

# **Fire Blasta**

## Installation Manual

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## Company Information

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### Telephone

Technical Help	+44(0)121-773-1827	Ask for Technical Help
Parts & Accessories	+44(0)121-773-1827	Ask for the Parts Dept
Unit Sales	+44(0)121-773-1827	Katie Roberts
Comments:	+44(0)121-773-1827	Stuart Bland

### Addresses

#### Head Office, Sales Office & Production

Tornado International Ltd  
Unit 20 Stirchley Trading Estate  
Hazelwell Road, Stirchley  
Birmingham, B30 2PF  
United Kingdom

Tel: (0)121-773-1827  
Email: [sales@tornado-uk.com](mailto:sales@tornado-uk.com)

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## Conventions used in this Manual

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For clarity the following conventions are used in this manual:

Paragraph Heading	Meaning
<b>Tip!</b>	Information which will assist in the operation of the product
<b>Note!</b>	Information which is important for the correct operation <i>of the product</i> .
<b>Caution!</b>	Information which is <b>VITAL</b> to avoid injury to persons or damage to the product.
<b>Warning!</b>	Information which is <b>VITAL</b> to avoid <b><i>serious injury</i></b> to personnel or the public.

Please take note of the information in shaded areas. If you have any questions with regard to the correct installation or operation of the product please contact Tornado International Ltd. Contact information will be found on page 2 of this manual.

### **Warning!**

#### **Important – Please Read This!**

This manual is provided in good faith and is believed to be accurate. Because Tornado International have no control over the manner in which the product is used, owners, users and installers should satisfy themselves that any information or instruction contained in this manual is appropriate for the conditions under which the product is being installed and operated.

In the interest of product development, Tornado International reserves the right to alter or modify the product as necessary.

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## On Delivery

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### **Before Opening Crates**

1. Check the number of crates delivered agrees with the number on the shipping documents.
2. Inspect the crates for damage. If any damage is visible note the crate number, and the position and extent of the damage. If the crates are not to be opened immediately, the shipping company should be notified as soon as possible. If the crates are to be opened at this time, wait until the product is inspected for damage before the shipping company is notified.
3. The crates should be moved to a position close to the operating area before opening.
4. The crates should be opened carefully and the contents removed. Be sure to check in the bottom of the crates in amongst any packaging, to ensure that all of the items have been removed, before the crates are discarded. If possible leave the crates on site until the product has been assembled and tested. If any damage was noted on the outside of the crates, the items next to the damage should be inspected carefully. Any damage should be notified to the shipping company as soon as the product is unpacked. Any shortage should be notified to Tornado International Ltd. in writing (letter, fax or e-mail) as soon as possible and in any event not later than 5 days after receipt. Contact details will be found on page 2 of this manual.

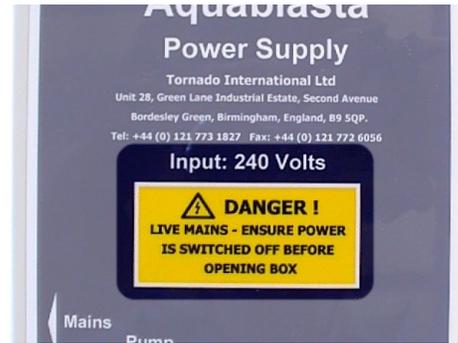
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## Before Installation

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### Caution!

Check that the supply voltage matches the voltage stated on the front of the PSU located in the pump house lid. (Dia 1)



Dia 1 – The PSU

### Tools & Items Required: (These are not supplied with the unit)

Small flat screwdriver

Medium flat screwdriver

Medium cross point screwdriver

Power drill

3.4mm drill bit

Sharp knife

Sealant dispensing gun

Sufficient 15mm copper pipe and fittings (or flexible hose and fittings) to reach from the water supply to the left hand rear of the unit.

Additional power supply cable (3 core x 1.25sqmm) if the power supply is over 2M from the left or right rear corner of the unit.

10off each of the coins or token to be used

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## The Site

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1. Before starting the installation assure yourself that the site is prepared according to our instructions. There should be a hard and flat level area at least 3M wide and 2.4M deep. The area must be smooth with no upward projections that could damage the pool liner. There should be a power supply and water supply to the rear of the area. See sheet 1 of appendix A.

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## Assembly

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1. Using the assembly drawings at appendix A, identify the various parts of the cabinet and its fittings. Ensure that you are familiar with the assembly procedure.
2. Assemble the game in accordance with the assembly instructions at appendix A, being careful to use the correct fasteners in all locations.

**Warning!**

Do not connect the mains electricity supply lead to the mains supply outlet at this time.

3. You should now have the game assembled with water in the tank and be ready to connect the power and test the unit.

**Note!**

The sealant used in the construction of the unit should be allowed to set before proceeding. The time taken for this will depend on the ambient temperature and humidity. Test a small area with your finger to ensure it is set before proceeding.

4. If the game is to be used in the United Kingdom connect the supplied residual current device (RCD) to the input end of the power supply lead or connect the power supply lead to a supply which is protected by a fixed RCD. If the game is to be used outside of the United Kingdom connect the power supply lead to a supply which is protected by a fixed RCD.

**Warning!**

Danger of electrocution! Step 4 should only be completed by a suitably experienced electrician. Do not operate this unit unless the power is supplied through a working residual current device.

