HAPPY DANCE

MANUAL

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.

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.
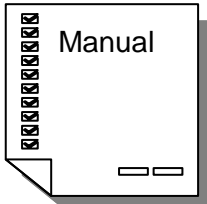
5 Order In Power Off

Turn off the power and unplug

⚠ Wait for 10 seconds to reboot

3

● COMPONENT

1 List of Components

ITEM	DESCRIPTION	PICTURE
a. KEY	QT'Y 4 REMARK 2735 x 3, 　　　　　3123 x 1	
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	W757 x H2391 x D1207mm Size without topper W757 x H1999 x D1207mm
c. User	1 person
d. Environment	Weather Protected Environment
e. Temperature	0℃~40℃
f. Humidity	10%~70%
g. Power Consumption	Maximum 440W

2 Dimension
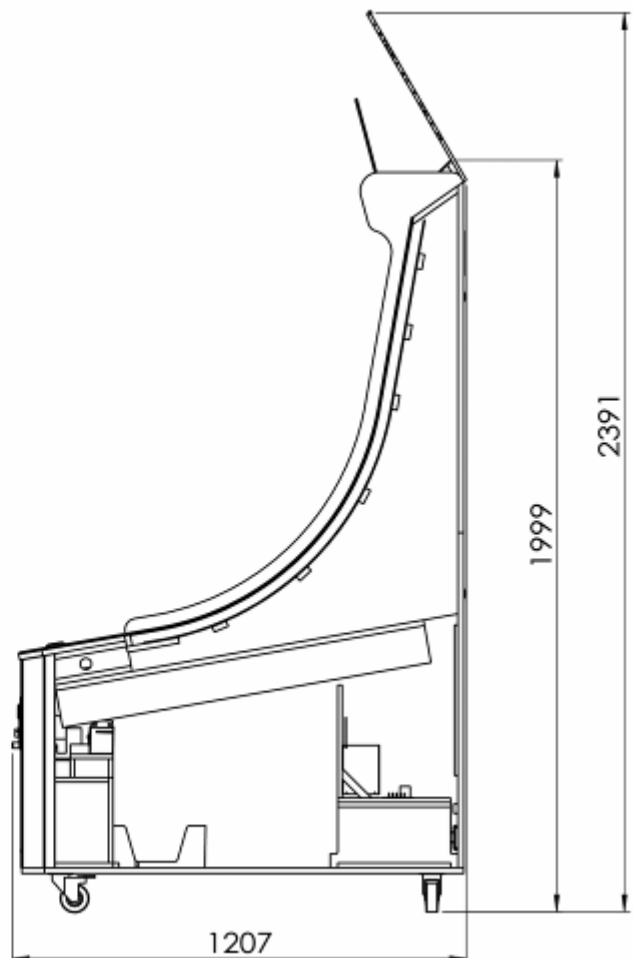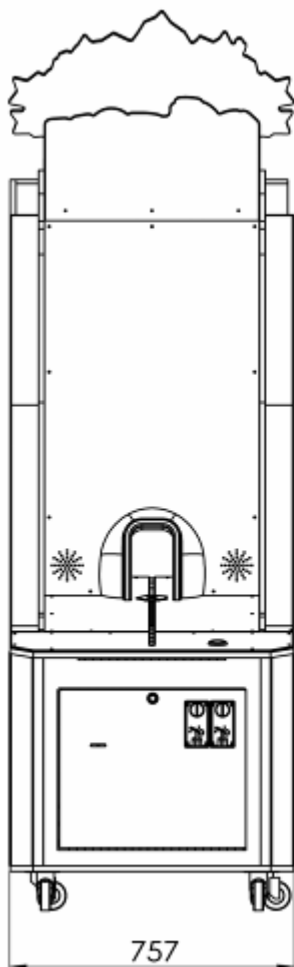
⬠ GAME INTRODUCTION

1 How To Play

a. Game Instruction :

(1) Insert coin(s) to start the game.

(2) Press START button and the penguin will move to playing position.

(3) Push the penguin forward and gain tickets depending on which number the penguin stopped.

