



Operation Manual  
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SERIAL # \_\_\_\_\_

## Introduction

Johnny Applespeed™ offers hours of wholesome fun for young gamers. Simplicity of game play makes this the perfect machine for little ones wishing to join in the fun alongside their older family members. Help the clever raccoons gather their dinner by catching the apples as they fall.

The machine can be set up for a variety of payout options from a flat ticket award to tickets at point increments, a “perfect score” ticket bonus option is available. Game play times are also adjustable.

Game play begins as coins or tokens are dropped into the coin mechanism. Cheerful music plays and lights flash, followed by bright red “apples” dropping in an unpredictable pattern. The player moves the basket by means of a joystick to catch the apples as they fall, gaining points for each successful catch.

## Startup

### ➤ CAUTIONS AND WARNINGS:

- Care must be used when moving Johnny Applespeed. **NEVER TRUCK JOHNNY APPLESPEED FROM THE REAR OF THE CABINET AS DAMAGE TO THE INTERNAL MECHANISMS CAN OCCUR!** Be sure that your Johnny Applespeed is placed on a dry level floor. Do not place the machine anywhere that will be subjected to temperature extremes or excessive moisture, as damage to the machine will occur.
- Your Johnny Applespeed is a sophisticated electromechanical device, and only **TRAINED AND QUALIFIED PERSONNEL** should perform maintenance and or repairs.
- Electrically driven mechanical parts can move unexpectedly. **NEVER PLACE ANY PART OF YOUR BODY OR EQUIPMENT IN ANY AREA OF THE MACHINE THAT CONTAINS MOVING PARTS WHEN THE MACHINE IS CONNECTED TO POWER AS SERIOUS DAMAGE OR INJURY CAN OCCUR!**
- Your Johnny Applespeed should be plugged into a well grounded outlet and if at all possible, not share the same circuit breaker as any machine that contains large motors, compressors, solenoids, or any other devices that consume or produce large power surges.

### ➤ STARTUP

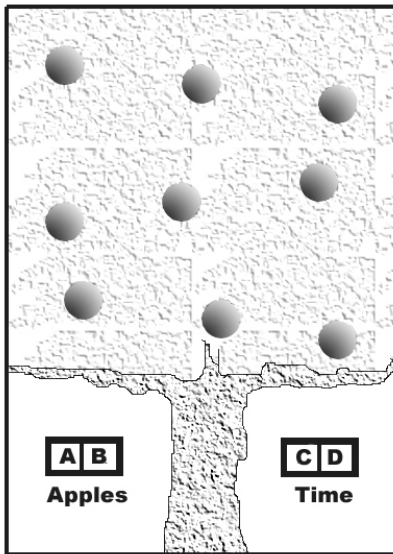
- After the game is in place and connected to power, open the coin door. Locate the **POWER SWITCH** and the **ATTENDANT PAY BUTTON** located on the meter bracket mounted on the cash box. Press and hold the **ATTENDANT PAY BUTTON** until agitator can be seen operating *(The agitator is located in the lower left hand corner of the collection bin when viewed from the front.)* The machine will continue to load until each drop chute contains two balls.

**Bookkeeping Information Display:**

Bookkeeping information, in addition to being recorded on the accounting meters, can also be viewed on the digital displays on the playfield. Bookkeeping mode is entered easily by pressing the attendant pay button while the machine is in attract mode. The attendant pay button is mounted directly behind the coin mechanism door and is clearly labeled. When this button is pressed, a “chirp” will be heard along with the number 1 showing on the digital display. Three items are included in the bookkeeping menu: coins in, tickets out, and tickets per coin.

Tapping the joystick to the right moves through menu items upward (1-3); tapping the joystick to the left moves through the items downward (3-1). When the desired option number is displayed, press the attendant pay button to select it for modification. Pressing the attendant pay button a second time selects the displayed menu item.

**PLAYFIELD INFORMATION DISPLAY**



**ACCOUNTING MENU ITEMS**

- A B C D  
■ ■ ■ 1      Coins in
- A B C D  
■ ■ ■ 2      Tickets Out
- A B C D  
■ ■ ■ 3      Coins per ticket

Once an accounting item has been selected the information will display in the following manner:

If the value of the selected item is; 12,345,678

For Two (2) seconds the highest four (4) digits will be displayed and can be read from left to right..

