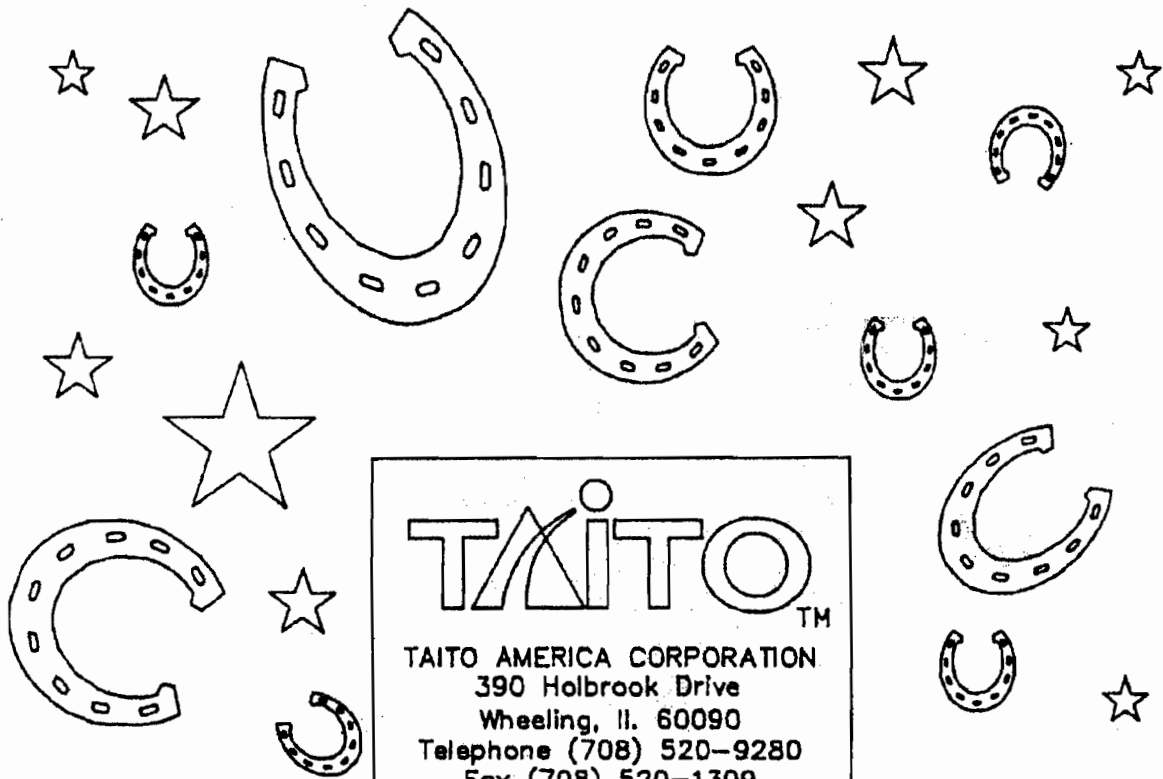




# INSTALLATION MANUAL



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## Play Instructions:

- ⓪ Use the trackball to select the player mode and the character of each player. Up to four players can join in.

### Two-button mode (dip switch selectable)

- ⓪ Use the "Grip Select" button to choose or change the style of holding the horseshoe.
- ⓪ Use the "Angle Select" button to choose or change the throwing angle. (Hint: it's fun to experiment)

### One-button mode (dip switch selectable)

- ⓪ Press the "Select" button once to choose or change the style of holding the horseshoe. Press the "Select" button again to choose or change the throwing angle.

### Throwing the shoe

- ⓪ Use the trackball to position the player, aim the shoe, and control the distance of the throw. Left - right motions on the trackball move the player laterally. Roll the trackball with a brisk motion in the direction you want the shoe to fly in. The speed of the trackball controls the distance of the flight. Each player gets two throws per turn.

### Scoring

- ⓪ 3 points for a ringer  
2 points for resting against the stake  
1 point when in the box

- ⓪ The scoring process is shown from an overhead viewpoint and shows where each shoe landed, in succession, and the points awarded each. The scoring process speed may be changed by a dipswitch setting. Missed or overthrown horseshoes can result in amusing accidents, try a few...



