TIC TAC TOE SETUP MANUAL VER 0.11

SETUP MANUAL

	1) [↑↓] UP, DOWN : MENU UP/DOWN MOVE 2) [←→] LEFT, RIGHT : CHANGE SETTING VALUE 3) SELECT /MENU : SETUP MENU MODE, SELECT AND PERFORM 4) CANCEL : EXIT
 1P SERVICE / RESET 2P SERVICE / RESET	NORMALLY SERVICE IN, IN CASE OF ERROR, USE THIS BUTTON TO CLEAR ERROR *** EACH TIME SERVICE IN IS PRESSED ONCE, 1 CREDIT GOES UP.**

OPERATING OPTIONS

PRESS MENU BUTTON. [MENU/SELECT BUTTON: ENTER]	
PROGRAM SETTINGS	MODE FOR SETTING
CLEAR MODE	MODE FOR CLEAR
BOOKKEEPING	CHECKING GAME DATA
FACTORY SETTING	INITIALIZING TO FACTORY SETTING
TEST MODE	MODE FOR TESTING
EXIT	EXIT OPERATION OPTIONS

PROGRAM SETTINGS

LCD DISPLAY	DESCRIPTION	RANGE	DEFAULT
CREDIT / COIN **[-> sub menu]**	- SELECT COIN OR CARD AND FREE PLAY - SETTING NUMBER OF CREDIT PER COIN	**=> (SUB MENU)** (REFER TO BELOW TABLE #1)	
CREDIT / BILL **[-> sub menu]**	SETTING NUMBER OF CREFIT PER BILL	**=> (SUB MENU)** (REFER TO BELOW TABLE #2)	
PAYOUT SETTING	SETTING NUMBER OF TICKETS PER PLAY	**=> (SUB MENU)**	

[-> sub menu]		(REFER TO BELOW TABLE #3)	
CHECK. TYPE	GAME TYPE (WHEN YOU SHOOT THE BALL INTO THE LAMPED TARGET) CHANGE – CHANGE DIRECTLY TO THAT PLAYER'S LAMP CLEAR – CHANGE TO RESET (NO LAMP) FIX – NO CHANGE	"CHANGE" "CLEAR" "FIX"	FIX
SELECT TIME	SINGLE, VERSUS SELECTION TIME	10 ~ 30 INCREASES BY 1 (UNIT = SEC)	20
PLAY TIME	TOTAL PLAY TIME	60 ~ 360 INCREASES BY 30 (UNIT = SEC)	120
TURN TIME	TURN PLAY TIME	10 ~ 60 INCREASES BY 1 (UNIT = SEC)	15
DIFFICULTY	SINGLE PLAY DIFFICULTY (GAME TYPE = FIX)	"EASY" "NORMAL" "HARD"	NORMAL
TICKET VALUE	SELECT TICKET VALUE ➔ SETTING THE VALUE SET PER TICKET IN THE STORE EX) IF YOU SET "1/2" ➔ 1 PHYSICAL TICKET = 2 TICKETS IN GAME NONE : AUTOMATICALLY REDUCING TICKET COUNTS WITHOUT DISPENSING TICKETS	"NONE" "1/ 1" "1/ 2" "1/ 5" "1/10"	1/1
ATTRACT TIME	DEMO SOUND WAITING TIME SETTING OFF : NO USE	"OFF" 1 ~ 60 INCREASES BY 1 (UNIT = MIN)	5
ATTRACT VOLUME	SETTING DEMO SOUND ON/OFF AND VOLUME. "OFF" : NO SOUND 10 ~ 100 : SOUND VOLUME(%)	"OFF" 10 ~ 100 (INCREASES BY 10)	60
SAVE AND EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY	

		MOVING THE CURSOR TO [YES] or [NO]	
CANCEL AND EXIT	CANCEL AND EXIT		

<TABLE #1>

● **PROGRAM SETTINGS -> PLAYS / COIN**			
✧ **SETTING PLAYS(CREDITS) PER COIN**			
LCD DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
PAYMENT TYPE	FREE PLAY OR COIN SETTING "FREE" - FREE PLAY "COINS" - INSERT COIN "CARD" – SWIPE CARD	"FREE" "COINS" "CARD"	**"COINS"**
MININUM COIN	SETTING MINIMUM COIN NUMBER FOR PLAY	1 ~ 9 (INCREASES BY 1)	**1**
SAVE AND EXIT	SAVE AND EXIT **(VALUE IS MAINTAINED EVEN AFTER FACTORY SET)**	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].	
CANCEL AND EXIT	CANCEL AND EXIT		

