ELECTRONIC THEATRE RESTAURANTS

PREVENTIVE MAINTENANCE MANUAL FOR TECHNICAL OPERATIONS

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CYBERAMICS - DAILY

The following PM is to be performed as outlined on a DAILY BASIS

- 1. Check the air supply system for the following:
 - A. Compressor for proper oil level and automatic drain operation.
 - B. All filters for water, oil, proper color and drain as needed.
 - C. Refrigerator for cooling.
 - D. Air pressure gauges for proper pressure.
- 2. Check the tape deck for the following:
 - A. Rewind tape to a full reel. Remove full reel and place away from area.
 - B. Clean tape heads using a Q-Tip and DENATURED Alcohol (damp not wet).
 - C. Tape guides and rollers for alignment and freedom of movement. Make sure all rollers are also clean of tape oxides.
 - D. Demagnetize tape heads at least once a week!
 - E. Replace tape with "DR. DUCK" and run a diagnostic and check the operation of each character and light.

3. General

- A. Check the stage floor for debris and remove and sweep as needed.
- B. Check "Cabaret" and/or "Lounge" character for proper operation. Check and/or clean their show areas.
- C. Repair any functions you may have found to be inoperable.
- D. Pay close attention to the character grooming, and dust or comb Cybers as needed.

CYBERAMICS - MONTHLY

- 1. AIR SUPPLY SYSTEM, check or change the following:
 - A. Change compressor crankcase oil using 30 weight NON-DETERGENT motor oil.
 - B. Change or clean compressor air intake filter.
 - C. Check compressor belts for wear, tightness and replace as needed.
 - D. Check all filters for operation and leaks. Replace any filters that appear discolored, or fouled.
 - E. Check automatic pressure regulator for proper start and stop settings. Shut off 165-175 lbs. PSI. Turn on 120-130 lbs. PSI.
 - F. Check automatic drain, and lines and fittings for leaks.

2. CYBERAMIC RACK

- A. Vacuum inside of the rack, and the area around it.
- B. Wash the computer room floor.
- C. Check operation of the air conditioner/exhaust fan in computer room.
- D. Clean and check operation of background music system.
- E. Clean outside of the rack thoroughly.
- F. Order all parts that show signs of wear or fatigue.
- FILL OUT THE "CYBERAMIC MONTHLY INSPECTION FORM", and file it neatly away in it's proper place.
- 4. Thoroughly vacuum all drapes, and clean sets.

CHARACTERS

At LEAST one character per week should have a rotational performed on it as outlined below:

HEAD

- Remove jaw and entire head cosmetic assembly. (Make sure your hands are clean.)
- 2. Check all air lines for brittleness, and security.
- Check eyeballs and iris's for wear or dirt. Clean or touch up with paint as needed.
- Check eyeball centering springs for wear or binding. Replace as needed.
- 5. Check mouth action for wear or clicking.
- Oil all pivot points with a TEFLON based lubricant. Clean off any excess oil and dirt so that it won't be desposited onto the character costume.
- 7. Check all nuts, bolts, and screws for tightness and wear.
 Replace as needed.
- 8. Check all cylinders for clean shafts and air tight fittings.
- 9. Replace any rubber grommets, bushings, or bearings that show signs of wear.

BODY

- Check body left and right movements of the character with the costume still on. Check for any possible costume binds.
- 2. Remove costume and check all air lines.
- 3. Check all nuts, bolts, and screws for tightness and wear.
- 4. Oil all pivot points with a TEFLON based lubricant. Remove any excess oil and dirt to keep the costume and surrounding areas clean.

CHARACTERS - (continued)

GENERAL

- Drain and check character air filters for proper color and operation.
- 2. With an air pressure gauge check and log air pressures on rotational form. *High pressure should be set as low as possible to still provide smooth movement of the character functions. *Low pressure should be set just high enough to lower the characters eyelids NO MORE!

(NOTE)

The lower the pressure you can get a character to move at, the better, smoother, and longer it will last. If you find that you have to raise the pressure just to get one particular movement to operate, then help the movement out a little with a light spring, or pinball playfield rubber. Remember to check those costumes for binding. They will tend to bind in the elbows and cause the character to move slower. Raising the pressure in a case like this will only destroy the costume!

- Redress the character as per the cosmetic guidelines, set forth by Pizza Time Theatres.
- Make sure your hands are clean any time you are handling cosmetic items.
- Clean the area around the character you have just done your rotational on.
- 6. Order any parts that are wearing, worn out.
- 7. Fill out the "WEEKLY CHARACTER ROTATIONAL FORM" and file it in order with the last one in your tech. room.

SKEEBALL

These should be checked daily for any operational problems.

