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Ver1.48 Date :2014-4-18

GOLDEN KEY

1. BRIEF INTRODUCTION

GOLDEN KEY is a new version of indoor prize machine. This machine is simple to play, with brilliant cabinet design built of high quality materials!

2. NOTICE

2-1. SAFTTY INSTRUCTIONS

- This machine is only for indoor use, is not suitable for outdoor use.
- When the machine has been installed well, place the bottom of the machine on the floor to make sure it is steady.
- Do not take it apart, make it up or move it arbitrarily.
- Switch off the power and pull out the plug before moving it.
- Place it on even floor, not the smoothie, unsteady or seriously vibrating place.
- Do not place it near any high temperature or easily sparkling equipment.
- Do not place any sundries on the machine or let any heavy press the power wire.
- Do not expose the circuit part in the machine to the air.

2-2. Notice for operation

- Check whether the power plug and power wire are good, whether the voltage is suitable for the machine before switching the power on.
- Voltage of power supply should be accord to the voltage on the back cover of it.
- Switch off the power before you maintain or inspect the machine.
- Only qualified personnel are allowed to inspect the electric control device of it.
- Use suitable accessories to displace parts of apparatus.
- Hold the plug instead of the wire to unplug the power wire.
- Do not to plug or unplug the plug with wet hand, do not pull or twist the

power wire.

3. Accessories

Check whether the following accessories are ready before using it：

NAME	QTY	REMARK
Manual	1	
KEYS	5	1888(3),1866(2)
Power cord	1	

4. How to play

- Insert coin ,the button light is on in the control panel and a ball out;
- Move the Jobstick to select your favorite prize;
- Keep pressing the Up button move pushrod to your target;
- Loose button ,shaft push to prize out;
- If shaft move into the hole,the Key spin half round and pull the prize out.
- Player get prize ,game over;

Prize store fixing:

- Please check the prize store and shaft direction ,and fix it correct;
- Adjust all the direction please reset machine for the setting valid;
- It need adjust the direction once a month at least.

How to adjust prize position：

In the attraction mode,press the key board MENU key to enter test mode. Press UP or DOWN to choose the menu item(Set Coordinate) ,press ENTER enter adjust mode,and press UP or DOWN to adjusting the appropriate position. After adjusted the position,press VOL+ to save it. Press EXIT to previous menu and enter next option .Press EXIT return to test mode main menu , choose gantry to check all the adjust is OK. Remark: machine is working for the first time ,the gantry must adjust well or it will pay out prize not

correct.

5. TECHNICAL PARAMETERS

Mode：LP.TLP01

Location requirements：

Temperature –10℃～+40℃，U.V. radiation Very low，humidity low，Vibrations level: low.

Dimension：W1000*D780*H2150MM

Weight : 210KG

Power supply: 220V

Max ：80W

Player: 1 pc

6. METER BOARD

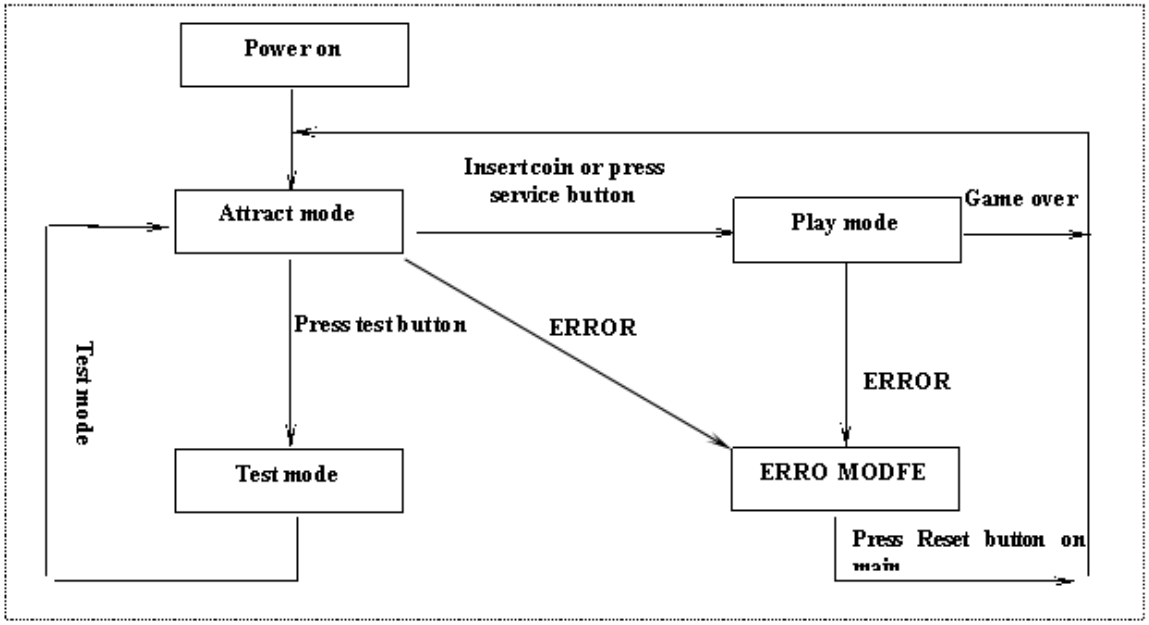
Coin QTY: Showing all the coins QTY inserted;

