



HANGMAN

manual

WARNING

THIS GAME IS SET UP TO OPERATE AT 110 VAC AT 60 Hz.

DANGER High Voltage

Only qualified personnel should attempt to work on this machine.

FOR SERVICE

CALL (203) 666-1960

IMPORTANT

This game unit has been properly grounded at the factory. To insure proper operation, the Wall socket into which the game is plugged must be grounded. DO NOT remove the grounding prong from the game's line cord.

SINUS
LIVE WITH IT

TRIV-QUIZ

SPECIAL INSTRUCTIONS

PROGRAM CHANGE "INITIALIZATION"

—Whenever program chips are changed, you must perform the following initialization procedures to insure proper game functioning:

- 1.) Turn game unit off by removing wall plug.
- 2.) Turn Dipswitch 4 which is located on the main circuit board to the OFF position.
- 3.) Turn the game unit on and wait till a picture appears.
- 4.) While the game is still on, turn Dipswitch 4 to the ON position.
- 5.) The game is now ready to be played.

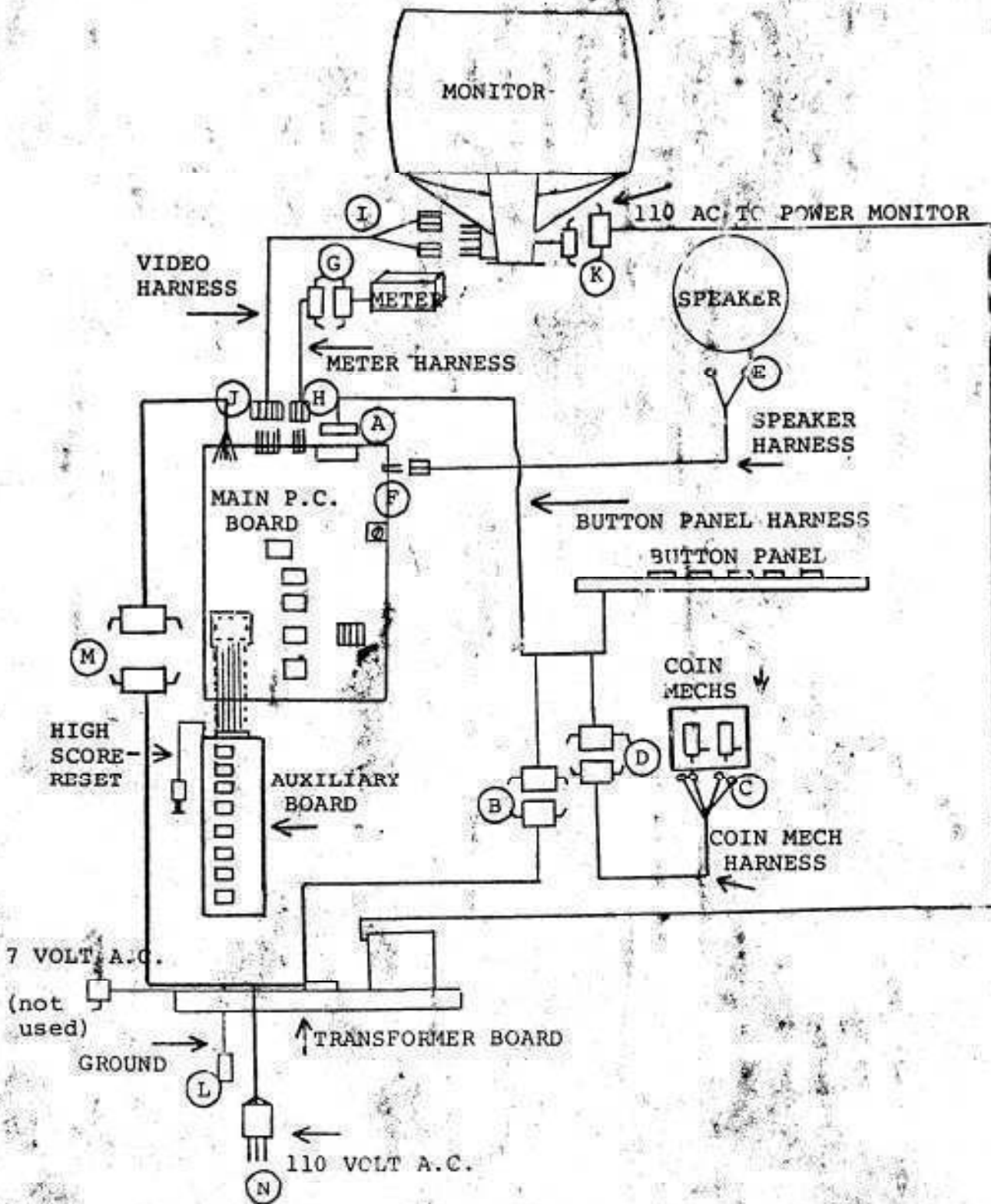
HIGH SCORE RESET

The Operator may reset the players' high scores to zero by pressing the button attached to the small circuit boards. The button must be pressed while the players' highs are being shown on the screen.

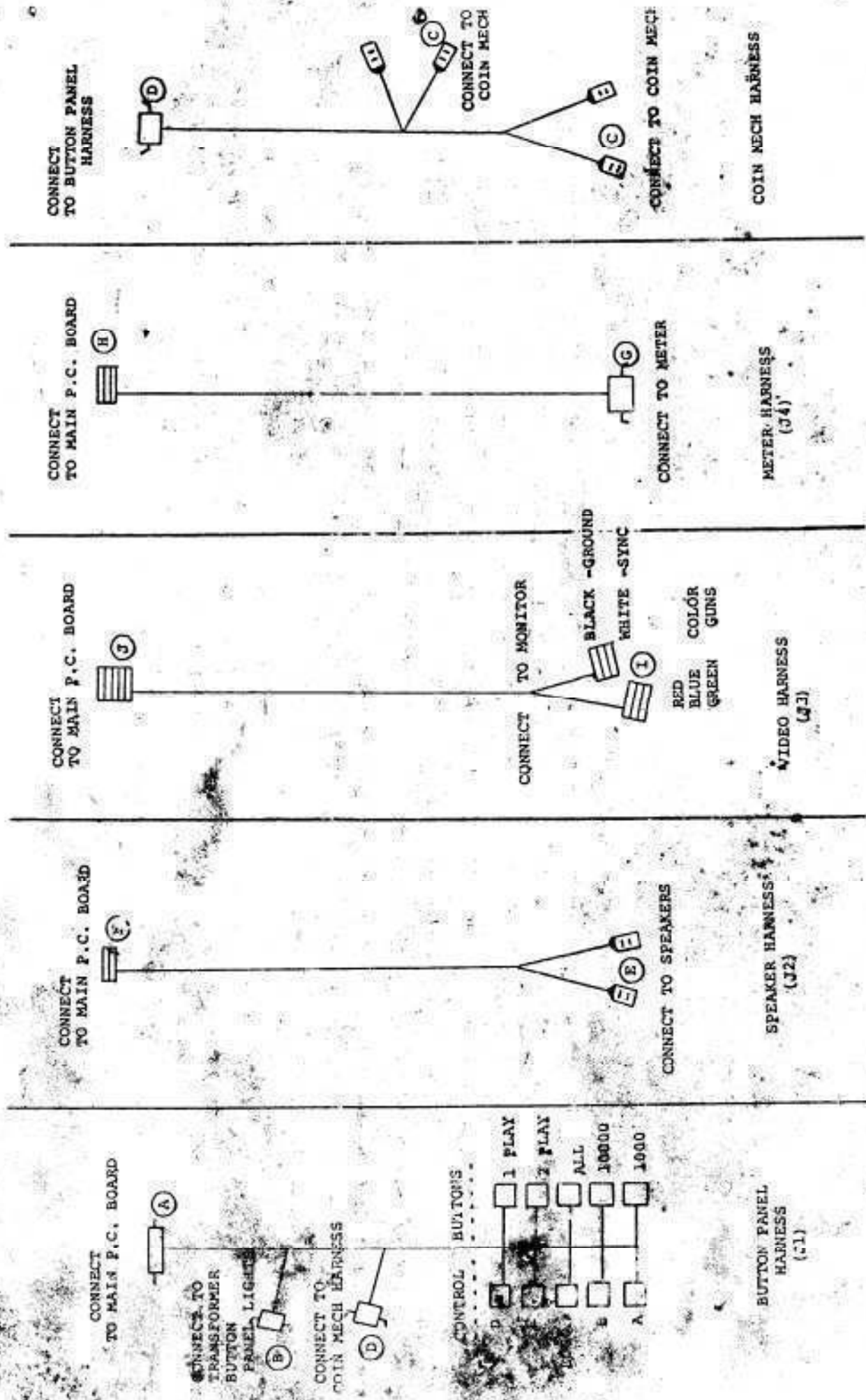
CHANGING THE BUTTON LEGENDS

- 1.) To remove the existing button legends, grab the top corner of the lens cover with a knife blade and pry the cover off.
- 2.) Remove the old legend.
- 3.) Insert the new legend into the clear lens cover and then the blank plate.
- 4.) Snap the three parts on to the button as one unit.

