OPERATION MANUAL

KID'S DRIVING GAME
WITH
PRIZE REDEMPTION
- WINNER EVERY TIME! -

(DISPENSES 1" & 3" PRIZE CAPSULES)

Sammy Europe Limited

FIRST FLOOR, HEALTHAID HOUSE
MARLBOROUGH HILL, HARROW
MIDDLESEX HA1 1UD
TEL: 020 8427 8427 FAX: 020 8861 1209
WWW.SAMMYEUROPE.CO.UK

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1. SPECIFICATIONS OF CABINET

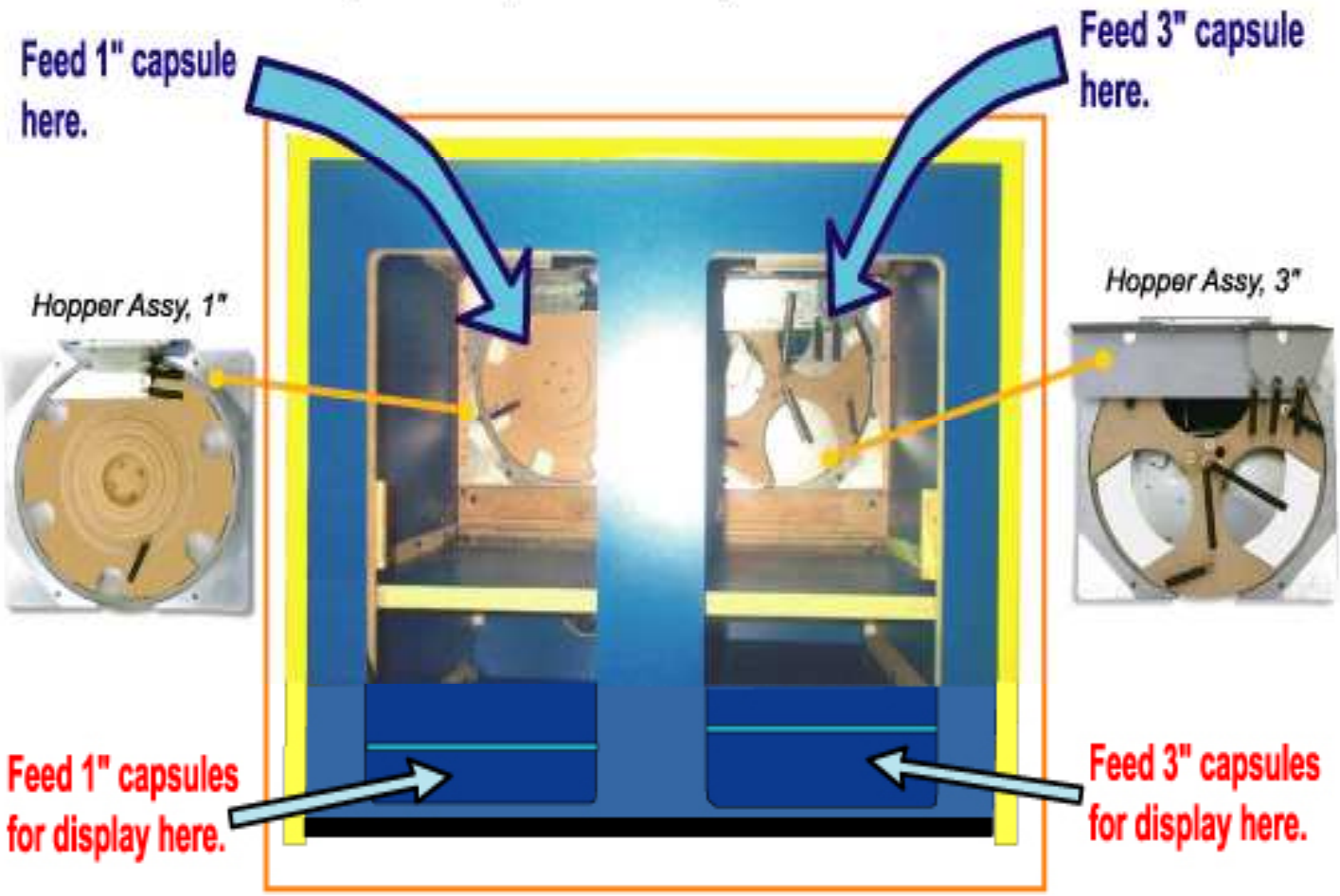
ACROSS THE WORLD (1" and 3" prize capsule dispenser)

INPUT POWER: EUROPE = 230VAC, 60Hz

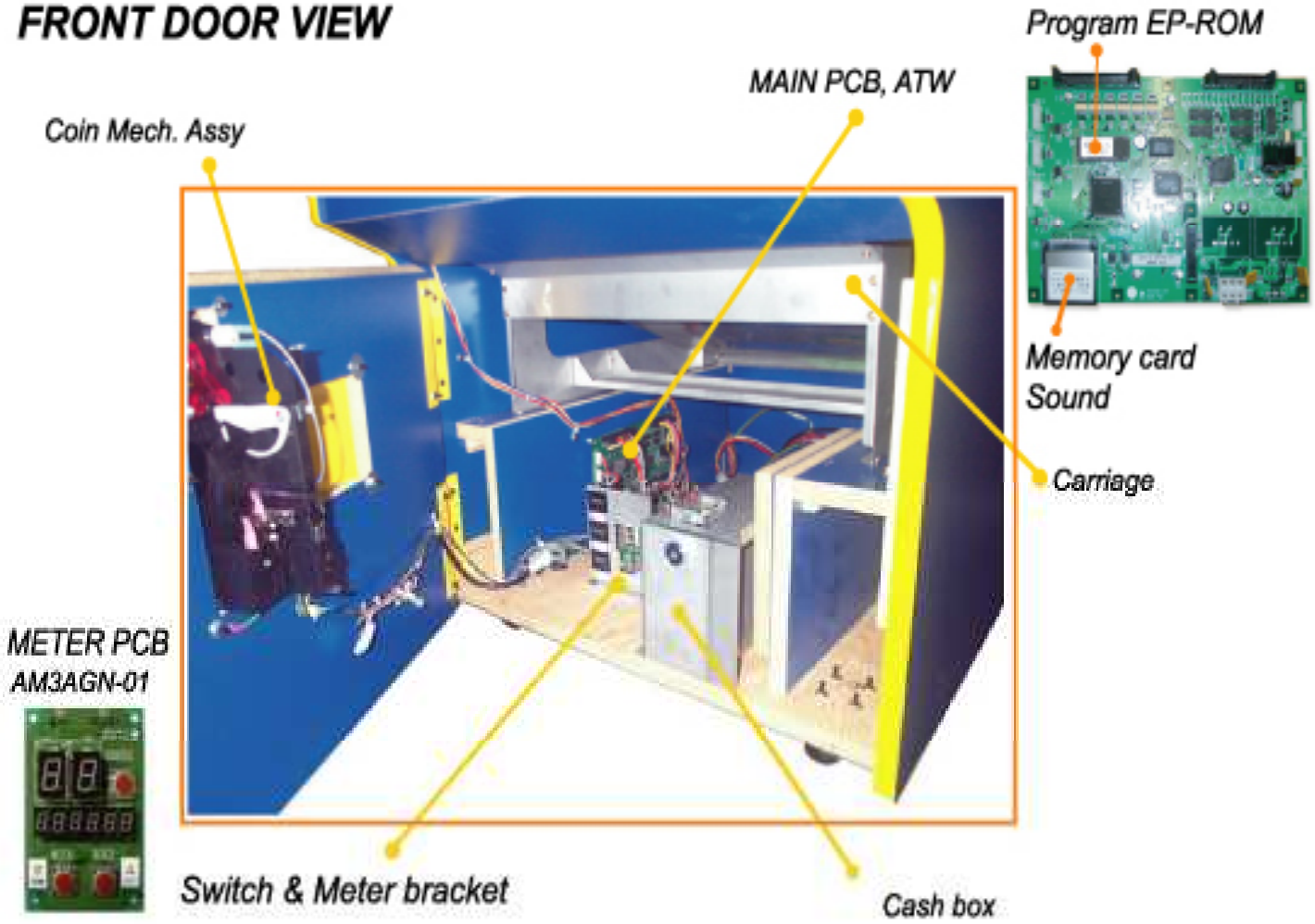
SIZE: W = 27.5" (699 mm)
D = 35.25" (895 mm)
H = 73.5" (1870 mm)

