

# DERBY DAY

## User Manual



Please read this User Manual carefully before you installing this product.

# CONTENT

I. BRIEF INTRODUCTION OF GAME .....	1
II. DIMENSION AND TECHNICAL PARAMETER .....	2
III. PARTS LIST .....	3
IV. THE STRUCTURE OF MACHINE .....	4
V. INSTALLATION AND MOVING .....	5
VI. METHOD OF POWER CONNECTION .....	6
VII. POWER BOX DESCRIPTION .....	6
VIII. USE AND MAINTENANCE GUIDE .....	7
IX. BACKSTAGE SETTING .....	8
X. IO CONNECTING TABLE .....	12

## **I . BRIEF INTRODUCTION OF GAME**

### **Features**

1. Redemption machines.
2. The game is new, exciting and entertaining.
3. The appearance is elegant, colorful and delicate.
4. Used with large-scale integrated circuits and built-in programs. The functionality is stable and reliable.
5. Used with high quality ticket dispenser.
6. Meet the general type of tickets.
7. Use high quality coin selector, the diameter of coins can be adjusted from 20mm to 28mm,which is accurate and stable.
8. Game programming and revenue ratio are easily to adjust.

### **How To Play:**

1. Insert coin, press the button to start the game.
2. Roll the ball into the hole, and you can get scores, and the horse will go forward according to the scores.
3. The one who reaches the finish first will win.

## II . DIMENSION AND TECHNICAL PARAMETER

1. Voltage: AC220V±5% 50Hz or AC 110V±5% (or make the reference with the mark);
2. Power: 1000 W;
3. Dimension: W2078\*D2562\*H2934 (mm) ;



4. Weight: About 400kg;
5. THE TEMPERATURE (INDOOR) : -10~+40℃




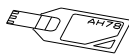
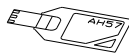
HUMIDITY: ≤90%;

PRESSURE: 86Pa~106Pa.

### III. PARTS LIST

In order to use the machine normally , Please check it carefully after you open the package box to see whether it have the following items:

- (1) A main machine;
- (2) A set of repair parts, list as the below

No.	Parts name	Specification	QTY		Picture	Remark
1	Power line	1. 8m	1	PC		
2	Fuse Tube	5XΦ20mm	2	PC		10A
3	User Manual		1	PC		
4	Key of Coin box	AH78	2	PC		
5	Key of maintenance door	AH57	3	PC		Front door and back door

# IV. THE STRUCTURE OF MACHINE

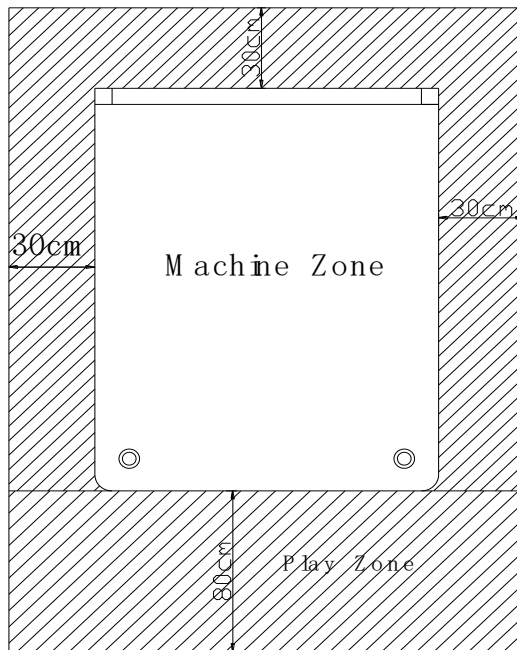


## V、INSTALLATION AND MOVING

1. This machine only can be use in the indoor, outdoor is prohibited;  
It will affect the function if you use it outdoor.

2. Range for placement:

The machine should be placed as the following range, enough space can make it cool down better.

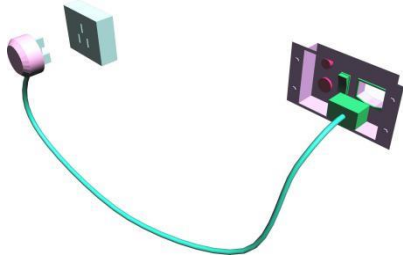


4、 When moving it , you must pay attention to the following:

- (1) You must turn off the power and pull the power connection out before moving.
- (2) If the caster can not move, please change the castors.
- (3) Any moving, turning and transport artificial random could damage the device and destroyed the mechanical properties .
- (4) Confirmed the process of moving , flipping and transportation meet the manufacturers requirements.

