

SERVICE MANUAL

WOODPECKER II



1. RUN A CHECK THROUGH THE MACHINE REGULARLY TO ENSURE NORMAL USE
2. RESTART THE UNIT TO SAVE THE SETUP AFTER CHANGING THE SETTING

CONTENTS

KEY COMPONENTS.....	3
SPECIFICATION.....	4
HOW TO PLAY.....	5
INSTALLATION AND MAINTENANCE.....	6
TROUBLE SHOOTING.....	10
MENU SETTING.....	12
HARDWARE TEST.....	14
MAINBOARD GUIDE.....	15



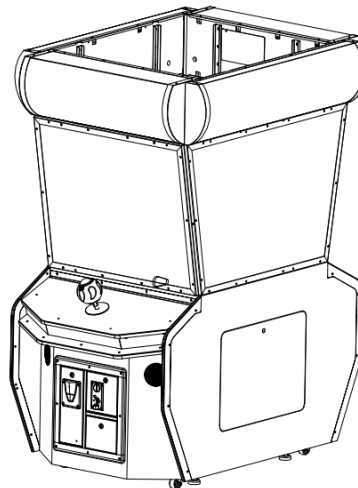
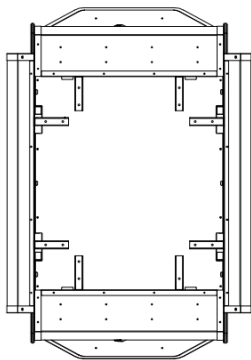
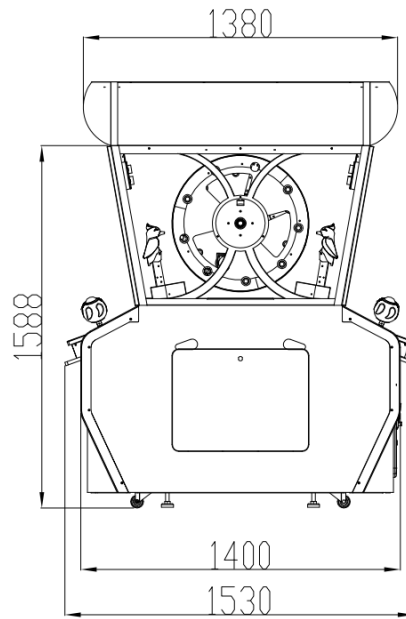
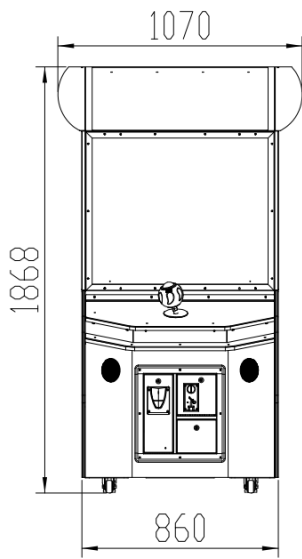
KEY COMPONENTS:



- ① CARTOON OUTLOOK : CAMBERED SURFACE MADE BY ACRYLIC LAMP
- ② JACKPOT DIGITAL BOARD: THE SCORES FOR LIGHTING UP 5 WOODPECKER LED
- ③ FLASHING BONUS LIGHT: START RUNING AROUND AFTER THE PECK GAME FLASHING BOUNS LIGHT
- ④ WORMHOLE :THE LIGHT OF WORMHOLE WILL START TO SHINNING
- ⑤ WOODEN-ROLL: WOODEN-ROLL WILL BE RUNNING IN ORDER TO ATTRACT PLAYER(S)

- ⑥ NEW DESIGN JOYSTICK: MOLD BASE COMPONENTS-JOYSTICK ;EASY TO CONTROL
- ⑦ GAME TIME BOARD :SHOW GAME TIME
- ⑧ COIN MECHANISM
- ⑨ TICKET DISPENSER

SPECIFICATION:



WEIGHT:250KG

DIMENSION:L1550*W1080*H1900 (MM)

VOLTAGE POWER CURRENT AC220V±10%, 50HZ; 300W 2.3A (MAX)

OPERATION CONDITION TEMPERATURE: -10°C~+40°C

(INDOOR ONLY) HUMIDITY : ≤90%;

PRESSURE : 86PA~106PA;

NOTE :

GAME PARAMETERS ARE SUJECT TO CHANGE WITHOUT NOTICE

HOW TO PLAY

● INSERT COIN(S) AND GAME STARTS

WOODEN-ROLL WILL START TO RUNNING

LIGHT OF WORMHOLE WILL START TO SHINNING

● PLAYER(S) CONTROL JOYSTICK IN ORDER TO CONTROL WOODPECKER SIDE BY SIDE

● PRESS THE BUTTON



PECK THE BUG WITH LED AND WIN SCORES

● EACH BONUS LIGHT IS LIT UP AFTER EACH PECK

● FLASHING BONUS LIGHT STARTS RUNNING AROUND AFTER THE PECK GAME

● WIN MORE SCORES AFTER CONSTANT PECKING

●  PUT MORE CREDIT AND MANAGE TO LENGTHEN THE BONUS LIGHT

●  = JACKPOT



INSTALLATION AND MAINTENANCE:

1. OPERATION ZONE

 **ATTENTION**
FOR INDOOR USE ONLY!

THIS MACHINE REQUIRES SPACE FOR PLAYING THE GAME. BE SURE TO LEAVE ENOUGH SPACE WHEN INSTALLING THE MACHINE.

