

# **Pink Date**

## **Instruction Manual**



**Please read this instruction carefully before installation and use**

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## Specifications and Technical Parameters



- 1) Operating Voltage: AC 220V - 240V, 50/60 Hz or AC110V±5%, 50/60 Hz
- 2) Minimum Power: 120W
- 3) Maximum Power: 180W
- 4) Dimensions: W800 × D930 × H 2100 (mm)
- 5) Weight: 150Kgs

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# 1. Gameplay

Insert coin to start the game, press and hold button to move the mechanism. Within limited time, release button to cut the rope. If you cut off the rope, collect the prize.

## 2. Supplement of prize

When there is no prize, press and hold the button for 5 seconds, the door will open automatically then you can put the prize inside.

## 3. Parameter settings

In the standby mode, press the “cancel” button for 3 seconds of the keypad to enter the menu. The screen displays as follows:

**1.Basic setting**

**2.Function setting**

**3.Cut setting**

**4.Exit**

After entering the menu, use the keyboard to switch between the “up” and “down” and “left” and “right” options and parameters, and press the enter “confirm” to save.

### (1) Basic setting

① **Demo music**

The gap between the background music. For example if set 3 means the machine plays background music every 3 minutes. If off means no background music

② **Coin keep**

Keep the credits when the machine is power off

③ **Test mode**

④ **Free play mode**

⑤ **IO test**

⑥ **Lock Type**

Default NO. DO not change

⑦ **Ticket End mode**

ON--If machine with ticket payout, means that machine will keep working even without ticket

OFF- Means that machine stop working when there is no ticket. After refill ticket machine will work

⑧ **Language**

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## (2) Function setting

### ① Coin&play:

How many coins for 1 game

### ② Game time

The play time per game

### ③ Open Door

Press to open the front door

### ④ Door Open Mode

ON-When the prize is won, the door will be opened automatically

OFF-When the prize is won, the door will not open automatically

### ⑤ Payout setting

How many games per prize, ranging from 2 to 999 rounds, the default is 10 rounds. (If you change the payout setting, the number of players' games will not be cleared, it will be counted in the next round of winning. If you want to calculate from 0, please select Clear Account)

### ⑥ Audit:

Total audit/ Payout overview/Clear data

### ⑦ Ticket set

How many tickets will be given to players in each game without winning. Off means no ticket payout

### ⑧ Factory setting

Restore factory setting

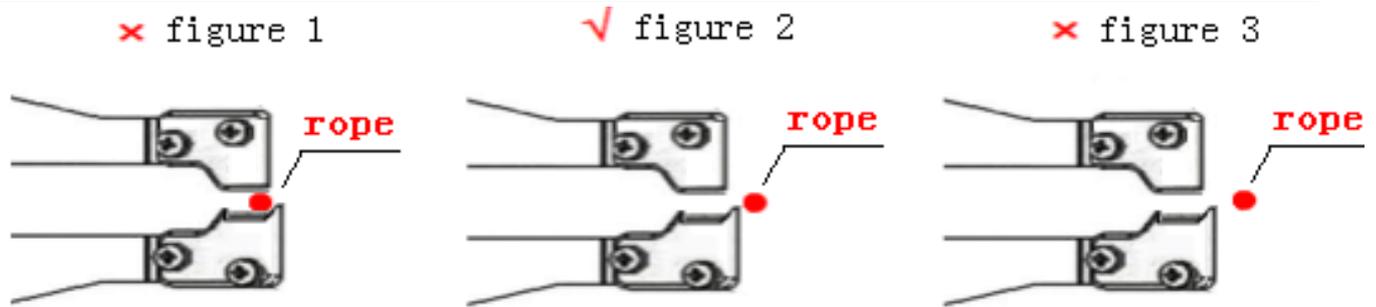
### ⑨ Version

## (3) Scissors

### ① Coordinate

The position of the scissors has been corrected in the factory. Do not adjust it randomly in daily use! If you need to re-calibrate as follows:

Use the keyboard up and down button to control the forward and backward movement of the scissors, so that the front end of the plastic part on the left side of the scissors is very close to the rope but doesn't touch it ( as shown in figure 2). If the plastic part touches the rope(like figure 1) or too far from the rope(like figure 3), the calibration is not correct. Press the confirm button to save the setting, and the scissors will return to the save position again. Then choose "Test" to check if the scissors position is saved and accurate.



## ② Break distance

The default setting is 16, do not change! The lower the value, the better game experience but sometimes the payout rate is not quite correct as the set amount!

## ③ Position test

To test the winning position and see if the rope is in the middle of the blade.

# 4. Error code and solution

## (1) Err Code 2 Motor or back sensor

Error description: The crane doesn't move.

