


Safe cracker pinball manual

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Copyright and trademarks from Planetary Pinball Supply, Inc® used with permission. All photos are licensed from original photographers who retain their copyright. Don't use it without permission! Site design, formulation and other local copyrights on content 2004-2020 in the Online Pinball database™.Where appropriate, other trademarks and copyrights remain the property of their owners. Switch Nav How do you set up a safe cracker to recognize magic tokens? As you can read on my review of the game, Safe Cracker is a special game. One of the custom parts of this game is that it takes magic tokens. The entire setup and wiring to take this marker is also unique to this game. There is not much documentation, so if you have a game that doesn't take magic tokens, it can be hard to know what you have to change. So, here's all the information I know about how this was implemented and how you can get the magic tokens to work. To be able to recognize tokens in addition to coins (the usual 3 slots and dollar bills, Williams designers had to use a few tricks to add an extra coin, as there was simply nothing available for it in WPC equipment or switch matrix. Safe Cracker was released in three versions: Imported version (U.S. model): has a coin door with two mechanical slots: one for quarters, one for magic tokens (indicated with a sticker). Export version (European): coin door with 1 slot and electronic coin fur. Exported import versions: SafeCrackers made for the U.S. market but exported to Europe. These latter types can be recognized as they have all the decals for 110v, indicating that they are made for the U.S., but have been modified at the plant by 220 volts and have been re-labeled as such. They also have an American coindoor style with 2 slots. As far as I know, they have one mechanical coin mechanism (for tokens) and an electronic coin fur (for coins). 2 people told me on their game an electronic coin validator was installed, but the second chute of the coin was blocked (and no mechanical coin fur for the tokens was installed). I don't think they came this way from the factory, but were probably modified by distributors or operators to completely disable the magic tokens. It's important to know what setup you have - but every game can be converted to take mechanical coins. United States must have by default all the correct wiring installed. So if it hasn't been hacked/deleted you won't have to make any changes to the transaction as shown below. I have a regular export version only with e-coin fur (which is programmed to take German signs and Magic Tokens). Most Of the in this article I learned by helping someone who exported the imported version, but from which the full wiring for the mechanical focal marker switch was removed- it only had electronic coin fur but was unable to take the magic tokens. If you have an electronic fur coin and want to add an extra mechanical switch to take magic tokens, here's all you need to know. Let's start with the simplest part of the software first. The first thing you should check is to see if coins and tokens are recognized in the switch tests. Because no matter what other software settings are used (tokens are disabled, tokens award regular credit, ..), their switches still have to register in the switch test. Therefore, our first task is to check whether they are registered in the switch test. If they don't do it, something is physically wrong with the wiring. If they show up correctly, the transaction is ok and only the question of finding the proper software regulations. This image shows what a dot matrix display looks like when you set up a pinball machine in T.1 - an edge switch. In the box you see the switch matrix 8 by 8. What we are interested in, however, are the two additional columns, far left and far right. These are direct input switches to which coin switches are connected. Pinball WPC machines can be installed with coin doors with a maximum of 3 coin mechanisms (3 troughs: left, middle and right). In addition, the validator bill can also be added as a 4th chute coin. In the switch matrix, these are the top switches on the first (most left) column. So if you toss a coin, it has to register. The left chute will be the top left switch. The average one under it... Both mechanical coin furs or electronic coin furs must register in the same way in the switch matrix. Please note that there are dipswitches on the coin door interface board (a board on the left side of the cupboard near the coin door). These dipswitches are used to turn on or disable certain coin gutters. So if all the wiring looks right, but the coin switch is not registered, make sure all dipswitches are set up for the position (check the wiring scheme in the manual). Since WPC software (and hardware) was not created to have a 5th coin (magic marker), designers had to crack the magic marker switch entering the WPC system. They did this by re-entering the 'top left flipper opto' switch as a magic marker. This switch is registered in the bottom right corner. So, on display: column 10 (right extra column), bottom switch. If magical Recognized, this switch will register (and the game software SafeCrackers knows to interpret this switch as a magic marker). If all coins and magic tokens are well recorded, it is only a matter of adjusting the software to allow magical tokens. There are a few game software changes and from what I hear some of them have additional options. One version (probably the last) last one) A2.22 menu. If you have it, make sure it is set to have markers included. There is probably another option to turn the tokens on or off. The easiest thing to do if you're not sure if the settings are right is to make the plant reset. This will allow each option to default and, as a result, the magic tokens are included. In home use you probably want to install it to be free to play after making a factory dump. You can set up the game on Free Play without any problems. If the tokens are recognized well, they will still give magical credits (and are shown on the screen) to start a special game. So there is no need to have a working mechanism of coins and set the game to pay for the game to be able to use magic tokens. As long as you have magical credits, a special game will begin. Once you run out, it's a regular free game and you can start as many regular games as you want. Hardware changes As we saw in the software part, Williams designers re-top left flipper opto switch for focal marker coin switch. The equipment on the secure pinball cracker machine has also been modified to make this possible. Safe Cracker uses a special type of coin door interface board, part A-20949 number. Illustration by Branko Priis. Ignore the black and red wires that solder directly on the board, they go to the extra counter. The J13 connector is important to us. The most important change from the old interface boards is the addition of an additional connector: J13. On board diagrams (safe Cracker 3-31 and 3-32 manual pages) the connector is designated as the '5th coin to the cpu'. This is the input switch for the magic marker coin mechanism (which goes to the entrance of the 'top left flipper opto' on the processor. First make sure this connector is connected. In the worst case scenario, i.e. if you don't have the correct coin door board interface installed in your game, you can just bypass the board and connect the mechanical switch directly to this connector. To take the magic tokens, you will have to add a jumper. Check the circuit to see where it should go. The strange thing is that according to the schemes, all you need is a jumper between W2-W5 and W1-W4. However the default board comes with zero-ohm jumpers installed, and does it not see magic tokens when regular coin switches are activated? Here's an example of someone board changing so the left coin coin was switched to register as magic tokens. All you had to do was add a wire jumper from J5-4 to J13-2. Illustration by Oscar Van Diel. If you only have an electronic coin validator that doesn't recognize magic tokens (or any other tokens), you have two options. Add a mechanical switch and connect it as described above. If you have a coin with only one slot, then you should find someone who is able to reprogram the validator coin. It is important to know that the magic marker must register on Channel 5. 5. safecracker pinball manual

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