



User's Manual

Product Name: HELLO MONSTER

About manual

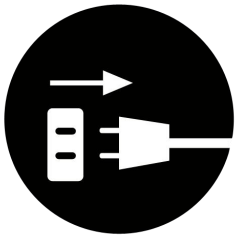
This user manual helps users understand the detailed use information and precautions of the company's product [HELLO MONSTER]. This user manual can also help users solve general problems encountered when using this product [HELLO MONSTER]. Users can also learn more about this product in other ways, and hope that users can put forward valuable comments and suggestions.

Description of labels used in manuals and products

Labels will be affixed on this user manual and product for the user to use and operate the company's products.

Preface

The types of graphic marks used in this book or on the machine are as follows:

Graphic mark	Description	Graphic mark	Description
	General attention		Grounded
	Forbid		Unplug the power plug

	Dismantling is prohibited		Follow instructions
	Watch out for fireworks		No water injection

Part 1 : Product Introduction

1.1 Product name

HELLO MONSTER

1.2 Product introduction and features

- A. Drainage of explosives, explode the market
- B. Innovative ideas, far-sighted
- C. Multi-party supply, high quality and Wumart
- D. Ultra-low threshold, higher return
- E. High-quality products, leading the industry

1.3 Machine specifications

Machine size: L980*W910*H2500mm (length, width and height)

Machine power: 430W at standby, 506W at work

1.4 Application Environment

The software of this product runs on the company's self-developed motherboard and is used in

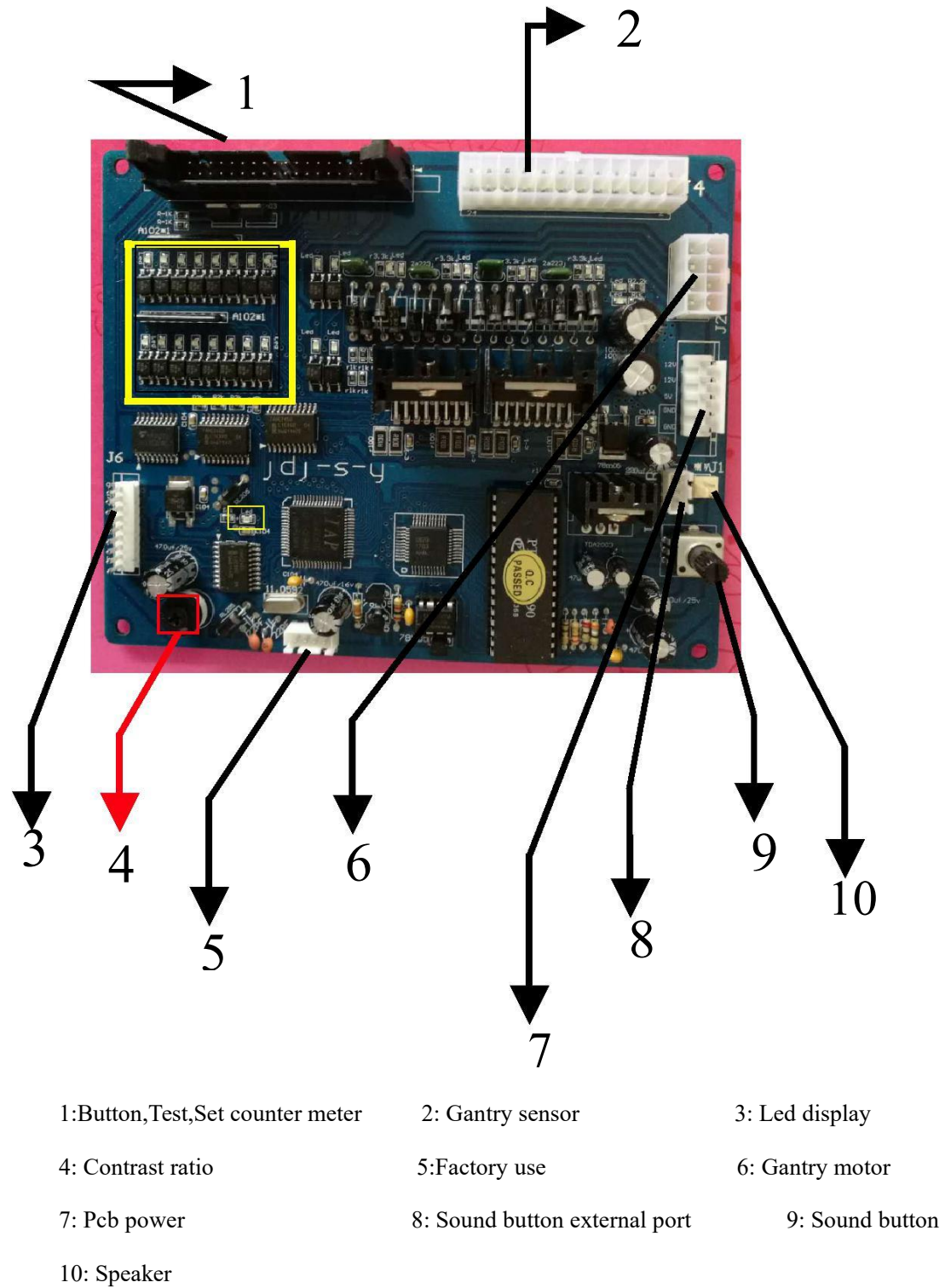
major indoor business districts or crowded entertainment venues.

