



**COASTAL
AMUSEMENTS INC.**

"...manufacturers & distributors of coin-op redemption games..."

Pound The Hound Operators Manual



TABLE OF CONTENTS

1.	DIP SWITCH SETTINGS	Page 3
2.	ASSEMBLY DIAGRAM & MAIN PCB	Page 4
3.	PARTS DIAGRAMS	Page 5 – 6
4.	PARTS LIST	Page 7
5.	TROUBLE SHOOTING	Page 8

DIP SWITCH SETTINGS

SW 1

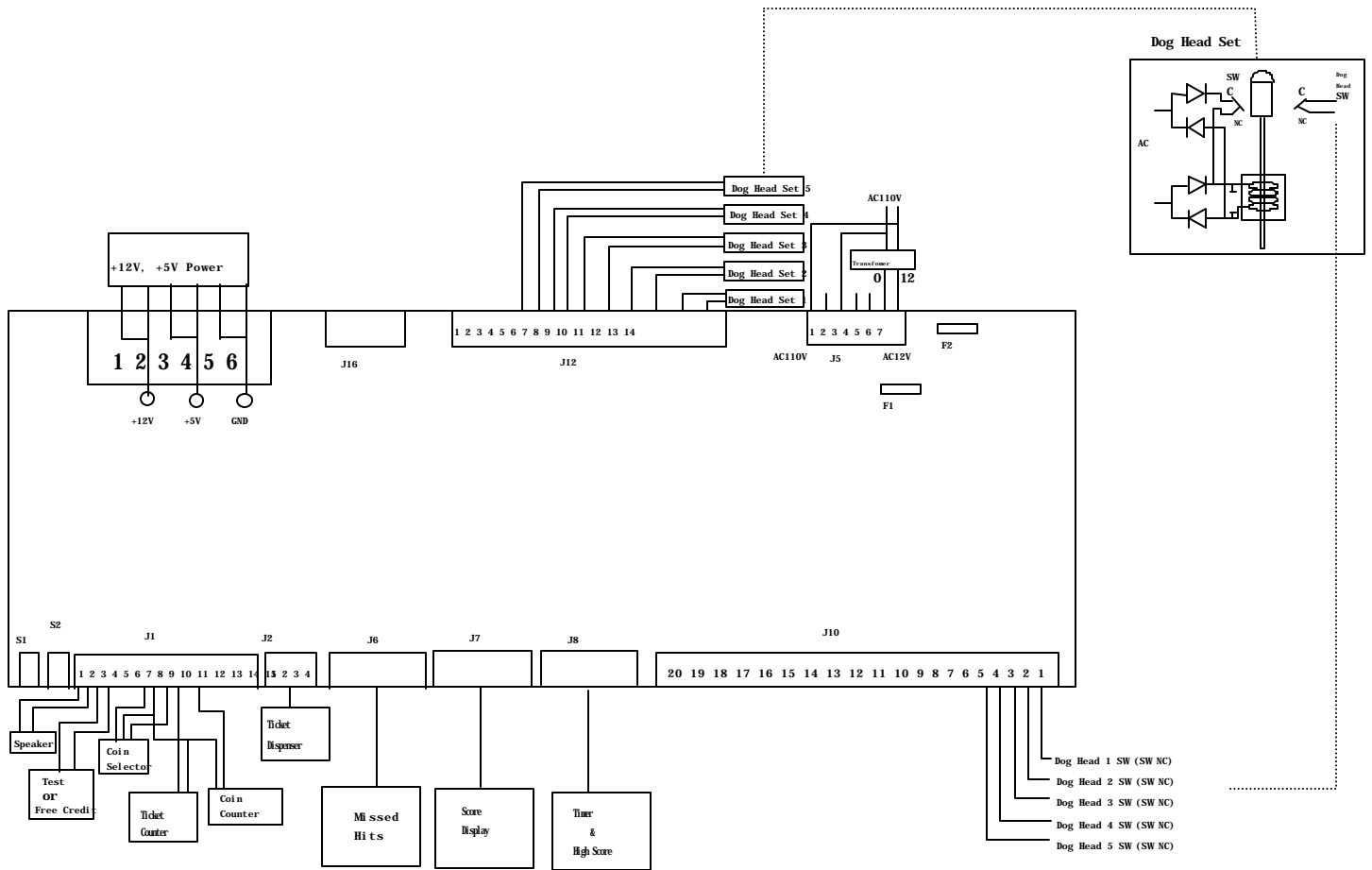
		1	2	3	4	5	6	7	8
Time	25 sec.	1	0	0					
Time	30 sec.	0	1	0					
Time	40 sec.	0	0	1					
Time	50 sec.	0	0	0					
Degree	Hard				1	0			
Degree	Fair				0	1			
Degree	Easy				0	0			
2 Coin	1 Play						1	0	0
3 Coin	1 Play						0	1	0
1 Coin	2 Play						0	0	1
1 Coin	1 Play						0	0	0

