

《Lolly Crush》

Operator Manual

V0.9



1. OPERATION INSTRUCTIONS

1. 1. Specifications and technical parameters of the machine

- 1.Voltage: **AC220V / AC110V ; 50/60Hz** (Please refer to the nameplate on the machine)
- 2.size: **W1140×D1860×H2633mm** (组装完整)
- 3.Weight: **385Kg**
- 4.Power: **360W**

5.Attention:

1. This machine is only suitable for use in indoor environments.
2. This machine can not be placed in an inclined position, it is easy to cause accidents when placed in an inclined position.
3. Do not use this machine in the following places:
 - v In a dusty environment;
 - v In a place where the room temperature is too high or the air does not circulate;
 - v Condensate places where the machine will produce condensed water or high humidity;
 - v In places close to high-temperature objects;
 - v Places close to dangerous goods;
 - v In places with strong electromagnetic interference;
 - v Near the equipment that is prone to sparks;
 - v In places where the voltage is unstable or the voltage is too low;
 - v In places with severe vibration;
 - v In places with strong light and rapid changes in light;
4. The machine must be fully assembled and fixed according to the assembly instructions before the machine is in normal operation.
5. The power must be turned off before moving, and the power cord must be unplugged.
6. If the casters cannot move when moving, and the feet of the machine are stowed, please make sure that the bottom surface is flat.
7. Random man-made movement, turning, transportation, etc. will damage the equipment and destroy the performance of the machine.
8. Confirm that it must meet the manufacturer's requirements during the process of moving, turning, and transporting.

								ON
Factory Default Settings	ON	OFF	OFF	OFF	OFF	ON	OFF	OFF

SW2

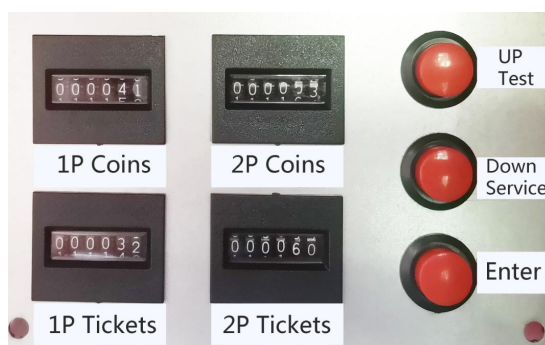
Content	Credits/ball		Prize style	Ticket Pay out setting			Game Speed	
	1	2		3	4	5	6	7
SW2-	1	2	3	4	5	6	7	8
1 credit per ball	OFF	OFF						
51 credit per ball	ON	OFF						
101 credit per ball	OFF	ON						
201 credit per ball	ON	ON						
Ticket Function			OFF					
Capsule/Card			ON					
Prohibiting(Ticket function))	Prohibiting (Capsule function)			OFF	OFF	OFF		
1credit 1 ticket	Over 0 credit pay out 1 ticket			ON	OFF	OFF		
2 credits 1 ticket	Over 10 credits pay out 1 ticket			OFF	ON	OFF		
5 credits 1 ticket	Over 20 credits pay out 1 ticket			ON	ON	OFF		
10 credits 1 ticket	Over 30 credits pay out 1 ticket			OFF	OFF	ON		
15 credits 1 ticket	Over 50 credits pay out 1 ticket			ON	OFF	ON		
20 credits 1 ticket	Over 100 credits pay out 1 ticket			OFF	ON	ON		
25 credits 1 ticket	Over 200 credits pay out 1 ticket			ON	ON	ON		
Slow							OFF	OFF
Middle							ON	OFF
Fast							OFF	ON
Fatest							ON	ON
Factory Default setting							ON	OFF

SW3

Content	Demonstration	Music	Data Saving					
	1	2	3	4	5	6	7	8
Demonstration ON	OFF							

2.2. Testing

>Button Instructions:



Up(Test) : In standby mode, tap to enter the test program; tap in the test program to page up

Down(Service) : Tap in the standby mode to play for free once; tap in the test program to page down

Enter : Select or Confirm during Testing

>The detailed test items are described in the following table:

No.	Functions	Operation	Signal on show
1	GATE Ball-in Gate Test	Press the "ENTER" key to open the ball opening, and press the "ENTER" key again to close the ball opening.	OPEN:ON (Position sensor ON) CLOSE:ON (Position sensor OFF) When the corresponding sensor is sensing, it will display "ON"
2	ROTATE 1 1P Column rotating motor test	Press the "ENTER" key to rotate the 1P column, and press the "ENTER" key again to stop the 1P column from rotating.	SEN:ON (Rotating Sensor) When the Rotating sensor is sensing, it will display "ON"
3	ROTATE 2 2P Column rotating motor test	Press the "ENTER" key to rotate the 2P column, and press the "ENTER" key again to stop the 2P column from rotating.	SEN:ON (Rotating Sensor) When the Rotating sensor is sensing, it will display "ON"
4	BT LED 1 1P Start Button Light Testing	Press the "ENTER" key and the light of the 1P start button will light up, and press the "ENTER" key again and the light of the 1P start button will go out.	

