



STOP A PRIZE

Instruction Manual

WARNING

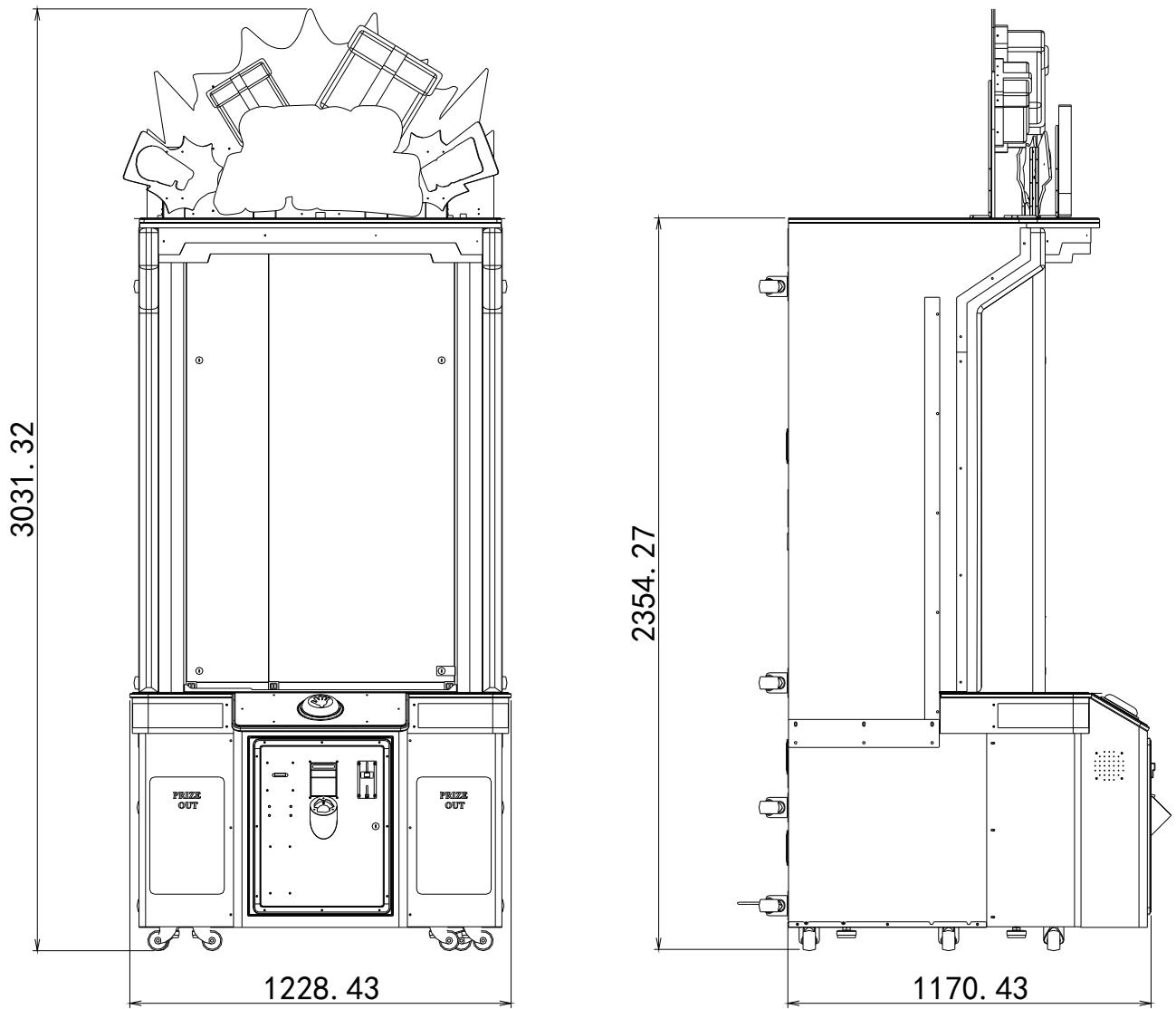
- For safe operation of this device, please read this instruction manual carefully before use.
- To ensure timely access by those who need it, please keep this manual in a safe place.

1. Specification

- (1) Voltage: AC 220V - 240V, 50Hz or AC110V±5%, 60 Hz
- (2) Maximum power: 580W
- (3) Maximum Current: 2.3A(220V), 4.6A(110V)
- (4) Weight: 433KG
- (5) Dimensions:

W1228.4 × D1170.4 × H3031.2 mm (Including light box)

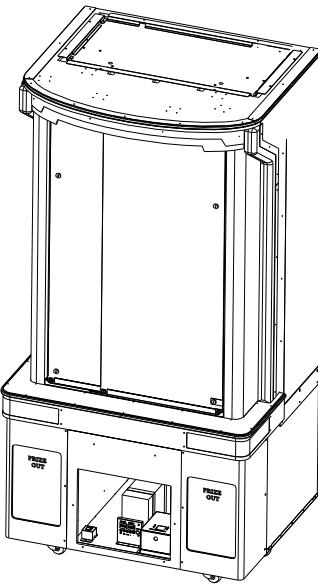
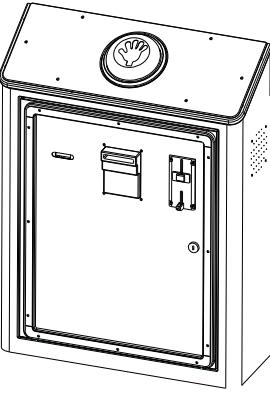
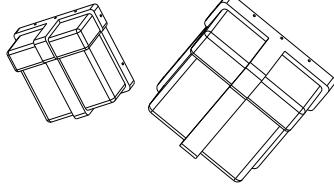
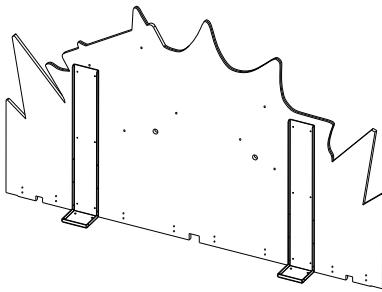
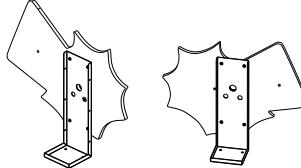
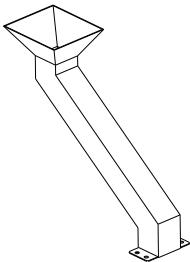
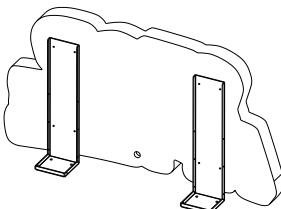
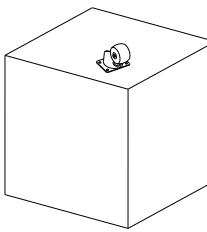
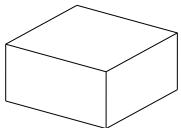
W1228.4 × D1170.4 × H2354.3 mm (No light box included)



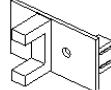
2. Package Contents

The machine is shipped with the following packaged components :

- Be sure to confirm whether all the following packaged items are included
- In case of missing items, please contact the dealer.

| | | |
|---|--|---|
| Main Cabinet | Console | Top Plastic Light Box |
|  |  |  |
| KT Board | Left and Right Arrow Light Board | Coin-receiving Channel |
|  |  |  |
| LOGO Light Box | Caster Box | Accessories Box |
|  |  |  |

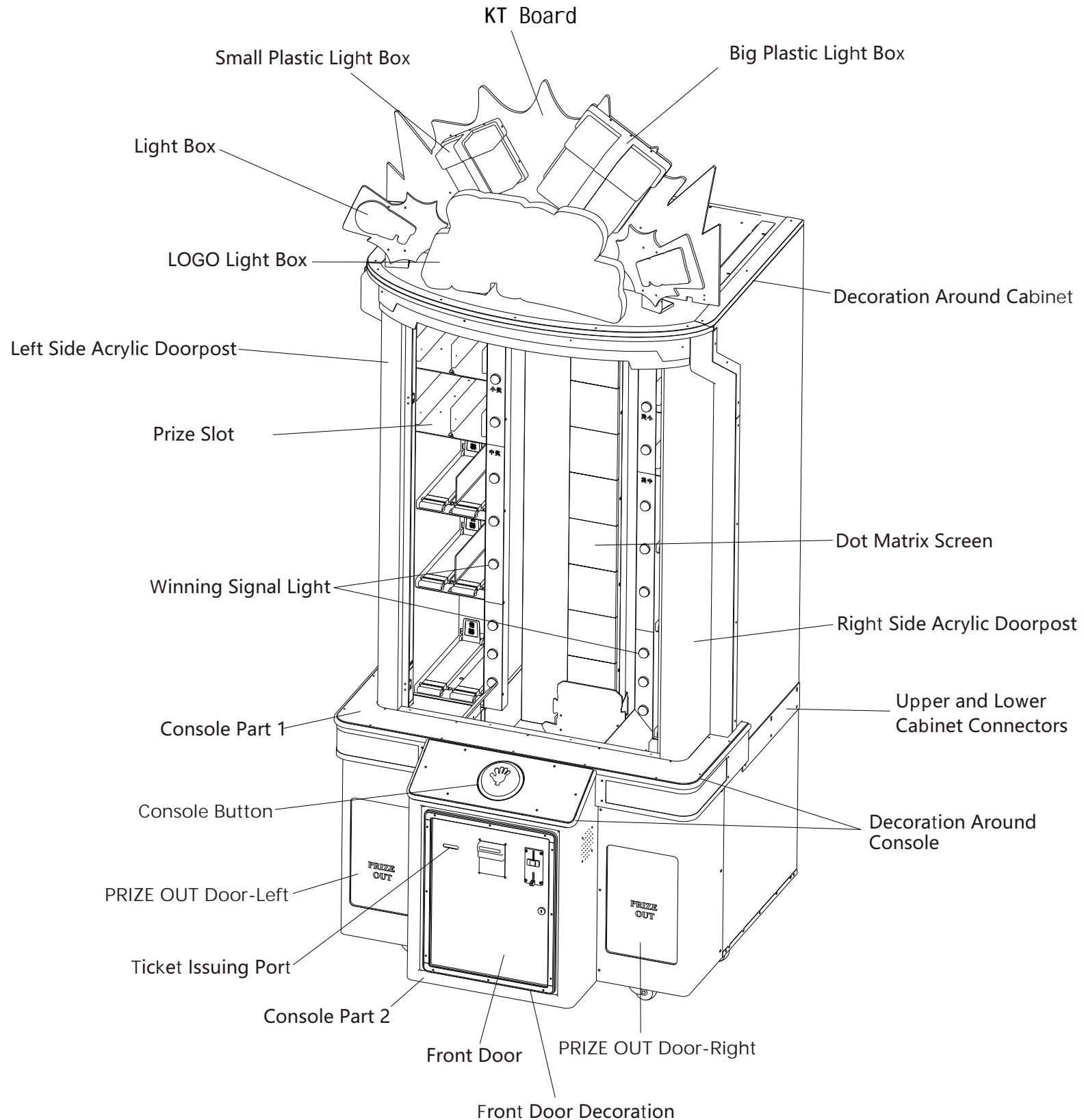
●Accessories List

| NO. | Name | Figure | QTY |
|-----|--------------------------|---|-----|
| 1 | Instruction Manual |  | 1 |
| 2 | Maintenance Key LA001 |  | 2 |
| 3 | Maintenance Key LA002 |  | 2 |
| 4 | Screws Bag |  | 1 |
| 5 | Power Cord |  | 1 |
| 6 | U Sensor |  | 2 |
| 7 | Switch |  | 1 |
| 8 | Flange Bearing (F6000ZZ) |  | 1 |
| 9 | Screwdriver 2M |  | 1 |
| 10 | Screwdriver 3M |  | 1 |
| 11 | Diode |  | 1 |
| 12 | Allen key 3M |  | 1 |
| 13 | Allen key 5M |  | 1 |

●Screws Bag List

| NO. | Name | Spec | QTY |
|-----|-------------------------------|---------------------|-----|
| 1 | Cross-head pan head screw | M4-16 Black Plated | 38 |
| 2 | Cross three combination screw | M6-16 Chrome Plated | 32 |
| 3 | Hexagon head cylinder screw | M10-60 Black Plated | 4 |
| 4 | Flat washer | Φ 10*Φ 20*T2 | 4 |

3. Overall Structure (Component Names)



4. Installation & Moving-in Conditions



WARNING

- Install the machine according to the instructions in this manual. Failure to do so may cause fire, electric shock, injury, or malfunction.
- Insert the power plug firmly (all the way) into the power outlet. Poor contact may cause overheating, fire, or burns.
- Always install the grounding wire. Failure to ground may cause electric shock if leakage occurs.
- When installing the machine, always secure it using the leveling adjusters. Failure to secure it may cause accidents or injuries.

