



OPERATING MANUAL

NJ version

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TABLE OF CONTENTS

SPECIFICATIONS

Page 1 & 2

HANDLING AND INSTALLATION

Page 3

GAME PLAY AND GAME SETTING MODE

Page 4

HOW TO ENTER THE GAME SETTING MODE
HOW TO SELECT AND DECIDE CONTENTS
RETURN TO PREVIOUS MENU
RETURN TO GAME MODE

TABLE OF SETTING FUNCTIONS

Page 5&6

TEST MODE

Page 7,8,9

I/O & DISPLAY TEST
MECHANISM TEST
SOUND TEST

ERRORS

Page 10

PART NUMBERS

Page 11

ELECTRICAL WIRING DIAGRAM (USA & CANADA)

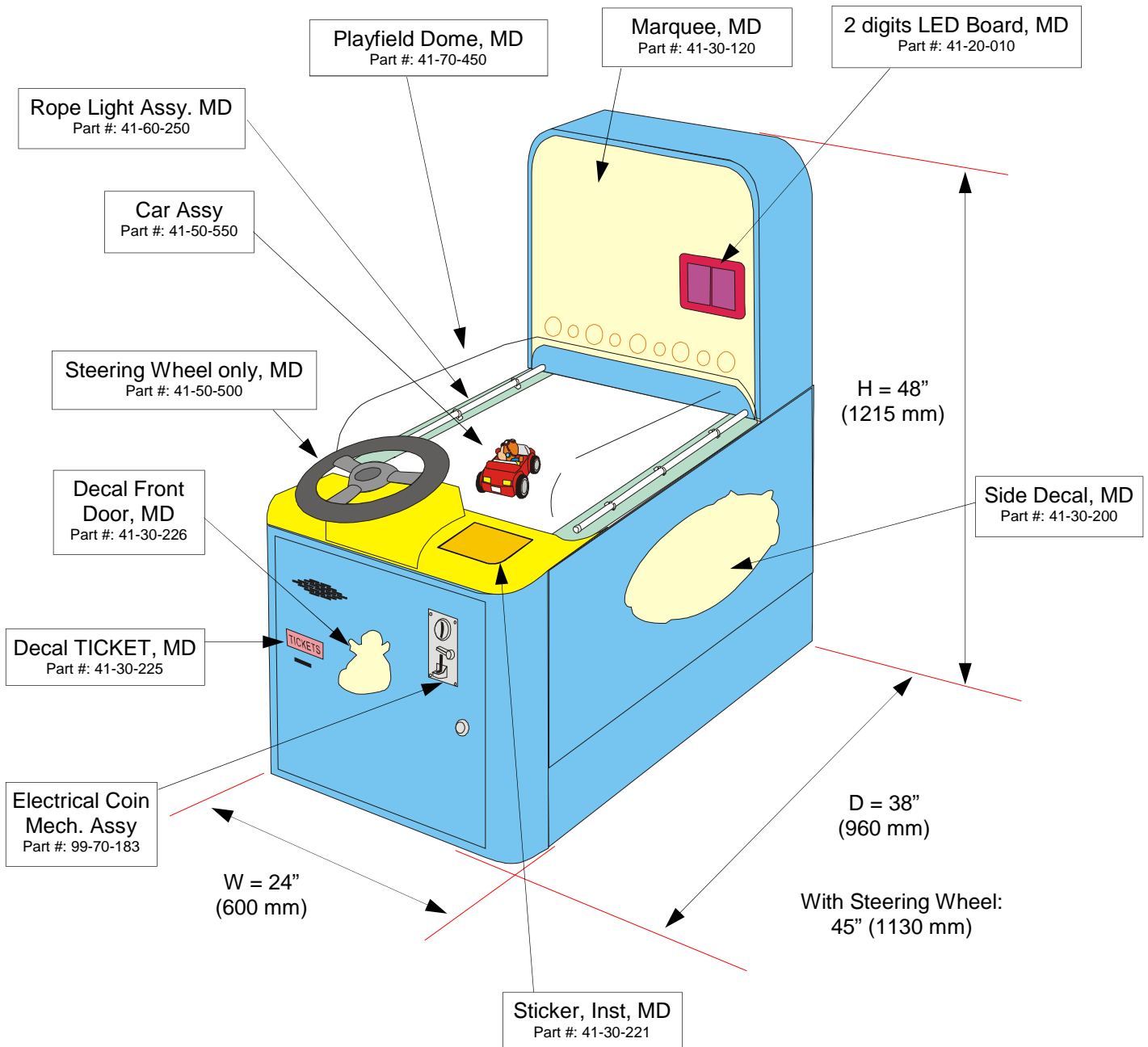
Page 12

SPECIFICATIONS

POWER 120VAC @ 60Hz USA & CANADA

DIMENSIONS
Width: 24" (600 mm)
Height: 48" (1215 mm)
Depth: 38" (960 mm)

WEIGHT 146 lb (66 kg)



SPECIFICATIONS (CONT.)

LIMITED WARRANTY

Sammy USA Corp. warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the Sammy USA Corp. invoice date unless otherwise specified in writing by Sammy USA Corp. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy USA Corp. There are no additional warranties described above. The limited warranties described above shall be in lieu of any other warranty, expressed or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

HANDLING AND INSTALLATION

PLEASE TAKE A MOMENT TO READ THE FOLLOWING BEFORE YOU TURN ON YOUR NEW GAME.

The **Mighty Driver** redemption game is an indoor game machine. It is not designed for outdoor use. Avoid installing the game in the following locations:

- ◆ Locations subject to rain or water damage
- ◆ Locations in direct sunlight
- ◆ Locations subject to extreme heat
- ◆ Locations near hazardous or flammable liquids or chemicals

You will need the following minimum dimensions for egress into your location:

- ◆ 60 inches in height
- ◆ 25 inches in width

INSTALLATION

