



This is a J. Richard Olmann Creation
**GAME OPERATIONS
AND INSTRUCTION MANUAL**

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1. Brief description

Three Clocks within the green WIN ZONE Wins a Minor Prize.

Or, a Player may give up their Minor Prize and choose to "Continue".

Five Clocks within the green WIN ZONE Wins a Grand Prize.

"Time 2 Win!" (TW. QT01.22) is a coin-operated, self merchandising game machine developed by designers of our company through summing up the advantages of worldwide prize category amusement machines.

Within the games playfield there are 5 different sized Clocks. Each of the 5 Clocks has an outer ring of white LED's and green LED's. If a Clock is won, the White LED's go OFF and the Green LED's come ON to indicate a Clock which is won.

Players hit the STOP button at the right time in order to attempt to stop the clock hands within the green WIN ZONE. Stopping 3 (three) clocks wins a Minor Prize choice. A Player who wins 3 Clocks may either choose to accept their prize at this stage- or, choose to give up their Minor Prize and choose; "Continue" in order to try and win a Grand Prize. Stopping 5 (five) clocks within the green WIN ZONE wins a Grand Prize choice.

This machine has been made from the highest quality materials and has been installed according to ISO9000 which can greatly extend the service life. "Time 2 Win!" has been designed to install and operate effortlessly with simple Operator adjustments to suit any location type. The oversized prize area and adjustable prize spindles facilitate a wide range of prize options to suit any preference of merchandising options.

We are confident "Time 2 Win!" will be a reliable and long term income generating machine for your location!

2. Caution

2-1. Notice for installation

- This machine is only intended for indoor use.
- After the installation, we recommend always lowering the four stabilizing feet down, and make sure they rest evenly on the floor.
- Do not take apart, assemble or remove the machine at random.
- Before moving, switch the power off, disconnect the power cord.
- Locate the machine on a flat floor. Do not place it on any uneven, unsteady or easily obstructed place.
- Keep the machine away from any high temperature equipment and preferably, away from direct sunlight.
- Connect only to compatible and safe power outlets rated for this machine.

2-2. Notice for operation

- Check whether the power plug and power cord are in good condition before switching the power on. Make sure that the voltage is suitable for the machine.
- The power supply voltage must be according to the instruction on the back of the machine.
- Switch the power off before any maintenance or repair.
- Only qualified persons can examine and repair the electric control units.
- Use suitable accessories to replace the old one.
- When you pull out the power line, hold the plug. Do not hold the line.
- Do not plug or unplug the plug by wet hand. Do not pull or twist the line cord heavily.

3. Accessories

Check that the following accessories are supplied.

Name	Qty	Remark
Manual	1	
Key	4	2 for each of 3172 ,3157
Low electrical frequency big sensor	5	
Pin switch of coin selector	2	

4. How to play

- ◆ Insert coin(s) to start the game (to enter attract state).
- ◆ On one Clock at a time, beginning with the bottom Clock first (slowest), use the STOP button to attempt to stop the sweeping minute hand within the green WIN ZONE.
- ◆ When a Clock is won, the green LEDs on that Clock will come on and stay on, the red LED at 12:00 will flash quickly .Clocks which are lost, all LEDs on that Clock will go out.
- ◆ Stopping the moving hands of 3 Clocks within the green WIN ZONE wins a Minor Prize, or -choose "CONTINUE". [This decision gives up that Players Minor Prize opportunity]
- ◆ Stopping the moving hands of 5 Clocks within the green WIN ZONE wins a Grand Prize.
- ◆ Use the SELECT button to choose your prize.
- ◆ Use the STOP button to drop your prize.

5. Technical parameter

Model Number: TW. QT01.22

Environment Requirement: Temperature from $-10^{\circ}\text{C} \sim +40^{\circ}\text{C}$, low radiation, low humidity and no serious vibration.

Dimension: $868 \times 720 \times 2035$ (mm) (Single machine)

