

RACEWAYTM



Revision G
1/14/05

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INTRODUCTION

Raceway is a fun, simple, and low maintenance game. The simplicity of play and lack of mechanical moving parts allows many hours of carefree operation. Game play is simple, the player inserts the required number of coins or tokens and game play proceeds automatically.

The game prompts the player with the phrase's like "Welcome to smokin raceway drag strip", the central neon lights then enter in a "Christmas Tree" sequence, red to green, the sound of screeching tires plays simultaneously as the lights begin "racing" down the track. The object of the game is to "stop" the light with the stop button as close as possible to the "JP" position in order to win the jackpot. When the player "stops" the light the game will prompt with "Nice Run." Tickets are awarded to the player based on Jackpot options and seven ticket payout tables that are selectable with DIP switches located on the main logic board.

GAME SET UP

There are multiple options available in Raceway to suit your desires. The game leaves our factory set up and ready to play. All you need do is plug it in and load the ticket bins.

GAMEPLAY

As soon as a player inserts a coin in the game play begins. The machine prompts them with "Welcome to Smokin Raceway Drag Strip" and the center three neon lights work in a "Christmas Tree" mode lighting red, yellow, and then green. As the green light illuminates the lights "race" down the length of the "track." The object of the game is to "Stop" the light at the jackpot position. If the player successfully does this they win the amount of tickets displayed in the jackpot displays. These tickets can either be directly paid out by the machine or the attendant can record the jackpot value and clear it using a switch located below the ticket dispenser. Various amounts of tickets are awarded for stopping the light at other positions. You may choose from seven payout tables to suit you needs.

If two players coin up before the first players game has started, the game will play in "competition run" mode. Both players games will be synchronized, the game will say "competition run" before the start of the game.

MAINTENANCE

The enclosed construction makes maintaining Raceway simple. Plexiglas surfaces should be cleaned with a standard non-abrasive glass cleaner and soft cloth. The cabinetry should be cleaned with furniture polish and a damp cloth.

GLOSSARY OF TERMS

DIP SWITCH 1

COINS PER GAME – Allows you to select the number of coins from one credit per game up to four credits per game.

HOLD JACKPOT– Lets you to decide whether to allow jackpot values to be kept at power off or to reset each time the game is powered up.

JACKPOT SELECT – You can either selects from several jackpot levels or allow the machine to choose the jackpot randomly from within predetermined range.

FIXED JACKPOT VALUE – allows you to select from preset jackpot levels both in regular and skill play modes.

HOLD CREDITS – Allows you to choose to let the game retain accumulated credits after being powered down or to let the credits reset to zero.

HOLD TICKETS - Allows you to choose to let the game retain accumulated tickets after being powered down or to let the tickets reset to zero.

DIP SWITCH 2

LIGHT RACING SPEED – allows you to select from three skill levels, or to allow the machine to randomly switch between them.

JACKPOT DIFFICULTY (normal mode only) – Adjusts the “window of opportunity” of the jackpot. This option is for the regular mode of operation and does not affect skill mode.

DIP SWITCH 3

JACKPOT INCREASE RATE – Select from eight different levels of jackpot increase including no accumulation.

TICKET LIMIT – You can choose from three different levels at which the machine allows an attendant to record the jackpot and push a switch located below the ticket dispenser to clear the jackpot, or you can allow the machine to directly payout tickets.

MAX. JACKPOT VALUE – lets you set the upper limit of the jackpot by choosing from four selectable levels.

MODE – Lets you select between a true game of timing and reactions, or to allow the machine to add an element of chance.

DIP SWITCH 4

GAME TIME – Lets you choose between either ten-second or thirty-second game times.

ATTRACT MODE – lets you choose to have the game play attract phrases and music at roughly thirty-second intervals, or to disable this option.

PAYOUT TABLE – allows selection from any of seven preset tables to set the values of lamps other than the jackpot lamp.