WEIGHT: 295 lbs (134 kg)

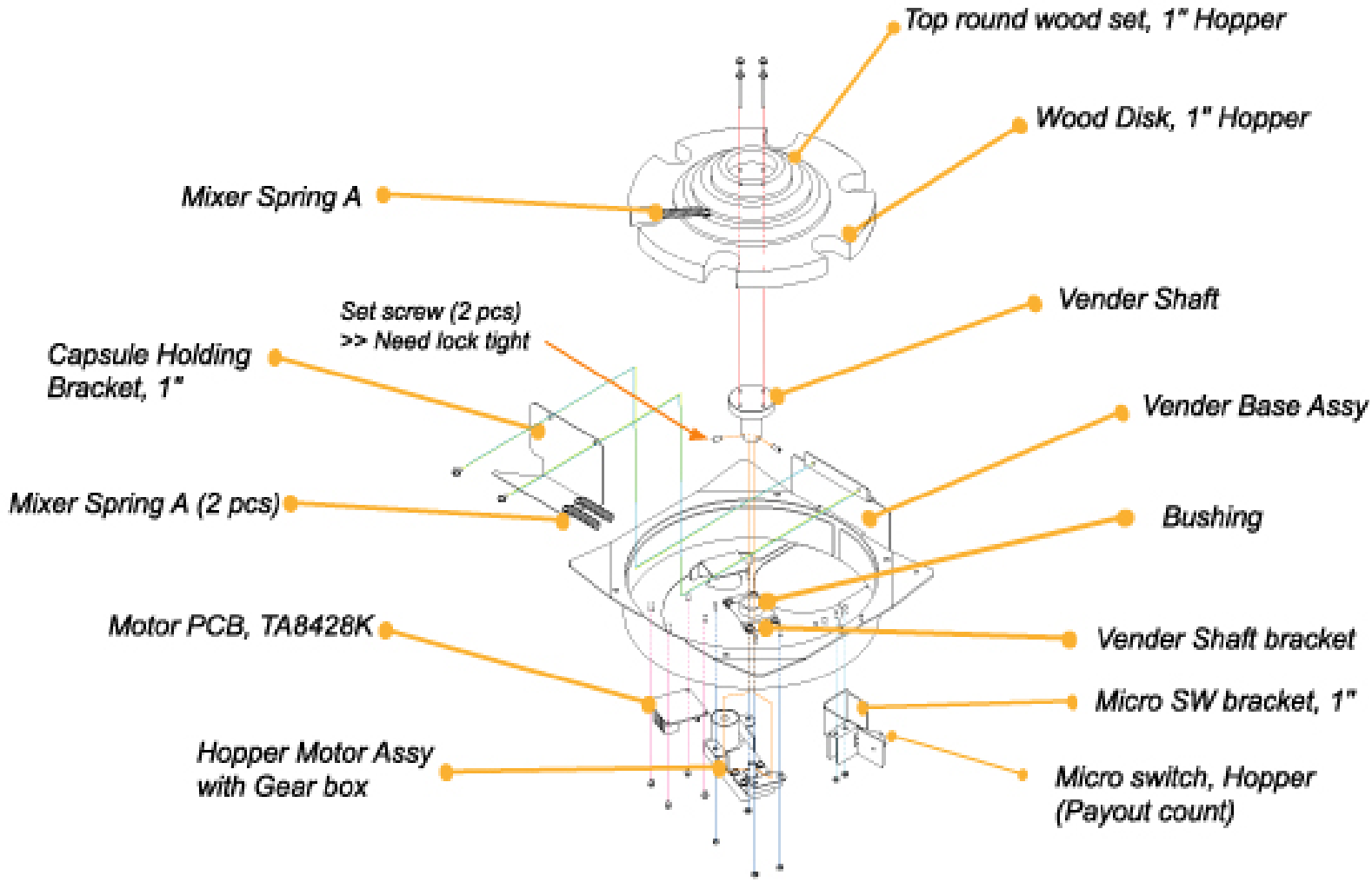
TOP DOOR VIEW (From top of cabinet)



