

《Pumpkin Party2》

Product Manual



Hope to bring your safety, convenient and using smooth.

Wish you have happy operation!

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1. Foreword

"**Pumpkin Party**" is a comprehensive game machine that throwing the balls as the main game and adding tickets rewards. The machine is simple, stylish and game play is easy. "Pumpkin Party" is a leisure and entertainment machine. Through knocking down the dolls by throwing balls continuously, players can experience fun of the tripping dolls in the game dazzling scene, and also get tickets rewards. It is a comprehensive machine that integrates sports, games and tickets rewards. Come and enjoy it!

2. Game Description

1. In the standby state, there is "Please insert coin" voice prompt. After insert coin, press left button to enter online mode, or press right button to single mode.
2. There are game instructions between two buttons on the console, and the game is operated according to game description.
3. After entering the game, follow voice prompts to start the game and knock down dolls at corresponding level.
4. Get tickets after game over.
5. Single machine, online game description:

Single Mode:

First level: All dolls are immobility, when all dolls knocked down within the specified time, level will be passed.

Second level: The dolls on the top layer start to move left and right. Within the specified time, when all dolls are knocked down, level will be passed.

Third level: The dolls on the top layer start to move left and right, every time the dolls knocked down, they will stand up again. Within the specified time, level will be passed when the prescribed scores are gotten.

Online Mode:

After pressing the online button, there will be a countdown (adjustable at Setting), and players who join during the countdown time can play online.

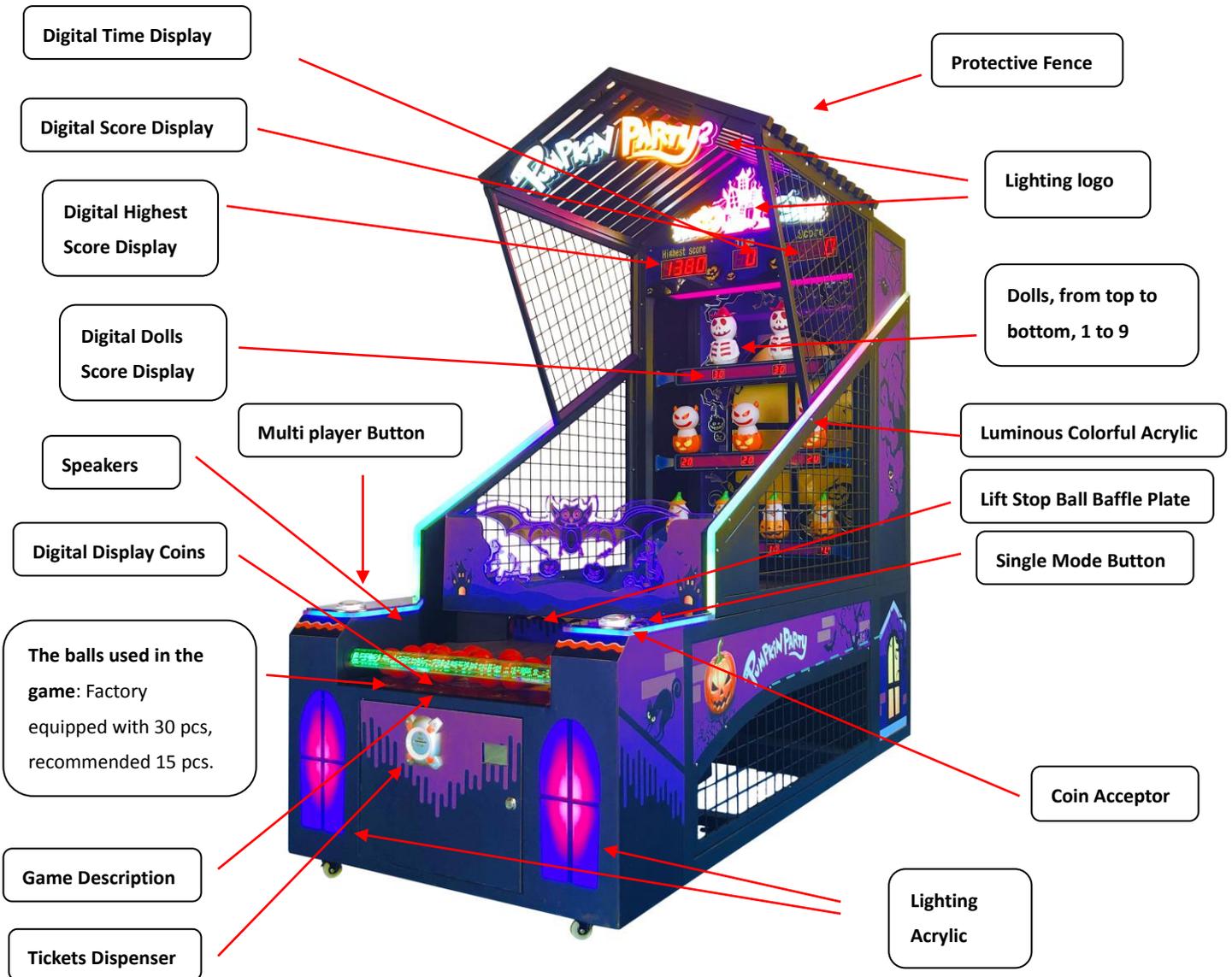
First Level: Knock down the dolls within the specified time. Players who cannot knock down all dolls within the specified time are knockout. Ranked by time, the least time ranked first.

Second level: The dolls on the top layer can be moved. Knock down the dolls within the specified time, and players who cannot knock down all the dolls within the specified time are knockout. Ranked by time, the least time ranked first.

Third level: The dolls on the top layer can be moved, each doll will stand up after being knocked down. Player knocked down more dolls, higher score gotten. Ranked by score, the highest score is ranked first and rewarded tickets.