DIP SWITCH SETTINGS

** After changing DIP switch settings, the machine must be turned off and then back on for the new settings to take effect. **

Software: 810-R2E

DIP SW 1			1	2	3	4	5	6	7	8
Credits per Game		4:1	ON	ON						
		3:1	ON	OFF						
		2:1	OFF	ON						
		1:1	OFF	OFF						
Hold Jackpot		NO	Keeps Jackpot after power off		ON					
		YES			OFF					
Jackpot Select	Skill ON	10 ~ 50	Randomly Generated			ON				
		FIXED	Selected Below			OFF				
	Normal	50 ~ 250	Randomly Generated			ON				
		FIXED	Selected Below			OFF				
Fixed Jackpot Value	Skill ON	100	Allows you to select a starting value for the Jackpot				ON	ON		
		75					ON	OFF		
		50					OFF	ON		
		25					OFF	OFF		
	Normal	150					ON	ON		
		100					ON	OFF		
		80					OFF	ON		
		50					OFF	OFF		
Hold Credits		NO	Keeps game credits during power loss if set to yes						ON	
		YES							OFF	
Hold Tickets		NO	Keeps Tickets Owed during power loss if set to yes							ON
		YES								OFF
Factory Default Settings			1	2	3	4	5	6	7	8
			OFF	OFF	OFF	OFF	ON	OFF	OFF	OFF

DIP SW2		1	2	3	4	5	6	7	8
RESERVED		OFF	OFF	OFF	OFF				
LIGHT RACING SPEED	Slow (0.05S)					ON	ON		
	Moderate (0.04S)					ON	OFF		
	Fast (0.03S)					OFF	ON		
	Random					OFF	OFF		
JACKPOT DIFFICULTY (Normal Mode Only)	Easy (20%)							ON	ON
	Moderate (15%)	INDICATES % OF LIGHT RACING SPEED						ON	OFF
	Difficult (10%)							OFF	ON
	Random							OFF	OFF
Factory Default Settings		1	2	3	4	5	6	7	8
		OFF	OFF	OFF	OFF	ON	OFF	ON	ON

DIP SW3		1	2	3	4	5	6	7	8	
JACKPOT INCREASE RATE (Number of games to add “X” number of points to jackpot)	NONE	ON	ON	ON						
	5:1	ON	ON	OFF						
	4:1	ON	OFF	ON						
	3:1	ON	OFF	OFF						
	2:1	OFF	ON	ON						
	1:3	OFF	ON	OFF						
	1:2	OFF	OFF	ON						
	1:1	OFF	OFF	OFF						
TICKET LIMIT	NONE				ON	ON				
	750				ON	OFF				
	500	Factory Default Setting			OFF	ON				
	250				OFF	OFF				
MAX JACKPOT VALUE	999						ON	ON		
	800						ON	OFF		
	500						OFF	ON		
	300						OFF	OFF		
MODE	SKILL								ON	
	REGULAR								OFF	
Factory Default Settings		1	2	3	4	5	6	7	8	
		OFF	OFF	OFF	OFF	ON	OFF	ON	OFF	

DIP SW4		1	2	3	4	5	6	7	8
GAME TIME	30 SEC	ON							
	10 SEC	OFF							
ATTRACT MODE	NO		ON						
	YES		OFF						
RESERVED				OFF	OFF	OFF			
PAYOUT TABLE	TABLE 8						ON	ON	ON
	TABLE 7						ON	ON	OFF
	TABLE 6						ON	OFF	ON
	TABLE 5						ON	OFF	OFF
	TABLE 4						OFF	ON	ON
	TABLE 3						OFF	ON	OFF
	TABLE 2						OFF	OFF	ON
	TABLE 1						OFF	OFF	OFF
Factory Default settings		1	2	3	4	5	6	7	8
		ON	OFF	OFF	OFF	OFF	ON	ON	ON

TICKET PAYOUT TABLES

Ticket Payout Table #1	
Lamp #	Tickets
1	2
2	2
3	2
4	2
5	2
6	4
7	4
8	4
9	4
10	4
11	6
12	6
13	6
14	6
15	8
16	8
17	8
18	10
19	10
20	12
21	14
22	16
23	18
24	20
25	JP
26	18
27	16
28	14
29	12
30	10
31	10
32	8
33	8
34	8
35	6
36	6

