



**PLEASE READ ALL INSTRUCTIONS BEFORE  
OPERATING THIS MACHINE**

**TRIGGER HAPPY IS AN EXCITING NEW SHOOTING GALLERY  
GUN GAME FROM FUN INDUSTRIES. THIS MACHINE IS  
DESIGNED TO DISPENSE 2" PRIZES AS WELL AS TICKET  
REDEMPTION AND CAN ALSO BE SET TO DISPENSE NOTHING  
AT ALL. PLAYERS WILL GET A CHANCE TO SHOOT A  
PROGRAMMED NUMBER OF SHOTS AT A MOVING TARGET  
WITH REAL WESTERN SOUND EFFECTS. BONUS PRIZE AND  
SHOT VALUES MAY ALSO BE PROGRAMMED. THIS MACHINE  
IS SURE TO BE A HIT WITH EVERYONE OF ALL AGES IN YOUR  
LOCATIONS. THE FOLLOWING PAGES WILL INSTRUCT YOU  
ON SETTING UP YOUR MACHINE AS WELL AS PROGRAMMING  
AND SERVICE/PARTS ISSUES.**

**FUN**  
INDUSTRIES INC.

627 15th Avenue  
East Moline, IL 61244

800-747-1144 • Ph. 309-755-5021  
Fax: 309-755-1684

e-mail: [sales@funindustries.com](mailto:sales@funindustries.com)  
[www.funindustries.com](http://www.funindustries.com)

© Fun Industries, Inc. 2005

## INSTALLING GUN:

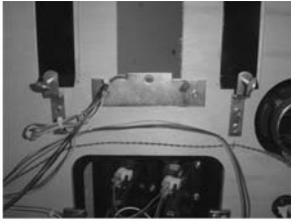


FIG.1

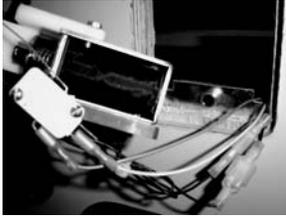


FIG.2

TO INSTALL THE GUN MECHANISM, REMOVE THE RETAINING BAR ON THE FRONT OF THE CABINET BY LOOSENING THE THUMB SCREWS LOCATED INSIDE THE COIN DOOR AT EACH SIDE OF THE GUN CUT-OUT ON THE FRONT CABINET PANEL (FIG. 1). AFTER LOOSENING THE THUMB SCREWS, LIFT THE RETAINING BAR UPWARD AND OUT OF THE MACHINE. LOCATE THE ORANGE AND YELLOW LEADS HANGING INSIDE THE CABINET NEAR THE CUT-OUT HOLE FOR THE GUN. ATTACH THESE TWO LEADS TO THE NORMALLY OPEN TABS OF THE MICROSWITCH MOUNTED ON THE GUN ASSY. THEN ATTACH THE BLACK AND RED LEADS HANGING INSIDE THE CABINET TO THE SOLENOID (FIG 2). NOW CAREFULLY INSERT THE FRONT END OF THE GUN THROUGH THE HOLE LOCATED ON THE FRONT OF THE CABINET. BE CAREFUL NOT TO DAMAGE THE WIRE LEADS ON THE SOLENOID AND SWITCH. AFTER THE GUN IS IN THE CABINET, INSERT THE PROVIDED CARRIAGE BOLT THROUGH THE HOLE IN THE BOTTOM OF THE MAIN CASTING AND FASTEN THE NUT TO THE INSIDE AND TIGHTEN SECURELY TO THE BACKING PLATE. REINSTALL THE RETAINING BAR AND TIGHTEN THE THUMB SCREWS.

## INSERT PLASTIC FIRING BALLS:

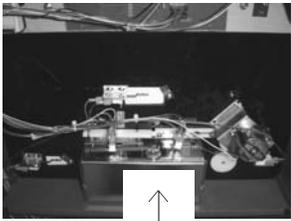


FIG.3

OPEN THE REAR UPPER DOOR AND LOCATE THE BALL LOADING TAB ON THE TOP OF THE SWINGING DOOR TARGET COVER (FIG 3). SLIDE THE TAB TO THE SIDE AND INSERT 5 BALLS INTO THE TARGET. THEN SLIDE THE COVER BACK IN PLACE. YOU HAVE BEEN PROVIDED WITH 10 BALLS. PUT THE EXTRA 5 BALLS IN A SAFE PLACE FOR FUTURE USE.

