

SERVICE MANUAL



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- ▶ Please read the manual carefully and keep it in mind before using this machine.
- ▶ Put this manual within touch of your reference in anytime.

PRECAUTIONS FOR USE

The following safety precautions are given throughout this manual. They must be strictly followed to protect those who install, use or maintain this product as well as to protect players, visitors and property.

For safety reasons.

- The following suggestions should be adhered to:



WARNING

Disregarding could result in serious injury.



CAUTION

Disregarding could result in injury or product damage.

- The following graphic suggestions describe the types of precautions to be followed.



Indicates a care should be taken.



Forbidden.



Indicates a matter which must be performed.

- Precautions to be followed:

Certain procedures require a qualified in-shop maintenance person or industry specialist. For such instructions, a qualified person must take care of the jobs.

- Otherwise an electric shock, machine trouble, or a serious accident may result.
- Replacing the machine parts, inspecting and maintaining the machines, and troubleshooting must be assigned only to a qualified in-shop maintenance person or industry specialist. This booklet gives instructions that hazardous jobs in particular must be handled by an industry specialist. Qualified in-shop maintenance person and industry specialist are defined as follows.

Qualified in-shop maintenance person

- A service staff shall have experience in operations of game machines. The staff shall be responsible for assembly, installation, inspection and maintenance of the machine.

Industry specialist

- An industry specialist must be engaged in designing, manufacturing, inspecting and servicing amusement machines. He or she must have an education in electrical, electronic and mechanical engineering, and routinely maintain and repair amusement machines.

PRECAUTIONS FOR USE

WARNING

Be sure to consult an industry specialist when setting up, moving or transporting this product.

- This product should not be set up, moved or transported by any one other than an industry specialist.
- When installing this product, set the 4 leg levelers evenly on the floor and make sure that the product is installed stably in a horizontal position. Unstable installation may result in injury or accident.
- When installing this product, do not apply undue force on movable parts. Otherwise, injury and accident may result, or the product may be damaged.

The machine for indoor usage only does not install outside.



Do not set the game machine up near emergency exits.



Protect the game machine from:

- Rain or moisture.
- Direct sunlight.
- Direct heat from air-conditioning and heating equipment, etc..
- Hazardous flammable substances.
- Otherwise an accident or malfunction may result.



Do not place containers holding chemicals or water on or near the game machine.



Do not place objects near the ventilating holes.



Do not bend the power cord by force or place heavy objects on it.



Never plug or unplug the power cord with wet hands.



Never unplug the game machine by pulling the power cord.



CAUTION

Be sure to use indoor wiring within the specified voltage requirements. For extension cord, use the specified rating or more.

Be sure to use the attached power cord.

Never plug more than one cord at a time into the electrical receptacle.



Do not lay the power cord where people walk through.



Be sure to ground this product.



Do not exert excessive force when moving the machine.




For proper ventilation, keep the game machine 100mm(4") away from the walls.

Do not alter the system related dipswitch settings.

PRECAUTIONS FOR USE

⚠ WARNING

If there is any abnormality such as smoke, bad smell or abnormal noise being emitted from the machine, immediately turn OFF the main power switch and unplug the power cord from the receptacle to stop operating it. 

- Using the machine in abnormal conditions could result in fire or accidents.

In case of abnormality

1. Turn OFF the main power switch.
2. Unplug the power cord from the receptacle.
3. Contact your nearest dealer.

Do not leave the power cord plugged in improperly or covered with dust. 


- Doing so could result the power cord periodically.

⚠ CAUTION

Do not use this product anywhere other than industrial areas. 

- Using in a residential area or an area next to a residential area could affect signal reception of radios, television sets, telephones, etc..
- Do not give shock the surface of glass products.

- Please do not play this game if
 - When you do drinking;
 - When your physical condition is not normal;
 - When you are in pregnancy;
 - When you have on a pulse controller;
 - When you have recently experienced a cramp or fainting away while watching TV.
- Avoid excessive force/shock while playing/moving the game.
- While do games, pay attention to surrounding.

Do not plug or unplug the power cord with wet hands. 

In handling the power cord, follow the instructions below. 

- | | |
|---|--|
| • Do not damage the power cord. | • Do not modify the power cord. |
| • Do not bend the power cord excessively. | • Do not twist the power cord. |
| • Do not heat the power cord. | • Do not pull the power cord. |
| • Do not bind the power cord. | • Do not stand on the power cord. |
| • Do not sandwich the power cord. | • Do not drive a nail into the power cord. |

If the power cord or power plug becomes damaged, stop using the machine immediately and ask your nearest dealer to replace the parts.

- * **Electromagnetic wave may cause unexpected noise from speaker.**

PRECAUTIONS FOR USE

WARNING

Be sure to turn OFF the main power switch and unplug the power cord from the receptacle before inspecting or cleaning the machine.



When replacing parts, be sure to use parts of the correct specifications. Never use parts other than the specified ones.



Opening inside the machine shall be done by machine specialist only as high electric current is being sent inside. For game machine with monitor, a care should be taken while opening its back door. If not, a damage to the inside parts or the monitor may occur.



If the sub power switch of the service panel is turned OFF without turning OFF the main power switch of the power supply unit, some parts in the units remain live. When opening the back door, be sure to turn OFF the main power switch and unplug the power cord from the receptacle.



Strictly refrain from disassembly and repair of parts which are not indicated in this manual, as well as settings and remodeling.



To clean the game machine, wipe it with a soft cloth dampened in a neutral detergent.

- Using thinner or other organic solvent or alcohol may decompose the material.
- Electrical shock or equipment failure could be caused by water entering the inside of the machine.

CAUTION

Components in the game are sensitive to vibrations and impact. Care should be used when moving and transporting the game machine.



Be sure not to let the machine tip over.

Before moving the machine, be sure to turn OFF the main power switch, unplug the power cord from the receptacle and remove the power cord from the machine.



Before moving take the machine, off the levelers and move it on the casters.

Avoid excessive force while moving the machine.

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PRECAUTIONS IN HANDLING

- When setting up, inspecting, maintaining, moving or transporting this product, follow the procedures and instructions set forth in this manual and perform such work safely.
- Do not set up, handle, inspect, maintain, move or transport this product under conditions equivalent to the condition of "WARNING" or "CAUTION" specified in this manual.
- If a new owner is to have this product as a result of transfer, etc., be sure to give this manual to the new owner.

PRÉCAUTION D'EMPLOI

Les consignes de sécurité suivantes sont données dans ce manuel. Elles doivent être strictement suivies pour protéger ceux qui les installent. Utiliser ou entretenir ce produit pour la sécurité des utilisateurs, des visiteurs et des biens.

Pour des raisons de sécurité.

- **Les suggestions suivantes doivent être respectées:**

ATTENTION

Le non-respect peut entraîner des blessures graves.

PRUDENCE

Le non-respect peut entraîner des blessures ou des dommages au produit.

- **Les suggestions graphiques suivantes décrivent les types de précautions à prendre.**



Indique qu'attention est requise.



Interdit.



Indique que quelque chose doit être effectuée.

- **Les précautions à prendre :**

Certaines procédures exigent une personne de maintenance qualifiée en atelier ou un spécialiste de l'industrie. Pour ces instructions, une personne qualifiée doit prendre soin des travaux.

- Sinon, un choc électrique, un dysfonctionnement de la machine, ou un accident grave peut en résulter.
- Remplacement des pièces de machines, l'inspection et la maintenance des machines, et le dépannage doit être attribué qu'à une personne de maintenance qualifiée en atelier ou spécialiste de l'industrie. Cette brochure donne des instructions que les emplois dangereux, en particulier, doivent être traités par un spécialiste de l'industrie. La personne de maintenance qualifiée en atelier et le spécialiste de l'industrie sont définis comme suit.

La personne de maintenance qualifiée en atelier

- Un personnel de service doit avoir de l'expérience dans les opérations de machines de jeux. Le personnel est responsable pour l'assemblage, l'installation, l'inspection et l'entretien de la machine.

Le spécialiste de l'industrie

- Un spécialiste de l'industrie doit être engagé dans la conception, la fabrication, l'inspection et l'entretien des appareils d'amusement.
Il ou elle doit avoir une formation en génie électrique, électronique et mécanique, et de maintenir régulièrement et de réparer les appareils d'amusement.

PRÉCAUTION D'EMPLOI

ATTENTION

Assurez-vous de consulter un spécialiste de l'industrie lors de la mise en place, du déplacement ou le transport de ce produit.

- Ce produit ne doit pas être mis en place, déplacé ou transporté par une quelconque autre qu'un spécialiste de l'industrie.
- Lors de l'installation de ce produit, installez 4 niveleurs de pieds uniformément sur le sol et assurez-vous que le produit est installé de façon stable dans une position horizontale. Une installation instable peut entraîner des blessures ou un accident.
- Lors de l'installation de ce produit, ne pas appliquer une force excessive sur les pièces mobiles. Sinon, des blessures et des accidents peuvent y résulter, ou le produit peut être endommagé.

La machine pour une utilisation en intérieur uniquement, ne pas installer à l'extérieur.



N'installez pas la machine de jeu près des issues de secours.



Protéger la machine de jeu de:



- L'humidité ou la pluie.
- La lumière directe du soleil.
- La chaleur directe de la climatisation et du chauffage, etc...
- Des substances inflammables dangereuses.
- Sinon, un accident ou un dysfonctionnement.

