



OPERATION MANUAL

**KID'S DRIVING GAME
WITH
TICKETS PAYOUT
- A WINNER EVERY TIME! -**



901 CAMBRIDGE DRIVE
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Part#: 70-30-301

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1. SPECIFICATIONS OF CABINET

ACROSS THE WORLD (Ticket payout)

INPUT POWER: ITALY = 230VAC, 50Hz

SIZE: W = 27.5" (699 mm)

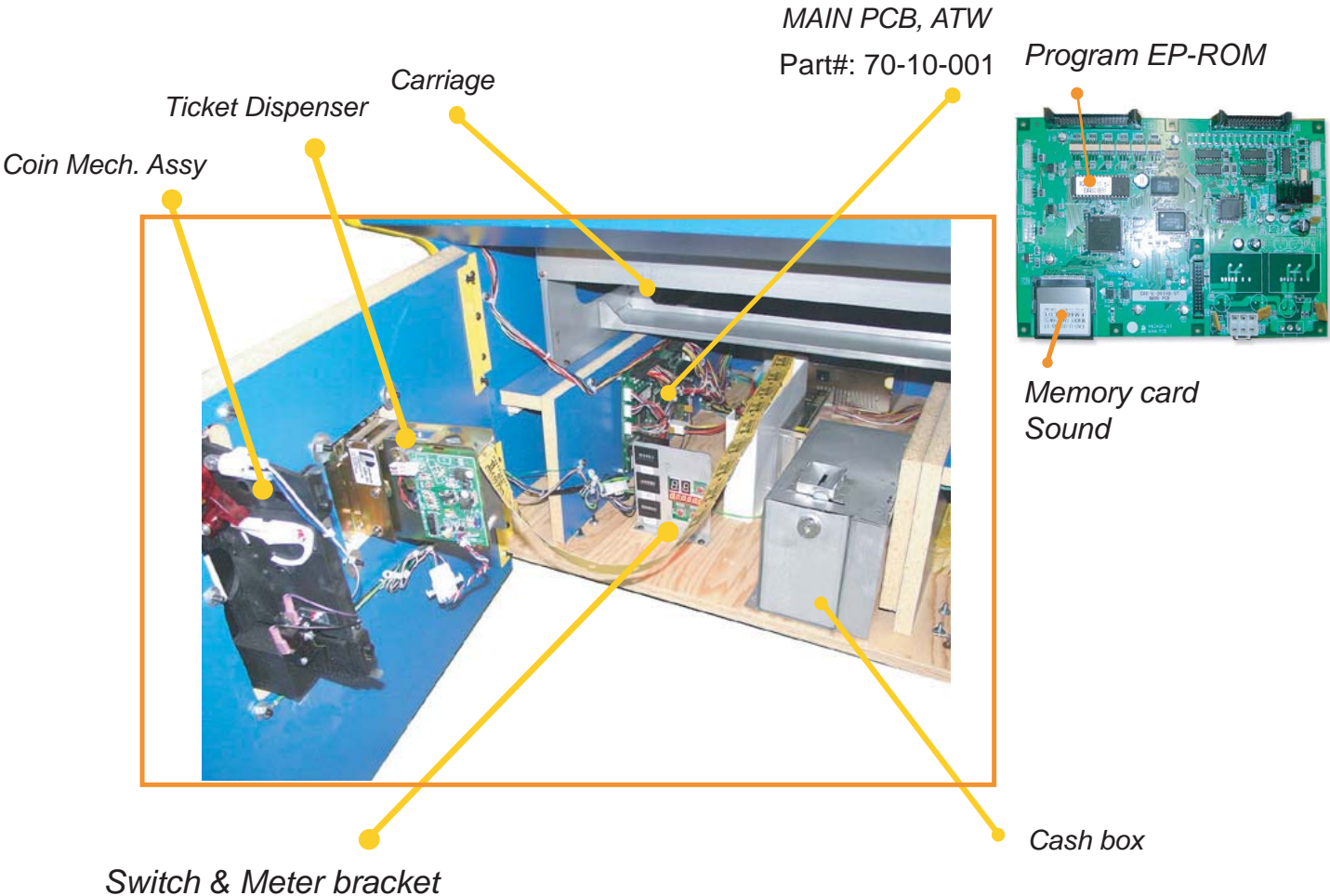
WEIGHT: 295 lbs (134 kg)

D = 35.25" (895 mm)

H = 73.5" (1870 mm)