SW 2

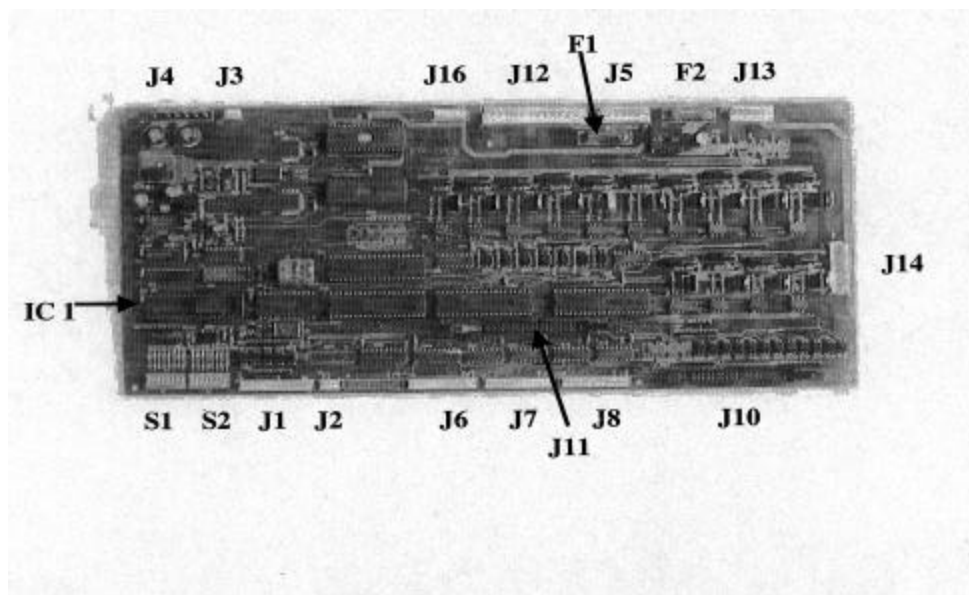
		1	2	3	4	5	6	7	8
Ticket Rate	1 Per 2 Points	0	0	0					
Ticket Rate	1 Per 3 Points	1	0	0					
Ticket Rate	1 Per 4 Points	0	1	0					
Ticket Rate	1 Per 5 Points	1	1	0					
Ticket Rate	1 Per 6 Points	0	0	1					
Ticket Rate	1 Per 7 Points	1	0	1					
Ticket Rate	1 Per 10 Points	0	1	1					
Ticket Rate	1 Per 20 Points	1	1	1					
	No Ticket								0
	Ticket								1

Note: The game must be restarted after changing the settings of the manual switch.
When the game is at stand by status, press the Test Switch, then turn power off and on.
The high score will reset at 60 points.
When you break the high score, the new one will be saved

