

SWIMMING WINNER

User Manual



Safety Notice

► General

- DO NOT disassemble, change and modify the machine without authorization.
- Make sure to operate the machine as instructed by this manual. Inappropriate handling of the machine will cause damage to the machine and injury threat to players and spectators.
- Please check and maintain the machine regularly.
- Make sure that the warning labels are clean to be clearly read. If the label is too dirty to be clearly read, replace a new label immediately.



► Installation Sites

- This machine is designed for indoor use. DO NOT place it outdoors. Make sure the machine is not installed in the following venues:
 - Place of direct sunlight exposure, water contact, high humidity and high temperature.
 - Places where there is flammable and volatile chemicals and hazardous substances.
 - Places where the ground is sloping, uneven or there is strong vibration.
 - Places close to emergency exits and fire extinguishers.
- DO NOT obstruct the ventilation holes to avoid damage to the machine.
- Make sure the machine is separate from the wall, other machines and passages by at least 30 cm.



► Power

- Before connecting the machine to the mains supply, verify that the voltage is correct to avoid fires or electric shock.
- When connecting the machine to the mains supply, verify the mains outlet is a grounded outlet.
- To avoid electric shock and short circuit, DO NOT run the power cord or ground wire across passages.
- To avoid fires, DO NOT place any flammable objects close to the power cord.
- In the event of frayed power cord, please contact your dealer for replacement.
- To avoid electric shock or short circuit:
 - Make sure to turn the power OFF before attempting maintenance or repair.
 - DO NOT touch the plug with damp hands.
 - Do not insert/unplug the power plug all of a sudden.
 - When plugging/unplugging the power cord, make sure to hold plug. DO NOT pull on the power cord.

▶  **Transportation**

CAUTION

- During transportation, ensure that the castors are fasten.
- The machine contains a LCD monitor which is fragile; avoid strong vibration or rough handling during transportation.

▶  **Moving**

CAUTION

- Before moving the machine, make sure to unplug it from the mains.
- When moving the machine, pay attention to obstructions and uneven surface to avoid accidents or damage to the machine.
- Make to move the machine with at least two personnel to avoid accident and injury.

▶  **During Operation**

CAUTION

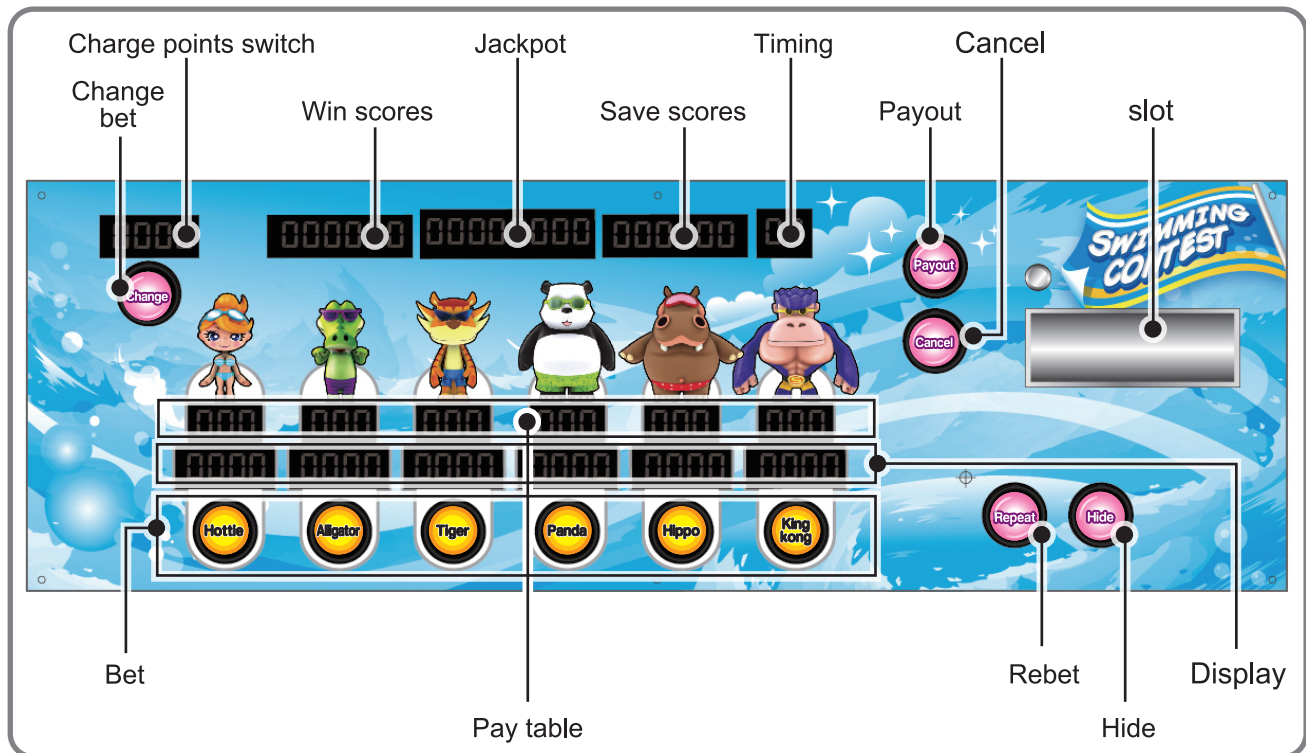
- To avoid injury and accidents to players during operation, those falling under the following categories are not allowed to play the game:
 - People with high blood pressure or cardiovascular diseases
 - People who are injured or less mobile
 - Drunk people
- Instruct the players to read the warning labels and follow the instructions to prevent electric shock or short circuit.

