

PIRATE'S BOUNTY SHOOTING GALLERY

INSTALLATION AND MAINTENANCE MANUAL

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INTRODUCTION

Thank you for purchasing a Pirate's Bounty shooting gallery from Amusement Electronics. We have done our best to make the installation and maintenance of the shooting gallery as easy as possible.

The installation of our games is to be done by qualified technicians who are familiar with electronics and general maintenance of amusement games. Although we have done our best to make the game as safe as possible, there are high voltages within the game which require a person with electrical knowledge to assemble and maintain. If you are in doubt of your ability to assemble the game, it is best you contact a qualified person to assist you.

The installation will require at least two people to assemble the walls and targets. Some of the pieces are quite heavy and will require persons in good physical condition. The average installation time once the game is on site, is about 8 hours with two qualified people.

If you have any questions about the installation, please feel free to contact us. We can usually troubleshoot any problems you have in a couple of minutes, compared to several hours if you try to solve it yourself. You can contact us at 714-538-7118 or email zach@zanigames.com

Thank you again for the purchase of a custom electronic shooting gallery from Amusement Electronics. We greatly appreciate your support.

PIRATE'S BOUNTY INSTALLATION

1. TOOLS REQUIRED

The following tools are required for proper installation

- Drill
- 7/16 wrench
- Pliers
- Hammer
- 6' (2m) ladder
- Philips Bit for drill
- #2 Square tip bit for drill
- Philips screw driver
- Standard screw driver

2. BEFORE INSTALLATION

Before you begin installation, be sure the area you plan on installing the gallery is level and large enough for the game. You will need an additional 3' (1m) of space on each side during installation to be able to run cables and hoses. Also be sure to check the height of the ceiling and for fire sprinklers to be sure they will not interfere with the installation. Check with your local fire authority regarding the fire sprinklers and electrical codes that may apply to the game.

3. BUILDING THE SET

The walls and floor of the set are the first step in the assembly of the game. The two floor pieces are the first to be placed at the site. There is a front floor and a back floor which are labeled on the studs. Place the floor pieces together in the area you plan on having the gallery. Next, each wall is bolted to the next with three, 3" (100mm) bolts. The walls are labeled on each of the studs with a letter that matches with the next wall piece. For instance letter B will match up to letter B on the next wall. You can also refer to the picture of the game to give you an idea of where each wall should go.

Once the floors and walls are bolted together, the middle header of rock can be mounted in the holders on the side walls. This will require two people with ladders to complete. Simply place the studs of the header inside the holders. The holder will fit between the stud and panel of the header. Once installed be sure the top of the header is flush with the top of the side walls. The header can then be screwed in from the outside of the side walls with four 3" screws.

Next, the two roof pieces can be placed on top of the side walls. The roof will set into the wood pegs on top of the side walls. Each roof piece is marked front and back on the studs for their locations. The walls will be slightly short of the front to allow the front header to rest on the top of the front walls. Once the walls are in place, screw the roof

pieces to the side walls with the four 3” screws already in the top of the side walls.

Next, place the two large foam rock panels on each of the front insides of the gallery. There will be a cut out for the power on the right side panel.

Next, is to mount the front header to the front two side walls. On the front header, the top stud is longer than the rest of the frame. This stud will sit on top of the front side walls. This will also require two people with ladders to mount. Once the header is resting on the side walls, fasten the header with the four 3” screws already mounted in the side wall studs. Be sure the header is pushed back fully and tight with the front side walls.

Once the headers are mounted, run the power cables and grey and black target wires through the holes in the side walls, down to under the stage. The power cable should be run to the back of the game and the grey and black target wires should be run to the front of the game.

The back header will plug into the outlet located on the front header. The outlet should be labeled “back lighting”.

4. TARGET MOUNTING

Now that the set is complete, the targets can be mounted. You can see where each target is mounted by referring to the picture of the game. After mounting each target, run the target sensor wire and hose assemblies down the outside of the side walls and under the stage to the front of the game. The main control panel will sit in the front center of the game.

The first targets to mount are the Chandelier, Hanging Crate, and Dropping Spider. Each of these are mounted to the headers or roof of the game.

Hanging Spider Target- The hanging spider should already be mounted to the stud of the back header. Simply cut the zip tie that holds the cables and spider in place for shipping and run the cable assembly to the front of the game. Next, hang the spider so that the string that holds the spider is sitting on the pulley.

Chandelier Target- The chandelier will mount to the roof by the hanging bolt located on the front roof. The power plug will go to the outlet on the front header labeled “Chandelier”.

