

User's Manual

Spin-N-Win



NOTICE

The Operator of this equipment is responsible for maintaining customer safety at all time. Details set forth in this document must be followed at all times.

PREFACE

SAFETY WARNING

In order to use this game safely, be sure to read this Operator's Manual thoroughly before installation, adjustment or use of this game.

Whenever the owner of this game or his authorized representative disassembles, install, adjusts, repairs or performs periodic maintenance on this game, the owner should ensure that the person performing the work has read the appropriate precautions and the relevant section of this manual prior starting work.

In order to prevent accidents while this game is in operation, make sure that the safety notes described below are followed.

This game is intended for indoor use only and should be for the purpose intended.

Hyper Entertainment bears no responsibility for accidents, injury or damage resulting from unauthorized arrangements to, or improper use of this game.

SAFETY NOTES

These safety notes are to be used throughout this manual. Anyone working on this machine should realize themselves with each of these notes and their meanings prior to installing, adjusting, repairing, performing periodic maintenance.



Warning

WARNING: This denotes a hazard that could result in injury, death, or damage to the game.



CAUTION

CAUTION: This denotes a hazard that could result in damage to the game. Do not proceed beyond a warning note until the indicated conditions are fully understood and conformed to.

GENERAL SAFETY CONDITIONS

- Only operate this game after checking that the unit has been installed properly and in accordance with this manual.
- All warning notices must always be visible and in good condition. Warning labels, which are worn, or illegible, should be replaced immediately.

- Only qualified personnel should perform the installation, adjustment, repair and/or periodic maintenance of this game.
- To prevent the possibility of electrical shock, the game **MUST** be plugged into AC power receptacle using an appropriate three prong GROUNDED plug. If at any time the AC power cord is damaged, it **MUST** be replaced immediately.

INTRODUCTION OF THE MANUAL

This owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, servicing control, spare parts, etc. as regards the product.

This manual is intended for the owner, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should no circumstances touch the internal system.

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

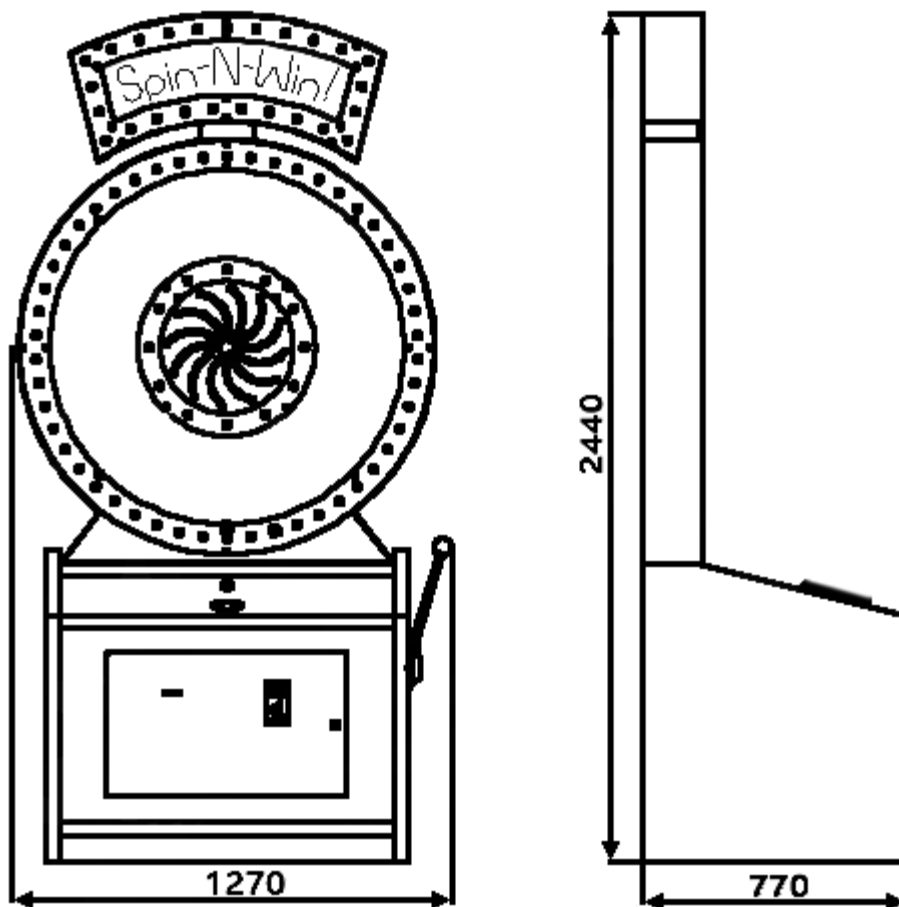
Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the locations maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

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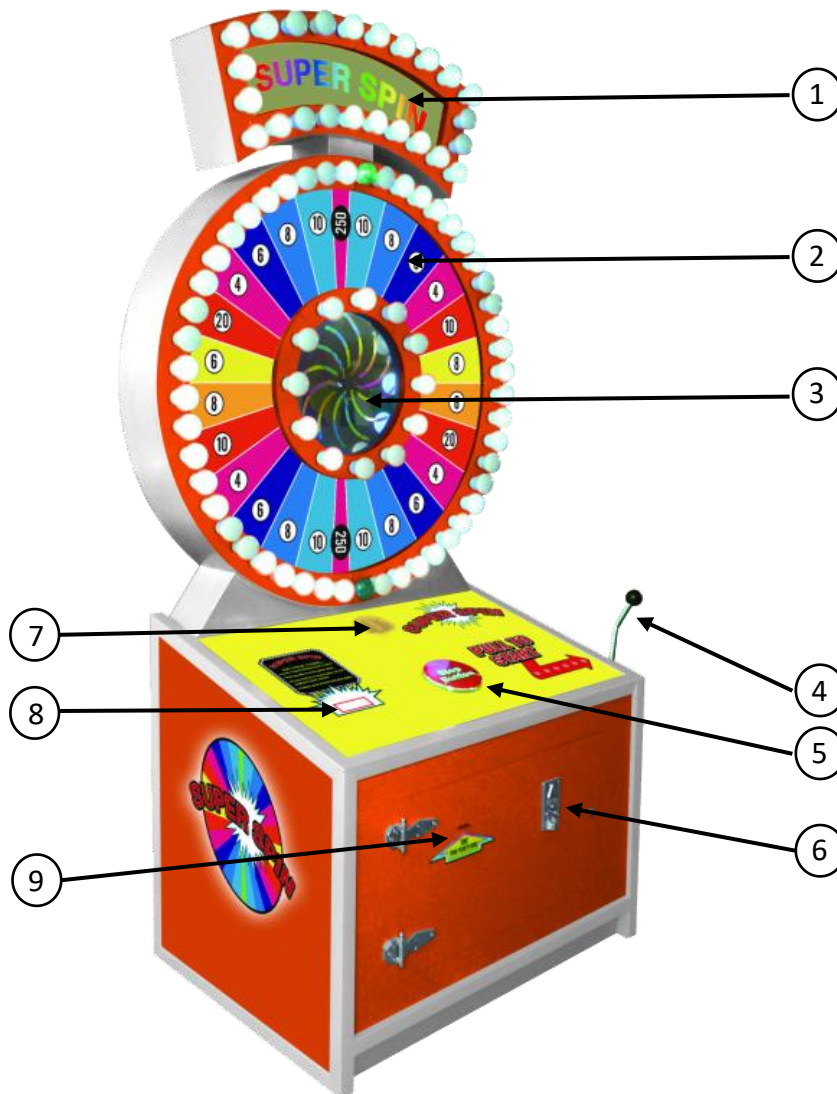
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I . Specifications

- Rated power supply: AC220V $\pm$ 10% 50Hz or AC 110V $\pm$ 10% 60Hz;
(Note: As the actual voltage, please refer to the label of the machine.)
- Power Consumption: 120 W
- Dimensions: W1270 $\times$ D770 $\times$ H2440 (mm)
- Weight: 140kg
- Environment Condition: Temperature(indoor): -10 $^{\circ}$ C $\sim$ +40 $^{\circ}$ C
Humidity: $\leq$ 90%
Atmospheric pressure: 86KPa $\sim$ 106KPa



II. Major Components



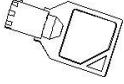
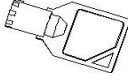
1. Marquee
2. Play Field
3. Color Wheel
4. Start Handle
5. Stop Button
6. Coin MECH
7. Speaker
8. SEG Display
9. Ticket Dispenser

III. Package Contents

- Make sure that all the parts shown below are included in product package.
- If any parts are missing, contact your distributor.

1. Body Assembly: 1 unit

2. Accessories (As the Form below)

Item	Content	Specification	Picture	Qty	Unit	Note
1	Manual	English		1	pcs	
2	Key	3157		1	pcs	Coin box door
3	Key	3172		1	pcs	Service door
4	Power cord	1.5m/10A		1	pcs	
5	Fuse	5A Φ 6x30mm		2	pcs	

IV. Installation and Grounding

1. Installation

- Please use original parts to install according to the parts list and installation instructions.
- Install this machine on a **flat surface**. Adjust levers to lift casters off the ground to level the game. If the game is installed on an unsuitable floor, it could cause a malfunction.
- After finish installation, please Insert the plug of power cord into the power socket of the machine to inspect whether it works normally or not. If you find some abnormal phenomena, please shut down and disencumber obstacle.

2. Location



Warning

The product is indoor machine. Don't install outside.

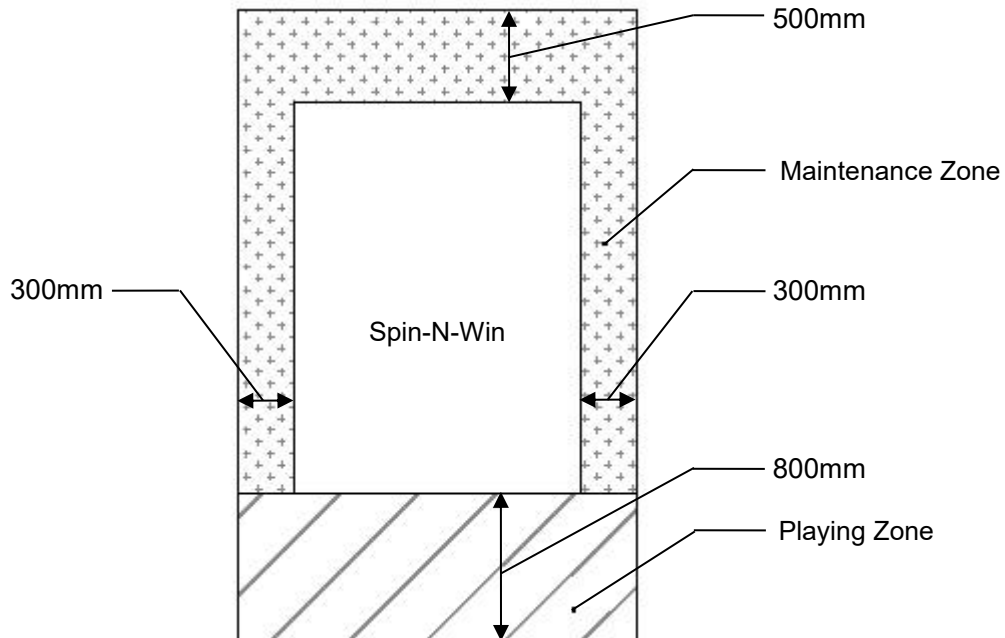
2.1. Location Place: Indoor

Even indoors, avoid to install in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Places subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Places subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from -10°C to +40°C.