● **BE SURE TO CHECK THE ELECTRICAL SPECIFICATIONS.** ENSURE THAT THIS PRODUCT IS COMPATIBLE WITH YOUR LOCATION'S POWER SUPPLY, VOLTAGE AND FREQUENCY REQUIREMENT. A PLATE DESCRIBING ELECTRICAL SPECIFICATIONS IS ATTACHED TO THE PRODUCT.

NON-COMPLIANCE WITH THE ELECTRICAL SPECIFICATIONS CAN CAUSE A FIRE AND ELECTRIC SHOCK.

● **PUTTING MANY LOADS ON ONE ELECTRICAL OUTLET CAN CAUSE GENERATION OF HEAT AND A FIRE RESULTING FROM OVERLOAD.**

2. LOCATIONS TO AVOID

 **WARNING**

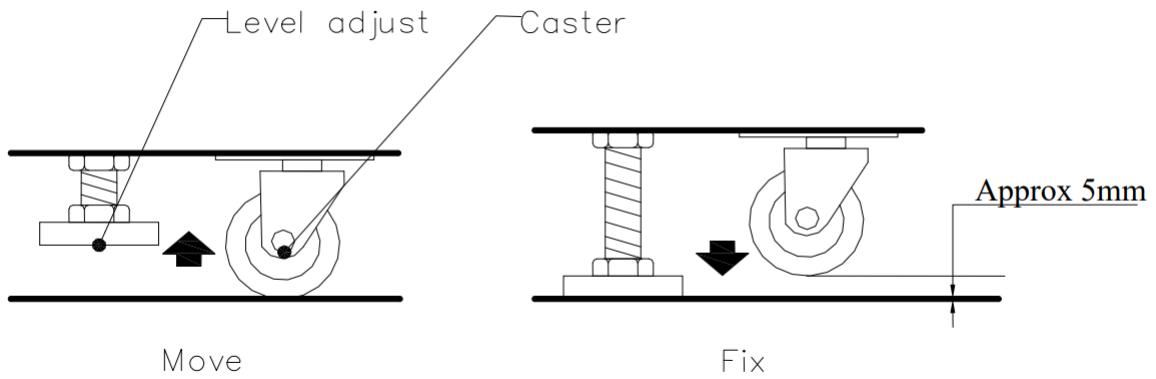
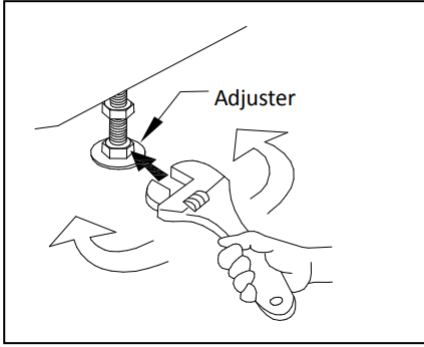
THE MACHINE IS DESIGNED FOR INDOOR USE ONLY. NEVER INSTALL THIS MACHINE OUTDOORS OR IN ANY OF THE FOLLOWING:

- LOCATIONS EXPOSED TO DIRECT SUNLIGHT
- LOCATIONS SUBJECT TO RAIN OR WATER LEAKAGE.
- UNSTABLE LOCATIONS OR LOCATIONS SUBJECT TO VIBRATION.
- DUSTY, HOT, OR DAMP LOCATIONS.

3. GAME LEVELING

INSTALL THIS MACHINE ON A FLAT SURFACE. ADJUST LEVELERS TO LIFT THE LEGS HIGHER THAN THE CASTERS AND LEVEL GAME.

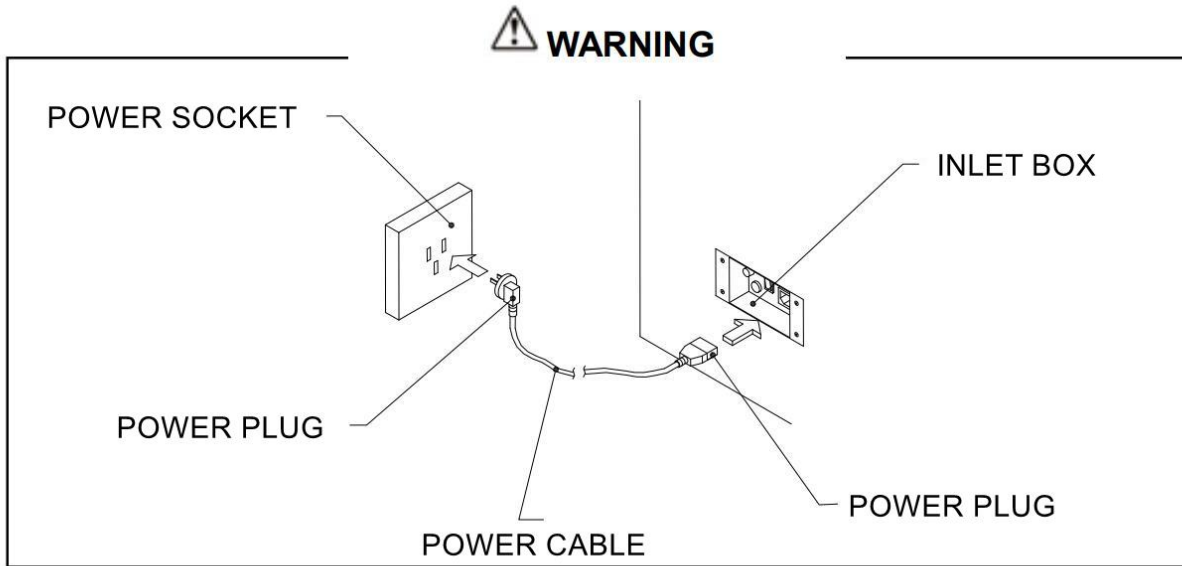
MAKE SURE THAT THE MACHINE IS LEVEL WITH THE FLOOR. IF THE MACHINE IS NOT LEVEL, THE GAME MAY NOT PLAY WELL.