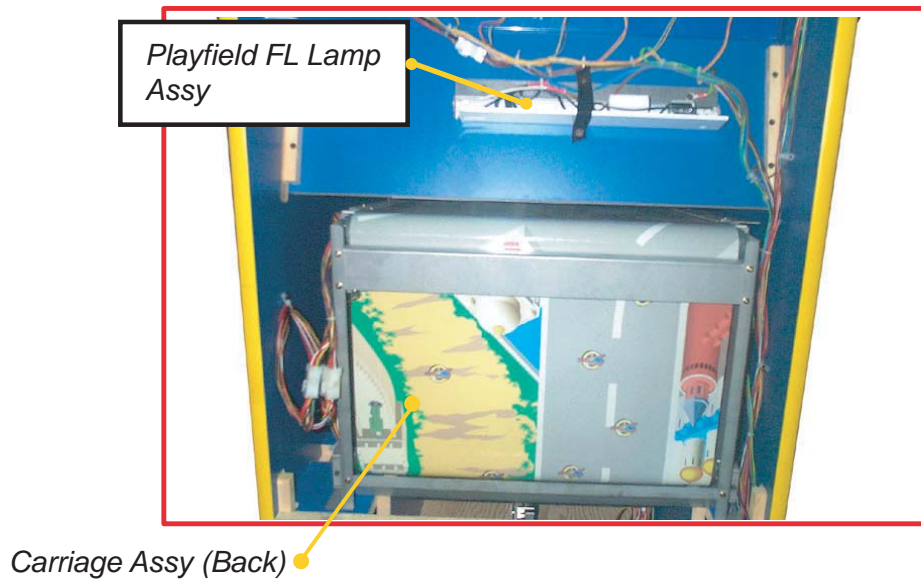
FRONT DOOR VIEW



METER PCB
AM3AGN-01
Part#: 51-20-215

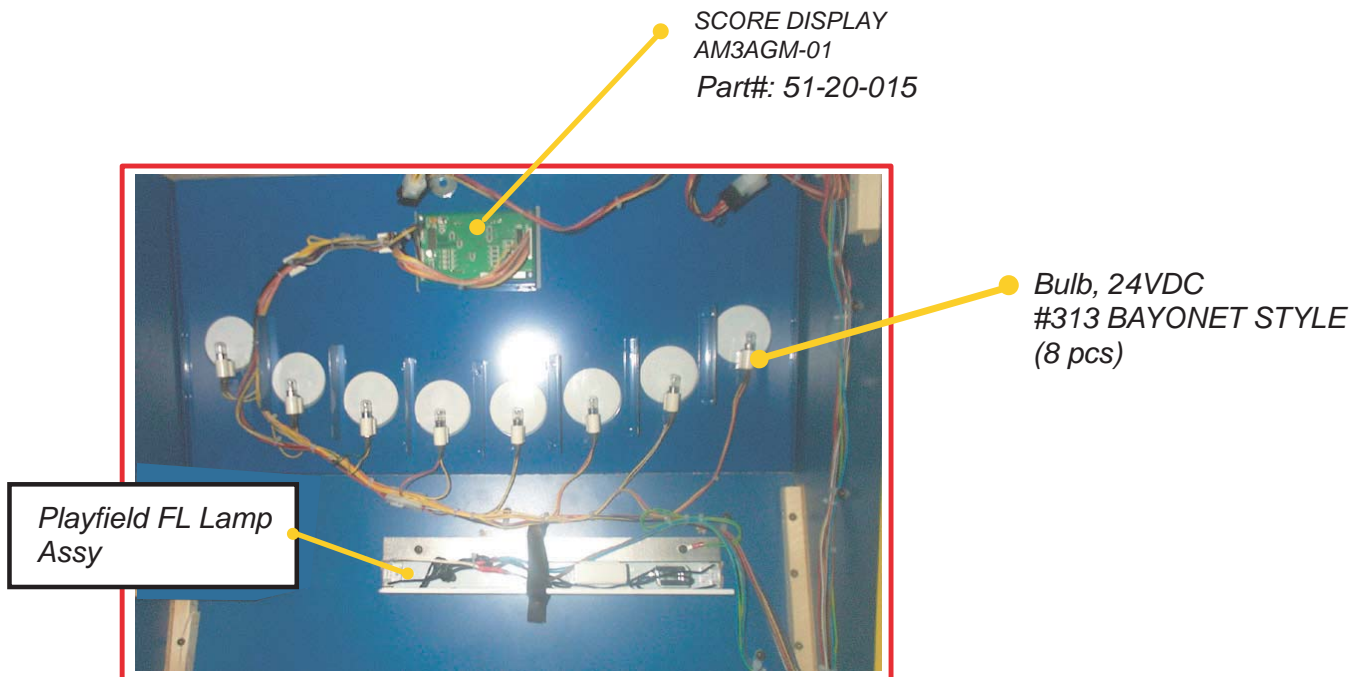


BACK DOOR



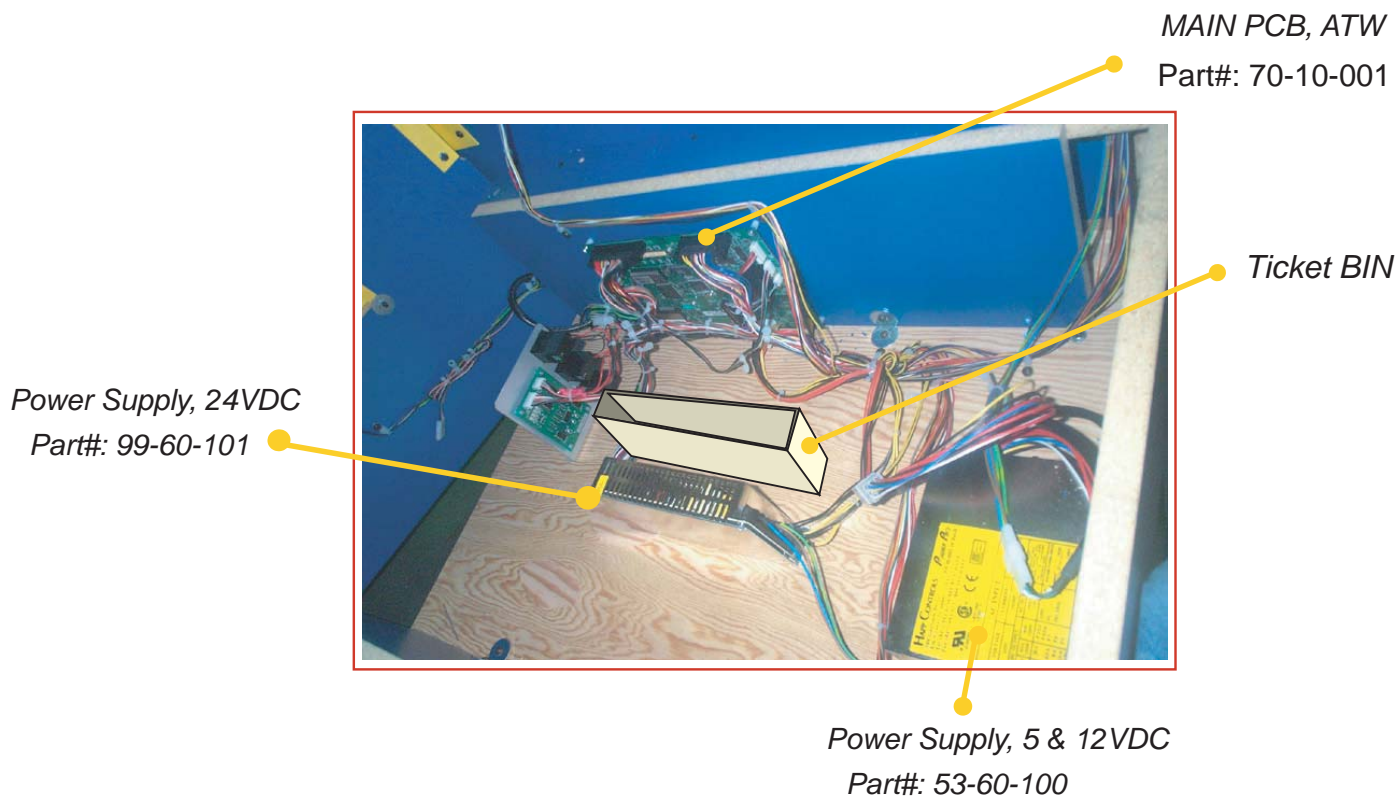
BACK VIEW (Open back door)

SCORE LAMP (Inside view)

