# Heat Wave

Owners Manual

# 2 Player Heat Wave Water Race Game

## Overview:

Power Requirements:     100-240 VAC 50/60 Hz

Water System:

The water system is a self contained recirculating system, consisting of a:
12 VDC pump.
4-5 Gallon reservoir tank.
Screen mesh filter.
(2) 12 VDC water solenoids

Note: 4-5 Gallons of clean water in the holding tank is required for the water system to function properly, frequent cleaning of the filter and changing the water will insure a long life for the unit. It is recommended that distilled water be used to help reduce game maintance.

Electronics:

This unit is controlled by 1 main controller board.
The LED light poles are controlled by their mating target bulbs.

All other functions are controlled by this main board.
Power for the electronics are located on a 12 VDC power supply unit located in the rear of the game above the outlet box.

# Game Set Up

1. Select the location for game placement.

2. Remove the box covering the game.

3. Remove the seat floor plate from the back of the game and set aside for installation later on.

4. Carefully remove the game from it's packing skid.

**\*Note- This operation may require three or, four people as this game is <u>Heavy</u>.  To assist in moving this game off of the skid it may require the use of a suitable dolly. Also, if the game is to be moved more than a couple of feet it is recommended to use a four wheel dolly under the center of the game.**

5. Open the rear door and remove the seat bench that is screwed to the game cabinet floor. *The game keys can be found "zip tied" to the bottom of gun #1.*

6. Place game in the final location.

**\*Note- While most servicing is done through the front of the game it is recommended to leave at least 12" in the rear of the game to allow access.**

7.  Carefully remove shrink wrap protecting game.

8. Remove the 4 wood wedges securing the top into position.

**\*Note- Do not discard this hardware as it will be used to secure the top in the upright position.**

9. Lift the front edge of the top marquee and carefully slide it forward until the first set of mounting holes line up. When the holes are lined up have a second and/or third person place the carriage bolts in the front holes. Place the washers and nuts but, do not tighten up at this time.

10. Once the front carriage bolts are installed. Carefully lift the marquee up into place. The marquee will "hinge" up rotating on the front carriage bolts. The pack support pillow can be discarded at this time.

11. When the marquee is just about upright have someone carefully guide the wires of the marquee through the hole in the lower cabinet.

12. Once the marquee is stood up in place. Install the back carriage bolts. Tighten all nuts at this time.

**\*Note- Some model games may have had a third hole in the center. If your game has a third hole. Install the carriage bolts into this position. These extra carriage bolts can be found in the coin drop box.**

13. Slide the seat floor plate underneath the front of the game cabinet.

14. Open the lower coin box drop door. The will allow access to the mounting holes for the seat floor plate.

15. Line up the holes in the cabinet with the holes in the seat floor plate. Install the (2) bolts provided. *This hardware can be found located in the coin drop box..*

16. Place the seat bench onto the floor plate and line up the mounting hole. Install the (4) bolts provided. *This hardware can be found located in the coin drop box..*

17. Plug the power cord into a suitable AC outlet.

18. Remove the black grate covering the tank reservoir.

19. Throughly clean tank of any debris.

20. Using a bucket fill the reservoir with 4-5 gallons of water.

**\*Note- While any water can be used. It is recommended that distilled water be used. This will help reduce maintenance and spotting as distilled water has less minerals that cause build up.**

21. Replace black grate.

22. Open the front door to access the water pump system.

23. Attach a small garden hose to the fitting located on the front of the water pump assembly. The other hose end should be run into a bucket.

24. Turn the game on. *The power switch is located in the rear of the game behind the access door.*

25. At this point it will be necessary to "purge" the water system of air.

26. To purge the system simply coin up both player stations for operation. When the game starts

slowly open the blue handle valve. This will allow water to run through the hose into the bucket.

Run the water till it comes out with a smooth stream with no air. When you have a smooth stream slowly close the blue valve. This will start transferring the water to the guns.

Run the water through the guns until they stop ''sputtering' and a smooth steady stream comes from the nozzle.

 **\*Note-This operation may require one or, two game plays to completely purge the system of air.**

27. Remove the garden hose from the game.

**\*Note-To reduce the chance of spilling. It is recommended to place a folded paper towel underneath the fitting when removing the garden hose. Also, once the hose it removed immediately lift the hose away from the game and to a level higher than the bucket. This will allow all water to run from the hose into the bucket.**
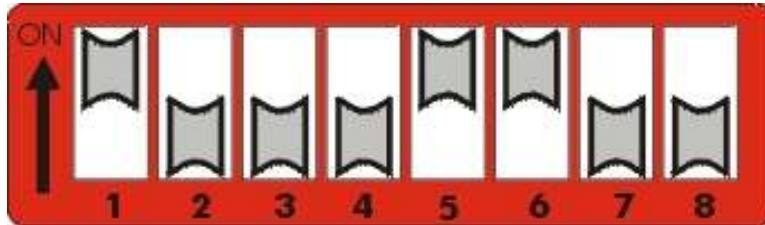
28. Turn game off as soon as pumping action stops.

29.  Set game play "dip switch" options for your required use. These setting can be found in the programming area following these set up instructions.

