

Ghost Hunter I/O Chart (v1.0)

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW11 | SW12 | SW13 | SW14 | SW15 | SW16 | SW17 | SW18 |
| JP Value | 100 | ON | ON | | | | | | |
| | 200 | off | on | | | | | | |
| | 300 | on | off | | | | | | |
| | 500 | off | off | | | | | | |
| JP+? | 0 | | | ON | ON | | | | |
| | 1/3 | | | off | on | | | | |
| | 1/2 | | | on | off | | | | |
| | 1 | | | off | off | | | | |
| JP Time | 20 | | | | | on | on | | |
| | 30 | | | | | off | on | | |
| | 40 | | | | | ON | OFF | | |
| | 60 | | | | | off | off | | |
| Target Reset Time | 20s | | | | | | | ON | ON |
| | 30s | | | | | | | off | on |
| | 50s | | | | | | | on | off |
| | 9999s | | | | | | | off | off |

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW21 | SW22 | SW23 | SW24 | SW25 | SW26 | SW27 | SW28 |
| Ghost Left Score | 10 | on | on | | | | | | |
| | 20 | off | on | | | | | | |
| | 30 | ON | OFF | | | | | | |
| | 40 | off | off | | | | | | |
| Ghost Right Score | 20 | | | on | on | | | | |
| | 30 | | | off | on | | | | |
| | 50 | | | ON | OFF | | | | |
| | 60 | | | off | off | | | | |
| Fire Score | 30 | | | | | on | on | | |
| | 50 | | | | | off | on | | |
| | 100 | | | | | ON | OFF | | |
| | 150 | | | | | off | off | | |
| Mercy | 0 | | | | | | | on | on |
| | 1 | | | | | | | OFF | ON |
| Ticket | 2 | | | | | | | on | off |
| | 3 | | | | | | | off | off |

Input:

| INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content |
|-------|------------------|-------|----------------|-------|---------|-------|---------|
| I1 | Coin | I11 | Ghost R SW | I21 | | I31 | |
| I2 | Shoot | I12 | Ghost_Fire SW | I22 | | I32 | |
| I3 | TicketAssyOK | I13 | Ghost_Fire_L | I23 | | I33 | |
| I4 | TicketAssySignal | I14 | Ghost_Fire_M | I24 | | I34 | |
| I5 | Tilted Warning | I15 | Ghost_Fire_R | I25 | | I35 | |
| I6 | Clean Coin SW UP | I16 | Boss Score SW | I26 | | I36 | |
| I7 | CleanCoinSW_DOWN | I17 | BridgeSW Down | I27 | | I37 | |
| I8 | | I18 | BridgeSW_Up | I28 | | I38 | |
| I9 | | I19 | Wheel Ghost_Up | I29 | | I39 | |
| I10 | Ghost_L SW | I20 | | I30 | | I40 | |

Output:

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | OUTPUT | Content |
|--------|------------------|--------|------------------|--------|----------------------|--------|----------------------|
| OUT1 | Coin Counter | OUT11 | Boss LED 2# | OUT21 | Playfield lamp5# | OUT31 | Ghost_R_LED2# |
| OUT2 | Ticket Counter | OUT12 | Boss LED3# | OUT22 | Playfield lamp6# | OUT32 | Ghost_R_LED3# |
| OUT3 | TicketAssy Impel | OUT13 | Boss run motor | OUT23 | Playfield lamp7# | OUT33 | BridgeMotorPulse |
| OUT4 | Ghost wheel Moto | OUT14 | Ghost fire run1 | OUT24 | Ghost fire spotlight | OUT34 | BridgeMotorDirection |
| OUT5 | Ghost eye LED | OUT15 | Ghost fire run2 | OUT25 | Ghost_L_eye_LED | OUT35 | Hawk eye LED |
| OUT6 | | OUT16 | Ghost fire LED | OUT26 | Ghost_L_LED1# | OUT36 | Wheel lamp |
| OUT7 | | OUT17 | Playfield lamp1# | OUT27 | Ghost_L_LED2# | OUT37 | CleanCoin motor |
| OUT8 | Bridge Lock Coil | OUT18 | Playfield lamp2# | OUT28 | Ghost_L_LED3# | OUT38 | Console Spotlight |
| OUT9 | Boss eye LED | OUT19 | Playfield lamp3# | OUT29 | Ghost_R_eye_LED | OUT39 | Castle light |
| OUT10 | BossLED 1# | OUT20 | Playfield lamp4# | OUT30 | Ghost_R_LED1# | OUT40 | |

