

User's Manual





- Before installing this cabinet, make sure you read this manual.
- Be sure to follow the instructions stated in this manual and pay attention to each guideline in order to correctly install this cabinet.
- Carefully keep this manual and place it in a convenient place for future references.
 No further notice will be issued when this cabinet and parts are to be modified.

About this manual

This Manual provides instructions for the installation, setup, use, maintenance and repair of this product.

The main purpose of this manual is to provide instructions for operating the cabinet and safeguard personnel's safety during their operation so as to guarantee correct operation of this product. Users must abide by all safety guidelines and pay attention to warning labels to avoid injuries to personnel and damage to the cabinet.

Non-technicians should not maintain or repair this product. Technicians refer to personnel with a high school degree or above in mechanical engineering or electrical engineering, or workers equipped with similar working skills and engage in the maintenance, management and repair of game cabinets on a daily basis.

Keep this manual for your future references. Moreover, when assigning others to move, install, maintain and repair the cabinet, all store owners should first read the related content stated in this manual, and instruct related personnel to follow corresponding rules.

Disclaimer

IGS does not warrant the correctness and completeness of this manual either in direct or indirect ways, nor

does it warrant the commercial or general applications for specific purposes. IGS reserves the right to modify

or change this manual and no prior notice will be given.

Trademarks

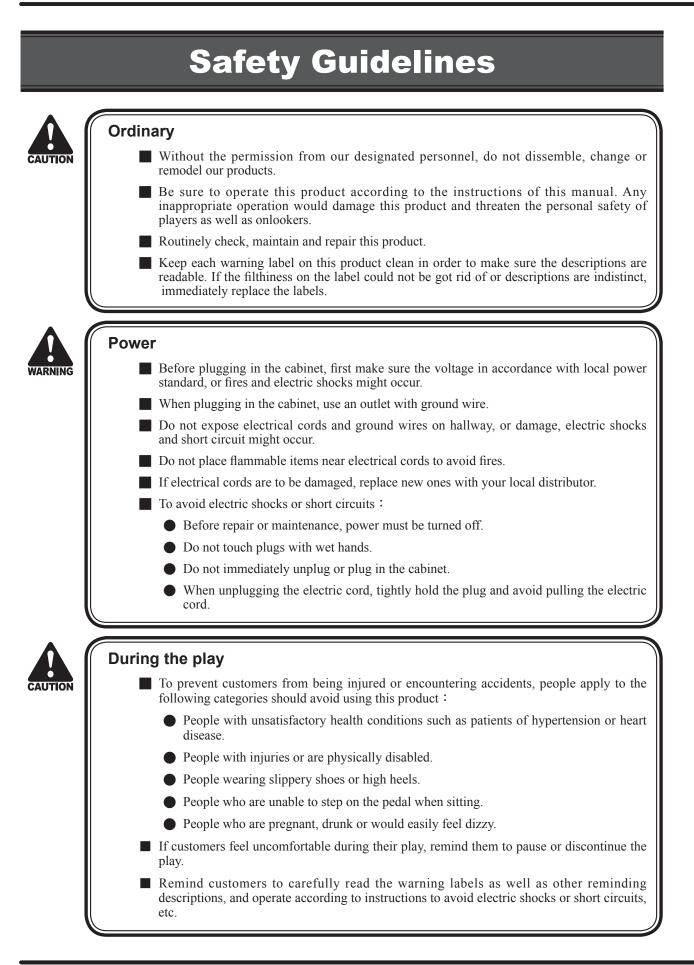
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Safety Guidelines



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Introduction of the cabinet

1.1 List of accessories

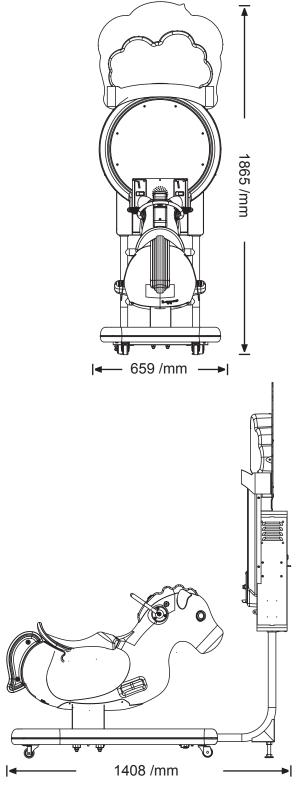
After your purchase of this product, check if the following parts are all included. If any part is missing or damaged, contact your local distributor.

| Name of accessories | Picture | Quantity | Notes |
|-----------------------|--|----------|---------------------------------------|
| AC cord | | 1 | |
| User's manual | Unors Manual | 1 | |
| Controlling panel key | and the second sec | 2 | |
| Coin slot key | Grand Jan | 2 | |
| RS232 | | 1 | 2 cabinets with 1 RS232 wire only. |

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1.2 Overview of the cabinet

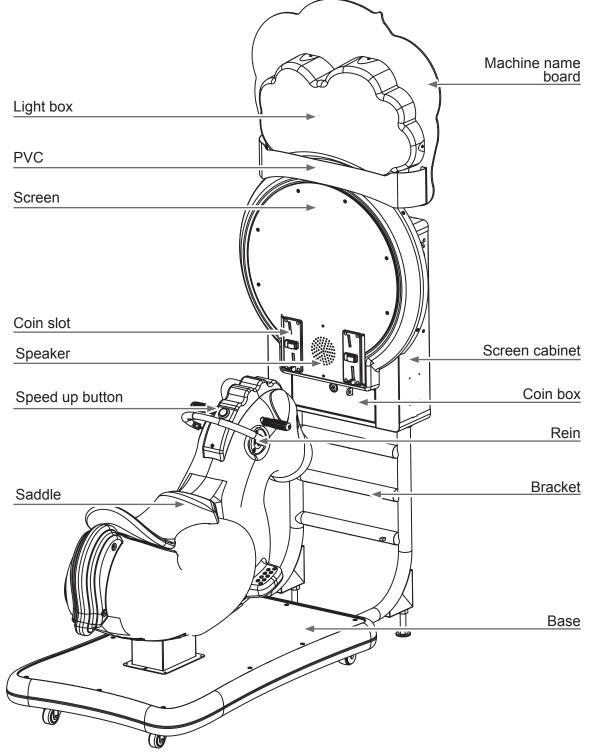
■ Viewed from the front and side



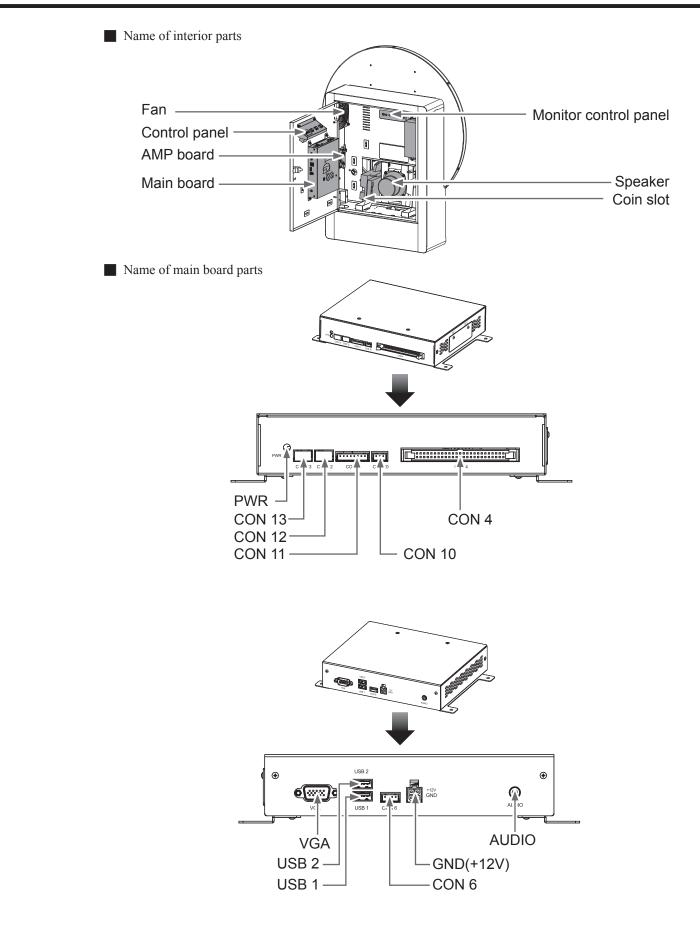
Introduction of the cabinet

1.3 assembled parts of the cabinet

Name of the exterior parts



Introduction of the cabinet



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1.4 specification of the cabinet