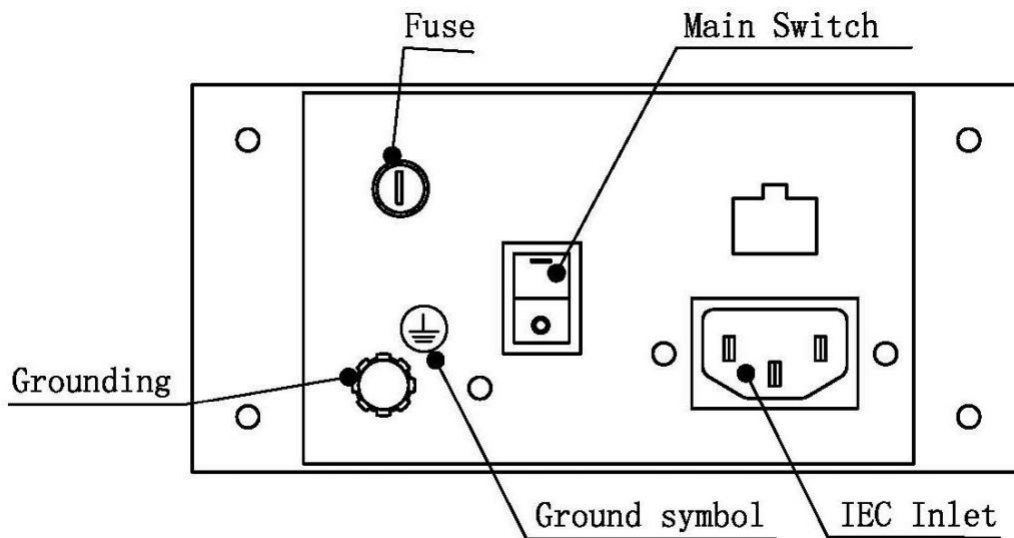
- DISCONNECT GAME POWER BEFORE MOVING.
- MAKE SURE ALL WHEELS ARE INTACT. REPLACE ANY WHEELS THAT ARE DAMAGED OR BROKEN BEFORE MOVING THE GAME.
- WHEN MOVING THE GAME, DO NOT SLIDE THE GAME ACROSS THE FLOOR.
- ENSURE THE GAME IS LEVEL BEFORE CONNECTING THE POWER.
- IT IS REQUIRED TO WRAP WITH SOFT CUSHION WHEN CARRY THE MACHINE IN LONG DISTANCE. THE PACKAGES STANDARD IS BASED ON SPECIFIC CONDITIONS.



4.CONNECTING THE POWER CORD



5.TERMINAL BOX

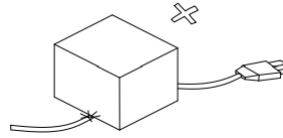


POWER SUPPLY RECEPTICAL: THE POWER SUPPLY RECEPTICAL IS LOCATED AT THE BOTTOM RIGHT CORNER OF THE BACK OF THE MACHINE.

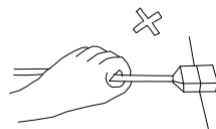
FUSE: THERE IS AN AC FUSE IN THE FUSE TUBE. ITS SPECIFICATION IS 6.3A, Φ 5X20MM.

⚠ 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.



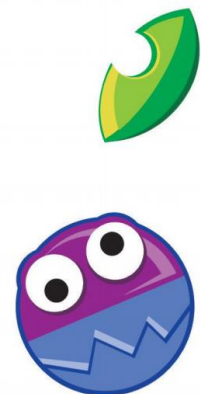
● DO NOT DRAW OR TWIST THE CORD OR INSTALL NEAR A HEAT SOURCE.

● 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.



