

Kiddie Coaster Troubleshooting Manual



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1) Proper Game Start Up:

- a) Coaster will home to level position (slight rocking).
- b) On the screen you will see the Sony DVD start up screen (see fig.#1)
- c) On screen you will see the Gemini coaster (it should on go to the first turn and then the game will stop, see fig.#2).
- d) On screen game will display “PLEASE STANDBY” (see fig.#3), then after a short while it will go into normal attract mode.



2) Troubleshooting:

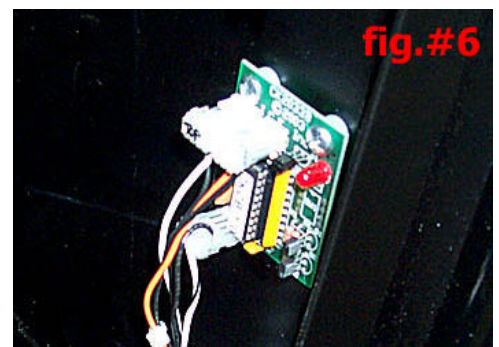
a) Game displays “Cannot Read Disc” Error:

- i) Try a non Kiddie Coaster DVD (movie, sitcom, etc.) in the games DVD player. While doing this you will need to disconnect the transmitting sensor from the front of the DVD player. (see fig.#4).
- ii) If the DVD plays properly in the Kiddie Coaster, then replace the Kiddie Coaster game disc.
- iii) If the DVD disc doesn't work then try cleaning the DVD player lens (use a clean Q-Tip and denatured alcohol, see fig.#5).
- iv) If the DVD player still doesn't read the DVD disc after cleaning then you will need to replace the DVD player.



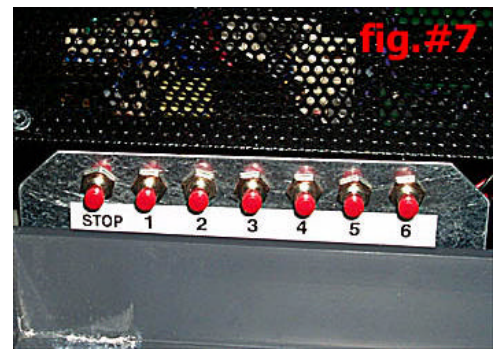
b) Game Does Not Coin Up:

- i) Check switch and harnessing between switch and coin board.
- ii) Check coin board for power and proper operation (LED on the coin board should alternate continuously on for one sec., and off for one sec.). If the LED is not flashing or flashing erratically then try replacing the coin board (see fig.#6).
- iii) Check wiring from coin board to black box.
- iv) Check coin board input signal (on connector P1 measure across pins 1 & 4). You should see a change in voltage (0 to 5 vdc and then back to 0) when the game is coined up. If there is no change in voltage then double-check harness and connections to coin switches.
- v) Now check the coin board output signal (on connector P3 measure across pins 1 & 4) for the same change in voltage after game is coined up. If there is no change in voltage double-check harnessing and connections if those are good then try replacing the coin board.
- vi) If the coin board operates properly then the problem lies in the black box and replace black box.



c) **Game Runs Constantly After Initial Start Up:**

- i) The game may have credits built up in the black box's memory. To clear the credits from the black box's RAM, **WITHIN THE FIRST 15 SECONDS OF START UP** press the stop button (located with the programming buttons, see fig.#7) three times (one second on, one second off).



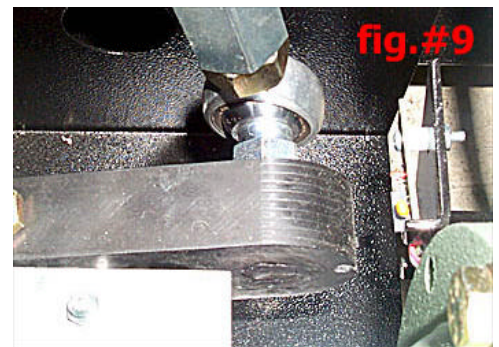
d) **Game's Motion Not Following The Action On The Screen:**