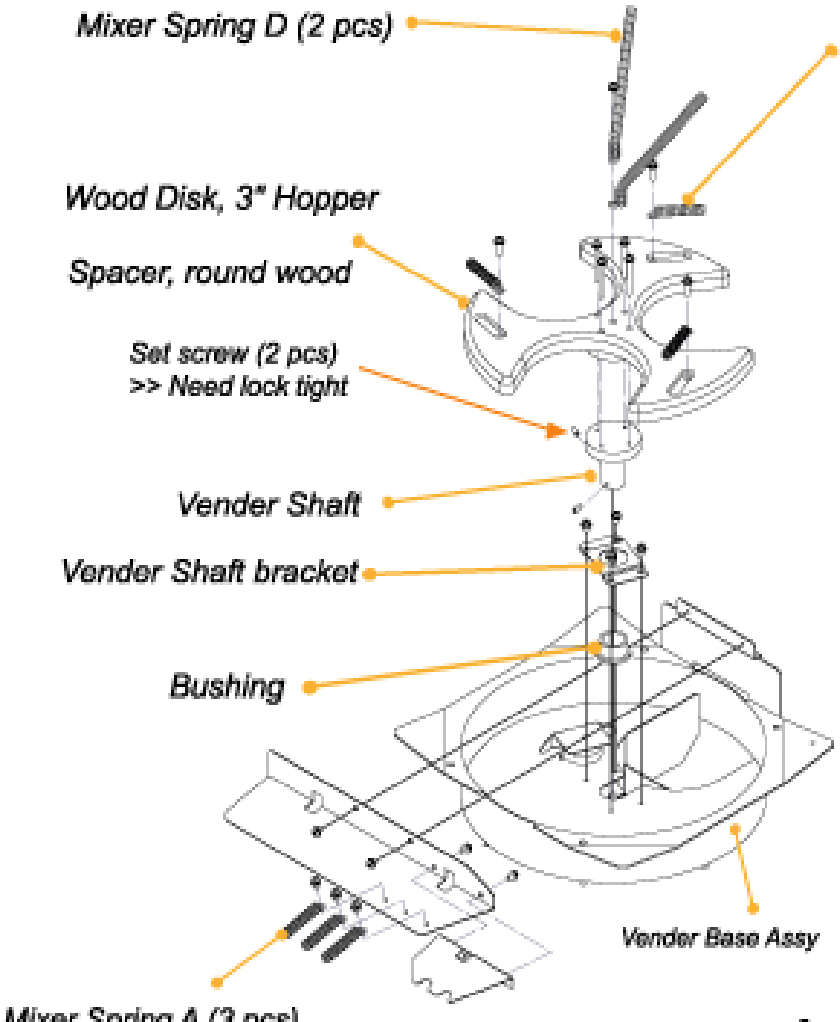
FRONT DOOR VIEW

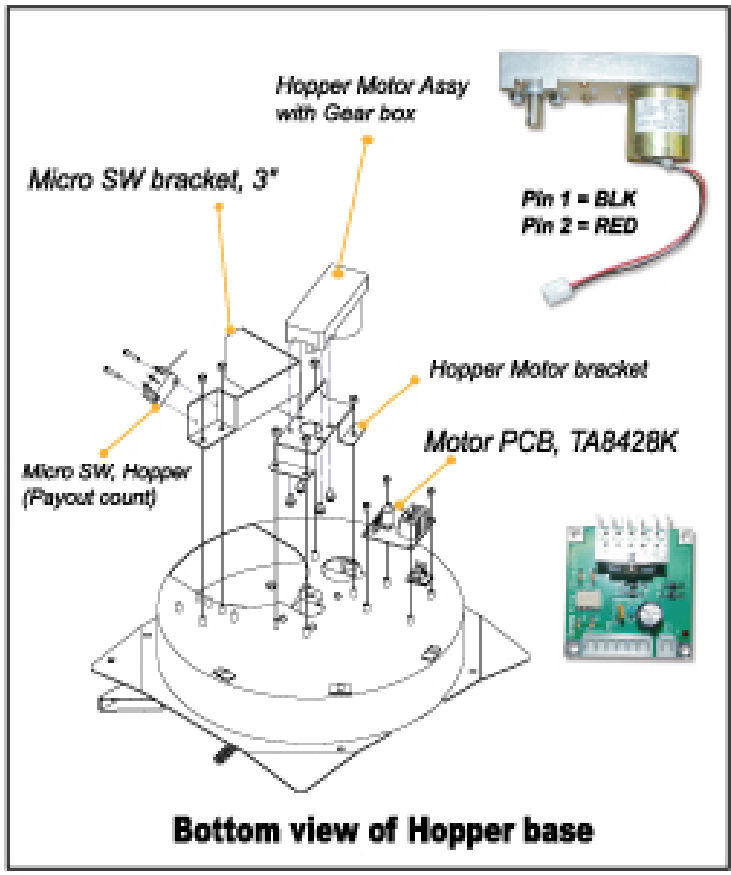


1" HOPPER ASSEMBLY DRAWING



3" HOPPER ASSEMBLY DRAWING

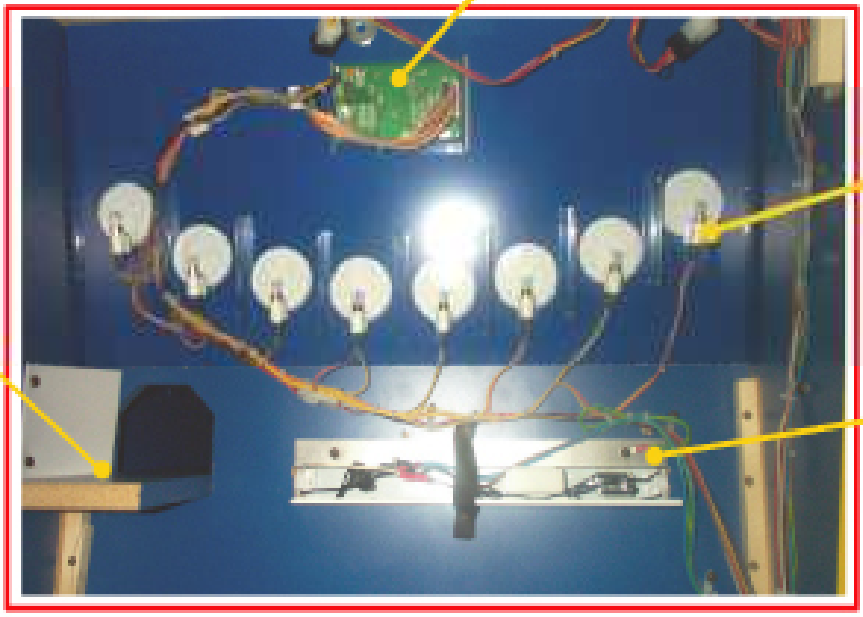




BACK DOOR

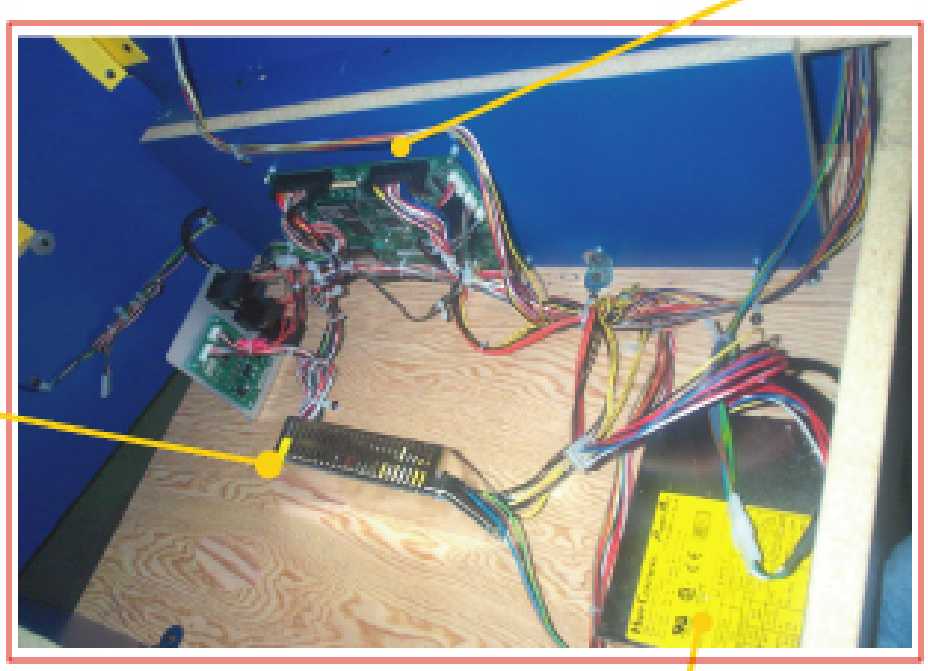
BACK VIEW (Open back door)

SCORE LAMP (Inside view)

