OWNER'S MANUAL

Ver.2.00

⚠ WARNING

● For safety reasons, please read the manual first before plugging in machine.

● Please keep this manual properly for convenient reference as needed.

About This Manual

Thank you for purchasing this product.

The manual describes how to install, set up, use and maintain the product. The main purpose of the manual is to instruct how to operate the product correctly and safely. Please follow all the safety and warning instructions in the manual to avoid personal injury and product damage.

This product may only be maintained by a technician. A technician mainly refers to a person who has obtained a certificate of senior middle school related to mechanical engineering, electrical engineering or at a level equal to that of technical senior middle school graduates, and is engaged routinely in the maintenance, management, repair of amusement machine.

When transferring the ownership of this product, be sure to provide this manual with the machine.

For further information about the game and repair (including consumables), please contact our company.

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1. Safety Precautions

1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

PLEASE READ FIRST

■ The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:

| ⚠ **Warning** | means "may result in serious injury or death" |
| ⚠ **Caution** | means "may result in minor injury or property damage" |

Serious Injury: refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

Minor Injury: refers to the cases that there is no need to go to hospital or accept long-term treatment.

Property Damage: refers to the damage of house, facility, or hurt of livestock and pet

1.2 Placing Site

⚠ Warning

■ please make sure the place line has been grounded before product installation, setup, testing, operation or repair

■ This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor :

● Direct sunlight, water leakage, damp and high temperature places.

● Near Flammable, volatile, or/and dangerous substance.

● Slope, unstable places or locations subject to frequent vibration.

● Near emergency exit, fire extinguisher or similar equipment.

■ The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.

■ Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission

1.3 Safety Precautions

The owner shall pay attention to the followings when placing, checking and repairing machine to insure player's security and avoid damage:

⚠ Warning

- please check the voltage is 120V or 220V before the machine connectes to the power supply,or it may cause a fire or electric shock.

- Make sure to plug the game into 120V or 220V main outlet to avoid fire and electric shock.

- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.

- Do not unplug or plug the plug instantly.

- Don't touch the power plug with a wet hand to avoid electric shock.

- Don't expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.

- Don't lay anything near the power cord to avoid fire.

- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.

- In case of power cord damage, please contact the local distributor for replacement

- Only use fuse and spare parts specified by our company

- Connect the connector firmly and tighten the screws.

- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.

- Check and maintain the machine regularly.

- Keep "Warning stickers" clean and legible. Replace it immediately when the words are not legible or the dirt can't be removed.

- Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

1.4 Precautions during Play

⚠ Caution

■ In order to avoid injury and accident during play, the following people shall not play the game:
  ● People who are injured or less mobile.
  ● Person with poor health condition, such as hypertension or heart disease.
  ● Person wearing high-heeled or slippery shoes.
  ● Person who can't touch the pedal.
  ● Pregnant woman, drunk people.
■ When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
■ Make sure the player reads the warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
■ Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.

1.5 Transporting and Moving

⚠ Caution

Transporting
■ When transporting the machine with an elevator, be sure to employ "Lift Point" to prevent accident and damage to the machine.
■ To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
■ When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably. If not, it may cause accident and damage to the machine.
■ The Acrylic of the machine is fragile. High precision components are required for vibration or shock resistance.

Moving
■ Before moving the machine, unplug the power plug to prevent accident. Don't damage the cord.
■ Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
■ Fully retract all adjusters before moving to prevent accident and hazard.
■ Make sure to use at least two persons to conduct the above work to avoid accident and injury
■ Pay attention to the moving direction, see fig.

1.6 Installing and Placing

Pay attention to the following when placing the machine.

⚠ Caution

■ Place the machine on the flat and slip resistant area.

■ Use the adjusters to fix the machine (See diagram 1)

  1.Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).

  2.Tighten the nut firmly(counter clockwise) and fix it well.

bracket

Lock nut

Lock place

Caster   Adjuster Bolt
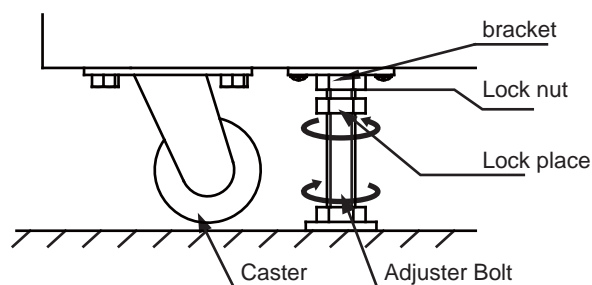
Diagram (1)

■ Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (See diagram 2).

30cm

Wall
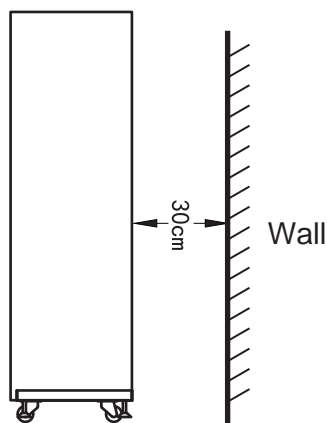
Diagram (2)

1.7 Caution & Warning Stickers

⚠CAUTION
A fan is installed on this door. To open the door, please unplug connection terminal, and then move the door open. Never pull and break power cord of fan. Before you close the door, make sure to reconnect the terminal.

⚠WARNING
Hazardous voltage can cause an electric shock and damage the Printed Circuit Board. Be sure to turn power off before starting work.

⚠WARNING
Shock Hazard – Do Not Open. Refer servicing to service personnel.

⚠WARNING
Shock Hazard – Do Not Open. Refer servicing to service personnel.

⚠WARNING
High voltage can cause an electric shock.

INDOOR
Suitable for Indoor Use Only.

AC 120V   Fuse 6.3A/125V

WINLAP TECH
LUMBER JACK
AC120V 60Hz
350 W
11.5 kg

⚠WARNING
For continued protection against risk of fire, replace only with the same type of fuse having the same electrical ratings.

合格証

QC检验

Lumber Jack
SN : WLA0000234

PORTABLE APPLIANCE TEST RECORD

SEGA AMUSEMENTS INTERNATIONAL

FMG2-P0039CEC

⚠WARNING
Firm the machine as well and lock the wheel before operation.

⚠CAUTION
Please push the carpenter to the middle of the slope first before you open the slope.

Specifications for replenishing the tickets
- When the tickets are running short,the console lattice–board shows "E02".
- When the tickets replenishment is finished, press ▲ to deliver the remaining tickets.

⚠WARNING
High voltage can cause an electric shock.

▶ **5** ◀

2. Product Description

2.1 Product Specification

■ Location	Indoor Only
■ Dimension	1127(W)×1173(D)×2141(H)
■ Rated Voltage	120V̰
■ Frequency	60Hz
■ Power Consumption	350 W
■ Game-machine weight	115kg
■ Temperature Range	5~40˚C

■ Front View

1127mm
2141mm
1788mm
993mm
755.5mm
646mm

■ Side View

70mm
540mm
1173mm
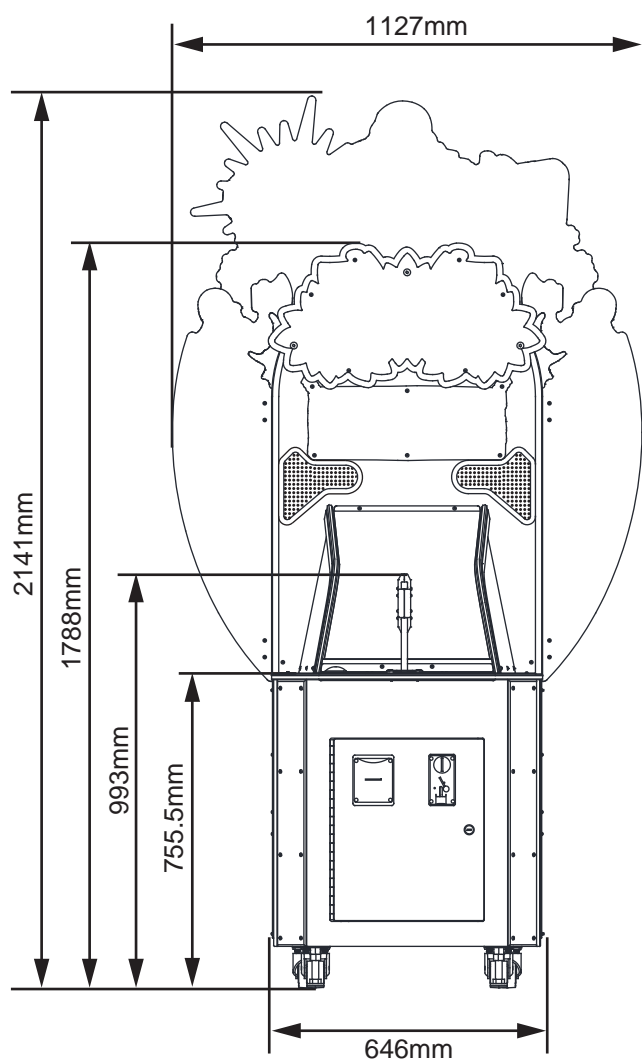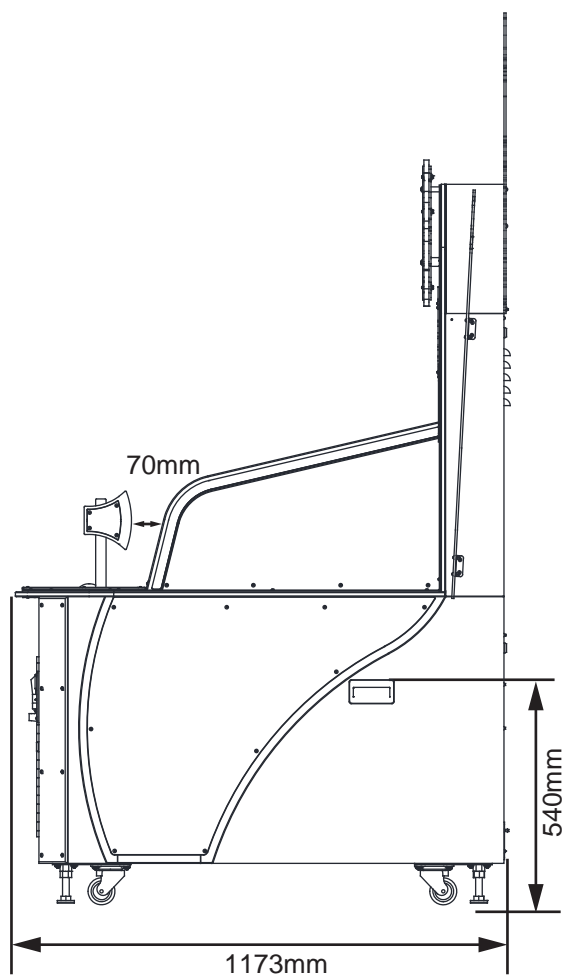
2.2 Overview

■ Side View
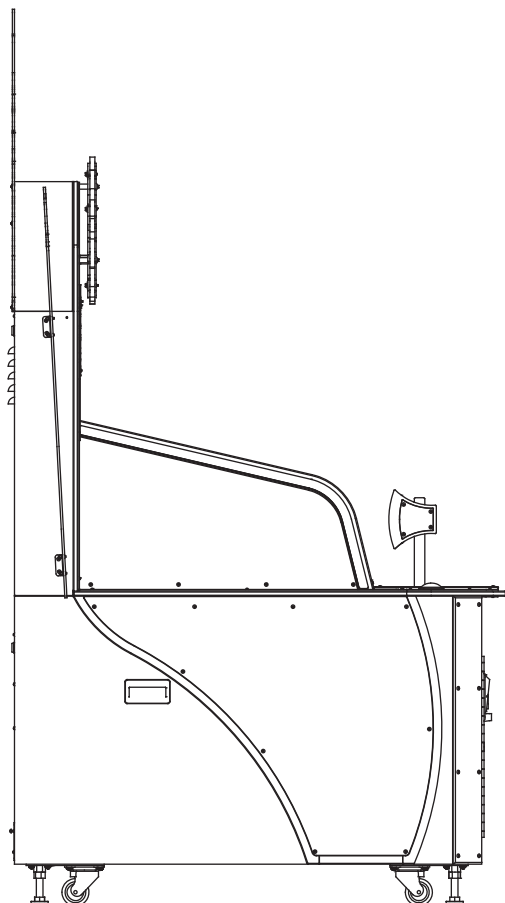
■ Rear View
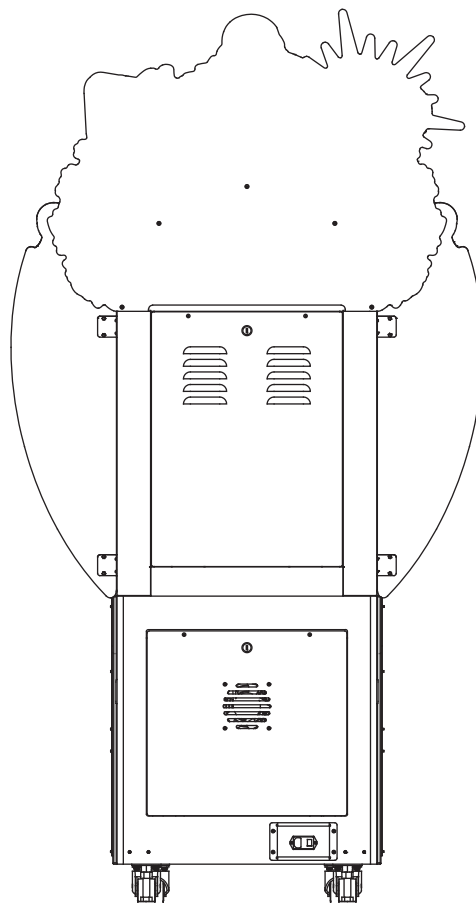
■ Top View
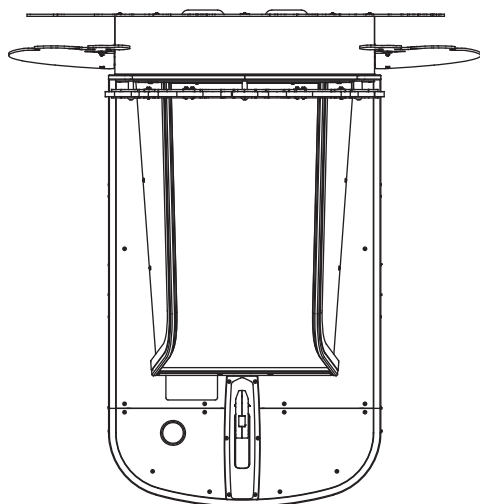
■ Bottom View

2.3 Parts Name

Left side of the POP

Triangular light assembly

LED strip assembly on both sides of cover

Character slider assembly

Axe ejection assembly

Start button

Front door

Ticket dispenser

Coin selector

The POP theme board

Light box

Scoreboard

Right side of the POP

Speaker Mesh

Small tree

Ramp assembly

Hand clasping

Right side of the decoration

Front side lamp

PMMA cover

Upper rear door

Cover LED strip assembly

Lower rear door

Hand clasping

POWER/Fuse/Socket box

2.4 Shipment List

■ Modes of packing
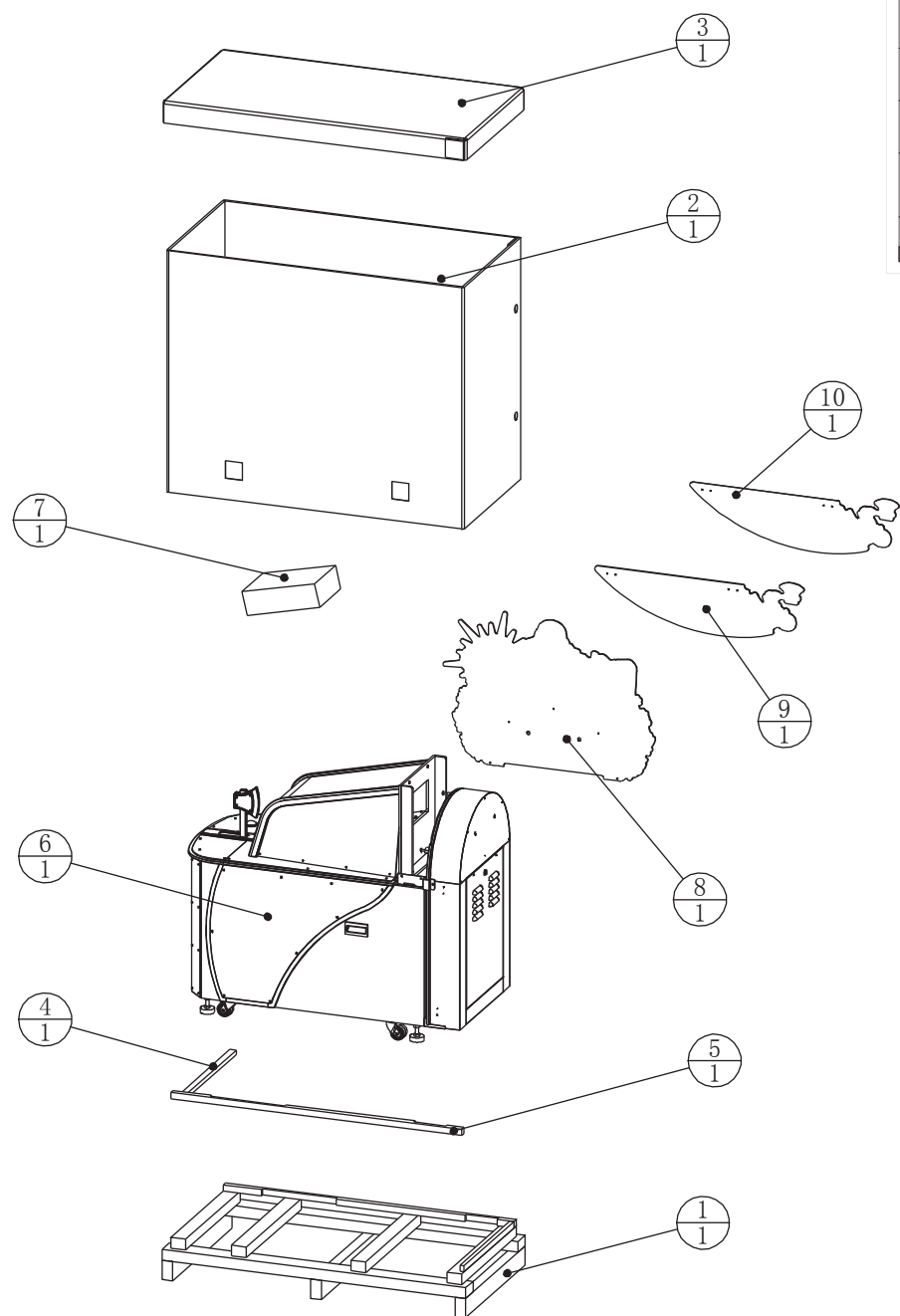
产品名称 Machine Name	伐木匠2 LUMBER JACK	
箱体重量 Box Weight	140 kg	
箱体尺寸 Box Size	740×1425×1275 mm (W) (D) (H)	
箱体备注 Note	整机、POP板	
C/NO.	1/1	条形码粘贴处

10	FMG2-0700D01	POP plate right side	Andy plate-5.0T	1		
9	FMG2-0600D01	POP plate left side	Andy plate-5.0T	1		
8	FMG2-0000D01	POP plate	Andy plate-5.0T	1		
7		Accessory box		1		
6	FMG2-0000000-A	Shipment assembly components		1		
5	FMG2-9901E05	Frame limit wood02	Solid wood 30.0*30.0*1365.0	1		
4	FMG2-9901E04	Frame limit wood01	Solid wood 30.0*20.0*620.0	1		
3	FMG2-9901E03	Frame canopy	Waterproof 3C 1400g T-10	1		
2	FMG2-9901E02	Frame enclosure	Waterproof 3C 1400g T-10	1		
1	FMG2-9901E01	Frame platform		1		
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

2.5 Packing List

Please check the following items after purchasing our product. If any part missing or damaged, please contact our sales person!

Description	Specification	Quantity	Remarks
Power cord	3m （1.0mm^2）	1	
Fuse tube	6.3A/ 125V （5X20）	1	
Allen large flat head screw	M4*8 （chroming）	8	
Allen large flat head screw	M4*12 （chroming）	8	
Hex domed cap nut	M4 （chroming）	8	
Allen large flat head screw	M4*16 （chroming）	5	
Flat gasket	Φ4*Φ10*1.0 （chroming）	5	
Display bracket	SPCC-1.5T	4	
Specification	Copper printing paper	1	
Color＆Ticket Guide PVC	PVC-0.5T	1	
Character	PC-1.0T	1	
Small tree	POM-1.0T	5	

2.6 Instructions for installation

Package transportation protection wood

Package transportation parts

Package transportation iron 3

General assembly of stand

1 Remove 2 inner hexagonal screws M4*20 on the rear upper door, and open the rear upper door.

2 Remove 2 hexagon socket large truss head screws M4*12 of the package transportation iron "3" and the package transportation iron "4" for fixing general assembly of stand.

3 Remove 2 hexagonal flange nuts M5, and remove the general assembly of stand.

Package transportation iron 4

Package transportation iron 2

Package transportation iron 1

4 Remove screws of package transportation iron "1", package transportation iron "2", package transportation iron "3", and package transportation iron "4" (4 cross large flat head screws M4*12, and 4 cross large flat head screws M6*30).

6 Install the general assembly of stand with cross round head three- combinations screws M6*30 and flat spacers φ6*φ20*2 flat spacers.

5 Remove 2 hexagon socket large truss head screws M6*30 and 2 hexagon socket large truss head screws M4*12 of the package transportation protection wood, and remove the protection wood.

7 Install the main stand assembly and acrylic cover hood 2 inner hexagonal screws M4*12.

POP board left side

POP board

Flat spacersφ4*φ10*1

Hexagon socket large truss head screw M4*16

9 Use inner hexagonal screw M4*8 screw to install 4 exhibition board bracket right bottom on the stand respectively.

General assembly of stand

8 Connect 4 terminals and install the rear door.

10 Use hex socket screws M4*12 and cap nuts to assemble the left side of POP board and the right side of POP board respectively.

11 Install the POP board with hex socket screws M4*16 and the flat spacers φ4*φ10*1.

Hex domed cap nut M4

POP board right side

Hexagon socket large truss head screw M4*8

Exhibition board bracket right bottom

Hexagon socket large truss head screw M4*12

The three combination screw round head M6*30

flat spacer φ6*φ20*2

Check the unit after installation.

2.7 Warranty

■ Scope

- Inquiry regarding product can be assisted for free.

- The warranty scope for consumables and durables may differ from product to product. Please contact our after-sales service center for detailed information. The right of final interpretation is reserved.

■ Exclusive

- Damage caused by force majeure such as god will.

- Failure caused by carelessness, such as water contact, falling down, toppling, knocking.

- Failure caused by disobeying the instructions in this manual.

- Failure caused by operating the machine on inappropriate site.

- Change the original design and configuration for the game without notice.

- Failure to perform regular service and clean.

- Failure to fix the product in line with the manual's requirement.

- Malfunction or part damage caused by electromagnetic interference other electronic equipments generated.

■ Non-warranty Consumables

- Light tube and bulb
- Button lamp and switch
- Fragile items
- Solenoid
- Other spare parts

3. Game Description
3.1 Appearance Design

"LUMBER JACK" is a kind of machine whose theme is high mountain and forest, which is built by mainly yellow and additionally green whole appearance combined with the colorful lamps. One conspicuous axe is placed on the console of the machine, according to the process of the game, different light effects combined with special effects of game music, to create a new and exciting experience of woodcutting.
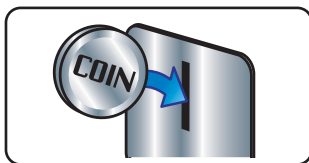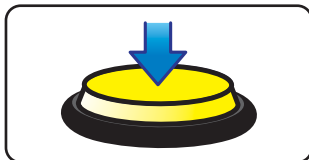
3.2 Game introduction

"LUMBER JACK" is a kind of single person game used to test the players' grasp of the strength. The player can pull the axe handle by controlling the strength to eject the woodcutter to different colorful areas so as to obtain the number of lotteries corresponding to the color.

3.3 How to play

1. After coining, yellow start button flashes.

2. After pressing the yellow button, the axe lamp starts to flash and the color bar in game zone and the number of lotteries in lottery zone are updated.
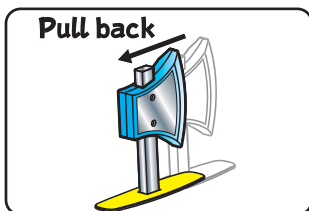
3. Pull the axe with proper strength.
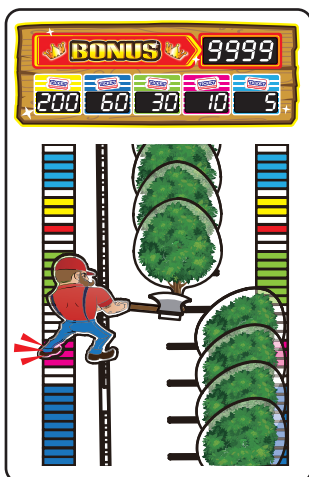
4. Loosen the axe handle and eject the woodcutter to the colorful area; step on the colorful area to obtain the corresponding lottery number and finish the game; the red area corresponds to Bonus.

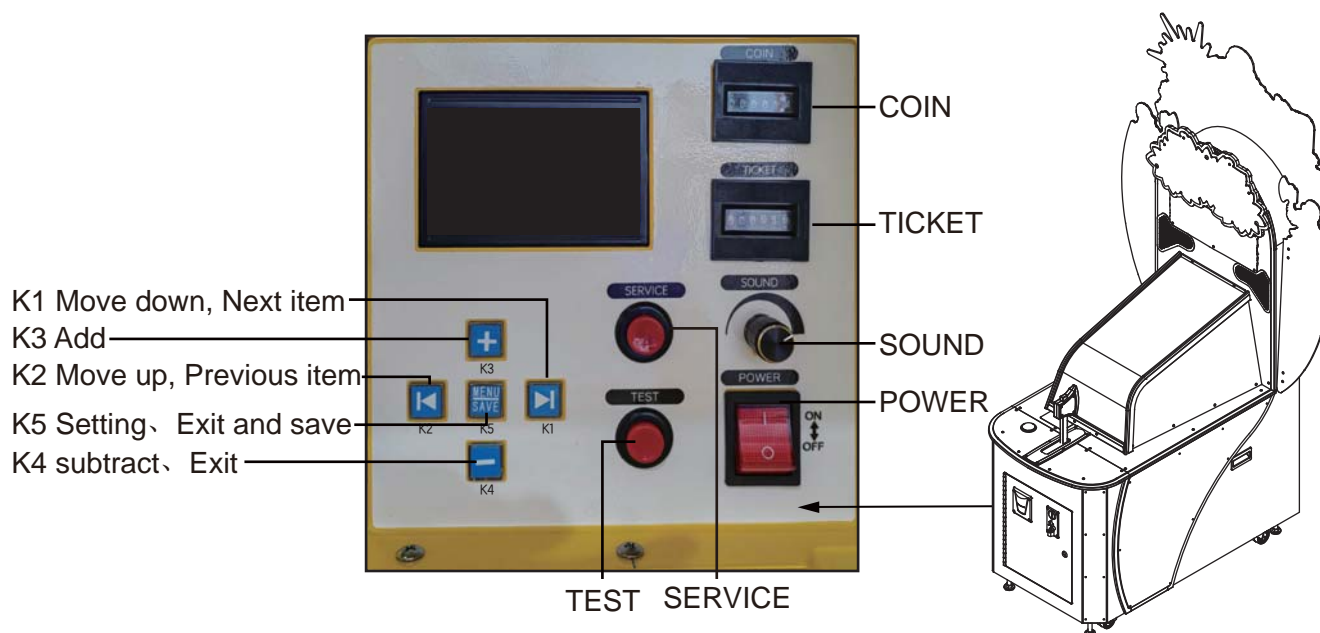# 4. Test and Setting

4.1 Description about service panel and power switch

【Description about service panel】

Open front access door, and then you can see service panel above coin box.
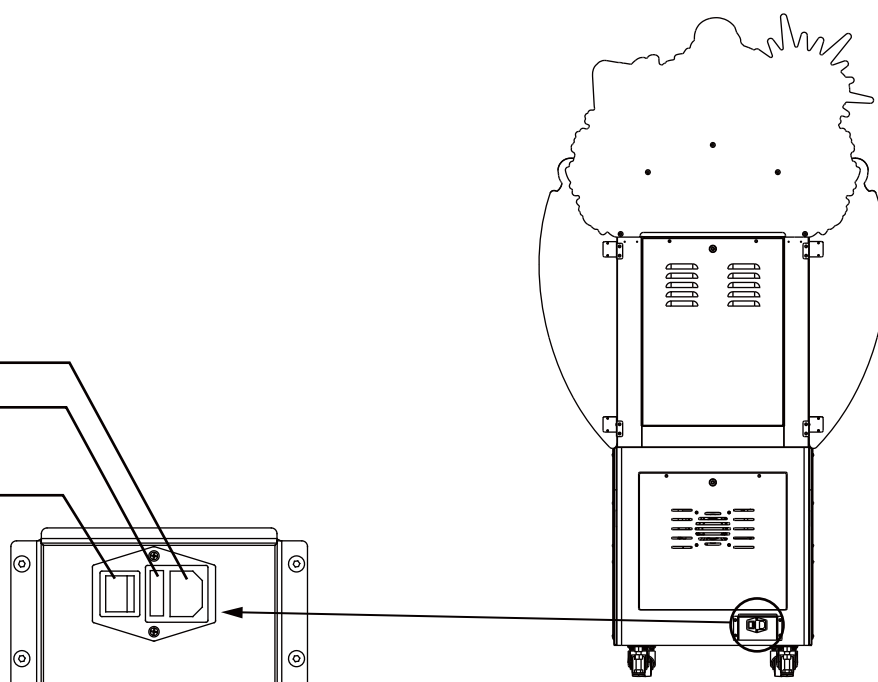
COIN

TICKET

K1 Move down, Next item

K3 Add

K2 Move up, Previous item

K5 Setting、Exit and save

K4 subtract、Exit
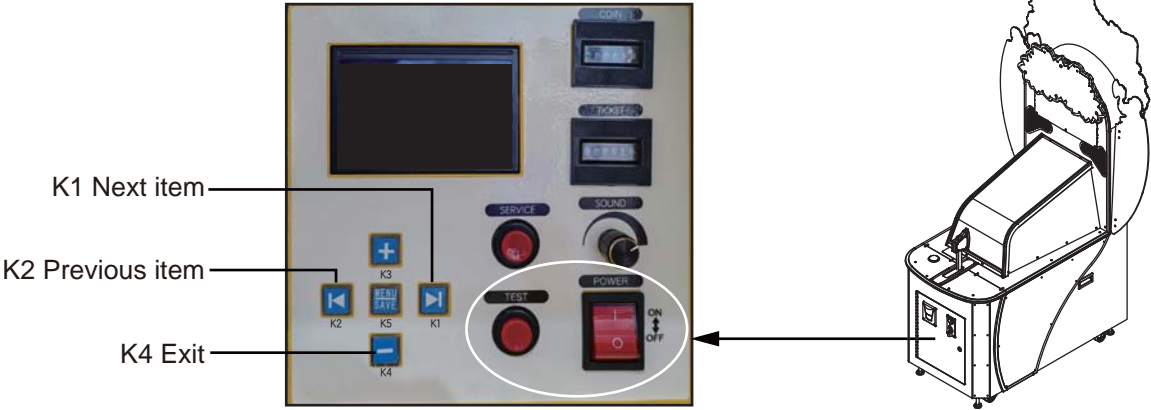
SOUND

POWER

TEST　SERVICE
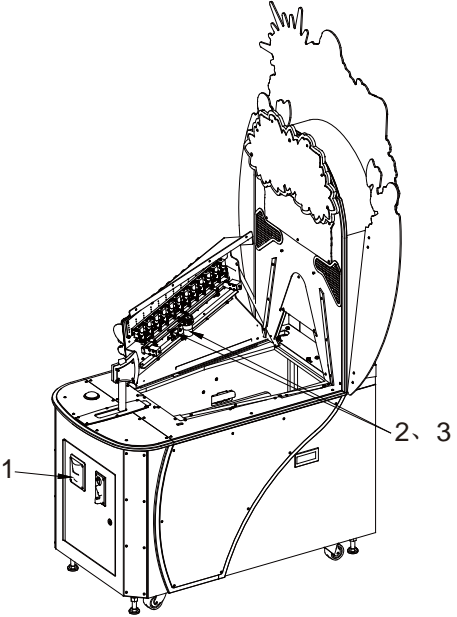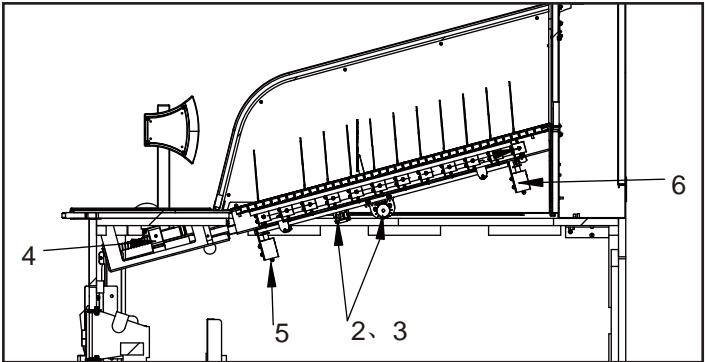
【Power box】

Power socket

Fuse holder
（6.3A125V）

Power switch

4.2 Test Menu

4.2.1 Input test, output test and other self-tests

1.Open the front maintenance door with the key and find the service panel.
2.Turn on the power of the machine, at the same time, press[Test] key continuously to enter into the test mode, press ▶ key to move to next item, press ◀ key to move to previous test, when the test finishes, press ▬ key to quit the test.

K1 Next item

K2 Previous item

K4 Exit

No.	Test items	Remarks
1	Redemption TEST	In test mode, insert the lottery properly, press the start button, when the lottery machine sends out one lottery, it shows the lottery machine is OK, otherwise, it shows the lottery machine or the lines are faulty.
2	Motor FWD & Sensor	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control [Motor FWD & Sensor], and the motor drives the slice to move forward, when the photoelectric board 1, the photoelectric board 2 and the photoelectric board 3 are sensed, it makes three kinds of sound (ONE, TWO, THREE), if so, it shows the JP（Bonus）Ticket control motor moves forward and the photoelectric board is OK, if the motor does not move, it shows the motor is faulty, if the motor can moves and it does not make three kinds of sound, it shows the photoelectric board is faulty.
3	Motor back & Sensor	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control [Motor back & Sensor], and the motor drives the slice to move backward, when the photoelectric board 1, the photoelectric board 2 and the photoelectric board 3 are sensed, it makes three kinds of sound (ONE, TWO, THREE), if so, it shows the JP（Bonus）Ticket control motor moves backward and the photoelectric board is OK, if the motor does not move, it shows the motor is faulty, if the motor can moves and it does not make three kinds of sound, it shows the photoelectric board is faulty.
4	>>AxeMagnet TEST	In test mode, press the start button to make pick-up contact once.
5	#1Slide Magnet TEST	In test mode, press the start button to make pick-up contact again and again.
6	#2Slide Magnet TEST	In test mode, press the start button to make pick-up contact again and again.

After finishing all tests, press ▬ key to quit the test.

