

# PIXEL CRAFT

## OWNER'S MANUAL



### IMPORTANT

- Please read the manual carefully and keep it in mind before using this machine.
- Put this manual within touch of your reference in anytime.

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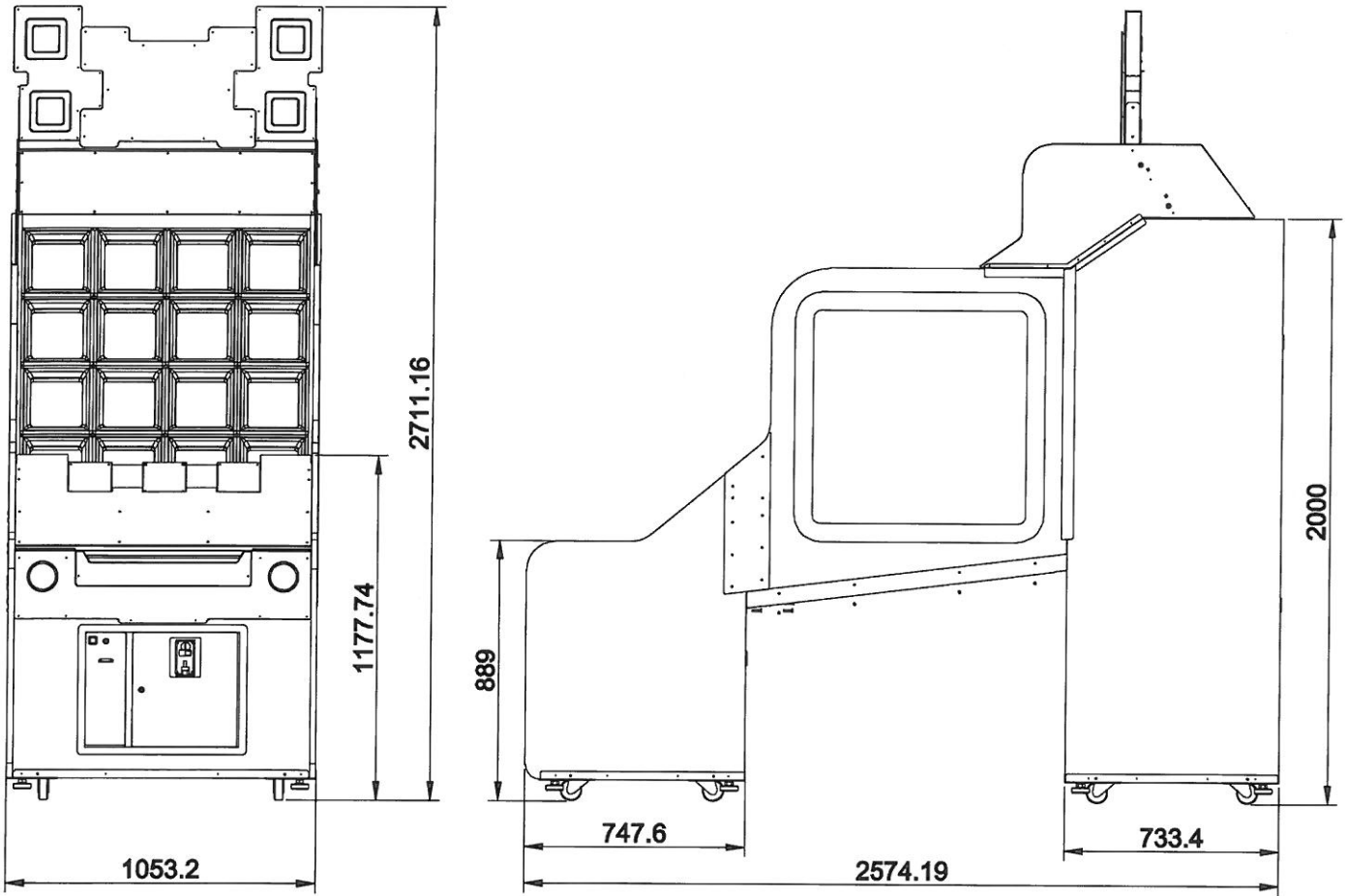
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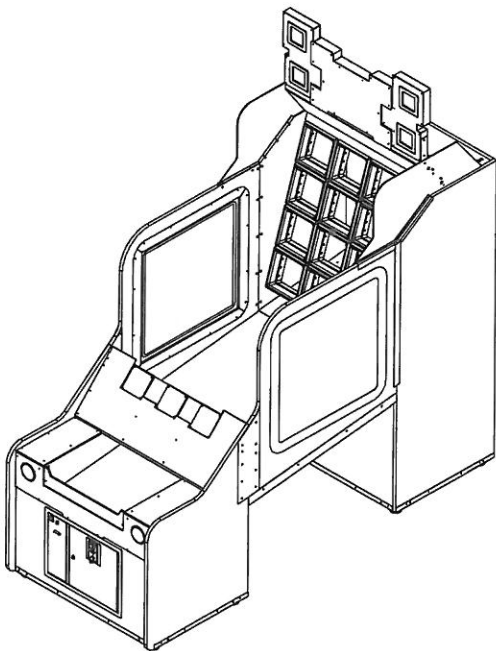
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# 1. Dimensions & Specification

