

GHOST CATCHER DIP SW ADJUSTMENT

PROGRAM W302071.1

PCB Number W012411

DIP SW1		1	2	3	4	5	6	7	8
NO. OF BALLS PER 1 PLAY	15	ON	ON						
	20	OFF	ON						
	25	ON	OFF						
	30	OFF	OFF						
NO. OF COINS PER 1 GAME	4 COINS			ON	ON				
	3 COINS			OFF	ON				
	2 COINS			ON	OFF				
	1 COIN			OFF	OFF				
PRIZE PAYOUT VS. COIN IN	NO					ON	ON		
	3 BALLS					OFF	ON		
	2 BALLS					ON	OFF		
	1 BALL					OFF	OFF		
	Mode 2							OFF	ON
	Mode 3							ON	OFF
	Mode 4							OFF	OFF

Definition

1. **Number of balls per game:** To setup number of balls to play in one game.
2. **Number of coins per game:** To setup number of coins inserted to start one game.
3. **Prize payout mode vs. coin in:** To setup number of prizes to payout in one game when coin in.

GHOST CATCHER

The Coastal Amusements factory settings are as follows:

Number of balls caught to win a prize: 12

Number of balls per play: 20

Prize pay out: *Mode E*

Difficulty Setting: *Difficult*

DIP SW2		1	2	3	4	5	6	7	8
State of machine	Test mode	ON	ON						
	Normal play	OFF	OFF						
Difficulty	Very difficult			ON	ON				
	Difficult			OFF	ON				
	Easy			ON	OFF				
	Very easy			OFF	OFF				
Mode B Catches for small Prize Award	N = 19					ON	ON	ON	ON
	N = 18					OFF	ON	ON	ON
	N = 17					ON	OFF	ON	ON
	N = 16					OFF	OFF	ON	ON
	N = 15					ON	ON	OFF	ON
	N = 14					OFF	ON	OFF	ON
	N = 13					ON	OFF	OFF	ON
	N = 12					OFF	OFF	OFF	ON
	N = 11					ON	ON	ON	OFF
	N = 10					OFF	ON	ON	OFF
	N = 9					ON	OFF	ON	OFF
	N = 8					OFF	OFF	ON	OFF
	N = 7					ON	ON	OFF	OFF
	N = 6					OFF	ON	OFF	OFF
N = 5					ON	OFF	OFF	OFF	
off					OFF	OFF	OFF	OFF	

Adjustment Instruction:

- Test Mode:** When the adjustment is set to test mode the prize will payout when catching 3 balls. Reminder: *Adjust game back for normal play function after testing.*
- Difficulty:** Is determined by the speed at which the balls burst into the playfield.

DIP SW3		1	2	3	4	5	6	7	8
Demo (Attract) mode	No	ON	ON						
	Play	OFF	ON						
	Music	ON	OFF						
	Play + Music	OFF	OFF						
Demo (Attract) Frequency in Minutes	30			ON	ON				
	20			OFF	ON				
	15			ON	OFF				
	10			OFF	OFF				
Reserve	Fixed					OFF			
Balls Caught to Win Prize	12						ON	ON	ON
	14						OFF	ON	ON
	16						ON	OFF	ON
	18						OFF	OFF	ON
	20						ON	ON	OFF
	22						OFF	ON	OFF
	24						ON	OFF	OFF
26						OFF	OFF	OFF	

Definition:

1. **Demo mode/Attract mode:** When game is not being played, Ghost Catcher can be set to demonstrate game play and attract players as follows (refer to table above)

No: No attract mode display.

Demo play: Will shoot 2 balls from demo play, with no music play.

Demo music: No demo play; will play music only.

Demo play + Demo music: Demo play and music in attract mode.

2. **Demo (Attract) Frequency:** The selected demo mode above will be displayed every X minutes.

3. **Balls Caught to Win Prize:** Determines the required number of balls to be caught to win a prize.

