



Please read this instruction carefully before use!!



Contents

1. Specifications.....	3
2. Appearance.....	4
3. Attention.....	5
4. How to play.....	7
5. Package Part.....	7
6. Set.....	8
7. Board wire.....	14
8. How to change music.....	15
9. Error Code.....	15



1. Specifications

Voltage	110V AC $\pm$ 10% 7.0A. 220V AC $\pm$ 10% 4.0A. 50/60 Hz. (Note: Please refer to the label on the game for the actual voltage.)
Power	210W
Size	L803*W510*H1580mm
Weight	105KG
Texture	Wood + plastic + metal
Power box	5v~3A 12v~10A 24V~3A 12v~20V





3. Attention WARNING



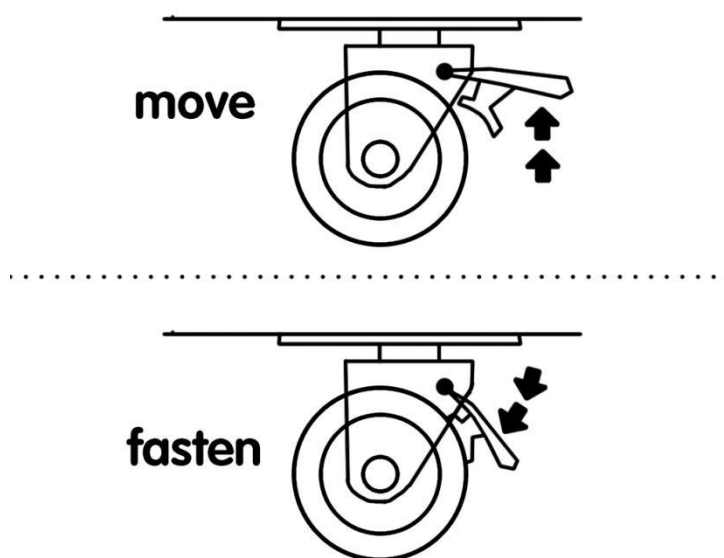
The machine is designed for indoor use only.

Never install this machine outdoors or in any of the following

- Locations exposed to direct sunlight
- Locations subject to rain or water leakage.
- Unstable locations or locations subject to vibration.
- Dusty, hot, or damp locations.

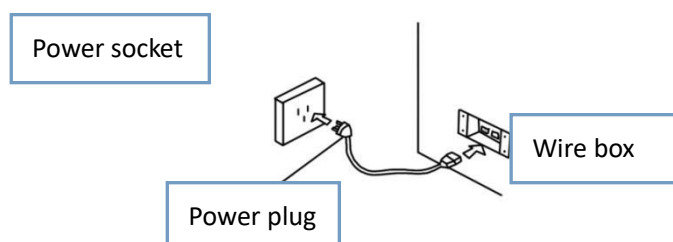
Game Leveling:

Install this machine on a flat surface. Make sure that the machine is level with the floor. If the machine is not level, the game may not play well.



- ◆ Disconnect game power before moving
- ◆ Make sure all wheels are intact. Replace any wheels that are damaged or broken before moving the game.
- ◆ When moving the game, DO NOT slide the game across the floor
- ◆ Ensure the game is level before connecting the power.

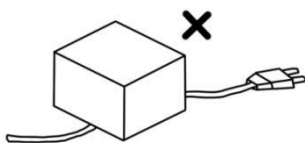
Connecting the power cord:



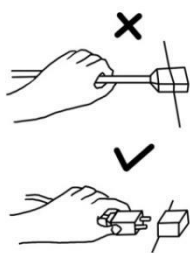


WARNING

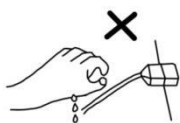
- Do not put heavy items on power cord.



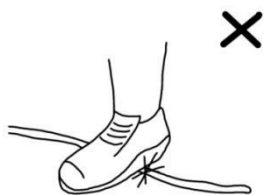
- Hold the power plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power plug with wet hands.



- Do not draw or twist the cord or near a heat source.
- Do not place the cord where the player can easily trip over or come in contact with it.



- Operate this game with the correct power and fuse configuration. (The machine's supply Voltage is 110VAC or 220VAC, if not, it can cause an electric shock or malfunction.)