## FILLING PRODUCT:



FIG.4

### \*VENDING MODELS ONLY\*

THIS MACHINE IS DESIGNED TO VEND 49MM TOY CAPSULES OR SUPERBALLS. IT IS IMPORTANT THAT YOUR CHOICE OF CAPSULES VENDED MUST BE COMPLETELY ROUND. CAPSULES WITH A FLAT CAP WILL NOT ROLL TO THE FRONT OF THE CABINET PROPERLY. THE INSIDE BOTTOM SPACE OF YOUR CABINET SERVES AS THE PRODUCT HOPPER. TO FILL IT, SIMPLY DUMP CAPSULES OR SUPERBALLS THROUGH THE FRONT COIN DOOR (FIG. 4). YOU MAY ALSO FILL THE MACHINE FROM THE REAR BOTTOM CABINET DOOR.

**\*NOTE: UNITS WITH BILL ACCEPTORS MAY NEED FILLED FROM THE REAR BOTTOM CABINET DOOR\*** THIS MACHINE WILL HOLD ABOUT 1000 PIECES OF PRODUCT. **DO NOT OVERFILL YOUR MACHINE!**

## FILL DISPLAY AREA:



FIG.5

FILL THE PRODUCT DISPLAY AREA LOCATED ABOVE THE MAIN SCOREBOARD (FIG.5). OPEN THE REAR UPPER DOOR AND INSERT SEVERAL PIECES OF PRODUCT THAT YOU ARE VENDING OR REDEEMING FOR TICKETS. THE PRODUCT DISPLAY BOX IS HINGED AND FASTENED WITH A THUMB SCREW FOR EASY CLEANING PURPOSES.

## INSTALLING TICKETS:



FIG.6

### **\*TICKET MODELS ONLY\***

TICKETS ARE FILLED FROM THE FRONT OF THE MACHINE. OPEN THE TICKET DOOR AND FILL THE REMOVEABLE 4000ct HOPPER LOCATED ON THE RIGHT SIDE OF THE CABINET (FIG. 6). ONCE THE TICKET HOPPER IS FULL, FEED THE NEW TICKETS INTO THE DISPENSER AND LOCK THE DOOR.

## INSTRUCTION CARD:



FIG.7

YOUR MACHINE HAS A GENERAL INSTRUCTION CARD TAPED TO THE UNDER SIDE OF THE MAIN GLASS (FIG. 7). THIS CARD WILL TELL THE PLAYER DIFFERENT ASPECTS OF THE GAME SUCH AS TOTAL SHOTS AND SCORES FOR VENDING AND BONUS OPTIONS. YOU MAY WANT TO CHANGE THIS CARD TO REFLECT YOUR PROGRAM SETTINGS. A SHEET OF EXTRA CARDS IS INCLUDED IN YOUR MANUAL. YOU MAY CUT ONE OF THESE OUT AND RECORD THE CORRECT PARAMETERS ON IT AND INSTALL IT TO THE UNDER SIDE OF THE GLASS. YOU MUST REMOVE THE GLASS FROM THE CABINET BY FIRST UNPLUGGING THE TARGET MECHANISM AT THE REAR DOOR AND CAREFULLY LIFTING IT UP AND OUT OF THE CABINET. THEN PULL THE MAIN GLASS OUT THE REAR OF THE CABINET, ATTACH YOUR NEW INSTRUCTION CARD AND REASSEMBLE IN OPPOSITE ORDER.

## VENDING ASSEMBLY

REMOTE FEED  
BUTTON  
& RELAY



FIG.8

### **\*VENDING UNITS ONLY\***

THE VENDING UNIT (FIG. 8) FOR YOUR MACHINE IS LOCATED IN THE BOTTOM REAR OF THE CABINET. IT CONSISTS OF AN INITIAL VEND MOTOR WITH AN ACRYLIC WHEEL AND A SECONDARY MOTOR AND CHAIN ASSEMBLY. WHEN VOLTAGE IS SENT FROM THE SC1770U CPU ON THE WALL TO THE INITIAL VEND MOTOR, IT ROTATES AND DISPENSES A PRIZE INTO THE SECONDARY VEND ASSEMBLY AT WHICH TIME A SWITCH IS ACTIVATED SENDING VOLTAGE TO THE SECONDARY VEND MOTOR THROUGH THE RELAY MOUNTED ON THE REAR OF THE VENDOR HOUSING. THE PRIZE IS THEN PROPELLED TO THE FRONT OF THE GAME IN A STEEL CHUTE. ALONG THE WAY THE PRIZE ACTIVATES A MICROSWITCH IN THE STEEL CHUTE AND THE VOLTAGE TO THE VENDOR IS TERMINATED. IF YOUR VENDOR SHOULD JAM DUE TO BROKEN PRODUCT OR ANY FAILURE, A REMOTE POWER BUTTON IS LOCATED NEAR THE RELAY. USE THIS BUTTON TO FEED POWER TO THE VEND MOTOR MANUALLY TO HELP CLEAR ANY JAMS.