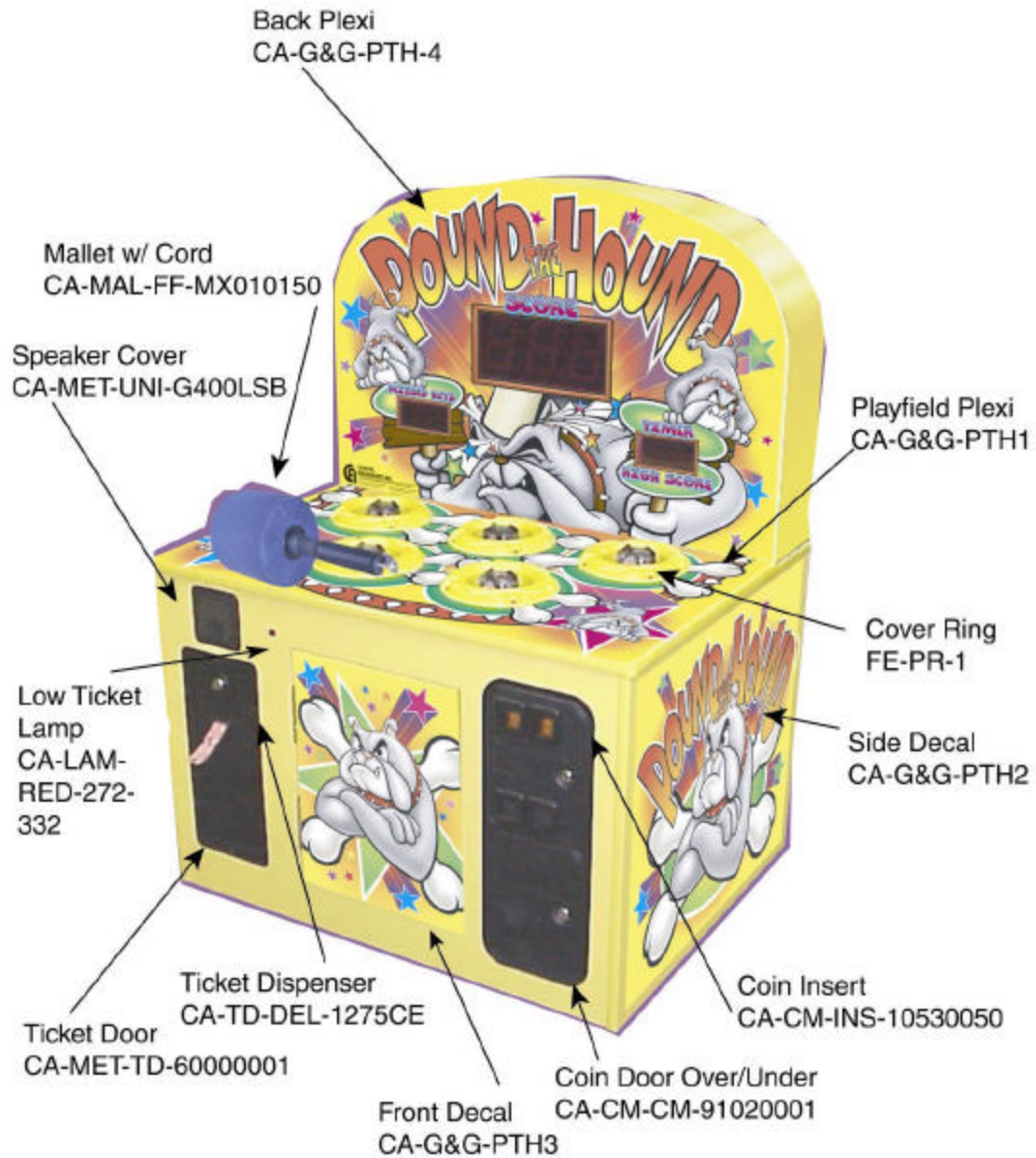
POUND THE HOUND ASSEMBLY DIAGRAM



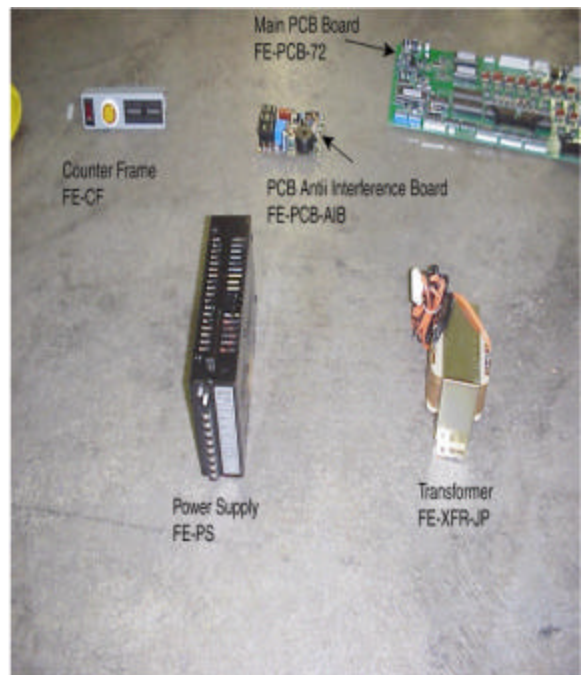