4-1 Installation Conditions



WARNING

- Do not place objects near the ventilation holes on the back of the machine's display unit, blocking them. Otherwise, the internal temperature may rise excessively, potentially causing fire or malfunction.

4-2 Prohibited Installation Locations



WARNING

- This machine is for indoor use only. Never install outdoors or in the following locations:
 - * Locations exposed to direct sunlight
 - * Locations subject to rain or water leaks
 - * Highly humid locations
 - * Dusty locations
 - * Locations near heating equipment
 - * High-temperature locations
 - * Extremely cold locations
 - * Locations where condensation occurs due to temperature differences
 - * Locations obstructing emergency exits or firefighting equipment
 - * Unstable locations or locations subject to vibration

4-3 Machine Location Setting

NOTE :

- To ensure access for maintenance (e.g., removing filters, capsule toy dispensers), maintain a clearance of at least 50cm between the back of the machine and the wall or other game machines.
- Do not block ventilation holes.
- The height from floor to ceiling must be at least 206cm

4-4 Required Dimensions for Moving-in Route (Doors, Passages, etc.)

• Packaged information:

Dims: W1220 x D1050 x H2500 mm

Weight: 479kg

Entrances and passages must accommodate the above dimension.

5. Moving & Transporting



WARNING

- Do not place the machine on a slope. It may tip over, causing accidents.

5-1 Moving (Within Floor Area)



WARNING

- When moving the machine within a floor area, always first raise the leveling adjusters to their highest position. The machine can be moved slowly as a complete unit only when the Cabinet components are securely connected. Due to the large size and poor visibility, collisions may occur, leading to accidents.

NOTE:

- Handle the machine carefully to avoid damage.
- Plastic parts are fragile; do not apply excessive force.
- Even for short-distance moves, always raise the leveling adjusters to their highest position.
- Always turn the power OFF and disconnect the plug before moving.
- Handle the power cord carefully to prevent stepping on or crushing it, which could cause electric leakage and shock.

5-2 Transporting

5-2-1 Manual Transporting (e.g., Stairs)

- When transporting manually, always raise all leveling adjusters to their highest position. Transporting manually (e.g., on stairs) without adjusting the adjusters may cause accidents.
- When transporting manually, ensure sufficient personnel are involved. Improper handling may cause accidents or injuries.

5-2-2 Loading/Unloading onto Vehicles, etc.

- When transporting manually, always raise all leveling adjusters to their highest position. Transporting manually (e.g., on stairs) without adjusting the adjusters may cause accidents.
- When using a forklift, strictly observe the following. Failure to do so may cause the machine to tip over or other accidents.
 - Always insert the forks into the designated positions.
 - Always pay careful attention to balance during operation.
- When unloading from areas with level differences, avoid subjecting the machine to impact.

5-2-3 Vehicle Transport



WARNING

- When loading the machine to the vehicle for handling, please attach it firmly to avoid moving due to excessive deceleration while the vehicle is driving. Failure to attach may cause an accident.

Note :

When unloading from areas with level differences, avoid subjecting the machine to impact.

When securing with ropes, observe the following:

Always secure ropes or belts at load-bearing points.

Place blankets or other cushioning material between the ropes/belts and the machine to protect its surface.

Place foam polystyrene or other cushioning material between the machine and the vehicle wall, or between the machine and adjacent equipment to protect the surface.

When transporting in rain, use a vehicle with a canopy or a container truck to avoid direct exposure to rain.

Do not apply load to the acrylic cover or body decorative acrylic

6. Operation



WARNING

Even after turning the power switch OFF, some parts remain hot and under high voltage. Risk of electric shock and burns exists. Do not touch indiscriminately; exercise extreme caution.

Dust accumulation on the power plug may cause fire. Inspect and clean it regularly.

Insert the power plug firmly (all the way) into the power outlet. Poor contact may cause overheating, fire, or burns.

Always confirm that installation has been completed according to the instructions in this manual and the specified steps (refer to "4. Installation & Moving-in Conditions") before operation. Improper installation may cause fire, electric shock, injury, or malfunction.

Important safety precautions are stated in the warning labels. Comply with the following.

Ensure warning labels attached to the machine are easily readable by considering installation location, lighting, dirt, etc. Do not allow other game machines to obscure these labels.

Do not remove or alter warning labels.

If a warning label becomes significantly dirty or damaged, replace it with a new one. Contact your dealer for purchasing warning labels.

For safe use of this machine, always perform the inspections (refer to "6-1 Pre-Operation Checks") and maintenance (refer to " 8 Maintenance") described in this manual. Neglecting these inspections and maintenance may cause accidents.

6-1 Pre-Operation Checks

Before starting operation, confirm the following items.

If any abnormalities are found, refer to "8 Maintenance" and take appropriate action.

6-1-1 Safety inspection items (before turning on the power switch)

WARNING

- Before operation, confirm "6-1-1 Safety Check Items (Before Turning Power ON)". Otherwise, accidents or injuries may occur.
- Before operation, confirm "4-2 Prohibited Installation Locations". Otherwise, accidents or injuries may occur.
- Operating the machine with damaged, broken, deteriorated parts, or with improper installation may cause injury to players or surrounding customers. If abnormalities are found, replace parts promptly. Contact your dealer for purchasing parts.

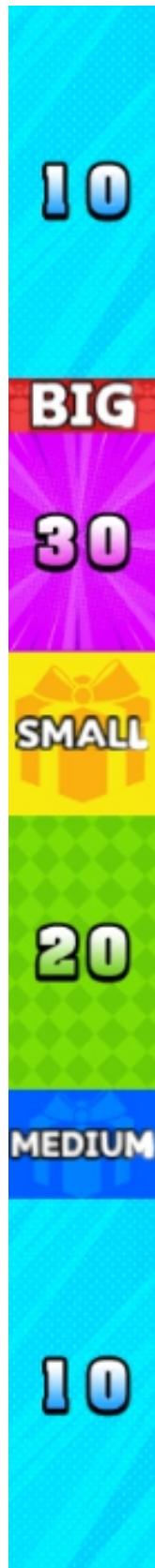
After turning the power ON, check the following items. If any abnormality is found, immediately turn the power OFF and stop operation. Then, unplug the power cord from the outlet and contact the dealer.

- (1) Are any warning labels peeling off?
- (2) Are warning labels readable normally?
- (3) Are all leveling adjusters properly adjusted?
- (4) Is the play area secured?
- (5) Are installed power cords and connection cables positioned to avoid tripping players or other customers?
- (6) Are the power plug and power input section loose or disconnected?
- (7) Is dust accumulated on the power plug?
- (8) Are top components like the marquee and center lightbox securely installed?
- (9) Are any parts of the power cord or plugs abnormally hot?
- (10) Is there a tingling sensation (electric shock) when touching the main unit?
- (11) Is there a burning smell, unusual noise, or vibration?
- (12) Are there any other abnormalities or malfunctions?

7-1 Game play

- 1.Insert coins, countdown begins.
- 2.The cursor descends and player can press button to stop it.
- 3.Obtain corresponding rewards based on the area where the cursor stays.

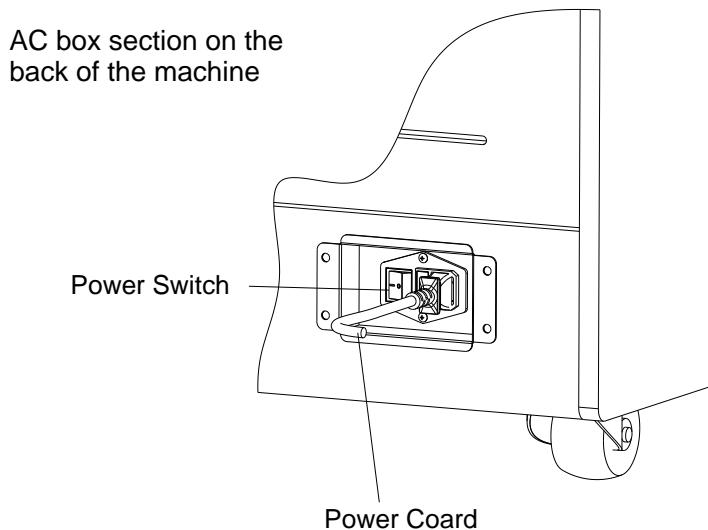
4.SMALL Prize: Yellow; MEDIUM: Blue; BIG Prize: Red
Get tickets in other areas outside the small, medium, and large prize areas.
Note: Set the machine only dispenses prize, not tickets→Set the range of option
Score#1-4 set to 0, then the corresponding area will not issue tickets.



7-2 Power Switch and Adjustment Switch Instruction

7-2-1 Power Switch Location and Turning ON Method

Turn on the machine's power switch.



NOTE:

- Wait at least 30 seconds between turning the power switch ON and OFF. Do not turn the power switch ON/OFF frequently. Otherwise, the backup memory may be damaged.

8. Technicians User Manual – Please performed by technicians only–

8-1. Installation & Assembly

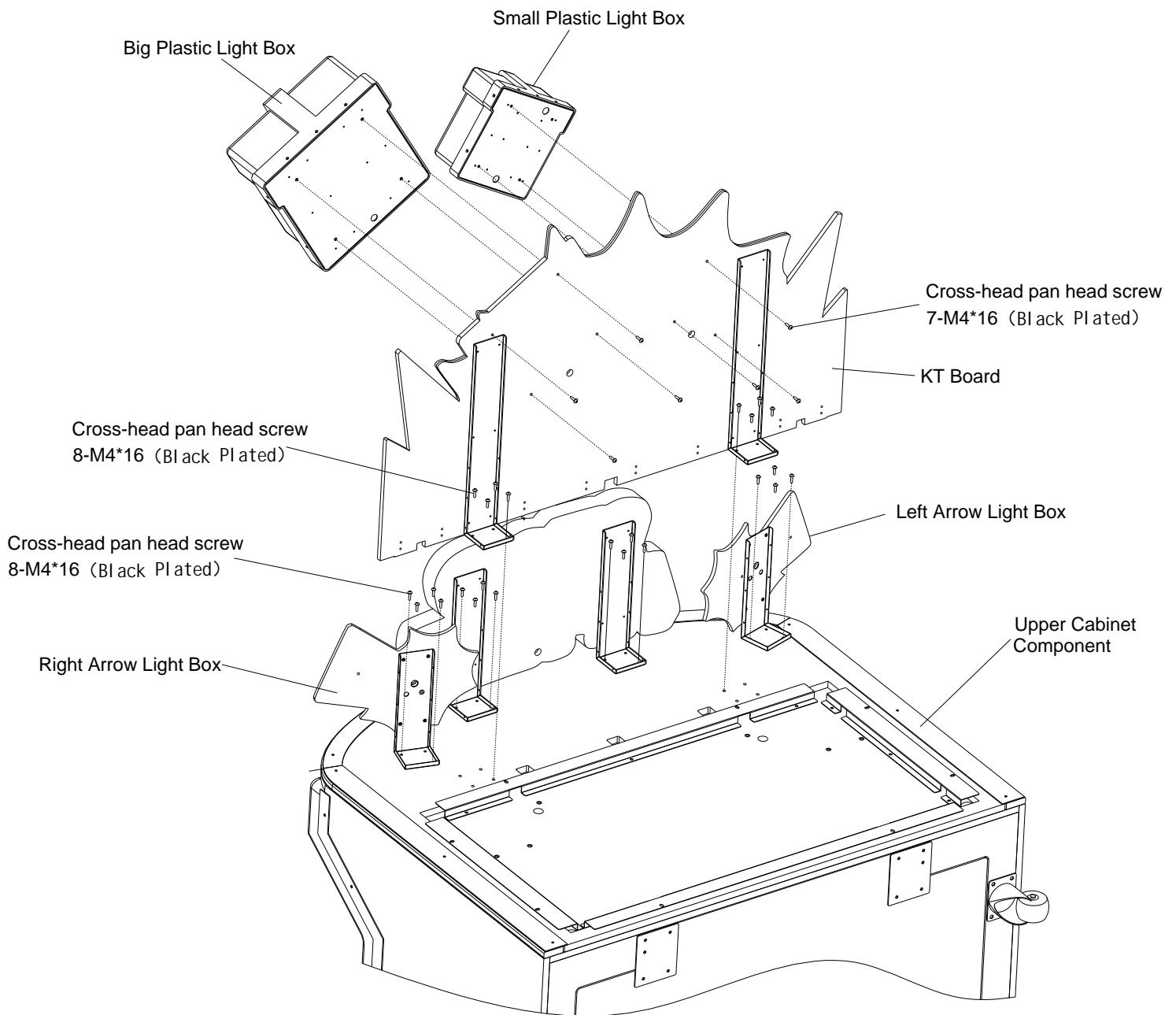


WARNING

- Lightbox components weigh approximately 3-5kg. During installation, first install the anti-slip metal bracket, then gently place it into the slot, taking care to prevent dropping.
- Because lightbox installation involves working at height, prepare a step stool, etc. Improper posture may cause injury or equipment damage.

