USER'S MANUAL

F04P   DESPICABLE   ME

MANUAL VERSION：F04P-HAR-E-V1.2

CONTENTS

⚠SAFETY NOTICE

⚠ 1 SAFETY NOTICE

    a. Please read carefully with enclosure of "Warranty".
    b. Please read carefully with enclosure of "Maintenance".
    c. Please check and maintain the machine regularly, DO NOT use any synthetic detergents to clean the machine.
    d. Places where the ground is sloping, uneven or there is strong vibration.
    e. Avoid direct sunlight machine placed in place in case the internal parts damaged.
    f. Avoid machine in high dust, high humidity, high temperature environment, so as to avoid damage to machine parts.
    g. Machine does not have waterproof, limited to indoor use, do not place water & beverages in the machine.
    h. DO NOT climbing or stand above the machine in any time, to avoid a threat to personal safety.
    i. Any casualties which caused by inappropriate behavior and dangerous acts, the Company shall not be responsible.
    j. This appliance is not for children and persons with reduced physical, sensory or mental capabilities or lack of experience and knowledge.
    k. Do not use this appliance near bathtubs, showers, basins or other vessels containing water.
    l. After using this appliance should be cleaned to avoid the accumulation of grease and other residues.
    m. Children should be supervised to ensure that they do not play with the appliance.
    n. If the supply cord is damaged, it must be replaced by the manufacturer, its service agent or similarly qualified persons in order to avoid a hazard.
    o. Do not use any other subject to hit the machine expect the standard hammer.

2 TRANSPORTATION AND MOVING

    a. Before moving the machine, make sure to unplug it from the mains.
    b. Turn off the power as notice before unplug from the mains, inappropriate handling will cause damage to the machine.

3 POWER NOTICE

    a. Before power connecting, verified the voltage is correct. 110V, 220V or 240V
    b. DO NOT touch the plug with damp hands to avoid electric shock.
    c. When installing the device, should ensure a smooth footing.

4 ORDER IN POWER ON

Plug in and turn on the power.

5 ORDER IN POWER OFF

Turn off the power and unplug

⚠ Wait for 10 seconds to reboot

● COMPONENT

1 LIST OF COMPONENTS

ITEM	DESCRIPTION	PICTURE
a. KEY	QT'Y : 2 REMARK : 2735 x 2	
b. Power line	QT'Y : 1 REMARK : Plug form according area.	
c. Manual	QT'Y : 1 pc REMARK :	Manual
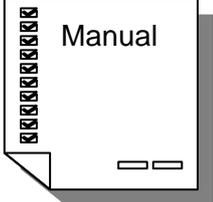
■ ABOUT THE MACHINE

1 SPECIFICATION

a.	Voltage & Frequency	Voltage：100V、110V、220V、240V （Refer to Specification Label） Frequency：50 / 60HZ
b.	Dimension	(W)1130 x (D)830 x (H)2220 mm
c.	User	1 person
d.	Environment	Weather Protected Environment
e.	Temperature	0°C~40°C
f.	Humidity	10%~70%
g.	Power Consumption	Maximum：770W

