## 4



Please read this instruction carefully before use

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## 1. Specifications

| Voltage | $\begin{aligned} & 110 \mathrm{~V} \mathrm{AC} \pm 10 \% 7.0 \mathrm{~A} \\ & 220 \mathrm{~V} \mathrm{AC} \pm 10 \% 4.0 \mathrm{~A} \\ & 50 / 60 \mathrm{~Hz} \end{aligned}$ <br> (Note: Please refer to the label on the game for the actual voltage.) |
| :---: | :---: |
| Power | 600W |
| Size | L800*W554*H1730mm |
| Weight | 150 KG |
| Texture | Wood + plastic + metal |
| Power box | $48 \mathrm{~V} \sim 10.4$ |
| Power box | $5 \mathrm{v} \sim 3 \mathrm{~A} \quad 12 \mathrm{v} \sim 12 \mathrm{~A}$ |



## 2. Appearance



## 3. Attention warning



## The machine is designed for indoor use only.

## Never install this machine outdoors or in any of the following

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


## Game Leveling:

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


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


## Connecting the power cord:



WARNING

- Do not put heavy items on power cord.

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

- Do not touch the power plug with wet hands.

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

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


## 4. How to play

1. Press the choose gift key to select the gift you like.
2. Put in tokens and start the game.
3. The fairway began to swing.When you press the start button, the ball will fall.When the number of balls accumulated reaches the specified target, the gift is obtained.

## Note :

1. That the game fails when the hole has a duplicate ball
2. When you are one ball short of the target ball, you can continue to insert a coin to choose the challenge. If you do not challenge at this point, you can get a small capsule toy.

## 5 Package Part

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

| NO. | Name | PCS | Type/Model | Picture |
| :---: | :---: | :---: | :---: | :---: |
| 1 | Power line | 1 |  |  |
| 2 | Key | 3 | 818 |  |
| 3 | Instructions | 1 | 7 |  |

## 6. Set



Press
 enter background settings.

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

| 1 | Press | $\underbrace{(2)}_{\substack{\text { dx } \\ \text { Enter }}}$ |
| :---: | :---: | :---: |
| 2 | Press enter account <br> item. | 1: Account |
| 3 |  | Credit $: 00000$ Gifts : 00000 Capsule : 00000 Select and Set |

6.2 Parameter setting

| 1 | Get into | $\bigotimes_{\substack{4 x \\ \text { Eneer }}}^{\substack{\text { n }}}$ |
| :---: | :---: | :---: |
| 2 | Press <br> enter <br> item | 2: Settings |
| 3 | Get into | $\bigcirc_{\substack{\text { 4i } \\ \text { cner }}}^{\substack{\text { a }}}$ |
| 4 | Screen prompt for password | Input Password <br> Up and down keys $00000000$ <br> Select and Set |
| 5 | When the input is complete, press |  |
| 6 | You can view the main interface for parameter settings | 1. Start Coin <br> 2. Difficulty <br> 3. Gift Switch <br> 4. Dare Switch <br> 5. Dare Time <br> 6. Light Test <br> 7. Box Test <br> 8. Music <br> 9. Volume <br> 10. Set Factory |

6.2.1 Press
 each item that enters the parameter setting separately and adjust.
(Note: use of reference handle schematics)

| Function | View | Instructions |
| :---: | :---: | :---: |
| 1. Start Coin | 1 Start Coin 1-10 Coin <br> 1 <br> First Clear Acct | The number of startup coins is $\mathbf{1 - 1 0}$ optional. <br> To adjust the amount. To <br> choose the gift box number |
| 2. Difficulty | 1NUM Difficult $05-09$ <br> 05 <br> First Clear Acct | Game difficulty adjustment has 5-9 level. <br> The bigger the number, the harder it is to win. <br> Press <br> To <br> Modify the data |
| 3. Gift Switch | Gift Switch <br> Close <br> Open | Turn on or off the function for give Capsule toy |
| 4. Dare Switch | Challenge Switch <br> Close <br> Open | Turn on or off the function for challenge <br> Press To choose mode |


| 5. Dare Time | Challenge Time 10-20 Second 15 | Challenge time can set 10 - <br> 20 <br> Press $\square$ To <br> adj <br> justment paramete |
| :---: | :---: | :---: |
| 6. Light Test | Light Board Test Close Open | Select "Open", the LED light and the digital tube will light up in turn. Can check the ligh and digital tube is normal |
|  | Gift Box Test Current State: Stop | You can open the grid directly or test the grid is good or bad <br> When choose the test gift box the gift box door will be opened in turn |
| 7. Box Test | Gift Box Test <br> Current State: <br> Box Test <br> OK | When the 12-case gift box is opened, the small LCD will display the word OK <br> If the number is displayed, th corresponding gift box door is of order. |
| 8. Music | Standby Sound <br> 5-20 Minute <br> Close Open <br> 5 | Music playing time: 5 minutes, 10 minutes, 15 minutes, 20 minutes, always turn off, always turn on. If 5 minutes is selected, music will stop playing after 5 minutes, and play again after 5 minutes, and so on. |


|  |  |  |
| :--- | :---: | :--- |
| 9. Volume | Volume Ste | Volume adjustment can be <br> directly adjusted in the <br> background, there are 0-30 <br> values optional. 0 for mute, <br> the larger the number, the <br> volume is higher, the |
| maximum is 30. |  |  |

### 6.3 Password change



| 3 | Get into |  |
| :---: | :---: | :---: |
| 4 | Password change interface | Input Password <br> Up and Down Keys 00000000 <br> Select and Set |
| 5 | When you have entered the old password, click | $\bigotimes_{\substack{4 \pi \\ \text { Enter }}}^{\substack{0 \\ 2}}$ |
| 6 | New password interface | Password Set New Password 1000000 Up Down Select Set |
| 7 | When you have entered a new password, click |  |
| 8 | Again input new password interface | Password Set Re New Password 1000000 Up Down Select Set |
| 9 | When the input is complete, press |  |
| 10 | This interface indicates successful password modification | Password Set Password Success 1000000 Up Down Select Set |

## 7. Board wire

### 7.1 Main board



### 7.3 Gift box board wiring diagram



## 8. How to change demo music

If you want to change the DEMO music, The Main board USB unplug and then connected to the computer, Open USB file, 001.mp3, $002 . \mathrm{mp} 3$, 003.mp3, 004.mp3, music can be changed by request, but the file name and file format must be consistent with existing formats USB.

Note: 01 folder cannot be changed.


## 9. Error code

| Error | How to eliminate |
| :---: | :---: |
| Up Ball Error | The ball cannot be transported. Check the upper ball motor |
| Coin Error | You need to turn the switch of the coin machine to NO |
| Down Ball Error | 1. The detector board did not detect the ball falling; <br> 2. The electromagnet did not open, the ball did not fall |
| Move Alarm.... | Restart the machine |
| Total Error | The revenue of the machine has reached the maximum of 60,000 ;You need to go into the background and clear account |
| Fairway error | 1. The motor of swinging fairway does not work, so the fairway does not move, check the motor; <br> 2. The detector board for detecting the swing of the fairway is broken, and it cannot detect whether the motor works. Check the detector board. |
| Grid Open Error | The door to the gift grid was not open. <br> Replace the lock or check the wiring |
| No Capsule | No more capsule toys |
| No More Gift | All the gifts in the gift box are gone |