TROUBLE SHOOTING

NO.	PROBLEM	POSSIBLE CAUSE	SOLUTION
1	FAIL TO INSERT COIN	1.INAPPROPRIATE COINS. 2.THE CABLE IS FAIL TO CONNECT. 3.THE COIN DEVICE HAS NOT ADJUSTED ALREADY. 4.COIN JAMMING.	1.INSERT THE APPROPRIATE COINS 2.CONNECT THE CABLE AGAIN 3.ADJUST THE COIN DEVICE 4.TAKE OUT THE COIN JAMED IN THE MACHINE
2	NO TICKETS OUT	1.THE TICKETS HAVE RUN OUT OF ALREADY, 2.THE TICKET MACHINE DIDN'T INPUT 12V VOLTAGE. 3.THE LINES OF DRIVE SIGNAL AND ELIMINATE TICKET SIGNAL ARE LOOSING. 4.THE MALFUNCTIONS OF THE TICKET MACHINE DRIVE OR ELIMINATE TICKET TERMINAL ON THE MAINBOARD. 5.THE MACHINE IS NOT SET TO THE TICKET MODE.	1.INPUT THE TICKETS AGAIN. 2.CHECK THE OUTPUT VOLTAGE AND CIRCUIT OF THE POWER BOX 3.CHECK THE VOLTAGE CHANGE OF THE SIGNAL LINE AND CIRCUIT. 4.REPLACE THE MAINBOARD OF THE MACHINE. 5.SET TO THE TICKET MODE. 6.REPLACE THE TICKET DEVICE.
3	ROLLER NOT FUNCTIONING	1.NO 220V/110V AND 12V POWER SUPPLY TO SILICON CONTROLLED PLATE 2.CONTROLED PLATE BURN OUT 3.MOTOR BURN OUT 4.IC ON OUTPUT TERMINAL BURN OUT	1.CHECK POWER OF 220V/110V AND 12V AND CIRCUIT 2.REPLACE CONTROLLED PLATE 3.REPLACE MOTOR 4.REPLACE RELATED IC OR MAIN BOARD
4	SCORE ERROR	1.NO POWER SUPPLY VOLTAGE FOR 12V IR 2.IR FOR SCORE BURN OUT 3.IC ON OUTPUT TERMINAL OF MAIN	1.CHECK POWER OF 12V AND CIRCUIT 2.REPLACE IR 3.REPLACE MOTOR 4.REPLACE RELATED IC OR MAIN BOARD

		BOARD BURN OUT	
5	NO BUG HOLE LIGHT	1.NO POWER SUPPLY FOR 12V 2. WORMHOLE LIGHT BURN OUT 3.IC OF INPUT OR OUTPUT TERMINAL OF MAIN BOARD BURN OUT	1.CHECK THE POWER SUPPLY AND CIRCUIT OF 12V 2.REPLACE WORMHOLE LIGHT 3.REPLACE IC OR MAIN BOARD
6	NO SPOT LIGHT	1.NO 220V/110V AND 12V POWER SUPPLY TO SILICON CONTROLLED PLATE 2.CONTROLLED PLATE BURN OUT 3.SPOTLIGHT BURN OUT 4.IC ON OUTPUT TERMINAL OF MAIN BOARD BURN OUT	1.CHECK POWER OF 220V/110V AND 12V AND CIRCUIT 2.REPLACE CONTROLLED PLATE 3.REPLACE SPOTLIGHT 4.REPLACE RELATED IC OR MAIN BOARD
7	NO SOUND	1.VOLUME IS TOO SMALL 2.VOLUME OUTPUT SIGNAL BROKEN 3.SPEAKER DAMAGE 4.AMPLIFIER DAMAGE	1.TURN THE VOLUME UP 2.GOOD CONNECT THE CIRCUIT 3.REPLACE SPEAKER 4.REPLACE MAIN BOARD
8	COLOURED LAMP NO LIGHT	1.NO POWER SUPPLY FOR 12V 2.THE POWER ON CONTROLLER IS SHUT DOWN	1.CHECK THE POWER SUPPLY AND CIRCUIT OF 12V 2.OPEN THE POWER SWITCH ON CONTROLLER
9		1.NO POWER INPUT TO THE MACHINE 2.THE POWER SWITCH IS NOT OPEN 3.THE POWER FUSE BURN OUT 4.NO VOLTAGE OUTPUT TO THE POWER SUPPLY BOX 5.NO VOLTAGE SUPPLY TO THE MAIN BOARD 6.MAIN BOARD DAMAGE	1.OPEN POWER SWITCH AND CONNECT POWER PLUG 2.TURN ON THE POWER SWITCH 3.ELIMINATE SHORT CIRCUIT AND REPLACE NEW FUSE 4.REPLACE POWER SUPPLY BOX 5.CONNECT THE HOST WIRE 6.REPLACE MAIN BOARD

MENU SETTING

SETTING

1.PRESS"MENU" AND ENTER INTO SETTING(100,200,300...)

2.PRESS:"OPTION" SELECT (100, 200, 300...)



Menu	option	corresponding value	Menu	option	corresponding value
100 Number of credits (credits per game)	100	Free play	800 JP value increase (pecking bugs)	800	0 + points (No)
	101	1		801	0.33 (3 bugs +1 point)
	102	2		802	0.5 (2 bug +1 point)
	103	3		803	1 (1bug +1 point)
	104	4		804	2 (1bug+2points)
200 Game time (SECONDS)	105	5	900 Save JP before power off	805	3 (1bug+3points)
	200	15		900	No
	201	20	901	Yes	
300 Standby effect interval time: Music playing, Tree moving (seconds)	202	25	A00 Winning percentage	A01	5
	203	30		A02	10
	301	6		A03	15
	302	20		A04	20
	303	30		A05	25
	304	40		A06	30
	305	50		A07	35
306	60	A08		40	
307	120	A09		45	
308	/	A10		50	
400	No tickets out	B01	5		