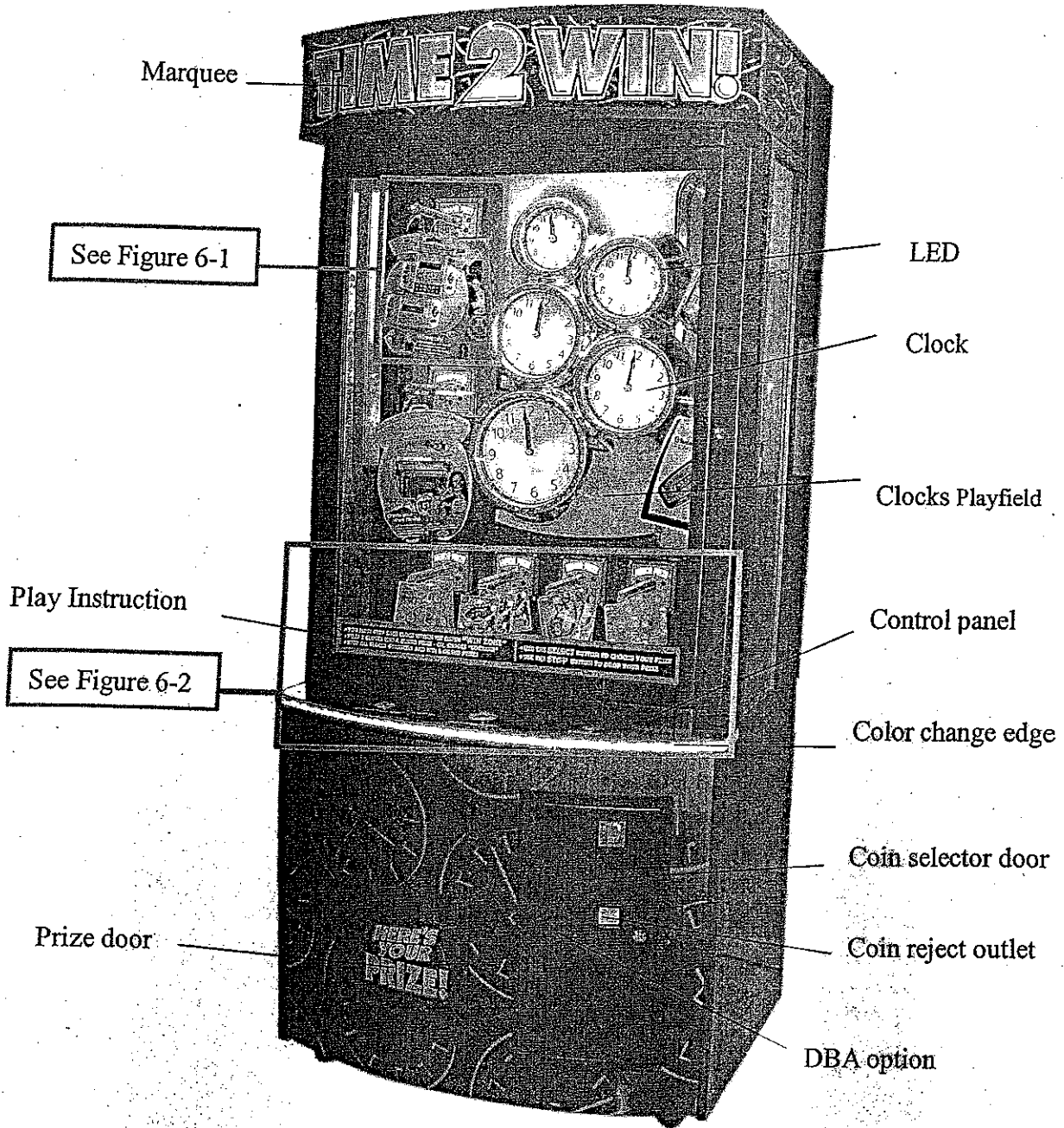
Weight: 98KG

Power supply: 110V/220V

Maximum power: 300W

Players: One player

6. Appearance