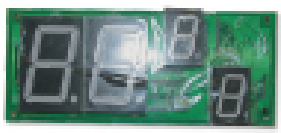


BACK VIEW, SCORE PANEL

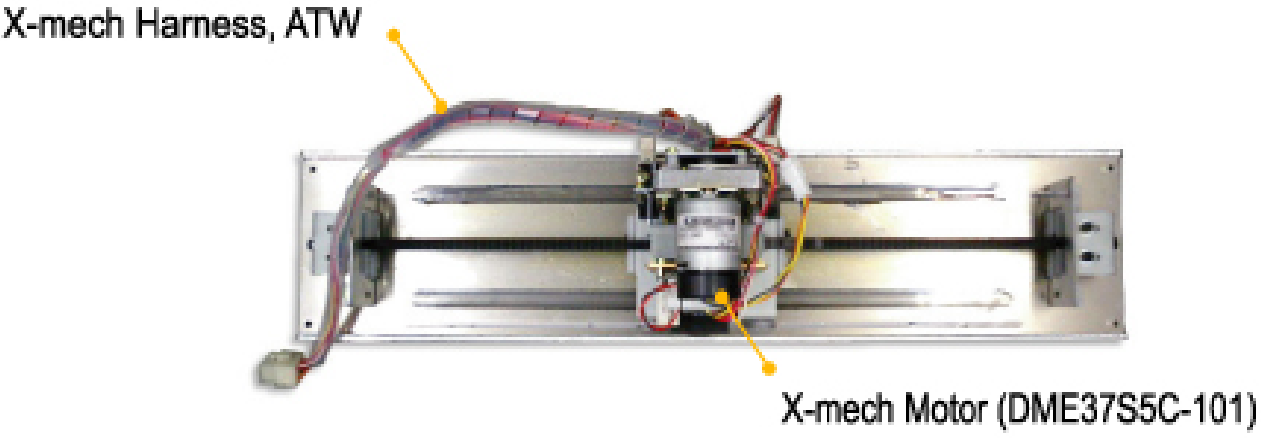
BOTTOM OF CABINET



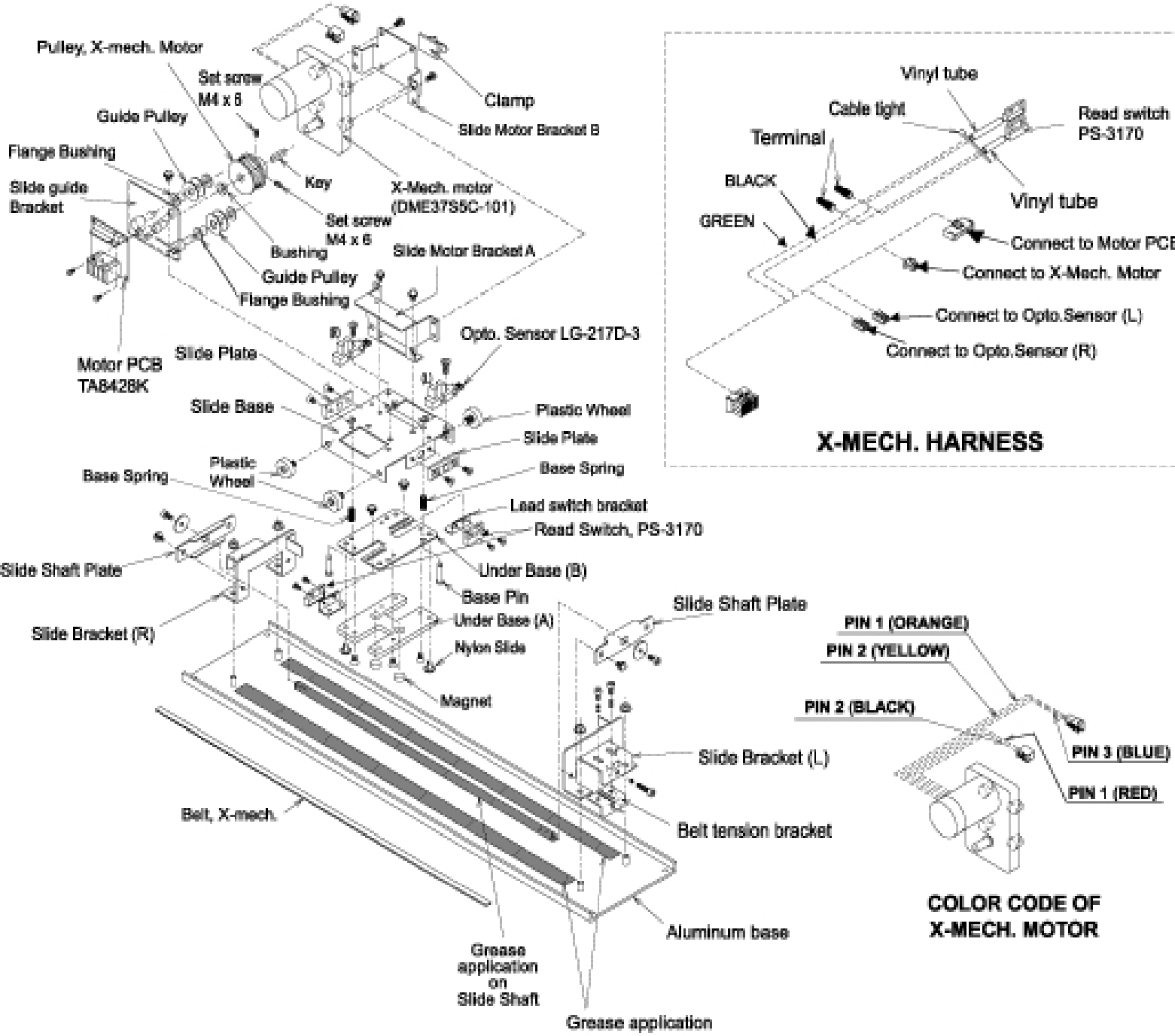
PLAYFIELD



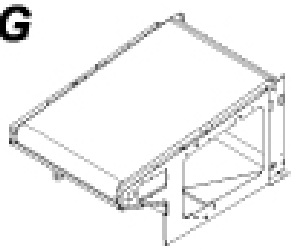