2.2. Playing Zone:

- This machine requires space for playing the game (play zone) and for maintenance (maintenance zone) as shown below. Be sure to leave enough space when installing the machine.
- The Playing Zone is about: 300mm
The Maintenance Zone is about: 300mm

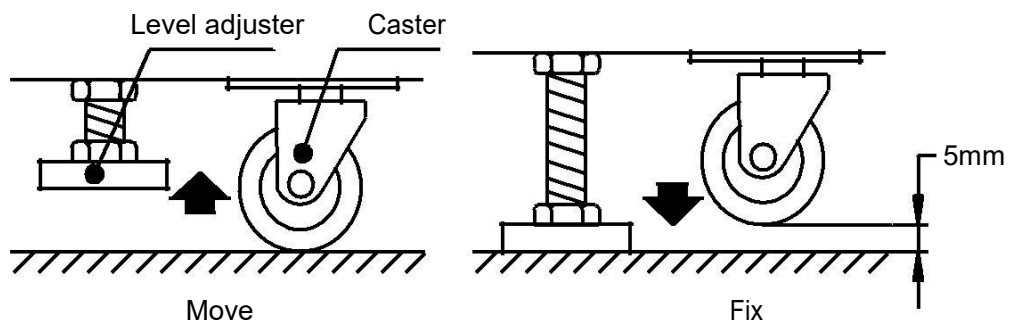


3. Move / Fix

3.1. Game leveling

Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.

Make sure that the machine is level with the floor. If the machine is not level medals may not be play well.



3.2. Movement

WARNING:

Be careful not to damage the machine during transport.

Do not give a shock to the molded parts. These parts are fragile.

Be careful not to give a shock to the machine when bringing it down from a higher level.

Unplug game before moving.

Do not lay game on side during transport.

Before move, please follow the below steps.

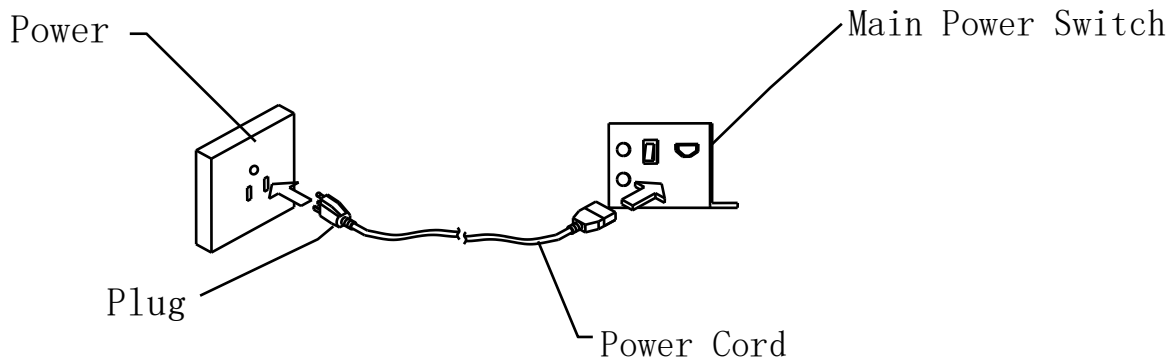
- (1). Turn off the power switch.
- (2). Unplug the power cord.
- (3). Adjust the levels in high before moving it.

V. Power Connection

► Power connection

Step1: Insert the plug of power cord into the power socket of the machine.

Step2: Insert the power cord plug into a service outlet.



This machine's supply voltage is 220V 50Hz, or 110V 60Hz. For actual supply voltage, please refer to the label of the machine.

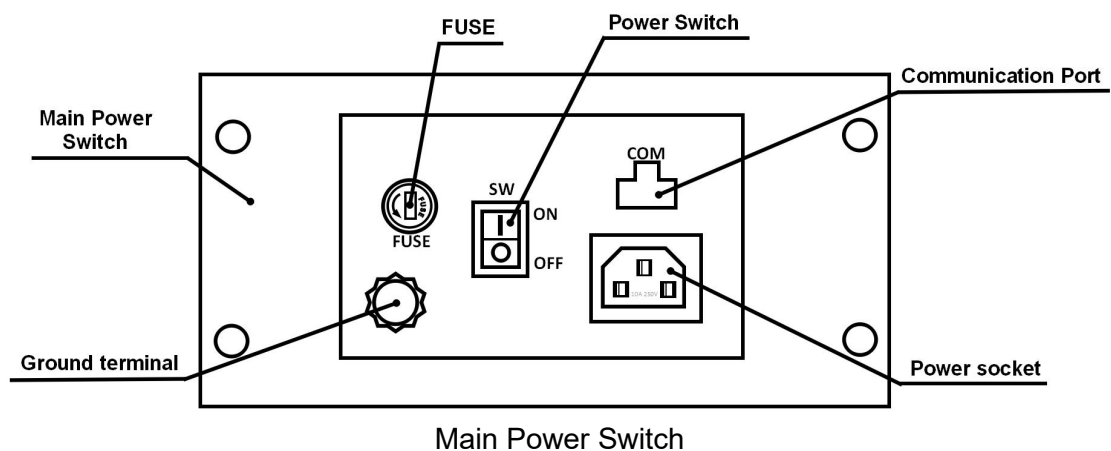
► Main Power Switch

1. Fuse specifications:

220V 5A Φ 6x30mm	use for 220V 50Hz
110V 5A Φ 6x30mm	use for 110V 60Hz

2. Power switch: Main game power

3. Ground terminal: Use to connect the ground cord.

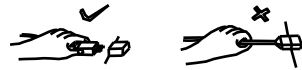


► **Notice !**

1. No Weights on Power Cord !



2. Can only pull the Plug but NOT Power Cord when Cut The Power !



3. Can Not Plug the Power with Wet Hand !



4. No Stretch Or Fold the Power Cord !

5. Lay the Power Cord far away from High Temperature !

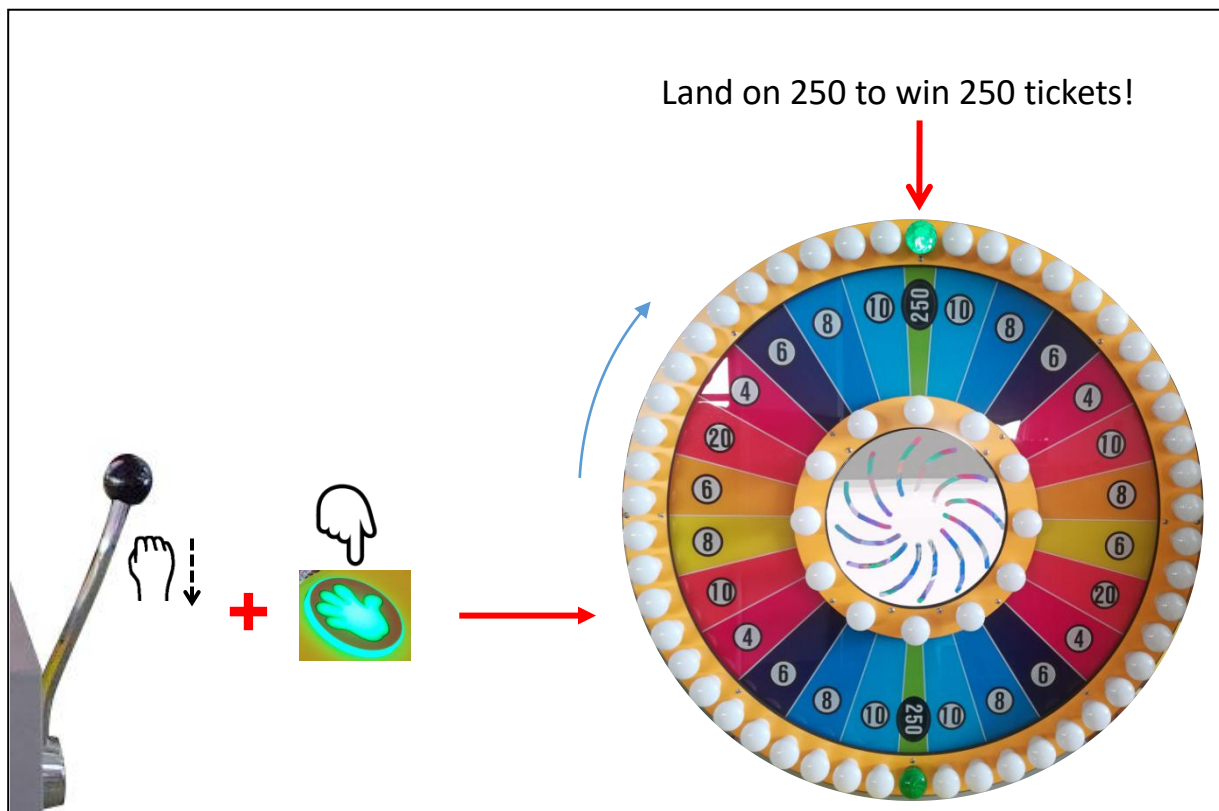
6. Use correct Voltage and Fuse !

VI. Playing Instruction

This is a exciting stop-action game, with bright lights and grand wheel. Our mission is to try to land on 250, and win that amount in tickets !

Instructions:

1. Insert coin(s);
2. Put the Handle to start the game;
3. Press the STOP button to stop the Wheel;
4. Tickets will be payout base on the number where the LED-lamp land on;
5. Collect your tickets and play again!



