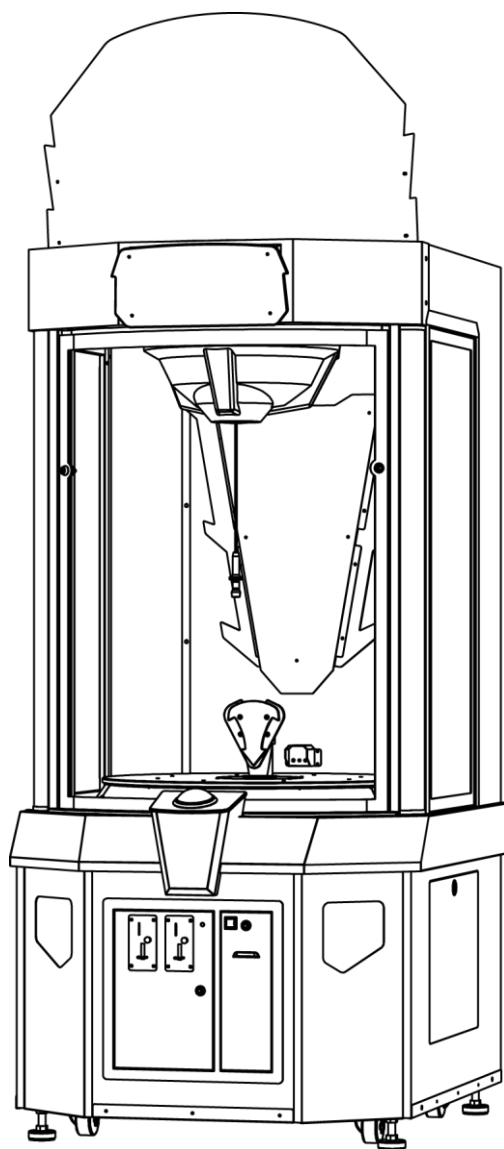


# DROP TO WIN

## SETUP MANUAL



Ver. 0.8b

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## FOR SAFTY

### ■ Setting up

**Be sure to consult an industry specialist when setting up, moving or transporting this product.**

- This product should not be set up, moved or transported by anyone other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

**The machine for indoor usage only; do not install outside.**

**Do not set the game machine up near emergency exits.**

**Protect the game machine from:**

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc.
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.

**Do not place containers holding chemicals or water on or near the game machine.**

**Do not place objects near the ventilating holes.**

**Do not bend the power cord by force or place heavy objects on it.**

**Never plug or unplug the power cord with wet hands.**

**Never unplug the game machine by pulling the power cord.**

**Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating.**

**Be sure to use the attached power cord.**

**Never plug more than one cord at a time into the electrical receptacle.**

**Do not lay the power cord across a walkway.**

**Be sure to ground this product.**

**Do not exert excessive force when moving the machine.**

# **DROP TO WIN**

For proper ventilation, keep the game machine 100mm(4") away from the walls.

Do not alter the system related dip switch settings.

## **■ Operation**

If there is any abnormality such as smoke or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle.

- Using the machine in abnormal conditions could result fire or accidents.

Do not connect the power cord improperly or permit dust or dirt to come in contact with the connection.

- Doing so could affect the power periodically

Do not use this product anywhere other than commercial areas.

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..

Do not plug or unplug the power cord with wet hands.

If the power cord or power plug becomes damaged, stop use immediately until the damaged is repaired.

## **■ Inspection and cleaning**

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.

When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.

All maintenance should be performed by a qualified specialist only, as high voltage is present in some areas.

If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units may remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.

To clean the game machine, wipe with a soft cloth dampened with a neutral non-abrasive detergent.

- Using thinner or other organic solvent or alcohol may damage the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the

machine.

## ■ Moving and transportation

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.

Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine.

