

# MACHINE MANUAL

## 390 DOUBLE PLAY



2012

# Machine Specifications

|                           |                 |
|---------------------------|-----------------|
| WHAT WE CALL THIS MACHINE | DOUBLE PLAY     |
| MANUFACTURER              | WU MAR HARNG    |
| MODEL                     | 390             |
| BOARD TYPE                | 3 BANK WO40203A |
| IC CHIP                   | CL3903          |
| SIZE OF MACHINE           | STANDARD        |

## Adjusting Voltages

- Push Test button
- Play machine
- Make quick adjustments with VR1 and VR2 while machine is in play

NB THIS TYPE OF MACHINE HAS 2 ADJUSTABLE VOLTAGES. THE THIRD VOLTAGE IS USUALLY SET AT 50V WITH RECOMMENDED DIPSWITCH SETTINGS. HOWEVER IF PIN 1 ON BANK 1 IS OFF THEN THE THIRD VOLTAGE WILL NOT BE 50V—IT WILL BE THE SAME AS YOUR VR1 SETTINGS. THIS CAN BE USED TO REDUCE THE OCCURENCE OF DOUBLE GRABBING OF TOYS WHERE THE 50 V IS TOO STRONG

## Frequency Settings

- Turn machine off
- Locate Pin 7 on SW 2 on the main PCB board and flick it across to the ON position
- When you turn the machine back on it will say “Thank You” and 00 will flicker on the screen
- Using the joystick in an upwards direction only go to 09—the frequency setting menu. Note that the 100's, 10's and the 1's are controlled by left right actions of the joystick then when a number flickers, up down movement adjusts the number
- Note that one screen has a dash then a number—this is the hundreds –0 this should always be—0
- The second screen has two numbers and this is the tens and the ones
- When you get to number 09 (frequency) Push the drop button to go into the values for the frequency menu
- Using the joystick adjust the value to the desired frequency
- Push the drop button to save the value and revert to the flickering 00 root menu
- Reposition Pin 7 on bank 2 back to the OFF position
- Turn the machine off then on again so it recognizes the changes

NB the way the joystick works in changing values on this machine is quite different to the 288 knob

# Dipswitch Settings

| BANK 1 |    |  |
|--------|----|--|
| OFF    | ON | WHAT DOES THIS PIN DO?                                       |
|        | 1  | HARD GRAB(VR3) EITHER 50V IF ON or SAME AS VR1 IF OFF        |
|        | 2  | CLAW LOWERS TO RELEASE PRIZE IF ON                           |
| 3      |    | CANDY CLAW LOWERS TO RELEASE PRIZE(ON) OR STAYS AT TOP (OFF) |
| 4      |    | LEAVE OFF—TO DO WITH CLOSING THE PLUSH CLAW IN MID AIR       |
| 5      |    | LEAVE OFF—TO DO WITH CLOSING THE CANDY CLAW IN MID AIR       |
|        | 6  | A SKILL BASED WIN DELAYS UPCOMING VR3                        |
| 7      |    | DEMO GAME EVERY 5 MINUTES BUT CLAW WONT CLOSE(OFF)           |
| 8      |    | n/a  |

| BANK 2 |    |  |
|--------|----|--|
| OFF    | ON | WHAT DOES THIS PIN DO?   |
|        | 1  | SENSITIVITY OF PRIZE SENSOR                                    |
| 2      |    | DEMO MUSIC WHILE NOT IN PLAY – LEAVE OFF                       |
| 3      |    | PRIZE SENSOR TIMING—LEAVE OFF                                  |
| 4      |    | PLUSH PLAY TIL YOU WIN—LEAVE OFF                               |
|        | 5  | CANDY PLAY TIL WIN(ON) OR ONCE ONLY(OFF)-DISABLES CANDY SENSOR |
| 6      |    | KEEP CREDIT MEMORY AFTER POWER OFF                             |
| 7      | 7  | ACCESS AND EDIT INTERNAL SETTINGS WHEN THIS IS ON              |
| 8      |    | DEMO MODE- LEAVE OFF   |

| BANK 3 |    |   |
|--------|----|---|
| OFF    | ON | WHAT DOES THIS PIN DO?  |
| 1      |    | n/a   |
|        | 2  | CLAW CENTRES WHEN CREDIT GIVEN  |
| 3      |    | CRANE TYPE 390 OR 390B LEAVE OFF  |
| 4      |    | TOY ONLY (ON) OR TOY + LOLLIES (OFF) - LEAVE ON IF SENING LOLLY GANTRY FOR REPAIR |
|        | 5  | PRIZE EXIT AT FRONT(ON) OR AT BACK(OFF)   |
|        | 6  | KEEP MEMORY OF PRIZE PAYOUT AFTER TURNING OFF                                     |
|        | 7  | RECURRING HARD GRAB- TURN OFF IF SENSOR FAULTY                                    |
| 8      |    | n/a   |

