

NAMCO®

TECHNICAL BULLETIN

QUICK & CRASH

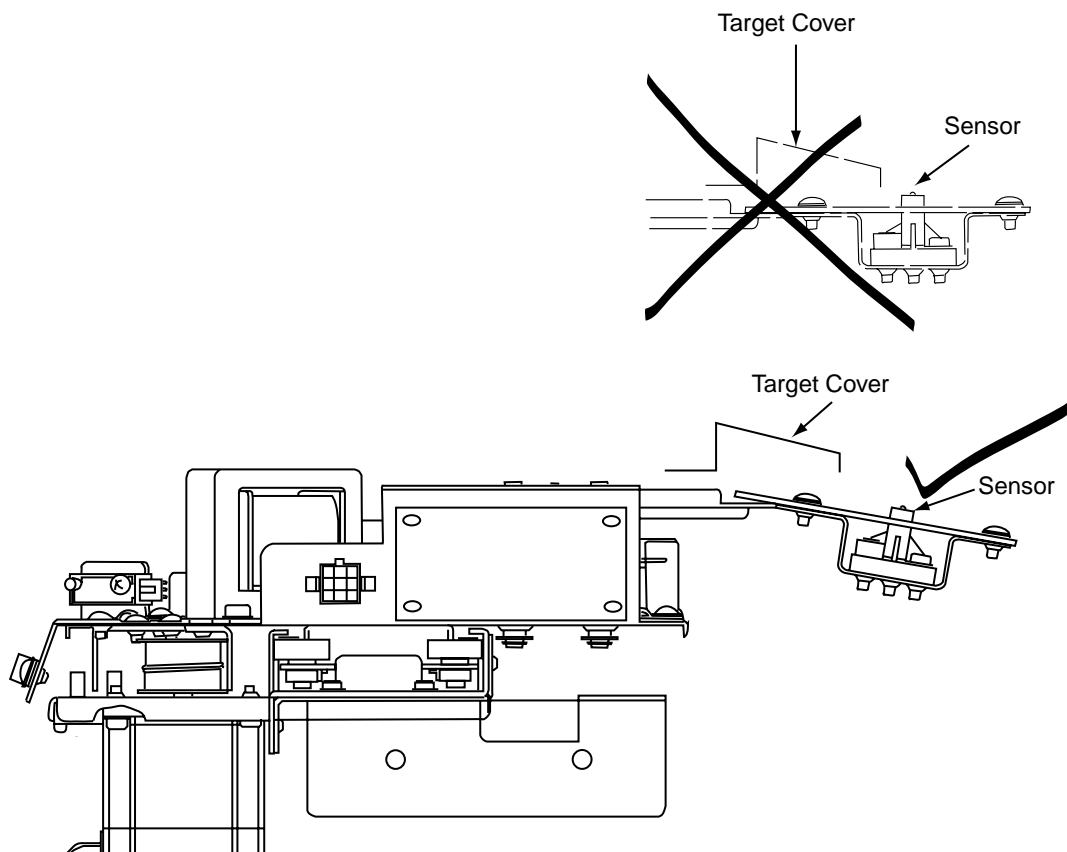
We have become aware of a possible problem on a small quantity of games recently shipped, whereby the Flat Target Photo Sensor may become damaged and fail to work.

PROBLEM

The Flat Target should be angled downwards by approx. 10°. On some games the Flat Target is horizontal and the Photo Sensor is hitting the Target Cover when the solenoid activates the target. This may cause the lens of the Photo Sensor to be damaged and destroy the sensor.

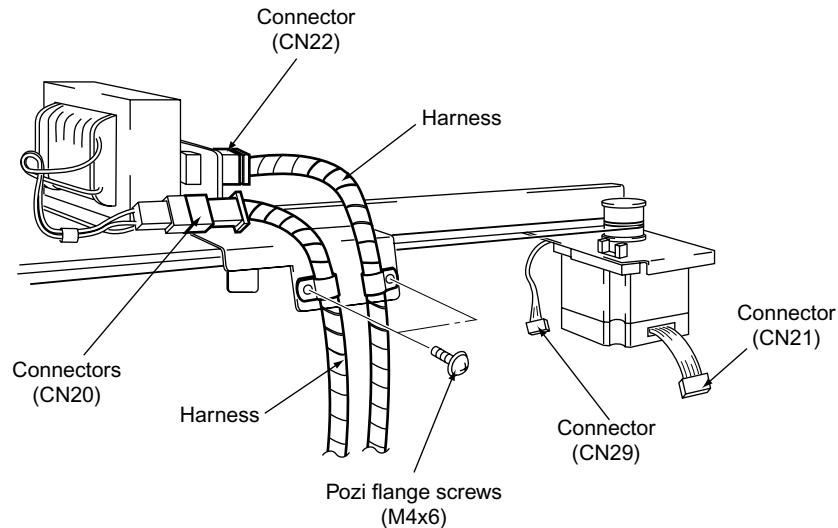
Please check both Flat Targets (upper & lower) to prevent possible future problems and maintain game income.