VII. Game Setting

1. Coin/Ticket Counter Assembly & Adjusting

①COIN/TOKEN COUNTER: recording the quantity of coin/token received;

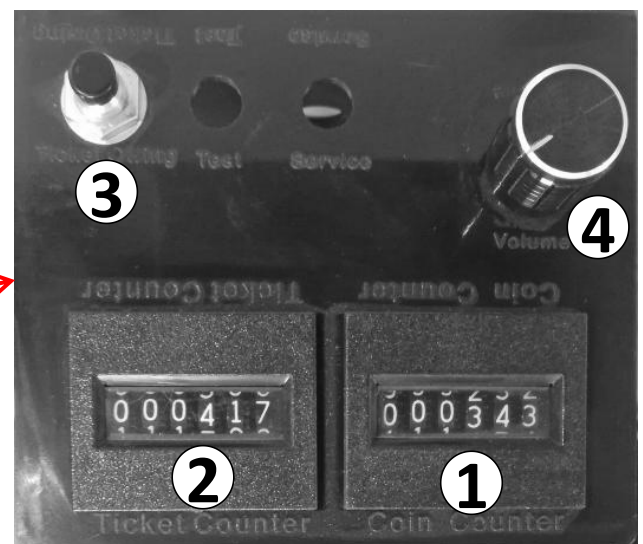
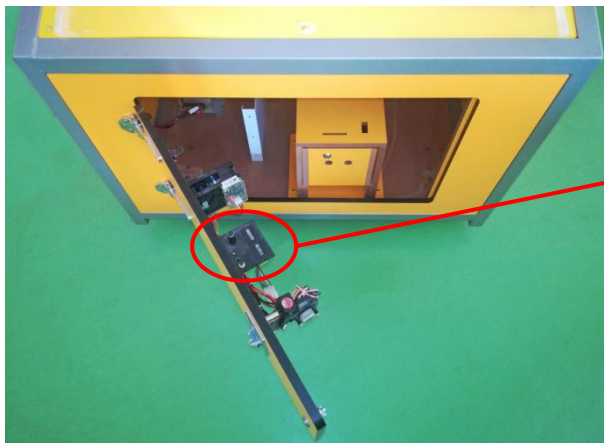
②TICKET COUNTER: recording the quantity of tickets out;

③Ticket Owning Button:

► Fit tickets and press this button to payout the owed tickets;

► Press this button for 5 seconds to clear the tickets owed;

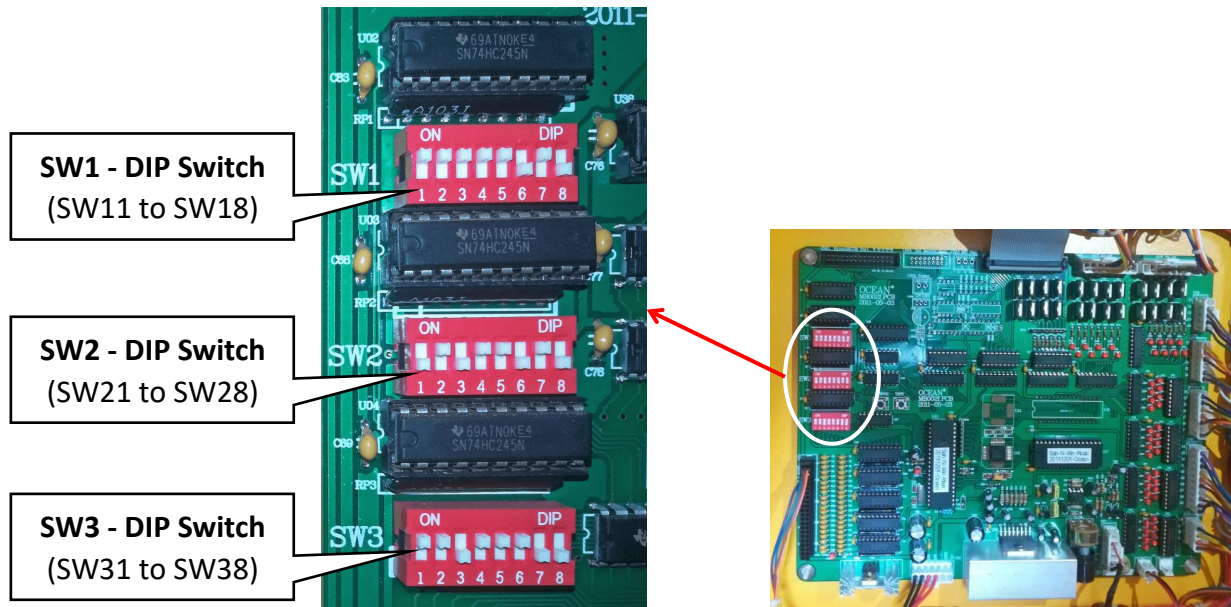
④VOLUME Adjustment.



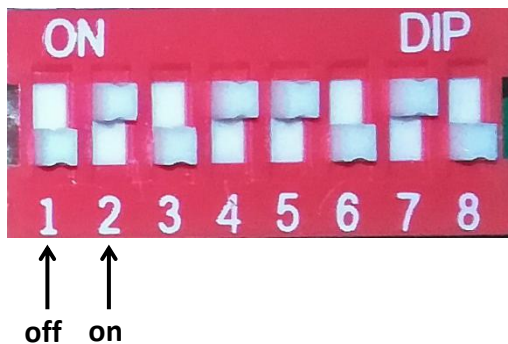
Coin/Ticket Counter Assembly

2. DIP Switch Setting

Three sets of DIP Switches (SW1, SW2, SW3) are designed for all Settings of the game. They locate on the left side of I/O Board (MB002f.PCB), as the pictures below:



Shift the small white switch to "ON-DIP" side to turn the switch **on**;
Shift the switch to the figure side to turn the switch **off**;



The adjustment of DIP switch:

① Coins/Credit:

Set how many coins/tokens per credit. There are 4 options for user to select. It's controlled by SW11~SW12.

Item	Content	SW1-DIP Adjustment		Description
		SW11	SW12	
Coins /Credit	1	ON	ON	1 coin/credit
	2	off	on	2 coins/credit
	3	on	off	3 coins/credit
	4	off	off	4 coins/credit

② **Bonus Difficult:**

Set how difficult to get bonus. There are 4 options for user to select. It's controlled by SW14~SW15.

Item	Content	SW1-DIP Adjustment		Description
		SW14	SW15	
Bonus Difficult	Easy	ON	ON	
	Mid	off	on	
	Hard	on	off	
	V_Hard	off	off	

③ **Score State:**

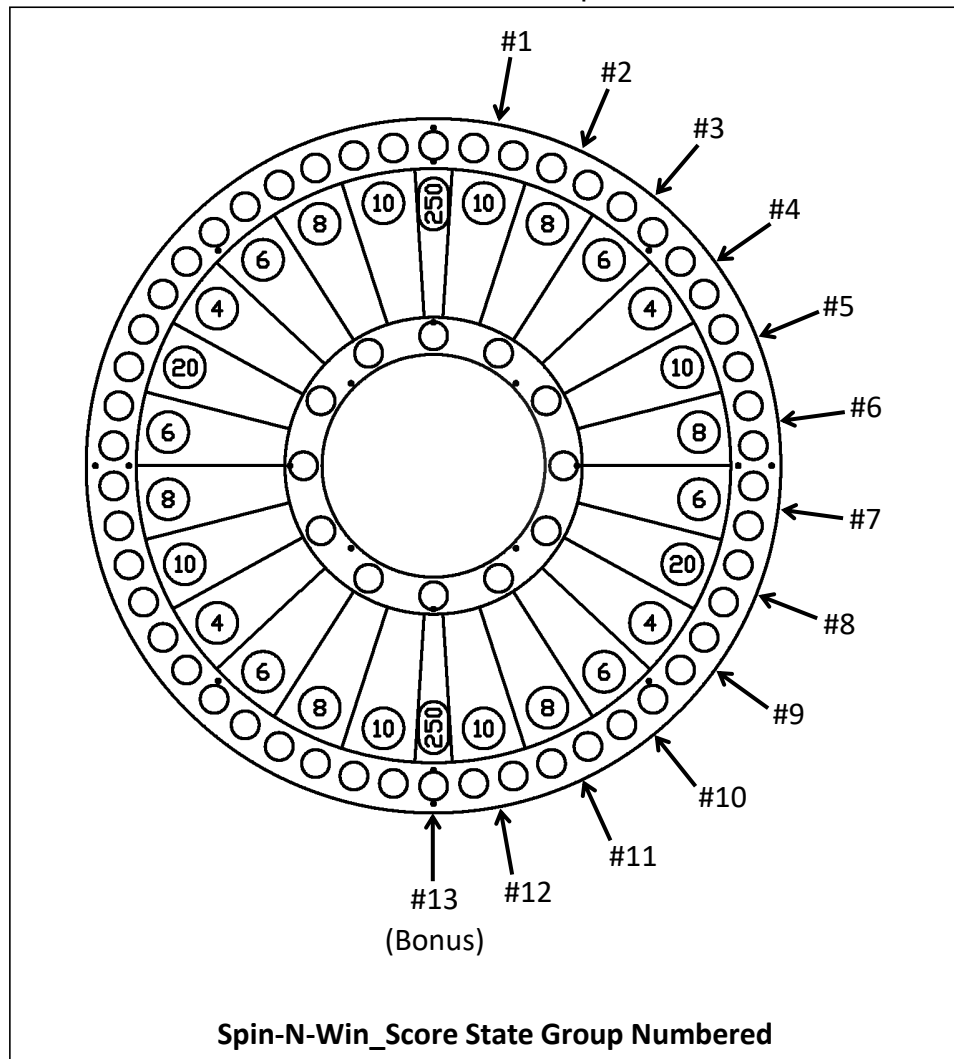
Set certain score state into effect . There are 8 options for user to select. It's controlled by SW16~SW18.

Item	Content	SW1-DIP Adjustment			Description
		SW16	SW17	SW18	
Score State	I	on	on	on	
	II	off	on	on	
	III	on	off	on	
	IV	OFF	OFF	ON	
	V	on	on	off	
	VI	off	on	off	
	VII	on	off	off	
	VIII	off	off	off	

Spin-N-Win_Score State Group:

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	#13
Score State I	2	25	4	10	8	4	50	4	10	6	25	2	500
Score State II	10	5	20	9	15	5	25	5	7	15	5	10	200
Score State III	20	40	80	20	60	50	30	100	20	80	40	20	1000
Score State IV	10	8	6	4	10	8	6	20	4	6	8	10	250
Score State V	3	5	7	9	7	5	3	1	9	7	5	3	100
Score State VI	5	15	20	10	5	20	15	30	10	20	15	5	250
Score State VII	10	20	25	15	10	25	20	50	15	25	20	10	150
Score State VIII	5	10	20	8	5	25	15	50	8	25	10	5	250

Score is numbered clockwise from the top of wheel:



④ Start Handle Waiting Time (Sec):

Set how long the game will start automatically if the player inserts coin(s)/token(s) but does not pull the start handle. There are 4 options for user to select. It's controlled by SW21~SW22.

Item	Content	SW2-DIP Adjustment		Description
		SW21	SW22	
Start Handle Waiting Time (Sec)	1	on	on	Use for No Start Handle
	10	off	on	
	15	ON	OFF	Wait for 15 seconds before auto start game
	20	off	off	

⑤ **Stop Button Waiting Time (Sec):**

Set how long the LED-lamp will stop automatically after the game starts. There are 4 options for user to select. It's controlled by SW23~SW24.

Item	Content	SW2-DIP Adjustment		Description
		SW23	SW24	
Stop Button Waiting Time (Sec)	10	on	on	
	15	OFF	ON	Wait for 15 seconds before lamps auto stop
	20	on	off	
	30	off	off	

⑥ **Payout:**

Set the average number of tickets per 1 coin. There are 16 options for user to select. It's controlled by SW25~SW28.

Item	Content	SW2-DIP Adjustment				Description
		SW25	SW26	SW27	SW28	
Payout (Tickets /Coin)	4	on	on	on	on	
	6	off	on	on	on	
	8	on	off	on	on	
	10	off	off	on	on	
	12	on	on	off	on	
	15	off	on	off	on	
	20	on	off	off	on	
	25	off	off	off	on	
	30	ON	ON	ON	OFF	
	35	off	on	on	off	
	40	on	off	on	off	
	50	off	off	on	off	
	60	on	on	off	off	
	70	off	on	off	off	
	80	on	off	off	off	
	100	off	off	off	off	

⑦ **LED-Lamp Speed:**

Set the Chasing speed of LED-Lamps. There are 2 options for user to select. It's controlled by SW31.