<TABLE #2>

● **PROGRAM SETTINGS -> CREDIT / BILL**			
✧ **SETTING CREDITS PER BILL** **NUMBER OF PLAYS INCREASES AS FOLLOWS IN CONJUNCTION WITH SIGNAL FROM BILL ACCEPTOR.**			
LCD DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
PAYMENT TYPE	SETTING WHEN USING A COIN MACHINE OR BILL ACCEPTOR IN THE BILL ACCEPTOR SIGNAL LINE. EX) ATTACH COIN MACHINE TO BILL ACCEPTOR SIGNAL LINE SET AS COIN	"COIN" "BILL"	**"BILL"**
1 BILL	SETTING NUMBER OF CREDIT PER 1 BILL	1 ~ 200	**1**

2 BILL	SETTING NUMBER OF CREDIT PER 2 BILLS	(INCREASES BY 1)	**2**
5 BILL	SETTING NUMBER OF CREDIT PER 5 BILLS		**5**
10 BILL	SETTING NUMBER OF CREDIT PER 10 BILLS		**10**
20 BILL	SETTING NUMBER OF CREDIT PER 20 BILLS		**20**
50 BILL	SETTING NUMBER OF CREDIT PER 50 BILLS		**50**
100 BILL	SETTING NUMBER OF CREDIT PER 100 BILLS		**100**
SAVE AND EXIT	SAVE AND EXIT **(VALUE IS MAINTAINED EVEN AFTER FACTORY SET)**	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].
CANCEL AND EXIT	CANCEL AND EXIT	

<TABLE #3>

● **PROGRAM SETTINGS -> PAYOUT SETTING** **REFER TO <TABLE #3-1> BELOW REGARDING EACH PRESET TYPE TABLE VALUE**			
LCD DISPLAY	**DESCRIPTION**	**RANGE**	**DEFAULT**
PRESET TYPE	TYPES OF PRESET	1 ~ 6	**2**
AVERAGE TICKET	SETTNG AVERAGE TICKET	1 ~ 100 (INCREASES BY 1)	**35**
WINNER TICEKTS	SETTING WINNER'S TICKET	1 ~ 300 (INCREASES BY 1)	**60**
LOSER TICKETS	SETTING LOSER'S TICKET	1 ~ 300 (INCREASES BY 1)	**10**
DRAW TICKETS	SETTING DRAW TICKET	1 ~ 300 (INCREASES BY 1)	**35**
SAVE AND EXIT	SAVE AND EXIT	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].	
CANCEL AND EXIT	CANCEL AND EXIT		

<TABLE #3-1>

◎ **PRESET TYPE TABLE (PRICE PER PLAY)**
- TABLE OF TICKET PER COST OF 1 PLAY

	AVERAGE TICEKT	WINNER TICKETS	LOSER TICKETS	DRAW TICKETS	PRICE/PLAY
TYPE 1	15	20	10	15	$0.5/PLAY
TYPE 2	35	60	10	35	$1.0/PLAY
TYPE 3	50	80	20	50	$1.5/PLAY
TYPE 4	70	110	30	70	$2.0/PLAY
TYPE 5	80	140	40	80	$2.5/PLAY
TYPE 6	105	160	50	105	$3.0/PLAY

● CLEAR MODE

✧ GAME DATA AND BOOKKEEPING DATA CAN BE DELETED..