No.	Test items	Remarks
7	TreeMagnet₁ TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #1, the electromagnet 1 makes pick-up contact and the first small tree falls.
8	TreeMagnet2 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #2, the electromagnet 2 makes pick-up contact and the second small tree falls.
9	TreeMagnet3 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #3, the electromagnet 3 makes pick-up contact and the third small tree falls.
10	TreeMagnet4 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #4, the electromagnet 4 makes pick-up contact and the fourth small tree falls.
11	TreeMagnet5 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #5, the electromagnet 5 makes pick-up contact and the fifth small tree falls.
12	TreeMagnet6 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #6, the electromagnet 6 makes pick-up contact and the sixth small tree falls.
13	TreeMagnet7 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #7, the electromagnet 7 makes pick-up contact and the seventh small tree falls.
14	TreeMagnet8 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #8, the electromagnet 8 makes pick-up contact and the eighth small tree falls.
15	TreeMagnet9 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #9, the electromagnet 9 makes pick-up contact and the ninth small tree falls.
16	TreeMagnet10 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #10, the electromagnet 10 makes pick-up contact and the tenth small tree falls.
17	TreeMagnet11 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #11, the electromagnet 11 makes pick-up contact and the eleventh small tree falls.
18	TreeMagnet12 TEST	In test mode, press ▶ key to choose the test item of small tree electromagnet #12, the electromagnet 12 makes pick-up contact and the twelfth small tree falls.
19	>>Lamp TEST1-R	In test mode, press ▶ key to choose the item of peripheral lamp output test –R, all peripheral red lamps of the machine are ON, and OFF area shows the red lamp in this area is broken.
20	>>Lamp TEST1-G	In test mode, press ▶ key to choose the item of peripheral lamp output test –G, all peripheral green lamps of the machine are ON, and OFF area shows the green lamp in this area is broken.
21	>>Lamp TEST1-B	In test mode, press ▶ key to choose the item of peripheral lamp output test –B, all peripheral blue lamps of the machine are ON, and OFF area shows the blue lamp in this area is broken.
22	>>Button TEST	In test mode, press ▶ key to choose the item of button lamp output test, the button lamp is ON.
23	GameLamp TEST-R	In test mode, press ▶ key to choose the item of game panel lamp test –R, all red lamps in game color bar area of the machine are ON, and OFF area shows the red lamp in this area is broken.
24	GameLamp TEST-G	In test mode, press ▶ key to choose the item of game panel lamp test –G, all green lamps in game color bar area of the machine are ON, and OFF area shows the green lamp in this area is broken.
25	GameLamp TEST-B	In test mode, press ▶ key to choose the item of game panel lamp test –B, all blue lamps in game color bar area of the machine are ON, and OFF area shows the blue lamp in this area is broken.
26	Axe Lamp TEST-R	In test mode, press ▶ key to choose the item of axe effect lamp test-R, the red lamp is ON.
27	Axe Lamp TEST-G	In test mode, press ▶ key to choose the item of axe effect lamp test-G, the green lamp is ON.
28	Axe Lamp TEST-B	In test mode, press ▶ key to choose the item of axe effect lamp test-B, the blue lamp is ON.
29	#1 LED Lamp TEST	In test mode, press ▶ key to choose the item of #1 display panel lamp test, the lamp above 1# digital tube is ON.
30	#2 LED Lamp TEST	In test mode, press ▶ key to choose the item of #2 display panel lamp test, the lamp above 2# digital tube is ON.
31	#3 LED Lamp TEST	In test mode, press ▶ key to choose the item of #3 display panel lamp test, the lamp above 3# digital tube is ON.
32	#4 LED Lamp TEST	In test mode, press ▶ key to choose the item of #4 display panel lamp test, the lamp above 4# digital tube is ON.
33	#5 LED Lamp TEST	In test mode, press ▶ key to choose the item of #5 display panel lamp test, the lamp above 5# digital tube is ON.
34	#6 LED Lamp TEST	In test mode, press ▶ key to choose the item of #6 display panel lamp test, the lamp above 6# digital tube is ON.
35	>>LED TEST	In test mode, press ▶ key to choose the item of display panel test, the digital tube lamp is ON by turns.

After finishing all tests, press ▬ key to quit the test.

■ In test mode, during the test of all lamps, the original color will show, in addition, other colors will also flash infrequently, which is normal, do not worry.
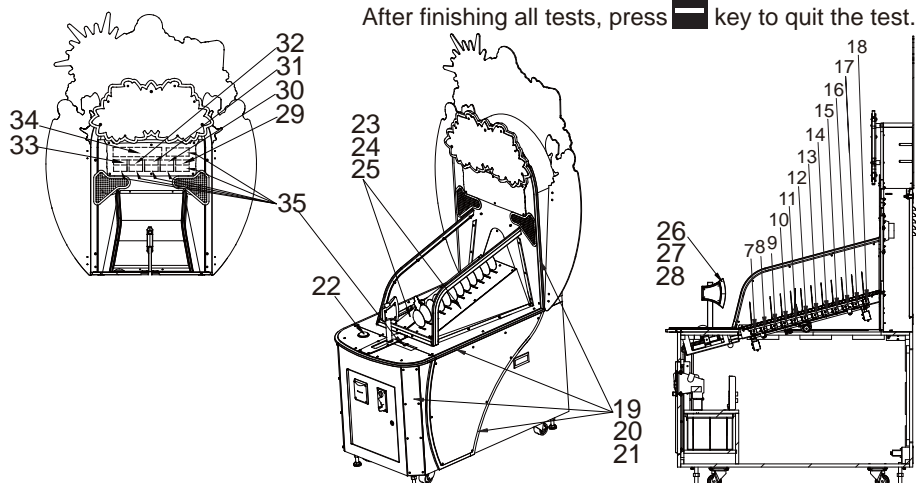
No.	Test items	Remarks
36	>>CoinMeter TEST	In test mode, press the start button once, the coin stopwatch increases/decreases by one number in order.
37	>>TickMeter TEST	In test mode, press the start button once, the lottery-dispensing stopwatch increases/decreases by one number in order.
38	#1 Sound TEST	In test mode, press ▶ key to choose the item of #1 sound test, and demonstrate the background music.
39	#2 Sound TEST	In test mode, press ▶ key to choose the item of #2 sound test, and demonstrate the game background music.
40	#3 Sound TEST	In test mode, press ▶ key to choose the item of #3 sound test, and demonstrate the axe launch sound.
41	#4 Sound TEST	In test mode, press ▶ key to choose the item of #4 sound test, and demonstrate the sound of cutting down the tree.
42	#5 Sound TEST	In test mode, press ▶ key to choose the item of #5 sound test, and demonstrate the coin sound.
43	#6 Sound TEST	In test mode, press ▶ key to choose the item of #6 sound test, and demonstrate the lottery-dispensing sound.
44	#7 Sound TEST	In test mode, press ▶ key to choose the item of #7 sound test, and demonstrate the fault sound.
45	#8 Sound TEST	In test mode, press ▶ key to choose the item of #8 sound test, and demonstrate the start button standby sound.
46	#9 Sound TEST	In test mode, press ▶ key to choose the item of #9 sound test, and demonstrate the start button sound.
47	#10 Sound TEST	In test mode, press ▶ key to choose the item of #10 sound test, and demonstrate the sound of pulling the axe.
48	#11 Sound TEST	In test mode, press ▶ key to choose the item of #11 sound test, and demonstrate the sound of lumberjack downhill.
49	#12 Sound TEST	In test mode, press ▶ key to choose the item of #12 sound test, and demonstrate the sound of ordinary prize.
50	#13 Sound TEST	In test mode, press ▶ key to choose the item of #13 sound test, and demonstrate the sound of winning Bonus prize.
51	#14 Sound TEST	In test mode, press ▶ key to choose the item of #14 sound test, and demonstrate the fail sound (white LED stops).
52	#15 Sound TEST	In test mode, press ▶ key to choose the item of #15 sound test, and demonstrate the sound of word board roulette.
53	#16 Sound TEST	In test mode, press ▶ key to choose the item of #16 sound test, and demonstrate the sound of word board confirmation.
54	#17 Sound TEST	In test mode, press ▶ key to choose the item of #17 sound test, and demonstrate the sound of axe game over.
55	#18 Sound TEST	In test mode, press ▶ key to choose the item of #18 sound test, and demonstrate the sound of game coin times.
56	Coin selector TEST >>Inactivate	Insert a coin, release the "deng deng deng " sound effect.
57	Axe_Reset TEST >>Inactivate	When the axe electromagnet sucks, pull the axe to make the sound of "deng deng deng".
58	StartButton TEST >>Inactivate	Press the start button to make the sound of "deng deng deng".
59	Service Button TEST >>Inactivate	Press the service button to make the sound of "deng deng deng".
60	Test Button TEST >>Inactivate	Press the test button to make the sound of "deng deng deng".
61	Setting Button TEST >>Inactivate	Press the set button to make the sound of "deng deng deng".
62	Parameter + TEST >>Inactivate	Press the increase button to make the sound of "deng deng deng".

After finishing all tests, press ▬ key to quit the test.

► 17 ◄
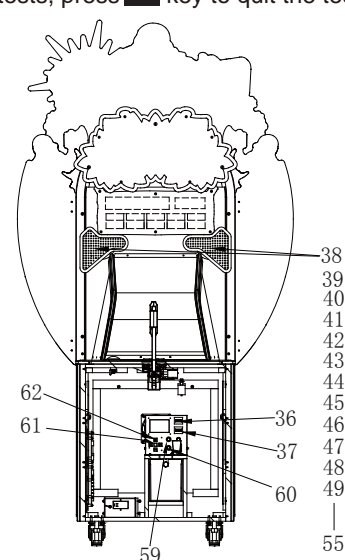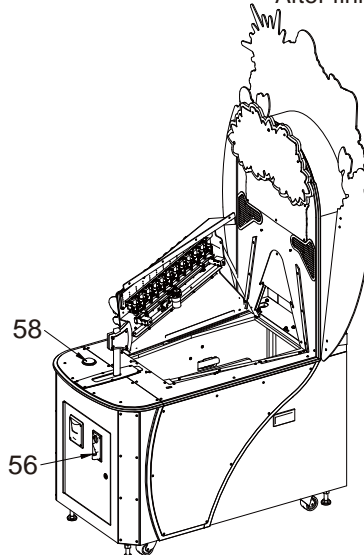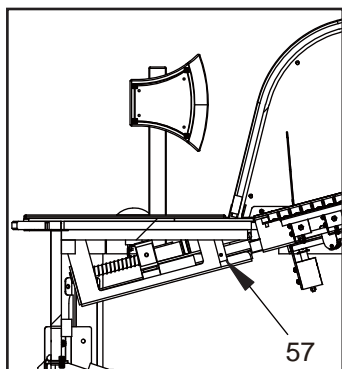
4.2.2 U-shaped photoelectric unit test

1. Turn on the power of the machine, at the same time, press ◄ key continuously to enter into the photoelectric test, at this time, "Please pull the axe for test" occurs on the LCD screen, at the same time, the red axe lamp flashes quickly.

2. Pull the axe, eject the woodcutter, if the area where the woodcutter passes is detected to be effective, the blue lamp will be ON, otherwise, the blue lamp will be OFF.

3. Press ►I key to restart the test, after the test finishes, press ▬ key to quit the test.
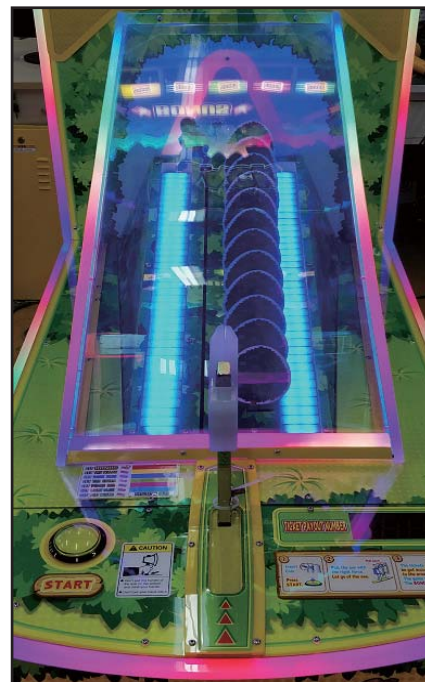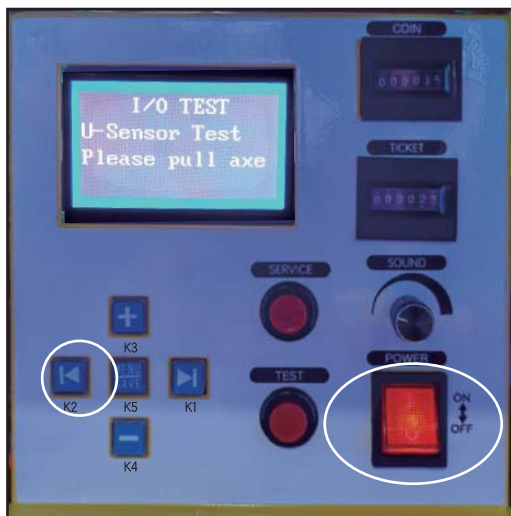
4.3 Game parameter setting-factory setting

1. Open the front maintenance door with the key and find the service panel.
2. Turn on the power of the machine, at the same time, press 🔳 key continuously to enter into the parameter setting, press ▶️ key to move the sub-item down to next item (continuously press it to move it quickly), press ◀️ key to move the sub-item to previous item. After the sub-item is confirmed properly, press ➕ key to increase the value (continuously press it to increase the value quickly), press ➖ key to decrease the value.
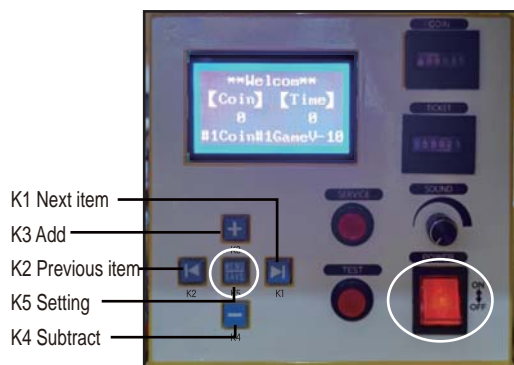
Use the average ticketing-rate of 100-round games (1 round/1 coin)
The chart is for reference only

P15 5Places Fix（Set the total tickets）:	250
	20 80 30 70 50
	The tickets are randomly allocated

The winning-rate of the white-lamp mercy ticket is set to:	35%
If the winning-rate of the white-lamp mercy ticket is set to 0:	250÷5x（1-35%）≈32
When P09 Bonus Add Value is set to 0 and P07 Bonus Base Value is set to 1000, 1 big-prize in Bouns games shall be set:	1000÷100＝10
The average ticketing-rate for each game:	32＋10＝42

※When 5 Place Fix is set to 250 and 1 Bouns in 100-round games is set, the average ticketing-rate shall be 42 tickets.

K1 Next item
K3 Add
K2 Previous item
K5 Setting
K4 Subtract

Subitem code	Subitem content	Value range	Factory settings	Recommend settings	Description
P00	Language	Chinese/English	English	English	Chinese, English
P01	Coin Set	1-99	1	1	How many coins for one round.
P02	Ticket Out Set	Active/Inactivate	Active	Active	Active: the lottery is dispensed; Inactivate: the lottery is not dispensed.
P03	Coin Back UP	Active/Inactivate	Active	Active	Active: saved; Inactivate: not saved
P04	Free Play	Active/Inactivate	Inactivate	Inactivate	Active: free of coin; Inactivate: necessary for coin.
P05	Demo Music Set	Active/Inactivate	Active	Inactivate	Active: ON; Inactivate: OFF
P06	Mercy Tickets	0-10	1	1	Number of white lamp lotteries.
P07	Bonus Base Value	100-2500	1000	100	Increase by 10 times
P08	Bonus Set	0-2000	50	100	Increase by 10 times
P09	Bonus Add value	0-10	1	0	How many lotteries are accumulated for one coin.
P10	Alarm Ticket NG	Active/Inactivate	Active	Active	Active: give; Inactivate: not give
P11	Interval of trees	1-250	30	30	ms
P12	5Total Tickets	Active/Inactivate	Inactivate	Inactivate	Active: change; Inactivate: not change
P13	5Places Low Limit	0-1000	200		This parameter X10（if upper limit is less than lower limit, they are exchanged directly; if they are equal, the fixed value is lower limit value）.
P14	5Places Up Limit	0-1000	1000		
P15	5Places Fix	0-1000	500	60	This parameter X10
P16	Motor Mistake DPY	Active/Inactivate	Inactivate	Inactivate	When E06~E09 error occurs on the machine, there is no technician to repair it temporarily, so P16 can be set to be Yes.
P17	U_Mistake DPY	Active/Inactivate	Inactivate	Inactivate	When E10~E48 error occurs on the machine, there is no technician to repair it temporarily, so P17 can be set to be Yes.
P18	Reset Setting	Active/Inactivate	Inactivate	Inactivate	Active: restore the factory settings; Inactivate: no operation.

After the setting finishes.press 🔳 key to quit the parameter setting and save the set parameter, then enter into the demonstration status, the machine is in operation.

4.3.1 5 Total tickets

1. Open the front maintenance door with the key and find the service panel.
2. Turn on the power of the machine, at the same time, press ⬛MENU/SAVE key continuously to enter into the parameter setting, press ▶| key to move the sub-item to [5 Total tickets P12], the default setting of this sub-item is [Inactivate].
3. When this sub-item is set as [Inactivate], press ▶| key to activate and move to the sub-item [5Places Fix P15], increase the fixed value by pressing ➕ key (press it continuously to increase the fixed value quickly), in reverse, decrease the fixed value.
4. When this sub-item is set as [Active], press ▶| key to activate and move to the sub-item [5Places Low Limit P13] and [5Places Up Limit P14], increase the value by pressing ➕ key (press it continuously to increase the value quickly), in reverse, decrease the value.

K1
K3
K2
K5
K4

■ [Inactivate] indicates that total number of lotteries dispensed randomly to five small prizes each time is the same.

■ [Active] indicates that total number of lotteries dispensed randomly to five small prizes each time is different.

Activation

Activation

Prize Value
P15   500
[K1]Down   [K3]+1
[K5]Save   [K4]-1

5Places lowLimit
P13   200
[K1]Down   [K3]+1
[K5]Save   [K4]-1

5Places Up Limit
P14   1000
[K1]Down   [K3]+1
[K5]Save   [K4]-1

■ [500] indicates that total number of lotteries dispensed randomly to five small prizes each time is 500.

■ [5Places Low Limit P13] & [5Places Up Limit P14] are set at the same time. The above two figures indicate that total number of lotteries dispensed randomly to five small prizes each time changes randomly within 200-1000.
■ [200] indicates that the lower limit of total number of lotteries dispensed randomly to five small prizes each time is 200.
■ [1000] indicates that the upper limit of total number of lotteries dispensed randomly to five small prizes each time is 1000.

5. After the setting finishes, press ⬛MENU/SAVE key to quit the parameter setting and save the set parameter, then enter into the demonstration status, the machine is in operation.

4.4 Bookkeeping Data

1.Open the front maintenance door with the key and find the service panel.
2.Turn on the power of the machine, at the same time, press ▬ key continuously to enter into the business data, press ▶ key to enter into next data query, press ◀ key to enter into previous data query, after the data query finishes, press ▦ key to quit the data query.

K1 Move down, Next item

K2 Move up, Previous item

K5 Exit
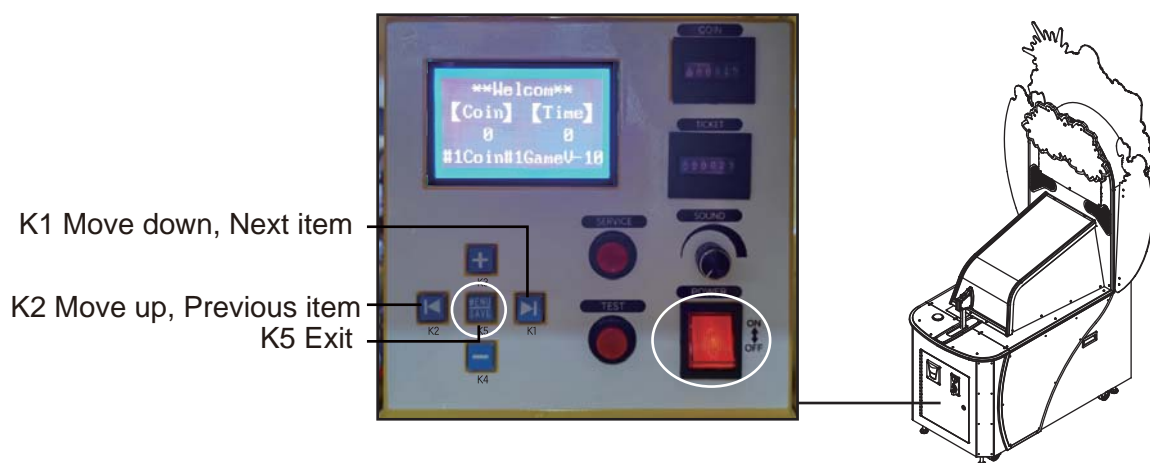
The items of data query include:

■ Total Coins

Total Coins:
0
[K2]Up   [K1]Down
[K5]Exit

■ Total Tickets

Total Tickets:
6
[K2]Up   [K1]Down
[K5]Exit

■ Bonus Times

Bonus Times:
0
[K2]Up   [K1]Down
[K5]Exit
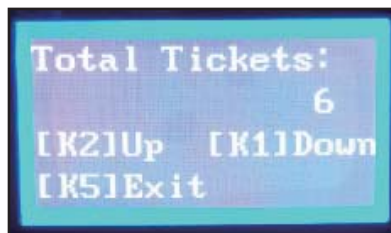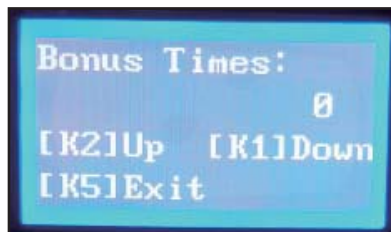
■ Total Bonus（Sum of Bonus lotteries）

Total Bonus:
0
[K2]Up   [K1]Down
[K5]Exit
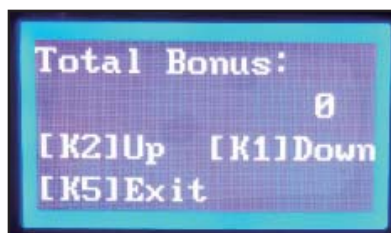
4.5 Record query of ten rounds

1. Open the front maintenance door with the key and find the service panel.
2. Turn on the power of the machine, at the same time, press ➕ key continuously to enter into the record query, press ▶ key to move to next round record, press ◀ key to move to previous round record, after the record query finishes, press ➖ key to quit the record query.

K1 Move down, Next item

K2 Move up, Previous item

K4 Exit

The record of recent ten rounds can be queried:

■ *Tenth round record*: show the latest game record relative to the query time.

LED lamps in three positions will flash at the same time.
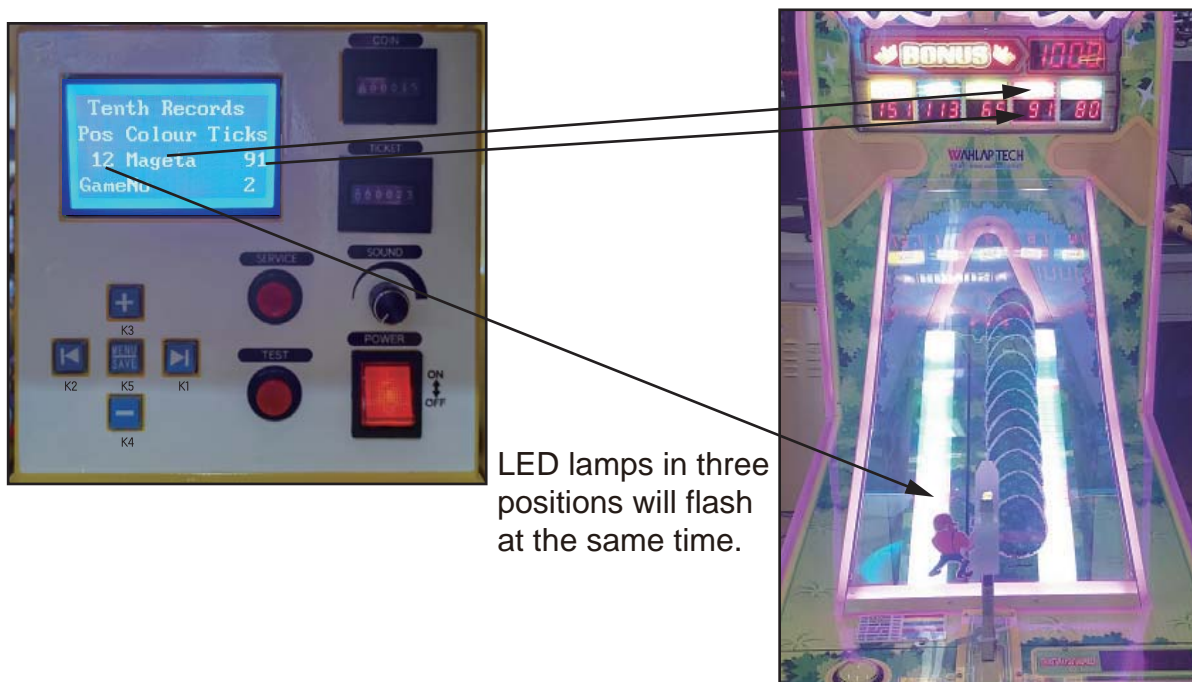
There is not data in the record until this round game finishes and all results are gained. If the power is turned off halfway during completion of this round data, it will show no record when this round record is queried.

4.6 Data Clear

4.6.1 Clearing of number of remaining coins and lotteries

1. Open the front maintenance door with the key and find the service panel.
2. Turn on the power of the machine, at the same time, press ➕ & ➖ keys continuously, when "Coins and lotteries cleared" occurs on the LCD screen, the above keys are released and the clearing finishes.

The clearing items include:

■ Number of remaining coins

■ Number of remaining lotteries
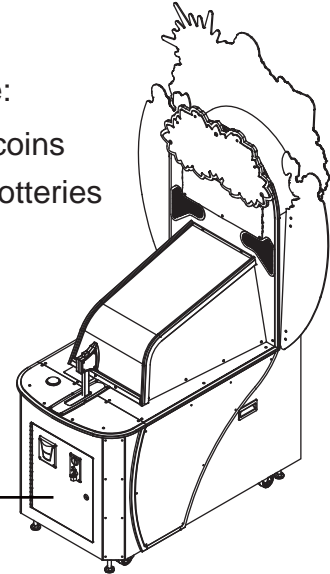
4.6.2 Total revenue clear

1. Open the front maintenance door with the key and find the service panel.
2. Turn on the power of the machine, at the same time, press ◀ & ▶ keys continuously, when "Total revenue cleared" occurs on the LCD screen, the above keys are released and the clearing finishes.

The clearing items include:

■ Total coins

■ Total lotteries

■ Total Bonus times

■ Total Bonus lotteries

■ Record of ten rounds

■ Bonus reset to the original initial value

4.7 Error place guide

Left side of the POP

Light box

Scoreboard

LED strip assembly on both sides of cover

Right side of the POP

Character slider assembly

Axe ejection assembly

Start button

Tree

E02 Ticket dispenser LK009W

E04 Coin selector LK799S

Right side of the decoration

Small tree return tension spring

E03、E10-48 Slope photoelectric detection board WL-FMG-EYE-V1.1

Axe electromagnet JF-S1670DL

Small tree electromagnet JF0826B

Rear slider electromagnet JF1040B

Front slider electromagnet JF1040B

E09

E08

E06   E07

PMMA cover

Cover LED strip assembly

JP（Bonus）Ticket control U-shaped photoelectric board FMJ-SENSOR.PCB

E09 JP（Bonus）Ticket control motor 37YD530-12V10RPM

Fuse

12V power LRS-450-12

5V power LRS-100-5

Drive board of character slider electromagnet and axe release electromagnet FMJ-MotorDrvier.PCB

LED control panel FMJ-DKQ.PCB

Main-board FMJ-MainBoard.PCB

Small tree electromagnet drive board FMJ-CH12Magnet.PCB
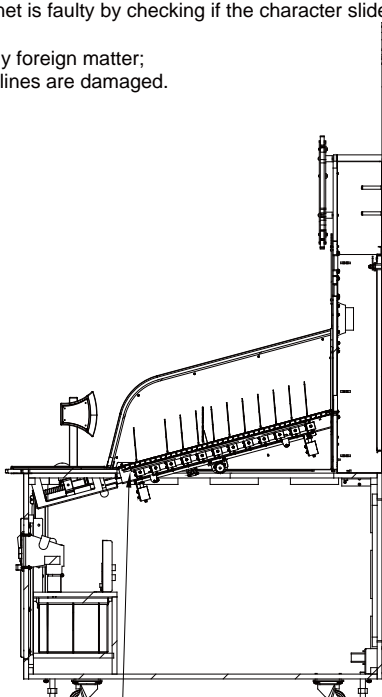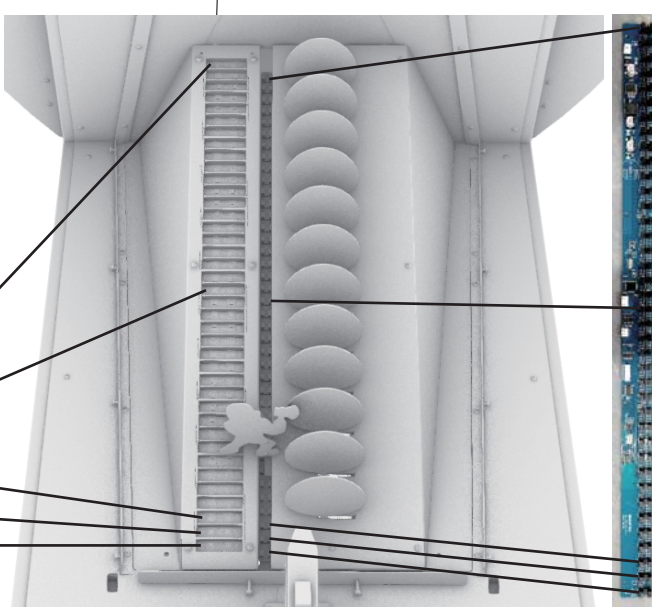
4.8 Error NO.guide
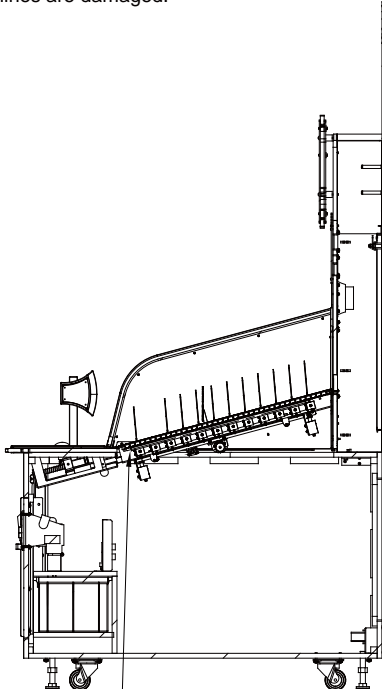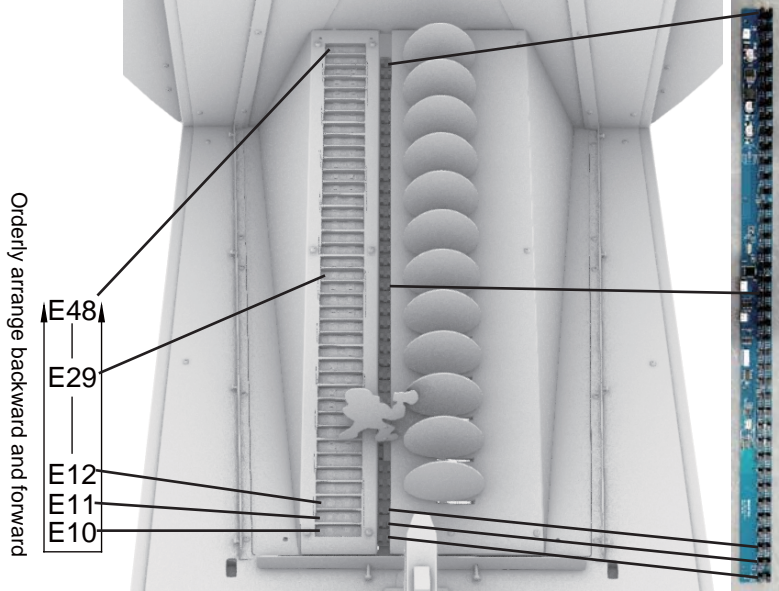
Error code	Error meaning	Elimination method
E01	Character or slider abnormal return	Check if there is failure for the slider electromagnet and lines, or check if there is foreign matter to block the slide way.
E02	Lottery error	1.Check if there is not lottery, if yes, load the lottery and press ▶ key to send out the remaining lottery; 2. When there is the lottery, check if it is seized; 3. Check the lines, check if the lottery machine is in good condition, move the feedback button of the lottery machine with hand to send out the lottery or restart the machine.
E03	Communication error	1. Shut down and wait for 1 minute to restart; 2. Check if the communication line between the photoelectric detection board of the slope and main board is faulty, and if the photoelectric detection board of the slope is faulty.
E04	Coin failure	1.Check if the pulse width of the coin is 10ms-500ms; 2.Check if the coin connector is intact, then pull it out and insert it again for retry; 3. Change the coin, if no failure, restart the machine.
E05	Opposite photoelectric error of axe reset	Check if the lines and photoelectric board are damaged, if yes, change the lines or photoelectric board.
E06	Middle position detection error of JP（Bonus）Ticket control motor	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control motor forward +photoelectric board, check if the motor and photoelectric board as well as lines are damaged, change the motor or JP（Bonus）Ticket control U-shaped photoelectric board.
E07	Foremost photoelectric detection error of JP（Bonus）Ticket control motor	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control motor forward +photoelectric board, check if the motor and photoelectric board as well as lines are damaged, change the motor or JP（Bonus）Ticket control U-shaped photoelectric board.
E08	JP（Bonus）Ticket control motor reset	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control motor backward +photoelectric board, check if the motor and photoelectric board as well as lines are damaged, change the motor or JP（Bonus）Ticket control U-shaped photoelectric board.
E09	Motor damage	In test mode, press ▶ key to choose the test item of JP（Bonus）Ticket control motor forward +photoelectric board, check if the motor and photoelectric board as well as lines are damaged, change the motor or JP（Bonus）Ticket control U-shaped photoelectric board.

E01

E09

E08

E06   E07

JP（Bonus）Ticket control U-shaped photoelectric board FMJ-SENSOR.PCB

E05   E03

Slope photoelectric detection board WL-FMG-EYE-V1.1

E02
E04

Opposite photoelectric of axe reset KI1300-AA07LF

After the fault is eliminated, ▬ key on the panel is pressed or the machine is restarted to eliminate the fault.

Error code	Error meaning	Elimination method
E10	#1 fault of photoelectric unit Photo-electricity（look from bottom to top）	1.If the rack electromagnet is faulty by checking if the character slides to the starting point on time; 2.There is it is blocked by foreign matter; 3.Photoelectric unit and lines are damaged.
E11	#2 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E12	#3 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E13	#4 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E14	#5 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E15	#6 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E16	#7 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E17	#8 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E18	#9 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E19	#10 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E20	#11 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E21	#12 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E22	#13 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E23	#14 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E24	#15 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E25	#16 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E26	#17 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E27	#18 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E28	#19 fault of photoelectric unit Photo-electricity（look from bottom to top）	

Orderly arrange backward and forward

E48
E29
E12
E11
E10

After the fault is eliminated, ▬ key on the panel is pressed or the machine is restarted to eliminate the fault.

Error code	Error meaning	Elimination method
E29	#20 fault of photoelectric unit Photo-electricity（look from bottom to top）	1.If the rack electromagnet is faulty by checking if the character slides to the starting point on time; 2.There is it is blocked by foreign matter; 3.Photoelectric unit and lines are damaged.
E30	#21 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E31	#22 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E32	#23 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E33	#24 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E34	#25 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E35	#26 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E36	#27 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E37	#28 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E38	#29 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E39	#30 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E40	#31 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E41	#32 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E42	#33 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E43	#34 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E44	#35 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E45	#36 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E46	#37 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E47	#38 fault of photoelectric unit Photo-electricity（look from bottom to top）	
E48	#39 fault of photoelectric unit Photo-electricity（look from bottom to top）	

Orderly arrange backward and forward

E48
E29
E12
E11
E10

After the fault is eliminated, ▬ key on the panel is pressed or the machine is restarted to eliminate the fault.

5. Maintenance and Service

5.1 Maintenance and service

Even though the machine works normally for a long time, the fault will occur. Therefore, please perform routine check and maintenance concerning the following to ensure a long-term use.

■ External Inspection

- ■ Stick "Warning" stickers correctly, keep it legible.
- ■ Firmly tighten the bolt for each adjuster.
- ■ Tighten screws for speaker assembly.
- ■ Tighten the signboard firmly.
- ■ Check if the screws fixing the parts loose.
- ■ Check if the connectors loose or missing.