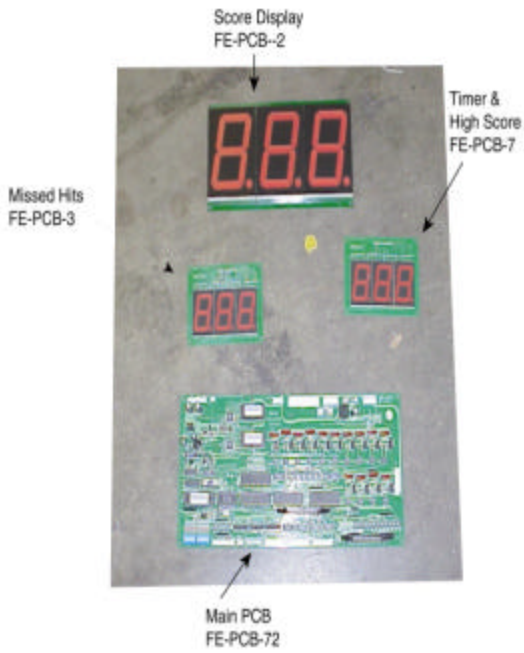
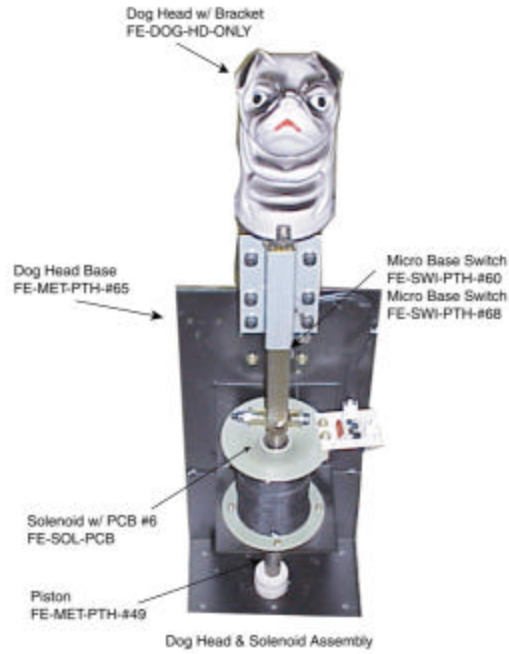
MAIN PCB



