



## MINI SA, Capsule Payout version (For SPAIN)

### Feature of Capsule Payout Version.

- Add the Hopper Unit on Top behind the Marquee.
- Capacity of Hopper is 300 capsules.
- Add/mount the Capsule Drain.
- Use Round Capsule (About 1.26" dia = 32mm dia) for EURO Market. (France, Spain...etc.)
- You can select 2 kinds of Capsule payout styles.
  - 1) Pay out only when the player loses.
  - 2) Pay out every play. (When the player wins, pay out Key Chain Prize and Capsule.)
- Top Opening Door of Hopper Unit.
- Use the EP-ROM "Ver. F13P" Please refer to the Setting table below.

### New feature of Ver. EP-ROM:

Almost all of the settings are the same as the original USA version. Capsule payout version has 2 more **Setting Function #12 and 13** that allows you to select how to pay out the capsule!

#### FUNCTION# 12: Capsule Payout setting

- Setting #0 = OFF (Same as normal MINI)
- Setting #1 = WHEN LOSE (Payout the Capsule when player lose)
- Setting #2 = Payout Every time (Payout the Capsule every time after game over)

#### FUNCTION# 13: Replay when empty the Capsule

- Setting #0 = ON (Replay)
- Setting #1 = OFF (Stop with error cord "CP")

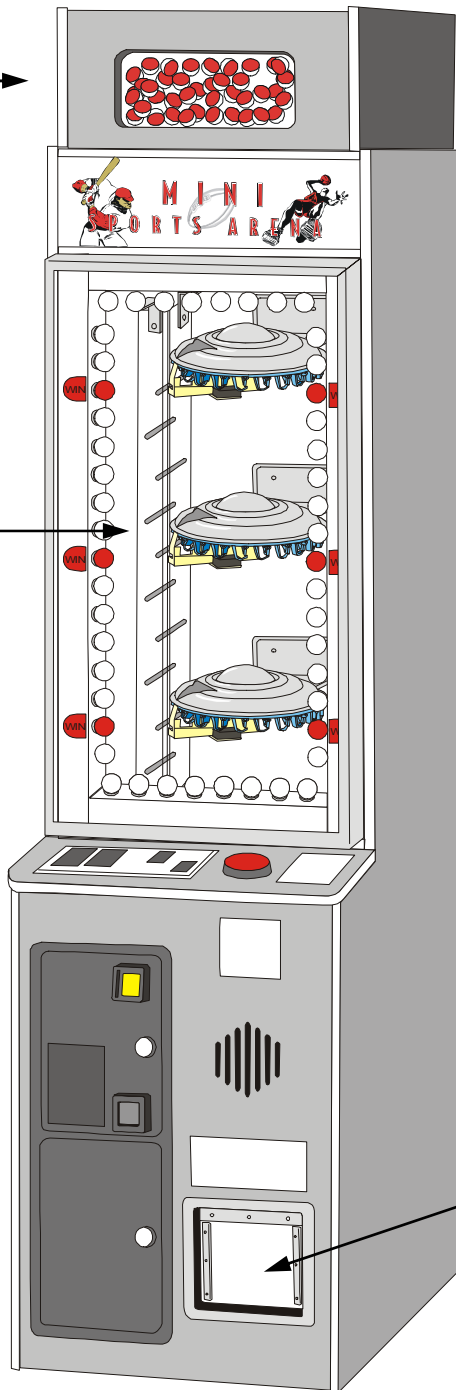
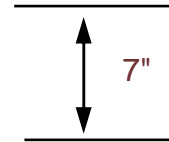
# SIZE

## HOPPER UNIT

Capacity of Capsule  
(200 to 300 pcs)

Size of Capsule about  
About 1.26" dia = 32mm  
dia.

## Capsule Drain

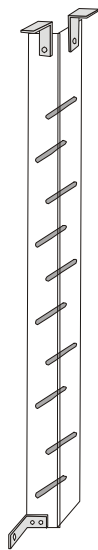
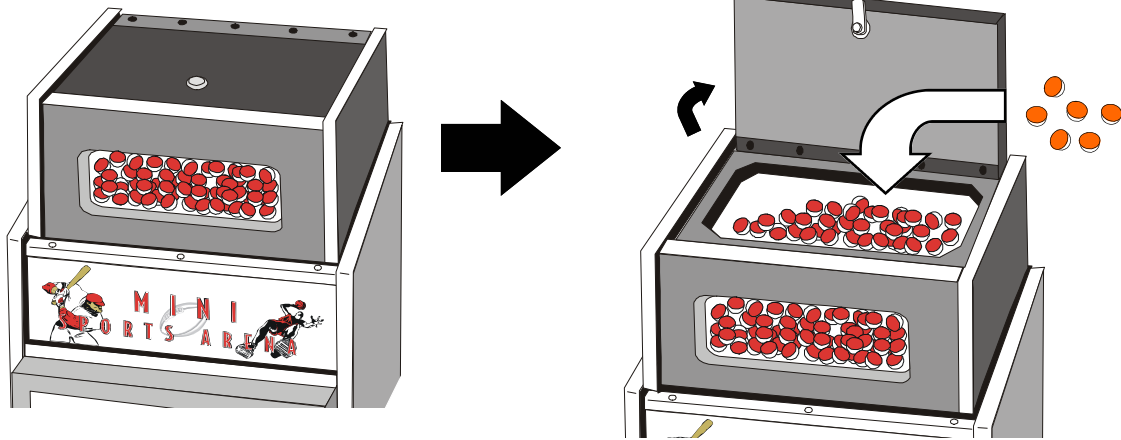