LED Display:

Score LED<1>1-3
 JACKPOT LED<1>5-7

Wrong Display:

If the input signal is not normal when you open the machine, the number of the SW with wrong will be display on the LED<1>1-3.

The way of test:

The LED displays the number 8.7.6.5.4.3.2.1. and 87654321
 It tests that the LED is right or not.
 Press TEST button once, the LED displays "1", The LED1,LED2 of 1# station displays the condition of the snap SW.
 Press TEST button again, the LED displays "2", the PED displays the number of on-off SW.
 Press TEST button once, the LED displays 3
 Press the TEST button again, the LED displays "4". Press IN1-40 button then corresponding out 1-40 will output.
 Press the TEST button again. The LED displays "5", the out 1-40 output with lighting.

Enter the test program:

You can enter test program by press the TEST button on the main board.

Ghost Hunter I/O chart (v1.1)

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW11 | SW12 | SW13 | SW14 | SW15 | SW16 | SW17 | SW18 |
| JP Value | 100 | ON | ON | | | | | | |
| | 200 | off | on | | | | | | |
| | 300 | on | off | | | | | | |
| | 500 | off | off | | | | | | |
| JP+? | 0 | | | ON | ON | | | | |
| | 1/3 | | | off | on | | | | |
| | 1/2 | | | on | off | | | | |
| JP Time | 20 | | | | | on | on | | |
| | 30 | | | | | off | on | | |
| | 40 | | | | | ON | OFF | | |
| | 60 | | | | | off | off | | |
| Target Reset Time | 20s | | | | | | | ON | ON |
| | 30s | | | | | | | off | on |
| | 50s | | | | | | | on | off |
| | 9999s | | | | | | | off | off |

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW21 | SW22 | SW23 | SW24 | SW25 | SW26 | SW27 | SW28 |
| Ghost Left Score | 10 | on | on | | | | | | |
| | 20 | off | on | | | | | | |
| | 30 | ON | OFF | | | | | | |
| | 40 | off | off | | | | | | |
| Ghost Right Score | 20 | | | on | on | | | | |
| | 30 | | | off | on | | | | |
| | 50 | | | ON | OFF | | | | |
| | 60 | | | off | off | | | | |
| Ghost Fire Score | 30 | | | | | on | on | | |
| | 50 | | | | | off | on | | |
| | 100 | | | | | ON | OFF | | |
| | 150 | | | | | off | off | | |
| Ticket Mercy | 0 | | | | | | | on | on |
| | 1 | | | | | | | OFF | ON |
| | 2 | | | | | | | on | off |
| Ticket | 3 | | | | | | | off | off |

Input:

| INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content |
|-------|------------------|-------|----------------|-------|---------|-------|---------|
| I1 | Coin | I11 | Ghost_R SW | I21 | | I31 | |
| I2 | Shoot | I12 | Ghost_Fire SW | I22 | | I32 | |
| I3 | TicketAssyOK | I13 | Ghost_Fire_L | I23 | | I33 | |
| I4 | TicketAssySignal | I14 | Ghost_Fire_M | I24 | | I34 | |
| I5 | Tilted Warning | I15 | Ghost_Fire_R | I25 | | I35 | |
| I6 | CleanCoinSW UP | I16 | Boss Score SW | I26 | | I36 | |
| I7 | CleanCoinSW Down | I17 | BridgeSW Down | I27 | | I37 | |
| I8 | | I18 | BridgeSW Up | I28 | | I38 | |
| I9 | | I19 | Wheel Ghost Up | I29 | | I39 | |
| I10 | Ghost_L SW | I20 | | I30 | | I40 | |

Output:

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | OUTPUT | Content |
|--------|-------------------|--------|------------------|--------|----------------------|--------|----------------------|
| OUT1 | Coin Counter | OUT11 | Boss LED 2# | OUT21 | Playfield lamp5# | OUT31 | Ghost_R LED2# |
| OUT2 | Ticket Counter | OUT12 | Boss LED3# | OUT22 | Playfield lamp6# | OUT32 | Ghost_R LED3# |
| OUT3 | TicketAssy Impel | OUT13 | Boss run motor | OUT23 | Playfield lamp7# | OUT33 | BridgeMotorPulse |
| OUT4 | Ghost wheel Motor | OUT14 | Ghost fire run1 | OUT24 | Ghost fire spotlight | OUT34 | BridgeMotorDirection |
| OUT5 | Ghost eye LED | OUT15 | Ghost fire run2 | OUT25 | Ghost_L eye LED | OUT35 | Hawk eye LED |
| OUT6 | | OUT16 | Ghost fire LED | OUT26 | Ghost_L LED1# | OUT36 | Wheel lamp |
| OUT7 | | OUT17 | Playfield lamp1# | OUT27 | Ghost_L LED2# | OUT37 | CleanCoin motor |
| OUT8 | Bridge Lock Coil | OUT18 | Playfield lamp2# | OUT28 | Ghost_L LED3# | OUT38 | Console Spotlight |
| OUT9 | Boss eye LED | OUT19 | Playfield lamp3# | OUT29 | Ghost_R eye LED | OUT39 | Castle light |
| OUT10 | Boss LED 1# | OUT20 | Playfield lamp4# | OUT30 | Ghost_R LED1# | OUT40 | |

LED Display:

Score LED<1>1-3
 JACKPOT LED<1>5-7

Wrong Display:

If the input signal is not normal when you open the machine, the number of the SW with wrong will be display on the LED<1>1-3.

The way of test:

The LED displays the number 8.7.6.5.4.3.2.1. and 87654321

It tests that the LED is right or not.

Press TEST button once, the LED displays "1", The LED1,LED2 of 1# station displays the condition of the snap SW.

Press TEST button again, the LED displays "2", the PED displays the number of on-off SW.

Press TEST button once, the LED displays 3

Press the TEST button again, the LED displays "4". Press IN1-40 button then corresponding out 1-40 will output.

Press the TEST button again. The LED displays "5", the out 1-40 output with lighting.

Enter the test program:

You can enter test program by press the TEST button on the main board.

Ghost Hunter I/O chart (v1.2)

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW11 | SW12 | SW13 | SW14 | SW15 | SW16 | SW17 | SW18 |
| JP Value | 100 | ON | ON | | | | | | |
| | 200 | off | on | | | | | | |
| | 300 | on | off | | | | | | |
| | 500 | off | off | | | | | | |
| JP+? | 0 | | | ON | ON | | | | |
| | 1/2 | | | off | on | | | | |
| | 1/3 | | | on | off | | | | |
| | 1 | | | off | off | | | | |
| JP Time | 20 | | | | | on | on | | |
| | 30 | | | | | off | on | | |
| | 40 | | | | | ON | OFF | | |
| | 60 | | | | | off | off | | |
| Target Reset Time | 20s | | | | | | | ON | ON |
| | 30s | | | | | | | off | on |
| | 50s | | | | | | | on | off |
| | 9999s | | | | | | | off | off |

| Item | Content | DIP SW | | | | | | | |
|-------------------|---------|--------|------|------|------|------|------|------|------|
| | | SW21 | SW22 | SW23 | SW24 | SW25 | SW26 | SW27 | SW28 |
| Ghost Left Score | 10 | on | on | | | | | | |
| | 20 | off | on | | | | | | |
| | 30 | ON | OFF | | | | | | |
| | 40 | off | off | | | | | | |
| Ghost Right Score | 20 | | | on | on | | | | |
| | 30 | | | off | on | | | | |
| | 50 | | | ON | OFF | | | | |
| | 60 | | | off | off | | | | |
| Ghost Fire Score | 30 | | | | | on | on | | |
| | 50 | | | | | off | on | | |
| | 100 | | | | | ON | OFF | | |
| | 150 | | | | | off | off | | |
| Mercy Ticket | 0 | | | | | | | on | on |
| | 1 | | | | | | | OFF | ON |
| | 2 | | | | | | | on | off |
| | 3 | | | | | | | off | off |