Before moving take the machine off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

# **DROP TO WIN**

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## **FOR SAFTY**

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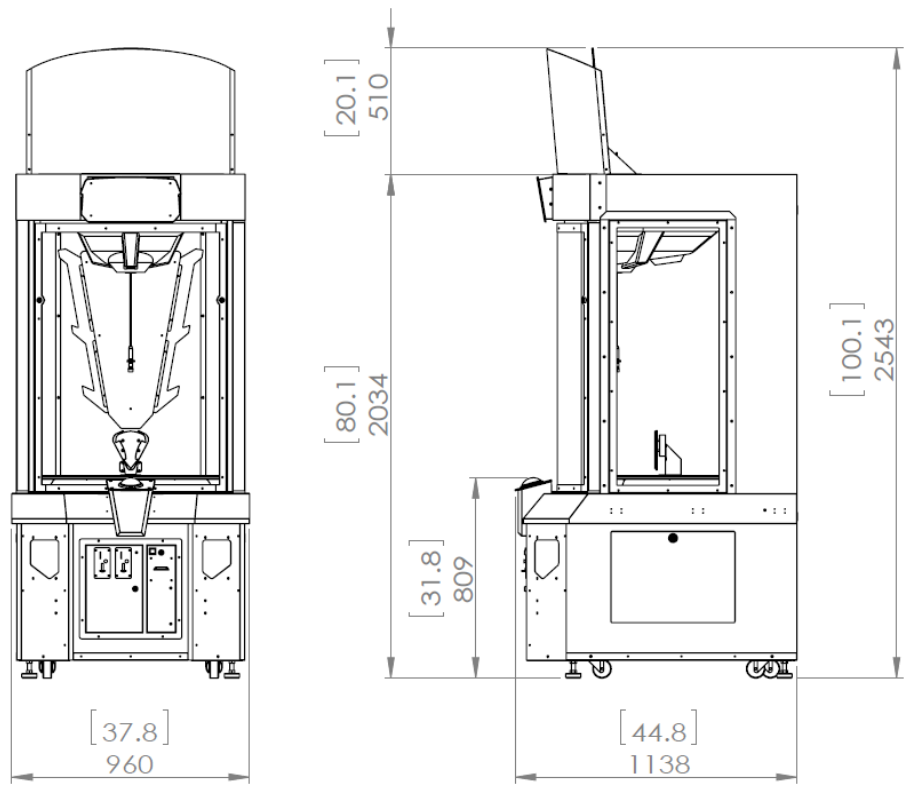
### **~~5. WIRING DIAGRAM~~**

**1. ABOUT GAME**

**1-1. GAME DESCRIPTION**

Drop to Win is a skill based ticket redemption game. Press the button to drop the pendulum and acquire points by targeting scores on a spinning wheel.

