

# Captain Black installation and maintenance





1. Installation
  - 1.1 Unpacking
  - 1.2 Assembling
  - 1.3 Set up
2. Game operation
  - 2.1 Gun consoles
  - 2.2 Main cabinet
  - 2.3 Target descriptions
    - 2.3.1 Ships
    - 2.3.2 Octopus
    - 2.3.3 Left monkey
    - 2.3.4 Left Toucan
    - 2.3.5 Right Parrot
    - 2.3.6 Ship's wheel
    - 2.3.7 Dubloons (coins)
  - 2.4 Background music
3. Access
4. Trouble shooting
  - 4.1 No electrical power
  - 4.2 Unable to hit targets
4. Schematic drawings - gun board, timer module, sound module
5. Parts
6. Contacts

# 1. Installation

## 1.1 Unpacking

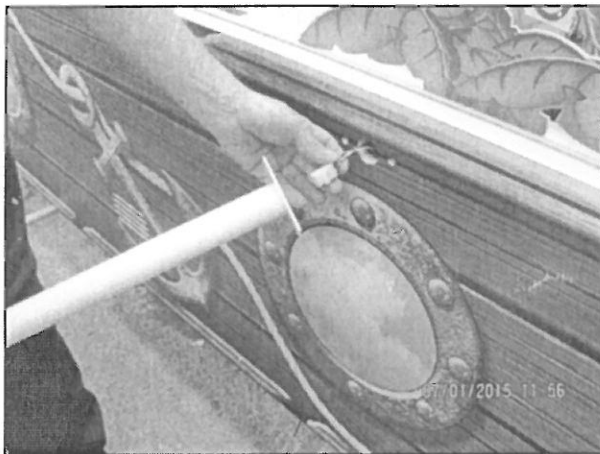
Carefully remove all packaging material, and site the machine on a flat and level floor.  
The machine is designed for indoor use only.

## 1.2 Assembling

Lift the top sign to a vertical position, and secure it with the screws provided.

The light fitting for the top sign is shipped on top of the console. Fit this to the top sign, and plug in the electrical connection.

The console fixing bars are shipped on top of the consoles. Pass the electrical wiring through the right bar fastening hole and then thread the wiring through one of the bars, and then plug in to the mating connector. Fasten the right bar in position on the machine and then on to the console. Fasten the left bar in position, which has no wires passing through it.



## 1.3 Set up

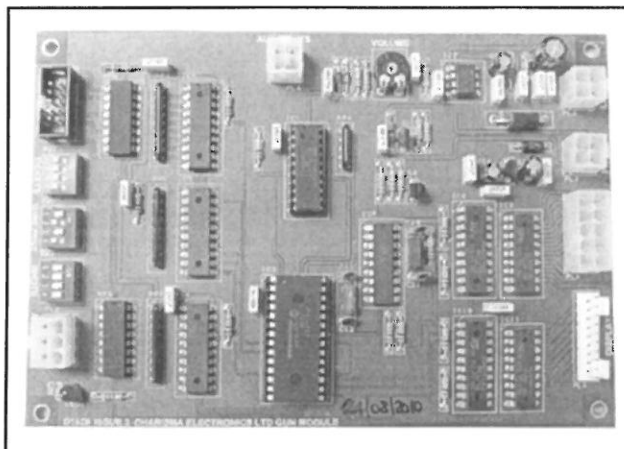
The machine is delivered with the following settings:-

Coin mechanism £1 per game

Shots per game 20

Tickets per hit 1

Settings can be altered using the red dip switches in the following picture



### Turn Power Off Before Altering Dip Switches

1

Dip Switch Settings  
Tickets Out  
SW2 Dip Switch

Tickets	T1	T2	T3	T4
1 ticket	Off	Off	Off	Off
2 tickets	On	Off	Off	Off
3 tickets	Off	On	Off	Off
4 tickets	On	On	Off	Off
5 tickets	Off	Off	On	Off
6 tickets	On	Off	On	Off
7 tickets	Off	On	On	Off
8 tickets	On	On	On	Off
9 tickets	Off	Off	Off	On
10 tickets	On	Off	Off	On
11 tickets	Off	On	Off	On
12 tickets	On	On	Off	On
13 tickets	Off	Off	On	On
14 tickets	On	Off	On	On
15 tickets	Off	On	On	On
16 tickets	On	On	On	On