## VI. METHOD OF POWER CONNECTION

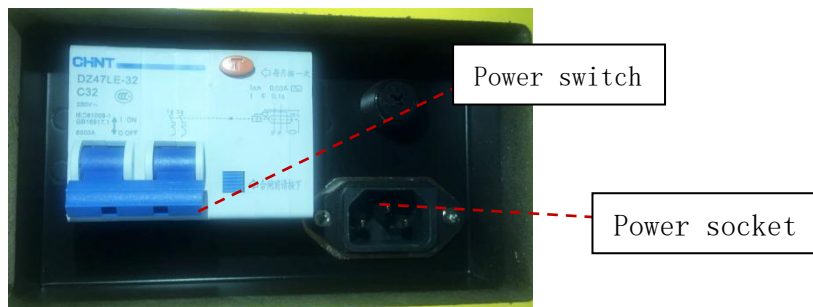
Look-out:



Power cord can not be pressed by heavy objects, which would easily cause short circuit and may lead to serious fires.

1. When you pull the power cord out from the socket, you should seize the plug prefer grasp the wire.
2. Can not pull the plug directly with wet hands.
3. Can not force stretched and twisted the power cord, and the power cord can not be expose or near the object which is in high temperatures.
4. The power cord can not be kicked or contact easily.
5. Must use the correct voltage and fuse (See the specification)

## VII、 POWER BOX DESCRIPTION



This machine uses AC“220V±5% 50HZ (or 110V±5% 60HZ)

- (1) The fuse is in fuse holder, the standard of fuse is “220V 6A diameter 5-20mm(or 110V 12V diameter 5-20mm)
- (2) The power switch is use for turn on/off the connection.
- (3) Ground terminal: connection with the dedicated ground.



## **VIII. USE AND MAINTENANCE GUIDE**

1. Machines for maintenance and repairs, you must turn off the power .

In order to avoid short circuit, the persons concerned access to machine internal components before you turn off the power source. If it requires power, shall meet the requirements of operating instructions

2. When you replace a component determines when the appropriate choice of accessories.

Use of incorrect parts can result in fire or electrical short circuit, damage to the Board, and no device

3. Don't arbitrarily split the Royal, Assembly, alter equipment. This can cause fire or an electrical short circuit, mechanical failures, and so on.

4. Confirm the move, flip, transport and so on to meet manufacturers request. Random people-moving, can damage equipment such as flip, transport, destruction of machinery performance.

5. This machine is suitable for indoor use, should not be used outdoors.

Outdoor use will affect the performance of the machine.

6. Not in the following places

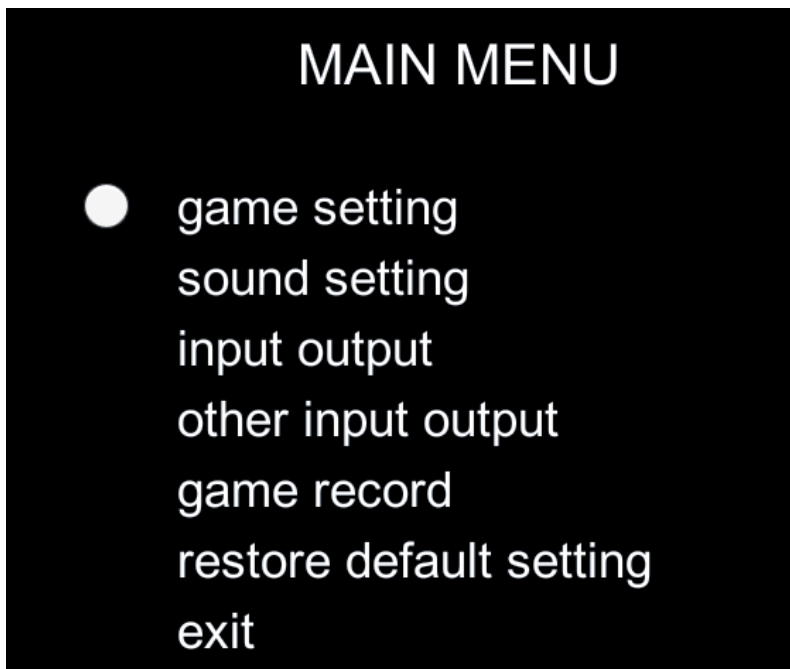
- ★Place where leakage or high humidity
- ★Close to the places of high temperature objects
- ★Close to dangerous goods.
- ★Slippery or unstable place.
- ★Equipment close to the spark
- ★Shock serious place
- ★Dusty environment

7. Do not place any containers that are filled with water on the above. Liquid overflow will cause electrical short circuit damage devices, chemical corrosion machine, will harm the human body falling from a height and destruction of the machine.

8. Do not place objects at the vent being blocked will cause the temperature rise, affect the functioning of machines or even damage the device.