A B C D  
1 2 3 4

Next the displays will show the lowest four (4) digits for Two (2) seconds

A B C D  
5 6 7 8

This cycle will repeat until the attendant payout button is once again pressed.

## Setup Mode:

Pressing the error-reset button while the machine is in attract mode will place you in the main setup menu. A “chirp” will be heard and the number one (1) will show in the left digital display on the playfield. Just as in the bookkeeping mode, the joystick is tapped to the right to move upward through the menu items (1-10) tapping the joystick to the left moves through the items downward (10-1). Pressing the attendant payout button selects the displayed menu item, and tapping the joystick as above scrolls through the values available for that item. The menu items are as follows:

#	Item	Range	Default Setting
1	Coins per Credit	1 - 4	<b>1</b>
2	Mercy Tickets	0 - 10	<b>OFF (0)</b>
3	Attract Sounds	ON (1)/Off (0)	<b>1</b>
4	Bucket Movement in Attract	ON (1)/Off (0)	<b>1</b>
5	Flat Payout Setting	0 - 15	<b>0</b>
6	First ticket after point value	1 - 20	<b>3</b>
7	Number of Balls Caught per Ticket	1 - 20	<b>3</b>
8	Bonus Ticket Pay	0 - 25	<b>5</b>
9	Game Playtime (seconds)	30 - 50	<b>40</b>
10	Speed of Ball Release	1 or 2	<b>2*</b>

- Speed of Ball Release allows you to choose between Standard Play (2) and Child’s Play (1). In child’s play, the intervals between ball releases are longer and the lights in the tree will flash longer before releasing the ball.

After modifying setup items to suit your needs, pressing the error reset button while in the main setup menu will return the machine to attract mode.

## Dipswitch Settings:

Any changes made to dipswitch settings will not be effective until the power for the unit is removed and restored. The dipswitches are located in the upper right hand corner of the Ultra III™ main logic board.

Dipswitch Pole	State 0 = <b>OFF</b> , 1 = <b>ON</b>	
1	0	Normal Play
	1	Diagnostic Mode
2	0	Normal Play
	1	Demo Mode
3	0	Ticket dispenser ON
	1	Ticket dispenser OFF
4	0	Factory Use Only
	1	

## Explanation of Dipswitch Settings:

### Dipswitch Pole 1 - Diagnostic Mode

Before entering diagnostic mode, the front Plexiglas must be removed. To do this, first open the coin mech and ticket doors. Feel upward toward the bottom of the control panel, along the left and right walls, you will find a retaining clip on both sides. Approximately 1/3 of the way up the clip, you will feel a latch that releases by flipping it away from the wall. Once both clips are released the control panel can be lifted and the three-pin Molex connector separated. Place the control panel in a safe location. Slide the bottom of the Plexiglas toward you until it is clear of its bottom support, lower the Plexiglas slightly, grip securely and lift from the machine. Place the Plexiglas in a safe location and reconnect the control panel wiring but don't re-secure the latches.

Remove the balls from the tree and the loading ramps. **DO NOT PLACE FINGERS/HANDS IN AUGER HOUSING WHILE IT IS RUNNING, INJURY MAY OCCUR.** The machine is now ready to enter diagnostic mode.

Place the machine into diagnostic mode by setting pole one (1) of the dipswitch to ON and cycle the AC power. A series of events will occur, some automatically, and others requiring interaction from the technician.

When power is restored to the game with dipswitch pole one (1) set to on, the following will occur. Three "chirps" will sound. The left "apples" display will cycle its digits from one (1) to nine (9) to test all segments. The right "time" display will then test itself in the same way. After both displays have completed their test they will flash. The left display will read zero (0). The games music will begin to play. At this point all the switches in the game are active, and pressing them will test the major components of the game. Please refer to the following table showing what pressing each switch will test, in addition to the button pressed.

Switch	Tests	Actions/Displays
Either Coin Switch	Coin Switches	Chirp, 10 in the left display
Error reset button	Accounting Meters, Ticket Dispenser	Chirp, 13 in left display, dispenses three (3) tickets, coins in and tickets out meters advance by three.
Attendant pay button	Agitator motor, auger motor.	Chirp, 14 in left display, agitator motor runs for three (3) seconds, auger motor runs for three (3) seconds
Score Switch (Bucket)	Bucket lamp	Bucket light flashes, 12 in left display
Tree Switches	Tree lights	Tree lights associated with switch pressed will flash, solenoid will activate momentarily, left display will show 0 – 8 identifying switch location.
Joystick Switches	Bucket Motor	Bucket will move in the direction that the joystick is moved.