Item	Content	SW3-DIP Adjustment	Description
		SW31	
LED-Lamp Speed	Slow	ON	
	Fast	off	

⑧ Demo Music Interval Time (Sec):

Set Demo Music Interval Time (Sec). There are 4 options for user to select. It's controlled by SW33~SW34.

Item	Content	SW3-DIP Adjustment		Description
		SW33	SW34	
Demo Music Interval Time (Seconds)	60	on	on	
	120	OFF	ON	
	180	on	off	
	9999	off	off	

⑨ Ticket Alarm:

Set if have the Ticket Alarm when there is none ticket in Ticket Bin. There are 2 options for user to select. It's controlled by SW36.

Item	Content	SW3-DIP Adjustment	Description
		SW36	
Ticket Alarm	YES	on	
	NO	OFF	

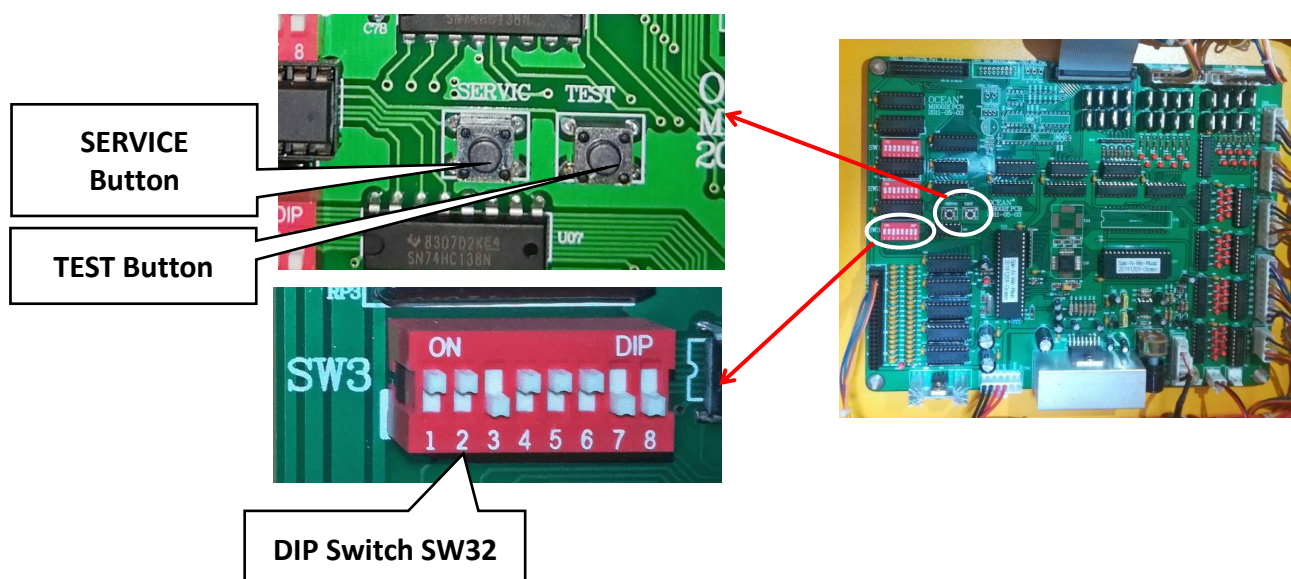
3. Clear Game Memory

Method 1:

Turn on the game while press the "TEST" button and "SERVICE" button at the same time, will clear game memory.

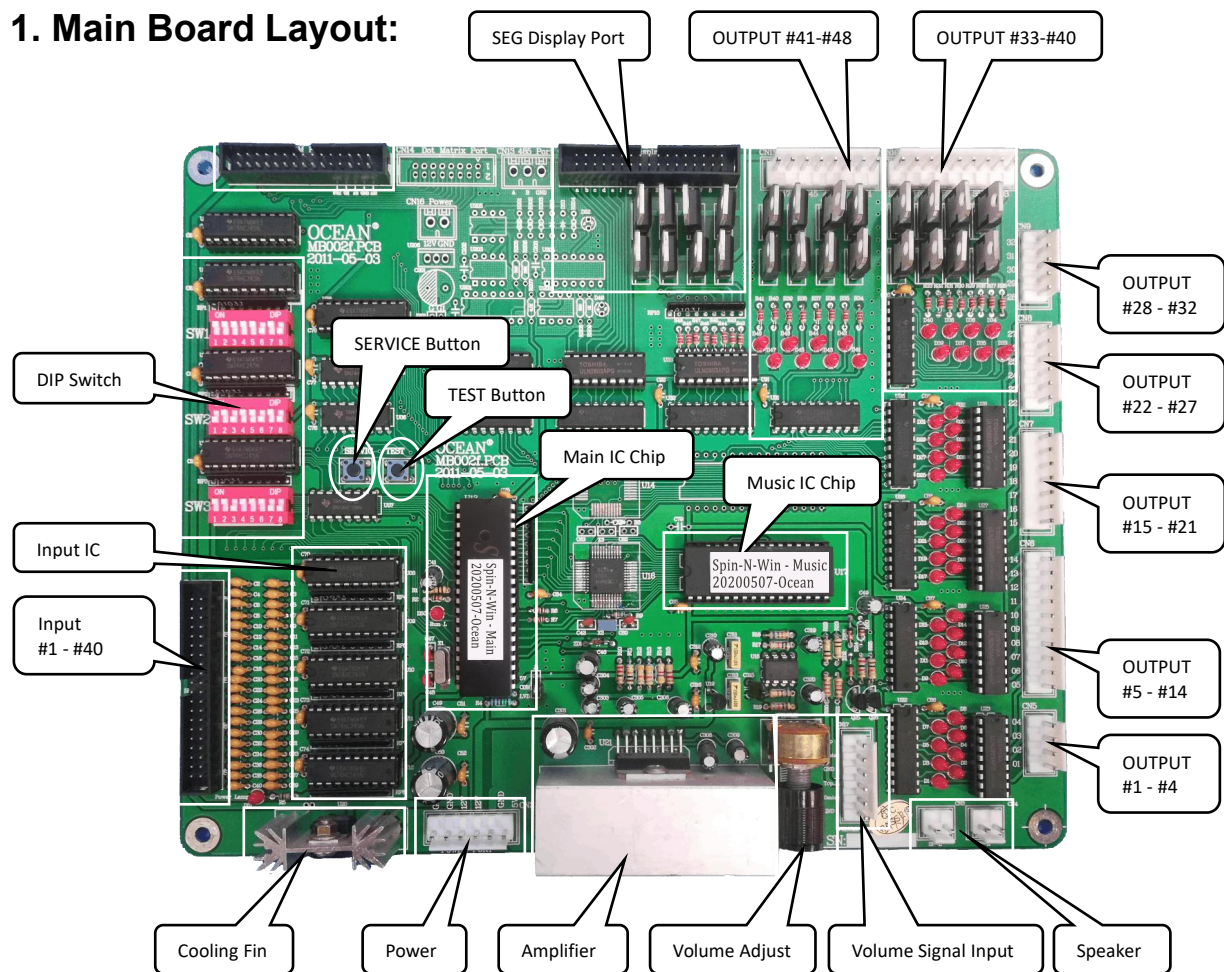
Method 2:

Shut down → Shift the DIP3 Switch SW32 → Turn on the game → Shut down after normally start → Shift SW32 back to original position → Turn on the game again; Complete the above steps to clear Game Memory.



VIII. Input & Output Test

1. Main Board Layout:



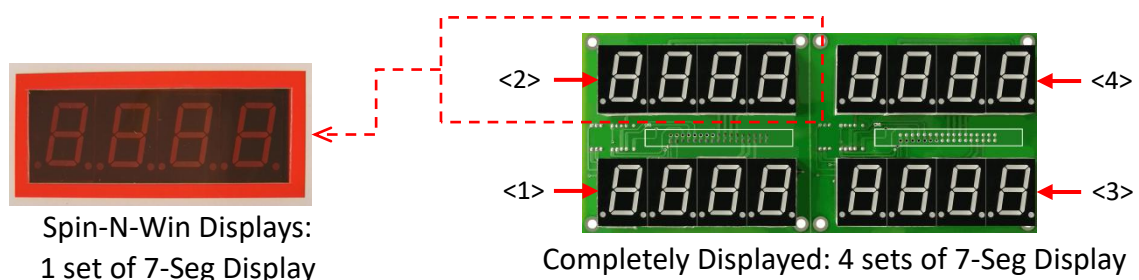
2. Test Mode (Test Main Board and Wheel Lamps)

Press the **"TEST"** button on Main board for 2 seconds to enter "Test Mode".

(Press for 2 seconds again, Quit the "Test Mode".)

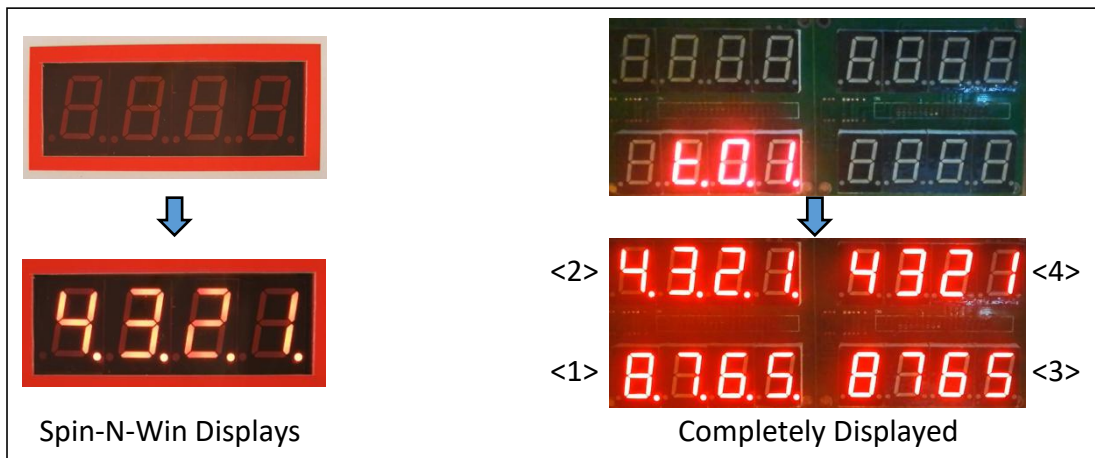
The test result can be completely displayed on 4 sets of 4 Digit LED 7-Seg Display (Totally 16 Digit);

As Spin-N-Win only has 1 set of 4 Digit LED 7-Seg Display, it only shows the content of the second set of 4 Digit LED 7-Seg Display, as the picture below:



① "t01": Testing 7-Seg Display.