DIP SW4		1	2	3	4	5	6	7	8
Prize Payout Mode	As soon as win	ON							
	At the end of game	OFF							
Warning sound when out of prizes	Yes		ON						
	No		OFF						
Retain credit in power off	Yes			ON					
	No			OFF					
Retain prize in power off	Yes				ON				
	No				OFF				
Prize Payout Mode	Mode A					ON	ON	ON	
	Mode B					OFF	ON	ON	
	Mode C					ON	OFF	ON	
	Mode D					OFF	OFF	ON	
	Mode E					ON	ON	OFF	
	Mode F					OFF	ON	OFF	
	Mode G					ON	OFF	OFF	
	Mode H					OFF	OFF	OFF	
*Clear past records	Yes								ON
	No								OFF

Definition:

1. Prize Payout Mode:

Mode A (Normal Play): Insert coin and press start to begin the game. (If win) a small prize will payout.

Mode B (Small Prize/Large Prize): Insert coin and press start to begin the game. (If you catch X amount of balls you receive small prize, continue and catch more and win large prize also. (See Dip SW2 for Catches for small prize Award)

Mode C (Small Prize Every Time/No Prize on Win): Insert coin, a small prize will payout. Press start to begin the game. No other prize will payout regardless of game score.

Mode D (Small Prize Every Time/Small Prize on Win): Insert coin, a small prize will payout. Press start to begin the game, a small prize will payout when there is a winner.

Mode E (Small Prize Every Time/Large Prize on Win): Insert coin, a small prize will payout. Press start to begin the game, a large prize will payout when there is winner.

Mode F (Large Prize Every Time): Insert coin, a large prize will payout. Press start to begin the game. No other prize paid regardless of score.

Mode G (Large Prize Every Time/Small Prize on Win): Insert coin, a large prize will payout. Press start to begin the game, a small prize will payout when there is winner.

Mode H (Large Prize Every Time/Large Prize on Win): Insert coin, a large prize will payout. Press start to begin the game, a large prize will payout when there is winner.

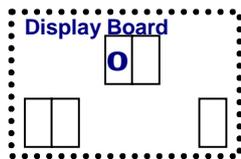
2. Clear Past Records: Adjust DIP Switch 4 pin 8 to ON and then power game "on". The display will show "CL" blinking to enable clearing of all account records in the machine. However when setup Switch 1, setup Switch 2 and setup Switch 3 are pressed down within 3 minutes when display starts blinking, the account record will change to the original setup from the factory.

GHOST CATCHER System Instruction

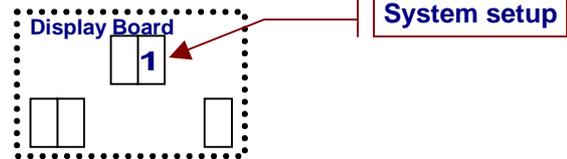
Hold down the Setup Switch 3 and power on the game. The display board showing number of “balls caught” will show “0” in its “tenth” place, as shown in picture 5.

Release the Switch to start the System setup, as shown in picture 6.

How the Switches work: Setup Switch 1 → In increasing order; Setup Switch 2 → In decreasing order; START → to select item.



<picture 5>

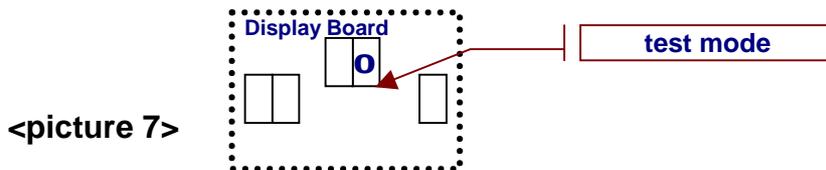


<picture 6>

- | | |
|-----------------------------------|----------------|
| Items in system setup 0 → to exit | 1 → test mode |
| 2 → to check account | 3 → (Not Used) |
| 4 → prize payout vs. winning | |

System setup definition:

1. Select **system setup** as shown in picture 6, then press START Switch to start with test mode as shown in picture 7.

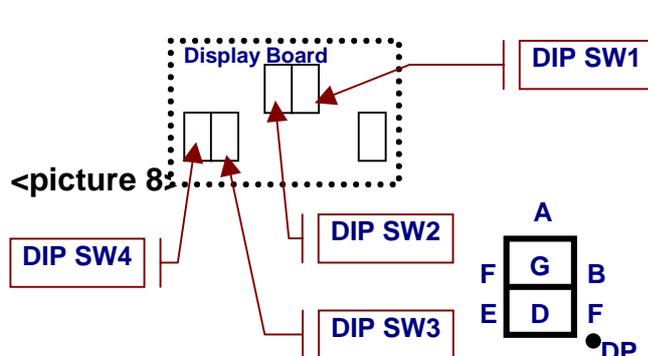


<picture 7>

- | | | |
|-----------------------------|---------------------|------------------|
| Test mode 0 → to exit | 1 → TEST DIP Switch | 2 → TEST DISPLAY |
| 3 → TEST PRIZE PAYOUT MOTOR | 4 → TEST SOUND | |

