### Wire Color Key:

<table>
<thead>
<tr>
<th>Solder Side</th>
<th>Parts Side</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BLACK</strong> GND</td>
<td>A 1 GND</td>
</tr>
<tr>
<td><strong>BLACK</strong> GND</td>
<td>B 2 GND</td>
</tr>
<tr>
<td><strong>RED</strong> + 5V DC</td>
<td>C 3 + 5V DC</td>
</tr>
<tr>
<td><strong>RED</strong> + 5V DC</td>
<td>D 4 + 5V DC</td>
</tr>
<tr>
<td><strong>ORANGE</strong> + 12V DC</td>
<td>E 5</td>
</tr>
<tr>
<td><strong>KEY</strong></td>
<td>F 6 + 12V DC</td>
</tr>
<tr>
<td><strong>KEY</strong></td>
<td>G 7 <strong>KEY</strong></td>
</tr>
<tr>
<td><strong>BROWN/YELLOW</strong> COIN COUNTER 2</td>
<td>H 8 COIN COUNTER 1</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>WHITE/GREEN</strong> VIDEO GREEN</td>
<td>J 12 VIDEO RED</td>
</tr>
<tr>
<td><strong>WHITE</strong> VIDEO SYNC</td>
<td>K 9 VIDEO BLUE</td>
</tr>
<tr>
<td></td>
<td>L 10 VIDEO GROUND</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VIOLET/WHITE</strong> COIN 2</td>
<td>M 11</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VIOLET/WHITE</strong> MAP</td>
<td>N 12 1P UP</td>
</tr>
<tr>
<td><strong>BLUE/YELLOW</strong> 2P UP</td>
<td>U 17 1P UP</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VIOLET/YELLOW</strong> 2P DOWN</td>
<td>V 18 1P DOWN</td>
</tr>
<tr>
<td><strong>ORANGE/GREEN</strong> 2P LEFT</td>
<td>W 19 1P LEFT</td>
</tr>
<tr>
<td><strong>ORANGE/YELLOW</strong> 2P RIGHT</td>
<td>X 20 1P RIGHT</td>
</tr>
<tr>
<td><strong>BLACK/YELLOW</strong> 2P JUMP/START</td>
<td>Y 21 1P JUMP/START</td>
</tr>
<tr>
<td><strong>ORANGE/GRAY</strong> 2P ATTACK</td>
<td>Z 22 1P ATTACK</td>
</tr>
<tr>
<td><strong>BROWN/WHITE</strong> 2P DYNAMITE</td>
<td>a 23 1P DYNAMITE</td>
</tr>
<tr>
<td></td>
<td>b 24 1P DYNAMITE</td>
</tr>
<tr>
<td></td>
<td>c 25</td>
</tr>
<tr>
<td></td>
<td>d 26</td>
</tr>
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<td></td>
<td>e 27 GND</td>
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<tr>
<td><strong>BLACK</strong> GND</td>
<td>f 28 GND</td>
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*BASE COLOR/LINE COLOR*
<table>
<thead>
<tr>
<th>CN3</th>
<th>1</th>
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<tr>
<td></td>
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</tr>
<tr>
<td></td>
<td>3</td>
<td>3P LEFT</td>
<td>WHITE/RED</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>3P RIGHT</td>
<td>WHITE/YELLOW</td>
</tr>
<tr>
<td>3P</td>
<td>5</td>
<td>3P UP</td>
<td>WHITE/BLACK</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>3P DOWN</td>
<td>WHITE/BLUE</td>
</tr>
<tr>
<td>CONTROLS</td>
<td>7</td>
<td>3P JUMP/START</td>
<td>WHITE/BROWN</td>
</tr>
<tr>
<td>(JST)</td>
<td>8</td>
<td>3P ATTACK</td>
<td>WHITE/ORANGE</td>
</tr>
<tr>
<td></td>
<td>9</td>
<td>3P DYNAMITE</td>
<td>WHITE/GRAY</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>11</td>
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</tr>
<tr>
<td></td>
<td>12</td>
<td>COIN COUNTER 3</td>
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</tr>
<tr>
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<td></td>
<td>14</td>
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</tr>
<tr>
<td></td>
<td>15</td>
<td>GROUND</td>
<td>BLACK</td>
</tr>
</tbody>
</table>

| CN8     | 1  | SPEAKER +    | WHITE     |
|         | 2  | SPEAKER −    | BLACK     |
| SPEAKER | 3  | SPEAKER −    | BLACK     |
| OUTPUT  | 4  | SPEAKER +    | GRAY      |
| (JST)   |    |              |           |
DARK ADVENTURE: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE
**DIP SWITCH SETTINGS**

### DIP SWITCH NO. 1 SETTINGS

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>COIN</th>
<th>CREDIT</th>
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<td>OFF</td>
<td>OFF</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>**</td>
<td>ON</td>
<td>OFF</td>
<td></td>
<td></td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>ON</td>
<td></td>
<td></td>
<td>1</td>
<td>3</td>
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<td>ON</td>
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<td>1</td>
<td>4</td>
</tr>
<tr>
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<td>OFF</td>
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<td>OFF</td>
<td></td>
<td>1</td>
<td>5</td>
</tr>
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<td>OFF</td>
<td></td>
<td></td>
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<td>6</td>
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<tr>
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<td>7</td>
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<td>ON</td>
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<td>1</td>
</tr>
<tr>
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<td>3</td>
</tr>
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<td>1</td>
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<td>3</td>
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<td>INVALID</td>
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</tbody>
</table>

**DIP SWITCH 1**

- **ON**
- **OFF**

SW5 through SW8 are not used.

