

SAMMY VIDEO REDEMPTION GAME



# OPERATION MANUAL

PRIZE REDEMPTION GAME  
- WINNER EVERY TIME! -

(DISPENSES 1" & 3" PRIZE CAPSULES)

**ATTENTION!!!**

**GET YOUR PRIZES &  
CAPSULES DIRECT  
FROM SAMMY USA!  
CALL #888-US-SAMMY**



**Sammy USA Corporation**

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Part#: 57-30-300

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# 1. SPECIFICATIONS OF CABINET

## GO GO COWBOY (1" and 3" prize capsule dispenser)

INPUT POWER: USA & CANADA = 120VAC, 60Hz

SIZE: W = 27.5" (699 mm)

WEIGHT: 230 lbs (105 kg)

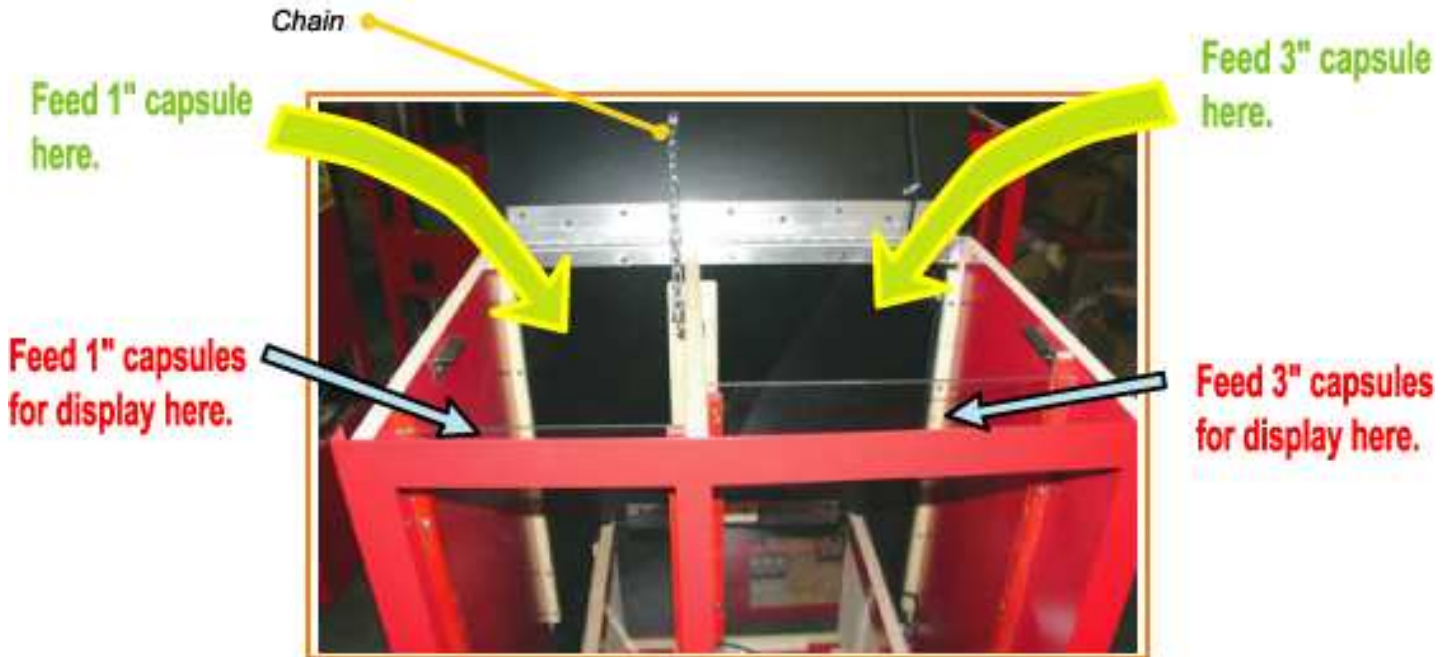
D = 24" (610 mm)

H = 68.5" (1740 mm)