(1).Light Box Installation

Remove packaging and take out the lightbox components. Install them in the corresponding positions as shown in the diagram below.

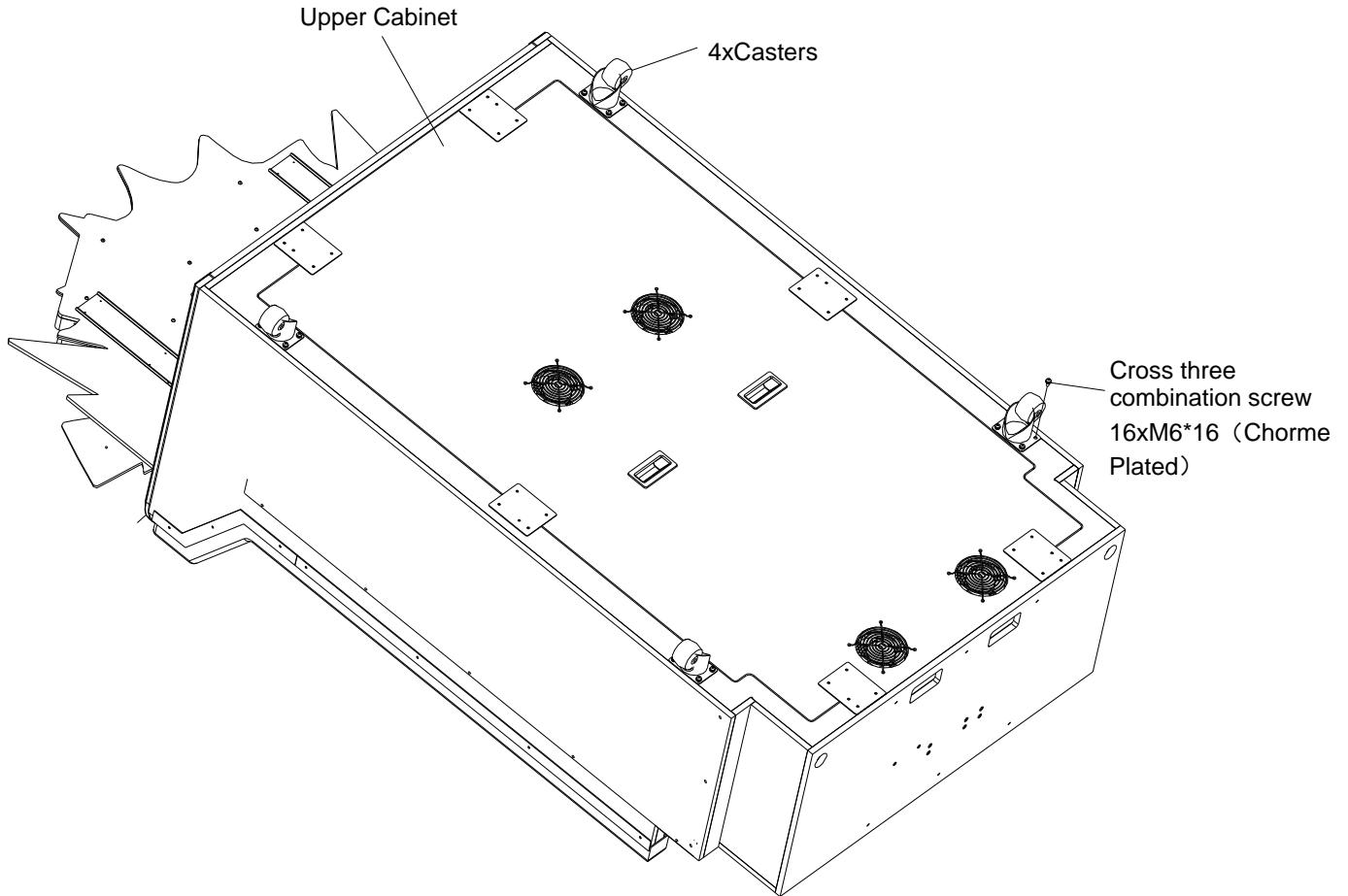


1. Take out the large and small plastic light box components (as shown above), and fasten them to the KT board component by 7pcs M4*16 Cross Pan Head Screws.
2. According to the diagram above, fix the KT board component by 8pcs M4*16 Cross Pan Head Screws.
3. Refer to Step 2, fix the Left and Right Arrow Light Box and LOGO Light Box on the cabinet holes position by using 16pcs M4*16 Cross Pan Head Screws.

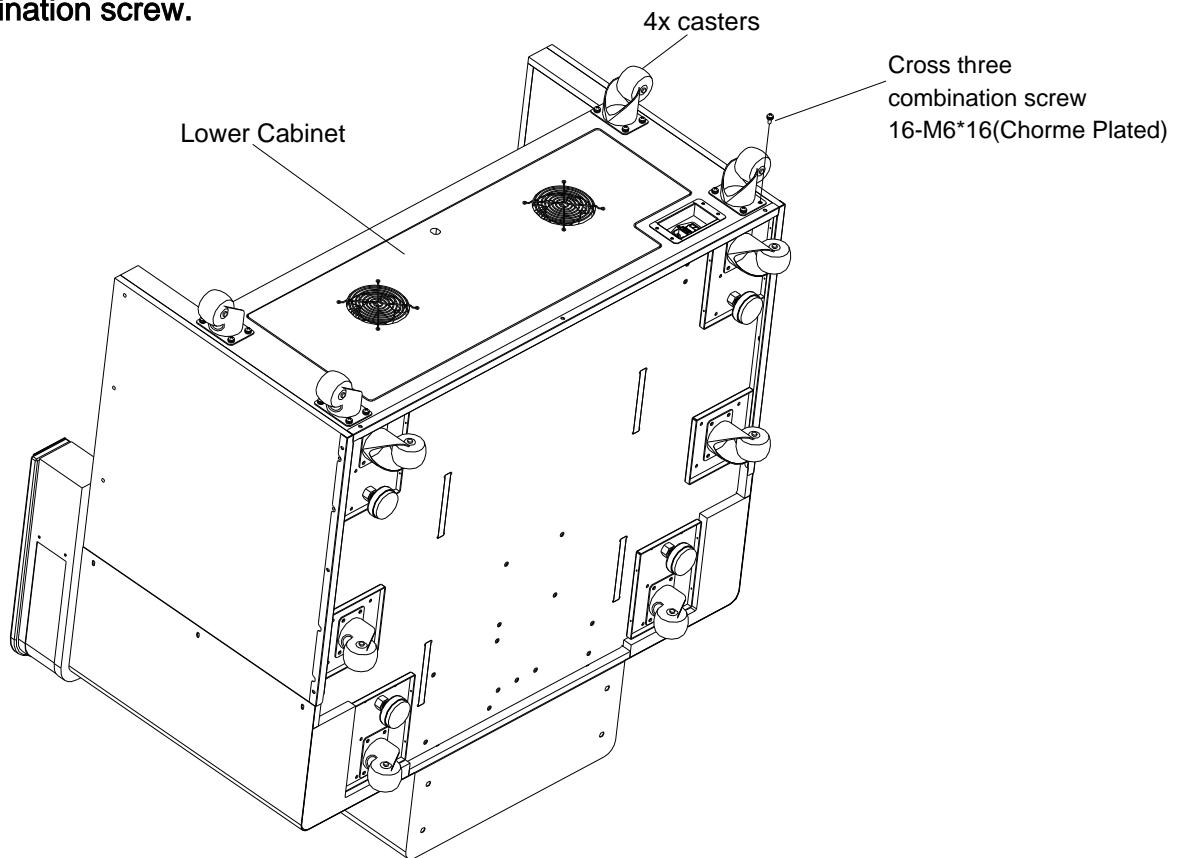
(2). Upper Cabinet Assembly

Due to its weight, assembling the Upper Cabinet requires at least two people:

1. Lay the Upper Cabinet Assembly flat. Install the casters on the back of the cabinet, as shown below:



2. Similarly, install the casters on the back of the lower cabinet by 16x M6*16 cross three combination screw.



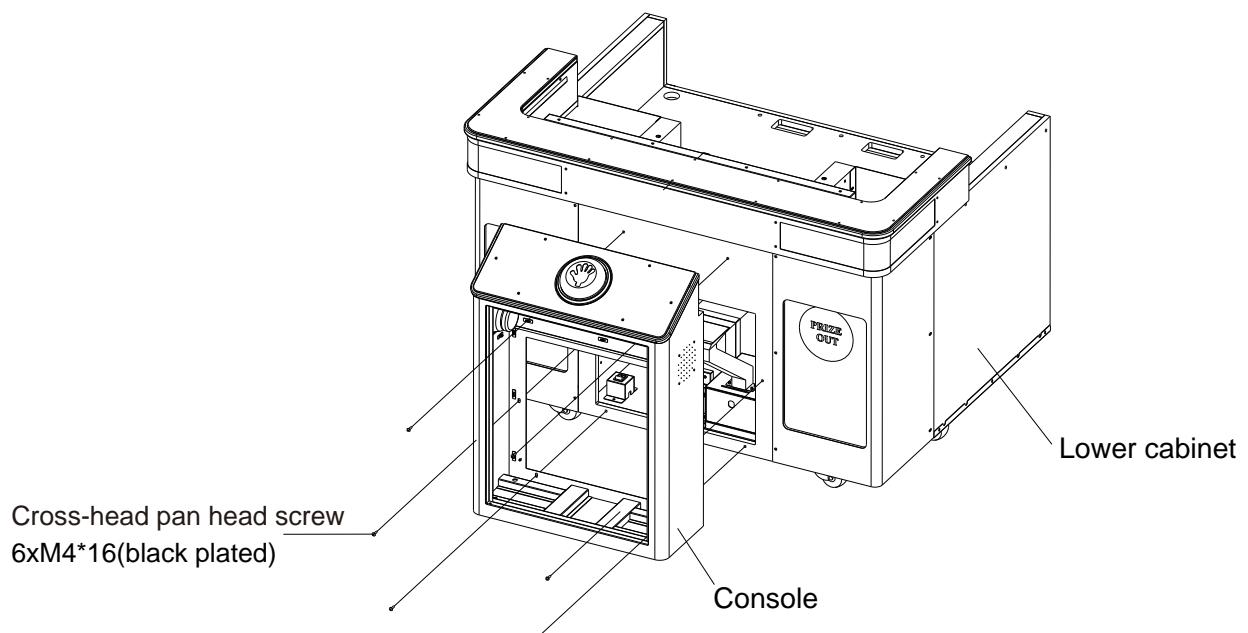
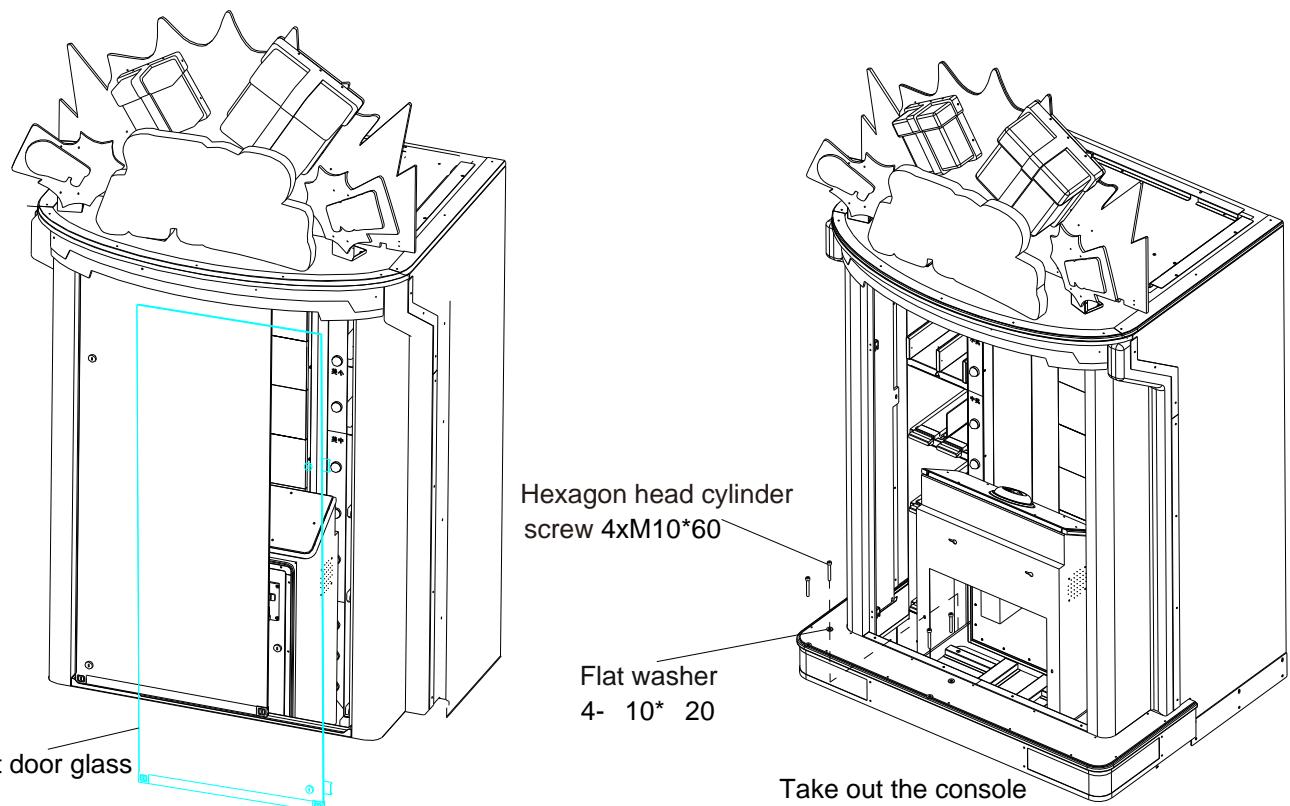
(3). Console disassembly and installation:

● Use the spare key to open the glass door, push the glass door to the right, then lift it up and remove it (Note: The glass door is large and has some weight; be careful to avoid impact damage when removing it).

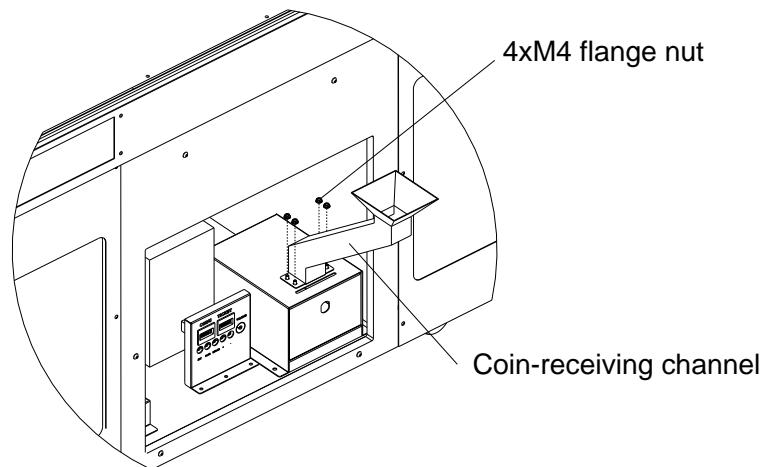
● Open the front door, use a hex key wrench to remove the 4xM10*60 Hexagon head cylinder screw fixing the console inside the machine, then take out the console from the cabinet.

Install the console in the corresponding position on the lower cabinet by 6xM416 (Black Plated) screws, and connect the interface cables.

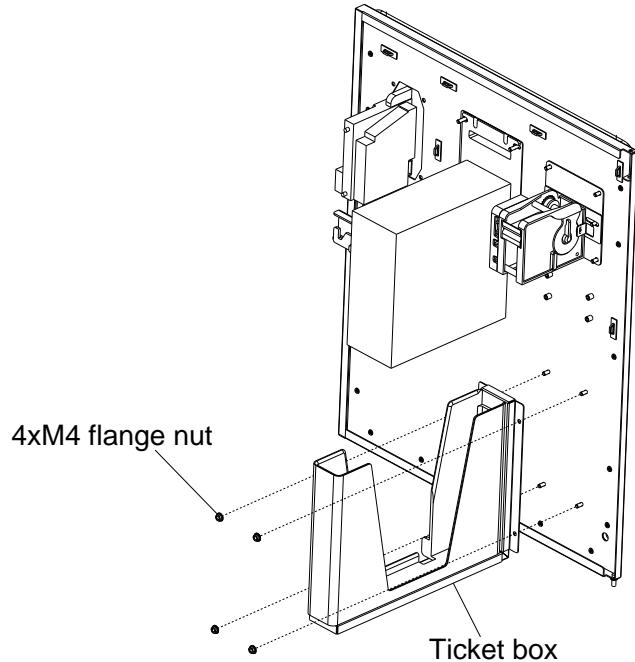
Finally, reinstall the glass door and lock it with the spare key.



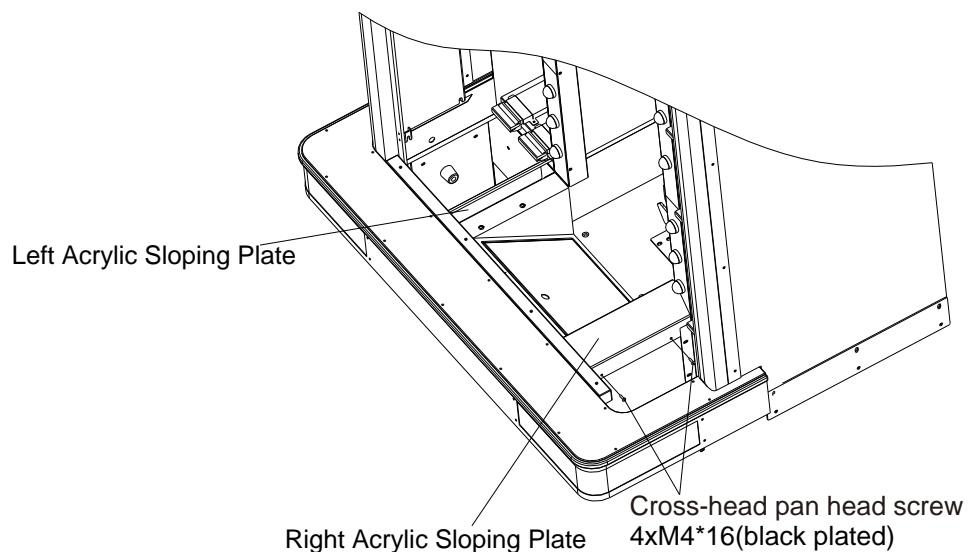
4. Fix the coin-receiving channel onto the cash box using 4xM4 Flange Nuts:



5. Fix the ticket box onto the front door using 4xM4 Flange Nuts:



6. Fix the left and right acrylic sloping plates using 4-M4*16 (Black Plated) Cross Pan Head Screws in the positions shown:



8-2. Maintenance- Must be performed by technicians only -



WARNING

- Before performing maintenance operations (troubleshooting, repairs, etc.), always turn the power switch OFF to prevent electric shock, accidents, or injury to the operator or others.
- Even after turning the power switch OFF, the tray motor section may retain high temperature and high voltage hazards. Risk of electric shock and burns exists. Exercise extreme caution and avoid indiscriminate touching.



WARNING

- Perform maintenance operations regularly. Neglecting maintenance may cause accidents.

8-2-1 Inspection Items

Regularly check the following items for abnormalities.

(1) Leveling Adjuster Check

- Confirm they are securely fixed.

(2) Power Plug Check

- Confirm the power cord plug and the power outlet are firmly inserted.

- Clean if dust is present on the connection parts.

- Check the power cord for cracks or damage to the covering.

Replace immediately if any abnormality is found.

(3) Screw Tightness Check

Check the following screws for looseness. Tighten firmly if loose.

- Screws fixing the central turntable lightbox to the Cabinet top panel.

- Screws fixing decorative acrylic parts.

- Marquee fixing screws.

- Prize chute fixing screws.

- Ball dispenser fixing screws.

- Transmission group motor fixing screws.

- Others, etc.

9. Background Setting

Set Main Menu

Enter the settings interface: After normal startup, press the **SET** button once to enter the settings interface

SET: Enter the submenu or function settings.

PAGE: Page key to switch to the next option

REPAIR: Repair button To supplement tickets, press this button. When a fault is reported, press this button to repair it. When entering the rear sub menu, press this button to return to the main menu

+: Increase volume or parameter increment.

--: Reduce the volume or parameter decrease.



9-1.Main Menu

Ver:20251027
MENU
PARAM
SCORE
RECORD
CLEARUP
I/O TEST
RETURN

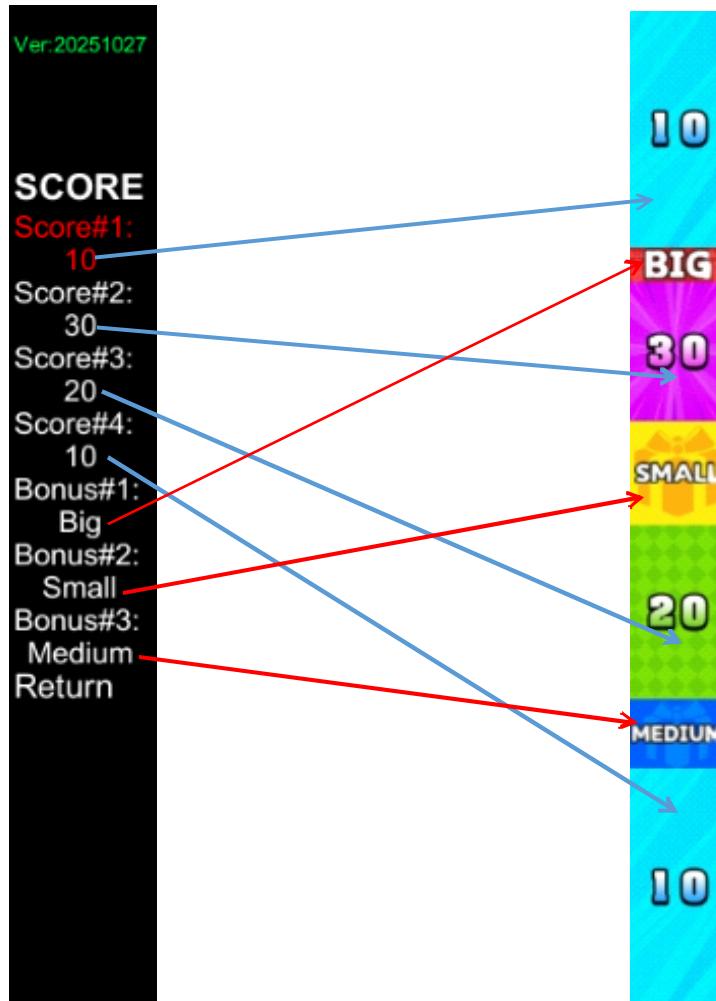
| | | |
|---|----------|--------------------------------|
| 1 | PARAM | Game parameter setting |
| 2 | SCORE | Game score settings |
| 3 | RECORD | Revenue records |
| 4 | CLEARUP | Clear data |
| 5 | I/O TEST | Hardware input and output test |
| 6 | RETURN | Return to game |

9-2.Parameter



| | | | |
|----|-----------|---|------------------------------------|
| 1 | CoinsSet | Number of coins per round | 0~9, 0: Free Play, Default: 1 |
| 2 | TicketEn | Give out ticket or not | ON/OFF, Default: ON |
| 3 | BonusLoc | Bonus location | Fix or UnFix, Default: UnFix |
| 4 | Payout(s) | Small prize payout | 1~9999, Default: 20 |
| 5 | Payout(M) | Medium prize payout | 1~9999, Default: 50 |
| 6 | Payout(L) | Large prize payout | 1~9999, Default: 100 |
| 7 | B.G.Music | Background music | OFF/ON, 2~30Min, Default: ON |
| 8 | Attact.T | How many minutes after no one plays, the machine will automatically play to attract customers | 0~30Min, Default: 10 |
| 9 | Language | Language setting | Switch between English and Chinese |
| 10 | Return | Return to main menu | |