2

Dip Switch Settings  
Price of Play  
SW1 Dip Switch

Price	S1	S2	S3	S4
50p/EC	Off	Off	Off	Off
60p/EC	On	Off	Off	Off
70p/EC	Off	On	Off	Off
80p/EC	On	On	Off	Off
90p/EC	Off	Off	On	Off
100p/EC	On	Off	On	Off
110p/EC	Off	On	On	Off
120p/EC	On	On	On	Off
130p/EC	Off	Off	Off	On
140p/EC	On	Off	Off	On
150p/EC	Off	On	Off	On
160p/EC	On	On	Off	On
170p/EC	Off	Off	On	On
180p/EC	On	Off	On	On
190p/EC	Off	On	On	On
200p/EC	On	On	On	On

3

Dip Switch Settings  
Shots per Game  
SW3 Dip Switch

Shots	S1	S2	S3	S4
1 shot	Off	Off	Off	Off
2 shots	On	Off	Off	Off
4 shots	Off	On	Off	Off
6 shots	On	On	Off	Off
8 shots	Off	Off	On	Off
10 shots	On	Off	On	Off
12 shots	Off	On	On	Off
14 shots	On	On	On	Off
16 shots	Off	Off	Off	On
18 shots	On	Off	Off	On
20 shots	Off	On	Off	On
22 shots	On	On	Off	On
24 shots	Off	Off	On	On
26 shots	On	Off	On	On
28 shots	Off	On	On	On
30 shots	On	On	On	On

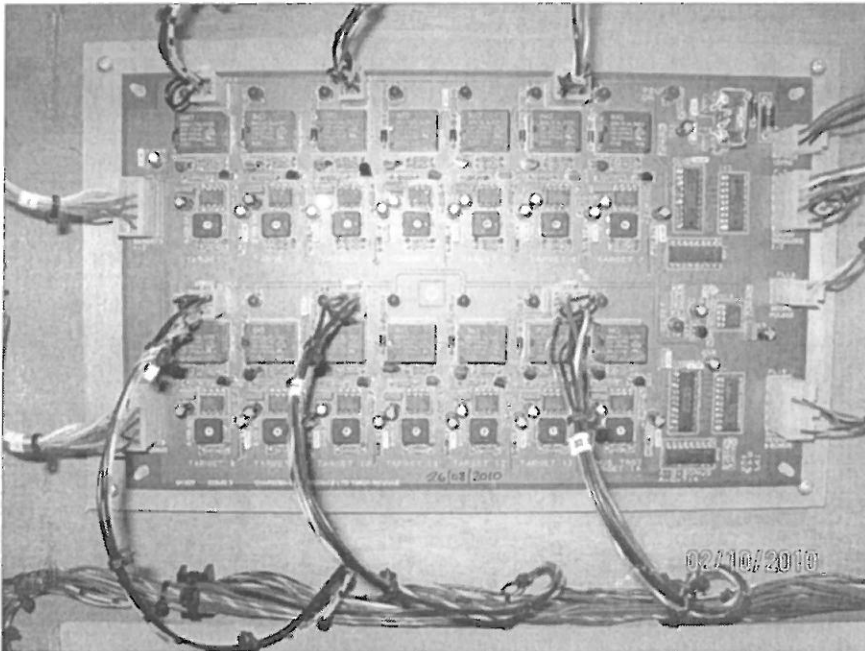
## 2. Game operation

### 2.1 Gun consoles

When a coin is inserted, and the gun trigger is squeezed, infra red light is emitted from the gun barrel.