OVERALL WIRING DIAGRAM



HARNESSE DIAGRAM



CONNECT TO BUTTON PANEL HARNESSE

CONNECT TO MAIN P.C. BOARD

CONNECT TO MAIN P.C. BOARD

CONNECT TO MAIN P.C. BOARD

CONNECT TO MAIN P.C. BOARD

CONNECT TO TRANSFORMER BUTTON PANEL LIGHT

CONNECT TO COIN MECH HARNESSE

CONTROL BUTTONS

1 PLAY
2 PLAY
ALL
10000
1000

BUTTON PANEL HARNESSE (J1)

CONNECT TO SPEAKERS

SPEAKER HARNESSE (J2)

CONNECT TO MONITOR

VIDEO HARNESSE (J3)

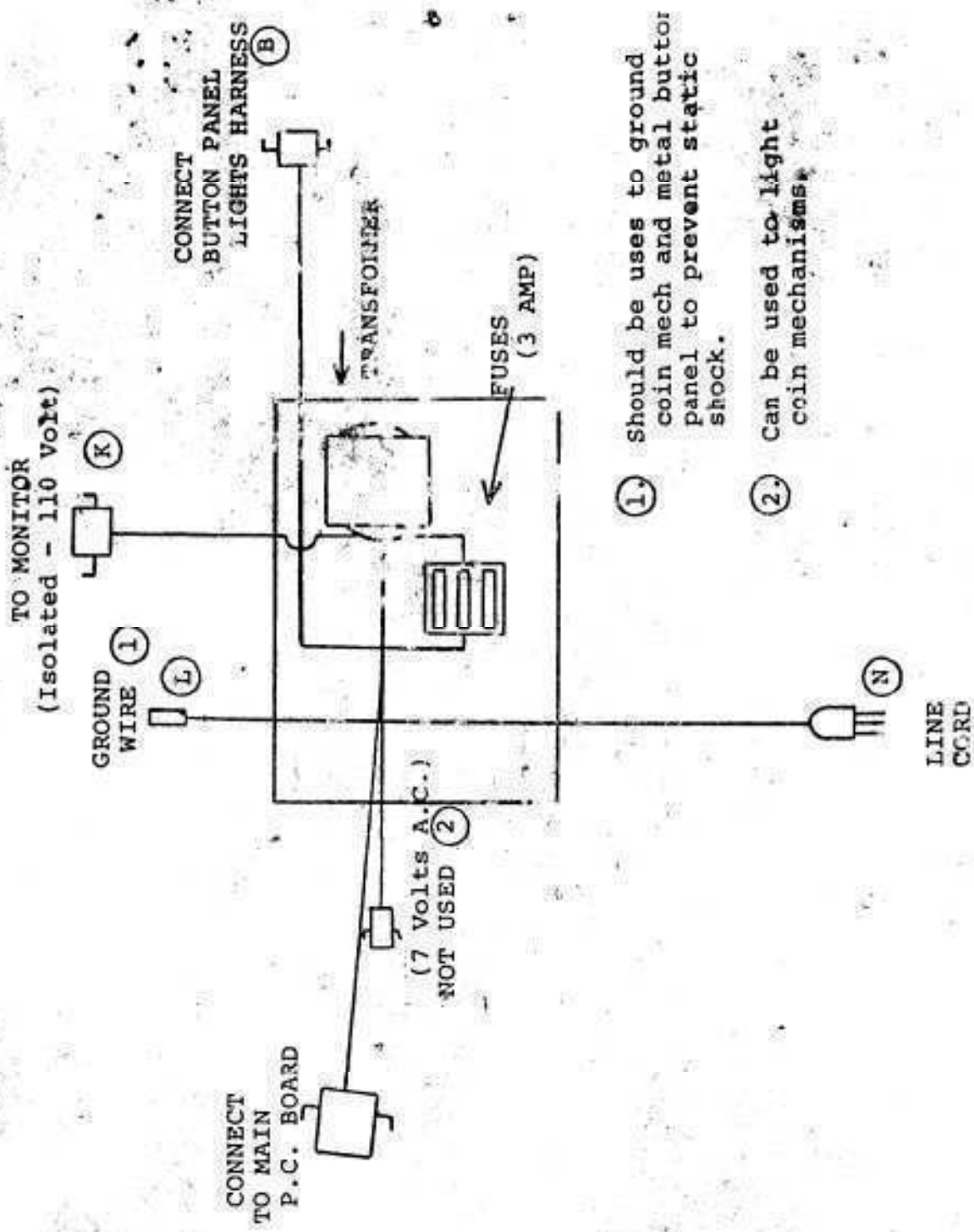
CONNECT TO METER

METER HARNESSE (J4)

CONNECT TO COIN MECH

COIN MECH HARNESSE

TRANSFORMER BOARD ASSEMBLY

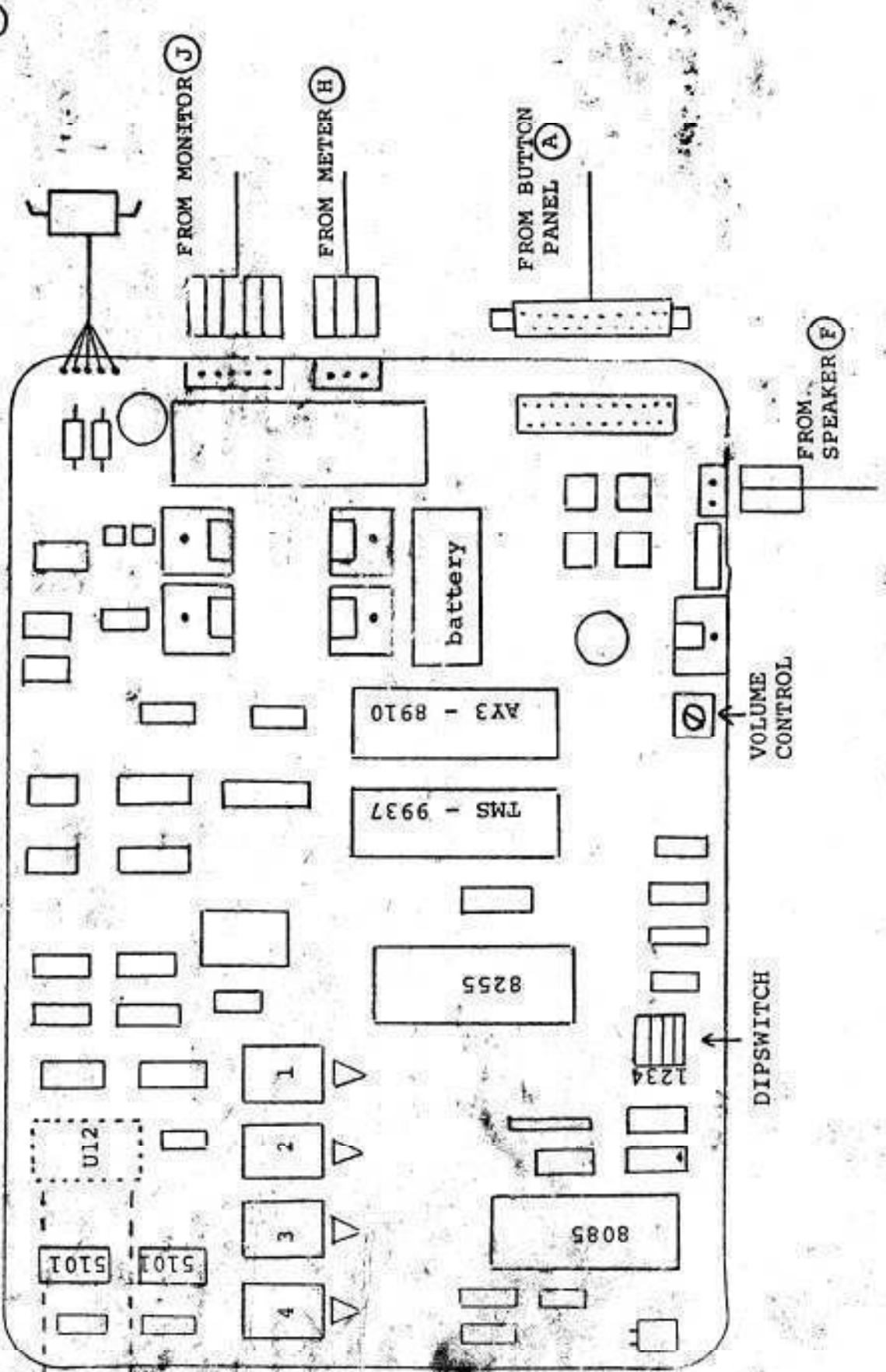


- ① Should be used to ground coin mech and metal button panel to prevent static shock.
- ② Can be used to light coin mechanisms.