# How to set Cost per Play

|   |
|---|
| TURN MACHINE OFF  |
| LOCATE PIN 7 ON DIPSWITCH 2(MIDDLE) AND TURN IT TO ON POSITION  |
| TURN MACHINE BACK ON IT WILL FLICKER 00 AND SAY THANKYOU  |
| USE THE JOYSTICK IN A LEFT RIGHT DIRECTION TO CHOOSE 100'2, 10'2 and 1's THEN AN UP DOWN DIRECTION TO CHANGE GO TO 03 |
| PUSH THE DROP BUTTON TO GO INTO THE VALUES FOR THAT NUMBER  |
| USING THE JOYSTICK LEFT RIGHT TO SELECT AND UP DOWN TO CHANGE, FOLLOW THE VALUES IN THE TABLE BELOW                   |
| PUSH THE DROP BUTTON TO SAVE THE VALUE AND REVERT TO THE FLICKERING 00  |
| REPEAT THE ABOVE STEPS FOR MENU NUMBERS 04,05,06  |
| REPOSITION PIN 2 ON BANK 7 BACK TO THE OFF POSITION   |
| TURN THE MACHINE OFF THEN ON AGAIN SO IT RECOGNIZES THE CHANGES   |

## Comparator Coin Mechs

| INTERNAL MENU # | \$1PER PLAY | \$2 PER PLAY | WHAT DO THESE NUMBERS MEAN?   |
|-----------------|-------------|--------------|---|
| 03              | 1           | 1            | HOW MANY COINS GO IN THE RIGHT HAND (\$2) MECHANISM TO GIVE A CREDIT PULSE. |
| 04              | 2           | 1            | NO OF GAMES THAT ONE CREDIT PULSE ON THE RIGHT HAND SIDE GIVES.             |
| 05              | 1           | 2            | HOW MANY COINS GO IN THE LEFT HAND (\$1) MECHANISM TO GIVE A CREDIT PULSE.  |
| 06              | 1           | 1            | NO OF GAMES THAT ONE CREDIT PULSE ON THE LEFT HAND SIDE GIVES.              |

## Electronic only or with Note Readers

| INTERNAL MENU # | \$1PER PLAY | \$2 PER PLAY | WHAT DO THESE NUMBERS MEAN?  |
|-----------------|-------------|--------------|--|
| 03              | 1           | 2            | HOW MANY \$1 UNITS GO IN THE LEFT HAND MECHANISM TO GIVE A CREDIT PULSE. THE 1 IS A \$1 COIN OR ENOUGH COINS TO ADD TO \$1, AND THE 2 IS A \$2 COIN OR ENOUGH COINS TO ADD TO \$2.                                 |
| 04              | 1           | 1            | NO OF GAMES THAT ONE CREDIT PULSE ON THE LEFT HAND SIDE GIVES. ONCE THE VALUE IN 03 IS REACHED IT WILL GIVE 1 PLAY.  |
| 05              | 5           | 5            | HOW MANY \$1 UNITS GO IN THE RIGHT HAND MECHANISM TO GIVE A CREDIT PULSE. THE 5 IS A \$5 NOTE. UNLIKE COINS THE MINIMUM NOTE YOU CAN PUT IN IS A \$5 SO WE START AT 5  |
| 06              | 6           | 3            | NO OF GAMES THAT ONE CREDIT PULSE ON THE RIGHT HAND SIDE GIVES. ONCE \$5 IS PUT IN IT WILL EITHER GIVE 6 OR 3 TURNS. EVERY \$5 WORTH OF NOTES GIVES THE PLAYER A BONUS OF \$1 WORTH OF FREE GAMES—FOR USING A NOTE |