## 1-1. Dimensions



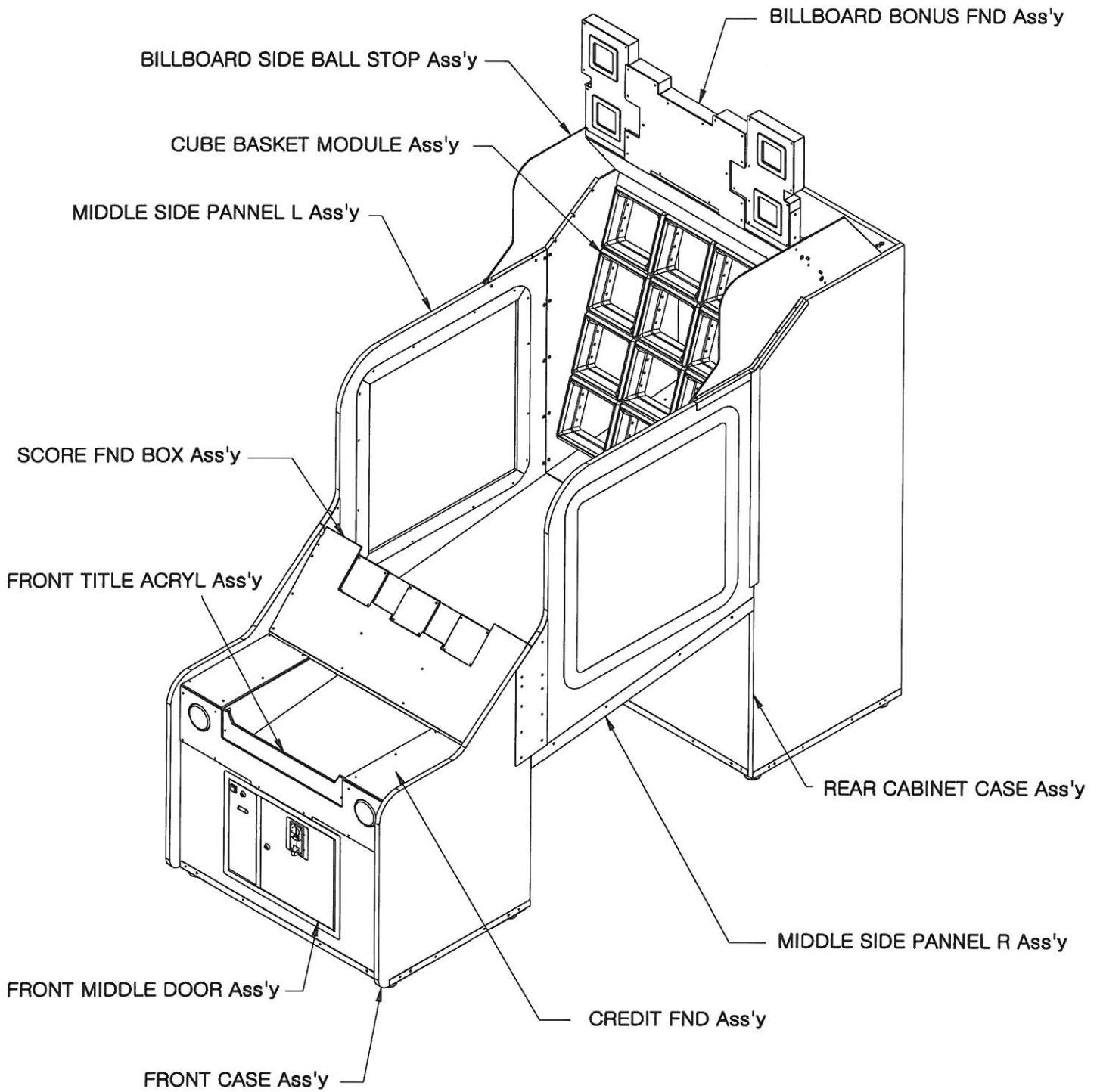
## 1-2. Specification



<b>NOMINATED VOLTAGE RANGE</b>	AC 120V
<b>NOMINATED FREQUENCY RANGE</b>	50Hz / 60Hz
<b>AVERAGE POWER CONSUMPTION</b>	245W
<b>MAXIMUM POWER CONSUMPTION</b>	285W
<b>WEIGHT</b>	335Kg



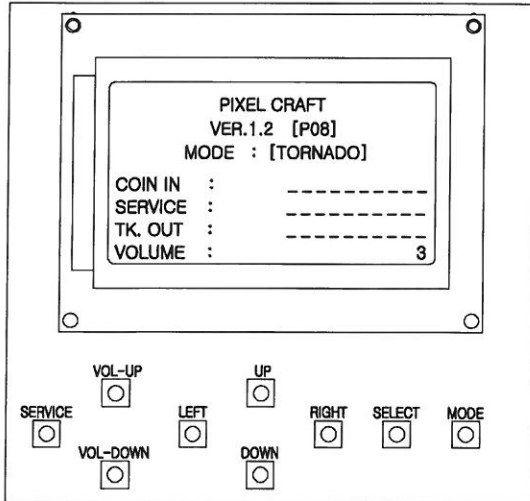
## 2. Name of Parts & Label Location



### 3. Function

#### 3-1. Description of Switch of LCD Display Board

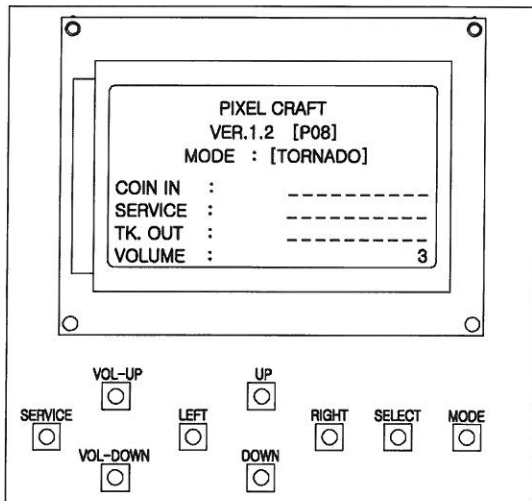
##### ( LCD Display Board )



- 1) [Service] : Service Credit
- 2) [Vol-Up /Down] : To adjust volume
- 3) [Up / Down] : To move Up or Down in the menu
- 4) [Left / Right] : To move a cursor Right or Left / To change a figure.
- 5) [Select] : To select/enter the Menu or Mode
- 6) [Mode] : To exit or return to the upper menu

\* At the main display, you can change GAME MODE. Press SELECT Button to change mode

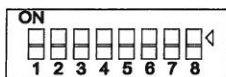
#### 3-2. Sound Volume



Volume Range : 0~7

#### 3-3. Description of Dip Switch

##### (MAIN BOARD DIP SW )

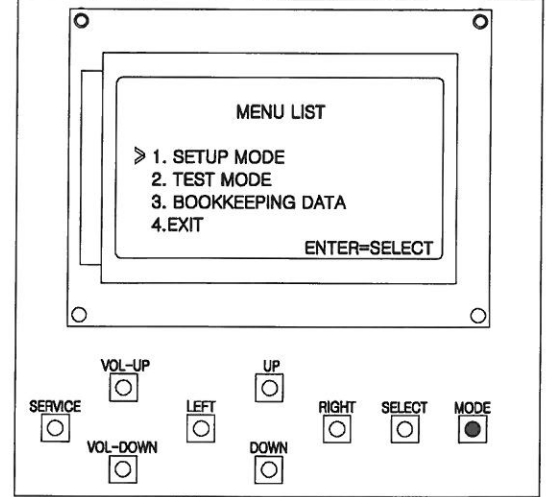
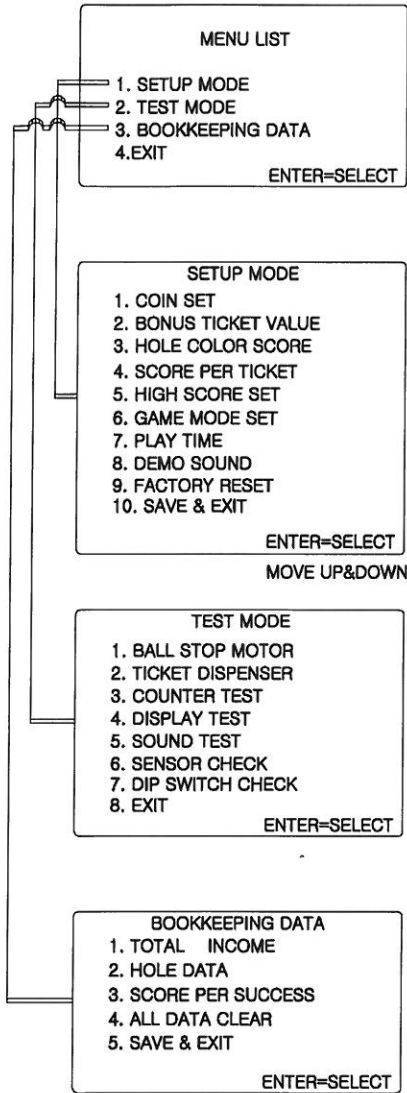


Pattern No.0~9

## 4. Menu Chart

\* Press MODE button for 3 sec to enter Menu List

Push UP/DOWN button to move up or down in the menu list and press SELECT button.