4. How to play

1. Insert Coin, game start and the wheel turn.
2. In the specified time to see the right time to press the start button, the arrow down
3. If the arrow sticks to the clip, open the clip, and get a gift. If the pointer does not poke to the clip, which means that there is no winning prize, the game is over.

5 Package Part

Check the parts list before installation. Verify that all parts match the list and in good condition.

NO.	Name	PCS	Type/Model	Picture
1	Power line	1		
2	Key	3	818	
3	Instructions	1		
4	Clamp	2		
5	Sheet iron	2		



6. Set



(Operating handle)

Press



enter background settings.

- 1: Account
- 2: Settings
- 3: Password
- 4: Version

6.1 Account

1	Press	
2	Press enter account item.	1: Account Total :000000 Gifts :000000



6.2 Parameter setting

1	Get into	
2	Press   enter item	2: Settings
3	Get into	
4	Screen prompt for password	Input Password Up and down keys 00000000 Select and Set
5	When the input is complete, press	
6	You can view the main interface for parameter settings	1. Start coin 2. Difficulty 3. Game Time 4. Motor Test 5. Music 6. Volume 7. Set Factory



6.2.1 Press  each item that enters the parameter setting separately and adjust.

(Note: use of reference handle schematics)

Function	View	Instructions
1. Start Coin	Start Coin 1-10 1 First Clear Acct	The number of startup coins is 1-10 optional. Press   To adjust the amount.
	1 Coin N Play 1-10 1 First Clear Acct	Press the  and  buttons to select a coin to play several times
2. Difficulty	Difficulty 1-20 20	Game difficulty adjustment has 1-20 level. The bigger the number, the harder it is to win. Press   To Modify the data



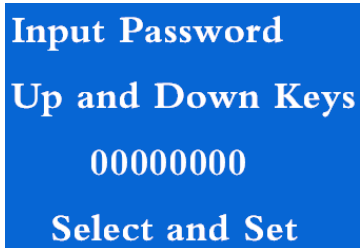
3. Game Time	Game Time Set 10–30 Second 10	Turn on or off the function for give Capsule toy Press   To choose mode
4. Motor Test	1. Motor 1 Test 2. Motor 2 Test 3. Outlet Test Motor Tun Test Morot 1 Stop 1 Signal: Yes Wait To Exit Motor Tun Test Motor 2 Stop 1 Signal: None 2 Signal: None Outlet Test 1 siganl: None	Press  and  keys to select the motor to be tested and detect whether the light eye works normally. Motor 1 is a downpress motor and motor 2 is a turntable motor. Test motor 1 and detect whether the light eye is working properly Test motor 2 and detect whether the light eye is working properly Detection of the object mouth detects whether the light eye is working properly



5. Music	Standby Sound 5–20 Minute Close Open 5	Music playing time: 5 minutes, 10 minutes, 15 minutes, 20 minutes, always turn off, always turn on. If 5 minutes is selected, music will stop playing after 5 minutes, and play again after 5 minutes, and so on.
6. Volume	Volume Ste Volume 1–30 20	Volume adjustment can be directly adjusted in the background, there are 1-30 values optional. 1 for mute, the larger the number, the volume is higher, the maximum is 30.
7. Set Factory	Account Clear Sure press Enter CL press Exit Account Clear Sure press Enter CL press Exit Succeed Clear	The account is cleared, and the key can be cleared by pressing the Enter key. Press the Exit key to exit the menu.