(Note: When each level passed, the score starts again and no accumulated score.)

3. Equipment Appearance Description and Parameters of Machine



Dimensions:

Length (front and rear): 2270mm

Weight: 360kg

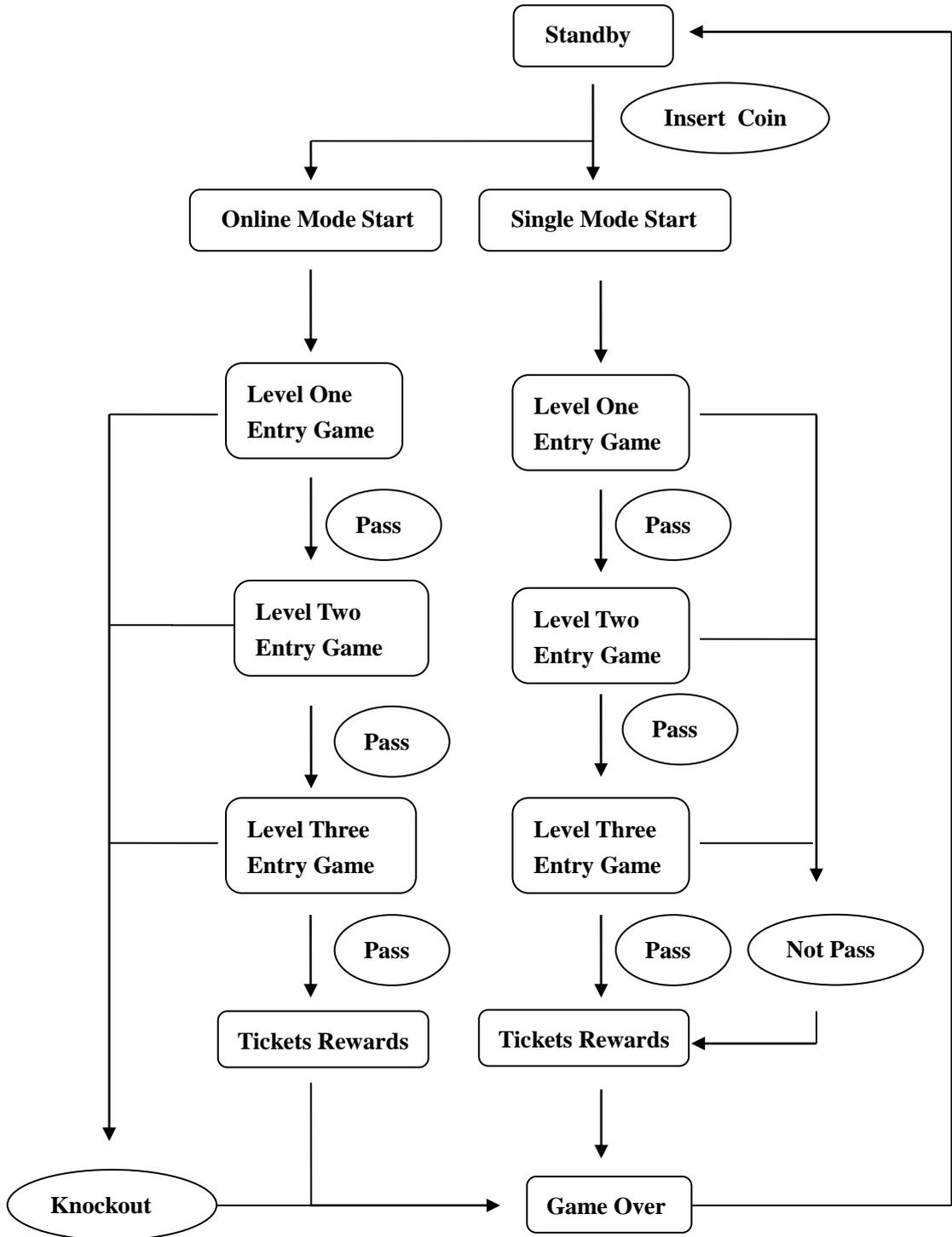
Width (left and right): 1000mm

Voltage: 220V

Height (up and down): 2338mm

Rated power:260W

4. Game Process



5. Game Level Description

5.1 First level. Below each doll is the corresponding score. All dolls are immobility. Knocked down all dolls within the specified time, level will be passed, then enter the second level. (Online mode is the same, knockout rules refer to page fourth play rule).



5.2 Second level. Below each doll is the corresponding score, top layer two dolls will move left and right, the following two layers of dolls are immobility. Knock down all the dolls within the specified time, the level will be passed. (Online mode is the same, knockout rules refer to the page fourth play rule).



5.3 Third level. Below each doll is the corresponding score. Top layer two dolls will move left and right. The following two layers of dolls are immobility.

Each time the doll which is knocked down will stand up immediately.

Get the required score within the specified time, level will be passed and tickets rewarded, after the level passed, game is over.

If score is not enough, the game will be awarded. Tickets of the last two levels will be awarded. (Online mode is the same, knockout rules refer to page fourth play rule).