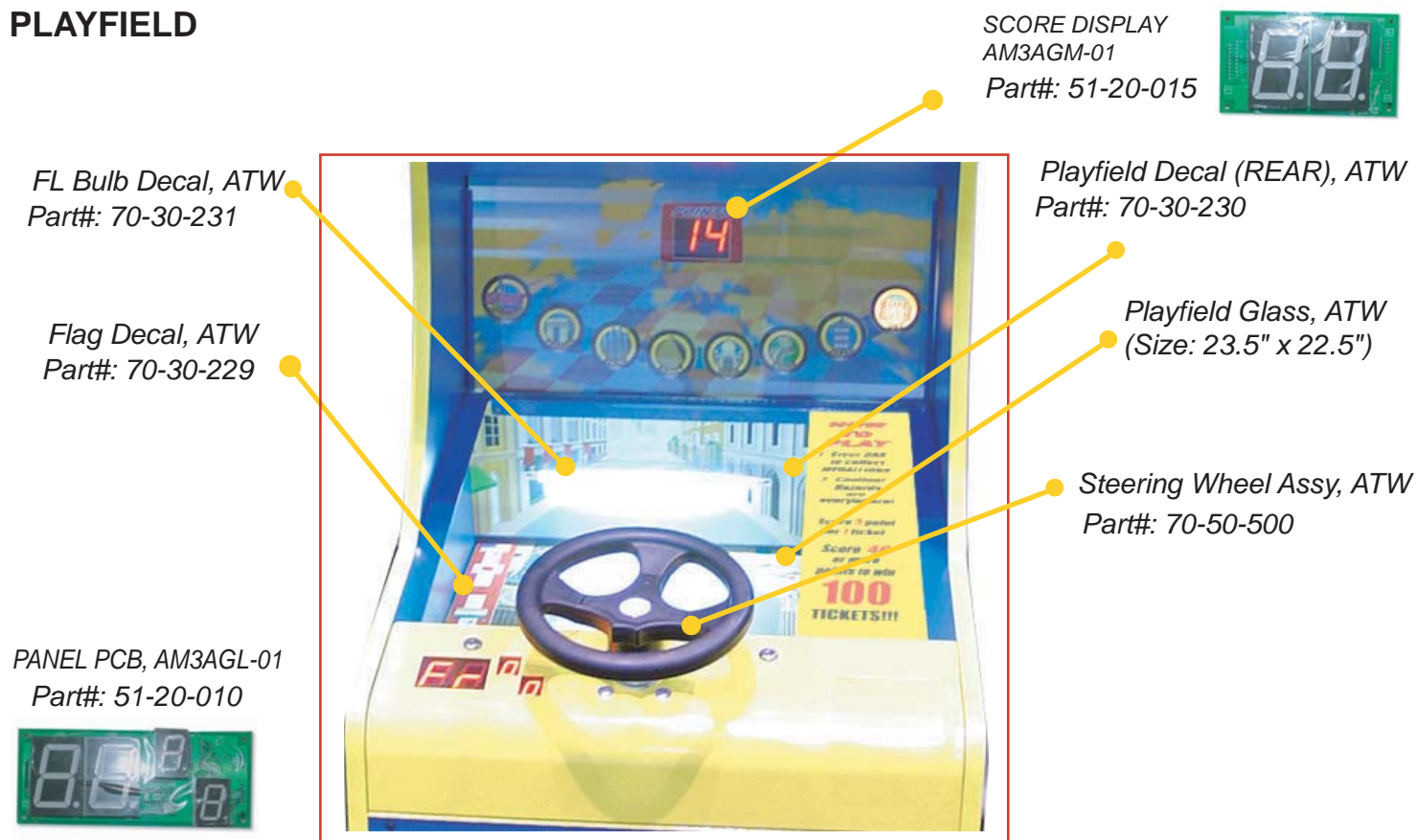


BACK VIEW, SCORE PANEL

BOTTOM OF CABINET



PLAYFIELD

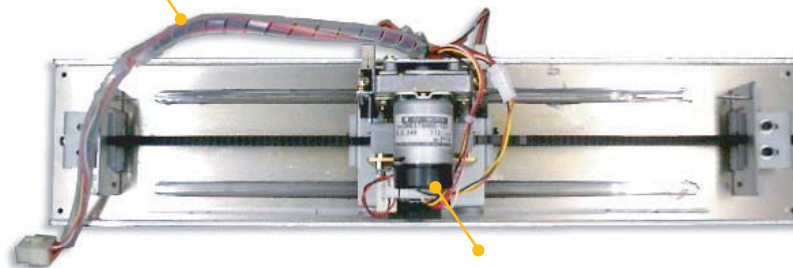


X-MECH ASSY, ATW

Part#: 70-70-001

X-mech Harness, ATW

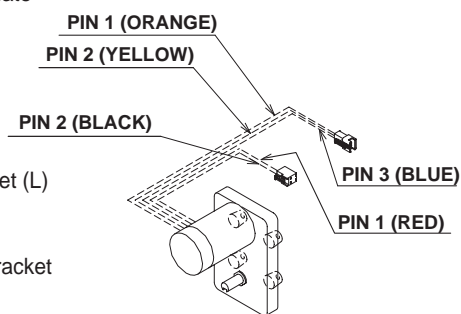
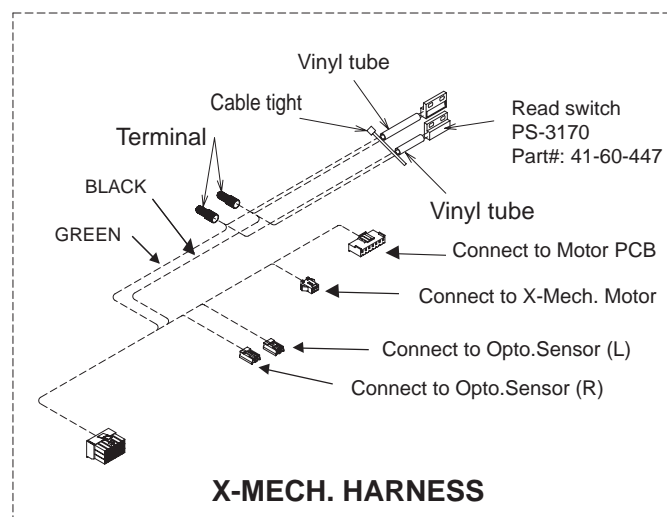
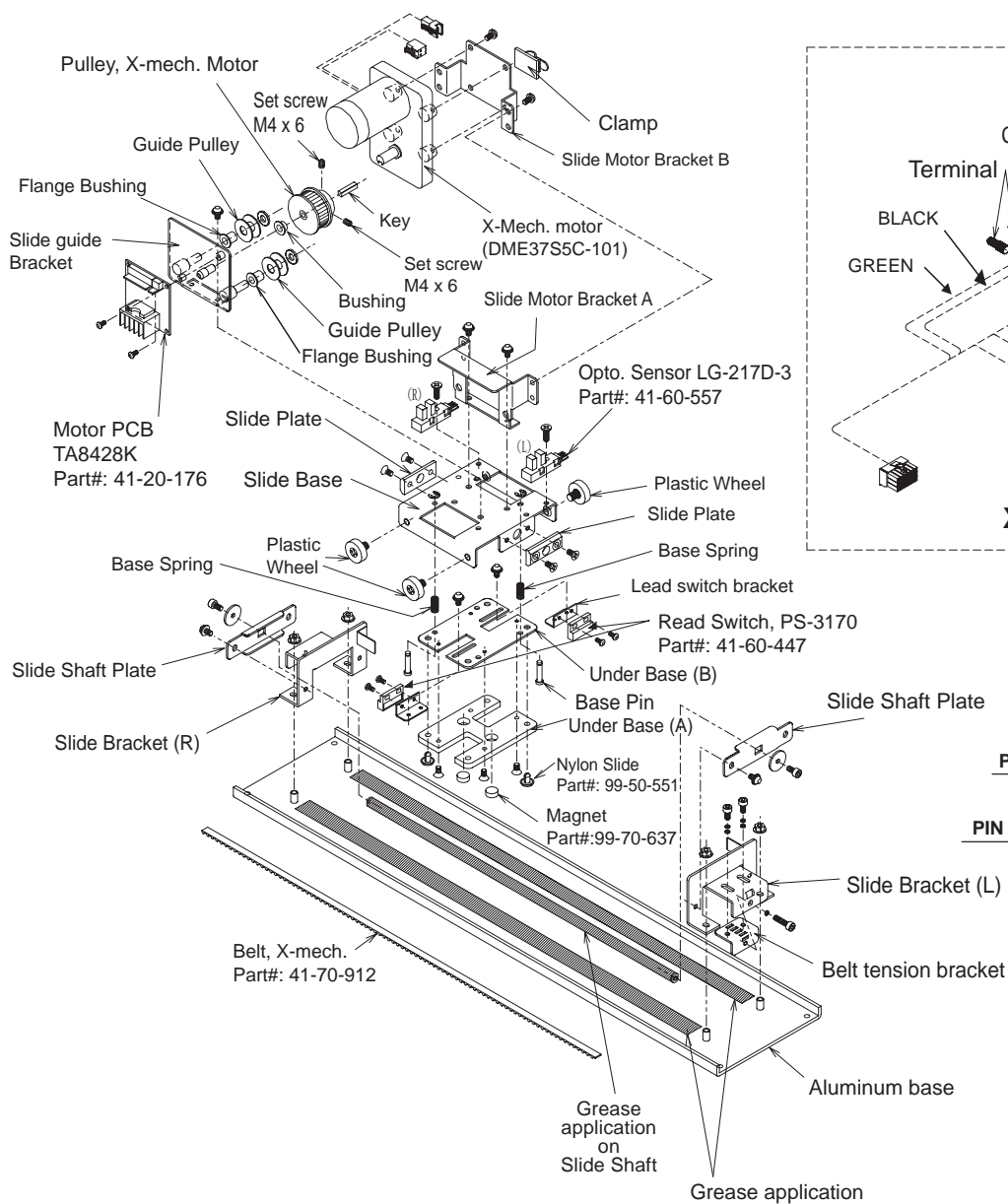
Part#: 70-60-680



X-mech Motor (DME37S5C-101)