9-2. SCORE



Parameter Range:

Note: When the range of option Score#1-4 set to 0, then the corresponding area will not issue tickets.

| | |
|---------|--|
| Score#1 | Range: 0-500, Default: 10 |
| Score#2 | Range: 0-500, Default: 30 |
| Score#3 | Range: 0-500, Default: 20 |
| Score#4 | Range: 0-500, Default: 10 |
| Bonus#1 | Range: Small, Medium, Big Default: Big |
| Bonus#2 | Range: Small, Medium, Big Default: Small |
| Bonus#3 | Range: Small, Medium, Big Default: Medium |

9-4. Record

Record includes [History] Record and [Current] Record, [Current] Record can be Cleared but [History] Record cannot be cleared.

| |
|-----------------|
| Ver:20251027 |
| RECORD |
| [HISTORY] |
| Total Coins: 0 |
| Total Ticks: 50 |
| Small Gifts: 0 |
| Medium Gifts: 0 |
| Big Gifts: 0 |
| [CURRENT]: |
| Total Coins: 0 |
| Total Ticks: 0 |
| Small Gifts: 0 |
| Medium Gifts: 0 |
| Big Gifts: 0 |
| Cs: 0 |
| Cm: 0 |
| Cb: 0 |
| Clear Up |
| Return |

| | | |
|----|----------------------|---|
| 1 | [TotalCoins] | Total number of coin inserted |
| 2 | [TotalTicks] | Total number of issued tickets |
| 3 | [SmallGifts] | Total number of small prize pay out |
| 4 | [MediumGifts] | Total number of medium prize pay out |
| 5 | [BigGifts] | Total number of big prize pay out |
| 6 | SmallGifts | Current period number of small prize pay out |
| 7 | MediumGifts | Current period number of medium prize pay out |
| 8 | BigGifts | Current period number of big prize pay out |
| 9 | CS:0 Cm:0 Cb:0 | Used for factory testing purposes |
| 10 | ClearUp | Clear all data for current period |
| 11 | Return | Return to main menu |

9-5. Clear Up (Note:If the machine malfunctions and cannot view the remaining coins and unissued tickkets in the game, this function can be used to check.)

Ver:20251027

CLEAR UP
 Clear Coins 0
 Clear Ticks 0
 Clear S.Gifts 3
 Clear M.Gifts 0
 Clear L.Gifts 0
 Factory Set OFF
 Return

| | | |
|---|--------------|--|
| 1 | ClearCoins | Clear unused coins (can view the number of unreleased coins) |
| 2 | ClearTicks | Clear unused tickets (can view the number of unreleased tickets) |
| 3 | ClearS.Gifts | Clear outstanding small prize |
| 4 | ClearM.Gifts | Clear outstanding medium prize |
| 5 | ClearL.Gifts | Clear outstanding big prize |
| 4 | FactorySet | Restore factory settings |
| 5 | Return | Return to main menu |

9-6. I/O Test

Ver:20251027

I/O TEST
[INPUT]
 Coins:OFF
 Button:OFF
 Ticket:OFF
 UpLimit:OFF
 D.Limit:OFF
 CODE:0
 Position:-1

[OUTPUT]
 Lifer:OFF
 Ticket:OFF
 Counter:OFF
 S.Gifts: OFF
 M.Gifts: OFF
 L.Gifts:OFF
 L.Strip: OFF
 AllLed:OFF
 Return

| | | |
|----|----------|--------------------------------------|
| 1 | [INPUT] | Input test |
| 2 | Coins | Coin signal |
| 3 | Button | Console button |
| 4 | Ticket | Ticket dispenser feedback signal |
| 6 | UpLimit | Upper limit signal |
| 7 | D.Limit | Down limit signal |
| 8 | CODE | Motor Encoding (for factory testing) |
| 9 | Position | Current position of cursor |
| 1 | [OUTPUT] | Output test |
| 2 | Lifer | Cursor moves up and down |
| 3 | Ticket | Ticket dispensor motor test |
| 6 | Counter | Counter test |
| 7 | S.Gifts | Small prize push rod #1-8 test |
| 8 | M.Gifts | Medium prize push rod #1-8 test |
| 9 | L.Gifts | Big prize push rod #1-2 test |
| 10 | L.Strip | Colorful lighting test |
| 11 | AllLed | Monochrome lighting test |
| 12 | Return | Return to main menu |

9-7.RETURN

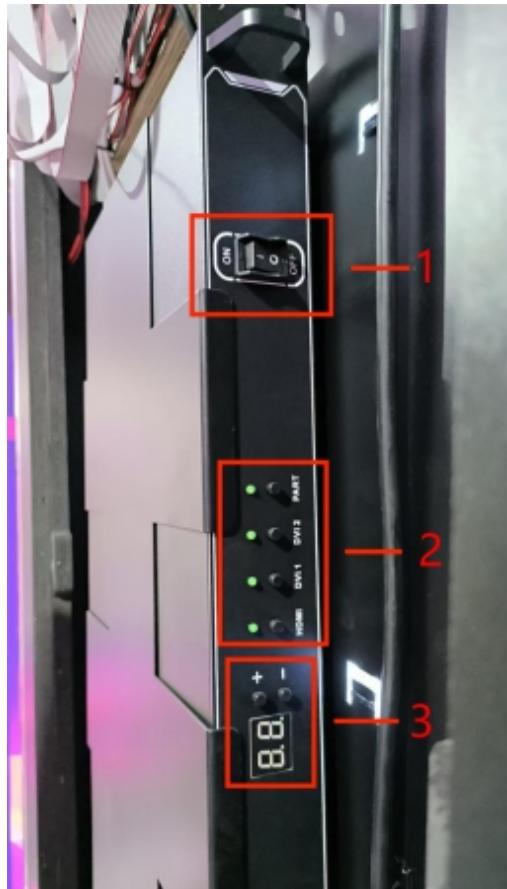
Exit the background

10. Fault Code

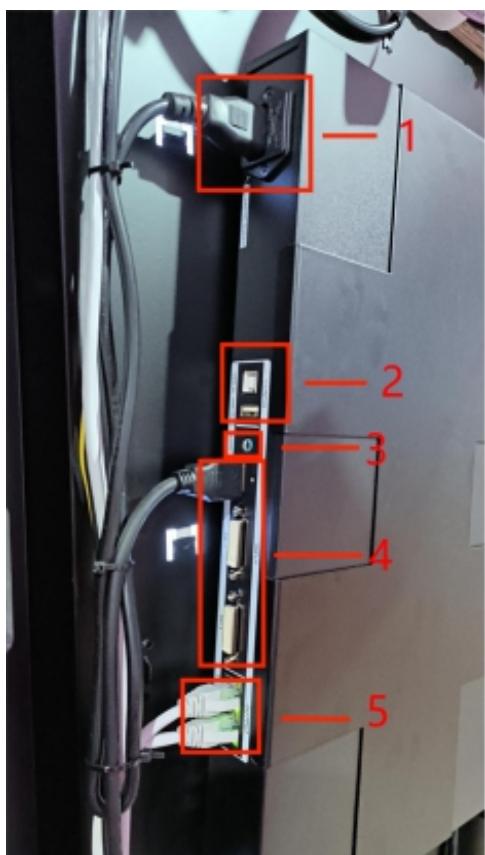
| | | |
|----|------------|--|
| 1 | Ticket ER1 | <ol style="list-style-type: none">1. Check if there is a ticket Press the repair button every time you add a ticket2. Check if the ticket is stuck3. Check if the tilt switch is correct Replace the ticket machine for testing |
| 2 | Ticket ER2 | <ol style="list-style-type: none">1. Check if the ticket dispensor is in the closed state. Turn the ticket machine back to the open position. |
| 3 | Coin ERR | <ol style="list-style-type: none">1. Check if the coin acceptor is in the closed state. Turn the coin acceptor back to the open position, and press the repair button or restart. |
| 4 | LifterER1 | <p>Lifter Rise Fault</p> <ol style="list-style-type: none">1. Check if motor, sensor and driver wires are connected properly.2. Check if the upper limit sensor terminal has 12V input.3. Check if the motor, motor driver, TTL to 232 converter card, IO board, Android board are normal. |
| 5 | LifterER2 | <p>Lifter Descent Fault</p> <p>Same inspection method as Lifter ER1.</p> |
| 6 | MotorER1 | <p>Motor Driver Communication Disconnection</p> <ol style="list-style-type: none">1. Check if lines are properly connected.2. Check if the TTL to 232 converter card is normal; If the indicator light on the board is off, replace it. |
| 7 | MotorER2 | <p>Motor Driver Communication Error, driver feedback error signal.</p> |
| 8 | mGiftEmpty | <p>Medium Gifts Empty, needs restocking. ※ Press the REPAIR key once each time gifts are replenished.</p> |
| 9 | sGiftEmpty | <p>Small Gifts Empty, needs restocking.</p> |
| 10 | lGiftEmpty | <p>Large Gifts Empty, needs restocking.</p> |

11. Dot Matrix Screen Abnormalities & Dot Matrix Processor Button Functions

11-1. Dot Matrix Processor Button Functions



| | |
|---|---|
| 1 | Dot Matrix Processor Button Functions |
| 2 | Signal Select Buttons HDMI/DV11/DV12: Set video input source. PART: Enable cropping. Crops the current signal image according to the pre-set cropping information in the software. Press again to restore the pre-cropped image. |
| 3 | Digital Tube / Brightness +, Brightness -: Displays brightness value, increase/ decrease brightness (Higher value = brighter screen). |
| 1 | Power Interface AC Power AC100-240V, 50/60Hz |
| 2 | USB IN/OUT USB IN: For connecting to a computer to control/debug device parameters. USB OUT: For cascading to the next device. |
| 3 | AUDIO Audio Input |
| 4 | HDMI/DVI1/DVI2 Maximum supported resolution 1920X1200@60Hz |
| 5 | Gigabit Ethernet X1: 2 RJ45 Ethernet port output. X3: 4 RJ45 Ethernet port output. |



11-2. Dot Matrix Screen Abnormalities

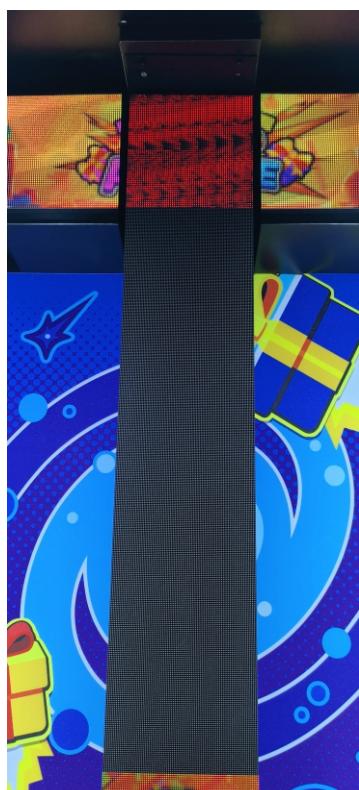
① Entire dot matrix screen is black.

Reasons: 1. Dot matrix processor power is off. 2. HDMI cable for dot matrix screen or Android board is not connected properly.

② The corresponding signal terminal on the dot matrix screen driver board is not connected properly.



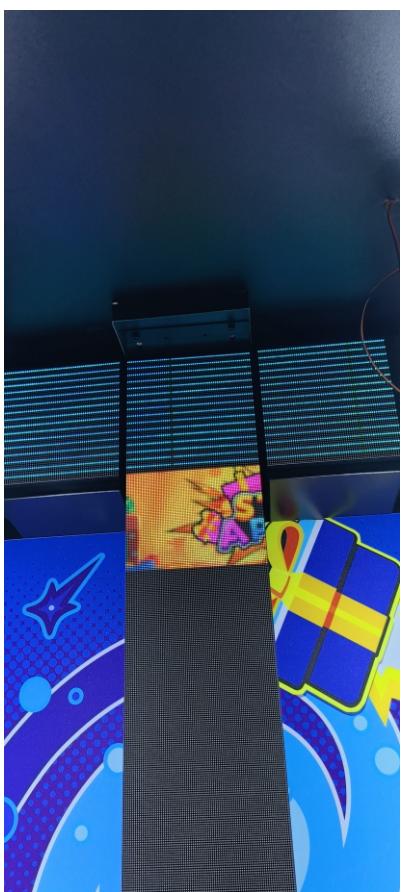
③ The voltage terminal on the dot matrix screen driver board is not connected properly or there is no 5V voltage.



