



OPERATING MANUAL

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DIPSW 2

FUNCTIONS	SETTING	DIP SW				NOTE
		SW1	SW2	SW3	SW4	
COIN CHUTE	1 COIN / 1 CREDIT	OFF	OFF	OFF	OFF	\$0.25 per play
	2 COINS / 1 CREDIT	ON	OFF	OFF	OFF	\$0.50 per Play
	3 COINS / 1 CREDIT	OFF	ON	OFF	OFF	\$0.75 per play
	4 COINS / 1 CREDIT	OFF	OFF	ON	OFF	\$1.00 per play
	5 COINS / 1 CREDIT	OFF	OFF	OFF	ON	\$1.25 per play
	6 COINS / 1 CREDIT	ON	ON	OFF	OFF	\$1.50 per play
	7 COINS / 1 CREDIT	ON	OFF	ON	OFF	\$1.75 per play
	8 COINS / 1 CREDIT	ON	OFF	OFF	ON	\$2.00 per play
	10 COINS / 1 CREDIT	ON	ON	ON	OFF	\$2.50 per play
	12 COINS / 1 CREDIT	ON	ON	OFF	ON	\$3.00 per play
	14 COINS / 1 CREDIT	ON	OFF	ON	ON	\$3.50 per play
	16 COINS / 1 CREDIT	OFF	ON	ON	OFF	\$4.00 per play
	18 COINS / 1 CREDIT	OFF	ON	OFF	ON	\$4.50 per play
	20 COINS / 1 CREDIT	OFF	OFF	ON	ON	\$5.00 per play
	1 COIN / 2 CREDITS	OFF	ON	ON	ON	Dollar Coin per 2 play
1 COIN / 4 CREDITS	ON	ON	ON	ON	Dollar Coin per 4 play	

TEST MODE

HOW TO GO TO TEST MODE

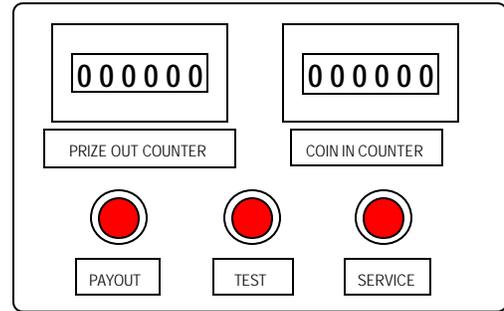
- ? Open Upper Coin Door and presss TEST Switch on COUNTERS & SWITCHES BRACKET to machine will go to TEST mode.

NOTE:
FREE CREDIT

- ? Press SERVICE Switch at normal game mode to give the free credit without coin in counter up.

STOP ERROR CODE

- ? Press SERVICE Switch during the Error to stop to output the error beep sound. After that, spin the Wheel little bit (Sense the Optical sensor of wheel Assy) to clear Error code. If you eliminate any cause of error, machine will automatically back to normal game mode.



VIEW OF COUNTERS & SWITCHES BRACKET

SCORE AND TIME LED DISPLAY TEST

- 1 Press TEST switch to display "1" on TIME LED Display to select this mode.
- 2 Press SERVICE switch once to light up LED block like Fig.-1.
- 3 Press SERVICE switch again to all 4 digits of LED block are light up from A to G. (loop) Refer Fig.-2.
- 4 Press hold SERVICE switch over 3 seconds to light up each Block one by one. (loop)