### 2.2 Main Cabinet

Each target has an infra red detector, which senses a beam of light from the gun. The target operates a relay on the timer module, which in turn sends a signal to the target animation. The length of time a target operates is adjustable on the timer module, but this is factory set and should not need to be altered.



### 2.3 Target Descriptions

#### 2.3.1 Ships

The profile ships are fastened to a roller chain, driven by a geared motor which runs continuously when the machine is connected to a power supply. Four electrical solenoids are spaced at equal intervals in front of the ships, and trip the ships over when the target is hit and the tripping mechanism is in line with a ship.

## 2.3.2 Octopus

There are 4 octopus targets. Two moving waves hide and reveal the target boxes.  
The octopuses are knocked down by a solenoid.

## 2.3.3 Left monkey

Motor driven up a tree

## 2.3.4 Left Toucan

A solenoid kicks the pivoted target

## 2.3.5 Right Parrot

A solenoid kicks the pivoted target

## 2.3.6 Ship's wheel

A motor revolves the wheel

## 2.3.7 Dubloons (coins)

Light up and flash

## 2.4 Background music

	1	2	3	4
Continuous background music	off	off		
No background music	on	on		
Background music, on for one minute, off for one minute	off	on		
Background music, on for two minutes, off for two minutes	on	off		

### 3. Access

The tubular cash door key will open all 3 cash doors. The flat key will open all the other doors. Gun consoles – Undo the 2 locks on the top face of the consoles, the top is hinged at the back, and will lift complete with the guns.



Main cabinet – A door on each side of the cabinet allows access to the ships drive and to the targets. The 3 target shelves can be removed individually and each one is secured by 2 set screws in the base.

The rear door allows access to the message repeater and electrical components.