| Category | Items | Specification |
|------------------------------------|--------------------------------------|--|
| | Size of the cabinet | 659mm X 1865mm X 1408mm |
| Concrete item | Weight | 112kg |
| Power | Power | 110V / 220V (According to local power standard) |
| | Total power | 400W |
| Main cabinet | Cabinet | A38 board |
| Main cabinet | Power amplifier | AMP set of full range : 15W |
| Buttons and operations | Horse body | VLT-TN-BK-E-CW (With LED) |
| Buttons and operations | Interior parts | Coin slot, Test, Select, Service / Enter |
| | Screen frame | RGB LED light strip |
| Light sets | Horse body | RGB LED light strip |
| | Base | RGB LED light strip |
| Fan | Power | 110V / 220V (According to local power standard) |
| | Standard | RS232 |
| Internet | Transmission rate | 115200bps |
| | Maximum number of connected cabinets | 2 |
| | Туре | LED |
| Screen | Size | 19 inches |
| | Power | DC12V |
| Speakers Size / Resistance / Power | | 4 inches / 8Ω / $20W$ |
| | Operating temperature | 0° C ~ 40° C |
| Environment | Storing temperature | $-10^{\circ}\mathrm{C} \sim 80^{\circ}\mathrm{C}$ |
| | Relative moisture | <85% None coagulation status |
| | Rated voltage | 110V / 220V (According to local power standard) |
| Motor | Rated power | 90W |
| | Rated RPM | 1400 RPM |



Installation and connection

2.1 Moving the cabinet

After your purchase of this product, first move the cabinet to the designated location for installation, then connect the wires. When you transport, move or consider where to install, make sure the following guidelines are follower.



Reminders for transporting

- When transporting this product with vehicles, fasten the casters rather than a tail so as to avoid damage to the cabinet.
- The monitor of the cabinet is fragile, and should be prevented from fierce vibrations or being hit by strong force.



Reminders for moving

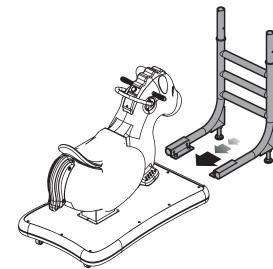
- Before moving the cabinet, unplug the electric cord to avoid accidents.
- When moving this product, be aware of the obstacles and check if the surface of the ground ahead is stable to avoid accidents and damage to the cabinet.
- When moving this product, at least two personnel should work together so as to avoid accidents or injuries.



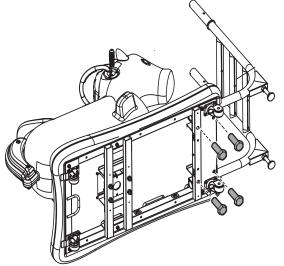
Reminders for installation

- This product should be placed indoors. Do not place it outdoors, or in the following locations :
 - Place under direct sunlight, leaking, damp and high temperature area.
 - Around inflammable, volatile and dangerous objects.
 - Places with a tilted, unstable surface or frequent vibration.
 - Close to the emergency exit or public facilities such as the fire extinguisher.
- The vent located in the side of this product is for the cabinet and screen to emit warm air, and do not place any item close to the vent, or malfunction might occur. Also, the screen is not equipped with an additional vent.
- A distance of 30 cm or more should be kept between the cabinet and walls, another cabinet or the hallway.

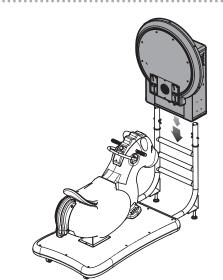
2.2 Install the cabinet



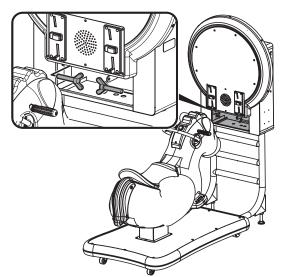
1 Put the bracket into the base holder.



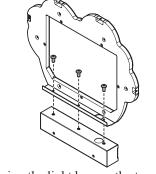
Flipped the machine 90 degrees, using the specified screws attach it. (Please use the protective pads to protect the appearance of the horse body.)



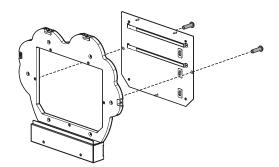
3 Assembly the screen and the bracket.



• After placing the screen frame is completed, open the maintenance and use the specified screws attach it.

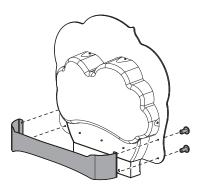


After placing the light box on the top of the Junction box, use the specified screws attach it.

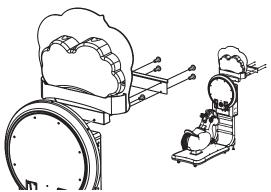


(6) After placing the maintenance door of the light box is completed, use the specified screws attach it.

Installation and connection



 After placing the PVC light box and the machine name board is completed, use the specified screws attach it.

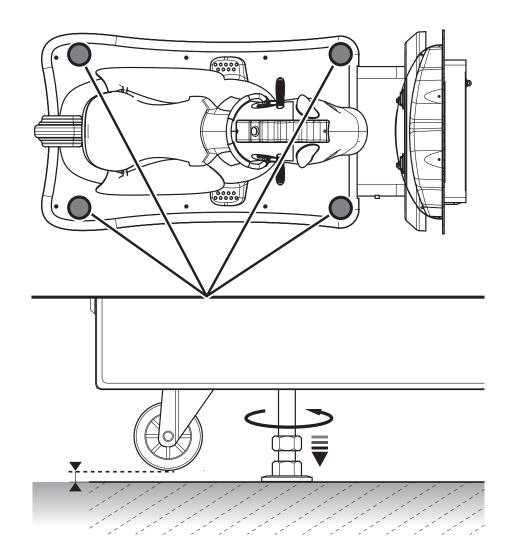


After placing the light box on the back of the screen, use the specified screws attach it. After placing the light box, use the specified screws attach the junction box.

2.3 Locating the cabinet

Fasten the cabinet with the tail :

Counterclockwise turn the tail till a distance of at least 5mm is kept between the caster and the floor.



3 Introduction of the game

3.1 An overview of the game

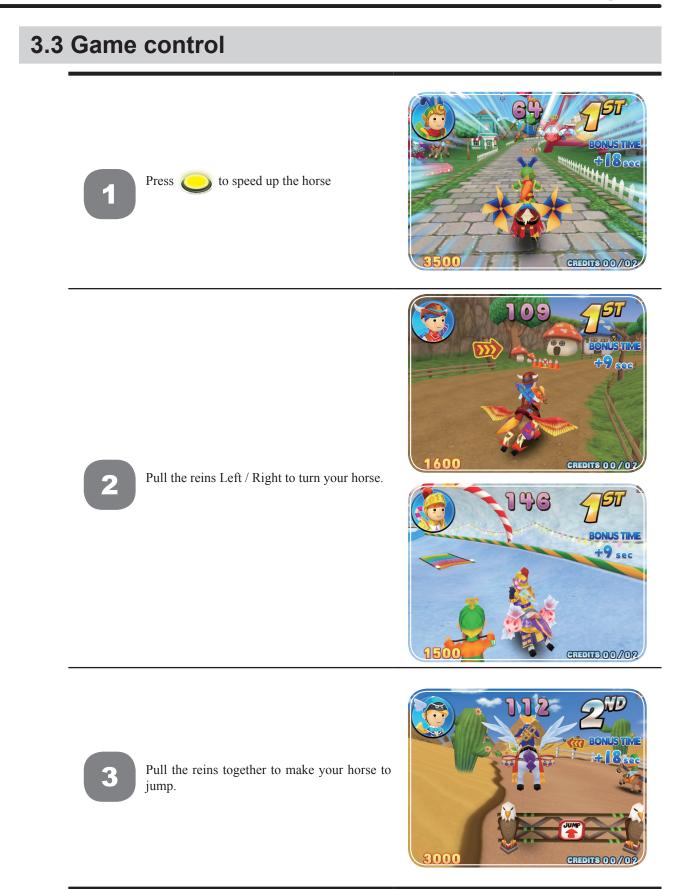
The game"Go Go Pony" is an innovative children entertainment teaching swing machine, in the game not only has a variety of different styles of horse, also joined the English teaching, so that each child during the game can learn the basics of simple English words. The scene has also taken a more cuties style. The cabinet designs uses a variety of lighting effects and swing motor, so that the children can feel more like a little rider during the game.