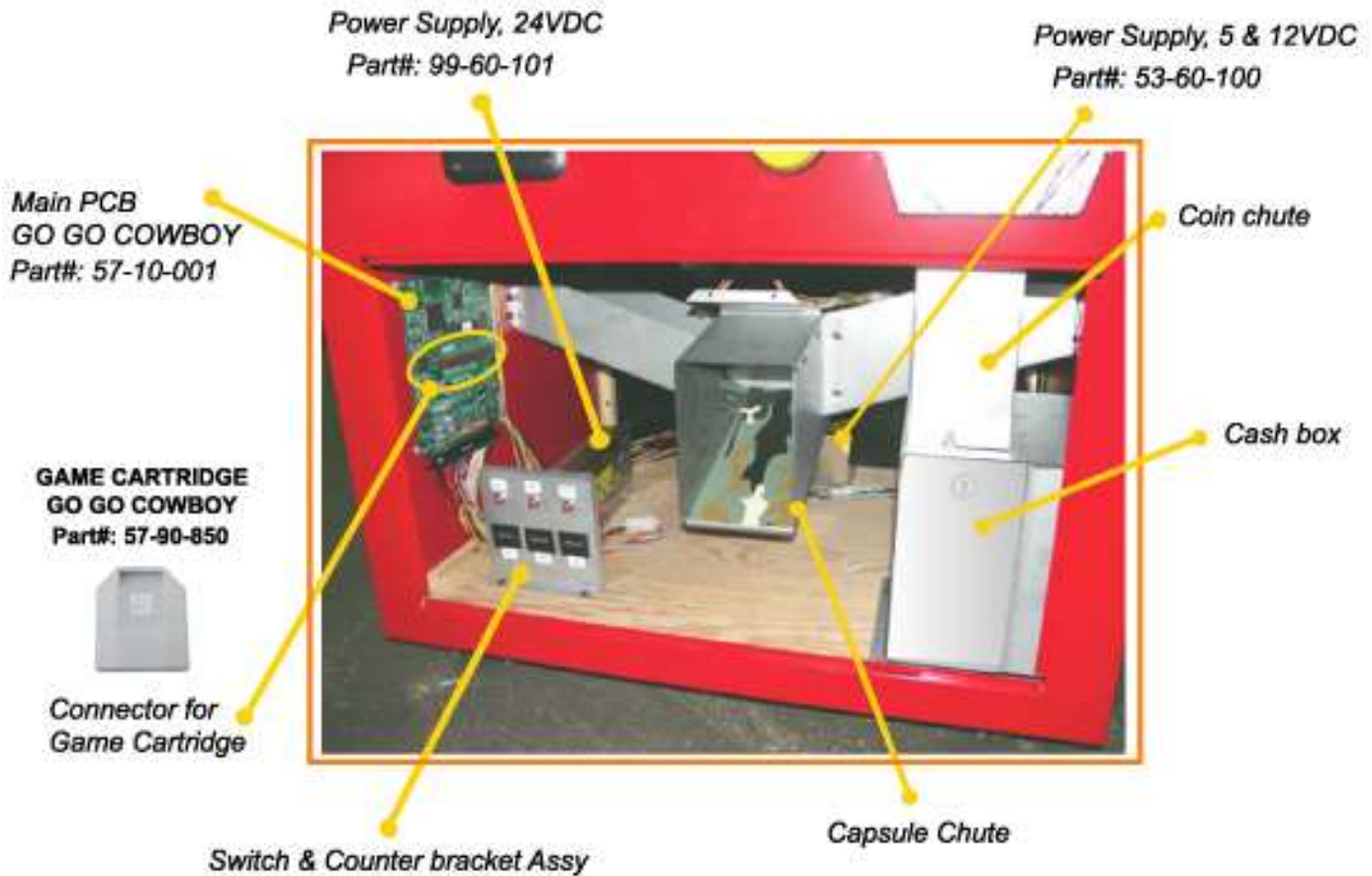




## TOP DOOR



## BOTTOM DOOR



### 1" HOPPER ASSY

Hopper Assy, 1"  
Part#: 99-70-901



VIEW OF MAINTENANCE DOOR, LEFT

Speaker



Hopper Assy, 1" (Top view)