6. Settings and Component Introduction

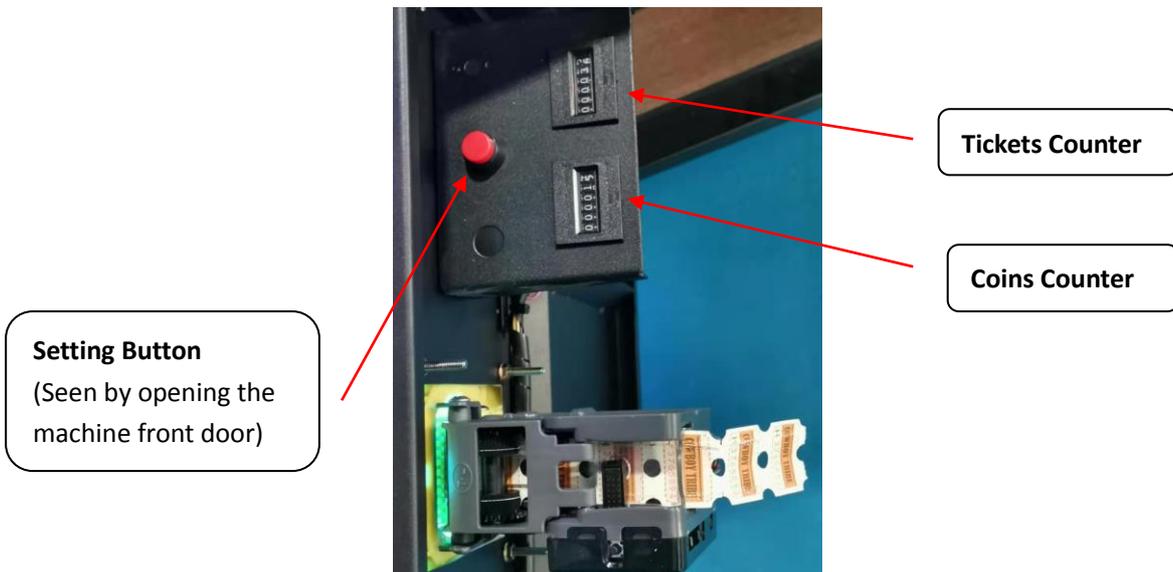
6.1 Function of Setting button, OK button, online button

Setting button:

1. Press setting button in standby mode to enter setting mode.
2. Press setting button in setting mode to switch to next setting.

Console confirmation button: OK button can enter to next sub-item or current parameter - (minus)

Console online button: online button can enter to next sub-item or current parameter + (plus)

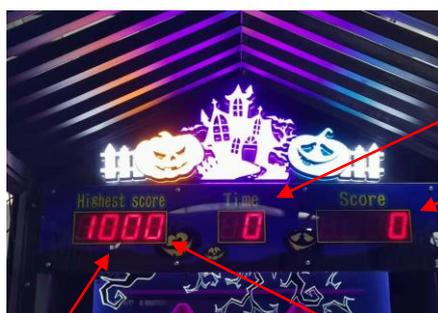


Online button



Single button

6.2 Corresponding Function Code of Left Digital Tube Display



Time Display

Scores Display

Left digital tube displays the value, highest score in history in normal state, **the number corresponding setting option** in setting state.

Left digital tube displays the value; "Number-Number" displayed in online mode. Left number indicates current total number of connecting machines. Right number indicates unit number in online connection. After entering game, ranking will be displayed. (E.g. 4-1 means there are currently four machines connecting, and this machine is first one).

Switch to setting options for numbers below:

- 1 Coin Value (Set coin value required for each game)**
- 2 Ticket Value (set numbers of tickets corresponding to score)**
- 3 Highest Score (set highest score in history)**
- 4 First Level Time (set first level time)**
- 5 Second Level Time (set second level time)**
- 6 Third Level Time (set third level time)**
- 7 Point Value Setting**
 - 71-78 Points (score set for each doll, score displayed by digital tube below the doll)**
 - 79 Exit**
- 8 Restore Factory Setting : remove all the data**
- 9 Account Setting**
 - 91 Total Coins**
 - 92 Total Tickets**
 - 94 Exit**
- 10 Test**
 - 101 Test Exit**
 - 102 Test Mode (Doll lying down will immediately reset and corresponding digital tube number plus 1, reversing mechanism will be cycle around and coin slot plus 1 after coin in, and the controlled lamps will blink)**
- 11 Save and Quit**

In the test mode , function of single player button and multi player button:

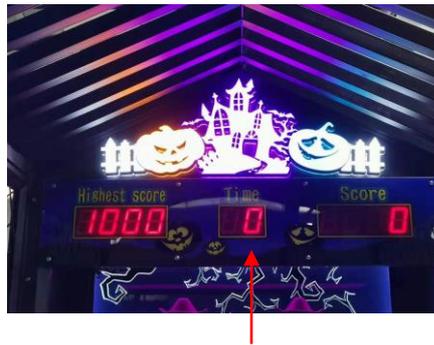


Baffle open



Baffle close

6.3 Corresponding Problem of Intermediate Digital Display Code



The middle digital tube displays error code, and it will display E1~E6 if an error appear.

E1----- Shortage Ticket

E2----- Error in the Overturning Mechanism (Sensor is broken or motor does not turn) (Corresponding digital tube shows EE)

E3----- Error in the Baffle Mechanism (Left sensor is broken or motor does not turn)