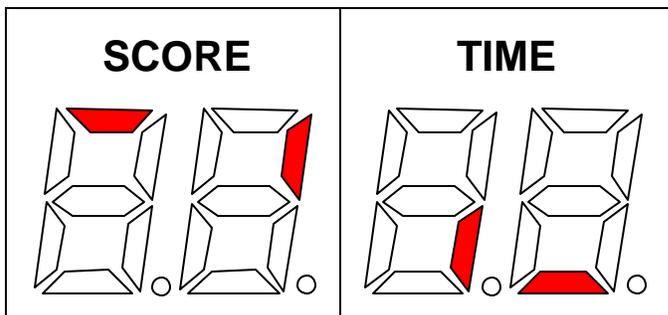


Fig.-1

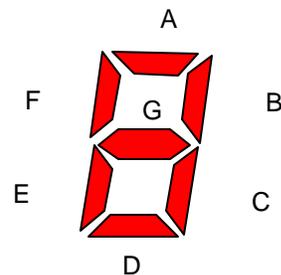


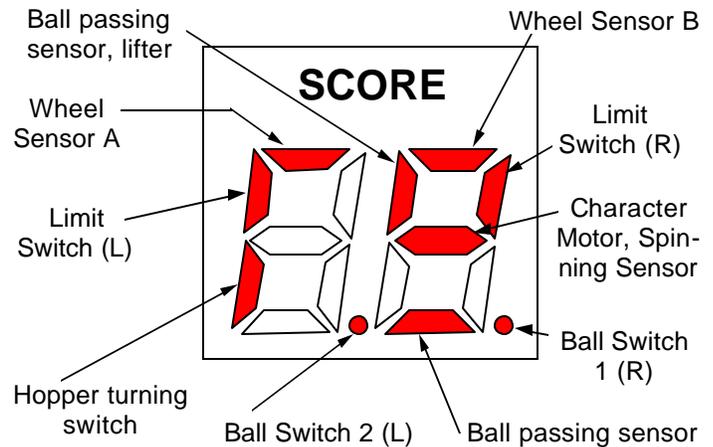
Fig.-2

LAMP TEST

- 1 Press TEST switch to display "2" on TIME LED Display to select this mode.
- 2 Press PAYOUT switch to light up the Payout lamp inside of Prize payout door.
- 3 Press SERVICE switch once to move the CHARACTER PANEL left and right automatically. Then balls are start to fall down from top to the playfield.
- 4 SCORE LED will display the number when the Ball is caught by Character panel.
- 5 Press SERVICE switch again to stop above test.

SENSOR TEST

- 1 Press TEST switch to display "3" on TIME LED Display to select this mode.
- 2 Activate any sensors to light up the SCORE LED blocks. Refer left picture. When the PRIZE OUT SENSOR is ON, Prize out lamp will light up.
- 3 Press SERVICE switch to move Lifter and Ball motor. Re-press to stop.



COIN LOCK OUT COIL TEST (Option)

- * Use this test only the customer who uses Lock out Coil to the Coin selector optionally. Press TEST switch to display "4" on TIME LED Display to select this mode. When you touch the Coin switch, Lock out Coil will works. (Pull = Ready to insert coin)
- * Coin In Counter does not work. Credit is not counted in CPU memory.

MOTOR UNIT TEST

- 1 Press TEST switch to display "5" on TIME LED Display to select this mode. Press SERVICE switch to move lifter and Ball motor.
- 2 2 of DOTS of SCORE LED block light up when the Ball Switch 1 and 2 are ON. (Refer above picture.) also, SCORE LED will count the balls.

HOPPER TEST

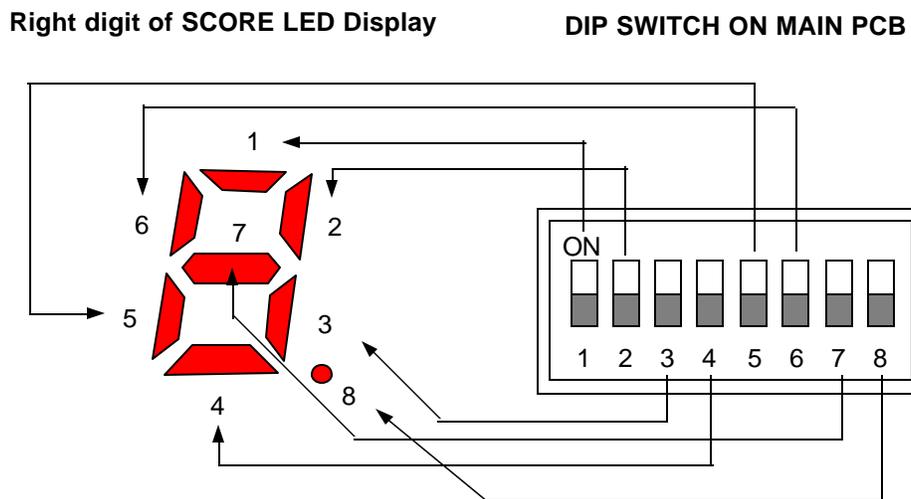
- 1 Press TEST switch to display "6" on TIME LED Display to select this mode.
- 2 Press SERVICE switch to payout the Capsule and Prize out counter will count once. If any problem, machine will out put the Alarm sound.
- 3 Prize payout Lamp will light up when the Prize payout Sensor is ON. (Sensed by Capsule.)
- 4 SCORE LED Block, "Left digit, position E" will light up when the Hopper Turning Switch is ON.