Ticket Payout Table #2	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1
11	1
12	1
13	2
14	2
15	3
16	3
17	4
18	4
19	5
20	5
21	6
22	7
23	8
24	10
25	JP
26	1
27	1
28	2
29	3
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #3	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	2
7	2
8	2
9	2
10	2
11	3
12	3
13	3
14	3
15	3
16	4
17	4
18	4
19	5
20	5
21	5
22	7
23	7
24	7
25	JP
26	3
27	2
28	2
29	2
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #4	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	2
8	2
9	2
10	3
11	3
12	3
13	3
14	4
15	4
16	5
17	5
18	6
19	6
20	7
21	7
22	8
23	9
24	10
25	JP
26	1
27	1
28	1
29	2
30	3
31	3
32	3
33	4
34	4
35	5
36	5

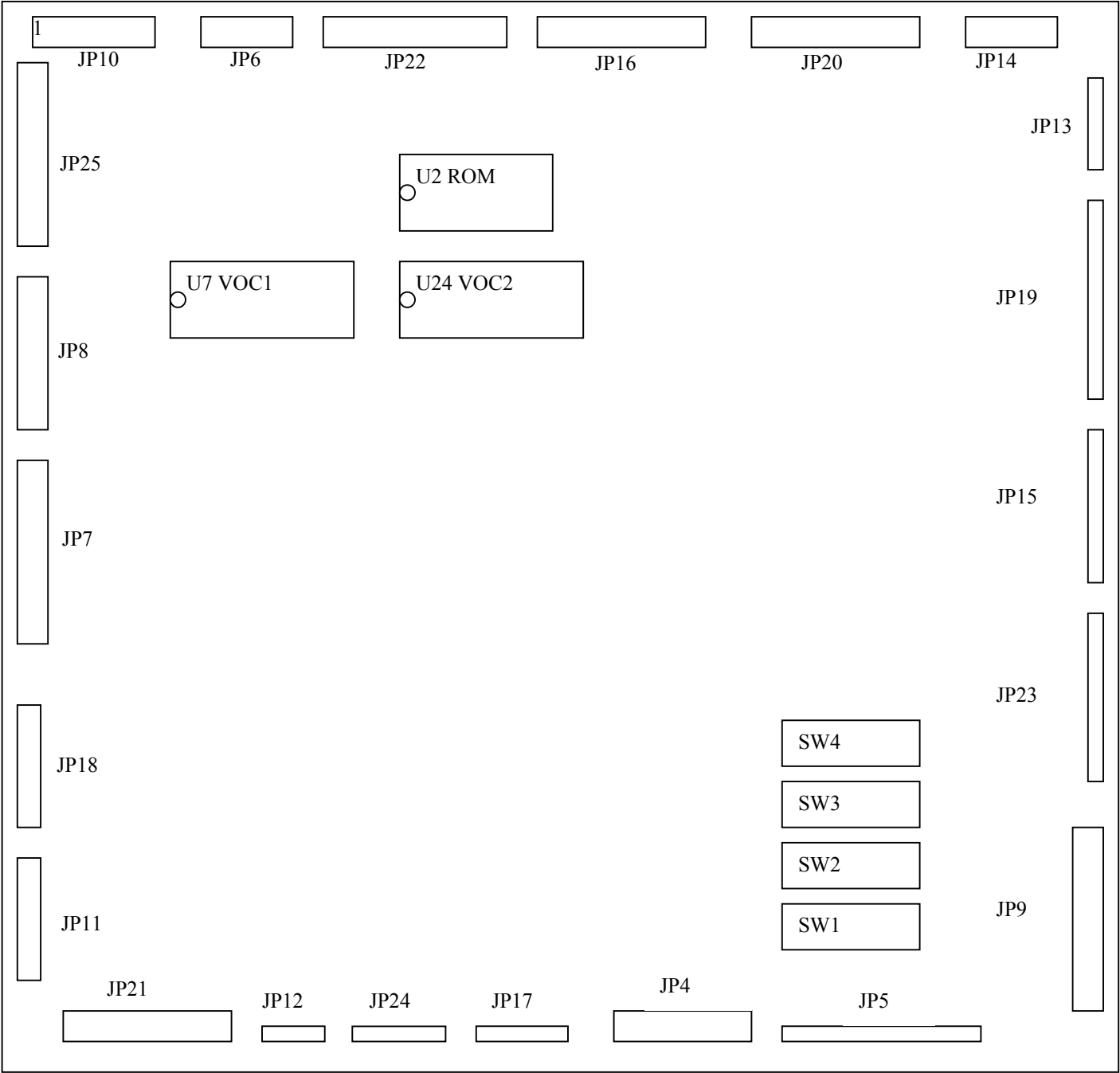
Ticket Payout Table #5	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	3
13	4
14	4
15	4
16	5
17	5
18	6
19	7
20	7
21	8
22	8
23	10
24	1
25	JP
26	1
27	1
28	2
29	2
30	2
31	3
32	3
33	4
34	4
35	5
36	5