3.2 Distinctive plays

- Game mode
 - Single mode : Get a card in the game to learn English words.
 - Multiplayer : Battle up to 2 players, learn English word during the game.
- Themed scene settings, including Mushroom forest
 Desert
 Polar
 Paradise, a total of 4 scenes.



Introduction of the game

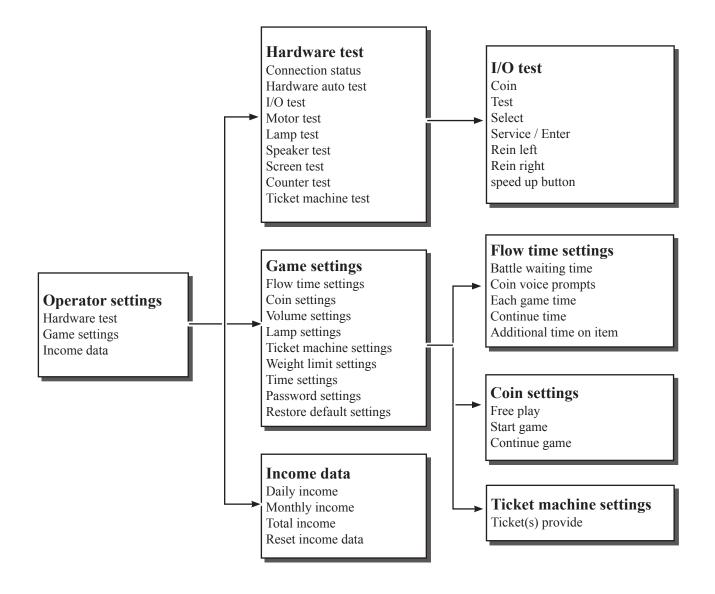


Introduction of the game



Instructions of the game display

4.1 Framework of the menu

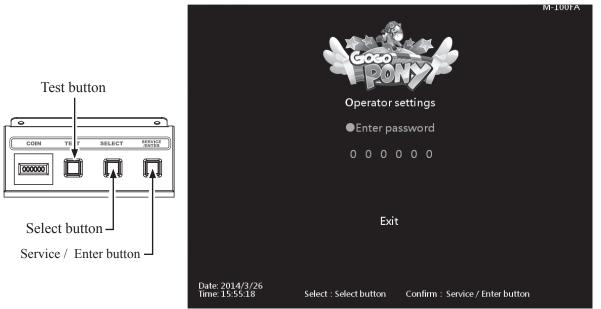


| | Game s | ettings | default |
|--------------------------|---|---------------------------------------|-----------------|
| | [Battle waiting time] 5, 10, 15, 20 seconds. | | 15 seconds |
| | Coin voice prom | pts] 5, 6, 7, ~15 seconds. | 10 seconds |
| Flow settings | [Each game time | 1, 2, ~ 10 min. ; 0, 5, 10, ~ 55 sec. | 3 min. 0 sec. |
| | [Continue time] | 5, 10, 15, 20 seconds. | 15 seconds |
| | [Additional time of | on item] 0, 1, 2, ~ 10 seconds. | 3 seconds |
| | [Free play] Off, | On | Off |
| Coin settings | [Start game] 1,2 | $2, 3, \sim 9 \text{ coin}(s)$ | 2 coin(s) |
| | [Continue] 1, 2, | 3, ~ 9 coin(s) | 2 coin(s) |
| | | [Daytime start] On the hour 8 : 00 | 8:00 |
| | | [Master volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Music volume] 00, 10, 20 , ~ 100% | 100% |
| | Daytime volume settings | [Scene volume] 00, 10, 20 , ~ 100% | 100% |
| | settings | [Horse volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Voice volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Flow volume] 00, 10, 20 , ~ 100% | 100% |
| X7.1 (1) | | [Evening start] On the hour 20 : 00 | 20:00 |
| Volume setting | Evening volume settings | [Master volume] 00, 10, 20 , ~ 100% | 60% |
| | | [Music volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Scene volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Horse volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Voice volume] 00, 10, 20 , ~ 100% | 100% |
| | | [Flow volume] 00, 10, 20 , ~ 100% | 100% |
| | [Idle volume] Off, On | | On |
| | [Speech] En + Ch, En Only | | En + Ch |
| | | [Daytime start] On the hour 8 : 00 | 8:00 |
| | Daytime lamp settings | [Screen lamp] Off, On | On |
| | | [Horsebody lamp] Off, On | On |
| T u' | | [Base lamp] Off, On | On |
| Lamp settings | Evening lamp | [Evening start] On the hour 20 : 00 | 20:00 |
| | | [Screen lamp] Off, On | On |
| | settings | [Horsebody lamp] Off, On | On |
| | | [Base lamp] Off, On | On |
| Ticket machine settings | [Ticket(s) provide] 0, 1, 2, ~15 Ticket(s). | | 0 Ticket(s) |
| Weight limit settings | [Weight limit] 50 |), 60, ~90 KG. | 50KG |
| Time settings | Set local time year | r / month / day / hour / minute. | Ex-factory date |
| Password setting | [Password change] Enter old password > Enter new password > New password confirm. | | 000000 |
| Restore default Settings | [Restore default S | — | |

4.2 Using the operator settings

Make sure the cabinet is turned on and the game is displayed on the screen.

① Open the door of the interior parts and press the 【Test】 button to the enter password page , and the screen will display as below :



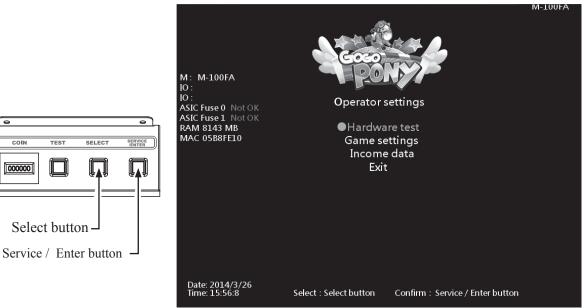
Enter the password page and follow the instructions:

COIN

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2 In [Enter password], Press [Service / Enter] button and use [Select] button to change the number. Use [Service / Enter] button confirm number and select the next number. Default password : 000000.

(3) After the password is correct, you will be able to enter the **[Operator settings]** main page, and the screen will display as below :



(4) Use the **[Select]** button to move the cursor, and item where the cursor is pointed to will appear in red. **5** Use the **[Service / Enter]** button to confirm or enter the sub menu.

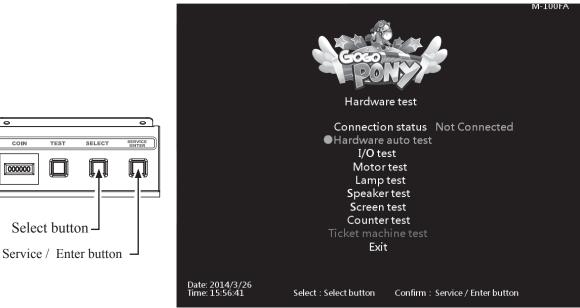
6 After setup or testing is completed, return to [Operator settings] and move the cursor to [Exit]. Then press the **[Service / Enter]** button to return to the game.