400 Number of tickets (scores per ticket)	401	2
	402	5
	403	10
	404	20
	405	30
	406	40
	407	50
500 Maximum tickets per game	501	10
	502	20
	503	30
	504	40
	505	50
	506	60
	507	70
	508	No limit
600 Minimum tickets per game	600	1
	601	3
	602	5
	603	10
	604	20
700 JP basic points	701	100
	702	200
	703	300
	704	400
	705	500
	706	600
	707	700
	708	800
	709	900
	710	1000

B00 winning ratio after putting more credits	B02	10
	B03	15
	B04	20
	B05	25
	B06	30
	B07	35
	B08	40
	B09	45
	B10	50
	C00 Clear out tickets	C00
C01		Yes
D00 save coin/tickets no. when power off	D00	No
	D01	Yes

000 Exit menu (wait for 3s)	Press "MENU" to enter "000" and wait 3 seconds. The machine saves data and restarts automatically
-----------------------------------	--

error code: E01: lack of tickets E02: 1p left motor or sensor faulty E03: 1p middle motor or sensor faulty E04: 1p right motor or sensor faulty E05: 2p left motor or sensor faulty E06: 2p middle motor or sensor faulty E07: 2P right motor or sensor faulty



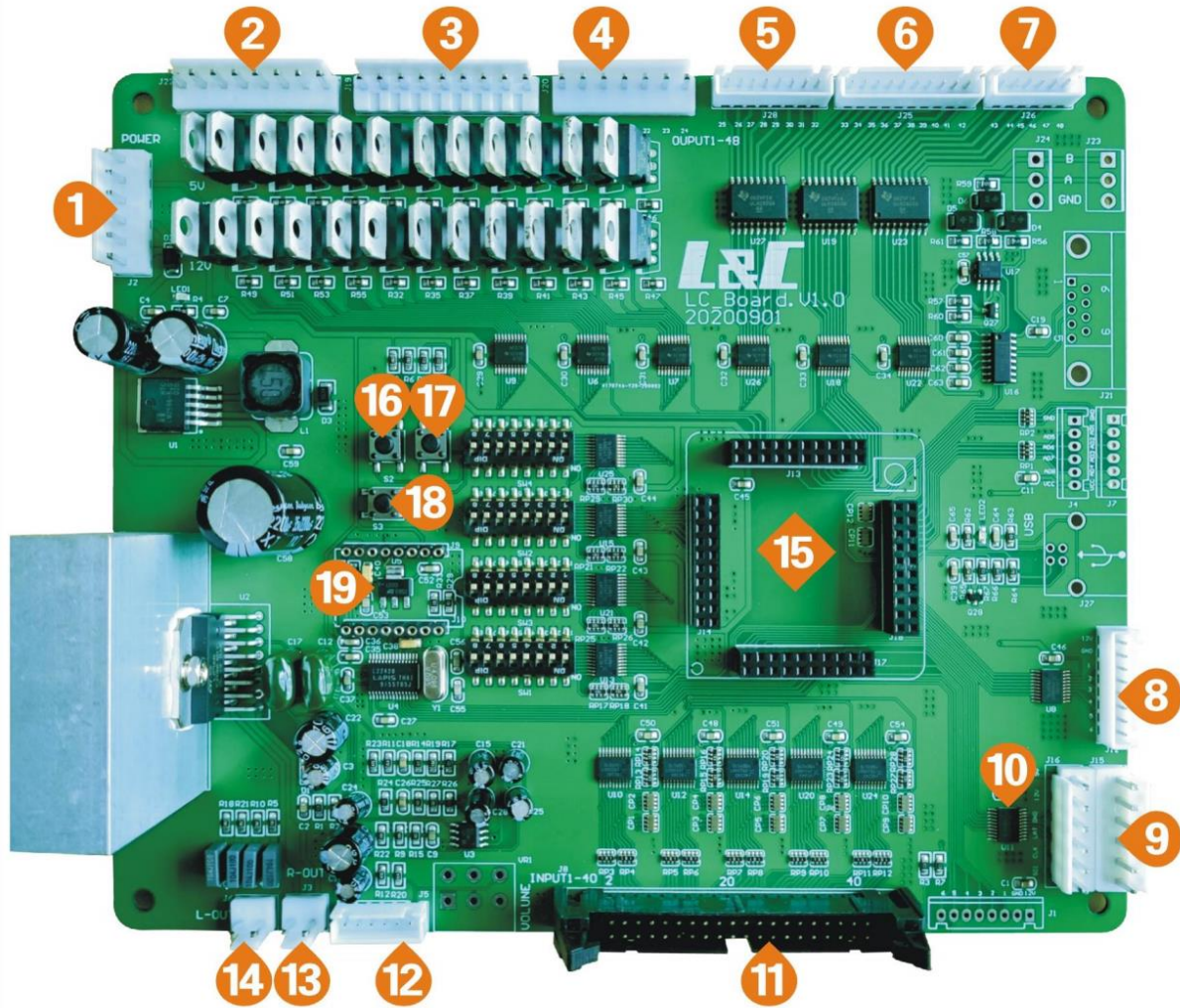
HARDWARE TEST

PRESS "TEST" AND ENTER INTO SETTING ITEMS(1.2.3)