Ticket Payout Table #6	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	2
6	2
7	2
8	3
9	3
10	3
11	4
12	4
13	4
14	5
15	5
16	5
17	6
18	6
19	7
20	7
21	8
22	9
23	10
24	1
25	JP
26	2
27	2
28	2
29	1
30	1
31	1
32	1
33	1
34	1
35	1
36	1

Ticket Payout Table #7	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	1
7	2
8	2
9	2
10	2
11	2
12	2
13	3
14	3
15	3
16	3
17	3
18	3
19	5
20	6
21	4
22	4
23	4
24	4
25	JP
26	4
27	4
28	4
29	3
30	3
31	3
32	2
33	2
34	2
35	1
36	1

Ticket Payout Table #8	
Lamp #	Tickets
1	1
2	1
3	1
4	1
5	1
6	2
7	2
8	2
9	2
10	2
11	3
12	3
13	3
14	3
15	4
16	4
17	4
18	5
19	5
20	6
21	7
22	8
23	9
24	10
25	JP
26	9
27	8
28	7
29	6
30	5
31	5
32	4
33	4
34	4
35	3
36	3

Main Board W030724 connector layout



JP9	Color	CONNECTIONS
14PIN connector		To 1P TICKET display

JP10	Color	CONNECTIONS
14PIN connector		To 2P TICKET display

JP23	Color	CONNECTIONS
1		+5V
2	Red	+12V
3	White	Ticket IN
4	Blue	Ticket OUT
5	black	GND
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

JP22	Color	CONNECTIONS
1		+5V
2	Red	+12V
3	White	Ticket IN
4	Blue	Ticket OUT
5	black	GND
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

JP15	Color	Conneting pins
1		+12V
2	white	COIN A signal
3		COIN A inhibit
4	black	GND
5		+12V
6	White/blue	COIN B signal
7		COIN B inhibit
8	black	GND

JP16	Color	Conneting pins
1		+12V
2	white	COIN A signal
3		COIN A inhibit
4	black	GND
5		+12V
6	White/blue	COIN B signal
7		COIN B inhibit
8	black	GND

JP19	Color	Conneting pins
1	Black	GND
2	pink	STOP SW (N.O.)
3	blue	CLR SW (N.O.)
4		
5		
6	black	GND
7	purple	STOP light
8		CLR light
9		
10		
11	red	+12V
12		+12V
13		
14		
15		

JP20	Color	Conneting pins
1	Black	GND
2	pink	STOP SW (N.O.)
3	blue	CLR SW (N.O.)
4		
5		
6	black	GND
7	purple	STOP light
8		CLR light
9		
10		
11	red	+12V
12		+12V
13		
14		
15		