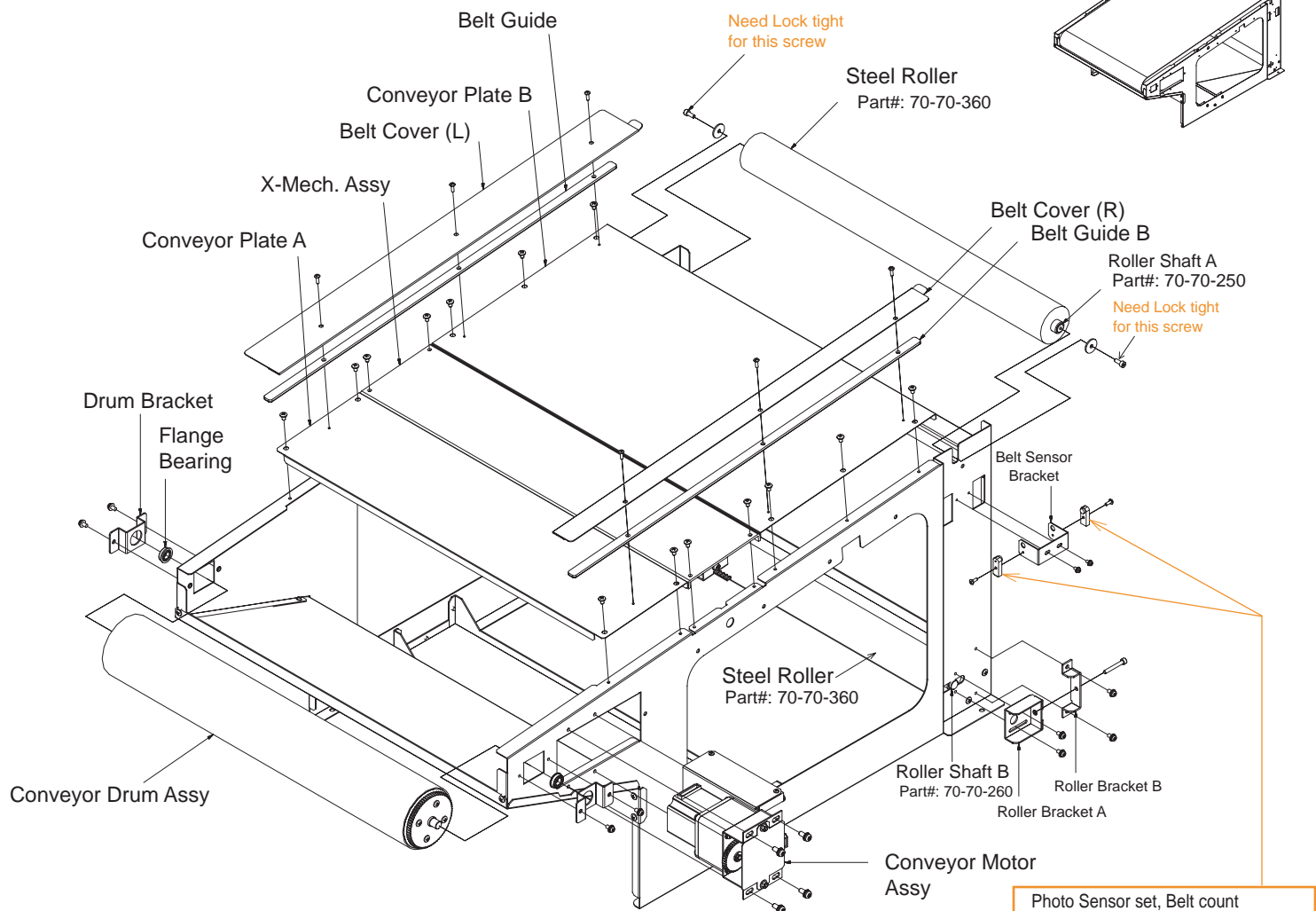
Part#: 41-60-337

X-MECH ASSY, ASSEMBLE DRAWING

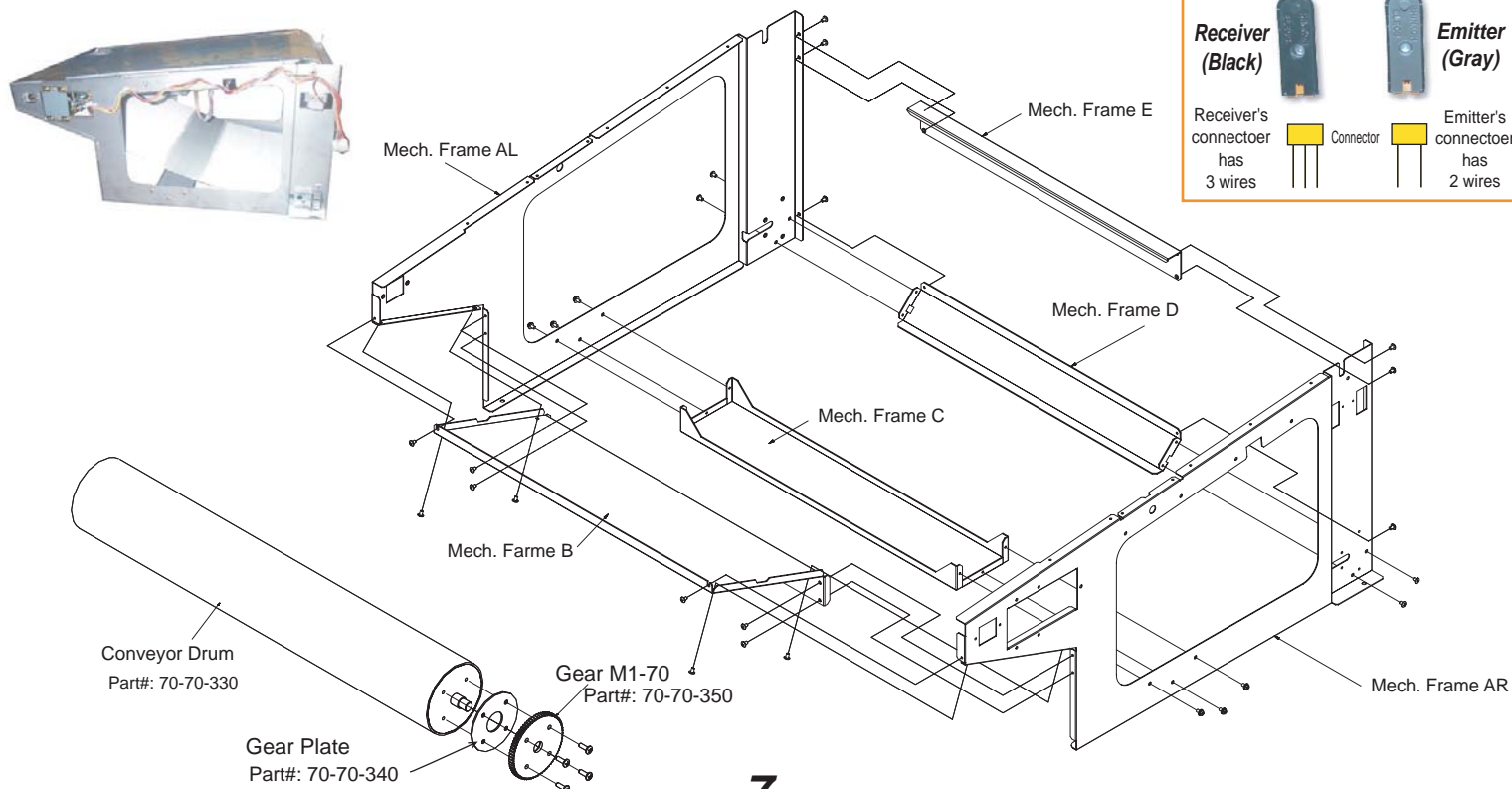


COLOR CODE OF X-MECH. MOTOR

PLAYFIELD BELT (CARRIAGE) ASSY, ASSEMBLE DRAWING

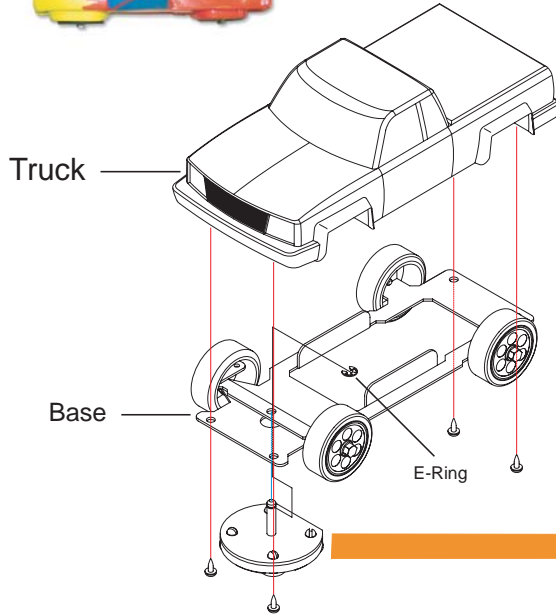


PLAYFIELD BELT (CARRIAGE) FRAMES, CONVEYOR DRUM ASSY



TRUCK ASSY, ATW

