



COLOUR MATCH

User's Manual

Version Number 20220524

⚠ Important Notice

- * Please read the manual firstly before the machine is used.
- * Please keep this manual well so that the user could read it at any time.
- * Product will be improved constantly, and the manufacturer reserves the right to change the manual without notification.

Matters to Attention

Notice

- ◆ DO NOT place the machine in a place that is uneven, tilted or easy to be shaken.
- ◆ Check the wires condition regularly once a week and check the machine comprehensively every month.
- ◆ Please prepare the small fire extinguisher to ensure the workplace safety and turn off the power when the staff is off work.
- ◆ Take care of wires and prevent pest from damaging wires.
- ◆ DO NOT place the machine where the sunlight shines directly to avoid to damage the internal parts of the machine.

Warning

- ◆ Machine should be connected to ground wire and its three-hole plug should be inserted into the power socket with the ground wire.
- ◆ There are precision parts in the machine, please do not drop it or make it to physical impact.
- ◆ DO NOT place the machine close to objects with high magnetic fields or strong radio waves.
- ◆ Machine is not waterproof, to avoid fire or electric shock, please don't make any liquid in the machine or expose it to the environment of dripping water or moisture.
- ◆ Machine is not fireproof, please do not place it close to any fire source.

Danger

- ◆ DO NOT touch the power plug with wet hands.
- ◆ DO NOT scratch, cut off or over-bend the power cord.
- ◆ DO NOT place heavy objects on the power cord.
- ◆ DO NOT use power cords with damaged insulation.
- ◆ DO NOT allow non-professionals to inspect or repair the machine at will, turn off the power when the machine is inspected or repaired.

Table of Contents

I . Safety Notice.....	1
II. How to Play.....	2
III. Menu.....	2
1. Equipment installation instructions.....	2
2. Specification and parts.....	4
2.1 Specification.....	4
2.2 Parts.....	4
2.3 Specification.....	5
3. Game process.....	7
4. Product appearance introduction.....	8
5. Internal structure pictures.....	9
6. Electromagnet Installation Diagram.....	11
7. Equipment failure.....	12
8. Electrical Diagram.....	13
9. Motherboard.....	14
IV. Background Settings.....	15
1. Stand-by screen.....	15
2. Setting panel.....	16
3. How to set.....	16
3.1 Check Account.....	17
3.2 Parameter Setting.....	17
3.3 Change password.....	26
V. Maintenance.....	28
VI. Warranty Terms.....	28
VII. Contacts.....	29



© COPYRIGHT ELECTROCOIN AUTOMATICS LIMITED 2021
Copying or any other form of transferring of any program or artwork thereof from any such machine to any other machine is expressly forbidden without the written authority of Electrocoin Automatics Limited.

I. Safety Notice

1. Safety Installation

Caution

- ◆ An appropriately trained person must carry out manual handling of this machine.
- ◆ Only a qualified or adequately instructed and supervised person should access the inside of this machine and carry out operations described here.
- ◆ Do not use water jets to clean this machine.


Initial Checks

- ◆ Before proceeding with installation of this machine, carry out checks to ensure the following are present; all keys power lead, manual
- ◆ Check the inside of the machine for any loose objects. Either secure or remove these as appropriate.


Siting

- ◆ This machine is designed for INDOOR USE ONLY.
- ◆ The machine must stand vertically. Locate the machine on a flat and stable surface. Nylon carpets can cause problems because of static electricity. Avoid such carpets if possible.
- ◆ Do not site the machine close to any direct source of heat (the recommended ambient temperature range is between 10→C to 40→C).

Electrical Installation

- ◆  A Power Supply Cord wired in accordance with local wiring regulations should be used!

Before Power Up Checks

- ◆  Under no circumstances should any connector or circuit board be removed or reconnected whilst power is switched on!
- ◆ Open the main door and check that all wiring, connectors & assemblies are correctly engaged.
- ◆ Check that coins are routed to the correct cash box.




On Power Up

- ◆ On power up of machine, note the display information relating to any error messages / door state conditions / percentage set on / software fitted etc.
- ◆ Access the test routine to ensure that all machine functions are working correctly. (Test routines are Game determined, please refer to the Test Procedures section of this manual).
- ◆ Check the sound level setting and adjust the volume level to suit site conditions.

Cabinet Specification

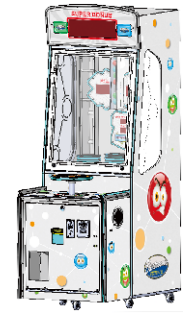


- ◆ Width: 780mm ◆ Depth: 1080mm ◆ Height: 2335mm ◆ Weight: 120kgs
- ◆ Electrical Spec: 230~Vac 50Hz 0.8A 120W(max)

II. How to Play

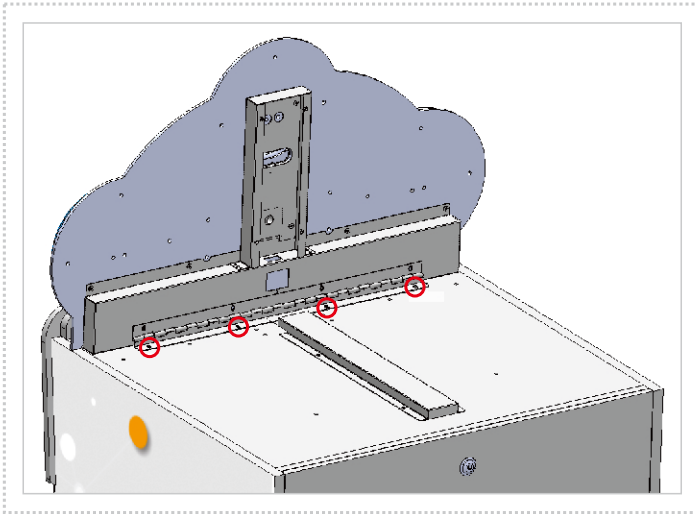
1. Insert coin  , press the start button. 
2. When the Red, Green and Blue balls drop, rotate the wheel to catch the balls in the corresponding coloured basket. 
3. The more accurate you are, the more points you can win including the super bonus.