COIN

000000

4.3 Hardware test

You can enter [Hardware test] to test if all hardware is normally function or not. **()** Enter **(Operator settings)** \rightarrow **(Hardware test)**, and the screen will display as below :

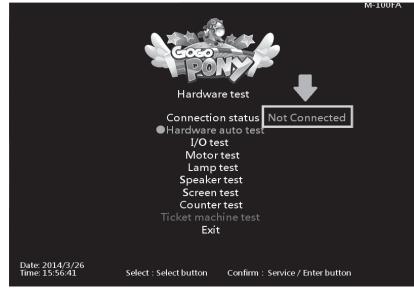


2 Use the **[Select]** button to move the cursor, and item where the cursor is pointed to will appear in red.

- 3 After the testing is conducted, move the cursor to [Exit], then press the [Service / Enter] button to leave this page and return to the **[Operator setting]**
- (2) Regarding detailed descriptions of the sub menu in [Hardware test], refer to the below content.

4.3.1 Connection status

- [Connection status] can check the connection status of this cabinet.
- **①**Enter**[Operator setting]** \rightarrow **[Hardware test]**
- 2 You can check the connection is connected / not connected, and the status show as below :



4.3.2 Hardware auto test

000000

Select button

Service / Enter button

In the **[Hardware auto test]** page, the motor and the LED lamp will be auto testing, you can currently to know is all the hardware function correct.

■ Enter [Operator settings] → [Hardware test] → [Hardware auto test], and the screen will display as below :



Enter [Hardware auto test], you can run the testing of a specific application as explained in the chart below :

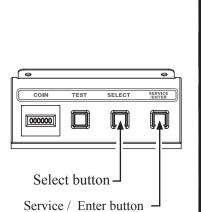
| Application | Testing method | Results | |
|------------------------|---------------------|---|--|
| Coin | Insert coin(s) | "Off" became "On" Coin has been inserted | |
| Test | Press the button | "Off" became "On" | |
| Select | Press the button | "Off" became "On" | |
| Service / Enter button | Press the button | "Off" became "On" | |
| Rein left | Pull the rein left | "Off" became "On" | |
| Rein right | Pull the rein right | "Off" became "On" | |
| Speed up button | Press the button | "Off" became "On" | |
| Motor | Auto test | The horse body swing correct | |
| Lamp | Auto test | RGB appear right | |

③ After testing is completed, Press the [Select] and [Service / Enter] together to return [Hardware test].

4.3.3 I / O test

In the page of **[I/O test]**, you can run the testing of specific application to see if it is normally functioning or not. Well-sensed devices will be shown with a corresponding On".

● Enter [Operator settings] → [Hardware test] → [I/O test], and the screen will display as below :

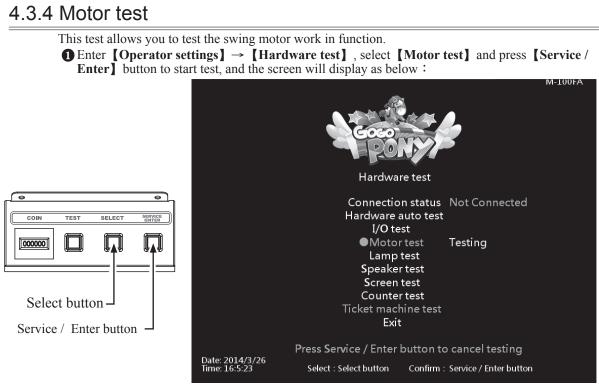


I / O test Coin Off Inserted 0 coin(s) Off Off Test button Select button Service / Confirm button Off Rein left Off Rein right Off Speed up button Off Date: 2014/3/26 Time: 16:3:18 Press Select button and Service / Enter button together to exit

Enter [I/O test], you can run the testing of a specific application as explained in the chart below :

| Application | Testing method | Results |
|------------------------|---------------------|---|
| Coin | Insert coin(s) | "Off" became "On" Coin has been inserted |
| Test | Press the button | "Off" became "On" |
| Select | Press the button | "Off" became "On" |
| Service / Enter button | Press the button | "Off" became "On" |
| Rein left | Pull the rein left | "Off" became "On" |
| Rein right | Pull the rein right | "Off" became "On" |
| Speed up button | Press the button | "Off" became "On" |

③ After testing is completed, Press the [Select] and [Service / Enter] together to return [Hardware test].



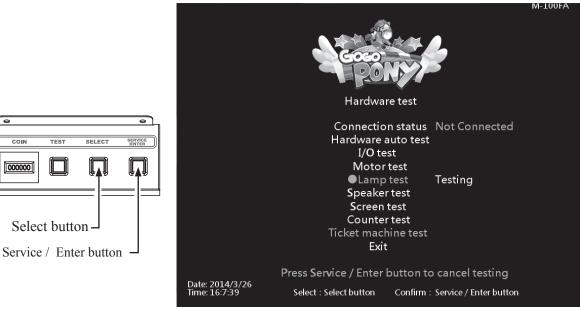
2 When the test is operating, you can press the [Service / Enter] button again to stop the test.

4.3.5 Lamp test

000000

This test allows you to test all the lamp work in function.

 \bigcirc Enter [Operator settings] \rightarrow [Hardware test], select [Lamp test] and press [Service / Enter button to start test, and the screen will display as below :



2) When start lamp test, the screen interactive lamp
horse body and the base show as 3 kinds of RGB light. The older will be Red \rightarrow Green \rightarrow Blue.

(3) When the test is operating, you can press the [Service / Enter] button again to stop the test.

6

COIN

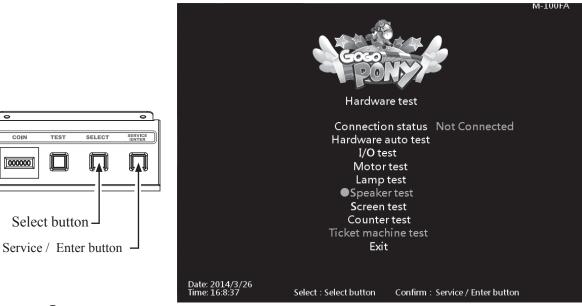
000000

Select button.

4.3.6 Speaker test

SELEC

- This test allows you to test the speaker work in function.
- **①** Enter **[Operator settings]** \rightarrow **[Hardware test]**, select **[Speaker test]** and press **[Service**/ Enter] button to start test, and the screen will display as below :



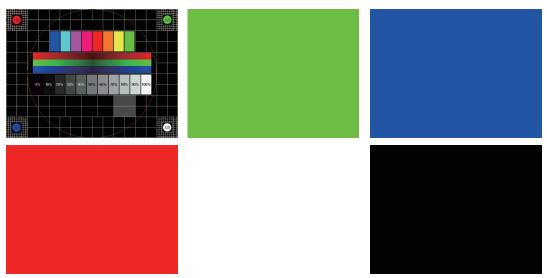
2 The speaker being tested will keep producing a certain sound.

(3) When the test is operating, you can press the [Service / Enter] button again to stop the test.

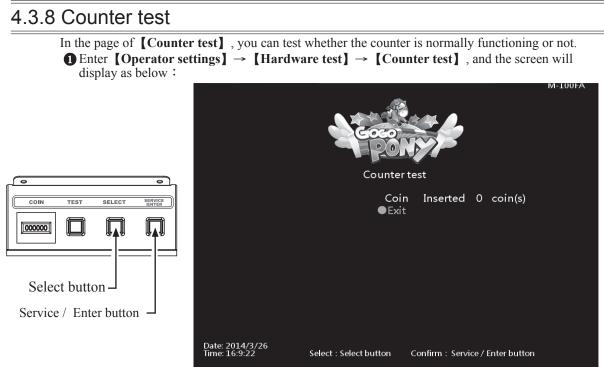
4.3.7 Screen test

In the page of **[Screen test]**, you can test whether the white balance, color level, and lattice are normally functioning or not.

- **1** Enter [Operator settings] \rightarrow [Hardware test] \rightarrow [Screen test].
- 2 After you enter the page of **[Screen test]**, the system will then process the testing, and the following six pictures will be displayed for you to adjust the white balance, color level, and lattice.



③ In the page of [Screen test], press the [Service / Enter] button to change the displayed picture. After the testing is completed, leave this page and return to the [Hardware test] .



- After you enter the page of **[Counter test]**, insert coins to the coin slot, and the number on the right will goes up as more coins are inserted. Also, the counter inside the coin counter will indicate the number too.
- ③ After testing is completed, press [Service / Enter] button to return to [Hardware test].