MAIN P.C. BOARD

AUXILIARY BOARD
RIBBON CONNECTOR

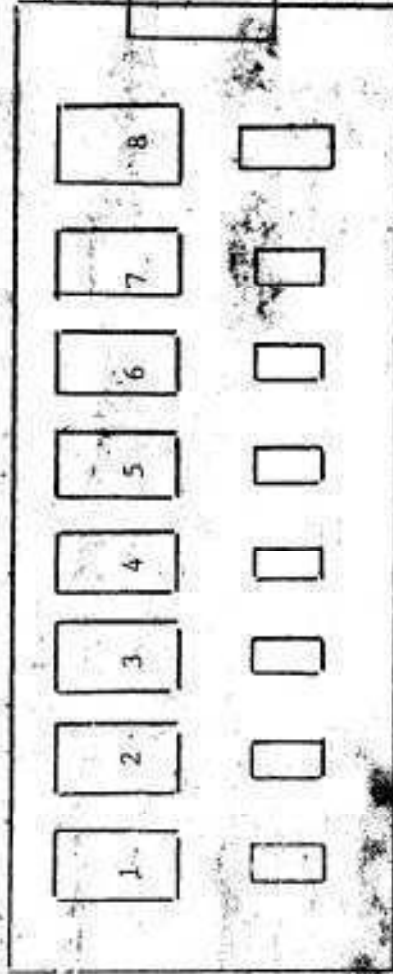
TO TRANSFORMER BOARD (M)



PROGRAM CHIPS

AUXILIARY P.C. BOARD

PROGRAM CHIPS



RIBBON CONNECTOR

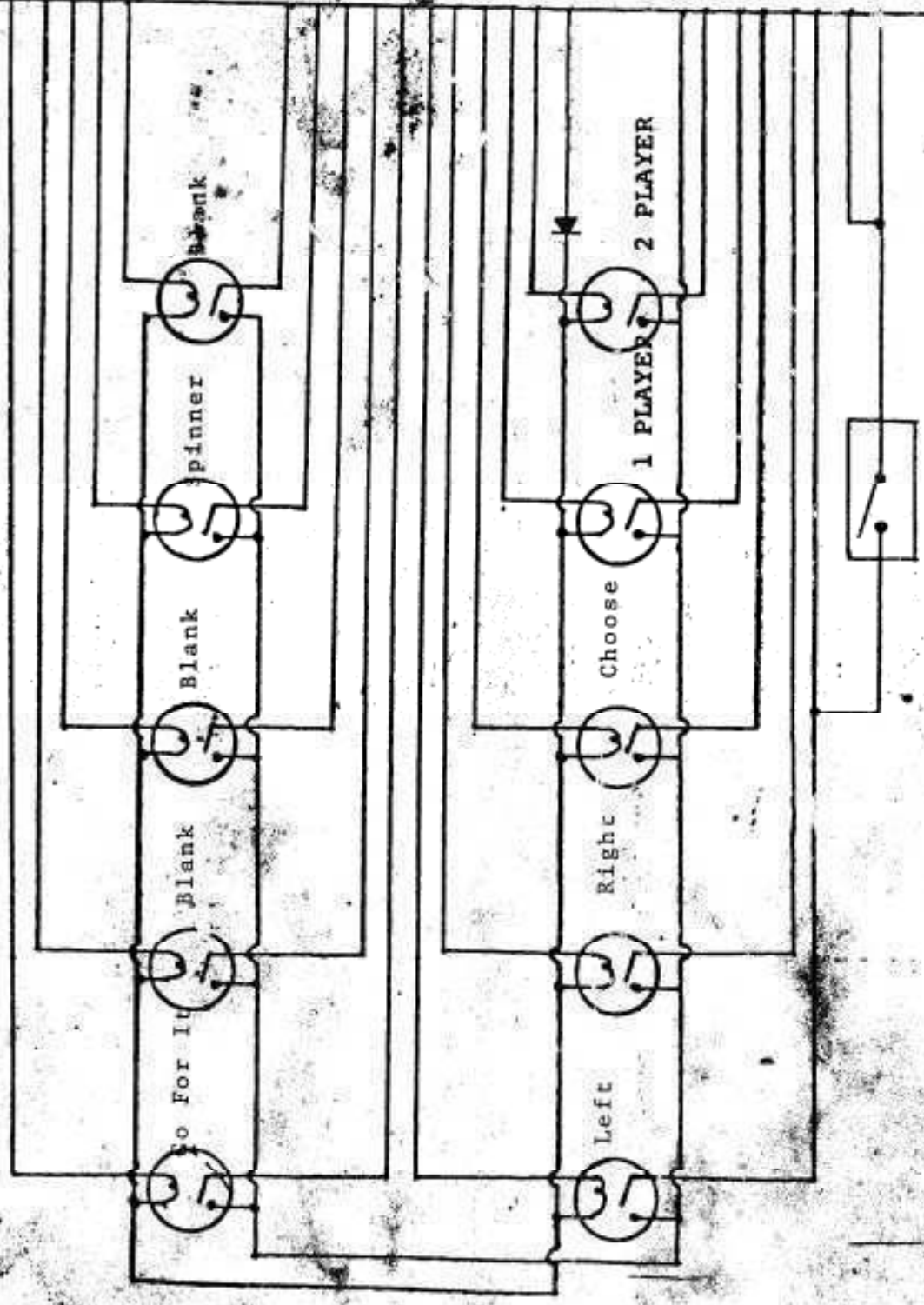
TO MAIN P.C. BOARD
(position 012)