■ Operation Inspection (With power on)

- ■ Sound is normally emitted from the speakers or not.
- ■ Whether the lights and buttons are on.
- ■ Coin acceptor works properly or not.
- ■ Sensor works properly or not.

After completing all the checks, operate the game again and check the above items with full care!

■ Servicing (conducted by a technician only)

- ■ Cut off the main power supply to avoid injury or electric shock when performing maintenance.
- ■ Please contact our service center when performing any work that is not specified in this Manual, and follow the instruction provided by the service center.
- ■ For consumables and spare parts (including screws), please use products specified by Wahlap Technology.
- ■ Even though the main power is cut off, there is still high temperature and high pressure in the power board and the monitor. The person will be burnt or get an electric shock if he touches such parts. Please pay full attention to avoid contact.
- ■ Be sure to cut off the main power when you alter a spare part or unplug a connector.

5.2 Part Replacement

5.2.1 LOGO RGB LED change
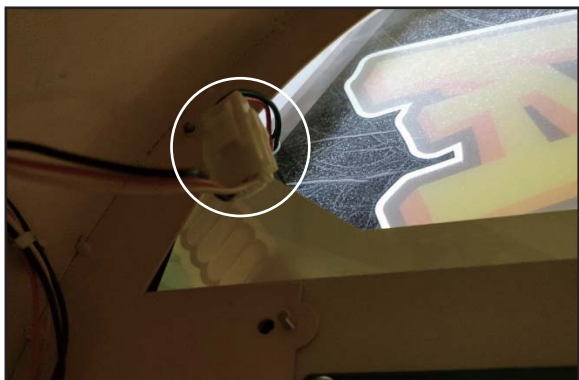
1. Open the upper rear maintenance door with the key and unplug one connecting terminal.
2. Remove three screws with the screwdriver, then remove LOGO LED box assembly.
3. Remove six nuts with the screwdriver, then remove the Andy plate.
4. Remove the soft light bar.Replace new and install it in reverse order.

5.2.2 LOGO white LED change
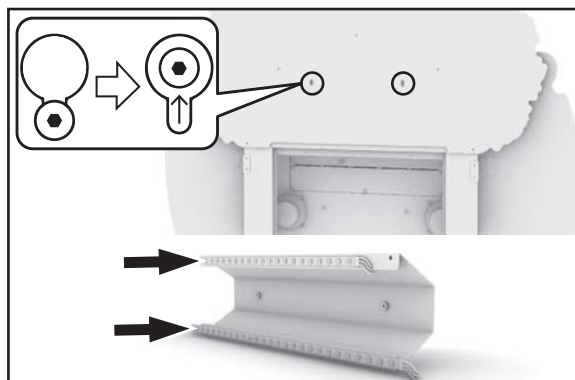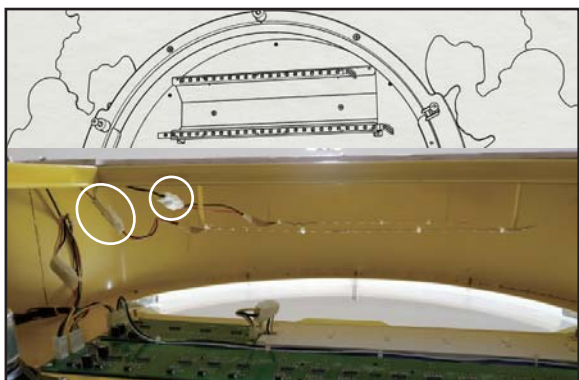
1. Open the upper rear maintenance door with the key and unplug two connecting terminals.
2. Loosen two screws with the screwdriver and remove the soft light bar fixing assembly, then remove two soft light bars.Replace new and install it in reverse order.

5.2.3 Stand bordering RGB LED change
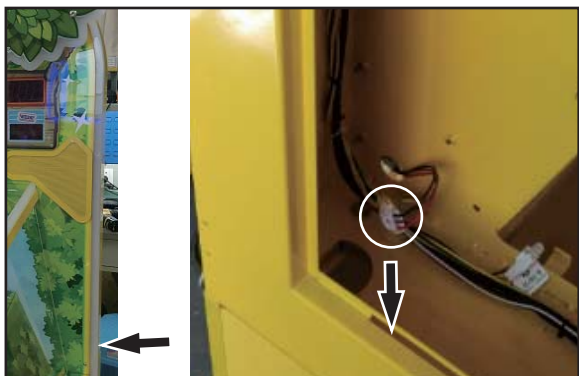
1. Open the upper rear maintenance door with the key and unplug one left connecting terminal, then cut off the fixing tape and draw out the soft light bar downward.
2. Replace new and install it in reverse order.

5.2.4 Stand interior RGB LED change
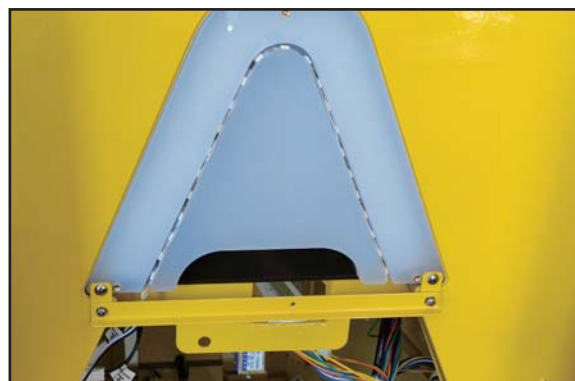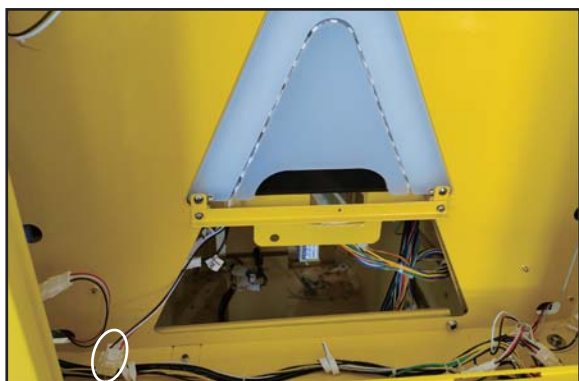
1. Open the upper rear maintenance door with the key and unplug one connecting terminal and take out the stand interior assembly.
2. Remove the soft light bar. Replace new and install it in reverse order.

5.2.5 Console bordering RGB LED change
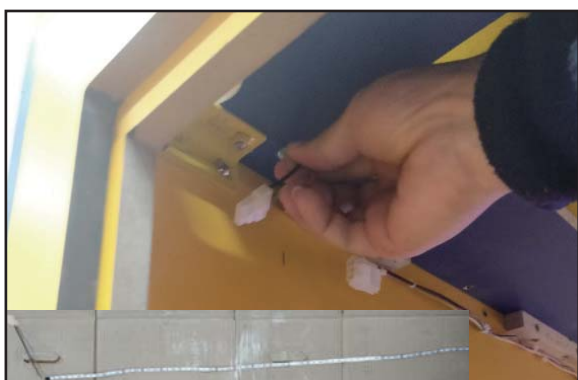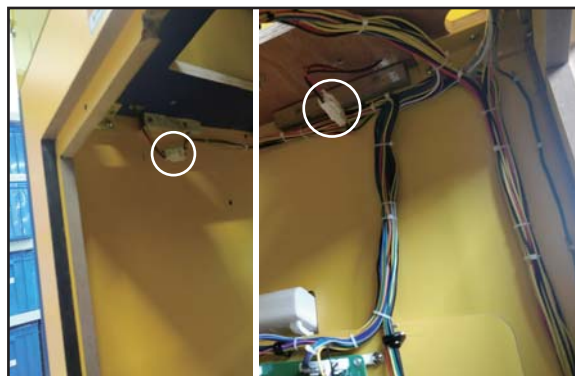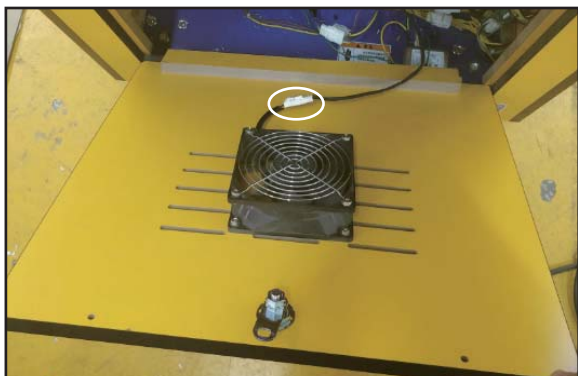
Note: The tail of the two light strips should not touch.

1. Open the lower rear maintenance door with the key and unplug one connecting terminal.
2. Unplug one upper left connecting terminal and one upper right connecting terminal.
3. Remove fourteen screws with the screwdriver and loosen the console Acryl.
4. Cut off the soft light bar fixing glue before the console with the knife.
5. Draw out one left soft light bar and one right soft light bar slowly from the lower rear maintenance door. Replace new and install it in reverse order.

5.2.6 Side bordering RGB LED change
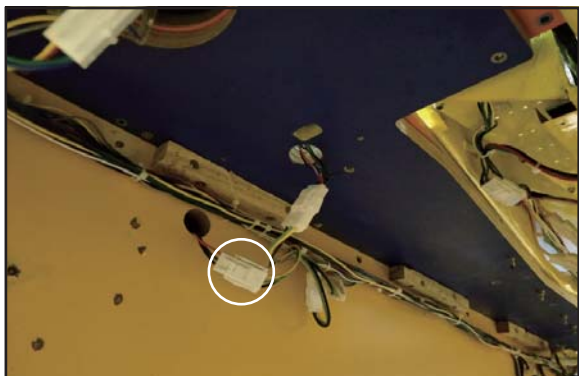
1. Open the front maintenance door with the key and unplug one connecting terminal.
2. Remove ten screws with the screwdriver, then remove the Acryl.
3. Remove one soft light bar. Replace new and install it in reverse order.

5.2.7 Front side trimming RGB LED change
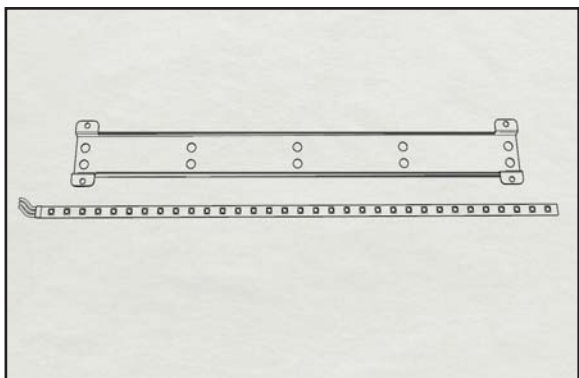
1. Open the front maintenance door with the key and unplug one connecting terminal.
2. Remove four screws with the screwdriver, then remove the hardware.
3. Remove the soft light bar. Replace new and install it in reverse order.

5.2.8 Cover RGB LED change

1. Open the front maintenance door with the key and unplug one left connecting terminal and one right connecting terminal.
2. Remove twelve screws with the screwdriver, then remove the cover.
3. Remove twelve nuts with the screwdriver, then remove three soft light bars.Replace new and install it in reverse order.

5.2.9 Hillside RGB LED change

1. Repeat 5.2.8 operation and remove the cover; remove twenty screws with the screwdriver, then remove the Acryl.
2. remove the Andy plate.
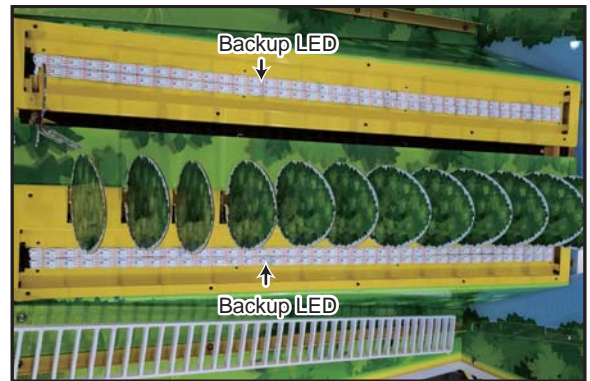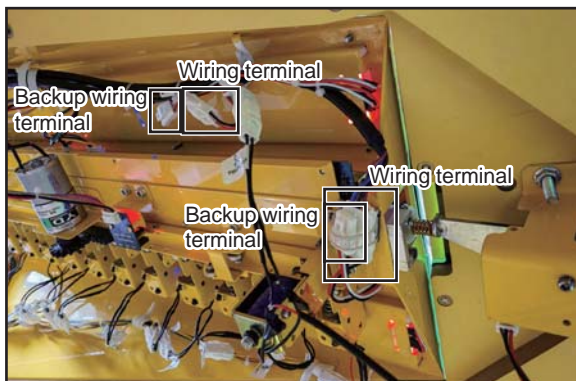
3.Open the front maintenance door with the key， unplug two connecting terminals.

4.Remove two left soft light bars and two right soft light bars.Replace new and install it in reverse order.

> ■ When light strip at one side is damaged, remove the terminal, connect the backup terminal, and use the backup LED. if 2 light strips are damaged, replace the light strips acording to the steps described above.

5.2.10 Axe RGB LED change
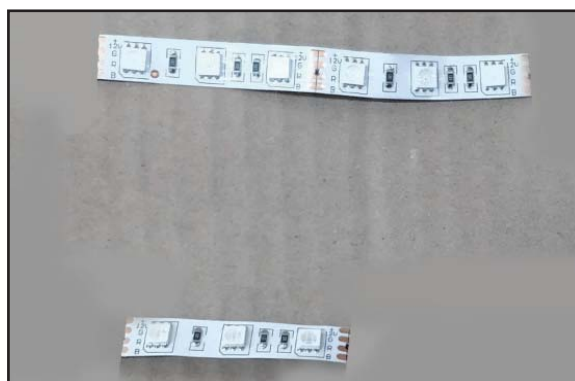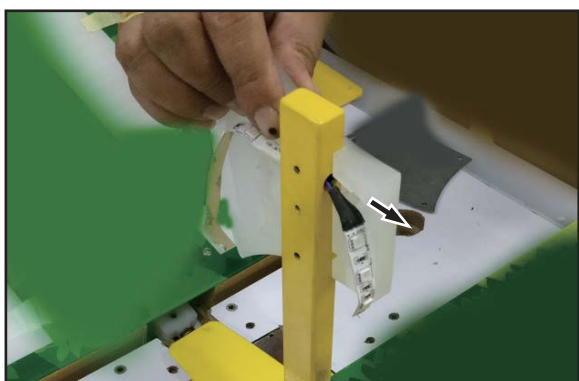
1.Remove four screws with the screwdriver, then remove the stainless steel decorated on the axe.
2.Remove four screws with the screwdriver, then remove the acryl decorated on the axe.
3.Gently draw out two soft light bars for 3cm and weld two soft light bars.
4.Replace new and install it in reverse order.

5.2.11 Bonus white LED change
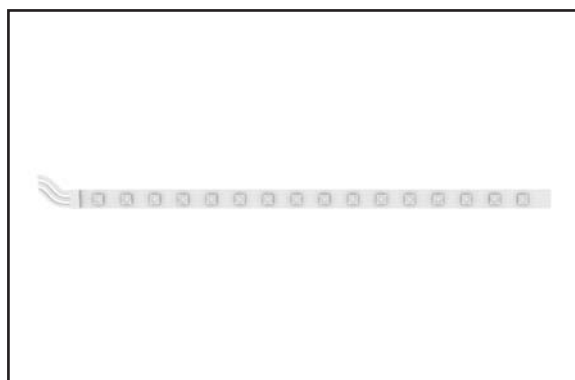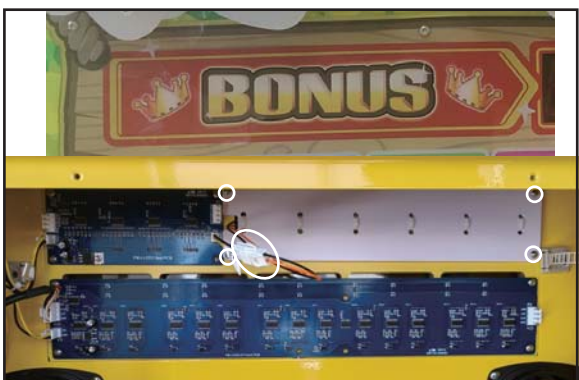
1.Open the upper rear maintenance door with the key, remove four screws with the screwdriver and unplug one connecting terminal.
2.Cut off the fixing tape and remove one soft light bar.Replace new and install it in reverse order.

5.2.12 JP(BONUS) digital tube change

1. Open the upper rear maintenance door with the key and remove four screws, then unplug three connecting terminals and remove the digital tube FMJ-LED1.5x4.PCB.
2. Replace new and install it in reverse order.

5.2.13 Score digital tube change

1. Open the upper rear maintenance door with the key, remove five screws with the screwdriver and unplug three connecting terminals, then remove the score digital tube FMJ-LED1.0寸x3x5.PCB.
2. Replace new and install it in reverse order.

5.2.14 Replacement of speaker

1. Open the upper rear maintenance door with the key, remove four screws with the screwdriver and unplug one connecting terminal, then remove 8Ω15W4 inch speaker.
2. Replace new and install it in reverse order.

5.2.15 Axe electromagnet change
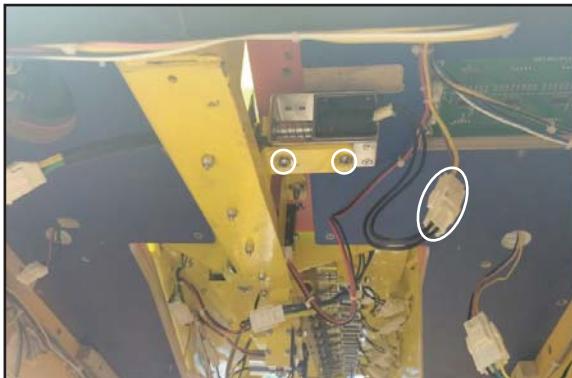
JF-S1670DL 12V

1.Open the front maintenance door with the key and unplug one connecting terminal, then remove two screws and the axe electromagnet JF-S1670DL 12V.
2.Install it again in reverse order after changing into new axe electromagnet and make sure that all screws are coated with the screw glue.

5.2.16 Front slider electromagnet change
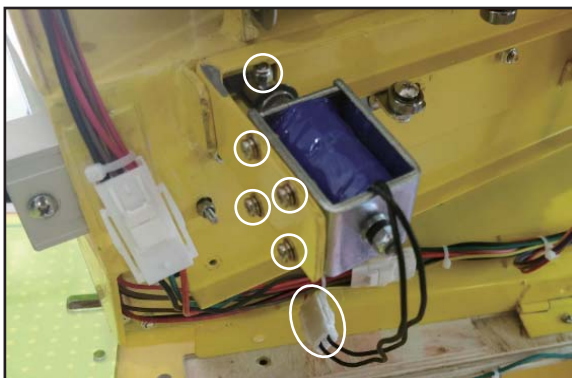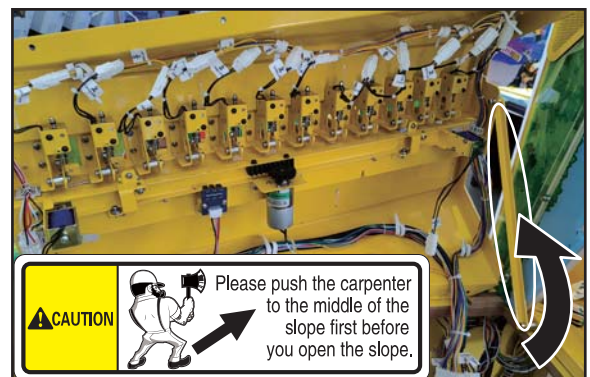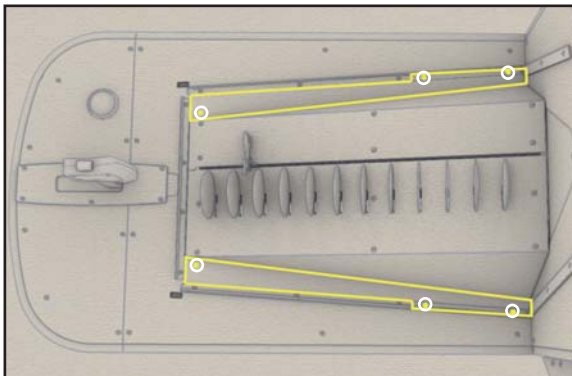
CAUTION Please push the carpenter to the middle of the slope first before you open the slope.

JF1040B 12V

1.Repeat 5.2.8 operation and remove the cover; remove six screws with the screwdriver, then remove the hardware and the Acryl.
2.Push the woodcutter to the middle position of the hillside platform and uplift the hillside assembly, then pull up the hardware bracket to fix it.
3.Remove one nut, four screws with the screwdriver and unplug one connecting terminal, then remove front slider electromagnet JF1040B 12V.
4.Replace new and install it in reverse order.

5.2.17 Small tree electromagnet change
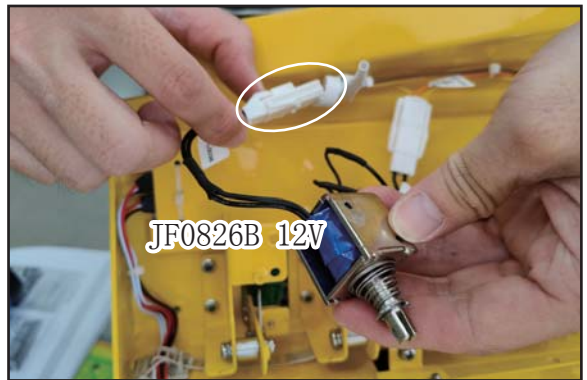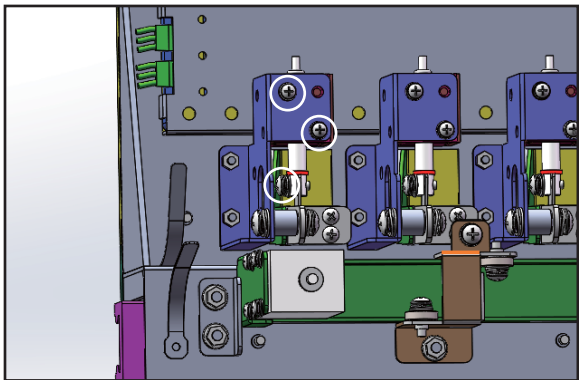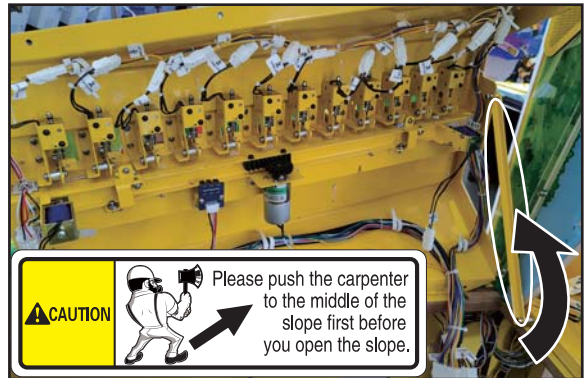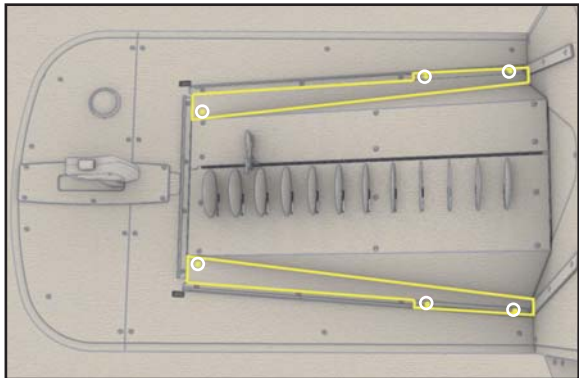
CAUTION Please push the carpenter to the middle of the slope first before you open the slope.

JF0826B 12V

1. Repeat 5.2.8 operation and remove the cover; remove six screws with the screwdriver, then remove the hardware and the Acryl.
2. Push the woodcutter to the middle position of the hillside platform and uplift the hillside assembly, then pull up the hardware bracket to fix it.
3. Remove three screws, then remove small tree electromagnet JF0826B 12V.
4. Unplug one connecting terminal ,replace new and install it in reverse order.

5.2.18 Opposite photoelectric board change of axe reset
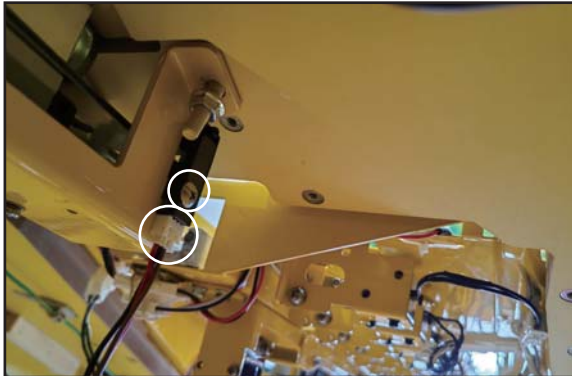
KI1300-AA07LF

1. Open the front maintenance door with the key and unplug one connecting terminal, then remove one screw and opposite photoelectric board KI1300-AA07LF of axe reset.
2. Replace new and install it in reverse order.

5.2.19 JP（Bonus）Ticket control motor change
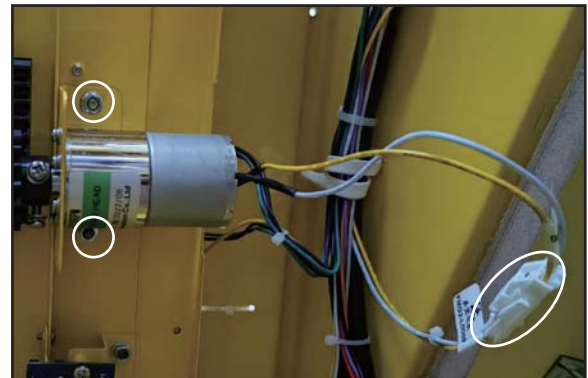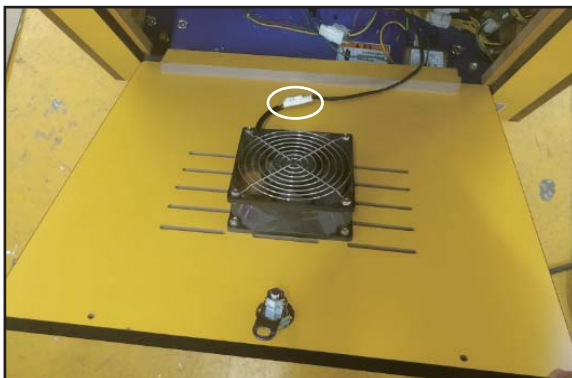
37YD530-12V10RPM

1. Open the lower rear maintenance door with the key and unplug one connecting terminal.
2. Unplug one connecting terminal and remove two nuts .
3. Remove six screws and the motor.
4. Replace new and install it in reverse order.

5.2.20 JP（Bonus）Ticket control U-shaped photoelectric board change
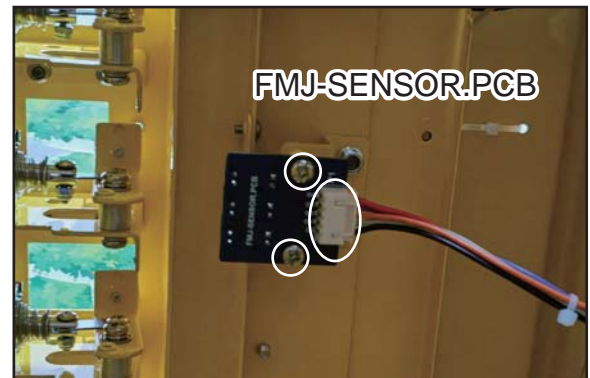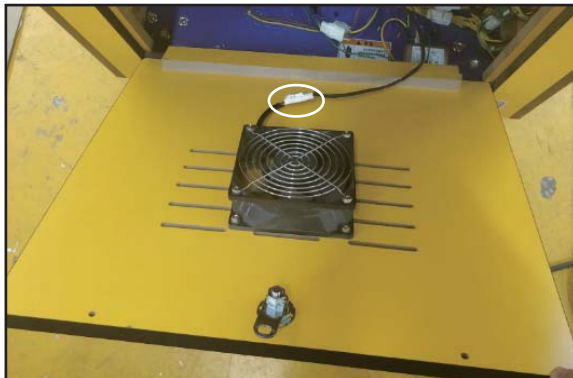
FMJ-SENSOR.PCB

1. Open the lower rear maintenance door with the key and unplug one connecting terminal.
2. Unplug one connecting terminal and remove two screws and the JP（Bonus）Ticket control U-shaped photoelectric board FMJ-SENSOR.PCB.Replace new and install it in reverse order.

5.2.21 Slope photoelectric detection board change
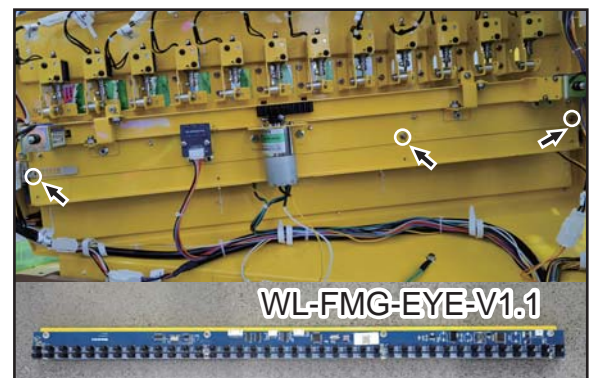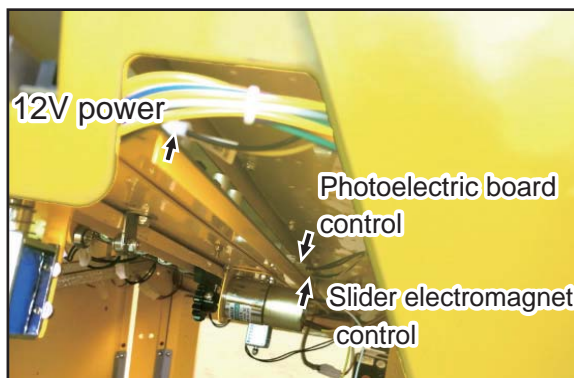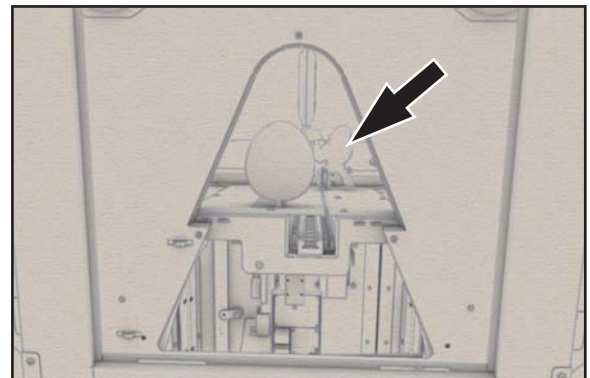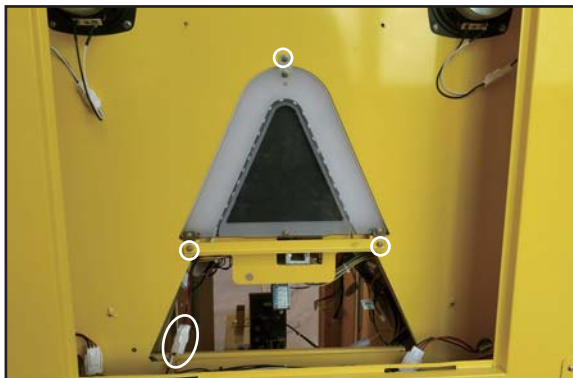
12V power

Photoelectric board control

Slider electromagnet control

WL-FMG-EYE-V1.1

1. Open the upper rear maintenance door with the key and unplug one connecting terminal, then remove three screws and take out the stand interior assembly.
2. Take the character assembly out of the triangle hole.
3. Unplug three connecting terminals.
4. Open the lower rear maintenance door with the key, remove three nuts with the screwdriver, then take out the slope photoelectric detection board.

5.2.22 Linear slider change
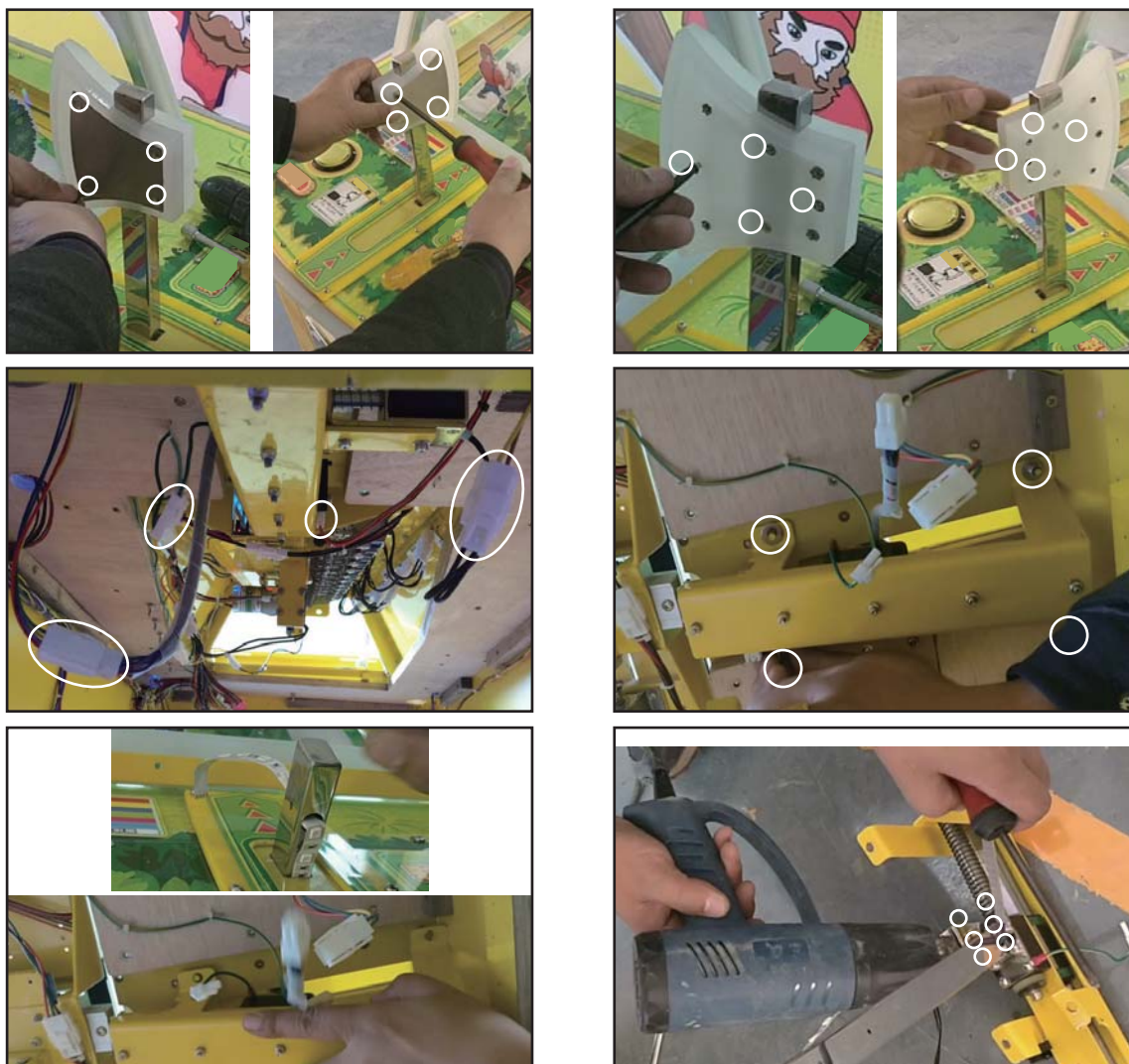
1. Remove four left screws and four right screws with the screwdriver, then remove the stainless steel decorated on the axe.
2. Remove four left screws and four right screws with the screwdriver, then remove the acryl decorated on the axe.
3. Open the front maintenance doo with the key and unplug four connecting terminals.
4. Remove four screws.
5. Draw out the axe seat assembly downward.
6. Heat the screws with the air duct, then remove six screws with the screwdriver.