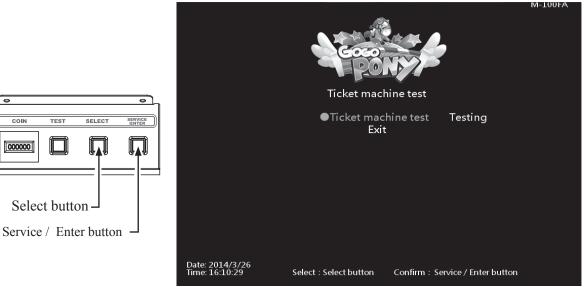
4.3.9 Ticket machine test

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Select button

In the page of [Ticket machine test], you can test the ticket machine is normally functioning or not.

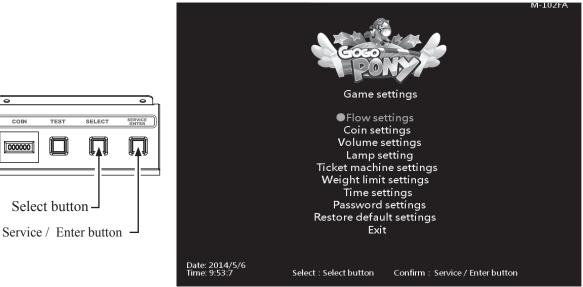
① Enter **[Operator settings]** \rightarrow **[Hardware test]** \rightarrow **[Ticket machine test]**, and the screen will display as below :



- 2 Press [Service / Enter] button to start test.
- (3) When the test is completed, move the cursor to the [Exit], and press [Service / Enter] button to return to [Hardware test] .
- PS: This is test only available on the machine has installed the ticket machine.

4.4 Game settings

In the page of **[Game settings]**, you can set up all related features of the game. ● Enter **[Operator settings]** → **[Game settings]**, and the screen will display as below :

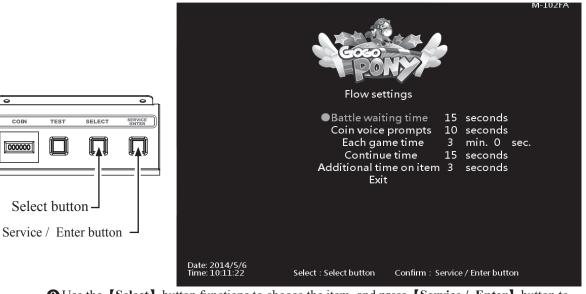


- ② Use the **[Select]** button to move the cursor, and item where the cursor is pointed to will appear in red.
- ③ Use the **[Service / Enter]** button to confirm or enter the sub menu.
- After setup is completed, return to **[Game settings]** and move the cursor to **[Exit]**. Then press the **[Service / Enter]** button to return to the **[Operator settings]**.
- **5** Regarding detailed descriptions of the sub menu in **[Game settings]**, refer to the below content.

4.4.1 Flow settings

In the page of **[Flow settings]**, you can determine the duration of each process.

■ Enter [Operator settings] → [Game settings] → [Flow settings], and the screen will display as below :



② Use the [Select] button functions to choose the item, and press [Service / Enter] button to start set-up.

(3) When done, move the cursor to [Exit] and return to [Game settings].

4.4.2 Coin settings

In the page of **[Coin settings]** you can determine if free games are offered, and set up the required number of coins to start or continue a game.

 $\textcircled{\label{eq:constraints} for a constraint of the settings} \rightarrow [Game settings] \rightarrow [Coin settings], and the screen will display as below:$



② Use the **[Select]** button functions to choose the item, and press **[Service / Enter]** button to start set-up.

(3) When done, move the cursor to [Exit] and return to [Game settings].

4.4.3 Lamp settings

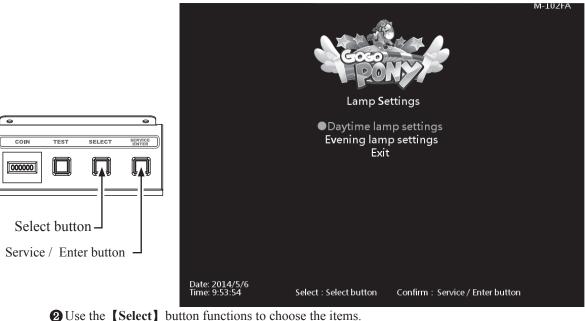
000000

Select button

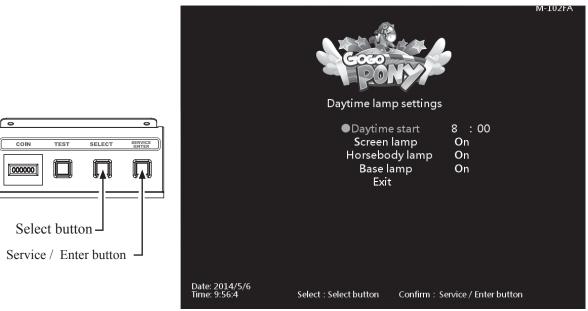
Service / Enter button

In the page of **[Lamp settings]**, you can determine the start time of daytime and evening and the corresponding Lamp.

● Enter 【Operator settings】 → 【Game settings】 → 【Lamp settings】, and the screen display as below :



③ Then press the 【Service / Enter】 button to enter the page of 【Daytime(Evening) lamp settings】.

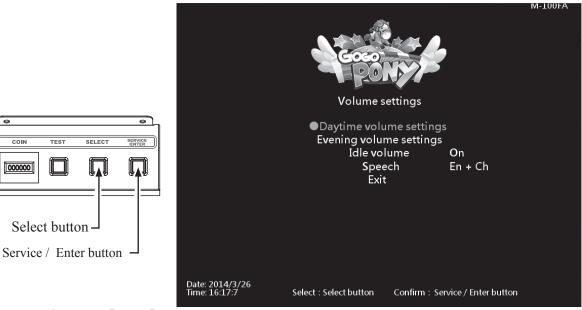


4 Use the **[Select]** button functions to choose the items. **5** When the setting is completed, move the cursor to **[Exit]** to leave this page.

4.4.4 Volume settings

In the page of [Volume settings], you can determine the start time of daytime and evening and the corresponding volume.

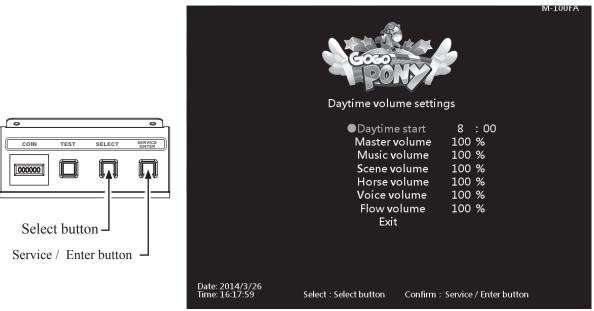
 $\bigcirc \text{Enter [Operator settings]} \rightarrow [\text{Game settings}] \rightarrow [\text{Volume settings}], and the screen will$ display as below :



2 Use the **[Select]** button functions to choose the items.

(3) Then press the [Service / Enter] button to enter the page of [Daytime(Evening) volume settings].

000000



- **4** Use the **[Select]** button functions to choose the items.
- **6** When the setting is completed, move the cursor to **[Exit]** to leave this page.
- (6) In the page of [Volume setting], move the cursor to [Idle volume], and press the [Service / Enter] button to turn on / off idle volume.
- In the page of [Volume setting], move the cursor to [Speech], and press the [Service / Enter] button to choose speech is En +Ch or En Only.
- (3) When done, move the cursor to [Exit] and return to [Game settings].