Input:

| INPUT | Content | INPUT | Content | INPUT | Content | INPUT | Content |
|-------|------------------|-------|----------------|-------|---------|-------|---------|
| I1 | Coin | I11 | Ghost_R SW | I21 | | I31 | |
| I2 | Shoot | I12 | Ghost_Fire SW | I22 | | I32 | |
| I3 | TicketAssyOK | I13 | Ghost_Fire_L | I23 | | I33 | |
| I4 | TicketAssySignal | I14 | Ghost_Fire_M | I24 | | I34 | |
| I5 | TiltedWarning | I15 | Ghost_Fire_R | I25 | | I35 | |
| I6 | CleanCoinSW_UP | I16 | Boss Score SW | I26 | | I36 | |
| I7 | CleanCoinSW_Down | I17 | BridgeSW_Down | I27 | | I37 | |
| I8 | | I18 | BridgeSW_Up | I28 | | I38 | |
| I9 | | I19 | Wheel Ghost_Up | I29 | | I39 | |
| I10 | Ghost_L SW | I20 | | I30 | | I40 | |

Output:

| OUTPUT | Content | OUTPUT | Content | OUTPUT | Content | OUTPUT | Content |
|--------|-------------------|--------|------------------|--------|--------------------|--------|----------------------|
| OUT1 | Coin Counter | OUT11 | Boss LED 2# | OUT21 | Playfield lamp5# | OUT31 | Ghost_R LED2# |
| OUT2 | Ticket Counter | OUT12 | Boss LED3# | OUT22 | Playfield lamp6# | OUT32 | Ghost_R LED3# |
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| OUT4 | Ghost wheel Motor | OUT14 | Ghost fire run1 | OUT24 | Ghost fire spotlig | OUT34 | BridgeMotorDirection |
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| OUT6 | | OUT16 | Ghost fire LED | OUT26 | Ghost_L LED1# | OUT36 | Wheel lamp |
| OUT7 | | OUT17 | Playfield lamp1# | OUT27 | Ghost_L LED2# | OUT37 | CleanCoin motor |
| OUT8 | Bridge Lock Coil | OUT18 | Playfield lamp2# | OUT28 | Ghost_L LED3# | OUT38 | |
| OUT9 | Boss eye LED | OUT19 | Playfield lamp3# | OUT29 | Ghost_R eye LED | OUT39 | |
| OUT10 | BossLED 1# | OUT20 | Playfield lamp4# | OUT30 | Ghost_R LED1# | OUT40 | |

LED Display:

Score LED<1>1-3
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It tests that the LED is right or not.

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Press TEST button again, the LED displays "2", the PED displays the number of on-off SW.