### 4. Trouble shooting

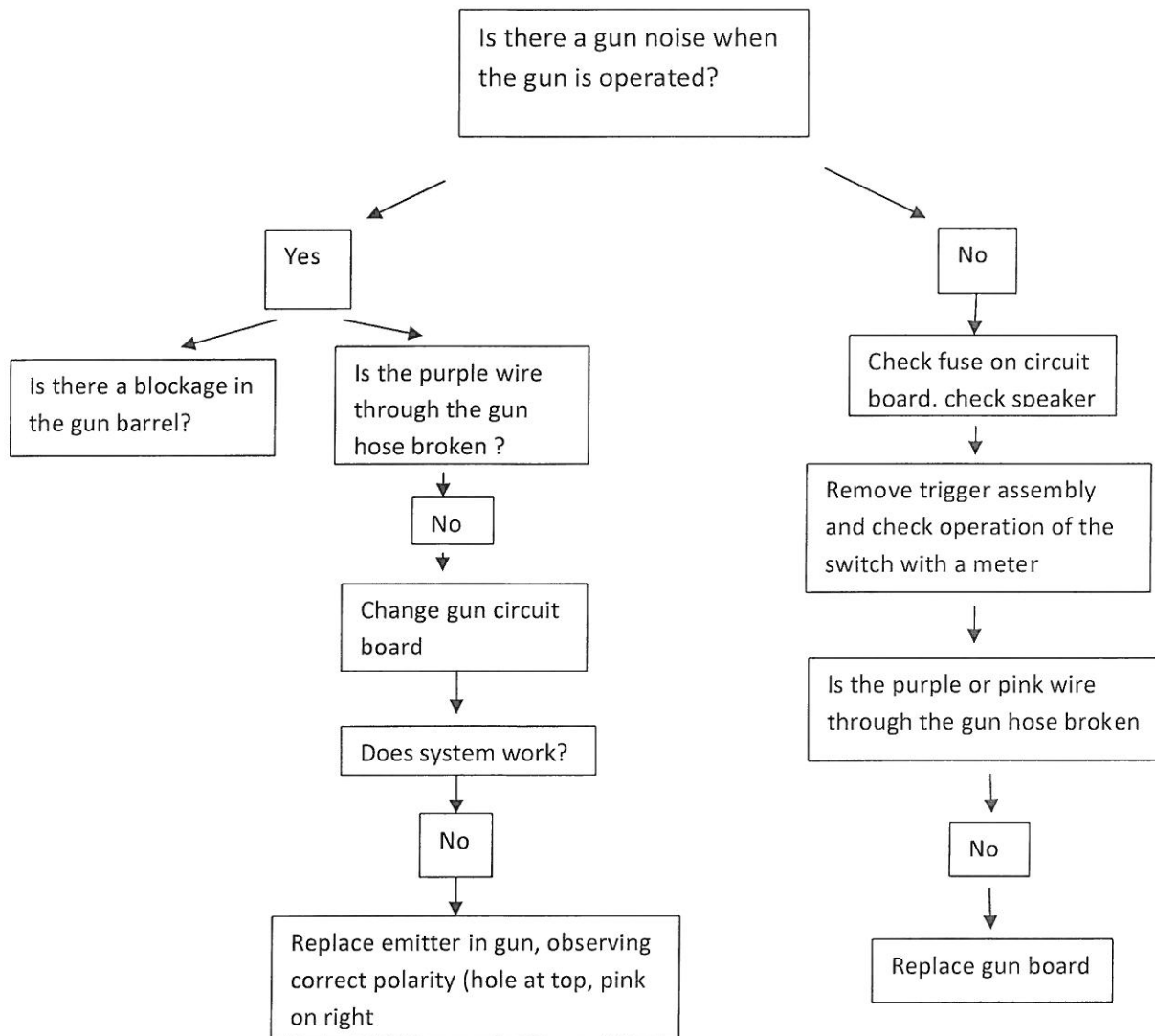
#### 4.1 No electrical power

Check the wall socket for a supply. Check the fuse in the plug, and in the machine rear socket where the power enters the machine.

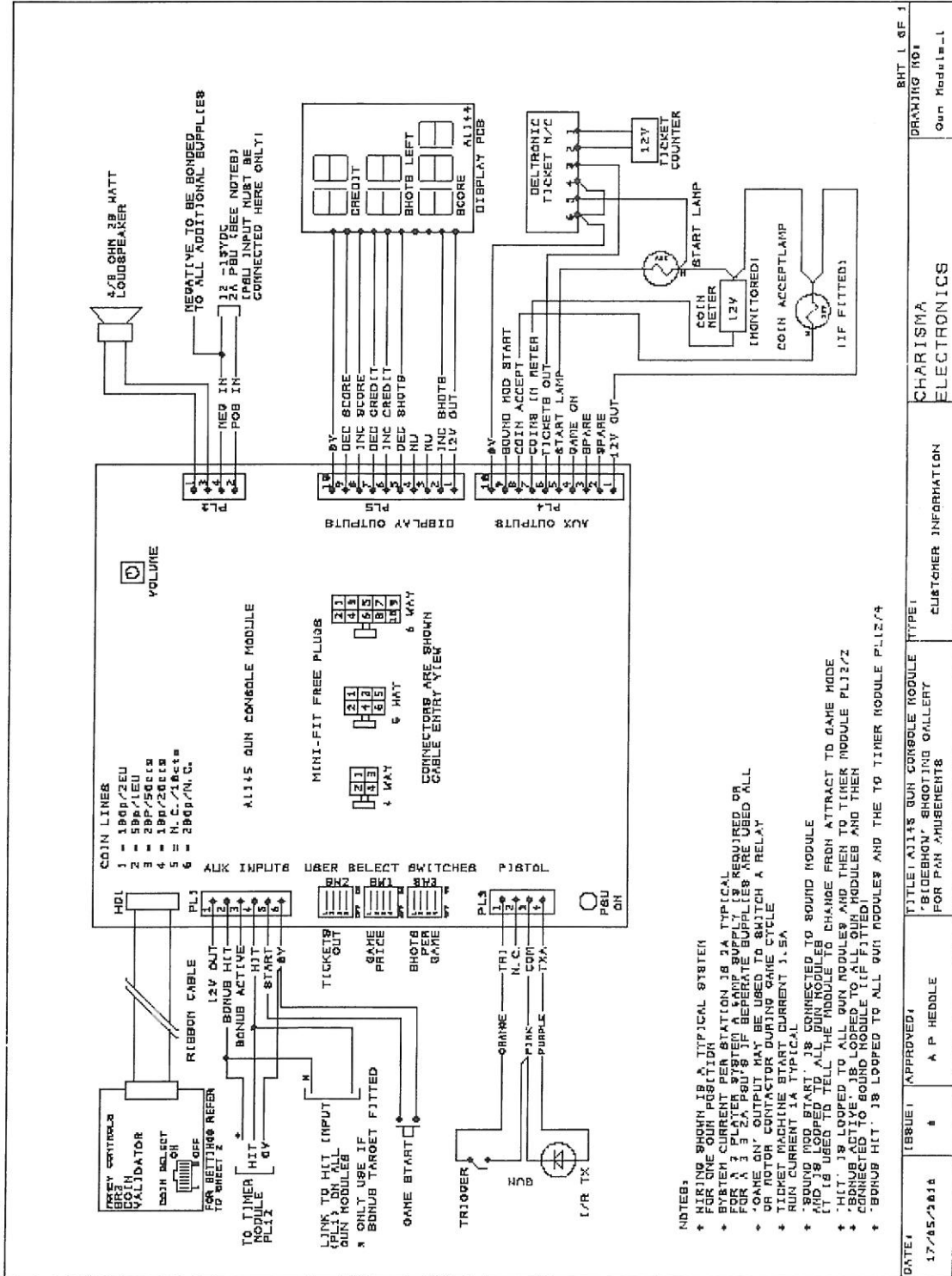
If no power to the gun consoles, check the connections and wiring from the main cabinet to the consoles. Check the console power supply (in the consoles centre back) for a red light, and press the reset button next to the light.