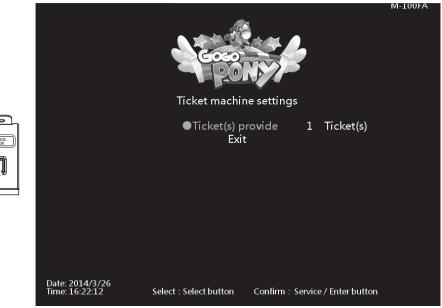
4.4.5 Ticket machine settings

000000

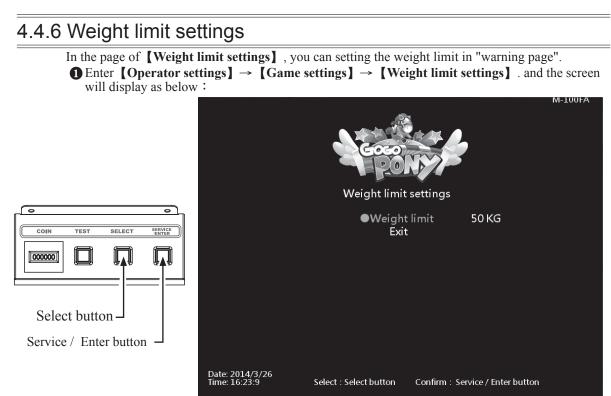
Select button

Service / Enter button

In the page of 【Ticket machine settings】, you can set up how many ticket provide in each game.
 ① Enter 【Operator settings】 → 【Game settings】 → 【Ticket machine settings】, and the screen will display as below :



Press the [Service / Enter] button and use the [Select] button to choose ticket number.
When done, move the cursor to [Exit] and return to [Game settings].

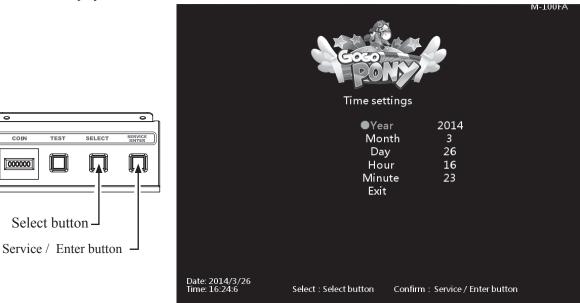


2 Press [Service /Enter] and use the [Select] button function to choose the items. (3) When done, move the cursor to [Exit] and return to [Game settings].

4.4.7 Time settings

SELF

- In the page of **[Time settings]**, you can set up your local time.
- **①** Enter **[Operator settings]** \rightarrow **[Game settings]** \rightarrow **[Time settings]**, and the screen will display as below :



2 Press [Service / Enter] and use the [Select] button function to choose the items. (3) When done, move the cursor to [Exit] and return to [Game settings].

COIN

000000

Select button

4.4.8 Password settings

COIN

000000

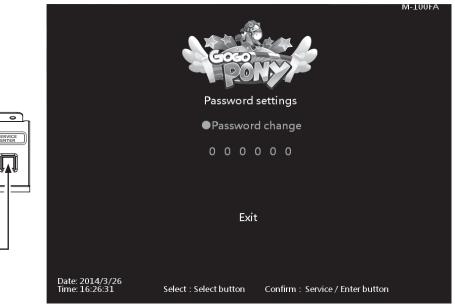
000000

TEST

Select button

Service / Enter button

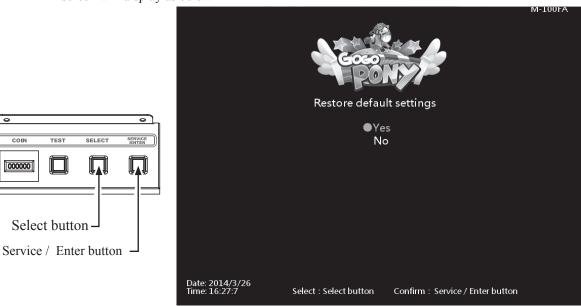
In the page of **[Password settings]**, you can setting the password for entering the operator settings. **①** Enter **[Operator settings]** \rightarrow **[Game settings]** \rightarrow **[Password settings]**, and the screen will display as below :



- 2 Press [Service / Enter] button to confirm.
- 3 When changing the password, you must enter old password first, when the old password is confirmed, enter the new password twice.
 - PS: Default password: 000000
- 4 After the new password is confirmed, your password is changed, use new password to enter operator settings next time.
- **5** Move the cursor to **[Exit]** and press **[Service / Enter]** button return to **[Game settings]**.

4.4.9 Restore default settings

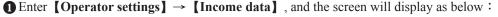
In the page of **[Restore default settings]**, you can reset the game settings to the default settings. ■ Enter [Operator settings] → [Game settings] → [Restore default settings], and the screen will display as below :

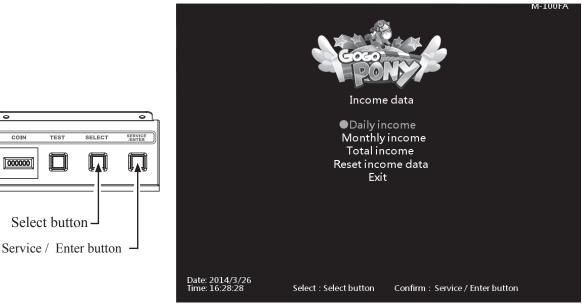


- ② Use the **[Select]** button function to choose the **[Yes]** or **[No]**.
- **3** When **[Yes]** is chosen, press the **[Service / Enter]** button to start the resetting process.
- After the resetting process, an icon of **[Completed]** will pop up, then press the **[Service / Enter]** button to return to **[Game settings]**.
- When [No] is chosen, then the screen will automatically direct to the page of [Game settings].
 - PS: Restore to default settings only affect to game settings.
 - PS: It won't reset the password to default.

4.5 Income data

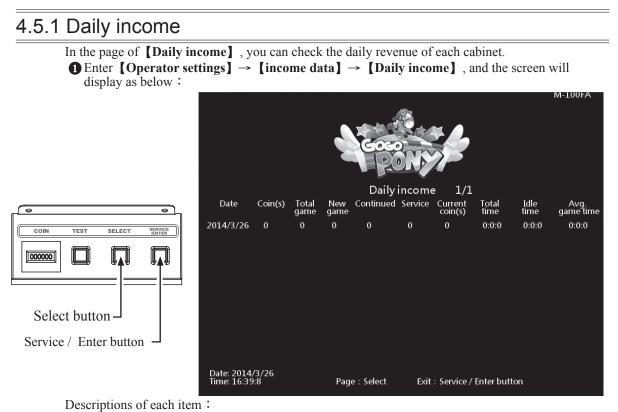
In the page of **[Income data]**, you can check the daily, monthly and total revenue.





2 Use the **[Select]** button to move the cursor, and item where the cursor is pointed to will appear in red.

- **3** Use the **[Service / Enter]** button to confirm or enter the sub menu.
- After setup is completed, return to [Game settings] and move the cursor to [Exit]. Then press the [Service / Enter] button to return to the [Operator settings].
- **5** Regarding detailed descriptions of the sub menu in **[Income data]**, refer to the below content.

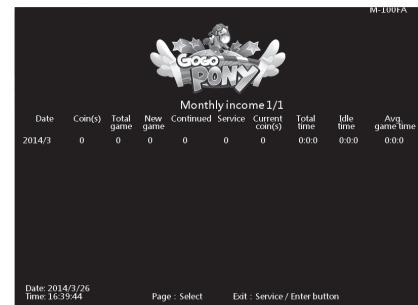


| Item | Descriptions |
|-----------------|--|
| Date | Date of data |
| Coin(s) | The total number of coins inserted that day |
| Total game | The total number of games played that day |
| New game | The total number of new games that day |
| Continued | The total number of games continued that day |
| Service | The total time of service use that day |
| Current coin(s) | The actual number of coins counted that day |
| Total time | The entire duration of time when the cabinet is turned on that day |
| Idle time | The entire duration of idle time that day |
| Avg. game time | The average play time of the day Formula : (Total time – Idle time) ÷Total game |

② Use the **[Select]** button function to move the page, and press the **[Service / Enter]** button to return to **[Income data]**.