(4) If the penguin does not reach the ticket positions or move over the path, play gains only consolation ticket.

b. Bonus Tickets Term:

(1) There is a Bonus block (star mark) in random position every round. Player is able to gain bonus tickets for the penguin stopping on Bonus block. The Bonus tickets will be accumulated and kept until it has won in case player does not win Bonus tickets. The Bonus tickets will be reset to initial value after it has won by player.

2 Game Appearance

3 System Setting

➢ Electronic Counter

FREE PLAY /↑   CONFIRM

A Coin Mech 1 Counter
B Coin Mech 2 Counter
C Tickets Payout Counter
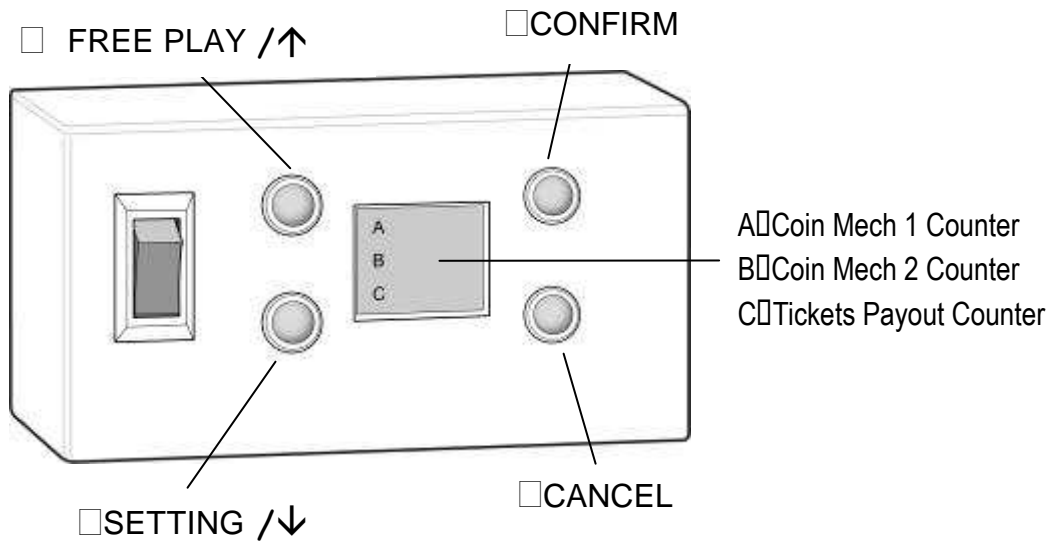
SETTING /↓   CANCEL

➢ Button Instruction

(1) FREE PLAY /↑
  ■ Push for free play in stand by mode
  ■ "UP" in setting mode

(2) SETTING /↓
  ■ Keep pressing and turn on the machine to enter setting mode
  ■ "DOWN" in setting mode

(3) CONFIRM \ TICKET REFILL (Button for exit of error code 3 and 4)

(4) CANCEL

a. Main Menu
   Keep pressing "SETTING" button and turn on the machine to enter setting mode

(1) HARDWARE TEST
   Test for all hardware installed on the machine

(2) BOOKKEEPING
   Check conditions for income, payout, and etc. on the machine

(3) SYSTEM SETTING
   Setting for any values or free play mode on the game

b. HARDWARE TEST

Press "CONFIRM" button to test the selected item. It will show YES if the test item work properly.

(1) COIN SELECTOR 1
Insert coin to test

(2) COIN SELECTOR 2
Insert coin to test

(3) TICKET DISPENSER
Press "CONFIRM" button to dispense 5 tickets; it will show YES for dispensing finished.

(4) START BUTTON TEST
Light up LED of START button

(5) SENSOR 1

(6) SENSOR 2

(7) SENSOR 3

(8) PENGUIN RELEASE MOTOR TEST
In this test, "PENGUIN RELEASE MECHANISM SW" will be test in the same place. Press CANCEL button to exit.

(9) PENGUIN RELEASE MECHANISM SW
Manual test item

(10) LIGHT 1
Enter this item, press "↑" or "↓" button to test up-side RGB LED strip:
0= None   1= Red   2= Green   3= Blue

(11) LIGHT 2
Test for LED of arrowhead and penguin: Press "CONFIRM" button to light up LED and press "CANCEL" button to turn it off.