TEST	CONTENT	DISPALY	DESCRIPTION
ITEM NO.1	TEST DIGITAL PIPE	0-9	
ITEM NO.2	INPUT TEST	2.XX	XX:CORRESPOND TO IO INPUT NUMBER
ITEM NO.3	OUTPUT TEST	3.XX	XX:CORRESPOND TO IO INPUT NUMBER 1P START BUTTON MINUS NUMBER OUTPUT 2P START BUTTON PLUS NUMBER OUTPUT
ITEM NO.4	MUSIC TEST	4.XX	XX:MUSIC PLAY NUMBERS 1P START BUTTON FIRST MUSIC 2P START BUTTON SECOND MUSIC
ITEM NO.5	EXIT MENU		PRESS "TEST" AND ENTER TO 000 AND THEN WAIT FOR 3S,DATA SAVED AND THE UNIT WILL START AUTOMATICALLY

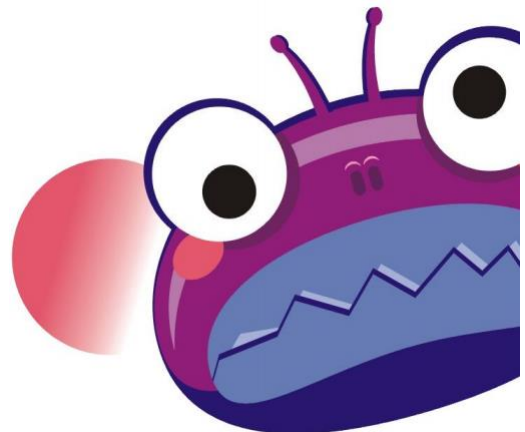


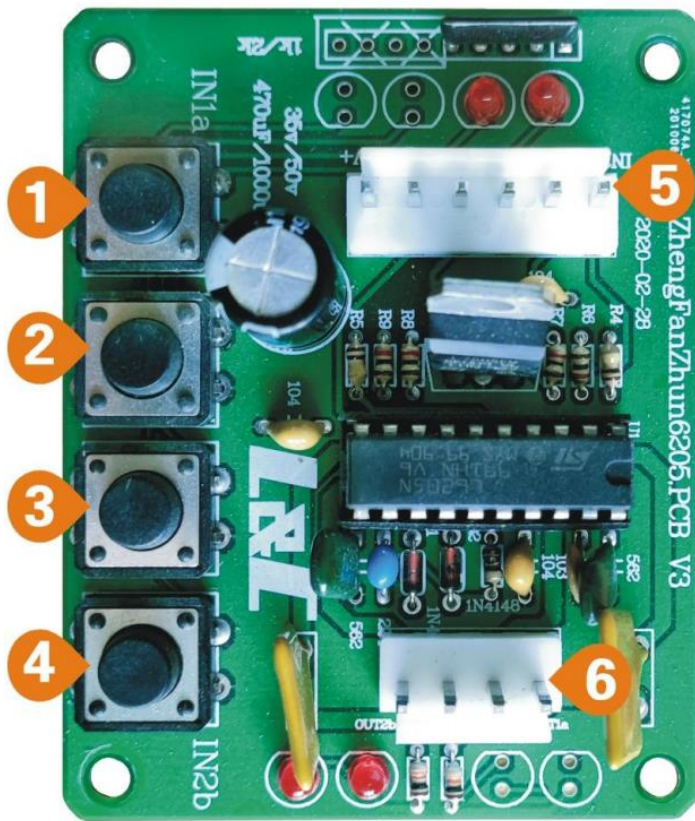
MAINBOARD GUIDE



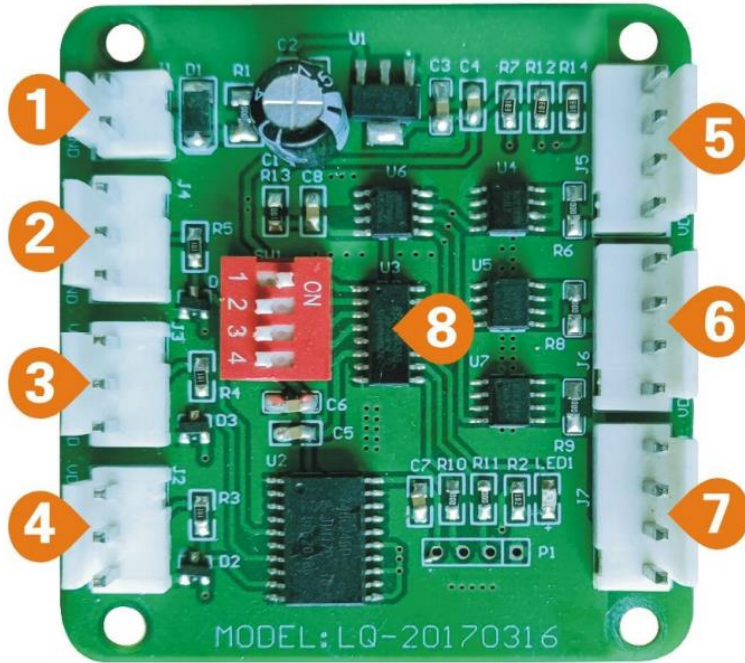
NUMBER	NAME
1	MAINBOARD POWER SUPPLY 12V,0V
2	OUTPUT 1-8
3	OUTPUT 9-17
4	OUTPUT 18-24
5	OUTPUT 25-32
6	OUTPUT 33-42