Make sure to turn it over into the angle in this picture and take out the linear slider
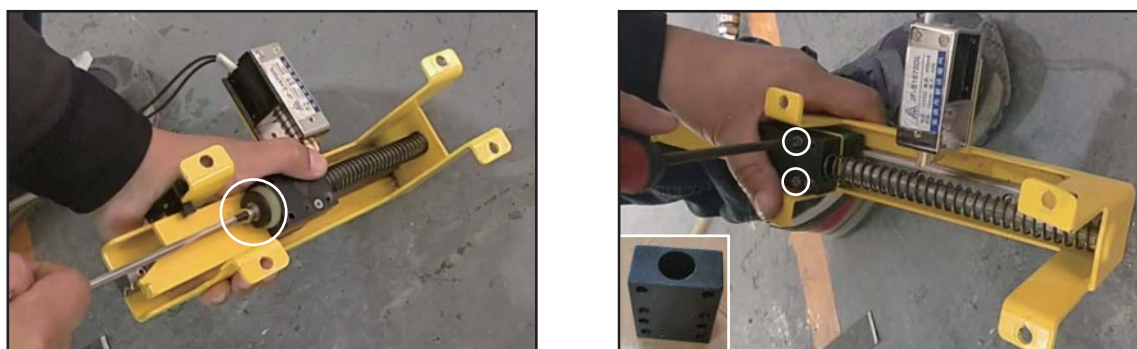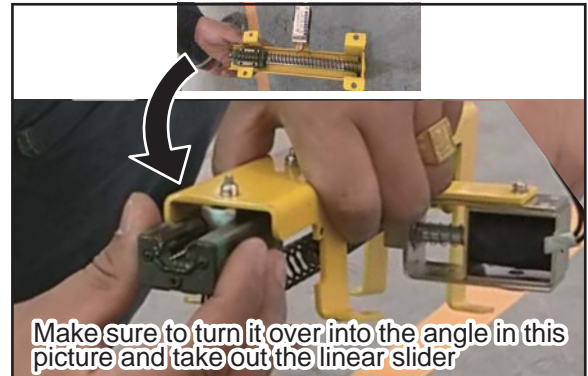
7.Remove one screw with the screwdriver, then remove the stop sleeve and buffer rubber.

8.Remove two screws with the screwdriver, then remove the axe handle cushion.

9.Take out the hardware.

10.Make sure to turn it over into the angle in this picture and take out the linear slider to prevent the balls from falling out.Replace new and install it in reverse order.

- ■ When the linear slider is installed in reverse order, make sure that all screws are coated with the screw glue.

- ■ Make sure that the linear slider slides in from an open upward angle to prevent the balls from falling out; the linear slider cannot be turned over to continue installation of other parts until it slides into the linear guardrails completely.

5.2.23 Adjustment of limit screw

If the spring force is too large or too small, adjust the position of limit screw according to the following procedure.
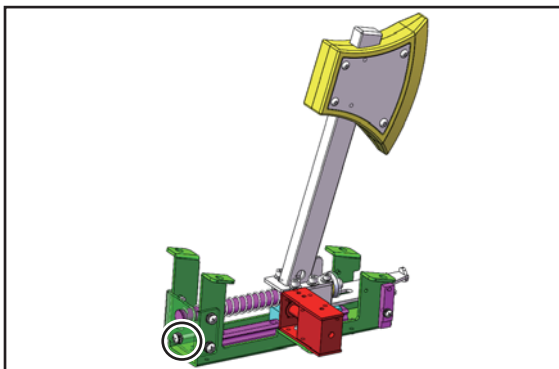
1. Repeat steps 1~5 of section 5.2.22, and remove the axe seat assembly.

2. Adjust the position of limit screw, and make the spring force suitable. Assemble in reverse order after adjustment.

5.2.24 Cooling fan change
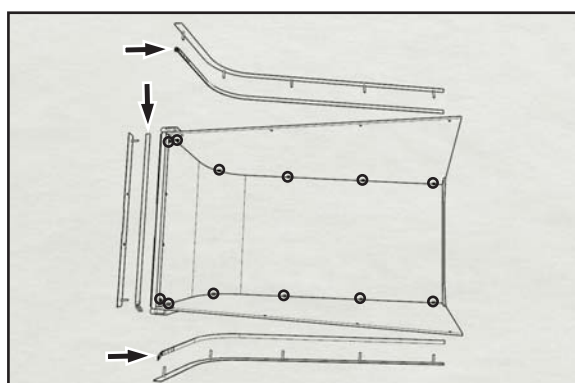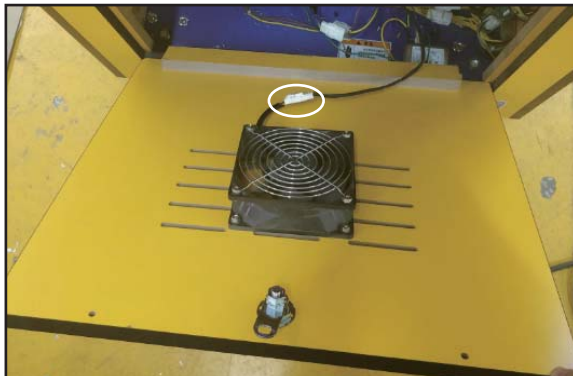

PMD1212PTB1-A(2).F.GN
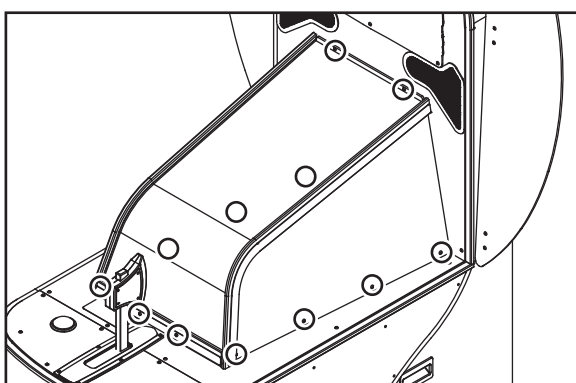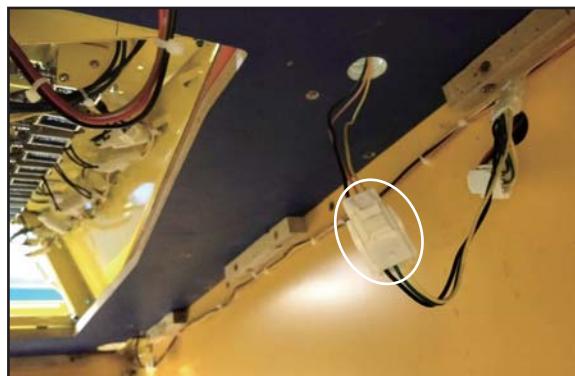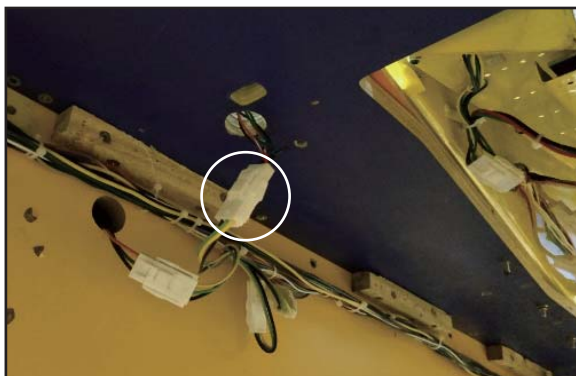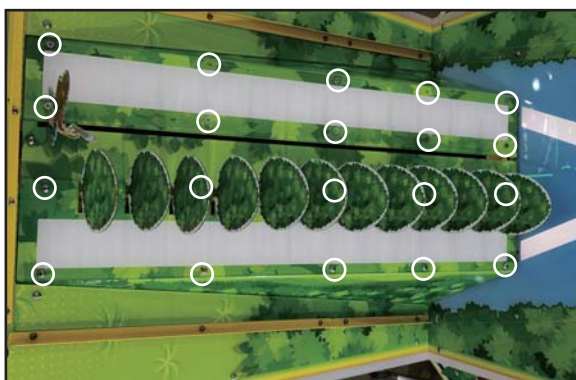(include 12cm wire net)

1. Open the lower rear maintenance door with the key and unplug one connecting terminal.
2. Remove four screws with the screwdriver, then remove the cooling fan.Replace new and install it in reverse order.

5.2.25 Ticket dispenser change

LK009W

1. Open the front maintenance door with the key and unplug one connecting terminal, remove four nuts, then remove the lottery dispenser.Replace new and install it in reverse order.

5.2.26 Coin selector change
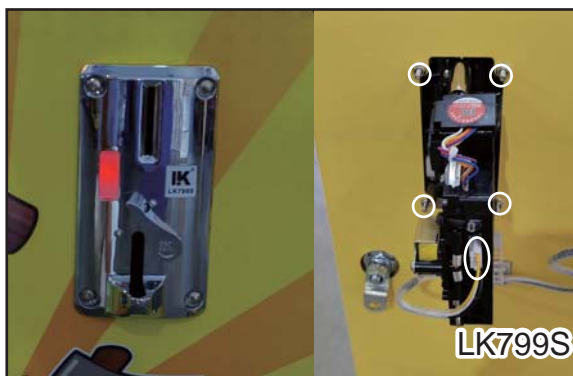
LK799S

1. Open the front maintenance door with the key and unplug one connecting terminal, remove four nuts, then remove the coin. Replace new and install it in reverse order.

5.2.27 Replacement of fuse

FUSE 6.3A   AC 120V

Fuse of AC220Vmachine: T4A/5×20mm 250V
Fuse of AC120Vmachine: T6.3A/5×20mm 125V

1.Turn off the power and remove the fuse with the slotted screwdriver.
2.Replace new and install it in reverse order.

5.2.28 Service panel 5V LCD screen change

TM12864Z-1

1.Open the front maintenance door with the key and remove six screws.
2.Unplug two connecting terminals and remove four screws, then remove LCD screen.
  Replace new and install it in reverse order.

5.2.29 Service panel button board change

FMJ-SEVICE.PCB
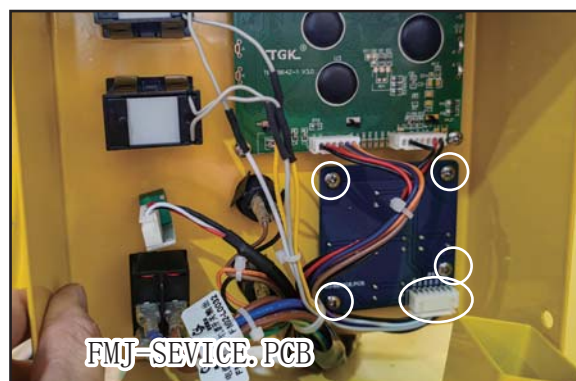
1.Open the front maintenance door with the key and remove six screws.
2.Unplug one connecting terminals and remove four screws, then remove the service
  panel button board.Replace new and install it in reverse order.

5.2.30 Replace power box
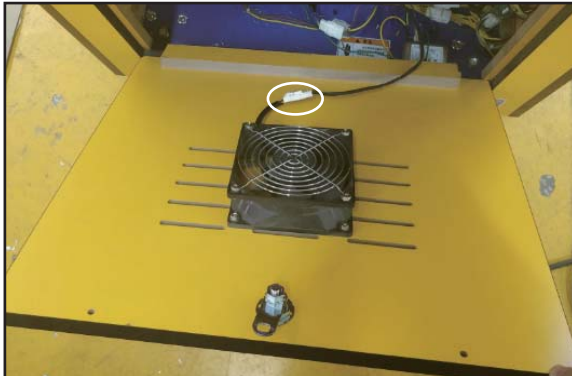
1. Turn off the power, open the lower rear maintenance door with the key, unplug one connecting terminal.
2. Unplug six connecting terminals, remove six screws with the screwdriver, then remove the power box.Replace new and install it in reverse order (firstly insert the terminals back according to the labels and insert the terminals back according to the side of pin seat).

5.2.31 Character assembly change
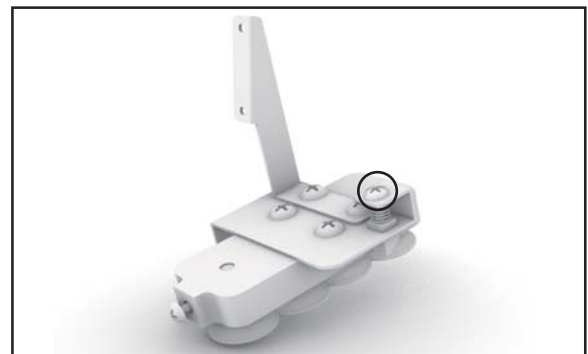
1. Repeat 5.2.8-5.2.9 operation, remove the character assembly; remove two nuts with the screwdriver, then remove the character PVC.
2. Remove one screw with the screwdriver, then remove the rack snap spring and the slider stop.
3. Remove four screws with the screwdriver, then remove the hardware.
4. Remove three screws with the screwdriver, then remove the bearing.Replace new and install it in reverse order.

5.3 Replacement or repairing of main-board

1. Turn off the power, open the lower rear maintenance door with the key, unplug one connecting terminal, see the components shown as the following figure:

JP （Bonus） Ticket control U-shaped photoelectric board FMJ-SENSOR.PCB

Slope photoelectric detection board WL-FMG-EYE-V1.1

DC drive board FMJ-MotorDrvier.PCB

Small tree electromagnet drive board FMJ-CH12Magnet.PCB

LED control panel FMJ-DKQ.PCB

Main-board FMJ-MainBoard.PCB
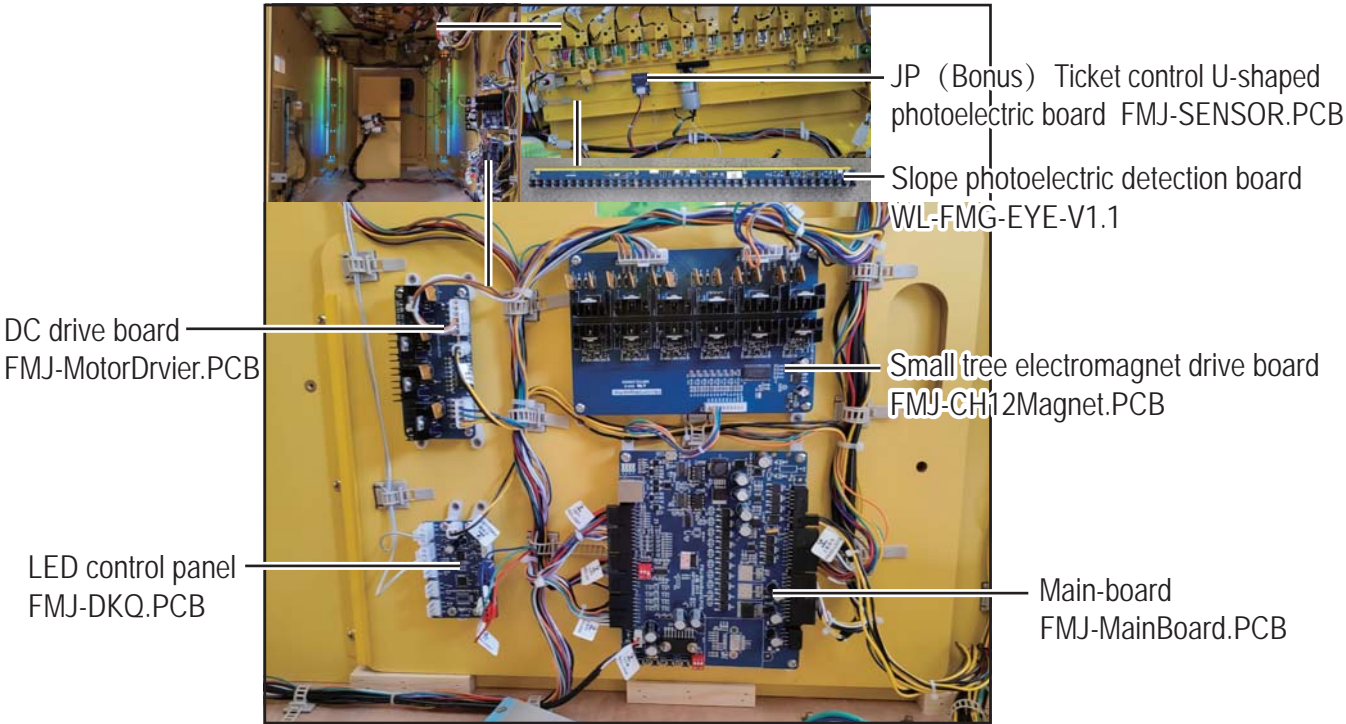
2. Test the operating condition of relevant components and pull out the connecting terminals of damaged components.
3. Remove four screws that are used to fix the damaged components, then remove the damaged components.
4. Replace new and install it in reverse order (firstly insert the terminals back according to the labels and insert the terminals back according to the side of pin seat).

● Main-board （FMJ-MainBoard.PCB)

S1, No. 3	S1, No. 2	S1, No. 1	Schematic diagram for S1
OFF	OFF	ON	OFF 3 2 1 / ON

Fuse 5A/16V

Main-board P1 Output and input control lines

Main board power supply 12V power

Main-board P2 Input control line

Main-board P6 Output control line

Main-board P3 Output and input control lines

Main-board P5 Output control line

Volume adjustment
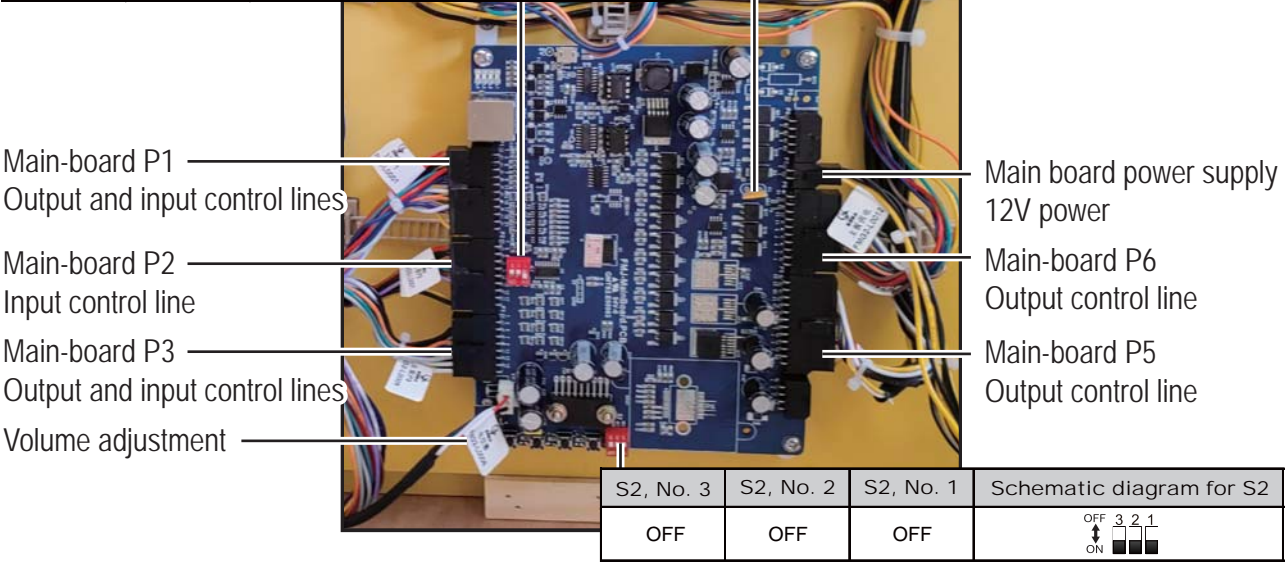
S2, No. 3	S2, No. 2	S2, No. 1	Schematic diagram for S2
OFF	OFF	OFF	OFF 3 2 1 / ON
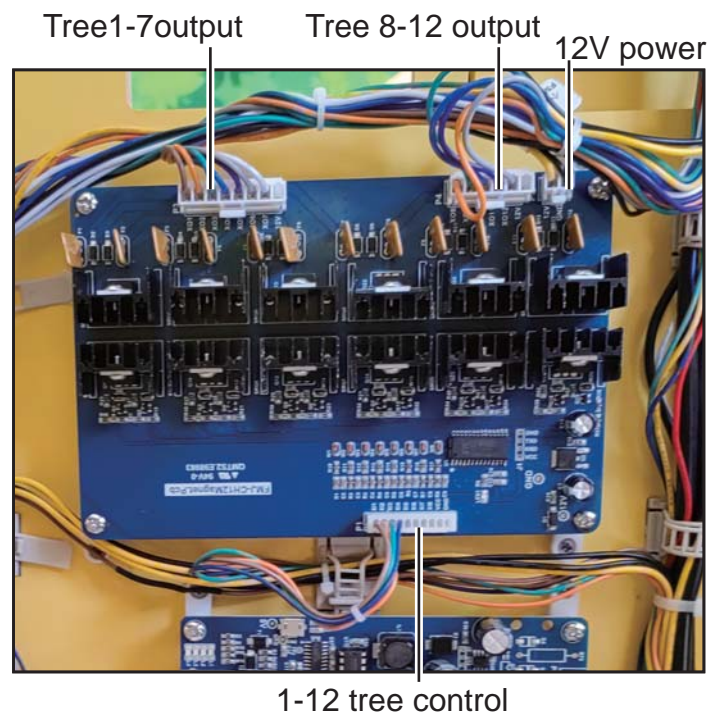
● Small tree electromagnet drive board （FMJ-CH12Magnet.PCB）

Tree1-7output   Tree 8-12 output   12V power

1-12 tree control

● DC drive board （FMJ-MotorDrvier.PCB）

Output of axe and slider electromagnet

12V power

Control of axe and slider electromagnet

● LED control panel（FMJ-DKQ.PCB）

12V power

LED box
colorful lamp output

Wooden crate
colorful lamp control

P4 colorful lamp control

P3 colorful lamp control

P2 colorful lamp control

● Slope photoelectric detection board（WL-FMG-EYE-V1.1）

Slider electromagnet control

Photoelectric board control

12V power
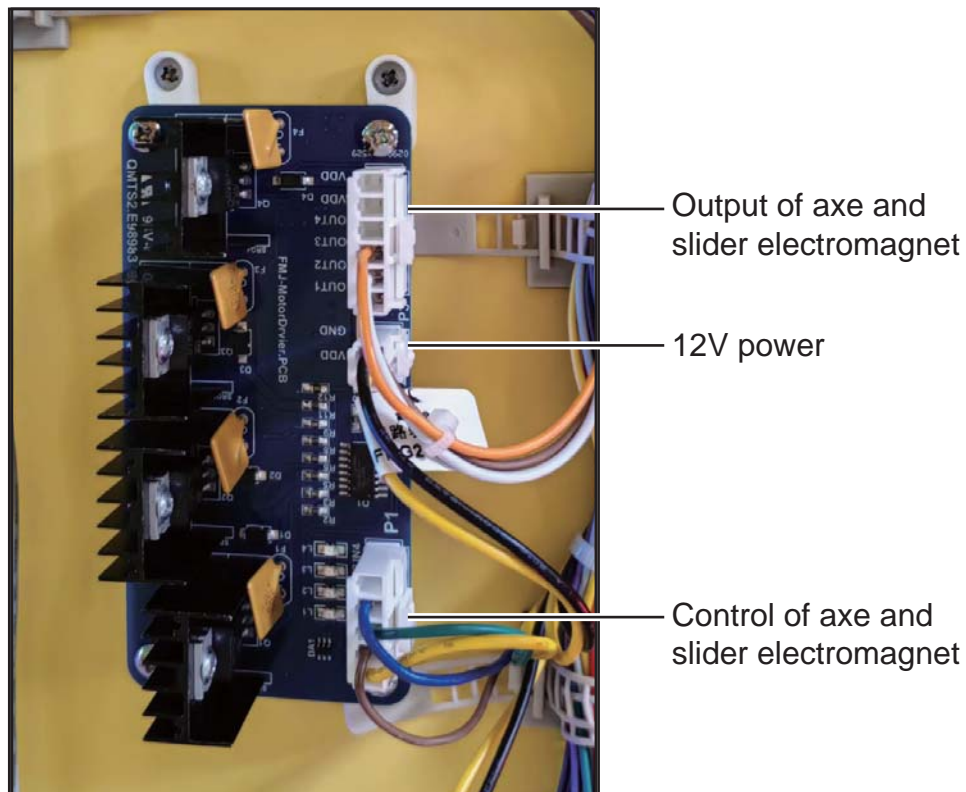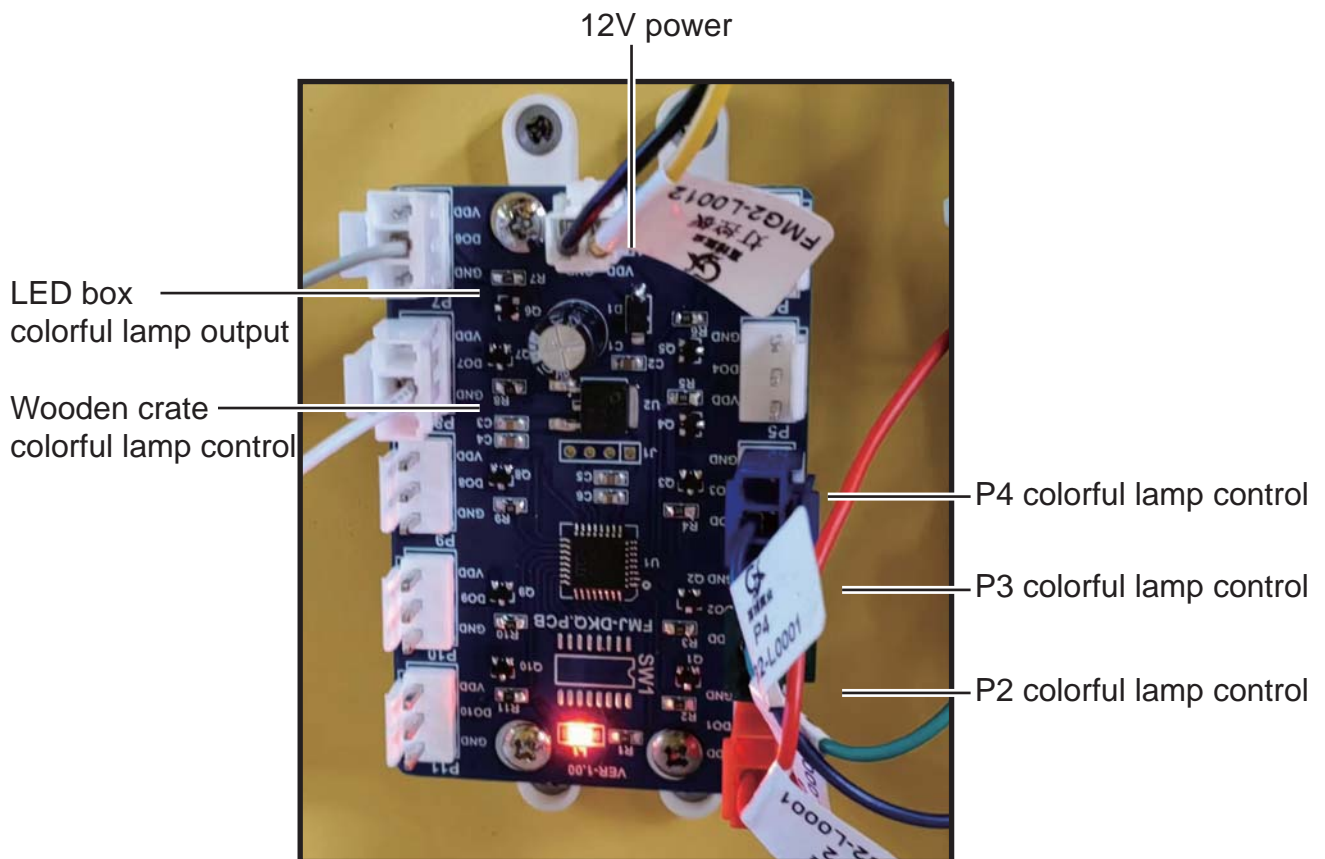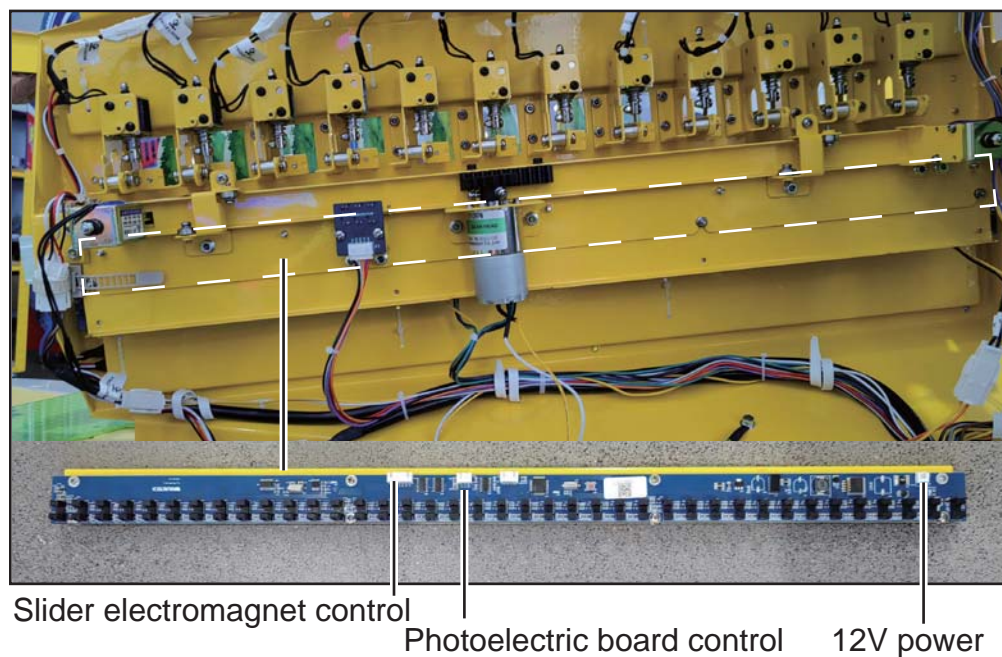
5.4 Overseas-version ticket dispenser (only for overseas-version ticket dispenser)

1. Since the structure of overseas-version ticket dispenser is different from the structure of the general-version ticket dispenser, a piece of ticket dispenser pin-board and a dedicated wire should be added (the overseas-version ticket dispenser is DL-1275 ticket dispenser of DELTRONIC LABS and TD-963CR ticket dispenser of Entropy 2000. The pin-board is WL-OnlyTickDRV_V1.0 and the dedicated wire is HSD - L0013).

Pin-board
WL-OnlyTickDRV_V1.0

HSD-L0013

HSD-L0013

1	Green	500	22#	1
2	Yellow	500	22#	2
3	Black	500	22#	3
4	White	500	22#	4

XHP-04V

50300-4P bus-bars with wings
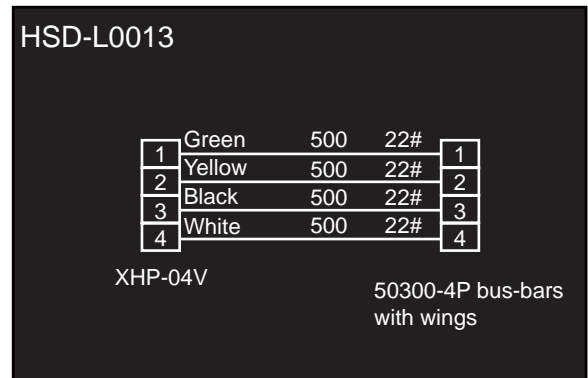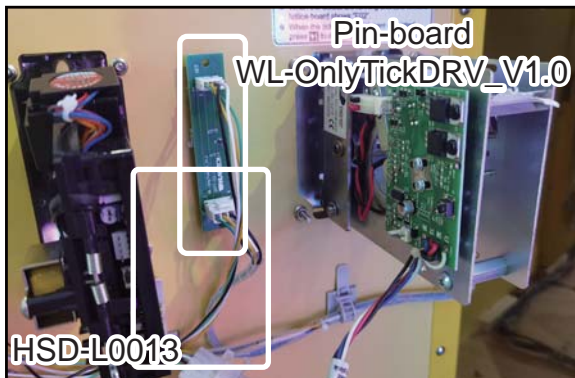
2. When the tickets are being replenished, there is no action when the ticket card is inserted into the ticket dispenser. Press the button on the ticket dispenser to get the tickets out. After the tickets are replenished, press Service to return and send out the remaining tickets. Press Start and Service to clear the remaining tickets.

DELTRONIC LABS	Entropy 2000

For DL-1275,
Press S1 button on the front of ticket dispenser

S1

For TR-963CR
Press SW1 button on the back of ticket dispenser

SW1
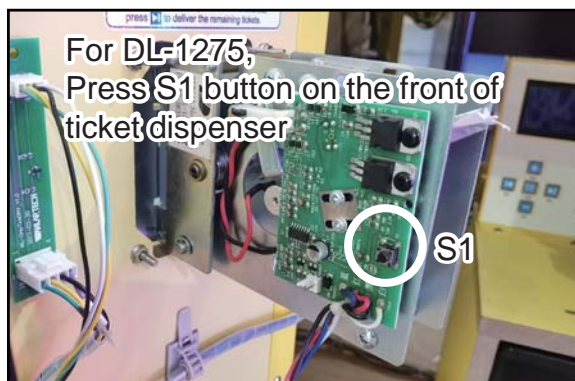
■ When 2 types of ticket dispensers are used, the ticket dispensers and pin-boards are installed on the game machine during delivering and can be used directly.

■ If the overseas-version ticket dispenser, pin-board and wire need to be replaced, contact the after-sales staff.

5.4.1 Replacement of overseas-version ticket dispenser

1.Open the front maintenance door with the key.
2.Pull out the terminal of the ticket dispenser，Remove 4 nuts to fix the ticket
   dispenser and remove the ticket dispenser. Reinstall in a reverse order after replacing.
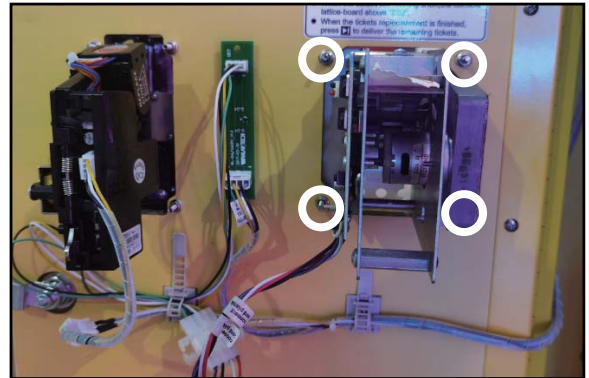
DELTRONIC LABS	Entropy 2000

DL-1275 ticket dispenser Front hardware of ticket dispenser

TD-963CR ticket dispenser

■ The installation method of DL-1275 ticket dispenser of DELTRONIC LABS
   is same as the installation method of 'TD-963CR of Entropy 2000.

5.4.2 Replacement of overseas-version ticket dispenser pin-board

1. Open the front maintenance door with the key.
2. Pull out 2 terminals plugged onto the pin-board of ticket dispenser.

Dispenser pin-board
WL-OnlyTickDRV_V1.0
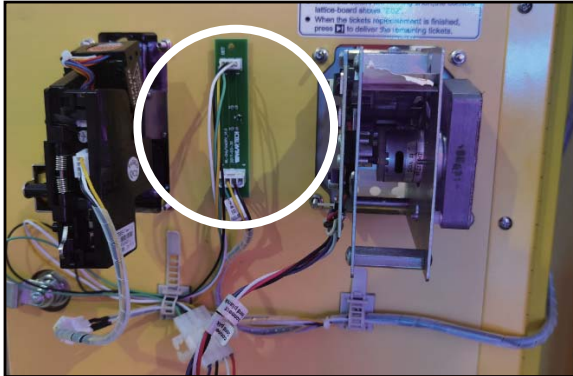
3. Remove 2 Philip's head screws to fix the ticket dispenser pin-board and remove the ticket dispenser pin-board. Reinstall in a reverse order after replacing (When the ticket dispenser pin-board is installed, note that OUT should be on the left and IN should be on the right. Plug the terminals).