**1-2. DIMENSIONS**



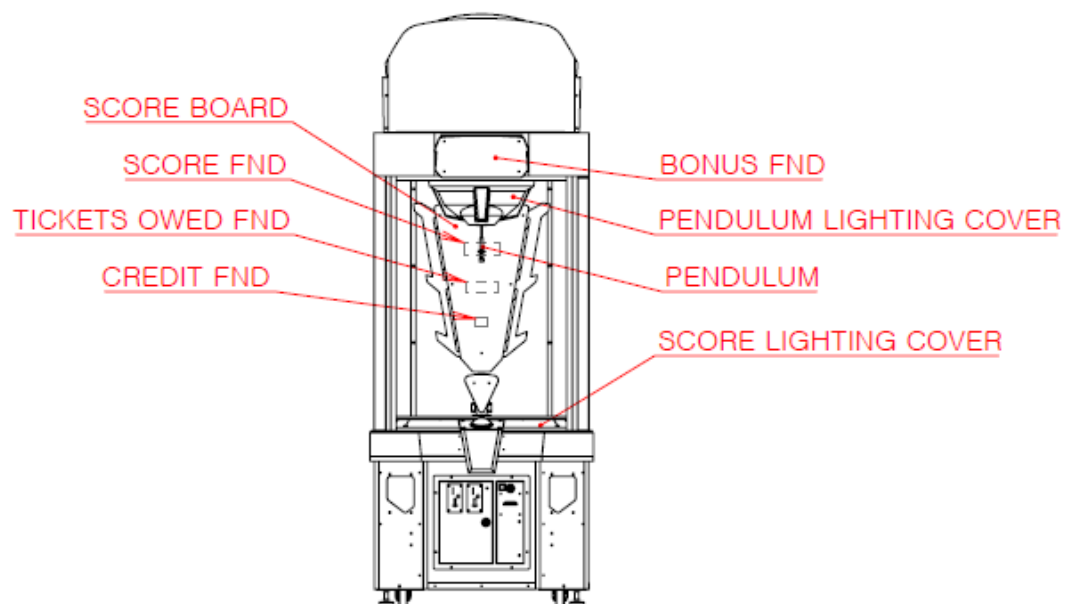
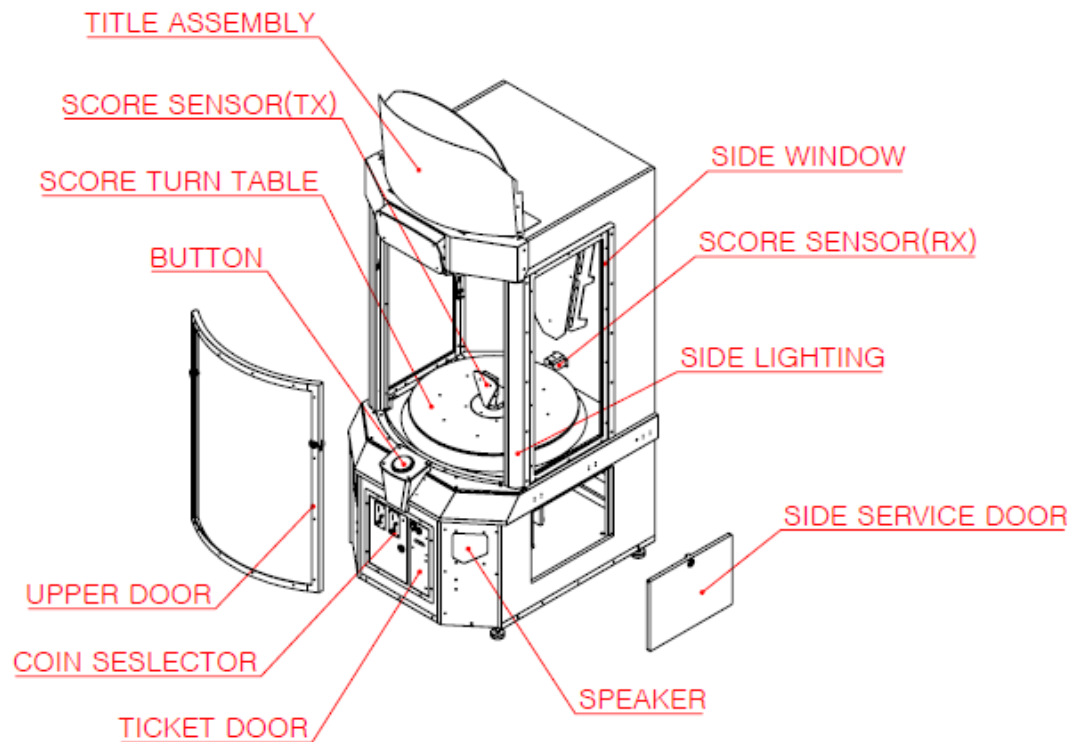
**1-3. SPECIFICATION**

DIMENSION (See above figure)	W960 x D1138 x H2543 (mm) W37.8 x D44.8 x H100.1 (inch)
WEIGHT	220Kg (485bs)
POWER	120V / 50~60Hz, 210W