7	OUTPUT 42-48
8	/
9	DIGITAL PIPE
10	GLASS PANEL LIGHT
11	INPUT 1-40
12	POTENTIOMETER(VOLUME)
13	SPEAKER 1P
14	SPEAKER 2P
15	IC CHIP
16	/
17	/
18	/
19	MUSIC CHIP



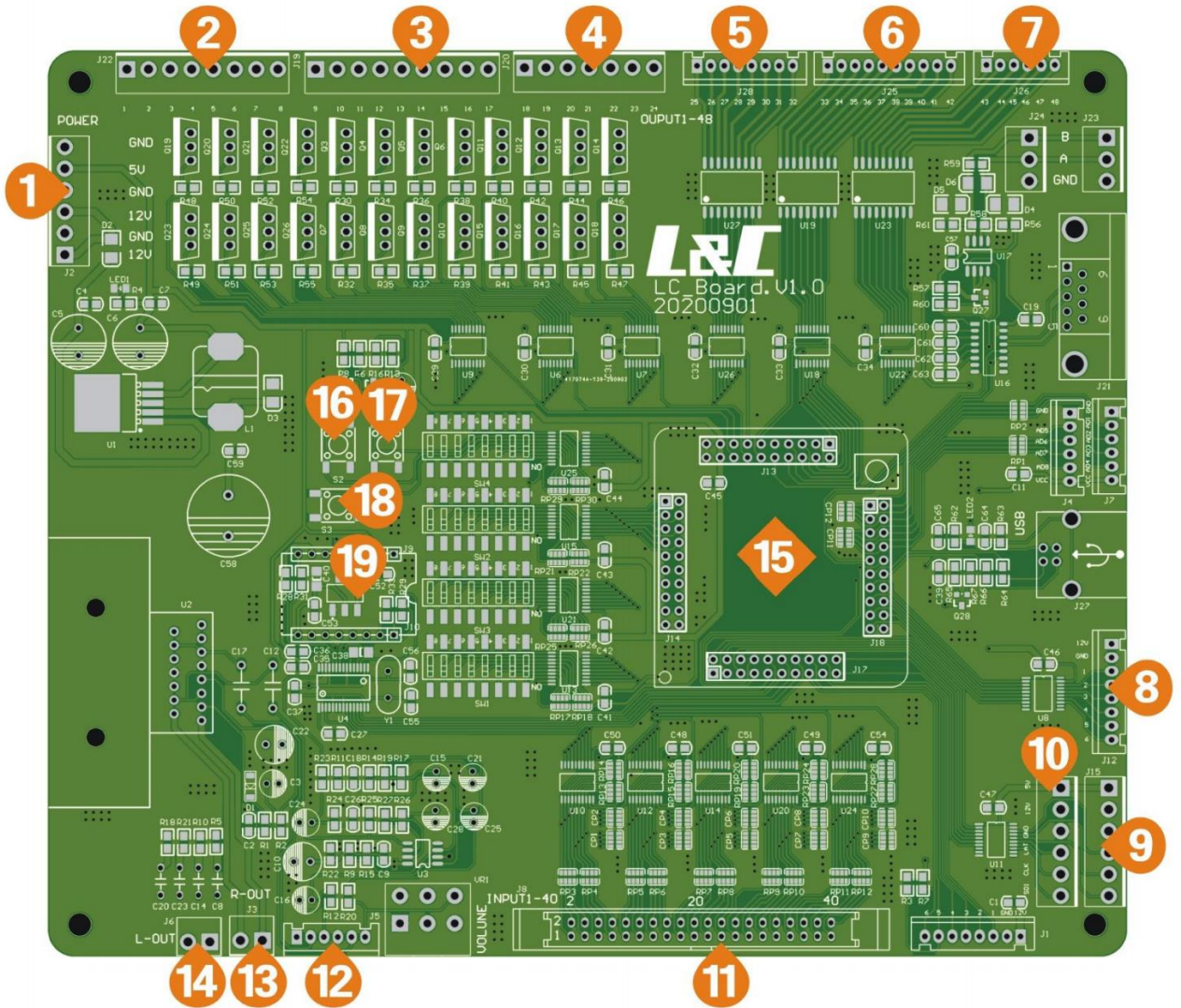


NUMBER	NAME
1	MOTOR TEST 1P DIREST ROTATION
2	MOTOR TEST 1P REVERSE ROTATION
3	MOTOR TEST 2P DIREST ROTATION
4	MOTOR TEST 2P REVERSE ROTATION
5	MOTOR CONTROL SIGNAL
6	MOTOR OUTPUT



NUMBER	NAME
1	MAINBOARD POWER SUPPLY 12V,0V
2	BONUS FLASHING LIGHT
3	BONUS FLASHING LIGHT
4	BONUS FLASHING LIGHT
5	FLSHING LIGHT
6	FLSHING LIGHT
7	FLSHING LIGHT
8	SPEED ADJUSTMENT(LIGHT COLOR CHANGING SPEED)