A. TEST DIP Switch:

When in the test mode as shown in picture 7, press setup Switch 1 to increase order to show 1 in the display of test mode. Press START Switch to start with TEST DIP Switch mode as shown in picture 8. Press setup Switch 3 to exit the screen.



<picture 8>

1. Adjust DIP Switch pin 1 ~ 8, the DISPLAY will light up showing the below: 1ST A 2ND B ... 7TH G 8TH DP (decimal place).
2. ON- light displays segment.
3. TEST DIP Switch position of each pin is as shown in picture 8.

B. TEST DISPLAY

When in test mode as shown in picture 7, press setup Switch 1 to increase order and show 2 in the display mode. Press START Switch to start the TEST DISPLAY

mode. Press setup Switch 3 to exit the screen.

C. TEST PRIZE PAYOUT MOTOR

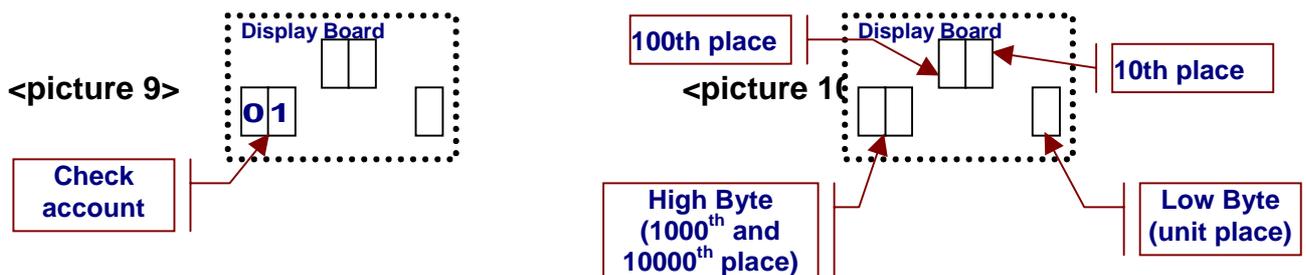
When in the test mode as shown in picture 7, press the setup Switch 1 to increase the order and show number 3 in the display of TEST PRIZE PAYOUT MOTOR mode. Press setup Switch 3 to exit the screen.

D. TEST SOUND

When in the test mode as shown in picture 7, press the setup Switch 1 to increase the order to show 4 in the display of TEST SOUND. Press setup Switch 3 to exit the screen.

2. SELECT CHECK ACCOUNT:

When in the test mode as shown in picture 6, press setup Switch 1 to increase order to show number 2 in the system setup. Press START to start the mode for checking the accounts as shown in picture 9 or while the machine is powered off, press setup Switch 3 +START at the same time and power on, you will express access to check account mode. The display board showing number of ball caught will show check account item, press setup Switch 1 to increase order or setup Switch 2 decreasing order to go to the item you want to check, then press START Switch to start checking on the specific content, shown in picture 10. When it's done, press START Switch again to exit the screen and return to the screen as shown in picture 9.



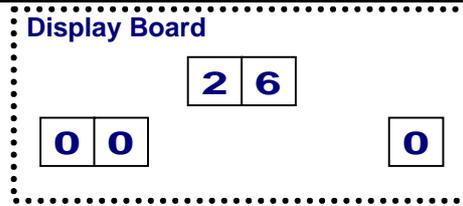
Definition for each account item:

Item	Content
00	To exit check account mode
01	Coin mech 1•COIN•total input
02	Coin mech 2•BILL•total input
03	Total payout of big balls when coin in
04	Total payout of small balls when coin in
05	Total game-play
06	Total game-loss•no winning•
07	Reserve

Item	Content
08	Total big balls payout
09	Total small balls payout
10	Reserve
11	Reserve
12	Total payout of big balls when winning
13	Total payout of small balls when winning
14~23	Reserve