JP13	Color	CONNECTIONS	
1	Red/white	+12V	1 P
2	Green/white	COIN A meter	
3	Grey/black	COIN B meter	
4	pink/blue	Ticket meter	
5			

JP14	Color	CONNECTIONS	
1	Red/white	+12V	2 P
2	Green/white	COIN A meter	
3	Grey/black	COIN B meter	
4	pink/blue	Ticket meter	
5			

JP17	Color	CONNECTIONS	
1		RESERVED	1 P
2			
3			
4			
5			

JP18	Color	CONNECTIONS	
1		RESERVED	2 P
2			
3			
4			
5			

JP12	Color	CONNECTIONS	
1	red	Volume VR PIN1	1 P
2			
3	black	Volume VR PIN3	

JP11	Color	CONNECTIONS	
1	White	Volume VR PIN1	2 P
2			
3	black	Volume VR PIN3	

JP25	Color	CONNECTIONS	
14PIN connector		To JACKPOT1 display	

JP8	Color	CONNECTIONS	
14PIN connector		To JACKPOT2 display	

JP7	Color	CONNECTIONS	
14PIN connector		To JACKPOT3 display	

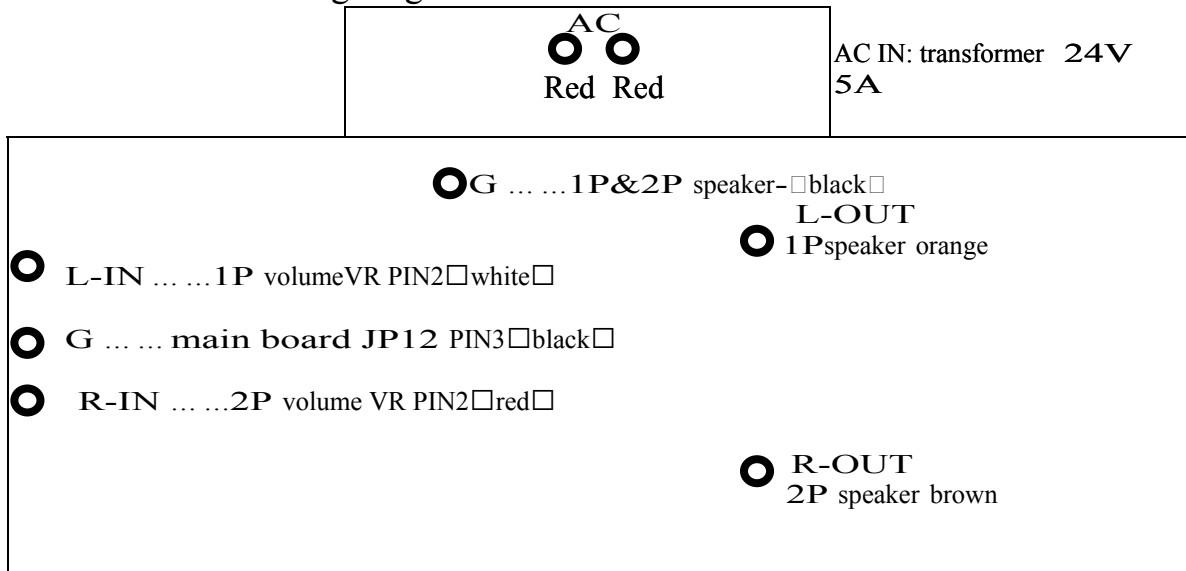
JP24	Color	CONNECTIONS	
1	Black	GND	
2	Pink	SET SW (N.O.)	
3	Blue	TEST SW (N.O.)	
4	black	GND	

