UNPACKAGEN 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' 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.

ATENTION
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 actual 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.
Zorton Brothers

In the frontal side is the coin mechanism, to which three pipes are buried. 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 chasis 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.

After these considerations we only have to connect our game to the main mesh.
BEGINNING OF THE GAME

A. - Introduce the laser-disc in the Video-Disc.
B. - Connect the television set.
C. - Programming.

C. - PROGRAMMING

For being able to begin the game, first we need to know, how it is programmed.

In the front cabinet there is a test switch, which has to be activated for being able to programme the game.

In the television set will appear some messages, which can be changed with the 1 or 2 players' button.

1 GOES OUT
2 ALIGN
FIRE

1 GOES OUT
2 CHANGE
EASY
MIDDLE
DIFFICULT

1 GOES OUT
2 CHANGE
PULS
CREDIT
BONUS
CONTINUATION
GOES OUT
Finished the programming, we will put the pistols to the test by activating the credits button.

Now we have to press 1 to begin the game.