Hanging Crate Target- The hanging crate mounts to the rear header by the four 1” screws already in the header to the welded plate. This will require one person to hold the crate while the other person mounts the plate to the stud. Run the extra rope so that it hangs like shown the picture. Be sure the rope does not touch the stage lights because they can become quite hot. Run the cable assembly to the front of the game.

Lightning Target- The target for the lightning is located on the back wall. The wire from the target should be run to the front of the gallery. There are two other cables that will hook up to the Thunder target board. There will be a grey wire coming from the front header to activate the strobe lamps and there will be the audio cable coming from the ship where the sub woffer is located. Be sure all three are connected to the Thunder target board. If your game includes the "RAIN EFFECT", you will need to connect the black hose from the water shooter on top of the front header to the water shooter air connection at the target board. The clear hose from the water shooter will need to go to your water source.

Lights- (not a target) Now is a good time to screw in the stage lights into their sockets. The rear header should have two red lamps on the outside sockets and the two yellow lamps on the two inside sockets. These lights should aim toward the mural on the back wall. The front header will have all white lights. Next, adjust the lamps so the game is lit up evenly.

Talking Skull on the front header- (not a target) If your game includes the animated talking skull, you will need to place the skull on the front header by hanging it by the holder. Then run the air line through the header to the Talking Skull board on the back side of the front header and connect it. The volume of the skull can be adjusted by the small blue trim pot on the sound circuit board. Next, run the air line and grey power wire down the side wall and into the front of the game. Connect the 1/4" air line to one of the T fittings inside the Main Target Control Box. Next, turn off the game and unplug the power to the Target Control Box if already plugged in. Then connect the RED wire to the +12vdc connection on the power supply. Next, connect the BLACK wire to the - or Ground connection on the power supply.

THE SHIP

The ship includes several targets and the sound system for the Cannon and Lightning Targets.

First place the ship's wheel and post inside the square hole in the center of the boat. There is no need to fasten the post to the boat. Next, mount the standing skeleton into the holder behind ship's wheel. The rod from the skeleton should slide right into the steel tubing mounted to the ship. Now mount the mast and sail into the holder on the boat and tighten the three set screws so that the mast leans toward the middle of the set and the mechanics for the flag is hidden towards the back.

Pirates Flag Target- The pirates flag should be already mounted to the mast. Be sure the mast is leaning so that the weight of the flag will keep it from rotating and hitting the sail or mural.

Skeleton Pirate and Parrot Targets- The Parrot should already be mounted to the

skeletons shoulder. Run both sets of cables behind skeleton and down to under the floor then to the front of the game. Mount the hands of the skeleton to the wheel and move the wheel so that the skeleton's arms only move and not the whole body when the wheel moves back and forth.

Ship's Wheel Targets- Be sure the wheel does not rub on the skeleton. Run cable to front of the game.

Breaking Bottle Target- Should already be mounted to the rail of the ship, Just run the cable to the front of the game.

Pop-up Pirate Target- Should already be mounted. Simply run the cable to the front of the game.

Ships Lantern Target- Mounts to the side of the ship. There should be a screw for the handle to hang from. Run the cable through the hole in the ship and to the front of the game.

REEF

The reef has four targets on it. Place the palm tree in the 3" hole in the top of the reef.

Jailed Pirate Target- Mount the jailed pirate to the stage floor with the two 3" screws in the bottom of the target. The location should be outlined on the stage. Next, connect the 1/8" air hose from the target that is mounted in the window to the fitting at the bottom of the air cylinder for the pirate. This will be located under the pirate's shirt

Seagull Target- Should already be mounted to the reef. Simply run the cable to the front of the game.

Lantern Target- There should be a screw on the reef for the handle to mount. Run the cable to the front of the game.

Laughing Skull Target- Mount the laughing skull with a 3" screw into the reef. Next run the power cable to the back of the game and the target cable to the front of the game.

FLOOR TARGETS

Floor targets sit on the stage floor. Each target simply sits on the floor and does not need to be mounted to the stage. You can refer to the picture to see where each target is placed. Run the cable assemblies through the holes in the stage to the front of the game.

Cannon Target- Simply sits on floor. Run cable through hole in floor to front of game

Treasure Map Target- Leans against ship. Run cable through hole in floor.

RUM Box Target- run cable through hole to front of game.

Treasure Chest Target- Open lid and scatter coins and jewels inside the chest. Run cable.

Drinking Skeleton Target- Adjust body so that when the bottle raises up, it will be near the skeleton's mouth. Be sure the bottle does not actually touch the skull. Position legs and run cable.

5. Powering up the Targets

Once all of the targets are mounted and all of their cable assemblies have been run to the front of the game, you can now begin to power up the targets.

