



# Lucky Zone



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## 1、 Important Information.

For indoor use only.

**Outer size:** 35X35X91H (inches)

**Weight:** 210lbs

**Frequency:** 50HZ

**Power Supply:** AC110V

**Power:** 350W

**Player Number:** 1 person



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### **Warnings:**

- To avoid electrical Shock, turn off and unplug the game power before servicing.
- Please read this manual carefully before operating.




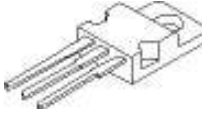

## 2、 Introduction

LUCKY ZONE is a fast coin amusement game. It is simple to play for all ages. The

game is setup for coins/tokens in and tickets out.. There are two attractive bonuses which will keep the player's interests.

### 3、Accessories

Please check all the following accessories are ready or not before moving

Fitting name	Spec	Quantity	Sketch map	Remarks
Power supply		1		Setting according to customer's local standard.
User Manual	BOOK	1		User manual
Key	ZH88	1		For coin box
	ZH66	1		For coins inserting door, front door, back door
Dalinton Tube	TIP122	2		
ULN2803L	chip encapsulation	2		
LED board	ZH-090901A	2		
Infrared Photoelectric and Optical infrared receiver	QPT4652B-12	2 pairs		

(Table one)

#### **4、 Playing introduction**

- Insert a coin/token, and the coin/token will drop onto the flat through Top Funnel Part.
- The coin/token will drops into a random hole, and the corresponding LED will light up; and corresponding values will be paid in tickets according to the hole value displayed on the hole.
- If the coin/token drops into “?” hole, the bonus hole will be chosen randomly (you can set the quantity of bonus hole by adjusting dip switch settings).

## 5、 Notice

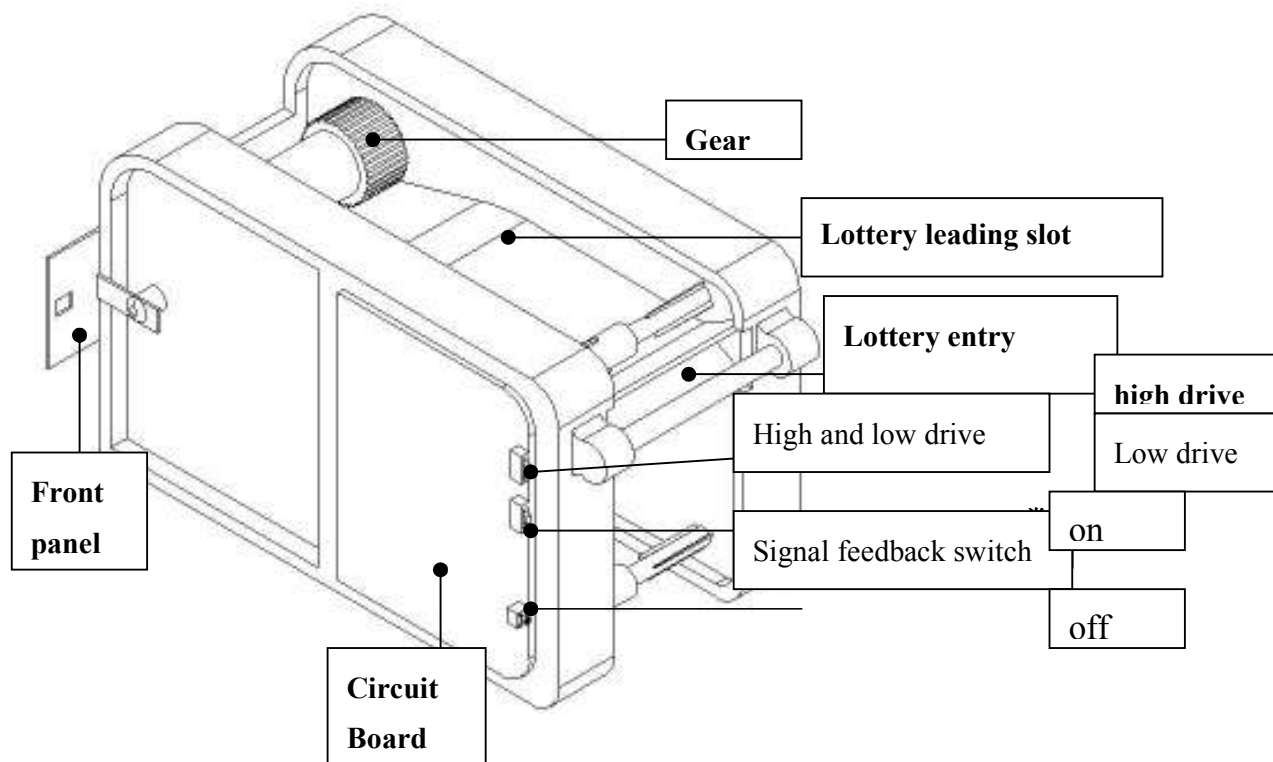
- The power cord must removed and unplugged before moving this machine.
- Please comply with manufacture's requirements during the process of moving and transportation.
- The equipment should be setup on a even floor.
- Please do not lay any sundries on the equipment. The power supply should not be pressed by heavy object, and the circuit should not be uncovered for a long time.
- You must check the power plug and power supply is OK or not, check the voltage is complied with the equipment requirement or not before turning on the power.
- The power supply voltage should be at 220V~240V.
- The power cord must be removed and unplugged before maintenance and repairs begin.
- Non-professional should not repair electricity-control setting of this equipment.
- You should seize the power plug when moving the power supply, please do not seize the power supply.
- Please do not step on the power supply cord, or contact the power supply with wet hand to avoid electric shock..