X-MECH ASSY, ATW



X-MECH ASSY, ASSEMBLE DRAWING



PLAYFIELD BELT (CARRIAGE) ASSY, ASSEMBLE DRAWING



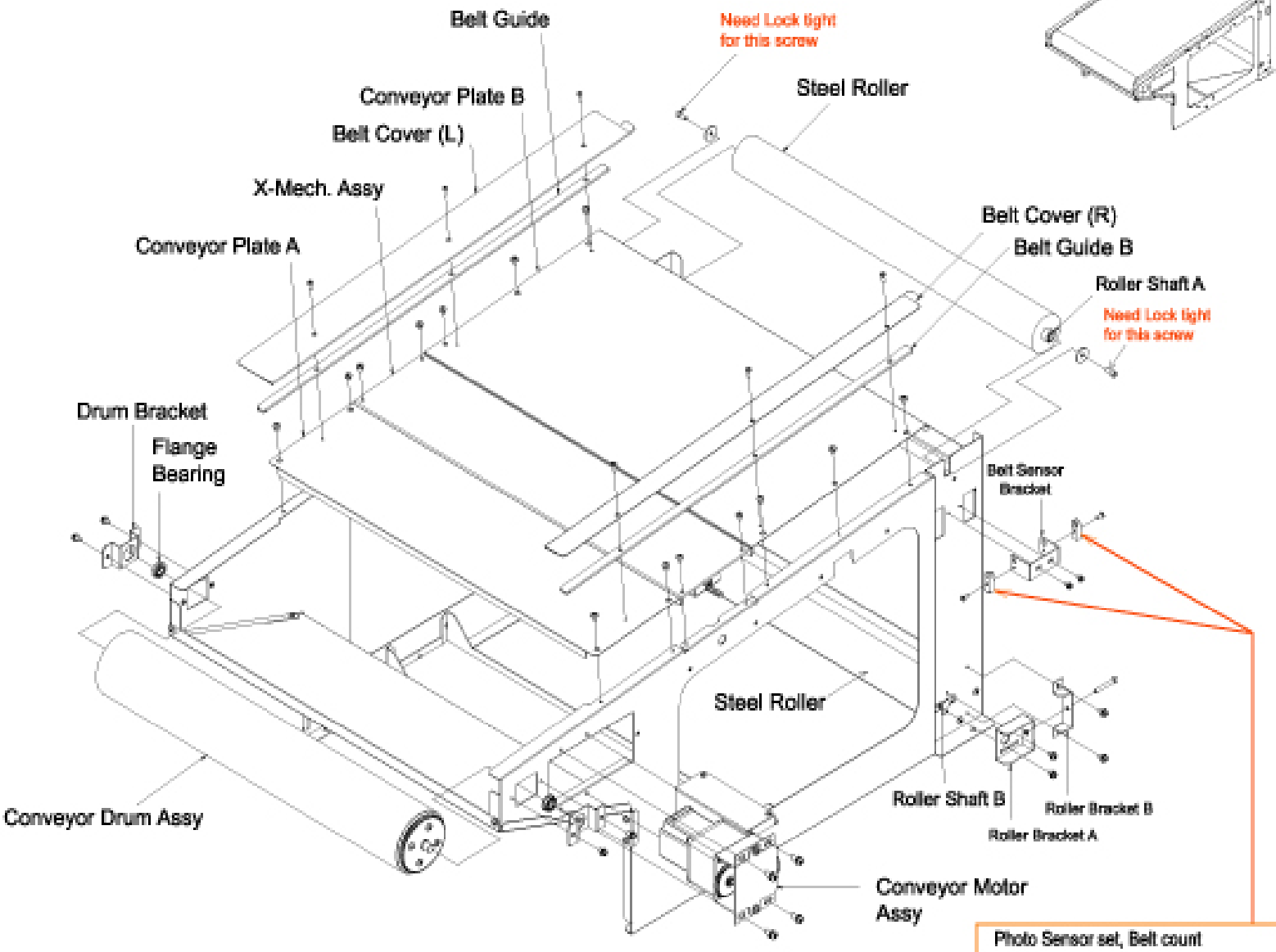
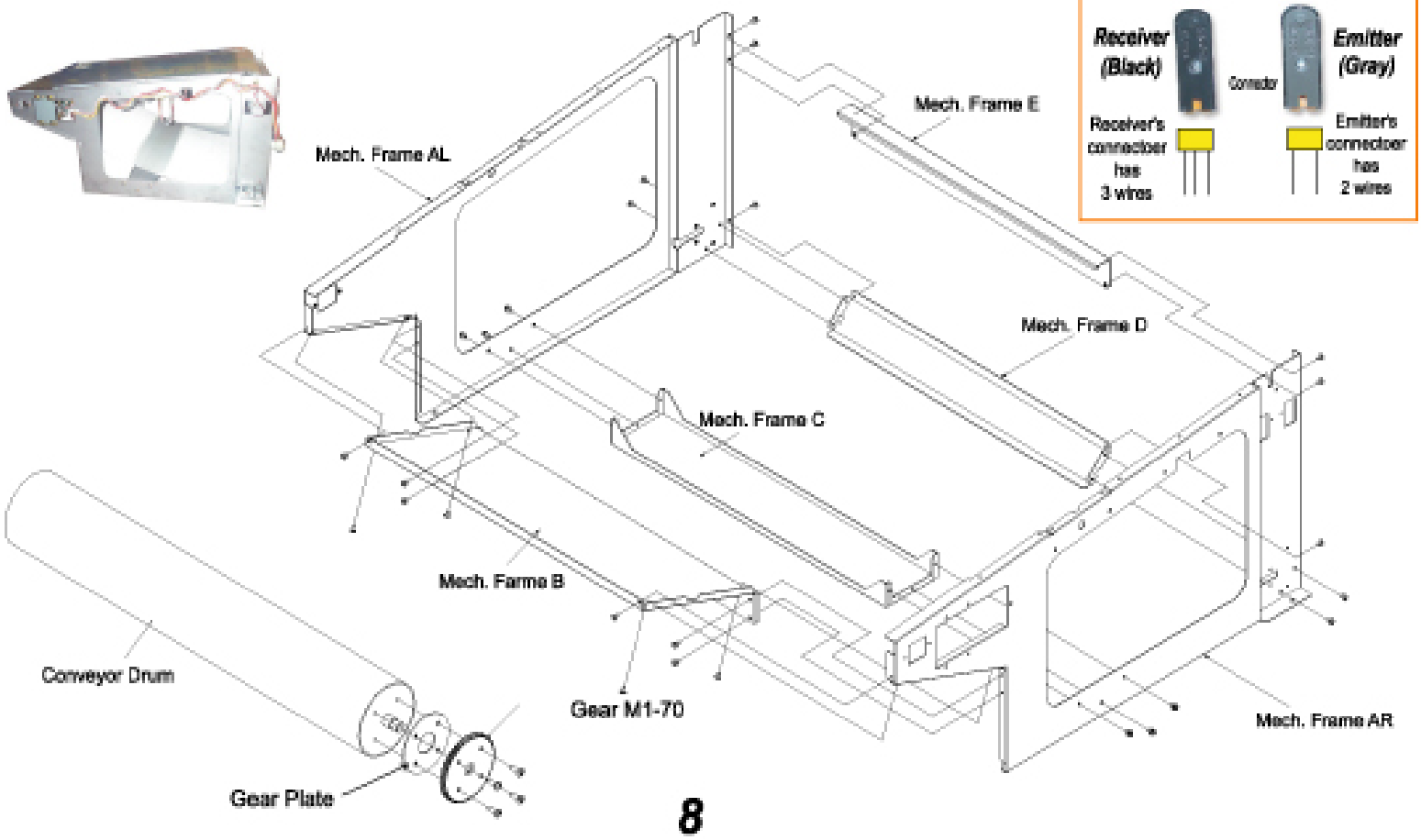
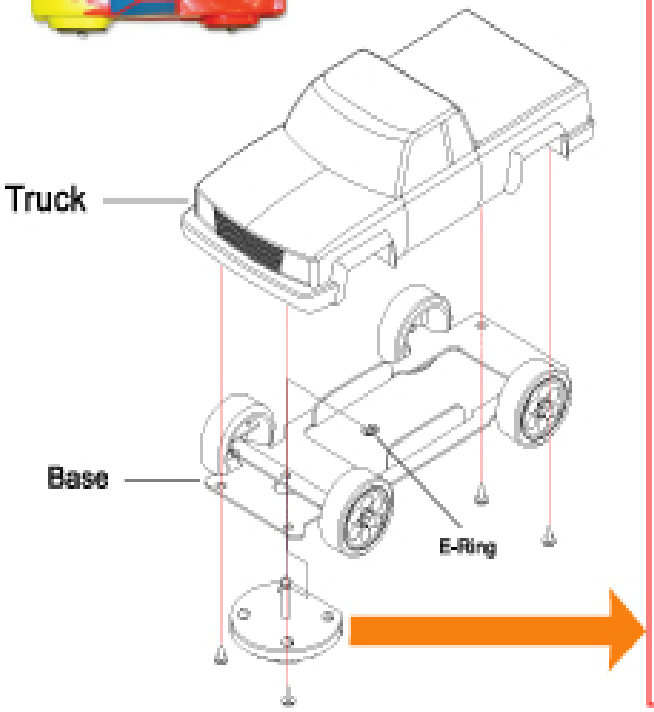