### 3" HOPPER ASSY

Coin mech.  
Assy  
Coin Switch, GC  
Part#: 57-60-447



VIEW OF MAINTENANCE DOOR, RIGHT

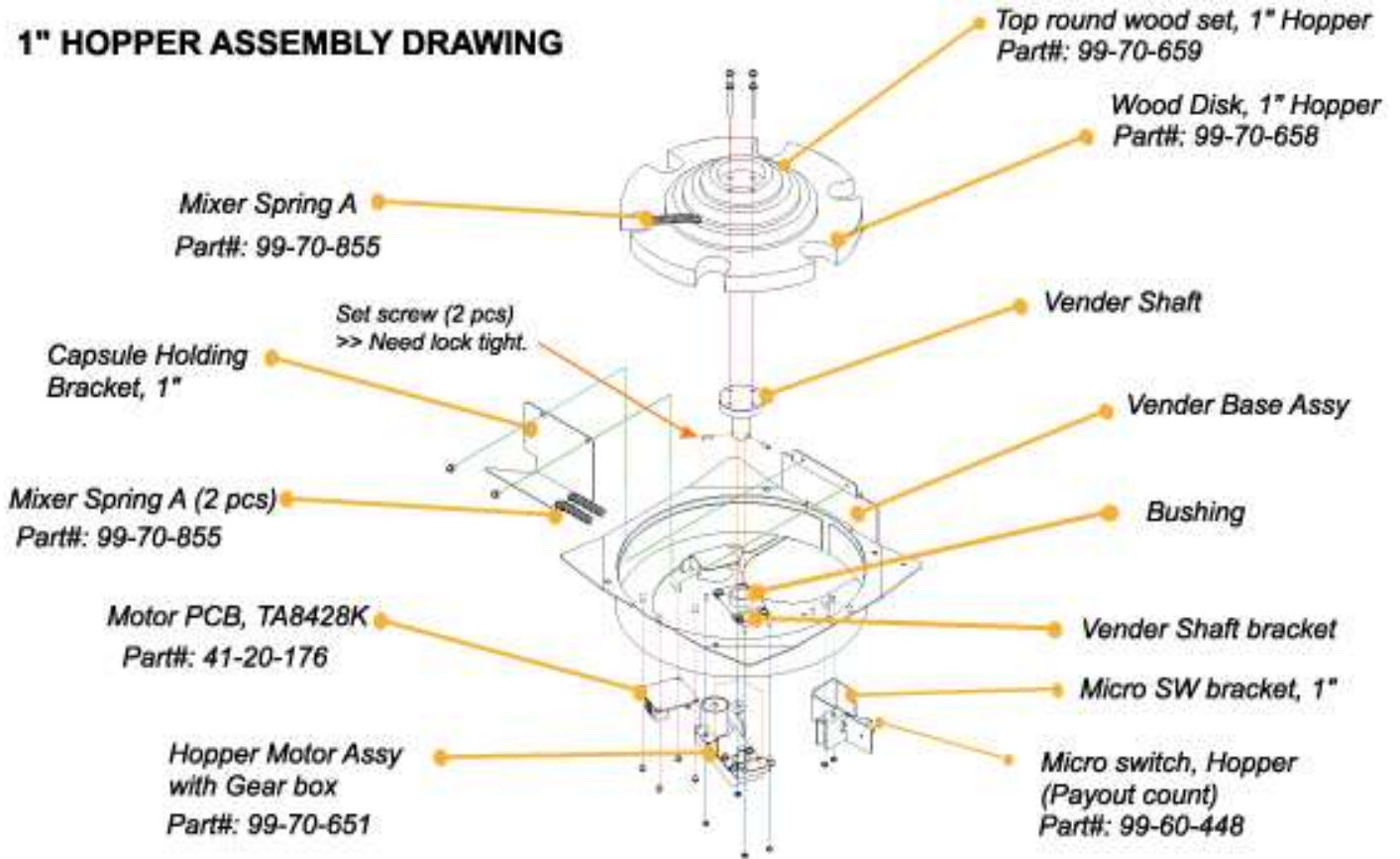
Push Button Assy, GC  
Part#: 57-50-015

Hopper Assy, 3"  
Part#: 99-70-902

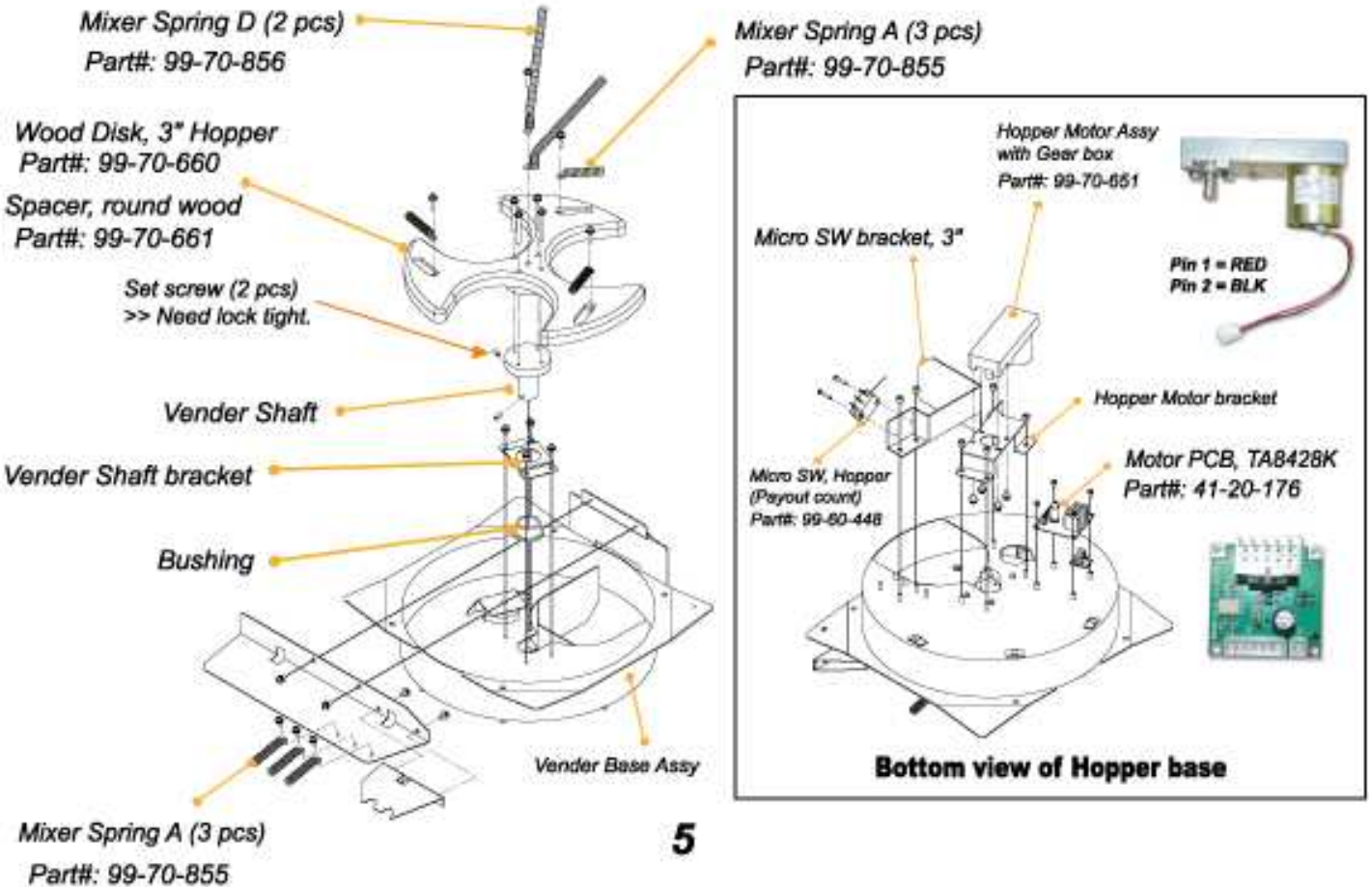


Hopper Assy, 3" (Top view)

# 1" HOPPER ASSEMBLY DRAWING



# 3" HOPPER ASSEMBLY DRAWING





## 2. SET UP OF MACHINE

- 1) Remove the packing box. Use Key to open front bottom door.
- 2) Open Cash box to remove operation manual and Game cartridge.
- 3) Insert Game Cartridge into Main PCB. (See page #3)
- 4) Open top door and fill the Display area with 1" and 3" capsules. Then fill the Hoppers with both 1" and 3" Capsules.

CAPACITY OF HOPPER (by Capsule)

1" HOPPER = 2,500 pcs

3" HOPPER = 345 pcs

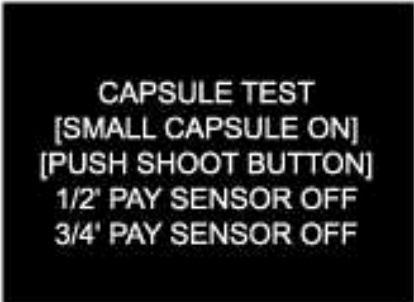
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- 5) Plug in the AC power cord and power on the machine.  
(Main power switch is located on BACK OF CABINET)
- 6) Go to setting mode to set up the prize value of 3" hopper, Coin setting and Payout %...etc, if necessary. (Refer to Pages 8 and 9 of Settings)
- 7) Insert coins into Coin Slot, turn the Handle and play the game to test.

Test the Hopper payout. Refer below.

Press and hold the METER switch then re-power on the machine. The game will go to PRIZE VENDING TEST MODE. (Screen shows following message )



CAPSULE TEST  
[SMALL CAPSULE ON]  
[PUSH SHOOT BUTTON]  
1/2' PAY SENSOR OFF  
3/4' PAY SENSOR OFF

### SCREEN VIEW, PRIZE VENDING TEST MODE

Press SERVICE switch to select the SMALL (1") or BIG (3") Hopper to test.  
Press PUSH (SHOT) Button to payout one Prize. Hold PUSH Button more than 2 seconds to keep paying out capsules. Press PUSH Button to stop it.