The first step is to center the main control box (the metal box with all of the electronics inside) in the front of the gallery about 2' from the front of the stage. This is where all of the targets will be connected.

Next, plug in the control box into a 115v outlet. *** If you have 220v you will need to use the transformer supplied to step down the voltage to 110 volts. You may also adjust the power supply switch to 220v if you plan to power the gallery directly. The switch is located on the power supply and will be labeled.

Once the board is connected to the correct voltage, this will automatically power up all of the target sensor boards. Each target board will have a red LED showing the board is receiving power.

The Target Sensor Board. Each target has a sensor board and some will have a sound effect board mounted above it. The sensor board is the bottom small board and controls the action of the target. There are two variable resistors located on the side of each board. One controls how long the target action lasts. The second is for timing the on and off action if a target has repetitive motion (like a bird's beak opening and closing fast). There are two LEDs that show the action of each output. The timing should be already set at the factory, but some adjustments may be required.

The Sound Effect Board. The sound effect board is mounted on top of the target sensor board. It supplies the sound effect for each target. The volume of each target can be individually adjusted by the small blue trim pot on top of the board.

Now you can begin to plug in each target. Run each cable, one at a time through one of the two large holes in the back of the main control box and connect the modular (phone) plug into the corresponding target board. Each cable should have a label with the name of the target on it that matches up with the label in front of the target board. At the same time connect the air hose to the quick disconnect fitting located on the solenoid valve

adjacent to the target board. Be sure to connect the hose to the correct valve by following the wires on the solenoid to the sensor board. If the target has a sound effect, plug in the 3.5mm plug (headphone plug) into the jack located on the sensor board. Note: some target sensors have the jack located on the bottom of the sensor board. Do not use the jack on the sound effect board. Plug in each target one at a time and be sure the target lights up in the gallery. Repeat this until all of the targets are connected and lit up.

Target without air. There are 4 targets that do not require air for the animation. These are the: Lightning Target, 2 Lantern Targets, and Chandelier Target. These targets will have a grey wire with red and black wires. These wires connect to the green headers on the sensor board. The red wire should go to the 1st position and the black wire should go to the 2nd position. You can look at targets with air to see how the solenoid valves are connected.

Testing the Targets. Once all of the targets are lit up you can test each target by pushing the corresponding blue button on the large circuit board. When the button is pressed, the green LED should light up on the target board and the target should begin its action. You should hear the solenoid valve make a “click” sound and if the target has a sound effect, the sound should play from the speaker. Note: The lanterns, thunder, and chandelier targets will not make a click sound since they do not use a solenoid valve.

6. The Air Compressor.

Your game may come with an air compressor. If so, be sure **to add oil to the compressor** before turning the compressor on.

***If you have 220v power, you will need to rewire the motor on compressor for 220v instead of 110v. Do not use the step-down transformer to run the air compressor.

There should be a 1/4”OD quick disconnect on the output of the regulator. Take the 1/4” hose provided and run the air line from the compressor to the Main Target Controller. There should be a T fitting on one side of the Main Target Controller to connect the 1/4” hose. The fitting may be hidden under the board if you can not find it.

Next, turn on the air compressor and adjust the output **pressure to 80PSI**. Listen for leaks in the system and repair if necessary.

7. Target Adjustment.

Once the air is connected and the power supplied to each of the targets, you can test the action of each target.

Push the blue test button at each target and watch the animation. The movement should be smooth and not jerking. If the target is moving fast with a jerk or not moving at all, you can adjust the air flow by turning the small knob on the brass needle valve at each target. This controls the flow of the air to each target. Targets with repetitive action

(bird beak) will also have their own brass regulator to adjust the individual pressure of the target. By adjusting the pressure and air flow, you should be able to make the target move smoothly.

8. Water Shoot-Back System.

NOTE Use only distilled or purified water in the water shoot back system.

Your gallery may have our water shoot back system that shoots water back at the players. The water shoot back system is mounted to a board with clear water hose attached. The group of hoses with the filters on the end drop into the water container for water to be sucked out from. There should be a grey wire from each water system that should be run to the front of the game and into the Main Target Control Box. The wires can be connected to any of the targets which you would like to have water shoot back when hit. The red wire should go to the 1st position and the black wire should go to the 2nd position. You can look at targets with air connected to see how to connect the wires. You will next need to tie in the 1/4"OD hose to the main supply air line from the air compressor. Turn off the compressor and drain the air out of the system. Next cut into the main line and T off the new air line to the water shoot back system.

You will need to adjust the angle and direction of the squirt tip so that the water shoots back at each of the player positions. You will also need to adjust the amount of water and distance by adjusting the brass needle valve located on each of the water shoot back mechanisms.