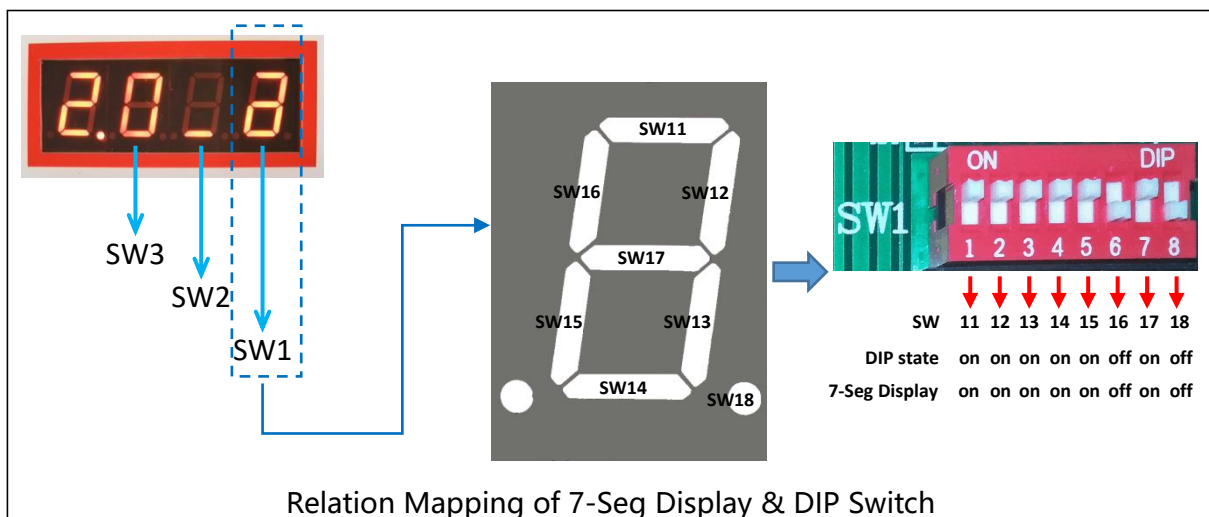
After enter "Test Mode", 7-Seg Display displays "t01" for 1 seconds, then stops at <1>/<2>/<3>/<4> = "8.7.6.5./4.3.2.1./8765/4321".



② "t02": Test DIP Switch SW1 ~ SW3 State.

Press the "SERVICE" button 1 time, 7-Seg Display displays "t02" for 1 seconds, then stops at <1>/<2>/<3>/<4> = "2.xxx/2.xxx/2xxx/2222".

The DIP SW1 ~ SW3 State will be displayed at "xxx". In this condition, the display will update if you shift any DIP switch.



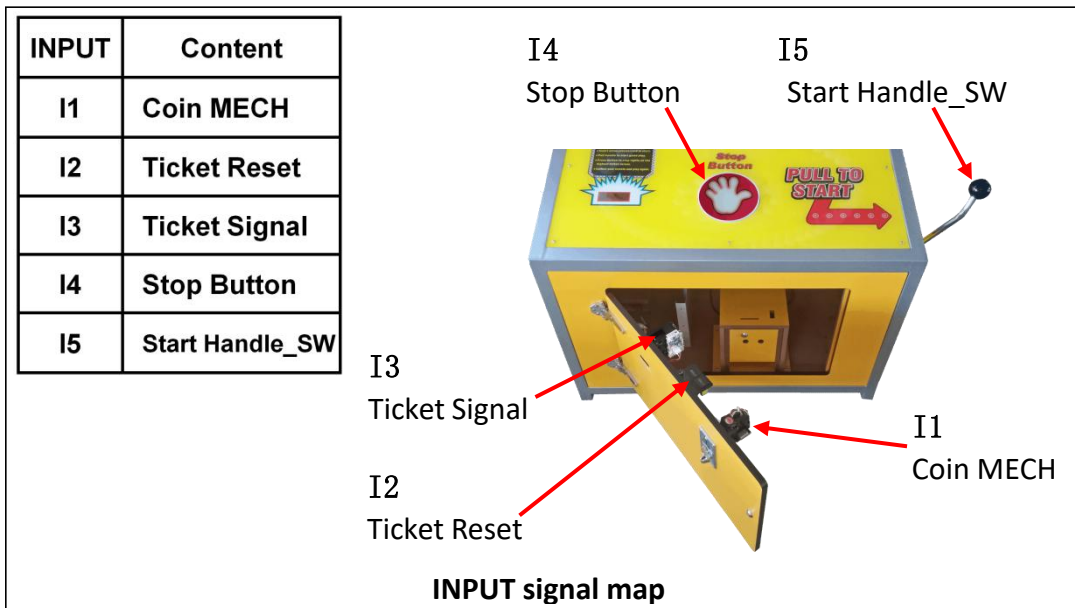
③ "t03": Test INPUT.

Continue press the "SERVICE" button 1 time, 7-Seg Display displays "**t03**" for 1 seconds, then stops at <1>/<2>/<3>/<4> = " 3xxx/3.xxx/ 3xxx/3333".

The Input which is on will be displayed at "xxx".



According to IO chart:



In this condition, if insert coins, the 7-Seg Display will display the number "1" according to the INPUT signal map above, which means the Main Board can normally receive the I1 signal (coin MECH).



Test other Input signals with the same rule.

④ "t04": Test OUTPUT - 1.

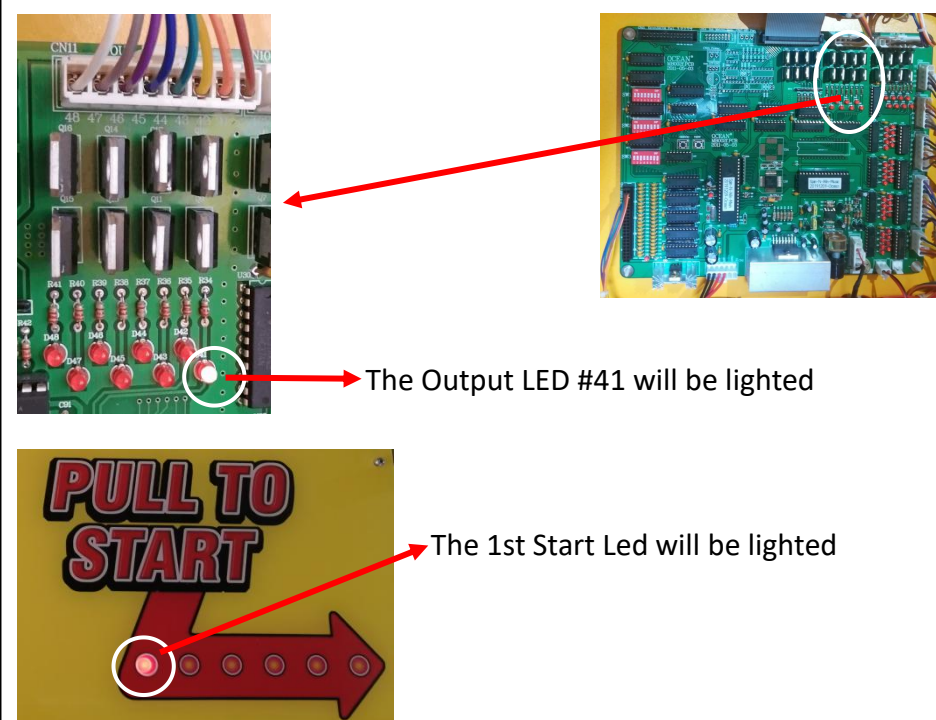
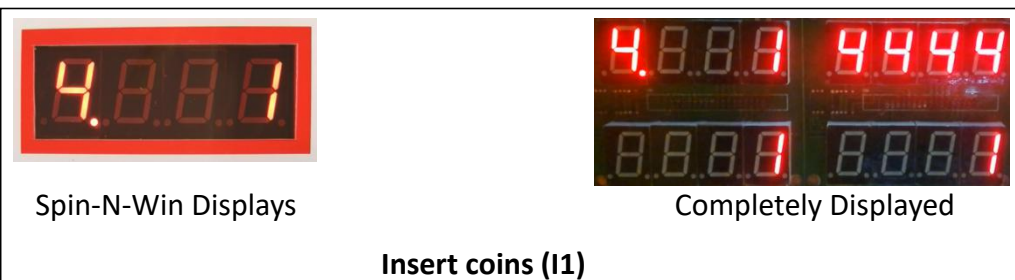
Continue press the "SERVICE" button 1 time, 7-Seg Display displays "t04" for 1 seconds, then stops at <1>/<2>/<3>/<4>= " 1xxx/4.xxx/ 1xxx/4444".



The Input which is on will be displayed at "xxx" (the same with ③). And the OUT41 - OUT45 will ON when the I1 - I5 is on.

In this condition, if insert coins (I1), the 7-Seg Display will display the number "1", and at the same time, the Output LED #41 will be lighted.

As OUT41 controls the 1st Start Led, this Led will be also lighted.

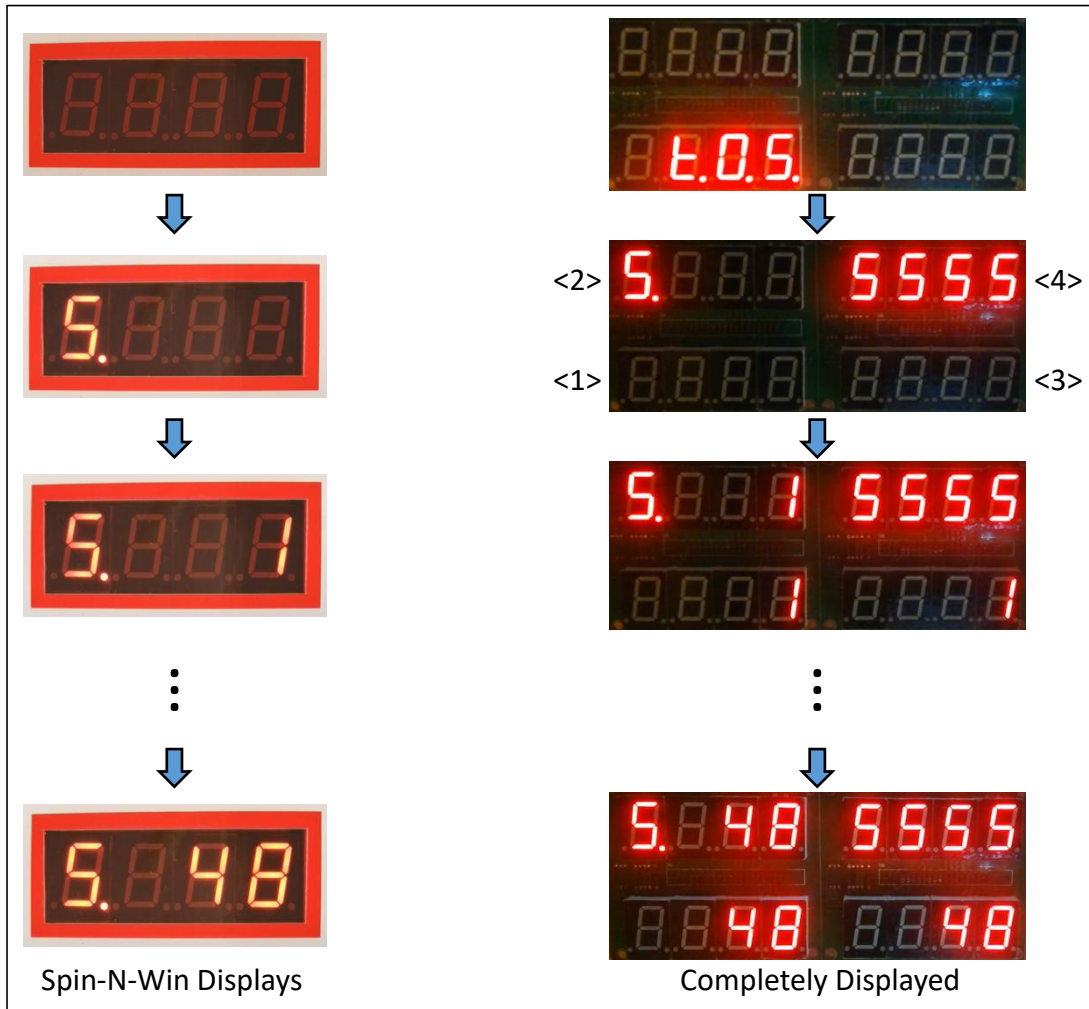


OUTPUT	content
OUT41	Start Led 1
OUT42	Start Led 2
OUT43	Start Led 3
OUT44	Start Led 4
OUT45	Start Led 5
OUT46	Start Led 6