2 DIMENSION
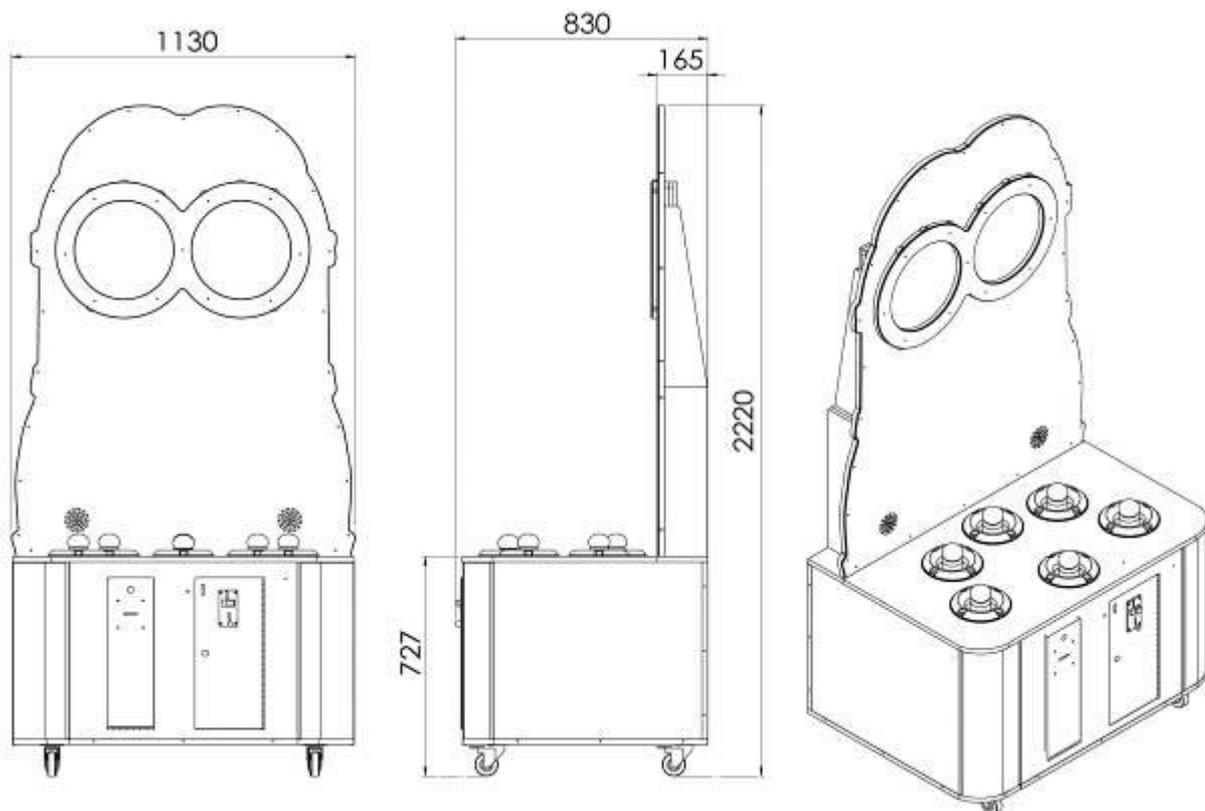
⬟ GAME INTRODUCTION

1 HOW TO PLAY

a. Game Instruction：

(1) Hit rising figures to score. The sound effect will be differed from each hitting.

(2) Sound effects for figures rising will also be different.

(3) Sound effects of figure rising will pop up every 10 seconds.

(4) Rapid rising and falling on any one of figures randomly to reinforce players' impression to the game.

(5) Randomly to make figures rising in turn for players to know well the motion of figures.

(6) The game provides 2 stages. Reach setting scores in stage 1 to enter stage 2.

(7) Game time and score for stage 2 are adjustable by DIPSW.

2 SYSTEM SETTING

➢ Electronic Counter

①FREE PLAY   ③RESERVE

A：Coin Mech 1 Counter
B：Coin Mech 2 Counter
C：Tickets Payout Counter

②TEST   ④RESERVE
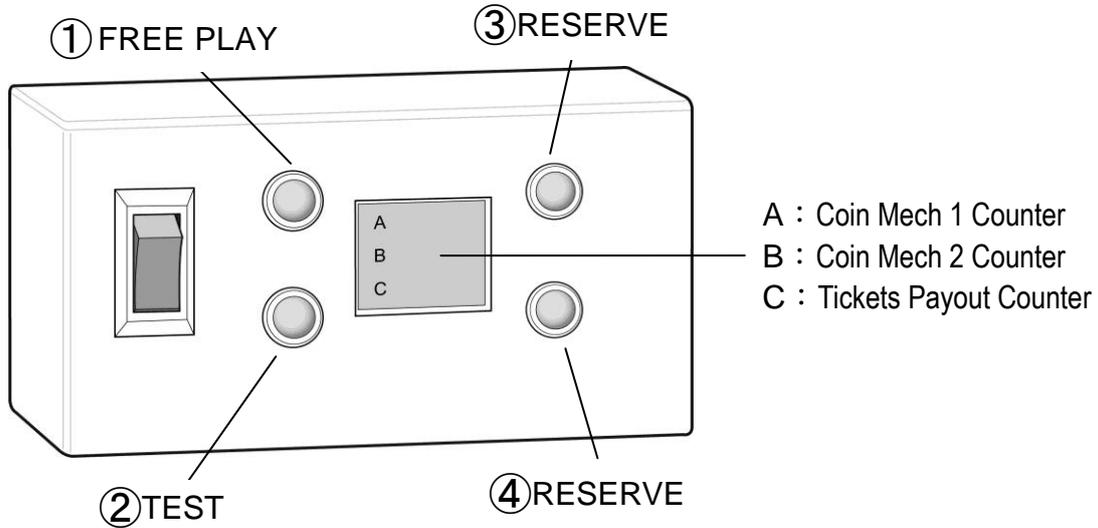
Free play button：Counter no active when press button.