Prize out QTY: showing prize out QTY;

7. Operation

Machine working, there are 4 modes: Attraction mode ,test mode, play mode and error mode. The flow chart as below:

GOLDEN KEY



7-1. Power on

Before turning on the power, please check the plug and cord, and make sure that the game is set to the proper voltage

7-2. Play mode

When the Game is started, LCD display board showing the time;

7-3. Attract mode

In attract mode, LCD showing current coin QTY and back ground music on. Press keyboard MENU 0.5 second, machine will enter test mode, insert coin makes machine enter play mode;

7-4. Test mode

In the test mode test, LCD showing system information, LED, motor, music and crane is normal or not. Attract mode, press MENU to enter test mode, press MENU again return to attract mode;

7-5. Error mode

When the machine occurred error mode, alarm warning, display board showing ERROR code and the technician can follow the ERROR code to solve the problem.

8、Appendix

DIP SWITCH SETTING DESCRIPTIONS:

Plug NO	Pin NO	Wire color	Function	I/O CODE	Function of I/O
J1 (Output Port)	PIN 1	0.3—Brown	Speaker +	-----	
	PIN 2	0.3—White	Speaker -	-----	
	PIN 3	0.3—Blue	DC MOTOR #1 POWER +	-----	DC MOTOR #1 POWER+
	PIN 4	0.3—Yellow	Speaker_PWR	-----	+12V
	PIN 5	0.3-Black	DC MOTOR #1 POWER -	-----	DC MOTOR #1 POWER-
	PIN 6	0.3—Yellow	+12V Output	-----	
	PIN 7	0.3—Brown	DC MOTOR #2 POWER +	-----	DC MOTOR #2 POWER +
	PIN 8	0.3—Yellow	+12V Output	-----	
	PIN 9	0.3-Black	DC MOTOR #2 POWER -	-----	DC MOTOR #2 POWER -
	PIN 10	0.3—Yellow	+12V Output	-----	
	PIN 11	0.3—Red	RED LED DRIVE	-----	
	PIN 12	0.3—Yellow	+12V Output	-----	
	PIN 13	0.3—Green	GREEN LED DRIVE	-----	
	PIN 14	0.3—Yellow	+12V Output	-----	
	PIN 15	0.3—Blue	BLUE LED DRIVE	-----	
	PIN 16	0.3—Yellow	+12V Output	-----	
	PIN 17	0.3—Black	Stepping Motor Power -	-----	Stepping Motor Power -
	PIN 18	0.3-Blue	Stepping Motor Power +	-----	Stepping Motor Power +
	PIN 19	0.3—Green	Serial Output CLK	-----	
	PIN 20	0.3—Brawn	Serial Output DAT	-----	
	PIN 21	0.3—White	Serial Output LATCH	-----	
	PIN 22	0.3-Black	GND	-----	
	PIN 23	0.3-Black	GND	-----	
	PIN 24	0.3-Black	GND	-----	
	PIN 25	0.3-Black	GND	-----	
	PIN 26	0.3-Black	GND	-----	
	PIN 27	0.3—Brown	Output	OUT0	Coin Counter
	PIN 28	0.3—Pink	Output	OUT1	Prize Counter
	PIN 29	0.3—Orange	Output	OUT2	GSM Power Control
	PIN 30	0.3—SkyBlue	Output	OUT3	Up Button Indicator