## GENERAL INFORMATION

This manual will guide you in the conversion of your color monitor upright video game into an *Am. Shoes* game. We strongly urge you to read through the instructions carefully before beginning the conversion.

## **WARNINGS AND NOTICES**

For safety and reliability, Taito America Corporation does not recommend nor authorize any substitute parts or modifications of Taito America Corporation equipment. In addition, any substitute parts or equipment modifications may void FCC compliance.

Use of non-Taito America parts and/or modifications of game circuitry may adversely affect game performance and safety.

Since American Horseshoes is protected by Federal copyright, trademark and patent laws, unauthorized altered versions of this game are illegal under Federal law. This also applies to unauthorized facsimilies of Taito America equipment, logos, designs, publications, assemblies and/or games (or features not deemed to be in the public domain) whether manufactured with Taito America components or not.

## **NOTICE**

Certain parts salvaged from your old game are required to complete your kit. These salvaged parts **MUST** operate properly to insure the performance and safety level of this game. Always repair electronics malfunctions and cabinet damage before conversion is attempted.

Be sure the power supply from your old game is capable of delivering +5 vdc at 7 amps, -5vdc at 1A, and +12vdc at 1A. These operating voltages must be regulated and are necessary for your kit. Please note the enclosed warning with the PC board assembly.

Check the parts supplied in this kit against the parts list included in this manual.

This kit is not intended for use with X-Y (vector) monitors. Suitable monitors are vertical raster-scan RGB types with composite negative sync. The monitor must be connected to the A.C. line through an isolation transformer.

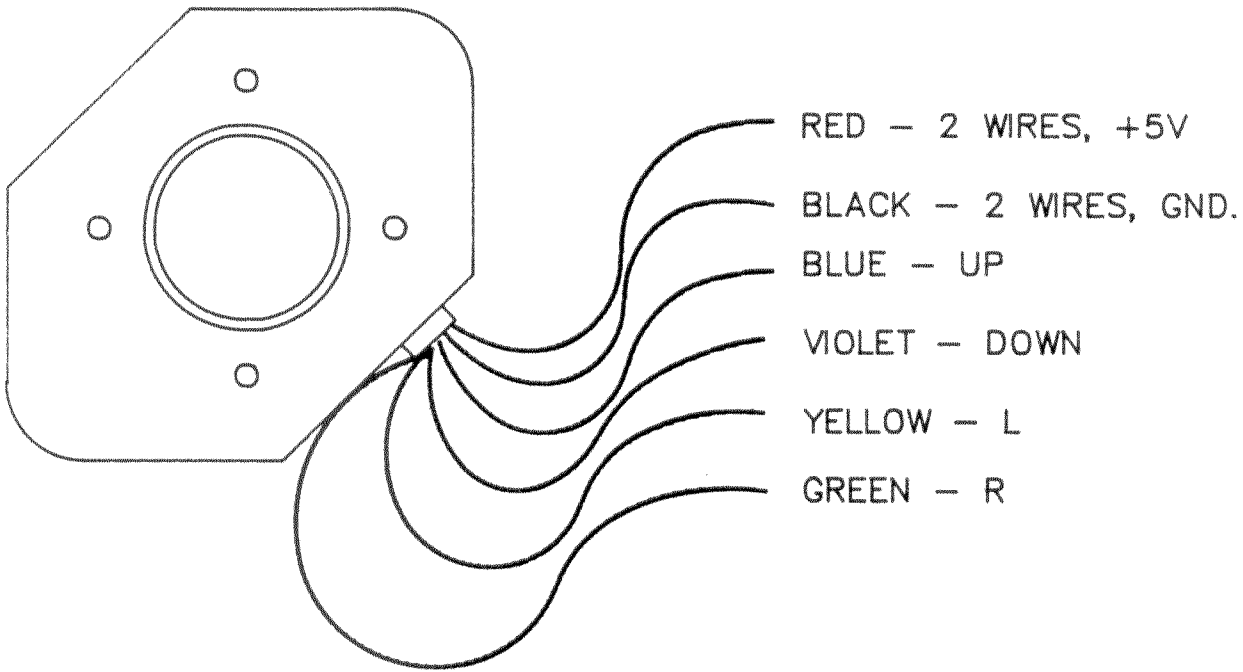
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## **CAUTION**