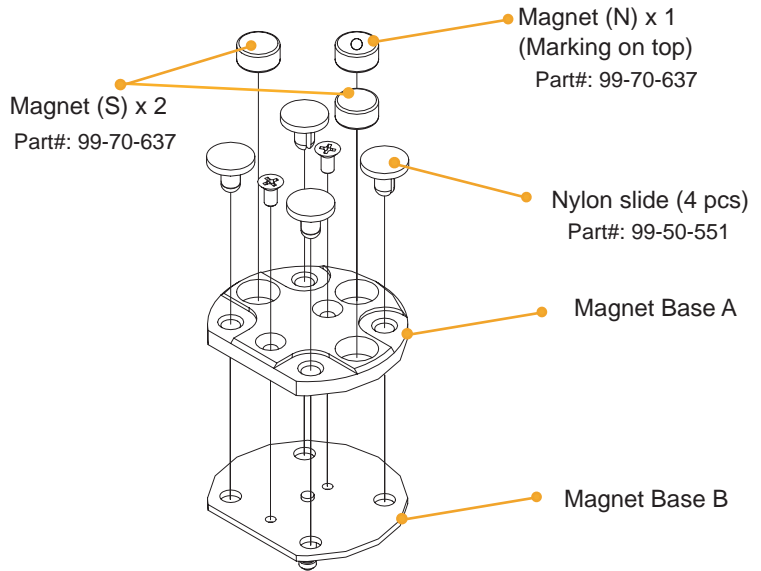
Part#: 70-50-550



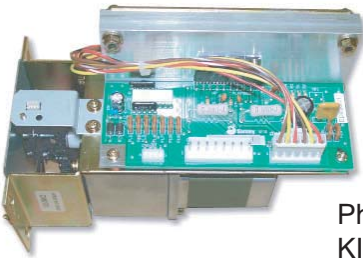
Magnet Base

Part#: 41-60-560

NOTE: The 3 Magnets must be mounted exactly as shown. (N) or (S)

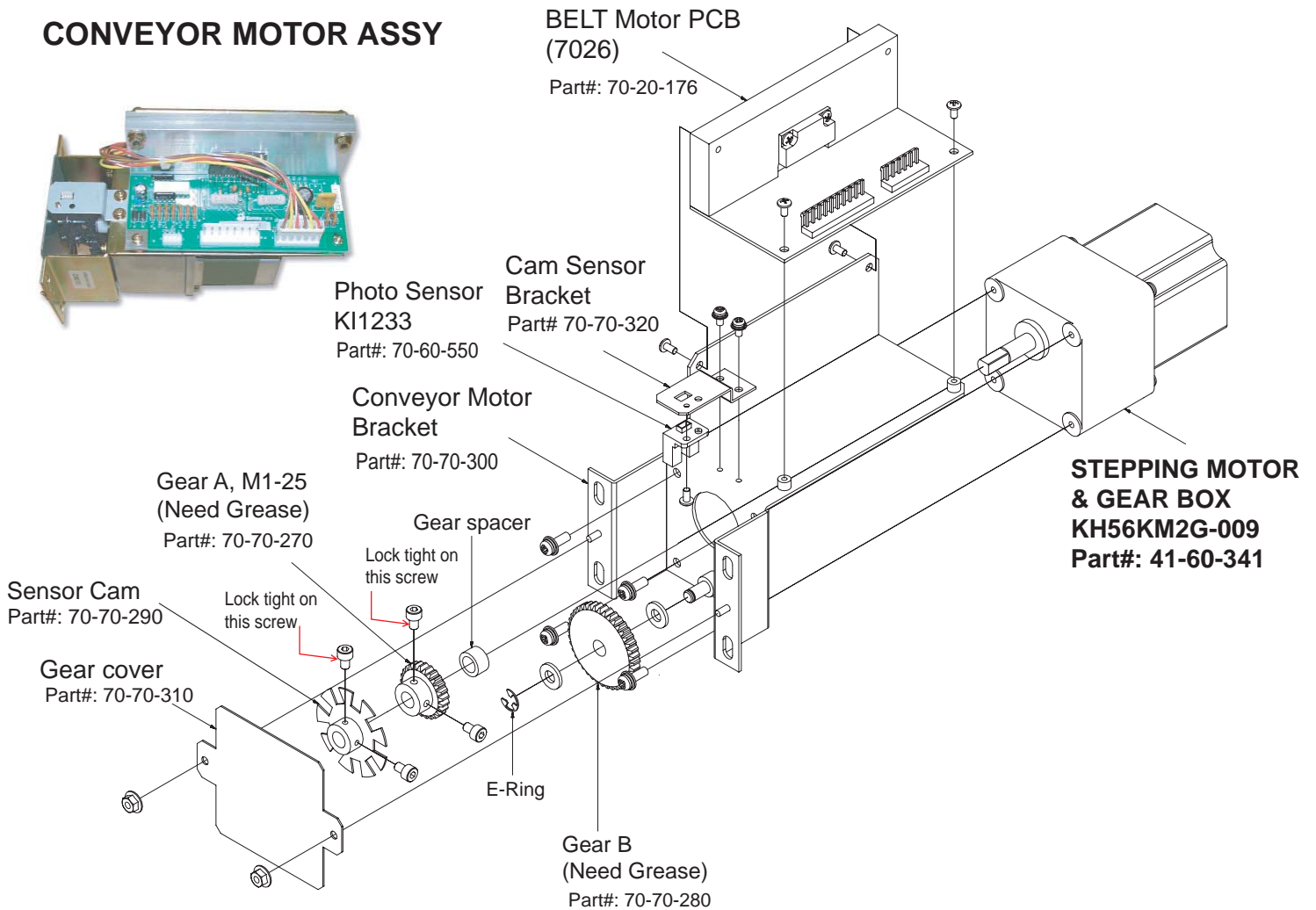


CONVEYOR MOTOR ASSY

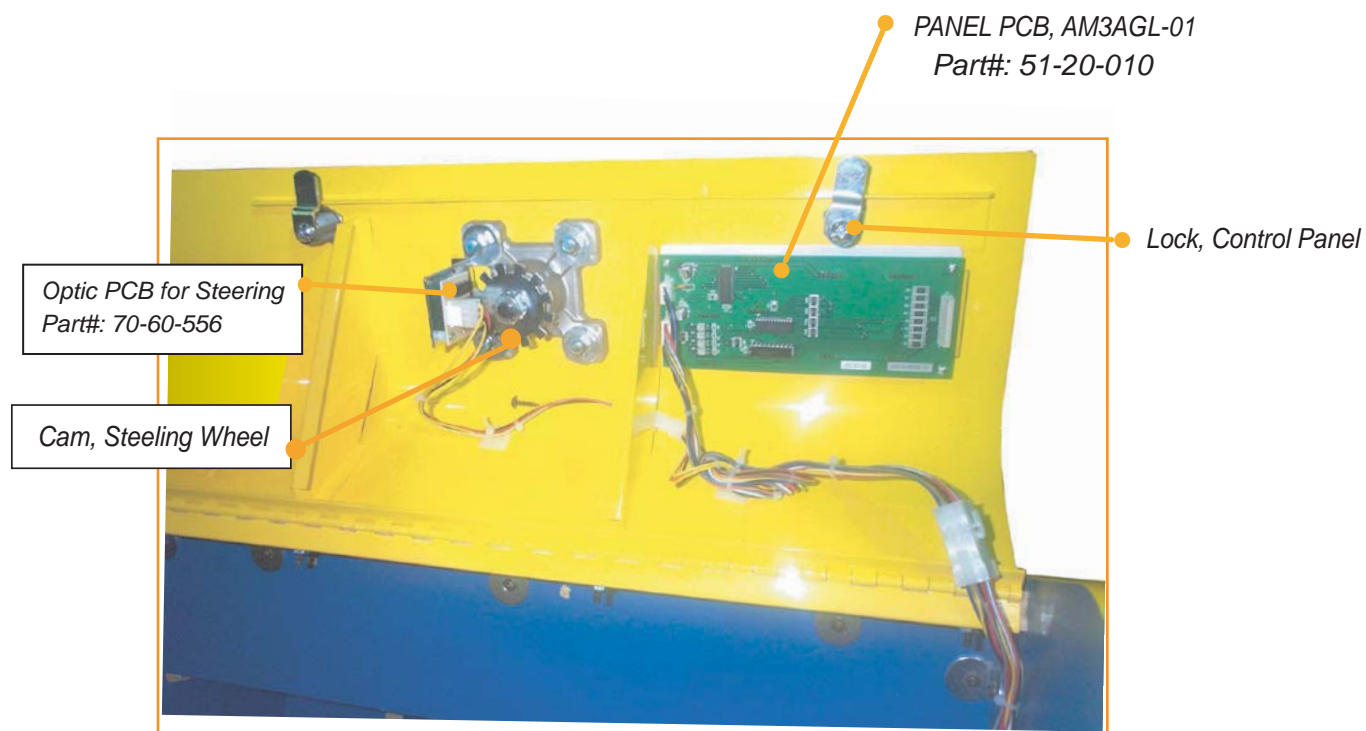


BELT Motor PCB
(7026)