④The corresponding Ethernet port on the dot matrix processor is not connected properly.



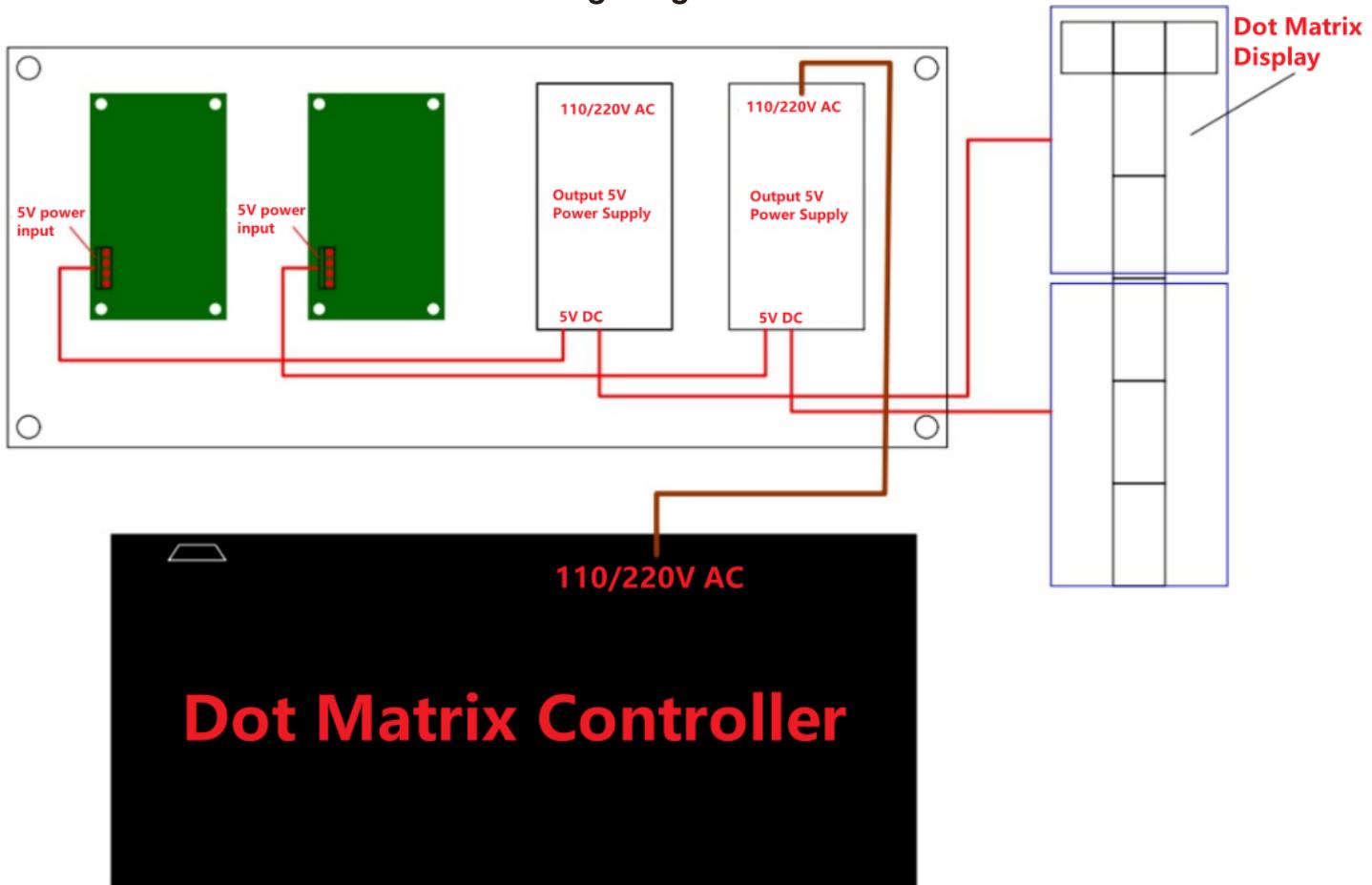
⑤The Ethernet port 1 and port 2 terminals on the dot matrix processor are plugged in reversed.



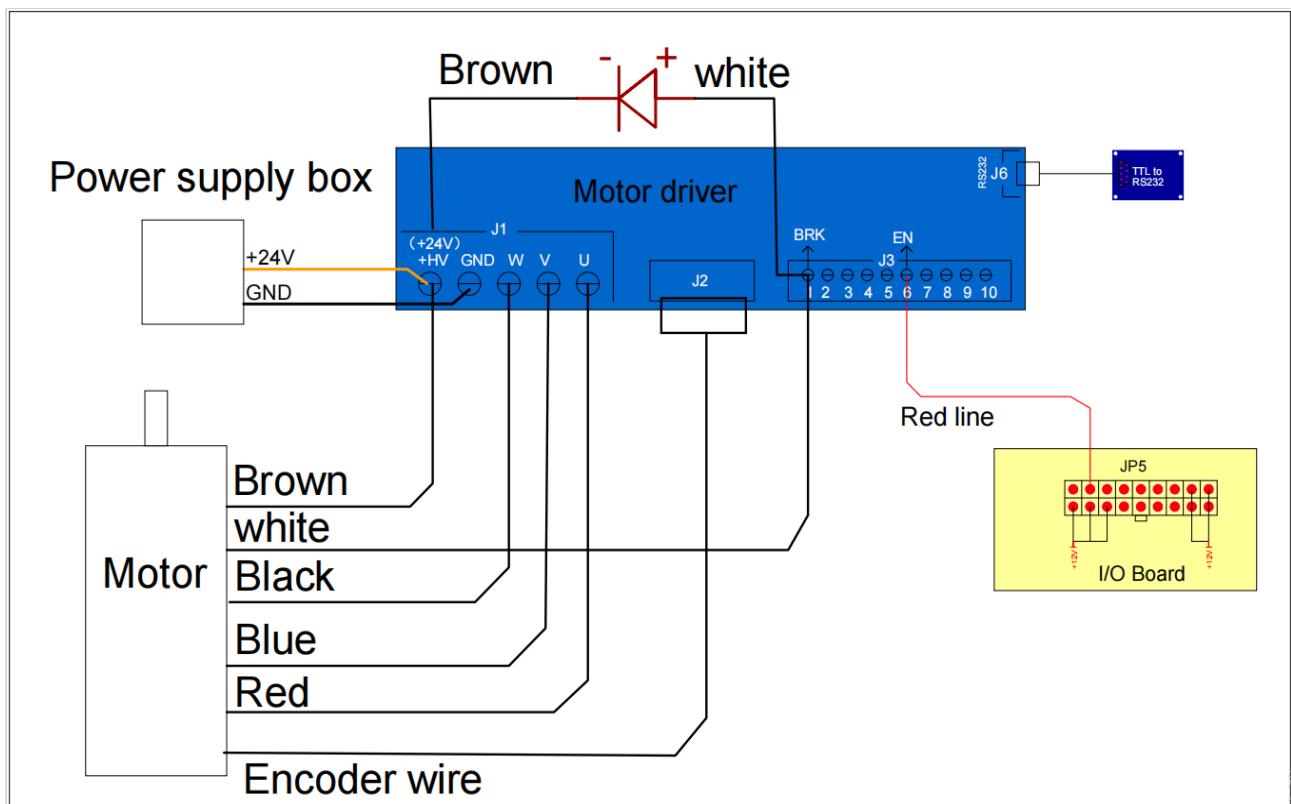
12. Wiring Diagrams

12-1. Overall Machine Wiring Diagram

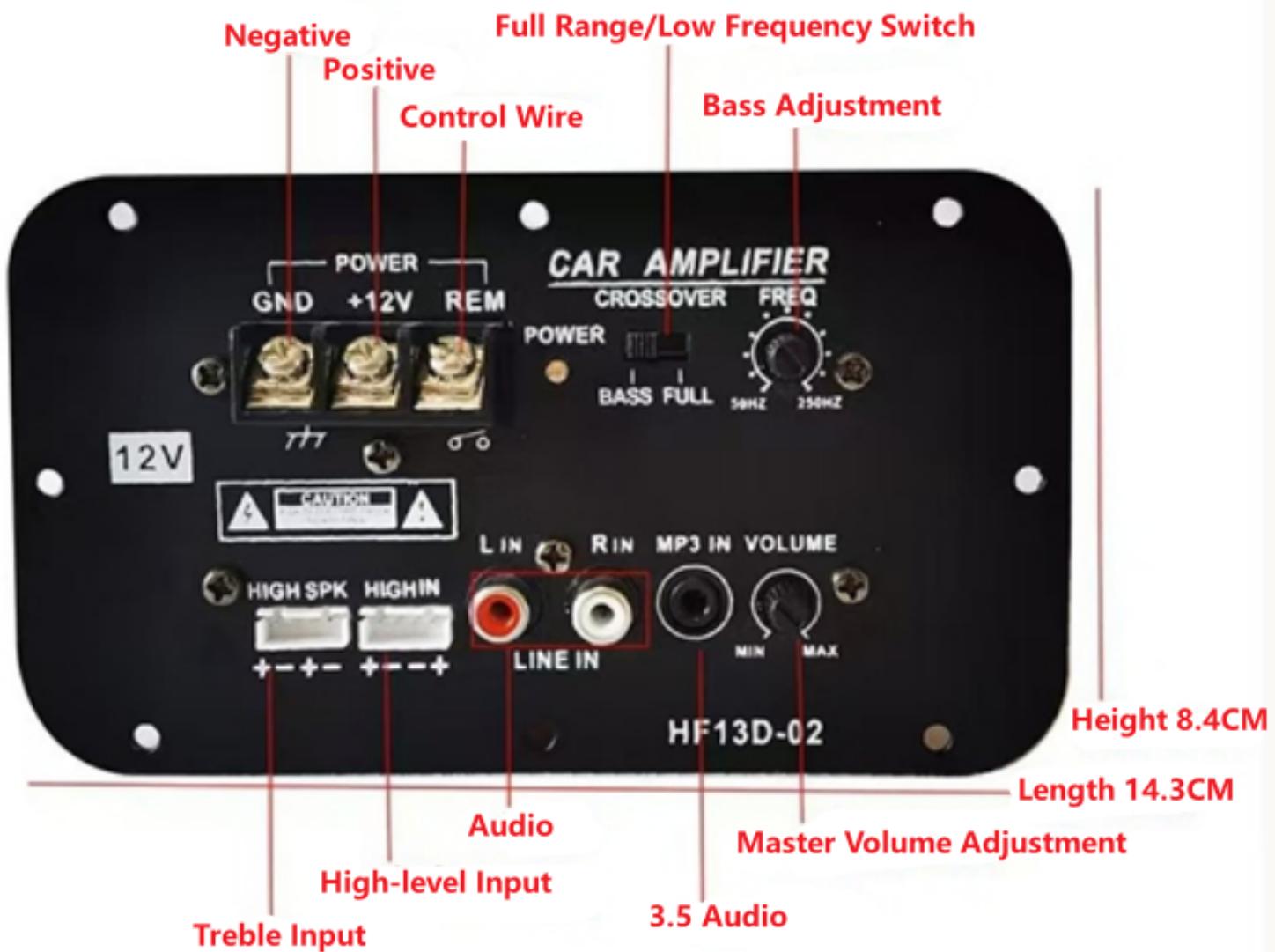
12-1-1. Dot Matrix Section Wiring Diagram