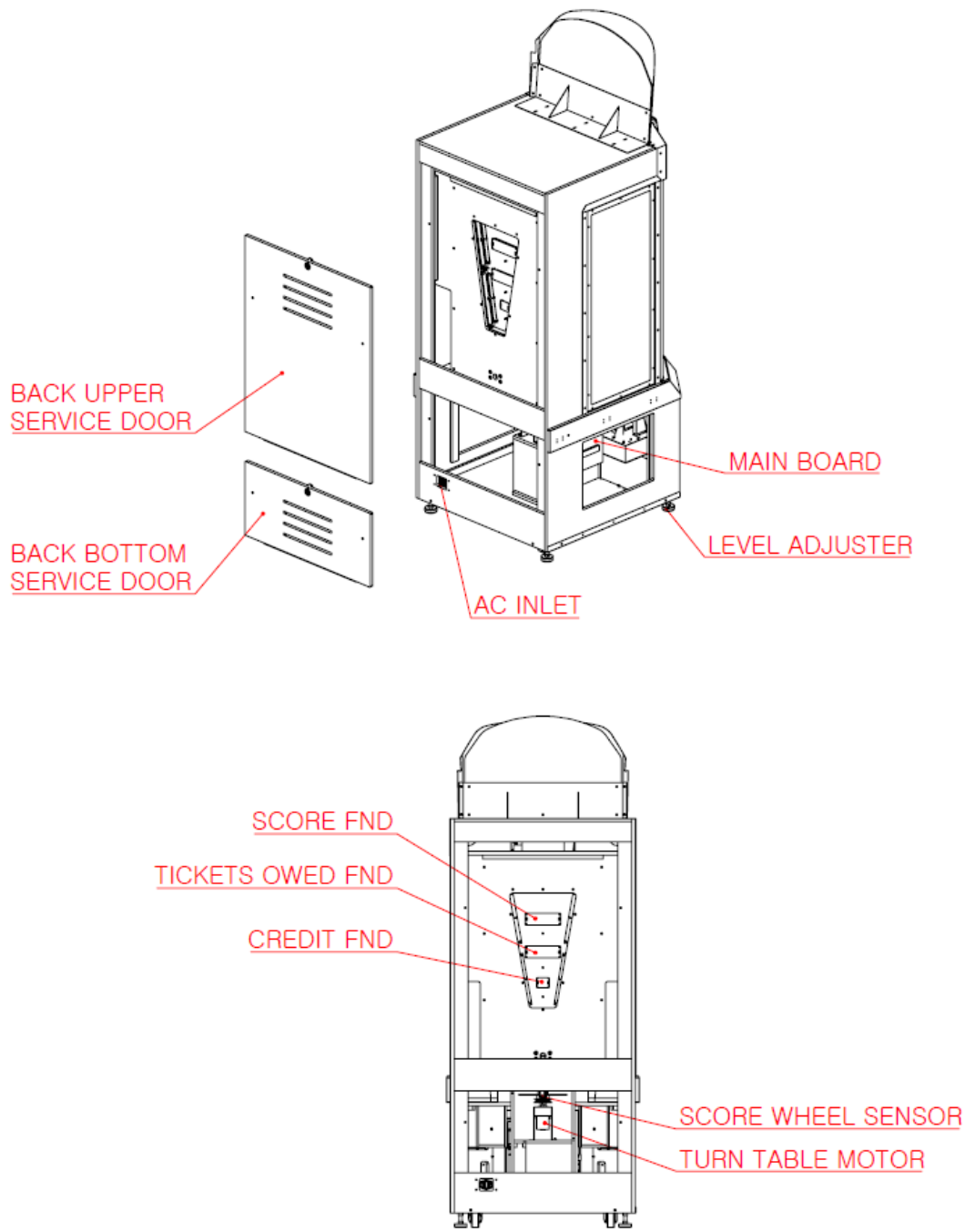
# DROP TO WIN

## 2. NAME OF PARTS

### 2-1. FRONT & RIGHT SIDE PARTS



**2-2. BACK & LEFT SIDE PARTS**



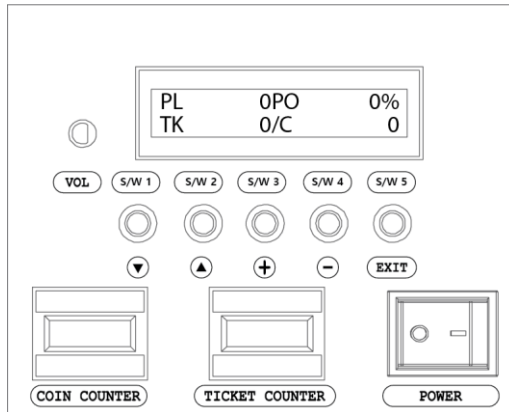


# DROP TO WIN

## 3. GAME SETUP & TEST MODE

### 3-1. CONTROL PANEL

#### ■ CONTROL PANEL SWITCH



**VOLUME** : SOUND VOLUME  
**S/W 1** : ACCESS SETUP MODE  
SELECT SETUP MODE (NEXT)  
**S/W 2** : SELECT SETUP MODE (PREVIOUS)  
**S/W 3** : INCREASE SETUP VALUE  
**S/W 4** : DECREASE SETUP VALUE  
**S/W 5** : EXIT SETUP MODE

