 2 )	HH1 - 1104-A	
GUN COIN LIP SCREW ( 2 )( 2/56X1/4" )	HH1 - 3004	
TOKEN SLIDE SCREWS ( 4 )( 2-56X1/2" )	HH1 - 3008	
GUN BOTTOM COVER SCREWS ( 6 )	HH1 - 3104	
ROD HOLDER SCREW ( 4-40X1/4" )	HH1 - 3104	
GUN HANDLE SCREW ( 4 )( 4-40X3/8" )	HH1 - 3106	
GUN SENSOR SCREW	HH1 - 3106	
BOTTOM PIVOT COVER SCREW TRIGGER( 2 )	HH1 - 3106	
GUN LEVER SCREW ( 2 )( 5-40X1/2" )	HH1 - 3208	
GUN WEIGHT SCREWS ( 2 )( 1/4-28X1" )	HH1 - 3708	
PLUNGER BRACKET SCREW ( 2 )( 8-32X1/2" )	HH1 - 9408-B	
GUN COCKING SHAFT WASHER ( 2 ) T/G	HH4 - 0001	
PLUNGER BRACKET WASHER ( 2 )	HH4 - 0013	
E - CLIP 3/8"	HH5 - 0023	
RUBBER BUMPERS	HH9 - 0001	
TURRET BLUE	MA2 - 0005-B	
TURRET BROWN	MA2 - 0005-BR	
TURRET YELLOW	MA2 - 0005-Y	
NEW TRIGGER GUN ( W/O SLIDE )	MA2 - 0006-T	
NEW PLUNGER GUN ( W/O SLIDE )	MA2 - 0006-P	
REBUILT TRIGGER GUN ( W/O SLIDE )	MA2 - 0006-RT	
REBUILT PLUNGER GUN ( W/O SLIDE )	MA2 - 0006-RP	
TOKEN SLIDES		MA2 - 0007-SIZE
TOKEN SLIDE SIZE		
QUARTER	MA2 - 0007-A	
QUARTER & .984	MA2 - 0007-AU	
QUARTER & .900	MA2 - 0007-AC	
.882	MA2 - 0007-B	
.900	MA2 - 0007-C	
.984	MA2 - 0007-D	
1"	MA2 - 0007-E	
HUNGARIAN 20 F	MA2 - 0007-F	
TAIWAN 10 NT	MA2 - 0007-G	
.900 X .05 TOKEN	MA2 - 0007-H	
.879 TOKEN	MA2 - 0007-IE	
.867 X .058 TOKEN	MA2 - 0007-IK	
100 JAPAN YEN	MA2 - 0007-J	
ALLADIN'S CASTLE	MA2 - 0007-K	
ARGENTINA	MA2 - 0007-L	
.800 X .079 TOKEN	MA2 - 0007-M	
GERMAN MARK	MA2 - 0007-N	
CIRCUS CIRCUS TOKEN	MA2 - 0007-P	
AUSTRALIA 2 DOLLAR	MA2 - 0007-Q	