Part 2 : About Machine

2.1 Description and dimension



Part 3. About PCB



Part 4. About pcb wire connections

J1: Voltage meter 2P

1	2
+	GDN

J1-2: Sound button external port 3P

1	2	3
3	2	1

JP2: PCB Power Connections 5P

1	2	3	4	5
12V	12V		GND	GND

J3: Gantry motor 8P

Motor B- for Axis Y	Cutter motor 12V+		Motor A- for Axis Y
Motor B+ for Axis Y	Cutter motor 12V-		Motor A+ for Axis Y

J4: Gantry signal 24P

1		2	
3		4	
5	5V	6	5V
7		8	
9	Switch for prize hook	10	
11	GDN	12	GDN
13	Feedback signal for electromagnetic lock	14	
15		16	
17		18	
19		20	Switch for prize hook
21	Feedback signal for electromagnetic lock	22	Signal for cutter sensor
23		24	Reset sensor signal for Axis Y

J5 Button, Test , and Set count meter

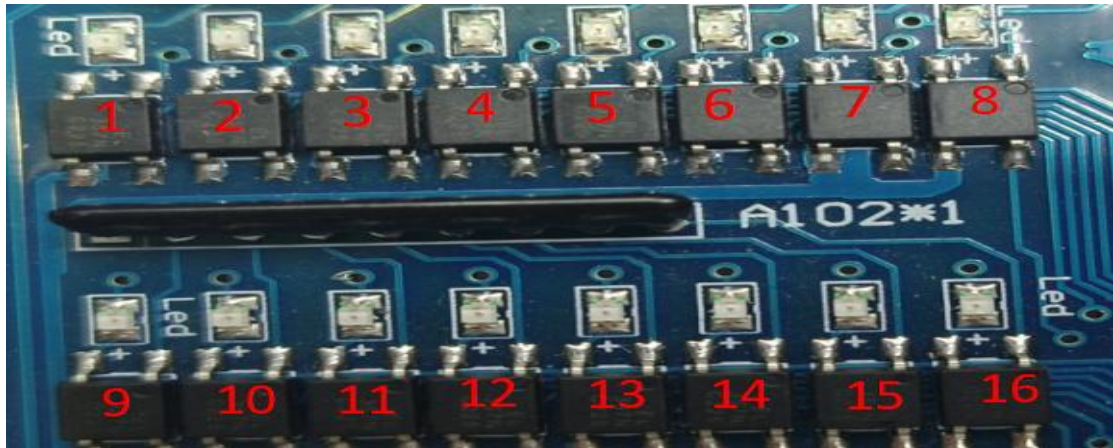
1		2	
3		4	
5		6	Set
7		8	Button for play console
9		10	Set
11	Button GDN	12	Set
13		14	Set
15	Set GDN	16	Menu set
17		18	Token signal
19		20	
21		22	
23	Token 12V	24	Token GDN
25		26	
27		28	
29	Button 12V	30	Button light
31		32	Count meter for prize-out
33	Count meter 12V	34	Count meter for coin-in

J6:Led display 1P

1	2	3	4	5	6	7	8
GND	5V	V o	Rs	Rw	E	A	K

J9: Electronic lock

1	2	3	4
12V	OUT1	OUT2	OUT3



LED light instruction

1		9	Test button (Free play)
2		10	
3	Forward	11	Demo (keep lighting)
4	Backwards	12	
5	Left	13	
6	Right	14	
7	Cutter forward	15	Demo (keep lighting)
8	Set	16	Demo (keep lighting)

*1.Motherboard operation (Settings) instructions

Under the normal standby screen, long press the "SETTING" key to enter the setting (main menu).