#### BOOKKEEPING

PL : NUMBER OF GAME PLAYED  
PO : TICKET PAYOUT PERCENTAGE  
TK : NUMBER OF DISPENSED TICKETS  
CO : NUMBER OF COINS

#### • SERVICE COIN MODE

1. Push and hold S/W5.
2. Push S/W3 for service coin. (Coin not counted on meter or in bookkeeping)

#### • CLEAR CREDIT & BOOKEEPING

1. Push and hold S/W5
2. Turn power off.
3. Turn power on while holding in S/W5.

#### • FACTORY RESET: CLEAR SET VALUES

1. Turn power off.
2. Turn power on while holding in S/W3 & S/W4.
3. Keep holding in S/W3 & S/W4 until machine is completely on. (May take up to 10 seconds)

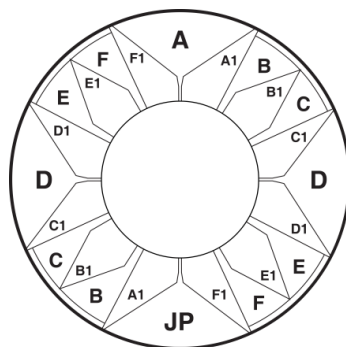
### 3-2. SETUP MODE

To access setup mode

- Push S/W 1 (▼) button to get into setup mode.
- Push S/W 1 (▼) button to move to next set up item.
- Push S/W 2 (▲) button to move to previous setup item.
- To change the value of item selected, follow below:
  1. Push S/W 3 (+) or S/W 4 (-) button to increase or decrease set up value.
  2. Push S/W 1 (▼) or S/W 2 (▲) button advance between set up items.
- Push S/W 5 (EXIT) button to exit setup mode.
- **IMPORTANT:** AFTER CHANGING SETUP VALUES, YOU MUST TURN OFF AND TURN ON THE POWER FOR THE NEW SETTINGS TO TAKE EFFECT.

# DROP TO WIN

1. SCORE_RECORD JP_1000 RD 0	- Score record (JP ~ F1) (Record each score by the number of points)
2. TICKET OUT SET VALUE=1:1	- Ticket dispenser mode (1:1 ticket ~ 1:2 ticket) * When 1:2 TICKET is selected, emits 1 TICKET that counts 2 tickets
3. JACK-P-LIMIT VALUE= 2000	- Jackpot maximum value (1-9900) (5 ~ 9900)
4. JACK-P-ADDITION VALUE= 0	- Jackpot additional value (0-99) * Set desired accumulated JACKPOT value per play
5. CREDIT MODE 1_COIN_1_PLAY	- Credit mode (1 ~ 10 COINS/PLAY & 1 ~ 10 PLAYS/COIN)
6. PEND_UP_POWER VALUE= 90%	- PENDULUM motor return power value (70%-100%) * <u>ONLY USED FOR MACHINE ASSEMBLY</u>
7. PEND_DN_POWER VALUE= 90%	- PENDULUM motor down power value (90%-100%) * <u>ONLY USED FOR MACHINE ASSEMBLY</u>
8. DEMO_SOUND VALUE= 120sec	- Switch sound & lighting effect per setting (IN SECONDS 0 ~ 960) * 0= DEMO SOUND OFF
9. TIME OUT SET TIME OUT=OFF	- After a lapse of 1 minute coin, it beeps and game over. (ON/OFF)
10. AUTO PLAY 0% 0 JP_CNT 10	- TEST PLAY * <u>ONLY USED FOR MACHINE ASSEMBLY</u>
11. T-MOTOR SETUP VALUE= 8	- Set the rotating speed of turn table. (2 ~ 13) * S/W 3: speed increase , S/W 4: speed decrease
DIP SW ALL OFF 12. SCORE JPT=1000	- Set the value of JACKPOT score on score wheel. (0 ~ 9990)
DIP SW ALL OFF 13. SCORE _A_=250 14. SCORE _A1_=4 . . . . 23. SCORE _F_=25 24. SCORE _F1_=4	- Set the point value of A ~ F1 on score wheel. (0 ~ 9990) * Clockwise of score wheel.



# DROP TO WIN

25. THE END

- END OF LIST

- **IMPORTANT:** AFTER CHANGING SETUP VALUES, YOU MUST TURN OFF AND TURN ON THE POWER FOR THE NEW SETTINGS TO TAKE EFFECT.

## 3-3. BOARD TEST MODE

To access setup mode

- Push S/W 2 (▲) button to get into board test mode.
- Push S/W 1 (▼) button to move to next set up item.
- Push S/W 2 (▲) button to move to previous setup item.
- To change the value of item selected, follow below:
  1. Push S/W 3 (+) or S/W 4 (-) button to increase or decrease set up value.
  2. Push S/W 1 (▼) or S/W 2 (▲) button advance between set up items.
- Push S/W 5 (EXIT) button to exit setup mode.