III. Menu

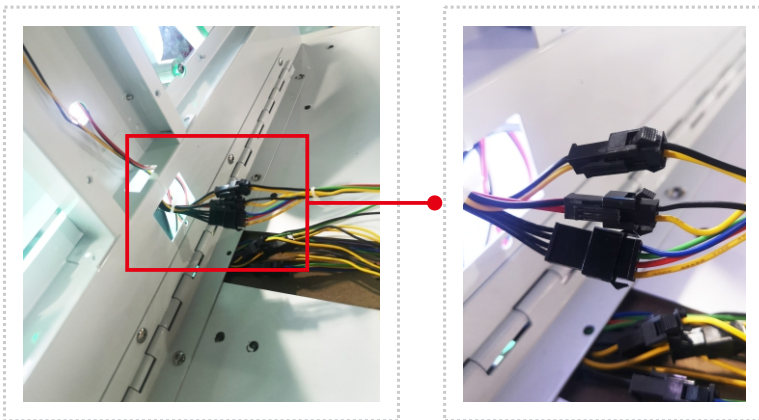
1. Equipment installation instructions

Parts List			
No.	Name	Quantity	Picture
1	Cabinet	1	
2	Head part support metal	1	
3	Head part	1	

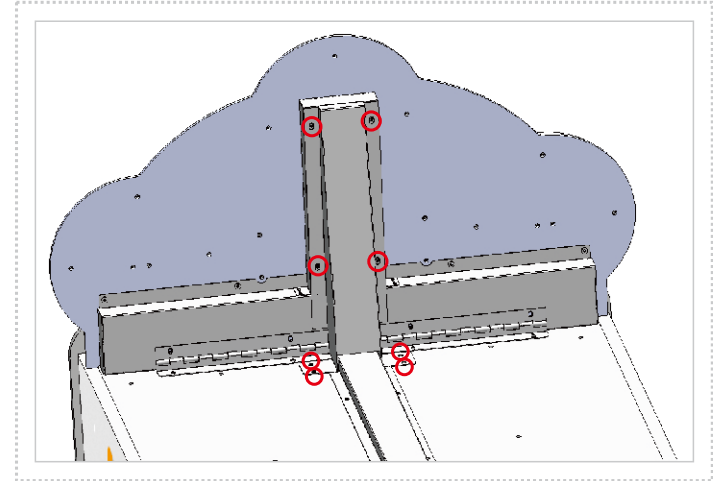
1.1 Put the head part on the top of the cabinet, fix with 4-M4*12 screws.



1.2 After installing the head part, there are 3 thread ends (2 small thread ends, 1 large thread end). 2 small thread ends are docked at will, and 1 large thread end corresponds to docking.



1.3 Align the hole with the head part support metal bracket and fix it with 8-M4*12 screws



2. Specification and parts

2.1 Specification

Name: COLOUR MATCH

Size: D1080*W780*H2450(mm)

Weight: 125KG

Power: 120W

(If the specifications are changed due to improvements in performance and design, no notice will be given.)

2.2 Parts

No.	Name	Quantity
1	Keys	3
2	Manual	1
3	Electromagnet	1
4	M4 Allen wrench	1
5	M4*16 Hexagon socket screws	14
6	Power cable	1