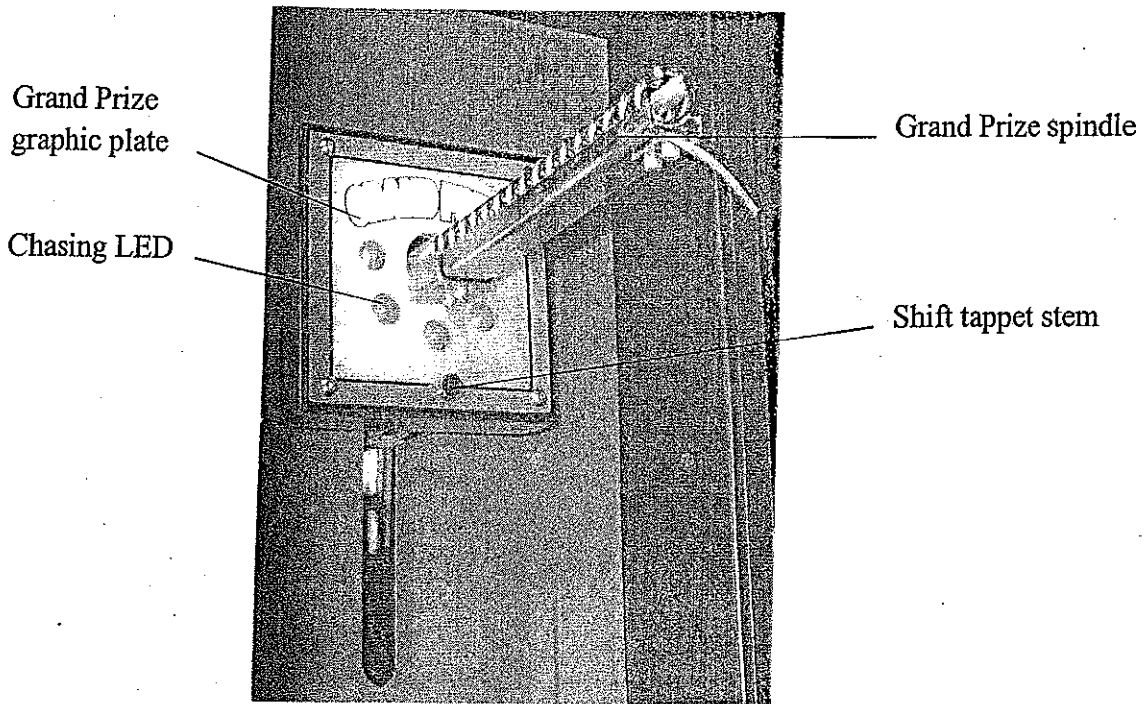


Figure 6-1

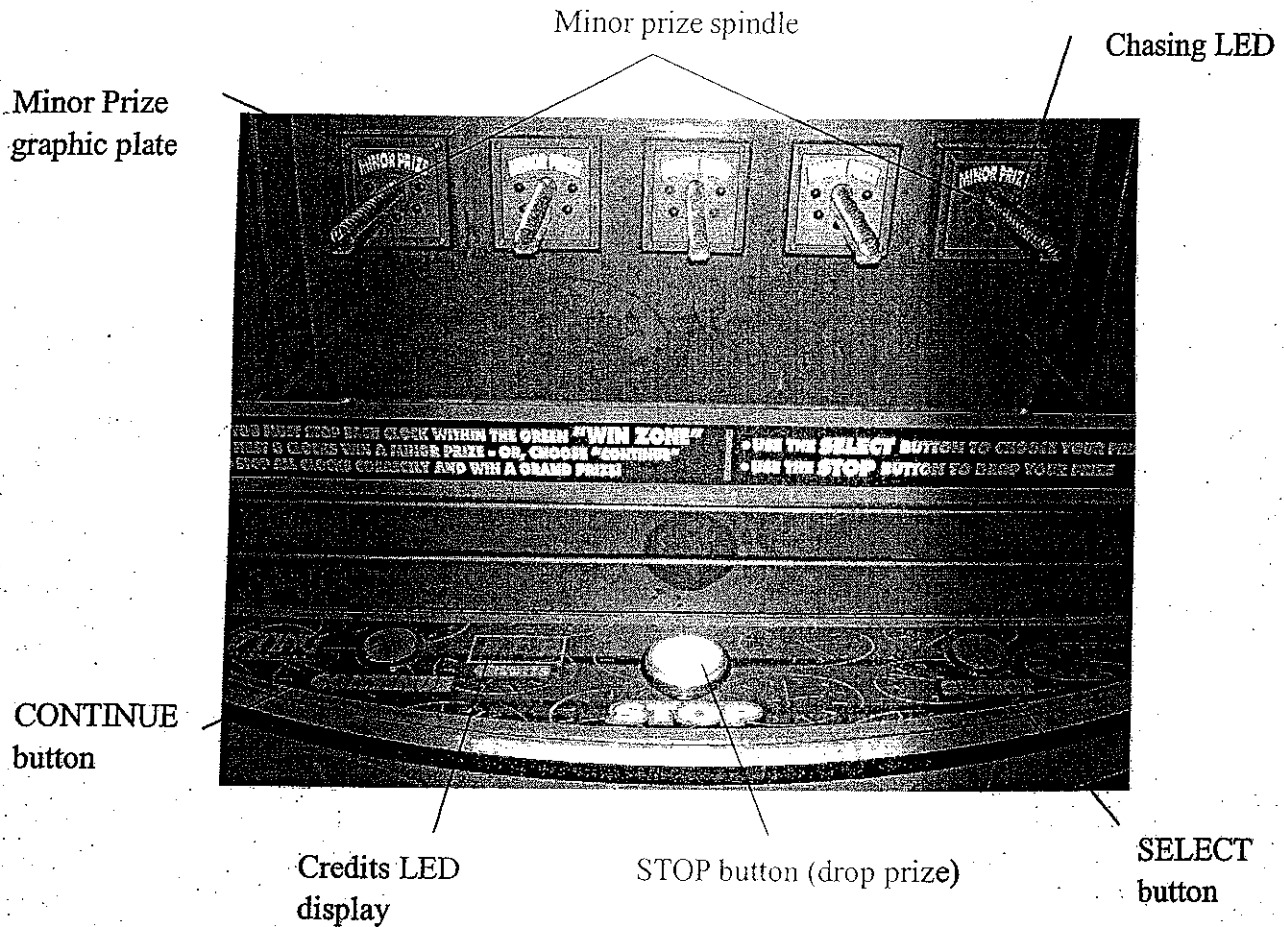
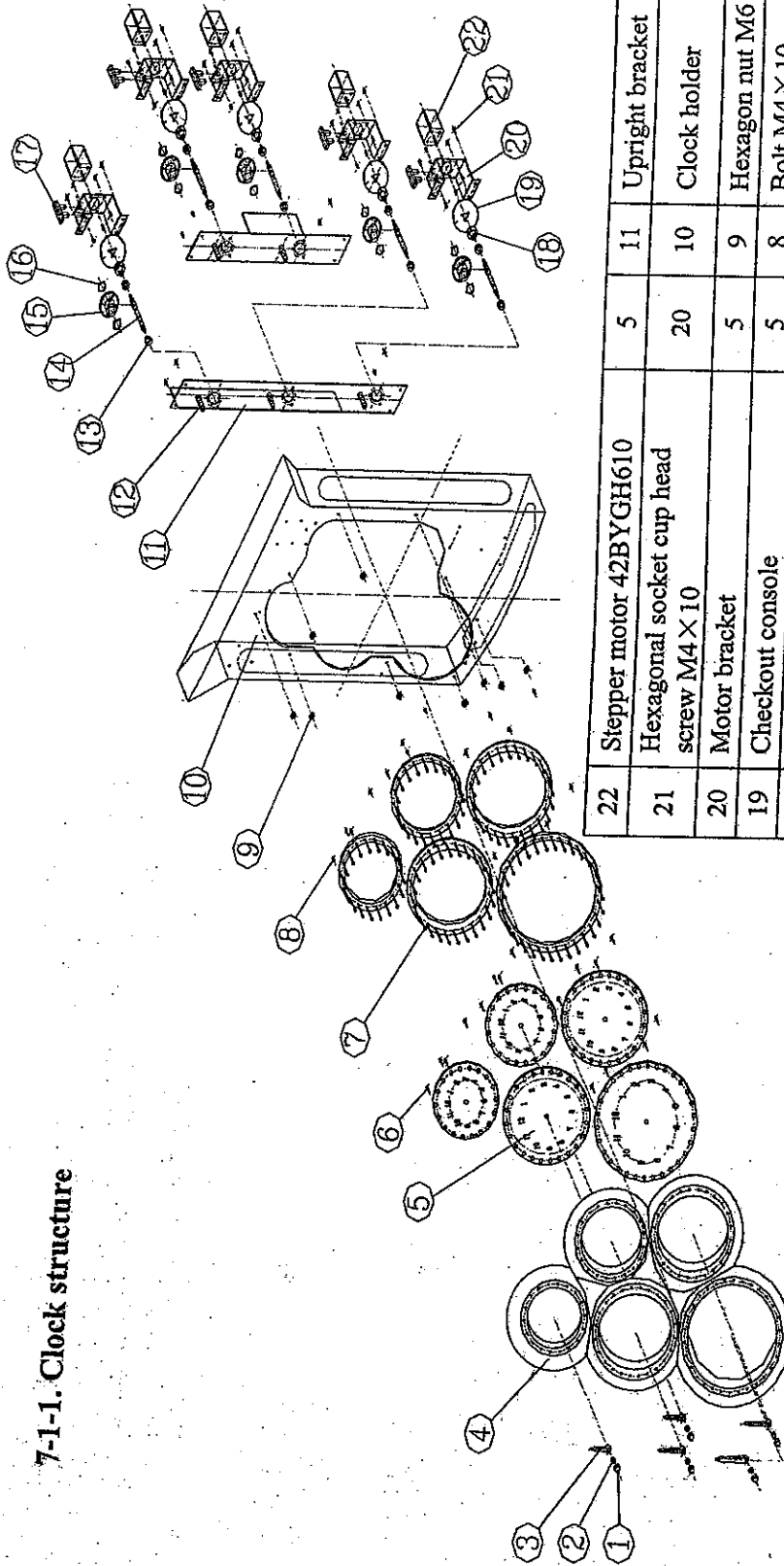