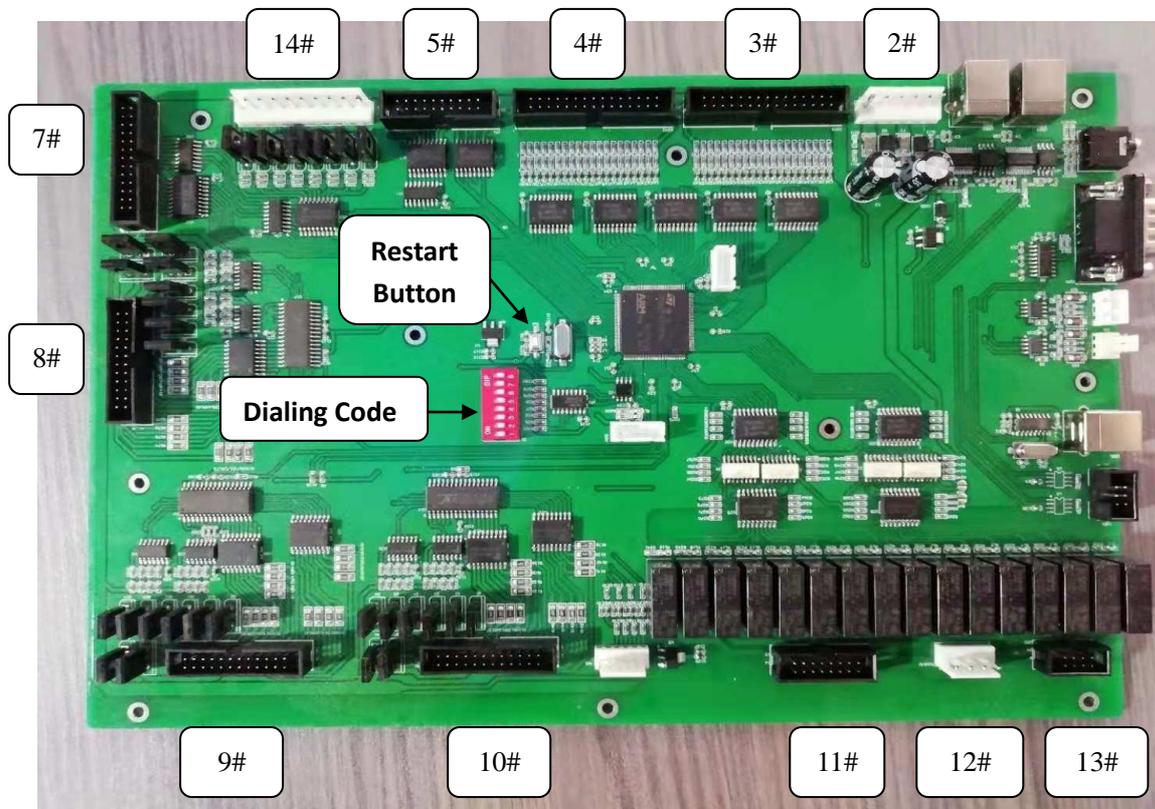
E4----- Error in the Baffle Mechanism (Right sensor is broken or motor does not turn)

E5----- Error in the Stepper Motor Mechanism (motor does not turn or stepper motor driver have problem)

E6----- Error in the Stepper Motor Mechanism (Right sensor is broken or the motor does not turn)

E7----- Error in the Stepper Motor Mechanism (Left sensor is broken or the motor does not turn)

6.4 Schematic diagram of motherboard socket



Dialing Code: In the normal game mode, the dialing codes 1~8 are all set close to the digital side.

Restart Button: Motherboard restart button, press to restart the motherboard.

2#: Power supply

3#: Sensor

4#: Coin Sensor

5#: Button Light

7#: Stepper Motor

8#: Console, 1, 2 Digital Tubes

9#: 3 to 9 Digital Tubes

10#: Digital Tube on the Top

11#: Motor

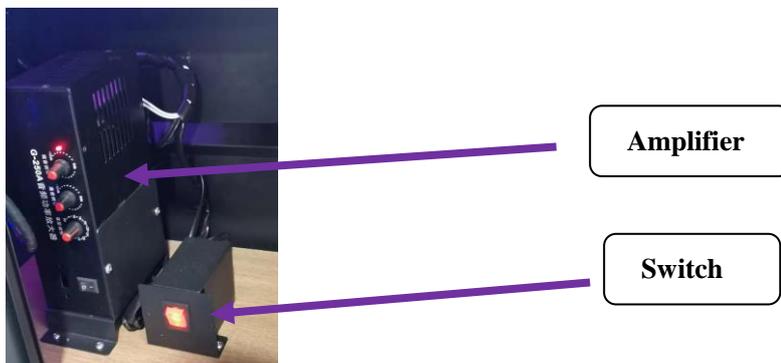
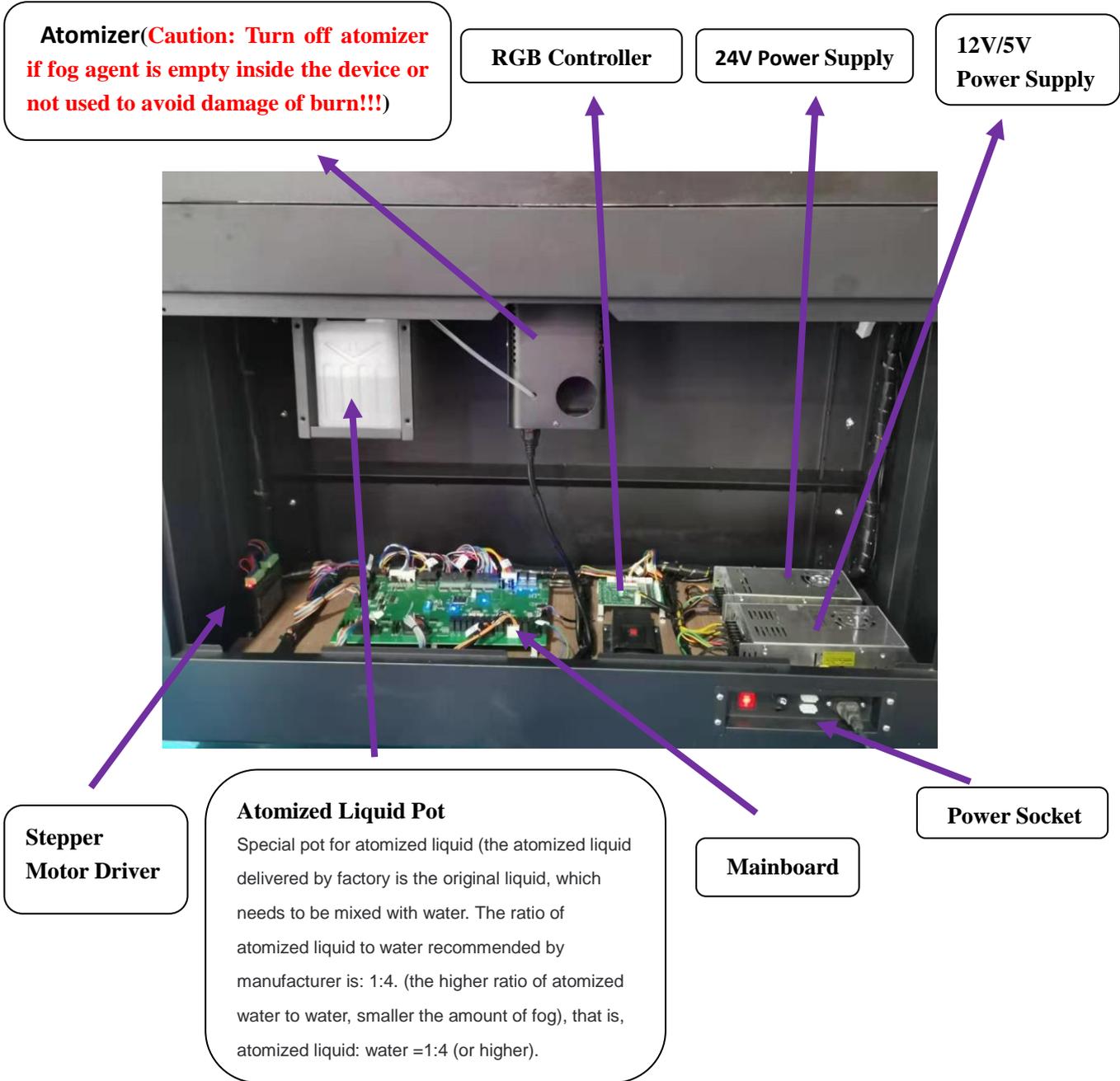
12#: Motor Power Supply

