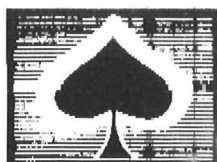
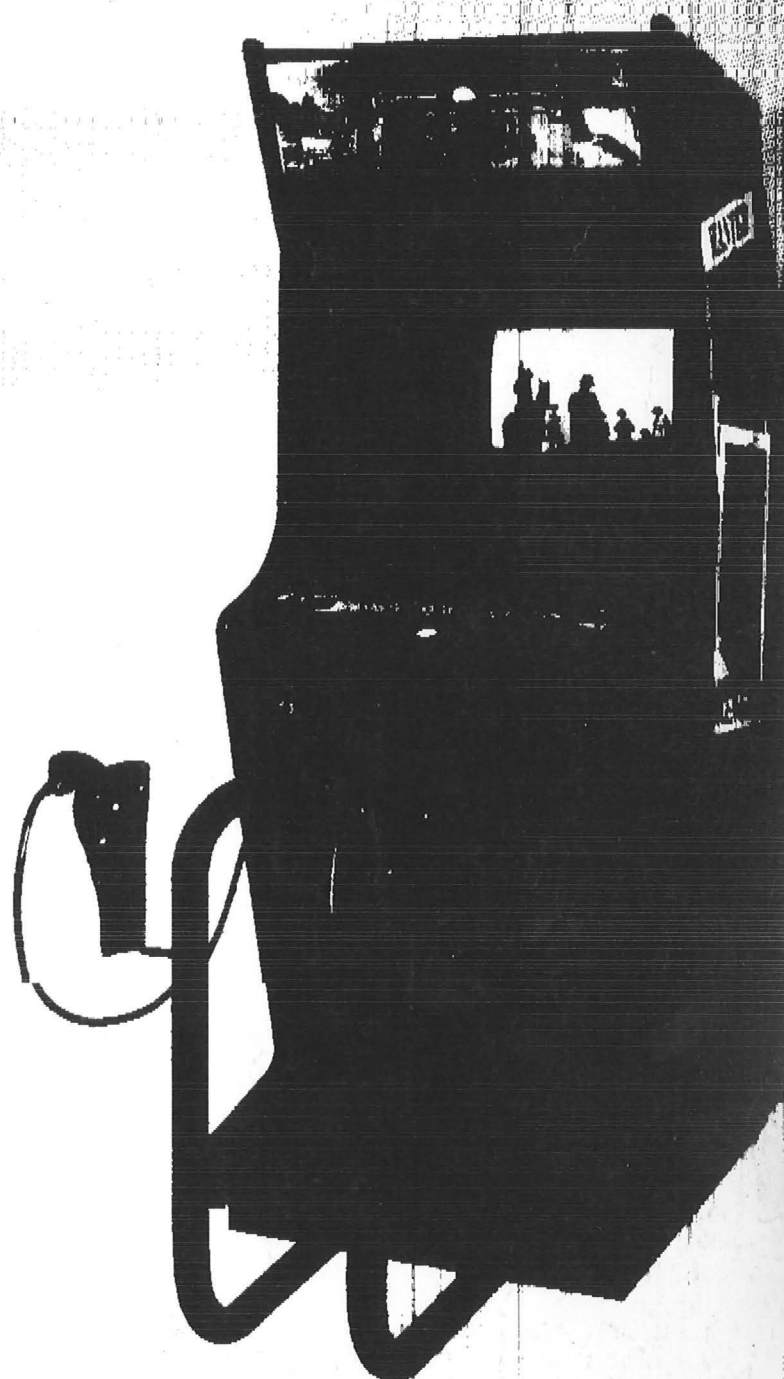
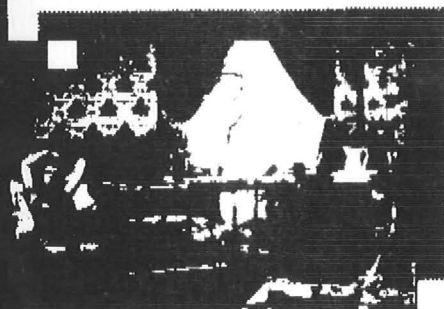
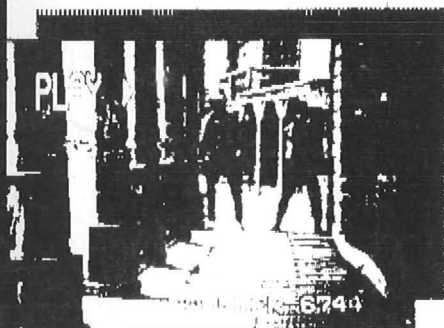
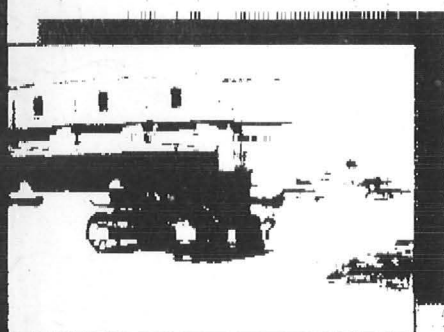