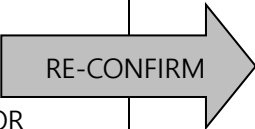| LCD DISPLAY	DESCRIPTION	EXECUTION
CLEAR TICKETS	DELETE REMAINING TICKETS TO BE DISPENSED NOW	BY PRESSING SELECT BUTTON, PERFORM BY MOVING THE CURSOR TO [YES] or [NO].
CLEAR CREDITS	DELETE REMAINING CREDITS	
CLEAR DATA	DELETE ALL GAME DATA AND BOOKKEEPING DATA INCLUDING CREDITS AND TICKETS	
EXIT	EXIT	

● BOOKKEEPING

LCD DISPLAY 1P : 1 Player 2P : 2 Player TOTAL : 1P, 2P TOTAL	DESCRIPTION
- COIN IN - 1P: 0 2P: 0 TOTAL: 0	NUMBER OF COIN IN (1P, 2P, TOTAL)
- BILL IN - 1P: 0 2P: 0 TOTAL: 0	NUMBER OF BILL IN (1P, 2P, TOTAL)
- SERVICE IN -	NUMBER OF SERVICE IN AND PLAYS (1P, 2P, TOTAL) (SERVICE BUTTON INCREASES BY 1 CREDIT)

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1P: 0 2P: 0 TOTAL: 0	
- TICKET OUT - 1P: 0 2P: 0 TOTAL: 0	NUMBER OF TOTAL TICKET OUT (1P, 2P, TOTAL)
- GAME PLAY - SINGLE : 0 VERSUS: 0 TOTAL: 0	NUMBER OF TOTAL GAME PLAY (SINGLE, VERSUS, TOTAL)
- VER. INFO - TIC TAC TOE x.xx Dec 05 2022 SOUND : x.x	VERSION INFORMATION - MAINBOARD PROGRAM VERSION - MAINBOARD PROGRAM DATE - SOUND VERSION
CANCEL BUTTON : EXIT	

● **FACTORY-SETTING** INITIALIZE TO FACTORY SETTING VALUE (DELETE ALL DATA AND SET TO GAME DEFAULT VALUE)

★ **COIN, BILL SETTINGS AND SHOOTING SPEED CAN NOT BE INITIALIZED AGAINST FACTORY SETTING.**

LCD DISPLAY (PERFORM)	LCD DISPLAY (PERFORM)
FACTORY-SETTING ARE YOU SURE? YES or [NO] PERORM BY MOVING THE CURSOR	FACTORY-SETTING REALLY ? YES or [NO] PERFORM BY MOVING THE CURSOR

RE-CONFIRM

TEST MODE

LCD DISPLAY	COMPOSITION	DESCRIPTION
INPUT TEST	[=>]	ENTER INPUT TEST MODE 1P GAME BTN, 2P GAME BTN : 1P, 2P GAME BUTTON 1P COIN SEN, 2P COIN SEN : 1P, 2P COIN SENSOR 1P BILL SEN, 2P BILL SEN : 1P, 2P BILL SENSOR 1P TICKET BTN, 1P TICKET SEN : 1P TICKET BUTTON, SENSOR 2P TICKET BTN, 2P TICKET SEN : 2P TICKET BUTTON, SENSOR 1P SERVICE, 2P SERVICE : 1P, 2P SERVICE BUTTON

		TILT : TILT SWITCH SETUP UP, DOWN, LEFT, RIGHT, SELECT, CANCEL BUTTON : SETUP BUTTON INPUT STATUS PER EACH NUMBER AND EACH IO PORT (INPUT 0, 1, 4, 5) 0: 0000000000000000 1: 0000000000000000 4: 0000000000000000 5: 0000000000000000
LED & FND	"OFF" "STEP" "ON" "ON/OFF"	LAMP, FND, LED TEST EVERY TIME YOU PRESS SELECT BUTTON, EACH STEP IS EXECUTED. OFF : ALL OFF STEP : DISPLAY LAMP, FND, LED ORDER PATTERN ON : ALL ON ON/OFF: ALL ON / OFF REPETITIVE MOTION
BALL BRAKE	OFF OPEN CLOSE AUTO	BALL BRAKE MOTOR TEST ◎ AFTER SELECTING WITH THE LEFT AND RIGHT BUTTONS, PRESS THE SELECT BUTTON TO OPERATE TURN TIME FND 3-DIGIT MOTOR TEST STATUS DISPLAY FND [■■■] : [On], [Off] TICKET FND 3-DIGIT MOTOR ENCODER SENSOR STATUS DISPLAY 1P FND [■■■] : OPEN SENSOR ON (ON, OFF) 2P FND [■■■] : CLOSE SENSOR ON (ON, OFF)
COIN	OFF ON	COIN TEST ◎ 1P, 2P ON, OFF OPERATION BY PRESSING THE SELECT BUTTON (OR 1P, 2P INDIVIDUAL ON/OFF OPERATION WITH SINGLE, VERSUS BUTTON) TURN TIME FND 3-DIGIT MOTOR TEST STATUS DISPLAY FND [■■■] : [On], [Off] TICKET FND 4-DIGIT COIN SENSOR STATUS DISPLAY FND [■□□] : DISPLAY COIN SENSOR STATUS (0 or 1) FND [□■■] : COIN SENSOR CHECK COUNTER (0 ~ 99)
BILL	OFF ON	BILL ACCEPTOR TEST ◎ S1P, 2P ON, OFF OPERATION BY PRESSING THE SELECT BUTTON (OR 1P, 2P INDIVIDUAL ON/OFF OPERATION WITH SINGLE, VERSUS BUTTON) TURN TIME FND 3-DIGIT MOTOR TEST STATUS DISPLAY FND [■■■] : [On], [Off] TICKET FND 4-DIGIT BILL SENSOR STATUS DISPLAY FND [■□□] : DISPLAY BILL SENSOR STATUS (0 or 1) FND [□■■] : BILL SENSOR CHECK COUNTER (0 ~ 99)
TICKET	"ALL" "1P" "2P"	TICKET TEST (DISPENSE 3 TICKETS) ◎ AFTER SELECTING A TYPE WITH THE LEFT AND RIGHT BUTTONS, PRESS THE SELECT BUTTON TO TEST (OR 1P, 2P INDIVIDUAL ON/OFF