Figure 6-2

7. All parts distribution

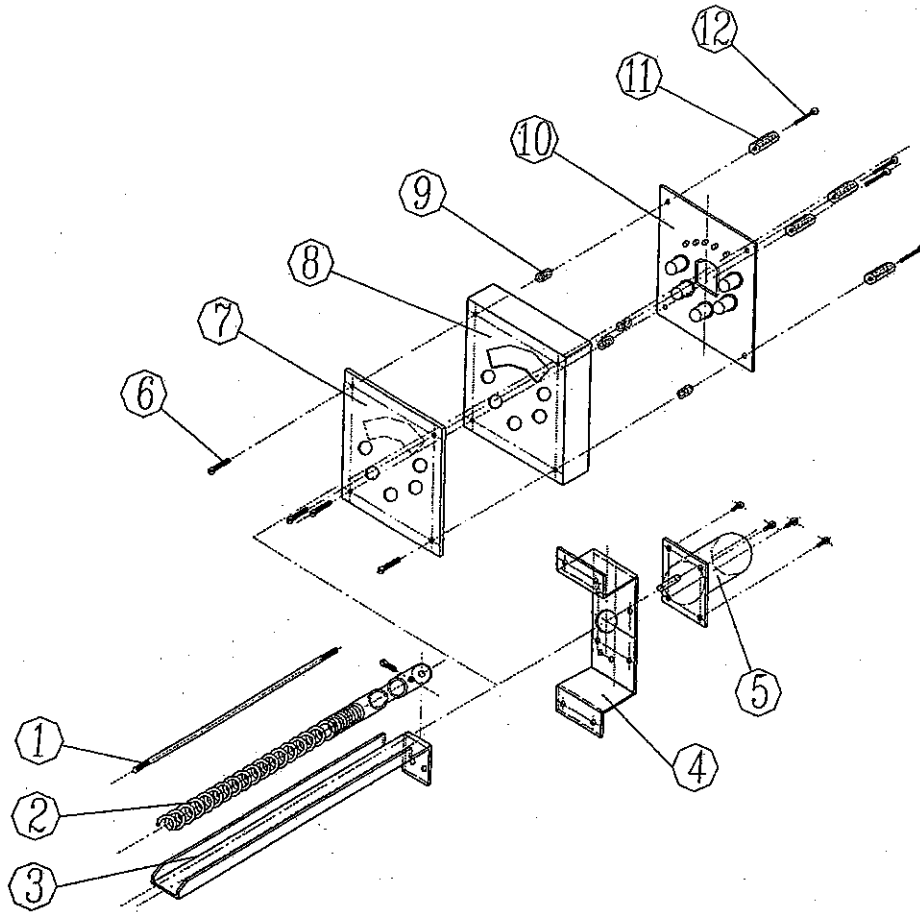
7-1. Mechanical parts illustration

7-1-1. Clock structure



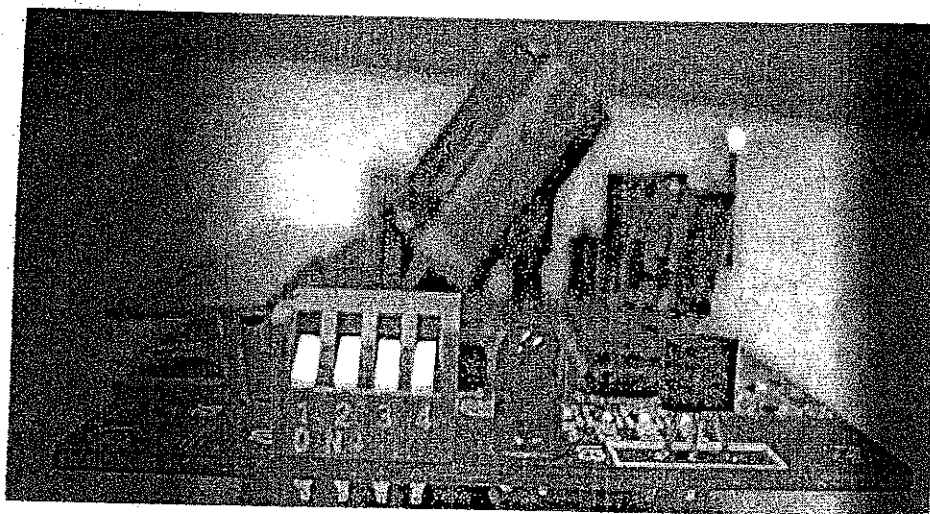
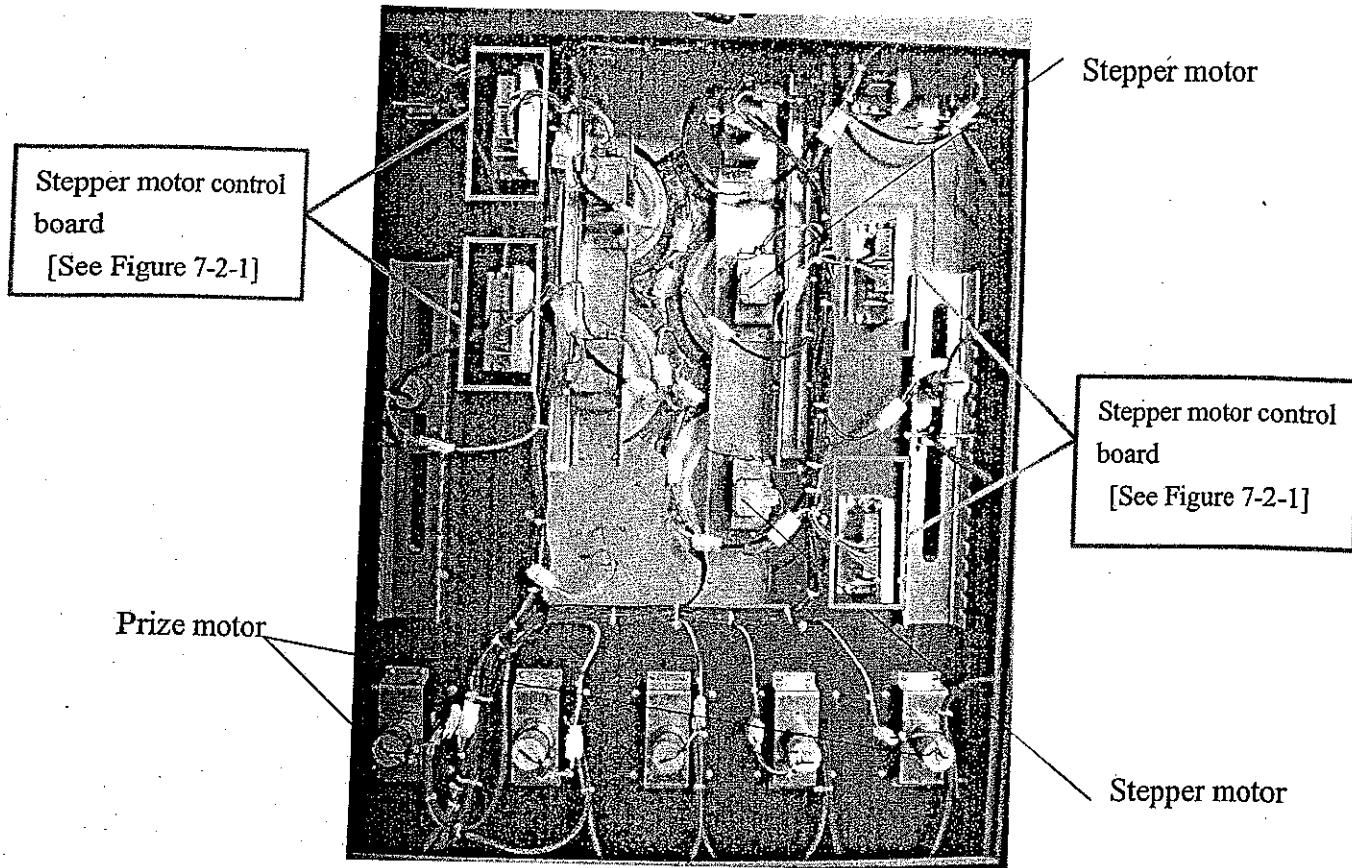
No.	NAME	QTY	No.	NAME	QTY
22	Stepper motor 42BYGH610	5	11	Upright bracket	2
21	Hexagonal socket cup head screw M4 X 10	20	10	Clock holder	1
20	Motor bracket	5	9	Hexagon nut M6	12
19	Checkout console	5	8	Bolt M4 X 10	5
18	Connecting sleeve	5	7	Lamp panel	5
17	Sensor	5	6	Self tapping screw ST $\phi 3 \times 10$	20
16	Spring-Baffle Ring 19 for hole	10	5	Clock graphic	5
15	Bearing bracket	5	4	Clock	1
14	Rotating shaft	5	3	Moving hand	5
13	Deep groove ball bearing 61800	10	2	Flat washer 6	5
12	LED lamp holder	5	1	Acorn nut M6	5
No.	NAME	QTY	No.	NAME	QTY