Ne pas placer les récipients contenant des produits chimiques ou de l'eau sur ou près de la machine de jeu.



Ne placez pas d'objets à proximité des orifices de ventilation.



Ne pas plier le cordon d'alimentation par la force ou de placer des objets lourds au-dessus.



Ne jamais brancher ou débrancher le cordon d'alimentation avec les mains mouillées.



Ne jamais débrancher la machine de jeu en tirant le câble d'alimentation.



PRUDENCE

Veillez à utiliser le câblage intérieur selon les exigences de tension spécifiées. Pour une rallonge, utilisez la notation spécifiée ou plus.

Veillez à utiliser le cordon d'alimentation fourni.

Ne jamais brancher plus d'un cordon à la fois dans la prise électrique.



Ne pas poser le cordon d'alimentation où les gens marchent à travers.



Soyez sûr de mettre à la terre ce produit.



Ne pas exercer une force excessive lors du déplacement de la machine.



Pour une ventilation correcte, garder la machine de jeu 100mm (4 ") loin des murs.

Ne pas modifier les réglages des commutateurs DIP liées au système.

PRÉCAUTION D'EMPLOI


ATTENTION

Si il y a une anomalie comme fumée, mauvaise odeur ou bruit anormal émis par la machine,  couper immédiatement l'interrupteur principal et débranchez le câble d'alimentation de la prise pour arrêter son fonctionnement.

- L'utilisation de l'appareil dans des conditions anormales peut provoquer un incendie ou un accident.

En cas d'anomalie

1. Mettez l'interrupteur principal sur ARRÊT.
2. Débranchez le câble d'alimentation de la prise.
3. Contactez votre revendeur le plus proche.

Ne pas brancher le câble d'alimentation incorrectement ou le laisser être recouvert de poussière. 

Cela pourrait nuire le câble d'alimentation.

PRUDENCE

Ne pas utiliser ce produit ailleurs que dans les zones industrielles. 

- L'utiliser dans une zone résidentielle ou d'une zone à côté d'un quartier résidentiel pourrait nuire à la réception des radios, téléviseurs, téléphones, etc.
- Ne donnez pas de choc à la surface d'un produit en verre.

- S'il vous plaît ne pas jouer à ce jeu.
 - Quand vous buvez;
 - Lorsque votre condition physique n'est pas normale;
 - Lorsque vous êtes dans une période de grossesse;
 - Lorsque vous avez un contrôleur d'impulsion;
 - Lorsque vous avez récemment subi une crampe ou évanouissement en regardant la télévision.
- Évitez une force excessive / un choc pendant la lecture / de déplacer le jeu.
- Quand vous jouez les jeux, faite attention aux alentours.

Ne pas brancher ou débrancher le câble d'alimentation avec les mains mouillées. 

Dans la manipulation du câble d'alimentation, suivez les instructions ci-dessous. 


- | | |
|--|---|
| • Ne pas endommager le câble d'alimentation. | • Ne pas modifier le câble d'alimentation. |
| • Ne pas plier le câble d'alimentation de manière excessive. | • Ne tordez pas le câble d'alimentation. |
| • Ne pas chauffer le câble d'alimentation. | • Ne tirez pas sur le câble d'alimentation. |
| • Ne pas lier le câble d'alimentation. | • Ne montez pas sur le câble d'alimentation. |
| • Ne pas prendre en sandwich le câble d'alimentation. | • Ne pas mettre un clou dans le câble d'alimentation. |


Si la fiche du câble d'alimentation ou est endommagé, cessez immédiatement d'utiliser la machine et demandez à votre revendeur le plus proche de remplacer les pièces.


PRÉCAUTION D'EMPLOI


ATTENTION

Veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise avant d'inspecter ou de nettoyer la machine. 

Lors du remplacement des pièces, veillez à utiliser une partie des spécifications correctes. 
Ne jamais utiliser de pièces autres que celles spécifiées.

L'ouverture à l'intérieur de la machine doit être effectuée par le spécialiste de la machine seulement, comme le courant électrique élevé est transmis à l'intérieur. Pour la machine de jeu avec le moniteur, un soin doit être pris lors de l'ouverture de sa porte arrière. Si non, une détérioration des pièces à l'intérieur ou à l'écran peut se produire. 


Si l'interrupteur secondaire du panneau de service est éteint sans éteindre le commutateur d'alimentation principale de l'unité d'alimentation, certaines parties dans les unités restent sous tension. Lors de l'ouverture de la porte arrière, veillez à éteindre l'interrupteur d'alimentation principale et débranchez le cordon d'alimentation de la prise. 

Il est strictement conseillé de s'abstenir de démonter et de réparer des pièces qui ne sont pas indiqués dans ce manuel, ainsi que les paramètres et le remodelage. 


Pour nettoyer la machine de jeu, l'essuyer avec un chiffon doux imbibé avec un détergent neutre.

- L'utilisation plus mince d'un autre solvant organique ou de l'alcool peut décomposer le matériel.
- Un choc électrique ou une défaillance de l'équipement pourraient être causés par la pénétration de l'eau à l'intérieur de la machine.

PRUDENCE

Les composants de la machine de jeu sont sensibles aux vibrations et aux chocs. Il faut faire attention lors du déplacement et le transport de la machine de jeu. 

Veillez à ne pas laisser la machine se renverser.

Avant de déplacer la machine, veillez à éteindre l'interrupteur d'alimentation principale, débranchez le cordon d'alimentation de la prise et débranchez le cordon d'alimentation de la machine. 

Avant de déplacer la machine, la mettre hors des niveleurs et le déplacer sur les roulettes.

Éviter une force excessive lors du déplacement de la machine.

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PRÉCAUTIONS LORS DU MANIEMENT

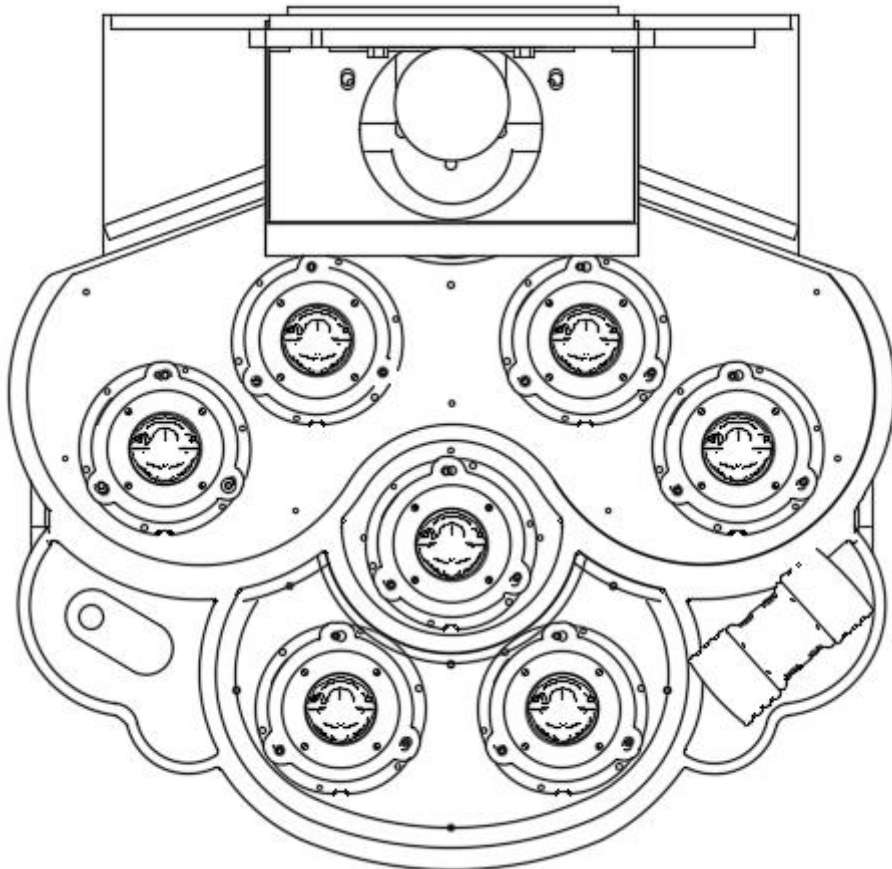
- Lors de la mise en place, l'inspection, l'entretien, déplacement ou le transport de ce produit, suivez les procédures et les instructions énoncées dans ce manuel et effectuer ce travail en toute sécurité.
- Ne pas mettre en place, manipuler, inspecter, entretenir, déplacer ou transporter ce produit dans des conditions équivalentes à l'état de "ATTENTION" ou "PRUDENCE" spécifiée dans ce manuel.
- Si un nouveau propriétaire obtient ce produit à la suite d'un transfert, etc., soyez sûr de donner ce manuel au nouveau propriétaire.