- i) Check harnessing and the connection with the black box (see fig.#8).
- ii) Allow Coaster game to run through 4 – 5 games and see if the coaster motion synchronizes with what is being shown on the screen.
- iii) Check the home Opto sensor and verify the silver notch on the drive arm on the gearbox side of motor (see fig.#9). Make sure there is no corrosion on the silver notch and the Opto is pointed at the notch when the game is in the home position.
- iv) Check the fan Opto and make sure the Opto is clean and spaced properly. Also make sure the “fan” is not wobbling and is rotating on the motor shaft properly (see fig.#10).
- v) Change the microprocessor on the main PCB (see fig.#11).
- vi) If problems continue replace black box.



e) **Game Not Moving At All:**

- i) Check switch on left side of black box. Make sure it is on (see fig.#12).
- ii) Check all harnesses to the DVD player and the black box. Especially make sure the DVD player has a black RCA plug plugged into the center channel on the DVD player (see fig.#13 for connection on the DVD player).
- iii) If the problem still persists replace black box.



f) **Monitor Displays Blue Screen:**

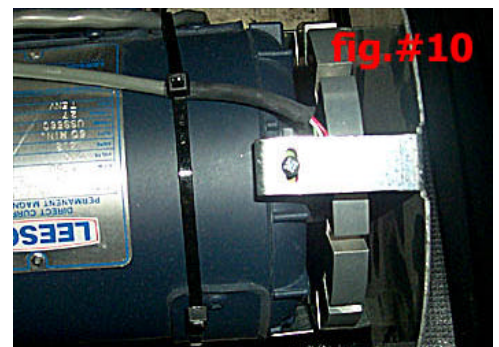
- i) Check the DVD player and make sure it has power.
- ii) Check connection to the TV monitor from the DVD player.

g) **Game Displays Blue Screen With Sony DVD Player Logo Moving On It:**

- i) The DVD player is in sleep mode, make sure the “Auto Power Off” option in the DVD player's programming is OFF.

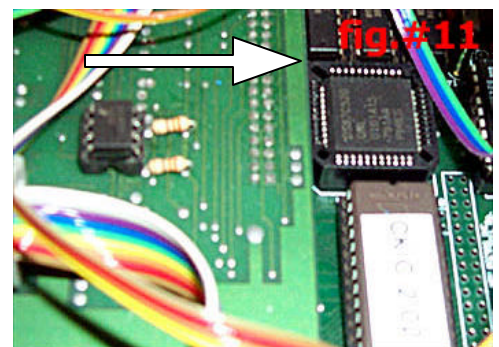
h) **On Power Up The Game Runs Through One Entire Coaster, Then The Game Freezes, And Then Displays Sensor Failure:**

- i) The black box cannot communicate with the DVD player. Make sure the infrared transmitter is connected to the black box properly and it pointed at the receiver on the front of the DVD player (see fig.#16).



i) **If The Game Displays These Errors:**

- i) “The disc will restart from current point”
- ii) “This disc will resume from current point”
- iii) “This button is not useable”



- iv) Or the ride is cut short, check the programming options in the DVD player, if they are correct then replace the black box.

3) DVD Player Wiring:

- a) Connect the yellow video cable to the “VIDEO 1” connector, located in the group of connectors labeled “LINE OUT” on the back of the DVD.
- b) Connect the red audio cable to the “R FRONT” connector, located in the group of connectors labeled “5.1CH OUTPUT” on the back of the DVD.
- c) Connect the white audio cable to the “L FRONT” connector, located in the group of connectors labeled “5.1CH OUTPUT” on the back of the DVD.
- d) Connect the black RCA cable from the black box to the “CENTER” connector, located in the group of connectors labeled “5.1CH OUT-PUT” on the back of the DVD (see fig.#13).