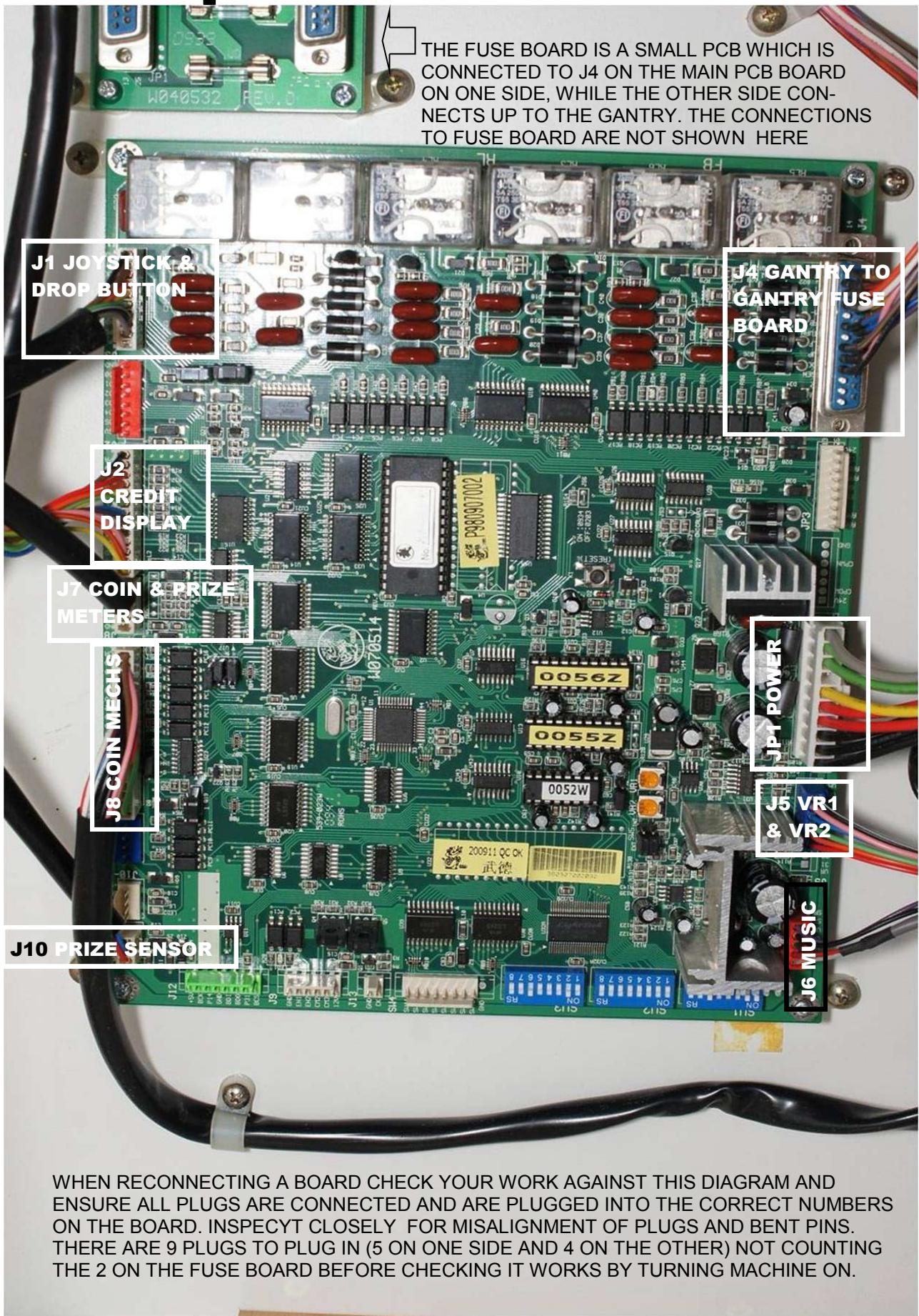
# PCB Board Connector Pins

|                 |  |
|-----------------|--|
| J1              | JOYSTICK AND DROP BUTTON   |
| J2              | CREDIT DISPLAY   |
| J7              | COIN AND PRIZE METERS  |
| J8              | COIN MECHS AND NOTE READERS  |
| J10             | PRIZE SENSOR- THE LITTLE PLUG IN THE CORNER (SIREN IF DISONNECTED) |
| J6              | VOLUME AND MUSIC   |
| J5              | VOLTAGE ADJUSTMENTS  |
| JP1 SOLID WHITE | POWER INTO PCB FROM POWER SUPPLY                                   |
| J4 BIG METAL    | GANTRY CONNECTER—TO ALL OVERHEAD MOTORS, SWITCHES AND CLAW         |

# Error Codes

| ERROR CODE | WHAT DOES IT MEAN?   |
|------------|--|
| E1         | STOP UP SWITCH IS NOT BEING ACTIVATED (FOR VARIOUS REASONS RELATED TO MOTORS/FUSES/STRING TANGLES ETC) |
| E3         | STRING STUCK LOWERING- NOT COMMON CHECK FOR TANGLES  |
| E9 & SIREN | IT'S A BACKWARDS 9- SOMETHING IS BLOCKING THE PRIZE SENSOR OR IT IS DISCONNECTED OR FAULTY             |
| E9         | THE COIN METER IS FAULTY OR DISONNECTED. CHECK THE BACK OF COIN METERS OR PLUG J7                      |
|            |  |
|            |  |
|            |  |
|            |  |
|            |  |

# Update to 390 board



WHEN RECONNECTING A BOARD CHECK YOUR WORK AGAINST THIS DIAGRAM AND ENSURE ALL PLUGS ARE CONNECTED AND ARE PLUGGED INTO THE CORRECT NUMBERS ON THE BOARD. INSPECYT CLOSELY FOR MISALIGNMENT OF PLUGS AND BENT PINS. THERE ARE 9 PLUGS TO PLUG IN (5 ON ONE SIDE AND 4 ON THE OTHER) NOT COUNTING THE 2 ON THE FUSE BOARD BEFORE CHECKING IT WORKS BY TURNING MACHINE ON.