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1. SPECIFICATION

Model	Talking Tom Whack 2
Reference Code	FA-900
Standby Power	150W
Operating Power(Max)	450W
Dimensions (W*D*H)	740mm*710mm*1900mm
Weight (KG)	70kgs
Rated Voltage	220V
Seats	1
Users Range of Ages	3 years+

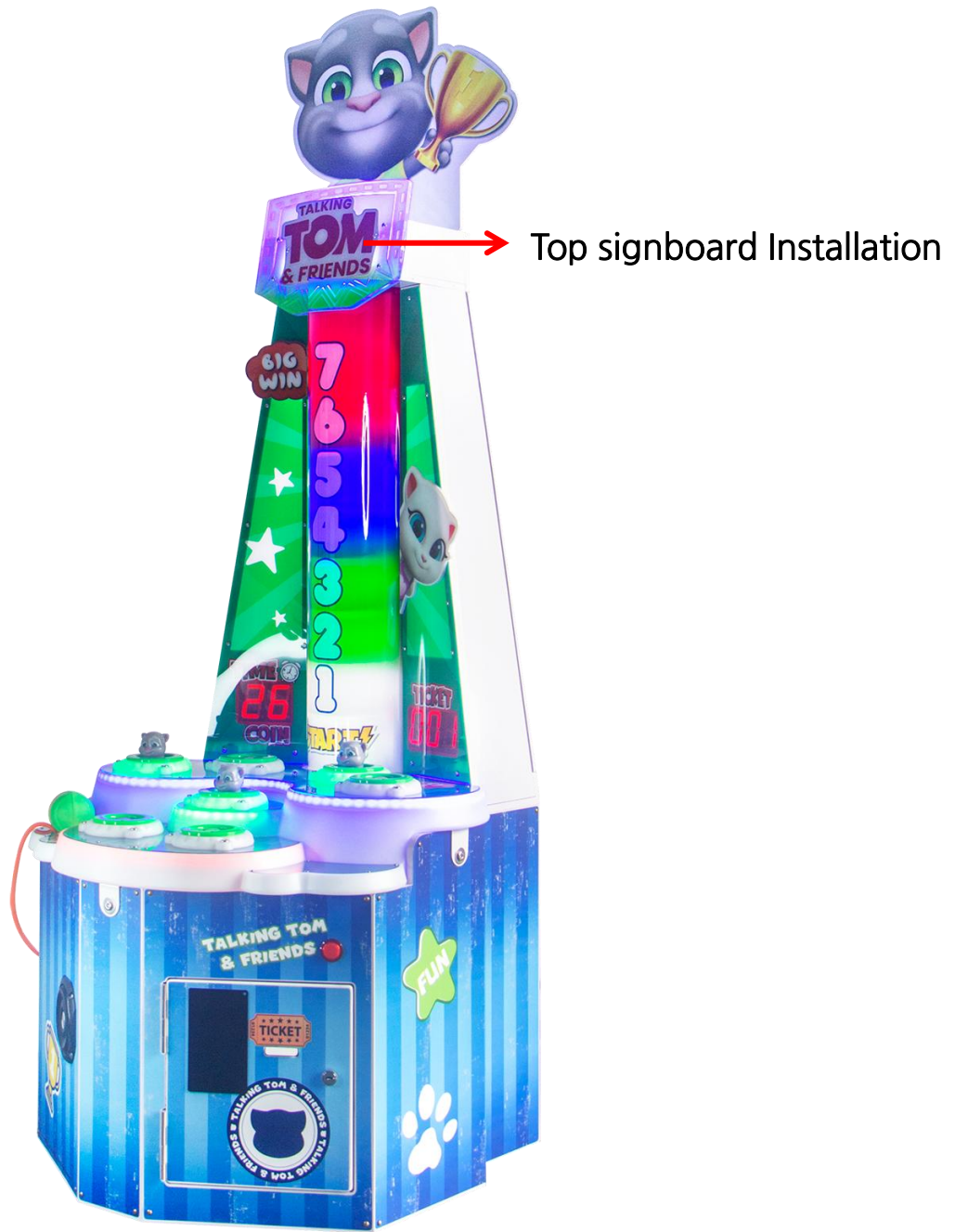


2. COMPONENTS

Please make sure that you have received the items list as below

No.	Description	Spec.	Picture	QTY	Remark
1	Manual			1	
2	Blue Key			1	Blue key for coin acceptor, access door and line module
3	Red Key			1	Red key for coin box
4	Power cord			1	
5	Screws				

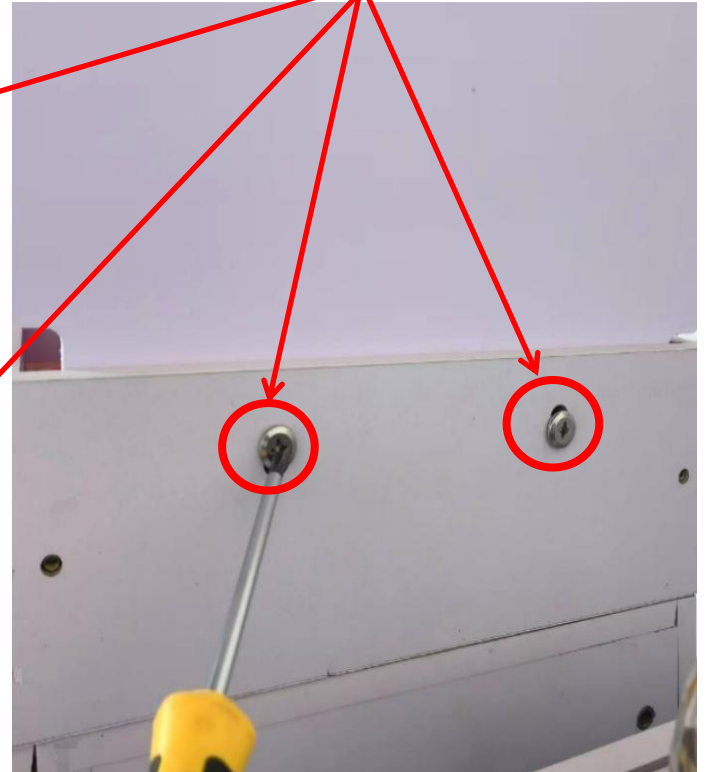
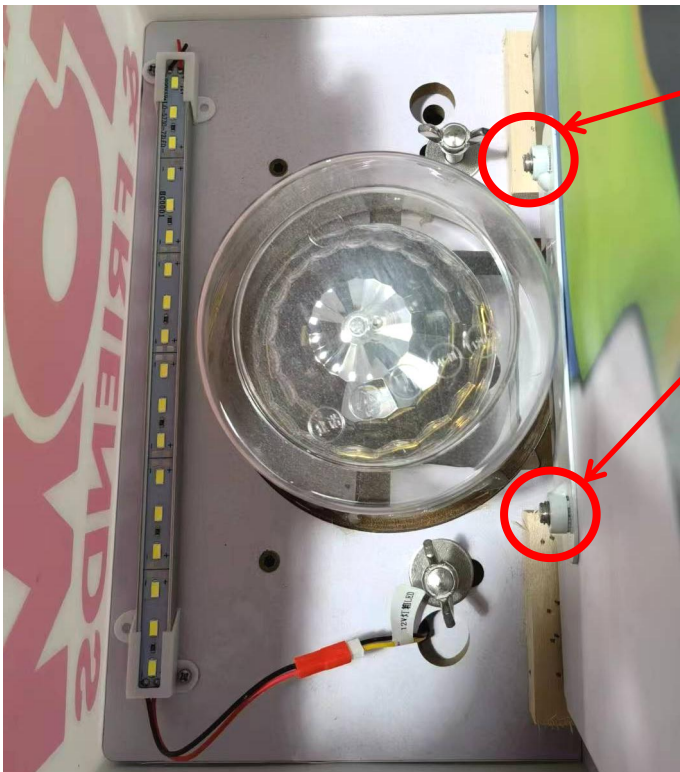
3. INSTALLATION