13#: Atomizer

14#: Controlled lamps

6.5 Introduction of Component Position Map

The following parts to be seen when open the lower door in rear.



6.6 Stepper motor driver status (factory state shown as below)



7. Parts Replacement Instructions

7.1 Overturning mechanism and corresponding digital tube

As shown in Figure 1, remove four screws for fixing mechanism, remove mechanism wire insertion portion and entire turning mechanism can be removed and replaced.

As shown in Figure 2, remove plug wire and screw to remove digital tube and replace it.

For replacing sensors, dolls, etc. on the reversing mechanism.

It is not necessary to remove entire mechanism and replace it directly.

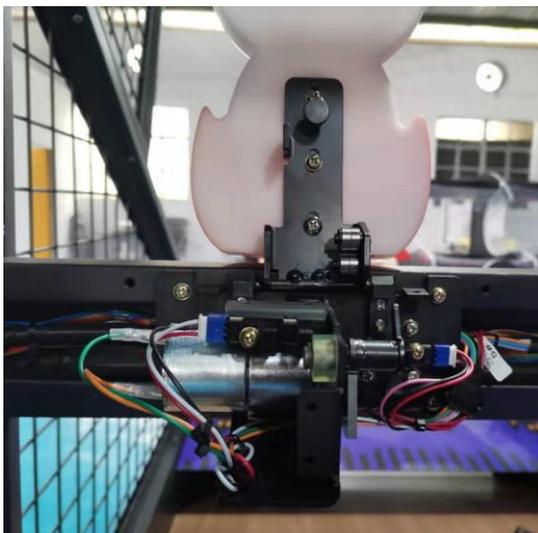


Figure 1



Figure2

7.2 Left and right moving mechanism and stepper motor

As shown in Figure 1 and Figure 2, after removing four screws on left and right sides, entire left and right moving mechanism can be removed (note: unplugged connector), after removing entire left and right moving mechanism, digital tube inside can be replaced.

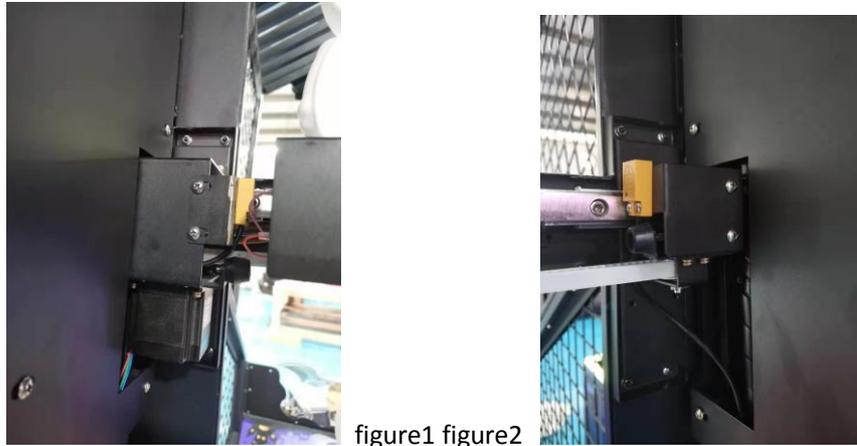


Figure 3

As shown in Fig. 3, remove four screws that fix entire turning mechanism and entire overturning mechanism can be removed and replaced. After removing entire left and right moving mechanism, stepping motor, sensors and etc. can be replaced.



Figure 4

As Figure 4, when belt is loose, four screws fixed belt can be removed to adjust the belt.