	PIN 31	0.3—Green	Output	OUT4	BILL Counter
	PIN 32	0.3—Blue	Output	OUT5	Key Motor
	PIN 33	0.3—Purple	Output	OUT6	Present door motor
	PIN 34	0.3—Gray	Output	OUT7	
	PIN 35	0.3—Brown	Output	OUT8	Ball Out Motor
	PIN 36	0.3—Pink	Output	OUT9	
	PIN 37	0.3—Orange	Output	OUT10	
	PIN 38	0.3—SkyBlue	Output	OUT11	
	PIN 39	0.3—Green	Output	OUT12	
	PIN 40	0.3—Blue	Output	OUT13	
	PIN 41	0.3—Purple	Output	OUT14	
	PIN 42	0.3—Gray	Output	OUT15	
	PIN 43	0.3—Brown	Output	OUT16	Pushrod Motor+
	PIN 44	0.3—Brown/White	Output	OUT17	Pushrod Motor -
	PIN 45	0.3—Orange	Output	OUT18	Gantry Motor+
	PIN 46	0.3—Orange/White	Output	OUT19	Gantry Motor-
	PIN 47	0.3—Green	Output A+	-----	Stepping Motor A+
	PIN 48	0.3—Green/White	Output A-	-----	Stepping Motor A-
	PIN 49	0.3—Blue	Output B+	-----	Stepping Motor B+
	PIN 50	0.3—Blue/White	Output B-	-----	Stepping Motor B-
J2 (Input Port)	PIN 1	0.3—Brown	TTL output	-----	Keyboard clock output
	PIN 2	0.3—Pink	TTL output	-----	LCD command/data select output
	PIN 3	0.3—Orange	TTL output	-----	LCD chip select output
	PIN 4	0.3—SkyBlue	TTL output	-----	LCD reset output control
	PIN 5	0.3—Purple	TTL input SPI_MISO (0---+5V)	-----	keyboard input
	PIN 6	0.3—Brown	TTL output SPI_LATCH (0---+5V)	-----	Keyboard latch output
	PIN 7	0.3—White	TTL output SPI_MOSI (0---+5V)	-----	LCD data output
	PIN 8	0.3—Green	TTL output SPI_CLK (0---+5V)	-----	LCD clock output
	PIN 9	0.3—Purple	RS232 TX（PIN3）	-----	GSM RX
	PIN 10	0.3-Green	TTL (TXD)	-----	
	PIN 11	0.3-Gray	RS232 RX（PIN2）	-----	GSM TX
	PIN 12	0.3—Blue	TTL (RXD)	-----	
	PIN 13	0.3-Brown/white	Input	IN0	Coin sensor
	PIN 14	0.3-Red/white	Input	IN1	Ball Out Sensor
	PIN 15	0.3-Orange/white	Input	IN2	Tilt alarm sensor

	PIN 16	0.3-Yellow/white	Input	IN3	Bill Machine Input
	PIN 17	0.3-Green/white	Input	IN4	
	PIN 18	0.3-Blue/white	Input	IN5	Key Motor Home Position Sensor
	PIN 19	0.3-Purple/white	Input	IN6	Present door open
	PIN 20	0.3-Gray/white	Input	IN7	**Present door closed detection**
	PIN 21	0.3-Brown/white	Input	IN8	Up button Input
	PIN 22	0.3-Red/white	Input	IN9	
	PIN 23	0.3-Orange/white	Input	IN10	Joystick move Left Input
	PIN 24	0.3-Yellow/white	Input	IN11	Joystick move Right Input
	PIN 25	0.3-Green/white	Input	IN12	Top sensor
	PIN 26	0.3-Blue/white	Input	IN13	Bottom sensor
	PIN 27	0.3-Purple/white	Input	IN14	Left sensor
	PIN 28	0.3-Gray/white	Input	IN15	Right sensor
	PIN 29	0.3-Brown/white	Input	IN16	Pushrod front switch
	PIN 30	0.3-Red/white	Input	IN17	Pushrod back switch
	PIN 31	0.3-Orange/white	Input	IN18	Pushrod middle switch
	PIN 32	0.3-Yellow/white	Input	IN19	Horizontal Moving Counter Input
	PIN 33	0.3-Green/white	Input	IN20	
	PIN 34	0.3-Blue/white	Input	IN21	
	PIN 35	0.3-Purple/white	Input	IN22	
	PIN 36	0.3-Gray/white	Input	IN23	
	PIN 37	0.3-Brown/white	Input	IN24	
	PIN 38	0.3-Red/white	Input	IN25	
	PIN 39	0.3-Orange/white	Input	IN26	
	PIN 40	0.3-Yellow/white	Input	IN27	
	PIN 41	0.3-Green/white	Input	IN28	
	PIN 42	0.3-Blue/white	Input	IN29	
	PIN 43	0.3-Purple/white	Input	IN30	
	PIN 44	0.3-Gray/white	Input	IN31	
	PIN 45	0.3-White	+3.3V Output	-----	LCD POWER INPUT
	PIN 46	0.3-Black	GND	-----	
	PIN 47	0.3-Red	+5V Output	-----	KEYPAD POWER INPUT
	PIN 48	0.3-Black	GND	-----	
	PIN 49	0.3-Red	+5V Output	-----	