2.3 Specification

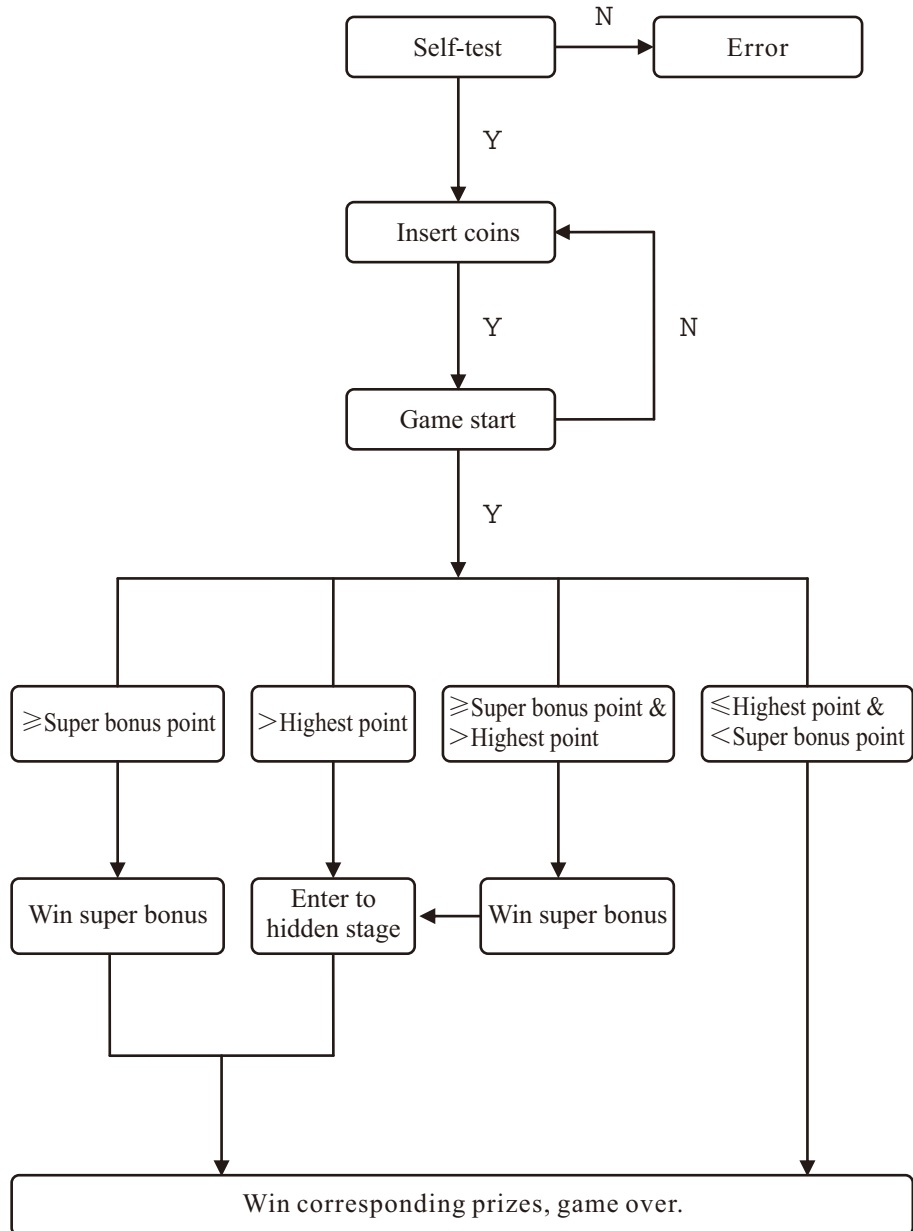
2.3.1 Whole Machine Size



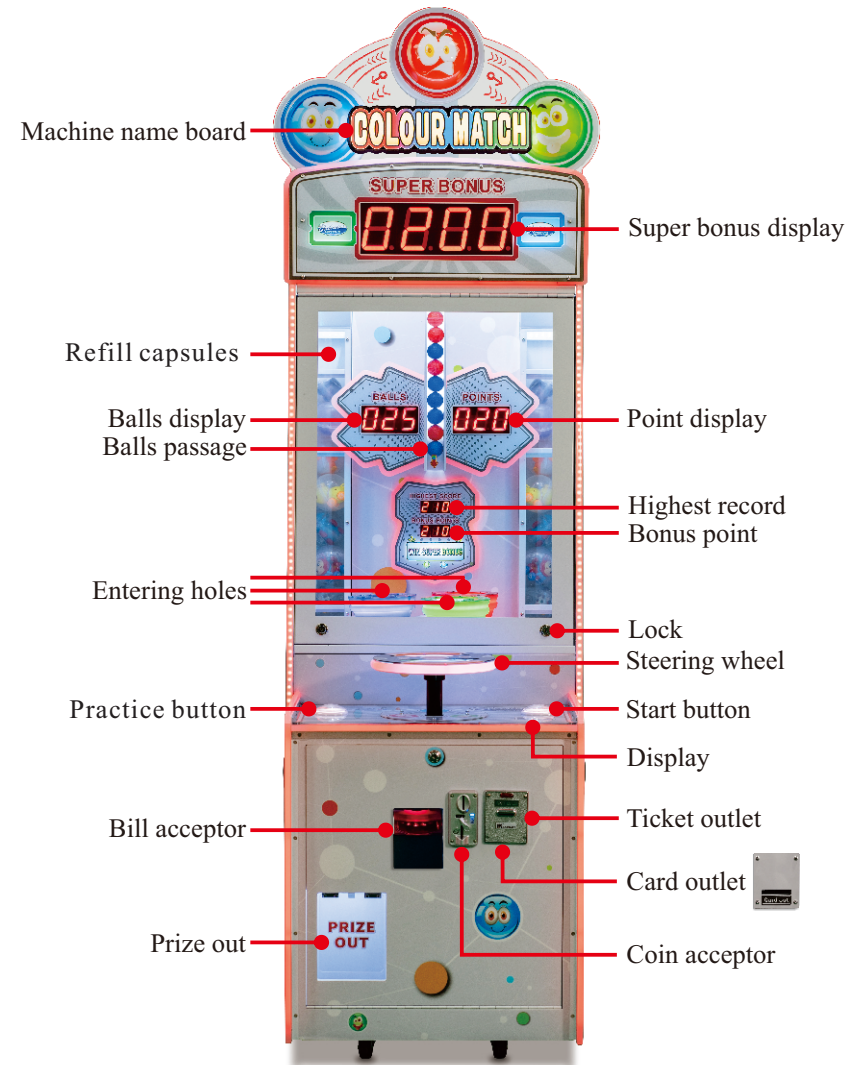
2.3.2 Main Parts Specification

No.	Name	Quantity	Weight/kg	Size/mm
