

# 《Fun Sandbag II》

## Instruction manual



## Safety Precautions

### Attention

- ♦ DO NOT put the machine on places uneven, sloping and easily be shaken.
- ♦ Check wires and cables regularly
- ♦ Protect wires from damage by rats.
- ♦ DO NOT put the machine under the direct sunlight, it will damage the inside parts.

### Warning

- ♦ Always plug into a ground circuit.
- ♦ The power must be turned OFF before any movement.
- ♦ DO NOT let the machine fall down or be hit.
- ♦ DO NOT put pour any liquid to the machine or put it them leaking or any wet location.
- ♦ DO NOT put the machine near fire.

### Danger

- ♦ DO NOT touch the power cable with wet hand.
- ♦ DO NOT put heavy objects on the power cable.
- ♦ DO NOT use any damaged power cable.
- ♦ DO NOT let Non-professionals check or repair the machine.
- ♦ DO NOT repair or do maintenance on this machine with the power on.

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


## **I. Specification and Parameter**

- (1). Voltage: AC 220V $\pm$ 10% 50Hz $\pm$ 3 Hz; AC 110V $\pm$ 10% 50Hz $\pm$ 3 Hz;
- (2). Power: 300 W (MIN) 500 W (MAX) ;
- (3). Size: L3150\*W1800mm\*H3280mm;
- (4). Weight: 350KGS

### **Parts:**

After unpacked the machine, please check the parts:

- (1) main board 2 pieces;
- (2) other parts as follows:

	Item	Size	QTY	Unit	Picture	Notes
1	Power plug	1.5nm	2	pieces		
2	Fuse	$\Phi$ 6-20mm	2	pieces		110V/220V/10A
3	Manual	A4	1	piece		
4	Key	6086	4	pieces		
5	Sandbag		20	pieces		

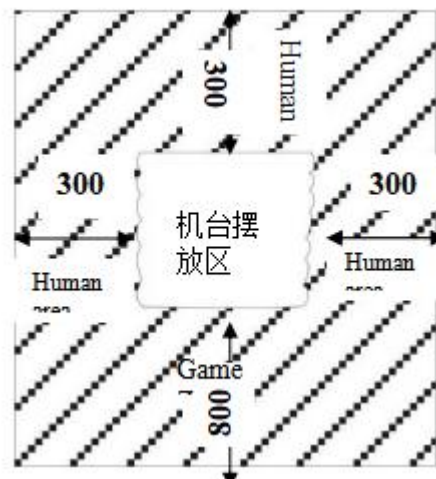
## II. Placing, Fixing, Moving

1) put in a certain place:

Warning: This machine is suitable for indoor use, outdoor use will affect the performance of the machine, and will shorten the service life of the machine.

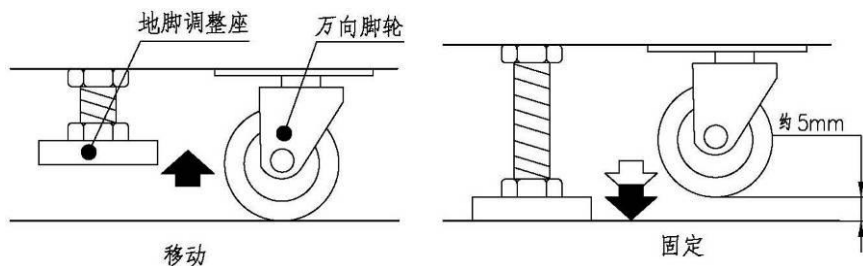
Setting range size: Company (mm)

The machine should be placed in the following dimensions, so that there is enough space for the machine to run and ensure the safety of the customers.



2) Fixed and mobile methods

The machine must be placed on a flat surface. Put the top foot down longer than the sliding caster, then put it steadily. If you want to move it, turn the top foot down to the caster and move it with the pulley.