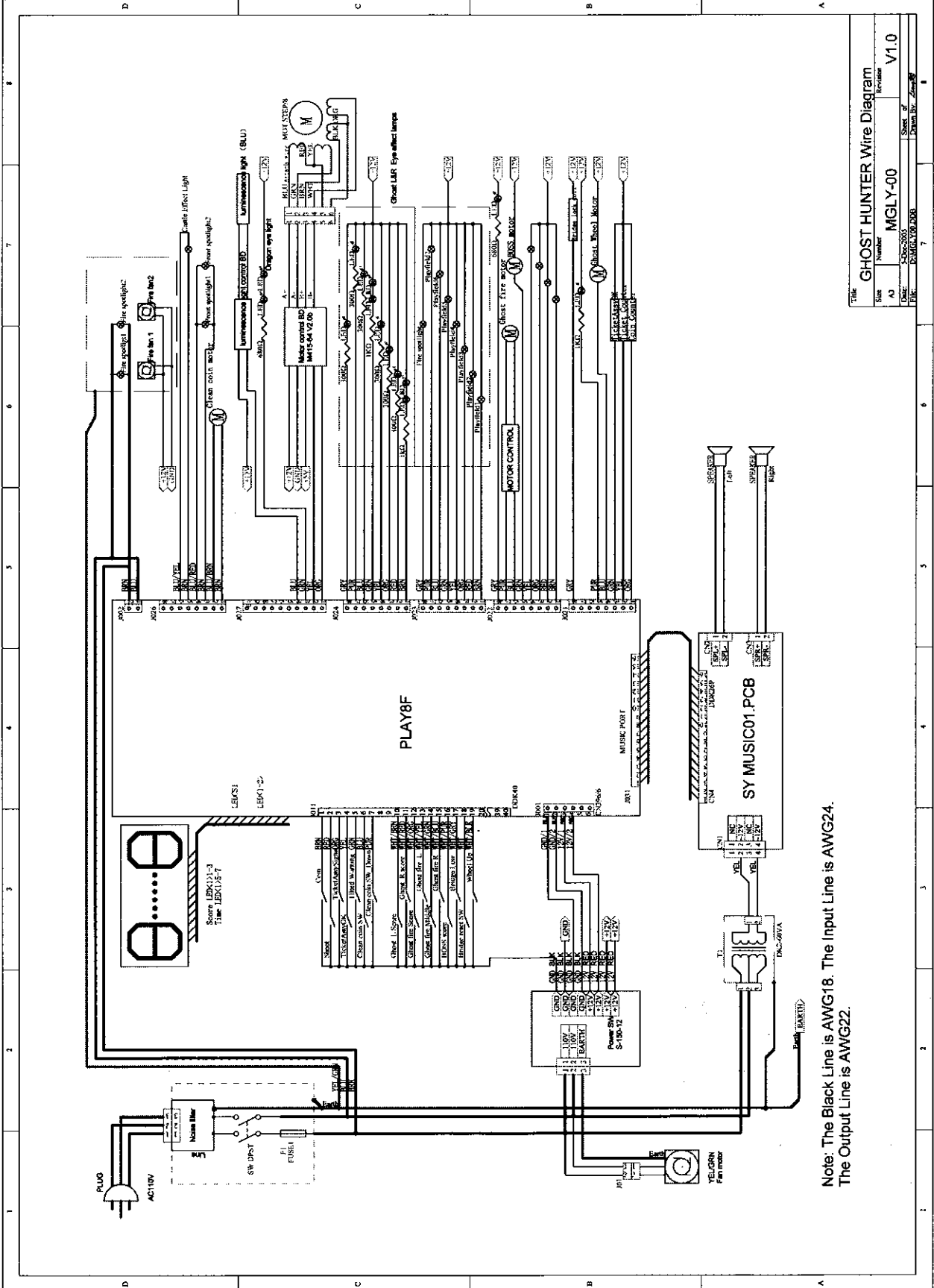
Press TEST button once, the LED displays 3

Press the TEST button again, the LED displays "4". Press IN1-40 button then corresponding out 1-40 will output.

Press the TEST button again. The LED displays "5", the out 1-40 output with lighting.

