Model Number: W625

Name: Hit Music

OPERATING MANUAL

VERSION: ENG.S.DMH01.5



The actual product you have received may differ slightly from the illustration.

The specifications of the machine and the contents of this instruction manual are subject to change without prior notice due to product updates



COASTAL AMUSEMENTS, INC.

1950 SWARTHMORE AVE. LAKEWOOD, NJ 08701

Tel: +1-732-905-6662

www.coastalamusements.com

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SAFETY NOTICE



This manual describes how to set up and use this product. It is intended to instruct operator and maintenance personnel to safely and correctly operate the machine. Make sure to follow all the safety and warning instructions described to prevent injury or damage to the machine.

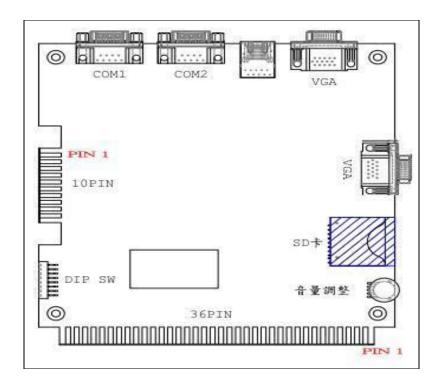
- Before connecting the machine to the mains supply, verify that the voltage is correct to avoid fires or electric shock.
- DO NOT touch the plug with damp hands.
- To avoid electric shock and short circuit, DO NOT expose the power cord or ground wire across walkways.
- To avoid fires, DO NOT place any flammable objects close to the power cord.
- This machine is not to be installed in an area where a water jet could be used.
- When plugging/unplugging the power cord, make sure to hold plug. DO NOT pull on the power cord.
- In the event of frayed power cord, please contact your dealer for replacement.
- DO NOT use fuses or parts that are not recommended by the manufacturer.
- DO NOT disassemble, change or modify the machine without authorization. Inappropriate handling of the machine will cause damage to the machine and injury threat to players and spectators.
- Please check and maintain the machine regularly.
- Standing or climbing on the machine is prohibited to avoid any injury threat to players and spectators.
- Coastal Amusements does not assume responsibility, either express or implied, for the correctness or completeness of this manual.
- Nor do they guarantee any merchantability or fitness for a particular purpose. Coastal
 Amusements reserves the right to change this publication at any time without obligation to notify
 anyone of such revisions or changes.

POWER SOURCE

<u>IMPORTANT!</u> MACHINE MUST BE CONNECTED TO A GROUNDED POWER SOURCE OF 120 VOLTS AC. MACHINE MUST HAVE GROUND CONNECTION FOR PROPER OPERATION AND USER SAFETY PROTECTION. DO NOT OPERATE EQUIPMENT WITH GROUND LEAD CUT OFF POWER CORD. SHOULD LOCATION NOT HAVE GROUNDED OUTLET(S), CONTACT A OUALIFIED ELECTRICIAN.

> HARDWARE

♦ PCB BOARD



• HOW TO RESET:

Press [SET] and [SERVICE] at same time and turn power on, then system is back to default setting.

DIPSW1		1	2	3	4	5	6	7	8
RESERVED	OFF								

♦WIRING DIAGRAM OF MAIN BOARD

IC SIDE	36 Pins	SOLDERING SIDE
	1	
SND R+	2	SND R-
SND L+	3	SND L-
OCTOPUS 1 IN	4	
OCTOPUS 2 IN	5	
OCTOPUS 3 IN	6	
OCTOPUS 4 IN	7	
OCTOPUS 5 IN	8	
	9	
	10	
	11	
	12	
	13	
	14	
	15	
	16	
	17	
COIN 1	18	SERVICE
	19	
BOOKKEEPING	20	SETTING
	21	
	22	
COIN 1 Inhibit	23	
	24	
TOP LIGHT	25	

COIN 1 METER	26	
	27	
	28	OCTOPUS 1 OUT
	29	OCTOPUS 2 OUT
5 OCTOPUS LAMP DATA	30	OCTOPUS 3 OUT
5 OCTOPUS LAMP CLOCK	31	OCTOPUS 4OUT
5 OCTOPUS LAMP LATCH	32	OCTOPUS 5 OUT
	33	
	34	BOTTOM LIGHT
	35	
GND	36	GND

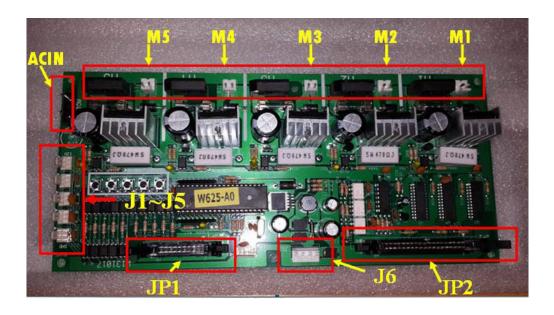
• Voltage of button light: DC+12V, maximum power can not be higher than 5W.