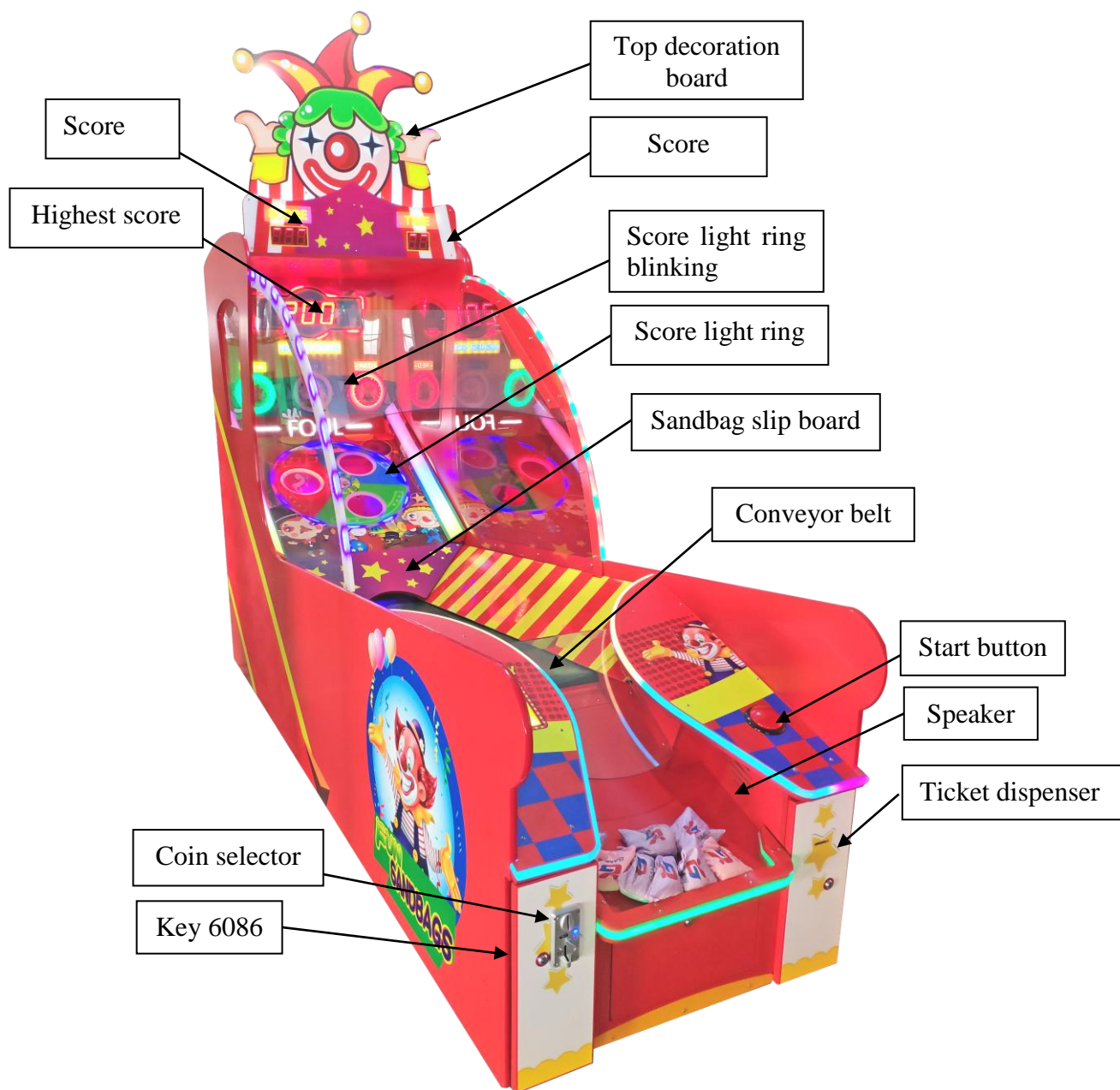


3) Handling method

When remotely handling, packing or binding, the surface requires a layer of cushion to avoid embellishing machine, packaging requirements according to the specific requirements of moving. The top organic sheet can be removed and wrapped separately to save space. When the machine is working, it will be installed.