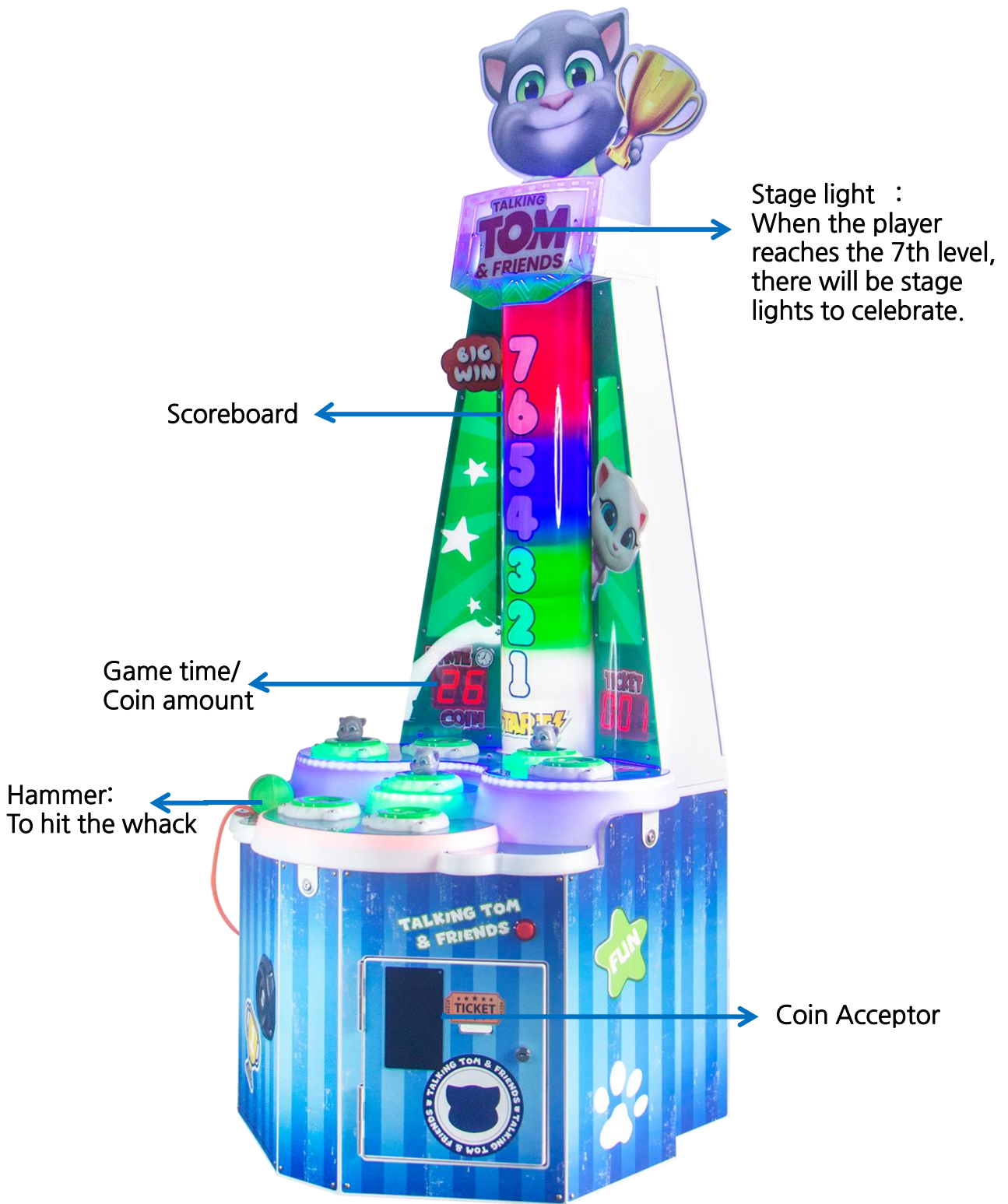


① Install the Talking Tom Cat Shelving Unit as the Picture shown.

② Tighten the screws from the back with a Phillips screwdriver to complete the installation.



4. PARTS AND FUNCTIONS



4-1 How to move/lock the machine

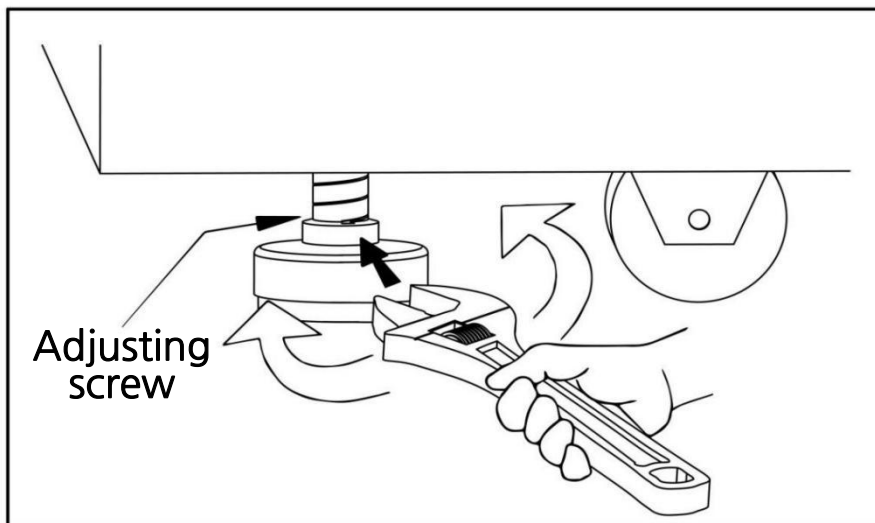
The machine must be placed on a horizontal surface. It comes with 4 foot pads and 4 casters. When moving the machine: Adjust the foot pads to the highest point and keep at least 1cm away from the floor.

When lock the machine: please keep all the pads horizontally fixed on the floor.

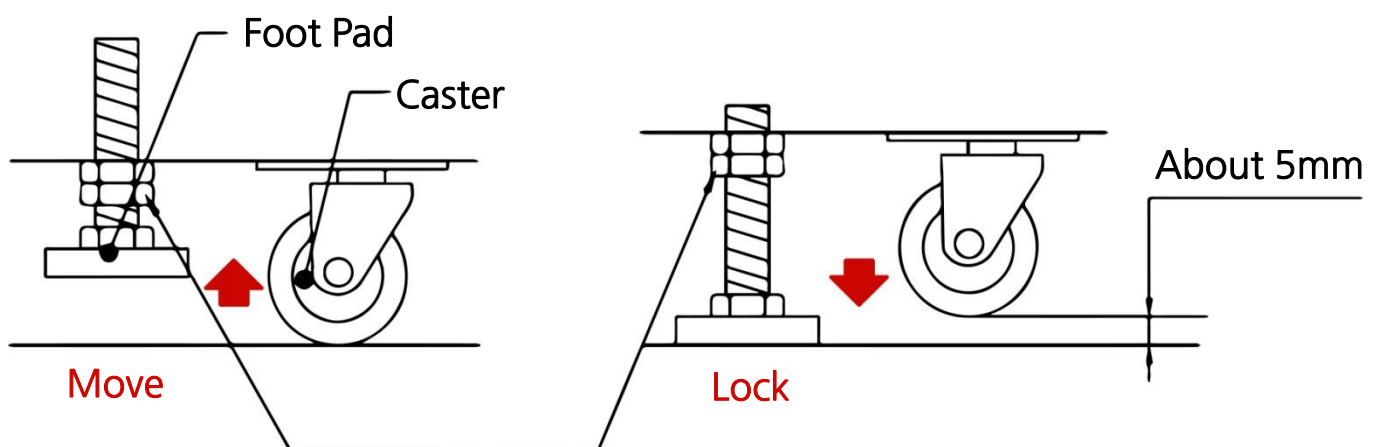
Operation as follows

①When moving the machine, adjust the foot pads to the highest point and keep the casters touch the floor.

②The machine can be easily moved while the wheels are load-bearing.



③After confirm the location, tighten screws downward and fix it. Adjust the height of the four foot pads until the machine is in level.



5. GAME INSTRUCTION

An interesting whack game. There are 7 holes, each containing a gopher that randomly jumps while the player hits it with hammers to score points. The scoreboard shows the current score level from 1 to 7, and tickets are awarded at the end of the countdown.



About the Game

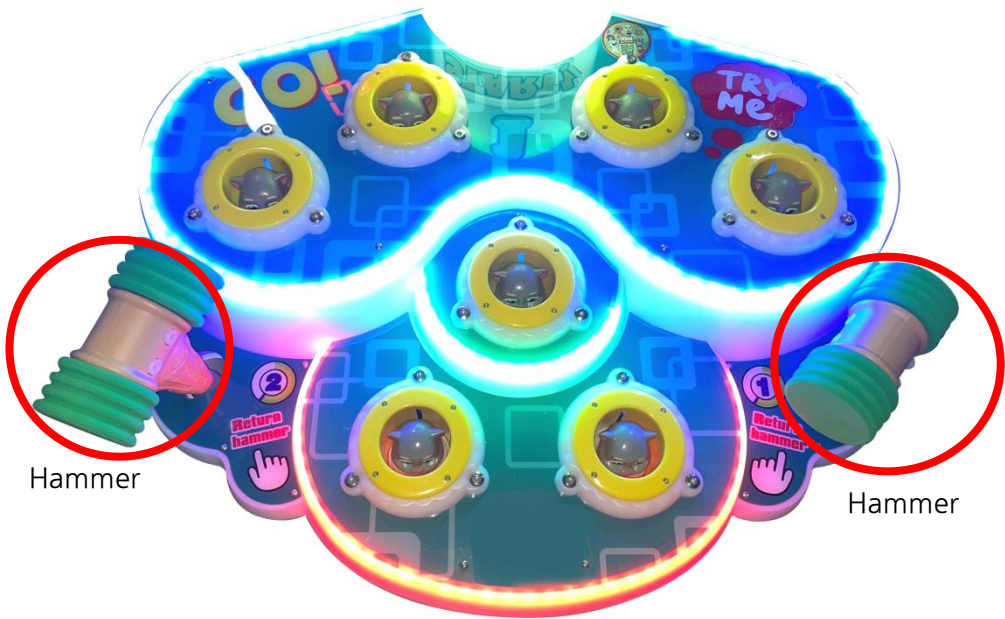
1. Insert coins and start the game. Players hit the pop-out whack to score, while the timer counts down and the scoreboard lights up from the bottom.
2. The game countdown ends, the gophers stop jumping, and tickets are dispensed based on the player's score.

★ Game Feature

1. Small and exquisite design with colorful lighting.
2. The structure is mechanized, making the Tom Cat strong and durable.
3. Simple and easy to play, good practice of the quick reaction capability!