## Explanation of Dipswitch Settings: (cont.)

### Dipswitch Pole 2 – Demo Mode

Place pole two (2) of the dipswitch to on, and remove and restore power to the unit. This places the machine into demo mode, coin error will be suppressed, the accounting meters will be disabled, and the maximum ticket award will be “capped” at ten (10) tickets. This mode should be used for demonstration purposes only.

### Dipswitch Poles 3 & 4

Pole three (3) is reserved for future developments and should be left in the off position. Pole four (4) is a production line program that should only be used if advised to do so by a Coastal Amusements Service technician.

## Overview

Johnny Applespeed™ uses the Ultra III™ board for all control, processing, and error detection functions. A Driver board receives signals from the Ultra III™ board to drive the ball drop solenoids, lights, and motors. Two motors refill the “apples” as the game runs, one driving an auger that lifts the balls to the top of the filling ramps, the other that runs a “agitator” to prevent jamming in the lower collection bin. Forty-three balls fill the game and are distributed through the machine at power up. Filling will continue until all ball sensors detect two balls in each dropping position. Any excess balls will continue through the loading chutes and return to lower bin. **Should any drop chute not fill within a short period of time the machine will display an error 20 code in the left LED display on the playfield.**

The joystick activates micro switches that send signals to the Ultra III™ PC board that in turn activates a driver circuit to power the motor attached to the basket. This makes it easier for players of all ages to move the basket effectively.

## ERROR CODES

ERROR	FAILURE
10, 91-93	RAM Failure
20, 98	Motors/chute switches
40-44,99	RAM Failure
97	3 or more solenoids not functioning

## Troubleshooting:

### PROBLEM

### SOLUTION

No power

Check AC source; main fuse (5 AMP)

No lights, displays or sound

Check Power supplies; green LED status indicator. Check 4AMP power supply fuse.

Joystick inoperative

Check switches on joystick, connector 5 on ultra (main) board; check harness continuity.

Inoperative coin mech

Clear for any foreign materials in coin mech; check coin switches; check connector J6 on ultra (main) board.

Balls not scoring

check switch at bottom of bucket; connector J5 on ultra (main) board and associated harnessing.

Lift auger not loading

Check agitator motor and wiring.

Balls released but no reload

Check connector J5 & J7 on ultra (main) board; check drop chute switch wiring.

Ticket dispenser inoperative

Check J15 & J6 on ultra (main) board; check 4 pin Molex connector and associated wiring.

Motors not running

Check J11 on ultra (main) board.

Playfield lights and/or  
Solenoids and/or Basket  
Motor not functioning

Check driver board (*J1 & J2 inputs from Ultra (main) board; J3 drives solenoids, J4 drives lights*); check connections J13, J14, & J16 on ultra (main) board.

## Maintenance:

**Balls:** From time to time it may be necessary to clean the balls in the game. First turn the game off. Then open the rear access door, remove balls from the bottom hopper and the drop chutes. Pull the safety interlock switch (located in the lower right corner of playfield rear) to energize machine. Unplug the two-pin Molex connector going to the agitator motor, press the attendee payout button and power up. The balls in the lift auger will be released into the loading chutes and bottom bin where they can be removed for cleaning. **DO NOT PLACE FINGERS/HANDS IN AUGER HOUSING WHILE IT IS RUNNING, INJURY MAY OCCUR.** One ball will remain at the top of the lift auger this can be easily removed by pushing it out with a screwdriver into the loading chutes.

The balls are easily cleaned with a product equivalent to NOVUS No. 2 plastic polish. Be sure that all balls are dry and free of cleaner residue before returning them to the game.

**Basket:** Any dust or dirt that builds up on the catching basket can be cleaned with plastic polish also. Be sure to firmly grasp the basket and hold it in place while cleaning to prevent damage to the game.

**Playfield and Plexiglas:** can be cleaned with standard glass cleaners.

**Comment [A1]:**

This switch does not currently exist, ejecting the balls would require unplugging the agitator motor.