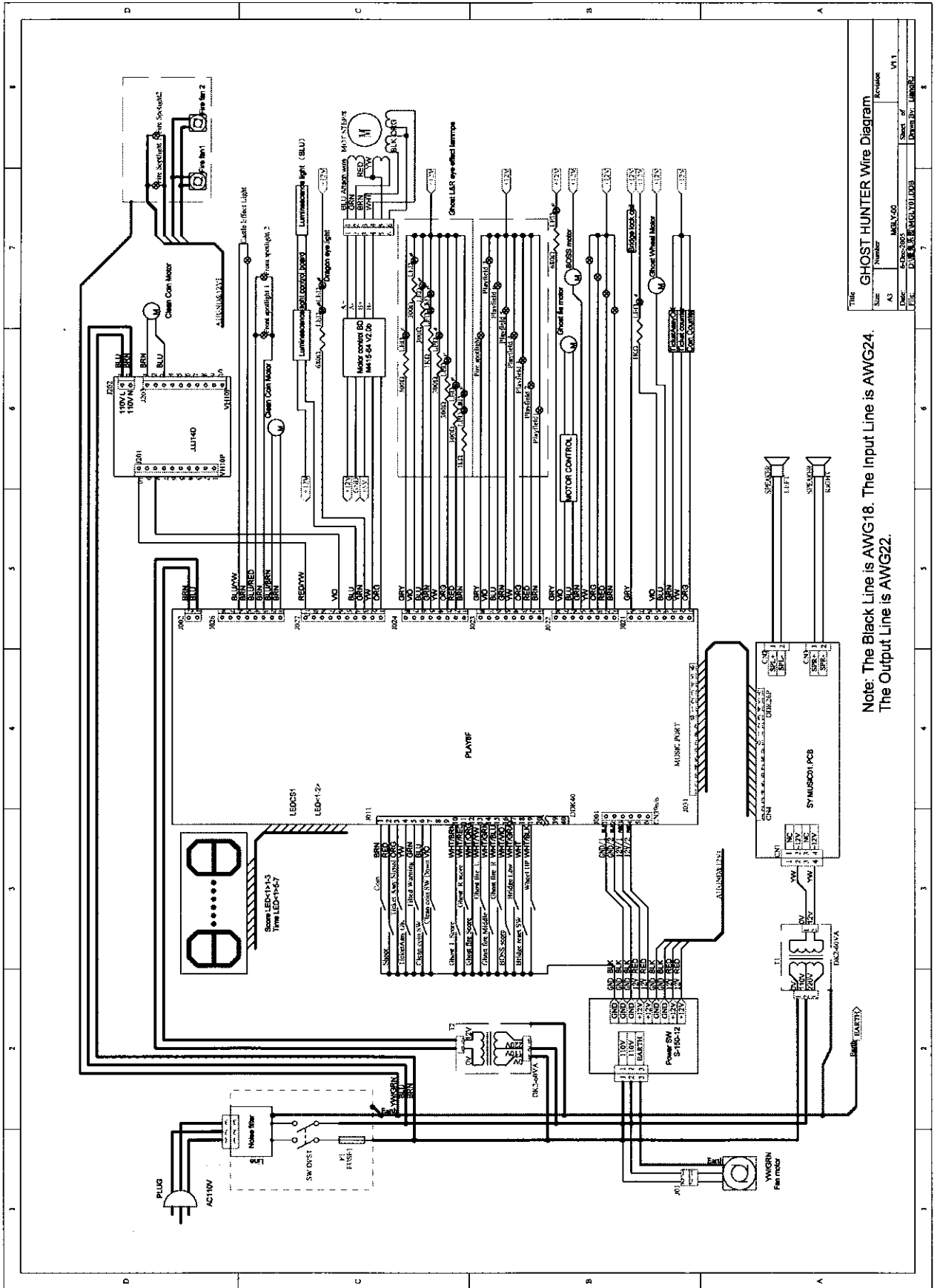
Enter the test program:

You can enter test program by press the TEST button on the main board.