OUT   IN
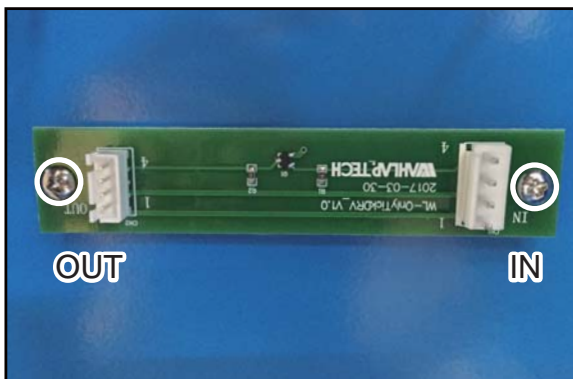
6. Assembly Drawing

6.1 Assembly Tree Drawing

FMG2-0000000 General assembly

- FMG2-0100000 Frame assembly
  - FMG2-0101000 Box assembly
  - FMG2-0102000 Power box assembly
  - FMG2-0103000 Service panel assembly
  - FMG2-0104000 Circuit board assembly
  - FMG2-0105000 Switching power supply assembly
  - FMG2-0106000 Coin box assembly
  - FMG2-0107000 Front side LED assembly of machine
  - FMG2-0108000 Axe seat assembly
  - FMG2-0109000 Hillside assembly
    - FMG2-0109000-01 Score electric eye assembly
    - FMG2-0109000-02 Stop rack assembly
    - FMG2-0109000-03 Regulating motor assembly
    - FMG2-0109000-04 Small tree electromagnet group
    - FMG2-0109000-05 Motor assembly
    - FMG2-0109000-06 Motor photo eye board assembly
    - FMG2-0109000-07 Left bearing assembly
    - FMG2-0109000-08 Character assembly
  - FMG2-0110000 Console decoration assembly
  - FMG2-0112000 Start button assembly
- FMG2-0200000 General assembly of stand
  - FMG2-0201000 Stand assembly
  - FMG2-0202000 Stand interior assembly
  - FMG2-0203000 LOGO LED box assembly
  - FMG2-0204000 Sign board LED assembly 1
  - FMG2-0205000 Bonus LED assembly
  - FMG2-0206000 Upper rear door assembly
- FMG2-0300000 Front door assembly
- FMG2-0400000 Lower rear door assembly
- FMG2-0500000 Hillside cover assembly
- FMG2-0600000 Left POP board assembly
- FMG2-0700000 Right POP board assembly

6.2 General assembly （FMG2-0000000)
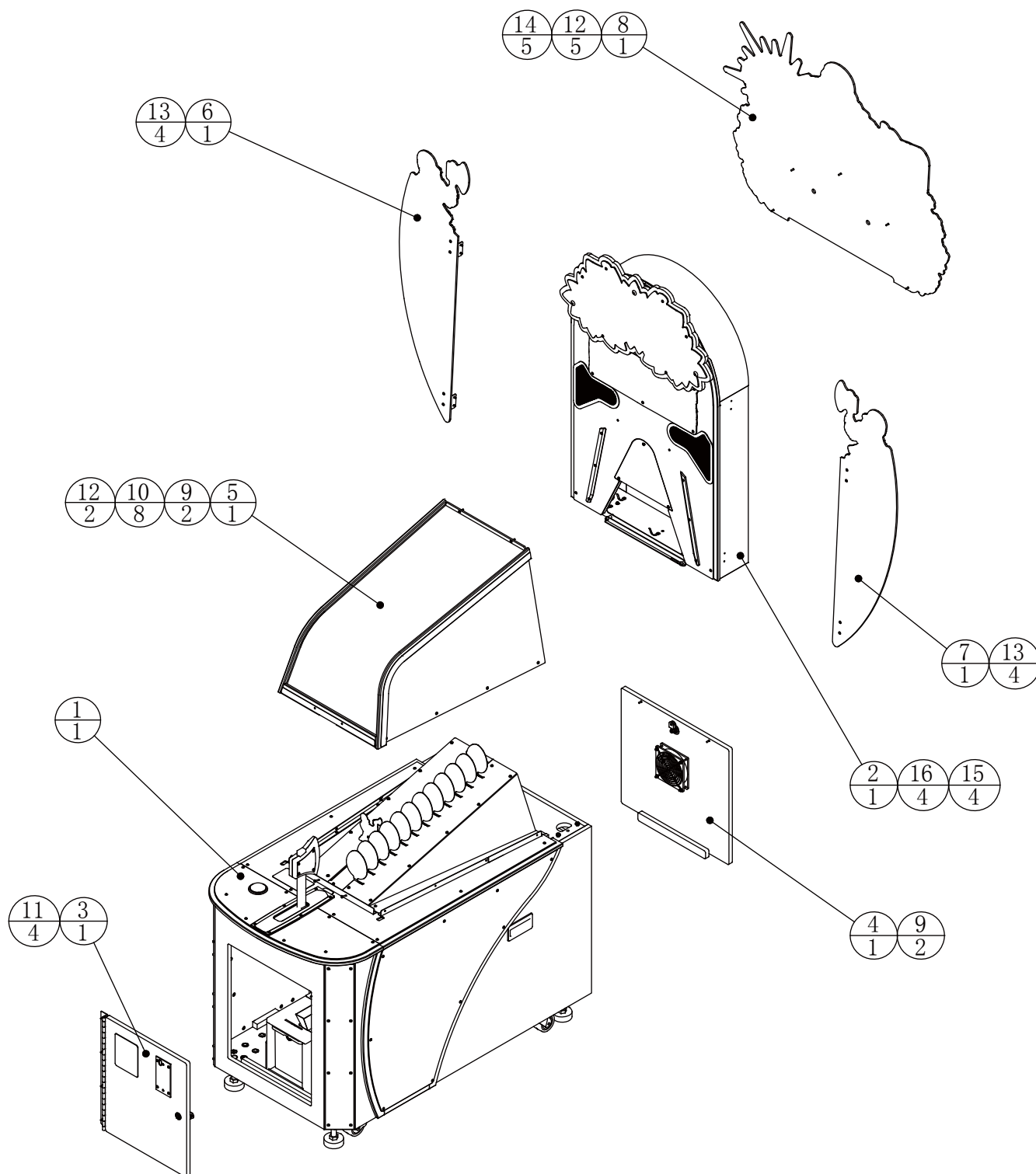
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
16		The three combination screw round head	M6*30（chromeplating）	4		1.6.LS863012
15		Flat gasket	Φ6*Φ20*2.0（chromeplating）	4		1.6.DP106062
14		Flat gasket	Φ4*Φ10*1.0（chromeplating）	5		1.6.DP104012
13		Hexagon socket large truss head screw	M4*8（chromeplating）	8		1.6.LS140032
12		Hexagon socket large truss head screw	M4*16（chromeplating）	7		1.6.LS141032
11		Cross large truss head screw	M4*10（chromeplating）	4		1.6.LS241012
10		Hexagon socket large truss head screw	M4*10（chromeplating）	8		1.6.LS141012
9		Hexagon socket large truss head screw	M4*25（chromeplating）	4		1.6.LS142022
8	FMG2-0000D01	POP plate	Andy plate-5.0T	1		1.7.WA47-0430
7	FMG2-0700000	Board assembly POP right side		1		
6	FMG2-0600000	Board assembly POP Left side		1		
5	FMG2-0500000	Hillside cover assembly		1		
4	FMG2-0400000	Lower rear door assembly		1		
3	FMG2-0300000	Front door assembly		1		
2	FMG2-0200000	General assembly of stand		1		
1	FMG2-0100000	Frame assembly		1		
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3 Frame assembly (FMG2-0100000)
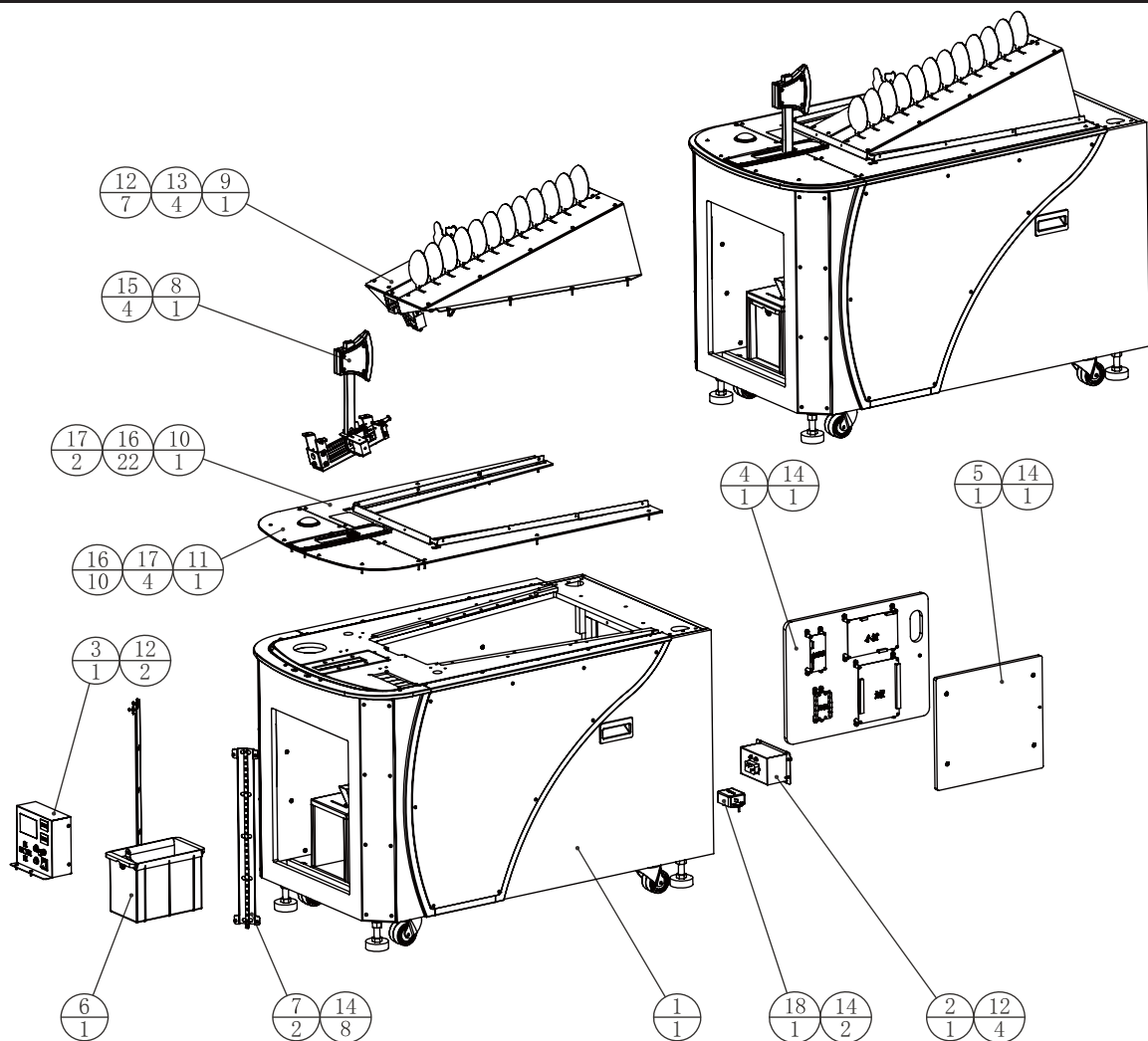
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
18		Impulse group filter	YB24D3-6A-Q	1		1.4.LB100010
17		Hexagon socket large truss head screw	M4*12（chromeplating）	6		1.6.LS141022
16		Hexagon socket large truss head screw	M4*25（chromeplating）	32		1.6.LS142022
15		Self-locking nut	M6（zinc plating）	4		1.6.LM306014#
14		Cross large truss head screw	M4*16（chromeplating）	12		1.6.LS241032
13		Cross recessed head screws	M4*20（chromeplating）	4		1.6.LSC42012
12		Cross large truss head screw	M4*12（chromeplating）	13		1.6.LS241022
11	FMG2-0112000	Start button assembly		1		
10	FMG2-0110000	Console decoration assembly		1		
9	FMG2-0109000	Hillside assembly		1		
8	FMG2-0108000	Axe seat assembly		1		
7	FMG2-0107000	Front side LED assembly of machine		2		
6	FMG2-0106000	Coin box assembly		1		
5	FMG2-0105000	Switching power supply assembly		1		
4	FMG2-0104000	Circuit board assembly		1		
3	FMG2-0103000	Service panel assembly		1		
2	FMG2-0102000	Power box assembly		1		
1	FMG2-0101000	Box assembly		1		
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.1 Box assembly (FMG2-0101000)
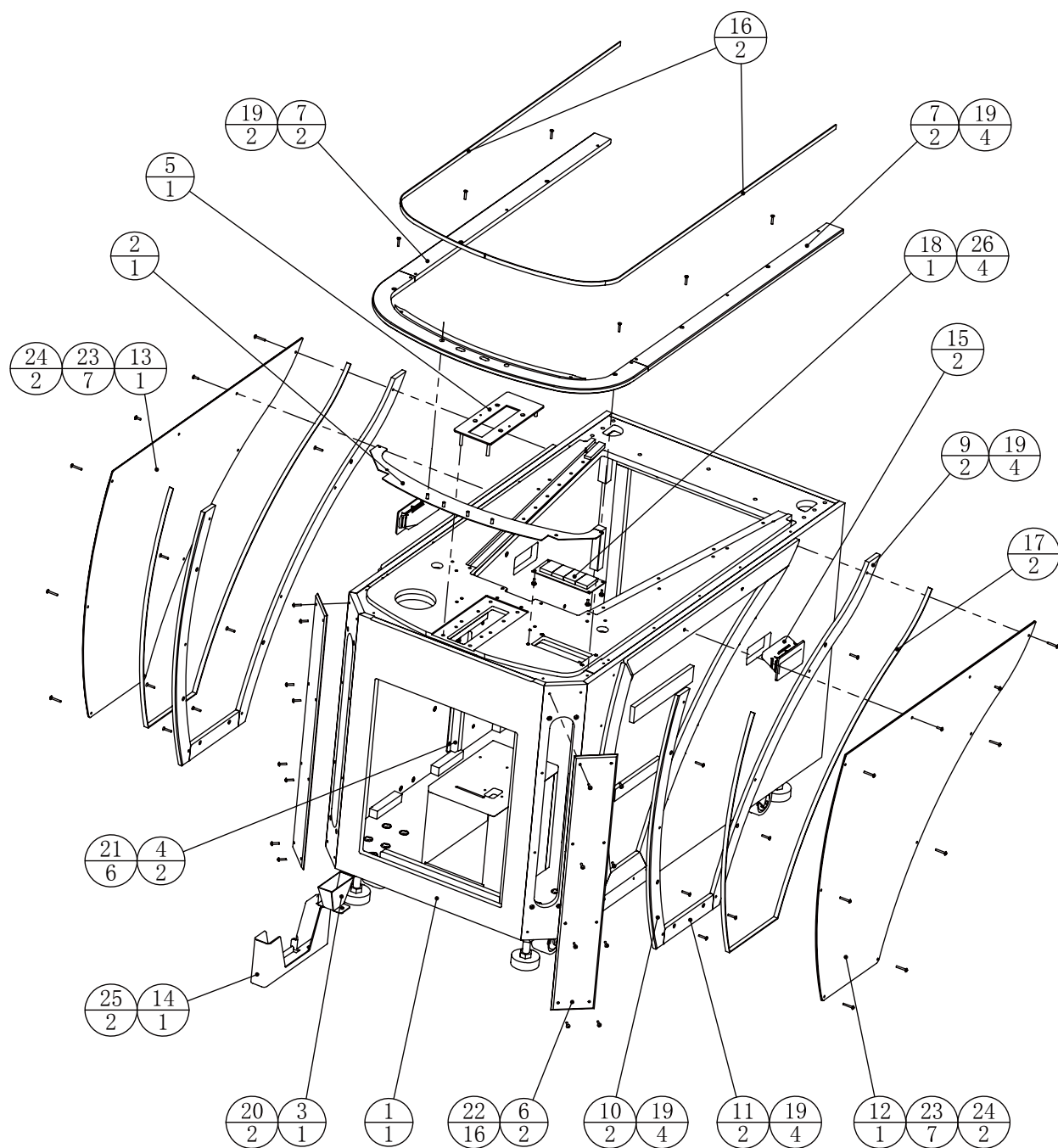
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
26		Cross round head three combination screw	M4*10（chromeplating）	4		1.6.LS841012
25		Cross large truss head self-tapping screw	M4*12（chromeplating）	2		1.6.LS341022
24		Hexagon socket large truss head screw	M4*12（chromeplating）	4		1.6.LS141022
23		Hexagon socket large truss head screw	M4*25（chromeplating）	14		1.6.LS142022
22		Hexagon socket large truss head screw	M4*16（chromeplating）	16		1.6.LS141032
21		Cross large truss head screw	M4*8（chromeplating）	6		1.6.LS240022
20		Cross large truss head screw	M4*12（chromeplating）	2		1.6.LS241022
19		Cross recessed head screws	M4*20（chromeplating）	18		1.6.LSC42012
18		1.5 inch 4-bit digital tube panel	FMJ-LED1.5x4.PCB	1		1.4.BK001-04210
17		5050 soft light bar	DC12V SM16703 RGB 60 lamp L＝1600mm YLP-3P terminal	2		1.4.ZM003-03670
16		5050 soft light bar	DC12V SM16703 RGB60 lamp L＝1200mm YLP-3P terminal	2		1.4.ZM003-03680
15		Plastic clasp	For white-wooden crate	2		1.8.AA000020
14		Plastic lottery box		1		1.8.AA000070
13	FMG2-0101D08	Left side decoration plate	PMMA-3.0T	1		1.7.WA47-0290
12	FMG2-0101D07	Right side decoration plate	PMMA-3.0T	1		1.7.WA47-0300
11	FMG2-0101D06	Side trim bottom	Melon white PMMA-10.0T	2		1.7.WA47-0130
10	FMG2-0101D05	Side bordering 2	Melon white PMMA-10.0T	2		1.7.WA47-0130
9	FMG2-0101D04	Side bordering 1	Melon white PMMA-10.0T	2		1.7.WA47-0120
8	FMG2-0101D03	Front side bordering	Melon white PMMA-12.0T	1		1.7.WA47-0040
7	FMG2-0101D02	Console bordering 1	Melon white PMMA-12.0T	2		1.7.WA47-0030
6	FMG2-0101D01	Front side trimming	PMMA-5.0T	2		1.7.WA47-0240
5	FMG2-0101A07	Ejection fixed board	SPCC-3.0T	1		1.1.WA40-0070
4	FMG2-0101A06	Main board circuit group clamp iron	SPCC-1.2T	2		1.1.WA47-0060
3	FMG2-0101A05	Coin channel		1		1.1.WA47-0050
2	FMG2-0101A04	Console plaque connecting hardware	SPCC-1.5T	1		1.1.WA47-0040
1	FMG2-0101B01	Frame wooden crate	MDF-15.0T	1		1.2.WA47-0010
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.2 Power box assembly (FMG2-0102000)
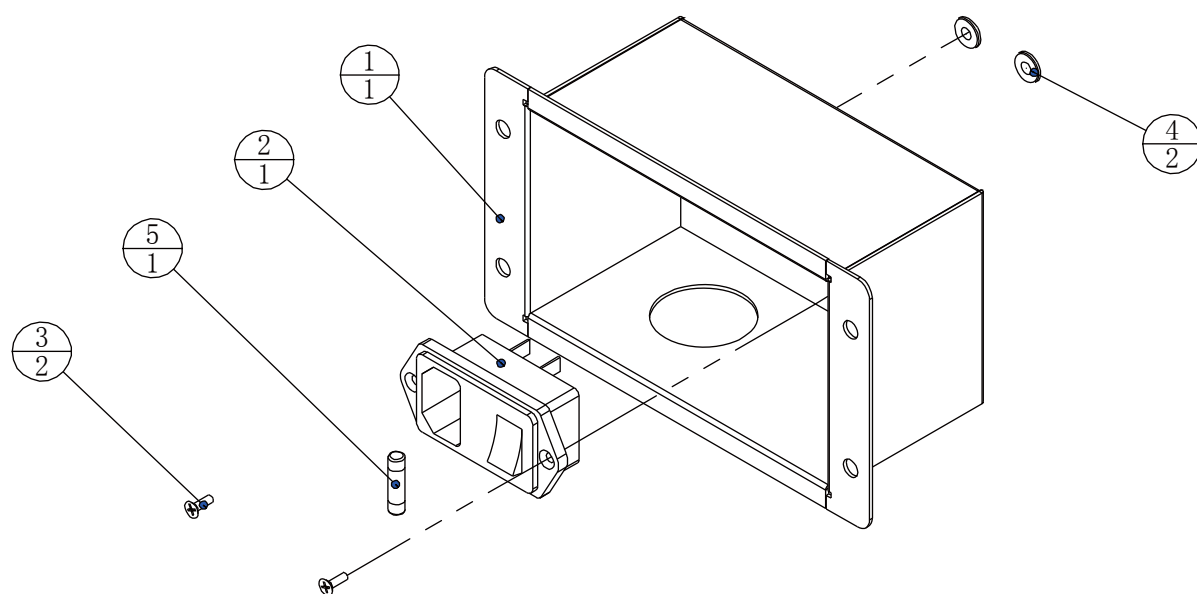
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
5		Fuse tube	6.3A/ 125V（5X20）	1		1.4.BX120080
4		Hexagon flange surface nut	M4	2		1.6.LM204013
3		Cross recessed head screws	M3*8（chromeplating）	2		1.6.LSC30032
2		Three-in-one AC socket	JR-101-1FR1-03	1		1.5.CZ007-00030
1	FMG2-0102A01	Power box	SPCC-1.2T	1		1.1.WA47-0090

6.3.3 Service panel assembly (FMG2-0103000)
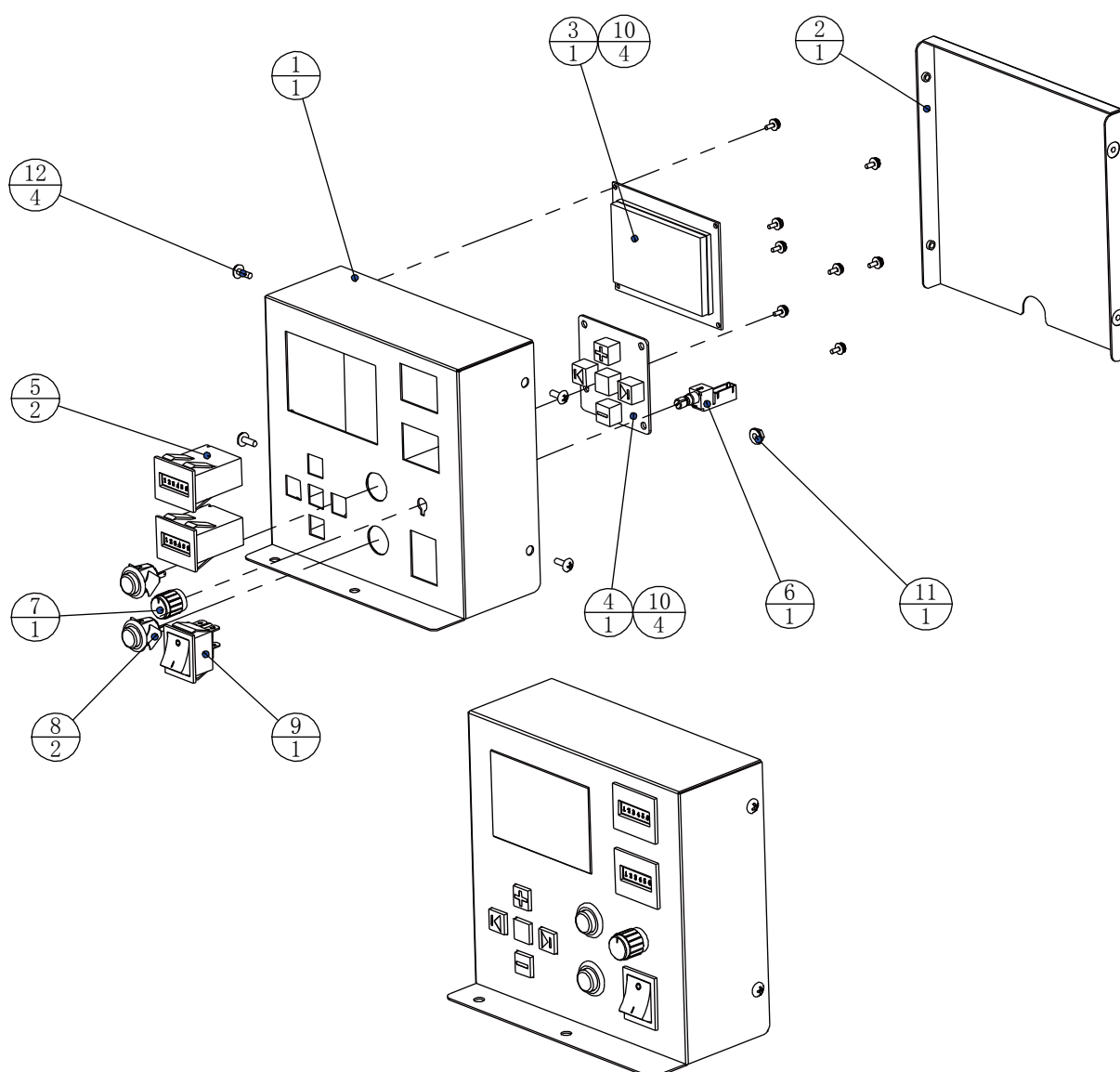
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
12		Cross large truss head screw	M4*10（chromeplating）	4		1.6.LS241012
11		Hexagon flange surface nut	M4	1		1.6.LM204013
10		Cross round head three combination screw	M3*6（chromeplating）	8		1.6.LS830012
9		Rocker switch	HS9-E1	1		1.4.KG008-00030
8		Round buckle-type key	Sanhe red SDP-103C-22RB	2		1.4.AJ500012#
7		Potentiometer knob	Φ13mm	1		1.4.VR201310
6		Volume VR module	VR-B10KΩ	1		1.4.VR160010
5		Counter	DC 12V	2		1.4.JS100020
4		5-bit keyboard	FMJ-SEVICE.PCB	1		1.4.BK001-04230
3		12864 LCD screen	TM12864Z-1	1		1.4.XS002-00050
2	FMG2-0103A02	Service panel back cover	SPCC-1.0T	1		1.1.WA47-0110
1	FMG2-0103A01	Service keyboard	SPCC-1.0T	1		1.1.WA47-0100
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.4 Circuit board assembly (FMG2-0104000)
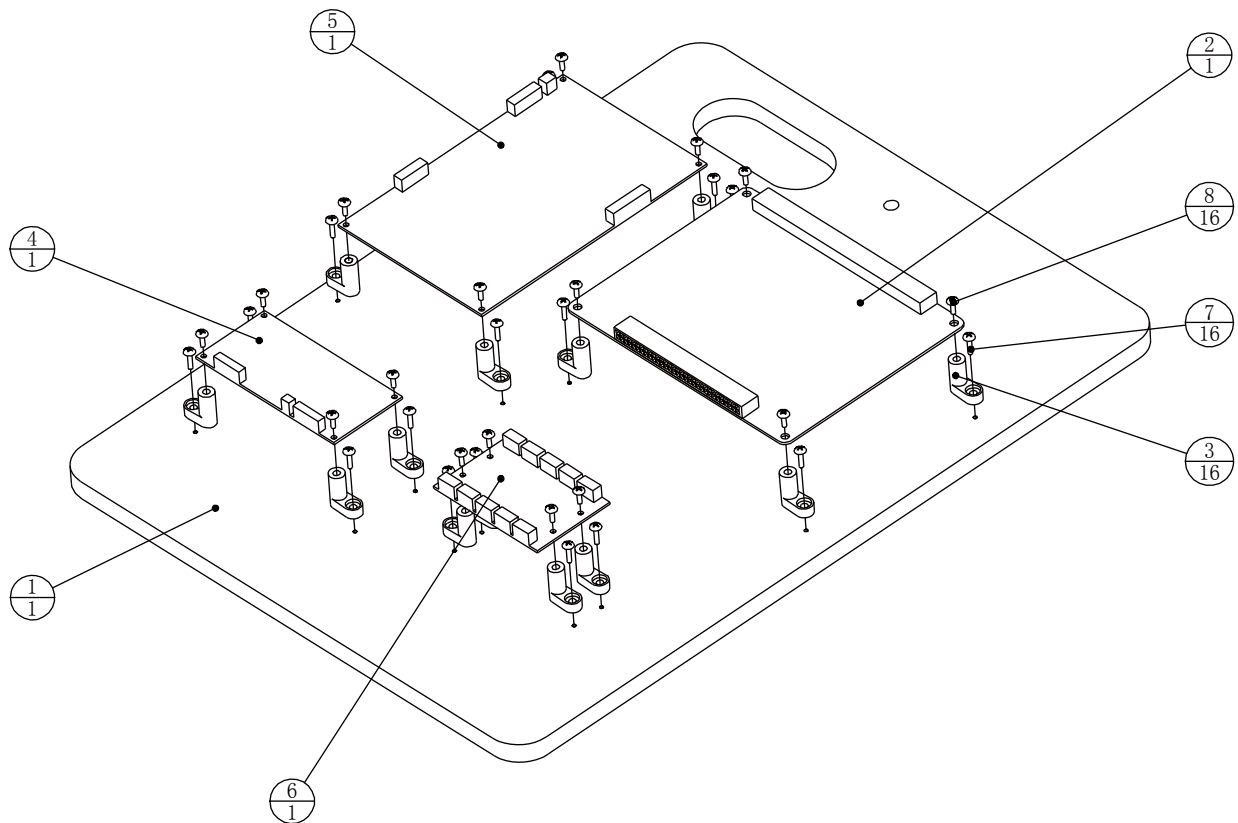
8		Cross large truss head screw	M3*8（chromeplating）	16		1.6.LS230032
7		Cross large truss head self-tapping screw	M3*12（chromeplating）	16		1.6.LS331022
6		10 channel Lamp control panel	FMJ-DKQ.PCB	1		1.4.BK001-04160
5		12 channel drive board	FMJ-CH12Magnet. PCB	1		1.4.BK001-04170
4		4 channel DC drive board	FMJ-MotorDrvier. PCB	1		1.4.BK001-04180
3		L-shaped foot stock	M3mm	16		1.9.LX103010
2		PBC main board	FMJ-MainBoard. PCB	1		1.4.BK001-04200
1	FMG2-0104B01	Circuit board holder	MDF-12.0T	1		1.2.WA47-0020
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.5 Switching power supply assembly (FMG2-0105000)
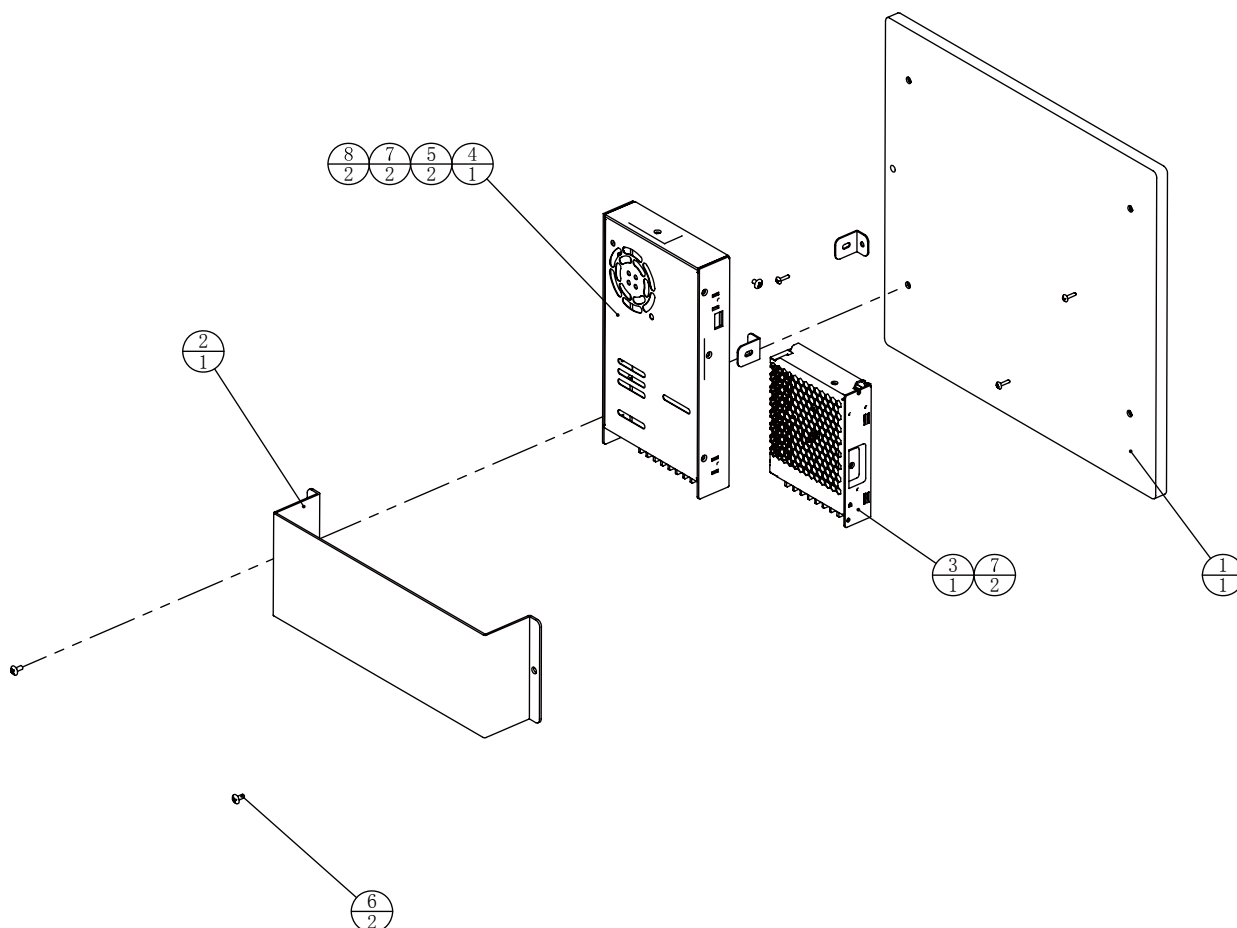
8		Cross large truss head screw	M4*6（chromeplating）	2		1.6.LS240012
7		Cross the big flat head self tapping screw	M3*12（chromeplating）	4		1.6.LS331022
6		Cross large truss head screw	M4*8（chromeplating）	2		1.6.LS240022
5	FMG2-0105A01	Fixing iron for power supply	SPCC-1.2T	2		1.1.WA47-0120
4		Power box LRS-450-12	LRS-450-12	1		1.4.DY001-00660
3		Power box LRS-100-5	LRS-100-5	1		1.4.DY170130
2	FMG2-0105D01	On/off power supply cover	PMMA-2.0T	1		1.7.WA47-0230
1	FMG2-0105B01	On/off power supply wood panel	MDF-12.0T	1		1.2.WA47-0070
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.6 Coin box assembly (FMG2-0106000)
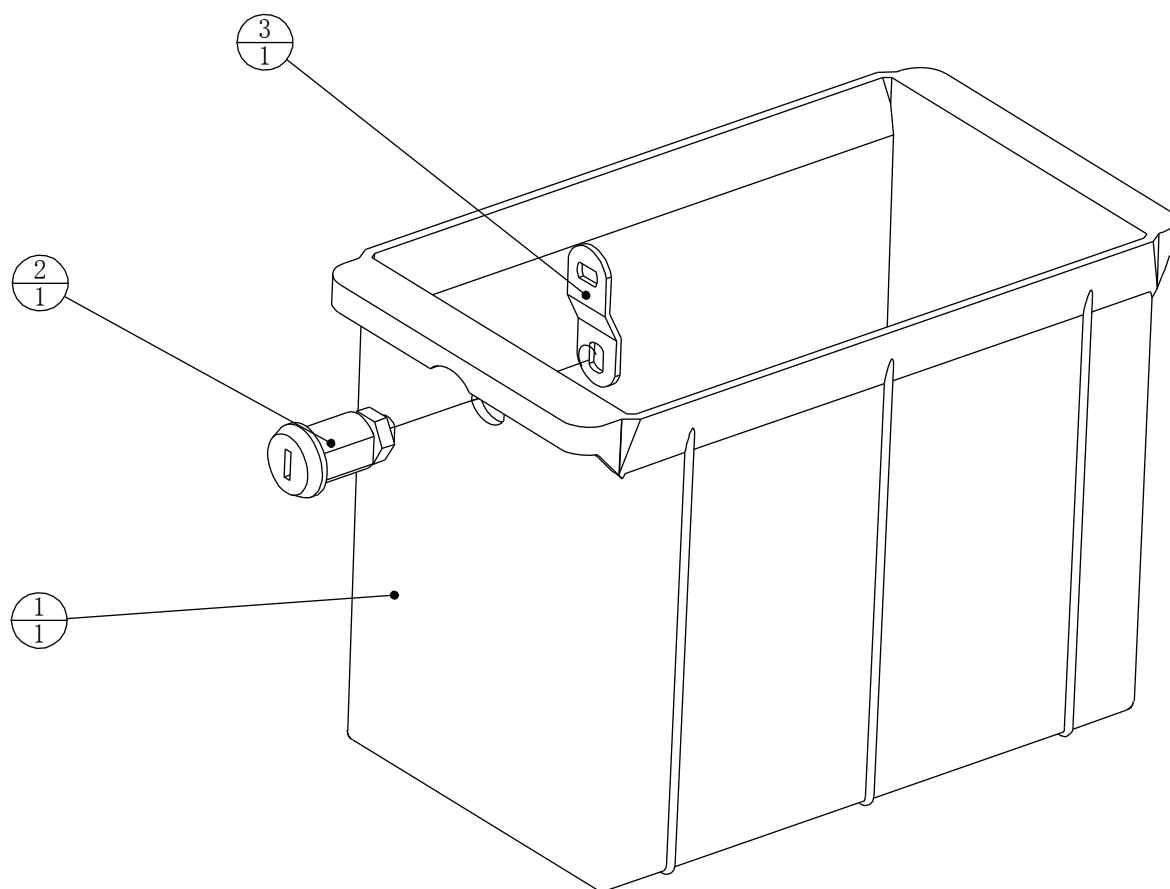
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
3		Slant bend locking piece	No. 001	1		1.4.SJ500060
2		Lock		1		1.3.WA35-7010#
1		Plastic coin box		1		1.8.AA000060