Test button：For test the Doll & sensor active functional.。

➢ Mechanical counters and FREE PLAY button (Optional)

| Coin Counter 1 | Ticket Counter | Coin Counter 2 | FREE PLAY |

※TEST button: The micro switch installed on coin box

➢ Coin Selector

Coin Selector 1 -White single

Coin Selector 2 -Gray single wire.
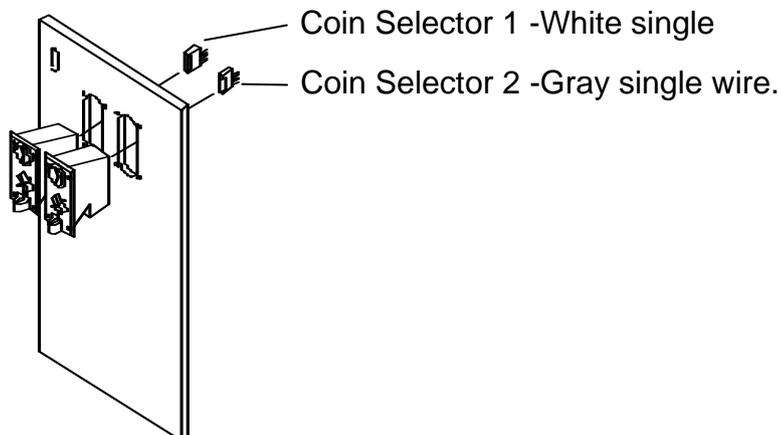
3 HOW TO CLEAR SCORE, COIN AND TICKET RECORD

(1) Keep pressing TEST button and turn on the machine. Release the button when it shows "222" on display and it will show "001" for reset item 1.
(2) Press TEST button to reset and it will alarm once.
(3) Press FREE PLAY button to enter next item.

Reset items list:

［001］: Score for last game (The default value will be 10 points)
［002］: Coin memory
［003］: Tickets memory
［004］: Change evil minion score. (1-4 points)

※［004］ HOW TO CHANGE EVIL MINION SCORE

1) Press and hold FREE PLAY button and switch the machine on.
2) Release the FREE PLAY button when the displays show "222". The SCORE display now shows "001".
3) Press the FREE PLAY button 3 times. The SCORE display now shows "004" which is the setting for evil minion score. The CREDIT display shows the points per score for the evil minion which ranges from 01 to 04. Pressing the TEST button changes the points per score for the evil minion.
4) After setting the evil minion score, reboot the machine or press the FREE PLAY button once to go to game mode.

(4) Reboot the machine after reset

4 HOW TO TEST THE COIL

In stand-by mode, press TEST button to test coil.

(1) All coils will be off for initial test. If there is any coil (figure) is rising or its sensor is on, it will alarm correspondent error code. It maybe caused by sensor or coil malfunctioning.

(2) Test mode stage 2, Minion figures positioning test: All figures turn to Minion side to check SW and then figures rise one by one to make sure it rising smoothly. If any figure doesn't rise smoothly or its sensor is malfunctioning, it alarms and shows error code accordingly on display.

(3) Test mode stage 3, Evil Minion figures positioning test: All figures turn to Evil Minion side to check SW and then figures rise one by one to make sure it rising smoothly. If any figure doesn't rise smoothly or its sensor is malfunctioning, it alarms and shows error code accordingly on display.

5 FIGURE MECHANISM

SCORE FIGURE   SPARE BELTS   REDUCING FIGURE SW   COIL/ SOLENOID

ROTATION
BELTSOLENOI

ROTATION
MOTOR (DC12V)