	PIN 50	0.3-Black	GND	-----	

9. Parameter Setting:

Use the Keypad, press CLEAR, clear parameter (only clear the coin QTY, prize out QTY and other parameters not change) and alarm fault information.
Remarks: If the actual fault has not been solved out, the alarm will ring again.
In attract state, press MODE enter test state, press MODE again will exit;
In test state, press ENTER enter next menu, press EXIT return to previous menu.
When choose the menu press DOWN to choose next menu and press UP choose previous menu, during the parameter setting, press DOWN reduce the option value, press UP increase the option value.
In attract state，Press ENTER display current volume, press VOL+ increase volume, press VOL- decrease VOL-.
In attract state，Press DOWN increase LCD Screen contrast, press UP decrease LCD Screen Contrast.
Menu display：

(1). System info (can not be changed)

At current menu, press ENTER into the next menu, display screen shows as below.

Serial Number
Software Vers
Date of MFG
Game Audits

Selected the first three menu item, press ENTER button, then display shows the corresponding information.
Selected Game Audits, then enter the next menu, as shown below

Coins QTY: XXXXX
1L1 Payout: XXXXX
1L2 Payout: XXXXX
1L3 Payout: XXXXX

(1). Coins QTY means the total quantity of coin
(2). 1L1 Payout means the quantity of prize out for 1 Level 1 Column
(3). 1L2 Payout means the quantity of prize out for 1 Level 2 Column
(4). 1L3 Payout means the quantity of prize out 1 Level 3 Column
... ...

Press UP or DOWN button to scroll the menu, can view the quantity of prize out, and the quantity of prize ball out (this option is only available for machine with prize ball out function.)
Remarks: The bottom Level is 1st Level, and the right Column is 1st Column.

Statistical information can't be clear by CLEAR button, and can only clear by restore factory setting (from main menu items).

(2). Game Setting

At current menu, press ENTER into the next menu, display screen shows as below.

Coins Per Credit
Attract Mode
Tilt Alarm Sound
Game Time

Use the UP or DOWN button to change the data of the menu items.

For example, at attract state, press ENTER into next menu, the first line of display screen shows Coins Per Credit, and second line shows 2 Coin/Credit, it means insert 2 pcs coin can play one game. Press Down, then the second line shows 3 Coin/Credit; and shows 1 Coin/Credit by press UP. Press EXIT button to quit, then it will automatically save the parameters. All parameters can set up in this way.

The following is the description of each menu item:

1. Coin Per Credit (XX Coin/Credit,from 1 to 10)

Machine set 1coin/game, then screen shows 25Rouble/Game, it means insert 25 Rouble player can play 1 game. Machine set 10coin/Game, then shows 250Rouble/Game, it means play insert 250 Rouble can play 1 game.

2. Attract Mode (music sound once each X Minute(from 0 to 10,0 means no attract music)
3. Tilt Alarm Sound (from 0 to 600 seconds, 0 means no alarm sound)
4. Game time (from 30 to 90 seconds)
5. Projection TOL (Projection TOL means when prize-out unallowable, the upward movement distance of pushrod up. The bigger number means the more obvious kill award. But if the number is too small, it's possible to give award by mistake. Suggest using factory setting or fine adjustment. Number from 0 to 200.)
6. LCD Screen Adjust (suggest using factory setting, number from 32 to 64)
7. Ball Out Enable (allow prize ball out or not. If machine without ball out mechanism, the optional should be enabling, or machine will alarm.)
8. 1 Level 1 Column Avg. Win Ratio (Average XX plays Win one prize,1-5000)
9. 1 Level 2 Column Avg. Win Ratio (Average XX plays Win one prize,1-5000)
10. 1 Level 3 Column Avg. Win Ratio (Average XX plays Win one prize,1-5000)

…

(3). I/O Test

At current menu, press ENTER into next menu, display screen shows as below.

Test All Inputs

Test All Outputs
Test Audio
Test Step Motor

1. Test All Inputs (showing all input terminal, black means valid, blank invalid. For example, the input port of up button on control stand is 8, pressing up button, black plat shows on the right of 8, then it means up button input valid. It shows blank plat while releasing up button, means input invalid. In the way of testing input can check if all wires connect well.)