1	Cabinet	1	115	
2	Head part	1	10	

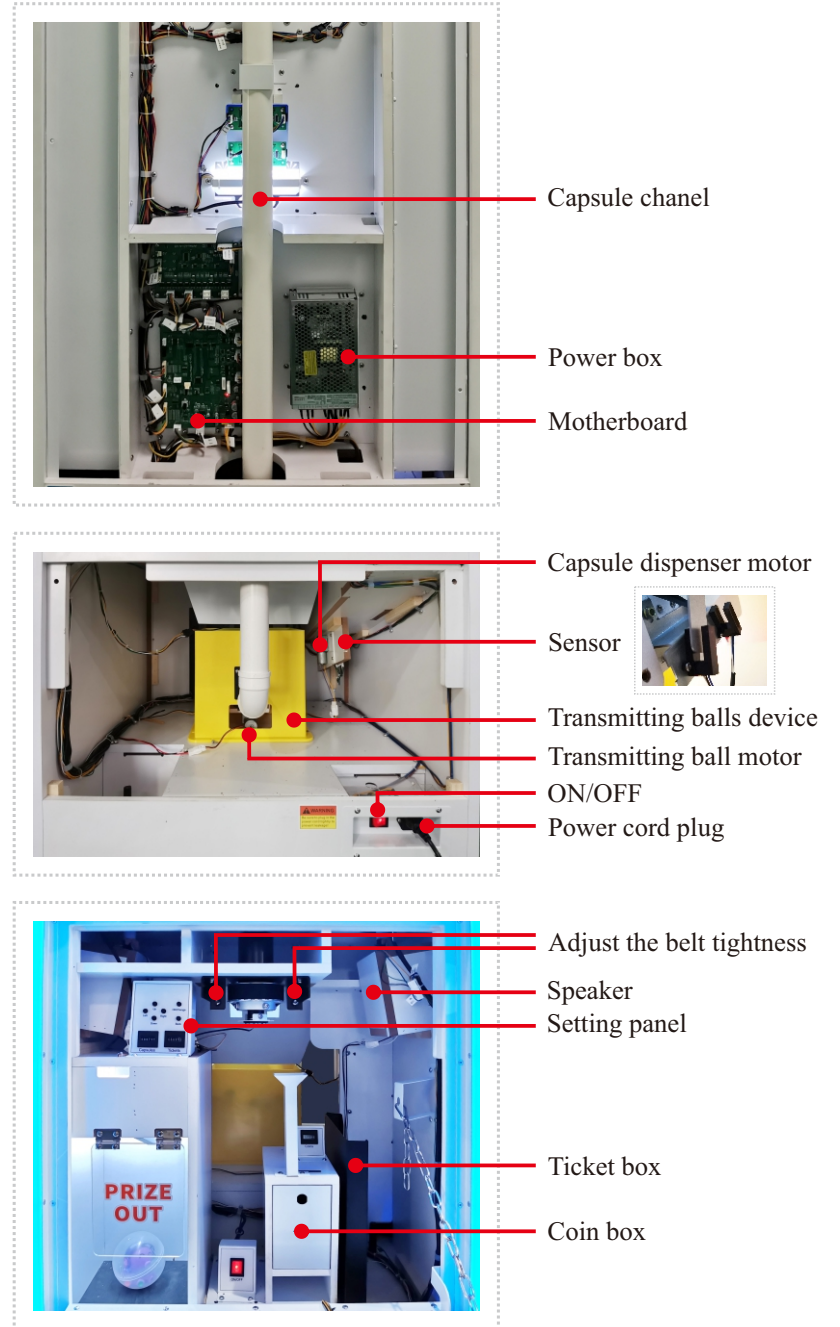
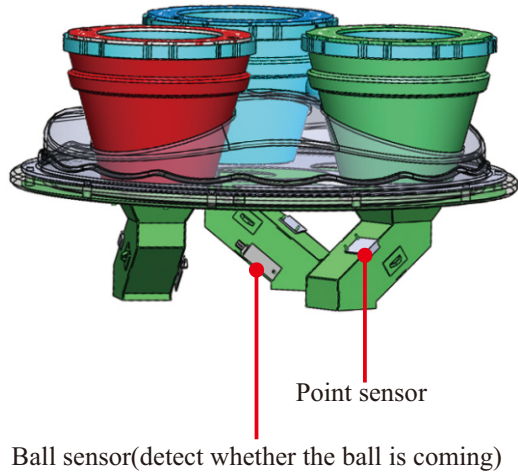
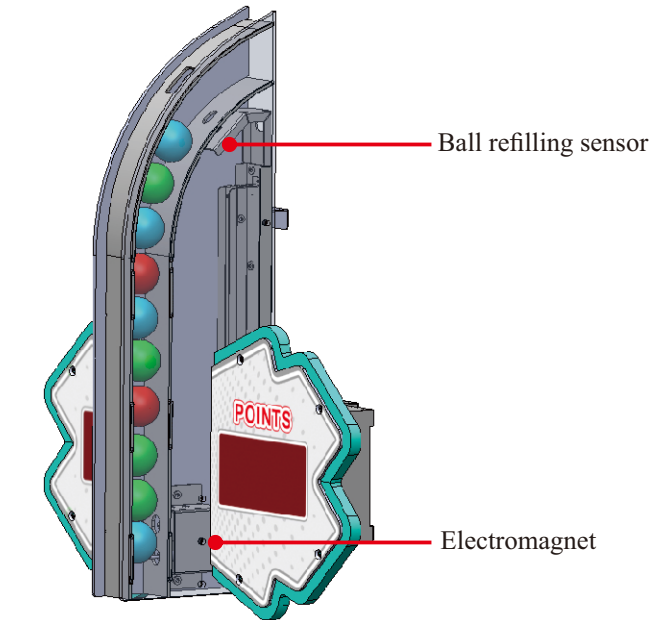
3. Game process