12-1-2. Motor Section Wiring Diagram



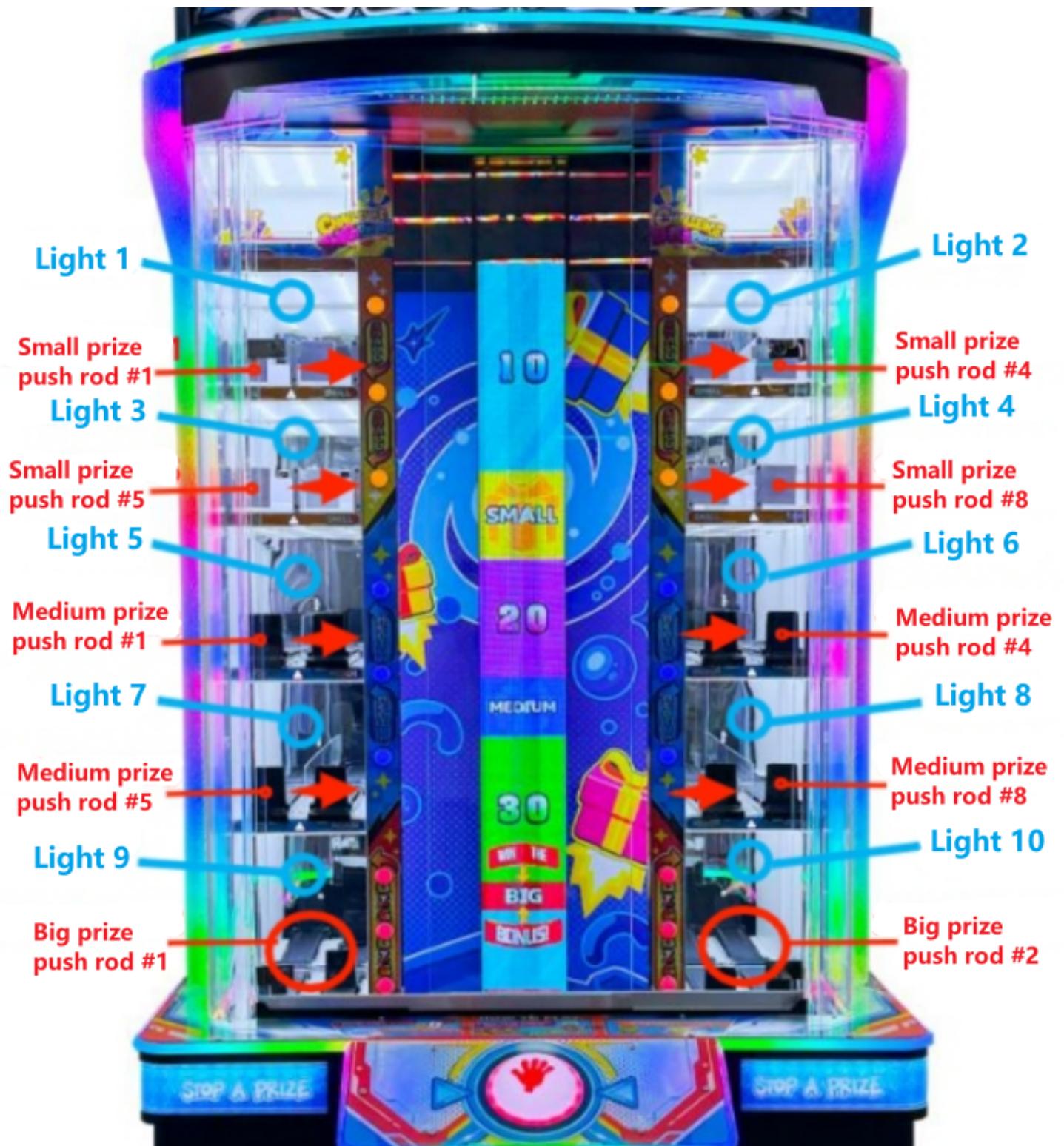
11. Amplifier Function Introduction



Note: Do not connect the power voltage incorrectly.

12. Machine Component Functions Introduction

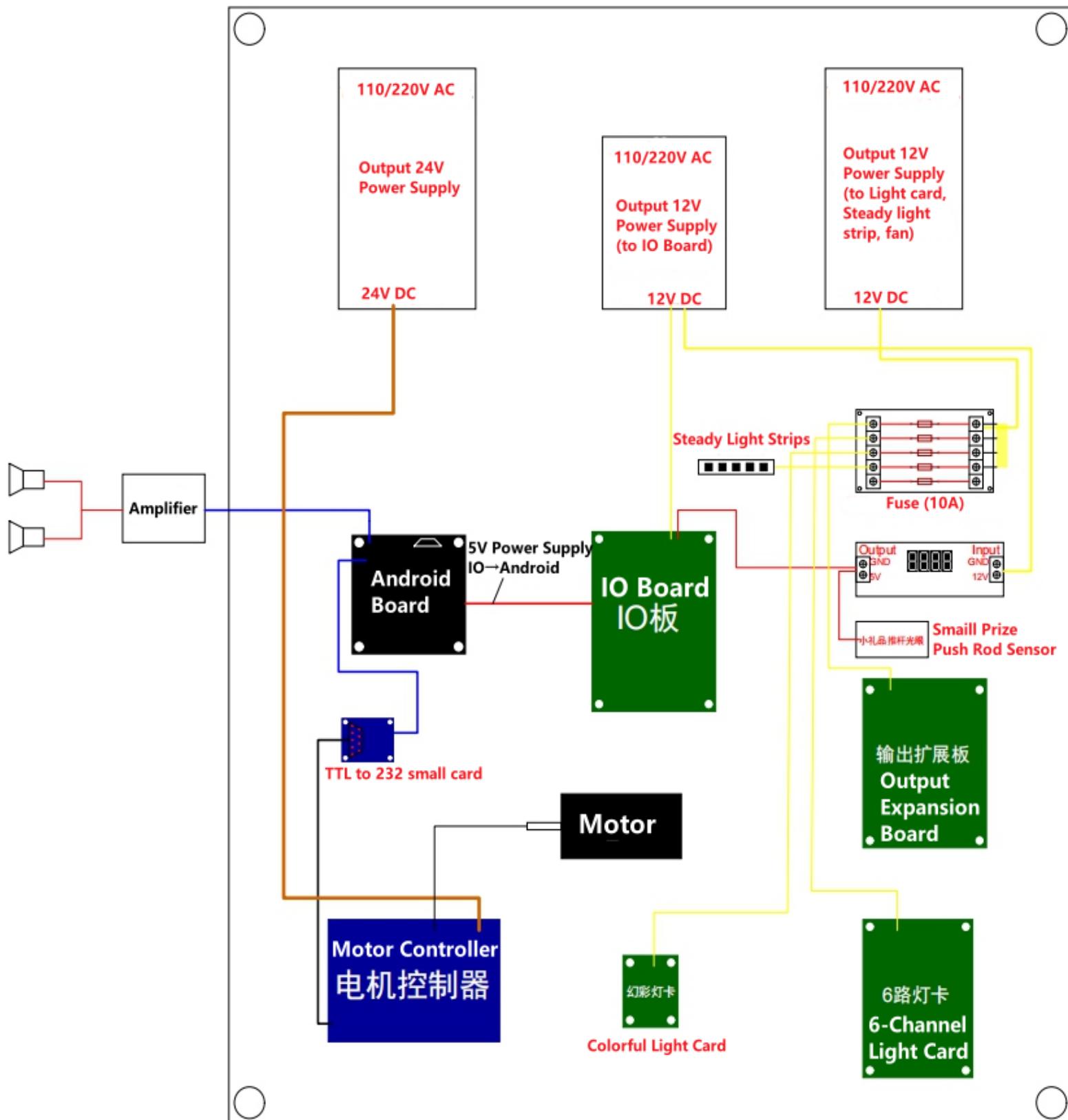
12-1. Pusher and Light Positions Introduction