2. Test All Outputs (showing all output terminal, black means valid, blank invalid. For example, the output port of up button's indicator light on control stand is 3, press ENTER, indicator light of up bottom on, and black plat shows on the right of 3, then it means output valid. Press ENTER one more time, then light off, and blank plat shows on right of 3, means output invalid. In the way of testing output can check if all wires connect well.)

Note: port 0 and 1 is for stopwatch output and narrow pulse output, press ENTER button, theses two ports may not have black plat on display, but the stopwatch will beat one time, it mens out.put valid. Some output may invalid due to the effect of limited switch.

3. Test Audio (selected Test Audio, press ENTER into next menu. Phase X shows on screen display, it means testing music of part X. Press UP or DOWN to change part number for test.)

4. Test Step Motor (selected Test Step Motor, press ENTER into next menu. The first line of screen shows Test Step Motor, second line shows current position, and the third line shows current step of motor XXXXX. Press DOWN for upward movement, and UP for downward movement. Note: If already hit the corresponding limit switch, motor won't move ward corresponding direction.)

(4). Set Coordinate

At current menu, press ENTER into next menu, display screen shows as below.

Set 1L1 Pos X
Set 1L1 Pos Y
Set 1L2 Pos X
Set 1L2 Pos Y

Set 1L1 Pos X, means the horizontal position of 1 level & 1 column.
Set 1L1 Pos Y, means the vertical position of 1 level & 1 column.
The meaning of other menu items can deduce by analogy.
Use the UP or DOWN button to to scroll menu, select prize cabinet which need to coordinate. Press ENTER into next menu, the second line of screen shows Coordinate:, the third line shows number of current position, the forth line shows Last Pos and its position number. Press UP or DOWN, pushrod move, the number of third line will change accordingly. After move to the right

position, press VOL+ to save the parameter setting. Prize cabinet need coordinate X & Y.

Fox example, we need coordinate the position of first prize cabinet. Firstly, select Set 1L1 Pos X, press ENTER to next menu, coordinate pushrod to right position by button UP and DOWN, then press VOL+ save the parameter setting. Press EXIT back to last menu, select Set 1L1 Pos Y, press ENTER into next menu, coordinate pushrod to right position by button UP and DOWN, then press VOL- to test if pushrod can push into prize hole. If not, re-coordinate unless press VOL- pushrod can push into hole. Finally, press VOL+ save the parameter setting. Coordinate other prize cabinets in the same way.

Note: For the accuracy of prize out rate, when coordinate vertical position Pos Y, pushrod should be the greatest close to the bottom edge of prize hole. Only coordinate Pos Y can test pushrod by VOL-, coordinate Pos X, VOL- is invalid. Because precision of mechanical structure and wear problem, the current position number of pushrod may exist deviation with last coordinate position number, it is normal phenomenon.

After all prize cabinets are coordinated, select Check Coordinate in the main menu, press ENTER into next menu, then select one(anyone) item, waiting 3 seconds, pushrod will move to the setted position and testing. If pushrod can't push into prize hole, please re-coordinate and re-test.

(4). Check Coordinate

At current menu, press ENTER into next menu, display screen shows as below.

Test 1L1 Pos
Test 1L2 Pos
Test 1L3 Pos
Test 1L4 Pos

Use the UP or DOWN button to to scroll menu, select the price cabinet which need to test, waiting 3 seconds, pushrod will move to the setted position and test automatize.

(6). Burn In Test

At current menu item, press ENTER into next menu, then the second line on screen shows Time Of Burn In, the third line shows XX:XX:XX. In the burn testing, pushrod will test 36pcs prize cabinet automatize. The function is mainly used for factory testing.

(7). Factory Setting

At current menu item, press ENTER into next menu. Next menu only have two optional Yes / No. If select Yes, system will automatically restore factory setting once press MODE exist.

(8). GSM Info Setting

GOLDEN KEY

At current menu, press ENTER into next menu, display screen shows as below.

Area Code
Mobile Number
Calendar Mode
Calendar Date

Select one (anyone) item, press ENTER into next menu, press VOL+ or VOL - change position of setting, then press UP or DOWN adjust data. Press EXIT back to last menu, system will save setted parameter automatically.
Note: GSM function only for machine which with GSM module

Description of menu items at below.