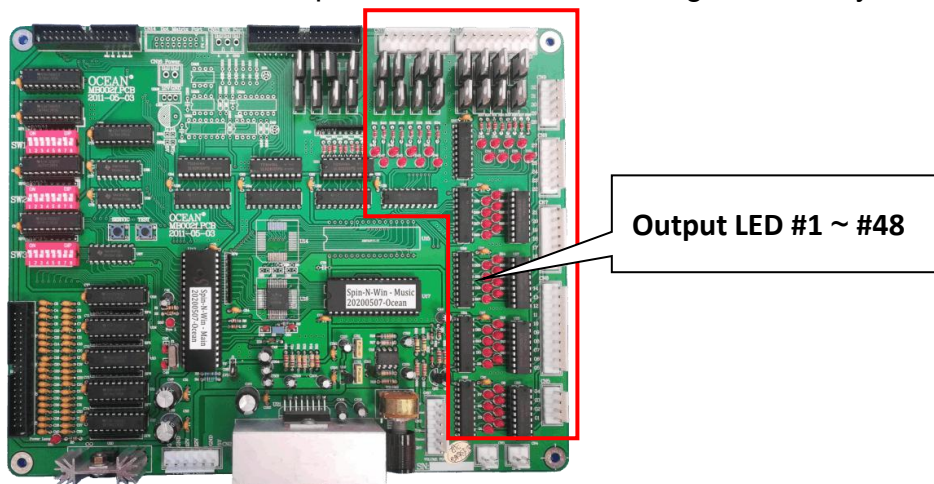
⑤ "t05": Test OUTPUT - 2.

Continue press the "SERVICE" button 1 time, 7-Seg Display displays "t05" for 1 seconds, then stops at <1>/<2>/<3>/<4>= " 5xxx/5.xxx/ 5xxx/5555".

The Output #1 ~ #48 will ON one by one; and the output number will be displayed at "xxx".



At the same time, the Output LED #1 ~ #48 will be lighted one by one.

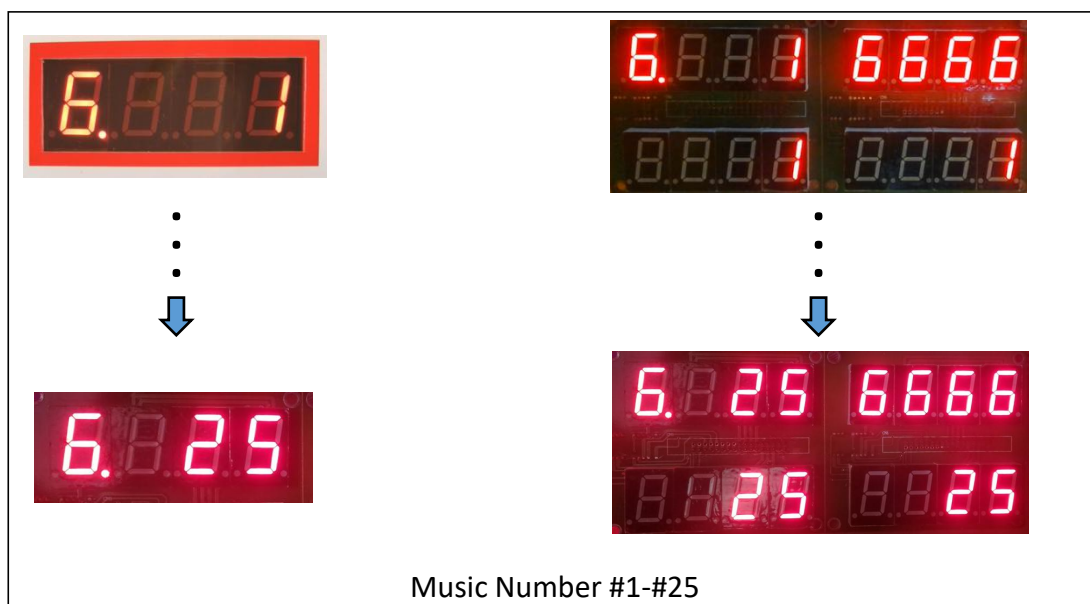


⑥ "t06": Test Music.

Continue press the "SERVICE" button 1 time, 7-Seg Display displays "t06" for 1 seconds, then stops at <1>/<2>/<3>/<4>= "└xxx/6.xxx/└xxx/6666".

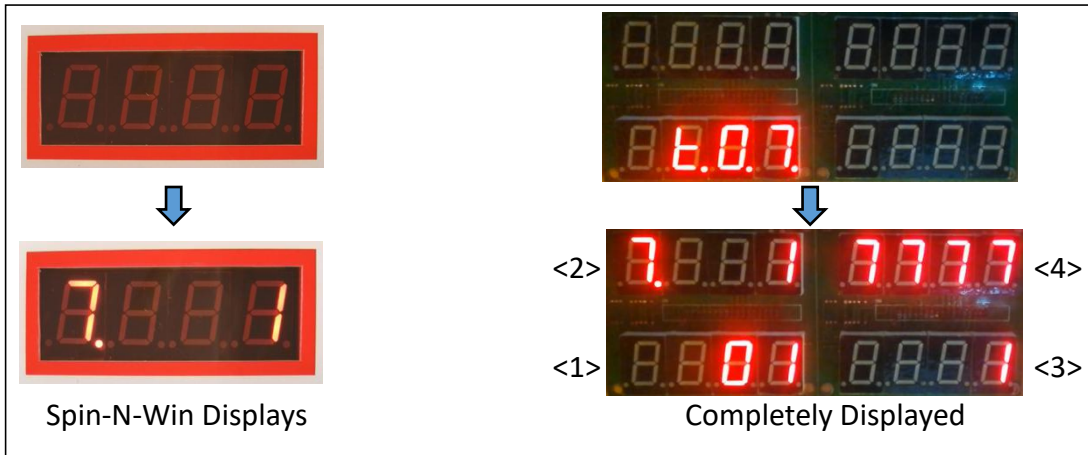
Press the I02 (Ticket Reset (Ticket Owing) Button on Coin/Ticket Counter Assembly), the Music will be played;

Press more 1 time, will play next Music, and the Number of Music will be displayed at "xxx".)



⑦ "t07": Test Wheel Lamps.

Continue press the "SERVICE" button 1 time, 7-Seg Display displays "t07" for 1 seconds, then stops at <1>/<2>/<3>/<4>= " _ _ yy/7.xxx/_ xxx/7777".

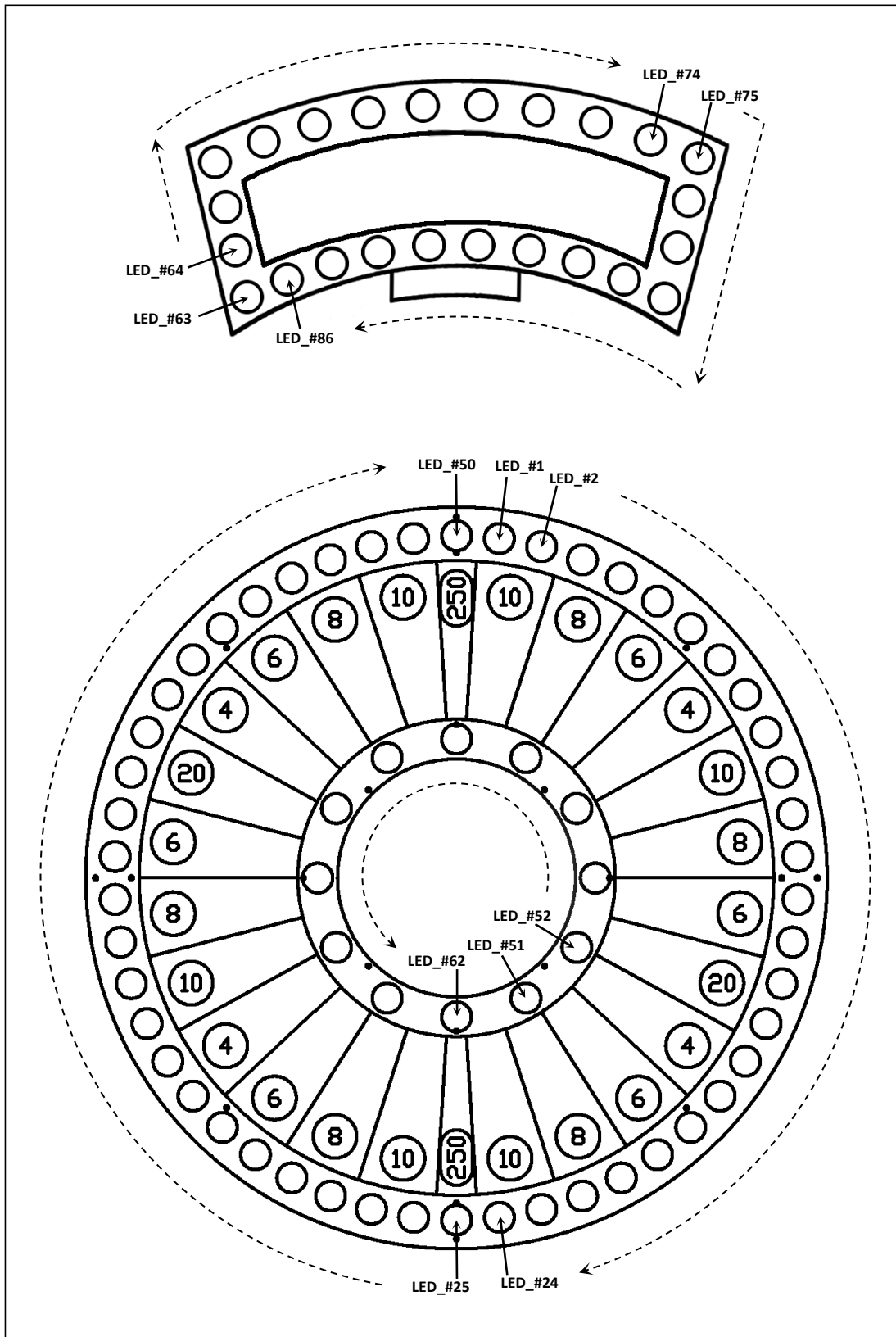


(Please refer to next page - Wheel Lamps Layout)

- ▶ Wheel Outer Lamps will be lighted one by one, from Lamp_#1 to Lamp_#50;
- ▶ Press STOP Button 1 time, Center Wheel Lamps will be lighted one by one, from Lamp_#51 to Lamp_#62;
- ▶ Continue press STOP Button 1 time, Marquee Lamps will be lighted one by one, from Lamp_#63 to Lamp_#86;
- ▶ Continue press STOP Button 1 time, Stop Button LED (Green & Red) and Start LED will be lighted one by one;

⑧ Press the "TEST" button for 2 seconds again, Quit the "Test Mode".