Photo Sensor set, Belt count
KB1240-AA (2 pcs/set)
Part#: 41-60-558

PLAYFIELD BELT (CARRIAGE) FRAMES, CONVEYOR DRUM ASSY

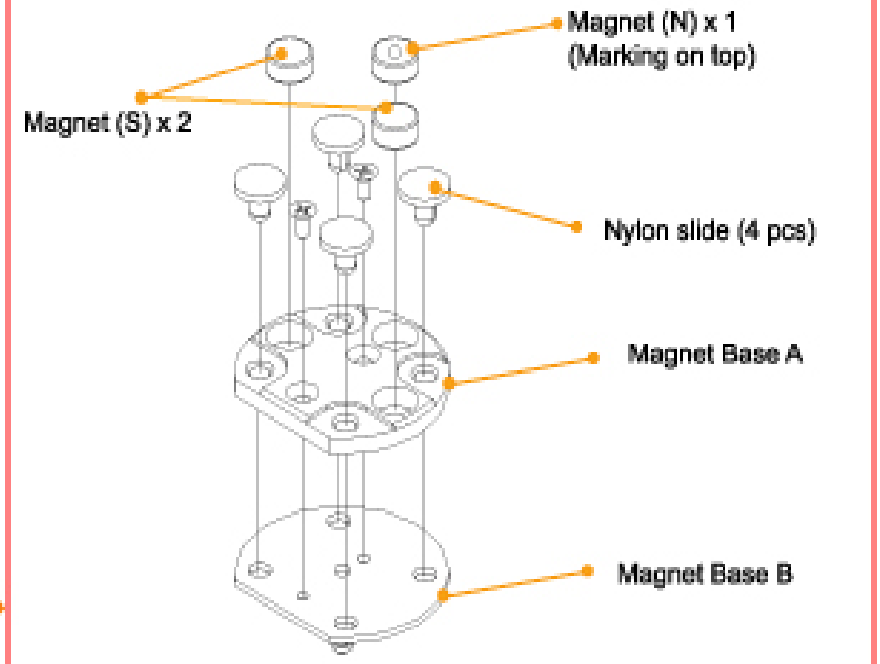


TRUCK ASSY, ATW

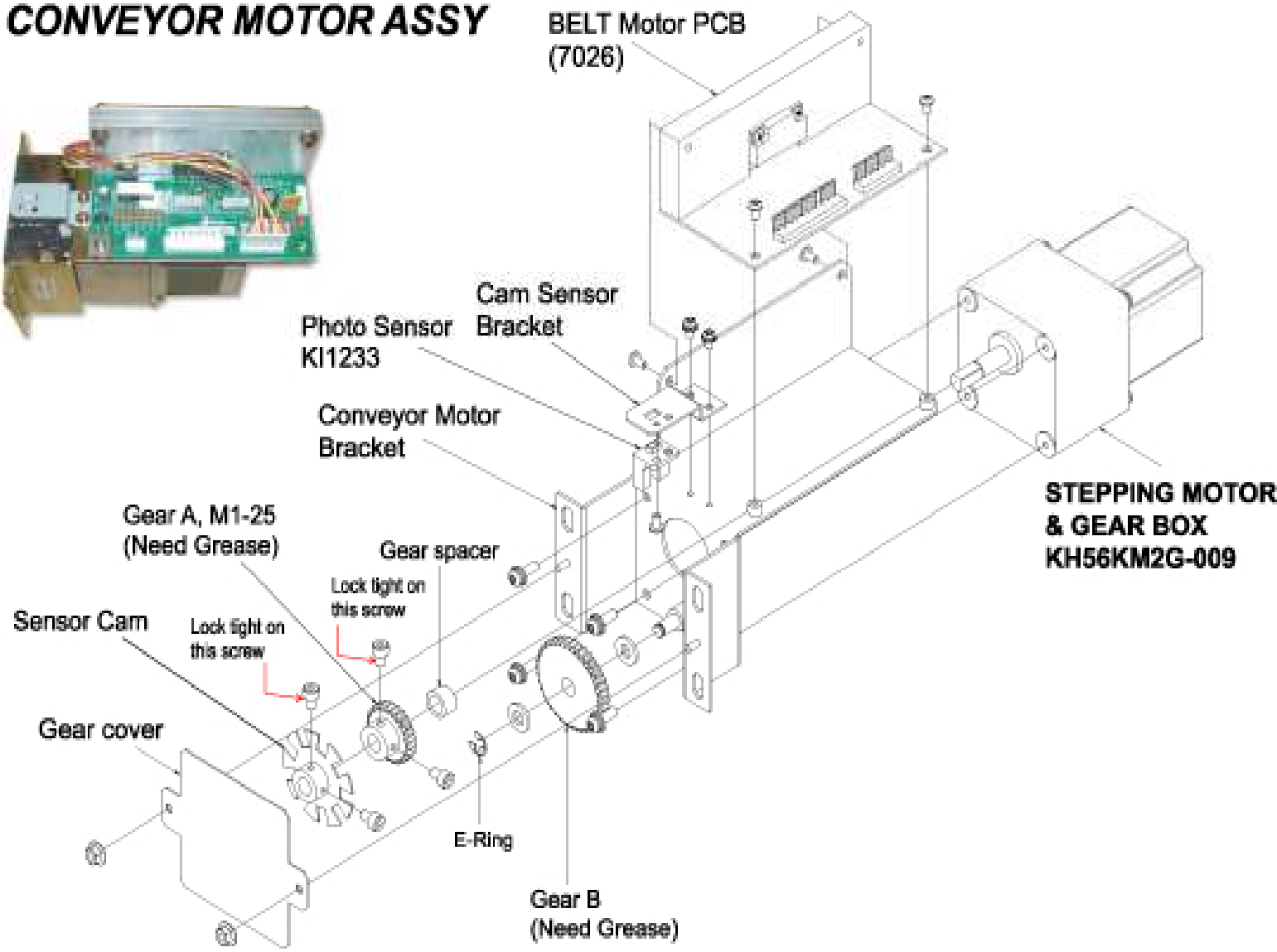


Magnet Base

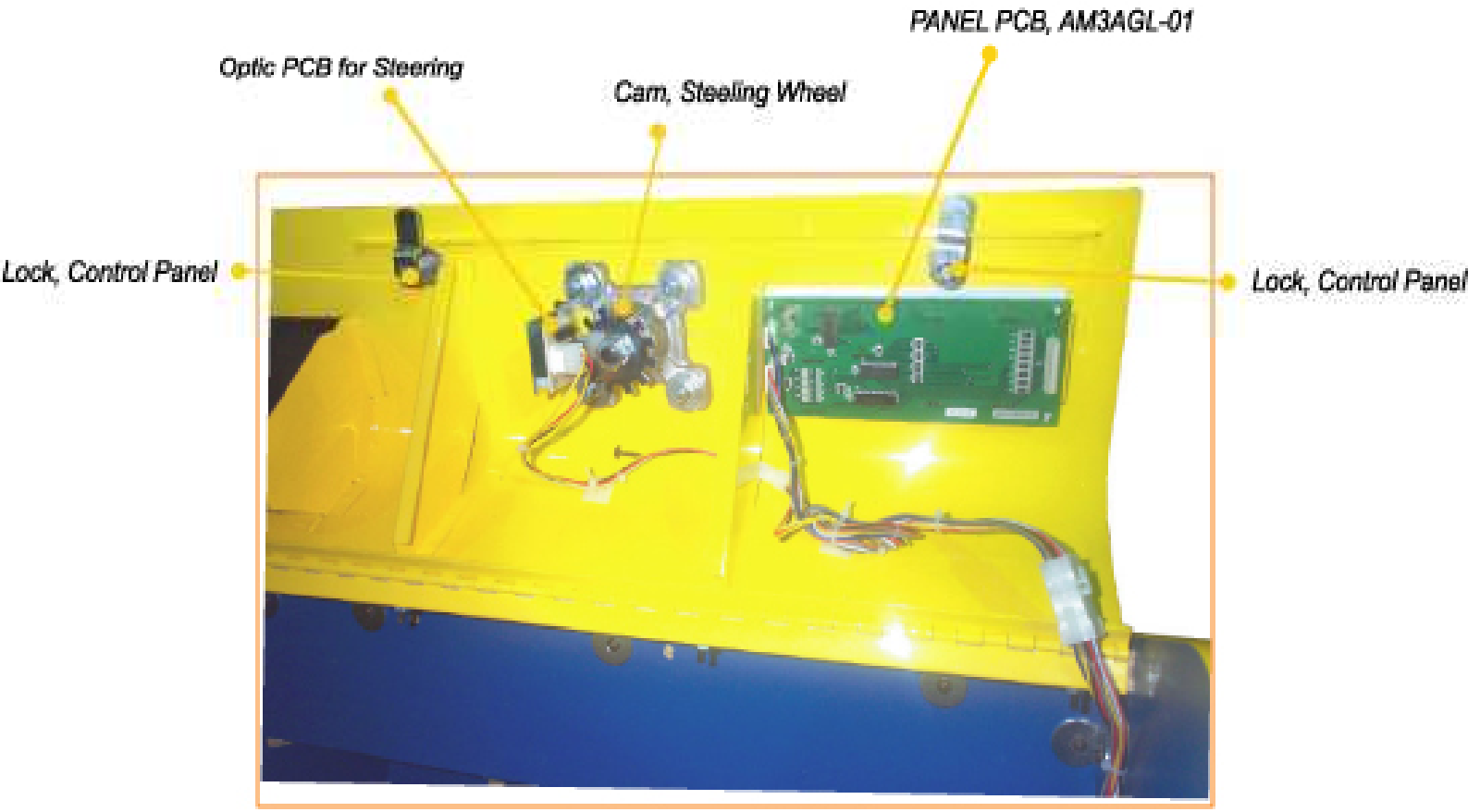
NOTE: The 3 Magnets must be mounted exactly as shown. (N) or (S)