1. Area Code (only for continuous number, blank space means end, the longest is 5 digits, if less than for 5, then fill blank space at behind, such as 86 23, it means area code is 86, system automatically ignore numbers behind blank space)
2. Mobile Number (only for continuous number, blank space means end, the longest is 11 digits, if less than for 11, then fill blank space at behind)
3. Calendar Mode (24/12, time display mode.)
4. Calendar Date (mode 20YY-MM-DD）
5. Calendar Time (mode HH：MM：SS. Note : while setting time, whatever the time display mode is 24 or 12 hours system, system unified to 24 hours for setting)
6. Scheduled Sends (only two optional ABLE / ENABLE, able means send message to moblie phone everyday)
7. GSM Send Time (mode HH：MM：SS. Note : while setting time, whatever the time display mode is 24 or 12 hours system, system unified to 24 hours for setting.)
8. Alarm Info Send (only two optional ABLE / ENABLE, able means send message to mobile phone when alarming)

Description of GSM Information at below.

1. GSM Schedule Time Send Context:

Coin In:XXXXX, Ball Out:XXXXX,LV1 Out:XXXXX,LV2 Out:XXXXX,LV3 Out:XXXXX

2. GSM Send Alarm Context:

Error Y:XXXXXXXXXXXXXXXXXXXXXX
Y is Error Code, X is Alarm Information in detail.

The Code can send in the same message, if machine receive successfully, then send message “System Setting Set Ok!” back to Mobile, the char ‘-‘ is start and stop flag,
For example: SCPG-3-.
SCPG-3- : means 3Coins/Credit

Code ADAC means clear System Data. If machine receive successfully, then

will send message “System Data Clear Ok!” back to Mobile.

Code ADAG means Get System Data. If machine receive successfully, then will send message as follow:
Coin In: XXXXX, Ball Out: XXXXX,LV1 Out: XXXXX,LV2 Out: XXXXX,LV3 Out: XXXXX

Note: if machine received wrong format message, then won’t feedback to mobile phone.

(10). Errors and Solutions

1. Coin SW Error

If an alarm remains in case of the disconnection between coin selector and cable, the main board might be damaged. Change for a new main board.

2. Note SW Error

If an alarm remains in case of the disconnection between bill acceptor and cable, the main board might be damaged. Change for a new main board..

3. Prize SW Error

Inspect if the checkout console of the prize returning mechanism has been damaged or if there is a motor error. If the motor doesn’t work, check if the connection between the cable and the main board is OK. The main board may be damaged if the connection is OK, and change for a new one. If motor works normally and there is a continuous prize giving out, the checkout console might be damaged, and change for a new one.

4. Tilt SW Error

Inspect if there is any tilt-alarm unit error. Disconnect it and if the error remains, the main board is damaged. Change for a new main board.

5. Left-Crane Detector Switch Error Alarm

The alarm ordinarily occurs during the reset of the crane. If the crane is able to move left during resetting, examine the switch on the left of the crane and manually hold it: the main board is damaged if the crane stops moving; or the motor is damaged if it can’t move.

6. Rear Limit SW of Push Rod Error Alarm

The alarm ordinarily occurs during the reset, adjusting or test of the crane, or during the game. If the push rod moves normally, detach push rod case and check the rear limit SW inside. The main board might damage if the SW works normally; if push rod doesn’t work, the motor for the push rod might damage or get stuck, or driver board might damage.

7. Front Limit SW Error Alarm

The alarm ordinarily occurs during the adjusting or the test of the crane, or during the game. If the push rod moves normally, detach push rod case and check the front limit SW inside. The main board might damage if the SW works normally; if push rod doesn’t work, the motor for the push rod might damage or

get stuck, or driver board might damage.

8. Bottom SW Error

The alarm ordinarily occurs during the reset of the crane. If the crane can move down normally, examine the switch on the bottom of the push rod case and manually hold it: if the switch works normally but the crane stops moving, the main board might damage; if motor can't move during reset, the motor or the driver board might damage.

9. Count SW Error

After the reset of the crane, press MODE button on the keypad to enter test status. Press DOWN button to select "I/O Test", then ENTER - Test All Inputs – ENTER. Now the input state for 23 input ports is displayed on screen: there is a black block beside any input port which gains efficient input, and inefficient input leads to no black block beside the input port. Examine port 19: The black block should appear and disappear alternatively as you push the crane unit right and left; If the status of port 19 never changes, the counting optoelectronic switch (the unit is on the right inside the case) may damage.

10. EEPROM Error

Press CLEAR button on the keypad to clear the error. If the error can't be cleared, the program panel in the main board may damage, and so change for a new program panel. PS: the machine will restore factory setting if the error is cleared.

11. Data Error

Press CLEAR button on the keypad to clear the error. If the error can't be cleared, the program panel in the main board may damage, and so change for a new program panel. PS: the machine will restore factory setting if the error is cleared.

12. Key SW Error

The alarm ordinarily occurs during the reset of the crane. If the Key can spin normally, examine the switch on the box of the push rod. if the switch works normally, the main board might damage; if motor can't move during reset, the motor might damage.