6.3.7 Front side LED assembly of machine (FMG2-0107000)
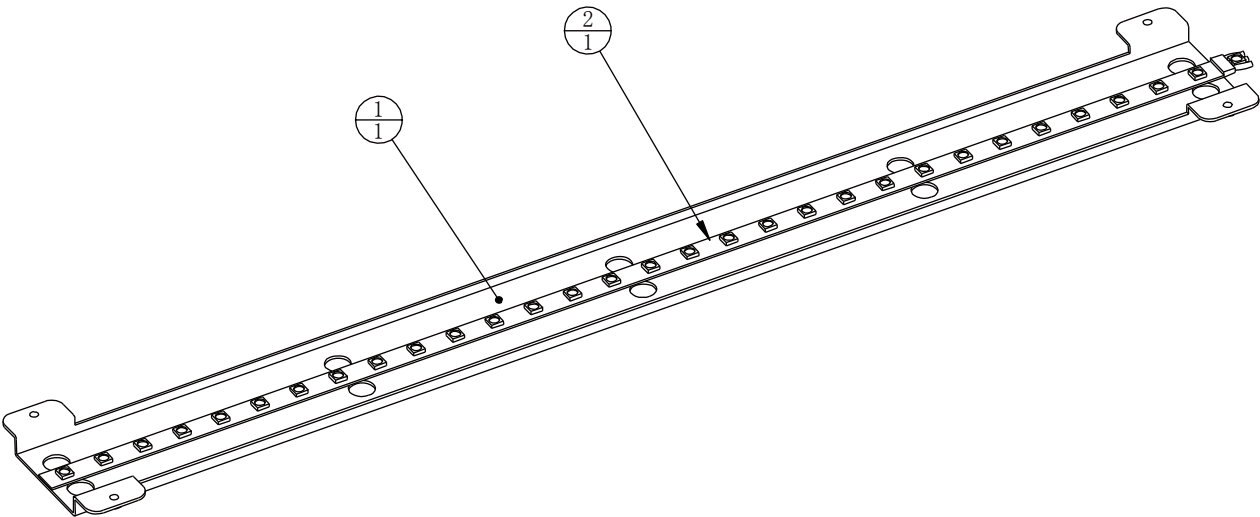
2		5050 soft light bar	DC12V SM16703 lamp BRG60 lamp L=500mm YLP-3P terminal	1		1.4.ZM003-03690
1	FMG2-0107A01	Fixing plate of front side light bar	SPCC-1.2T	1	Paint yellow	1.1.WA47-0130
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.8 Axe seat assembly (FMG2-0108000)
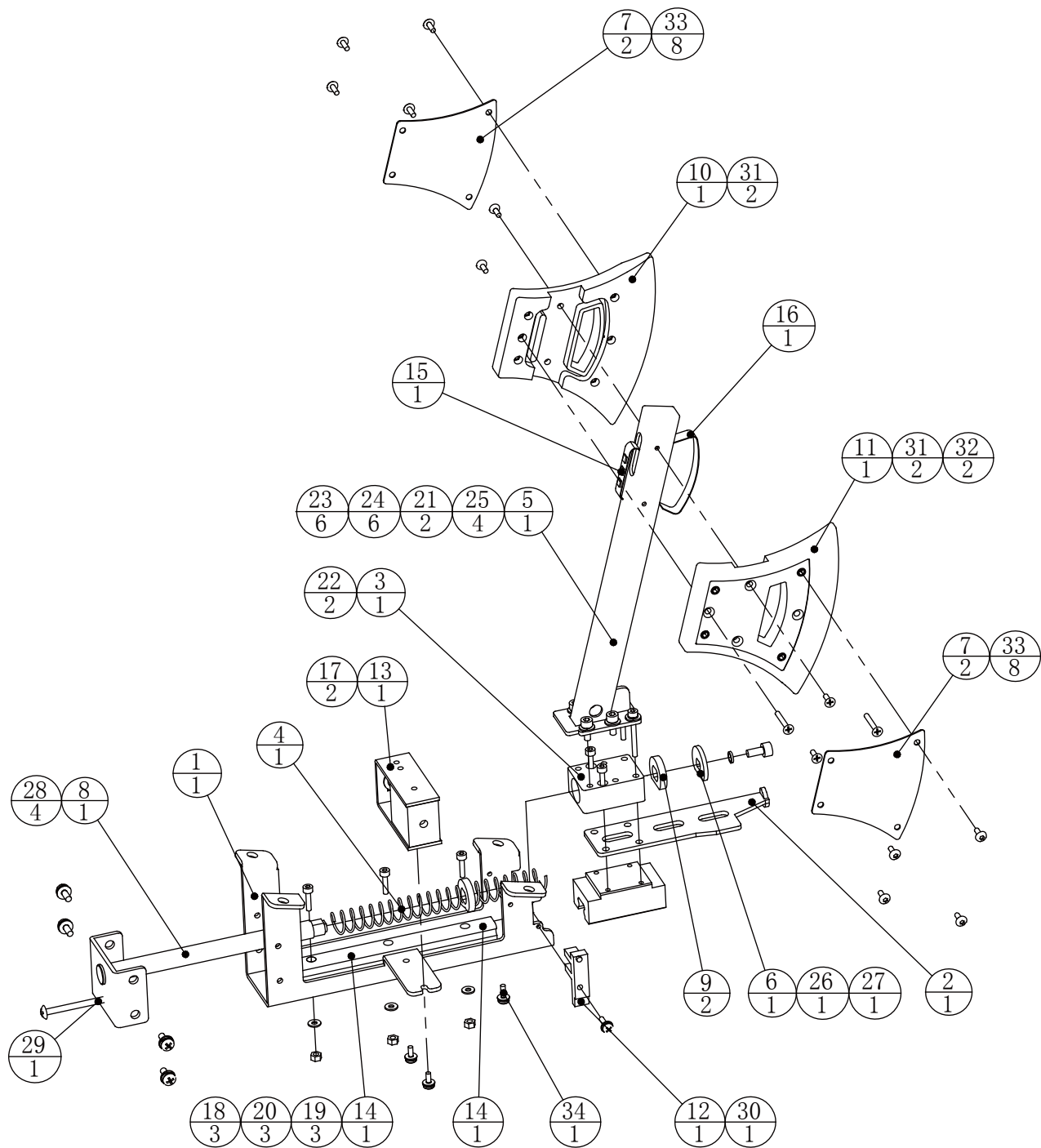
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
34		Cross round head three combination screw	M4*10（chromeplating）	1		1.6.LS841012
33		Hexagon socket large truss head screw	M4*10（chromeplating）	8		1.6.LS141012
32		Cross recessed head screws	M4*25（chromeplating）	2		1.6.LSC42022
31		Cross recessed head screws	M4*10（chromeplating）	4		1.6.LSC41012
30		Cross round head three combination screw	M4*12（chromeplating）	1		1.6.LS841022
29		Truss screw	M5*50（chromeplating）	1		1.6.LS255011
28		Cross round head three combination screw	M5*10（chromeplating）	4		1.6.LS851012
27		Hexagon socket cylindrical head screw	M6*12（color plating）	1		1.6.LSF61023
26		Spring washer	M6（chromeplating）	1		1.6.DP206012
25		Hexagon socket cylindrical head screw	M5*12（black plating）	4		1.6.LSF51021
24		Spring washer	M5（color plating）	6		1.6.DP205013
23		Flat gasket	Φ5*Φ12*1.0（chromeplating）	6		1.6.DP105022
22		Hexagon socket cylindrical head screw	M4*20（chromeplating）	2		1.6.LSF42012
21		Hexagon socket cylindrical head screw	M3*8 （chromeplating）	2		1.6.LSF30011
20		Self-locking nut	M4（zinc plating）	3		1.6.LM304014#
19		Flat gasket	Φ4*Φ10*1.0（chromeplating）	3		1.6.DP104012
18		Hexagon socket cylindrical head screw	M4*16 （stainless steel）	3		1.6.LSF41030
17		Cross round head three combination screw	M4*8 （chromeplating）	2		1.6.LS840022
16	5050 soft light bar Axe front	5050 soft light bar	DC12V RGB60 lamp with glue L=100mm Without terminal	1		1.4.ZM003-03770
15	5050 soft light bar Axe behind	5050 soft light bar	DC12V RGB60 lamp with glue L=50mm Without terminal	1		1.4.ZM003-03760
14		Linear guide rail	HGR15*164	1		1.4.DG010049
13		Solenoid	JF-S1670DL 12V	1		1.4.CT011060
12		Sensors	KI1300-AA07LF	1		1.4.GY100031
11	FMG2-0108D02	Axe head - hole side	Melon white PMMA-15.0T	1		1.7.WA47-0020
10	FMG2-0108D01	Axe head-nut side	Melon white PMMA-15.0T	1		1.7.WA47-0010
9	FMG2-0108A09	Buffering rubber	Urethane	1		1.1.WA47-0220
8	FMG2-0108A08	Spring guide shaft		1		1.1.WA47-0210
7	FMG2-0108A07	Axe head cover	Wiredrawing SUS304-1.0T	2		1.1.WA47-0200
6	FMG2-0108A06	Cushion spacer	SPCC-3.0T	1		1.1.WA47-0190
5	FMG2-0108A05	Axe handle square tube	stainless steel square tube	1		1.1.WA47-0180
4	FMG2-0108A04	Slider spring	60Mn	1		1.1.WA47-0170
3	FMG2-0108A03	Axe handle slide	7075	1		1.1.WA47-0160
2	FMG2-0108A02	Impact plate	SPCC-3.0T	1		1.1.WA47-0150
1	FMG2-0108A01	Guardrail mount		1		1.1.WA47-0140
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9 Hillside assembly (FMG2-0109000)

No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
25		Cross recessed head screws	M4*10（chromeplating）	10		1.6.LSC41012
24		Cross large truss head screw	M4*12（chromeplating）	1		1.6.LS241022
23		The three combination screw round head	M4*10（chromeplating）	2		1.6.LS841012
22	FMG2-0109A22	Slider baffle	SPCC-2.0T	1		1.1.WA47-0430
21		Cross recessed head screws	M4*14（chromeplating）	5		1.6.LSC41032
20		Cross round head three combination screw	M4*8（chromeplating）	2		1.6.LS840022
19		Hexagon flange surface nut	M4	11		1.6.LM204013
18		Self-locking nut	M3（zinc plating）	24		1.6.LM303014
17		Cross large truss head screw	M4*10（chromeplating）	12		1.6.LS241012
16		5050 soft light bar	DC5V WS2813 60 lamp L=650mm YLP-3P terminal	4		1.4.ZM003-03780
15		Aluminum alloy guardrail	SGR10E-683mm	1		1.4.DG004-00010
14	FMG2-0109000-08	Character assembly		1		
13	FMG2-0109000-07	Left bearing assembly		2		
12	FMG2-0109000-06	Motor photo eye plate assembly		1		
11	FMG2-0109000-05	Motor assembly		1		
10	FMG2-0109000-04	Small tree electromagnet group		12		
9	FMG2-0109000-03	Regulating motor assembly		1		
8	FMG2-0109000-02	Stop rack assembly		1		
7	FMG2-0109000-01	Scored electric eye assembly		1		
6	FMG2-0109D04	Slope platform plaque 3	PMMA-4.0T	1		1.7.WA47-0350
5	FMG2-0109D03	Slope platform plaque 2	PMMA-4.0T	1		1.7.WA47-0340
4	FMG2-0109D02	Slope platform plaque 1	PMMA-4.0T	1		1.7.WA47-0330
3	FMG2-0109D01	spacer	Andy plate-10.0T	2		1.7.WA47-0200
2	FMG2-0109A21	Rack limit iron	SPCC-1.5T	2	Electroplated blue zinc	1.1.WA47-0420
1	FMG2-0109A01	Hillside platform		1	Paint yellow	1.1.WA47-0230
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
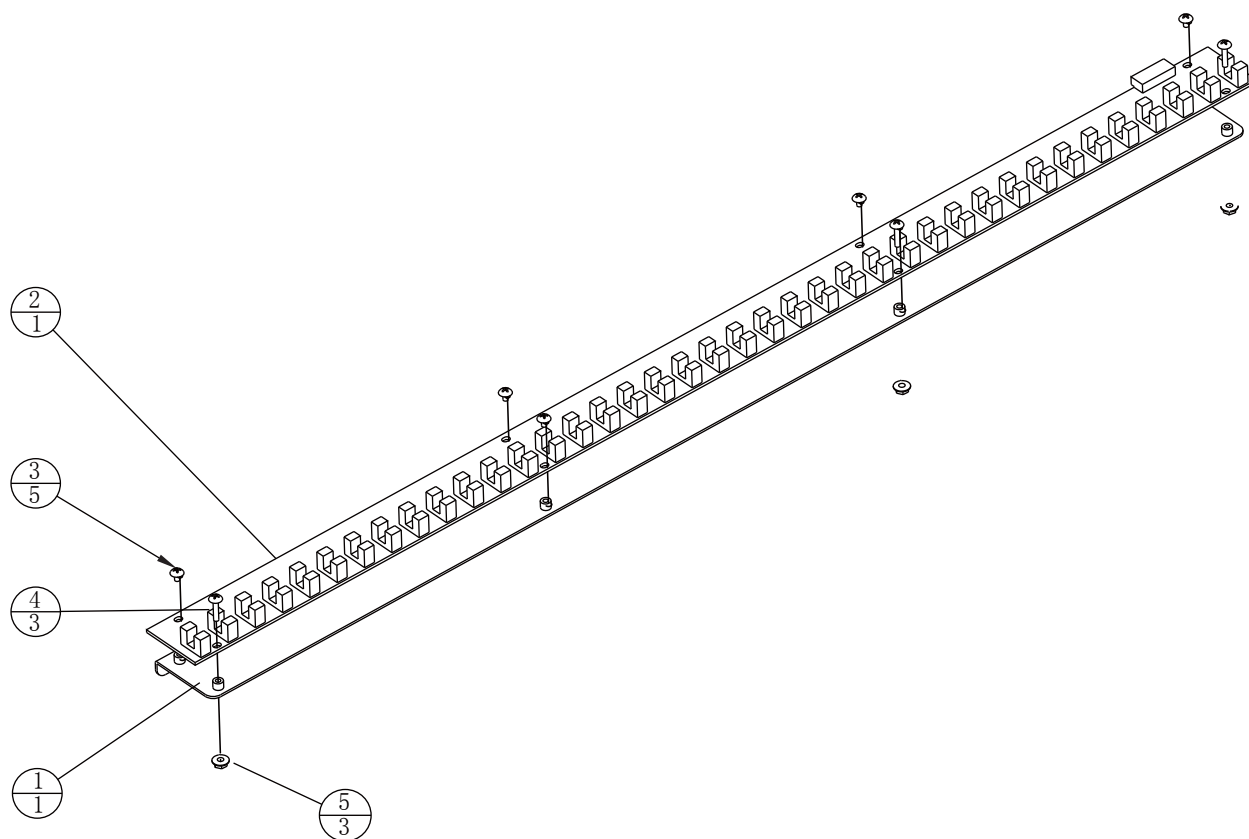
5		Hex flange nut	M3(Color)	3		1.6.LM203013
4		Truss screw	M3*12（chroming）	3		1.6.LS231022
3		Truss screw	M3*4（chroming）	5		1.6.LS230010
2		Photoelectric board	WL_FMG_EYE_V1.1	1		1.4.ZJ030491
1	FMG2-0109A02	Electric eye mount	SPCC-1.2T	1		1.1.WA47-0240
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9.2 Stop rack assembly (FMG2-0109000-02)
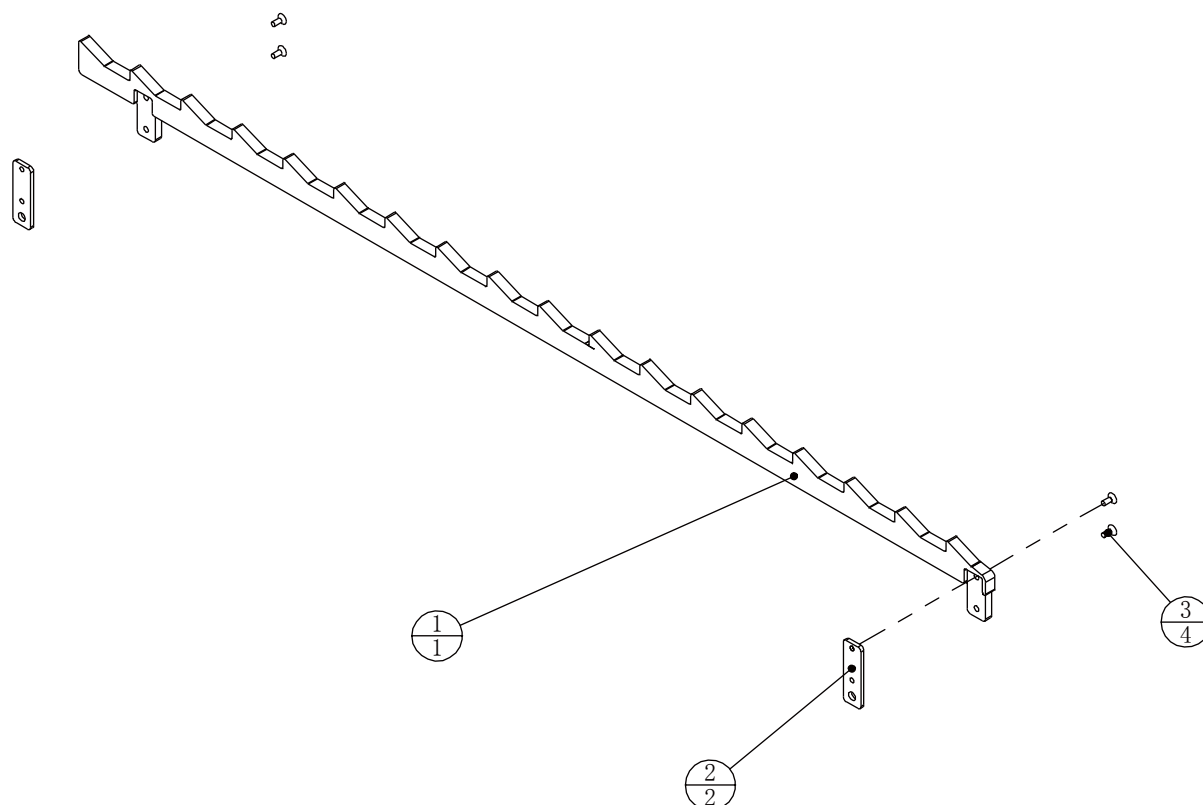
3		Cross recessed head screws	M3*6（chromeplating）	4		1.6.LSC30022
2	FMG2-0109A03	Rack pull tab	SPCC-2.0T	2	Blue zinc plating	1.1.WA47-0250
1	FMG2-0109D05	Stop rack	PC	1		1.7.WA47-0180
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9.3 Regulating motor assembly (FMG2-0109000-03)
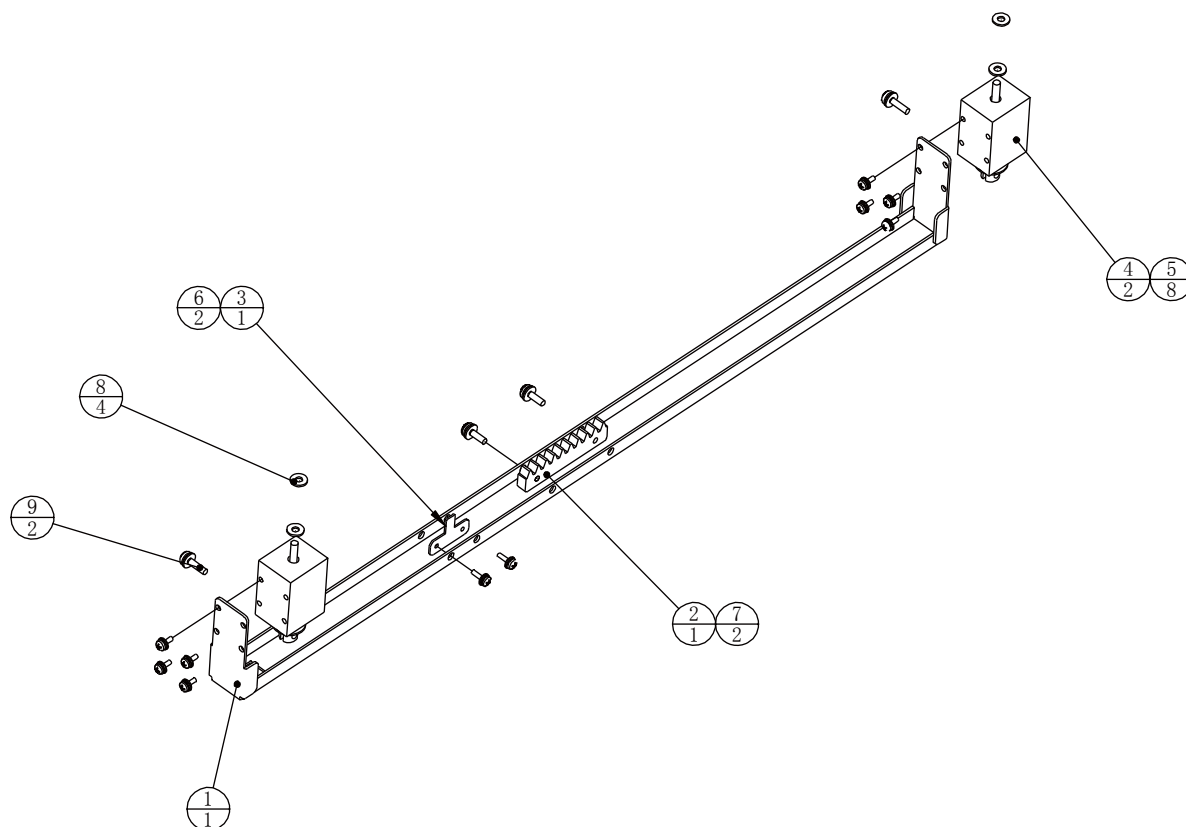
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
9		Cross round head three combination screw	M4*12（chromeplating）	2		1.6.LS841022
8		Flat gasket	Φ4*Φ10*1.0（chromeplating）	4		1.6.DP104012
7		Cross round head three combination screw	M4*10（chromeplating）	2		1.6.LS841012
6		Cross round head three combination screw	M3*8（chromeplating）	2		1.6.LS830022
5		Cross round head three combination screw	M3*6（chromeplating）	8		1.6.LS830012
4		Electromagnet	JF-1040B 12V	2		1.4.CT001-00160
3	FMG2-0109A06	Motor photo eye piece	SPCC-1.0T	1		1.1.WA47-0280
2	FMG2-0109A05	Rack	Q235	1		1.1.WA47-0270
1	FMG2-0109A04	Regulating electromagnet bracket	SPCC-1.5T	1		1.1.WA47-0260
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9.4 Small tree electromagnet group (FMG2-0109000-04)
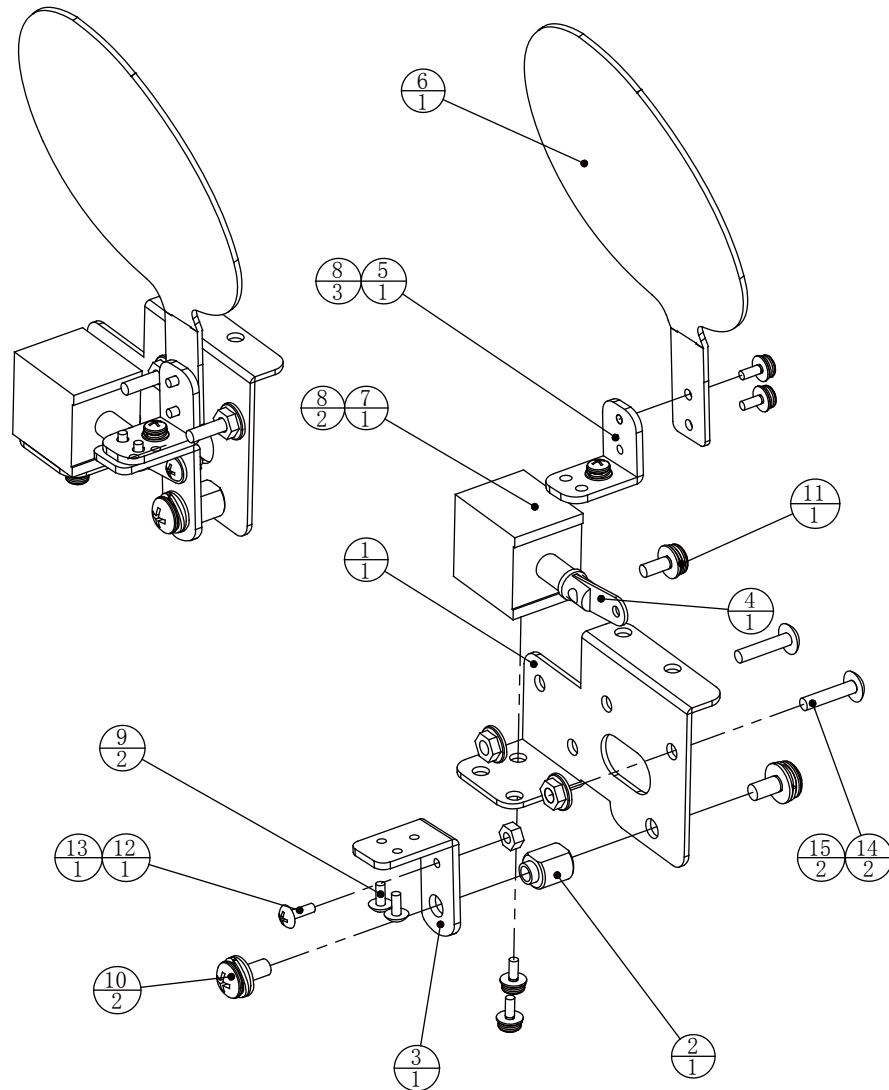
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
15		Hex flange nut	M4	2		1.6.LM204013
14		Truss screw	M4*16（chroming）	2		1.6.LS241032
13		Caulking nut	M3（zinc）	1		1.6.LM303014
12		Truss screw	M3*8（chroming）	1		1.6.LS230032
11		The three combination screw round head	M4*8（chroming）	1		1.6.LS840022
10		The three combination screw round head	M5*8（chroming）	2		1.6.LS850012
9		Truss screw	M3*6（chroming）	3		1.6.LS230022
8		The three combination screw round head	M3*6（chroming）	5		1.6.LS830012
7		Electromagnet	JF-0826B 12V	1		1.4.CT001-00170
6	FMG2-0109D06	Small tree	POM-1.0T	1		1.7.WA47-0390
5	FMG2-0109A11	Leaf fixed iron	SPCC-2.0T	1		1.1.WA47-0330
4	FMG2-0109A10	Draw back plate	Wiredrawing SUS304-1.0T	1		1.1.WA47-0320
3	FMG2-0109A09	Small tree pole	SPCC-2.0T	1		1.1.WA47-0310
2	FMG2-0109A08	Tree swivel	7075	1		1.1.WA47-0300
1	FMG2-0109A07	Tree magnet fixed iron	SPCC-1.5T	1		1.1.WA47-0290
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9.5 Motor assembly (FMG2-0109000-05)
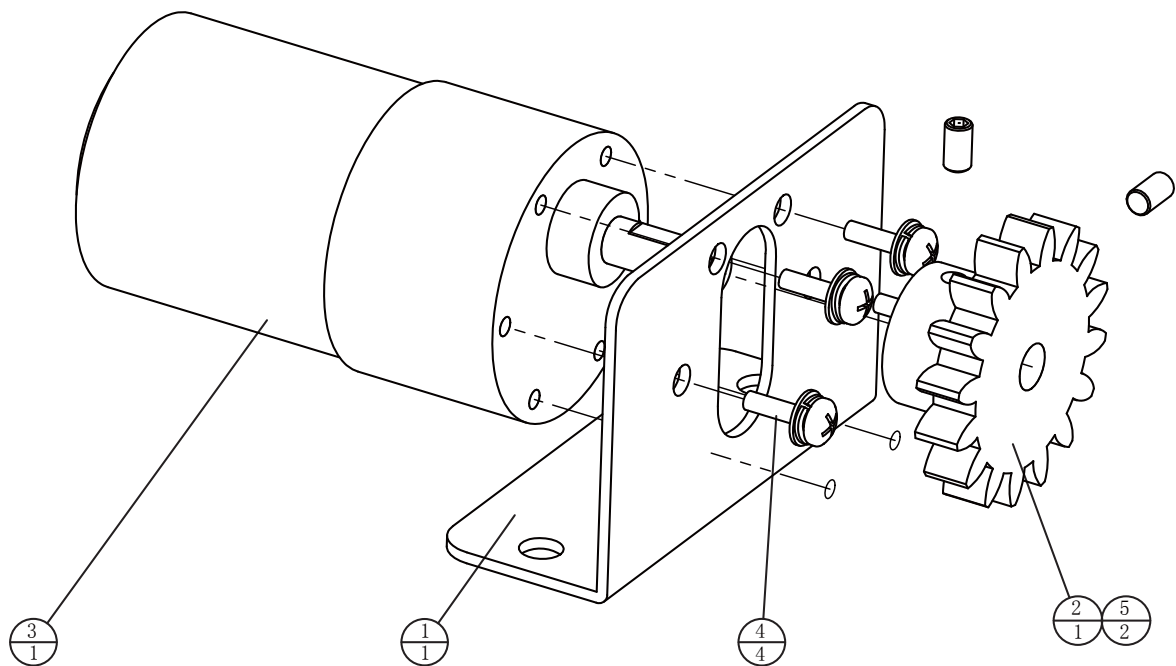
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
5		The headless socket head screw	M4*6（Black）	2		1.6.LST40011#
4		The three combination screw round head	M3*6（chroming）	4		1.6.LS830012
3		Motor	37YD530-12V10RPM	1		1.4.MD001-01000
2	FMG2-0109A14	Gear	Q235	1		1.1.WA47-0350
1	FMG2-0109A13	Motor fixture	SPCC-1.5T	1		1.1.WA47-0340

6.3.9.6 Motor photo eye board assembly (FMG2-0109000-06)
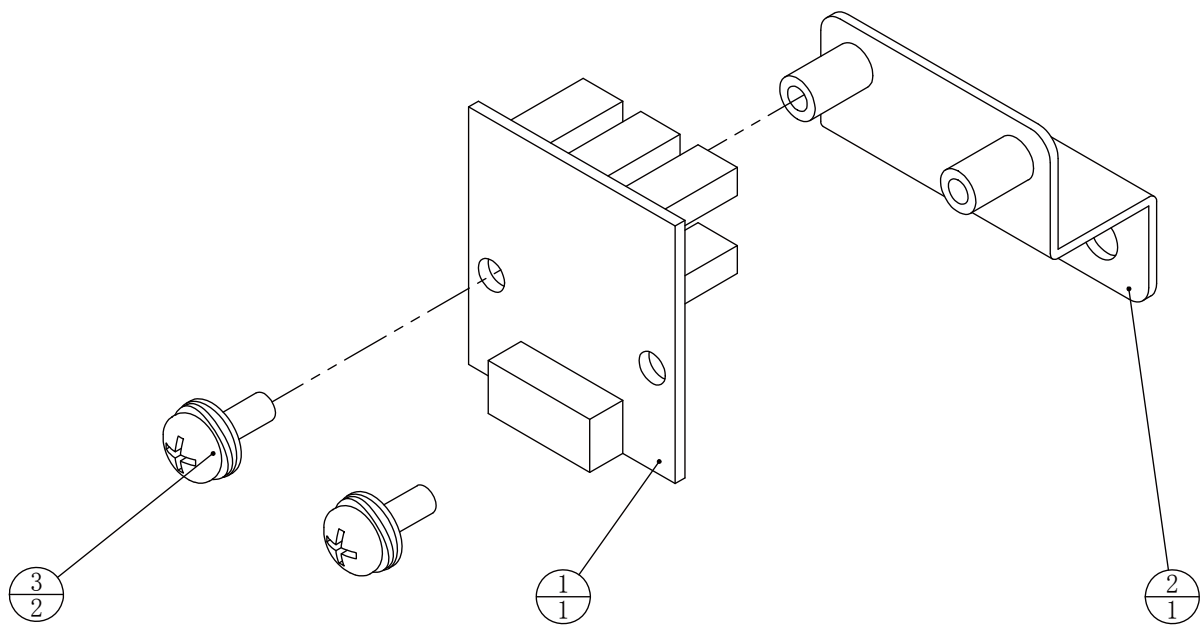
3		The three combination screw round head	M4*8（chromeplating）	2		1.6.LS840022
2	FMG2-0109A15	Motor photo eye holder iron	SPCC-1.2T	1		1.1.WA47-0360
1		Prize-killing U-shaped photoelectric board	FMJ-SENSOR.PCB	1		1.4.BK001-04190
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.9.7 Left bearing assembly (FMG2-0109000-07)
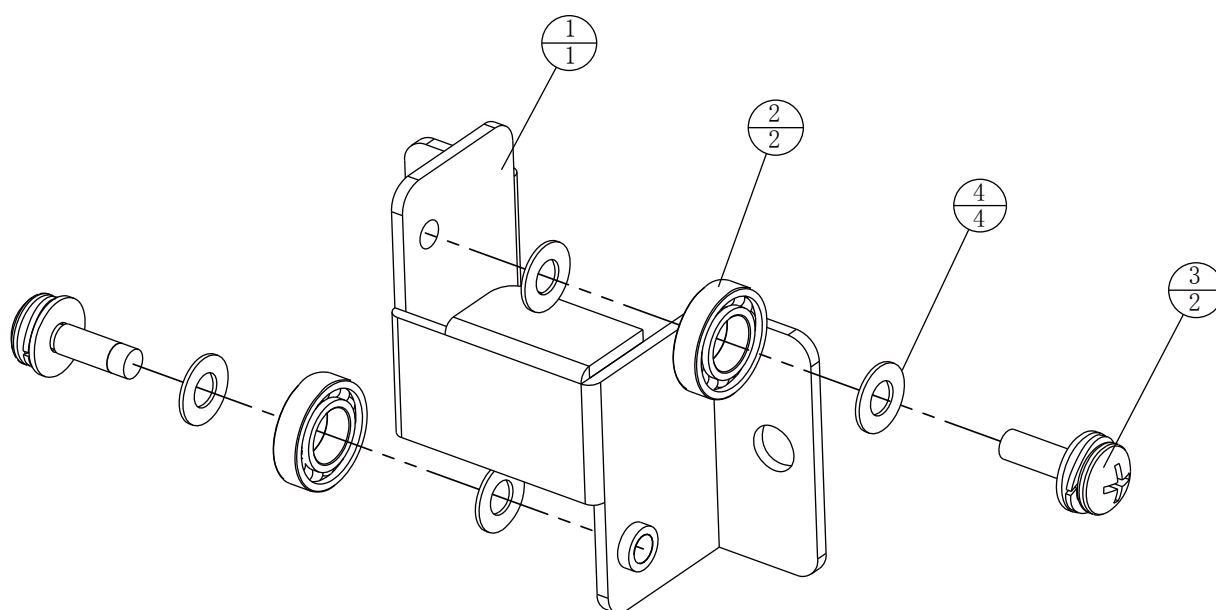
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
4		Flat gasket	Φ4*Φ8*0.5（chroming）	4		
3		The three combination screw round head	M4*10（chroming）	2		1.6.LS841012
2		604 Bearing	4*12*4	2		1.4.ZC001-00480
1	FMG2-0109A16	Fixing hardware of bearing	SPCC-1.5T	1		1.1.WA47-0370