Part#: 70-20-176



CONTROL PANEL (Inside view)



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 AC power cord.
- 3) Plug in the AC power cord and power on the machine.
(Main power switch is located on BACK OF CABINET)
- 4) Fill the Tickets bundle to ticket bin. Insert ticket front to back slot of dispenser then press advance switch on dispenser PCB to load the tickets to dispenser.
- 5) Go to setting mode to set up the Ticket payout number per point, WIN payout number, Payout %...etc, if necessary.
(Refer to Pages 12 and 13 of Settings) Necessary to change the amount of ticket payout on instruction sheet when you change the default of payout setting.
- 6) Insert coins into Coin Slot and play the game to test it.

3. GAME PLAY

- 1) Insert coin(s) or token(s)
- 2) Steer TRUCK to collect MEDALLIONS
- 3) Caution! Hazards are everywhere!

Score 5 point per 1 ticket.

Score 40 or more points to win 100 tickets!!!

3 4 5 6 7 8

20 25 30 35 40 45

5 10 25 50 100 150 200

**HOW
TO
PLAY**

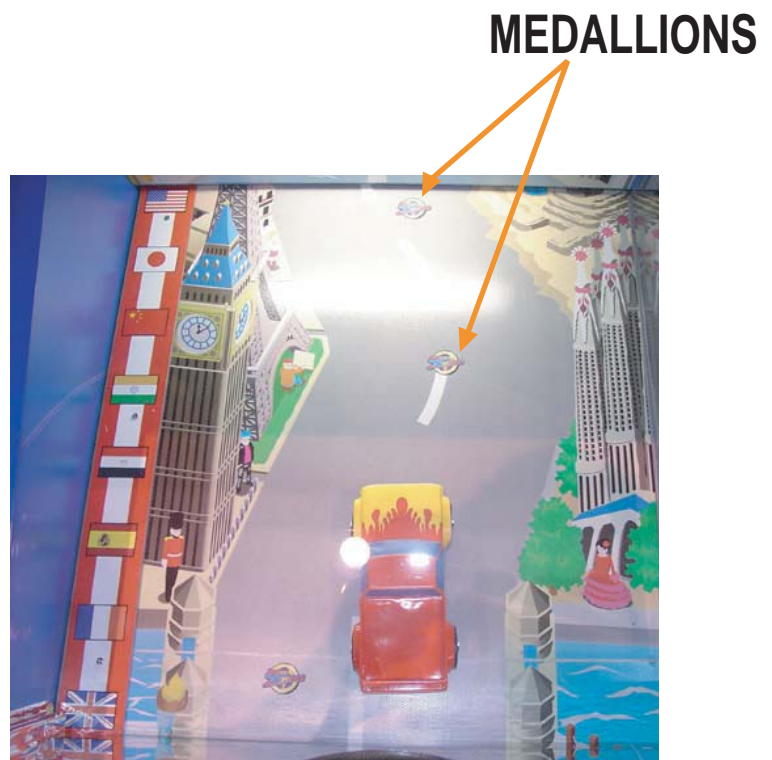
**1. Steer CAR
to collect
MEDALLIONS**

**2. Caution!
Hazards
are
everywhere!**

Score **5** point
per **1** ticket

Score **40**
or more
points to win

100
TICKETS!!!



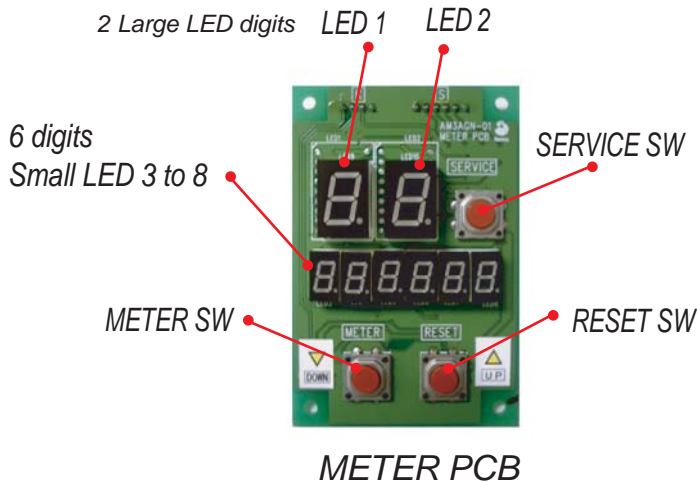
4. SETTING MODE

You can adjust machine setting in this mode.

HOW TO ENTER THE SETTING MODE

Press and hold the SERVICE Switch on the METER PCB for about 2 seconds to enter the SETTING MODE.

LED 1 & LED 2 on the METER PCB shows FUNCTION # and LED 3 to LED 8 on the METER PCB shows SETTING #.



FACTORY DEFAULT

Press and hold the RESET switch then RE-POWER ON the game to reset to FACTORY default setting. Continue to press and hold the RESET switch until LED 3 to 8 shows letters "CLEAR" to complete.

AT GAME MODE (NORMAL)

- SERVICE SW = Press once to add one credit.
Press hold over 2 seconds to go to SETTING MODE.
- METER SW = Volume down.
- RESET SW = Volume up. Press hold over 2 seconds to clear Error code.

AT SETTING MODE

- 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.
- METER SW = Change Setting number down.
- RESET SW = Change Setting number up.

PLEASE SEE NEXT PAGE FOR SETTING TABLE.

There are 9 settings in SETTING MODE. Refer below.

01: PAYOUT (Ticket payout %. 20 settings. Default = 40%)

Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %	Setting#	Payout %
01	10 %	05	25 %	09	35 %	13	45 %	17	60 %
02	15 %	06	27.5 %	10	37.5 %	14	47.5 %	18	65 %
03	20 %	07	30 %	11	40 %	15	50 %	19	70 %
04	22.5 %	08	32.5 %	12	42.5 %	16	55 %	20	100 %

02: COIN CHUTE (Coin chute setting 20 settings. Default = 2 coins 1 credit)

Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE	Setting#	COIN CHUTE
01	1 coin 1 credit	05	5 coins 1 credit	09	9 coins 1 credit	13	13 coins 1 credit	17	17 coins 1 credit
02	2 coins 1 credit	06	6 coins 1 credit	10	10 coins 1 credit	14	14 coins 1 credit	18	18 coins 1 credit
03	3 coins 1 credit	07	7 coins 1 credit	11	11 coins 1 credit	15	15 coins 1 credit	19	19 coins 1 credit
04	4 coins 1 credit	08	8 coins 1 credit	12	12 coins 1 credit	16	16 coins 1 credit	20	20 coins 1 credit

03: WIN POINT SETTING (7 settings. Default = 40 POINTS)

Setting#	POINT	Setting#	POINT	Setting#	POINT	Setting#	POINT
01	20 POINTS	03	30 POINTS	05	40 POINTS	07	50 POINTS
02	25 POINTS	04	35 POINTS	06	45 POINTS	08	No WIN

04: AUTO CAR FINDING (2 settings Default = ON)

ON (01) or OFF (02)

05: MERCY TICKET NUMBER BY POINT (7 settings. Default = 5 POINTS PER 1 TICKET)

Setting#	POINT	Setting#	POINT	Setting#	POINT	Setting#	POINT
01	3 Points / 1 ticket	03	5 Points / 1 ticket	05	7 Points / 1 ticket	07	No Mercy Ticket
02	4 Points / 1 ticket	04	6 Points / 1 ticket	06	8 Points / 1 ticket		

06: WIN TICKET PAYOUT SETTING (7 settings. Default = 10 tickets)

Setting#	TICKET	Setting#	TICKET	Setting#	TICKET	Setting#	TICKET
01	5 TICKETS	03	25 TICKETS	05	100 TICKETS	07	200 TICKETS
02	10 TICKETS	04	50 TICKETS	06	150 TICKETS		

07: ATTRACT MODE (2 settings. Default = ON)

ON (01) or OFF (02)

08: FREE PLAY (2 settings. Default = OFF)

OFF (01) or ON (02)

09: BONUS CREDIT (3 settings. Default = OFF)

OFF (01), 4 coins / 3 credit (02) or 20 coins / 11 credits (03)

*NOTE: MACHINE WILL STOP AT ERROR CODE WHEN TICKET EMPTY.
PRESS RESET BUTTON AFTER REFILLING THE TICKETS.*

5. TEST MODE

There are 7 settings (OUTPUT, INPUT, WHEEL, TRUCK, BELT, and SOUND 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.