### 1. LED-RGB-TEST

- LED Test the operation of the lighting
- Press S/W3, S/W4 button to switch colors through Red – Green – Blue – Yellow – Purple – Gray – White.

### 2. FND-TEST VALUE = 0

- Press S/W3, S/W4 button to show value from 0 to 9 of FND.

### 3. TICKET-TEST

- Press S/W3, S/W4 button or TICKET LAMP to dispense a ticket

### 4. COUNTER-TEST

- S/W 3 : coin counter increase 1
- S/W 4 : ticket counter increase 1

### 5. T- MOTOR-TEST VALUE= 8

- Test the rotating speed of TURN TABLE. (2 ~ 18)
- \* S/W 3: speed increase, S/W 4: speed decrease

### 6. P-MOTOR-TEST

- Test PENDULUM MOTOR for drop and rise.
- \* S/W 3: pendulum down, S/W 4: pendulum up


### 7. SOUND-TEST Effect sound = 0

- Push S/W3 & S/W4 to select sound. (1 ~ 20)

# DROP TO WIN

## 8. INP-CHECK-TEST

- SHOW INPUT SIGNAL

[SCORE FND] (\* 0=off 1=on) 

1. SCORE SENSOR
2. PENDULUM MOTOR SENSOR
3. TICKET LAMP BUTTON
4. START BUTTON

[TICKET OWED FND] 

1. TURN TABLE ORIGIN : (\* 0=off 1=on)
- 2~4. TURN TABLE POSITION : (\* 0 ~ 288)

[CREDIT FND] 

1. PENDULUM STOP SENSOR (\* 0=off 1=on)
2. COIN INPUT (\* 0=off 1=on)

[BONUS FND] 

- DISPLAY DIP S/W SETTINGS (DIP1 ~ DIP8)

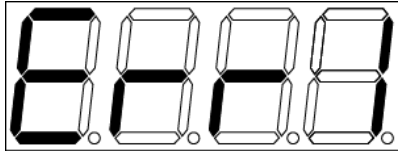
 DIP S/W OFF /  DIP S/W ON

# DROP TO WIN

## 4. ERROR & TROUBLE SHOOTING

### 4-1. ERROR CODE

[TICKETS OWED FND]



[BONUS FND]



[ERROR CODE]

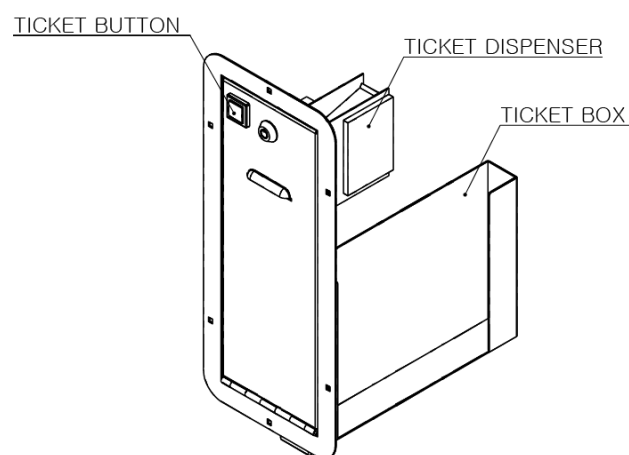
- ERR-1,2 : TURN TABLE ERROR
- ERR-4 : SCORE SENSOR ERROR
- ERR-5 : PENDULUM MOTOR ERROR
- ERR-6 : SCORE SENSOR ERROR
- ERR-8 : PENDULUM STOP SENSOR ERROR
  
- HELP : TICKER ERROR

## 4-2. TROUBLE SHOOTING: TICKET ERROR

### ■ TICKER ERROR – HELP

#### First step of trouble shooting ticket error:

- If ticket box is empty, load new tickets to ticket dispenser and push ticket button.
- If ticket button does not work, test ticket dispenser & ticket lamp



- If ticket dispenser does not work.
  1. Check connectors & harness.
  2. Replace ticket dispenser.
  3. Replace main board.
- When ticket dispenser work properly.
  1. Check connectors & harness.
  2. Check ticket button test.
  3. Replace ticket button.
  4. Replace main board