## 6、 Operation introduction

### 6-1、 Lottery-installing introduction.

- A. Open the lottery door by the key
- B. Put the lotteries in the lottery box with face upside.
- C. Put the lottery in leading slot, and drive it below the holding wheel.
- D. Press the jiggle switch in the lottery machine's PCB by hand, until the first lottery is sent out.
- E. Lock the lottery door.
- F. Notice
  - 1.The lotteries should not be superposed when putting in the leading groove.
  - 2.The lotteries should be set along the ticket-out directionThe eclectic wire should not be enwind or contacted with the lotteries



(Picture One)

### Operation introduction:

When inserting the lotteries, please press the jiggle switch on the PCB( or dial the driver switch), the lotteries entry will be loosen state. Now, insert the lotteries into the leading slot, and lead it to the holding wheel, until the first lottery is out.

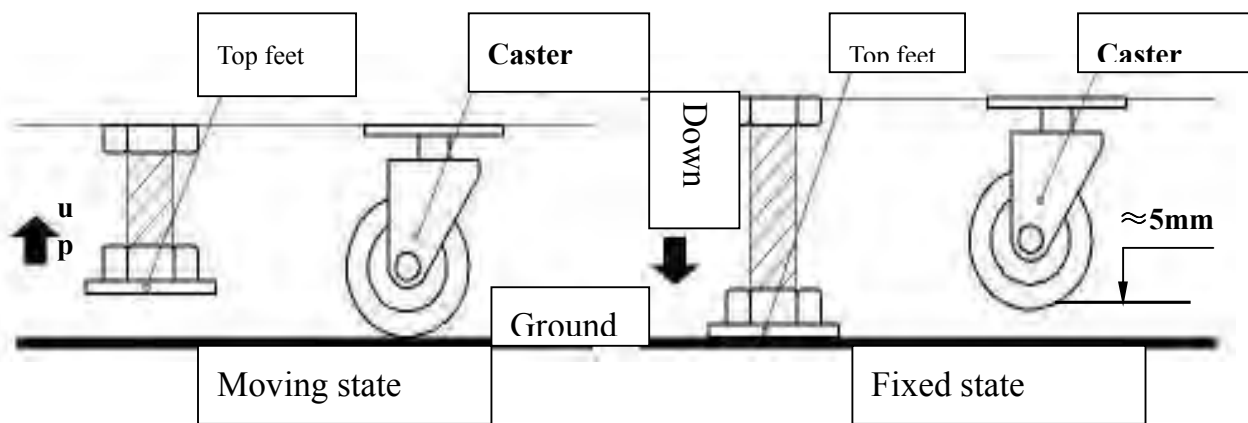
## 6-2、 Methods of releasing from no lottery alarm