JP4	Color	CONNECTIONS	
20PIN connector		To lamps control board JP 1	

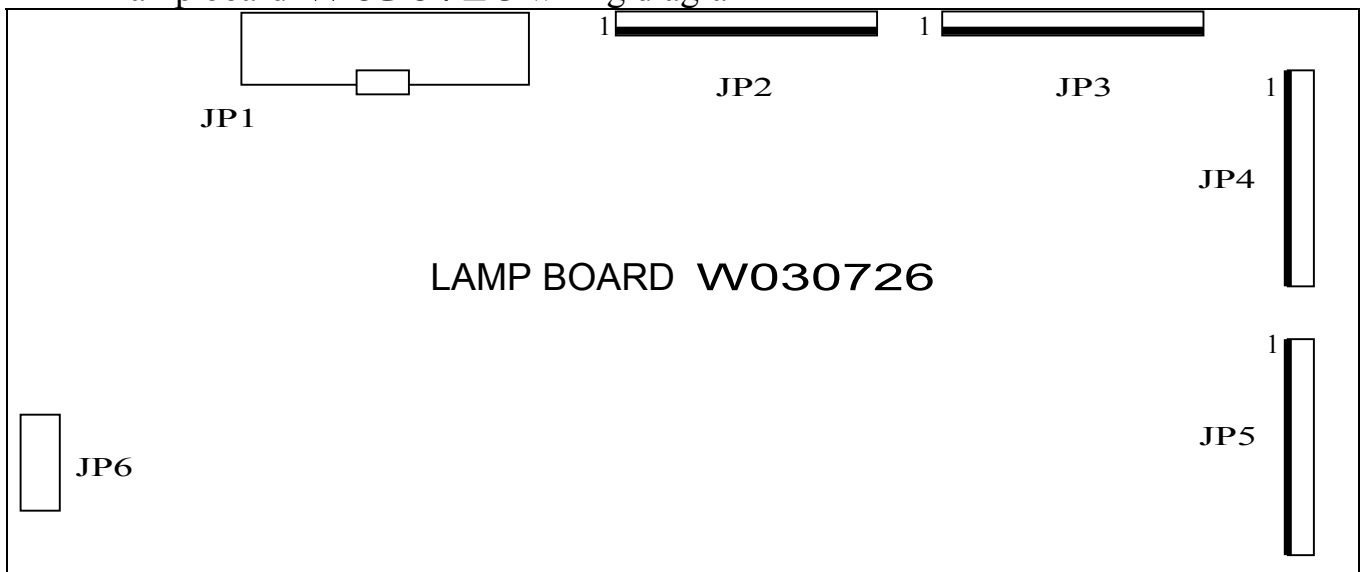
JP21	Color	CONNECTIONS	
1		GND	
2		GND	
3	Black	GND	
4	Black	GND	
5		+5V input	
6		+5V input	
7	Yellow	+5V input	
8		+12V input	
9		+12V input	
10	red	+12V input	

JP5	Color	CONNECTIONS	
1	Black	+12V	To neon light control board JP 1 1
2	Brown	AV1	
3	Red	AV2	
4	Orange	AV3	
5	Yellow	AV4	
6	Green	AV5	
7	Blue	AV6	
8	Purple	AV7	
9	Grey	AV8	
10	White	AV9	
11	Brown/white	AV10	
12	Red/white	AV11	
13	Orange/white	AV12	
14	Yellow/green	AV13	
15	Green/white	AV14	
16	Blue/white	GND	
17	Purple/white	DSW	
18	Grey/black	USW	

AMP board wiring diagram



Lamp board W030726 wiring diagram



JP6	Color	CONNECTIONS
1	Blue	AC IN□transformer 18V 3A□
2	blue	AC IN□transformer 18V 3A□

JP1	Color	CONNECTIONS
20PIN		To JP4

JP2	Color	CONNECTIONS
1	Black	LCM1
2	Brown	LR1
3	Red	LR2
4	Orange	LR3
5	Yellow	LR4
6	Green	LR5
7	Blue	LR6
8	Purple	LR7
9	Grey	LR8
10	White	LR9
11	pink	LCM2

To Lamp Board 1P
No. 1~18

JP4	Color	CONNECTIONS
1	Brown/white	LCM5
2	Red/white	LR1
3	Orange/white	LR2
4	Yellow/green	LR3
5	Green/white	LR4
6	Blue/white	LR5
7	Purple/white	LR6
8	Grey/black	LR7
9	White/red	LR8
10	pink/blue	LR9
11	Red/yellow	LCM6