- 1 green/white
- 3 grey/white
- 15 red/white
- 14 orange/white
- 4 yellow/white

- 9 yellow
- 10 orange
- 21 red

- 11 green
- 22 green
- 18 black/white
- 5 purple/white
- 6 blue/white
- 7 brown/white
- 17 brown/black/white
- 7 VAC 18g.red

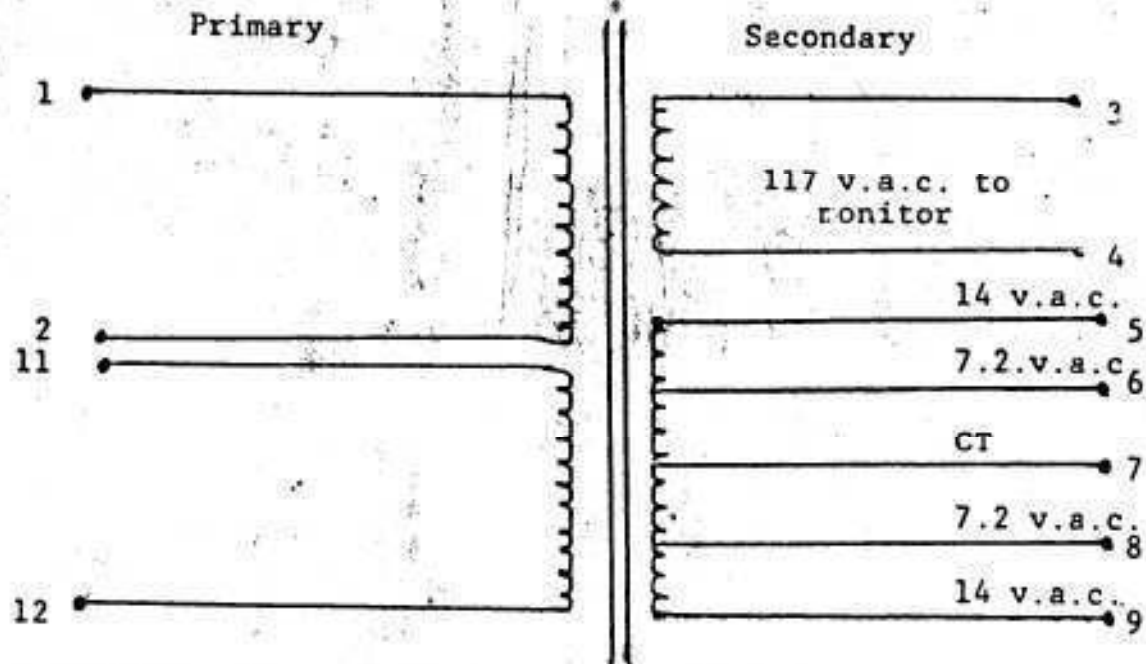
- 13 black
- 8 brown
- 24 brown
- 12 blue
- 23 brown
- 20 white
- 25 purple
- 19 blue