7-1-2. Prize holder structure



12	Hexagonal socket cup head screw M4×25	4
11	Bearing rod	4
10	Lamp panel	1
9	Insulated stabilizer	4
8	Lamp panel holder	1
7	Lamp panel graphic	1
6	Hexagonal socket cup head screw M4×20	4
5	Motor	1
4	Prize motor bracket	1
3	Prize rod	1
2	Helical spring	1
1	Prize spindle	1
No.	NAME	QTY

7-2. Electric parts illustration

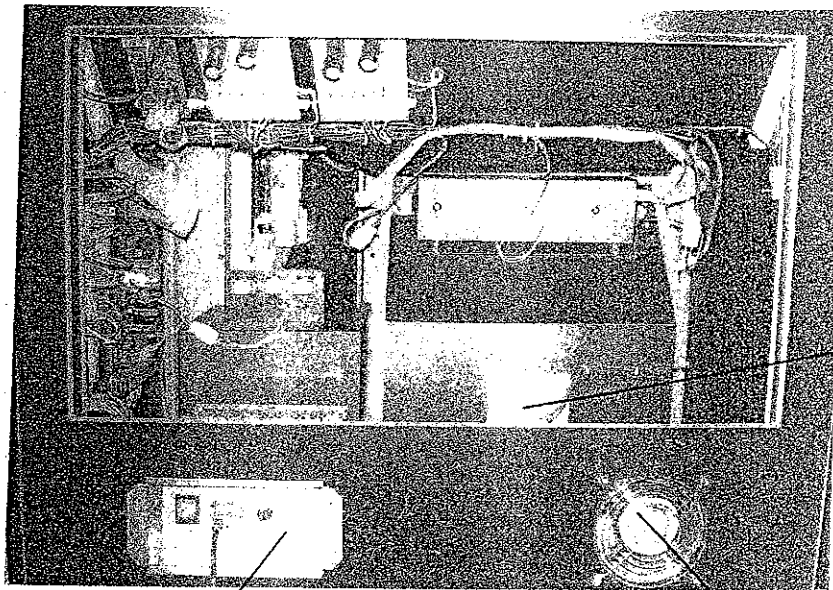


SW

1	OFF	half step	ON	bring into step
2	ON	ON	OFF	OFF
3	ON	OFF	ON	OFF
current	0.5A	1A	1.5A	2A
4	Invalid			

Note: Please do not adjust these factory settings of DIP.