To Lamp Board 2P
No. 1~18

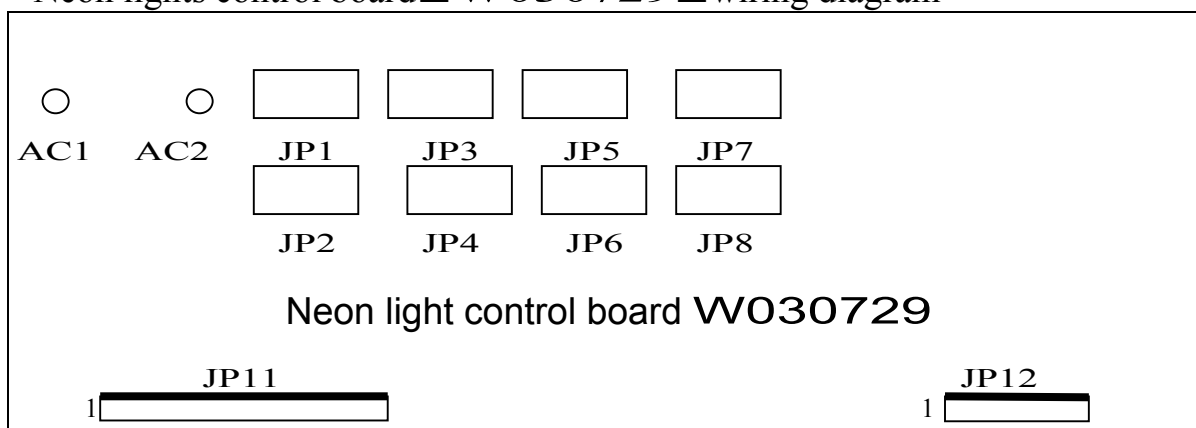
JP3	Color	CONNECTIONS
1	Green	LCM3
2	Blue	LR1
3	Purple	LR2
4	Grey	LR3
5	White	LR4
6	Pink	LR5
7	Black	LR6
8	Brown	LR7
9	Red	LR8
10	Orange	LR9
11	yellow	LCM4

To Lamp board 1P
No. 19~36

JP5	Color	CONNECTIONS
1	Ogane/white	LCM7
2	Yellow/green	LR1
3	Green/white	LR2
4	Blue/white	LR3
5	Purple/white	LR4
6	Grey/black	LR5
7	White/red	LR6
8	pink/blue	LR7
9	Orange/white	LR8
10	Red/white	LR9
11	black	LCM8

To Lamp Board 2P
No. 19~36

Neon lights control board□W030729□wiring diagram



JP11	Color	CONNECTIONS
1	Black	+12V
2	Brown	AV1
3	Red	AV2
4	Orange	AV3
5	Yellow	AV4
6	Green	AV5
7	Blue	AV6
8	Purple	AV7
9	Grey	AV8
10	White	AV9
11	Brown/white	AV10
12	Red/white	AV11
13	Orange/white	AV12
14	Yellow/green	AV13
15	Green/white	AV14
16	Blue/white	GND
17	Purple/white	DSW
18	Grey/black	USW

To main board JP5

JP12	Color	CONNECTIONS
1		
2		
3		
4		
5		
6	Pink	Racing car lamp signal
7	Blue	Racing car motor signal
8	Red	+12V output <input type="checkbox"/> car's motor&lamp COM point <input type="checkbox"/>

AC	Color	CONNECTIONS
1	Brown	AC IN <input type="checkbox"/> 110V <input type="checkbox"/>
2	Blue	AC IN <input type="checkbox"/> 110V <input type="checkbox"/>