If there is no lottery in the box or error when outputting the lottery, the machine will alarm automatically, and the methods of releasing from alarm are bellowing:

- (一)、 Press the error releasing button on the code list to release from alarm.
- (二)、 Install the lotteries, press the jiggle switch on the lottery machine to release from alarm..

## 6-3、 Moving instruction.

The whole machine can be moved, and the method is very simple and rapid. The operator just adjusts the top of the foot and wheel s under the equipment as bellowing:



(Figure 2)

### Notice:

- The machine should be at fixed state to keep even when working!
- The equipment should be power off when moving.
- Please do not move it by wheel when upstairs or downstairs.
- The operators should seize the equipment during the moving process
- Please do not lay any sundries on the equipment when moving

## 7、 Configuration

### 7-1、 The whole equipment configuration



### 7-2、 Components configuration

## 1、coins-inserting machine

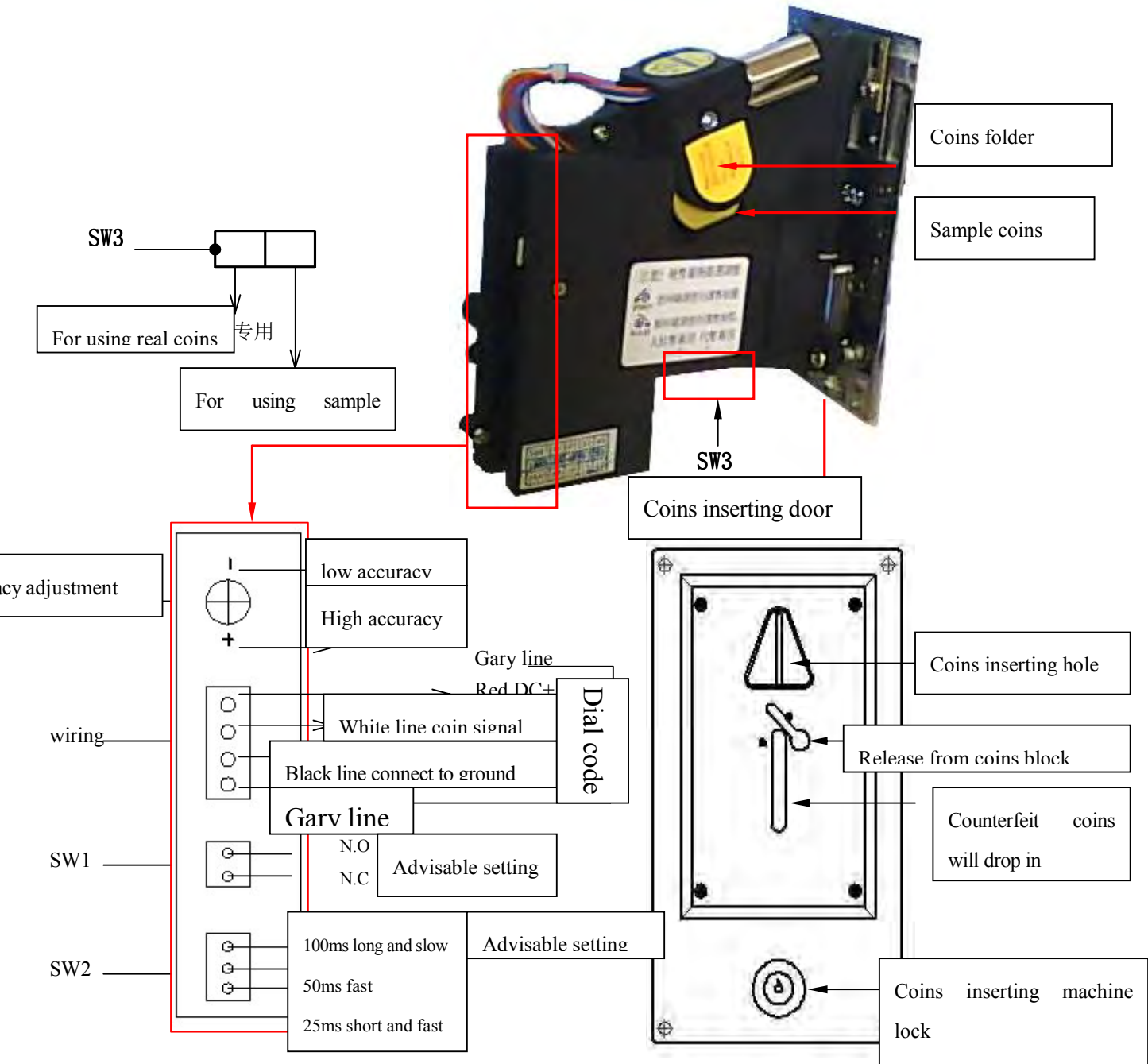
### CPU comparison coins-inserting machine:

Advisable coins diameter:  $\Phi 22\text{mm} \sim \Phi 28\text{mm}$

Advisable coins thickness: 1.5mm~2.0mm

Working voltage: DC+12V  $\pm 20\%$

Working temperature: 0°C ~ +50°C



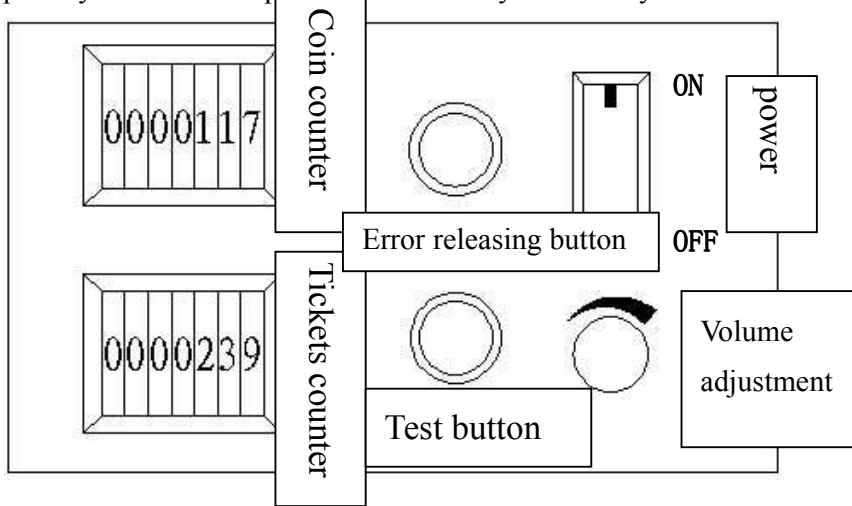
### Operation instruction:

- (一)、 Please move the test coins folder, take the test coins out, and change them for using coins.

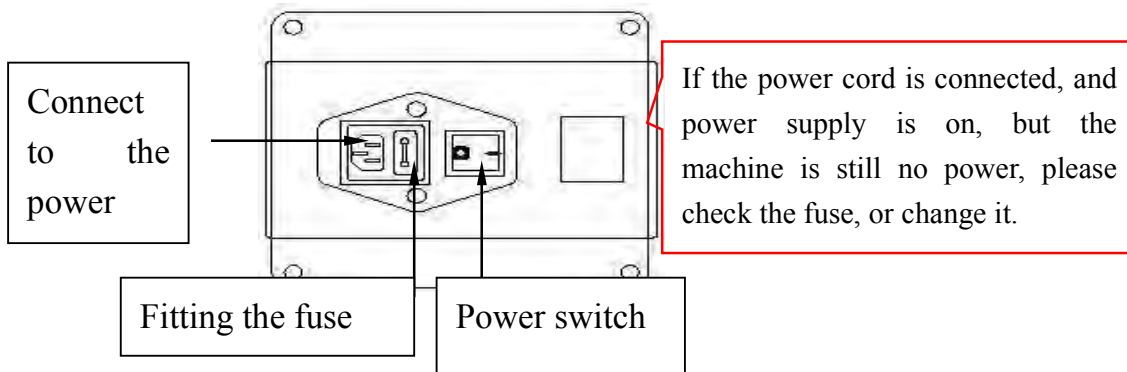
- (二)、 Choose to use real coins or sample cost, please adjust SW3
- (三)、 Please adjust SW2 to choose the inserting signal speed.
- (四)、 Please adjust the sensitivity of filtering coins, please spin the accuracy adjustment to adjust;