Unpack your game carefully. Be careful of the shipping staples. They can be sharp.

Your game is assembled and should not need any assembly.

Level your game using enclosed Leg levelers. Prizes will then fall properly.

The standard voltage for U.S. and Canada 120V / 125V - 3A; Europe 220V / 240V - 2A.

Use of extension cords is prohibited.

Use only a grounded outlet. **YOUR GAME MUST BE GROUNDED!!!**

The minimum space required for operation in your locations should be:

- ◆ 80" high
- ◆ 30" wide
- ◆ 60" depth

THE GAME MUST BE LEVEL. IF THE GAME IS NOT ON A LEVEL SURFACE, THE TILT SYSTEM WILL MALFUNCTION. USE A LEVEL TO AVOID NEEDLESS ADJUSTMENTS.

SAFETY PRECAUTIONS

- ◆ Be sure to turn the power off or unplug the game before working on the unit.
- ◆ Do not unplug game by pulling on the line cord.
- ◆ Replace line cord if the insulation is damaged in any way with one of equal quality.
- ◆ Replace open fuses with same type and rating.
- ◆ Re-check and re-seat all harness connections.

GAME PLAY, GAME SETTING MODE AND DIPSW SETTING

GAME PLAY

- ◆ Insert coin(s) or token(s) .
- ◆ Control the Car using steering wheel to hit the FLAGS.
- ◆ More FLAGS, more tickets.

GAME SETTING MODE

HOW TO ENTER THE GAME SETTING MODE

Re-power on while pressing and holding the **RESET** Switch which is located inside of front door. Digits of **88** are shown first. Then release the **RESET** switch OFF to show the **-1** on 2 digits LED display on Marquee box.



HOW TO SELECT AND DECIDE EACH CONTENTS

After entering **GAME SETTING** mode, press **SERVICE** switch to move the number of **FUNCTIONS**. (2 digits will be changed by pressing the **SERVICE** switch.) Press **RESET** switch to select it. After selecting, display shows each setting numbers.