## 5. Setup Mode

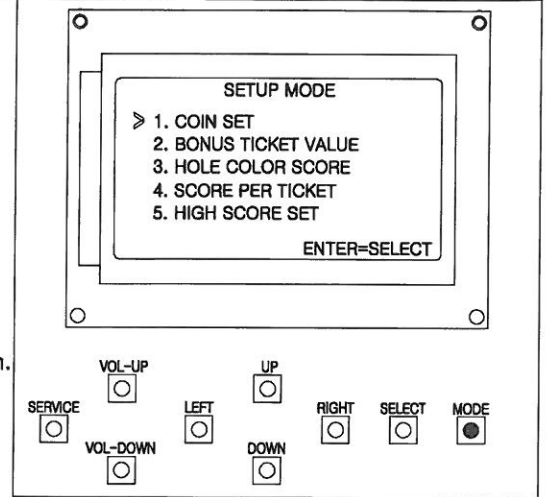
\* This mode allow Game Setting to be modified for Operation of the Game Machine.

### 5-1. How to Setup.

- 1) Press MODE button for 3 sec to enter Menu List
- 2) Push UP/DOWN button to move to the setup mode and press SELECT button.
- 3) Push UP/DOWN button to move up or down in the setup menu and press SELECT button.
- 4) Press UP/DOWN button to move a cursor. / Push LEFT/RIGHT to change a figure.

(A figure blinks when a cursor is moved.)

- 5) Press Mode button to move to upper menu.



```

SETUP MODE
1. COIN SET
FREE PLAY : OFF
[ 4 ] COIN   1 CREDIT
EXIT = MODE KEY
    
```

#### Price per play (Set the no. of Coins)

Range : 0~20  
 Default : 4 Coin / 1 Credit  
 Unit : 1Coin  
 0 COIN: Free Play Mode

```

SETUP MODE
2. BONUS TICKET VALUE
ACCUMULATED : [ 0 ]
START VALUE : [ 500 ]
END VALUE : [ 500 ]
EXIT = MODE KEY
    
```

#### No. of accumulated Bonus per credit/game

Accumulated : No. of tickets accumulated per game  
 Range : 0~10 Default : 0 Unit : 1 0 : NONE.  
 Start Value : Bonus ticket start value on Bonus FND  
 Range : 0~1000 Unit : 1  
 End Value : Maximum bonus ticket value  
 Range : 0~1000 Unit : 1

- \* Range of end value changes in accordance with value setting of Start Value.
- \* Numbers keep going up while holding Left or Right button.

```

SETUP MODE
3. HOLE COLOR SCORE
BLUE COLOR : [ 500 ]
GREEN COLOR : [ 700 ]
RED  COLOR : [1000 ]
EXIT = MODE KEY
    
```

#### HOLE COLOR SCORE

BLUE	-	Range : 1~1000	Default : 500
GREEN	-	Range : 1~1000	Default : 700
RED	-	Range : 1~1000	Default : 1000

Unit : 1

```

SETUP MODE
4. SCORE PER TICKET
[30100] = 100TK
[25100]~[30000] = 70TK
[20100]~[25000] = 40TK
[15100]~[20000] = 30TK
[10100]~[15000] = 20TK
[ 100]~[10000] = 10TK
EXIT = MODE KEY
    
```

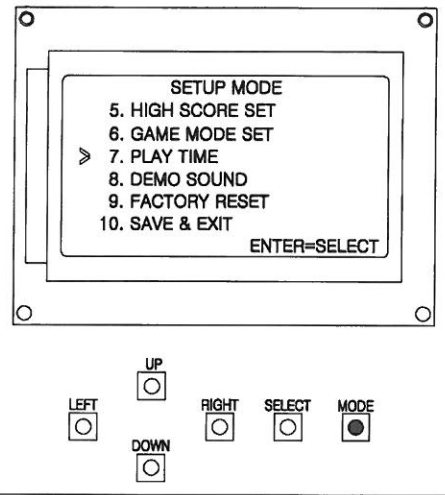
#### TICKETS PER SCORE (Change score range or ticket value)

SCORE — Range : 100~99,900  
 Unit : 100

TICKET — Range : 1~999  
 Unit : 1

#### <How to change a figure>

When you enter the tickets per score menu, the score range blinks. Change range using Left/Right button. If you want to change quantity of the tickets, move to Ticket using Up/Down button and press Select button. Change no. of ticket per score range using Left/Right button.



SETUP MODE  
 5. HIGH SCORE SET  
 HIGH SCORE : [ 55,000 ]  
 HIGH SCORE RST : [ 100 ]  
 EXIT = MODE KEY

**HIGH SCORE SET (To set the Highest Score to win Bonus)**

HIGH SCORE \_\_\_\_\_ Range : 10,000~80,000  
 Default : 55,000  
 Unit : 500

HIGH SCORE RESET \_\_\_\_\_ Range : 0~500  
 Default : 100  
 Unit : 1

└── No of accumulated game play to reset the highest score.  
 When it is reached, the highest score is reset and changed to high score default value.

SETUP MODE  
 6. GAME MODE SET  
 MODE : [    ]  
 EXIT = MODE KEY

**GAME MODE SETTING**

Range : [ROLL] , [RED LIMIT] , [TORNADO] , [FILL] , [SPIN] , [CHANGE]  
 Default :  
 Unit :

└── <How to change Game Mode>  
 Enter the Game Mode set and change MODE pressing Left/Right button.  
 At the main display, GAME MODE can be changed. Press SELECT Button to change mode.

SETUP MODE  
 7. PLAY TIME  
 [ 30 ] sec  
 EXIT = MODE KEY

**Play time per credit**

Range : 10~60  
 Default : 30 sec  
 Unit : 1

SETUP MODE  
 8. DEMO SOUND  
 [ 5 ] MIN  
 EXIT = MODE KEY

**Demo sound ON/OFF**

Range : ( Off ) , ( 1 ~ 10 MIN ) , ( Always )  
 Default : 5 MIN  
 Unit : 1

SETUP MODE  
 9. FACTORY RESET  
 YES    NO

Clear the all setup value and return to default setting

SETUP MODE  
 10. SAVE & EXIT  
 YES    NO

**Save&Exit or Exit without saving**

YES : Save&Exit  
 NO : Exit without saving



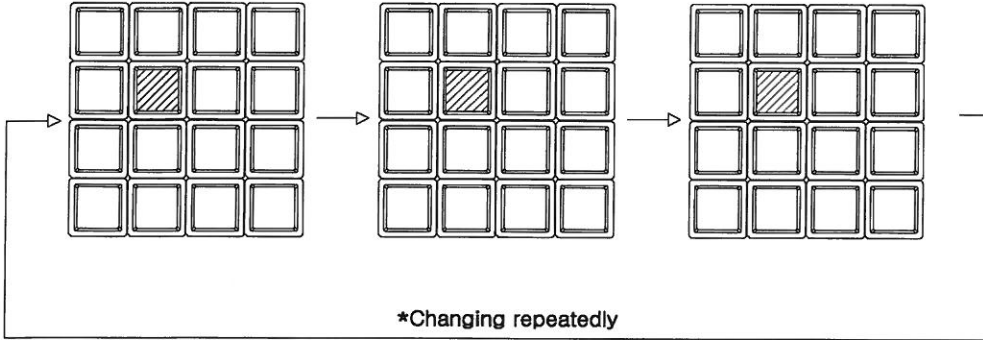
## 5-2. Game Mode.