4.5.2 Monthly income

In the page of [Monthly income], you can check the month revenue of each cabinet.
 ① Enter [Operator settings] → [Income data] → [Monthly income], and the screen will display as below :

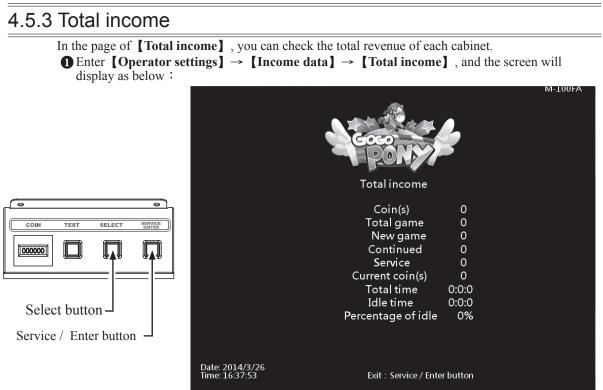


Select button

Descriptions of each item :

| ltem | Descriptions |
|-----------------|--|
| Date | Date of data |
| Coin(s) | The total number of coins inserted that month |
| Total game | The total number of games played that month |
| New game | The total number of new games that month |
| Continued | The total number of games continued that month |
| Service | The total time of service use that month |
| Current coin(s) | The actual number of coins counted that month |
| Total time | The entire duration of time when the cabinet is turned on that month |
| Idle time | The entire duration of idle time that month |
| Avg. game time | The average play time of the month Formula : (Total time – Idle time) \div Total game |

② Use the **[Select]** button function to move the page, and press the **[Service / Enter]** button to return to **[Income data]**



Descriptions of each item :

| ltem | Descriptions | | |
|--------------------|---|--|--|
| Coin(s) | The total number of coins inserted | | |
| Total game | The total number of games played | | |
| New game | The total number of new game created | | |
| Continued | The total number of games continued | | |
| Service | The total use times of the service button | | |
| Current coin(s) | The actual number of coin counted | | |
| Total time | The entire duration of time when the cabinet is turned of games total time | | |
| Idle time | The entire duration of idle time | | |
| Percentage of idle | The amount of idle time among the entire period when the cabinet is turned on Formula : (Idle time ÷ Business time) ×100% | | |

Press the [Service / Enter] button to return to [Income data].

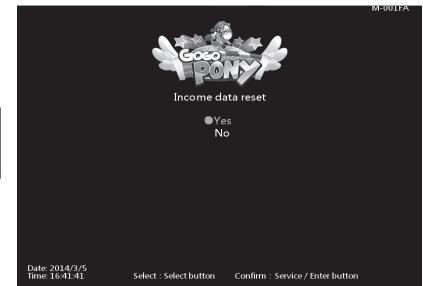
000000

Select button

Service / Enter button

4.5.4 Income data reset

In the page of 【Income data reset】, you can delete the data of daily income and monthly income.
 ① Enter 【Operator settings】 → 【Income data】 → 【Income data reset】, and the screen will display as below :



- O Use the **[Select]** button function to choose between **[Yes]** and **[No]**.
- **3** When **[Yes]** is selected, press the **[Service / Enter]** button to reset the data.
- When done, an icon of **[Completed]** will pop up, then press the **[Service / Enter]** button to return to **[Income data]**.
- Note : This function cannot delete the data of [Total income].
- (5) When [No] is selected, then the screen will automatically direct to the page of [Income data].

5 Maintenance and repair

5.1 Daily inspection

To extend the life of this product, routinely maintain and inspect it.

Exterior inspection :

- Check if warning labels are coming off, dirty or unrecognizable. If so, replace them immediately.
- Check if the screws inside the speakers are well fastened.
- Check if the bottom bolts are fastened or not.
- Check if the light board is fastened or not.
- Clean the coin slot machine.
- Check if each plug is coming off or not.

Checking the parts :

- Check if the loudspeakers are normally producing sound
- Check if fluorescent lights and button lights are normal.
- Check if the display of the screen is clear enough.

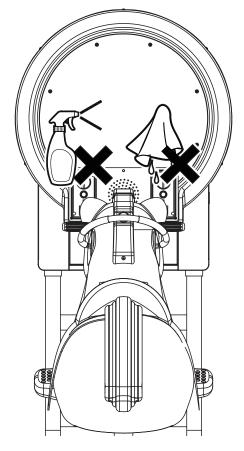
5.2 Cleanness and maintenance

Screen

To clean the screen, make sure to use a soft dry cloth without showing the end of the thread, and cloth made of microfiber is recommended such as glass cloth. Do not use detergents containing alcohol, acetone and any other chemicals. If you are not sure about the ingredients of the detergent, do not use it.

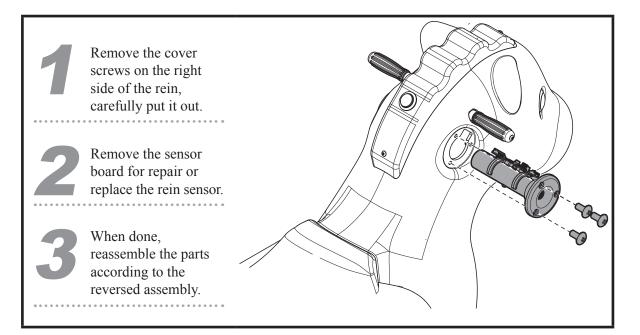
Cleaning the acrylic plate of the cabinet

The acrylic plate of the cabinet should be cleaned every day. To Clean it, make sure to use a soft dry cloth without showing the end of the thread, and cloth make of microfiber is recommended (such as glass cloth).

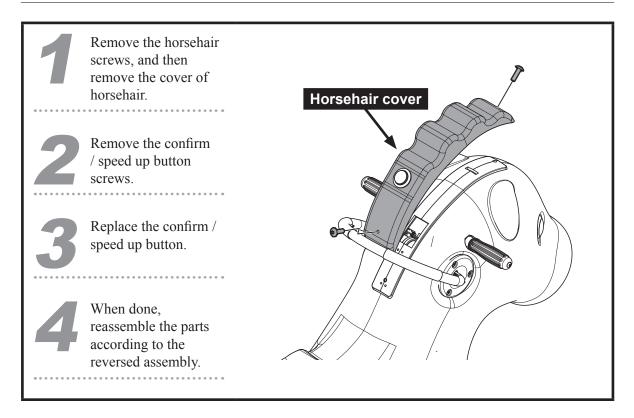


5.3 Replacing parts

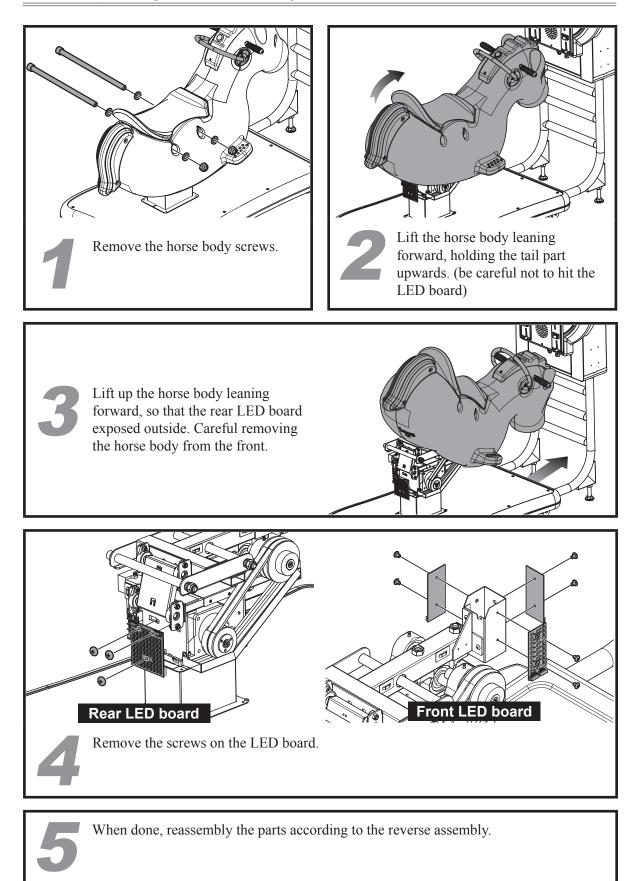
5.3.1 Replacing the rein sensor



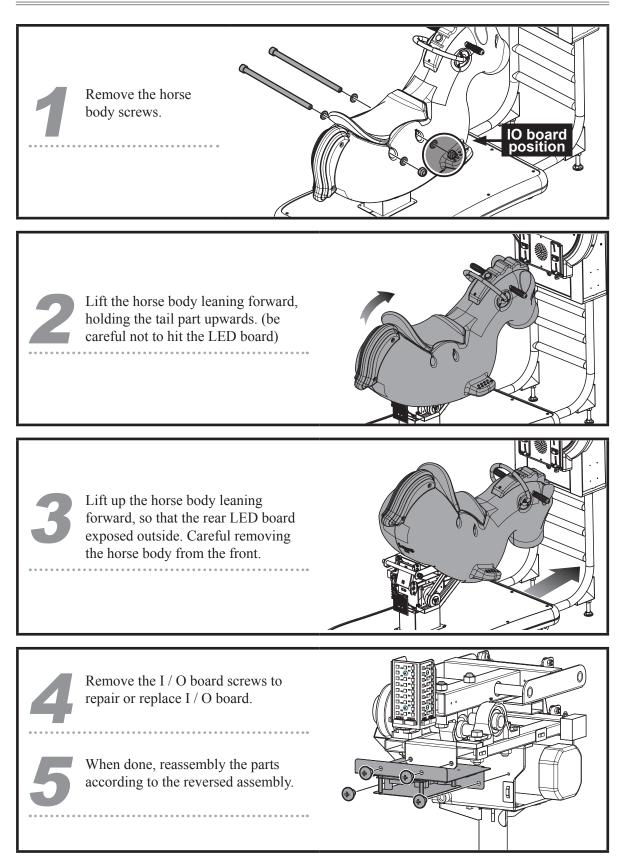
5.3.2 Replacing the confirm / speed up button