♦WIRING DIAGRAM OF POWER:

IC SIDE	PIN	SOLDERING SIDE
	No.	
GND	1	GND
GND	2	GND
	3	
	4	
+12V	5	+12V
+12V	6	+12V
	7	
	8	
GND	9	GND
GND	10	GND

• POWER VOLTAGE: DC+12V(3A), RANGE: 12.0v~12.2v

♦ OCTOPUS CONTROL BOARD



J1 \ J2	• J3 • J4 • J5	2.54mm	OCTOPUS	Sensor QL-08N
1	+12V			
2	IN			
3	GND			

M1 · N	12 · M3 · M4 · M5	3.96mm	2PIN	(to OCTOPUS COIL)
1	COIL+			
2	COIL -			

J6 3.9	96mm 4PIN	(12V POWER SUPPLY LPS-75-14)
1	+12V +V1	For Sensors and LED
2	+12V +V1	for Octopus Control Board
3	GND -V	
4	GND -V	

ACIN	Power supply PIN 2P (Transformer AC24V input)		
1	Transformer AC24V (white)		
2	Transformer AC24V (white)		

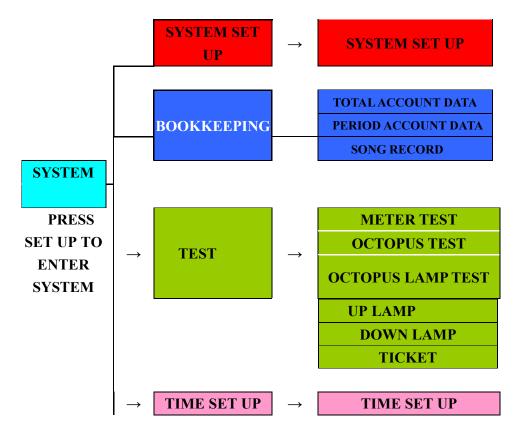
JP1	JP1 20PIN					
1	M1 Sensor IN					
2	GND					
3	M2 Sensor IN					
4	M1 Coil Control OUT					
5	M3 Sensor IN					
6	M2 Coil Control OUT					

7	M4 Sensor IN
8	M3 Coil Control OUT
9	M5 Sensor IN
10	M4 Coil Control OUT
11	GND
12	M5 Coil Control OUT
13	GND
14	5 Round Light Control OUT DATA
15	GND
16	5 Round Light Control OUT CLOCK
17	GND
18	5 Round Light Control OUT LATCH
19	GND
20	GND

JP2	40PIN W130712 5 Round LEI	D Light
1	W130712 J1-1 CM	LED1 M1
2	W130712 J1-2 B1	7
3	W130712 J1-5 B2	
4	W130712 J1-3 R1	
5	W130712 J1-6 R2	
6	W130712 J1-4 G1	
7	W130712 J1-7 G2	
8		
9	W130712 J1-1 CM	LED2 M2
10	W130712 J1-2 B1	
11	W130712 J1-5 B2	
12	W130712 J1-3 R1	
13	W130712 J1-6 R2	
14	W130712 J1-4 G1	
15	W130712 J1-7 G2	
16		
17	W130712 J1-1 CM	LED3 M3
18	W130712 J1-2 B1	
19	W130712 J1-5 B2	
20	W130712 J1-3 R1	
21	W130712 J1-6 R2	
22	W130712 J1-4 G1	

23	W130712 J1-7 G2	
24		
25	W130712 J1-1 CM	LED4 M4
26	W130712 J1-2 B1	
27	W130712 J1-5 B2	
28	W130712 J1-3 R1	
29	W130712 J1-6 R2	
30	W130712 J1-4 G1	
31	W130712 J1-7 G2	
32		
33	W130712 J1-1 CM	LED5 M5
34	W130712 J1-2 B1	
35	W130712 J1-5 B2	
36	W130712 J1-3 R1	
37	W130712 J1-6 R2	
38	W130712 J1-4 G1	
39	W130712 J1-7 G2	
40		<u>'</u>

> SYSTEM SETTING



EXIT



[BOOKKEEPING] DOWN [SET UP] ENTER

> SETTING ADJUSTMENT

♦SYSTEM SET UP

ITEM	SETTING	DEFAULT
COIN A	0 \ 1 \ 2 \ 3 \ 4 \ 5	1 CREDIT
COIN B	0 \cdot 1 \cdot 2 \cdot 3 \cdot 4 \cdot 5	1 CREDIT
EACH PLAY	0 \ 1 \ 2 \ 3 \ 4 \ 5	1 CREDIT
GAME STAGE	1 · 2 · 3	1
DEMO MUSIC	ON · OFF	OFF
FREE PLAY	ON · OFF	OFF
EXIT		
SAVE and EXIT		

GAME DESCRIPTION

♦ MAIN GAME



WHEN YOU HIT OCTOPUS AT RIGHT TEMP, YOU CAN GET ONE STAR. MORE STARS, MORE SOCRES.

•FIVE SONGS: Each Song will be played by turns.