How to play

Device	Picture	Function
Credit & timer		Display the coin amount and time countdown
Score light		Indicates the player's current score level



6. SETUP SETTINGS

6.1 How to enter setup menu

Background key position	Picture	How to operate
 <p>Unlock the Coin Acceptor plate</p>		<p>The 8-bit dip switch on the left for 1P&2P game settings, while the right 8-bit dip switch is for ticket settings. Detailed information can be found in sections 5.2 and 5.3.</p> <p>The No.1 is the service key (long press for 3 seconds to clear debt ticket credit), and the No.2 key is the test mode key. No.3 and No.4 keys are used to select up and down in test mode. The final key is used to adjust volume.</p>
 <p>Front Plate</p>		<p>Refill ticket: Press the button to refill the ticket after replacing it when the ticket is empty</p>

6.2 Game setup(The 8-bit dip switch on the left)

	1	2	3	4	5	6	7	8
40s/game	OFF	OFF	OFF					
50s/game	ON	OFF	OFF					
60s/game	OFF	ON	OFF					
70s/game	ON	ON	OFF					
80s/game	OFF	OFF	ON					
Easy Mode				OFF				
Hard Mode				ON				
1 coin/game					OFF	OFF		
2 coins/game					ON	OFF		
3 coins/game					OFF	ON		
4 coins/game					ON	ON		
Ticket OFF							OFF	
Ticket ON							ON	
Free Play								OFF
Pay Play								ON

6.3 Ticket setup (The 8-bit dip switch on the right)

Final tickets = (consolation prize + default option) * Half ticket rate

	1	2	3	4	5	6	7	8
Consolation prize 0	OFF	OFF	OFF					
Consolation prize 1	ON	OFF	OFF					
Consolation prize 2	OFF	ON	OFF					
Consolation prize 3	ON	ON	OFF					
Consolation prize 4	OFF	OFF	ON					
Consolation prize 5	ON	OFF	ON					
Consolation prize 6	OFF	ON	ON					
Consolation prize 7	ON	ON	ON					
Option 1				OFF	OFF	OFF	OFF	
Option 2				ON	OFF	OFF	OFF	
Option 3				OFF	ON	OFF	OFF	
Option 4				ON	ON	OFF	OFF	
Option 5				OFF	OFF	ON	OFF	
Option 6				ON	OFF	ON	OFF	
Option 7				OFF	ON	ON	OFF	
Option 8				ON	ON	ON	OFF	
Option 9				OFF	OFF	OFF	ON	
Option 10				ON	OFF	OFF	ON	
Option 11				OFF	ON	OFF	ON	
Option 12				ON	ON	OFF	ON	
Option 13				OFF	OFF	ON	ON	
Option 14				ON	OFF	ON	ON	
Option 15				OFF	ON	ON	ON	
Option 16				ON	ON	ON	ON	
Half Model 1/1								OFF
Half Model 1/2								ON

6.4 Ticket setup

The consolation prize 0-7 corresponds to the number of tickets from 0 to 7, which will be added to the final ticket count.

Option	Ticket amount						
Option 1	1	1	2	2	3	4	5
Option 2	1	2	3	4	5	6	7
Option 3	2	4	6	8	10	12	14
Option 4	3	6	9	12	15	18	21
Option 5	4	8	12	16	20	24	28
Option 6	5	10	15	20	25	30	35
Option 7	6	12	18	24	30	36	42
Option 8	7	14	21	28	35	42	49
Option 9	8	16	24	32	40	48	56
Option 10	9	18	27	36	45	54	63
Option 11	2	4	6	8	9	10	11
Option 12	4	8	12	16	18	20	22
Option 13	6	12	18	24	27	30	33
Option 14	8	16	24	32	36	40	44
Option 15	10	20	30	40	45	50	55
Option 16	12	24	36	48	54	60	66

6.5 Test mode

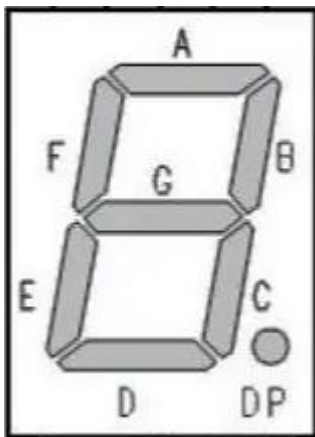
In standby state, press the test key to enter the testing mode. Press the ↑ / ↓ keys to switch between test options, and use the test key to enter or exit test options.

FND	Options	Description
	Test mode	<p>Ⓐ After entering the test mode, functions of the 1P and 2P game buttons are as follows.:</p> <ol style="list-style-type: none"> 1) ↑ Up key function is to move up. 2) ↓ Down key function is to move down. <p>Ⓑ The test menu is composed of " A1→B1→ D1→ E1→ F1→ G1→ H1→OU ". The menu options loop indefinitely in order " A1→B1→D1→E1→F1→G1→H1 → OU→ A1→B1→D1→E1→F1→G1→H1→OU→A1 ~~~ " .</p> <p>Ⓒ The downward direction is shown in the timer in the following order.</p> <ol style="list-style-type: none"> 1) A1 → B1 → D1 → E1 → F1 → G1 → H1 → OU <p>Ⓓ The upward direction is shown in the timer in the following order.</p> <ol style="list-style-type: none"> 2) OU → H1 → G1 → F1 → E1 → D1 → B1 → A1 <p>Ⓔ Press the test key to access the chosen mode.</p> <p>Ⓕ After selecting the mode, the Up and Down keys operate based on the corresponding instructions below.</p> <p>Ⓖ In test mode, use either the Up Key or Down Key to select different options. Press the Test Key to end the current test option and proceed with the newly selected one.</p> <p>Ⓗ Press the Test Key for more than 3 seconds to exit the test mode.</p>

A1	LED & FND test	<p>Ⓐ TIME FND A1, press the Test Key to enter.</p> <p>Ⓑ FND loop demonstration in order of 0.0. ~ 9.9. (Performance time 0.5s)</p> <p>Ⓒ Press the Test Key to exit the test mode.</p>
B1	Solenoid test	<p>Ⓐ TIME FND B1, press the Test Key to enter.</p> <p>Ⓑ The Solenoid and Sensor test process is as follows:</p> <ol style="list-style-type: none"> 1) The solenoids from numbers 1 to 7 lift and fall in sequence every 0.5 seconds (As picture 1) 2) When each solenoid falls off, the LED light around it will turn on when its bottom sensor completes identification. (The light will be on continuously ON when it is sensed, or OFF.) 3) The aforementioned test state will be reiterated. <p>Ⓒ Press the Test Key again to exit the test mode.</p>
D1	Coin function test	<p>Ⓐ TIME FND D1, press the Test Key to enter.</p> <p>Ⓑ The third digit of the ticket FND shows the number of coins (Show 0 ~9, show 0 ~9 sequence again from 10)</p> <p>Ⓒ Press the Down key to activate the coin ban function.</p> <ol style="list-style-type: none"> 1) When the coin ban function is turned OFF, the LED light on coin acceptor is on. 2) When the coin ban function is turned ON, the LED light on coin acceptor is off. 3) After entering this test mode, the ban function is automatically OFF. Press the Start button to turn it on/off. <p>Ⓓ Inserting coins will have a sound effect and the quantity will be displayed when the coin ban function is disabled. When the coin ban function is enabled, please disregard the coin number and reset the previous coin credit count.</p> <p>Ⓔ Press the Test Key again to exit the test mode.</p>
E1	Ticket test	<p>Ⓐ TIME FND E1, press the Test Key to enter.</p> <p>Ⓑ The third digit of the ticket FND shows the number of tickets (The tickets will be counted in the order of "3" → "2" → "1" → "0" while running, with a 0.3-second interval)</p> <p>Ⓒ Press the Down key to draw 3 tickets</p> <p>Ⓓ When the draw ticket function malfunctions, the FND stops moving and displays an error code.</p> <p>Ⓔ Press the Test Key again to exit the test mode.</p>
F1	Counter test	<p>Ⓐ TIME FND F1, press the Test Key to enter.</p> <p>Ⓑ The coin counter and ticket counter are activated once each when press the Down key.</p> <p>Ⓒ Press the Test Key again to exit the test mode.</p>
G1	Audio test	<p>Ⓐ TIME FND G1, press the Test Key to enter.</p> <p>Ⓑ The speakers on both sides will be played in the following order by pressing the 1P game button. Left "1" → right "2" → left "3" → right "4" → left "5" → right "6" → left "7" → right "8" → left "9" Automatically loop in order.</p> <p>Ⓒ Press the Up key to play various audio through both side speakers, including sound effects, demos, and game sounds.</p> <p>Ⓓ Press the Test Key again to exit the test mode.</p>