### DIP SWITCH NO. 2 SETTINGS

#### THE NUMBER OF THE PLAYER'S LIFE

<table>
<thead>
<tr>
<th>SW</th>
<th>1</th>
<th>2</th>
<th>NUMBER</th>
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<tbody>
<tr>
<td>*</td>
<td>OFF</td>
<td>OFF</td>
<td>2</td>
</tr>
<tr>
<td>**</td>
<td>ON</td>
<td>OFF</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>OFF</td>
<td>ON</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>ON</td>
<td>ON</td>
<td>7</td>
</tr>
</tbody>
</table>

*The number of players life multiplied by the number of credit makes the number of players life for a play*

#### DIFFICULTY OF THE GAME

<table>
<thead>
<tr>
<th>SW</th>
<th>6</th>
<th>7</th>
<th>DIFFICULT</th>
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</thead>
<tbody>
<tr>
<td>*</td>
<td>OFF</td>
<td>OFF</td>
<td>EASY</td>
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<tr>
<td>**</td>
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<td>ON</td>
<td>DIFFICULT</td>
</tr>
<tr>
<td></td>
<td>ON</td>
<td>ON</td>
<td>VERY DIFFICULT</td>
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</table>

### SOUND

<table>
<thead>
<tr>
<th>SW</th>
<th>8</th>
<th>SOUND</th>
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<tbody>
<tr>
<td>*</td>
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<td>OFF</td>
</tr>
<tr>
<td>**</td>
<td>ON</td>
<td>ON</td>
</tr>
</tbody>
</table>

### DIP SWITCH 2

- **ON**
- **OFF**

SW3 through SW5 are not used.

### SELF TEST

A. How to start.
   1. Turn on the SW3 of the DIP SW3.

B. Test Items.
   1. Color Conditioning.
   2. Control Check.
   3. Coin Counter Check.
   4. DIP SW SET.
   5. Sound Check.

*To change items, push MAP button.
*Push 1P SHOOT (JUMP, START) button to change sound.*
DARK ADVENTURE: WIRING DIAGRAM

POWER SUPPLY
+5V 7A
+12V 2A
GND

COLOR MONITOR
RED
GREEN
BLUE
SYNC
VIDEO GND

COIN COUNTER
COIN SELECTOR

SAME AS 1P CONTROLS

CONTROL FOR 3P
3P DYNAMITE
3P ATTACK
3P JUMP/START
3P RIGHT
3P LEFT
3P UP
3P DOWN
GND

CONTROL FOR 2P
2P DYNAMITE
2P ATTACK
2P JUMP/START
2P RIGHT
2P LEFT
2P UP
2P DOWN
GND

CONTROL FOR 1P
1P DYNAMITE
1P ATTACK
1P JUMP/START
1P RIGHT
1P LEFT
1P UP
1P DOWN
GND
Gold Mech: Service Information
CLEANING and CARE of the MECHANISM

Fig. 1

The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:
Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

Coin switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension—U.S. 25¢

White: Heavy tension—heavy foreign coins

Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

Fig. 3

The Magnet

Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)
Gold Mech
Engineering Data and Parts List

PARTS LIST

90-1030-00 Retaining Screw (#6-32" x .250")
91-1036-00 Mounting Stud
91-3001-00 Back Plate
91-3002-00 Reject Lever
91-3003-00 Reject Lever Spring
91-3006-00 Cover Plate
91-3008-00 Anti-Stringing Device

91-3009-00 Gate
91-3011-00 Cradle
91-3013-00 Magnet Holder with Magnet
91-3016-00 Gate Spring
91-3017-00 Gate Pin
91-3019-00 Separator
91-3022-00 Diameter Adjustment

91-3023-00 Locknut-Magnet Holder
91-3024-00 Screw-Magnet Holder
91-3025-00 Screw Separator
91-3026-00 Washer
91-3028-00 Cotter Pin for Anti-Stringing Device
91-3029-00 E-Clip for Cradle