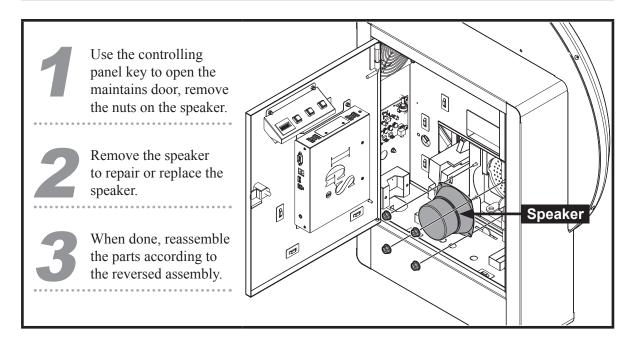
5.3.3 Replacing the horse body LED



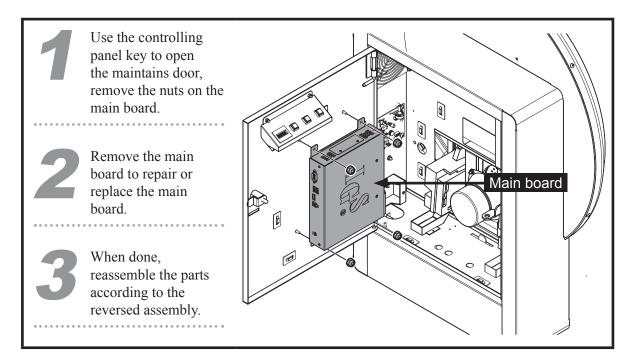
5.3.4 Replacing the I/O board



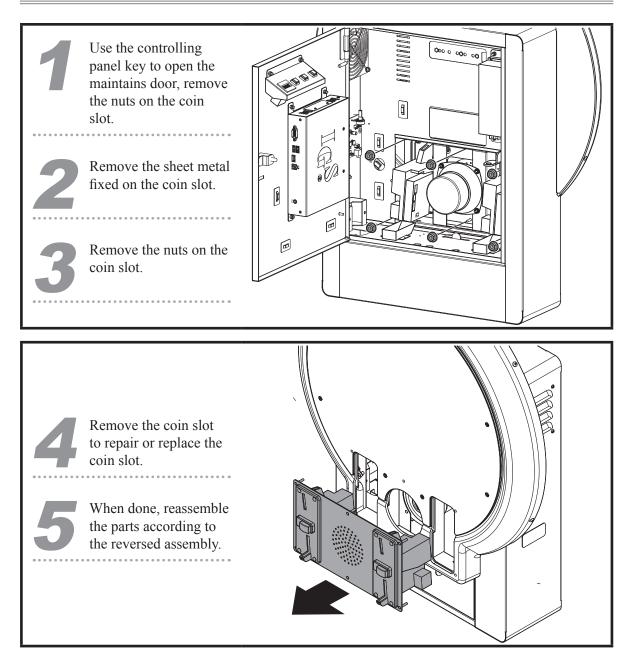
5.3.5 Replacing the speaker

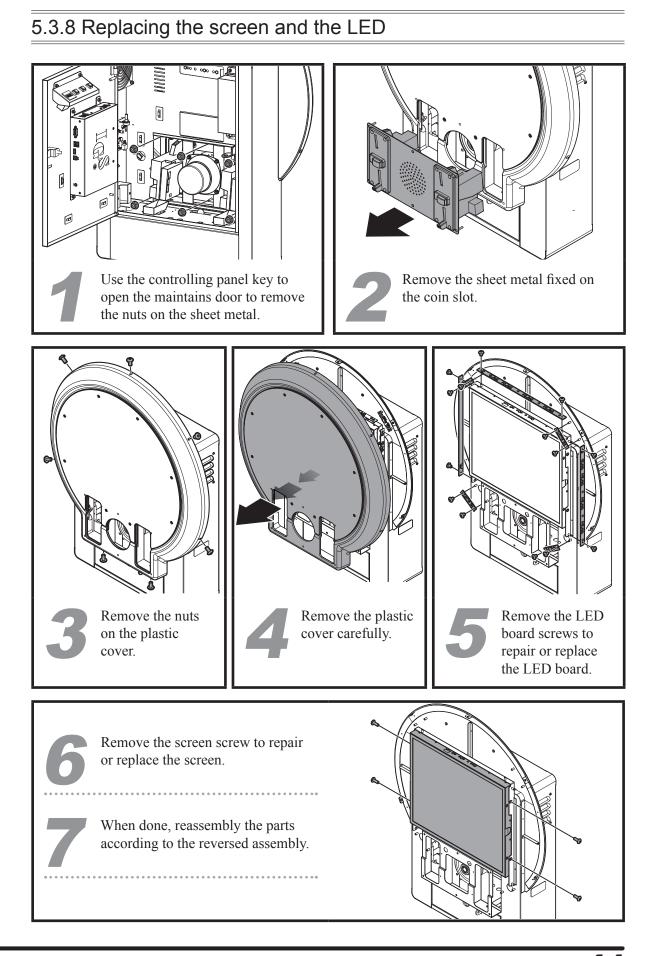


5.3.6 Replacing the main board



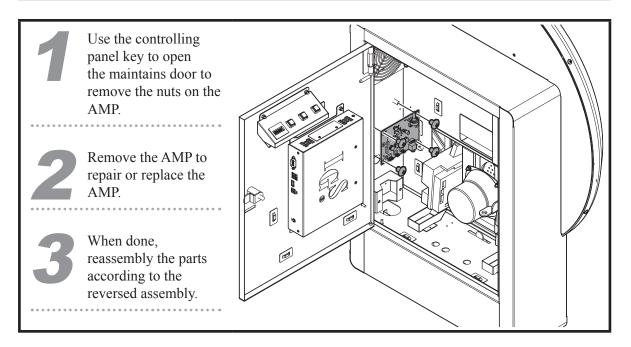
5.3.7 Replacing the coin slot





Replacing parts **4**

5.3.9 Replacing AMP



Troubleshooting

6 Troubleshooting

| Problems | Easy troubleshooting |
|---|--|
| The rein and the button fail to work | Check the I/O board connection loose or not (See page 38 section 5.3.4 Replace the I/O board) Enter : Operator settings → Hardware test → I / O test to run the testing (See page 20 section 4.3.3 I/O test) If no testing results are shown, contact your local distributor. |
| The speakers do not produce | Open the door of the maintains door, and check if the master volume is adjusted to its minimum value. Enter : Operator settings → Game settings → Volume settings to check the volume settings are correct. (See page 26 section 4.4.4 Volume settings) Check if the plugs between the power amplifier and cabinet are coming off. If no testing results are shown, contact your local distributor. |
| The screen appears blank after the power is on | Check if the plugs between the cabinet and screen are well connected, and whether D-sub connectors on both sides are coming off. Check if the cabinet is plugged into the port of the video card. If this problem persists, contact your local distributor. |

XIf any of the above mentioned problems is unsolvable, contact your local distributor.

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$I_{G^{\otimes}_{\mathbb{R}}}$

distributor

Software developer

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