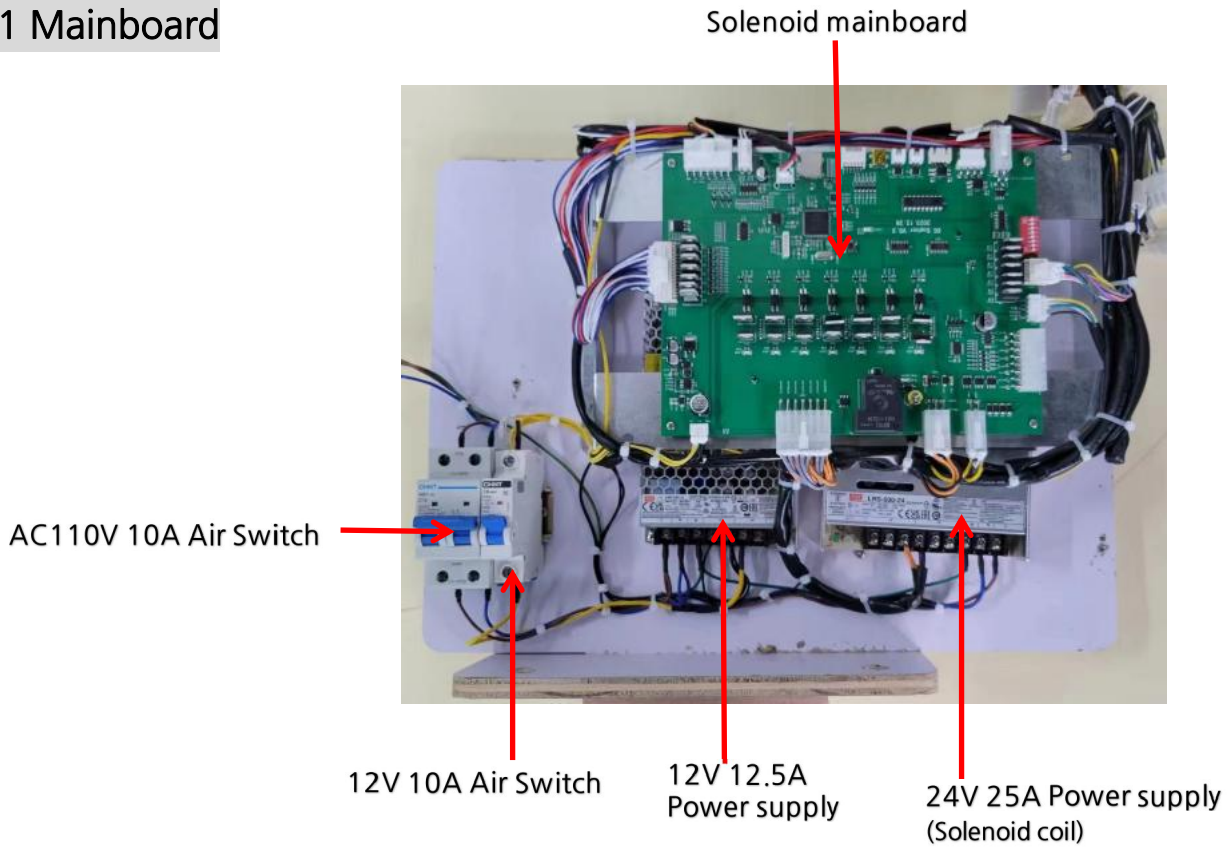
H1	Aging Test	<p>Ⓐ TIME FND H1, press the Test Key to enter.</p> <p>Ⓑ The Solenoids are moved in the following sequence during the aging test.</p> <p>1) Action : ① → ② → ③ → ④ → ⑤ → ⑥ → ⑦ repeat the lifts in sequence.</p> <p>2) The ①Solenoid rises, wait for 3 seconds, then fall. During the waiting time or after the descent, there is a signal from the bottom sensor that can be viewed as a cycle.</p> <p>3) The ② solenoid then repeats the action cycle once the ① solenoid is done.</p> <p>Ⓒ Each Solenoid rises and falls a total of 99 times.</p> <p>Ⓓ All solenoids will stop after 99 cycles, and the Ticket FND the number of times the sensors detected movement.</p> <p>Ⓔ The ticket FND as below</p> <p>1) The first digit shows the solenoids number, the last two digits show the times of senses.</p> <p>2) Example: "199" and "299" and "399" and "499" and "599" and "699" and "799" each display for 1 second.</p> <p>Ⓕ Press the Test key again to exit the test mode.</p>
OU	Exit	Exit test mode

