MULTI VENDING SYSTEM

OPERATION MANUAL

(1", 2" AND 3" CAPSULES)

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Part#: 67-30-300

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WARRANTY
WIRING DIAGRAM
SERVICE BULLETIN
CABINET WIRING DIAGRAM

1. SPECIFICATIONS OF CABINET

INPUT POWER: USA&CANADA = 120VAC, 60Hz (45 W)

SIZE: **W = 63" (1600 mm)**
D = 21.7" (550 mm)
H = 64.2" (1630 mm)

WEIGHT: 578 lbs (262 kg)

Capacity of 1", 2" and 3" heads: 1" Capsule = Apr. 700 pcs
2" Capsule = Apr. 220 pcs
3" Capsule = Apr. 75 pcs

Other prizes capacity: 1" Gumball = Apr. 1,200 pcs (24mm dia.)
1" Superball = Apr. 1,000 pcs (25mm dia.)
2" Gumball, Superball = Apr. 320 pcs (43mm dia.)

(ALSO AVAILABLE IN ALL BLACK FACE PLATE)

OPTION KIT AVAILABLE

Security Bar KIT, MID
Part#: 99-70-278

Dollar Bill Acceptor
MARS AE2451 U3E
Part#: 99-70-178

Printer KIT
Part#: 67-00-101

Motion Sensor KIT
Part#: 67-70-100

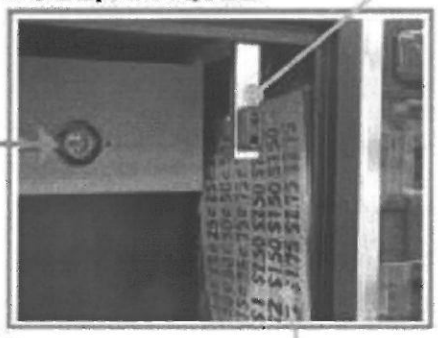
FRONT VIEW, CENTER UNIT

Instruction plexi / credit
Part#: 67-30-011
Instruction sheet, behind plexi
Part#: 67-30-012

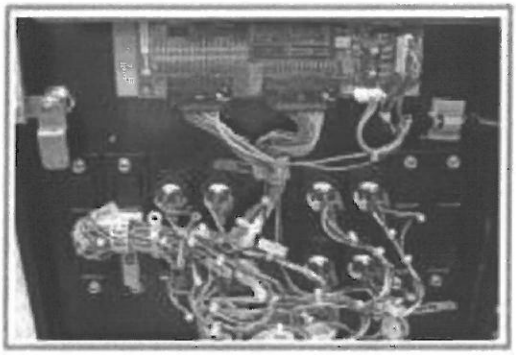
Motion Sensor KIT (Option)
Part#: 67-00-100

INSIDE, MARQUEE

FL Lamp, Marquee
ES E27 Cool Daylight, 269331
13W/6500K 120VAC, 50/60Hz



Price Number Sheet
Part#: 67-30-014



INSIDE, SELECT BUTTON

Marquee, Prize Party
Part#: 67-30-015

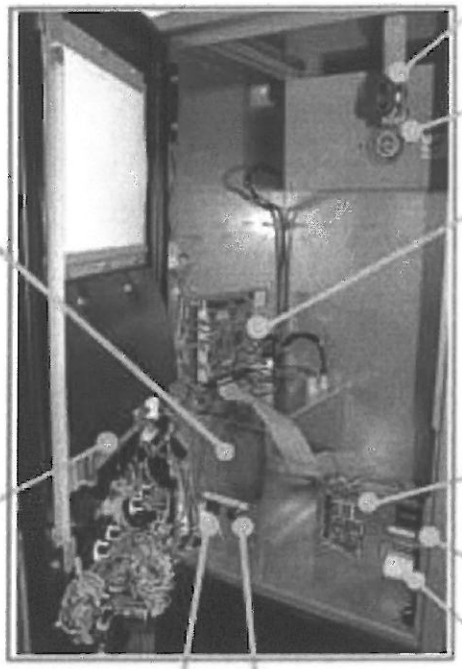
Select button
Part#: 67-60-400

Coin Mech Assy

Cash box

INSIDE, COIN DOOR

INSIDE VIEW OF FRONT DOOR, CENTER UNIT



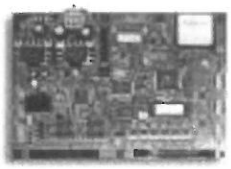
Motion Sensor KIT (Option)
Part#: 67-00-100