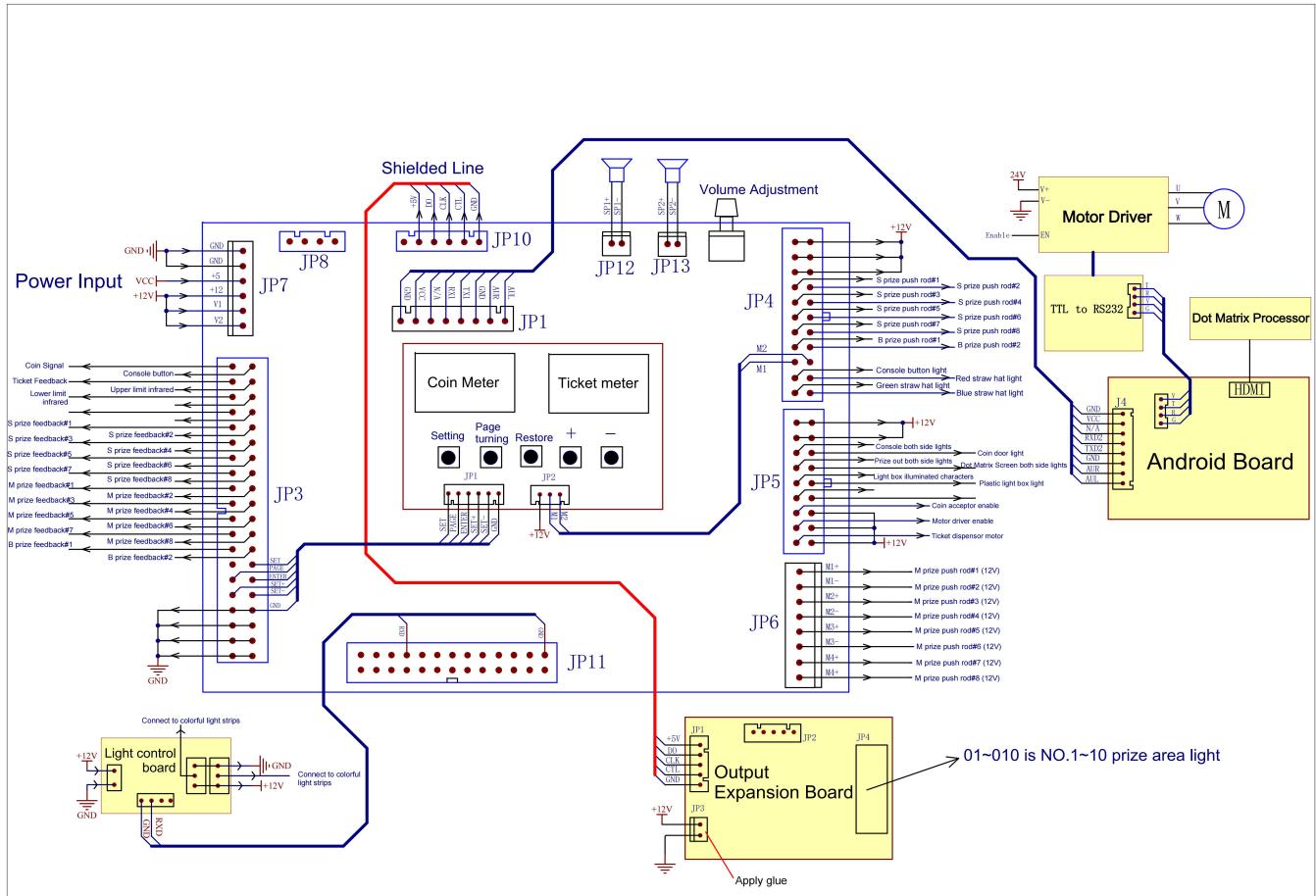
12-2. Lighting Control Introduction



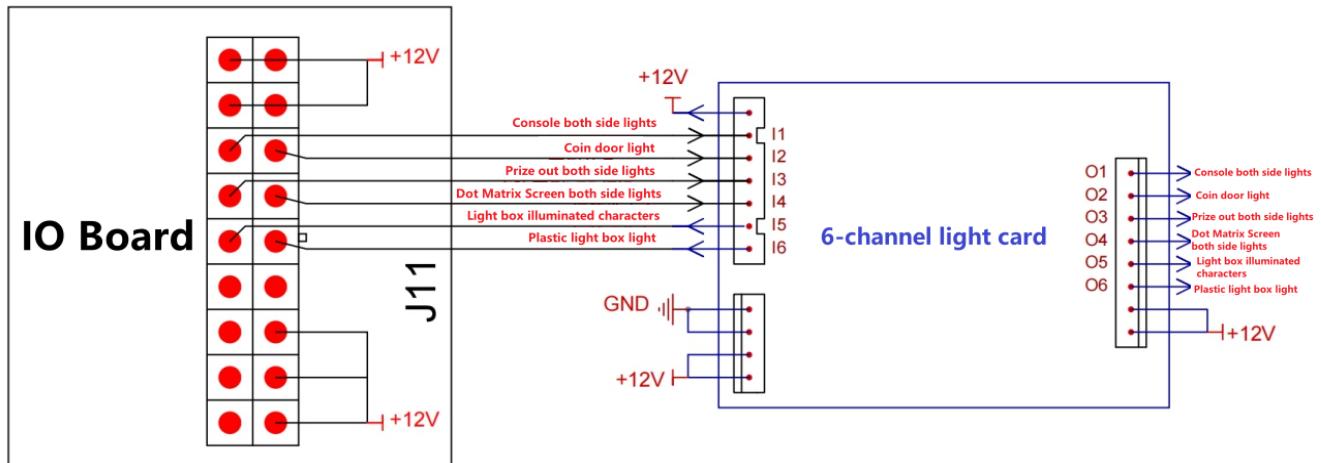
12-1-3. Main Board Wiring Diagram



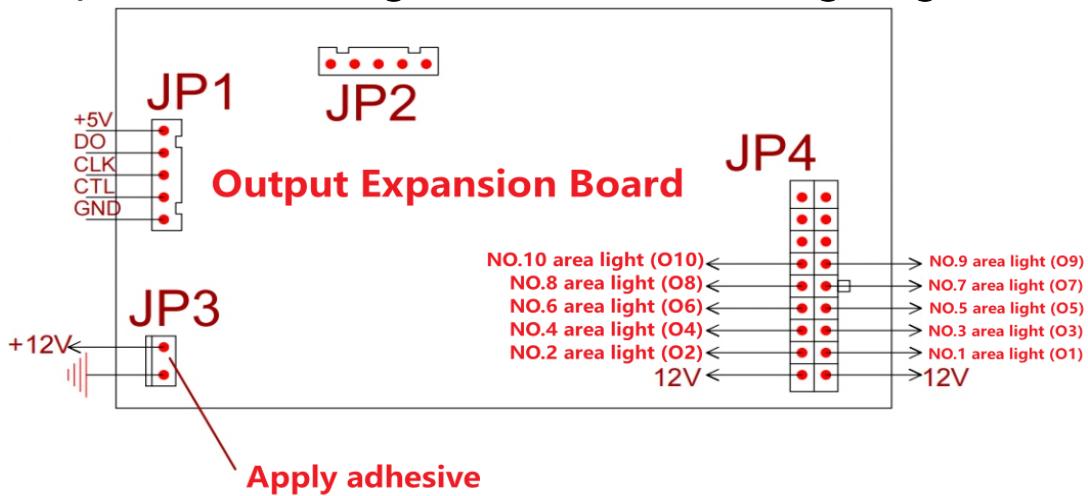
① IO Board and Android Board Wiring



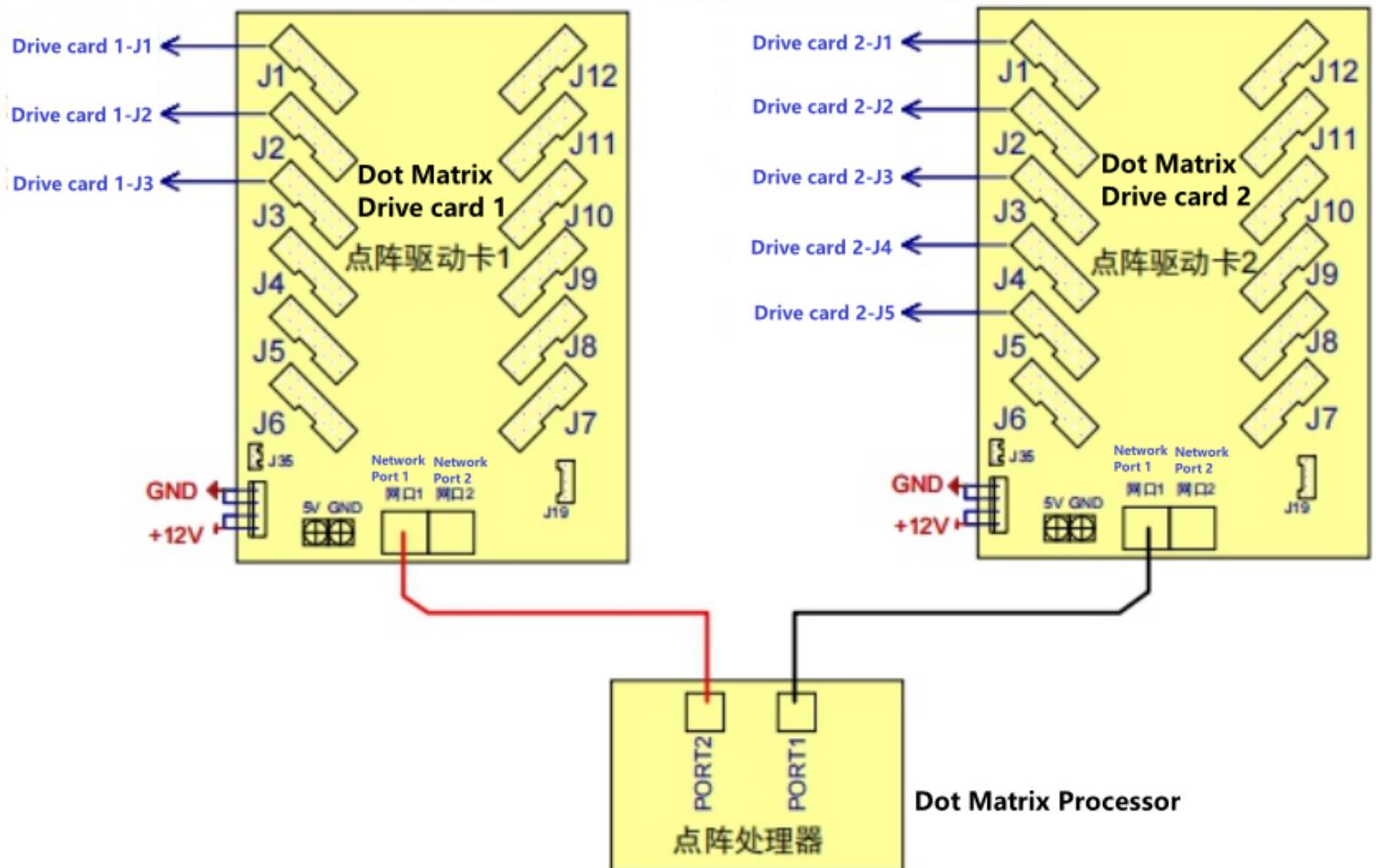
② Light Card Wiring Diagram



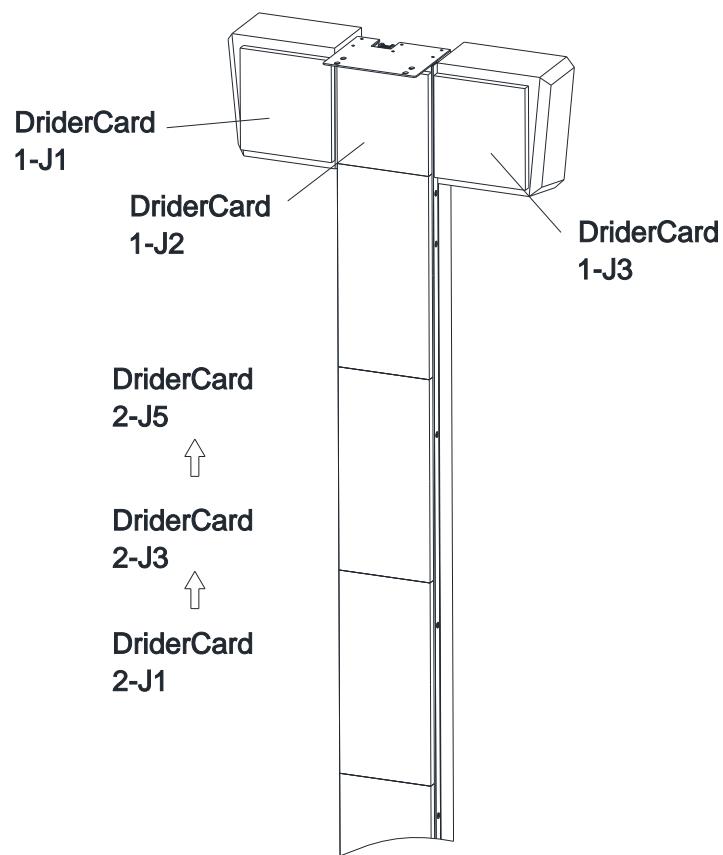
③ Expansion Board Light Card Detailed Wiring Diagram



④ Dot Matrix Screen Wiring Diagram

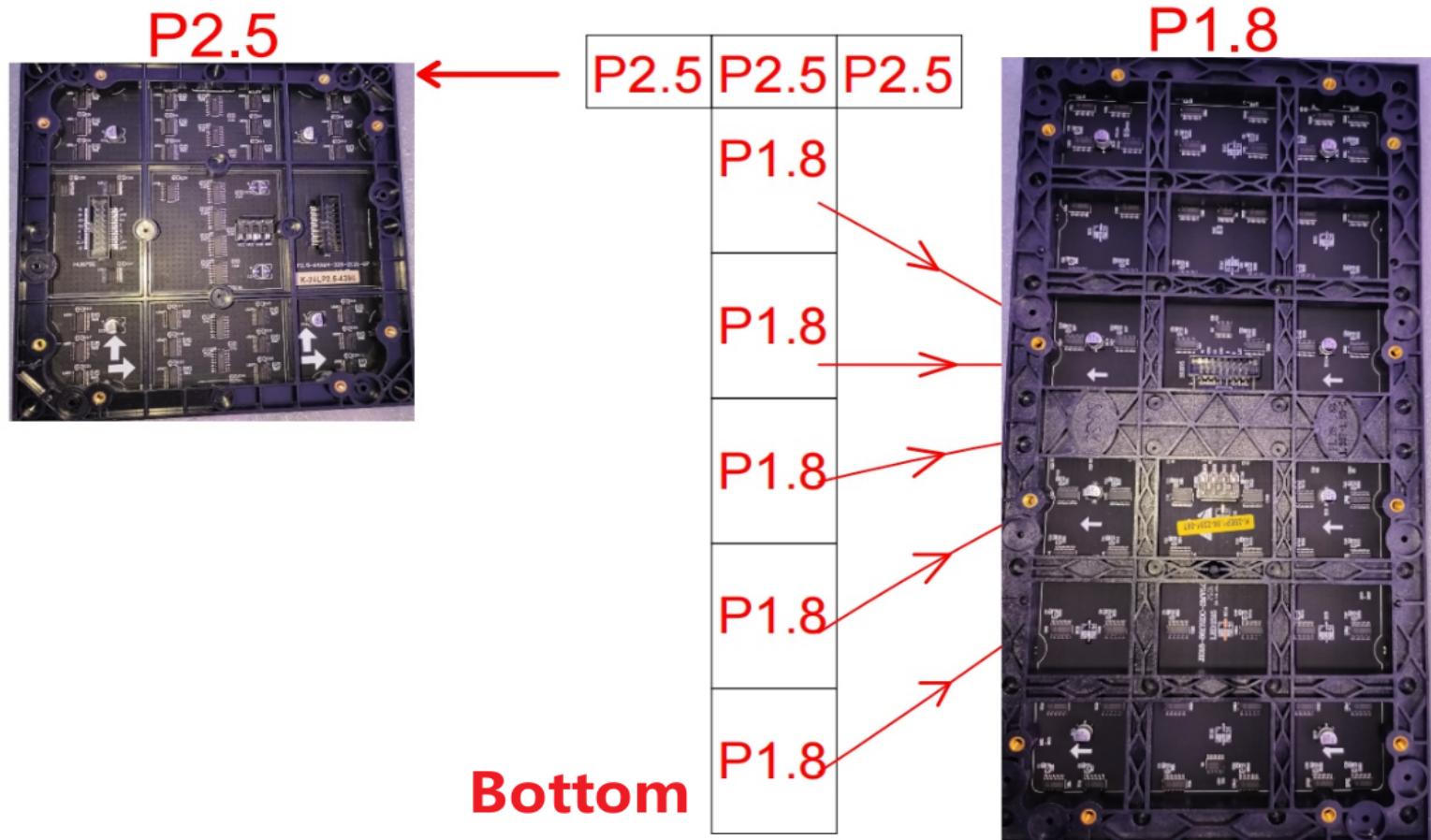


Dot Matrix Screen Diagram:



13. Maintenance & Dot Matrix Screen Replacement Guide Diagram

Note: This diagram shows the machine as viewed from the back.



14. Prize Dimensions

| Prize Area | Gift Zone Maximum Prize Size | Prize Capacity |
|-------------------|---|--|
| Big Prize Area | Width 210mm, Height 300mm  | Standard prize sides W200xD75xH290(mm), can place 4pcs W160xD60xH240(mm), can place 5pcs  |
| Medium Prize Area | Width 95mm, Height 210mm  | Standard prize sides W75xD75xH75(mm), can place 4pcs W90xD90xH90(mm), can place 3pcs  |
| Small Prize Area | Width 95mm, Height 170mm  | Standard prize sides W75xD36xH105(mm), can place 8pcs  |