3. Wheel Lamps Layout:



IX. Maintenance and Troubleshooting

1. Safety check

Check the points listed before operating the machine. These checks are necessary for safe machine operation.

1. Are the warning labels legible?
2. Is there sufficient play zone around the machine?

2. WARNING

- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- Do not expose Power Cords and Earth Wires are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. In appropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding can cause an electric shock.

3. OPERATION WARNING

- Should a problem occur, switch OFF the power immediately and stop operating the machine. Then unplug the power cord the service outlet. Operating the machine without correcting the problem may cause a fire or accident.
- Dust accumulated on the power plug may cause a fire. Check the plug regularly and remove any dust.
- Insert the power plug securely into the service outlet. Poor contact may cause overheating, resulting in fire or burns.
- Before operating the machine, always check that the machine has been installed according to the instructions and procedures in this Operation Manual. Failure to install correctly may result in a fire, electric shock, injury, or equipment malfunction.
- The warning labels describe important safety precautions. Observe the points below.

- To make sure that the warning labels attached to the machine are easily legible, install the machine in a well-lit location, and keep the labels clean at all times. Also make sure that the labels are not behind other game machines.
 - Do not remove to alter the warning labels.
 - If the warning labels become dirty or damaged, replace with new labels. To order replacement warning labels, contact your distributor.
- Always turn off the power first to protect other personnel from electric shock, accidents and injury, and to prevent damage to electrical circuits.
- If a fault occurs, first check that all the connectors are firmly connected.
- Contact your distributor if none of the cases below applies to the problem, or if the action listed does not appear to resolve the problem.

4. Troubleshooting

※ Contact your distributor if none of the cases below applies to the problem, or if the action listed does not appear to resolve the problem.

4.1. Fault Display:

The screen will display "OUT OF TICKET" when the ticket bin is out of ticket.

Place the tickets:

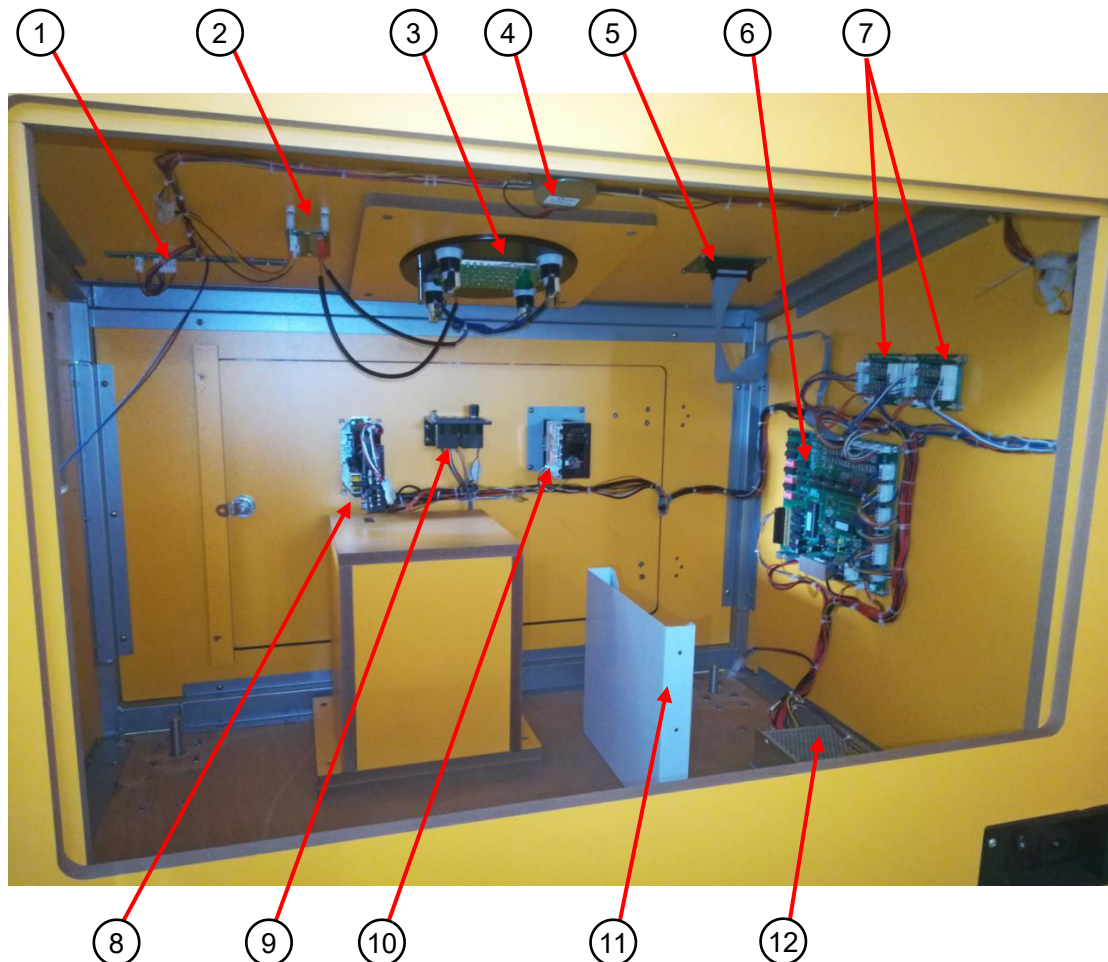
Install the tickets, and press the ENTER/SERVICE button. The game will payout owed tickets.

4.2. Troubleshooting:

PROBLEM	PROBABLE CAUSE	SOLUTION
The game can't start	1. No power	1. Check the power
	2. Fault of power supply	2. Check the power supply.
No sound	1. Fault of speaker	1. Check the speaker
	2. Fault of AMP.	2. Check the AMP
	3. Fault of the connection	3. Check the connection
Payout ticket(Non-stop)	1. Fault of ticket dispenser	1. Check the ticket dispenser
	2. Fault of Ticket PCB	2. Check the PCB
Can't dispenser ticket	1. Ticket stick	1. Clean the ticket jam.
	2. Out of ticket	2. Place tickets.

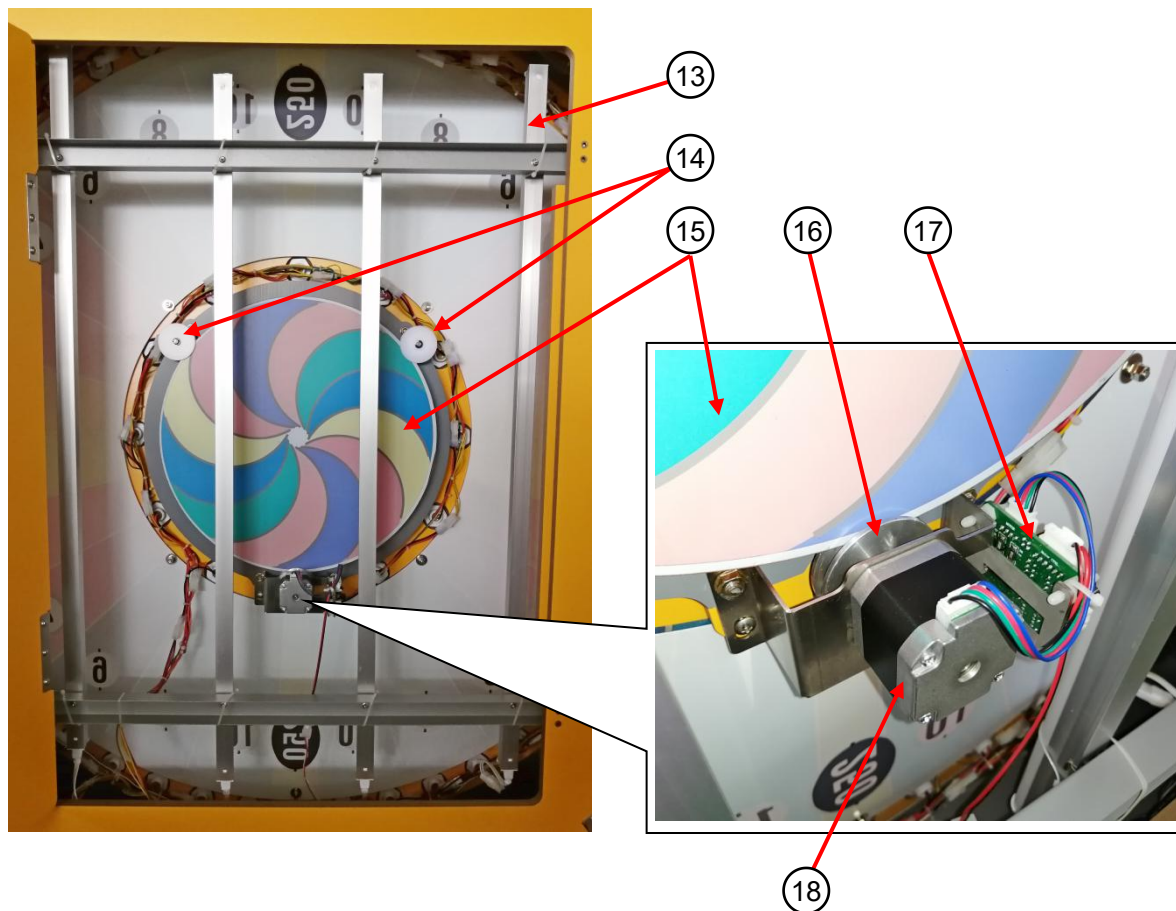
X. Attachment Pictures

Console Center Box Inner



No.	Description	Specification	Qty/Game(Unit)
1	Start Handle Guide LED PCB	LMP-0638. PCB	1
2	STOP Button Connection PCB		1
3	STOP Button Assembly		1
4	Speaker	YD103(4")-54FB / 8Ω 20W	1
5	4 Digit SEG Display PCB	SEG0804d. PCB	1
6	Main Board	MB002f.PCB	1
7	Output Connection PCB	127-10.PCB	2
8	Coin MECH	LK-100M+	1
9	Coin/Ticket Counter Assembly		1
10	Ticket Dispenser		1
11	Ticket Bin		1
12	12V Power Supply	HTS-150F-12	1

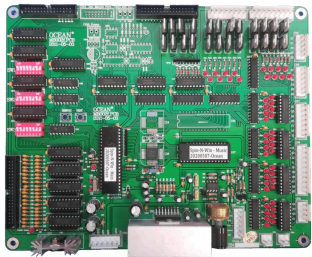
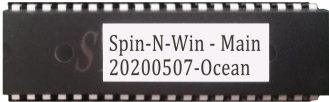
Back View of Wheel Box

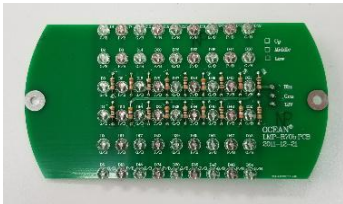


No.	Description	Specification	Qty/Game(Unit)
13	12V LED Bar		4
14	Center Color Disk Limit Wheel	XZSL-00- 21J (Nylon)	2
15	Center Color Disk	XZSL-00-16Y (Ø3 Acrylic)	1
16	Center Color Disk Driver Wheel	XZSL-00-22J	1
17	Step Motor Driver PCB	42MT_DRVa.PCB	1
18	Step Motor	42HD4027-01-A	1

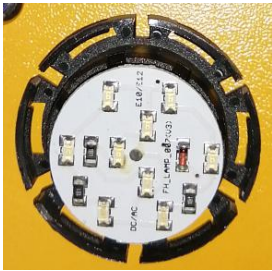
XI. Part List

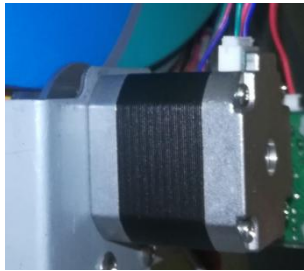
The Part List below is for you to reference when need purchase after-sale parts.