(12) LIGHT 3
Enter this item, press "↑" or "↓" button to test down-side LED strip:
0= None   1= Group 1 on   2= Group 2 on   3= All on

c. BOOKKEEPING

    (1) COIN 1
        Total coins inserted of coin selector 1

    (2) COIN 2
        Total coins inserted of coin selector 2

    (3) GAME FREQUENCY
        Total game played

    (4) TICKETS PAYOUT
        Total tickets payout

    (5) MINOR PRIZE BANK (MINOR TICKET)
        Current unpaid tickets of minor ticket

    (6) BONUS BANK

        Current tickets accumulated of Bonus Bank

        Bonus winning term: Bonus winning chance will be available when tickets of BONUS BANK are over than the accumulated tickets of bonus.

    (7) BOOKKEEPING DATA RESET
        Reset for MINOR PRIZE BANK, BONUS BANK, AND accumulated tickets of bonus: Press "CONFIRM" button and it will show "YES" or "NO", press "CONFIRM" again to reset.

d. SYSTEM SETTING

  (1) GAME SETTING:
      Settings for credit value of both coin selector, how many credit per game, initial
      bonus tickets, and accumulating tickets of bonus per game.

  (2) SYSTEM DEFAULT:
      Reset to original values

e. GAME SETTING

  (1) FREE PLAY :
      Switch the machine into free play mode

  (2) COIN 1:
      Credit ratio for coin selector 1 (1~10)

  (3) COIN 2:
      Credit ratio for coin selector 2 (1~10)

  (4) PER GAME:
      How many credits requested per game (1~10)

  (5) CONSOLATION TICKETS :
      Consolation tickets (1~5)

  (6) TICKETS PAYOUT SETTING :
      Average tickets payout per game

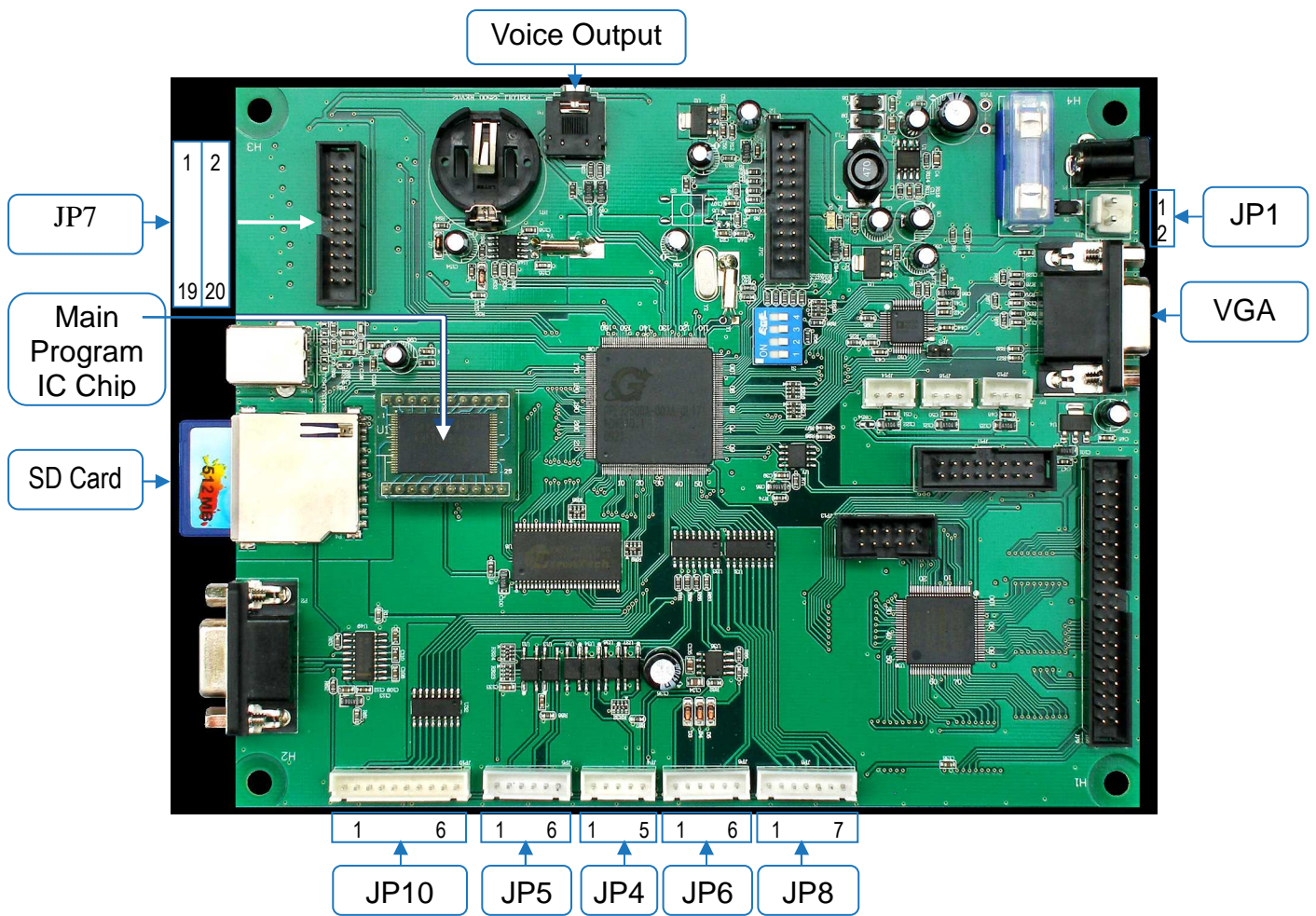 (7) MINIMUM BONUS TICK
      The initial tickets for bonus when bonus tickets was won or reset