FIGURE UP-DOWN SENSOR
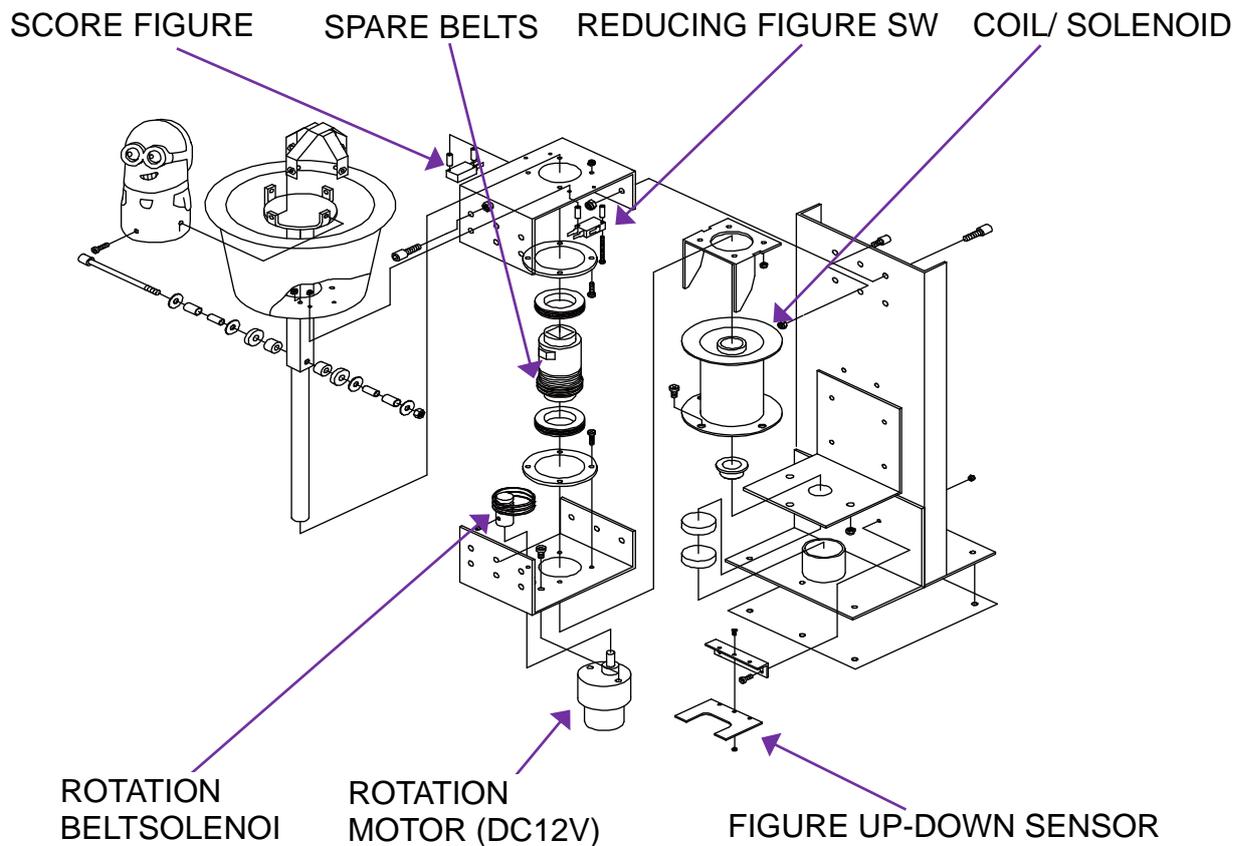
(1) Press down or pull the doll when game proceeding will be not cause any
breakdown.

(2) Malfunction by 1 or 2 of the doll won't effect others.

(3) Test progress: Test button on the counter base.
Press "TEST" button to test each doll, please check the "Elimination of
Malfunction"
if there has any breakdown.

(4) The Coil is equipped with temperature protection to prevent overheated.

6 DIP SWITCH SETTING

DIP SW 1   1=ON   0=OFF

FUNCTION ／ DIP		1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	0	0						
	1 COIN 2 CREDITS	1	0						
	1 COIN 4 CREDITS	0	1						
	1 COIN 5 CREDITS	1	1						
COIN 2	1 COIN 1 CREDIT			0	0				
	1 COIN 2 CREDITS			1	0				
	1 COIN 4 CREDITS			0	1				
	1 COIN 5 CREDITS			1	1				
CREDIT(S) PER PLAY	1 CREDIT					0	0		
	2 CREDITS					1	0		
	3 CREDITS					0	1		
	4 CREDITS					1	1		
MAXIMUM TICKET PAYOUT	UNLIMITED							0	
	20 TICKET							1	
FIGURE SELF-CHECK WHEN BOOTING (ALARM IF 3 FIGURES OR ABOVE FAILED)	N								0
	Y								1

Remark : Reboot the machine if the DIPSW setting changed.

DIP SW 2   1=ON   0=OFF

FUNCTION / DIP		1	2	3	4	5	6	7	8
TICKET PAYOUT	5 POINTS 1 TICKET	0	0	0					
	10 POINTS 1 TICKET	1	0	0					
	20 POINTS 1 TICKET	0	1	0					
	30 POINTS 1 TICKET	1	1	0					
	40 POINTS 1 TICKET	0	0	1					
	50 POINTS 1 TICKET	1	0	1					
	60 POINTS 1 TICKET	0	1	1					
	70 POINTS 1 TICKET	1	1	1					
MERCY TICKET	0 TICKET				0				
	1 TICKET				1				
ATTRACT MUSIC TIME INTERVAL	10 MINUTES					0	0	0	
	1 MINUTE					1	0	0	
	2 MINUTES					0	1	0	
	3 MINUTES					1	1	0	
	5 MINUTES					0	0	1	
	6 MINUTES					1	0	1	
	8 MINUTES					0	1	1	
	DISABLE					1	1	1	
TICKET PAYOUT	N								0
	Y								1

Remark : Reboot the machine if the DIPSW setting changed.

DIP SW 3   1=ON   0=OFF

FUNCTION / DIP		1	2	3	4	5	6	7	8
GAME TIME FOR STAGE 1	30 SECONDS	0	0						
	40 SECONDS	1	0						
	50 SECONDS	0	1						
	60 SECONDS	1	1						
GAME TIME FOR STAGE 2	10 SECONDS			0	0				
	20 SECONDS			1	0				
	30 SECONDS			0	1				
	40 SECONDS			1	1				
PASS SCORE FOR STAGE 1	40					0	0		
	50					1	0		
	60					0	1		
	80					1	1		
POINT DEDUCTION	N							0	
	Y							1	
AUTO RUN	N								0
	Y								1

Point deduction : Deduct 1 point when hitting Minion.
　　　　　　　　The point deduction can be disabled by DIPSW 3-7.