THE WESTERN MAGIC LASER

TECHNICAL HANDBOOK



Env. Rem. 17.21
48013 Bilbao
Tfno. (94) 442 30 66
Fax (94) 442 04 72

DIMENSIONES DIMENSIONS

ALTO HEIGHT	ANCHO WIDTH	FONDO DEPTH
17	17	2415

* Zorton Brothers *

PICMATIC

UNPACKAGE AND ASSEMBLY

This amusement game (THE WESTERN MAGIC LASER) is disposed in two parcels: Each of them contains:

- A) Monitor module MAGIC LASER
- B) Front cabinet.

Once taken them out, place the front cabinet in the lower side of the Magic Laser. Its's ancholcs is to be done with two screws.

CORRECT CONNECTION

Finished with the assembly, we will see how this equipment should be connected.

-First we will refer to the monitor module.

In the above monitor module is situated the game's base. From it leaves the euroconnector that will be connected with the television set.

ATTENTION

PLUG THE MACHINE ONLY IN A MESH WITH THE REQUESTED VOLTAGE.

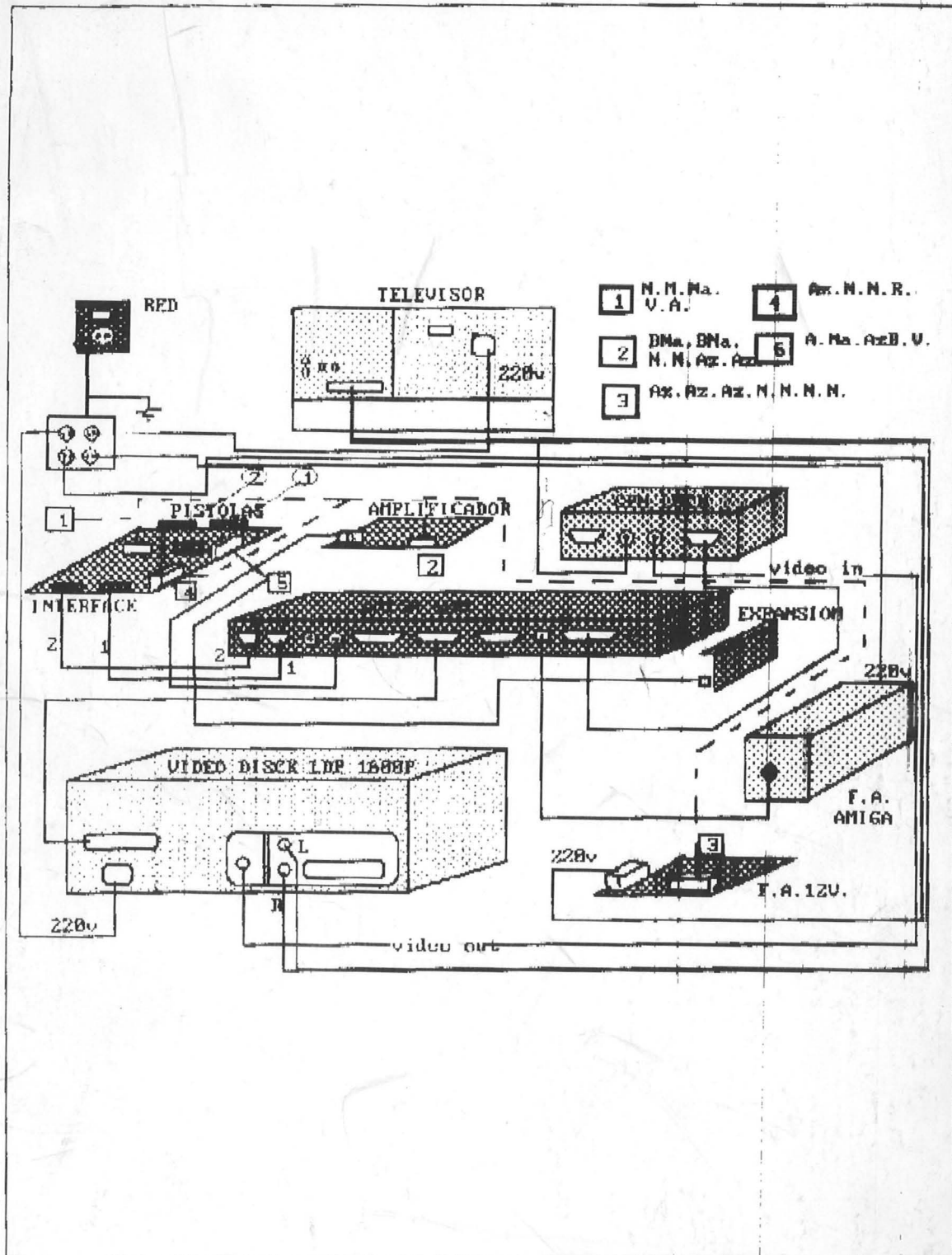
The voltage for the work of this machine is fixed in 220v, 50hz.
Make sure that it is compatible with your areas mesh voltage.
Its connection to a wrong voltage, can cause serious damages to the machine.