Press **SERVICE** switch to move the number of **SETTINGS**. (2 digits will be changed by pressing the **SERVICE** switch) Press **RESET** switch to select it.

RETURN TO PREVIOUS MENU

Change **FUNCTIONS** and **SETTINGS** to selection "00". Select these Digits then press **RESET** switch to return to previous menu.

RETURN TO GAME MODE

After selecting any **SETTINGS**, re-power on the game.

For the FUNCTIONS and SETTINGS, please refer to the setting table on next page.

DIP SW SETTING

Payout setting is set by DIPSW on Main PCB. Please refer below table.

DIP SWITCH 1		SWITCH POSITION			
FUNCTIONS	SETTING	NOTE	1	2	3
PAYOUT SETTING	REDEMPTION GAME	Ticket payout.	OFF	OFF	OFF
	CARD PAYOUT	Use Asahi Seiko Card Dispenser.	ON	OFF	OFF
	EXTEND GAME	No Ticket, No Card Payout. Extend game play.	ON	ON	OFF
	OFF	Only game play. No payout.	OFF	OFF	ON

ATTENTION!!! PLEASE KEEP OFF OTHER SWITCHES. (SW 4, 5, 6, 7 AND 8)

TABLE OF SETTING FUNCTIONS (MIGHTY DRIVER, USA)

FUNCTION# (2 Digits LED)	FUNCTION	SETTING# (2 Digits LED)	SETTING	NOTE
-1	COIN CHUTE	11	1 COIN / 1 PLAY	\$0.25 per play (or \$1.00 coin per 1 play)
		12	2 COINS / 1 PLAY	\$0.50 per play
		13	3 COINS / 1 PLAY	\$0.75 per play
		14	1 COIN / 2 PLAYS	\$0.25 per 2 plays (or \$1.00 coin per 2 plays)
		15	3 COINS / 2 PLAYS	\$0.75 per 2 plays
		16	2 COINS / 3 PLAYS	\$0.50 per 3 plays
		17	3 COINS / 4 PLAYS	\$0.75 per 4 plays
		18	3 COINS / 5 PLAYS	\$0.75 per 5 plays
		19	FREE PLAY	Spin the Steering Wheel to start the game
		oo	RETURN TO PREVIOUS	
-2	DIFFICULTY LEVEL Number of LAPS and speed of control	21	EASY	5 LAPS, EASIER
		22		5 LAPS, EASY
		23		5 LAPS, NORMAL
		24		5 LAPS, HARD
		25		5 LAPS, HARDER
		26		4 LAPS, EASIER
		27		4 LAPS, EASY
		28		4 LAPS, NORMAL
		29		4 LAPS, HARD
		2A		4 LAPS, HARDER
		2b		3 LAPS, EASIER
		2C		3 LAPS, EASY
		2d		3 LAPS, NORMAL
		2E		3 LAPS, HARD
		2F	HARD	3 LAPS, HARDER
		oo	RETURN TO PREVIOUS	
-3	AUTO START	31	0 SECOND	
		32	5 SECONDS	
		33	10 SECONDS	
		34	15 SECONDS	
		35	20 SECONDS	
		36	25 SECONDS	
		37	30 SECONDS	
		oo	RETURN TO PREVIOUS	
-4	AUTO CAR FINDING	41	OFF	
		42	ON	Start to search for Magnet of Car Assy when Magnet Base is off.
		oo	RETURN TO PREVIOUS	
-5	ATTRACT SOUND	51	OFF	
		52	ON	
		oo	RETURN TO PREVIOUS	
-6	ATTRACT CAR MOVING (Waiting time)	61	OFF	
		62	3 MINUTES	
		63	5 MINUTES	
		64	10 MINUTES	
		oo	RETURN TO PREVIOUS	
-7	CARD PAYOUT SETTING	71	1 PC	
		72	2 PCS	
		73	3 PCS	
		74	4 PCS	
		75	5 PCS	
		oo	RETURN TO PREVIOUS	