#### NOTICE:

Make sure to press RESET Switch to go back to game mode.

### 3. HOW TO PLAY

INSERT 2 COINS INTO BOTH COIN SLOTS, TURN THE HANDLE TO START THE GAME!



WIN 1" SMALL PRIZE  
IF THE FARM ANIMAL ESCAPES.



WIN LARGE 3" PRIZE  
IF THE FARM ANIMAL IS LASSOED!!!



# WIN EVERY TIME!!!



## 4. SETTING MODE (MACHINE SETTING)

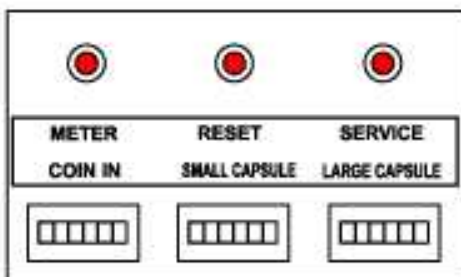
You can adjust machine setting in this mode.

### HOW TO ENTER THE SETTING MODE

Open bottom front door. There are 3 Switches on the left side. Press and hold the SERVICE Switch more than 2 seconds to enter the SELECT MENU. Screen shows MACHINE SETTING, DATA CHECK and EXIT. Move cursor using METER or RESET switch to select MACHINE SETTING then press SERVICE switch to go to SETTING MODE.

SELECT MENU

1 MACHINE SETTING  
2 DATA CHECK  
3 EXIT



### FACTORY DEFAULT

PRESS AND HOLD THE **RESET** SWITCH THEN RE-POWER ON THE GAME TO RESET TO FACTORY DEFAULT SETTINGS.

### FUNCTIONS OF 3 SWITCHES DURING GAME MODE (NORMAL)

METER SW = Volume Down.  
RESET SW = Volume Up. Press hold over 2 seconds to clear Error code.  
SERVICE SW = Press once to add one credit. Press and hold over 2 seconds to go to SETTING MODE.

**NOTE: MACHINE DOES NOT PAYOUT 1" SMALL CAPSULE DURING FREE CREDIT PLAY**

### FUNCTIONS OF 3 SWITCHES AT SETTING MODE

METER SW = Change Setting number down.  
RESET SW = Change Setting number up.  
SERVICE SW = Advance the FUNCTION # by hitting the Service Switch. After you change Setting number, hit the SERVICE Switch until end of Functions to return to the regular game mode.

**PLEASE SEE NEXT PAGE FOR SETTING TABLE.**

There are 12 settings in SETTING MODE. Refer below.

## SETTING MODE SCREEN

MACHINE SETTING	
PAYOUT	40.0%
CREDIT RATE	\$ 0.50
SHOOTS	1SHOOT
NO PRIZE	REPLAY
SHOOT TIMER	20 sec
DEMO SOUND	ON
FREE GAME	OFF
SIGNAL>>CRT	NORMAL
PRIZE PRICE	\$01.25
WIN CASE	LARGE ONLY
LOSE PRIZE	AFTER
EXTRA GAME	OFF

**01: PAYOUT (3" capsule winability payout. 20 settings. Default = 40%) Based on price of Prizes. (See #9 below)**

10%, 15%, 20%, 22.5%, 25%, 27.5%, 30%  
32.5%, 35%, 37.5% **40%**, 42.5%, 45%, 47.5%,  
50%, 55%, 60%, 65%, 70% and 100%

**02: CREDIT RATE**

(Coin chute setting. 4 settings. Default = 50c)

25¢, **50¢**, 75¢ and 100¢ (= \$1.00) >>> 1, 2, 3 and 4 coins 1 play.

**NOTE: Coin mech. must physically changed.**

**03: SHOOTS (How many times to shoot the rope per game. 4 settings. Default = 1 shot)**

**1 shoot**, 2 shoot, 3 shoot and 5 shoot

**04: NO PRIZE (When Hopper is malfunctions or empty. 2 settings. Default = REPLAY)**

**REPLAY** or STOP with error code

**05: SHOOT TIMER (Auto stop timer. 3 settings. Default = 20 seconds)**

10 seconds, **20 seconds** and 30 seconds

**06: DEMO SOUND (Attract sound. 2 settings. Default = ON)**

**ON** or OFF

**07: FREE GAME (FREE PLAY. 2 settings. Default = OFF)**

**OFF** or ON (Payout 3" Prize when WON. 1" Prize does not paid out during FREE PLAY)

**08: SIGNAL>>CRT (Monitor Setting. 2 settings. Default = NORMAL)**

**NORMAL** or REVERSE

**09: PRIZE PRICE (Prize Value setting for 3" PRIZE. 30 settings Default = \$1.25)**

50¢, 75¢, \$1, **\$1.25**, \$1.50, \$1.75, \$2, \$2.25, \$2.50, \$2.75, \$3.00, \$3.25, \$3.50  
\$3.75, \$4.00, \$4.25, \$4.50, \$4.75, \$5, \$6, \$7, \$8, \$9, \$10, \$12.50, \$15, \$17.50  
\$20, \$25 and \$30.