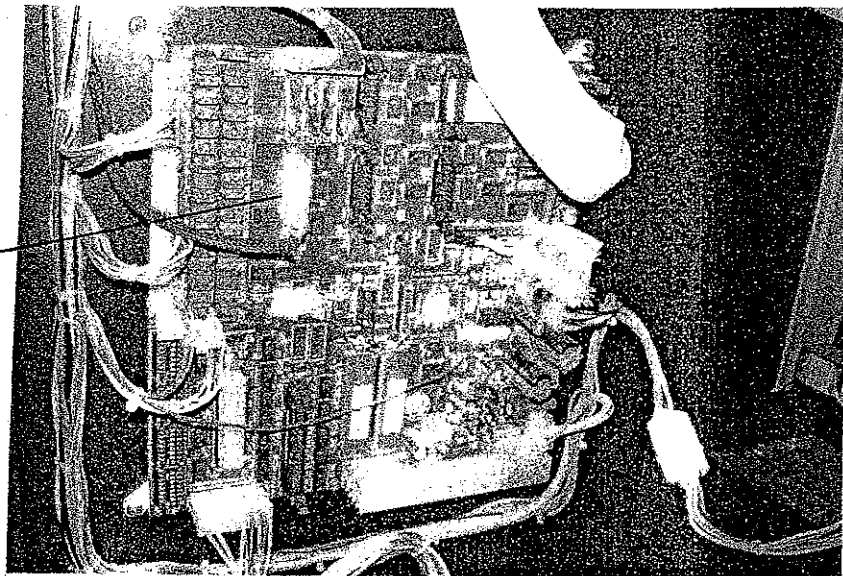
Figure 7-2-1



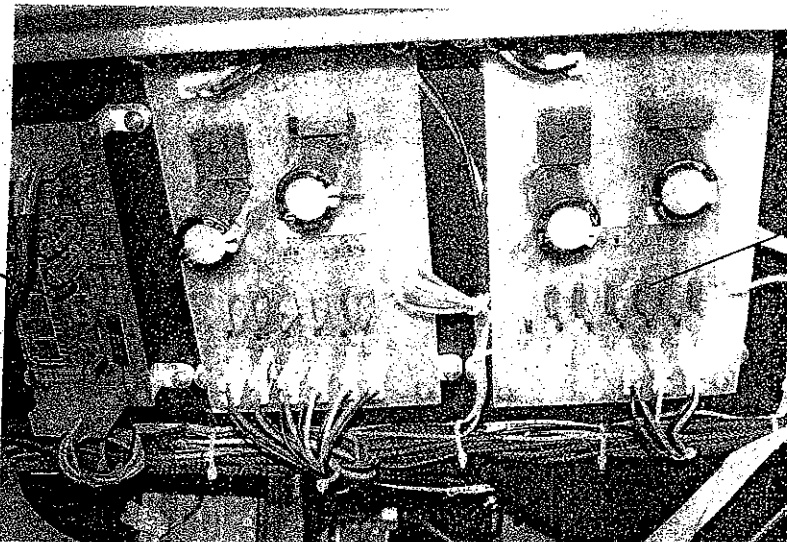
Prize display LED

Power supply input box

Exhaust fan

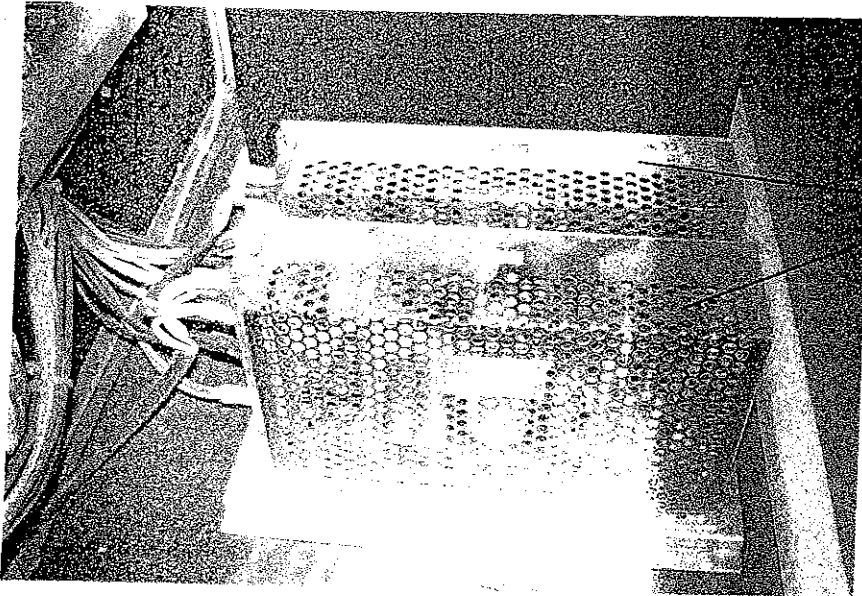


Main board

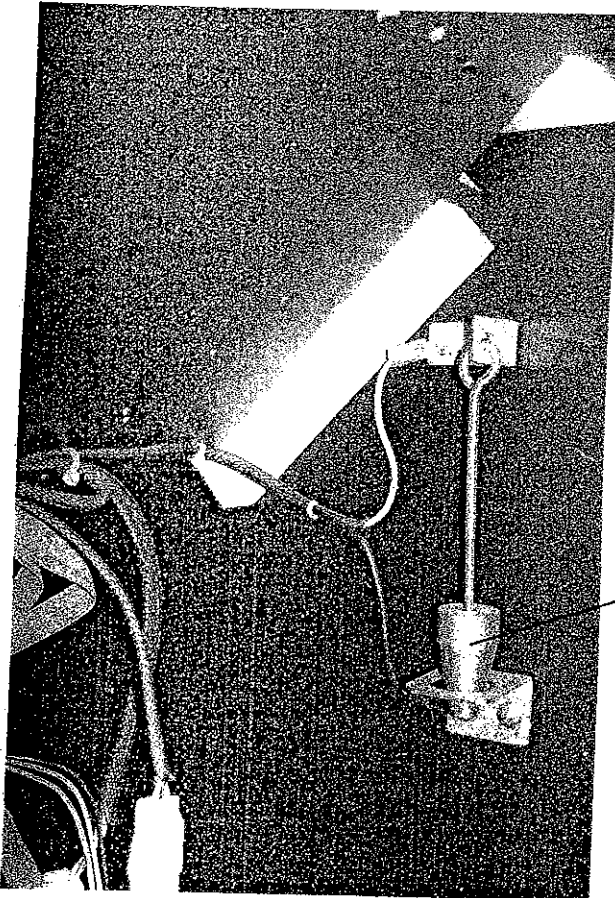


Lattice fittings PCB

Prize motor separator



Power supply cage



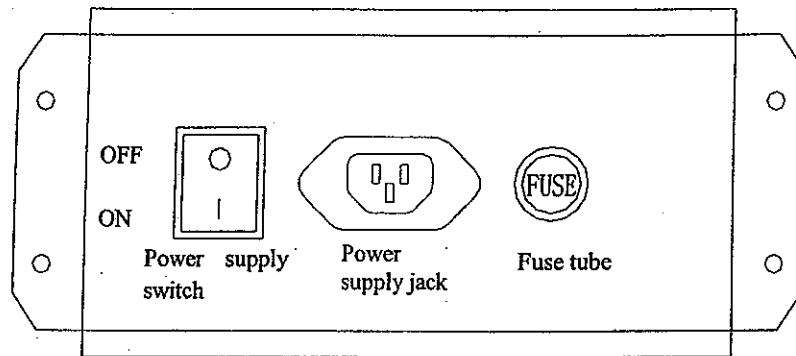
Shake alarm device

8-2. Power supply input box

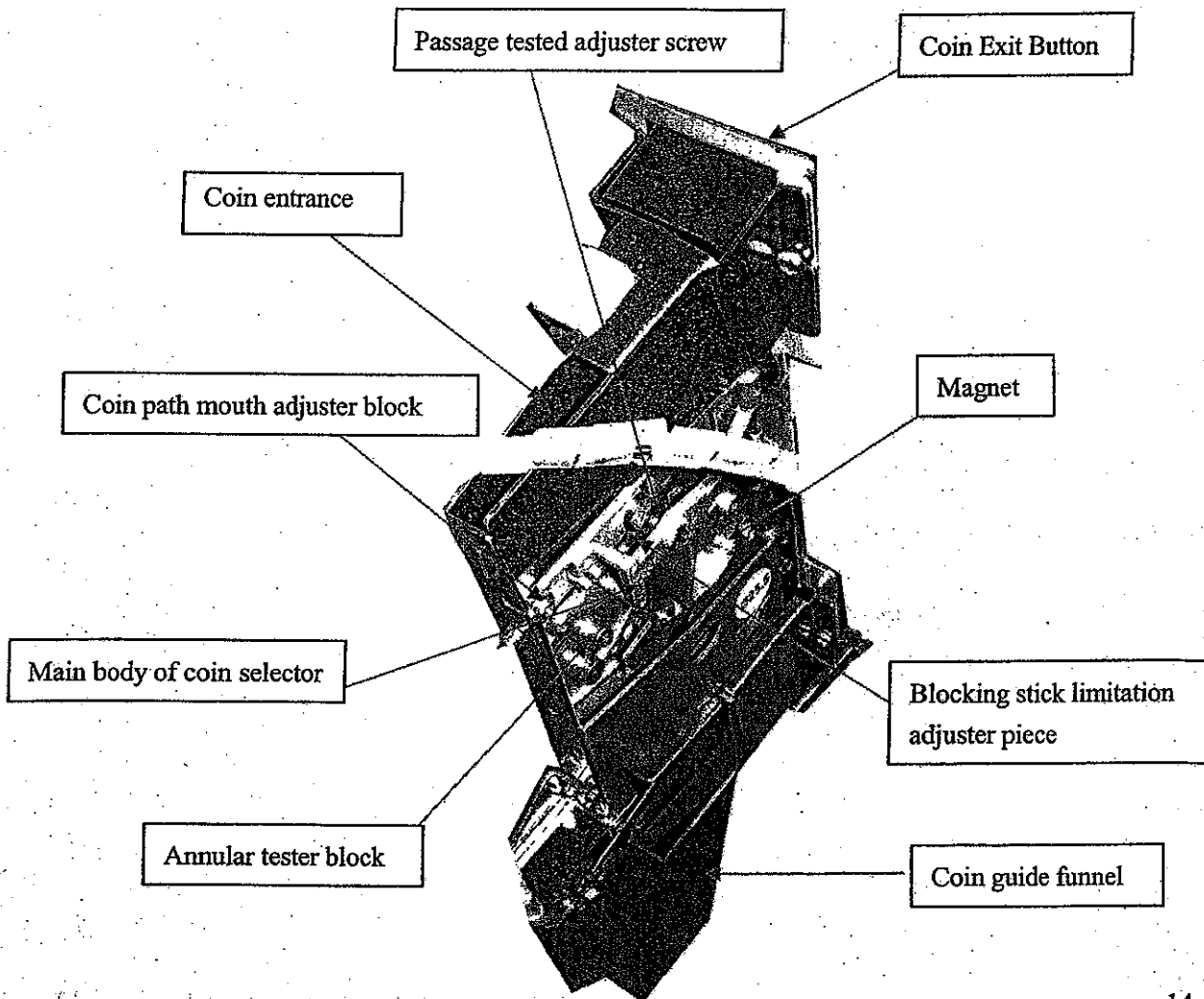
Power supply switch: For power ON/OFF.

Power supply jack: Input AC power according to the instruction of the machine.

Fuse: There is an AC fuse in the fuse tube. Its specification is $\phi 6\text{mm} \times 30\text{mm}$.



8-3. Coin selector



This coin selector is mechanical type machine. It is with high precision and steady performance. It has the function of super magnet for guarding against coin cheat such as fake coin, thief or machine inclination.

Acceptable coin size: $\phi 25\text{mm} \sim \phi 28\text{mm}$ in diameter, 1.5mm~2.6mm in thickness, every country has different size of coins.

Coin exit button: If the inserted coin gets blocked in the coin selector, press it, the coin will come out of the exit.

Coin exit: If the inserted coin is not a suitable one, it will come out of the coin exit automatically.

Coin path mouth adjuster block: Adjust the diameter of the coin. If you have to set inserting minor coin, move it right. In general situation, you do not insert minor coins, so move the block left. It can control the diameter of suitable coins by 0.1mm.

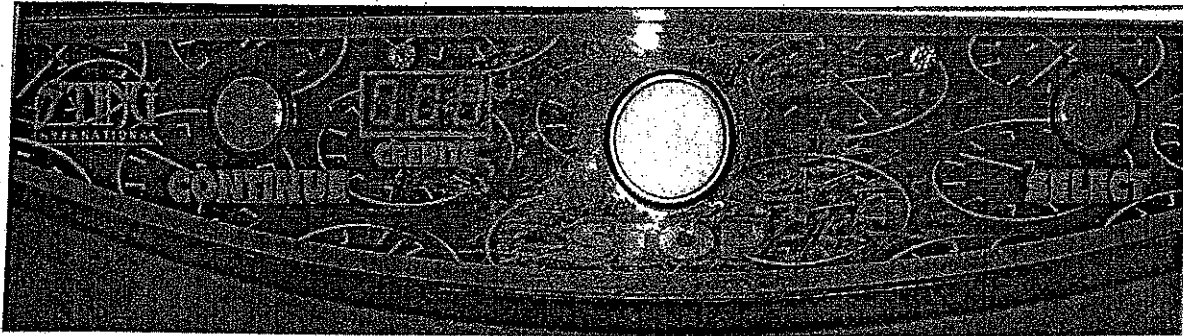
Passage tested adjuster screw: Turn it clockwise, and then it becomes looser. Turn it anticlockwise and then it becomes tighter. Thickness of coins can be controlled by 0.05mm.