Socket, Marquee Lamp

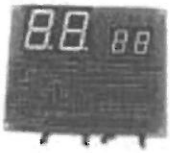
Power Supply case

Power Supply, 12VDC
Part#: 67-60-101
Power Supply, 5VDC
Part#: 67-60-100

Main PCB, Prize Party
Part#: 67-10-001



Display 7 seg PCB
Part#: 67-20-150



METER PCB
Part#: 51-20-215

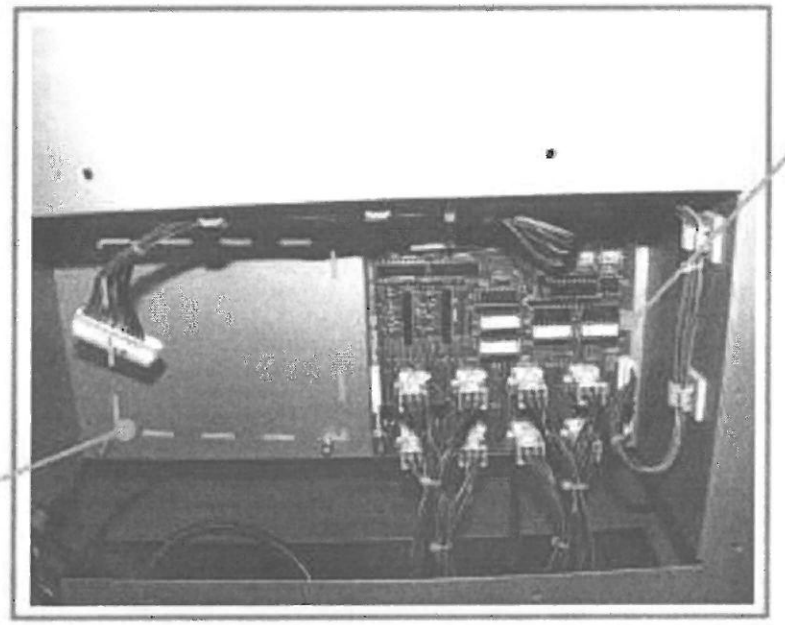
Coin-in
counter meter

Printer KIT (Option)
Part#: 67-00-101

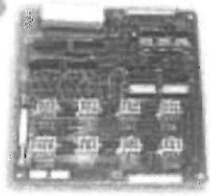
Main Power Switch

Fuse socket

INSIDE VIEW OF BACK BOTTOM PANEL, CENTER UNIT

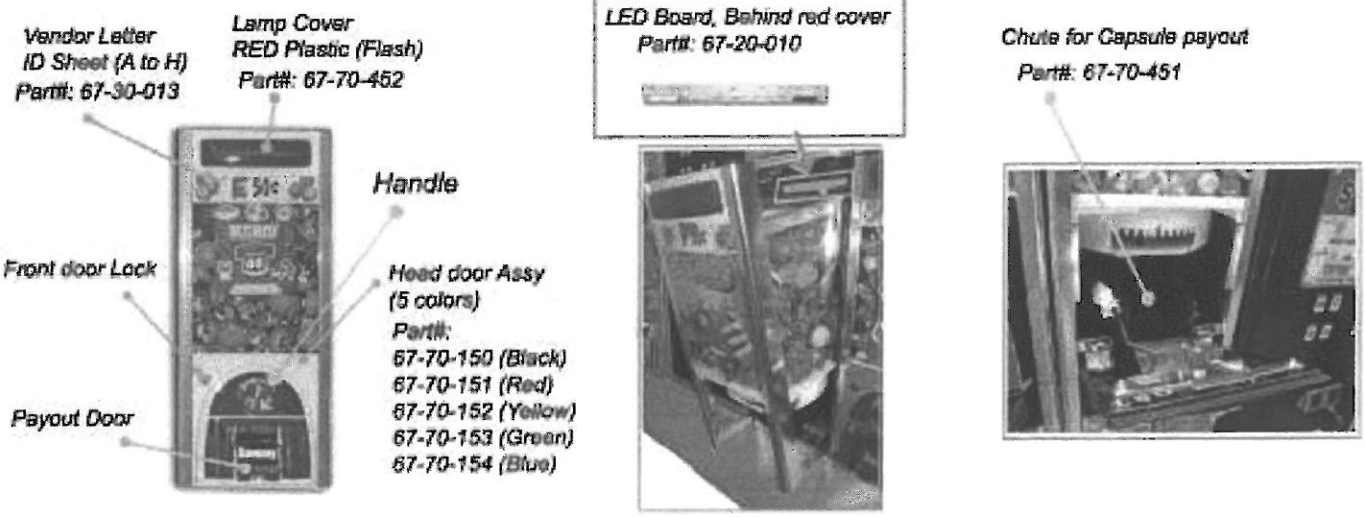


I/O board, Prize Party
Part#: 67-20-002

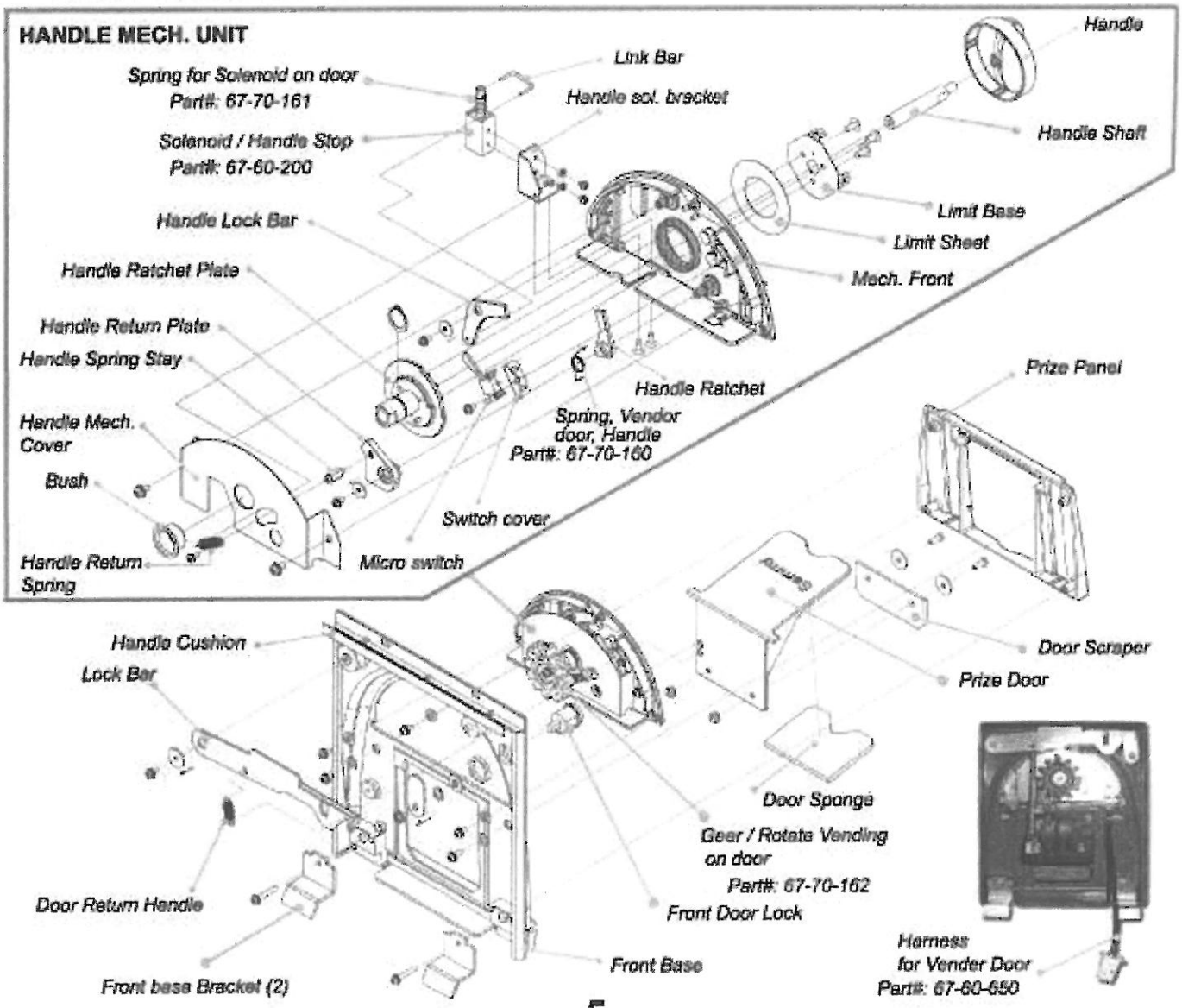


NOTE:
Place 2nd I/O Board here for 9 to 16 heads connection.