FOR SAFE OPERATION IT IS STRONGLY RECOMMENDED THAT THE CABINET BE PROPERLY GROUNDED. IF YOUR GAME IS EQUIPPED WITH A THREE CONDUCTOR POWER CABLE, THE THIRD PRONG (round) SHOULD AUTOMATICALLY GROUND THE GAME WHEN PLUGGED INTO A PROPERLY GROUNDED THREE PRONG RECEPTACLE. IF IT BECOMES NECESSARY TO USE AN ADAPTER, THE GROUNDING LUG OR WIRE ON THE ADAPTER MUST BE PROPERLY GROUNDED TO ASSURE SAFE OPERATION.

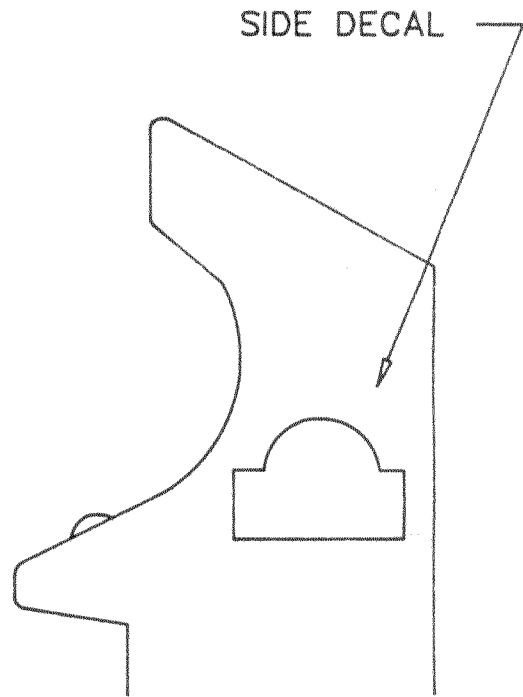
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## WICO TRACKBALL CONNECTIONS

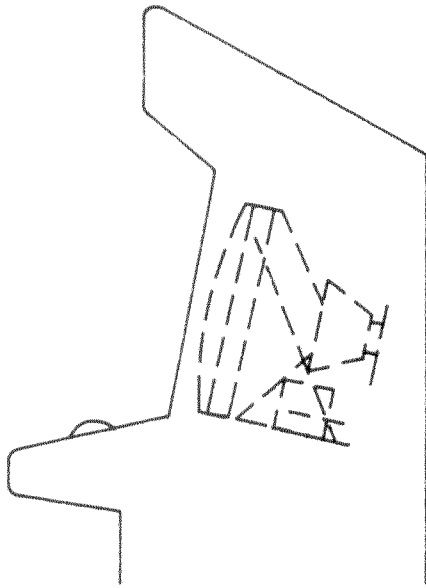


### Cabinet Side Decal Application:

Use a dishwashing detergent (i.e: "Joy") to make a sudsy solution and apply to cabinet side. Peel off the backing of the side decal and apply to cabinet side. The soap solution makes it possible to reposition the decal while it is on the cabinet side. Squeegee excess soap solution out from the center of the decal. Professional kit-builders have found that spraying the cabinet side with glass cleaner (i.e: "Windex") results in a quicker application, and that the decal can be squeegee'd into place easier if you work from the top down.