Blocking stick limitation adjuster piece: Adjust the upper limit of the diameter of the coin.

Annular tester block: Control floor level of diameter of acceptable coin. Used together with blocking stick limitation adjuster piece, adjusts the diameter of the coin to varies within a limitation of 0.1mm. Coins of different specifications are suitable for different types of annular tester block. As for test block of the same specification, the larger it is, the tighter it is and the smaller is, the looser it is.

Magnet: Select coins with suitable iron-contained quantity. Those containing a large iron quantity easily get absorbed, while those containing a small iron quantity get through easily; if iron- all-over coins are used, get off the magnet.

9. The Function of Memory Playback



1. When the machine is switched on, press SELECT first and hold it down, then press CONTINUE, hold for 6 seconds together, the game will enter the state of memory playback.
2. Memory playback is capable of recording the latest 5 times game playing. The memory will be cleared if the machine is switched off.
3. When in the state of memory playback, LED will show the number that represents which the time is. 1 stands for the latest memory, 2 stands for the memory before 1, and so on, 5 stands for the foremost memory. You can press CONTINUE or SELECT to select. When the memory you want is selected, press STOP to replay.
4. At the end of replay, all the moving hands return to 12:00 if you press STOP. Then you can choose the playback again.
5. In the state of memory playback, keep pressing STOP over 3 seconds to exit from it.