5. Turn on the power supply and immediately test the RCD to ensure its correct operation. Do not proceed if the RCD is not fully functional.

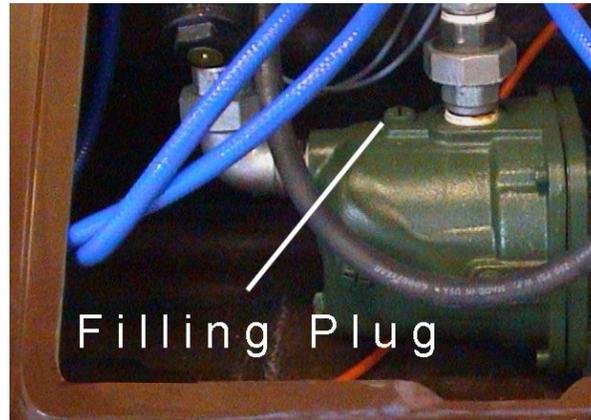
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## Set Up

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### Prime the Pump:

1. The pump will need to be filled with water and primed before operation. Proceed as follows. Open the pump house door and referring to Dia 2 locate and remove the filling plug. Using a suitable container completely fill the pump chamber with clean water and replace the plug.



Dia 2 – The pump filling plug

2. Locate the Aqua-Blasta control electronics in the pump house lid. (Dia 3)



Dia 3 – The control electronics

3. Repeatedly press the MODE button until the display shows:

PRIME PUMP  
PRESS & HOLD ▲

4. Ensuring that no personnel are in the play area press and hold the UP button until a constant stream of water is present at all guns. Release the UP button, the pump is now primed.

**Note!**

In the next section you will be guided through the procedure for setting various parameters required to operate the game. The following information will prove useful.

The bottom line of the display might differ from the illustration in this manual when a value is displayed. The actual value displayed will be the figure used in the factory test.

If a value and the up and down arrows are flashing this signifies that the flashing value may be changed by pressing the UP or DOWN buttons.

If just the up and down arrows are flashing this signifies that the feature on the top or bottom line of the display may be selected by pressing the appropriate UP or DOWN button.

More detailed instructions regarding the control electronics will be found in the user manual supplied with the game.

**Setting the vend price:**

1. Referring to diagram 3, press the MODE button repeatedly until the display shows:

VEND PRICE  
£00.00

2. Press and *hold* the MODE button until the display changes to:

VEND PRICE ▲  
CHANGE CODE ▼

**Note!**

The system has the facility to protect the vend price setting with a code number to prevent unauthorised alteration. Do not set or alter the code at this time.

3. Press the UP button to select the top option VEND PRICE. The display will now show VEND PRICE on the top line with the sign for the currency in use

and the current vend price displayed on the bottom line. The vend price and arrows will be flashing to indicate that the value may be changed.

4. Using the UP and DOWN buttons select the required vend price and then press MODE. The display will stop flashing and the selected vend price will be stored and displayed on the bottom line.

### Setting the play time:

1. Press the MODE button once. The display will show:

PLAY TIME  
1.5 MINUTES

2. Press and hold the MODE button until the time and the up and down arrows start to flash.
3. Using the UP or DOWN buttons set the required play time in increments of 1/10 of a minute. When the required time is displayed press the MODE button, the selected time will be stored and displayed.

**Tip!**

1/10 of a minute is equal to 6 seconds, i.e. a setting of 1.6 minutes will mean the game will last for 1 minute and 36 seconds.

### Setting the attract delay time:

The attract delay time is the amount of time the game must stand idle before the attract mode is activated. The attract mode turns on each of the guns for a short time in a preset pattern. The noise and visual pattern serve to attract customers passing the game.

1. Press the MODE button once the display will show:

ATTRACT DELAY  
4.0 MINUTES

2. Press and hold the MODE button until the time and the up and down arrows start to flash.
3. Using the UP or DOWN buttons set the required play time in increments of 1/10 of a minute. When the required time is displayed press the MODE button, the selected time will be stored and displayed.

**Tip!**

1/10 of a minute is equal to 6 seconds.

**Tip!**

The attract mode can be turned off by pressing the DOWN button when the time shows 0.5 minutes. The value will then change to "OFF"

All of the settings will be retained when the game is turned off.

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## Testing

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1. Insert coins to the value of the vend price, (or your token if the game has been supplied for token operation) into each playing position in turn.
2. Check that the gun starts to operate as the vend price is reached and that the gun runs for the set play time.
3. Aim at each of the targets in turn to check for correct operation.

**Tip!**

None of the guns will fire at all of the targets. This is a design feature to encourage additional plays using a different gun.

4. After all of the guns and targets have been tested leave the game idle for the attract mode delay time, to check that the attract mode is working. A short pulse of water should issue from guns number 1 to 4 in turn, then from guns 1&4 together, then guns 2&3 together and finally all four guns together.

The unit is now tested and ready to use.

Please refer to the User Manual to change any of the settings or to apply the protection code. Full details of the game and cash reporting features of Pirate Blasta can also be found in the manual.

Please keep this Installation Manual in a safe place in case you need to move the game at some time in the future.

Thank you for purchasing a Tornado International product, we are confident that it will give you many years of trouble free and profitable operation. Contact information can be found on page 2 of this manual if you should need any information or assistance in the operation of this product.

# Appendix A

Sheets 1 to 17