The following pages describe the procedure to check and if necessary correct the problem.



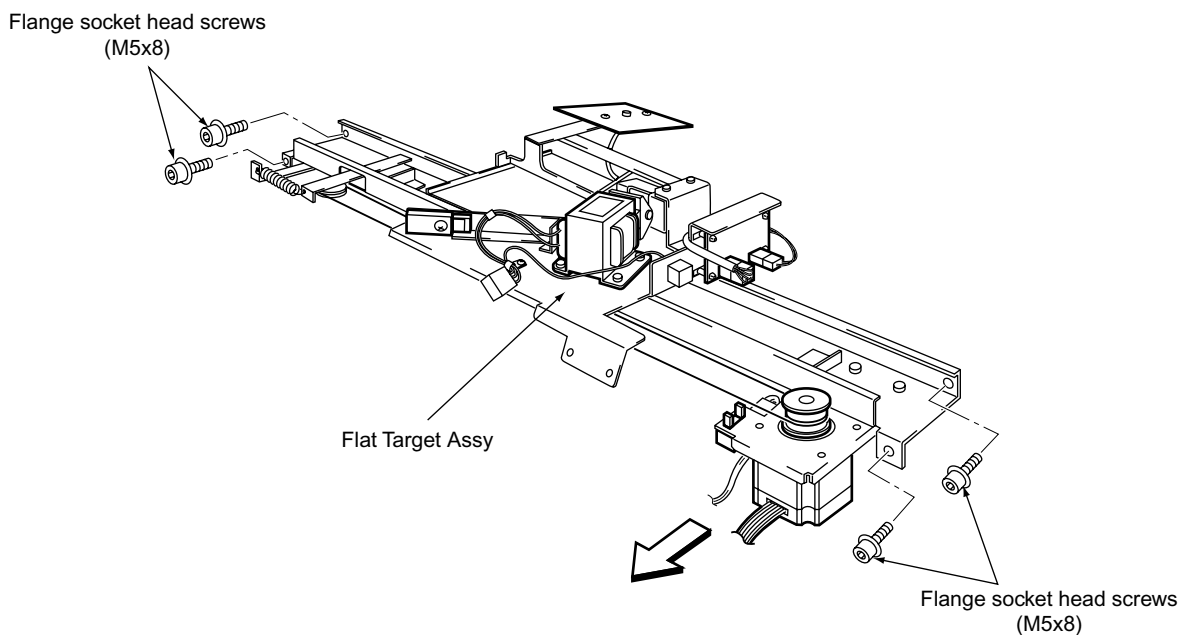
The Upper and Lower Target Assemblies are different.
Ensure that they are replaced in the correct positions

1. Remove the upper rear door from the Target Cabinet.
2. Disconnect the connectors (CN20) and (CN22), remove 2 off pozi flange head screws (M4x6) to release the harnesses.

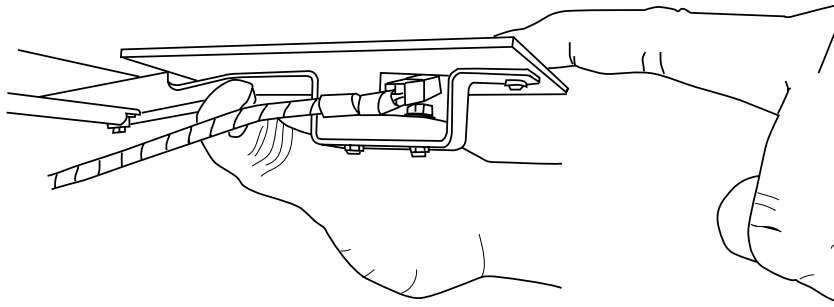


3. Disconnect the connectors (CN21) and (CN29).
4. Remove 4 off (2ea left and right) flange socket head screws (M5x8) and remove the Flat Target Assy.

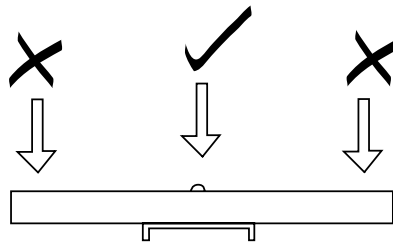
Note: When removing the Flat Target Assy from the cabinet, slide the motor side of the Flat Target Assy in the direction of the arrow, as shown in the diagram below, being careful that it does not come in contact with any other parts of the Target Cabinet.



5. If the Target needs adjusting, bend downwards by placing a thumb underneath the rear of the target and pressing down at the front.



Note: Take care when bending the target not to twist it.



6. Refit the Target Assembly to the cabinet.
7. Operate the Target Solenoid by hand and check that the Photo Sensor is clear of the Target Cover by 5~10mm.
8. Refit the Upper Rear Door and test the game. (Refer to section 6-3 page 42 of the Operators Manual)