OUTPUT TEST

Test all of LAMPS, LED DISPLAY digits. Sequence as below.

1) 8 LAMPS under SCORE BOARD will flash.



2) SCORE DISPLAY (2 Digits) and CREDIT DISPLAY (4 digits) show digits from 0 to 9.



3) METER PCB, LED 8 digits (Display the digits from 0 to 9 x 8 pcs)

INPUT TEST (Credit display shows "-2")

Test all Buttons, Switches and Meters. Activate following devices manually then Credit display will show result 2 digit codes as below when device is activated. Credit display shows " - - " when no input.

CODE		NAME OF SWITCHES
------	--	------------------

C1	➡	COIN Switch #1
-----------	---	----------------

C2	➡	COIN Switch #2
-----------	---	----------------

S1	➡	SERVICE Switch
-----------	---	----------------

S2	➡	METER Switch
-----------	---	--------------

S3	➡	RESET Switch
-----------	---	--------------

U1	➡	Magnet Sensor (Place the Truck away from Magnet under the belt to activate.)
-----------	---	--

In this mode, you are able to test Counter Meters.
Press hold SERVICE SW > Coin In counter up.
Press hold METER SW > Payout counter up.

WHEEL TEST (Credit display shows "-3")

Turn Wheel to Left and Right stops. 2 digits of Score display will light up when both sensors on Wheel sensor board are OK. If one sensor is NG, one of the Digits is not lit.

TRUCK TEST (Credit display shows "-4")

Turn Wheel to Left and Right stops. START Lamp on Map artwork board will light when Truck moves to Left stop. GAME OVER Lamp will light when Truck moves to Right stop.

BELT TEST (Credit display shows "-5")

You can test the Playfield BELT in this test.

Turn steering wheel clockwise to turn the playfield BELT to forward. Turn steering wheel to counter clockwise to turn the playfield BELT backward. Continual turning of steering wheel will speed up the BELT. Score display shows speed of BELT. Credit display shows position number of BELT.

TICKET DISPENSER TEST (Credit display shows "-6")

You can test Ticket Dispenser in this test.

Turn the steering wheel clockwise to payout one ticket.

SOUND TEST (Credit display shows "-7")

Turn steering wheel to select sound and output each sound (Voice and Music).

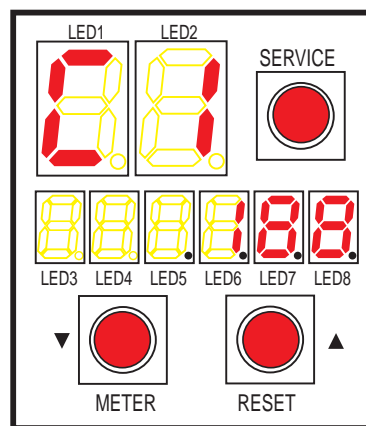
Score display shows number from sound list. ("00" is no sound. Sound in #01 to 43)

6. AUDIT MODE

Press and hold SERVICE and METER Switches about 2 seconds during GAME MODE then go to AUDIT MODE.

Press METER Switch to LED 1 & LED 2 on METER PCB which shows C1 then LED 3 to LED 8 which shows number of Ticket payout.

Press & hold RESET Switch more than 2 seconds to go back to GAME MODE.



METER PCB, FRONT VIEW

HOW TO RESET ALL AUDITS

Press and hold the METER and RESET Switches then re-power on the game. Continue to press and hold the METER and RESET Switches over 2 seconds to reset all AUDITS. (LED 1 & LED 2 show letters "co" then LED 3 to LED 8 show letters "CLEAR" when RESET is done.)

7. ERROR CODE

Machine will display ERROR CODE on Credit display if there are any problems or malfunctions. Press RESET SW to clear error code. If error code does not clear, refer below to fix the cause of problem.

"Er01" = BAD EEPROM (Program EP-ROM, Location # U4 on Main PCB)

Data writing error. Press RESET switch to clear . If error is not cleared, exchange the EEPROM or Main PCB.

"EC" = COIN JAM

Check Coin Switch of Coin Mech. Is there a coin or token jammed in there? Correct and re-power on the game.

"C1" = TICKET ERROR

Is the ticket dispenser empty or jammed?. Please check ticket dispenser, clean up or refill the tickets. Press RESET button to clear this error and restart to payout remaining QTY of unpaid tickets.

"Er07" = X-Mech. Motor does not work

If the truck moves to left or right and stops with this error code, please check Limit sensor (Opto.) Left or Right on X-mech. If its broken, exchange it. Or check X-Mech. Motor if Truck never moves. You may need to exchange X-Mech.

"Er08" = Belt Motor does not work

Belt Count Sensor on Belt Motor Assy may be broken or dirty. Check, clean up, if still NG, exchange it. You may need to adjust the position of Belt roller. Refer to next page "HOW TO ADJUST THE BELT OF CARRIAGE ASSY."

"Er09" = Truck Assy off from Magnet base on X-Mech

This error code is when the Truck Assy is off from the X-Mech. Unit under the belt. Reposition the Truck Assy mounting then re-power on the game. If there is still an error, you may need to exchange "Read (Magnet) Switch" on X-Mech.

"Er10" = Malfunction of X-Mech.

Check harness or pin of 15 pin connector for X-Mech harness. There may be some loose pins or wire disconnections.

"Er11" = Belt positioning Sensor error

Check Belt Positioning Sensor for any dust or if its broken. You may need to adjust the position of Belt roller. Refer to next page "HOW TO ADJUST THE BELT OF CARRIAGE ASSY."

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

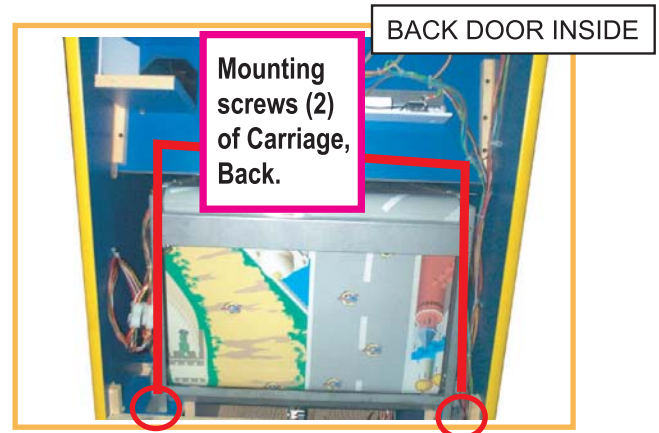
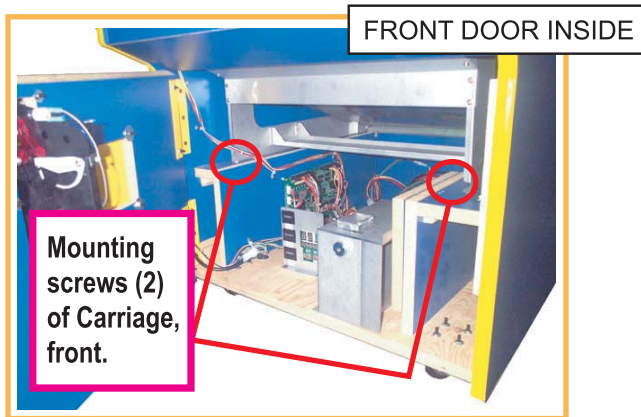
1. Contact your authorized Sammy USA distributor to receive a Return Merchandise Authorization for return.
2. You must obtain RMA numbers from Sammy USA Corporation through an authorized Sammy USA distributor. Please have your serial number available when calling for RMA number.
3. All items must have 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.