**Prize out door**  
Capsule will be paid out  
from here.

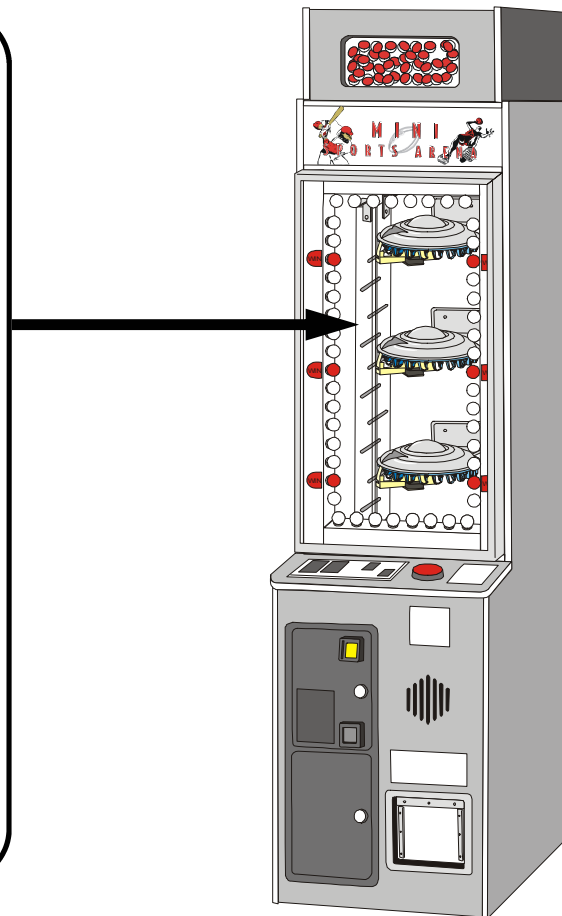
# SPECIFICATIONS

## HOPPER UNIT

Turn Key to open Top Door to feed the Capsules.



**Capsule Drain**



# TABLE OF SETTING FUNCTIONS (MINI SA, Spain)

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
01	WINABILITY	0	HARDEST ↑ ↓	10%
		1		15%
		2		20%
		3		22.5%
		4		25%
		5		27.5%
		6		30%
		7		32.5%
		8		35%
		9	37.5%	
		10	NORMAL	40%
		11	↓ ↑ EASIEST	42.5%
		12		45%
		13		47.5%
		14		50%
		15		55%
		16		60%
		17		65%
		18		70%
19	WINNER EVERY PLAY	100%		

FUNCTION#	FUNCTION	SETTING#	SETTING	NOTE
02	COIN CHUTE  If you want to have 2 credits per 100 pesetas, please use Electronic Coin Mech. to give 2 pulses when the 100 pesetas coin is accepted. Then Setting 0 will be 50 pesetas per 1/2 credit. Setting 1 will be 100 pesetas per 1 credit. Setting 0 of Prize Value settings (L1 to R4) also changes to 50 pesetas.	0	1 COIN / 1 CREDIT	100 pesetas per play
		1	2 COINS / 1 CREDIT	200 pesetas per play
		2	3 COINS / 1 CREDIT	300 pesetas per play
		3	4 COINS / 1 CREDIT	400 pesetas per play
		4	5 COINS / 1 CREDIT	500 pesetas per play
		5	6 COINS / 1 CREDIT	600 pesetas per play
		6	7 COINS / 1 CREDIT	700 pesetas per play
		7	8 COINS / 1 CREDIT	800 pesetas per play
		8	9 COINS / 1 CREDIT	900 pesetas per play
		9	10 COINS / 1 CREDIT	1000 pesetas per play
		10	11 COINS / 1 CREDIT	1100 pesetas per play
		11	12 COINS / 1 CREDIT	1200 pesetas per play
		12	13 COINS / 1 CREDIT	1300 pesetas per play
		13	14 COINS / 1 CREDIT	1400 pesetas per play
		14	15 COINS / 1 CREDIT	1500 pesetas per play
		15	16 COINS / 1 CREDIT	1600 pesetas per play
		16	17 COINS / 1 CREDIT	1700 pesetas per play
		17	18 COINS / 1 CREDIT	1800 pesetas per play
		18	19 COINS / 1 CREDIT	1900 pesetas per play
		19	20 COINS / 1 CREDIT	2000 pesetas per play