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1. Game Introduction

• Operation



Bet Unit Display : 1 \ Display Bet Unit each time.

2 \ Display Error Message.

Change Button : Change Bet Unit

Countdown Display : Display countdown during the betting status and display machine ID for the other time.

Payout Button : When there is no bet, press and hold this button at least 2 seconds to cash out or ticket out. When there is bet, this function is disabled.

Repeat Button : When there is no bet, this button allows players to place the same bets as the last game. When there is bet, this button allows players to cancel their bets.







Hide Button : Press this button to hide your bets from other players.

• How to Play

6 person betting :

- ▶ Players predict which participant will eventually come in first place, and bet on it.
- ▶ No betting is allowed after the betting time ends. All participants automatically start swimming in the competition; the participant who eventually comes first will be awarded according to the multiples and bets.

▪ Introduction to Players

Number	Name	Picture
1	Hottie	
2	Alligator	
3	Tiger	
4	Panda	
5	Hippo	
6	King Kong	

2. Using the System Utility

▪ Menu Navigation

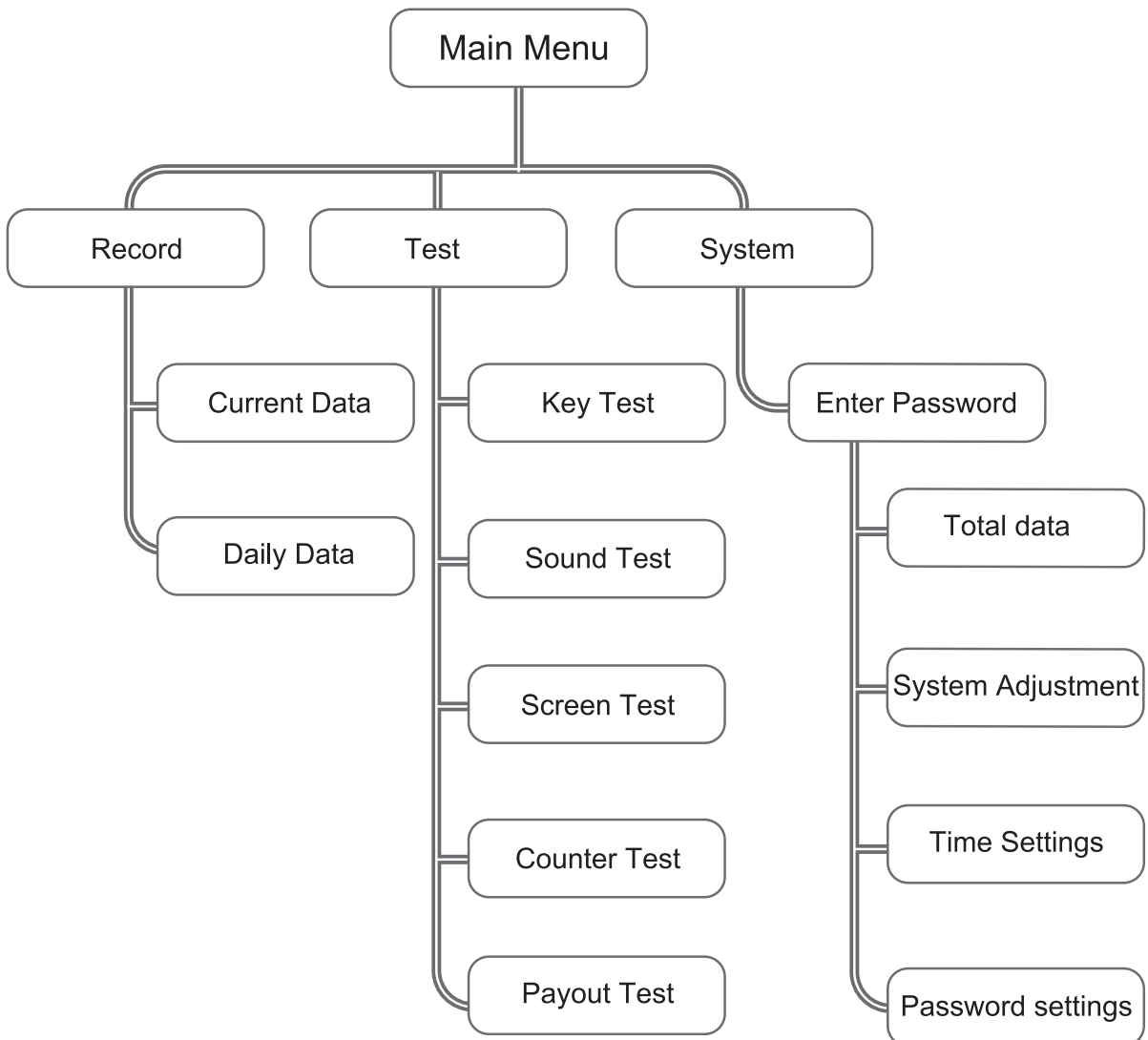
Press the "Setting button" on the control box allows you to access the System utility.