6.3 Password change

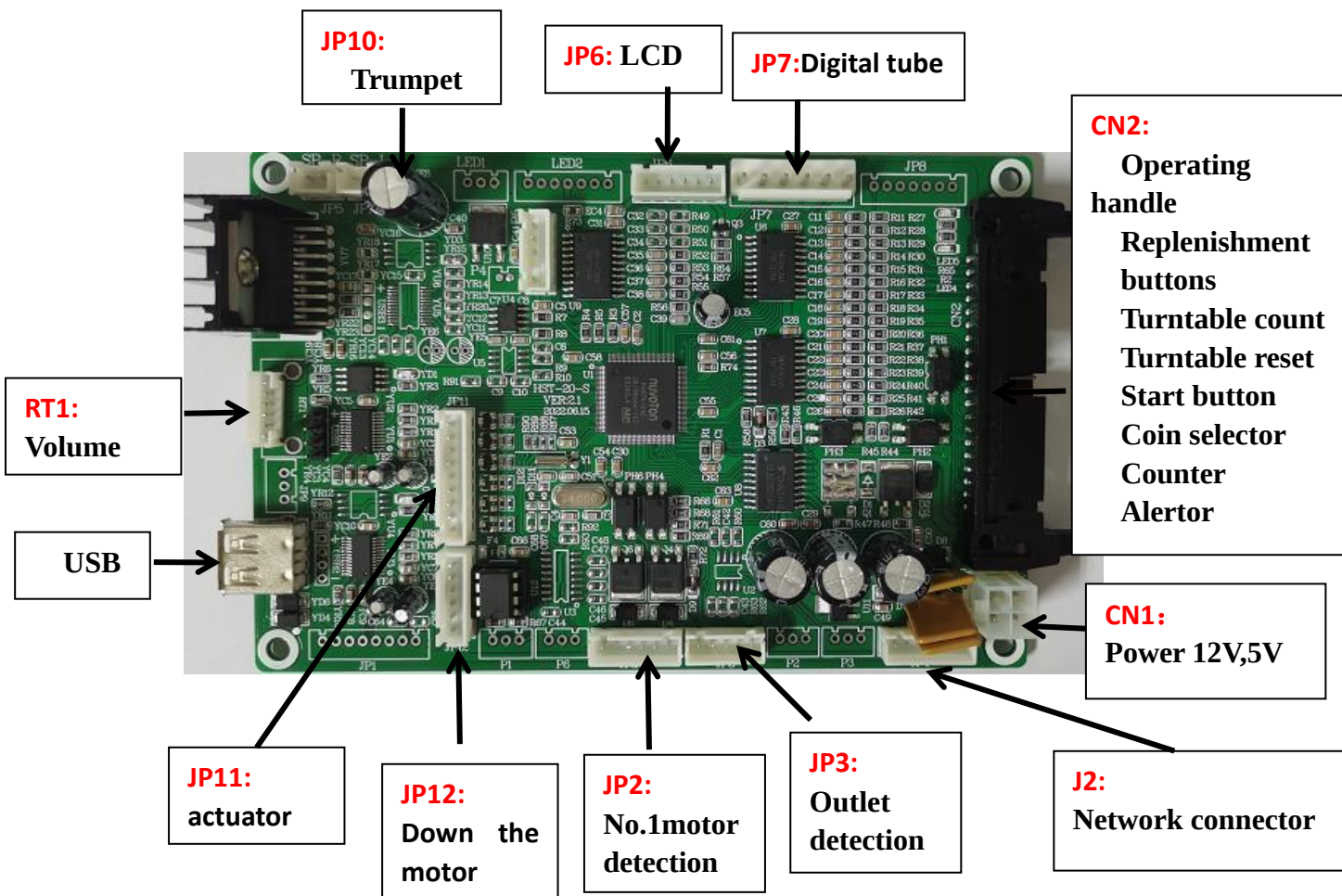
1	Get into	
2	Press   into Password change.	
3	Get into	
4	Password change interface	
5	When you have entered the old password, click	
6	New password interface	
7	When you have entered a new password, click	
8	Again input new password interface	
9	When the input is complete, press	



10	This interface indicates successful password modification	Password Set Password Success 1000000 Up Down Select Set
----	---	---

7. Board wire

7.1 Main board



8. How to change demo music

If you want to change the DEMO music, The Main board USB unplug and then connected to the computer, Open USB file, 001.mp3, 002.mp3, 003.mp3, 004.mp3, music can be changed by request, but the file name and file format must be consistent with existing formats USB.

Note: 01 folder cannot be changed.



9. Error code

Error	How to eliminate
Coin Error	You need to turn the switch of the coin machine to NO
Move Alarm....	Restart the machine
Total Error	The revenue of the machine has reached the maximum of 60,000;You need to go into the background and clear account
Motor1 Sensor Er	1、 Check whether the sense is work 2、 Check that the motor is work
Motor2 Sensor Er	1、 Check whether the sense is work 2、 Check that the motor is work