CONVEYOR MOTOR ASSY



CONTROL PANEL (Inside view)



2. SET UP OF MACHINE

1) Remove the packing box. Use Key to open front bottom door.
2) Open Cash box to remove operation manual.
3) Open top door and fill the Display area with 1" and 3" capsules. Then fill the Hoppers with both 1" and 3" Capsules.

CAPACITY OF HOPPER (by Capsule)

1" HOPPER = 1,000 pcs

3" HOPPER = 200 pcs

4) Plug in the AC power cord and power on the machine. (Main power switch is located on BACK OF CABINET)
5) Go to setting mode to set up the prize value of 3" hopper, Coin setting and Payout %...etc, if necessary. (Refer to Pages 13 and 14 of Settings)
6) Insert coins into Coin Slot and play the game to test.

PRIZE PAYOUT TEST

Please test each Hopper Assy by using PRIZE PAYOUT TEST before starting operation.

1) Press & hold METER switch then re-power on to go to Hopper test mode.
2) Credit display on control panels shows letters "Pr."
3) Turn the Steering to Left to payout 1" prize.
4) Turn the Steering to Right to payout 3" prize.

NOTICE:
Hopper will continue to payout when steering is turned more than 3 sec.
Make sure to press & hold the RESET switch to go back to normal game mode.

3. GAME PLAY

1) Insert coin(s) or token(s)

2) Steer TRUCK to collect MEDALLIONS

3) Caution! Hazards are everywhere!

Score 40 or more points to win LARGE PRIZE!

Score less than above to win SMALL PRIZE.

HOW TO PLAY

1. Steer CAR to collect MEDALLIONS
2. Caution! Hazards are everywhere!

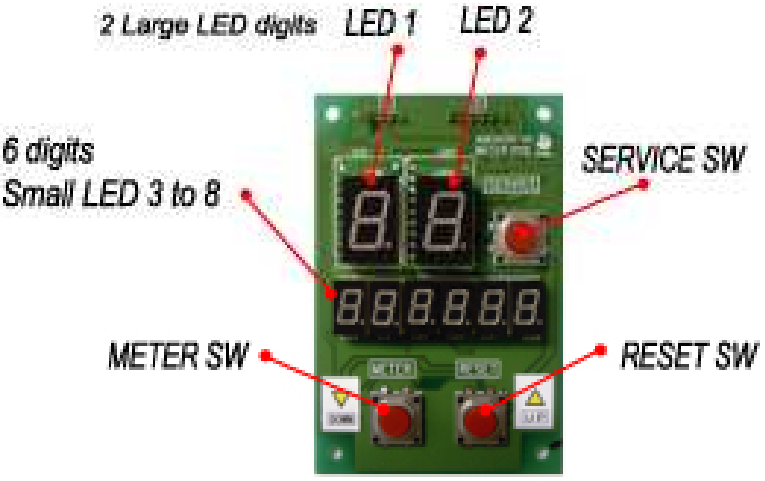
Score 40 or more points to win LARGE PRIZE!
Score less than above to win SMALL PRIZE.

4. SETTING MODE

You can adjust machine setting in this mode.

HOW TO ENTER THE SETTING MODE

Press and hold the SERVICE Switch on the METER PCB about 2 seconds to enter the SETTING MODE.
LED 1 & LED 2 on the METER PCB shows FUNCTION # and LED 3 to LED 8 on the METER PCB shows SETTING #.



METER PCB

FACTORY DEFAULT

Press and hold the RESET switch then RE-POWER ON the game to reset to FACTORY default setting. Continue to press and hold the RESET switch until LED 3 to 8 shows letters "CLEAr" to complete.

AT GAME MODE (NORMAL)

SERVICE SW =	Press once to add one credit.
	Press hold over 2 seconds to go to SETTING MODE.
METER SW =	Volume down.
RESET SW =	Volume up. Press hold over 2 seconds to clear Error code.

NOTE: MACHINE DOES NOT PAYOUT 1" SMALL CAPSULE DURING FREE CREDIT PLAY

AT SETTING MODE

SERVICE SW =	Advance the FUNCTION # by hitting the Service Switch.
	After you change Setting number, hit the SERVICE Switch
	until end of Functions to return to the regular game mode.
METER SW =	Change Setting number down.
RESET SW =	Change Setting number up.

PLEASE SEE NEXT PAGE FOR SETTING TABLE.

There are 10 settings in SETTING MODE. Refer below.

01: PAYOUT (3" Capsule winability payout. 20 settings. Default = 40%)

Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %
01	10 %	05	25 %	09	35 %	13	45 %	17	60 %
02	15 %	06	27.5 %	10	37.5 %	14	47.5 %	18	65 %
03	20 %	07	30 %	***11***	***40 %***	15	50 %	19	70 %
04	22.5 %	08	32.5 %	12	42.5 %	16	55 %	20	100 %

02: COIN CHUTE (Coin chute setting 20 settings. Default = 2 coins 1 credit)

Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE
01	1 coin 1 credit	05	5 coins 1 credit	09	9 coins 1 credit	13	13 coins 1 credit	17	17 coins 1 credit
02	***2 coins 1 credit***	06	6 coins 1 credit	10	10 coins 1 credit	14	14 coins 1 credit	18	18 coins 1 credit
03	3 coins 1 credit	07	7 coins 1 credit	11	11 coins 1 credit	15	15 coins 1 credit	19	19 coins 1 credit
04	4 coins 1 credit	08	8 coins 1 credit	12	12 coins 1 credit	16	16 coins 1 credit	20	20 coins 1 credit

03: LARGE PRIZE WIN POINT SETTING (6 settings. *Default* = 40 POINTS)

Setting#	POINT	Setting#	POINT	Setting#	POINT
01	20 POINTS	03	30 POINTS	***05***	***40 POINTS***
02	25 POINTS	04	35 POINTS	06	45 POINTS

04: AUTO CAR FINDING (2 settings. Default = ON)

ON (01) or OFF (02)

05: REPLAY (When Hopper empty or jammed. 2 settings. Default = REPLAY)

REPLAY (01) or STOP AT ERROR CODE (02)

06: SMALL PRIZE WIN POINT SETTING (8 settings. Default = Every time)

Setting#	POINT	Setting#	POINT	Setting#	POINT	Setting#	POINT
01	***Every time***	03	10 POINTS	05	20 POINTS	07	30 POINTS
02	5 POINTS	04	15 POINTS	06	25 POINTS	08	NO PAYOUT

07: ATTRACT MODE (2 settings. Default = ON)

ON (01) or OFF (02)

08: FREE PLAY (2 settings. Default = OFF)

OFF (01) or ON (02)

09: BONUS CREDIT (3 settings. Default = OFF)

OFF (01), 4 coins / 3 credits (02) or 20 coins / 11 credits (03)

10: PRIZE VALUE OF LARGE PRIZE (30 settings. Default = $1.25)

Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %
01	$0.50	08	$2.25	15	$4.00	22	$8.00	29	$25.00
02	$0.75	09	$2.50	16	$4.25	23	$9.00	30	$30.00
03	$1.00	10	$2.75	17	$4.50	24	$10.00		
04	***$1.25***	11	$3.00	18	$4.75	25	$12.50		
05	$1.50	12	$3.25	19	$5.00	26	$15.00		
06	$1.75	13	$3.50	20	$6.00	27	$17.50		
07	$2.00	14	$3.75	21	$7.00	28	$20.00		

5. TEST MODE

There are 7 settings (OUTPUT, INPUT, WHEEL, TRUCK, BELT, HOPPER and SOUND TEST)

HOW TO ENTER THE TEST MODE

Press and hold all 3 switches (SERVICE, METER and RESET Switches) at same time in GAME MODE about 3 seconds to go to TEST MODE.
After TEST MODE, press SERVICE Switch to select each test menu.