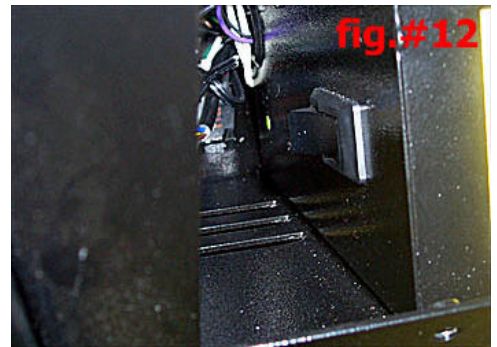


fig.#12



fig.#13

4) DVD Programming:

- a) Turn on DVD player by pushing in the “POWER” button on the front of the player. You should see the DVD display on the TV screen. Remember the infrared transmitter from the black box must be disconnected and the DVD disc needs to be ejected from the DVD player during the programming process.
- b) Using the DVD remote, press the “DISPLAY” button located in the left bottom corner of the remote. The Control Menu appears. Press the Up/Down buttons to select **SETUP (toolbox icon)**. The options for “SETUP” appear. Press the Up/Down buttons to select “CUSTOM”, then press ENTER. The Setup Display appears. Press the Up/Down buttons to select “CUSTOM SETUP”, then press ENTER. The Custom Setup Display appears. Press the Up/Down buttons to select “AUTO PLAY”, then press ENTER. The settings for Auto Play appear. Press the Up/Down buttons to select “TIMER” or “ON”, then press ENTER. Press the Left button to return to the Setup Display (see fig.#18).
- c) Press the Up/Down buttons to select “AUDIO SETUP”, then press ENTER. The settings for Audio Setup appear. Press the Up/Down buttons to select “DIGITAL OUT”, then press ENTER. Press the Up/ Down buttons to select “ON”, then press ENTER. Press the Up/Down buttons to select “DOLBY DIGITAL”, then press ENTER. Press the Up/ Down buttons to select “DOLBY DIGITAL”, then press ENTER to select it as the setting. Press the Up/Down buttons to select “DTS”, then press ENTER. Press the Up/Down buttons to select “DTS”, then press ENTER to select it as the setting. Press the Left button to return to the Setup Display (see fig.#19).
- d) Press the Up/Down buttons to select “SPEAKER SETUP”, then press ENTER. Press the Up/Down buttons to select “SIZE”, then press ENTER. Set all speakers to “LARGE” (see fig.#20).
- e) Press the DISPLAY button twice to exit the setup screens and complete the DVD setup process.



fig.#14

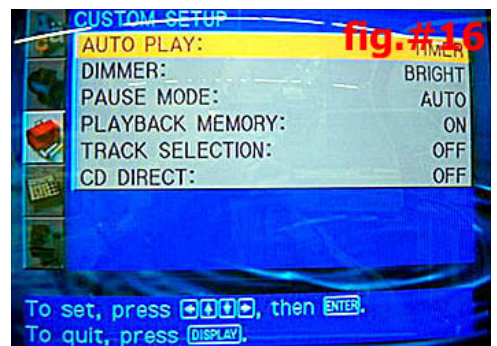


fig.#16

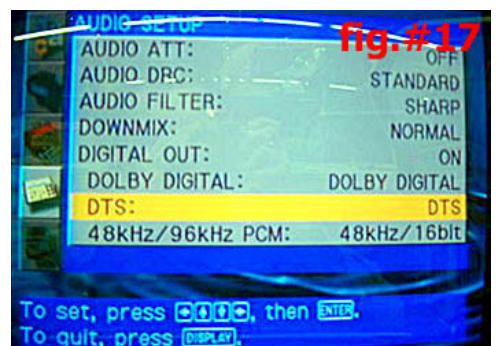


fig.#17

5) Programming Amount Of Credits Per Game:

- a) Turn off game and then back on. When the DVD player reaches the "PLEASE STANDBY" screen, enter the code using the buttons inside the coin door. The code is "4642". Press the "2" button to enter Set-Up. The "1" button exits Set-Up. Press the "1" button to select Credits Set-Up or the "2" button to select Free Play Set-Up. In the Credits Set-Up screen you can select the number of credits needed per ride. In the Free Play screen you can select the option of unlimited rides. Once a selection is made you will be asked to press the "STOP" to return to main menu. Press the "1" button to select Normal Operation.