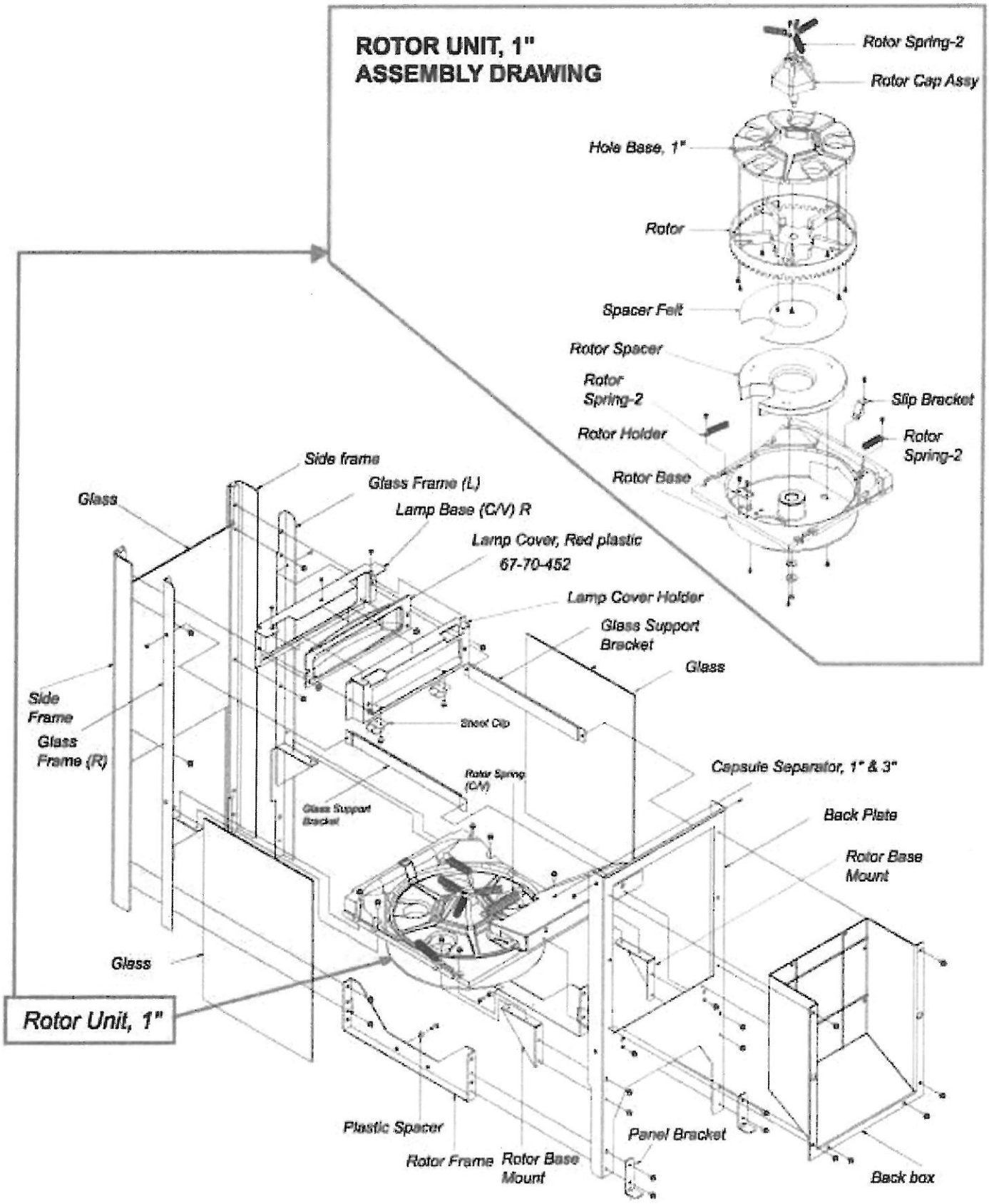
FRONT VIEW, HEAD



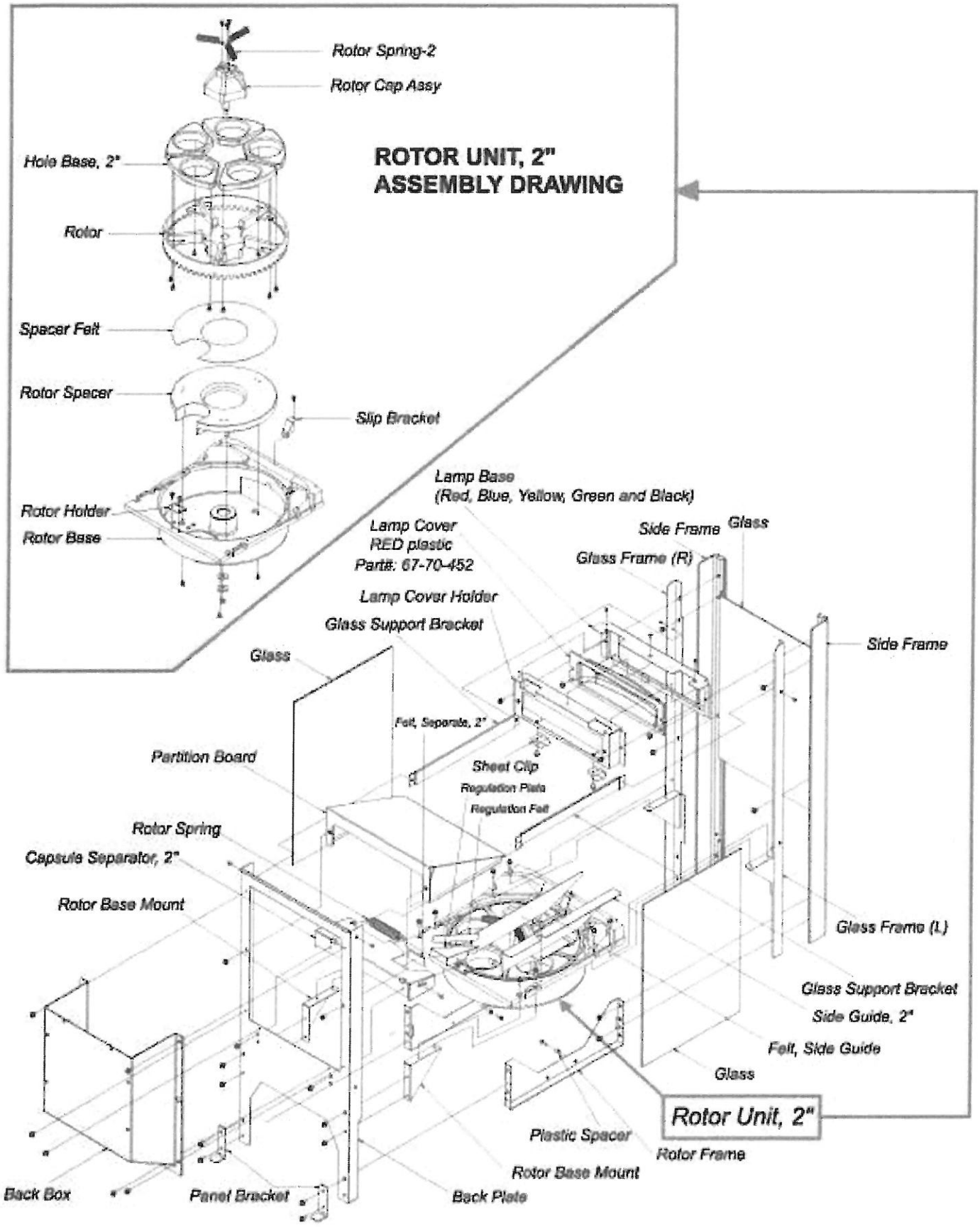
INSIDE VIEW, FRONT DOOR



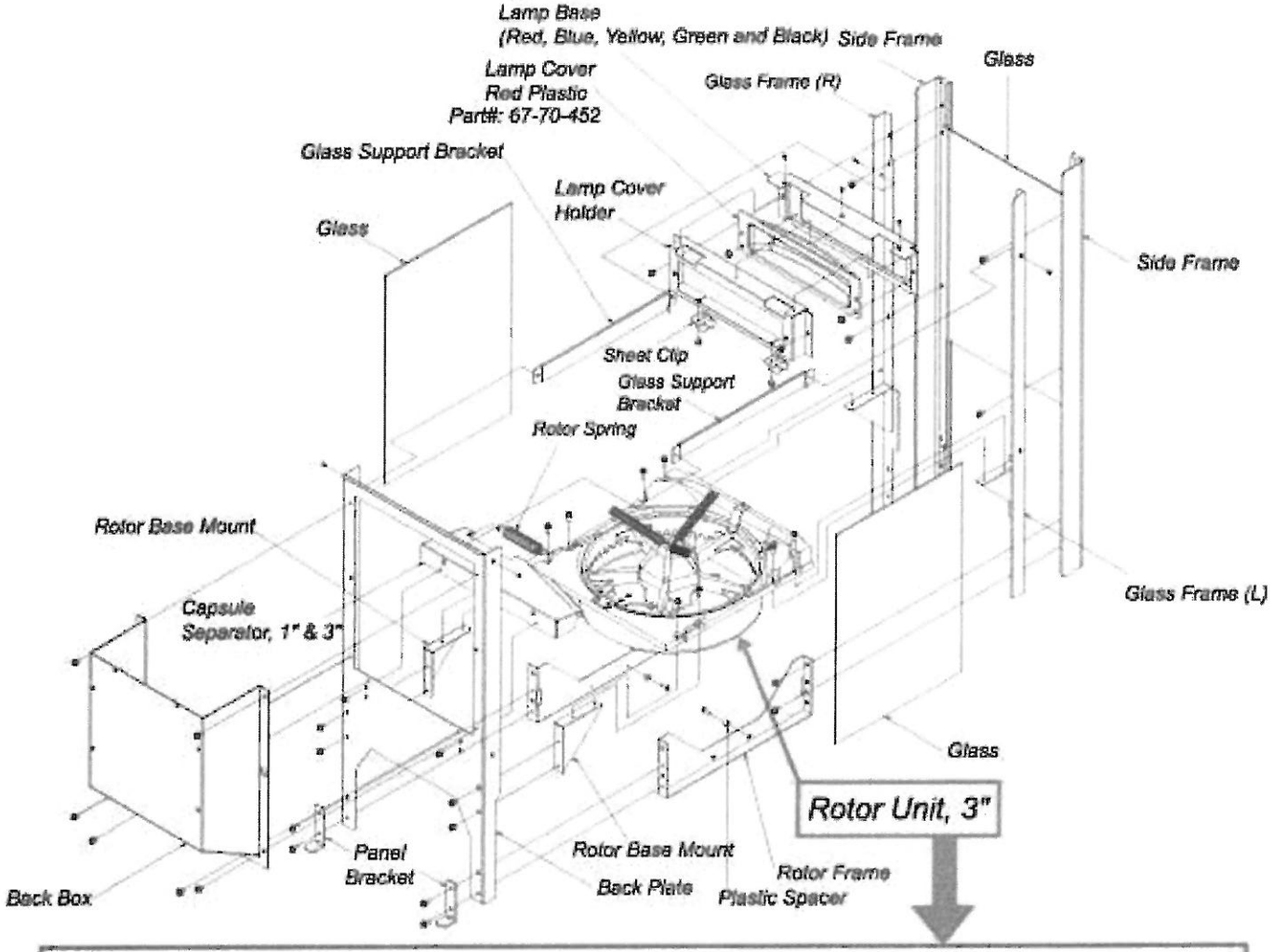
1" HEAD, ASSEMBLY DRAWING



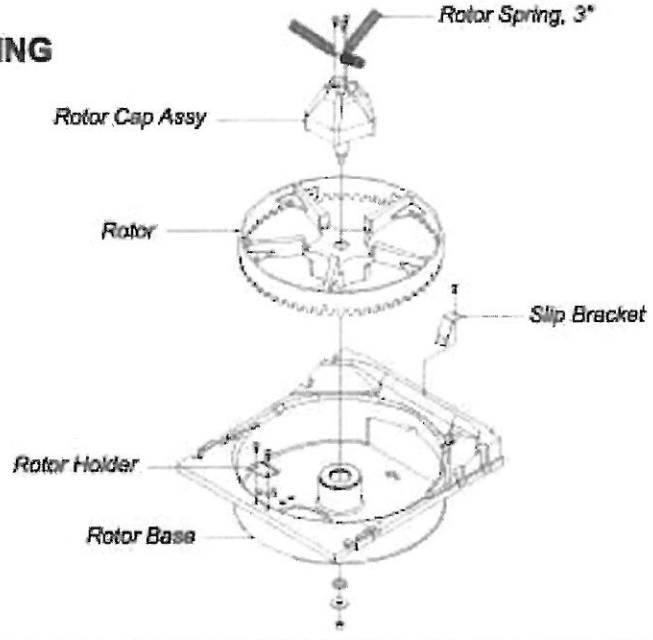
2" HEAD, ASSEMBLY DRAWING



3" HEAD, ASSEMBLY DRAWING



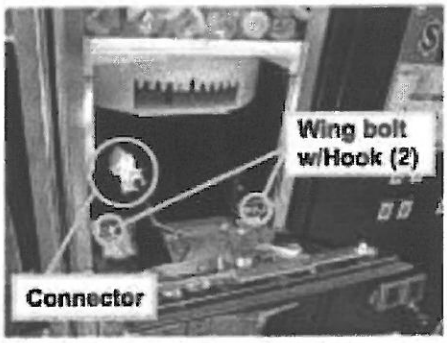
ROTOR UNIT, 3" ASSEMBLY DRAWING



2. SET UP OF MACHINE

1) Remove the packing box and plastic bag. Remove the game from skid.
2) Take out the Cash box door key set from coin return cup. Open cash box door and remove FL Lamp and all others keys.
   Open Center unit and snap in the FL Lamp to socket of Marquee Lamp.
3) Plug in the AC power cord and power on the machine. (Main power switch is located inside of Front door, Center unit)
4) 8 Price display cards with Value sticker are located inside of Center unit. Decide sales price of capsules then slide in and tape all prize values to appropriate head.
5) Fill the Capsule Prizes. Please slide in the PRIZE DISPLAY CARD, if you need.
   (You need to purchase the PRIZE DISPLAY CARD from your local prize supplier when you purchase prizes.)

NOTE: HOW TO FILL CAPSULES (HOW TO OPEN FRONT DOOR AND PULL OUT THE VENDER HEAD ASSY)



a) Turn Key to open Front door. Unplug Connector then pull out the Front door. Loosen Wing bolts (2 pcs) then slide in both Hooks to inside.

b) Grab inside of corner posts to pull half out of head assy.

c) Grab top inside of bracket and front hopper (White plastic part) to pull it out.

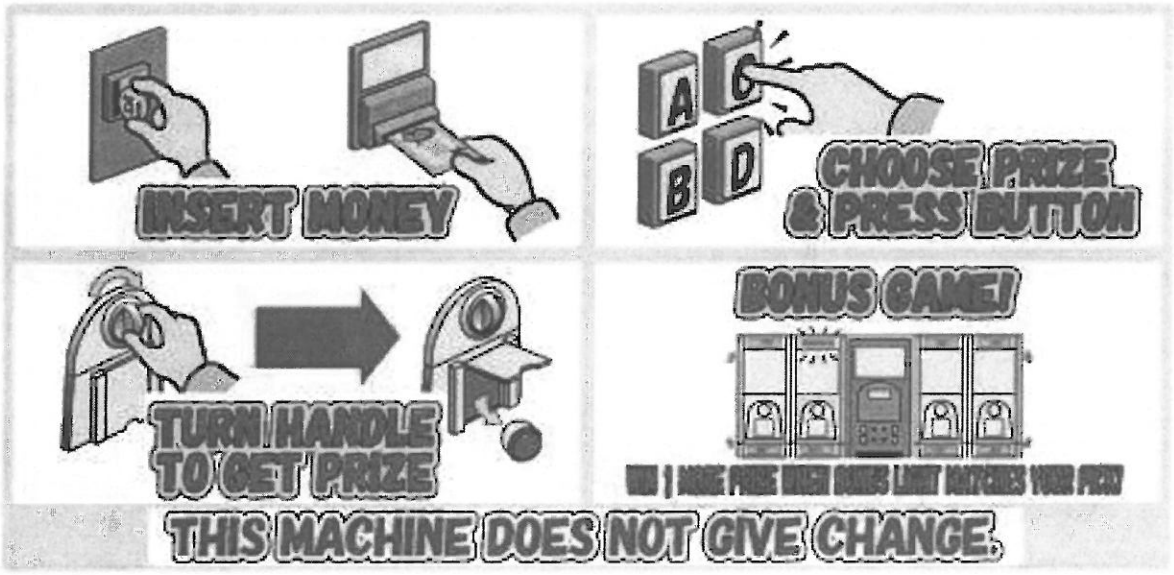
ATTENTION!
Match the long tooth on the "Handle gear" of the Front Door with the long notch of "Rotor gear" on Rotor. (Refer to Service Bulletin)

Default of Prize size are:
3" x 2 heads ($1.00 and $2.00), 2" x 3 heads (All $0.50) and 1" x 3 heads (All $0.25).
Refer Page 12 of Default setting.

6) Test the game. (Insert money, select prize and turn handle to get prize.)

3. HOW TO VEND, BONUS GAME