If no power to one gun section, check the connections from the power supply, the connections on the gun board, and fuses.

## 4.2 Unable to hit targets




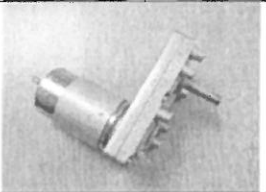









## Parts



### Moving Ships

CB002	Pirate ship artwork 2mm thick	Fastened to drive chain		
SD444A	Ship motor			
SD018	Small solenoid	Knocks ships over		


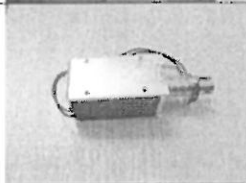
### Octopus

CB001	Octopus artwork 2mm thick			
SD015	Large solenoid			



## Left Monkey

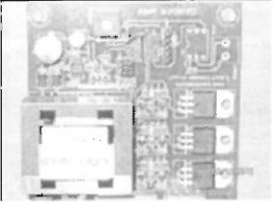
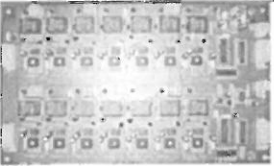
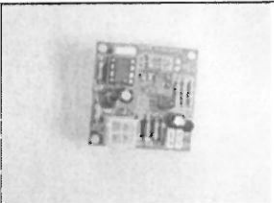