  (8) ACCUMULATING TICKETS FOR BONUS PER PLAY :
      Accumulating tickets per game if player did not win bonus tickets

◆ WIRING DIAGRAM

1   Diagram Of Main Board

JP1 (DC Power)	JP4 (Ticket Dispenser)	JP5 (Coin Selector)	JP6 (Counter)
1. GND 2. +12V	1. +12V 2. IOGND 3. X 4. Ticket_IN 5. Ticket_DT	1. Coin 1 Input Power +12V 2. Coin 1 Signal 3. IO GND 4. Coin 2 Input Power +12V 5. Coin 2 Signal 6. IO GND	1. +12V 2. Counter 1 3. Counter 2 4. X 5. Output Counter
JP7 (Signal Input)		JP8 (Button LED)	JP10 (Signal Output)
1.Sensor 1 3.Sensor 2 5. X 7.Sensor 3 9.Penguin Release SW 11. X 13. X 15. X 17. X 19. X	2. Button 1 4. Button 2 6. Button 3 8. Button 4 10. X 12.START Button 14. X 16.GND 18.GND 20.GND	1. +12V 2. X 3. START LED 4. X 5. X 6. X 7. X	1. X 2. X 3. Red LED Strip 4. Green LED Strip 5. Penguin Release Motor 6. LED Strip 1 7. LED Strip 2 8. Blue LED Strip 9. Arrowhead LED

2 SYSTEM DIAGRAM

DC POWER

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                              ┌──────────────────────────┐
                              │        AMPLIFIER          │
                              └──────────────────────────┘
┌──────────────────────┐      ┌──────────────────────────┐
│  12V POWER SUPPLY     │─────▶│        MAIN PCB           │
└──────────────────────┘      └──────────────────────────┘
                              ┌──────────────────────────┐
                              │  LED STRIP DRIVE BOARD    │
                              └──────────────────────────┘


┌──────────────────────┐      ┌──────────────────────────┐
│  24V POWER SUPPLY     │─────▶│        LED LIGHT          │
└──────────────────────┘      └──────────────────────────┘