Select the entry item by pressing the key plate up and down, press the  (SETTING) key to enter the setting, and press the key for 2 seconds to open the door (as below)



A:Setting

B:Cutter

C:Motor speed

D:Prize setup

E:Maching test

F:Accounts

G: Accounts reser

H:Free play

I: Factory reset

Return

A General Settings

Press up and down key to enter the items , and press the confirm key to set .

A1: How many coins for 1 play (1-9 available)

A2:Game time adjustable (10 seconds-60 seconds)

A3:Demo music optional (on or off)

A4: Save Tokens remained optional (on or off)

When you select “off”,there will be no credits when restart the machine

A5: the music is adjustable.

A6: on or off , or give (1-50) coin for free

Exit to the menu

B. Cutter adjustment.

Press the keypad up and down to select the one you need to enter.

Item, press the OK key to enter the setting.

B1: Cutter adjustment

Cutter opening size, 1-50 optional, the larger the value, the larger the opening.

B2: Position

That is, the winning position, press the key around the key to adjust the size of the value.

The value is adjustable from 0750 to 0860. The larger the value, the more forward the scissors.

Factory correction completed (768)

B2 Special description of the position

At B2: position (as shown below).

Press the OK button to enter the winning position to test



Positioning procedure:

Press the  button, the scissors automatically move forward, the position where the scissors stop is the position to get, in.

This time, the rope must be behind the cutter 1-5 mm

C Motor speed adjustment.

(for this item, please press the machine default value of 15, which cannot be debugged).

Press the keypad up and down to select the one you need to enter.

Item, press the OK key to enter the setting.

The larger the speed number of the front and rear motor, the faster the speed.

D Prize adjustment

D1 Prize mode adjustable

Fix mode(Permanent mode) and vending mode

× 1 N times out (win one prize every N games)1-9000

Exit-----Exit to menu

E : Factory test

Only for factory test

F: Accounting

Total-in---Total income (can not be cleared)

Total-out---Total prize payout (can not be cleared)

Current tokens-in---From last reset until now

Total income

Current prize out---from last reset until now

Play times

Already played times---played times from last win until now

Exit-----Exit to menu

G: Clear accounting

Choose yes , current data will be cleared , but total income data can not be cleared .

H : Free mode

Only for test , switch off when working for business

J : Reset

Try to reset when the errors cannot be resolved

K: Language

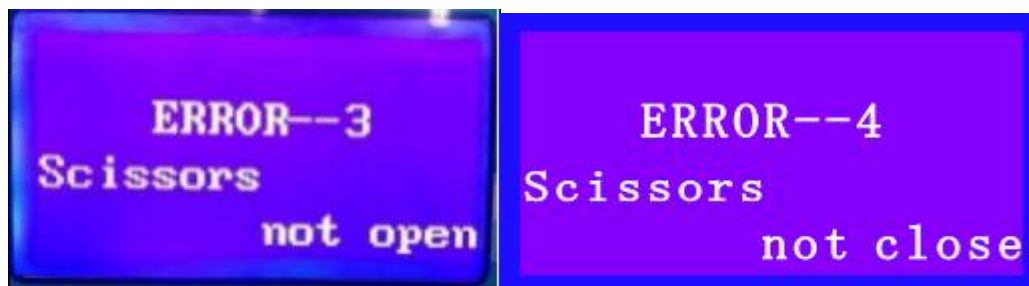
Chinese and English optional

Part 7 : Machine code errors solutions



*Gift door is not open

1. Check whether the electronic lock is stuck
2. Check whether the electronic lock is damaged



*Cutter does not open/cutter doesnot not close

1. Check if the rope is loose
2. Whether it is connected to the motherboard
3. Whether the iron part recognize the sensor
4. Contact the supplier