## 2、 Code list

The coins quantity and lotteries quantity is accurately counted by dial code list.



## 3、 Power filter



(Picture Five)

## 8、Analyses for familiar error

Malfunction description	Causes	Resolution
<b>Do not work</b>	1、 Power is off or fuse is broken 2、 Switch power supply box is broken 3、 CPU board is broken 4、 Main PCB is broken.	1、 Turn on the power,; change the fuse 2、 Change switch power supply box 3、 change CPU board 4、 change main PCB
<b>No sound</b>	1、 Speaker is broken or circuit blocks. 2、 Sound deposit chip is wrong inserted in or broken. 3、 Main PCB amplifier is broken.	1、 Get through the circuit ,change the speaker. 2、 Re-insert in or change the Sound deposit chip 3、 Resolve the malfunction by hand
<b>Coins block</b>	1、 Coins block 2、 Coins machine is broken or too precise	1、 Resolve the malfunction by hand 2、 Change the Coins machine or adjust the precision
<b>Lottery out malfunction</b>	1、 Lottery machine is broken 2、 Lottery machine is blocked 3、 Circuit is block 4、 The state of code-dialing switch is not right	1、 Change the lottery machine 2、 Resolve the malfunction by hand 3、 Check the circuit and get it through 4、 Affirm the state of dial code switch(Reference to List 3)
<b>Coins-out malfunction</b>	1、 Coins block 2、 Coins counter is broken or malfunctioned. 3、 Photoelectric scores counting board is broken and no scores or counting is not correct.	1. Resolve the malfunction by hand 2. Repair the coin counter or change it. 3. Change the photoelectric scores counting board.
<b>Turntable is not work</b>	1、 The turntable motor is broken or malfunction. 2、 SCR (BTA12) is broken	1、 Repair or change the turntable motor. 2、 Change the SCR(BTA12)
<b>Turntable LED is not on.</b>	1、 PCB ZH-090907A is broken. 2、 Conductive ring is poor contact.	1、 Repair PCB ZH-090907A 2、 Resolve the malfunction by hand
<b>Leakage of the coins-counting</b>	1、 Two coins are overlapped when going into the test hole. 2、 Test hole blocks the coin.	1. It's ok, if the coins are overlapped, the coins will be considered as one coin. 2. Open the back down door to resolve it by hand.

(Table 2)

### 9、 Dial Code

Setting / No Usage Code	8	7	6	5	4	3	2	1	Usage
SW1	ON								Lottery out (Please dial the code on KNW3.6) (For lottery mode)
	OFF								No lottery out (Please dial the code on KNW3.6) (For lottery mode)
		ON							Clear electric-protect parameter (Please dial the code on KNW3.6)
		OFF							No action! (Please dial the code on KNW3.6)
			ON						Coins out (Please dial the code on KNW3.6) (For coins mode)
			OFF						No coins out (Please dial the code on KNW3.6) (For coins mode)
				ON					Unify the mode for coins or lotteries.
				OFF					No action! (The face value of the bonus hole is what, the same coins or lotteries will be come out)
					ON				Unify the mode for lotteries.
					OFF				Unify the mode for coins.
SW2						ON	ON	ON	1 coin=50 tickets(Could be mutual converted)
						ON	ON	OFF	1 coin=100 tickets(Could be mutual converted)
						ON	OFF	ON	1 coin=150 tickets(Could be mutual converted)
						ON	OFF	OFF	1 coin=200 tickets(Could be mutual converted)
						OFF	ON	ON	1 coin=250 tickets(Could be mutual converted)
						OFF	ON	OFF	1 coin=300 tickets(Could be mutual converted)
						OFF	OFF	ON	1 coin=400 tickets(Could be mutual converted)
						OFF	OFF	OFF	1 coin=500 tickets(Could be mutual converted)
							ON	ON	0 light win when Winning “?”bonus (Can be adjusted by dial code on small PCB)