Characteristics of Program

1. DISPLAY



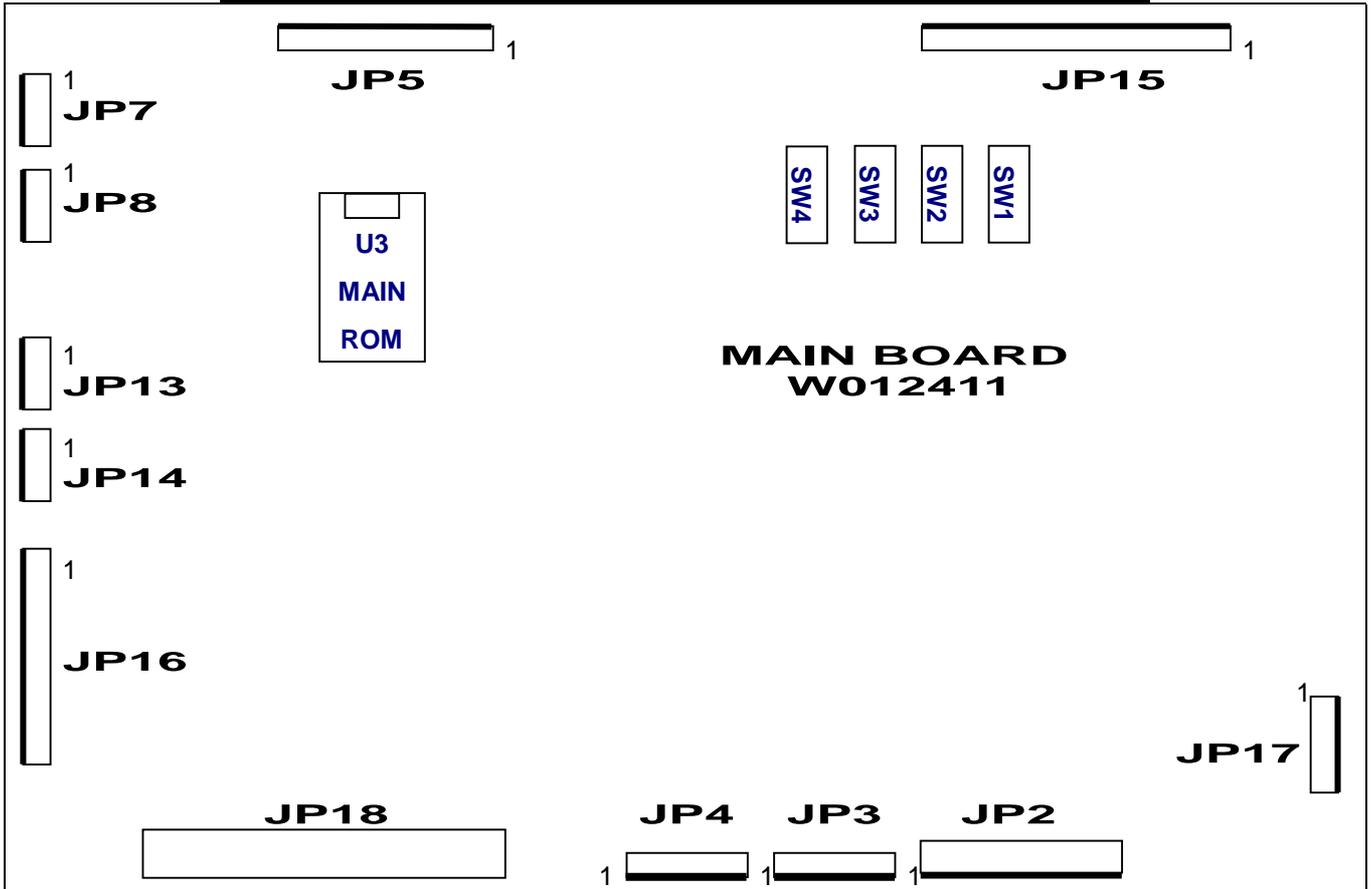
WHAT IS SHOWN IN THE DISPLAY WHEN CATCHING BALLS:

- a. The DISPLAY will show the number of ball caught for winning a game as set in DIP Switch 3 pin 6, 7, 8.
- b. When player inserts coin, the DISPLAY will blink (still showing the number of ball caught for winning as set in the DIP Switch).
- c. When players press the START button, the display will show number of balls needed to win.
- d. When players catch any balls, the display will start recording and decrease the number of balls caught by the player, until they reach 0. When there are no more balls to play, the prize will dispense if you win. There are 4 display lights. The playfield lights will light up when coins are inserted into game and blink when there is a winner. Playfield lights shut down when game is over.