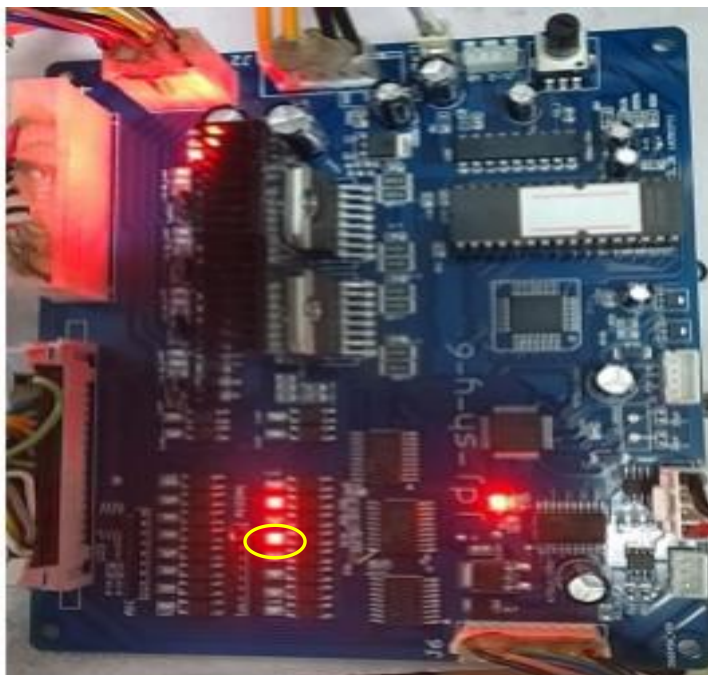
*Motor back error

1. Check whether the sensor has fallen off
2. Block the light at intervals to see if there are any indicators on the motherboard that are on or off .

If off , refer to No.3 as below , If on, refer to No.4 as below;

3. Check whether the rope is connected, if it is connected, please replace the sensor, if it is not connected, go to item 4.

4. Replace the motherboard



Part 8: Safety Notice:

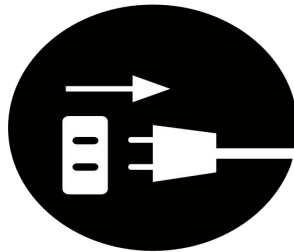
Do not unplug the power plug with wet hands, otherwise there may be a risk of electric shock



The power plug must be plugged in correctly to avoid the accumulation of dust and other dirt, and prohibit fireworks from approaching, otherwise it may cause a fire or electric shock



If there is smoke, abnormal smell or abnormal sound, please stop the operation immediately, cut off the power supply and unplug the power supply

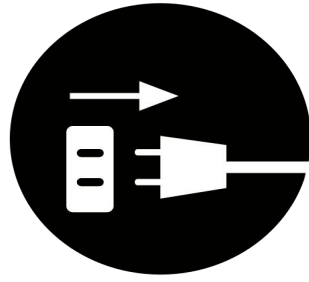


When the power cord or power plug is damaged, please stop the operation immediately and replace it in time

Except for store maintenance personnel or technicians, please do not open the rear maintenance door.

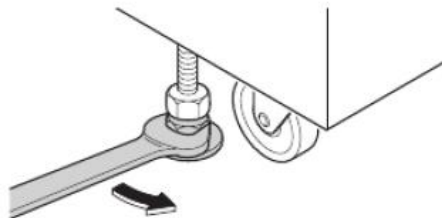
Some internal components carry high voltage

Be sure to turn off the power supply and the main power supply, and unplug the power plug before servicing the door after opening



Handling precautions

- More than 3 people must move the machine
- The machine must be handled carefully to avoid improper force or horizontal lying situation
- When moving on a flat floor, please use the rollers. Before moving, please loosen all the fixing devices to leave the ground.



Avoid crash or knock on the machine, which may damage the machine or damage the internal components of the machine

Cleaning notes:

- Inspection and cleaning must be performed more than once a month
- Do not use high-pressure cleaners and other tools to clean the machine. Once water enters the machine, it may cause electric shock or malfunction

To clean the surface of the machine, please use a soft cloth dampened with a neutral detergent, and then wipe it after wringing it out.