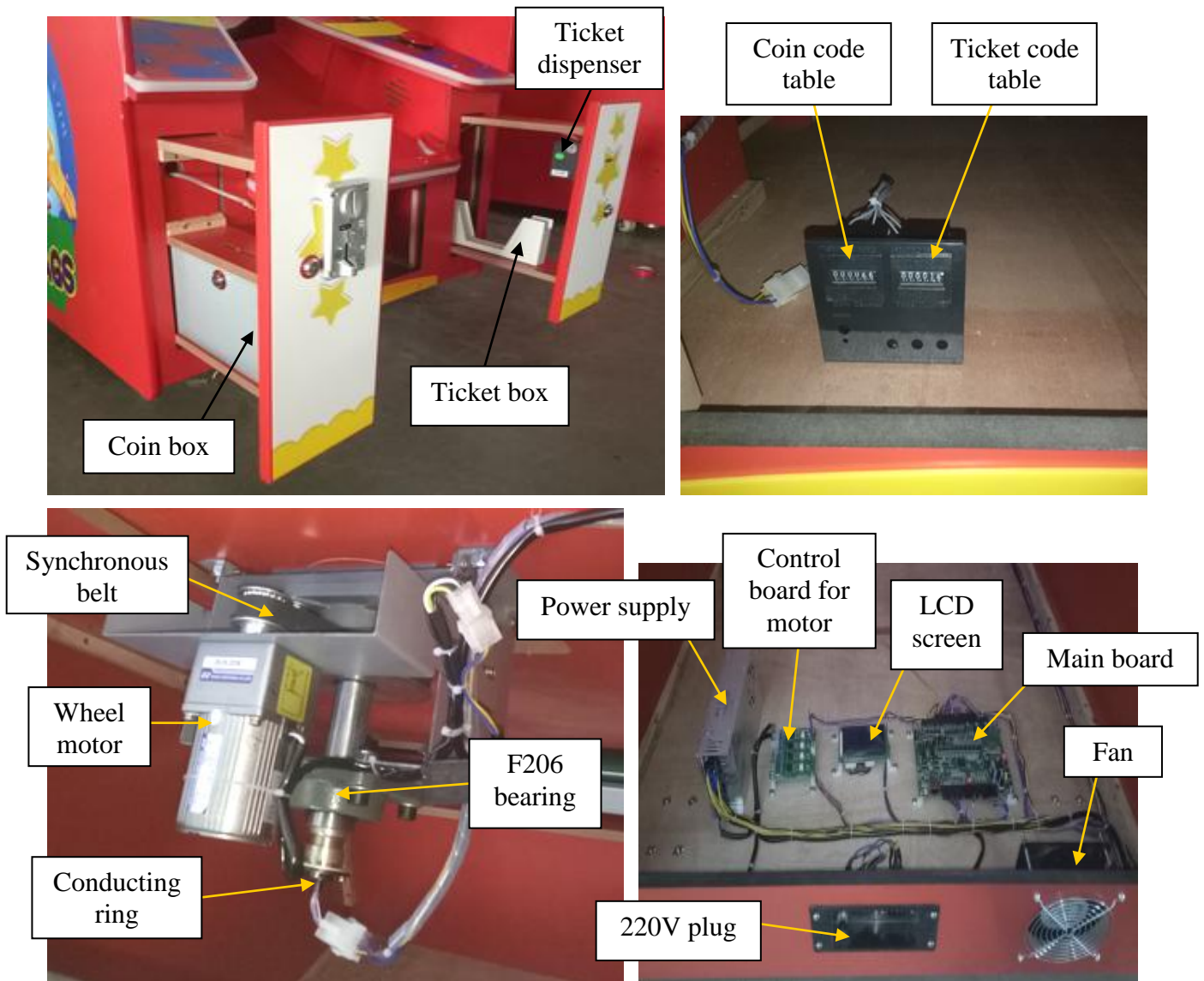
### III. Machine Instruction:

3-1. appearance:





### 3-2. Inside:



### 3-3 Inside parts:

- 1) Coin code table: look at the value of the coin code table to know the operating income.
- 2) Ticket code table: can see the value of the ticket code table to know the operating income.
- 3) Main board: control all signal of the machine. If find that there is an trouble in the input or output light on the main board, we can find out that which part has a problem with the line corresponding to the trouble light on the main board.



The best way is to use a multi-meter to measure. In addition, the mother board can test all the components and lights are working.

Test step: press main board “TEST” button 10 second enter test.

Tips: press “SERVER” button, until LCD light blinking 3 times, then go to next step.