MAINBOARD PINOUT DIAGRAM



No.	Name	Pins	Items	No.	Name	Pins	Items
1	Power supply (J2)	pin1	12V	2	1~ 8 outlet (J22)	pin1	outlet1
		pin2	Ground/zero			pin2	outlet2
		pin3	12V			pin3	outlet3
		pin4	Ground/zero			pin4	outlet4
		pin5	5V			pin5	outlet5
		pin6	Ground/zero			pin6	outlet6
						pin7	outlet7
						pin8	outlet8
No.	Name	Pins	Items	No.	Name	Pins	Items
3		pin9	outlet9	4		pin18	outlet18

		pin10	outlet10			pin19	outlet19
		pin11	outlet11		18~24 outlet (J20)	pin20	outlet20
		pin12	outlet12			pin21	outlet21
	9~17 outlet (J19)	pin13	outlet13			pin22	outlet22
		pin14	outlet14			pin23	outlet23
		pin15	outlet15			pin24	outlet24
		pin16	outlet16				
		pin17	outlet17				
No.	Name	Pins	Items	No.	Name	Pins	Items
5	25~32 outlet (J28)	pin25	outlet25	6	33~42 outlet (J25)	pin33	outlet33
		pin26	outlet26			pin34	outlet34
		pin27	outlet27			pin35	outlet35
		pin28	outlet28			pin36	outlet36
		pin29	outlet29			pin37	outlet37
		pin30	outlet30			pin38	outlet38
		pin31	outlet31			pin39	outlet39
		pin32	outlet32			pin40	outlet40
						pin41	outlet41
						pin42	outlet42
No.	Name	Pins	Items	No.	Name	Pins	Items
7	43~48 outlet (J26)	pin43	outlet43	8	empty		
		pin44	outlet44				
		pin45	outlet45				
		pin46	outlet46				
		pin47	outlet47				
		pin48	outlet48				
No.	Name	Pins	Items	No.	Name	Pins	Items
9	Digital pipe (J15)	pin1	5V	10(j16)	glass panel light	pin1	5V
		pin2	12			pin2	12
		pin3	ground/zero			pin3	ground/zero
		pin4	signal1			pin4	signal1
		pin5	signal2			pin5	signal2
		pin6	signal3			pin6	signal3
No.	Name	Pins	Items	No.	Name	Pins	Items

11	input	1~40	input1~40	12	potentiometer	pin1	left side sound source
						pin2	signal1
						pin3	signal2
						pin4	right side sound source
						pin5	signal1
						pin6	signal2

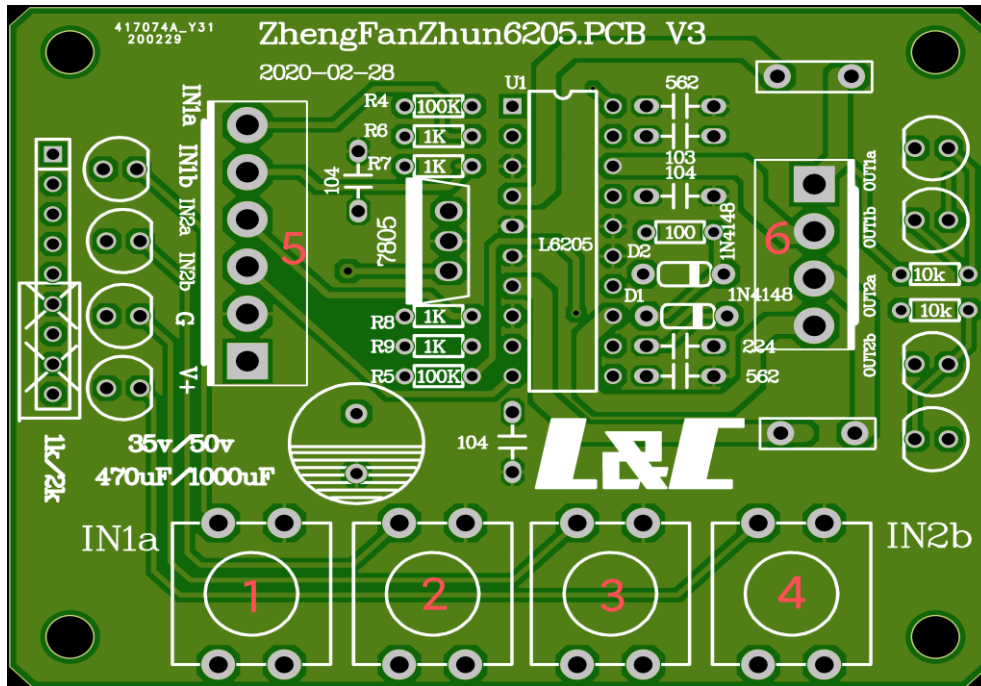
No.	Name	Pins	Items	No.	Name	Pins	Items
13	left sound source	pin1	12V	14	right sound source	pin1	12V
		pin2	zero			pin2	zero

No.	Name	Pins	Items	No.	Name	Pins	Items
15	Main chip			16	empty		
				17			
				18			

No.	Name	Pins	Items
19	music chip		



MOTOR BOARD DIAGRAM



No.	Name	Pins	Items	No.	Name	Pins	Items
1	motor1Pcorotation		Positive-negative	5	signal control	pin1 (V+)	12V
2	motor1p reverse					pin2 (G)	zero
3	motor2Pcorotation					pin3 (IN2b)	signal1
4	motor2p reverse					pin4(IN1a)	signal2
			pin5(IN1b)			signal3	
			pin6(IN1a)			signal4	

No.	Name	Pins	Items
6	power supply, input	pin1 (OUT1a)	12V
		pin2 (OUT1b)	zero
		pin3 (OUT2a)	signal 1
		pin4 (OUT2b)	signal 2