Be sure to use only Distilled or purified water in the water shoot back system. The use of tap water will greatly reduce the life of the water mechanism.

9. FINAL TARGET AREA INSPECTION

Now all of the target area should be connected and working properly. If you are experiencing any problems with the target system, please contact us so we may work through the problem with you.

Check that none of the wires or hoses are visible from the front of the game. Also check that items are clear from the lighting systems and items are at least 6" from the bulbs.

10. THE GUN COUNTER

Now that the target area is finished you can proceed with the gun counter.

First move the gun counter into place and attach the two small side walls to the counter using two 3" screws on each side wall.

Next, remove the back doors from each of the positions so you can access the inside of

the counter.

The first thing you need to do is connect the scoring lines to the Main Target Controller. In the center of the counter should be several modular (phone) connectors with numbers on each. The numbers correspond with the gun position it is connected to. When looking at the counter from the access panels, the number 1 position will be the far left gun. Run these cables through the access hole in the center of the gallery into the Main target Controller. You will see 8 modular (phone) jacks in a row on each of the main boards. Connect the corresponding plugs and jacks so that the numbers match.

Now check that all of the connections on the side of each Gun Power Unit (black box at each position) are connected and secured and that the gun plug nut is tightened.

Now run the power cord to a 115v outlet and plug in the gun counter. Each of the positions should light up with 0's showing at each of the score displays. If a position does not come up all zeros, turn off the position and turn it back on to repower the display.

11. THE GUN POWER UNIT

The Gun Power Unit controls the gun, score display, scoring, and ticketing.

*****Each box must be set for the corresponding gun position by setting a dip switch inside the box. To do so, open the box and adjust the outside dipswitch to the corresponding position. For instance for position number 3, turn the #3 position to ON and all the other positions OFF.**

A. Setting the Vending Controls- The vending controls allow you to adjust the number of shots and number of coins per play. These are shown on the two displays on the side of the box. The position with 1 display shows the number of coins and the position with 2 displays shows the number of shots. To adjust the vendor controls, turn the position on and adjust the trim pots located below each display. This can only be done while a game is NOT in play. See free play.

B. FREE PLAY- If the vendor controls are set to 0 for coins and 00 for shots, the game will go into free play. This automatically will give free games with 15 shots per play. Once the vendor controls are left on free play, you will need to turn off the box and then adjust the vendor controls off of free play while the game is off to return to regular play.

C. TICKETING- If your game is equipped with ticket dispensing, you can adjust the payout by setting the inside dip switch inside the box. This dip switch will have a yellow chip beside it. Only one setting should be set at a time.

D. Ticket Dip Switch Settings

1- automatically gives 1 ticket per hit plus 4 tickets per play

- 2- automatically gives 1 ticket per hit plus 2 tickets per play
- 3- gives 1 ticket for every other hit, (half the tickets)
- 4- gives 4 tickets for every target hit
- 5- gives 3 tickets for every target hit
- 6- gives 2 tickets for every target hit
- 7- gives 1 ticket for every target hit
- 8- give no tickets

E. VOLUME CONTROL

To adjust the volume control, open the box and adjust the small blue trim pot on the sound board. Rotating the trim pot clockwise will reduce the volume.

F. LEDS ON GUN POWER UNIT

There are two LEDS on the side of the box. The top yellow LED shows the light pulse being sent from the gun. Since the gun sends an infrared light pulse, this shows you if the Gun Power Unit is sending the signal.

The bottom green LED shows if the gun position is receiving a hit signal from the targets. Each time that gun position hit's a target, the green light will flash quickly.

12. THE GUNS

The gallery may contain both pistols and rifles or any combination of both. Both guns mount the same way using two cable clamps to secure the gun.

The first cable clamp is located next to the Gun Power Unit and serves two purposes. The first is to take pressure off of the wires in the cable. The second is to position the gun so it faces forward when not in play. This does not matter much in the rifle but will make a big difference with the pistol. When connecting this clamp, twist the hose so that the gun faces forward and so there is no tension on the wires from the cable. Then tighten the clamp to secure the hose.

The second cable clamp is located on the hose about ½ way up to the gun. This clamp helps to prevent the gun from being pulled out. The clamp should be mounted with the washer above it so the washer will hit the top of the counter first. Adjust the cable clamp to allow as much cable as possible for the player without pulling on the second cable clamp too hard.

FINAL CHECKOUT

Now the game is complete. The targets will need frequent adjustments for the first month. Be sure to keep the targets moving smoothly.

If you have any questions about the game, please contact us so we can help.