1) Insert money.
2) Chose prize and press button on CENTER UNIT to select the prize.
   (BONUS LAMP on top of head will flash after you select)
3) Turn the handle of head that you selected to dispense the prize.
4) After dispensed, BONUS GAME will start. All 8 BONUS LAMPS
   will spin and automatically stop. WIN one more prize when
   BONUS LAMP lands on same head as you picked.
   Turn the handle again to get additional prize!

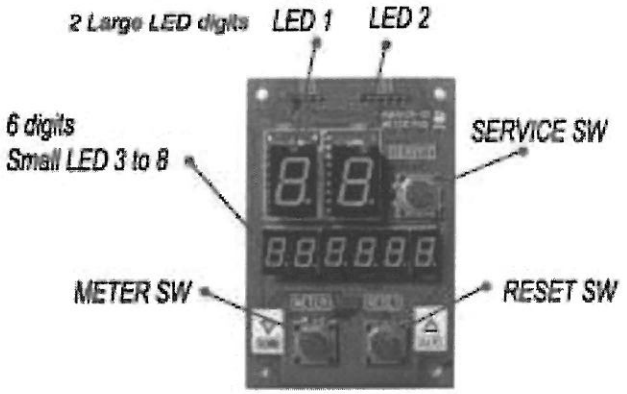


4. SETTING MODE

You can adjust each machine setting in this mode.

HOW TO ENTER THE SETTING MODE

Press and hold the SERVICE Switch on the METER PCB inside of the Front door on Center Unit about 2 seconds to enter the SETTING MODE.
LED 1 & LED 2 on the METER PCB shows FUNCTION # and LED 3 to LED 8 on the METER PCB shows SETTING #.



METER PCB

FACTORY DEFAULT

Use when you need to clear all back up data and settings in Memory of Main PCB

PRESS AND HOLD THE SERVICE SWITCH THEN RE-POWER ON THE GAME. CONTINUE TO PRESS AND HOLD THE SERVICE SWITCH UNTIL LED 1 & LED 2 SHOWS "dF" TO COMPLETE FACTORY DEFAULT.

VENDING MODE (NORMAL)

SERVICE SW =	Press once to add one free credit. Press switch & hold over 2 seconds to go to GAME SETTING MODE.
METER SW =	Volume up.
RESET SW =	Volume Down. Press switch & hold over 2 seconds to clear Error code.

SETTING MODE

SERVICE SW =	Advance the FUNCTION # by hitting the Service Switch. After you change Setting style, hit the SERVICE Switch until end of Functions to return to the regular game mode. Then the adjustment will be done.
METER SW =	Change Setting number down.
RESET SW =	Change Setting number up.

IF YOU HIT THE RESET SWITCH DURING THE GAME SETTING MODE....

If you hit the RESET Switch during the game setting mode, the machine automatically returns to the regular game mode and no changes will be made. You have to readjust all of the settings again.

There are 5 kinds in SETTING MODE. Refer below table.