JP1	Color	CONNECTIONS
1	Black	A neon light
2	Black	A neon light

JP2	Color	CONNECTIONS
1	Brown	B neon light
2	Brown	B neon light

JP3	Color	CONNECTIONS
1	Re	C neon light
2	Red	C neon light

JP4	Color	CONNECTIONS
1	Yellow	D neon light
2	Yellow	D neon light

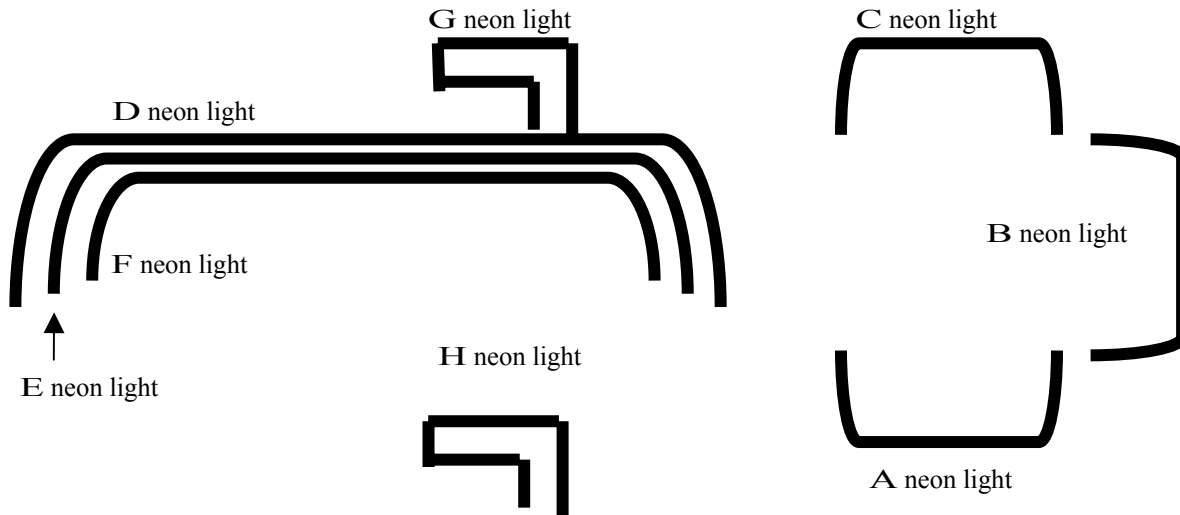
JP5	Color	CONNECTIONS
1	Green	E neon light
2	Green	E neon light

JP6	Color	CONNECTIONS
1	Blue	F neon light
2	Blue	F neon light

JP7	Color	CONNECTIONS
1	Purple	G neon light
2	Purple	G neon light

JP8	Color	CONNECTIONS
1	Pink	H neon light
2	Pink	H neon light


NEON LIGHTS POSITION SKETCH



Test Mode

Press the left TEST button. You will enter test phase #1. The following will occur:

1. The track lamps will light in a slow walk manner allowing an easy check for burned out lamps.
2. LED displays will illuminate to test all segments.

Pressing the left test button again will cause the jackpot display to show 1.  Now press the right test button. The jackpot display should show L 1 the ticket value for lamp one will be displayed on the right credit display. Pressing the left test switch repeatedly will step through each lamp up to 36 at which point it will return to lamp one. Power the machine off and restore power to go back to normal operation.

TROUBLESHOOTING

No Power – check that game is connected to power; check that no fuses are blown. Check the 5 Volt output of the power supply at the circuit board to ensure that it is between 5.1 and 5.2 volts, this voltage is adjusted with a potentiometer on the power supply.

No Sound – check that the two potentiometers next to the sound board are set correctly, check speakers for open or shorted conditions.

Non-operative lights “individual” – replace any bulbs that fail to light on the “raceway”. Caution must be used when working on the **neon tube lighting** as it is powered with **HIGH VOLTAGE** please allow only fully qualified personnel to work on the unit to avoid unnecessary damage or injury.

Please contact us at:

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Or by phone at:

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Monday –Friday 8:00AM to 4:30PM ET

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Also, please visit our website at coastalamusements.com to get the latest technical tips, news, and product information!