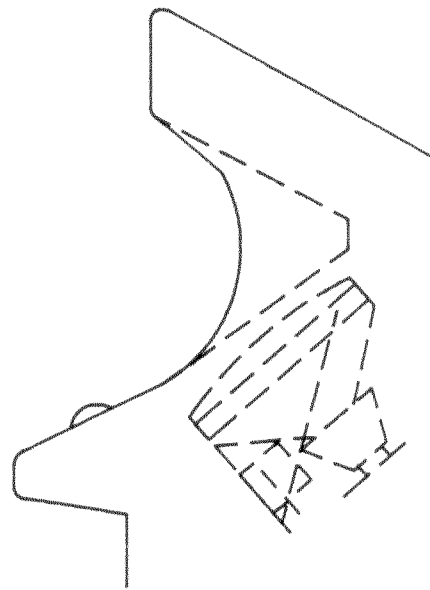


## CABINET SELECTION



### INAPPROPRIATE CABINET STYLE

"American Horseshoes" has the players control the horseshoe throw with a long, sweeping motion of the hand. The sharp angle between the handboard and the monitor glass will cause the players to bang their fingers against the glass.



### APPROPRIATE CABINET STYLE

The monitor and handboard are coplanar or nearly so. This provides a clear path for player's hand motions.

## GAME PREPARATION

All games require a certain amount of maintenance to remain in good operating condition. A periodic check of mechanical controls would be beneficial to guarantee the profitability of your game.

### **CLEANING**

The exterior of the game, all metal parts and all plastic parts can be cleaned with a non-abrasive cleaner. Caution should be used when cleaning the plastic. A dry cloth can cause scratches and result in a foggy, worn appearance. Plexiglass cleaner on a soft cloth is suggested to keep your monitor crt cover looking new.

Inspect your cabinet for any gouges or items stuck on the cabinet (like chewing gum). Remove all foreign objects and fill in the gouges with any type of quick-hardening wood putty. Sand to ensure a smooth surface. Wipe the outside of the old cabinet clean. Remember that the reason you are converting your old game is to have the increased earnings of a new game, and making your game LOOK new helps spark player interest.

### **NOTICE**

Please make sure you clean the coin mechanisms. It is important that you service them in order for this game to achieve the maximum possible earnings.

## CONVERSION INSTRUCTIONS

### **GAME TITLE MARQUEE**

Remove the new "American Horseshoes" marquee from the kit. This new marquee is specifically designed for ease of handling. Place and center the old marquee on top of the new marquee. Border the area that you intend to cut with masking tape. Using an X-Acto or similar knife, score the new marquee and simply break at this score. If your old marquee is made of glass, remove the paint of the old marquee and attach the new marquee behind this glass. If your old marquee is made of Plexiglass, it is recommended that a new, clear plexiglass panel be used to show the American Horseshoes marquee sharply.

### **MONITOR BEZEL**

Remove the new American Horseshoes monitor bezel from the kit. Place the bezel around the existing monitor. Using an X-Acto or utility knife, trim the new monitor bezel to neatly fit around the monitor.

### **CONTROL PANEL**

Remove the old control panel buttons, joystick(s) and panel overlay. Refer to the final page of this manual for the preferred positions for the joysticks, buttons and button labels.

Leave your 1 and 2 player start buttons where they are on the old control panel. Drill holes as needed for the installation of the joysticks and buttons. Clean any burrs from around holes. Any hole that is no longer needed we suggest plugging with wood putty or epoxy.

Cut the new American Horseshoes Lexan panel overlay to the appropriate size needed to cover the panel. Leave enough to wrap a small lip around the top and bottom of the panel. Remove the backing from the American Horseshoes overlay and apply it over the old control panel, being careful to avoid air pockets.

After the Lexan overlay is securely applied, cut through to the holes in the control panel with an X-Acto or utility knife. Install the trackball, buttons, button labels and any necessary hardware previously removed from the control panel. Tighten and secure all hardware.