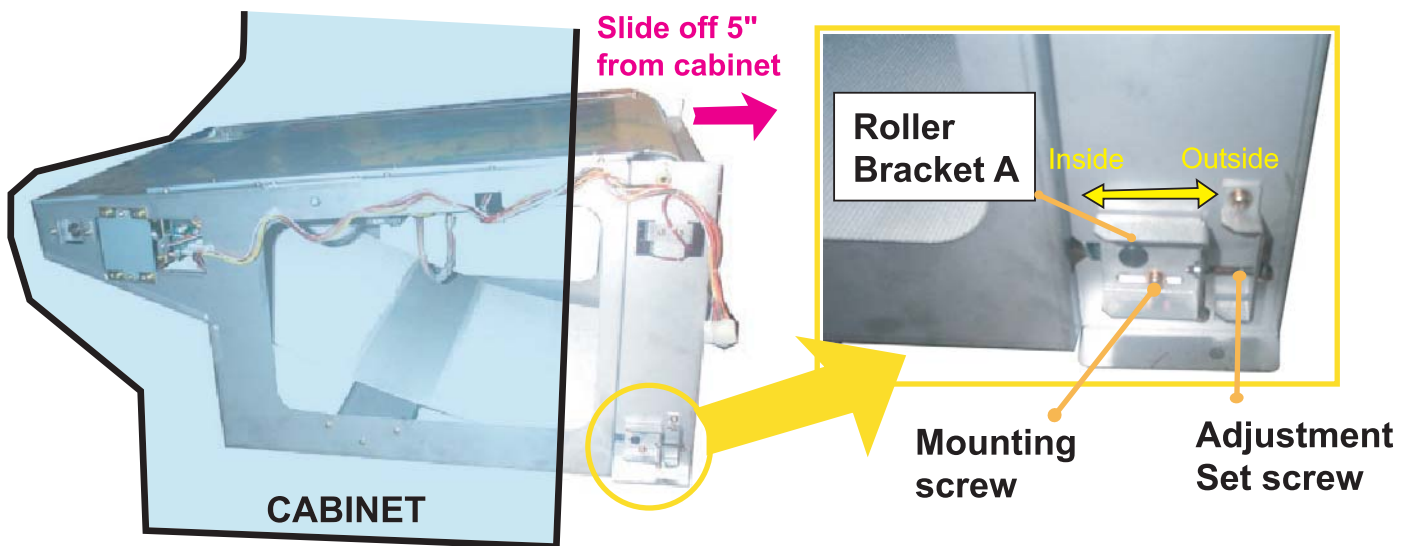
HOW TO ADJUST THE BELT OF CARRIAGE ASSY ACROSS THE WORLD

If you see error code "Er11" on the Credit display, you may need to readjust the belt of Carriage Assy. Refer below.

- 1) Open Front and Back door. Remove 4 mounting screws of carriage from front and back.
See below.



- 2) Slide out the Carriage only 4" to 5". Then loosen 2 mounting screws of Roller A Bracket before starting the adjustment. Refer to below picture.

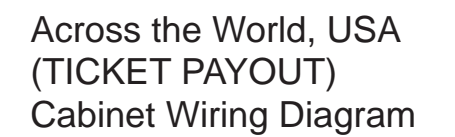


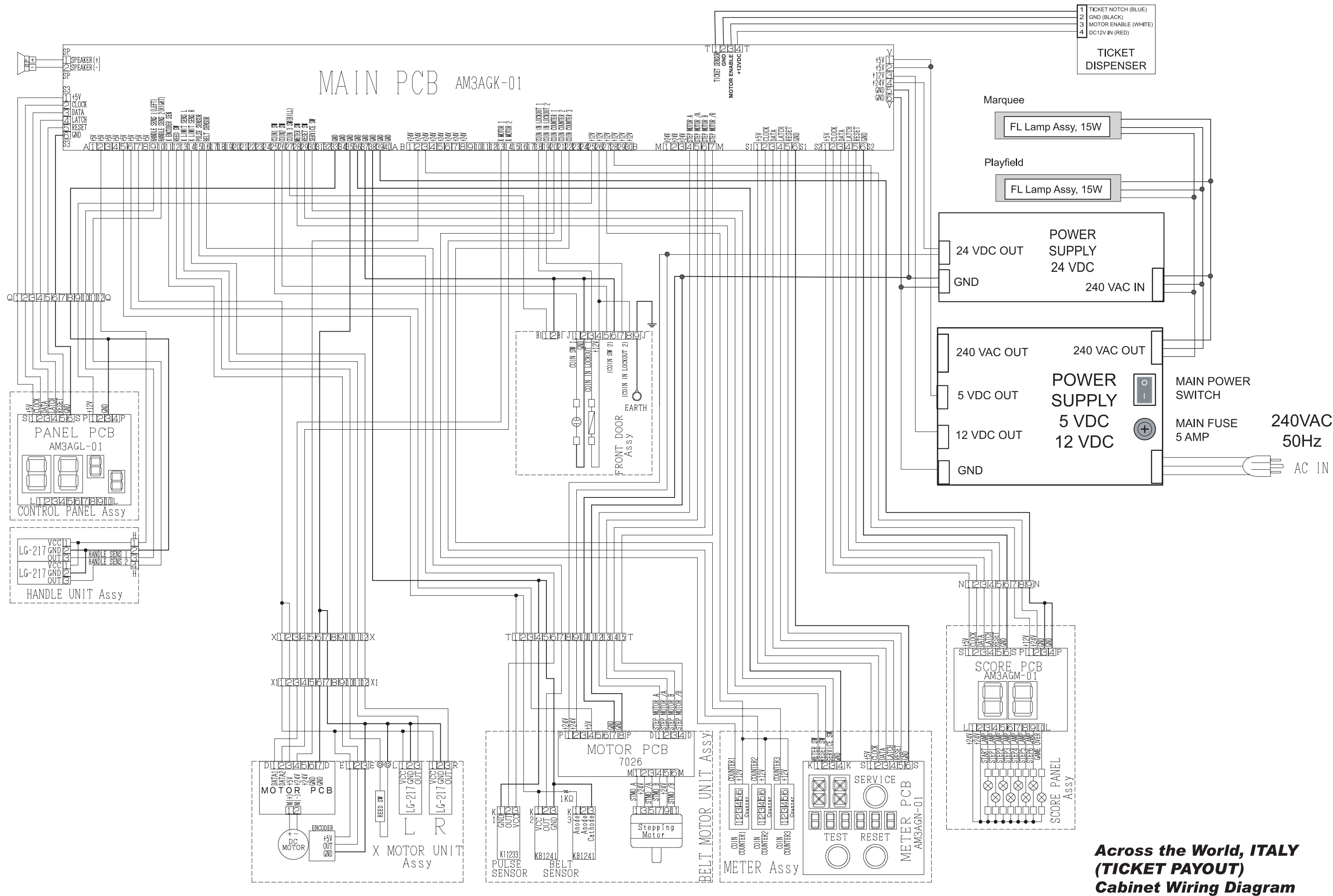
BELT POSITION CHECK & ADJUSTMENT:

Power on the game, go to test mode "BELT TEST" to run the belt.

Belt should stay in middle of Roller. Adjust the position of Roller Bracket A Left & Right with Adjustment Set screw. Turn Set screw clockwise to Roller bracket A moves outside.

TIP: If you want to move the belt to Right, turn Right Set screw counter clockwise. Or turn Left Set screw clockwise if belt is loose. Make half turns on set screw for each adjustment





Across the World, ITALY
(TICKET PAYOUT)
Cabinet Wiring Diagram