Remark : Reboot the machine if the DIPSW setting changed.

◆ WIRING DIAGRAM

1   DIAGRAM OF MAIN BOARD
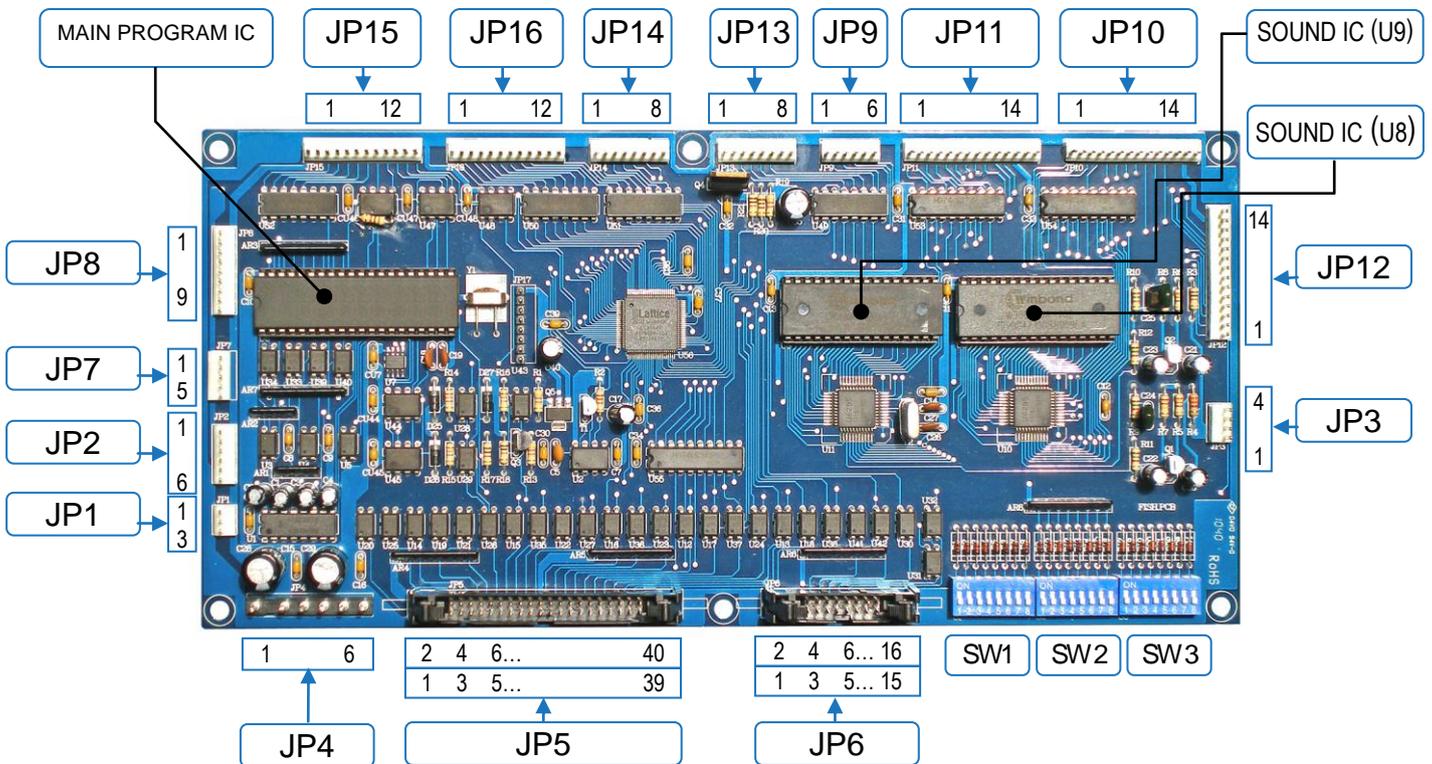
JP1	JP2 (Coin Selector)	JP3 (Sound Out Put)	JP4 (Power Input)
NO USE	1. (Yellow)Coin Selector 1 V+ 2. (White) Coin Selector 1 Input 3. (Black)Coin Selector 1 GND 4. (Yellow)Coin Selector 2 V+ 5. (Grey)Coin Selector 1 Input 6. (Black)Coin Selector 1 GND	1. (White)Out Put 2. No Use 3. GND 4. GND	1. (Yellow)+12V 2. (Yellow).+12V 3. (Black)GND 4. (Black)GND 5. (Red)+5V 6. (Red)+5V