- 1. Clean boards as per instructions for video games.
- 2. Check all wiring for proper connections, fraying, and security.
- Check, clean and lubricate ticket dispenser mechanisms. Use lubricant recommended by the manufacturer.
- 4. Check, clean and adjust coin mech. as needed. Check micro switch for good connections. Clean associated area.
- Check and clean ball ramp using a strong ammonia solution and warm water mixture. Scrub with a stiff brush and rinse with clean water.
- Remove score rings and clean with ammonia/water or run them through the dishwasher if it is not tied up. Repaint score numbers as needed.
- 7. Replace all burned out light bulbs or repair as needed.
- 8. Apply power and check proper operation of the game.
- Check for proper number of balls and also check the condition of the balls, sand as needed.
- 10. Check your spare parts inventory and reorder items that you may be running out of.

VIDEO GAMES

Open all game doors and front glass so that all areas are readily accessible. CLEAN and CHECK the following:

- Starting inside the game at the top, remove all dust with a brush, rag and vacuum cleaner. (Avoid use of compressed air as this will develop STATIC ELECTRICITY.)
- Clean monitor thoroughly, paying close attention to the high voltage, and CRT areas. (Remember to short out the monitor). Using small brush, clean monitor chasis board.
- 3. Being careful with the logic boards, remove and dust using small brush and vacuum. (Short out your body static by touching the game grounding lug.)
- 4. Make a visual check of the logic board for signs of overheating, broken leads. Tighten any socketed chips. Clean edge connectors with a SOFT pencil eraser and cloth.
- 5. Clean power supply and check for loose connections. Make sure any power supplies mounted in the bottom of the game are protected from stray tokens falling on them.
- 6. All cables, plugs and wiring for fraying, security and binding.
- 7. Controls for proper freedom of movement and signs of wear.
- 8. Coin door for proper operation of coin mech., micro switch and coin chute.
- 9. Using windex type cleaner and PAPER type towels, clean face of CRT, glass and mirrors.
- 10. Repair all lights and/or bulbs as needed.
- 11. Repair all parts that need repairing and order parts that are worn, broken, or cracked.
- 12. Clean outside cabinet. Reassemble game and check operation.

KIDDIE RIDES

Open up the game and remove all access panels and ride bodies so that all areas are readily accessible. Clean and check the following:

- 1. Examine the wiring for wear, fraying and proper security.
- (Hydraulic Rides) Examine for leaks, cracks or breaks in hoses and fittings. Check the level of the hydraulic fluid.
- Coin mech.'s and micro switches for cleanliness and proper operation. Adjust mech's as needed. Check connections.
- 4. All metal, wood, glass, and plastic for cracks, tears, chips and proper security. Pay close attention to any sharp edges.
- Check motors and gear boxes for binding, ease of rotation and freedom of operation. Check fluid levels in the gear boxes. Check the belts for cracks or wear.
- Clean out the bottom of the ride and remove any foreign items.
- Check for paint peeling, chipped or worn off areas. Touch up as needed.
- 8. Wax the bodies of the rides with standard car wax.
- 9. Apply power and check operation of entire ride.
- 10. Check the ground pin on the plug. Secure the excess cord so that nobody trips over it.
- 11. Order parts that are worn and/or is wearing.

BILL CHANGERS

- Remove all coin hoppers, dump the coins out and clean. Check chain for wear and tightness.
- Remove motor assembly and remove all the spilled tokens from the bottom.
- 3. Check coin count bulbs and clean and align as needed.
- Check all wiring for fraying, wear, security and good tight connections.
- 5. Lubricate motor shafts and change buckets.
- 6. Remove bill transport and clean all surfaces and lenses.
- 7. Check drive belts for tightness and wear.
- Remove coin mech. and clean in hot soapy water and dry with bathroom hand dryer. Adjust as needed.
- Check coin return button for proper operation. Don't forget to check the micro switch behind the return button for correct operation and good connections.
- 10. Check the bill stacker and lubricate as needed.
- 11. Apply power and check correct operation of entire unit.
- 12. Make sure that the P-1, P-4, and MAG. pits are properly adjusted.
- Remove control center and clean edge connectors with a SOFT pencil eraser.
- 14. Lock up the changer and check for a nice secure fit.
- 15. Clean the entire outside of the cabinet.
- 16. Log all tests on test sheets inside of unit.

SCAN COIN

Remove the covers of both counters and hopper units and check and clean the following:

- Tip the machine upside down and remove all of the spilled tokens lodged inside of the machine.
- Remove all of the dust and dirt from the coin guides and trays.
- 3. Check the coin size adjustment and readjust if needed.
- Check the anti-kick spring in the main track for proper installation and shape.
- Check all wiring for fraying, wear, or binding with moving parts.
- 6. Check the coin count coupler for tightness and proper adjustment.
- 7. Clean all boards as per instructions for video games.
- 8. Lubricate all moving parts with a light weight oil such as "3 in 1 oil".
- 9. Reassemble the machine and check operation of entire unit.
- 10. Order any parts that are worn and/or wearing as they will probably take a little time to get there.

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