COIN INLET 1.02" 6MM

COIN OUTLET 1.3" 30MM

TOP VIEW

MOUNTING STUDS FITTED UPON REQUEST

3 HOLES (EACH SIDE) FOR MOUNTING STUDS IF REQUIRED
6-32 SCREW

7
PARTS LIST
12-4050-01  S-10 Acceptor Body
  US 25¢
12-4050-03  S-10 Acceptor Body
  Canadian 25¢
20-4177-00  Plastic Cash Box
20-4179-00  Steel Enclosure
22-1400-00  Locking Bar
24-1150-00  Wire Harness
90-1000-00  Keyhook Bezel Screw
90-1001-00  Bezel Screw
90-1002-00  Hinge Screw
90-1003-00  Clamp Screw
90-1007-00  Flat Head Microswitch
  Mounting Screw
90-1008-00  Panhead Microswitch
  Mounting Screw
90-1102-00  Washer for Bezel Screw
90-1207-00  Nut for Microswitch
  Mounting Screw
90-1300-00  Keyhook
90-0502-00  Zinc Die Cast Frame
90-0503-00  Lower Door
90-0504-00  Upper Door
90-0505-00  Round Lock and Cam
  Assembly
90-0506-00  Clamp
90-0515-00  Flat Lock and Cam
  Assembly
90-0535-00  Flat Lock and Cam
  Assembly
90-0545-00  Round Lock and Cam
  Assembly
91-1103-00  Coin Inlet Lamp Side
91-1104-00  Coin Inlet Cover Side
91-1105-00  Reject Cup Side Plate
91-1106-00  Reject Cup Base Plate
91-1107-00  Microswitch Bracket
91-1108-01  Lockout Flap US 25¢
91-1109-00  Reject Flap
91-1110-00  Metal Switch Adjuster
91-1111-00  Black Button Bezel
91-1112-00  Black Reject Bezel
91-1113-01  Entry Reject Button
  US 25¢
91-1116-00  Microswitch (Black End
  Arm)
91-1117-00  Lampholder
91-1118-00  6 Volt Wedge Base Lamp
91-1119-00  Button Spring
91-1120-00  Lockout Spring
91-1122-00  Retaining Screw for
  Acceptor Body
91-1125-00  Clear Plastic Cover for
  Microswitch
91-1127-00  Plastic Switch Adjuster
91-1141-00  Base Plate With Pivot
  and Stud
91-1144-00  6 Volt DC Lockout Coil
  Assembly
91-1211-00  Zinc Plated Button Bezel
91-1212-00  Zinc Plated Reject Bezel
The first check on the coin is at the entry slot which prevents the entry of grossly oversize and bent coins. The next test is at the cradle. When the correct coin falls into the cradle, the cradle tipples and the coin is delivered to the magnet check. Under-diameter coins fall between the legs of the cradle and are returned to reject. Under-weight coins fail to tipple the cradle and can be returned to reject by pressing the reject lever.

**Adjustment**

The Gold Mech Acceptors are factory adjusted for optimum performance. If more critical adjustments are desired, or if the unit has been disassembled, the following adjustment procedure is suggested. (Fig. 4).

1. Ensure that the mechanism is in an upright and level position.

2. Loosen the hex locking screw on the magnet holder and unscrew the slotted hex screw.

3. Place a true U.S. 25¢ coin in the mechanism. Turn the diameter adjustment (Fig. 4) clockwise until the coin falls into the cradle. The cradle should tipple and the coin come to rest on the side of the magnet. Turn the slotted hex screw clockwise until the coin just clears the magnet. Give this screw a further ½ turn clockwise for optimum clearance and tighten the locknut.

---

**Part Number** | **Description**
---|---
12-4150-01 | Gold Mech Acceptor
90-1000-00 | Keyhook Bezel Screw
90-1007-00 | Flat Head Microswitch Mounting Screw
90-1008-00 | Pan Head Microswitch Mounting Screw
90-1016-00 | CPJS/Bezel Screw
90-1030-00 | Mounting Screw for Gold Mech
90-1032-00 | Bezel/Hinge Screw PZ
90-1109-00 | Lock Washer for Microswitch Assembly
90-1207-00 | Nut for Microswitch Mounting Screw
91-1103-00 | Coin Inlet Lamp Side
91-1104-00 | Coin Inlet Cover Side
91-1105-00 | Reject Cup Side Plate
91-1106-00 | Reject Cup Base Plate
91-1107-00 | Microswitch Bracket
91-1108-01 | Lockout Flap U.S. 25¢
91-1109-16 | Reject Flap
91-1110-00 | Metal Switch Adjuster
91-1113-01 | Entry/Reject Button U.S. 25¢
91-1116-10 | Microswitch (Red End Arm)
91-1117-00 | Lampholder
91-1118-00 | GV Wedge Base Lamp
91-1120-00 | Lockout Spring
91-1121-00 | Button Spring
91-1125-00 | Clear Plastic Cover for Microswitch
91-1141-00 | Base Plate w/Pivot Coil
91-1145-00 | 12 V DC Lockout Coil
91-1311-16 | Black Nylon Button Bezel
91-1312-16 | Black Nylon Reject Bezel