**10: WIN CASE (Payout setting of Prize when WON. 2 settings. Default = LARGE ONLY)**

BOTH or **LARGE ONLY (Payout Both 1" & 3" or 3" only)**

**11: LOSE PRIZE (When to payout 1" Prize. 2 settings. Default = AFTER)**

BEFORE or **AFTER (GAME)**

**12: EXTRA GAME (DO NOT USE)**

## 5. AUDIT MODE (DATA CHECK)

Press SERVICE switch to go to SELECT MENU.  
Then press METER or RESET switch to select  
DATA CHECK. Then press SERVICE switch to  
go into DATA CHECK mode.

This is AUDIT MODE. You can check your income,  
Payout % and more detail information.

COIN IN: Income of machine.  
BIG PRIZE OUT: Total amount of Large Prizes paid out.  
PAYOUT: % of PAYOUT.  
PLAY: Total number of plays.  
WIN: Total number of WINS.  
LOST: Total number of losses

Press METER or RESET switch to move cursor  
to EXIT. Then press SERVICE switch to go back to  
SELECT MENU.

If you want to clear all AUDIT data, press METER or RESET switch to move cursor to  
DATA CLEAR then press SERVICE switch to clear all audit data.

SELECT MENU

1 MACHINE SETTING  
2 DATA CHECK  
3 EXIT

DATA CHECK

COIN IN	\$ 12.50
BIG PRIZE OUT	\$ 1.25
PAYOUT	10.00%
PLAY	31
WIN	4
LOST	27
	EXIT
DATA CLEAR	

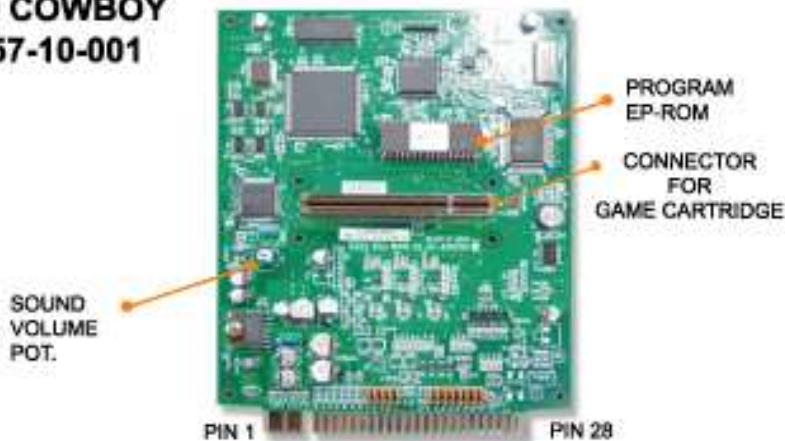
### NOTE:

**1" Prize payout is not included in calculation of payout %.**



## 6. SPECIFICATION OF PCB

**MAIN PCB**  
**GO GO COWBOY**  
**Part#: 57-10-001**



**GAME CARTRIDGE**  
**GO GO COWBOY**  
**Part#: 57-90-850**



**EDGE CONNECTOR (56 PINS) >>> NOTE: Not "JAMMA" pin layout.**

No.	FUNCTION	I/O	No.	FUNCTION	I/O
1	GND	-	A	GND	-
2	GND	-	B	GND	-
3	+5V	IN	C	+5V	IN
4	+5V	IN	D	+5V	IN
5	N.C.	-	E	N.C.	-
6	+12V	IN	F	+12V	IN
7	NOT USED	-	H	NOT USED	-
8	NOT USED	-	J	NOT USED	-
9	NOT USED	-	K	NOT USED	-
10	NOT USED	-	L	NOT USED	-
11	SPEAKER (+)	OUT	M	SPEAKER (-)	OUT
12	VIDEO RED	OUT	N	VIDEO GREEN	OUT
13	VIDEO BLUE	OUT	P	VIDEO SYNC	OUT
14	VIDEO GND	OUT	R	NOT USED	-
15	NOT USED	-	S	NOT USED	-
16	NOT USED	-	T	NOT USED	-
17	NOT USED	-	U	NOT USED	-
18	NOT USED	-	V	NOT USED	-
19	SHOT (PUSH) SW	IN	W	SHOT LAMP	IN
20	HANDLE (COIN) SW	IN	X	COIN IN COUNTER METER	OUT
21	PRIZE COUNT SW, 1"	IN	Y	PAYOUT COUNTER, 1"	IN
22	PRIZE COUNT SW, 3"	IN	Z	PAYOUT COUNTER, 3"	IN
23	TEST SW	IN	a	MOTOR SIGNAL D0, 1"	IN
24	RESET SWITCH	IN	b	MOTOR SIGNAL D1, 1"	IN
25	SERVICE SW	IN	c	MOTOR SIGNAL D0, 3"	IN
26	NOT USED	-	d	MOTOR SIGNAL D1, 3"	IN
27	GND	-	e	GND	-
28	NOT USED	-	f	NOT USED	-