"FACTORY INSTALLED" SETTING

TABLE OF SETTING FUNCTIONS (MIGHTY DRIVER, USA)

FUNCTION# (2 Digits LED)	FUNCTION	SETTING# (2 Digits LED)	SETTING	NOTE
-8	CARD PAYOUT SCORE SETTING	81	GOAL & PAYOUT	30 Flags or more. Payout after game over.
		82	PAYOUT EVERY TIME	
		oo	RETURN TO PREVIOUS	
-9	TICKET PAYOUT SETTING	91	DURING THE GAME	New setting on NJ Version
		92	AFTER GAME OVER	
		93	BEFORE GAME START	
		oo	RETURN TO PREVIOUS	
-A	SCORE SETTING PER 1 TICKET PAYOUT	A1	1 FLAG	
		A2	2 FLAGS	
		A3	3 FLAGS	
		A4	4 FLAGS	
		A5	5 FLAGS	
		A6	6 FLAGS	
		A7	7 FLAGS	
		A8	8 FLAGS	
		A9	9 FLAGS	
		AA	10 FLAGS	
		Ab	11 FLAGS	
		AC	12 FLAGS	
		Ad	13 FLAGS	
		AE	14 FLAGS	
		AF	15 FLAGS	
oo	RETURN TO PREVIOUS			
-b	MERCY TICKET	b1	OFF	Payout before start game.
		b2	1 TICKET	
		b3	2 TICKETS	
		b4	3 TICKETS	
		b5	4 TICKETS	
		b6	5 TICKETS	
		b7	6 TICKETS	
		b8	7 TICKETS	
		b9	8 TICKETS	
		bA	9 TICKETS	
		bb	10 TICKETS	
		oo	RETURN TO PREVIOUS	
-C	EXTEND GAME PLAY SETTING Not used when Ticket & Card payout is active.	C1	Up to 1 GAME	Used when player gets 30 flags
		C2	Up to 2 GAMES	
		C3	Up to 3 GAMES	
		C4	Up to 4 GAMES	
		C5	Up to 5 GAMES	
		oo	RETURN TO PREVIOUS	
-D	Do not use	D1	OFF	
-E	Do not use	E4	OFF	
-0	RESET	01	RESET TO DEFAULT	
		oo	RETURN TO PREVIOUS	

"FACTORY INSTALLED" SETTING

TEST MODE

You can check 3 tests in this mode.

HOW TO ENTER THE TEST MODE

Re-power on while pressing and holding the **SERVICE** Switch which is located inside of front door. Digits of **88** are shown first. Then release the **SERVICE** switch OFF to show the **1-** on 2 digits LED display on Marquee box.



HOW TO SELECT AND DECIDE CONTENTS

After entering **TEST MODE**, press **SERVICE** switch to move the number of contents. (2 digits will be changed by pressing the **SERVICE** switch.) Press **RESET** switch to select it. After selecting, display shows each function numbers.

TEST MENU FUNCTION NUMBER

- ◆ **I/O & DISPLAY TEST** >>> Display shows **1-**
- ◆ **MECHANISM TEST** >>> Display shows **2-**
- ◆ **SOUND TEST** >>> Display shows **3-**

RETURN TO PREVIOUS MENU

Each test function has the number “**00**”, select this and press **RESET** switch. If you want to quit the test during testing, press **RESET** switch when the LED Display does not show any numbers.

◆ I/O & DISPLAY TEST

Display shows **1-** then press **SERVICE** switch to select following **TEST** menu. There are 3 kinds as below. (**11**, **12** and **13**)

STEERING WHEEL TEST (Press **SERVICE** switch to select **11** then press **RESET** switch)

Check the Optic sensor functions on Steering Wheel Assy. LED Display shows digits from 0 to 48 when the Optic sensor is activate. Spin the wheel to move the digits, this means the Optic sensor works fine.