		ACTION WITH SINGLE, VERSUS BUTTON) TURN TIME FND 3-DIGIT MOTOR TEST STATUS DISPLAY FND [■■■] : [On], [Off] TICKET FND 4-DIGIT COIN SENSOR STATUS DISPLAY FND [■□□] : DISPLAY TICKET SENSOR STATUS (0 or 1) FND [□■■] : TICKET SENSOR CHECK COUNTER (0 ~ 99)
COUNTER	"COIN" "TICKET"	COUNTER MACHINE TEST ◎ AFTER SELECTING A TYPE WITH THE LEFT AND RIGHT BUTTONS, PRESS THE SELECT BUTTON TO TEST (OR 1P, 2P INDIVIDUAL ON/OFF ACTION WITH SINGLE, VERSUS BUTTON) TURN TIME FND 3-DIGIT MOTOR TEST STATUS DISPLAY FND [■■■] : [On], [Off] TICKET FND 4-DIGIT COIN SENSOR STATUS DISPLAY FND [■■■] : COUNTER (0 ~ 999)
SOUND	"OFF" "CH.0" "PLAY"	SOUND TEST ◎ AFTER SELECTING THE TYPE WITH THE LEFT AND RIGHT BUTTONS, TEST WITH THE SELECT BUTTON (PLAY, STOP) - STOP PLAYING SOUND - EACH PLAYER SPEAKER (1P LEFT, 2P RIGHT) TEST - PLAY FULL SOUND LIST
EXIT		EXIT FROM TEST MODE

ERROR CODE

"TICKET ERROR", DOES NOT STOP GAMEPLAY, ONLY "HELP" MESSAGE IS DISPLAYED.