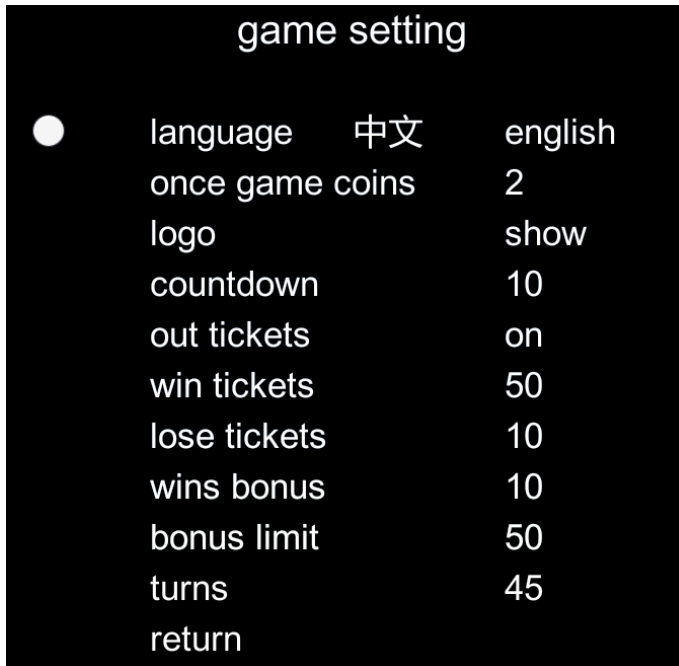
## IX. BACKSTAGE SETTING

### Main Menu



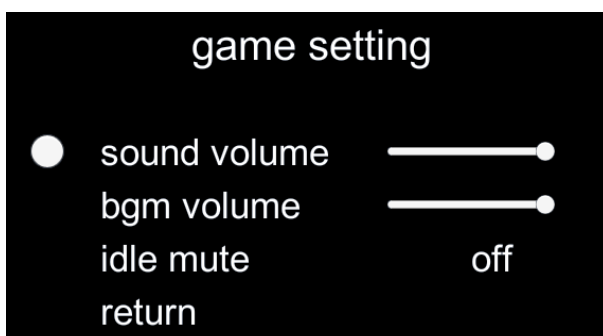
1. Game Setting: Enter game setting menu
2. Sound Setting: Enter sound setting menu
3. Input output: Input and output for general function
4. Other input output: Input and output for light strip
5. Game Record: To enter the record menu
6. Restore Default Setting: Restore Default Setting
7. Exit: Back to game

## Game Setting



1. Language: To set the language
2. Once game coins: To set the coins qty per game
3. LOGO: To set if the LOGO shown in the screen
4. Countdown: Countdown for game start
5. Out Ticket: To set ticket out or not
6. Win Ticket: To set tickets qty for winner
7. Lose Ticket: To set tickets qty for other player
8. Wins Bonus: To set bonus tickets qty for the player who wins continuously
9. Bonus Limit: To set the limit of bonus tickets
10. Turns: To set the paces for a horse to finish the game.
11. Return: Back to last menu

## Sound Setting



1. Sound Volume: To set the volume of game effect music
2. Bgm Volume: To set the volume of background music
3. Idle Mute: Mute mode or not
4. Return: Back to last menu

## Player Input Output

input output		
1P	player	1P
start key	0	1P door
hole sensor		1P start light
off off off		1P hole light 1
off off off		1P hole light 2
off off off		1P hole light 3
off off off		1P hole light 4
off off off		1P hole light 5
		1P hole light 6
2P		1P hole light 7
start key	0	1P hole light 8
hole sensor		1P hole light 9
off off off		1P hole light 10
off off off		1P hole light 11
off off off		1P hole light 12
off off off		1P light 1
		1P light 2
		return
		3P
		start key
		0
		hole sensor
		off off off
		off off off
		off off off
		off off off
		4P
		start key
		0
		hole sensor
		off off off
		off off off
		off off off
		off off off

1. **Player 1P:** Choose 1P, 2P, 3P and 4P to check the corresponding output.
2. **Start Key:** To test start button
3. **Hole sensor:** To test sensors of holes
4. **Door:** To test sensor of gate
5. **Start light:** To test light of start button
6. **Hole light:** To test light of hole
7. **Light:** To test led strip