Notice: It won't be informed in case of any change of the performance of the machine, the contents of the manual or the program!

10. Appendix

10-1. I/O Sheet (Ver 1.0)

Update: 2008-12-25
Design: 2007-11-24

Item	Content	DIP SW1							
		1	2	3	4	5	6	7	8
Coins credit	1	ON	ON						
	2	OFF	OFF						
	3	ON	OFF						
	4	OFF	OFF						
Free play	ON		ON						
Prize payout	OUT								
Background music	ON				OFF				
	OFF				OFF				
Attract	ON								
	OFF					OFF			
Motor Speed	Slow						on	on	
	Medium						on	off	
	Fast						off	off	

Item	Content	DIP SW2							
		1	2	3	4	5	6	7	8
Credits for a Grand Prize	2000	on	on	on	on				
	1800	off	on	on	on				
	1600	on	off	on	on				
	1500	off	off	on	on				
	1200	on	on	off	on				
	1000	off	on	off	on				
	800	on	off	off	on				
	600	off	off	off	on				
	400	on	on	on	off				
	300	off	on	on	off				
	200	on	off	on	off				
	100	off	off	on	off				
	50	on	on	off	off				
	40	off	on	off	off				
	30	on	off	off	off				
	Credits for a Minor Prize	16	on	on	on	on			
15					off	on	on	on	
14					on	off	on	on	
13					off	off	on	on	
12					on	on	off	on	
11					off	on	off	on	
10					on	off	off	on	
9					off	off	off	on	
8					on	on	on	off	
7					off	on	on	off	
6					on	off	on	off	
5					off	off	on	off	
4					on	on	off	off	
3					off	on	off	off	
2					on	off	off	off	
1					on	off	off	off	

Item	Content	DIP SW3							
		1	2	3	4	5	6	7	8
Memory	ON								
	OFF	off							
Attract interval (s)	180		on	on	on				
	120		off	on	on				
	90		on	on	off				
	60		off	on	off				
	30		off	off	off				
15		off	off	off					

Item	Content	DIP SW4							
		1	2	3	4	5	6	7	8
Running time for Grand prize spindle (s)	4								
	8	off	on	on					
	16	on	off	on					
	24	off	off	on					
	32	on	on	off					
	40	off	on	off					
Running time for Minor prize spindle (s)	4								
	8				off	on	on		
	16				on	off	on		
	24				off	off	on		
	32				on	on	off		
	40				off	on	off		
The time of re-selecting prize	2								
	3						off	on	
	4						on	off	
6							off	off	

Input :

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
13		113	2# initial sensor	123		131	
14		114	3# initial sensor	124	Shake alarm	132	
15	1# coin selector	115	4# initial sensor	125	Prize receiving signal	133	
16	2# coin selector	116	5# initial sensor	126	Coin insertion button	134	
17	Prize cleared	117		127		135	
18	Clear JP	118		128		136	
19	STOP button	119		129		137	
110	CONTINUE button	120		130		138	
111	SELECT button	121		131		139	
112	1# initial sensor	122		132		140	

Output:

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1		OUT17	5 motor PN	OUT33	4# light in 12:00	J12-1	
OUT2		OUT18	5 motor EN	OUT34	5# light in 12:00	J12-2	
OUT3	Coin counter	OUT19		OUT35	STOP button light	J12-3	cycle light SDI
OUT4	Minor Prize Counter	OUT20		OUT36	CONTINUE button light	J12-4	cycle light LCK
OUT5	Grand Prize Counter	OUT21	prize motor 1	OUT37	SELECT button light	J12-5	cycle light LE
OUT6		OUT22	prize motor 2	OUT38	1# panel light	J12-6	prize light SDI
OUT7	Coin light	OUT23	prize motor 3	OUT39	2# panel light	J12-7	prize light LCK
OUT8	Prize light	OUT24	prize motor 4	OUT40	3# panel light	J12-8	prize light LE
OUT9	1 motor PN	OUT25	prize motor 5	OUT41	1# flash light		
OUT10	1 motor EN	OUT26	prize motor 6	OUT42	2# flash light		
OUT11	2 motor PN	OUT27	prize motor 7	OUT43	3# flash light		
OUT12	2 motor EN	OUT28	prize motor 8	OUT44			
OUT13	3 motor PN	OUT29	prize motor 9	OUT45	1# coin light		
OUT14	3 motor EN	OUT30	1# light in 12:00	OUT46	2# coin light		
OUT15	4 motor PN	OUT31	2# light in 12:00	OUT47			
OUT16	4 motor EN	OUT32	3# light in 12:00	OUT48			

Note: OUT33-40 is controllable silicon output, also is 2803 input.

LED display:

Coin QTY LED<7>1-3

Testing:

Press TEST button to enter program testing.

- LED<7>3-1 displays the version of the software.
- Press TEST button once again, LED displays 1,2,3,4,5,6,7,8 to check whether it is right or not.
- Press TEST button once again, it displays 1, 4 digits LED of LED<7>4-1 displays the state of DIP(ON is off, OFF is on);
- Press TEST button once again, it displays 2, LED<7>6-5 displays 1~4 digits LED of LED<7>4-1 displays two closed switch numbers at the same time.
- Press TEST button once again, it displays 3; press TEST button continually, it displays segment number and 3 circularly; press TEST button for a long time, it enters next testing.
- It displays 4; press TEST button continually, LED<7>3-2 displays On, LED<7>2-1 displays the output number circularly; press TEST button for a long time, it enters next testing.
- It displays 5; corresponding chasing of OUT1-48 output.
- Press TEST button once again, it displays 6, button 19 and button 110 for testing music.
- Press Clear JP button at any time to exit from testing.

Error display :

- "E" input code, For example: Input 1 24 means Shake alarm. It means shake alarm error when E 24 is 2. LEDs of shake alarm and alarm for no prize display HLE.

Instructions for clearing EMS memory:

- Dial DIP SW3-1 to OFF (no memory), press Clear JP (input 18);
- Dial DIP SW3-1 to ON (with memory), press Clear JP (input 18).

NOTE: 1.EMS memory must be cleared, then pressing the Clear JP shall only be effective if adjusts the DIP switch every time.

2. DIP of stepper motor controller which is factory setting can not be changed. If some accidents cause by human because of making bold to adjust the DIP, our company will not be responsible for them.

3. It won't be informed in case of any change of this I/O sheet.