JP5 (HITTING DETECTOR)			
1.(Brown) Figure Sensor 1 3.(Grey) Figure Sensor 6 5. (Black in Brown) Evil Minion 1 SW 7. (White in Brown) Minion 1 SW 9.(Orange) Figure Sensor 2 11. (Black in Orange) Evil Minion 2 SW 13. (White in Orange) Minion 2 SW 15. (Black in Blue) Evil Minion 3 SW 17.(Green) Figure Sensor 3 19.(White in Green) Evil Minion 3 SW	21.(Black in Blue) Evil Minion 4 SW 23.(White in Blue) Minion 4 SW 25.(Blue) Figure Sensor 4 27.(Black in Purple) Evil Minion 5 SW 29.(White in Purple) Minion 5 SW 31.No Use 33.(Purple) Figure Sensor 5 35.(Black in Yellow) Evil Minion 6 SW 37.(White in Yellow) Minion 6 SW 39.No Use	2.(Yellow)+12V 4.(Yellow)+12V 6.(Yellow)+12V 8.(Yellow)+12V 10.(Yellow)+12V 12.(Yellow)+12V 14.+12V 16.+12V 18.+12V 20.+12V	22.(Black)GND 24.(Black)GND 26.(Black)GND 28.(Black)GND 30.(Black)GND 32.(Black)GND 34.GND 36.GND 38.GND 40.GND

JP6 (NO USE)		JP7 (Ticket Dispenser)	JP8 (In/Out Counter)
1.No Use 3.No Use 5.No Use 7.No Use 9.No Use 11.NC 13.NC 15.+12V	2.GND 4.GND 6.GND 8.GND 10.+12V 12.+12V 14.+12V 16.+12V	1. Ticket Dispenser (Tecway) 2. (Blue)Ticket Detector 3. (White)Ticket Dispenser (Yenox) 4. (Black)GND 5. (Red)+12V	1. (Black)Free Play GND 2. (Brown)Free Play 3. (Black)Test SW GND 4. (Green)Test SW 5. GND 6. (Yellow)+12V 7. (Blue)In Counter1 8. (Purple)In Counter 9. (Grey)Out Counter

JP9(Demo Light 2)	JP10(Score Display)	JP11(Time Display)	JP12 (RECORD)
1. +12V(Yellow) 2. Demo Light-Middle Right(Purple) 3. Demo Light-Down Right (Grey) 4. No Use (IN) 5. No Use (IN) 6. GND(Black)	1. (Black)light D0 2. (Brown)light D1 3. (Red)lightD2 4. (Orange)light D3 5. (Yellow)light D4 6. (Green)light D5 7. (Blue)light D6 8. (Black)light D7 9. (Brown)units digit driver 10. (Red)tens digit driver 11. (Orange)hundreds' digit 12. (Yellow)VCC 13. (Green)+12V 14. (Blue)GND	1. (Black)light D0 2. (Brown)light D1 3. (Red)lightD2 4. (Orange)light D3 5. (Yellow)light D4 6. (Green)light D5 7. (Blue)light D6 8. (Black)light D7 9. (Brown)units digit driver 10. (Red)tens digit driver 11. (Orange)hundreds' digit 12. (Yellow)VCC 13. (Green)+12V 14. (Blue)GND	1. (Black)light D0 2. (Brown)light D1 3. (Red)lightD2 4. (Orange)light D3 5. (Yellow)light D4 6. (Green)light D5 7. (Blue)light D6 8. (Black)light D7 9. (Brown)units digit driver 10. (Red)tens digit driver 11. (Orange)hundreds' digit 12. (Yellow)VCC 13. (Green)+12V 14. (Blue)GND