Picture 1: Corresponding position of FND in test

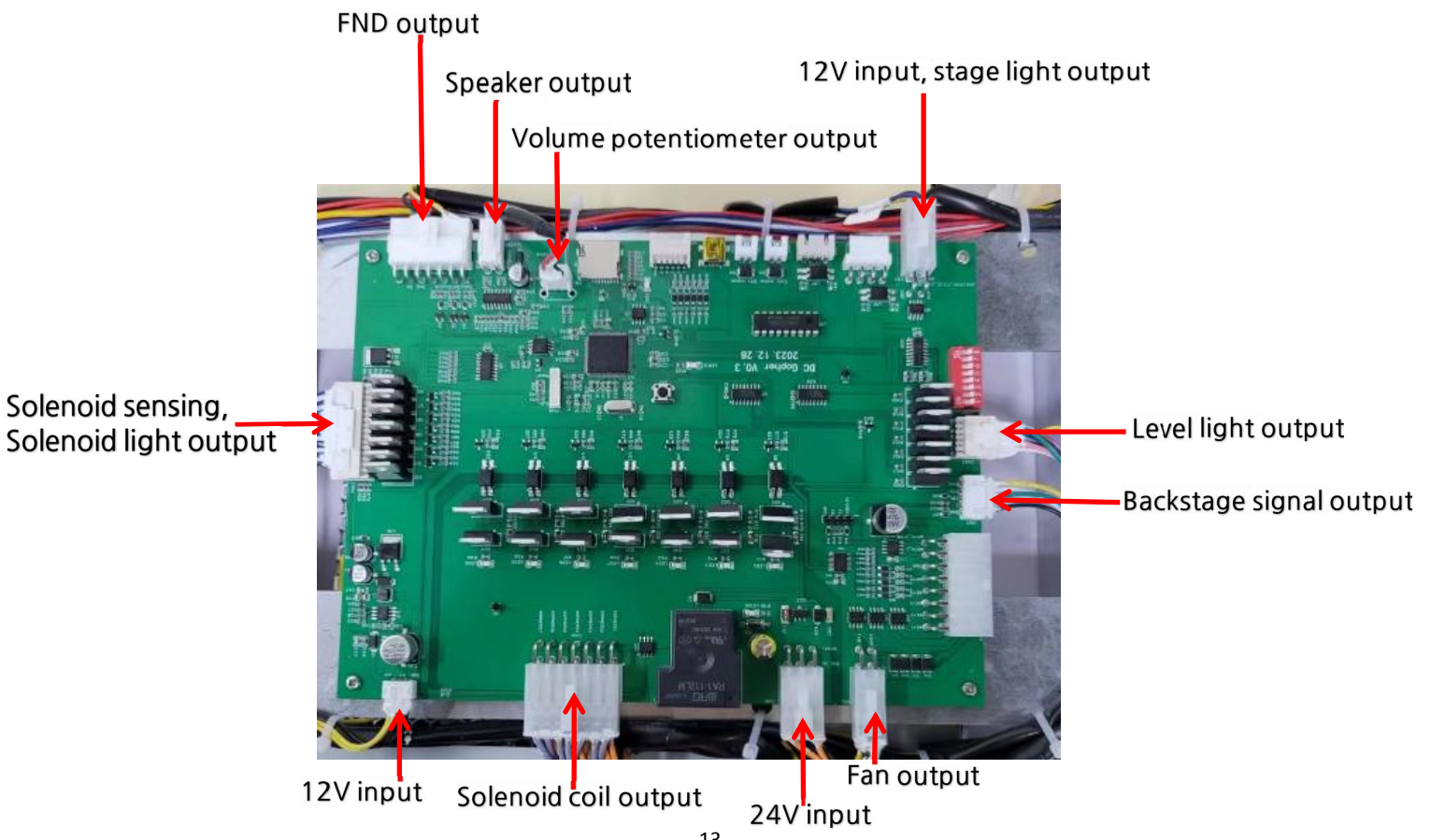


7. BOARD INFORMATION

7-1 Mainboard

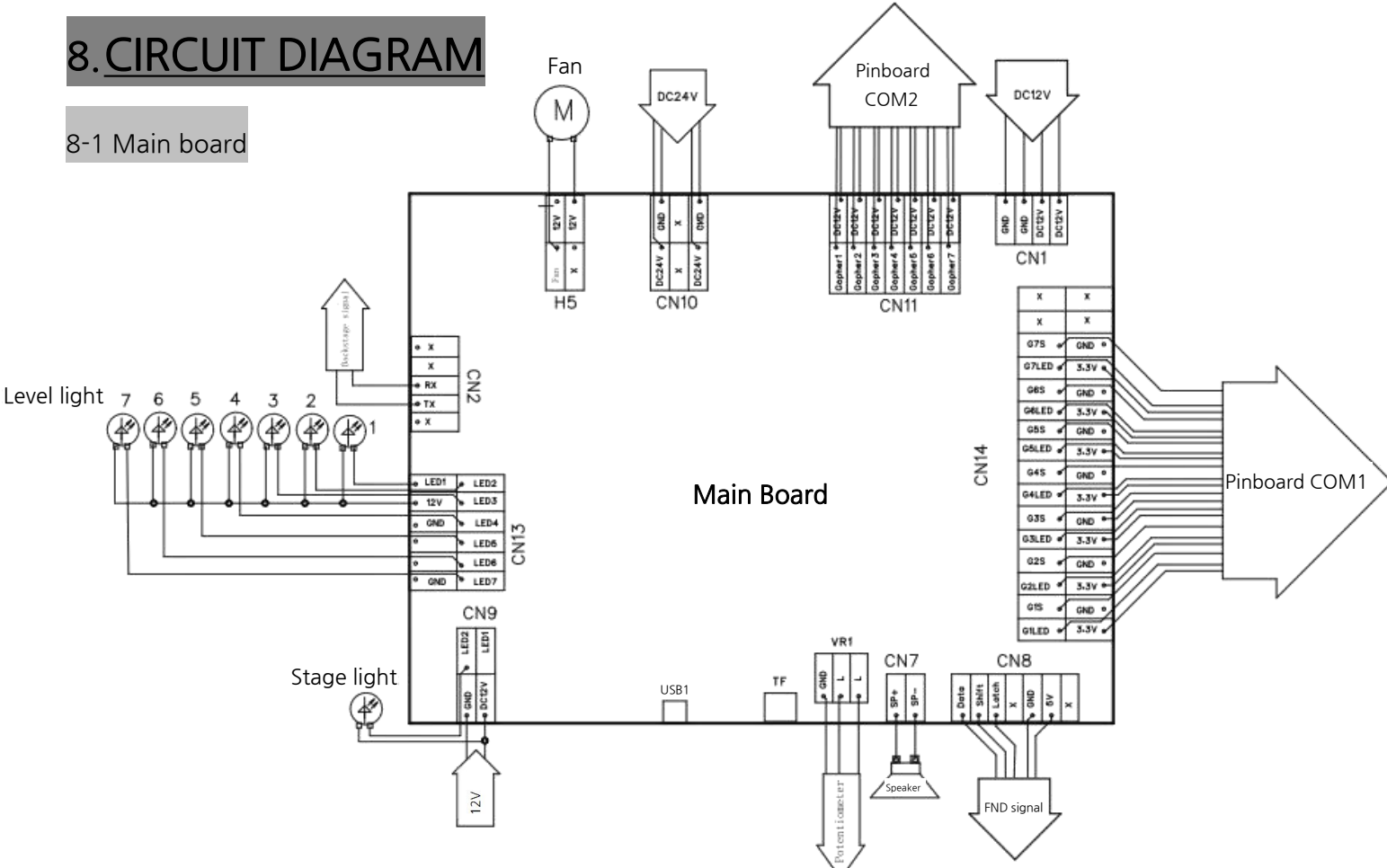


7-2 Control board

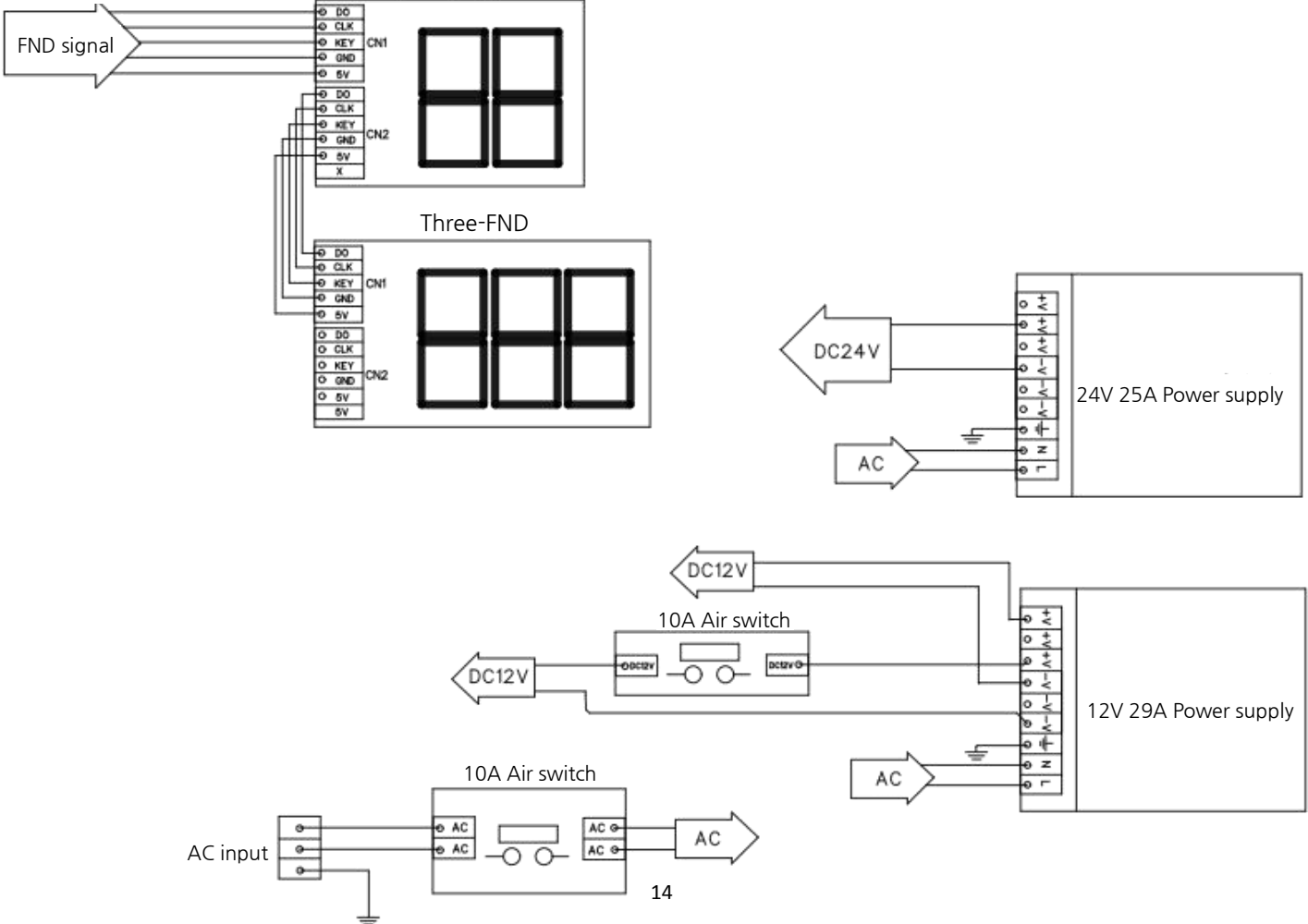


8. CIRCUIT DIAGRAM

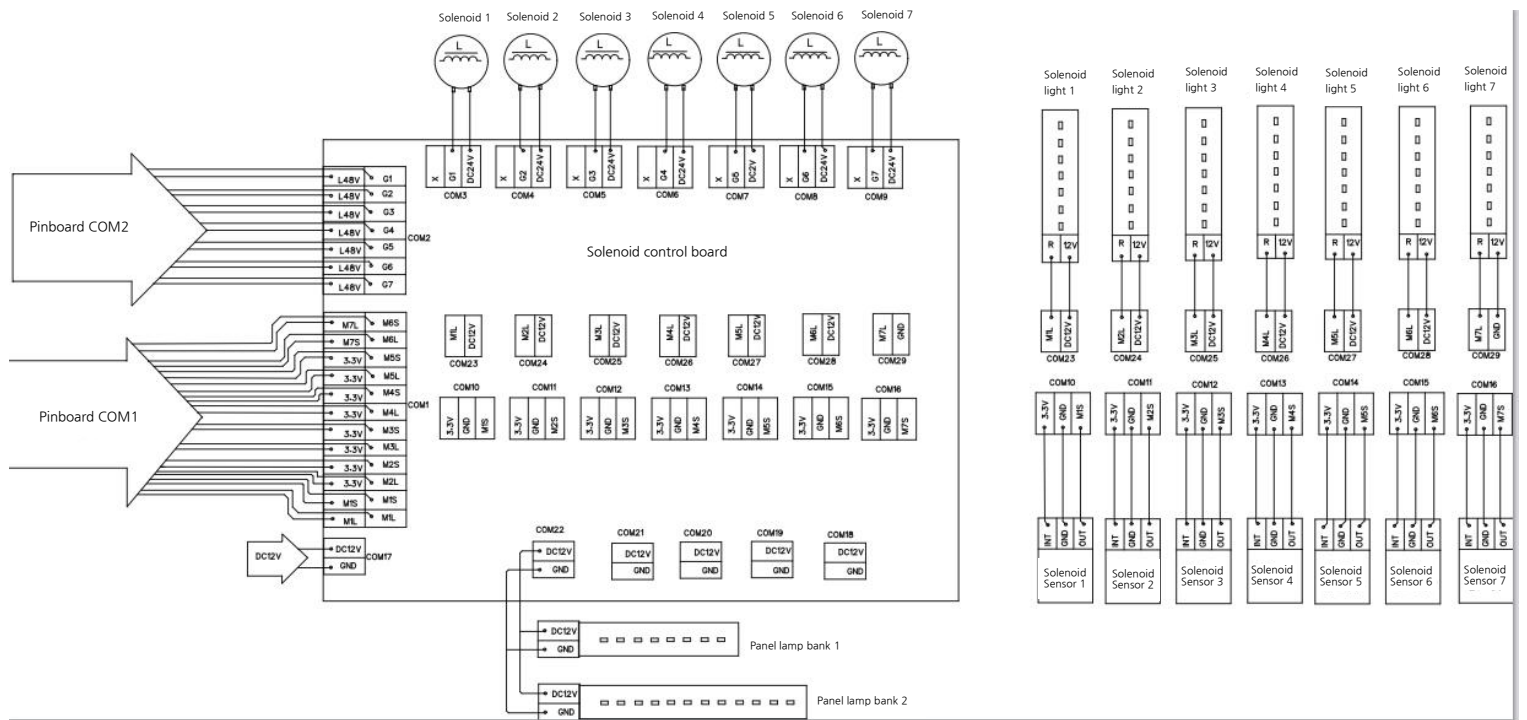
8-1 Main board



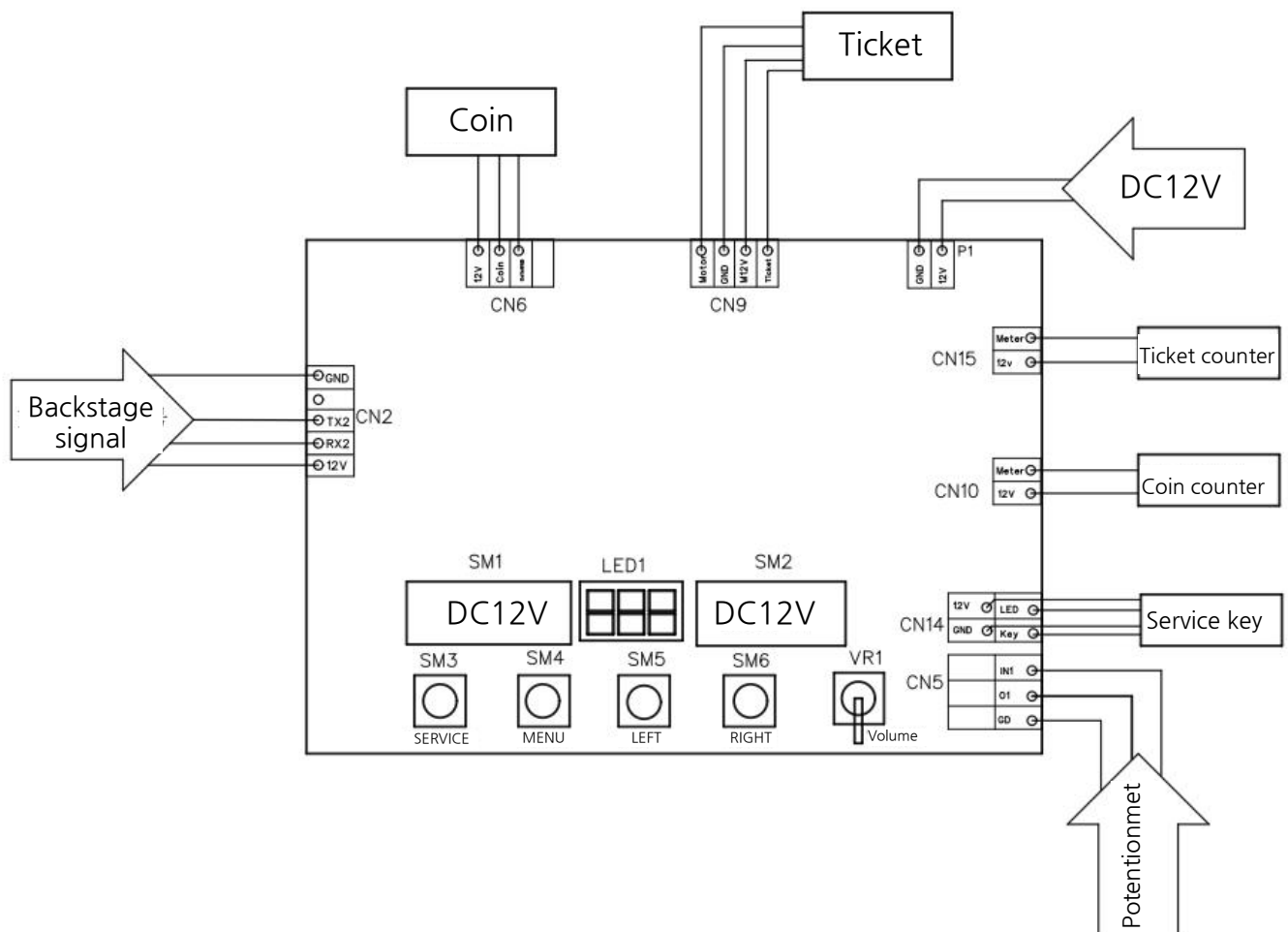
8-2 Pinboard



8-3 Solenoid control board



8-4 Backstage board



9. TROUBLE SHOOTING

9-1 Machine can not boot, no electricity.

Please check if 220V power cable is connected well.(picture 1)

Cable connected well

Poor connection: re-plug the cable

Please check if the power supply cable is properly connected.



(picture 1)

If cable is connected well, but the LED light of the power supply is off, then power supply has problem
(Test way: Please use the multimeter to check if the power supply has output voltage)
(as picture 2)

Poor connection: re-plug the cable



(picture 2)

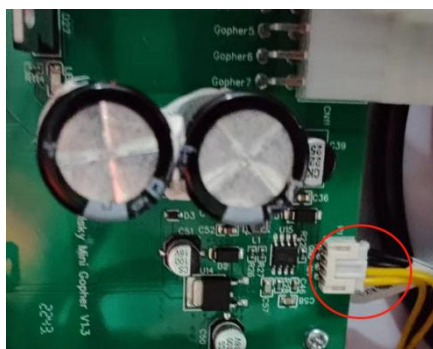
9-2 Power on machine, LED light is working, but monitor has no display

Please check whether the cable is connected well from 12V 16.5A power supply to main board.

Cable connected well

Poor connection: re-plug the cable

If cable connect well, power supply indicator is on, it might be **main board** problem, please contact with manufacture for maintenance.



(picture 3)

9-3 No music voice or low voice

Switch volume button left or right, check if speaker cable is connected well.

If the connection is good, then the **speaker** may be damaged, please contact the supplier for maintenance.

Poor connection: plug it again

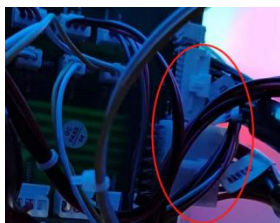
9-4 Power on, machine with the sound but the whack no pop-out

Check whether the cable to the turntable control board is connected well (picture 4).

Cable connected well

Poor connection: plug it again

Check if the 24V voltage indicator on the main board is turned on. If it is, then the [main board](#) is damaged. Please contact the supplier for maintenance (picture 5).



(picture 4)

If the 24V power indicator on the main board is off, the 24V power supply is broken (picture 6)



(picture 5)



(picture 6)

9-5 Coin acceptor can't accept coin or eat credit

Check if cable of coin acceptor to main board is connected well.

Cable connected well, Please replace another coin acceptor to try.

Poor connect: re-plug the cable

If the new coin acceptor is still not functioning properly, then it is the [game box's](#) problem.

10.ERROR CODE

Code	Meanings	Solving
E1	The solenoid coils are faulty	Check if the solenoid coil is short-circuited.