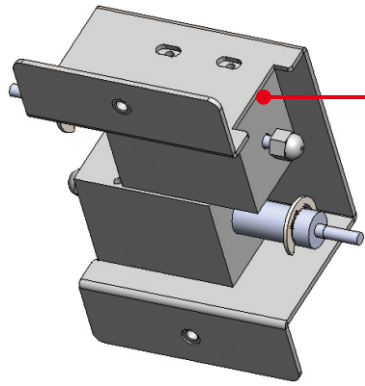
4. Product appearance introduction



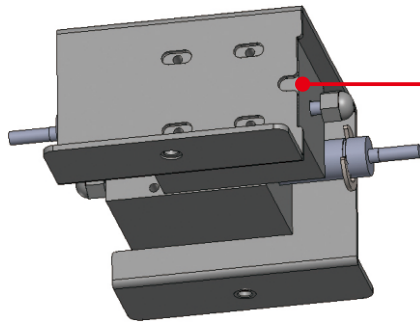
5. Internal structure pictures



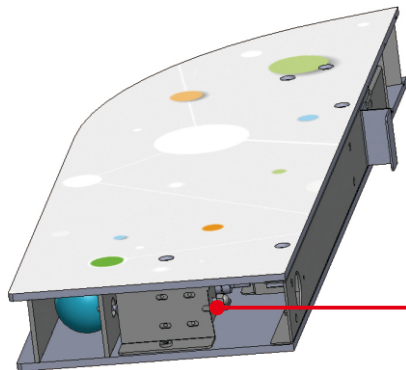
6. Electromagnet Installation Diagram



Electromagnet to flat notch installation



Electromagnet to flat notch installation



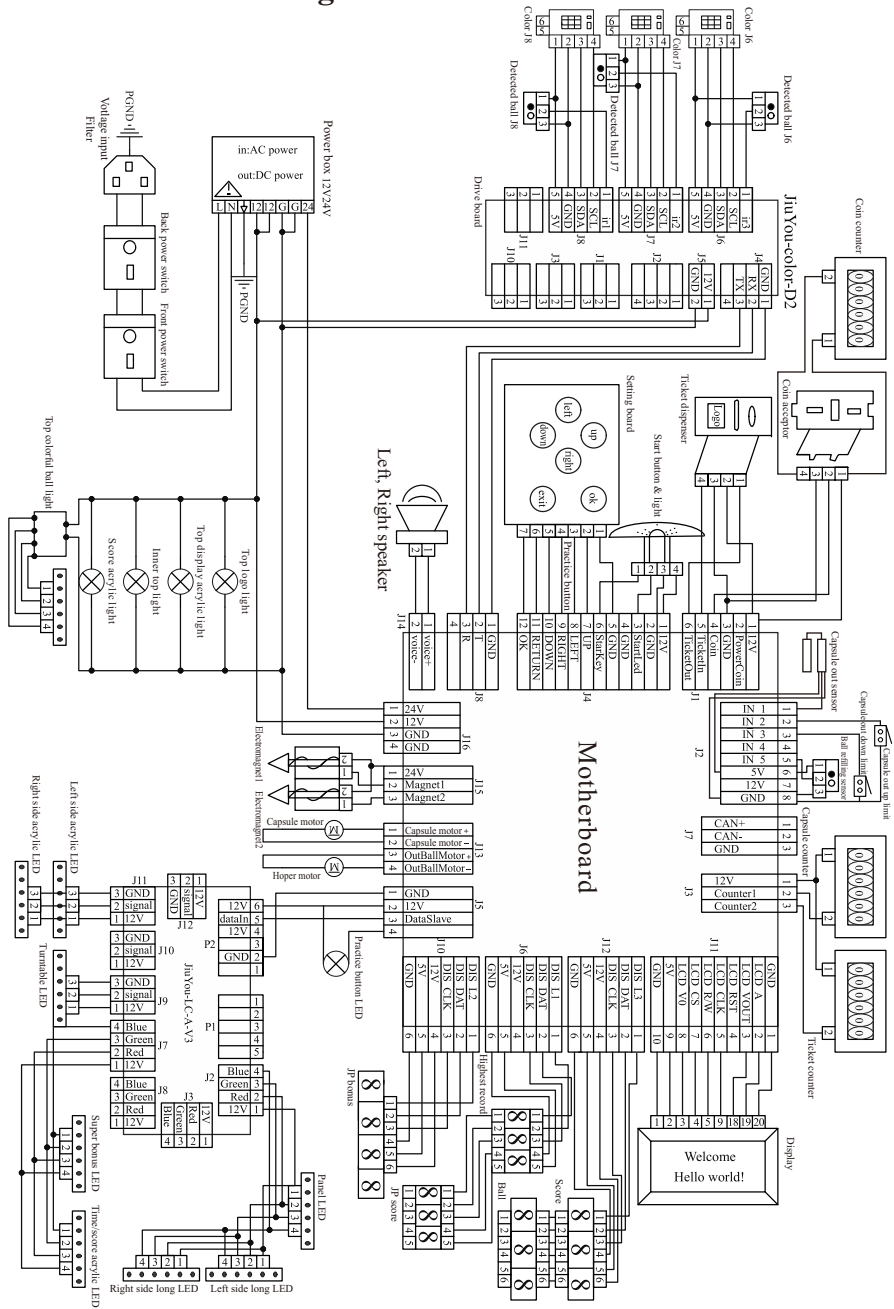
Hardware has U hole toward down

7. Equipment failure

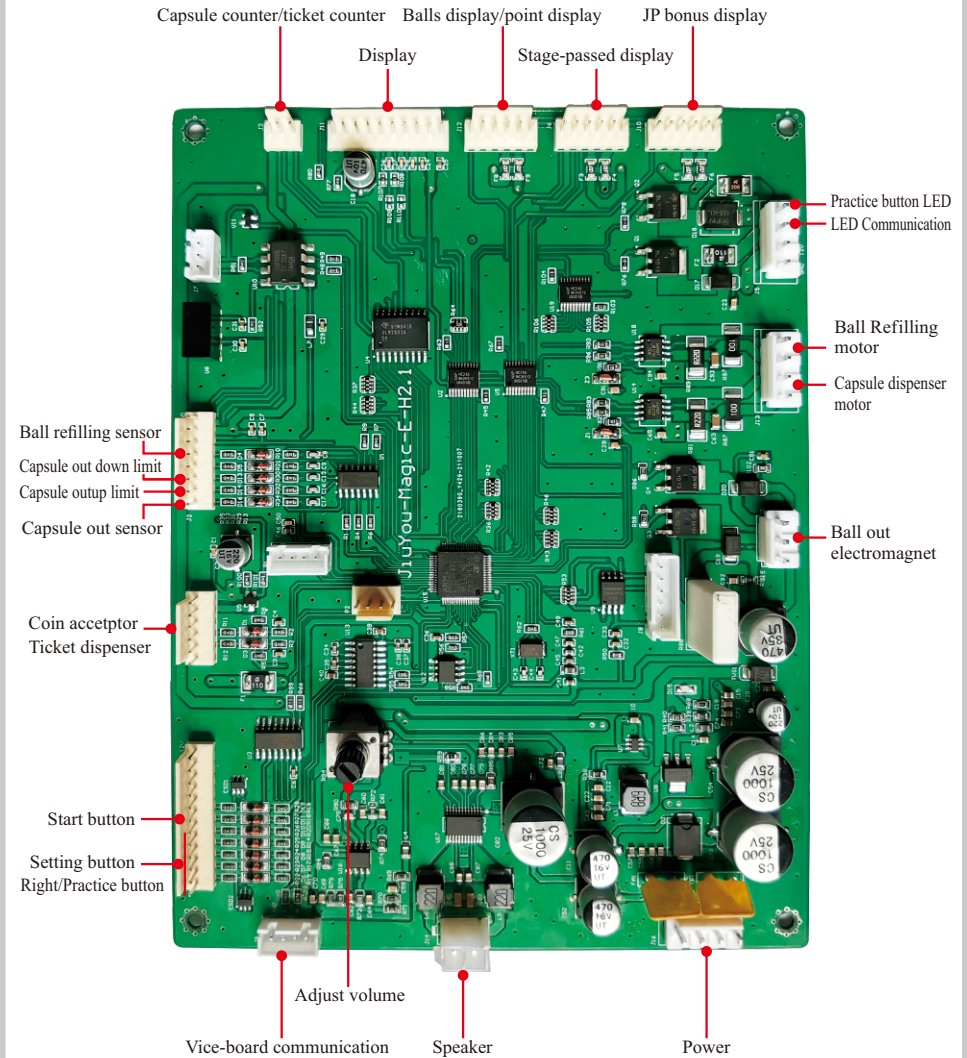
Fault display	Error part	Error Reason	Troubleshooting
	Electromagnet error	Stop working	Replace electromagnet (Electromagnet installation diagram refers page 10 for details)
***** Self Test Keyboard × Ver: MENE1.01	Button error	1. Start button or setting panel damaged 2. Motherboard damaged	1. Renew start button or setting panel damaged 2. Renew motherboard
***** × Self Test Connection Ver: MENE1.01	Connection	Connection vice board not properly working	1. Connection wire fault, please check whether it is connected. 2. Vice board fault, please check whether it electrified.
	Point sensor	Point sensor damaged	Renew point sensor
Coin Remain:000 TicketRemain:000 Capsules owe:000 Err:Red sensor	Ball sensor (detect whether the ball is coming)	Ball sensor damaged	Renew ball sensor
Coin Remain:000 TicketRemain:000 Capsules owe:000 Err:Green sensor			
Coin Remain:000 TicketRemain:000 Capsules owe:000 Err:Blue sensor			
Coin Remain:000 TicketRemain:000 Capsules owe:001 Err:No capsules	No capsule	No capsule detected	1. Detected whether it has capsules 2. Capsule dispenser motor blocked 3. Capsule may block at the tube, not drop down 4. Capsule out sensor damaged (very unlikely)
Coin Remain:000 TicketRemain:000 Capsules owe:000 Err:Refill Sensor	Not transmit balls	1. Transmitting balls device blocks balls 2. Transmitting balls device motor damaged	1. Take out the transmitting balls device and remove the blocked balls 2. Renew the transmitting balls device motor