**MOTOR PCB,TA8428K (For Hopper Assy)**

**Part#: 41-20-176**



**D connector (7 pins)**

No.	FUNCTION	I/O
1	DATA 1	IN
2	DATA 2	IN
3	+5VDC	IN
4	+24VDC	IN
5	+24VDC	IN
6	GND	-
7	GND	-

**M connector (2 pins)**

No.	FUNCTION	I/O
1	MTR+	OUT
2	MTR-	OUT

## 7. TEST MODE

There are 5 settings (I/O, COLOR, CROSS HATCH, SOUND and MEMORY TEST)

### HOW TO ENTER THE TEST MODE

Press and hold all 3 switches (SERVICE, METER and RESET Switches) at same time in GAME MODE about 3 seconds to go to TEST MODE.

After TEST MODE, press SERVICE Switch to select each test menu.

### I/O TEST

Screen display each device name. Letters "OFF" will change to "ON" when each device is activated manually.

You can test following devices.

INPUT TEST	
SHOOT BUTTON	OFF
SERVICE SWITCH	OFF
METER SWITCH	OFF
RESET SWITCH	OFF
1 / 2" PAY SENSOR	OFF
3 / 4" PAY SENSOR	OFF
COIN IN SENSOR	OFF

### COUNTER METER TEST

Press following switch and button to count up each counter.

METER SW = Count up the 1" Hopper payout counter meter.

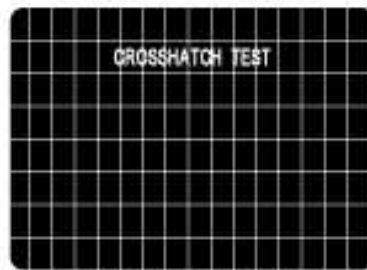
RESET SW = Count up the 3" Hopper payout counter meter.

SHOOT (Push) button = Count up the Coin in counter meter.

Also SHOOT (Push) button Lamp will turn on when it is pressed.

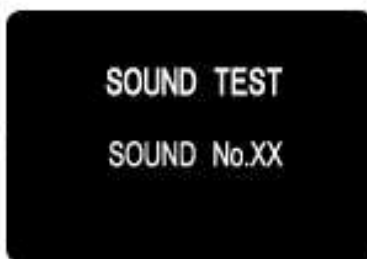
### COLOR TEST & CROSS HATCH

Use these when you have Monitor color and Size adjustment.



### SOUND TEST

Press SHOOT (Push) button to output each different sound and music.



### MEMORY TEST

Select this mode and screen shows result of memory test on MAIN PCB.



## **8. ERROR CODE**

When Malfunction of game or no prizes, ERROR CODE will be displayed. Refer below.

### **SMALL CAPSULE EMPTY**

Prize of 1" Hopper is empty or Prize count switch on 1" Hopper unit does not activate. Check Prize count switch wire to make sure it is not bent or loose. Or check for a broken Capsule in hopper that may be the cause of no payout. Remove broken capsule.

### **SMALL CAPSULE ERROR**

Prize count switch on 1" Hopper is stuck. Usually 1" Prize or broken capsule jammed at Prize count switch is the cause of this error. Remove the broken capsule, then check function of Prize count switch.

### **BIG (LARGE) CAPSULE EMPTY**

Prize of 3" Hopper is empty or Prize count switch on 3" Hopper unit does not activate. Check Prize count switch wire to make sure it is not bent or loose. Or check for a broken Capsule in hopper that may be the cause of no payout. Remove broken capsule.

### **BIG (LARGE) CAPSULE ERROR**

Prize count switch on 3" Hopper is stuck. Usually 3" Prize or broken capsule jammed at Prize count switch is the cause of this error. Remove the broken capsule, then check function of Prize count switch.