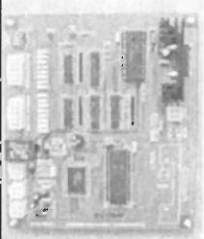

CB004	Monkey artwork 2mm thick			
CB101	9 rpm motor			


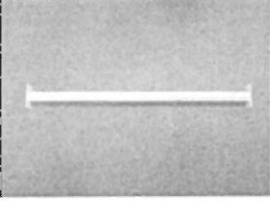

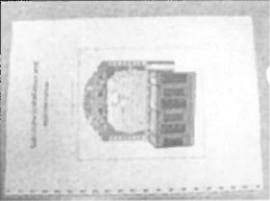
## Left Toucan

CB006	Toucan artwork 2mm thick			
SD015	Large solenoid			


## Right parrot

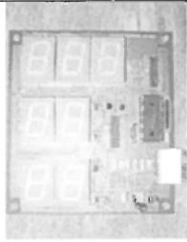

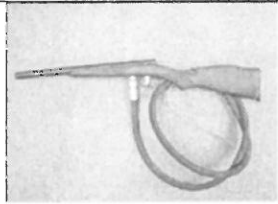
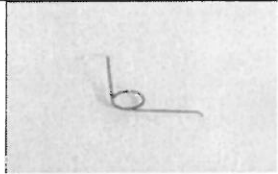
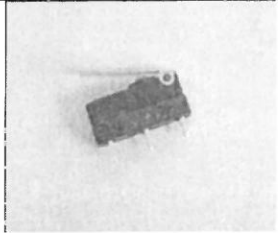
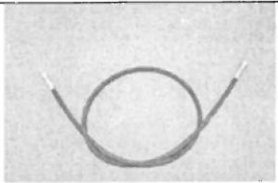
CB005	Parrot artwork 2mm thick			
SD015	Large solenoid			

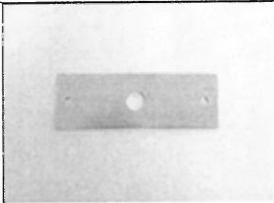
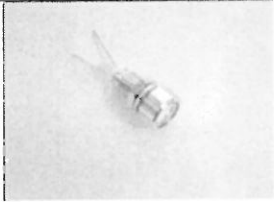

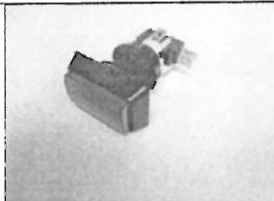



SD056D	Light chaser PCB	Controls light chaser, different features are available. See manual.		
SD056DREP	Light chaser PCB repair	REPAIR ONLY	AS ABOVE	
E704	Timer module	Operated by the targets, switches motors and sound effects		
E704REP	Timer module repair	REPAIR ONLY	AS ABOVE	
E702	Target module	Switched by infra red light from the gun		
E706	Sounds module	Generates the sound effects and the bonus feature		
E706REP	Sound module repair	REPAIR ONLY		
SD069	Main cabinet speaker	Supplies sound effects from the main cabinet		

SD083A	Top sign xenon lamp	Replace with xenon for a brighter light		
SD075	Cabinet to console tubes	Fastens cabinet to consoles		
SD088	Artwork on 10 mm white foamex	Full set of cabinet artwork		
SD091	Sideshow manual	Installation and maintenance manual		

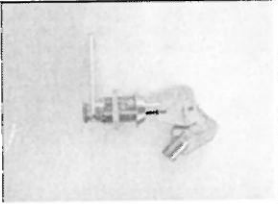
## Gun consoles

E701	Gun module	Used in consoles to drive the gun system		
E701REP	Gun module repair	REPAIR ONLY	AS ABOVE	

E703	Display module	Displays score, shots left, and credits remaining		
H162B	Ticket dispenser sideshow type			
E703REP	Display module repair	REPAIR ONLY	AS ABOVE	
G555	Small gun complete			
G708	Trigger torsion spring	Returns the trigger		
G710	Small gun micro switch	Operates the infra red sensor		
G416A	Gun hose with wires	Fastens the gun to the console		

G534	Gun hose plate	Provides a secure anchor for the gun to the console		
G020	Infra red emitter	Located on the trigger assembly. Sends infra red light to the target		
G018	Console gun hose ring	Fastened in the top of the console to allow the gun hose to pass through		
E211	Game push button	On top of consoles to give games for credits		
E129	Counter 12 volt DC	Used in consoles to count games played and tickets dispensed		
E152	Console speaker	Gun noise only		
H101	Flat key lock			



H106	Radial cash lock			
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