Coin Remain:000 TicketRemain:000 Capsules owe:000 Err:Refill Sensor	Continue transmitting balls	Unworkable ball refilling	Renew ball refilling sensor

NOTE: When machine faults occur, please check parts' wires whether loose or not.

8. Electrical Diagram



9. Motherboard



IV. Background Settings

1. Stand-by screen

Power on with no errors occur to enter stand-by screen.

Set normal game for tickets out; bonus for tickets & capsules

02	coin	00	stage
01	play	00	00
ticket		0000	
010 points/ticket			

Set normal game for cards out; bonus for cards & capsules

02	coin	00	stage
01	play	00	00
card		0000	
220 points/card			

Set normal game for capsules out; bonus for cards & capsule

02	coin	00	stage
01	play	00	00
card		0000	
250 points/capsule			

Set normal game for capsules out; bonus for tickets & capsules

02	coin	00	stage
01	play	00	00
ticket		0000	
250 points/capsule			

Practice mode (display will show practice mode)
And bonus points display number will change, which means the score to win

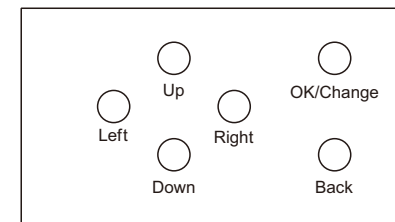
02	coin	01	stage
01	play	00	01
ticket		0000	
Practice mode			

Practice mode (display will show practice mode)
And bonus points display number will change, which means the score to win

02	coin	00	stage
01	play	00	01
card		0000	
Practice mode			

Note: When the display shows the outstanding ticket, please re-add the lottery ticket and press the “left” button to release the tickets/cards.

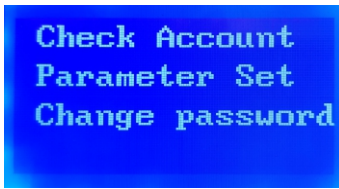
2. Setting panel



3. How to set

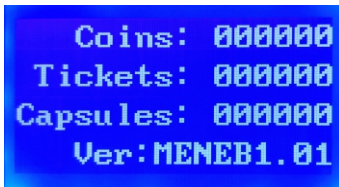
Press “OK” button in setting panel to enter setting menu, all setting items are show on the screen.

3.1 Check Account



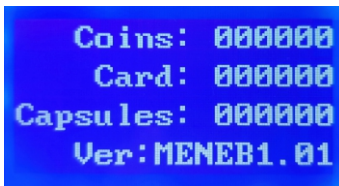
Ticket out account:

- ① Coins: Number of received coin(s)
- ② Tickets: Number of ticket(s)-out
- ③ Capsules: Number of capsule(s)-out
- ④ Version: Code Version



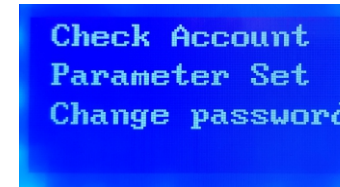
Card out account:

- ① Coins: Number of received coin(s)
- ② Card: Number of card(s)-out
- ③ Capsules: Number of capsule(s)-out
- ④ Version: Code Version