### \*ROLL MODE

Each time the ball enters the hole, the lighting color of the hole is changed.

Color change : BLUE -> GREEN -> RED -> BLUE -> GREEN -> RED...

\* Each time a ball enters the hole, color is changed.)



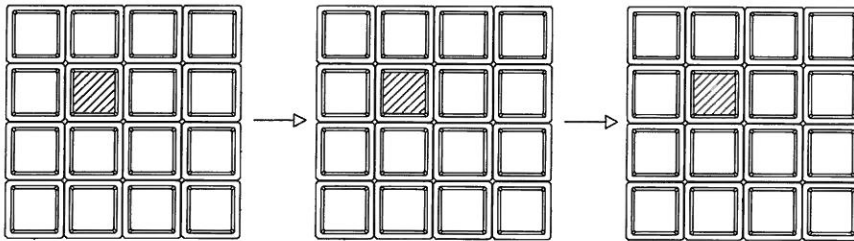
### \*RED LIMIT MODE

Each time the ball enters the hole, the lighting color of the hole is changed.

Color change : BLUE -> GREEN -> RED

The color of hole changed to RED keeps the red color without further color change.

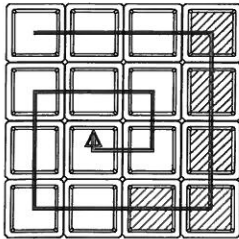
\* Each time a ball enters the hole, color is changed.)



### \*TORNADO

The specific pattern (2xRED hole, 3xGreen hole order) lighting moves in a square spiral shape

When the ball enters the hole, the movement of lighting stops for a while. (About 3 sec)



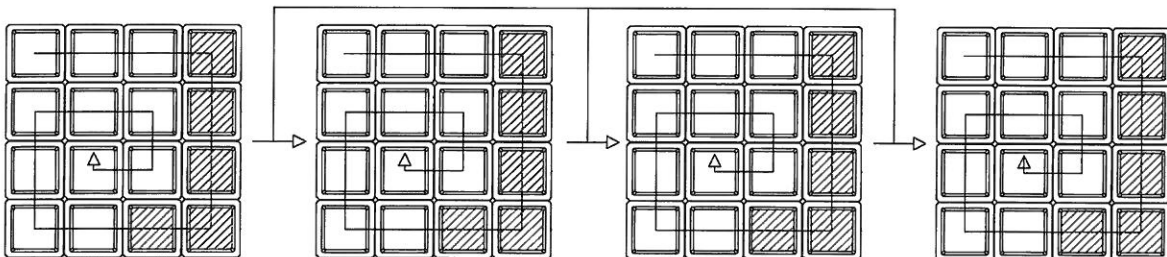
### \*FILL

The specific pattern (2x RED hole, 3xGreen hole order) lighting moves in a square spiral shape.

Each time the ball enters the RED color hole, one of the green color is changed to RED color.

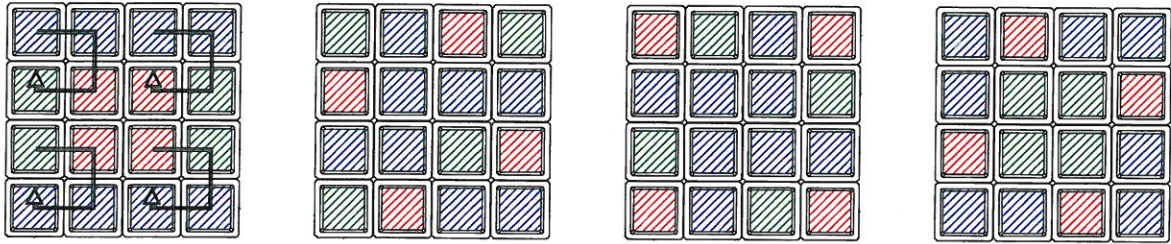
On the other hand, when the ball does not enter the red color hole for a certain period of time, the red color is changed to the green color again

\* Each time the ball enters the RED color hole, one of the green color is changed to RED color



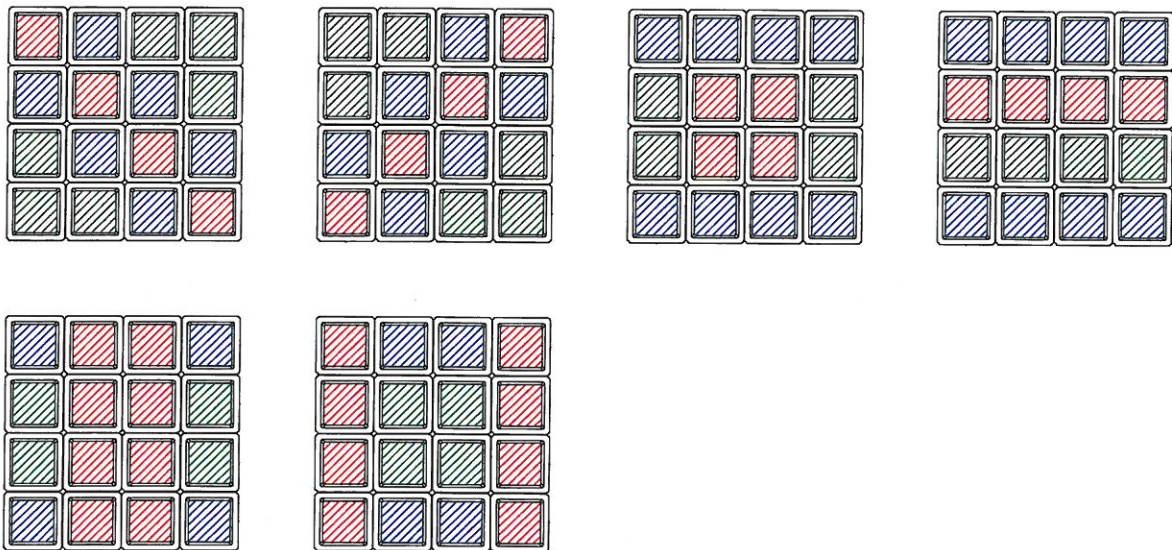
**\*SPIN**

As shown in the drawing below, the lighting color pattern rotates within 2x2 target holes for every 5 seconds.



**\*CHANGE**

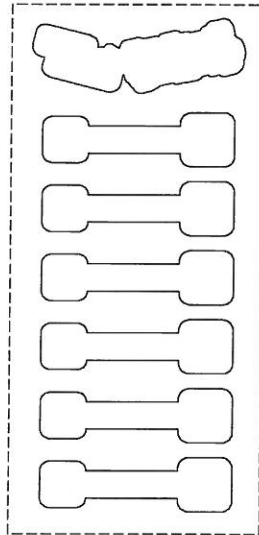
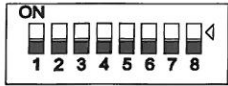
As shown in the drawing below, the lighting color pattern changes every 5 seconds.