### INSTALLING WIRING HARNESS

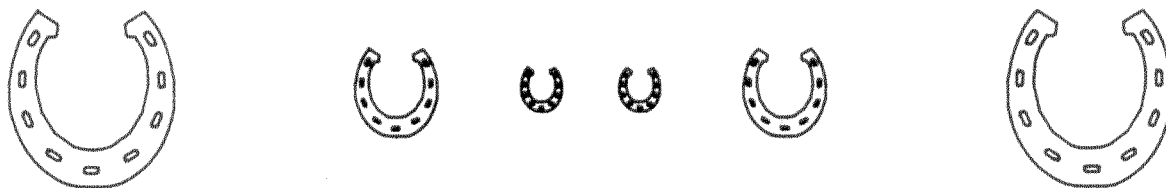
This game comes with a color-coded cable for easy installation. Refer to the connection diagram included in this manual for quick hook-up.

Disconnect the old wiring harness from the old cpu board and carefully remove the old EMI shields and circuit boards from the game.

Using the wiring diagrams from your old game, carefully note the function of each wire. Cut the wires near the game's coin door, monitor, control panel, power supply and speaker, leaving several inches of wire hanging from each point. Install the new wiring harness to those points referring to the connector diagram. For best results, solder directly to the lugs at the connection points and remove old wiring completely. Use electrical tape or heat-shrink tubing (preferred) to insulate any necessary wire splices. It is recommended that any wire splices be soldered; while an unsoldered twisted connection will work initially, non-conductive oxides will form on the wires that may cause failure of the junction.

Install the RFI "cage" (for FCC compliance) where the old board set was. Mount the Am. Shoes pcb assembly with mounting blocks in the center of the RFI cage. Plug the wiring harness onto the pcb and close the cage securely. To complete proper installation, run a ground termination lead from any available chassis ground to the foil side of the RFI cage.

Check and clean the input jack on the power supply board. Replace any burned or damaged pins.



### DIP SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of Am. Shoes' various game features to suit different environments. If used wisely to tailor a game's features to suit the location, the flexibility they offer can maximise game performance and increase potential earnings.