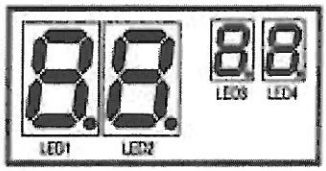
TABLE OF SETTING FUNCTION

>>> This color means "DEFAULT"

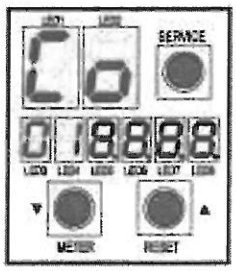
FUNCTION #	FUNCTION	SETTING#	SETTING
Co	PRIZE VALUE OF EACH HEADS	40 kinds (Press button to advance by 25 cents)	From $0.25 ⇕ Maximum $10.00
01	AUTO-ERROR RESET	01	ON
		02	OFF (Stop at error code)
02	ATTRACT MODE	01	Bonus Lamp & Sound (Once after 2 minutes from power on then 1 minute later)
		02	Bonus Lamp only (Once after 2 minutes from power on then 1 minute later)
		03	Bonus Lamp only (Once every 10 minutes from power on)
		04	OFF
03	BONUS GAME	01	ON
		02	OFF (No Bonus game)
Po	BONUS GAME WIN % SETTING BY EACH HEAD		0 % (No WIN)
			1% (Win once in 100 plays)
			2% (Win once in 50 plays)
			3% (Win once in 34 plays)
			4% (Win once in 25 plays)
			5% (Win once in 20 plays)
			100 % (Win every time)

"Co" = PRIZE VALUE OF EACH HEADS

Set Prize Value of all heads in this mode. You can set each head from $0.25 to $10.00. Press Square Select button A to H to change the Value. Value shows on both Credit display and 6 digits on Meter PCB. (Press & hold Square button to speed up the Value change) After set up, press Service switch to go to next function.

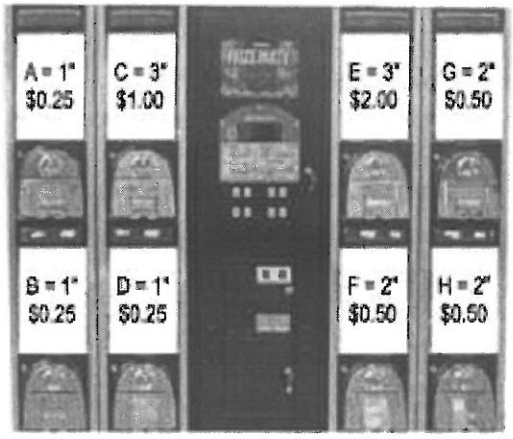


CREDIT DISPLAY, FRONT VIEW



METER PCB, FRONT VIEW

DEFAULT OF PRIZE VALUE FOR EACH HEADS



"01" = AUTO ERROR RESET

You can set ERROR movement in this setting.
Setting 01 (ON) = Machine will automatically go back to game mode after 1 minute.
Setting 02 (OFF) = Machine will STOP with error code. Error sound will stop after 1 minute.

"02" = ATTRACT MODE

4 kinds. Refer below.
Setting 01 = Bonus Lamp & Sound:
At first, 2 minutes the music then next music will begin 1 minute later.
Setting 02 = Bonus Lamp only:
Same timing as above but no music.
Setting 03 = Bonus Lamp only (Silent)
Lamps will flash every 10 minutes. No music output.
Setting 04 = OFF

"03" = BONUS GAME

You can set BONUS GAME ON or OFF in this function.

"Po" = BONUS GAME, WIN % SETTING

You can set WIN% of BONUS GAME by each head in this function.
Press Square Select button A to H to change the setting number of WIN%.
Setting number will display on both Credit display and 6 digits on Meter PCB.

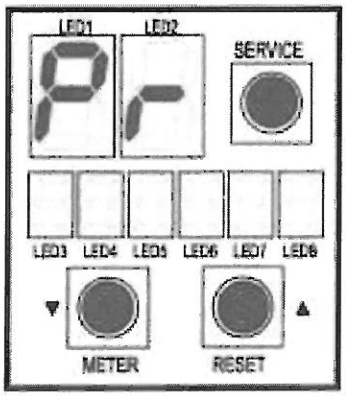
After all changes are made, please press SERVICE switch once to return to normal vending mode.

5. PRIZE VENDING TEST

Press and hold the METER Switch then re-power on the machine to go to PRIZE VENDING TEST MODE. (LED 1 & LED2 shows "Pr")

Push one of PRIZE SELECT Button on Center Unit to chose one Head that you want to test. Solenoid coil of head will release and be ready to turn the handle that you selected.

Press RESET Button on METER PCB to return to normal VENDING MODE.



METER PCB, FRONT VIEW

6. TEST MODE

There are 3 kinds (OUTPUT TEST, INPUT TEST and SOUND TEST)

HOW TO ENTER THE TEST MODE

Press and hold all 3 switches (SERVICE, METER and RESET Switches) at same time in GAME MODE more than 3 seconds to go to TEST MODE.
After TEST MODE, press SERVICE Switch to select each test menu.

OUTPUT TEST

Test all LAMPS, LED DISPLAY digits. Sequence is below.

1) PRIZE SELECT BUTTON A to H will flash. (8 kinds)
   ⬇ (Maximum 16 buttons will be flash when they are connected)
2) CREDIT DISPLAY, LED 4 digits (Display the digits from 0 to 9 x 4 pcs)
   ⬇
3) METER PCB, LED 8 digits (Display the digits from 0 to 9 x 8 pcs)

INPUT TEST

Test all Buttons, Switches and Meters. Credit display will show result with 2 digits as below when device is activated. Credit display shows " - - " when no input.

ERROR CODE	NAME OF SWITCHES
Co01 ➡	COIN Switch #1
Co02 ➡	COIN Switch #2
SA01 ➡	SERVICE Switch
SA02 ➡	METER Switch
SA03 ➡	RESET Switch
Po01 to **Po16** ➡	PRIZE SELECT Button A to O (16 positions)
PS01 to **PS16** ➡	HANDLE POSITION Switch A to O (16 positions)

COIN IN COUNTER TEST:
DURING INPUT TEST, press PRIZE SELECT switch #1 to count up the COIN IN counter.

SOUND TEST

CREDIT DISPLAY shows number and plays Music & Voice.

HOW TO GO BACK TO VENDING MODE

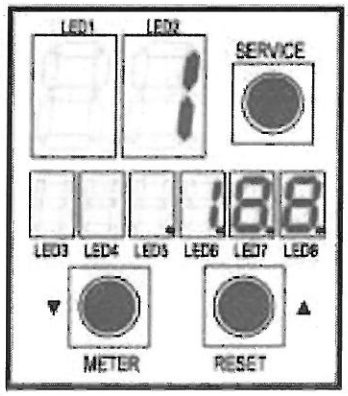
Press SERVICE switch after sound test or just re-power on the machine.

7. AUDIT MODE

Press and hold SERVICE and METER Switches about 2 seconds during GAME MODE to go to AUDIT MODE.

Press METER Switch once.
LED 1 & LED 2 on METER PCB shows number of Heads from 01 to 08.
(09 to 16 will appear when you add head kit) then LED 3 to LED 8 shows number of payout for each heads.

Press RESET Switch to go back to VENDING MODE.



METER PCB, FRONT VIEW

HOW TO RESET ALL AUDITS

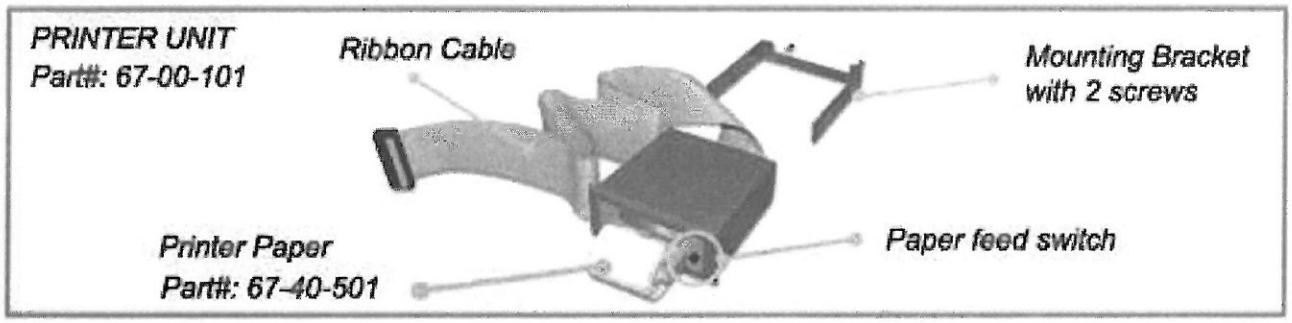
Press and hold the METER and RESET Switches then re-power on the game. Continue to press and hold the METER and RESET Switches over 2 seconds to reset all AUDITS.

NOTE: Please use when you need to reset audit data.