**5-3. The no.of ticket to score range**

**Setup Example #0 CEC - Average 4 ticket given per credit**

Set DIP switch to :  
P0  
(MAIN BOARD DIP SW )



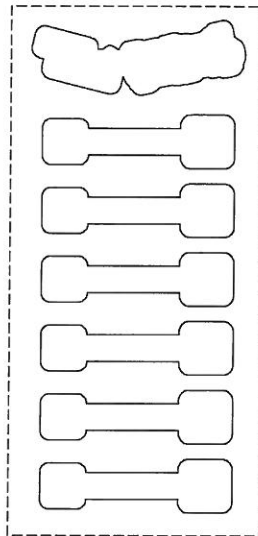
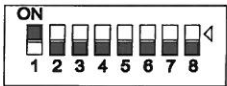
→	<b>BONUS</b>	→	
→	OVER 30,100	→	10 Ticket
→	25,100 ~ 30,000	→	6 Ticket
→	20,100 ~ 25,000	→	4 Ticket
→	15,100 ~ 20,000	→	3 Ticket
→	10,100 ~ 15,000	→	2 Ticket
→	100 ~ 10,000	→	1 Ticket

Set Bonus' to maximum of :

**50**

**Setup Example #1 - Average 8 ticket given per credit**

Set DIP switch to :  
P1  
(MAIN BOARD DIP SW )



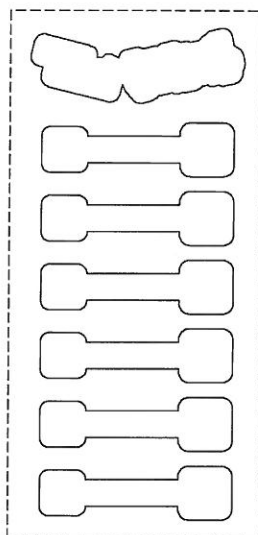
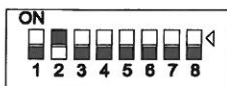
→	<b>BONUS</b>	→	
→	OVER 30,100	→	20 Ticket
→	25,100 ~ 30,000	→	10 Ticket
→	20,100 ~ 25,000	→	8 Ticket
→	15,100 ~ 20,000	→	6 Ticket
→	10,100 ~ 15,000	→	4 Ticket
→	100 ~ 10,000	→	2 Ticket

Set Bonus' to maximum of :

**100**

**Setup Example #2 - Average 15 ticket given per credit**

Set DIP switch to :  
P2  
(MAIN BOARD DIP SW )



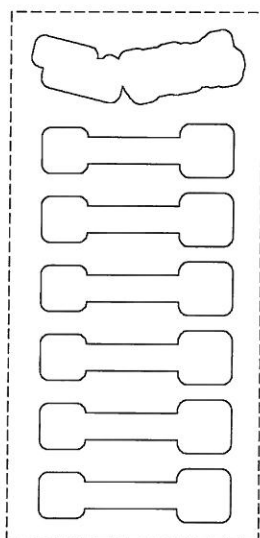
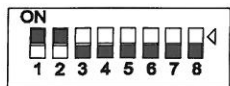
→	<b>BONUS</b>	→	
→	OVER 30,100	→	30 Ticket
→	25,100 ~ 30,000	→	20 Ticket
→	20,100 ~ 25,000	→	15 Ticket
→	15,100 ~ 20,000	→	10 Ticket
→	10,100 ~ 15,000	→	8 Ticket
→	100 ~ 10,000	→	6 Ticket

Set Bonus' to maximum of :

**250**

### Setup Example #3 - Average 20 ticket given per credit

Set DIP switch to :  
P3  
(MAIN BOARD DIP SW)



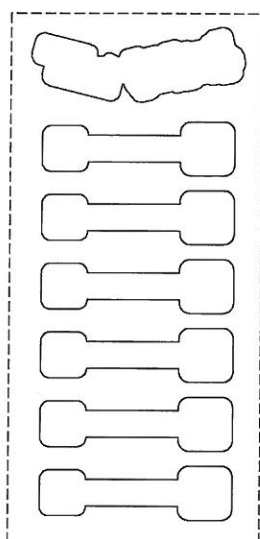
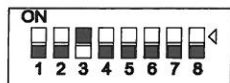
→	<b>BONUS</b>	→	
→	OVER 30,100	→	40 Ticket
→	25,100 ~ 30,000	→	30 Ticket
→	20,100 ~ 25,000	→	20 Ticket
→	15,100 ~ 20,000	→	15 Ticket
→	10,100 ~ 15,000	→	10 Ticket
→	100 ~ 10,000	→	6 Ticket

Set Bonus' to maximum of :

**250**

### Setup Example #4 - Average 25 ticket given per credit

Set DIP switch to :  
P4  
(MAIN BOARD DIP SW)



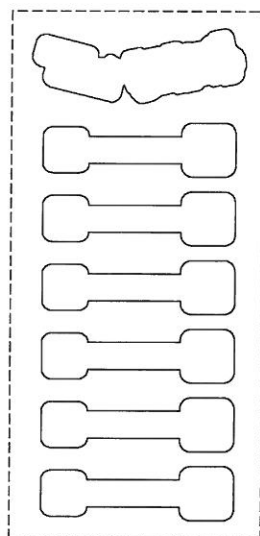
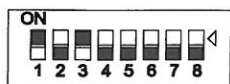
→	<b>BONUS</b>	→	
→	OVER 30,100	→	50 Ticket
→	25,100 ~ 30,000	→	40 Ticket
→	20,100 ~ 25,000	→	25 Ticket
→	15,100 ~ 20,000	→	15 Ticket
→	10,100 ~ 15,000	→	10 Ticket
→	100 ~ 10,000	→	8 Ticket

Set Bonus' to maximum of :

**250**

### Setup Example #5 - Average 30 ticket given per credit

Set DIP switch to :  
P5  
(MAIN BOARD DIP SW)



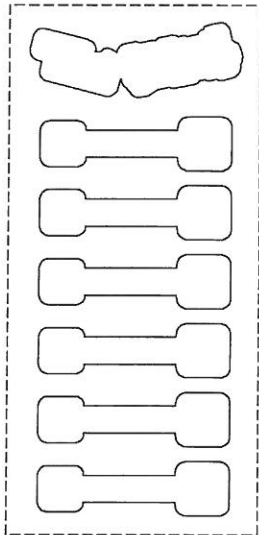
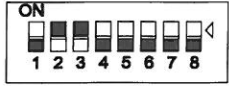
→	<b>BONUS</b>	→	
→	OVER 30,100	→	70 Ticket
→	25,100 ~ 30,000	→	50 Ticket
→	20,100 ~ 25,000	→	30 Ticket
→	15,100 ~ 20,000	→	20 Ticket
→	10,100 ~ 15,000	→	15 Ticket
→	100 ~ 10,000	→	10 Ticket

Set Bonus' to maximum of :

**500**

### Setup Example #6 – Average 35 ticket given per credit

Set DIP switch to :  
P6  
(MAIN BOARD DIP SW)



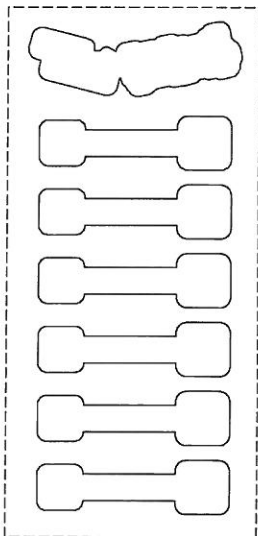
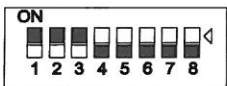
→	<b>BONUS</b>	→	
→	OVER 30,100	→	70 Ticket
→	25,100 ~ 30,000	→	50 Ticket
→	20,100 ~ 25,000	→	35 Ticket
→	15,100 ~ 20,000	→	20 Ticket
→	10,100 ~ 15,000	→	15 Ticket
→	100 ~ 10,000	→	10 Ticket