FUNCTION#	FUNCTION	SETTING#	SETTING	NOTE
03	LAMP SPEED	0	SLOWEST	
		1	SLOW	
		2	NORMAL	
		3	FAST	
		4	FASTER	
		5	FASTEST	
		6	RANDOM FAST	
		7	RANDOM SLOW	Combo of normal & slow

**"FACTORY INSTALLED" SETTING**

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE	
04	DIRECTION OF FLASHING LAMPS	0	CLOCKWISE		
		1	COUNTER CLOCKWISE		
		2	RANDOM		
05	PRIZE EMPTY ON CAROUSEL	0	<i>Payout from next Carousel</i>		
		1	Replay		
		2	Stop at error code		
06	WHEN THE CAROUSEL UNIT MALFUNCTIONS	0	<i>Payout from next Carousel</i>		
		1	Replay		
		2	Stop at error code		
07	AUTO STOP TIMER	0	10 SECONDS	Lamps will stop automatically if player does not hit stop button.	
		1	20 SECONDS		
		2	40 SECONDS		
		3	60 SECONDS		
08	TILT SYSTEM	0	ON		
		1	OFF		
09	ATTRACT SOUND	0	ON		
		1	OFF		
		2	RANDOM LAMP DEMO		With no attract sound.
		3	SILENT MODE		No attract sound, no lights, no display.
10	FREE PLAY	0	OFF	Regular Game	
		1	ON	Free play	
11	BONUS CREDIT	0	OFF	Same as normal game.	
		1	4 COINS / 3 CREDITS	400 pesetas / 3 credits	
		2	20 COINS / 11 CREDITS	2000 pesetas / 11 credits	
12	CAPSULE PAYOUT	0	OFF	Same as normal game.	
		1	WHEN LOSE	Payout only when you lose.	
		2	PAYOUT EVERY TIME	Payout every time after game over	
13	REPLAY WHEN EMPTY THE CAPSULE	0	ON	Replay	
		1	OFF	Stop with error cord "CP"	

**"FACTORY INSTALLED" SETTING**

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
U1-U3	<b>PRIZE VALUE OF EACH CAROUSEL UNIT</b>  Use these settings when using prizes of various values. You can set each individual vending Unit based on the Prize cost. (See manual for detail)	0	200 pesetas	2 coins
		1	300 pesetas	3 coins
		2	400 pesetas	4 coins
		3	500 pesetas	5 coins
		4	600 pesetas	6 coins
		5	700 pesetas	7 coins
		6	800 pesetas	8 coins
		7	900 pesetas	9 coins
		8	1000 pesetas	10 coins
		9	1100 pesetas	11 coins
		10	1200 pesetas	12 coins
		11	1300 pesetas	13 coins
		12	1400 pesetas	14 coins
		13	1500 pesetas	15 coins
		14	1600 pesetas	16 coins
		15	1700 pesetas	17 coins
		16	1800 pesetas	18 coins
		17	1900 pesetas	19 coins
		18	2000 pesetas	20 coins
		19	2400 pesetas	24 coins
		20	2800 pesetas	28 coins
		21	3200 pesetas	32 coins
		22	3600 pesetas	36 coins
		23	4000 pesetas	40 coins
		24	5000 pesetas	50 coins
		25	6000 pesetas	60 coins
		26	7000 pesetas	70 coins
		27	8000 pesetas	80 coins
		28	10000 pesetas	100 coins
		29	12000 pesetas	120 coins
		30	14000 pesetas	140 coins
		31	16000 pesetas	160 coins
		32	18000 pesetas	180 coins
		33	20000 pesetas	200 coins

**"FACTORY INSTALLED" SETTING**

**U1 THROUGH U3 PRIZE VALUE OF EACH CAROUSEL UNIT**

An important feature of the MINI Sports Arena is the ability to change the value on each individual Carousel unit based on the prize's value (cost). In other words, the prizes can vary 200 pesetas (2 coins) up to 20000 pesetas (200 coins) for each individual Carousel unit. (The current factory setting is for 700 pesetas value on every vending unit in the game.)

It is very important that you set the vending units properly according to the TABLE OF SETTING FUNCTIONS. By doing this properly the game will be able to adjust the difficulty for winning prizes of various values. If not done properly, it could result in unexpected vending. If you do not understand this section, please contact our service department for further details.

# **CABINET WIRING (MINI SA, Capsule Payout version, SPAIN)**