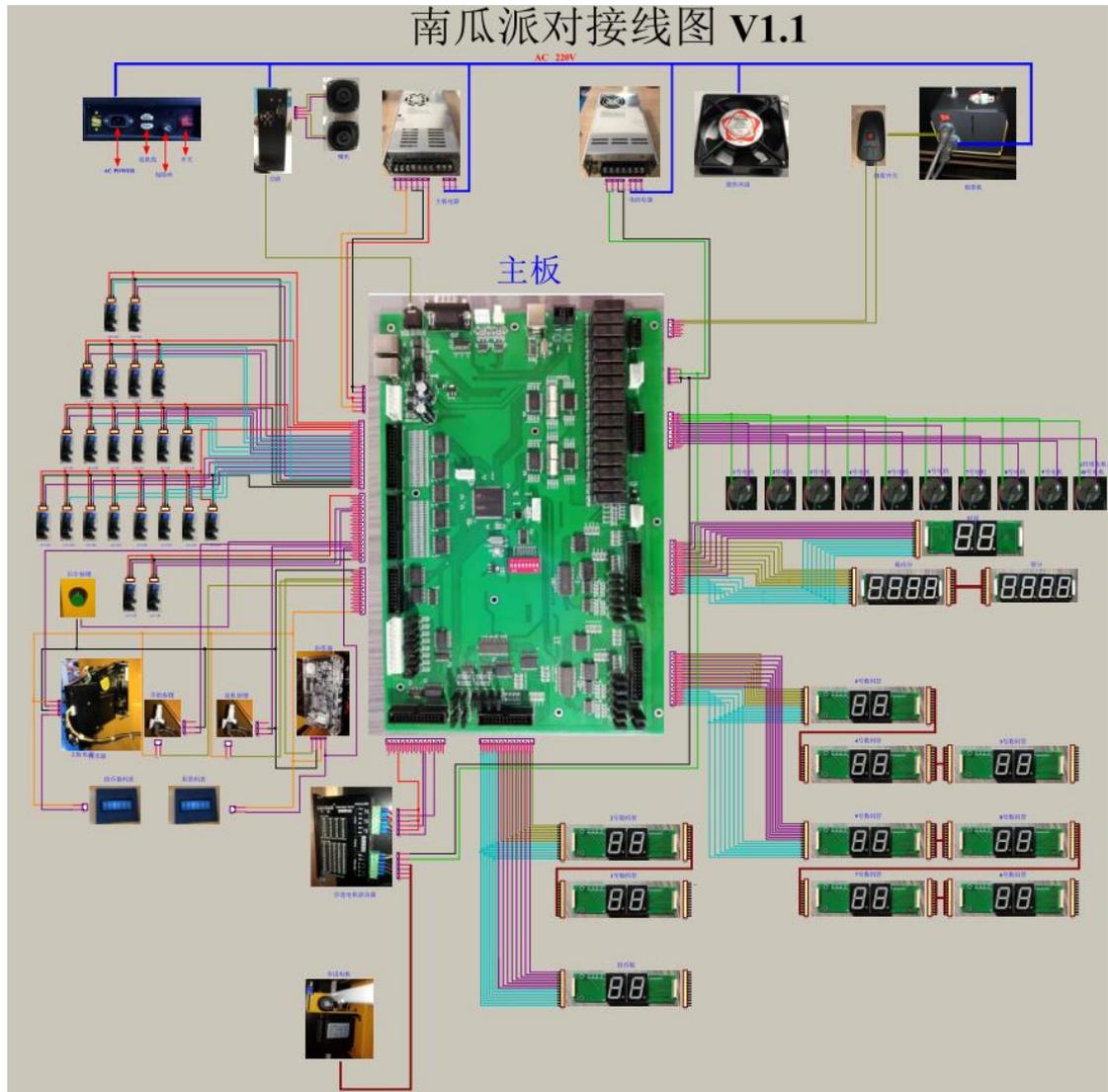
7.3 Baffle mechanism part

Remove the protective guard on the side and you can take off the whole structure of block and you can repair it.