Set Bonus to maximum of :

**500**

### Setup Example #7 – Average 40 ticket given per credit

Set DIP switch to :  
P7  
(MAIN BOARD DIP SW)



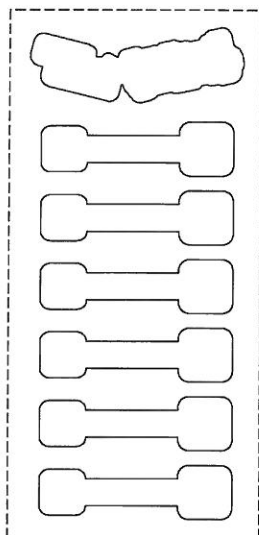
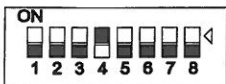
→	<b>BONUS</b>	→	
→	OVER 30,100	→	80 Ticket
→	25,100 ~ 30,000	→	60 Ticket
→	20,100 ~ 25,000	→	40 Ticket
→	15,100 ~ 20,000	→	30 Ticket
→	10,100 ~ 15,000	→	20 Ticket
→	100 ~ 10,000	→	10 Ticket

Set Bonus to maximum of :

**500**

### Setup Example #8 – Average 45 ticket given per credit

Set DIP switch to :  
P8  
(MAIN BOARD DIP SW)



→	<b>BONUS</b>	→	
→	OVER 30,100	→	100 Ticket
→	25,100 ~ 30,000	→	70 Ticket
→	20,100 ~ 25,000	→	40 Ticket
→	15,100 ~ 20,000	→	30 Ticket
→	10,100 ~ 15,000	→	20 Ticket
→	100 ~ 10,000	→	10 Ticket

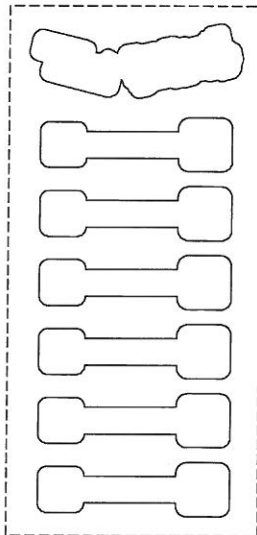
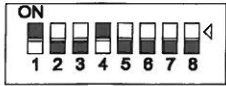
Set Bonus to maximum of :

**500**



# Setup Example #9 - Average 60 ticket given per credit

Set DIP switch to :  
P9  
(MAIN BOARD DIP SW )



→	BONUS	→	
→	OVER 30,100	→	130 Ticket
→	25,100 ~ 30,000	→	100 Ticket
→	20,100 ~ 25,000	→	60 Ticket
→	15,100 ~ 20,000	→	40 Ticket
→	10,100 ~ 15,000	→	30 Ticket
→	100 ~ 10,000	→	20 Ticket

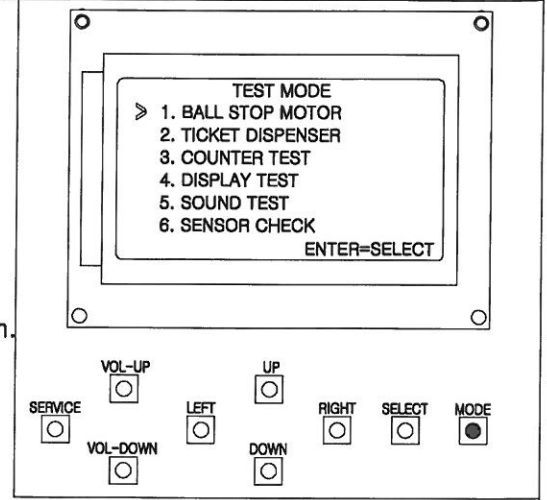
Set Bonus' to maximum of :

# 500

## 6. Test Mode

### 6-1. How to test

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press UP or DOWN button to move to TEST mode and push SELECT button.
- 3) Press UP or DOWN button to move to test menu and push SELECT button.
- 4) Conduct testing according to instruction.
- 5) Press MODE button to return to upper menu or mode



TEST MODE  
 1. BALL STOP MOTOR  
 SENSOR CHECK [UP]  
 SENSOR CHECK [DOWN]  
 EXIT = MODE KEY

#### BALL STOP Motor Test

Press and hold RIGHT button to run BALL STOP motor.

- \* SENSOR CHECK [UP] : Ball stop gate is open
- SENSOR CHECK [DOWN] : Ball stop gate is closed.

TEST MODE  
 2. TICKET DISPENSER  
 TICKET SENSOR  
 TICKET SWITCH  
 EXIT = MODE KEY

#### Ticket Dispenser Test

Press SELECT button to run Ticket Dispenser.  
 'Ticket Switch' is blinking whenever pushing Ticket Button.

TEST MODE  
 3. COUNTER TEST  
 COIN  
 TICKET  
 EXIT = MODE KEY

#### Counter Test

Push LEFT or RIGHT button to move and run counters.

TEST MODE  
 4. DISPLAY TEST  
 EXIT = MODE KEY

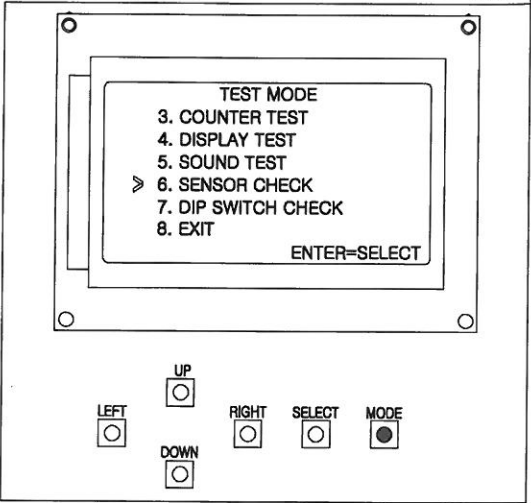
#### LED Display Test

Press SELECT button to do display test.

TEST MODE  
 5. SOUND TEST  
 SOUND NO [01]  
 CORE 1.0  
 SOUND VOL: [3]  
 EXIT = MODE KEY

#### Sound Test

It plays next sound effect once Left/Right button is pressed.



```

TEST MODE
6. SENSOR CHECK
01 02   03 04   05 06   07 08
09 10   11 12   13 14   15 16
T1SB   CO12   BMUS   BMDS

EXIT = MODE KEY

```

To test operating status of the Sensors (refer to page 16, 17.)

```

TEST MODE
7.DIP SWITCH CHECK

00000000