## Parts list:

Description	QTY	Part #
Main Cabinet	1	CA-CAB-JA
Main Wiring harness	1	CA-HAR-JA-SET
Speakers 4Ω 3W	2	CA-SPE-4Z-OHM30W
Balls	43	CA-BAL-JA-RED3
Ultra III pc board	1	CA-PCB-BLK-ULTRA3
U13 Program Chip	1	
U18 RAM Memory	1	
U20 Program Chip	1	
Sound PCB	1	CA-PCB-BLK-8 BIT
U5 Sound chip	1	APPLCTRL 103105
U6 Sound chip	1	APPLE-VOX 103105
U7 Sound chip	1	APPLE-VOX 103105
Light/Solenoid Driver PCB	1	CA-PCB-JA-LITEDRIV
2 Digit LED display	2	CA-PCB-WOM-BBALL20
Playfield Decals	SET	
Motor Agitator (3M099)	1	CA-MOT-JA-3M099
Motor Lift Auger (3M101)	1	CA-MOT-JA-3M101
Gear motor (6331-K62)	1	CA-MOT-JA-6331K32
Power Supply Switching 15a	1	CA-PS-FM-WY-03C
Power Supply 150W 15V VS150-15	1	CA-PS-JA-VS150-15
Tri – Door (no insert. No TD)	1	
Inserts	2	(Contact our parts department for your token size)
Solenoids	9	CA-SOL-JA-142A0017
Springs (for solenoids)	9	CA-SPG-JA-122SP001
Joystick Assy.	1	CA-JOY-JA-50-7604
Zippy Switch (SM05L05A)	11	CA-SWI-JA-SM05L09A
Lamp (type 906R)	19	PE-LAM-WB-906R
Lamp Holder (91122400)	19	CA-LAM-BAS-91122400
Ticket Bin Assembly	1	CA-SUB-RB-TBIN



Ticket Dispenser	1	CA-TD-DEL-1275CE
Momentary Switch (8411K11)	2	CA-SWI-PB-8411K11
Bracket (DAS-624)	1	CA-MET-DAS-DAS-624
Accounting Meter (HS-005)	2	CA-MTR-HS-HS-005
Pot. (Stacked) 50kΩ	1	
Toggle Switch (683-0049)	1	CA-SWI-TOG-2047
Fuse holder (HOL-HKP-HH)	1	CA-FUS-HOL-HKPHH
Fuse (2AMP slo-blo)	1	CA-FUS-SB-313002
Belt (4-6R32540)	1	CA-BEL-JA-3-257037
Pulley (A6T3-29Df037)	1	CA-PUL-JA-AGT329DF
Pulley (AJ3-29DF03708)	1	CA-PUL-JA-AJ329DFO
Cherry Switch (220742-7)	2	CA-SWI-JA-2207427
Bearing (6126K39)	2	CA-BRG-JA-6126K39
Bearing (6126K35)	4	CA-BRG-JA-6126K35
Lift Auger (spiral)	1	CA-MET-JA-SP-01
Agitator Spring	1	CA-SPR-JA-AGITATOR
Lift Auger Switch Brkt.	1	CA-MET-JA-SM-22
Power Supply Plate	1	
Safety interlock switch	1	CA-SWI-PB-E6930A
Safety interlock switch bracket	1	CA-MET-ROL-ROLL045

<b><u>PROBLEM</u></b>	<b><u>SOLUTION</u></b>
No power	Check AC source; main fuse (5 AMP)
No lights, displays or sound	Check Power supplies; green LED status indicator. Check 4AMP power supply fuse.
Joystick inoperative	Check switches on joystick, connector J5 on ultra (main) board; check harness continuity.
Inoperative coin mech	Clear for any foreign materials in coin mech; check coin switches; check connector J6 on ultra (main) board.
Balls not scoring	check switch at bottom of bucket; connector J5 on ultra (main) board and associated harnessing.
Lift auger not loading	Check agitator motor and wiring.
Balls release but do not reload	Check connector J5 & J7 on ultra (main) board; check drop chute switch wiring.
Ticket dispenser inoperative	Check J15 & J6 on ultra (main) board; check 4 pin Molex connector and associated wiring.
Motors not running	Check J11 on ultra (main) board.
Playfield lights and/or Solenoids and/or Basket Motor not functioning	Check driver board check connections J13, J14, & J16 on ultra (main) board.