Other errors

1. LCD Display Error (Not Operating)

Inspect the connection; press DOWN or UP button on the keypad to adjust contrast; change the main board.

2. GSM Module Buzzer Echoing

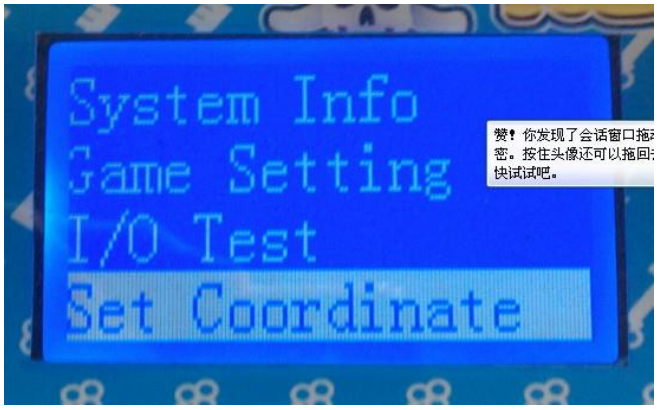
No SIM card has been inserted to GSM module; the power supply for GSM module below 5V, change the power source; GSM module is damaged, change for a new one.

3. No SMS Exporting from GSM Module

Examine if the area code, phone number and other parameters are correct; change GSM module or main board.

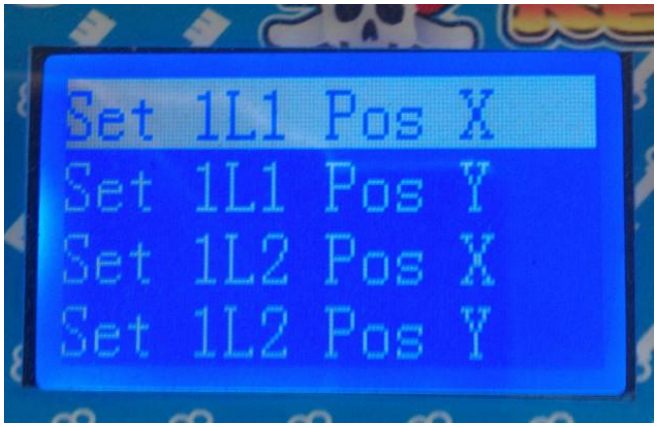
Attention: Inserting or pulling out SIM cards are forbidden in the condition of powering on.

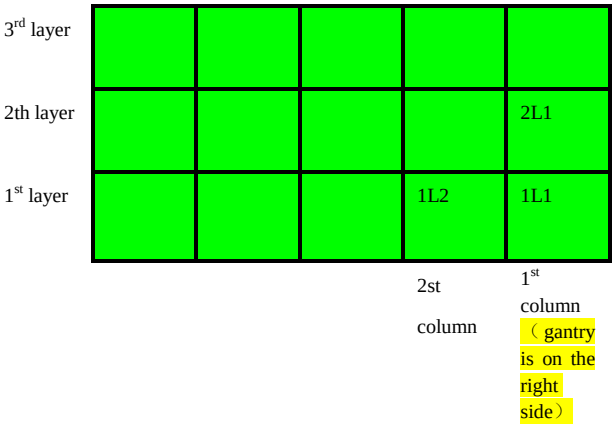
1. In Standby mode，Press Mini Keyboard <MODE> to enter Menu，then Press <DOWN> or <UP> to select Set Coordinate item， finally Press <ENTER> to enter submenu for Calibration.