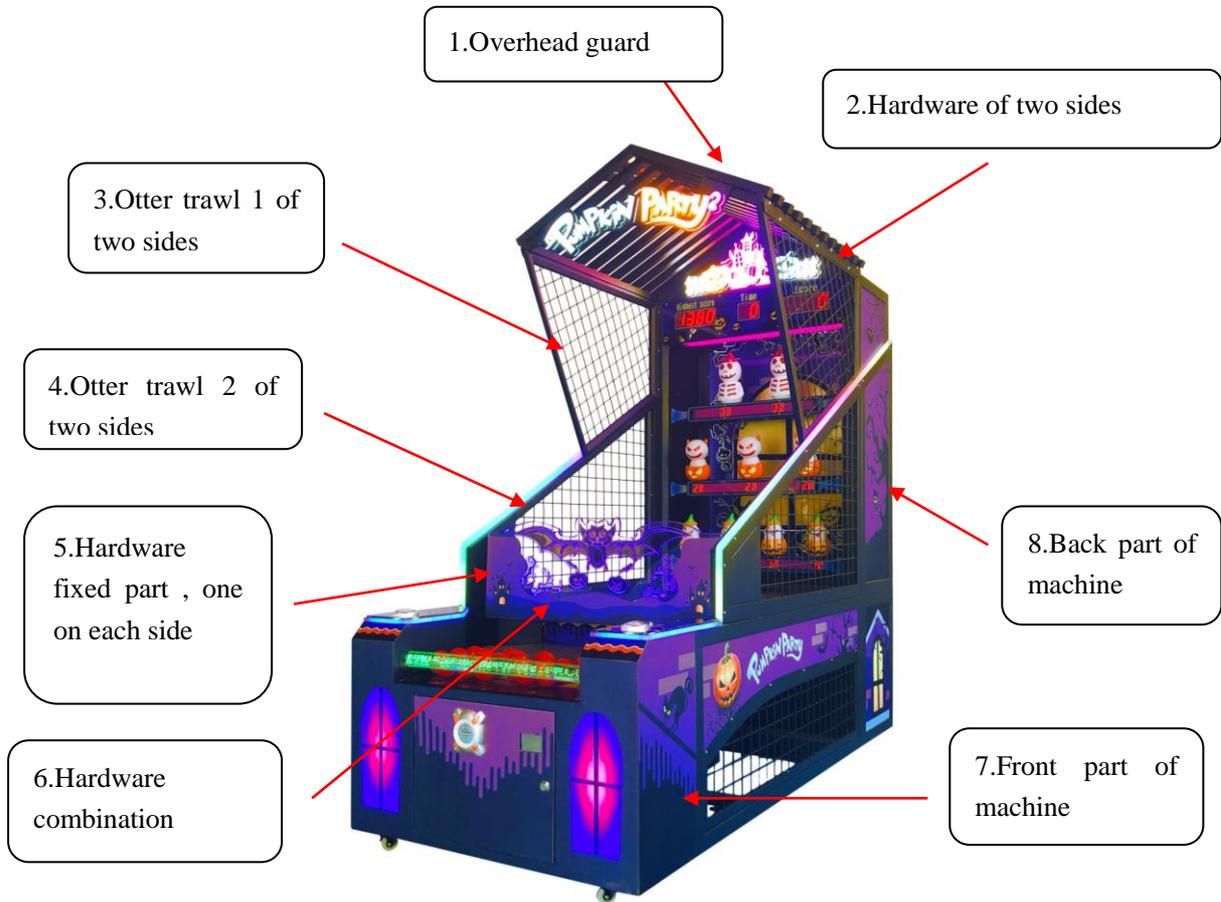


The whole structure of block

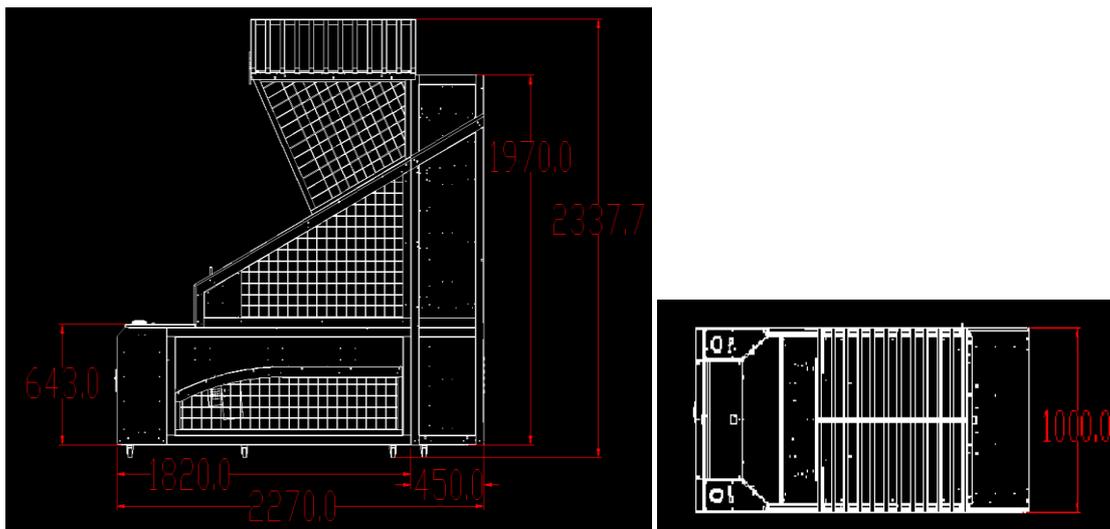
7.4 Wiring diagram of mainboard socket corresponding parts