                              ┌──────────────────────────┐
                              │      POWER SUPPLY         │
                              └──────────────────────────┘
┌──────────────────────┐      ┌──────────────────────────┐
│  AC 11OV/220V POWER   │─────▶│       LCD DISPLAY         │
└──────────────────────┘      └──────────────────────────┘
                              ┌──────────────────────────┐
                              │          FANS             │
                              └──────────────────────────┘
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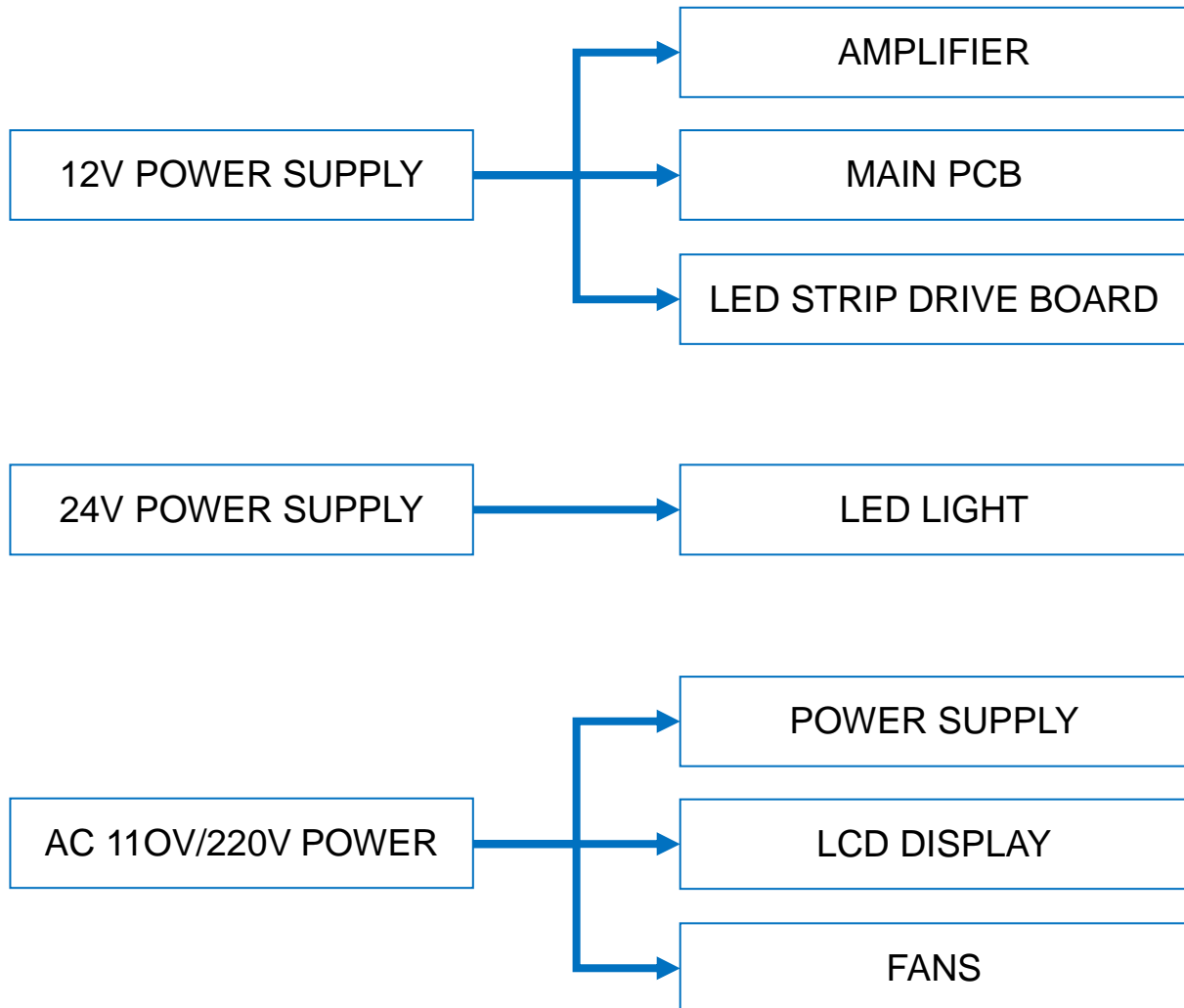
● TROUBLESHOOTING

1 Error Code & Message

ITEM	MESSAGE	SOLUTION
01	COIN SELECTOR 1 ERROR	1. Check NC/NO SW on coin selector (should be NO) 2. Check harness 3. Replace coin selector
02	COIN SELECTOR 2 ERROR	1. Check NC/NO SW on coin selector (should be NO) 2. Check harness 3. Replace coin selector
03	TICKET DISPENSER ERROR	1. Refill tickets 2. Check harness 3. Replace ticket dispenser
04	PENGUIN RELEASE MECHANISM ERROR	Check the motor or SW
05	MEMORY ERROR (EPROM)	Replace PCB

2 Q & A

Q1 Turn on the machine but fail to enter the game

A1 Please check according to procedure below:

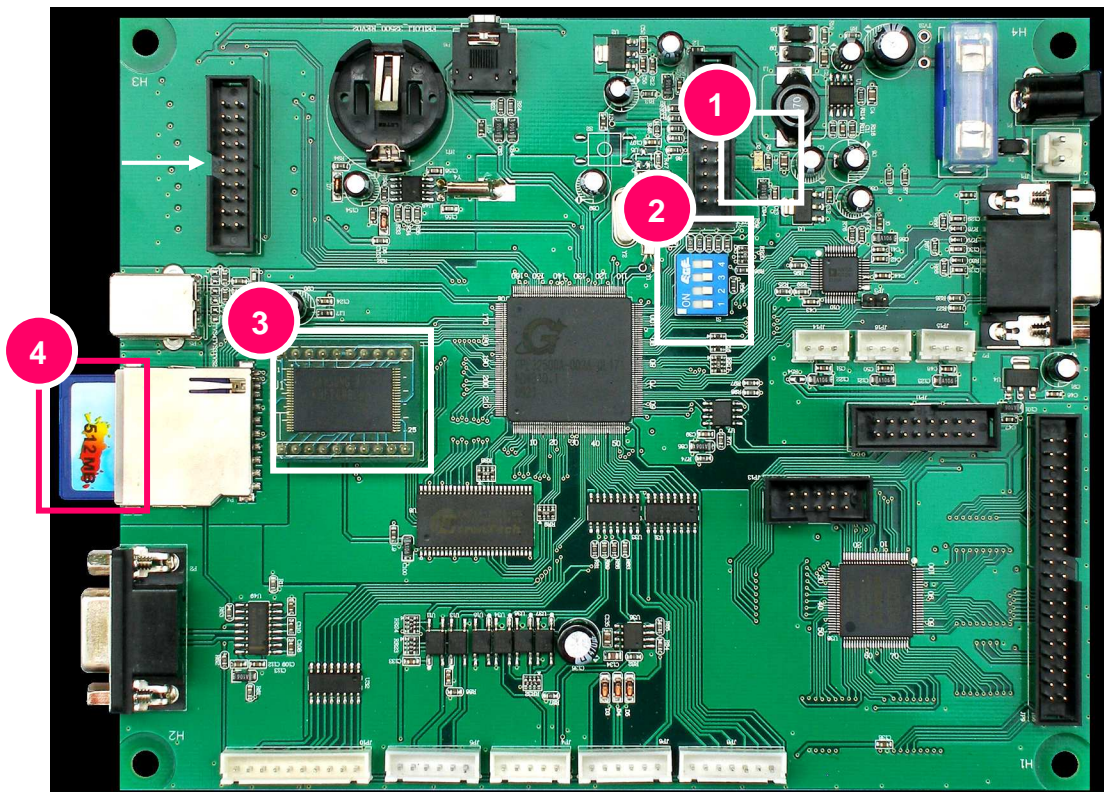**Step1** Turn on the machine and check the blue light is on or not.
    If the blue is on, the input power is proper. Turn off and check PCB.

Step2 Check DIPSW; all 4 DIPSW should be off.

Step3 Check main program IC chip installed properly in right direction.

Step4 Check SD card installed properly.

If all above is ok but it is still out of order, please contact original manufacturer.

Q2 How to replace main program IC chip

A2 Please refer to picture below: The T-mark on PCB and chip should be at same position when installing.

1 Maintenance

Items	Maintenance	Period	Notice
Screen	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or irritating detergent to clean 2. Do not use water to wash directly to avoid any electronic damage
Exterior clean	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or irritating detergent to clean 2. Do not use water to wash directly to avoid any electronic damage
Figure	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or irritating detergent to clean 2. Do not use water to wash directly to avoid any electronic damage 3. Replacement is requested in case of damage.
Acrylic Control Panel	Use dry cloth with normal detergent to clean	Depend on machine situation	1. Do not use strong acid or irritating detergent to clean 2. Do not use water to wash directly to avoid any electronic damage
Penguin Sliding Track	Grease the tracks if the penguin can't move smoothly	Depend on machine situation	1. Do not use strong acid or irritating detergent to clean 2. Do not use water to wash directly to avoid rust