SOUND TEST

- 1 Press TEST switch to display "7" on TIME LED Display to select this mode.
- 2 Press SERVICE switch to output the all of Voice and Effect sound one by one. (loop)
- 3 After one turn, Prize payout lamp will light up.

DIPSW CONFIRMING TEST

- 1 Press TEST switch to display "8" on TIME LED Display to select this mode.
- 2 Right digit of SCORE LED blocks will light up when the each of DIP switch are ON position. Refer below.



BULK HOPPER (Option Unit) TEST

- 1 Press TEST switch to display "9" on TIME LED Display to select this mode.
- 2 Press SERVICE switch to payout the Bulk Capsule. (No payout counter for Bulk Capsule) If any problem, machine will out put the Alarm sound.
- 3 Prize payout Lamp will light up when the Prize payout Sensor is ON. (Sensed by Capsule.)
- 2 SCORE LED Block, "Left digit, position E" will light up when the Bulk Payout Sensor is ON.

NOTE:

COIN COUNT TEST

- 1 During TEST mode except MODE 4, coin count switch and Coin In Counter are active.
- 2 Insert the coin to coin mech. then check the Coin In Counter works.

ERROR CODE

CAPSULE EMPTY

TIME LED will display "C" and output Alarm sound. Press SERVICE switch to stop the Alarm then fill the Capsules to the Hopper Unit. Spin the Wheel to clear Error code and back to normal game mode.

CAPSULE JAM

TIME LED will display "E1" or "E2" and output Alarm sound. Power off the machine, check and remove any jammed stuffs in Hopper Unit.

OTHER ERROR CODE

Refer below table.

TIME LED #	Contents of ERROR	Cause of problem and Solution.
E0	Malfunction of Main CPU Board	Need to exchange the Main CPU Board.
E1	Problem of Hopper Turning Switch on Hopper Unit.	Hopper Jam. Check and remove the stuffs jammed in Hopper Unit. Or Turning Switch, Hopper Motor problem. Need exchange those. If still NG, Need to exchange Hopper Unit.
E2	Malfunction of Payout switch on Hopper unit.	Check the Payout Switch on Hopper unit. If the Hopper keep spinning, need to exchange the Main CPU Board.
E3	Malfunction of Ball passing switch	Ball Passing switch problem. check the metal wire of micro switch. If still NG, need to exchange the Character Assy or Ball passing Unit.
E4	Coin Switch Error	This Error code will be appeared when the Coin Switch get stuck or Coin Jam. Check the Coin Switch by test mode or check the Coin Mech. If NG, exchange the Coin switch or Coin Mech.
E5	Malfunction of Spinning sensor on Character Motor.	Check the Belt of this Assy. Jammed, cut off or Belt is off from pulley.
E6	Malfunction of Ball Rail Sensor	Jamming the ball on part of Ball rail that before reach to lifter. Or check the ball Rail Sensor area. (Ball Jammed) If the Motor does not spinning, Motor or Main CPU Board problem. Need exchange those.

TIME LED #	Contents of ERROR	Cause of problem and Solution.
E7	Problem of Lifter Ball Sensor .	Ball stuck, Ball missing, not enough ball in play field. Lifter Sensor board broken.
E8	Lifter Motor Problem.	Jamming or Stuck the balls in Lifter or Lifter motor broken.
E9	Doll Limit Switch problem.	Doll was off from Belt. Doll Limit Switch broken.
C0	Main Hopper empty	Hopper Payout switch does not work. Switch broken, Prize stuck in Hopper or Prize empty.
C1	Bulk Hopper (Option Unit) empty	Bulk Hopper Payout switch does not work. Switch broken, Prize stuck in Hopper or Prize empty.
EA	Bulk Hopper Payout Sensor error.	Check the Payout sensor of Bulk Hopper.