1.1 For example to calibrate “the first layer and the first column” for explaining：

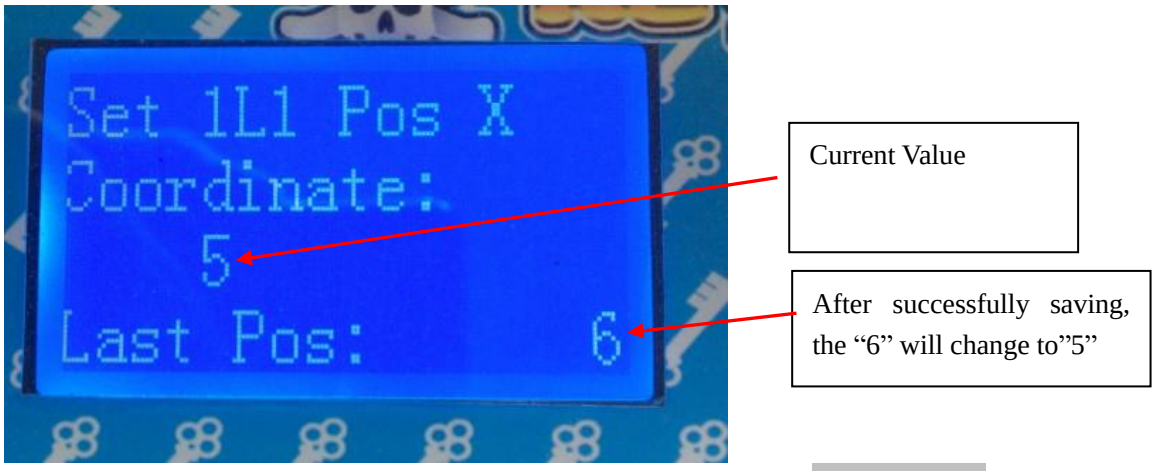
E.g: Picture as below: Select Set 1L1 Pos X ，Press <ENTER> to calibrate the X position for 1L1.





Remark：*The above is Gantry at the right side, the 1st column is from the far right side;
If Gantry at the left side, then 1st column is from the far left side.
And the bottom is the 1st layer.

2. Press <DOWN> or <UP> move Gantry(right and left direction)） to the middile of 1st column， Press <VOL+> to confirm，then you will hear “Di” , it means you save this parameter successfully. Then it will save your current Value setting（E.g: the below picture“6”will change to “5”）。

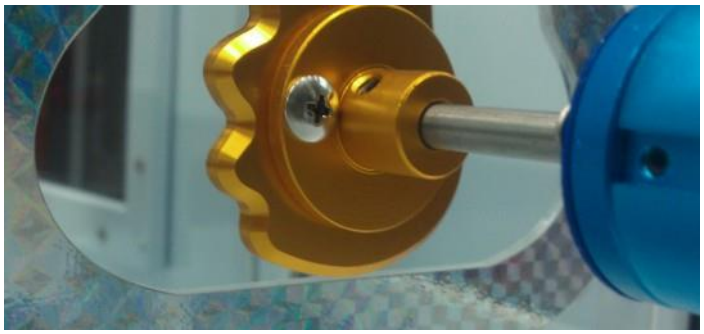


3. Press <EXIT> back to previous menu, Press <DOWN> move to Set 1L1 Pos Y to calibrate

Y position for 1L1, Press <ENTER>.

3.1 Press <UP> or <DOWN> to move Gantry up and down，make the golden “Finger” aiming the position of 1L1 hole. Move the Finger bottom as closer to the bottom of the hole as possible. Please press <VOL-> to drive the Finger move forward to the hole, to check if the Finger bottom just pass the hole near bottom edge. If yes，press <VOL+> to save the parameter, then you will hear “Di”, it means you save your parameter setting successfully.

Then your current setting value will display in the lower right of the LCD（E.g: The below“1844” will change to 1846”）。



Remark:

Please pay attention to the below explaining:

when you calibrate the Y position, Finger bottom should be as closer to the hole bottom edge. If you set 1846 can pass the hole, and 1844 can also pass the hole, then we recommend use 1844 better than 1846, but not touch the edge.(Because 1844 is lower than 1846, it's closer to the hole bottom edge

- Press <EXIT> back to previous menu, do as the above instruction, to finish calibration for the other 7 prize hole positions(1l2~1L5 and 2L5, 3L5) .

5. After calibration, press Exit to main menu, and Select " Gantry Test" Item, press <Enter > into "Test Mode", and check your calibration for all the 7 positions you just setting. To confirm the Finger can pass all the prize hole, and the Finger bottom should be as closer as better to the prize hole bottom edge. (E.g: Test 1L1 first, move cursor to this Item 1L1, and wait about 5seconds, the Finger will move automatically to this position and go forward. If the Finger could pass the prize hole smoothly and just close to the bottom of the prize hole edge, it means your calibration is correct. If the Finger is a little far from the bottom edge, please calibrate this position again. For the other 1L2~1L5 and 2L5, 3L5 has the same methods for testing).

During your testing, if the Finger could not pass the prize hole, as your calibration requirement, please calibrate that position again.

Regarding Payout setting:

1. At Standby mode, Press <MODE> to enter main menu, select the Parameter setting, Press <ENTER>..

Especially, if you select " payout setting", after setting, please Press <EXIT> back to previous menu to save the current parameter setting.

Remark：Please don't press <MODE> to exit, or you could not save your current prize payout setting.

Golden Key and Wow Push has the same way about calibration.

Note: it won't be informed in case of any change of the performance of the machine, contents of the manual or the program!