							ON	OFF	1 light win when Winning “?”bonus ( Can be adjusted by dial code on small PCB )
							OFF	ON	2 lights win when Winning “?”bonus ( Can be adjusted by dial code on small PCB )
							OFF	OFF	3 lights win when Winning “?”bonus ( Can be adjusted by dial code on small PCB )

(Table Three)

**Remarks:** Please replace or power off then to restart the machine, the setting can be in effect if you have reset the dial code

Hardware test process:

- 1、 Lotteries machine test    2、 Coins counter machine test 3、 LED besides the door test  
4、 Turntable motor test        5、 Digital tube and LED around test    6、 Sound test (Total 16)

**Please press hardware test button for next functional test each after you finished a test.**

### 10、 Resource allocation List

Subdivision Port No:	Port No:	Programmer resource	Direction	Usage instruction
IN0	JP1		I	Coins inserting signal
IN1			I	Coin counter feed backing signal
IN2			I	
IN3			I	
IN4			I	
IN5			I	
IN6			I	
IN7			I	
IN8	JP2		I	Connect to <b>ZH-090907A board 032</b>
IN9			I	Connect to <b>ZH-090907A board 033</b>
IN10			I	Connect to <b>ZH-090907A board 034</b>
IN11			I	Connect to <b>ZH-090907A board 035</b>
IN12			I	Connect to <b>ZH-090907A board 036</b>
IN13			I	
IN14			I	
IN15			I	
IN16	JP3		I	
IN17			I	
IN18			I	
IN19			I	
IN20			I	
IN21			I	
IN22			I	
IN23			I	



IN24	JP4		I	
IN25			I	
IN26			I	
IN27			I	
IN28			I	
IN29			I	
IN30			I	Hardware Test button
IN31			I	Replenish switch for No lottery alarm(if error happens, press this button to go on)
+5V	JP13			5V Power supply positive port
GND				Power supply negative port
GND				Power supply negative port
+12V				12V Power supply positive port
1	JP11	Sound output	0	Left CH positive port
2-3			P	Sound
4			0	Right CH positive port

(Followings continued)

Subdivision Port No:	Port No:	Programmer resource	Direction	Usage instruction
1	JP21	Volume adjustment VR		Right CH input
2				Right CH output
3				Sound
4				Left CH input
5				Left CH output
00	JP5 ULN2803		0	Coins out code list drive
01			0	Lotteries counter code list drive
02			0	Coins inserting code list drive
03			0	
04			0	
05			0	
06			0	
07			0	
08	JP6 ULN2803		0	Connect to <b>ZH-090907A board P1.3</b> (to judge whether start the demonstration or not )
09			0	
010			0	
011			0	
012			0	
013			0	
014			0	
015			0	
016	JP7 ULN2803		0	
017			0	
018			0	
019			0	

O 20			O		
O 21			O		
O 22			O		
O 23			O		
O 24	JP8 TIP122		O	Effect LED 1 besides the door (See from front of the machine, from up to down, with both sides paralleled)	
O 25			O	Effect LED 2 besides the door (See from front of the machine, from up to down, with both sides paralleled)	
O 26			O	Effect LED 3 besides the door (See from front of the machine, from up to down, with both sides paralleled)	
O 27			O	Coins counting drive signal	
O 28			O	Turntable motor drive signal.	
O 29			O	Coins receiver funnel LED drive	
O 30				O	
1		JP15 UART0	RS232 Communication	+5V	
2	I				
3	O				
4	GND				
1	JP20	External Reset	GND		
2			RST		