The dip settings are listed in the following chart —

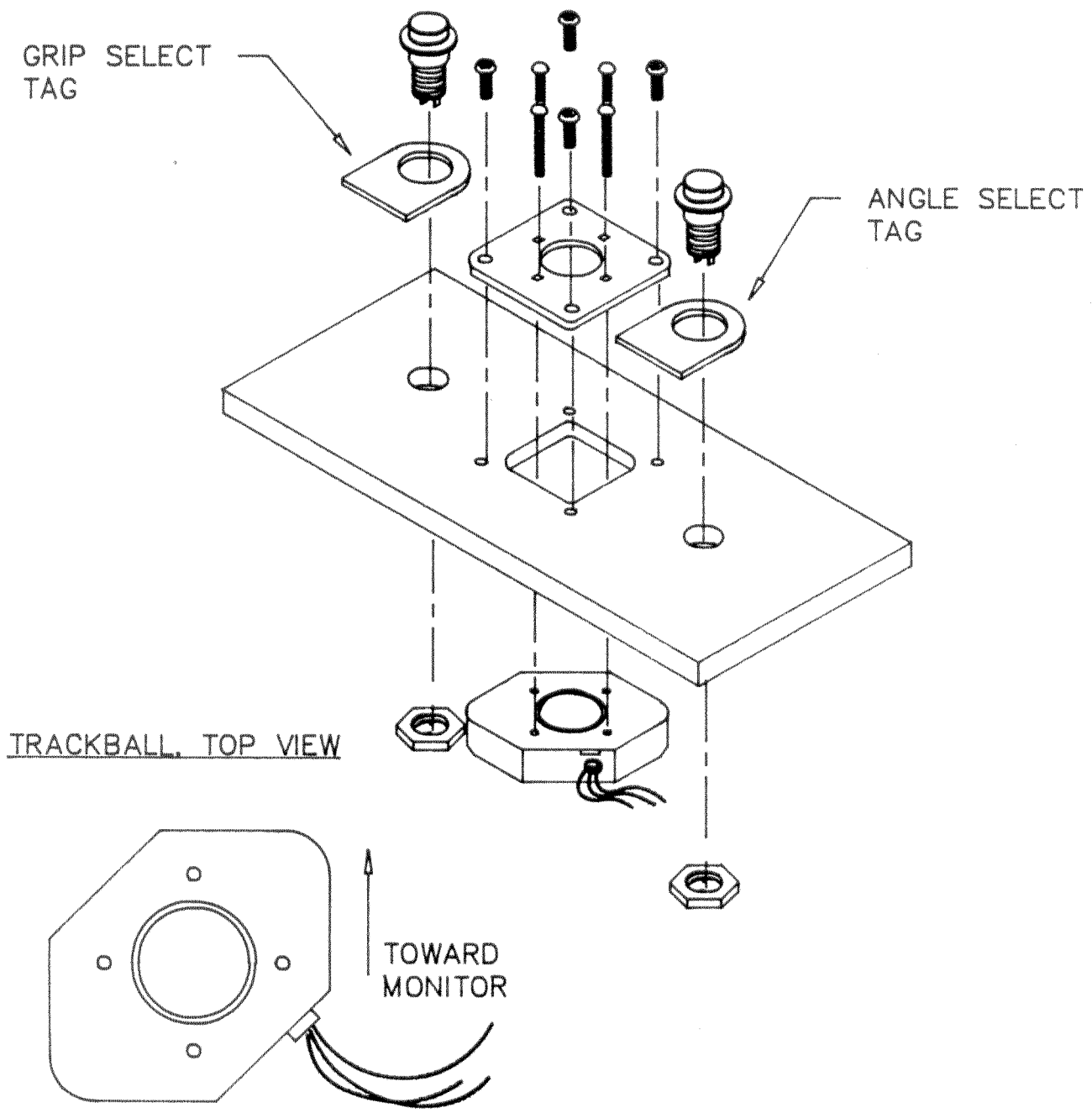


**"AMERICAN HORSESHOES" DIP SWITCH SETTINGS (UNITED STATES VERSION)**

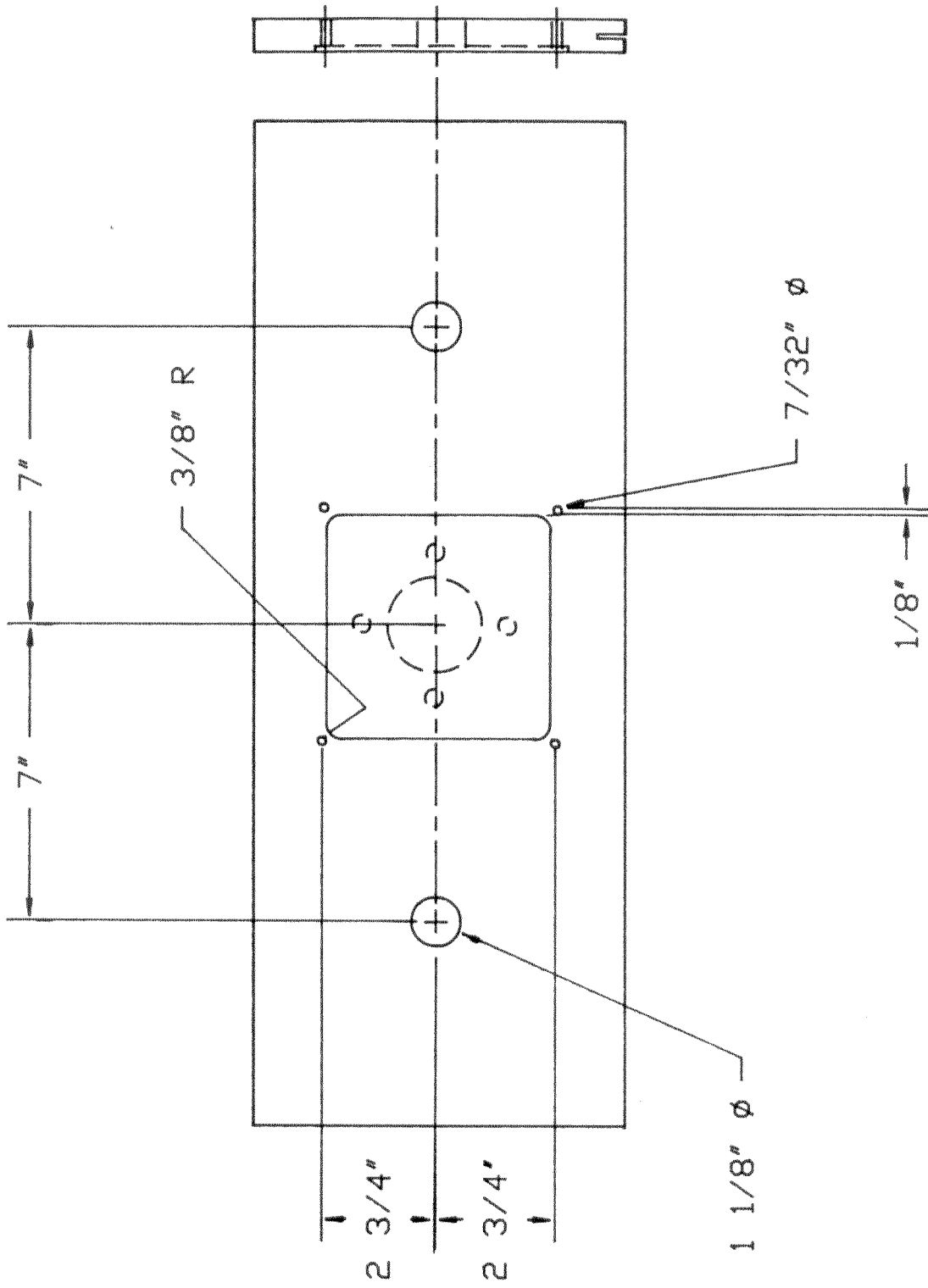
DIP SWITCH - A:		SWITCH POSITIONS							
FUNCTIONS	SETTINGS	1	2	3	4	5	6	7	8
BEER FRAME MESSAGE	"BREAK TIME"	<b>OFF</b>							
	"BEER FRAME"	<b>ON</b>							
SCREEN ROTATION	NORMAL		<b>OFF</b>						
	REVERSE		<b>ON</b>						
TEST MODE	NORMAL GAME			<b>OFF</b>					
	TEST MODE			<b>ON</b>					
ATTRACT SOUNDS	WITH				<b>OFF</b>				
	WITHOUT				<b>ON</b>				
PLAY PRICING	1 COIN = 1 PLAY					<b>OFF</b>	<b>OFF</b>		
	2 COINS = 1 PLAY					<b>ON</b>	<b>OFF</b>		
	3 COINS = 1 PLAY					<b>OFF</b>	<b>ON</b>		
	4 COINS = 1 PLAY					<b>ON</b>	<b>ON</b>		
PRICING FOR CONTINUED PLAY	SAME AS ABOVE							<b>OFF</b>	<b>OFF</b>
	1 COIN = 1 CONT.							<b>ON</b>	<b>OFF</b>
	2 COINS = 1 CONT.							<b>OFF</b>	<b>ON</b>