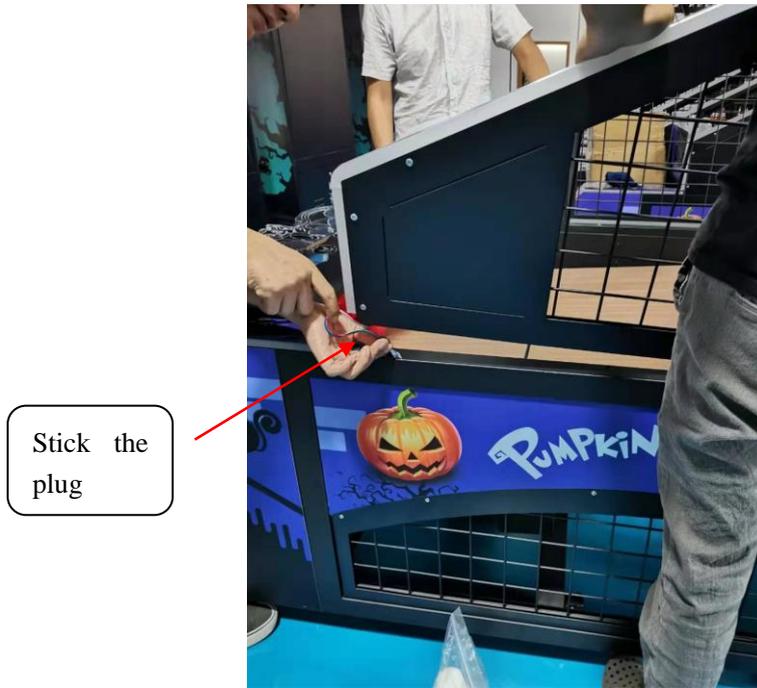
Installation



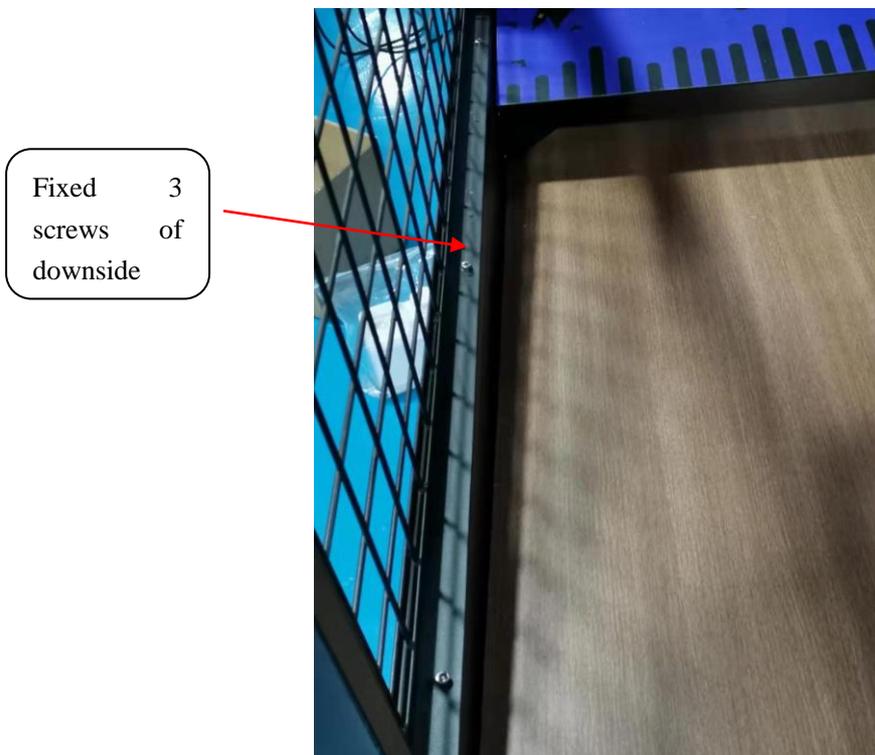
Detailed size of machine:



- 1、 Fixed otter trawl 2 of two sides : stick the plug of otter trawl in the back part of the machine, tuck the wire in the machine , in case of damage the wire, and stick the otter trawl 2 in the machine.



- 2、 After stick the otter trawl 2 in the machine,use the screws to fixed the otter trawl.



3、Stick the otter trawl 1 in the otter trawl 2, and fixed the screws .



Three screws of otter trawl 2

Otter trawl 1

4、Assembly the acrylic: take out the two hardware, fixed the two sides of hardware combination



Take out the hardware, use screws to fixed in the back side of hardware combination

5、Stick in the plug , tuck the wire in the machine , incase of damage the wire, and fixed the screws



Fixed the screws

Stick in the plug

6、Fixed the baffle: put the baffle in the right place , and fixed the screws.



Screws of upside



Screws of both sides

- 7、Open the downside door of back part of the machine, fixed the front part and back part of the machine, before that , tuck the wire in the back part of the machine , and stick in the plug of light wire, then fixed the screws.



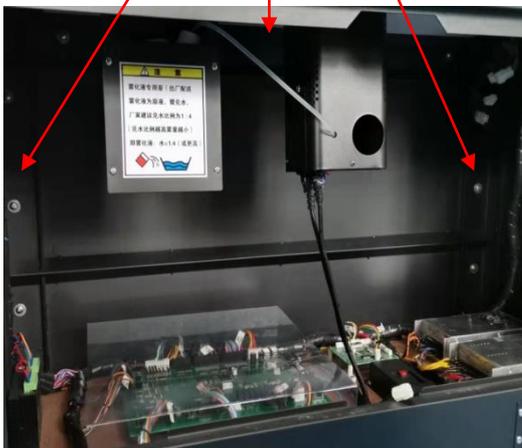
Stick the plug of light wire, and tuck in the back part of machine



Stick in the plug and tuck in the back part of machine

One screw on each side of front part of machine

Screws on two sides and inside



8、 Fixed the otter trawl 1 and otter trawl 2 with back part of machine

Six screws , short screws on upside , long screws on downside



9、 Fixed hardware of two sides with overhead guard



Fixed hardware with overhead guard

10、 Fixed the overhead guard



Fixed screws

11、 Stick in the plug on the top of the machine



Stick in the plug

- 12、take out the cover and take out the kettle, put in the smoke fluid, plug the pipe properly, and put back the cover .



Base of kettle

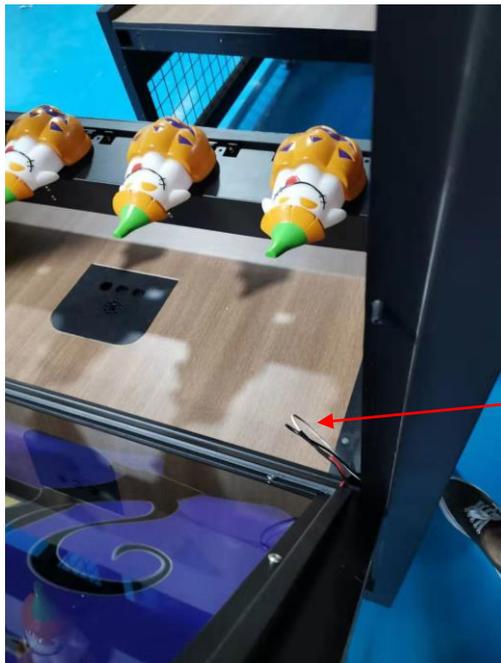
Cover of kettle

pipe

- 13、 cut the ribbon and close the door, before that , stick in the plug and tuck the wire in the machine , in case of damage the wire.



Cut the ribbon



Stick in the plug



CLEANING

- Do not use organic solvents such as alcohol and acetone for cleaning. Organic solvents can cause material loss.
- Do not use alkaline or acidic cleaners.
- Keep glass that protects liquid crystal clean, soak a soft cloth in cold or warm water (40°C or lower), wring it out thoroughly, and wipe gently along with trench direction. If dirt is stubborn, clean it with neutral detergent dilution water (2-3% detergent).

TROUBLESHOOTING

- Be careful not to damage the rotating part of the pedal crank. If this part is damaged, accuracy of game action will be affected.
- Check gift box regularly. If gifts are insufficient, please add them in time.
- In order to prevent electric shock and other people from harming, and damage to machine and circuit, power switch must be turned off before operation.