8. OPTION (PRINTER KIT, MOTION SENSOR KIT)

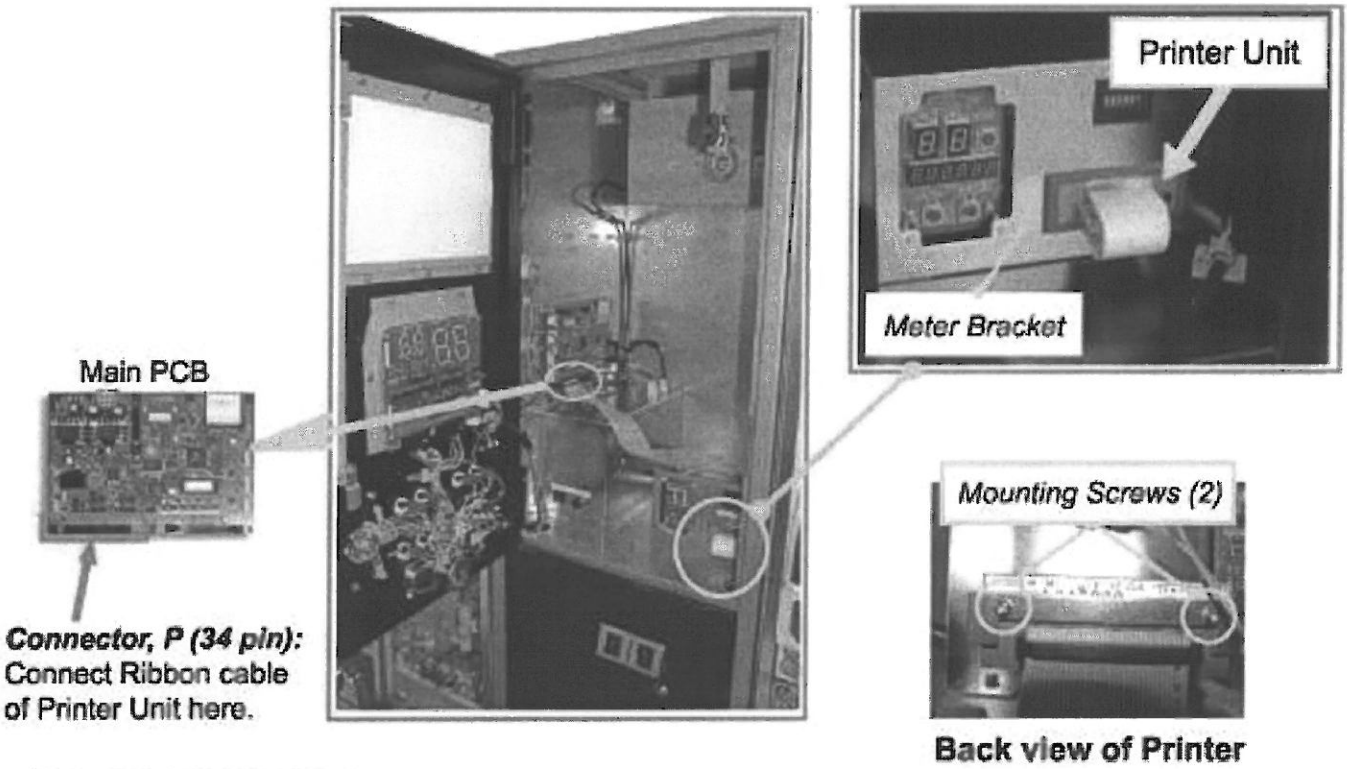
PRINTER KIT

PRIZE PARTY has option to print out audit using option printer unit.



INSTALLATION

1) Insert Printer Unit into Rectangle hole on Meter Bracket then fasten 2 screws to Mounting Bracket to hold the Printer unit from back side.
2) Connect Ribbon cable of Printer Unit to Main PCB.



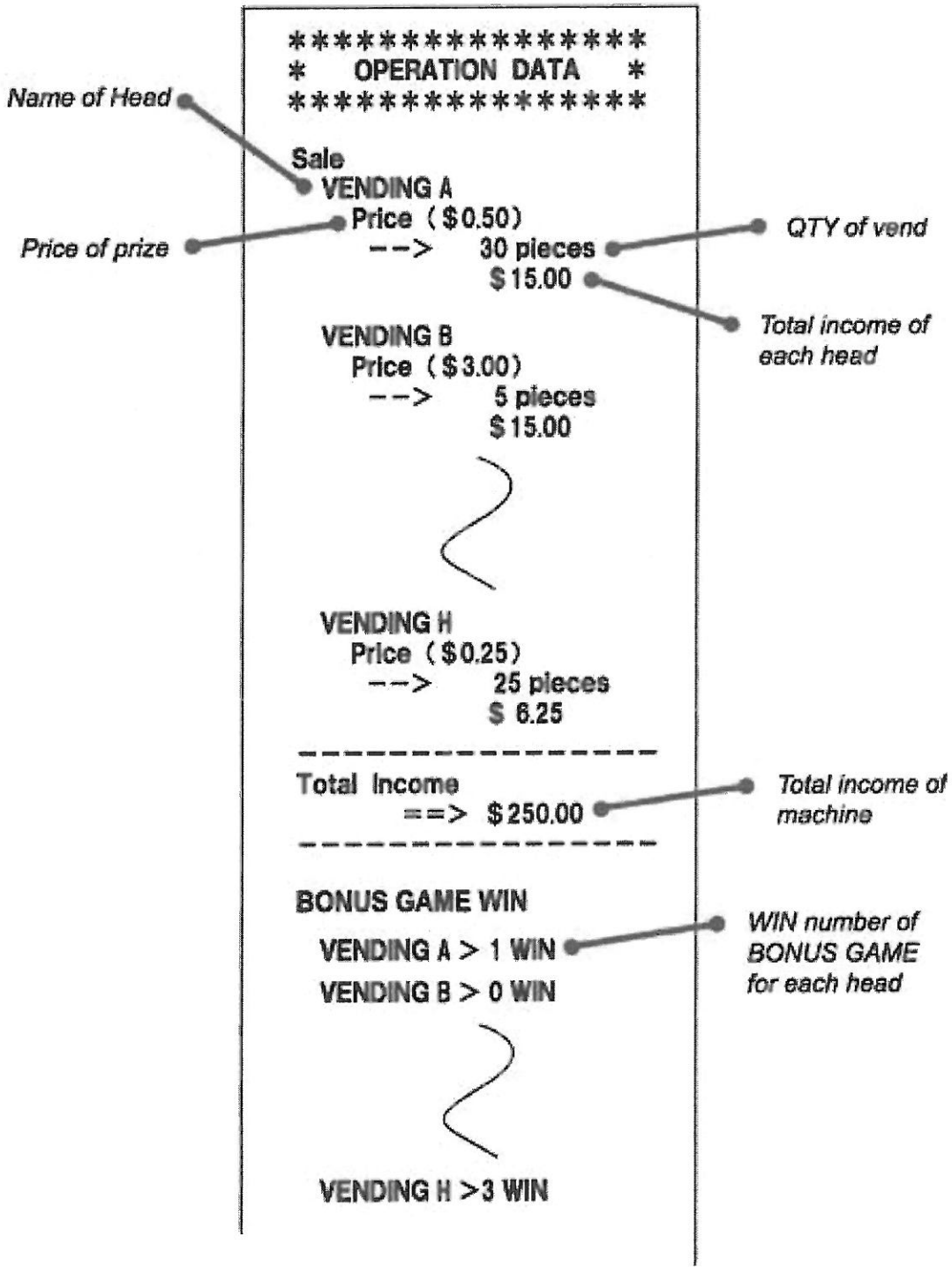
Back view of Printer

HOW TO PRINT OUT

Go to AUDIT MODE. (Press SERVICE and METER Switch at same time in VENDING MODE to go to AUDIT MODE.)
In AUDIT MODE, press METER Switch to 2 digits display shows "Pr" then press SERVICE Switch to print out the Audit on paper.

AUDIT DETAIL ON PRINTER RECEIPT

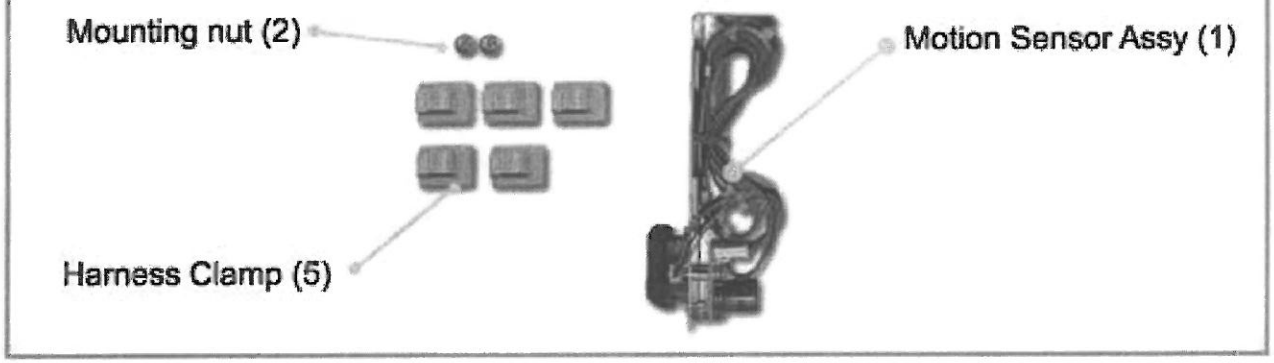
Receipt shows audit information as below.