**Other input output:** To test LED

other input output	
●	light belt
	return

Game Record: To record total coins and tickets

GAME RECORD			
		coins	tickets
	sunday	0	0
	monday	0	0
today	tuesday	0	20
	wednesday	0	0
	thursday	0	0
	friday	0	0
	saturday	0	0
	total	0	1845

clear record

clear current coins tickets

return

## X. IO CONNECTING TABLE

Port	Mark	Function	Terminal	Description	Port
J1	+12V	Main Power Input	VH		Main Power Input
	GND	Main Power Input	VH		Main Power Input
J2	5V	COM	DB9		
	TX3	COM	DB9		
	RX3	COM	DB9		
	GND	COM	DB9		
J3	T1	COM	VH		Connect PC
	R1	COM	VH		
	GND	COM	VH		
J4	3.3V	3.3V Power Supply	VH		
	3.3V	3.3V Power Supply	VH		
	3.3V	3.3V Power Supply	VH		
J5	N1	Low level input	DC3		1P Coin selector
	N2	Low level input	DC3		1P ticket out feedback
	N3	Low level input	DC3		1P start button
	N4	Low level input	DC3		2P Coin selector
	N5	Low level input	DC3		2P ticket out feedback
	N6	Low level input	DC3		2P start button
	N7	Low level input	DC3		3P Coin selector
	N8	Low level input	DC3		3P ticket out feedback
	N9	Low level input	DC3		3P start button
	N10	Low level input	DC3		4P Coin selector
	N11	Low level input	DC3		4P ticket out feedback
	N12	Low level input	DC3		4P start button
	N13	Low level input	DC3		
	N14	Low level input	DC3		
	N15	Low level input	DC3		
	N16	Low level input	DC3		
	N17	Low level input	DC3		
	N18	Low level input	DC3		
	N19	Low level input	DC3		
	N20	Low level input	DC3		Menu and setting
	N21	Low level input	DC3		Ticket refund
	N22	Low level input	DC3		service button 1
	N23	Low level input	DC3		service button 2
	N24	Low level input	DC3		
	N25	Low level input	DC3		
	N26	Low level input	DC3		
	N27	Low level input	DC3		
	N28	Low level input	DC3		
	+5V	Power output	DC3		
	+5V	Power output	DC3		
	+5V	Power output	DC3		

	+5V	Power output	DC3		
	+5V	Power output	DC3		
	+5V	Power output	DC3		
	GND	Ground	DC3		
	GND	Ground	DC3		
	GND	Ground	DC3		
	GND	Ground	DC3		
	GND	Ground	DC3		
	GND	Ground	DC3		
J6	+3.3V	Power output	XH		
	+3.3V	Power output	XH		
	A1	ADC	XH		
	A2	ADC	XH		
	A3	ADC	XH		
	A4	ADC	XH		
	A5	ADC	XH		
	A6	ADC	XH		
	A7	ADC	XH		
	A8	ADC	XH		
	GND	Ground	XH		potentiometer Power Supply
	GND	Ground	XH		potentiometer Power Supply
J7	T1	Signal low power output	DC3		1P ticket dispenser drive
	T2	Signal low power output	DC3		Light of 1P start button
	T3	Signal low power output	DC3		2P ticket dispenser drive
	T4	Signal low power output	DC3		Light of 2P start button
	T5	Signal low power output	DC3		3P ticket dispenser drive
	T6	Signal low power output	DC3		Light of 3P start button
	T7	Signal low power output	DC3		4P ticket dispenser drive
	T8	Signal low power output	DC3		Light of 4P start button
	T9	Signal low power output	DC3		LED strip
	T10	Signal low power output	DC3		Coin counter
	T11	Signal low power output	DC3		Ticket counter
	T12	Signal low power output	DC3		
	T13	Signal low power output	DC3		
	T14	Signal low power output	DC3		
	T15	Signal low power output	DC3		
	T16	Signal low power output	DC3		
	+12V	Power output	DC3		
	+12V	Power output	DC3		
	+12V	Power output	DC3		
	+12V	Power output	DC3		
GND	Ground	DC3			
GND	Ground	DC3			
GND	Ground	DC3			
GND	Ground	DC3			

J8	T17	Signal high power output	VH		P1 led strip
	T18	Signal high power output	VH		P1 led strip of seat
	T19	Signal high power output	VH		P1 vibration motor
	T20	Signal high power output	VH		P1 gate motor
	T21	Signal high power output	VH		P2 led strip
	T22	Signal high power output	VH		P2 led strip of seat
	T23	Signal high power output	VH		P2 vibration motor
	T24	Signal high power output	VH		P2 gate motor
	+12V	Power output	VH		
	+12V	Power output	VH		
J9	T25	Signal high power output	VH		P3 led strip
	T26	Signal high power output	VH		P3 led strip of seat
	T27	Signal high power output	VH		P3 vibration motor
	T28	Signal high power output	VH		P3 gate motor
	T29	Signal high power output	VH		P4 led strip
	T30	Signal high power output	VH		P4 led strip of seat
	T31	Signal high power output	VH		P4 vibration motor
	T32	Signal high power output	VH		P4 gate motor
	+12V	Power output	VH		
	+12V	Power output	VH		