ERROR CODE	ERROR TYPE	DESCRIPTION	CHECK POINT
ER.02	SYSTEM	SETUP SAVE DATA PROBLEM	1. CHECK AND SAVE SETUP SETTINGS 2. DO FASTORY SET. 3. CHECK POWER ON/OFF 4. IF THE PROBLEM PERSISTS, REPLACE THE MAIN BOARD
ER.03		GAME SAVE DATA PROBLEM	1. SETUP IN CLEAR MODE CLEAR DATA 2. CHECK POWER ON/OFF 3. IF THE PROBLEM PERSISTS, REPLACE THE MAIN BOARD
ER.04		SOUND FLASH AND DATA PROBLEM	1. REPLACE SOUND FLASH 2. CONFIRM NORMAL INSERTION OF SOUND FLASH 3. IF THE PROBLEM PERSISTS, REPLACE THE SOUND FLASH
ER.11	COIN MACHINE	PLAYER COIN SENSOR SIGNAL STILL PRESENT	CHECK THE PROBLEM PLAYER COIN MACHINE
ER.12	BILL ACCEPTOR	PLAYER BILL SENSOR SIGNAL STILL PRESENT	CHECK THE PROBLEM PLAYER BILL ACCEPTOR
ER.21	BALL BRAKE	BALL BRAKE OPEN SENSOR NO SIGNAL	1. CHECK MOTOR OPERATION STATUS 2. CHECK OPEN SENSOR INPUT STATUS
ER.22		BALL BRAKE CLOSE SENSOR NO SIGNAL	1. CHECK MOTOR OPERATION STATUS 2. CHECK CLOSE SENSOR INPUT STATUS
ER.31	CHECKER [7 8 9] [4 5 6] [1 2 3] CORRESPONDING LOCATION LED BLINKS	SENSOR 1 SIGNAL STILL ON	1. CHECK SENSOR STATUS
ER.32		SENSOR 2 SIGNAL STILL ON	
ER.33		SENSOR 3 SIGNAL STILL ON	
ER.34		SENSOR 4 SIGNAL STILL ON	
ER.35		SENSOR 5 SIGNAL STILL ON	
ER.36		SENSOR 6 SIGNAL STILL ON	
ER.37		SENSOR 7 SIGNAL STILL ON	
ER.38		SENSOR 8 SIGNAL STILL ON	
ER.39		SENSOR 9 SIGNAL STILL ON	

HEP (DISPLAY AT TICKET FND)	TICKET ERROR	NO TICKET	1. CHECK TICKET 2. CHECK TICKET MOTOR OPERATION 3. CHECK TICKET EJECT SENSOR

※ BASICALLY, THE ERROR CODE IS DISPLAYED ON THE SETUP LCD AND GAME TIME FND

ERROR CODE ERROR DETECTION METHOD

ERROR CODE	ERROR TYPE	DESCRIPTION	CHECK POINT
ER.02	SYSTEM	SETUP SAVE DATA PROBLEM	TURN ON THE POWER AND CHECK THE BACKUP MEMORY RELATED TO THE MAIN BOARD SETUP
ER.03		GAME SAVE DATA PROBLEM	TURN ON THE POWER AND CHECK THE BACKUP MEMORY RELATED TO THE MAIN BOARD GAME
ER.04		SOUND FLASH AND DATA PROBLEM	AFTER TURNING OFF THE POWER, CHECK THE INSTALLATION OF SOUND FLASH
ER.11	COIN MACHINE	PLAYER COIN SENSOR SIGNAL STILL PRESENT	WHEN INHIBIT IS ON, SIGNAL IS CONTINUOUSLY PRESENT FOR MORE THAN 2 SECONDS
ER.12	BILL ACCEPTOR	PLAYER BILL SENSOR SIGNAL STILL PRESENT	WHEN INHIBIT IS ON, SIGNAL IS CONTINUOUSLY PRESENT FOR MORE THAN 2 SECONDS
ER.21	BALL BRAKE	BALL BRAKE OPEN SENSOR NO SIGNAL	NO OPEN SENSOR SIGNAL FOR 5 SECONDS DURING MOTOR OPERATION
ER.22		BALL BRAKE CLOSE SENSOR NO SIGNAL	NO CLOSE SENSOR SIGNAL FOR 5 SECONDS DURING MOTOR OPERATION
ER.31	CHECKER [7 8 9] [4 5 6] [1 2 3] CORRESPONDING LOCATION LED BLINKS	SENSOR 1 SIGNAL STILL ON	SENSOR SIGNAL ON FOR MORE THAN 2 SECONDS
ER.32		SENSOR 2 SIGNAL STILL ON	
ER.33		SENSOR 3 SIGNAL STILL ON	
ER.34		SENSOR 4 SIGNAL STILL ON	
ER.35		SENSOR 5 SIGNAL STILL ON	
ER.36		SENSOR 6 SIGNAL STILL ON	
ER.37		SENSOR 7 SIGNAL STILL ON	
ER.38		SENSOR 8 SIGNAL STILL ON	

ER.39		SENSOR 9 SIGNAL STILL ON	
HEP **(DISPLAY AT** **TICKET FND)**	**TICKET ERROR**	NO TICKET	1. CHECK YOUR TICKET 2. CHECK TICKET MOTOR OPERATION 3. CHECK TICKET EJECT SENSOR