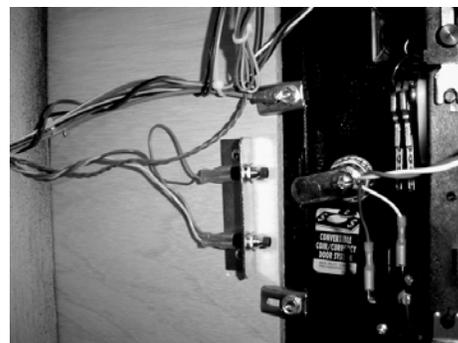
## **BASIC GAME PLAY**

**TURN THE MACHINE ON WITH THE MAIN POWER TOGGLE SWITCH LOCATED ON THE REAR OF THE CABINET. COIN THE GAME UP WITH THE PROPER AMOUNT OF COINS AS PROGRAMMED ON PROGRAM OPTION #3 (SEE PROGRAM INSTRUCTIONS). UPON COIN UP, YOUR MACHINE WILL RESET TO THE AMOUNT OF SHOTS AS PROGRAMMED ON OPTION #7. AT THIS TIME IT MAY OR MAY NOT DISPENSE A PRIZE OR TICKETS AS DETERMINED BY THE FIRST PRIZE DISPENSED OPTION #5. ONCE A PRIZE HAS BEEN DISPENSED, THE "WINNER" LAMP ON THE FRONT CABINET PANEL WILL FLASH REPEATEDLY. THE TARGET WILL BEGIN ITS MOVEMENT AS WELL AS THE 10X BONUS RAMP ON THE MAIN PLAYFIELD PAN. A SHOT FIRED AT ANY OF THE TARGETS WILL BE RECORDED ON THE SCOREBOARD ABOVE. THE 10X BONUS TARGET WILL ONLY SCORE 1000 POINTS WHEN THE 10X BONUS LAMP IS LIT ON THE PLAYFIELD PAN. THIS WILL CYCLE ON AND OFF IN 10 SECOND INCREMENTS. YOU MUST USE THE 10X BONUS RAMP TO HIT THE BONUS TARGET. THE SCOREBOARD WILL CYCLE BACK AND FORTH DURING GAME PLAY TO DISPLAY SHOTS LEFT AND TOTAL SCORE. DEPENDING ON YOUR OVERALL PROGRAM SETTINGS, BONUS SHOTS AND/OR PRIZES MAY BE AWARDED DURING GAME PLAY. THE MACHINE WILL NOT ACCEPT NEW COINS UNTIL ALL PRIZES AND/OR TICKETS WON FROM THE PREVIOUS GAME HAVE BEEN DISPENSED. THE VENDING UNIT HAS A BUILT IN TIMER THAT WILL SHUT POWER OFF TO THE VENDING UNIT IF NO PRIZE HAS BEEN DISPENSED WITHIN A 2 MINUTE PERIOD AND THE "OUT OF PRODUCT" LAMP WILL LIGHT. THIS WOULD INDICATE THAT YOUR MACHINE NEEDS FILLED OR THE VENDOR HAS POSSIBLY JAMMED WITH BROKEN PRODUCT. IF YOUR MACHINE DISPENSES TICKETS AND NEEDS FILLED, THE "OUT OF PRODUCT" LAMP WILL ALSO LIGHT AT THAT TIME. AFTER INSPECTING THE MACHINE, YOU MUST TURN THE POWER OFF AND BACK ON TO RESET THE UNIT. THIS MACHINE HAS AN ATTRACT SOUND SEQUENCE THAT REPEATS A MESSAGE EVERY 30 SECONDS. IF THIS IS NOT DESIRED YOU MAY TURN THE ATTRACT SOUND OFF BY ALTERING PROGRAM OPTION #11.**