6.3.9.8 Character assembly (FMG2-0109000-08)
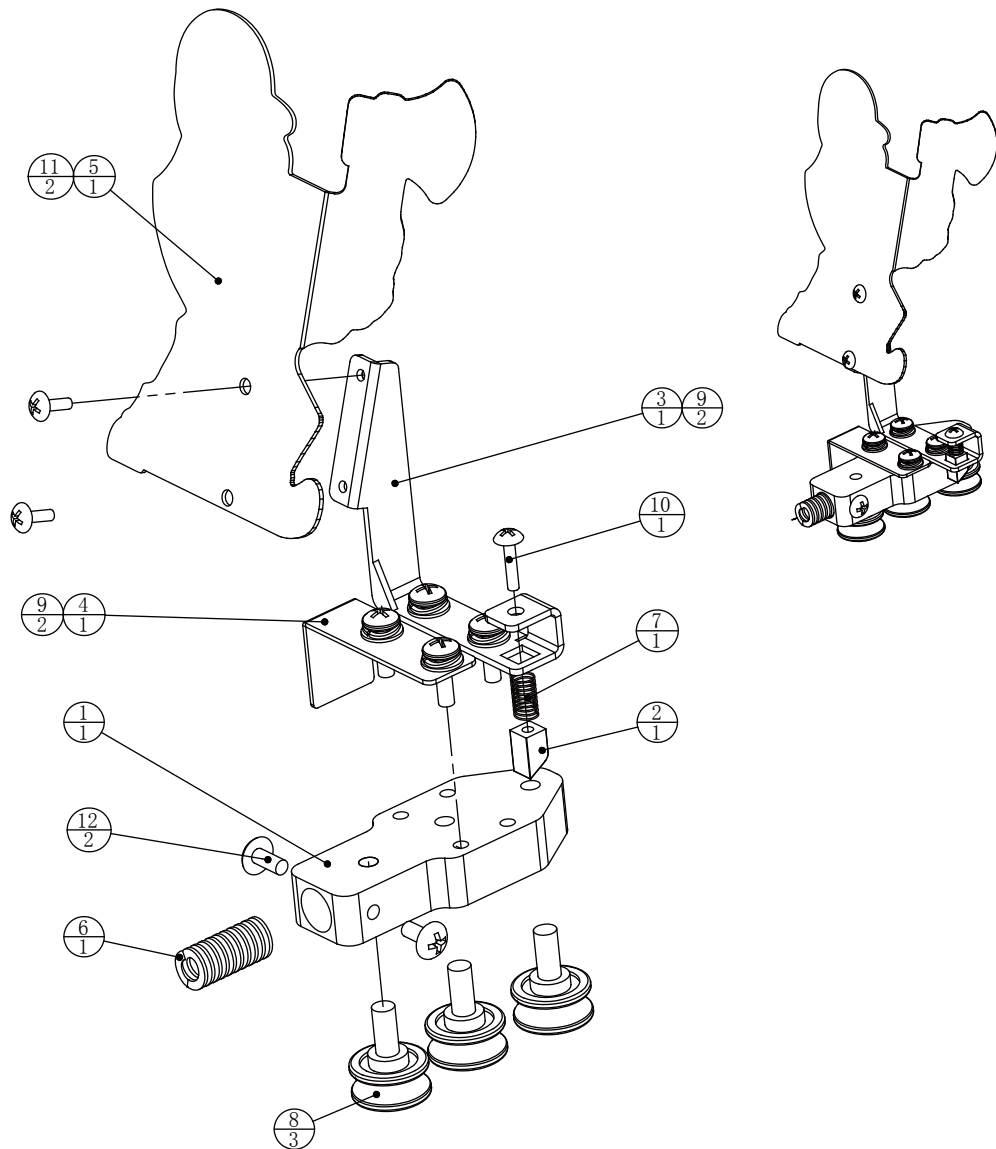
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
12		Truss screw	M4*8（chroming）	2		1.6LS240022
11		Truss screw	M3*8（chroming）	2		1.6LS230032
10		Truss screw	M3*12（chroming）	1		1.6LS231022
9		The three combination screw round head	M4*10（chroming）	4		1.6LS841012
8		Bearing	SG15	3		1.4.ZC001-00470
7		Rack snap spring	0.3X5X10	1		1.4.TH002-00080
6		Flat wire springs	TF10X5X20	1		1.4.TH002-00070
5	FMG2-0109D07	Character	PC-1.0T	1		1.7.WA47-0380
4	FMG2-0109A20	Electric eye sensor	SPCC-1.0T	1	Paint yellow	1.1.WA47-0410
3	FMG2-0109A19	Character holder	SPCC-1.5T	1	Paint yellow	1.1.WA47-0400
2	FMG2-0109A18	Slider stop	7075	1		1.1.WA47-0390
1	FMG2-0109A17	Slider length	White POM-10.0T	1		1.1.WA47-0380
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.10 Console decoration assembly (FMG2-0110000)
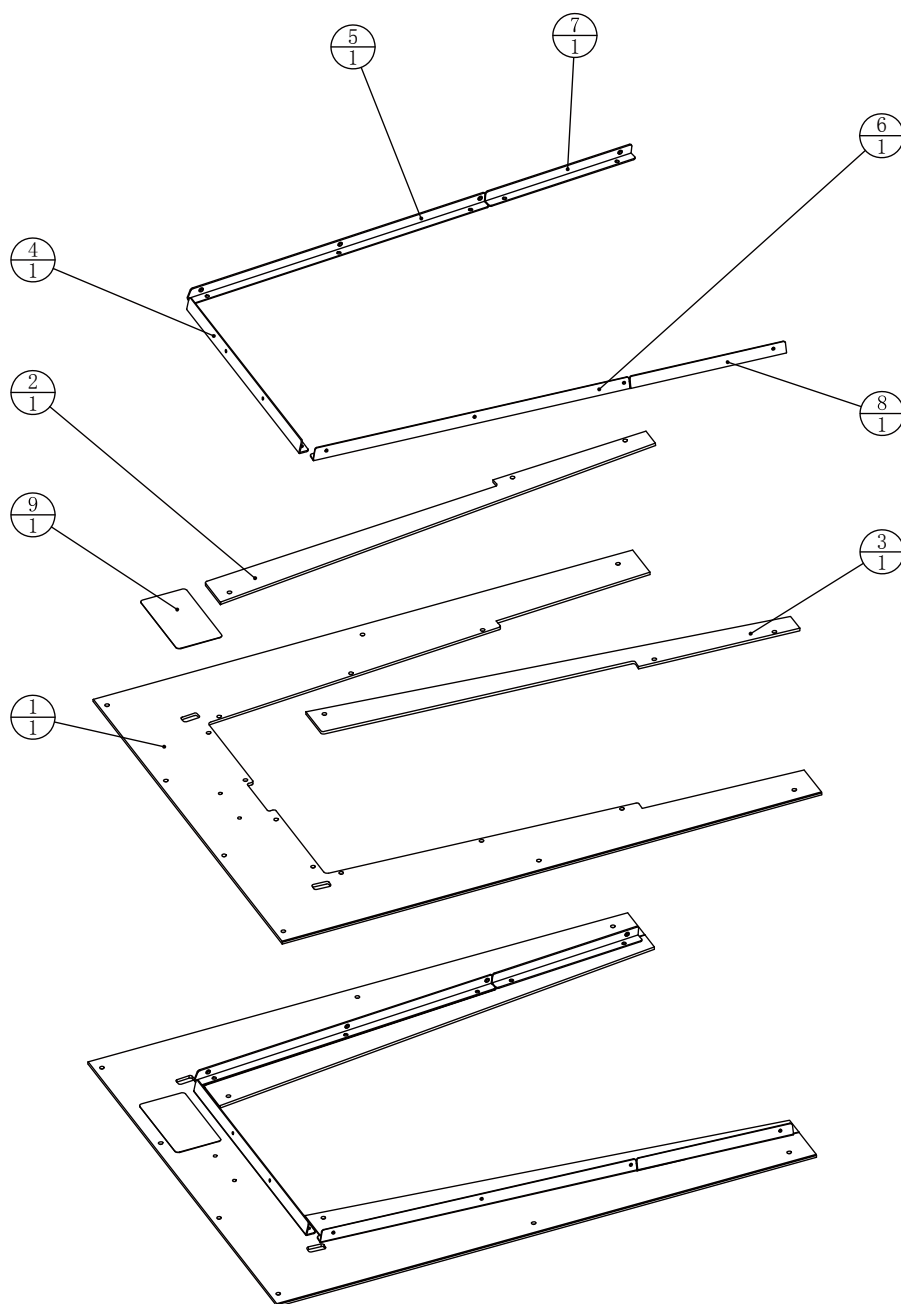
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
9	FMG2-0110D04	Award-winning PVC	PVC-0.5T	1		1.7.WA47-0420
8	FMG2-0110A05	Cover fastener 5	SPCC-1.5T	1		1.1.WA47-0480
7	FMG2-0110A04	Cover fastener 4	SPCC-1.5T	1		1.1.WA47-0470
6	FMG2-0110A03	Cover fastener 3	SPCC-1.5T	1		1.1.WA47-0460
5	FMG2-0110A02	Cover fastener 2	SPCC-1.5T	1		1.1.WA47-0450
4	FMG2-0110A01	Cover fastener 1	SPCC-1.5T	1		1.1.WA47-0440
3	FMG2-0110D03	Console decoration part 4	PMMA-3.0T	1		1.7.WA47-0280
2	FMG2-0110D02	Console decoration part 3	PMMA-4.0T	1		1.7.WA47-0270
1	FMG2-0110D01	Console decoration part 2	PMMA-4.0T	1		1.7.WA47-0260
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.3.11 Start button assembly (FMG2-0112000)
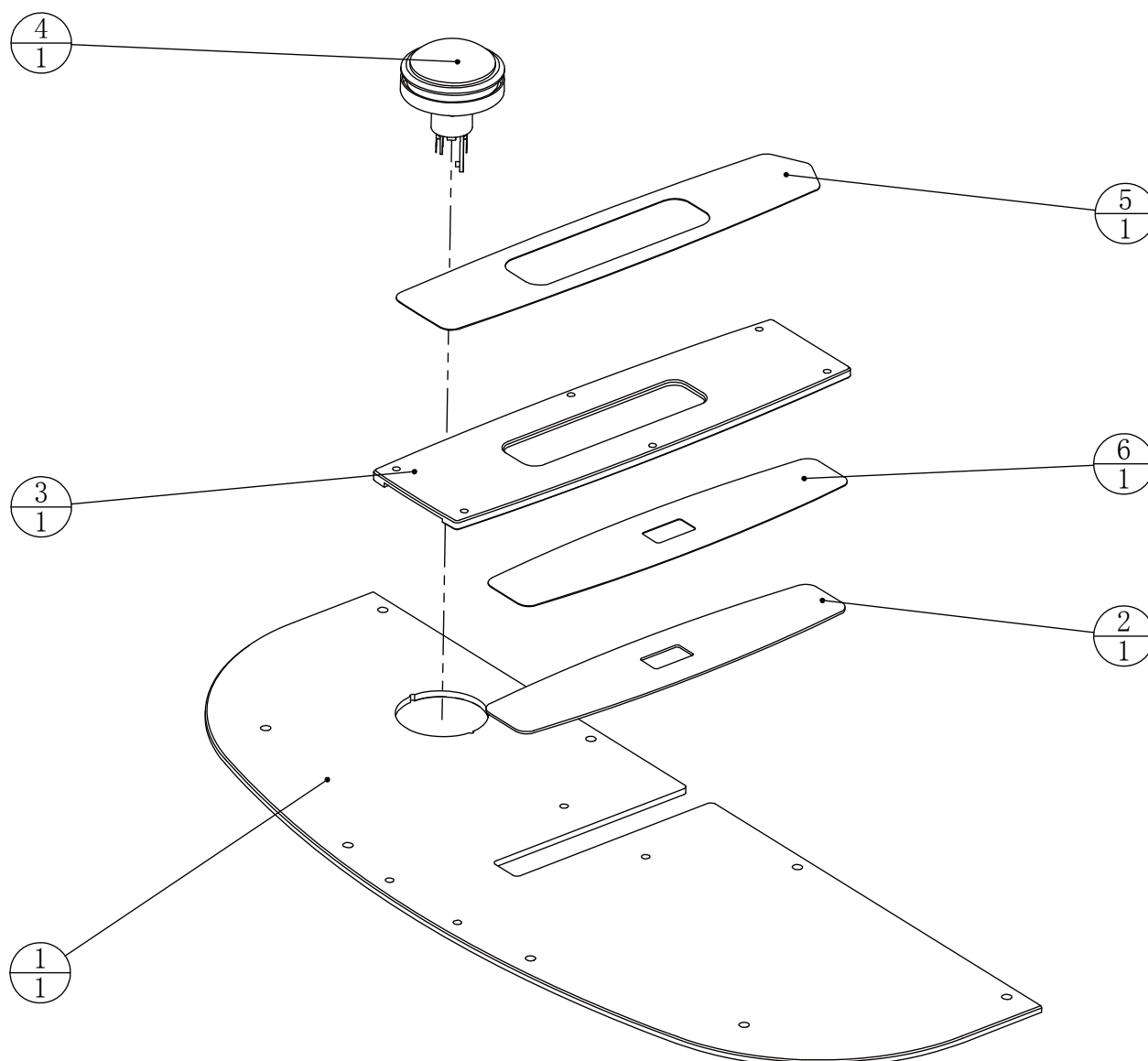
6	FMG2-0112D04	Ax protector, 1	PVC-0.5T	1		1.7.WA47-0400
5	FMG2-0112D03	Axe head bottom sticker	PVC-0.5T	1		1.7.WA47-0410
4		Round button with lamp (include lamp holder)	TN-BK-C-CY D Yellow	1		1.4.AJ002-00230
3	FMG2-0112C01	Axe protector 2	Yellow PE	1		1.8.WA47-0010
2	FMG2-0112D02	Axe protector 1	PC-1.5T	1		1.7.WA47-0190
1	FMG2-0112D01	Console trimming 1	PMMA-4.0T	1		1.7.WA47-0250
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4 General assembly of stand (FMG2-0200000)
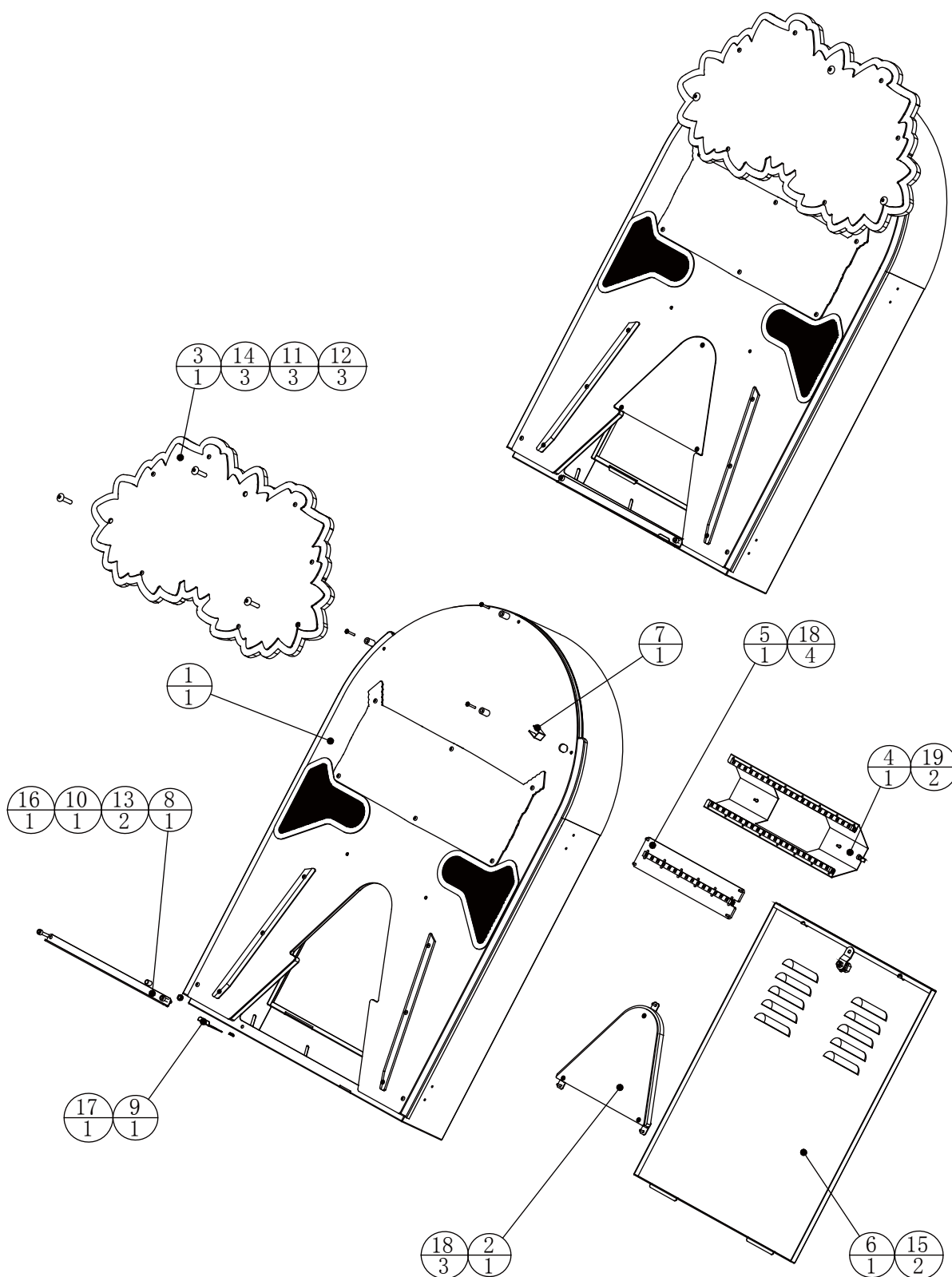
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
19		Hexagon socket large truss head screw	M4*12（chromeplating）	2		1.6.LS141022
18		Cross large truss head screw	M4*12（chromeplating）	7		1.6.LS241022
17		Hexagon flange surface nut	M4	1		1.6.LM204013
16		Caulking nut	M6（zinc plating）	1		1.6.LM306014#
15		Hexagon socket large truss head screw	M4*20（chromeplating）	2		1.6.LS142012
14		Hexagon socket large truss head screw	M8*35（stainless steel）	3		1.6.LS183025
13		Socket column head screw	M6*25（black coating）	2		1.6.LSF62021
12		The round head screw	M4*25（black coating）	3		1.6.LS742011
11		Chrome bolt	Outside diameter 12MMX20	3		1.6.LD005-00040
10	FMG2-0200A05	Support rod spacer	White POM	1		1.1.WA47-0520
9	FMG2-0200A04	Support rod limit iron	SPCC-1.2T	1		1.1.WA47-0510
8	FMG2-0200A03	Support rod	SPCC-2.0T	1		1.1.WA47-0500
7	FMG2-0200A01	Hidden line card	SPCC-1.0T	1		1.1.WA47-0490
6	FMG2-0206000	Upper rear door assembly		1		
5	FMG2-0205000	Bonus LED assembly		1		
4	FMG2-0204000	Sign board LED assembly 1		1		
3	FMG2-0203000	LOGO LED box assembly		1		
2	FMG2-0202000	Stand interior assembly		1		
1	FMG2-0201000	Stand assembly		1		
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.1 Stand assembly (FMG2-0201000)
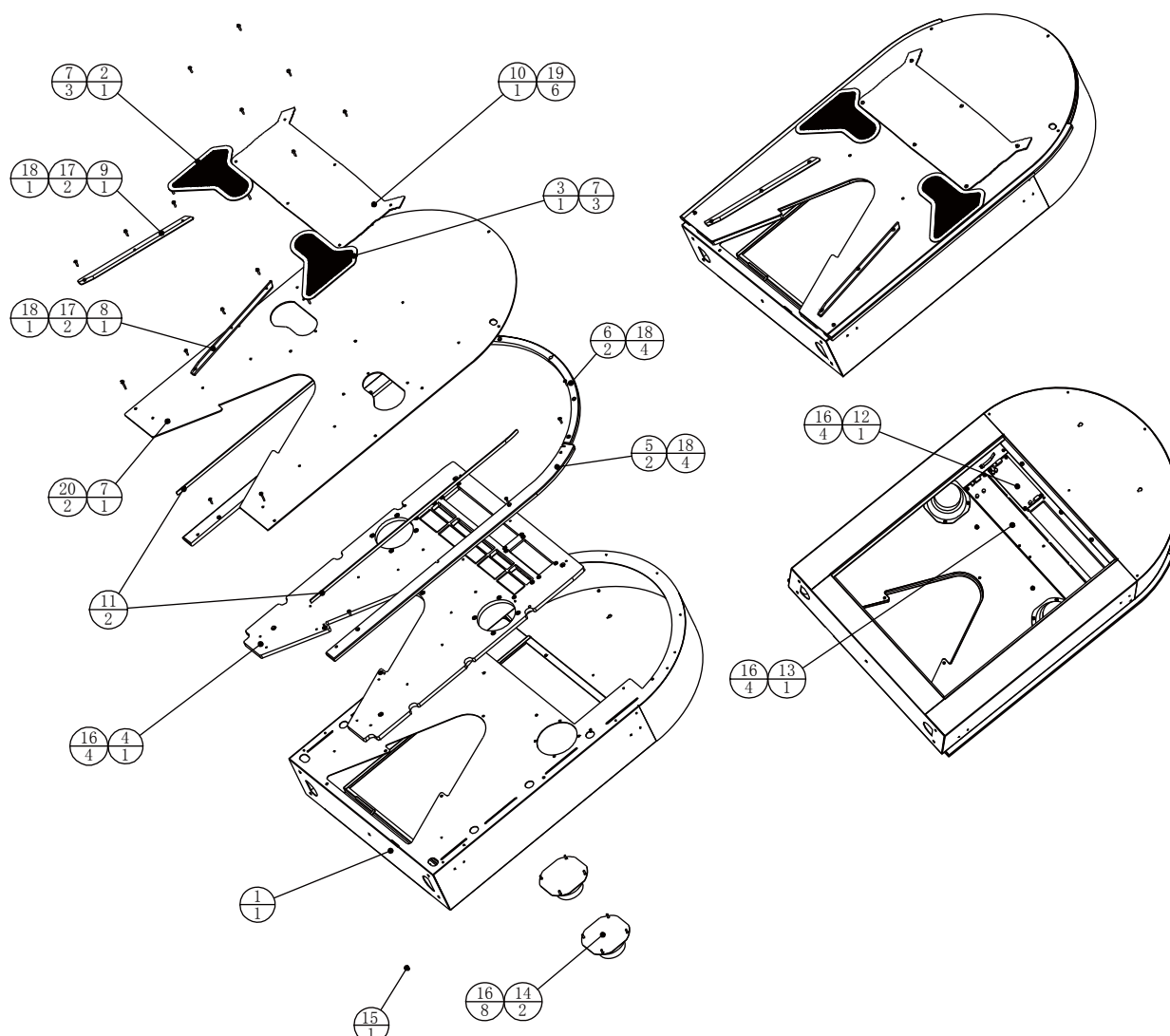
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
20		Hexagon socket large truss head screw	M4*25（chromeplating）	2		1.6.LS142022
19		Hexagon socket large truss head screw	M4*16（chromeplating）	6		1.6.LS141032
18		Cross recessed head screws	M4*16（chromeplating）	10		1.6.LSC41042
17		Cross large truss head screw	M4*16（chromeplating）	4		1.6.LS241032
16		Cross large truss head screw	M4*12（chromeplating）	20		1.6.LS241022
15		Hexagon flange surface nut	M4	7		1.6.LM204013
14		Round antimagnetic horn	4 inch 8Ω/15W	2		1.4.YS204040
13		1.0 inch 3x5-bit digital tube panel	FMJ-LED 1.0 inch x3x5.PCB	1		1.4.BK001-04220
12		1.5 inch 4-bit digital tube panel	FMJ-LED1.5x4.PCB	1		1.4.BK001-04210
11		5050 soft light bar	DC12V SM16703 BRG 60 lamp L=800mm YLP-3P terminal	2		1.4.ZM003-03700
10	FMG2-0201D06	Score board	PMMA-3.0T	1		1.7.WA47-0360
9	FMG2-0201D05	Cover inner edge 2	PMMA-5.0T	1		1.7.WA47-0160
8	FMG2-0201D04	Cover inner edge 1	PMMA-5.0T	1		1.7.WA47-0150
7	FMG2-0201D03	Front plaque of stand	PMMA-3.0T	1		1.7.WA47-0310
6	FMG2-0201D02	Stand bordering 2	Melon white PMMA-12.0T	2		1.7.WA47-0060
5	FMG2-0201D01	Stand bordering 1	Melon white PMMA-12.0T	2		1.7.WA47-0050
4	FMG2-0201B01	Digital display wooden plate	MDF-12.0T	1		1.2.WA47-0030
3	FMG2-0201A04	Right trimming of speaker	SPCC-1.2T	1		1.1.WA47-0550
2	FMG2-0201A03	Left trimming of speaker	SPCC-1.2T	1		1.1.WA47-0540
1	FMG2-0201A01	Stand frame		1		1.1.WA47-0530
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.2 Stand interior assembly (FMG2-0202000)
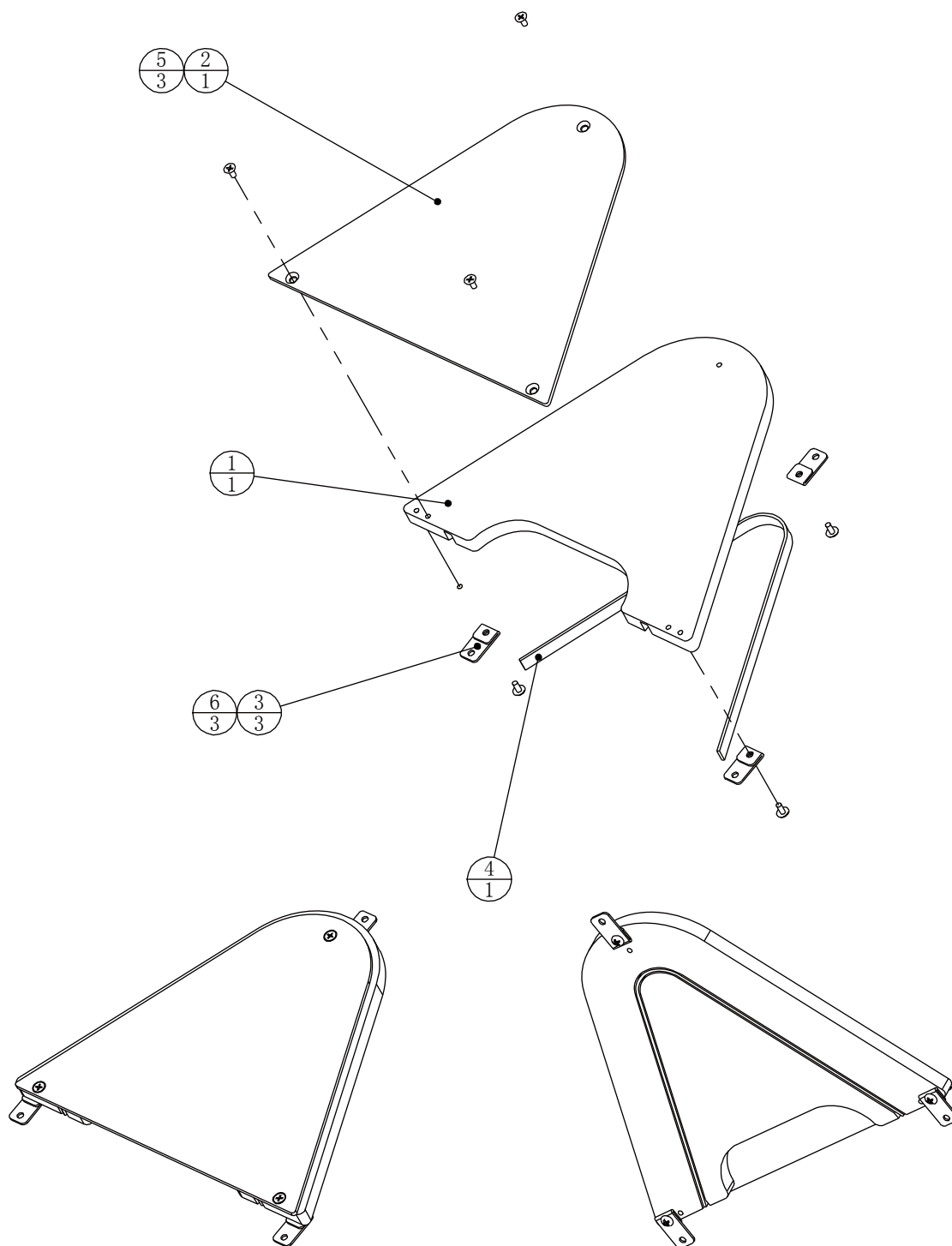
6		Cross large truss head screw	M4*8（chromeplating）	3		1.6.LS240022
5		Cross recessed head screws	M4*8（chromeplating）	3		1.6.LSC40022
4		5050 soft light bar	DC12V SM16703 RGB 60 lamp L=400mm YLP-3P terminal	1		1.4.ZM003-03740
3	FMG2-0202A01	Triangle fixing iron	SPCC-1.5T	3		1.1.WA47-0560
2	FMG2-0202D02	Cover plate of stand interior lamp	PMMA-3.0T	1		1.7.WA47-0370
1	FMG2-0202D01	Stand interior lamp edge	Melon white PMMA-12.0T	1		1.7.WA47-0070
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.3 LOGO LED box assembly (FMG2-0203000)
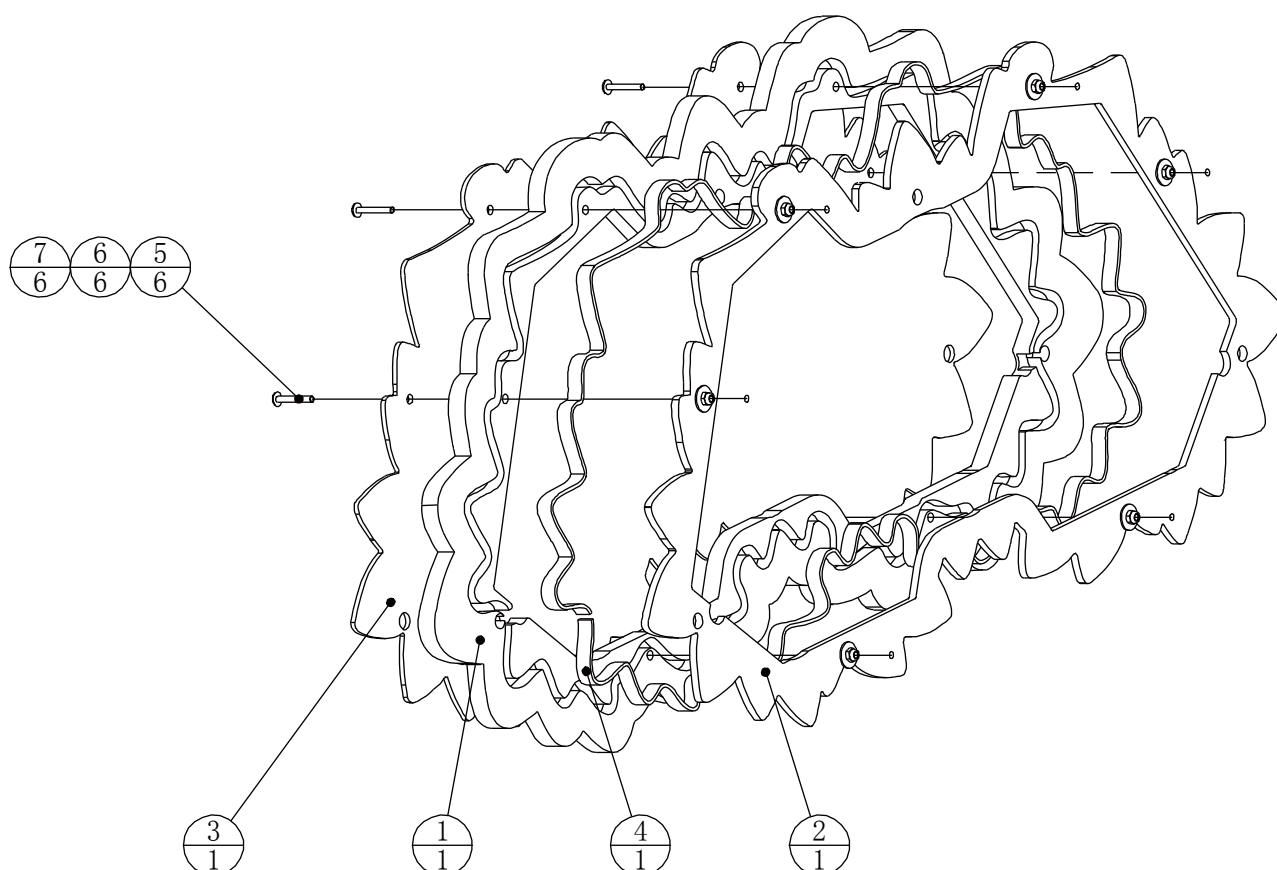
7		Self-locking nut	M4（zinc plating）	6		1.6.LM304014
6		Flat gasket	Φ4*Φ16*1.0（chromeplating）	6		1.6.DP104042
5		Hexagon socket large truss head screw	M4*25（chromeplating）	6		1.6.LS142022
4		5050 soft light bar	DC12V SM16703 RGB 60 lamp L=1850mm YLP-3P terminal	1		1.4.ZM003-03730
3	FMG2-0203D03	LOGO lamp box parts 3	PMMA-3.0T	1		1.7.WA47-0320
2	FMG2-0203D02	LOGO lamp box parts 2	Andy plate-5.0T	1		1.7.WA47-0210
1	FMG2-0203D01	LOGO lamp box parts 1	Melon white PMMA-12.0T	1		1.7.WA47-0080
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.4 Sign board LED assembly 1 (FMG2-0204000)
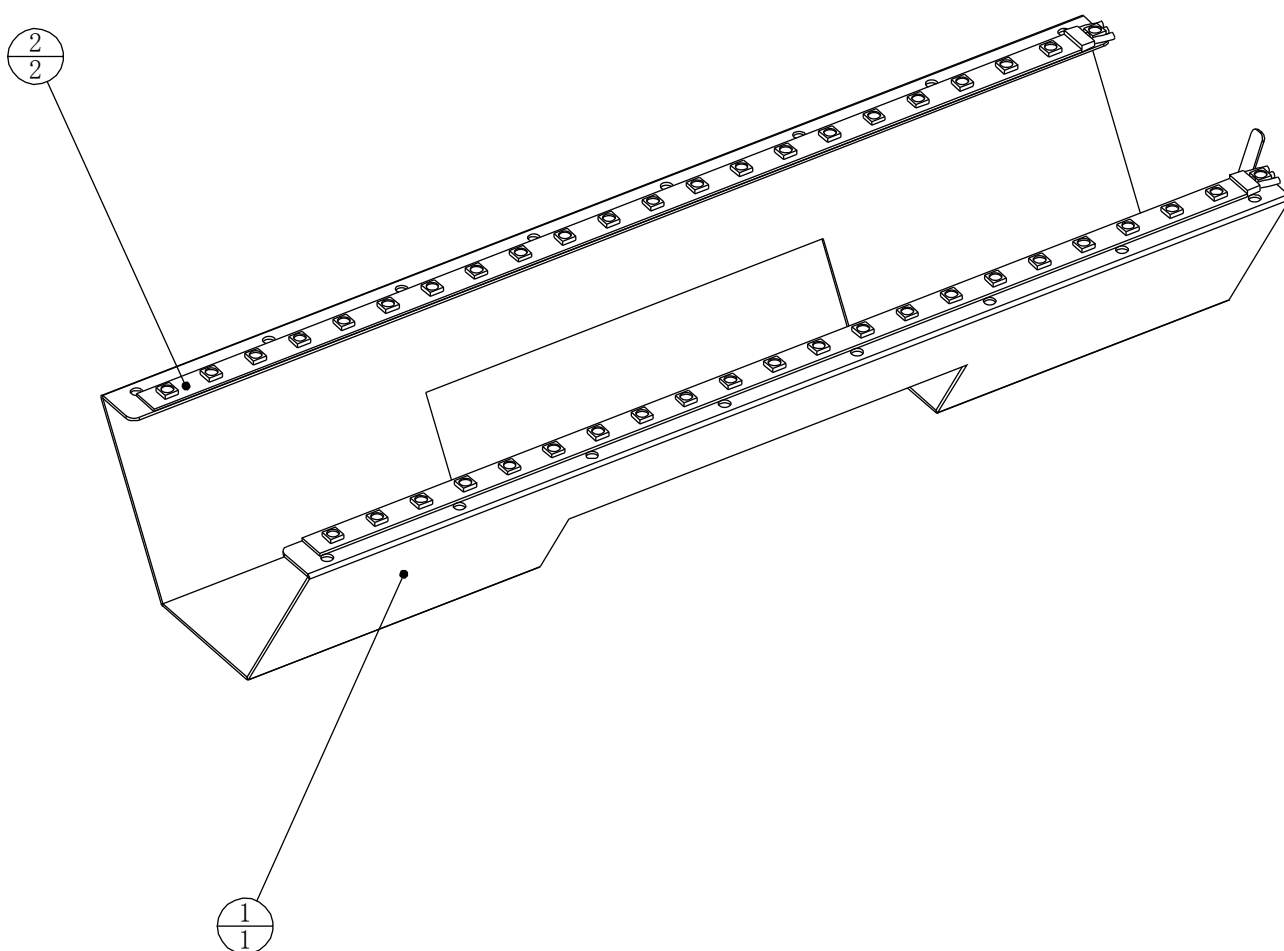
2		5050 soft light bar	DC12V white light 60 lamp L=350mm YLP-2P terminal	2		1.4.ZM003-03720
1	FMG2-0204A01	Light bar holder 1	SPCC-1.0T	1		1.1.WA47-0570
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.5 Bonus LED assembly (FMG2-0205000)
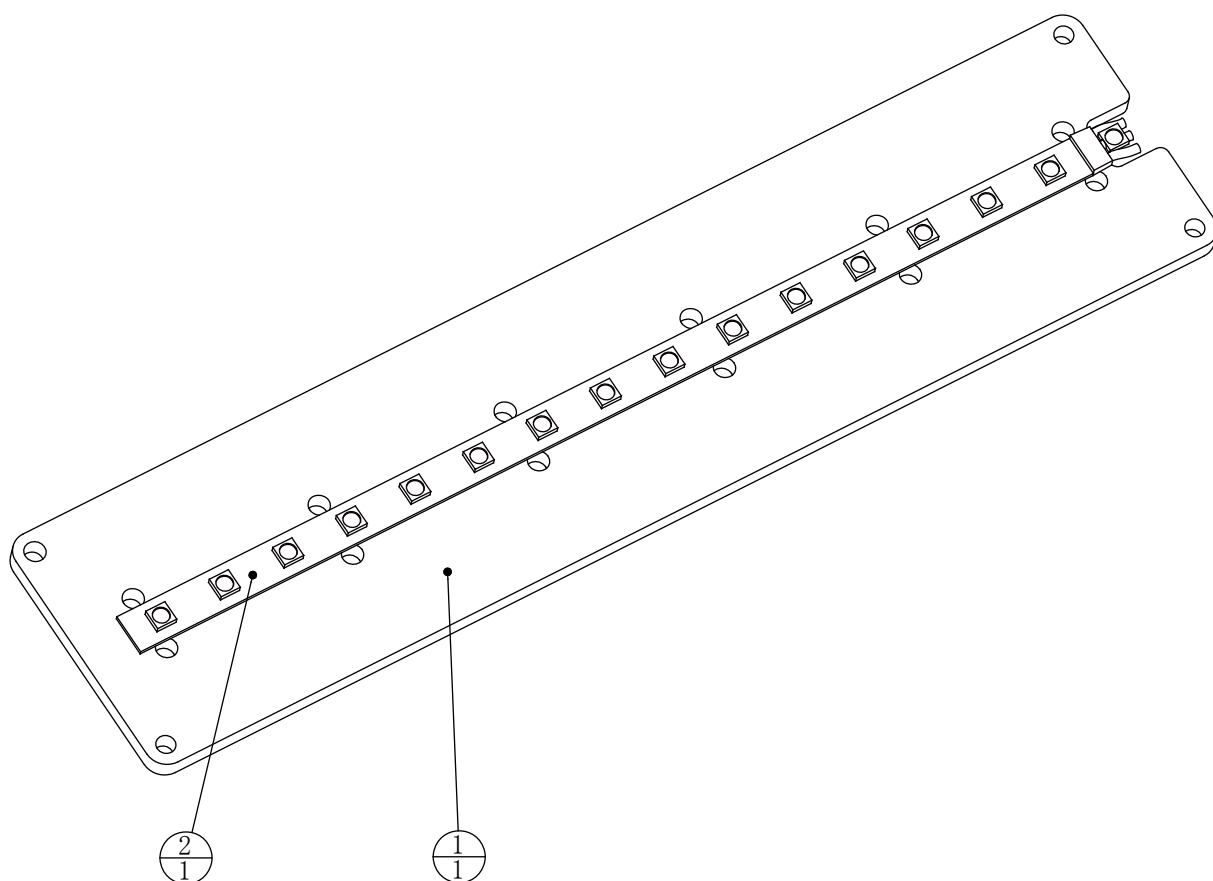
2		5050 soft light bar	DC12V white light 60 lamp L=250mm YLP-2P terminal	1		1.4.ZM003-03710
1	FMG2-0205D01	Fixing plate of lamp panel	Andy plate-5.0T	1		1.7.WA47-0220
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.4.6 Upper rear door assembly (FMG2-0206000)
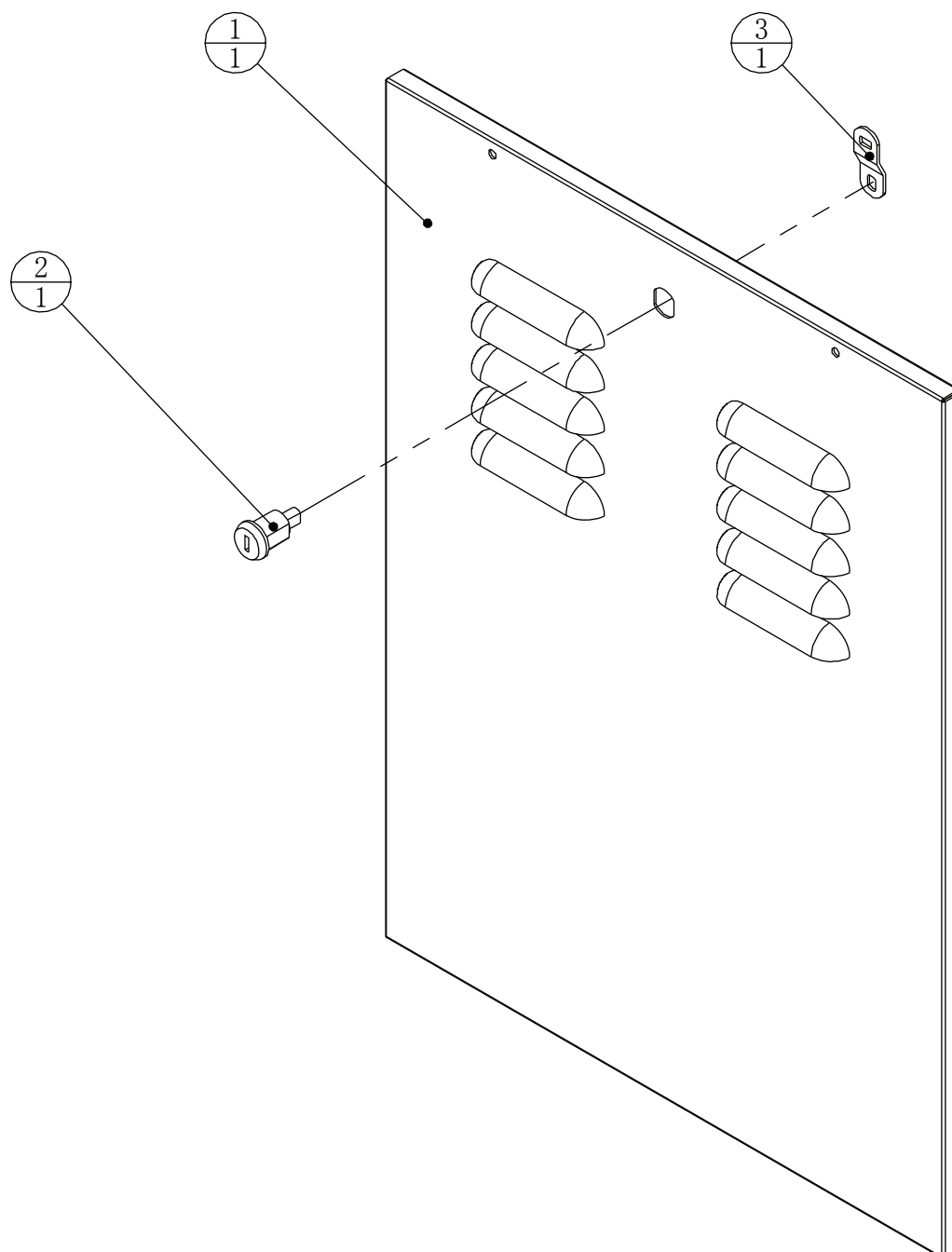
3		Slant bend locking piece	No.001	1		1.4.SJ500060
2		Door lock		1		1.3.WA35-7010#
1	FMG2-0206A01	Upper rear door	SPCC-1.5T	1		1.1.WA47-0580
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.5 Front door assembly (FMG2-0300000)
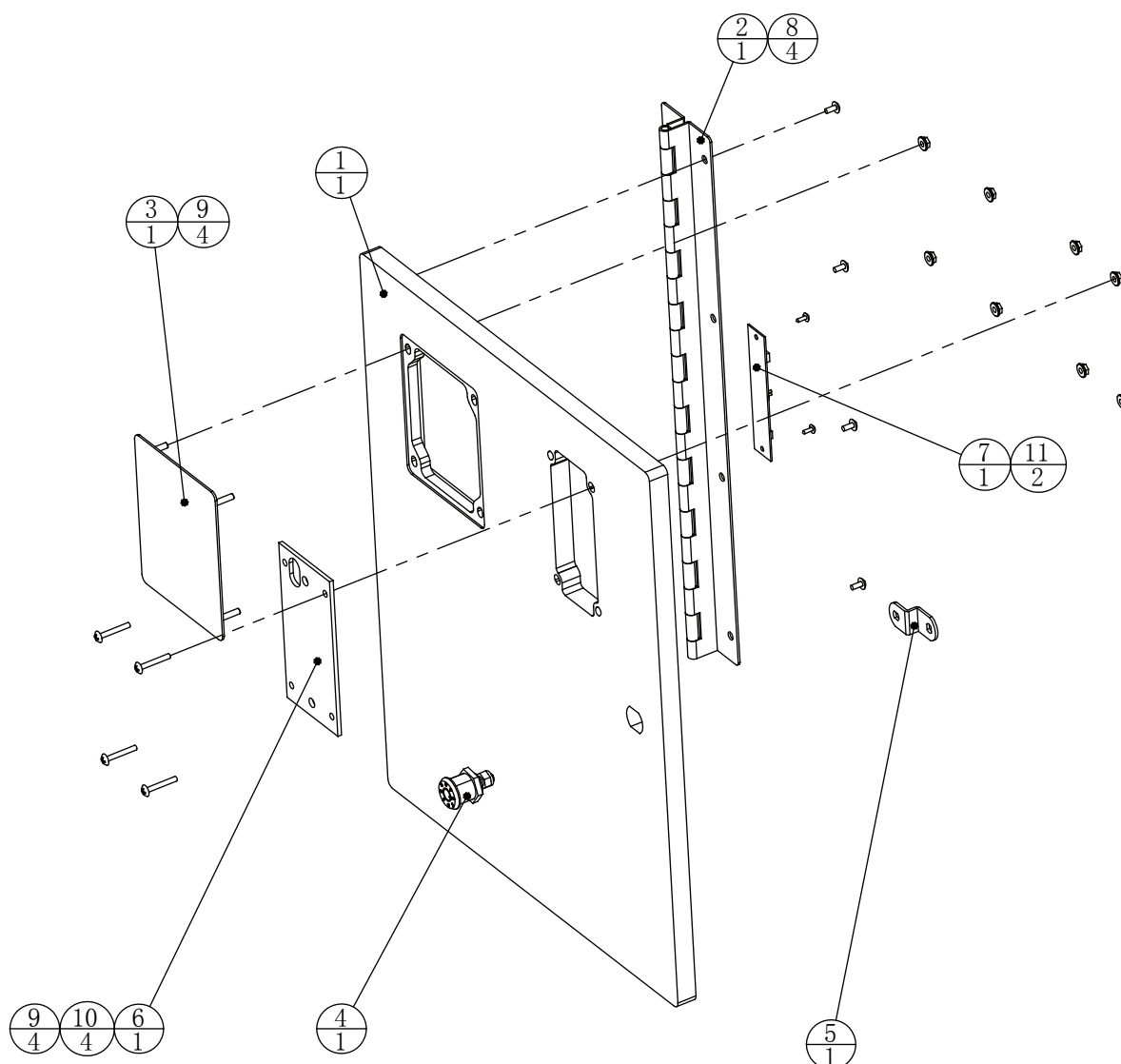
11		Cross the big flat head self tapping screw	M3*8（chroming）	2		1.6.LS330022
10		Truss screw	M4*25(Black)	4		1.6.LS242021
9		Hex flange nut	M4	8		1.6.LM204013
8		Truss screw	M4*8（chroming）	4		1.6.LS240022
7		Lottery adapter	WL-OnlyTickDRV_V1.0	1	CEC	1.4.BK200091
6	FMG2-0300C01	Hanging board for wire rope clips	ABS	1		1.8.WA47-0020
5		Oblique bent lock plate	No.002	1		1.4.SJ500050
4		Lock		1		1.3.WA35-7010#
3	FMG2-0300A02	Cover of lottery machine	SPCC-1.5T	1		1.1.WA47-0600
2	FMG2-0300A01	Console hinge	SPCC-1.5T	1		1.1.WA47-0590
1	FMG2-0300B01	Front door	MDF-15.0T	1		1.2.WA47-0040
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.6 Lower rear door assembly (FMG2-0400000)
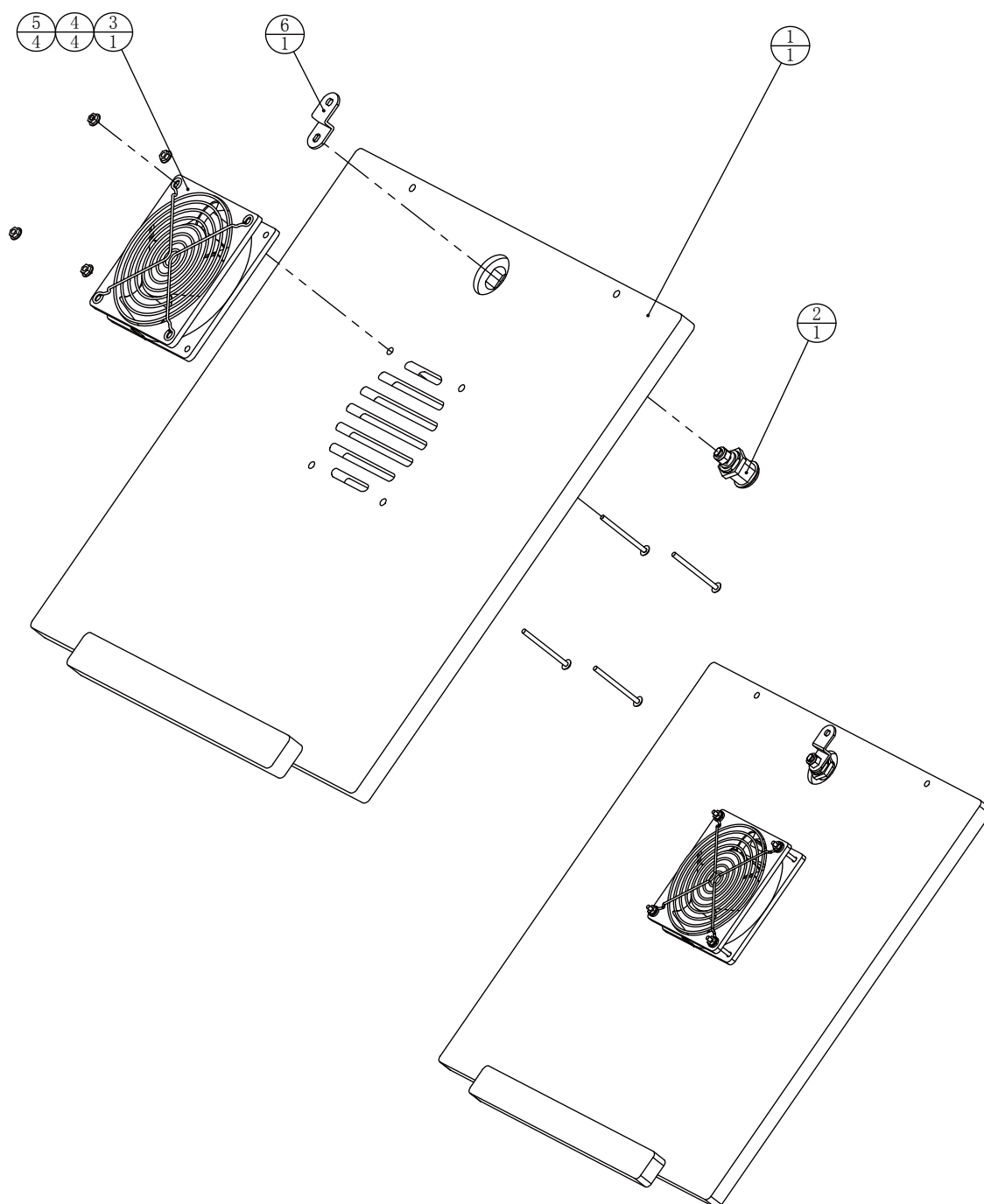
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
6		Oblique bent lock plate	No.002	1		1.4.SJ500050
5		Hexagon flange surface nut	M4	4		1.6.LM204013
4		Cross large truss head screw	M4*50（Stainless steel）	4		1.6.LS245015
3		Cooling fan（12cm）	PMD1212PTB1-A(2).F.GN（include 12CM wire net）	1		1.4.FS101012
2		Lock		1		1.3.WA357010#
1	FMG2-0400B01	Lower rear door	MDF-15.0T	1		1.2.WA47-0050
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.7 Hillside cover assembly (FMG2-0500000)
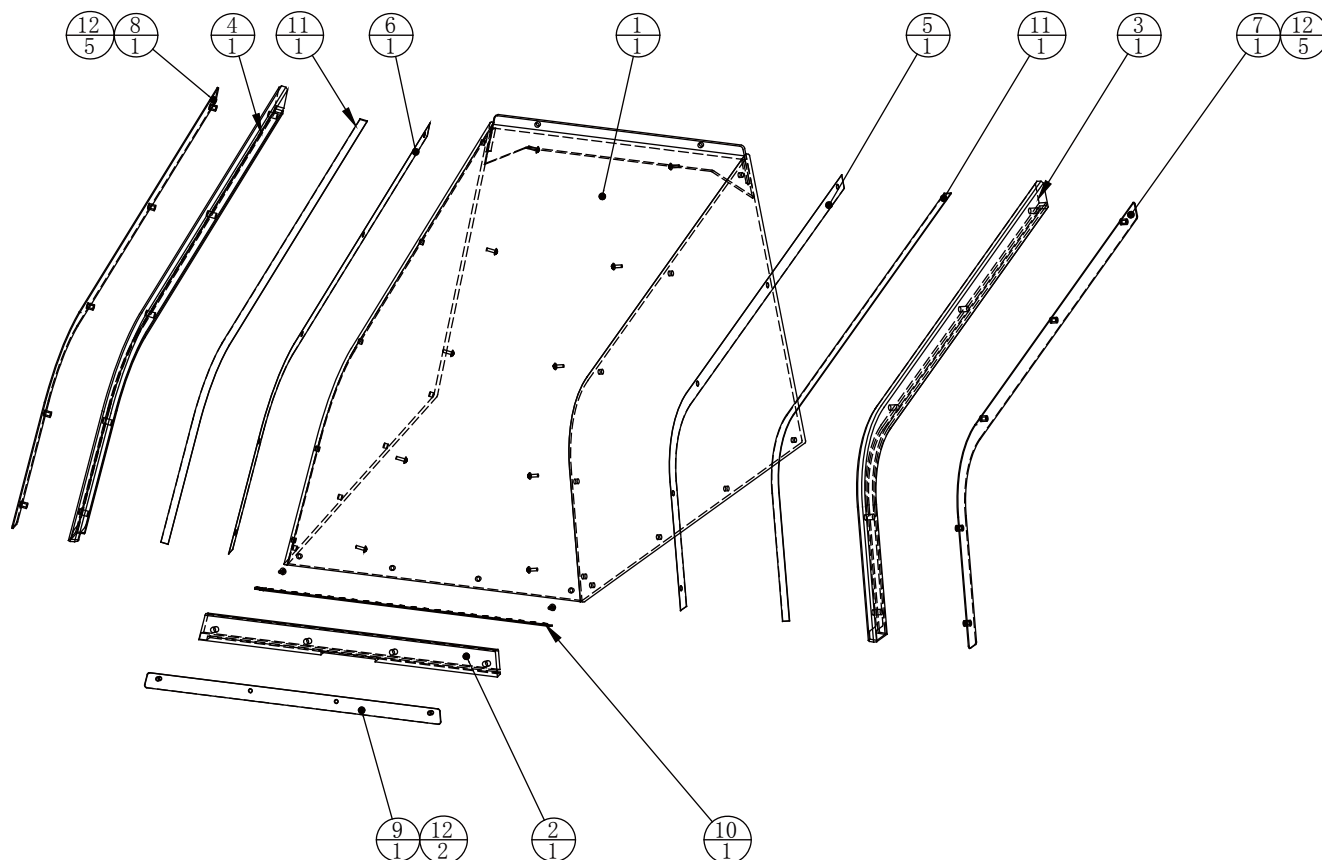
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
12		Cross large truss head screw	M4*12（chromeplating）	12		1.6.LS241022
11	5050 soft light bar Hood left and right	5050 soft light bar	DC12V SM16703 RGB 60 lamp L=850mm YLP-3P terminal	2		1.4.ZM003-03750
10		5050 soft light bar	DC12V SM16703 RGB 60 lamp L=400mm YLP-3P terminal	1		1.4.ZM003-03740
9	FMG2-0500A03	Front trimming of cover	SPCC-1.2T	1		1.1.WA47-0610
8	FMG2-0500A02	Hood side trim panel left	SPCC-1.2T	1		1.1.WA47-0620
7	FMG2-0500A01	Hood side trim panel right	SPCC-1.2T	1		1.1.WA47-0610
6	FMG2-P0035	Paste for mirror plane of cover, 2	Paste for mirror plane	1		1.7.WA47-0580
5	FMG2-P0034	Paste for mirror plane of cover, 1	Paste for mirror plane	1		1.7.WA47-0570
4	FMG2-0500D04	Left trimming of cover	Melon white PMMA-12.0T	1		1.7.WA47-0110
3	FMG2-0500D03	Right trimming of cover	Melon white PMMA-12.0T	1		1.7.WA47-0100
2	FMG2-0500D02	Front trimming of cover	Melon white PMMA-12.0T	1		1.7.WA47-0090
1	FMG2-0500D01	Hillside cover		1		1.7.WA47-0170
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