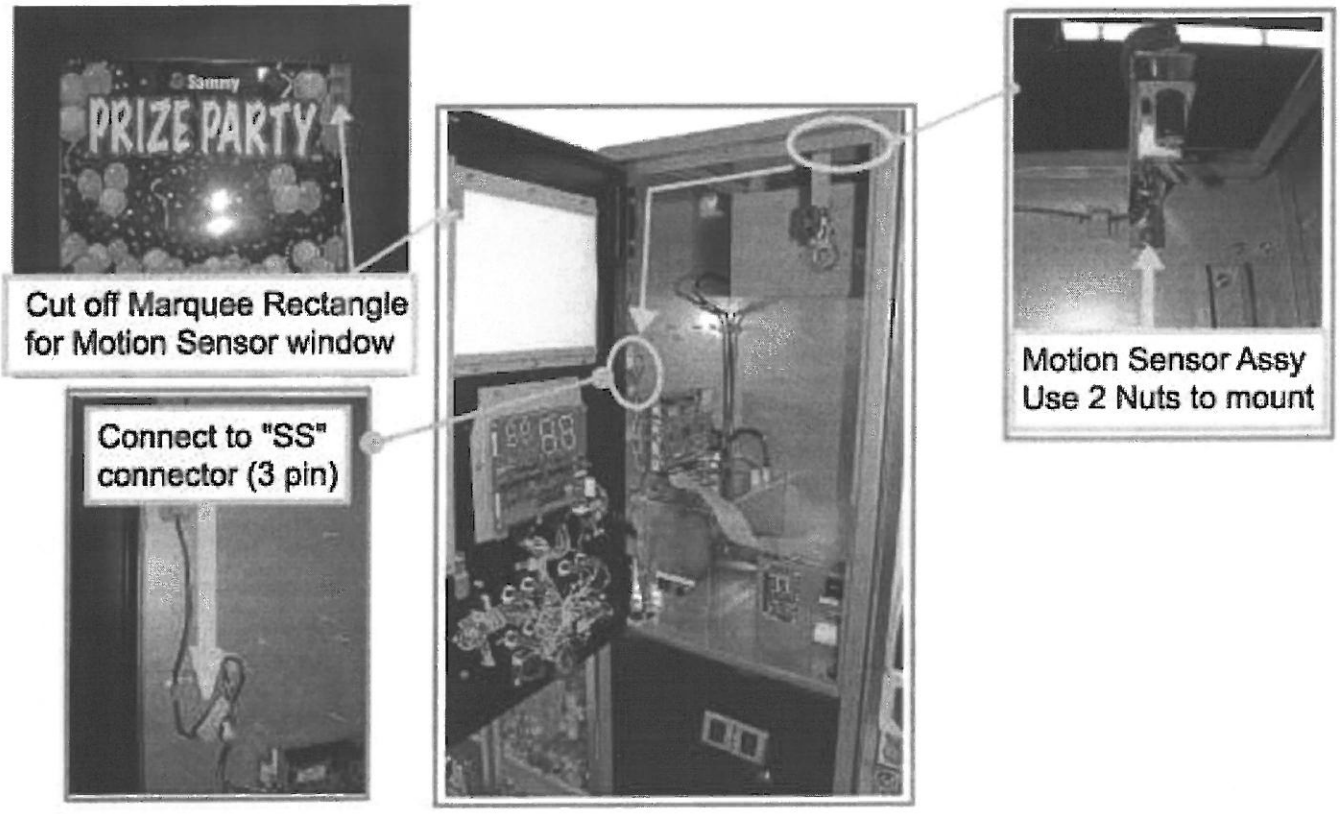
SENSOR KIT

Machine plays the Attract voice when customer stands in front of machine.

Motion Sensor KIT Part#: 67-70-100



1) Mount Sensor Assy to top inside of Center Unit. Connect Sensor Kit connector (3 pin) to "SS" connector. Use 5 Wire Clamps to place the harness.



2) Cut off top right corner of Marquee to make window of Motion sensor.

NOTE: Motion Sensor does not sense during Attract music or voice playing.

9. ERROR CODE

Machine will display ERROR CODE on credit display as below, if any problem or malfunctions. Press RESET SW to clear ERROR CODE. If not, refer below to fix cause of the problem.

"EC" = COIN ERROR

When "EC" is displayed on credit display with error alarm sound, machine is under either coin jam or coin-mech fault.
Press the RESET SW to clear the error.

"EU01 to EU16" = VENDOR UNIT ERROR

When "EU" and vendor unit number is displayed on credit display with error alarm sound, an error can be found in the relevant vendor unit.
("01" to "08." Additional vendor unit mount is maximum "16" display)
Check around the error vending unit. (Especially, Handle Unit and "G" connector & harness of vender unit inside.)
Press the RESET SW to clear the error.

NOTE: Allocation of Vendor unit error number for object vender unit.

EU01 = Vender unit "A"	EU05 = Vender unit "E"
EU02 = Vender unit "B"	EU06 = Vender unit "F"
EU03 = Vender unit "C"	EU07 = Vender unit "G"
EU04 = Vender unit "D"	EU08 = Vender unit "H"

(Standard 8 vender units version)

WARRANTY

Limited warranty, Repair and Return Policy

Sammy USA Corporation warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy USA Corporation invoice date unless otherwise specified in writing by Sammy USA Corporation. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.
This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy USA Corporation.
There are no additional warranties described above.
The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

Return Merchandise Authorization

1. Contact your authorized Sammy USA distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from Sammy USA Corporation through an authorized Sammy USA distributor. Please have your serial number available when calling for RMA number.
3. All items must have an RMA number marked clearly on the outside of the package.
4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.
5. Credits to accounts are subject to inspection of products for damage and suitability for resale.

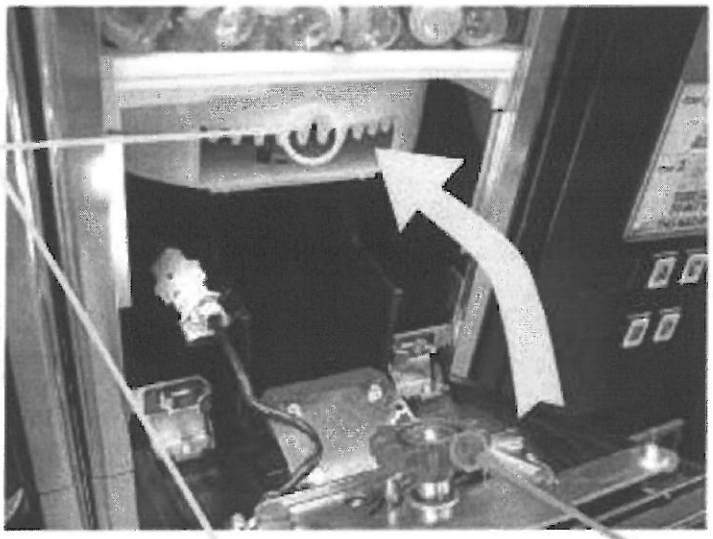
PRIZE PARTY

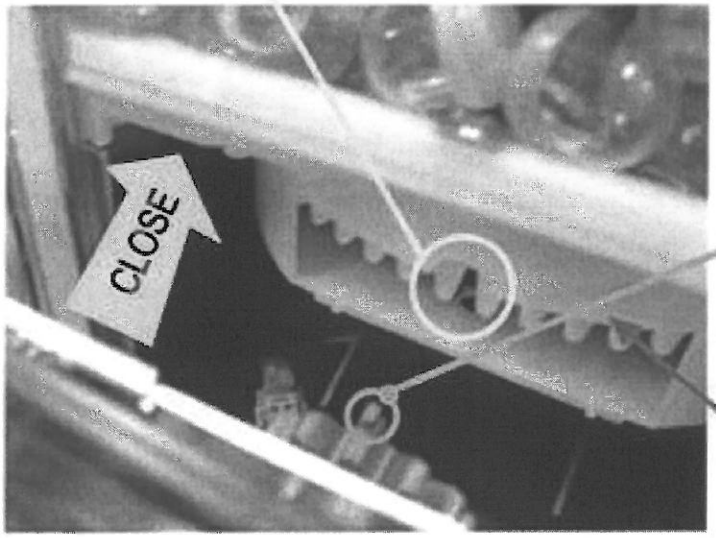
SERVICE BULLETIN
ATTENTION! BEFORE YOU LOCK THE FRONT OF EACH HEAD

Before you close the front Door of each head, make sure that tooth of gears fit. Refer below. (If not, you can not lock the door or payout)