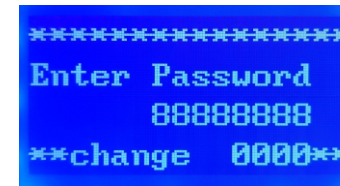


3.2 Parameter Setting

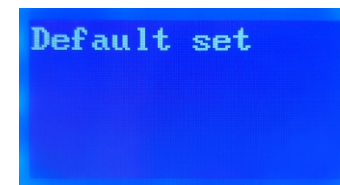
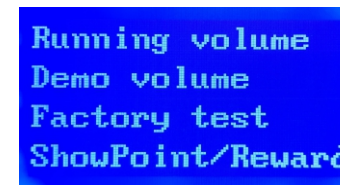
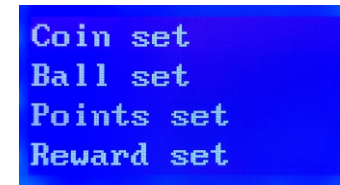
Press "OK" button to enter setting
 Press "Up", "Down", "Left", "Right" buttons to adjust the number.
 Press "back" button to the previous menu



Enter with password (the bottom line: times for changing password)
 With right password, it can enter to Parameter Setting



(Following are the settable items: Coin set, Ball set, Points set, Reward set, Running volume, Demo volume, Factory test, Show point/Reward, Default set.)



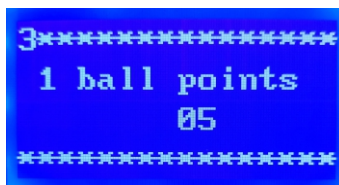
3.2.1 Coins set: coins for every play

00~15 coins/play (Default: 2coin/1play)



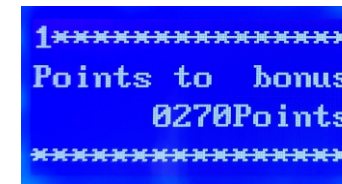
3.2.2 Ball set:

- ① Drop ball: every play, the dropping balls number 30~95 (Default: 60)
- ② Hidden rewards drop ball: the dropping balls number 5~50 (Default: 10)
- ③ 1 ball points: the point that every entering ball can win 1~10 (Default: 5)

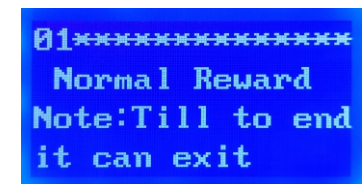
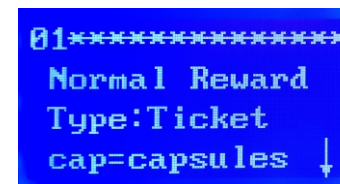


3.2.3 Point set:

- ① Win super bonus rewarded point: 60~600 (Default: 270)
When players arrive the set point (e.g: 270 point), they can win super bonus
- ② Exceed the highest record, it will get back to the default point: 36~590 (Default: 265 point)
When players arrive the set point, next play, the game will get back to the default point--the full point 60%.
For example, drop ball is 60. every ball is 5 point, the full point is 60 x 5=300 points. When players exceed 265 points, then, the highest record will be back to default 300x60%=180 points.
Note: This setting item is designed to prevent the highest record from staying at a high position for a long time without players breaking it, leading to hidden rewards cannot be entered.



3.2.4 Reward set: (01, normal game reward setting, ticket/card/capsules)



Notice: When the setting not go to the end (top left is 11), it can not exit.

```
01*****
Normal Reward
Type: Card
cap=capsules ↓
```

```
01*****
Normal Reward
Type: Capsules
cap=capsules ↓
```

Reward set (02, super bonus reward set, ticket&capsules or card&capsules. It will be automatically selected based on the first item and cannot be changed manually)

```
02***** ↑
Super Bonus Reward
Ticket & Capsules
***** ↓
```

```
02***** ↑
Super Bonus Reward
Card & Capsules
***** ↓
```

Reward set (03, normal game, xx points for 1 ticket/card/capsule. Setting will be automatically selected based on the first item, and show ticket/card/capsule. 1~999, when set it more then max, it will finally set as max. And when set it as 0, it will be forced to set as max/2)

```
03Max=295 ↑
010 points
1 **Ticket
←Value →Move ↓
```

```
03Max=295 ↑
220 points
1 **Card
←Value →Move ↓
```

```
03Max=295 ↑
250 points
1 **Capsules
←Value →Move ↓
```

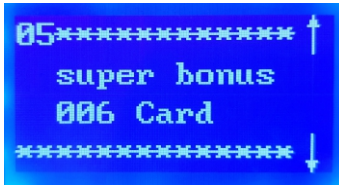
Reward set (04, after break the highest score, 1 ball xx tickets/cards setting, 1~50, default 1 ball 5 tickets/1 ball 1 card. Setting will be automatically selected based on the first item, and show ticket/card, and the reward number will be changed. It needs to be manually adjusted and confirmed again according to the actual situation)

```
04 1 ballAfter ↑
highest score
05 Ticket
***** ↓
```

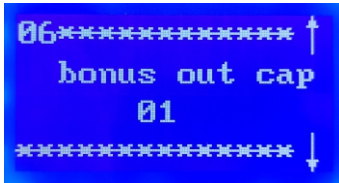
```
04 1 ballAfter ↑
highest score
01 Card
***** ↓
```

Reward set (05, super bonus out ticket/card setting, 1~999, default tickets 200pcs/cards 6pcs. Setting will be automatically selected based on the first item, and show ticket/card, and the reward number will be changed. It needs to be manually adjusted and confirmed again according to the actual situation)

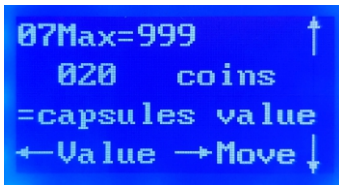
```
05***** ↑
super bonus
200 Ticket
***** ↓
```

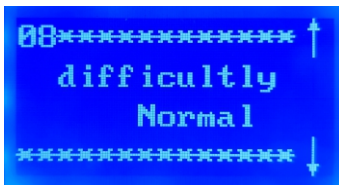
Reward set (06, super bonus out xx capsule out setting, 1-10, default 1)