**Three buttons on main board:**

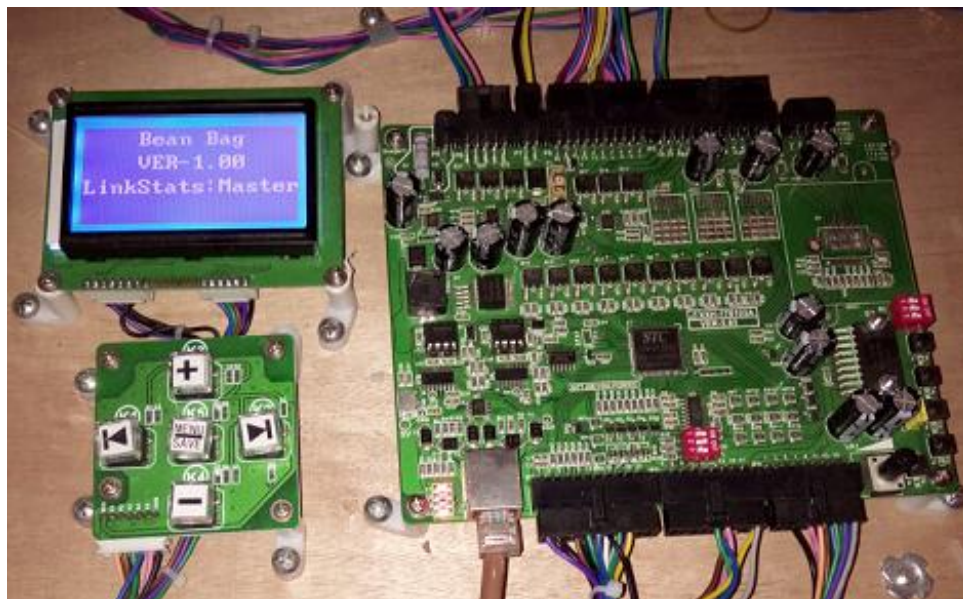
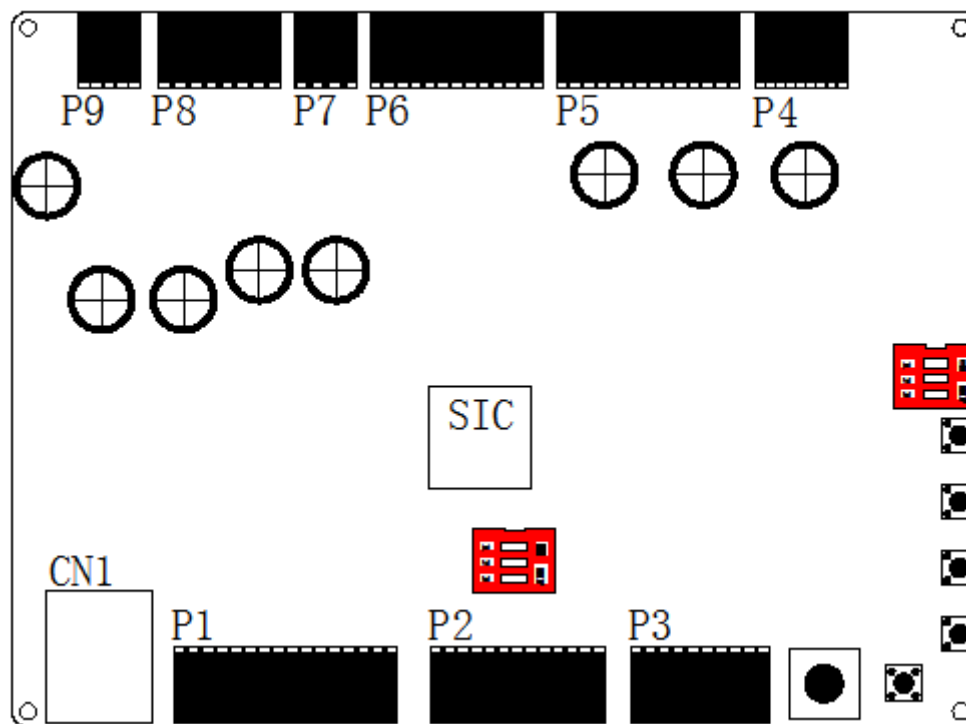
1. TEST button
2. SERVER button, for selecting
3. RESET

#### **IV. How to play**

1. Power on, if no coin, will stay at demo; have coins, will enter game play.
2. Press start button, or enter play automatically after 10 seconds; game count down time can be setting.
3. Throw the sandbag to the ring while light blinking, if goes into the ring without light on, will cut score(this score can be setting), wheel turning right or left at random; if into the FOUL ring, cut 100 points.
4. Game over, get score, compare with Bonus score; if same as Bonus, can win big prize; less than Bonus, get tickets out.