COIN SWITCH

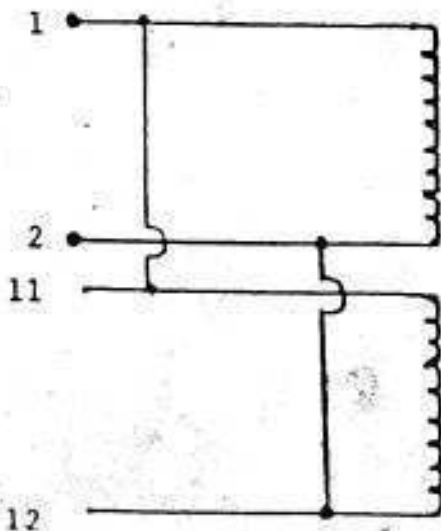
Triv Quiz
Button Panel
Wiring Diagram

TRANSFORMER
WINDING
DIAGRAM

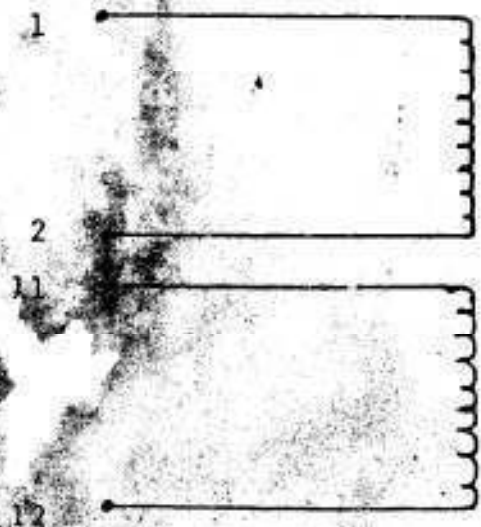


117 v.a.c. Primary: Jump pin 1 to pin 11 and jump pin 2 to pin 12, input 117 to pins 1 and 2.
 230 v.a.c. Primary: Jump pin 2 to pin 11, input 230 v.a.c. to pins 1 and 12.