2. Definition for error codes: This is showing in ball caught DISPLAY

Error code	Definition	Causes	Trouble shooting
1	Shooter motor	1. Motor stuck. 2. Balls jam. 3. Rail sensor is out of order.	
70	Ticket / Card dispenser	This is only valid when 'warning siren for running out of prize/ticket to payout' is set on.	1. Check if there are any tickets/cards left in the machine for dispense. 2. Check if tickets/cards are stuck.
71	Prizing ball		1. Check if there are any prizing balls left in the machine for dispense. 2. Check if the payout sensor is out of order.
91	COIN meter	The machine will self check if the connection of coin meter is OK when no one plays the game. If it is loose, the proper error code is shown in the display.	Check if meters are properly connected.
92	Meter for payout big balls		
93	Meter for payout small balls		
94	Ticket/Card meter		

WIRING INSTRUCTION



JP17	Color	Connection pin
1	Black	Speaker
2	Purple	Speaker
3	Black	Sound VR PIN1
4	White	Sound VR PIN2
5	Red	Sound VR PIN3

JP5	Color	Connection pin
1	Black	GND
2	Brown	Start SW N.O.
3	Orange	Setup SW1 N.O. (incr.)
4	Green	Setup SW2 N.O. (decr.)
5	White	Setup SW3 N.O. •exit SW•
6	Yellow/Black	Start SW light
7	Blue/Orange	AD light 1
8	Purple/Yellow	AD light 2
9	Grey/Red	AD light 3
10	Red	+12V

JP15	Color	Connection pin
1	Black	GND
2	White	COIN1 signal
3		COIN inhibit
4	Green/White	COIN inhibit
5	Red	+12V
6	Red	+12V
7	White/Blue	COIN1 signal
8	Black	GND
9		GND
10		
11		Ticket/card OUT
12		Ticket/card IN
13		+12V
14	Red	+12V
15	Orange	COIN IN meter
16	Green	Big ball payout meter
17	Blue	Small ball payout meter

JP7	Color	Connection pin
1	Black	GND
2	Green	Prize out sensor signal
3	Red	+12V
4	Red/White	+12V
5	White	Prize out motor

JP8	Color	Connection pin
1	Black	GND
2	Blue/White	Prize payout sensor signal
3	Red	+12V
4	Red/White	+12V
5	Purple/White	Prize out motor

18	Purple	Ticket/card payout meter
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JP12	Color	Connection pin
1		
2		
3		
4	Red	+12V
5	White	Display light 1, 2

JP13	Color	Connection pin
1		
2		
3		
4	Red/Black	+12V
5	Green/Yellow	Display light 3, 4

JP14	Color	Connection pin
1		GND
2		Slider SW N.O.
3		+12V
4	Grey	Slider motor
5	Pink Red	Slider motor

JP16	Color	Connection pin	
1	Yellow	+5V	Blue frame sensor
2	White	Sensor signal	
3	Black	GND	
4	Red	+12V	Lower shooter sensor •keep•
5	Green	Sensor signal	
6	Black	GND	
7	Red	+12V	Upper shooter sensor
8	Purple	Sensor signal	
9	Black	GND	
10			
11			
12			

JP18	34P cable	Connected to display
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JP2	Color	Connection pin	
1	Black	GND	Power supply input
2	Black	GND	
3		GND	
4	Yellow	+5V	
5		+5V	
6	Red	+12V	
7		+12V	
8	Green	SSR	

JP1	Reserve •Black box connection pin•
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JP3		Receiving device connection pin •D type 15P•
1	—————	1
2	—————	2
3	—————	3
4	—————	4
5	—————	7 & 14
6	—————	8 & 15
7	—————	5 & 6

NOTE: The large Hopper will accept both 3 ½ and 4inch prize supplies capsules. When vending 4-inch capsules you must remove the metal restrictor plate located at the top of Hopper.

If you have any questions, or require further assistance, please contact our service

department at 1-732-905-6662.