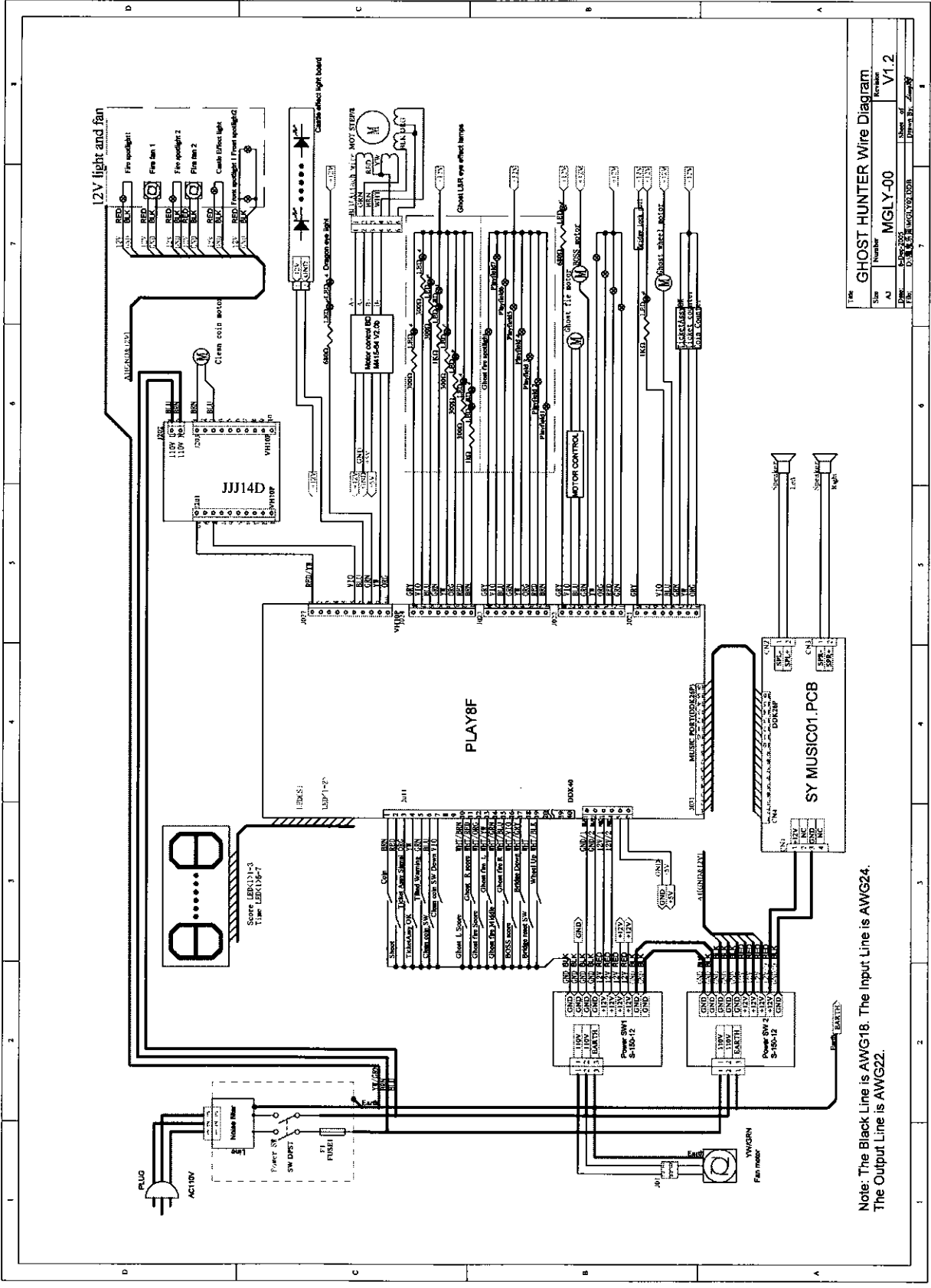
Note: The Black Line is AWG18. The Input Line is AWG24.
 The Output Line is AWG22.

| | | | |
|-------|-----------------|---------------------------|--------|
| Title | | GHOST HUNTER Wire Diagram | |
| Size | Number | Revision | V1.0 |
| AJ | MGLY-00 | | |
| DATE | 5/26/2003 | Sheet of | 2 |
| DRW | Ramon R. Zamora | Drawn By | Zamora |



Note: The Black Line is AWG18. The Input Line is AWG24.
The Output Line is AWG22.

| THE GHOST HUNTER Wire Diagram | | | |
|-------------------------------|----------|-----------|--------|
| Size | Number | Revision | |
| A3 | 0001 | 0001 | W11 |
| Date: | 02/20/88 | Drawn By: | LMW/ST |
| Doc. No.: | 02/20/88 | Drawn By: | LMW/ST |



| | | | |
|------------------------------|---------|--------------------------------|--|
| Title | | | |
| GHOST HUNTER Wire Diagram | | | |
| Size | Number | Revision | |
| AJ | MGLY-00 | V1.2 | |
| Drawn by: <i>[Signature]</i> | | Checked by: <i>[Signature]</i> | |
| Date: 01/15/2005 | | Sheet of: 2 | |
| File: G:\MGLY\GHOST\WIR.DWG | | | |

Note: The Black Line is AWG18. The Input Line is AWG24.
The Output Line is AWG22.