SWITCH TEST (Press **SERVICE** switch to select **12** then press **RESET** switch)

Check the Coin switch and Magnet under the CAR Assy.
If the Magnet is positioned properly and Coin Switch is OFF, Display shows “**0**”.
When the Coin Switch is ON, Display shows “**1**” then **Lamp #1** on the Marquee will be ON. Lock out coin of Coin mech will work, too.
When the Magnet is OFF, Display shows “**2**” and **Lamp #3** on the Marquee will be ON.

LAMP TEST (Press **SERVICE** switch to select **13** then press **RESET** switch)

Check the 9 Lamps and LED Display PCB on the Marquee. They automatically Light up and count up.

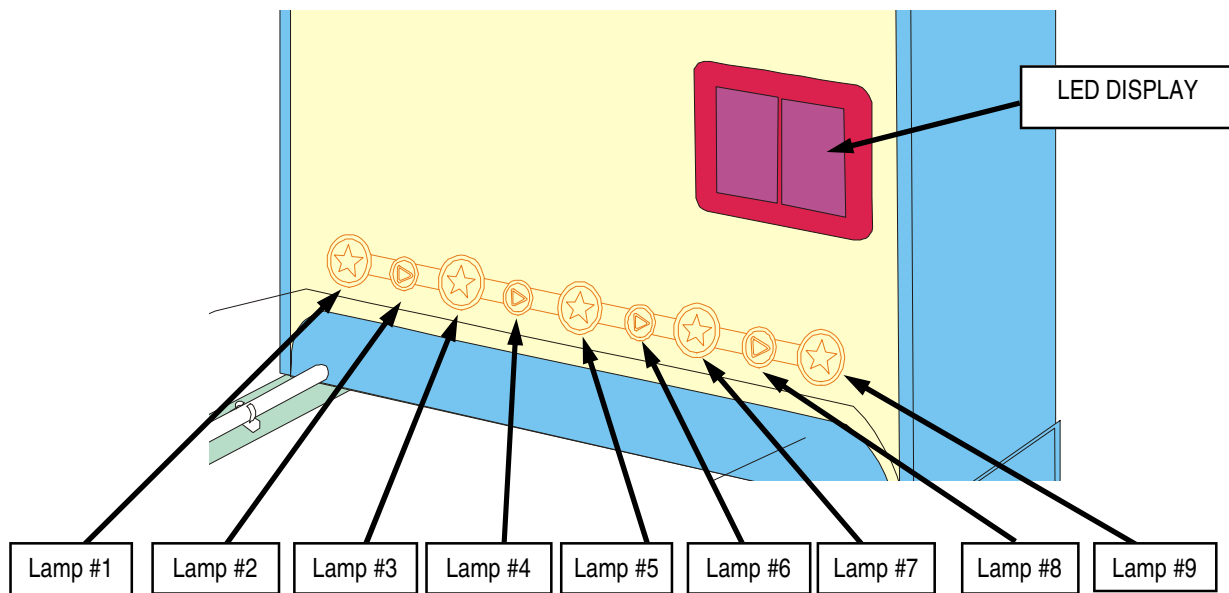
◆ MECHANISM TEST

Display shows **2-** then press **SERVICE** switch to select following **TEST MENU**. There are 3 kinds as below. (**21**, **22** and **23**)

X-MECH. UNIT TEST (Press **SERVICE** switch to select **21**, then press **RESET** switch.)

X-MECH is controlling the CAR Assy by Magnet base and Motor. Spin the Steering Wheel to move the Magnet base with Car Assy left and right. When the Left & Right Limit Sensor in the X-MECH is activated, **Lamp #1** or **#9** on the Marquee will light up. Display will show Moving Digits when the Motor is moving.