30. Power game up and test game play.

# Redemption Default

## Dip Switch Settings for Heat Wave



| Switch #1 and #2  Coins Per Play: | 1 Off, 2 Off | = Free Play |
| | 1 On, 2 Off | = 1 Quarter per play* |
| | 1 Off, 2 On | = 2 Quarter per play |
| | 1 On, 2 On | = 3 Quarter per play |

| Switch #3 and #4 Win Tickets and Mercy Tickets | 3 Off, 4 Off | = 5 Tickets to Winner, 3 Mercy* |
| | 3 On, 4 Off | = 10 Tickets to Winner, 5 Mercy |
| | 3 Off, 4 On | = 15 Tickets to Winner, 8 Mercy |
| | 3 On, 4 On | = Programable Ticket Payout (see procedure) |

**Switch #5**               Reserved

**Switch #6 Track Length**

<u>**Factory Set Do Not Alter**</u>
*Off       = 2980*
*On       = 2000\**

**Switch #7**               Water attract mode On/Off*

**Switch #8 Attract Sound**      Off    = Enable*
                    On    = Disable

*Indicates factory defalts

# Setup procedure for programmable software for the redemption games.

Version # RDEMPTL.1.80 is set up for a ticket payout from 0 to 30 for the winner and a ticket payout from 0 to 30 for mercies.

Procedure for setup of the new software:

1. Power the game down and set the dip switches on the main board to the following settings: **#3 ON #4 ON**
2. Hold down on the trigger button for player #1 and turn the game on.
3. The buttons will flash a few times, when they stop flashing release the trigger button.
4. The game is now in configuring mode ready for ticket payout changes.
5. To change to payout for the winning player press the trigger button (on player #1) once, the lamp inside of the trigger button will flash indicating the amount of payout.
6. Each subsequent press of the button will advance the ticket count by one. The lamp will flash the number of times that the ticket payout is set for. You must wait for the lamp to finish flashing before you can increment the ticket payout.
7. Continue to do so until you have reached the desired payout maximum of 30 tickets. If you go beyond your payout amount you will need to cycle through the ticket count. It will roll over when you reach 30 tickets.
8. To set the amount of mercy tickets you will use the same procedure for setting the winning tickets by pressing the trigger buttons on player #2.
9. Once the desired amount for winning and mercies are reached power down the game wait 10 seconds and power the game back up. After the posting process finishes you are now ready to play games with the new ticket payout.

# Parts List

Electrical:

<div style="text-align:right">Part#</div>

| | |
|---|---|
| Main Control PCB | WR/REDEMPCB.3 |
| Thermometer Bulb PCB | WR/THERM/ASSY |
| Thermometer Shaft PCB | WR/SHAFT/ASSY |

Fuses:

Main power "IN" fused by a 1.25" X .25" 7.5 amp glass tube fuse.
Water pump is fused by 2 automotive mini blade 7.5 amp fuses.
Top header back lamp is fused by an automotive mini blade 7.5 amp fuse.
Water solenoids are fused by an automotive mini blade 3 amp fuse.
Individual players are fused by an automotive mini blade 2 amp fuse.

Lamps:

| | |
|---|---|
| Player ready lamps (located in the gun switch assembly) | WR/GUNREADY/LP |
| Top chase lamps. | LAMP24V6W |
| Low ticket lamps | TICKETLOW/LIGHT |

Switches:

| | |
|---|---|
| Trigger push-button | WR/GUNREADY/SW |
| Target switch actuator | SW/MAG/ACTPRX+8100 |
| Target switch sensor | SW/MAG/SENSORPRX+8200 |
| On/Off Switch | WR/SW125V125V15A |

Water System:

| | |
|---|---|
| Pump | WR/FLOJET/PUMP |
| Strainer | WR/FILTER |
| Water solenoids | WR/SOLEN12/UL |
| Gun tip | WR/GUNNOZZLE |
| Gun cover w/switches | WR/GUNCOVER |

# Troubleshooting

| Symptom | Possible Cause | Solution |
|---|---|---|
| **Game starts but no water comes out of the guns** | **Tank water level may be low**<br>**Valve on filter may be closed**<br>**Filter may be clogged**<br>**Tip of gun barrel may be clogged**<br>**Fuse to water pump may be blown**<br>**Fuse to water solenoids may be blown**<br>**Faulty water pump**<br>**Faulty solenoids**<br>**Faulty main board** | **Check level and fill if necessary**<br>**Check valve**<br>**Inspect filter clean or replace**<br>**Clean nozzle using paper clip**<br>**Check fuse replace if necessary**<br>**Check fuse replace if necessary**<br>**Check and/or replace**<br>**Check and/or replace**<br>**Check and/ or replace** |
| **Display Columns won't go up** | **Faulty target switch**<br>**Faulty main board**<br>**Faulty or disconnected target harness** | **Check target switch & spring**<br>**Check and/or replace**<br>**Check and/or replace** |
| **Game starts by itself** | **PCB memory corrupt** | **Reset memory by powering game up with player #2 buttons depressed** |
| **Sound Problems**<br>No Sound<br>Low Sound | **Low volume**<br>**Faulty speaker**<br>**Faulty main board**<br>**Speaker harness disconnected** | **Check and adjust volume**<br>**Check and/or replace**<br>**Check and/or replace**<br>**Check and/or repair** |
| **Game does not power up** | **Game not plugged into AC outlet**<br>**Main game power switch turned off**<br>**Main fuse blown**<br>**Faulty power supply**<br>**Faulty main board** | **Check cord, plug in if necessary**<br>**Check switch, turn on if needed**<br>**Check and/or replace**<br>**Check and/or replace**<br>**Check and/or replace** |

**If you have any questions or comments, please contact our service department at:**
**1-702-253-6794**
**or**
**ahs@coastalamusements.com**