Long Notch on Hopper disk base

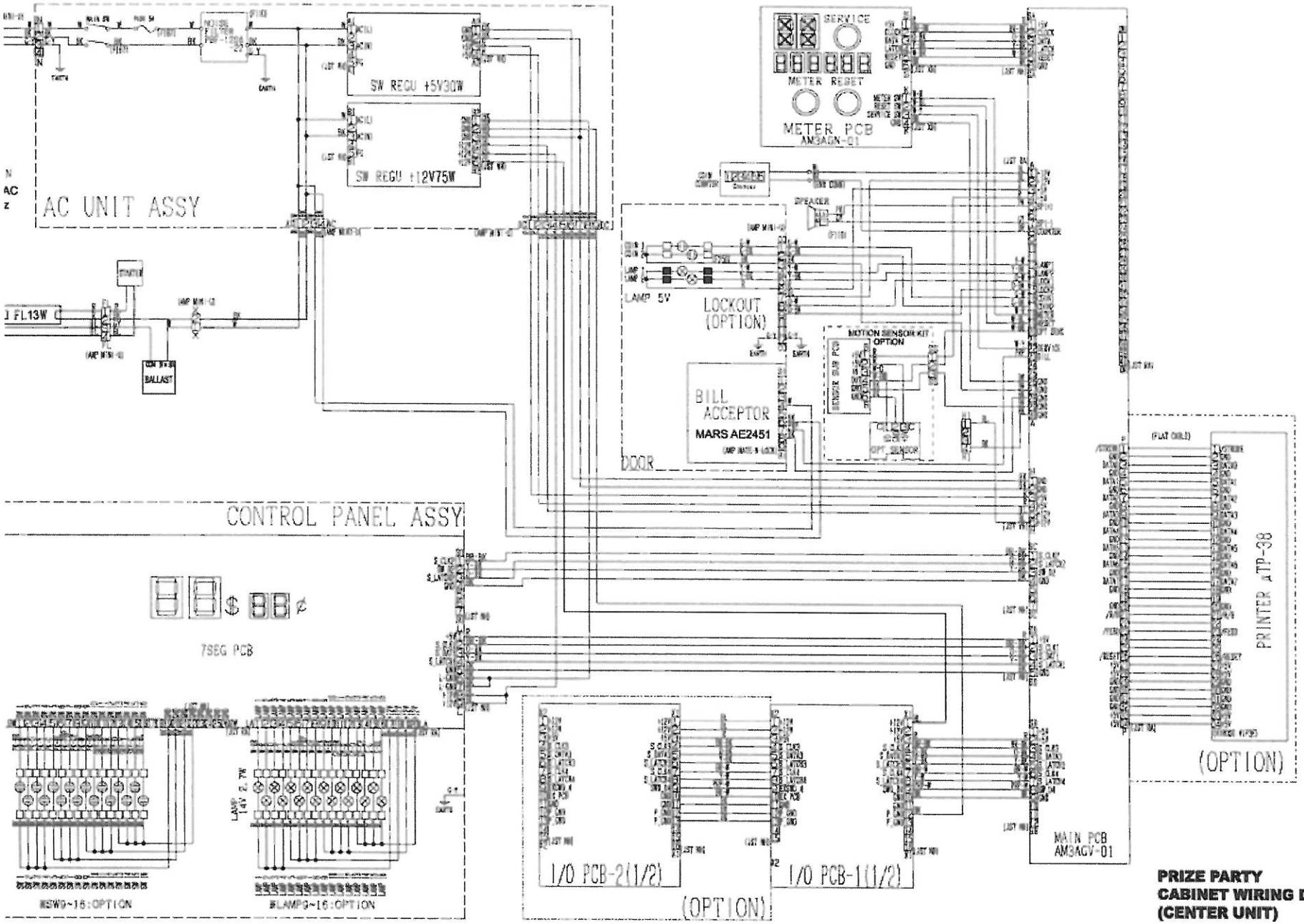
Match long notch on Rotor to one long tooth of Handle gear. (Manually spin Rotor to move the position of notch until they match.)



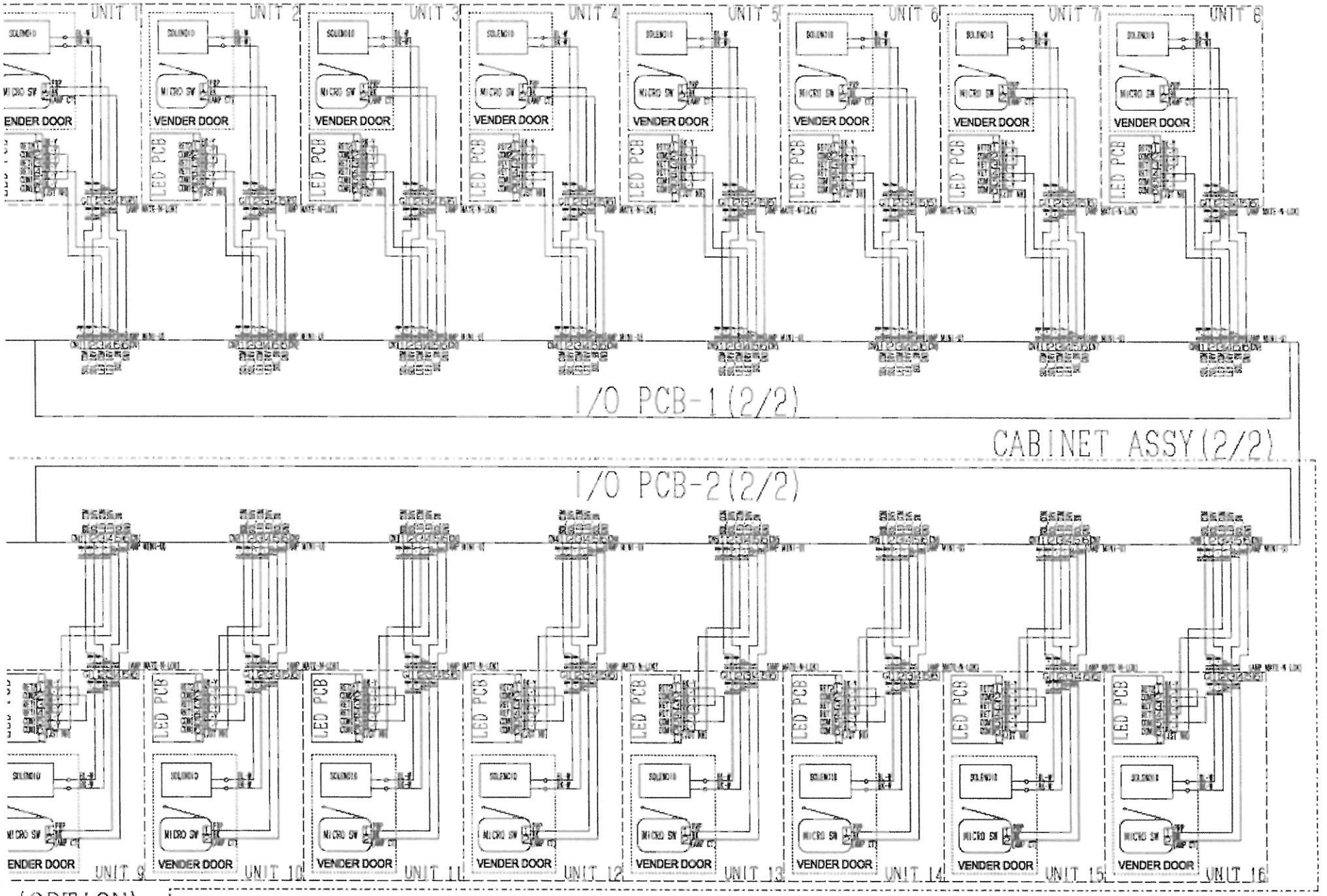


Long tooth on Handle gear

Rotor



PRIZE PARTY
CABINET WIRING DIAGRAM 1
(CENTER UNIT)



PRIZE PARTY
CABINET WIRING DIAGRAM
(HEAD UNIT x 8 + 8 OPTION)