LAMPS ON THE MARQUEE (9 POSITIONS)



◆ **BELT MECH. TEST** (Press **SERVICE** switch to select **22**, then press **RESET** switch.)

Spin the Steering Wheel clockwise to move the BELT forward. Spin the Steering Wheel counter clockwise to move the BELT backward. Spin more to make the BELT move faster. Each Lamp on Marquee shows the function of each Sensor on BELT MECH.

Lamp #1: Positioning sensor

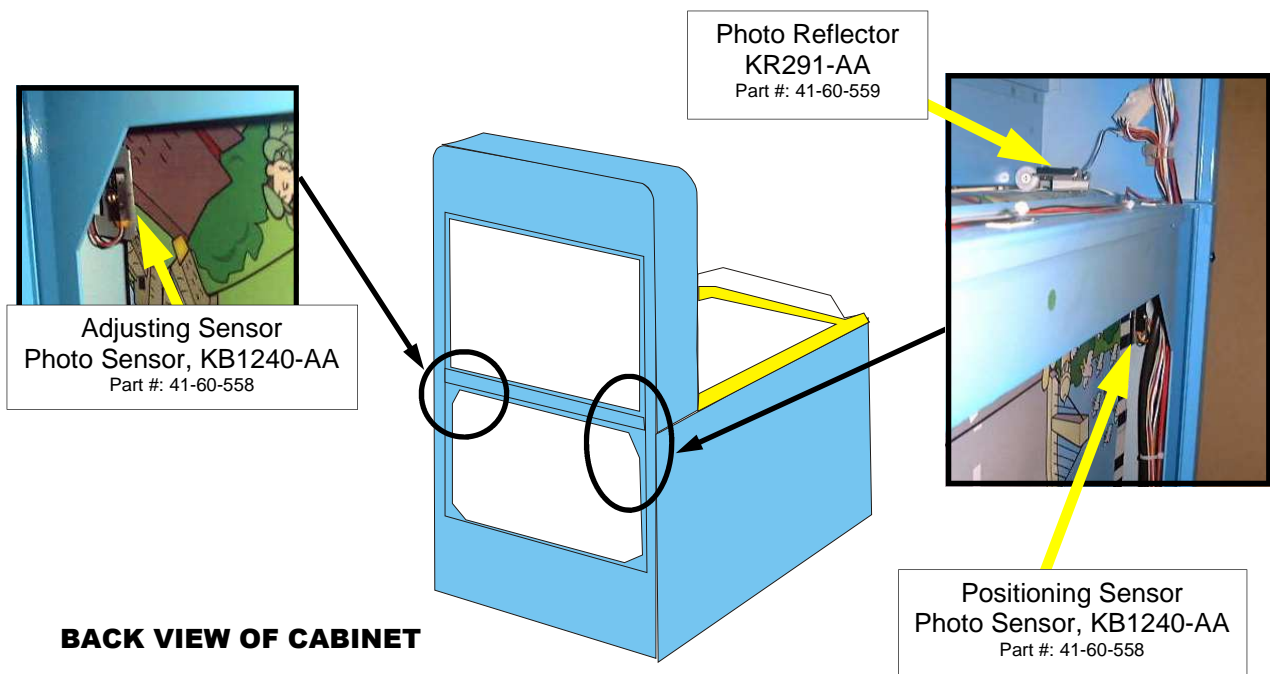
Located Right bottom of BELT from back side view. 2 pcs per set. (Receiver and Sender.)
Count the hole on left side of Belt.

Lamp #3: Adjusting sensor

Located Left bottom of BELT from back side view. Counts the 5 Holes on the Belt.

Lamp #5 & 7: Photo. Reflector

Located Left top of BELT from back side view. Reading the Black and White marks on Right side of Belt.



BACK VIEW OF CABINET

VENDING DEVICE TEST (Press **SERVICE** switch to select **23**, then press **RESET** switch.)