	3 COINS = 1 CONT.							<b>ON</b>	<b>ON</b>

DIP SWITCH - B:		SWITCH POSITIONS							
FUNCTIONS	SETTINGS	1	2	3	4	5	6	7	8
DIFFICULTY LEVELS	MODERATE	<b>OFF</b>	<b>OFF</b>						
	EASY	<b>ON</b>	<b>OFF</b>						
	DIFFICULT	<b>OFF</b>	<b>ON</b>						
	VERY DIFFICULT	<b>ON</b>	<b>ON</b>						
TIMER	30 SEC.			<b>OFF</b>	<b>OFF</b>				
	20 SEC.			<b>ON</b>	<b>OFF</b>				
	40 SEC			<b>OFF</b>	<b>ON</b>				
	60 SEC			<b>ON</b>	<b>ON</b>				
NUMBER OF INNINGS	3					<b>OFF</b>			
	9					<b>ON</b>			
BONUS ADVANTAGE	OFF						<b>OFF</b>		
	ON						<b>ON</b>		
SCORING SPEED	NORMAL							<b>OFF</b>	
	FAST							<b>ON</b>	
GRIP/ANGLE SELECT	2 BUTTONS								<b>OFF</b>
	1 BUTTON								<b>ON</b>

**BOLD TYPE INDICATES FACTORY SETTINGS**



Assemble the handboard as shown. Use the layout on the following page as a cutting guide. The trackball should be oriented with the wiring through lower right side.