# **WARRANTY**

## **Limited warranty, Repair and Return Policy**

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

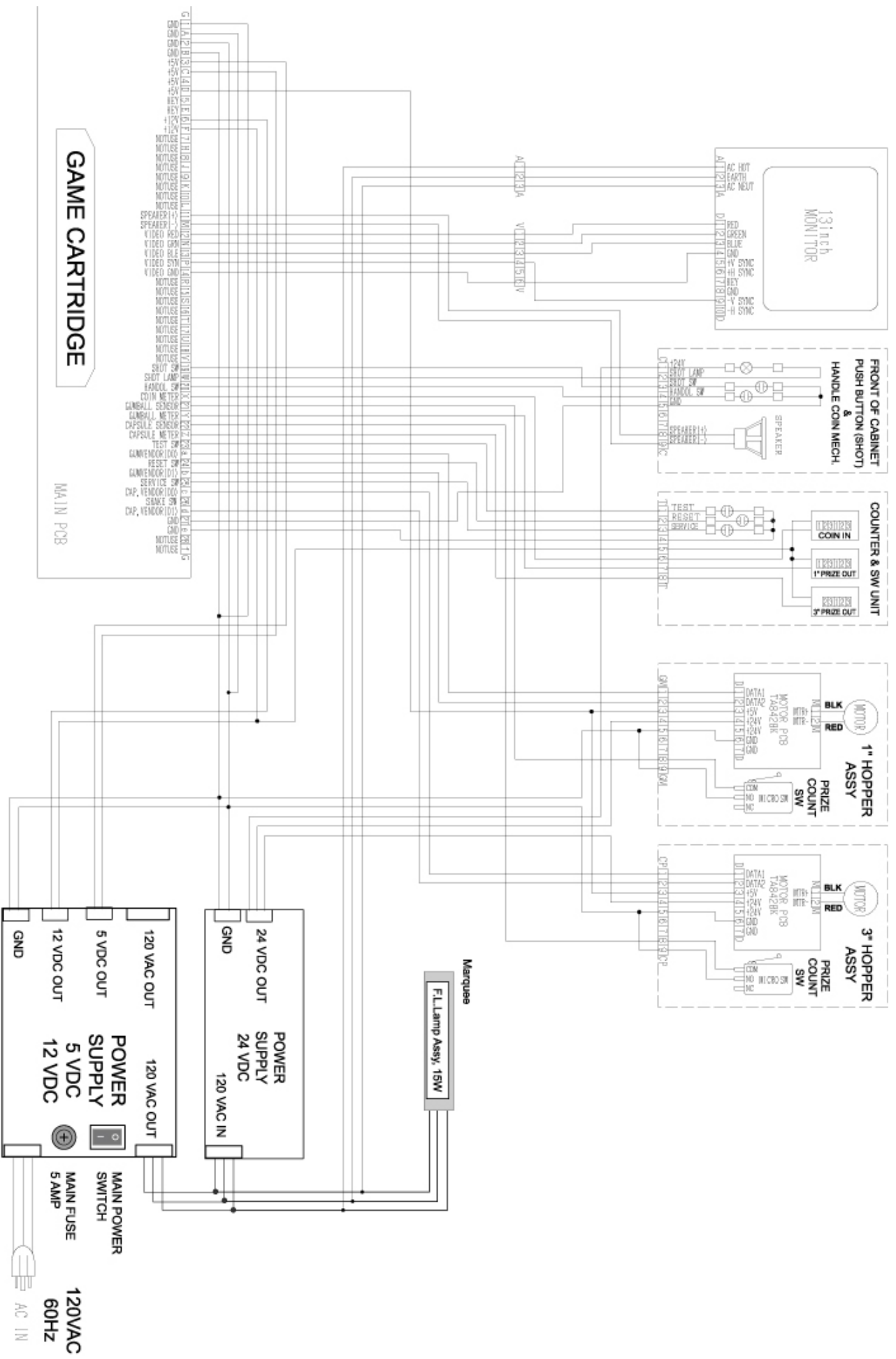
This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by Sammy USA Corporation.

There are no additional warranties described above.

The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

## **Return Merchandise Authorization**

1. Contact your authorized Sammy USA distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from Sammy USA Corporation through an authorized Sammy USA distributor. Please have your serial number available when calling for RMA number.
3. All items must have an RMA number marked clearly on the outside of the package.
4. Products must be shipped prepaid. Products returned without an RMA number will not be accepted.
5. Credits to accounts are subject to inspection of products for damage and suitability for resale.



**GO GO COWBOY  
CABINET WIRING DIAGRAM**