Solution:

- Restart the machine
- If the problem unsolved, enter into IO test to check the motor and back sensor
- Replace the mainboard or crane to test

## (2) Err Code 4 Scissor

Error description: The scissor doesn't cut or keep cutting during the game

Solution:

- Restart the machine
- If the problem unsolved, enter into IO test to check the win signal
- Replace the mainboard or crane to test
- Check the crane wire connection

## (3) Err Code 8 No Ticket

Error description: Unable to dispense the ticket

Solution:

- Refill ticket

# 5. Wiring instructions

**J9** 1 ← 10

1	GND
2	--IN21
3	GND
4	CRANE BACK SENSOR
5	GND
6	CRANE RESET SENSOR
7	GND
8	--IN18
9	GND
10	--IN17

**J13** 9 ↑ 1

9	GND
8	5V
7	VO
6	CS
5	SID
4	SCLK
3	RST
2	BACK LIGHT 5V
1	BACK LIGHT GND

**J3** 39 ← 1  
40 ← 2

1	POWER SUPPLY 12V	2	POWER SUPPLY 5V
3	POWER SUPPLY 12V	4	POWER SUPPLY 5V
5	POWER SUPPLY 12V	6	POWER SUPPLY 5V
7	GND	8	GND
9	GND	10	GND
11	GND	12	GND
13	GND	14	GND
15	IN1	16	COIN SIGNAL1 IN2
17	MOVE BUTTON-IN3	18	COIN SIGNAL2 IN4
19	KEYPAD UP -IN5	20	KEYPAD DOWN -IN6
21	KEYPAD LEFT -IN7	22	KEYPAD RIGHT -IN8
23	VIBRATION SIGNAL-IN9	24	PRIZE SENSOR-IN10
25	CONFIRM BUTTON -IN11	26	SERVICE BUTTON-IN12
27	SETUP BUTTON-IN13	28	TICKET DISPENSER SIGNAL OUT-IN14
29	ELECTRONIC LOCK SIGNAL INPUT-IN15	30	-IN16
31	POWER SUPPLY 12V	32	POWER SUPPLY 12V
33	TICKET COUNTER-O2	34	PRIZE LIGHT CONTROL SIGNAL-O9
35	PRIZE COUNTER-O3	36	PRIZE SENSOR CONTROL-O8
37	COIN COUNTER-O4	38	MOVE BUTTON LIGHT-O7
39	TICKET DISPENSER SIGNAL IN-O5	40	-O6

**J4** 12 ↓ 1

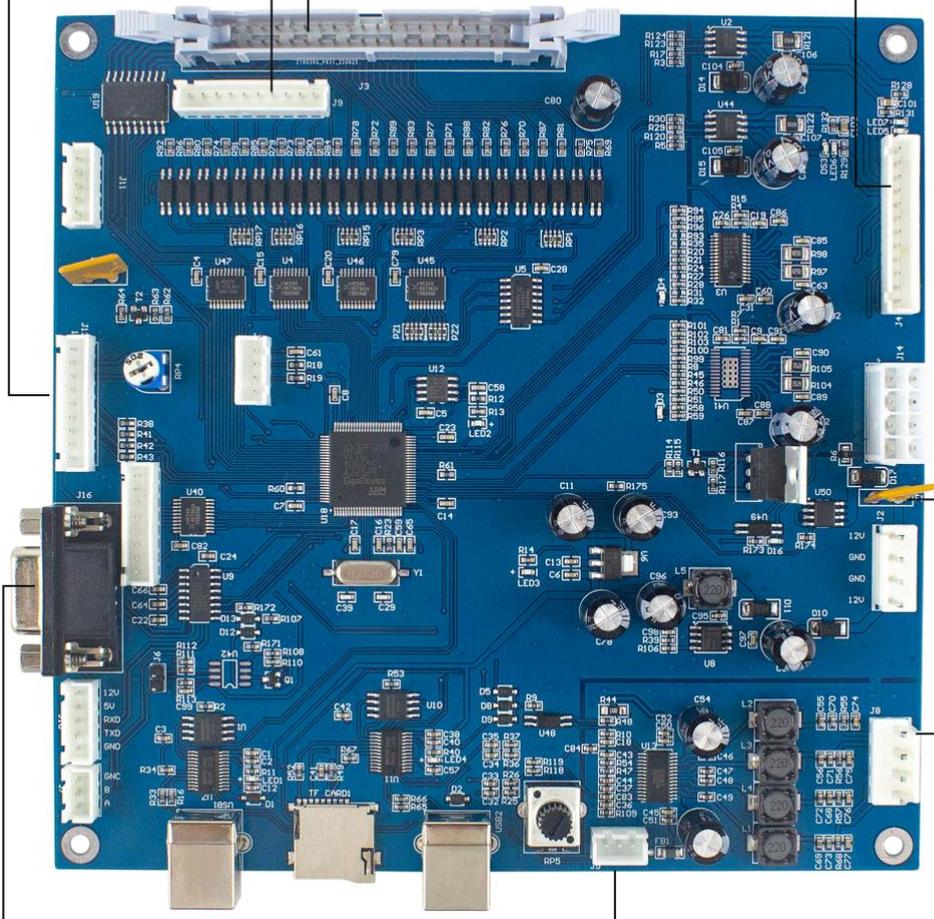
1	
2	
3	
4	
5	FORWARD/BACKWARD STEPPING MOTOR4
6	FORWARD/BACKWARD STEPPING MOTOR3
7	FORWARD/BACKWARD STEPPING MOTOR2
8	FORWARD/BACKWARD STEPPING MOTOR1
9	SCISSOR MOTOR -
10	SCISSOR MOTOR +
11	ELECTRONIC LOCK
12	ELECTRONIC LOCK

**J2** 1 ↓ 4

1	12V
2	GND
3	GND
4	12V

**J15** 1 ↓ 4

1	CHANNEL 1 +
2	CHANNEL 1 -
3	CHANNEL 2 +
4	CHANNEL 2 -



Serial port

Potentiometer