NO.	Description	Specification	Pictures	Qty/Game (Unit)
1	Main Board	MB002f.PCB		1
2	Main IC Chip			1
3	Music IC Chip			1
4	4 Digit SEG Display PCB	SEG0804d. PCB		1
5	Start Handle Guide LED PCB	LMP-0638. PCB		1

NO.	Description	Specification	Pictures	Qty/Game (Unit)
6	Stop Button LED PCB	LMP-R70b. PCB		1
7	Output Connection PCB	127-10.PCB		3
8	Coin MECH	LK-100M+		1
9	Plastic Ticket Dispenser	LK-003CF		1
10	Entropy 2000 Ticket Dispenser	TD-963CR		
11	CL-002Q-270 Ticket Dispenser	CL-002Q-270		

NO.	Description	Specification	Pictures	Qty/Game (Unit)
12	Ticket Dispenser Control PCB	RS001t.PCB		1
13	12V Power Supply	HTS-150F-12		1
14	Fuse	MGC6.35×31.75mm 5A/100-250V AC		1
15	Coin/Ticket Counter Assembly			
16	Speaker	YD103(4")-54FB / 8 Ω 20W		1
17	Wheel Lamp Cover - White	L-197 White		84

NO.	Description	Specification	Pictures	Qty/Game (Unit)
18	Wheel Lamp - White	DC12V-8 White LED, with 150mm Connector		84
19	Wheel Lamp Cover - Green	Green		2
20	Wheel Lamp - Green	DC12V , Green		2
21	12V LED Bar (Back Access Door)			4
22	LED Light Bar - 600mm (Marquee Light Box)	L=600mm		1
23	Floor LED Rope	5050-RGB-60 Lamps-DC 12V-1m		1

NO.	Description	Specification	Pictures	Qty/Game (Unit)
24	Start Handle Assembly			1
25	Start Handle Micro Switch - Roller Arm	D43Y 6(2)A 125/250V		2
26	Step Motor	42HD4027-01-A		1
27	Step Motor Driver PCB	42MT_DRVa.PCB		1
28	Center Color Disk Limit Wheel	CJXZSL-00- 20J Nylon		2
29	Center Color Disk Driver Wheel	CJXZSL-00-21J		1

NO.	Description	Specification	Pictures	Qty/Game (Unit)
30	Stop Button Assembly			1
31	Stop Button Micro Switch			4
32	Stop Button Micro Switch Mount			4
33	Center Color Disk	CJXZSL-00-16Y ø3 Acrylic		1
34	Console Panel Acrylic /with graphic	CJXZSL -00-09Y ø5Acrylic		1
35	Graphic - Stop Button			1

<Spin N Win> DIP-Setting

Item	Content	SW1-DIP							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coin /Credit	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Bonus Difficult	Easy				ON	ON			
	Mid				off	on			
	Hard				on	off			
	V_Hard				off	off			
Score State	I						on	on	on
	II						off	on	on
	III						on	off	on
	IV						OFF	OFF	ON
	V						on	on	off
	VI						off	on	off
	VII						on	off	off
	VIII						off	off	off

Item	Content	SW2-DIP							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
WaitStart Button Time (Sec)	1	on	on	(When No Start Handle)					
	10	off	on						
	15	ON	OFF						
	20	off	off						
Wait StopButton Time (Sec)	10			on	on				
	15			OFF	ON				
	20			on	off				
	30			off	off				
PayOut (Tickets /Coin)	4					on	on	on	on
	6					off	on	on	on
	8					on	off	on	on
	10					off	off	on	on
	12					on	on	off	on
	15					off	on	off	on
	20					on	off	off	on
	25					off	off	off	on
	30					ON	ON	ON	OFF
	35					off	on	on	off
	40					on	off	on	off
	50					off	off	on	off
	60					on	on	off	off
	70					off	on	off	off
	80					on	off	off	off
	100					off	off	off	off

Item	Content	SW3-DIP							
		SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
LedLamp Speed	Slow	ON							
	Fast	off							
Demo Music (Sec)	60			on	on				
	120			OFF	ON				
	180			on	off				
	9999			off	off				
Ticket Alarm	YES						on		
	NO						OFF		
								OFF	OFF

<Spin N Win> IO Chart

OCEAN

Update: 2020/6/12

INPUT:

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
I1	Coin MECH	I11		I21		I31	
I2	Ticket Reset	I12		I22		I32	
I3	Ticket Signal	I13		I23		I33	
I4	StopButton	I14		I24		I34	
I5	StartHandle_SW	I15		I25		I35	
I6		I16		I26		I36	
I7		I17		I27		I37	
I8		I18		I28		I38	
I9		I19		I29		I39	
I10		I20		I30		I40	

OUTPUT:

OUTPUT:						Seg_Display:	
OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	SignLamp1#	OUT17	ScoreLamp1#	OUT33	CoinCounter	SEG1_1	Ticect
OUT2	SignLamp2#	OUT18	ScoreLamp2#	OUT34	TicketCounter	SEG1_2	Ticect
OUT3	SignLamp3#	OUT19	ScoreLamp3#	OUT35	TicketOut	SEG1_3	Ticect
OUT4	SignLamp4#	OUT20	ScoreLamp4#	OUT36	StopButtonLed 1	SEG1_4	Ticect
OUT5	SignLamp5#	OUT21	ScoreLamp5#	OUT37	StopButtonLed 2	SEG1_5	
OUT6	SignLamp6#	OUT22	ScoreLamp6#	OUT38	Marquee_a1	SEG1_6	
OUT7	SignLamp7#	OUT23	ScoreLamp7#	OUT39	Marquee_a2	SEG1_7	Credit
OUT8	SignLamp8#	OUT24	ScoreLamp8#	OUT40	Marquee_a3	SEG1_8	Credit
OUT9	MidLamp1#	OUT25	ScoreLampGroup1	OUT41	Start Led 1	SEG2_1	
OUT10	MidLamp2#	OUT26	ScoreLampGroup2	OUT42	Start Led 2	SEG2_2	
OUT11	MidLamp3#	OUT27	ScoreLampGroup3	OUT43	Start Led 3	SEG2_3	
OUT12	MidLamp4#	OUT28	ScoreLampGroup4	OUT44	Start Led 4	SEG2_4	
OUT13	MidLampGroupb1	OUT29	ScoreLampGroup5	OUT45	Start Led 5	SEG2_5	
OUT14	MidLampGroupb2	OUT30	ScoreLampGroup6	OUT46	Start Led 6	SEG2_6	
OUT15	MidLampGroupb3	OUT31	ScoreLampGroup7	OUT47		SEG2_7	
OUT16		OUT32	ScoreLampGroup8	OUT48	Step Motor	SEG2_8	

Test Mode

Press the "TEST" button on Main board for 2 seconds to enter "Test Mode".

(Press for 2 seconds again, Quit the "Test Mode".)

The test result can be completely displayed on 4 sets of 4 Digit LED 7-Seg Display.

① After enter "Test Mode", 7-Seg Display displays "t01" for 1 seconds, then stops at "8.7.6.5/4.3.2.1/8765/4321".(Test 7-Seg Display.)

② Press the "SERVICE" button 1 time, 7-Seg Display displays "t02" for 1 seconds, then stops at "2.xxx/2.xxx/2xxx/2222".

(Test DIP Switch SW1 ~ SW3 State: The DIP SW1 ~ SW3 State Display at "xxx".)

③ Press the "SERVICE" button 1 time, 7-Seg Display displays "t03" for 1 seconds, then stops at "xxxx/3.xxx/xxxx/3333".

(Test INPUT: the Input which is on will be displayed at <1>1-2, 3-4 / <2>1-2, 3-4.)

④ Press the "SERVICE" button 1 time, 7-Seg Display displays "t04" for 1 seconds, then stops at "xxxx/4.xxx/xxxx/4444".(Test OUTPUT - 1: the Output which is on will be displayed at <1>1-2, 3-4 / <2>1-2, 3-4. And the OUTPUT will ON when the INPUT is on.)

⑤ Press the "SERVICE" button 1 time, 7-Seg Display displays "t05" for 1 seconds, then stops at "xxxx/5.xxx/xxxx/5555".(Test OUTPUT - 2: the Output #1 ~ #48 will ON one by one; and display the output number at <1>1-2.)

⑥ Press the "SERVICE" button 1 time, 7-Seg Display displays "t06" for 1 seconds, then stops at "xxxx/6.xxx/xxxx/6666".

(Test Sound: Press the I02 (Normally is the Ticket Owing Button on Coin/Ticket Counter Assembly), the sound will be played; Press more 1 time, will play next sound, and the Number of sound will be displayed at <1>1-2.)

⑦ Press the "SERVICE" button 1 time, 7-Seg Display displays "t07" for 1 seconds, then stops at "yyyy/7.xxxx/xxxx/7777".

Test Wheel Lamps: (Refer to Wheel Lamps Distribution Map)

► Wheel Outer Lamps will be lighted one by one, from Lamp_#1 to Lamp_#50;

► Press STOP Button 1 time, Center Wheel Lamps will be lighted one by one, from Lamp_#51 to Lamp_#62;

► Press STOP Button 1 time, Marquee Lamps will be lighted one by one, from Lamp_#63 to Lamp_#86;

► Press STOP Button 1 time, Stop Button LED (Green & Red) and Start LED will be lighted one by one;

⑧ Press the "TEST" button for 2 seconds again, Quit the "Test Mode".

Clear Game Memory

Method 1:

Turn on the game while press the "TEST" button and "SERVICE" button at the same time, will clear game memory.

Method 2:

Shut down → Shift the DIP3 Switch SW32 → Turn on the game → Shut down after normally start → Shift SW32 back to original position → Turn on the game again;

Complete the above steps to clear Game Memory.

Super Spin_Score Group:

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	#13
Score State I	2	25	4	10	8	4	50	4	10	6	25	2	500
Score State II	10	5	20	9	15	5	25	5	7	15	5	10	200
Score State III	20	40	80	20	60	50	30	100	20	80	40	20	1000
Score State IV	10	8	6	4	10	8	6	20	4	6	8	10	250
Score State V	3	5	7	9	7	5	3	1	9	7	5	3	100
Score State VI	5	15	20	10	5	20	15	30	10	20	15	5	250
Score State VII	10	20	25	15	10	25	20	50	15	25	20	10	150
Score State VIII	5	10	20	8	5	25	15	50	8	25	10	5	250

*Note: Score is numbered clockwise from the top of wheel.