5	BT LED 2 2P Start Button Light Testing	Press the "ENTER" key and the light of the 2P start button will light up, and press the "ENTER" key again and the light of the 2P start button will go out. .	
6	GATE LED Ball Gate LED Test	Press the "ENTER" key to put the ball socket LED on, press the "ENTER" key again to put the ball socket LED off.	
7	COI1 CNT 1P Coin Counter Test	Press the service button once, and the 1P coin counter will increase by 1.	
8	COI2 CNT 2P Coin Counter Test	Press the service button once, and the 2P coin counter will increase by 1.	
9	TIK1 CNT 1P Ticket Counter Test	Press the service button once, and the 1P ticket counter will increase by 1.	
10	TIK2 CNT 2P Ticket Counter Test	Press the service button once, and the 2P ticket counter will increase by 1.	
11	SCREEN Screen Test	Press "ENTER" to start screen testing	
12	TICKET 1 1P Ticket Dispenser test	Press the service button once , 1P ticket dispenser will pay out 1 ticket.	
13	TICKET 2 2P Ticket Dispenser Test	Press the service button once , 2P ticket dispenser will pay out 1 ticket	
14	SOUND Sound Test	Press the service button once to play a sound, and press the service button again to play the next sound.	

15	<p>INPUT</p> <p>Show all the input info</p>	Show all the input info	When the input signal changes, the color of the corresponding A-X letter on the screen will change. Please check the table below for details. Green represents ON; red represents OFF.
16	<p>SW123</p> <p>Show state of all Switches</p>	Show all the switch info	A-H represents SW1; I-P for SW2; Q-X for SW3; Green means ON; Red means OFF.
17	<p>RESTORE SETTING</p> <p>Default setting</p>	Press the "ENTER" key to restore the factory settings, clear the number of coins and the number of tickets didn' t pay out	
18	<p>VERSION</p> <p>Show version of software</p>	View the version number of the software	
19	<p>SAVE AND EXIT</p> <p>Quit test mode</p>	Press "ENTER" key to exit	

>When browsing the input signal, the correspondence between the letters displayed on the screen and the input signal is as follows:



A	1P Ball dropping signal	I	1P coin mech signal	Q	1P rotating sensor
B	2P ball dropping signal	J	2P coin mech signal	R	2P Rotating sensor
C	*	K	1P Ticket out sensor	S	Gate status sensor
D	*	L	2P Ticket out sensor	T	Gate status sensor
E	Confirm button	M	1P Ticket replacement Button	U	*
F	UP (Test) Button	N	2P Ticket replacement Button	V	*
G	Down (Service) Button	O	1P Start Button	W	*
H	*	P	2P Start Button	X	*

3. Errors and Solutions

3.1. Error code and how to fix it

Error Code	Errors	Reason/Solution
Error-1	1P Tickets Shortage	1、 Add tickets; 2、 clear dispenser; 3、 Change the dispenser
Error-2	2P Tickets Shortage	1、 Add tickets; 2、 clear dispenser; 3、 Change the dispenser
Error-3	1P Coin selector problem	1、 Set the coin mech “always on” ; 2、 Reject trapped coins; 3、 Change the coin acceptor
Error-4	2P Coin selector problem	1、 Set the coin mech “always on” ; 2、 Reject trapped coins; 3、 Change the coin acceptor
Error-5	Gate “open” sensor problem	1、 Check Gate “open” sensor; 2、 Check Gate motor
Error-6	Gate “Close” sensor problem	1、 Check Gate “Close” sensor; 2、 Check Gate moto
Error-7	1P Column signal problem	1. Check the carbon brush; 2. Check the target circle sensor; 3. Check the column control board
Error-8	2P Column signal problem	1. Check the carbon brush; 2. Check the target circle sensor; 3. Check the column control board
Error-9	1P rotating sensor problem	1、 Check Rotating sensor; 2、 Check Rotating motor
Error-10	2P rotating sensor problem	1、 Check Rotating sensor; 2、 Check Rotating motor
Error-11	Data Loading problem	Restart