SUGGESTED HANDBOARD LAYOUT

WIRING CHART:

(SOLDER SIDE)		JAMMA EDGE CONNECTOR		(COMPONENT SIDE)	
WIRE FUNCTION	COLOR			COLOR	WIRE FUNCTION
GND	BLK	A	1	BLK	GND
GND	BLK	B	2	BLK	GND
+5VDC	RED	C	3	RED	+5VDC
+5VDC	RED	D	4	RED	+5VDC
-5VDC	BRN	E	5	BRN	-5VDC
+12VDC	BLU	F	6	BLU	+12VDC
KEY		H	7	KEY	
COIN METER B	WHT/MO	J	8	BLU/BRN	COIN METER A
COIN LOCKOUT B		K	9		COIN LOCKOUT A
SPEAKER (-)	BLK	L	10	WHT/BLK	SPEAKER (+)
VIDEO GREEN	GRN	N	12	RED	VIDEO RED
VIDEO SYNC	WHT	P	13	BLU	VIDEO BLUE
SERVICE SW.	BRN/WHT	R	14	BLK	VIDEO GND
SLAM SW.	WHT/BRN	S	15	YEL	NOT USED
COIN B	GRN/YEL	T	16	WHT/YEL	COIN A
NC	RED/BLK	U	17	PNK/BLK	NC
NC	BRN/BLU	V	18	ORN/BLU	T.BALL UP
NC	ORN/WHT	W	19	GRN/ORN	T.BALL DOWN
NC	ORN/GRN	X	20	GRN/BLU	T.BALL LEFT
NC	WHT/ORN	Y	21	RED/YEL	T.BALL RIGHT
NC	BRN/BLK	Z	22	RED/WHT	ANGLE SELECT
NC	YEL/WHT	A	23	WHT/RED	GRIP SELECT
NC	BRN/GRN	B	24	YEL/BLK	NC
GND	BLK	E	27	BLK	GND
GND	BLK	F	28	BLK	GND

PARTS LIST:

Qty.	Description	Ref. No.	Part No.
1	PCB, Game Logic		285-100001
1	Harness, Standard Jamma		900-601001
1	RFI shield (for FCC regulations)		900-800401
1	Trackball Assembly		900-403100
1	Trackball Mounting Plate		900-802600
1	Ultimate Pushbutton, blue		900-400003
1	Ultimate Pushbutton, red		900-400001
1	Button ID tag, "Grip Select"		900-201113
1	Button ID Tag, "Angle Select"		900-201114
1	Monitor bezel with artwork		285-200101
1	Marquee with artwork		285-200201
1	Control panel overlay		285-200301
1	Kit Instruction manual		285-200701
1	Game instruction card		285-200501
2	Cabinet Side Graphics		285-200600
1	Coin Info Decal Set		285-200601
1	Sign-up Pad		285-200001
2	Announcements		285-200002
1	Tournament Pad		285-200003

TOOLS AND SUPPLIES RECOMMENDED

- [ ] Screwdriver, flathead
- [ ] Screwdriver, Phillips
- [ ] Pliers
- [ ] Allen wrench set
- [ ] Grease pencil or marker
- [ ] Soldering iron and solder
- [ ] Hacksaw, Jigsaw or Tablesaw  
(with carbide-tipped blade)

- [ ] Wire cutters
- [ ] X-Acto knife
- [ ] Electric drill
- [ ] 1.125" drill bit (buttons)
- [ ] 7/32" drill bit (trackball)
- [ ] Router
- [ ] Sandpaper, 180 grit
- [ ] Electrical tape or heat-shrink tubing