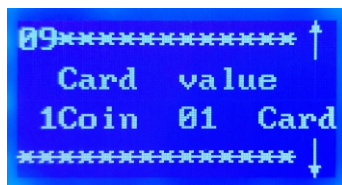
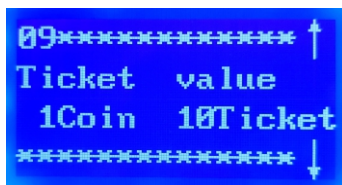
Reward set (07, capsule valve set, 1~999 coins, default 20. When set to 0, system will finally automatically change it as 100)



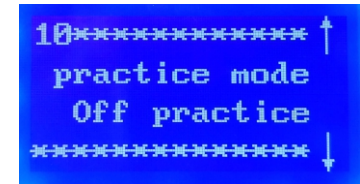
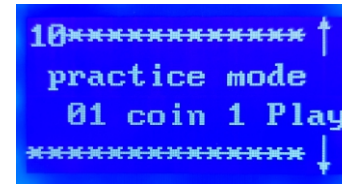
Reward set (08, difficult level set, normal/ hard, default normal)



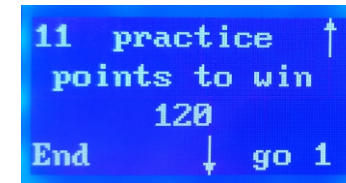
Reward set (09, 1 coin xx tickets/cards set, setting will be automatically selected based on the first item, and show tickets/cards, default 1 coin 10 tickets/ 1 coin 1 card. Please adjust the value according to the actual situation)



Reward set (10, practice mode set 1-10 coins 1 play, default 1 coin 1 play. Coin =0, display will not show practice mode, then the practice button=start button. And practice mode will not give prize out.)



Reward set (11, practice mode points to win setting, total points 20%~95%, default 40%)



3.2.5 Running volume: 0~8 (Default: 8)



3.2.6 Demo volume: 0~8 (Default: 3)



3.2.7 Factory test: 5-90 minutes (Default: 5)

```
*****  
Factory test  
05Min  
*****
```



```
*****  
Factory test  
Yes  
*****
```

```
*****  
Factory test  
No  
*****
```

3.2.8 Show point/Reward setting: Yes/No

```
show  
point/reward  
Yes  
*****
```

```
show  
point/reward  
No  
*****
```

3.2.9 Factory default set: Yes/No

```
*****  
Default set  
Yes  
*****
```

```
*****  
Default set  
No  
*****
```

3.3 Change password

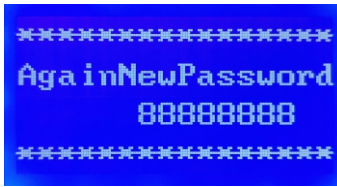
Correct password is required to change password

```
*****  
Enter Password  
00000000  
**change 0001**
```

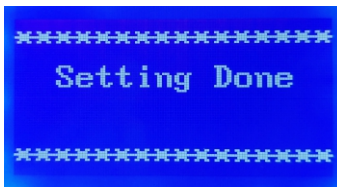
Change the password for the first time (the numbers can be changed as needed)

```
*****  
FirstNewPassword  
00000000  
*****
```

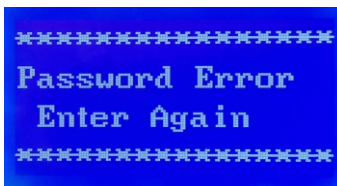
Confirm the changed password again, you need to enter the same



Finish setting



Enter error, try again



V. Maintenance

1. When there is dirt on the outer of the machine, please wipe it with a soft dry cloth. If the dirt is quite serious, wipe it with a soft cloth with 5-6 times diluted detergent, and then wipe with a dry cloth.
2. Never use alcohol or volatile solvent-based liquids to wipe, which will damage its surface treatment paint. Do not use cloth containing chemical agents to wipe or place it on the machine for a long time.

VI. Warranty Terms

To ensure the consumers could use our products with rest assured and satisfaction, we will reasonably stipulate our after-sale service system in strict accordance with relevant laws and regulations issued by the state.

1. Due to product's particularity, the product won't be refund once sold.
2. For all machines we sold, we will provide all technical support, including how to check account, difficulty adjustment, reset, various troubleshooting.

3. One-year Warranty: All machines are guaranteed within one year for non-human damage after receiving machines (except for the consumable parts);

Life-long Free Maintenance: When the free replacement or free warranty service expires after one year, we will continue providing technical service, for the part that need to be replaced, only charge the part cost and the maintenance fee is free, and the buyer need to responsible for the express cost.

4. Warranty period starts from the date the buyer receives the machine.
5. Warranty doesn't cover one of the following factors:
 - 5.1 All failures and damages caused by man-made, using in abnormal working environment, without following the manual to use, or without following the manual indication environment to use, etc.
 - 5.2 Without our consent and permission, user disassembles, repairs, or modifies the product, etc.
 - 5.3 Damage caused by poor transportation after purchasing the product.
 - 5.4 Damage caused by other irresistible factors (such as flood, lightning stroke, earthquake, abnormal voltage, etc).
 - 5.5 Normal use becomes old, abrasion, rupture or dip-dye etc.
 - 5.6 Product that doesn't belong to ours (such as fake, counterfeit product).

VII. Contacts

Customer Service & Support:

If you have a technical problem that you are unable to resolve then contact the supplier of your machine in the first instance. If, after this, further technical or spares assistance is required then please contact:

Electrocoin Aftersales and Service Limited

Tel: 02920 450345

Email: aftersales@electrocoin.com

Monday to Thursday 9.00am to 4.15pm, Friday 9.00am to 2.15pm.

Program Updates:

Please contact Electrocoin Sales Limited Customer Services

Electrocoin Sales Limited

Tel: 0208952055

Email: info@electrocoin.com

Address: 181 Park Avenue
London
NW10 7XH

Electrocoin Web Site:

www.electrocoin.com