OUTPUT TEST

Test all of LAMPS, LED DISPLAY digits. Sequence as below.

1) 8 LAMPS under SCORE BOARD will flash.

⬇

2) SCORE DISPLAY (2 Digits) and CREDIT DISPLAY (4 digits) show digits from 0 to 9.

⬇

3) METER PCB, LED 8 digits (Display the digits from 0 to 9 x 8 pcs)

INPUT TEST

Test all Buttons, Switches and Meters. Activate following devices manually then Credit display will show result 2 digit codes as below when device is activated. Credit display shows " - - " when no input.

CODE		NAME OF SWITCHES
C1	➡	COIN Switch #1
C2	➡	COIN Switch #2
S1	➡	SERVICE Switch
S2	➡	METER Switch
S3	➡	RESET Switch
U1	➡	Magnet Sensor (Place the Truck away from Magnet under the belt to activate.)
P1	➡	Payout switch of 3" Hopper
P2	➡	Payout switch of 1" Hopper

In this mode, you are able to test Counter Meters.
Press SERVICE SW > Coin In counter up.
Press METER SW > 3" Prize payout counter up.
Press RESET SW > 1" Prize Payout counter up.

WHEEL TEST

Turn Wheel to Left and Right stops. 2 digits of Score display will light up when both sensors on Wheel sensor board are OK. If one sensor is NG, one of the Digits is not lit.

TRUCK TEST

Turn Wheel to Left and Right stops. START Lamp on Map artwork board will light when Truck moves to Left stop. GAME OVER Lamp will light when Truck moves to Right stop.

BELT TEST

You can test the Playfield BELT in this test.
Turn Steering Wheel clockwise to turn the playfield BELT to forward. Turn Steering Wheel to counter clockwise to turn the playfield BELT backward. Continual turning of steering wheel will speed up the BELT. Score display shows speed of BELT. Credit display shows position number of BELT.

HOPPER TEST

You can test 2 Hoppers in this test.
Credit Display shows "Pr" and Score display shows "--" at beginning.
Turn the Steering clockwise to payout 3" prize.
Turn the Steering counter clockwise to payout 1" prize.
Hopper will continue to payout when steering wheel is turned for more than 3 sec.

SOUND TEST

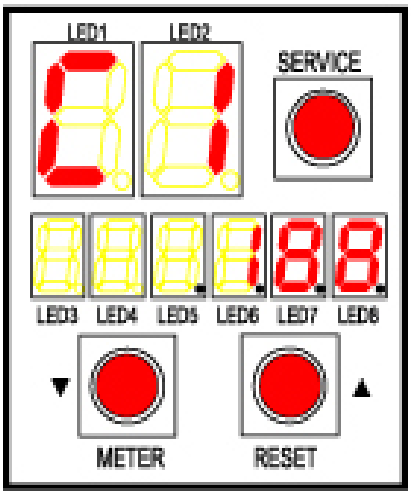
Press METER switch to output each sound (Voice and Music).
Score display shows number of sound list.

6. AUDIT MODE

Press and hold SERVICE and METER Switches about 2 seconds during GAME MODE then go to AUDIT MODE.

Press METER Switch to LED 1 & LED 2 on METER PCB which shows C1 (1" Hopper) and C2 (3" Hopper) then LED 3 to LED 8 which shows number of payout for each Hoppers. (Press METER switch to change C1 or C2.)

Press & hold RESET Switch more than 2 seconds to go back to GAME MODE.



METER PCB, FRONT VIEW

HOW TO RESET ALL AUDITS

Press and hold the METER and RESET Switches then re-power on the game. Continue to press and hold the METER and RESET Switches over 2 seconds to reset all AUDITS. (LED 1 & LED 2 show letters "co" then LED 3 to LED 8 show letters "CLEAr" when RESET done.)

7. ERROR CODE

Machine will display ERROR CODE on Credit display as below, if any problem or malfunctions. Press RESET SW to clear Error code. If not, refer below to fix the cause of problem.

"Er01" = BAD EEPROM (Program EP-ROM, Location # U4 on Main PCB)

Data writing error. Press RESET switch to clear . If error is not cleared, exchange the EEPROM or Main PCB.

"EC" = COIN JAM

Check Coin Switch of Coin Mech. Any jamming of a coin or token in there or not? Correct and re-power on the game.

"E1" = 3" HOPPER JAM

Check 3" Hopper Payout Switch or inside of Hopper. Broken Capsules may be cause of a stuck Hopper payout switch wire.

"E2" = 3" HOPPER EMPTY

Check 3" Hopper Payout Switch or inside of Hopper. Broken Capsules may be cause of a stuck Hopper payout switch wire or Hopper is empty.

"C1" = 1" HOPPER JAM

Check 1" Hopper Payout Switch or inside of Hopper. Broken Capsules may be cause of a stuck Hopper payout switch wire.

"C2" = 1" HOPPER EMPTY

Check 1" Hopper Payout Switch or inside of Hopper. Broken Capsules may be cause of a stuck Hopper payout switch wire or Hopper is empty.

"Er07" = X-Mech. Motor does not work

If the truck moves to left or right and stops with this error code, please check Limit sensor (Opto.) Left or Right on X-mech. If its broken, exchange it. Or check X-Mech. Motor if Truck never moves. You may need to exchange X-Mech.

"Er08" = Belt Motor does not work

Belt Count Sensor on Belt Motor Assy may be broken or dirty. Check, clean up, if still NG, exchange it. Or you need to adjust the position of Belt roller. Refer to next page "HOW TO ADJUST THE BELT OF CARRIAGE ASSY."

"Er09" = Truck Assy off from Magnet base on X-Mech

This error code is when the Truck Assy is off from the X-Mech. Unit under the belt. Reposition the Truck Assy mounting then re-power on the game. If still error, you may need to exchange "Read (Magnet) Switch" on X-Mech.

"Er10" = Malfunction of X-Mech.

Check harness or pin of 15 pin connector for X-Mech harness. May have some loose pins or wire disconnections.

"Er11" = Belt positioning Sensor error

Check Belt Positioning Sensor for any dust or broken. Or you need to adjust the position of Belt roller. Refer to next page "HOW TO ADJUST THE BELT OF CARRIAGE ASSY."

WARRANTY

Limited warranty, Repair and Return Policy

Sammy Europe Limited warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy Europe Limited invoice date unless otherwise specified in writing by Sammy Europe Limited. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.
This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy Europe Limited.
There are no additional warranties described above.
The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

Return Merchandise Authorization

1. Contact your authorized Sammy Europe distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from Sammy USA Corporation through an authorized Sammy Europe distributor. Please have your serial number available when calling for RMA number.
3. All items must have an RMA number marked clearly on the outside of the package.
4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.
5. Credits to accounts are subject to inspection of products for damage and suitability for resale.