

Play solutions



IMPORTANT

**Be Sure
to Read this
Manual
Before Use**

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I. Product Introduction

Product Attributes

It is a machine with a wide range of gift selection, low gift placement value, fast game process, exciting prizes, high frequency of coin consumption, high site revenue data, and a large stocking area, so that the site stocking and display are worry-free.

Product Features

- 1. Gift machine designed for children: fast prizes, high probability, children usually don't care what prizes are given, but care about getting prizes.**
- 2. Good customer experience and high revenue: At the beginning of the game, press the arrow to aim at the clip, the game process is fast, the prizes are given quickly, the number of tokens consumed is also fast, and the revenue speed is increased.**
- 3. A wide range of gift selection: You can choose snacks, cards, stickers, hair accessories, stationery, red envelopes and other low-value and easily consumable gifts.**
- 4. A large number of gifts: The machine is set up to place up to 44 gifts.**
- 5. High winning frequency: Gifts are awarded frequently, players have a strong sense of accomplishment, and increase the impulse to play.**
- 6. Large stocking area: Because it is a high-prize machine, it needs to be replenished relatively promptly. When operating on site, the replenishment staff does not need to run around in the warehouse to go through the process to get the replenishment gifts, which saves trouble and effort, and can also be used for exchange display.**
- 7. Good display effect: The large area can be used for display, and the rich visual effects of the display will make it easier for players to stimulate the desire to invest coins, and it looks easier to win prizes.**

Product appearance

The ingeniously crafted chassis has a transparent and atmospheric appearance and is also convenient for site maintenance.

With a super cool UFO flying saucer shape, a layered three-dimensional head, and a cool overall appearance, it is well loved with the most popular gift machine products at the moment.

II.SPECIFICATIONS

Rated power supply: AC110V 50/60Hz; AC220V 50/60Hz

Min. Power consumption:540W

Max. Power consumption:547W

Dimension: 1800*1200*2415 MM

70.87*47.25*95.08IN

Weight: 314.5Kg=693.35299 lb



III.Key components



IV.HOW TO PLAY

Step 1: Insert the game coin.

Step 2: Aim the arrow to coincide with the clip.

Step 3: Press the button.

Step 4: The arrow hits the clip and the gift falls, and you can get the gift.



V.Add gift description

When adding gifts, there is a turntable stop button in the middle of the chassis glass door, which can control the turntable to stop at any time to facilitate merchants to add gifts

VI.Parameter settings

In standby mode, press the OK key on the small keyboard to enter the background settings. "Use the up and down keys to switch menus and press the OK key to enter"

The backend homepage menu is displayed as follows

- 1.Settings
- 2.Accounts
3. Test
4. Gift setting
- 5.Exit

1.Settings

Coins A play (1-20) coins Default 1

A play (1-10) times Default 1

Volume (0-25)

Game Time (1-90) Second Default 1

Language En/中

Music On\off

Password Change

Positioning photoeye On\off

Standby time 1-10mins **0-The turntable keeps turning**

Exit/Return

2.Accounts

Total Coins The total number of coins put into the machine

online and offline

Turntable Gifts Total number of gifts given out by machine games

Clear accounts After entering, press the key to clear the total account, which is convenient for daily meter reading management

Exit

3. Test

Gift Light Eyes 0/1 Manual sensor gift photoeye 0/1 If there is a change, it is normal

Motor up down Press the OK key on the setting keyboard and move the game arrow up and down to start detection

Test 1: Whether the upper and lower motors are working

Test 2: Whether the upper micro movement 0/1 changes

Test 3: Whether the lower micro movement 0/1 changes

4. Gift setting

Password: 00000000

Total number of gifts: 52 [Number of turntable clips] Factory adjusted, do not change!!!!

Difficulty: 20 rounds

Difficulty control: On/Off [On for difficulty mode, Off for natural mode without difficulty control]

Exit

5.Exit/Return

VII.Fault Resolution

1. Photoeye failure

Solution:

- ①. If there is a gift blocking the light, just take the gift away
- ②. Is the black light-absorbing cloth attached to the opposite side of the light eye?
- ③. Whether the photoeye lights up with a red light can be adjusted by adjusting the sensitivity knob.
- ④. The photoeye may be damaged and can be replaced.

2. Upper and lower motor failure

Solution:

- ①. Check whether the upper and lower motors and upper and lower micro-movement circuits are loose
- ②. Enter the test menu to test whether the motor and up and down micro motion are normal. If there is any abnormality, just replace it.

VIII.Circuit board circuit diagram