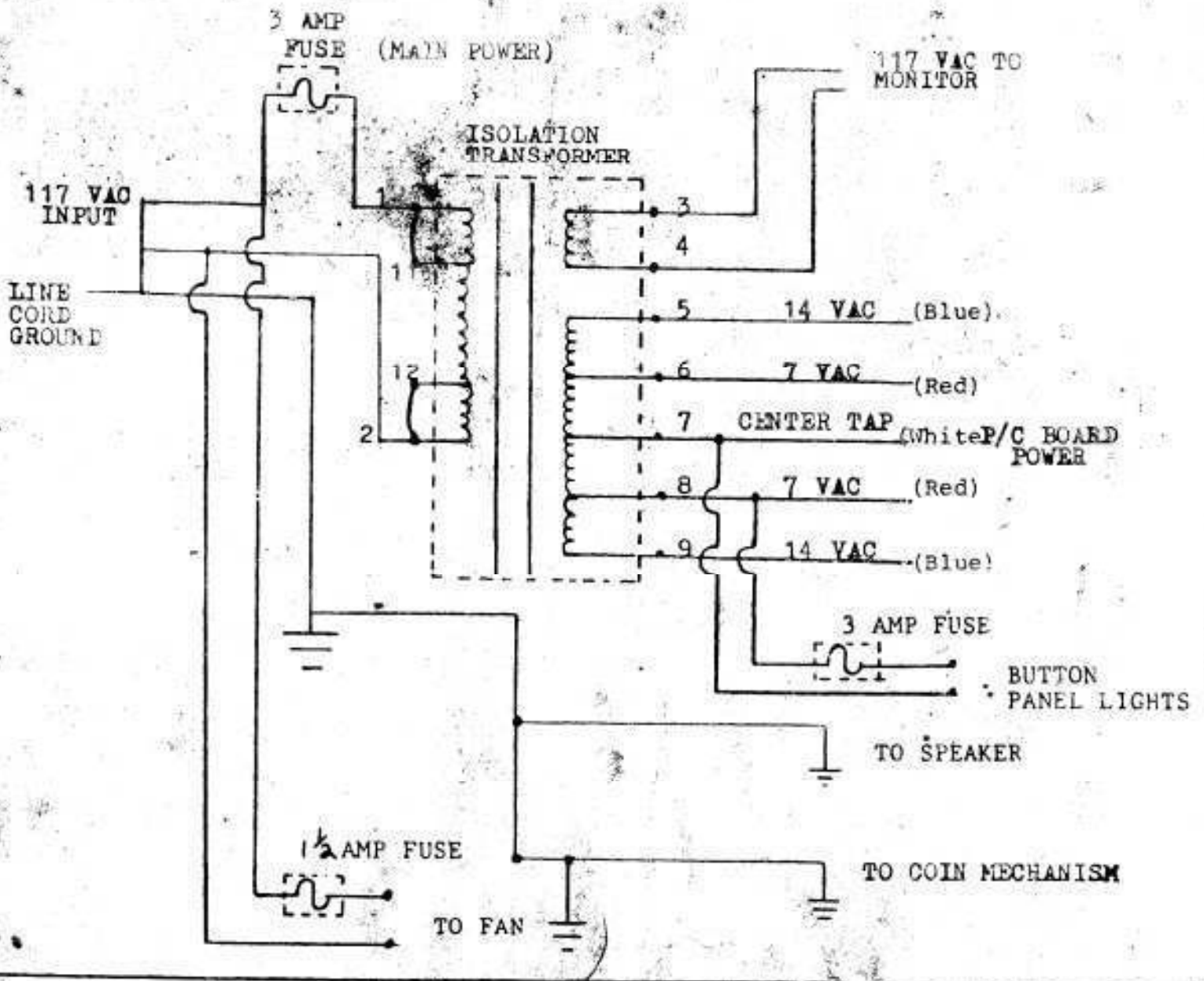
117 v.a.c. Primary



230 v.a.c. Primary



A.C. POWER DISTRIBUTION

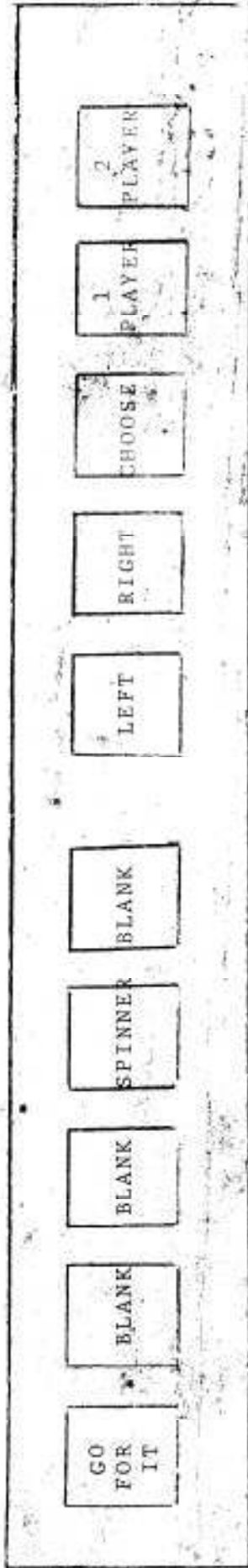


IMPORTANT :
 LINE CORD GROUND MUST BE CONNECTED TO ASSURE
 PROPER GAME OPERATION AND PREVENT DAMAGE TO
 PRINTED CIRCUIT BOARD.

DIPSWITCH SETTINGS

TO GET TO OPTION PAGE FOR GAME

1. a. Be sure game is on, open the game and turn Dipswitch #1 on. Game will continue in the attract mode until option page appears.
 - b. Press "PL1" button to change number of incorrect guesses (4,5 or 6) before game is over.
 - c. Press "PL2" button to determine whether to show correct answer to puzzle.
Yes= show correct answer
no = does not show correct answer.
 - d. Press "Choose" button to change advertising/location name. Then follow screen instructions.
 - e. Press "Right" button to clear high scores.
 - f. TO RETURN TO GAME: Turn option switch #1 off and press "Go For It" button. This will automatically return game to attract mode.
2. Dipswitch #2 is not used
 3. Dipswitch #3 is not used
 4. Dipswitch #4 is to retain backup memory. This dipswitch should be left in the on position.



HANGMAN COUNTERTOP BUTTON PANEL LAYOUT



BLANK

BLANK

BLANK

SPINNER

1
PLAYER

LEFT

RIGHT

CHOOSE

2
PLAYER

HANGMAN UPRIGHT BUTTON PANEL LAYOUT