## V. Game setting, IO board

### 1) Main board



Main board signal input/output				
		Circuit board	Function	Signal
CN1	1	A+	Connect main board P5-3:B+	568B wire
	2	A-	Connect main board P5-6:B-	
	3	B+	Connect main board P5-1:A+	
	6	B-	Connect main board P5-2:A-	

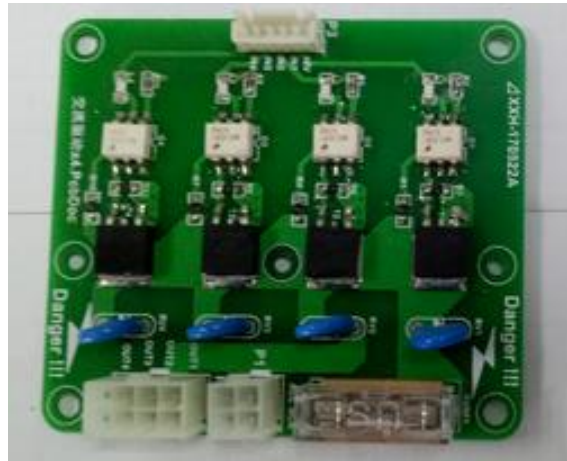


	4\5\7\8		Connect main board 4\5\7\8	
P1	1\2	5V	5V	<500mA
	3\4	GND		
	5	LCD-CS1		
	6	LCD-CS2		
	7	LCD-CS3		
	8	LCD-CS	Screen RS	Connect to screen
	9	LCD-SID	Screen R/W	Connect to screen
	10	LCD-SCK	Screen E	Connect to screen
	11	XIN1	Input #1	Coin signal output
	12	XIN2	Input #2	Ticket dispenser signal
	13	XIN3	Input #3	
	14	XIN4	Input #4	Start button test
	15	XO1	Output #1	Coin code table
	16	XO2	Output #2	Ticket code table
	17	XO3	Output #3	Ticket dispenser driver signal
	18	XO4	Output #4	Start button light
	19\20	GND		
	21\22	12V	12V output	<200mA
P2	1\2	5V	5V output	
	3\4	GND		
	5	XTX1	Data launching	
	6	RX1-3	Data receiving	
	7	RS232-RX1	RS232 data receiving	
	8	RS232-TX1	RS232 data launching	
	9	XIN5	Input #5	Wheel ring #1 test
	10	XIN6	Input #6	Wheel ring #2 test
	11	XIN7	Input #7	Wheel ring #3 test
	12	XIN8	Input #8	Foul ring test
	13	XIN9	Input #9	
	14	XIN10	Input #10	
	15	XIN11	Input #11	
	16	XIN12	Input #12	
	17	GND		
	18	12V	12V output	
P3	1	5V	5V output	

	2	12V	12V output	
	3\4	GND		
	5	XIN13	Input #13	
	6	XIN14	Input #14	
	7	XIN15	Input #15	
	8	XIN16	Input #16	
	9	XIN17	Input #17	+(K2)
	10	XIN18	Input #18	-(K3)
	11	XIN19	Input #19	Next (K1)
	12	XIN20	Input #20	Set&Save button(K4)
	13	SP-L	Left speaker	Speaker
	14	GND		
	15	SP-R	Right speaker	
	16	GND		
P4	1	PHA-	Motor A-	
	2	PHA+	Motor A+	
	3\4	VDD-STEP	Motor power input	
	5\6	GND		
	7	PHB-	Motor B-	
	8	PHB+	Motor B+	
P5	1\2	MT1+	DC motor #1+	
	3\4	MT1-	DC motor #1-	
	5\6	MT2+	DC motor #2+	
	7\8	MT2-	DC motor #2-	
	9\10	MT3+	DC motor #3+	
	11\12	MT3-	DC motor #3-	
	13\14	VDD-DCM	DC motor	
	15\16\17\18	GND		
	19\20	VDD-1	PWM	
	22	W1OUT		
	21	RO1	PWM#1	Green light
	23	GO1	PWM#2	Blue light
	24	BO1	PWM#3	Red light
P6	1	XO5	Output #5	Ring #1 green light
	2	XO6	Output #6	Ring #2 blue light

	3	XO7	Output #7	Ring #3 red light
	4	XO8	Output #8	Foul right light
	5	XO9	Output #9	Streak light signal
	6	XO10	Output #10	Conveyor motor
	7	XO11	Output #11	Wheel motor positive rotating
	8	XO12	Output #12	Wheel motor reverse rotating
	9	XO13	Output #13	
	10	XO14	Output #14	
	11\12	12V	12V	
	13\14\16	GND		
	15	XLED-SDO1	Receive LED data	Main board-red one digit LED-blue one digit, LED-green one digit, LED-Streak 4 digit, LED-ticket score 3 digit, LED-score 4 digit, LED-time 2 digit
	17	XLED-SCK1	Receive LED clock	
	18	XLED-LAT1	Receive LED latch	
	19\20	5V		
P7	1	12V	12V/5A	For main board
	2	12V	12V/5A	
	3	GND		
	4	GND		
P8	1	12V	12V	
	2\4\6	GND		
	3	S1OUT	1 light signal output	
	5	RO2	Light #1	Wire red color
	7	GO2	Light #2	Wire green color
	9	BO2	light #3	Wire blue color
	8\10	VDD-LED	Light power input	
P9	1	AC220V-N	AC220V neutral line	
	2	AC220V-L	AC220V fire line	