```

**Dip Switches**

To check On/Off status of DIP switches of main board

0 = Off  
1 = On

```

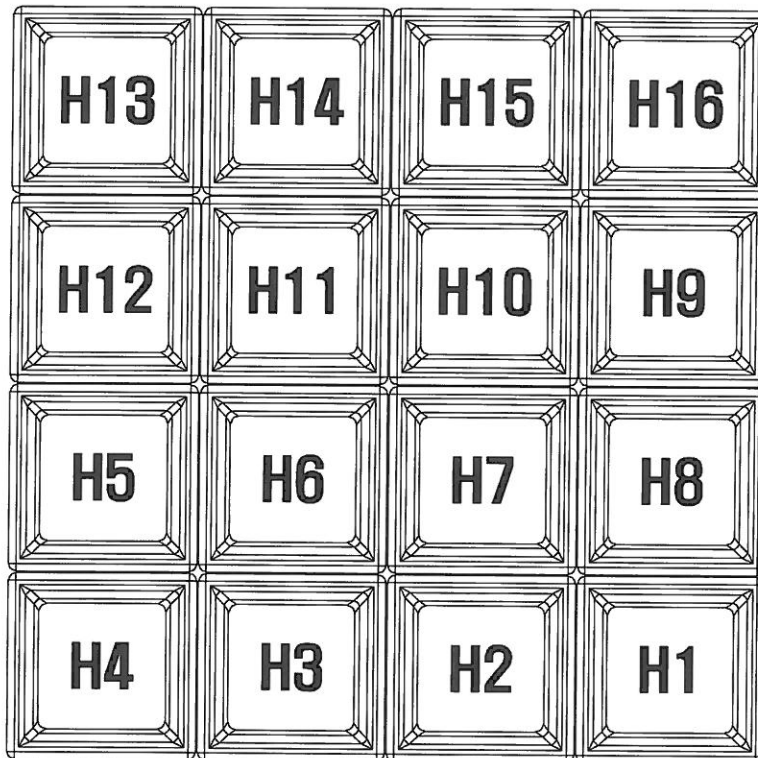
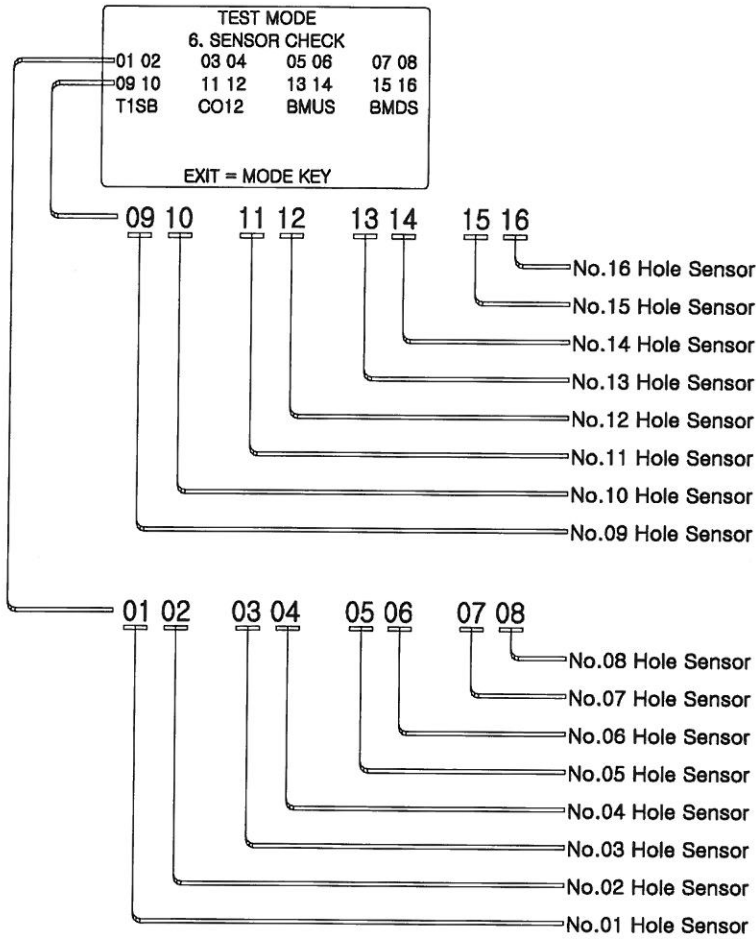
VER.1.0          [P1]
TEST MODE

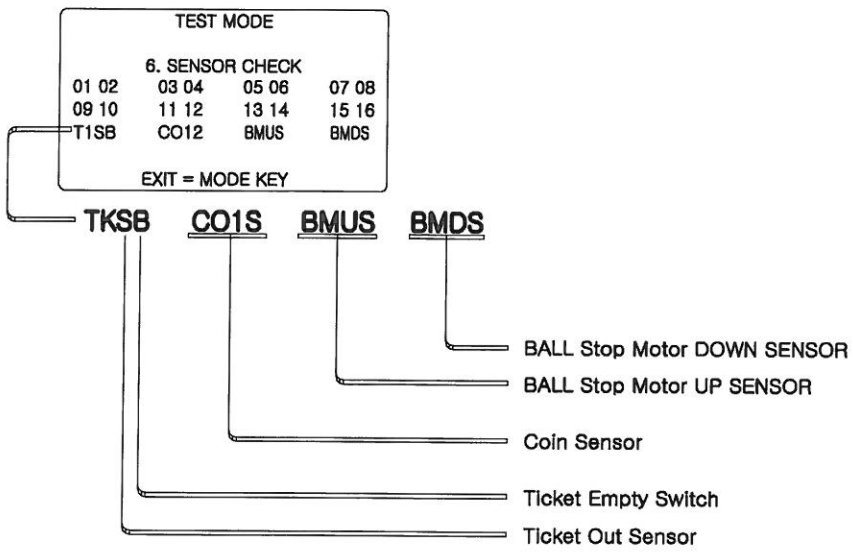
8. EXIT

```

Exit test mode

**6-2. Check the Status of Sensors and Switches.** (It turns BLUE light on when the hole sensor is detected.)





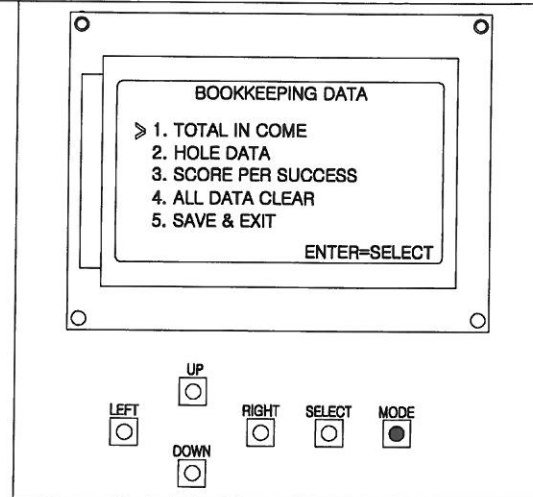


## 7. BOOKKEEPING DATA

\* This mode allows Bookkeeping Data management related to income and payout

### 7-1. How to get access to bookkeeping data

- 1) Press MODE button for 3 sec to enter Menu List.
- 2) Press UP or DOWN button to move to Bookkeeping Data and push SELECT button.
- 3) Press UP or DOWN button to move to data menu and push SELECT button.
- 4) Press MODE button to return to upper menu or mode



BOOKKEEPING DATA  
1. TOTAL INCOME

COIN IN [ \_\_\_\_\_ ]  
TICKET [ \_\_\_\_\_ ]  
SERVICE [ \_\_\_\_\_ ]

EXIT = MODE KEY

Total Income

Coin In : : Total Coin accumulated income  
Ticket Out : Total Tickets dispensed  
Service : Total Service credit

BOOKKEEPING DATA  
2. HOLE DATA

H01 [ _____ ]	H02 [ _____ ]
H03 [ _____ ]	H04 [ _____ ]
H05 [ _____ ]	H06 [ _____ ]
H07 [ _____ ]	H08 [ _____ ]
H09 [ _____ ]	H10 [ _____ ]
H11 [ _____ ]	H12 [ _____ ]
H13 [ _____ ]	H14 [ _____ ]
H15 [ _____ ]	H16 [ _____ ]

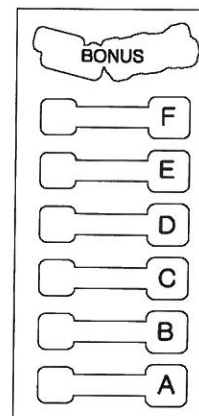
Hole No

Number of times a ball entered each hole.  
Clear data : Press and hold SELECT button..  
Press DOWN button to move to next Hole Data.