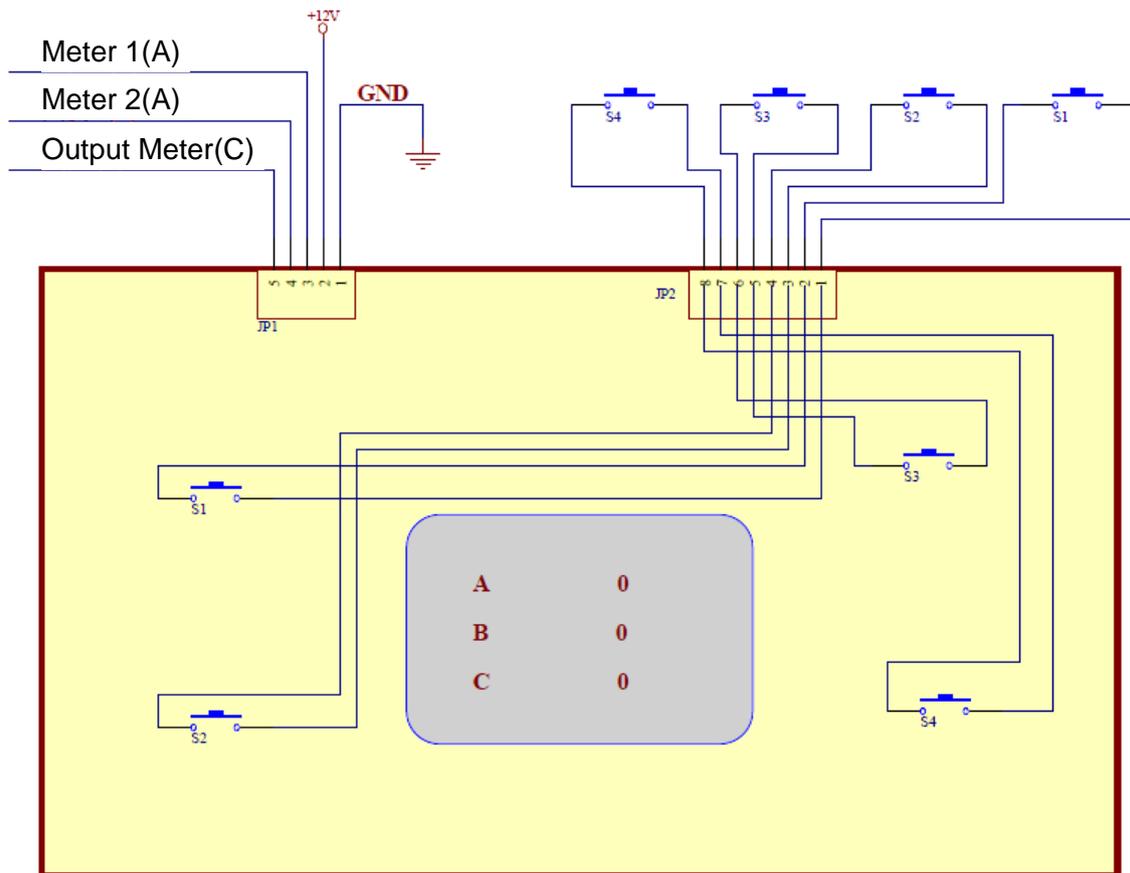| JP13 (Demo Light 1)	JP14 (Head Driver)	JP15 (Cover LED)	JP16 (Figure Rotating)
1. (Yellow)+12V 2. (Yellow)+12V 3. (Brown) Demo Light-Up Left 4. (Orange) Demo Light-Middle Left 5. (Green) Demo Light-Down Left 6. (Blue) Demo Light-Up Right 7. GND 8. GND	1. (Brown) Figure Enable 1 2. (Orange) Figure Enable 2 3. (Green) Figure Enable 3 4. (Blue) Figure Enable 4 5. (Purple) Figure Enable 5 6. (Grey) Figure Enable 6 7. (Yellow)+12V 8. (Yellow)+12V	1. (Yellow)+12V 2. (Yellow)+12V 3. (White in Brown) Figure LED 1 4. (White in Orange) Figure LED 2 5. (White in Green) Figure LED 3 6. (White in Blue) Figure LED 4 7. (White in Purple) Figure LED 5 8. (White in Grey) Figure LED 6 9. NO USE 10. NO USE 11. NO USE 12. NO USE	1. (Black in Brown) Figure 1 Rotating 2. (Black in Orange) Figure 2 Rotating 3. (Black in Green) Figure 3 Rotating 4. (Black in Blue) Figure 4 Rotating 5. (Black in Purple) Figure 5 Rotating 6. (Black in Grey) Figure 6 Rotating 7. (Black in Yellow) Goggle LED 8. NO USE 9. NO USE 10. NO USE 11. (Yellow)+12V 12. (Yellow)+12V

2 ELECTRONIC METER DIAGRAM

Button S1：FREE PLAY Button
Button S2：TEST Button
Button S3：NO USE
Button S4：NO USE

3 SYSTEM WIRING DIAGRAM

FIGURE LED
DRIVE PORTS
X6

GOGGLE LED
PORTS

FIGURE ROTATING
DRIVE BOARD X2

COIL
X6

COIL PCB
X6

AC DRIVER BOARD
6X1

HEAD DRIVER

SCORE LED

TIME/RECORD DISPLAY

SCORE DISPLAY

CREDIT/TICKET DISPLAY

DISPLAY   DISPLAY

JP15	JP16	JP14	JP13	JP9	JP11	JP10
1 12	1 12	1 8	1 8	1 6	1 14	1 14

14
JP
12
1

DISPLAY

BUTTON / Electronic Counter

JP8
1
9

JP7
1
5

JP2
1
6

JP1
1
3

TICKET DISPENSER

Coin Selector

4
1

SOUND
OUTPUT

VOLUME
ADJUST

VR

IN

R   SP+
SP-

20W
AMP

SP+
L   SP-

SP+
SP-

+12V
GND

Speaker

AMPLIFIER POWER
FROM POWER SUPPLY

SW1   SW2   SW3

1   6
JP4

| 2 4 6 8,.... | 40 |
| 1 3 5 7,.... | 39 |

JP5

| 2 4 6,.... 16 |
| 1 3 5,.... 15 |

JP6

(FOR SYSTEM) POWER SUPPLY
RD-125A-12V7.7A,5V7.7A

(FOR FIGURE MOTORS) POWER SUPPLY
P-06A12 (+12V/8.5A)