**FOR ASSISTANCE CALL OUR SERVICE DEPARTMENT  
TOLL-FREE@ 1-800-747-1144**

## PROGRAMMING INSTRUCTIONS

TO PROGRAM YOUR MACHINE, LOCATE THE TWO PROGRAMMING BUTTONS INSIDE THE FRONT COIN DOOR (FIGA). THEY ARE MOUNTED ON THE INSIDE CABINET WALL TO THE RIGHT HAND SIDE OF THE COIN DOOR. THE UPPER BUTTON WILL TAKE YOU THROUGH THE PROGRAM OPTIONS AND VALUES WHILE THE BOTTOM BUTTON WILL CHANGE THE VALUE OF ANY GIVEN OPTION. ALL PROGRAM OPTIONS AND VALUES ARE DISPLAYED ON THE MAIN SCOREBOARD. WHEN PROGRAMMING TAKE NOTE THAT PUSHING THE TOP BUTTON WILL TAKE YOU THROUGH EACH OPTION AND DISPLAY ITS VALUE WITH THE NEXT PRESS OF THE BUTTON.



**FIGA**

*EXAMPLE: PRESS THE BUTTON ONCE AND NOTICE 00001 ON THE SCOREBOARD DISPLAY. THIS SIGNIFIES THAT YOU ARE ON OPTION #1. PRESS THE TOP BUTTON AGAIN AND NOTICE THE DISPLAY READS 45999. THIS WOULD BE THE VALUE OF OPTION #1.*

TO CHANGE THE PROGRAM VALUES OF YOUR GAME, PRESS THE TOP BUTTON REPEATEDLY TO CYCLE TO THE APPROPRIATE OPTION. THEN PRESS THE TOP BUTTON ONCE MORE TO DISPLAY THE VALUE. CHANGE THE VALUE BY PRESSING THE BOTTOM BUTTON. YOU MUST THEN CYCLE THROUGH ALL REMAINING PROGRAM OPTIONS WITH THE TOP BUTTON TO RETURN TO PLAY MODE. PROGRAM OPTIONS ARE LISTED BELOW.

OPTION#	DESCRIPTION	FACTORY SETTING	MAXIMUM
1	COIN COUNTER	N/A	N/A
2	PRIZE/TICKET COUNTER	N/A	N/A
3	COINS REQUIRED	2/1	8
4	VENDOR/TICKETS ON/OFF	1=ON	0=OFF
5	FIRST PRIZE/TICKET SCORE	0/2000	50,000
6	BONUS PRIZE/TICKET SCORE	15,000	50,000
7	SHOTS PER GAME	15	50
8	BONUS SHOTS SCORE	10,000	50,000
9	BONUS SHOTS	5	50
10	FREE GAME SCORE	50,000	50,000
11	ATTRACT SOUND	1=ON	0=OFF
12	TICKETS JUST FOR PLAYING	3	10
13	TICKETS FOR OPTION #5	25	100
14	TICKETS FOR OPTION #6	500	5000

**\*\*\*OPTIONS #12 THRU 14 ARE FOR TICKET MODELS ONLY\*\*\***

# **TROUBLESHOOTING**

## **SYMPTOM**

## **POSSIBLE CAUSE/SOLUTION**

**1. NO POWER**

**-REAR POWER SWITCH OFF  
-BROKEN OR UNPLUGGED MAIN POWER CORD  
-FUSE BLOWN ON SC1770U CPU**

**2. NOT VENDING**

**-CHECK PROGRAM SETTINGS  
-OUT OF PRODUCT, FILL HOPPER  
-VENDOR JAMMED, USE MANUAL FEED BUTTON**

**3. NOT DISPENSING  
TICKETS**

**-CHECK PROGRAM SETTINGS  
-OUT OF TICKETS, FILL HOPPER  
-TICKET MECH JAMMED, CLEAN MECH**

**4. GUN MISFIRING**

**-CHECK PROGRAM SETTINGS  
-FOREIGN PARTICLES IN GUN, REMOVE AND CLEAN  
-FIRING TOO FAST, SHOOT SLOWLY  
-POSSIBLE WORN PART IN GUN, CALL FOR SERVICE**

**5. TARGET INACTIVE**

**-LOOSE SET SCREW ON PLAYFIELD MOTOR PULLEY  
-LOOSE ELECTRICAL LEAD ON PLAYFIELD MOTOR  
-LOOSE SET SCREW ON SWINGING DOORS  
-FAILED PLAYFIELD MOTOR**

**6. NOT SCORING**

**-TARGET SWITCHES MAY NEED ADJUSTED  
-FAILED TARGET SWITCH**

**FOR ASSISTANCE CALL OUR SERVICE DEPARTMENT  
TOLL-FREE@ 1-800-747-1144**