As simple demonstration, we will see in the next diagram, how the game console is distributed, and its' connection.

((0))

Zorton Brothers

PICMATIC



(0)

Zorton Brothers

PICMATIC

In the frontal side is the coin mechanism, to which three pipes are burlled. This pipes are connected with their opposites, so that we will have two identical pipes corresponding to each of both pistols (Figure 2) that take an earthencable, which is to place in the chassis with a white connector (Figure 1), which takes all the mesh connection. (For the coin mechanism, test, players, lighting...) This connection is shown in figure 3.

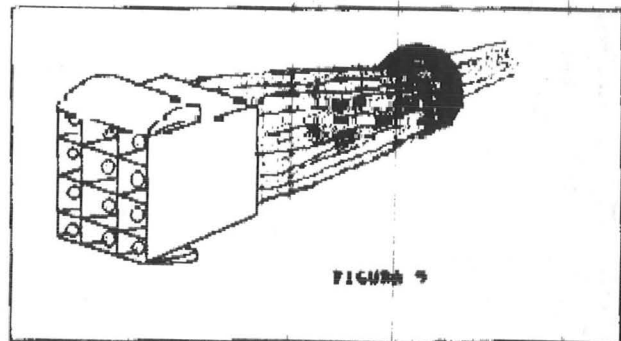
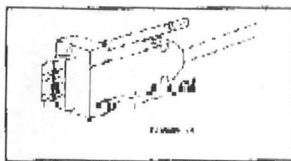
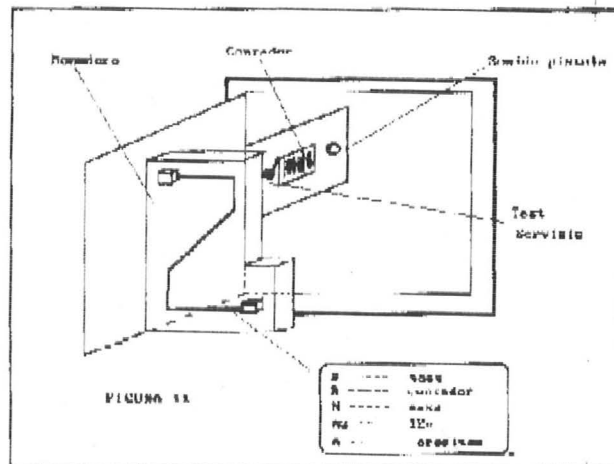


FIGURE 2



After these considerations we only have to connect our game to the main mesh.

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PICMATIC

GENLOCK	
2NEXT	1PROOF

ADJUSTEMENT

CREDITS	
2NEXT	1PROOF

ACCOUNTING	
2NEXT	1PROOF

TOTAL

FINAL

SOUNDS IN ATTRACTION	
2NEXT	1PROOF

ACTIVATED
ONCE PER 2 TIMES
ONES PER 3 TIMES
ONCE PER 4 TIMES
OFF

GOES OUT	
2NEXT	1PROOF

Now we have to press 1
to begin the game.

Finished the programming, we will put the pistols to the
test by activating the credits button.