2) Direction/reverse motor control board:



3) LCD screen:



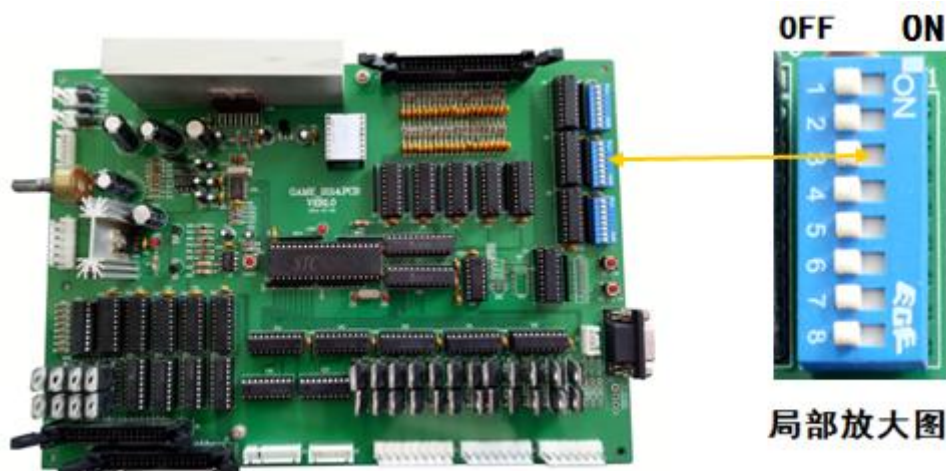
Front



Back

4) Setting data:

The DIP button: left is OFF, right is ON.



	Code	Content	Range	Factory setting	Content description
Parameter setting	P00	Language selection	0-1	0	0: Chinese 1: English
	P01	The number of money required for each bureau	1-99	1	The amount of money needed for a game
	P02	Whether to win the lottery	0-1	1	0: No lottery 1: lottery
	P03	Whether the number of tickets and the number of money are preserved	0-1	0	0: not save 1: save
	P04	The aging state of the machine	0-1	0	0: need coins 1: no need coins
	P05	Whether the background sound of the game is open	0-1	1	0: OFF 1: ON
	P06	Show whether the background sound is open	0-1	1	0: OFF 1: ON
	P07	Add and subtract fraction state when scorecard lamp is extinguishing	0-2	1	0: Do not add or subtract 1: Plus 2:Reduction
	P08	Run time setting	0-99	6	This parameter x10
	P09	Streak Fractional line setting	0-99	50	This parameter x100
	P10	Achieve “Streak” ticket number setting	0-99	50	This parameter x 10
	P11	How many score/ticket	1-100	50	The score required for 1 ticket
	P12	Factory Reset	0-1	0	0: No operation 1: Restore factory settings
<p>Usage: the machine parameter setting button when the power press K4 button to enter the parameter setting, K1 button to select the sub project, according to a move down, to determine a good sub project, when you press K2 can add value (press rapid increase), K3 (long press the fast numerical reduction), set up by K4 exit parameter setting function, enter the presentation or game state</p>					

## **VI. Assemble instruction:**



1) First put the front part with the conveyor part together, use M6\*16 screws to fix it tight (12 pcs screw), like below picture:



2) Then use M4\*12 screws to fix (16 pcs screw), as below pictures:



Screw position  
16 pieces screw

3) Use M5\*16 screw to fix the 2 side transparent acrylic (14 pcs screw), must plug the colorful light, like below picture:



Screw  
position 14pcs  
screw

4) Use M6\*10 screw, fix the middle transparent acrylic with the 2 side acrylic (4 pcs screw), as below:



5) Last use M5\*16 screw, fix the metal well, then put and fix the top decoration board(12 pcs screw), as below:



## VII. Maintenance

When machine appearance is dirty, clean it with a soft dry cloth. If it is very dirty, clean it with a soft cloth(detergent/water, 1: 5) , and then dry it with a dry cloth.

Never use alcohol or volatile solvent-based liquids, which will cause damage to the machine paint; don't clean with chemical-containing cloth or put it on the machine for a long time.