BOOKKEEPING DATA  
3. SCORE PER SUCCESS

BONUS = [ \_\_\_\_\_ ]  
F = [ \_\_\_\_\_ ]  
E = [ \_\_\_\_\_ ]  
D = [ \_\_\_\_\_ ]  
C = [ \_\_\_\_\_ ]  
B = [ \_\_\_\_\_ ]  
A = [ \_\_\_\_\_ ]

Number of times per each score range



Up and Down Move

BOOKKEEPING DATA  
4. ALL DATA CLEAR

YES    NO

Clear the all bookkeeping data

BOOKKEEPING DATA  
5. SAVE & EXIT

YES    NO

Save&Exit or Exit without saving.

YES : Save&Exit  
NO : Exit without saving

## 8. Error Mode

BONUS FND



— Error on Ball Stop Sensor or Ball Stop Motor

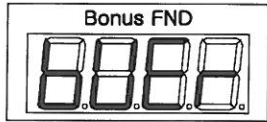
# 9. Trouble Shooting

TEST MODE

- 1. BALL STOP MOTOR
- SENSOR CHECK (UP)
- SENSOR CHECK (DOWN)

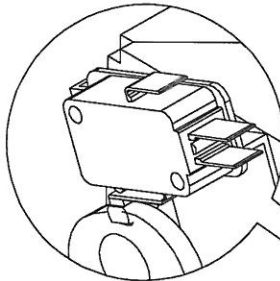
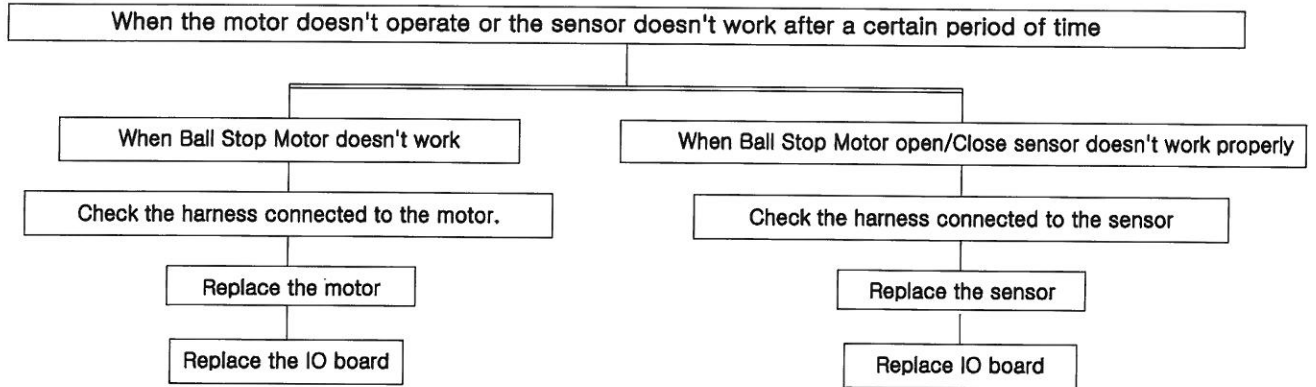
EXIT = MODE KEY

## 9-1. Error Code

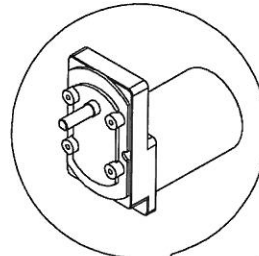


Ball STOP Motor Sensor

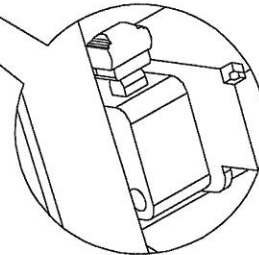
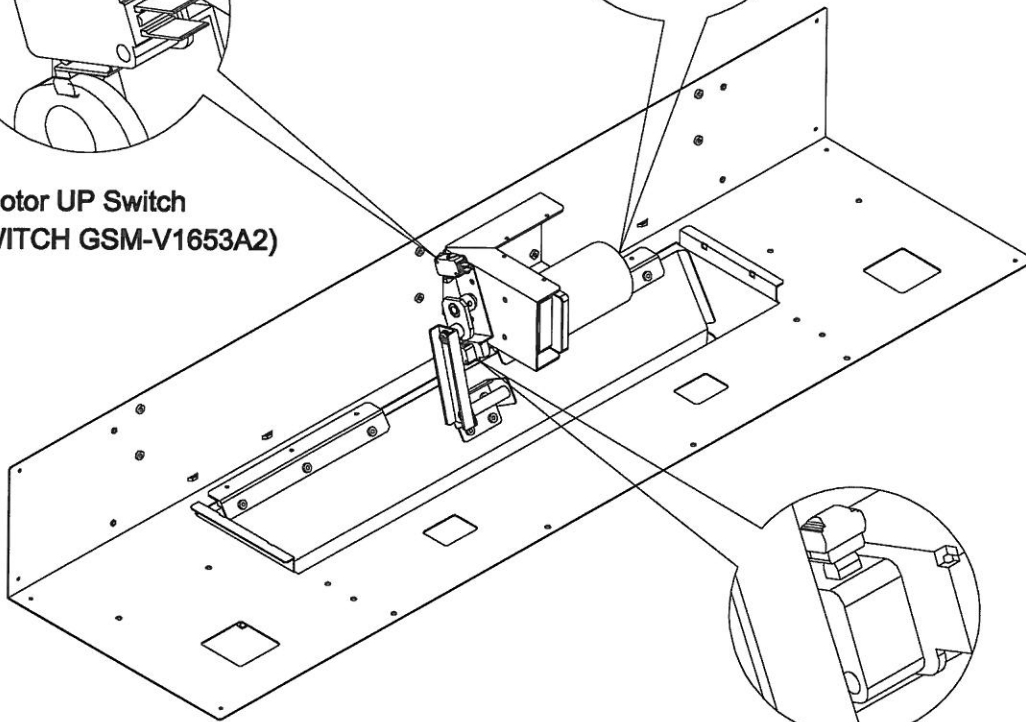
- When the motor doesn't operate or the sensor doesn't work after a certain period of time



Ball Stop Motor UP Switch  
(MICRO SWITCH GSM-V1653A2)



Ball Stop Motor  
KGY SERIES MOTOR K6DG15N1  
(12V-15W, 15rpm, 1/200)



Ball Stop Motor DOWN Switch  
(MICRO SWITCH GSM-V1653A2)

Reference : BALL DROP STOP OPERATION Ass'y