PARTS DIAGRAM



PARTS DIAGRAM CONT'D



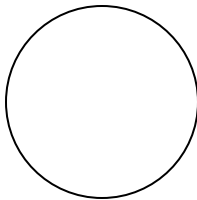
PARTS LIST

Part Number	Description	Qty
CA-CAB-PTH	PTH Cabinet	1
CA-G&G-PTH-1	PTH Plexi Playfield	1
CA-G&G-PTH-2	PTH Side Decal	2
CA-G&G-PTH-3	PTH Front Decal	1
CA-G&G-PTH-4	PTH Back Plexi	1
CA-MAL-FF-MX010150	Mallet w/ Cord	1
FE-DOG-HD-ONLY	PTH Dog Head w/ Bracket	5
FE-HDW-PTH-#63	#63 Coil Bushing	5
FE-MET-PTH-#49	#49 Piston	5
FE-SWI-PTH-#60	#60 Micro Switch Left	5
FE-MET-PTH-#65	#65 Dog Head Base	5
FE-SWI-PTH-#68	#68 Micro Switch Right	5
FE-SOL-PCB	PTH Solenoid w/ attached PCB#6	5
FE-HAR	PTH Wire Harness	1
FE-CF	PTH Counter Frame	1
FE-PB	PTH Power Box	1
FE-PCB-2	PTH Score Display	1
FE-PCB-3	PTH Missed Hits Display	1
FE-PCB-7	PTH High Score & Timer Display	1
FE-PCB-AIB	PCB Anti Interference Board	1
FE-PR-1	Yellow Plastic Ring	5
FE-PS	Power Supply	1
FE-XFR-JP	PTH Transformer	1
CA-CM-CM-91020001	Coin Door Over / Under	1
CA-CM-INS-10530050	Coin Insert .25C / .984 Token	1
CA-MET-TD-60000001	Metal Ticket Door Black	1
CA-TD-DEL-1276-CE	Ticket Dispenser w/ CE Suppressor	1
CA-LAM-RED-272-332	Low Ticket Indicator Red	1
CA-SPE-4"-8 OHM-5W	Speaker	1
CA-MET-POP-TIC/BIN	Ticket Bin	1
CA-MET-RB-CA007	Ticket Bin Support Bracket	1
CA-MET-RB-CA008	Ticket Bin Switch Bracket	1
CA-SWI-MIC-D44CR1RC	Micro Switch Low Ticket	1
CA-LC-8'-N59683SJ	8' Line Cord	1
CA-MET-UNI-G400LSB	Black Round Speaker Cover	1

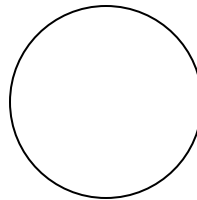
TROUBLESHOOTING

When the game is turned on, the dog heads will test automatically. If there is a problem a number will show in the display. To test the dog heads, press the test switch located on the counter bracket inside the front door. That will put the dog heads in test mode. Press the dog head and the head should cycle. If the dog head won't go up, check the up switch. If the dog head won't go down check the up cord.

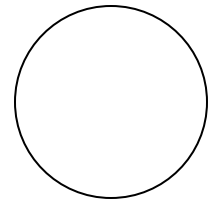
<u>NUMBER SHOWN</u>	<u>SYMPTOM</u>	<u>SOLUTION</u>
01	Dog Head 1 or Up Switch	Check Up Wire Harness or Up Switch
02	Dog Head 2 or Up Switch	Check Up Wire Harness or Up Switch
03	Dog Head 3 or Up Switch	Check Up Wire Harness or Up Switch
04	Dog Head 4 or Up Switch	Check Up Wire Harness or Up Switch
05	Dog Head 5 or Up Switch	Check Up Wire Harness or Up Switch
08	No Tickets	Ticket Out or Jammed
09	Coin Insert	Check Coin Switch



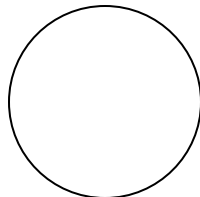
Dog Head 5



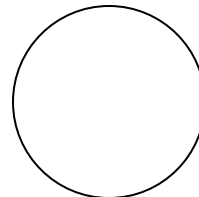
Dog Head 4



Dog Head 3



Dog Head 1



Dog Head 2