E2	More than 4pcs gopher coils or sensors are damaged.	1. Check the coil running status and cable connection. 2. Check the optical input status and cable connection.
E3	24V power supply is absent or the solenoid sensor plug is disconnect	Check if the 24V power supply is damaged.
E4	Mainboard damage.	Please contact the supplier and replace the mainboard.
E5	Optical sensor runs abnormally.	1. Check the coil running status and cable connection. 2. Check the optical input status and cable connection.

11.WARRANTY

AS PART LIST

NO	CODE NAME	PART NAME
1	M2220HAM001	FA-900 Talking Tom whack Main board
2	M2220HAM002	FA-900 Talking Tom whack Cable switching board
3	M2220HAM003	FA-900 Talking Tom whack- backstage control board PCBA
4	M2220HAM004	FA-900 Talking Tom whack gopher head module
5	M2220HAM005	FA-900 Talking Tom whack -Rod head of metal
6	M2220HAM006	FA-900 Talking Tom whack Gopher barrel fixed collar
7	M2220HAM007	FA-900 Talking Tom whack 2 Digit display_PCBA
8	M2220HAM008	FA-900 Talking Tom whack 3 Digit display_PCBA
9	M2220HAM009	FA-900 Talking Tom whack 24V 25A power supply
10	M2220HAM010	FA-900 Talking Tom whack 12V 12A power supply
11	M2220HAM011	FA-900 Talking Tom whack stage lamp bulb
12	M2220HAM012	FA-900 Talking Tom whack Electrical Leakage circuit Breaker 2P_10A
13	M2220HAM013	FA-900 Talking Tom whack Warped boat type high-power switch
14	M2220HAM014	FA-900 Talking Tom Semicircle acrylic pipe
15	M2220HAM015	FA-900 Talking Tom decoration PC
16	M2220HAM016	FA-900 Talking Tom decoration board
17	M2220HAM017	FA-900 Talking Tom whack Left score PC decoration piece
18	M2220HAM018	FA-900 Talking Tom whack right score PC decoration piece
19	M2220HAM019	FA-900 Talking Tom whack Light box decoration PC-BIG WIN
20	M2220HAM020	FA-900 Talking Tom whack Light box decoration PC-Angela
21	M2220HAM021	FA-900 Talking Tom whack Countertop decoration PC-1
22	M2220HAM022	FA-900 Talking Tom whack-Countertop decoration PC-2
23	M2220HAM023	FA-900 Talking Tom whack-Countertop decoration PC-3
24	M2220HAM024	FA-900 Talking Tom whack-Countertop decoration PC-4
25	M2220HAM025	FA-900 Talking Tom whack-Countertop decoration PC-5
26	M2220HAM026	FA-900 Talking Tom whack- hammer
27	M2220HAM030	FA-900 Talking Tom control lamp strap-BLUE
28	M2220HAM031	FA-900 Talking Tom control lamp strap-RED
29	M2220HAM032	FA-900 Talking Tom control lamp strap-GREEN
30	M2220HAM033	FA-900 Talking Tom 12V 0.5A heat dissipation fan
31	M2220WAC002	sensor board
32	M2220WAC043	Power filter switch socket
33	M2220WAC018	4"Speaker horn
34	M2220HAM034	FA-900 Talking Tom Light box module
35	M2220HAM035	FA-900 Talking Tom whack Gopher barrel body module

▼1 	▼2 	▼3 	▼4 
▼5 	▼6 	▼7 	▼8 
▼9 	▼10 	▼11 	▼12 
▼13 	▼14 	▼15 	▼16 
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