6.8 Left POP board assembly (FMG2-0600000)
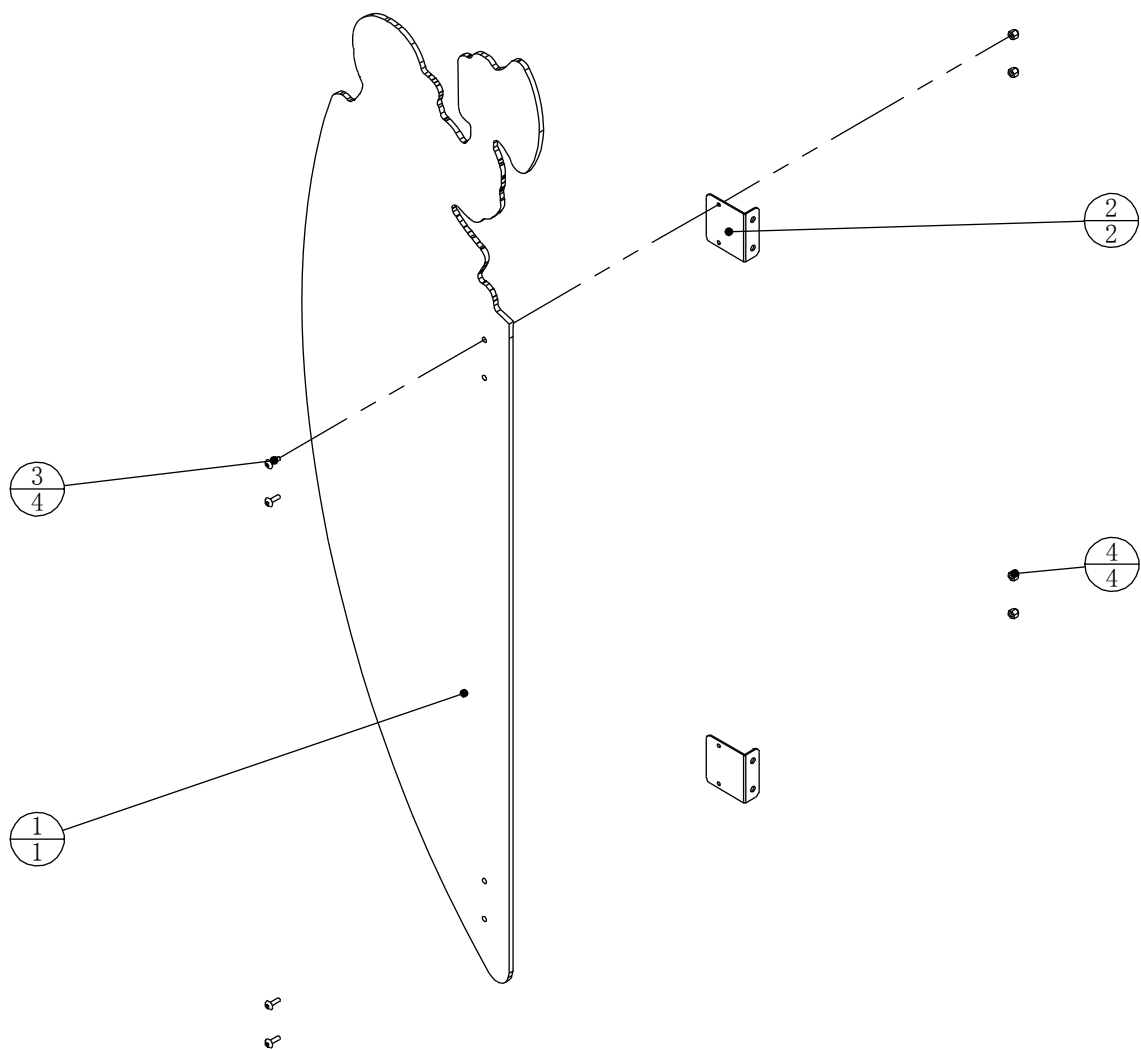
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note
4		Cap nuts	M4（chromeplating）	4		1.6.LM404012
3		Hexagon socket large truss head screw	M4*12（chromeplating）	4		1.6.LS141022
2	FMG2-0600A01	The lower right display bracket	SPCC-1.5T	2		1.1.WA47-0640
1	FMG2-0600D01	Left side of POP plate	Andy plate-5.0T	1		1.7.WA47-0440

6.9 Right POP board assembly (FMG2-0700000)
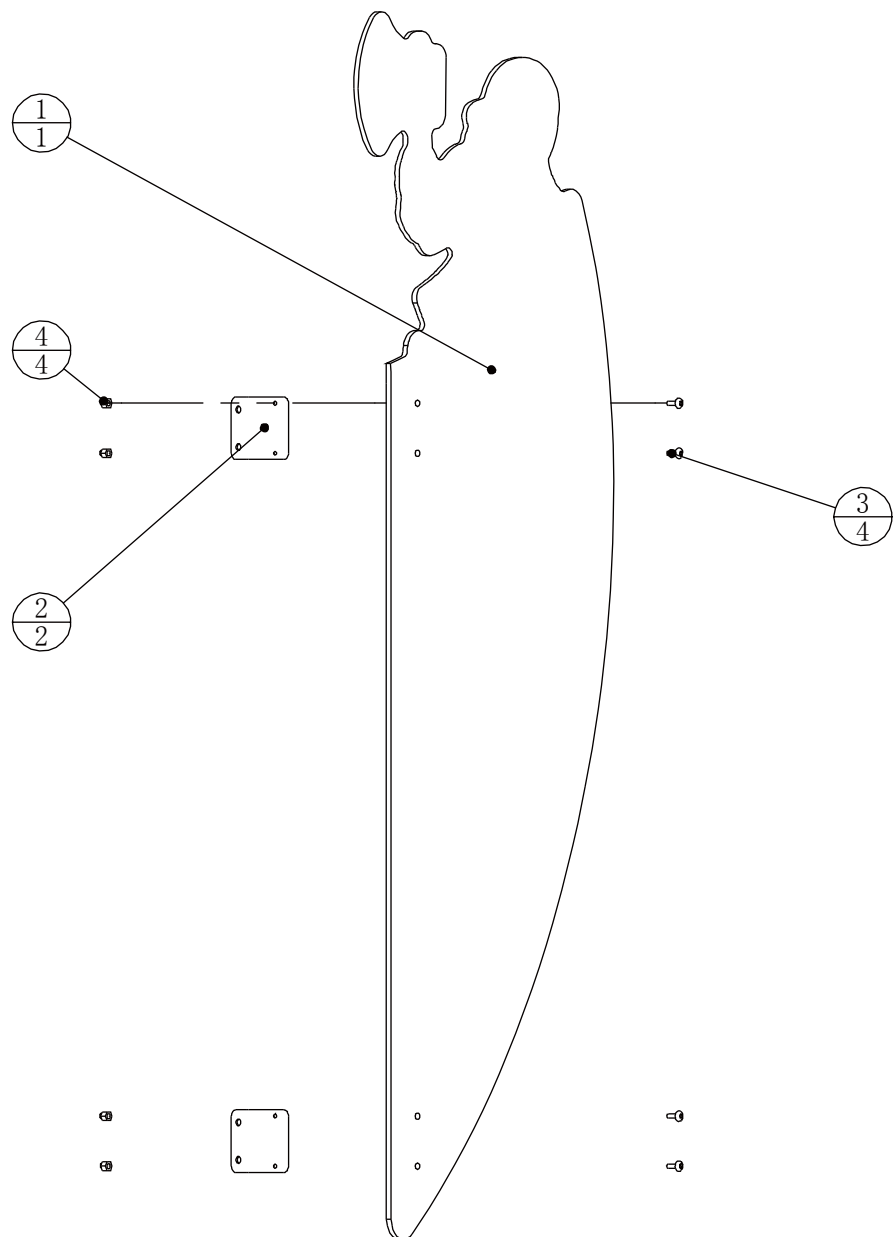
4		Cap nuts	M4（chromeplating）	4		1.6.LM404012
3		Hexagon socket large truss head screw	M4*12（chromeplating）	4		1.6.LS141022
2	FMG2-0600A01	The lower right display bracket	SPCC-1.5T	2		1.1.WA47-0640
1	FMG2-0700D01	Right side of POP plate	Andy plate-5.0T	1		1.7.WA47-0450
No.	Drawing No.	Name	Material/specifications	Qty.	Remarks	Note

7. Printing Pattern

8. Wiring Diagram

Product name LUMBER JACK

Version No. Ver. 2.00

Service panel 5V LCD screen
TM12864Z-1

GND 1 1 5V 2 2 5V 3 3 RS 4 4 R/W 5 5 E 6 6 GND

JP(Bonus)Ticket control U-shaped photoelectric board
FMJ-SENSOR.PCB
Opposite photoelectricity
K11300-AA07F
Axe reset infrared

VCC 5 5 OUT3 2 2 OUT2 4 4 OUT1 1 1 GND

VCC 2 2 GND 3 3

CEC ticket dispenser
GN 22# 300 1 1
YL 22# 300 2 2
BK 22# 300 3 3
PL 22# 300 4 4

TD-965ER

8Ω 15w 4inch speaker
8Ω 15w 4inch speaker

Main-board
FMJ-MainBoard.PCB1/2
P143025-22P

+12V 21 21
Control the light effect of the whole machine 5 5
Control the light effect of the whole machine 6 6
Control the light effect of the whole machine 7 7
Coin signal input 11 11
Produce signal of lottery machine 12 12
Drive signal of prize killing motor 17 17
Forward position detection of prize killing motor 15 15
Reset detection of prize killing motor 16 16
Lottery stopwatch 18 18
Start button lamp signal

Coin signal input
LED BS 8 8
LCD R/W 9 9
LCD E 10 10
13 13
14 14

Photoelectric detection of photoelectric board 11 11
Data transmission of photoelectric board 7 7
Photoelectric board of axe reset detection 8 8

+5V 2 2
GND 4 4
Start button 10 10

P243025-18P

P343025-16P
Go to previous menus 10 10
Go to previous menus 9 9
Parameter + 11 11
Parameter - 12 12
Setting & Save 8 8
Service button 6 6
Setting button 7 7
Left sound channel speaker 13 13
GND 14 14
Right sound channel speaker 15 15
GND 16 16

LED control panel
FMJ-DKQ.PCB
P2 P3 P4
P11 P10 P1

CEC Coin-selector
5 4 3 2 1

TL-001 ticket dispenser
1 2 3 4

Coin stopwatch
Lottery stopwatch

Photoelectric detection board of slope
WI_FMG_EYE_V1.1
CN1 CN2 CN3
GND Power Input
TX RX GND
O1 O2 5V

Start button light
Start button

Service panel button board
FMJ-SEVICE.PCB
GND 1 1
Go to previous menus 2 2
Go to next menus 3 3
Parameter + 4 4
Parameter - 5 5
Setting & Save 6 6

Service button
Setting button

Wooden crate 12V colorful LED lamp strip
SM16703*8

Lamp box 12V colorful LED lamp strip
SM16703*4

2/2-E1 +12V (12V)
2/2-F1 +12V

LUMBER JACK

Product name

Version No. Ver.2.00

2/2

▲ 94 ◀

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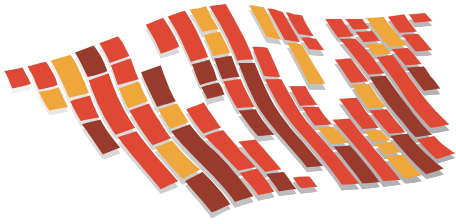
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- PLAY IT AMUSEMENTS -

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※ The specifications and operation instructions in this Manual are subject
   to change without notice for reasons such as performance.