(Connected to above)

Subdivision Port No:	Port No:	Programmer resource	Direction	Usage instruction
P32I	JP17		I	feedback of lottery machine
+12V			P	
GND			P	
P32O			O	Lottery Machine Drive

(Table four)

**ZH-090907A Board wiring list**

Subdivision Port No:	Port No:	Programmer resource	Direction	Usage instruction
IN0	INPUT1		I	30 lotteries refraction Test
IN1			I	10 lotteries refraction Test
IN2			I	15 lotteries refraction Test
IN3			I	20 lotteries refraction Test
IN4			I	40 lotteries refraction Test
IN5			I	13 lotteries refraction Test
IN6			I	10 coins refraction Test
IN7		I	5 lotteries refraction Test	
IN8	INPUT2		I	12 lotteries refraction Test 30
IN9			I	100 lotteries refraction Test 12
IN10			I	12 lotteries refraction Test 25

IN11			I	35 lotteries refraction Test
IN12			I	25 lotteries refraction Test 12
IN13			I	8 lotteries refraction Test
IN14			I	5 coins refraction Test
IN15			I	7 lotteries refraction Test
IN16	INPUT3		I	50 lotteries refraction Test
IN17			I	20 lotteries refraction Test
IN18			I	18 lotteries refraction Test
IN19			I	16 lotteries refraction Test
IN20			I	40 lotteries refraction Test
IN21			I	lucky refraction Test
IN22			I	2 coins refraction Test
IN23			I	13 lotteries refraction Test
P1. 1	P1 □		I/O	
P1. 2			I/O	
P1. 3			I/O	Connect to KNW-ZH-V3.6 board's input port 0 8 ( to judge whether start the demonstration or not)
P1. 4			I/O	
P1. 5			I/O	
P1. 6			I/O	
P1. 7			I/O	
P1. 8			I/O	

(Followings continued)

Subdivision Port No:	Port No:	Programmer resource	Direction	Usage instruction
O0	OUT1		O	30 lotteries LED drive signal
O1			O	10 lotteries LED drive signal
O2			O	15 lotteries LED drive signal
O3			O	20 lotteries LED drive signal
O4			O	40 lotteries LED drive signal
O5			O	13 lotteries LED drive signal
O6			O	10 coins LED drive signal
O7			O	5 lotteries LED drive signal
O8	OUT2		O	12 lotteries LED drive signal 30
O9			O	100 lotteries LED drive signal 12
O10			O	12 lotteries LED drive signal 25
O11			O	35 lotteries LED drive signal
O12			O	25 lotteries LED drive signal 12
O13			O	8 lotteries LED drive signal
O14			O	5 coins LED drive signal
O15			O	7 lotteries LED drive signal
O16	OUT3		O	50 lotteries LED drive signal
O17			O	20 lotteries LED drive signal
O18			O	18 lotteries LED drive signal
O19			O	16 lotteries LED drive signal

O 20			O	40 lotteries LED drive signal
O 21			O	Lucky LED drive signal
O 22			O	2 coins LED drive signal
O 23			O	13 coins LED drive signal
O 24	<b>OUT4</b>		O	
O 25			O	
O 26			O	
O 27			O	
O 28			O	
O 29			O	
O 30			O	
O 31			O	
O 32	<b>OUT5</b>		O	Connect to KNW-ZH-V3.6 board's input port IN8 (To judge which port will go into)
O 33			O	Connect to KNW-ZH-V3.6 board's input port IN9 (To judge which port will go into)
O 34			O	Connect to KNW-ZH-V3.6 board's input port IN10 (To judge which port will go into)
O 35			O	Connect to KNW-ZH-V3.6 board's input port IN11 (To judge which port will go into)
O 36			O	Connect to KNW-ZH-V3.6 board's input port IN12 (To judge which port will go into)
O 37			O	
O 38			O	
O 39			O	

(Table Five)