Press **SERVICE** switch to payout Ticket or Card when the setting is Ticket or Card Payout.

◆ **SOUND TEST**

Display shows **3-** then press **SERVICE** switch to go to **SOUND TEST**.

Press **RESET** switch to count up the number on Display and output the sound. Press & hold to skip thru the numbers faster.

Press **SERVICE** Switch and Display shows **00**, then press **SERVICE** Switch again to return to previous menu.

RETURN TO GAME MODE

After TESTING, re-power on the game.

ERRORS

Display Shows	Contents of ERROR	Cause of problem and Solution.
CE	Card or Ticket Empty	Check the Card or Ticket Dispenser. If empty, re-fill the Cards or Tickets and press RESET switch to payout remaining number of Cards or Tickets. Do not power off because remaining number will be cleared.
CJ	Jamming of Card or Ticket Dispenser	Check the Card or Ticket Dispenser, clear the jam of Cards or Tickets and re-power on the game.
E1	Coin Switch Error	Check the Coin Mech. Any jamming in the coin or token in there or not? Correct and re-power on the game.
E2	Magnet Error	This is error code when the Magnet base is off from the X-Mech. Unit. Open Playfield dome and check the Car Assy mounting.
E3	EP-ROM Error	Data writing Error. Press RESET switch to clear. If error is not cleared, need to exchange the Main PCB.
E4	Malfunction of X Mech.	Check wiring and pin connection of X-Mech. connector. Or Check output for Power supply assy.
E5	Malfunction of Belt Unit	Problem with Belt Unit. Check if motor is turning or not. Check harness of Belt motor Assy.
E6	Card or Ticket Dispenser Error	Check the Card or Ticket Dispenser harness, connection...etc. Or exchange the Unit.
E7	Belt Home positioning or Adjustment Sensor Error	Check the sensor connector, harness and wiring. Or exchange those sensors.
E8	X-Limit Sensor Error	Check the Harness or Limit switch of X-mech. Unit. Or exchange the X-Limit Sensor.
E9	Switch Error	This error code appears when the SERVICE and RESET switches are kept on over 10 sec. after powering on the game. Check those switches continuity.
EA	Belt speed Error	If EA error appears after game over, check Photo Reflector. (Dirty, scratch on Sensor or broken.)

Press RESET switch to clear error code. If Error still exists, check above again.

PART NUMBERS

PARTS NAME	Parts number	PARTS NAME	Parts number
Mighty Driver, Main CPU Board	41-10-001	Belt Assy, MD	41-70-911
2 digits LED Board, MD	41-20-010	Gear Head, Conveyor Belt, MD	41-60-336
Rope Light Assy, MD	41-60-250	DC Motor, X-Mech. 24V, MD DME34BML30B (1P/rev D-cut)	41-60-337
Marquee, MD	41-30-120	DC Motor, Conveyor Belt. MD DME60B6HFPB	41-60-338
Decal, TICKET, MD	41-30-225	Motor PCB, MD, TA8428K (X-Mech.)	41-20-176
Sticker, Inst, MD	41-30-221	Motor PCB, MD, TA8429H (Conveyor Belt)	41-20-177
Decal, Front MD	41-30-226	Car Assy, MD	41-50-550
Side Decal, MD	41-30-200	Photo Sensor, LG-217D-3 (Limit Switch, X-Mech.), MD	41-60-557
Steering Wheel only, MD	41-50-500	Photo Sensor, KB1240-AA, MD (Positioning and Adjusting sensors)	41-60-558
Steering Wheel Assy, MD	41-50-501	Photo Reflector, KR291-AA, MD	41-60-559
Opto. Sensor, Steering Wheel, MD	41-60-556	Electrical Coin Mech. Assy	99-70-183
Playfield Dome, MD	41-70-450	Ticket Dispenser, Entropy, 963CR	99-70-051

ELECTRICAL WIRING DIAGRAM (USA & CANADA)