ANTI-INTERFERENCE

FILTER

PLUG

AC   IN

DETECTOR
+FIGURE ROTATING SW

HITTING DETECTOR
U SHAPE SENSOR X 6

● TROUBLESHOOTING

1 ERROR CODE

NO.	ERROR ITEM	SOLUTION
01	Coin Meter 1	(1)Check wire. (2)Replace the Meter.
02	Coin Meter 2	(1)Check wire. (2)Replace the Meter.
03	Ticket Meter	(1)Check wire. (2)Replace the Meter.
04	Coin Selector 1	(1)Check wire. (2)Replace the selector.
05	Coin Selector 2	(1)Check wire. (2)Replace the selector.
06	Memory Card	Replace PCB.
07	Ticket Machine	Check and replenish the token.
11	Coil Set No.1 Error	(1)Check set No.1 and sensor. (2)Replace the sensor.
12	Coil Set No.2 Error	(1)Check set No.2 and sensor. (2)Replace the sensor.
13	Coil Set No.3 Error	(1)Check set No.3 and sensor. (2)Replace the sensor.
14	Coil Set No.4 Error	(1)Check set No.4 and sensor. (2)Replace the sensor.
15	Coil Set No.5 Error	(1)Check set No.5 and sensor. (2)Replace the sensor.
16	Coil Set No.6 Error	(1)Check set No.6 and sensor. (2)Replace the sensor.
21	Structure1 UP SPEED Unusual	(1)check function of structure1 (2)check coil over heat or aging
22	Structure2 UP SPEED Unusual	(1)check function of structure2 (2)check coil over heat or aging
23	Structure3 UP SPEED Unusual	(1)check function of structure3 (2)check coil over heat or aging
24	Structure4 UP SPEED Unusual	(1)check function of structure4 (2)check coil over heat or aging
25	Structure5 UP SPEED Unusual	(1)check function of structure5 (2)check coil over heat or aging
26	Structure5 UP SPEED Unusual	(1)check function of structure6 (2)check coil over heat or aging

NO.	ERROR ITEM	SOLUTION
31	EVIL MINION 1 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
32	EVIL MINION 2 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
33	EVIL MINION 3 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
34	EVIL MINION 4 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
35	EVIL MINION 5 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
36	EVIL MINION 6 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
41	MINION 1 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
42	MINION 2 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
43	MINION 3 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
44	MINION 4 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
45	MINION 5 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board
46	MINION 6 POSITION SW ERROR	(1) Check position SW (2) Check rotating mechanism or motor (3) Check wiring (4) Check drive board

✶ ENCLOSURE

1 WARRANTY

a. Please be prepared to provide the following information for place a warranty request：

    (1) The Machine type or product number.
    (2) Serial Number of Game or Commercial Invoice of Sale.
    (3) A Detailed Description of the Equipment Fault Symptoms.

b. All product of Feiloli is warranted as follows：

    (1) Main PCB and Computer: 12 Months since produce finished.
    (2) Major Mechanism and Kit: 12 Months since produce finished.
    (3) All other components: 180 days since produce finished.
       (i.e. ticket dispenser, coin selector, bill acceptor, printer, LCD, hopper, transformer, card dispenser, and etc.)
    (4) All repaired items: 90 days since produce finished.
       (i.e. Light, hammer, fan, motor, figure, power supply, transmission belt, and etc.)

c. Please note：

    (1) Major Mechanism and Kit request to return for repair or replacement.
    (2) Damage through transportation will be cover by Feiloli after issue has been confirmed.
    (3) The warranty of replacement will be warranted as same as machines or no longer than 90 days since replaced.
    (4) The copy of warranty is not transferable and applies only to first purchaser.
    (5) These statements do not contain any warranty due to improper installation, accidents, natural disasters, abuse, misuse, inadequate or excessive volts power supply, improper operation, poor environmental conditions and any unauthorized disassembly, repair, or product damage caused by the changes.
    (6) These warranty statement does not apply to warranty sticker has been to modify, alter or remove the tear of the product.
       The product with packaging damaged, incomplete, second-hand resale or any violation of national resale product.
       Data criteria of warranty has been advice as warranty sticker.
    (7) Warranty does not include copies of third-party, or the connected devices.
       Any warranty requirements, the force's responsibility of Feiloli is only to replace the products to consumers. The cost of repair and shipping required by the purchaser.