Notes!!!

To avoid problems caused by improper operations during the play, the following rules are enforced:

1. When any hopper or ticket dispenser is operating, no access to System Utility is allowed.
2. Within the first 10 seconds after players shoot, no access to System Utility is allowed.
3. During any special play (such as the Deep-water Bomb), no access to System Utility is allowed.

The menu navigation is as below :



▪ Main Menu :

- ▶ To go to the page of System Utility, press the "Setting" button, and you will see "Main Menu".



▪ Record



▶ Current Data :

Operators can check their current and previous total in, total out, total coin in, and total coin out, etc. operators can also update their shift records.

▶ Daily Data :

6 weeks' information of total scores credited and total scores deducted will be preserved and available for enquiry by days.

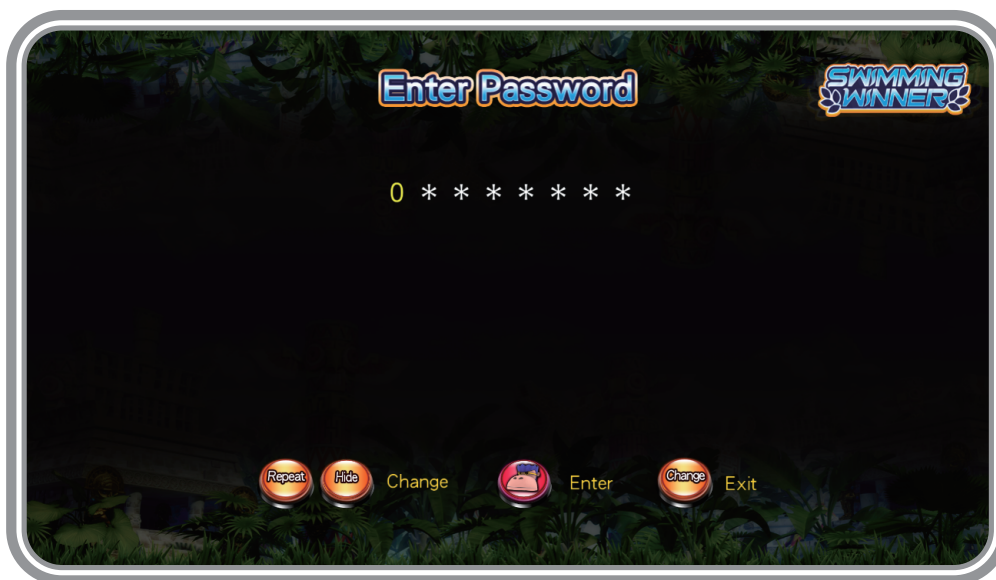
▪ Test :



- ▶ Test hardware devices of the machine to ensure its normal functions.
 - ▶ **Key Test** : Test if input and ouyput devices of the machine function normally.
 - ▶ **Sound Test** : Test whether the sound output is functioning properly.
 - ▶ **Screen Test** : Check whether the screen display is functioning properly.
 - ▶ **Counter Test** : Check whether each counter is functioning properly.
 - ▶ **Payout Test** : Check whether each coin selector, hopper and ticket dispenser is functioning properly.

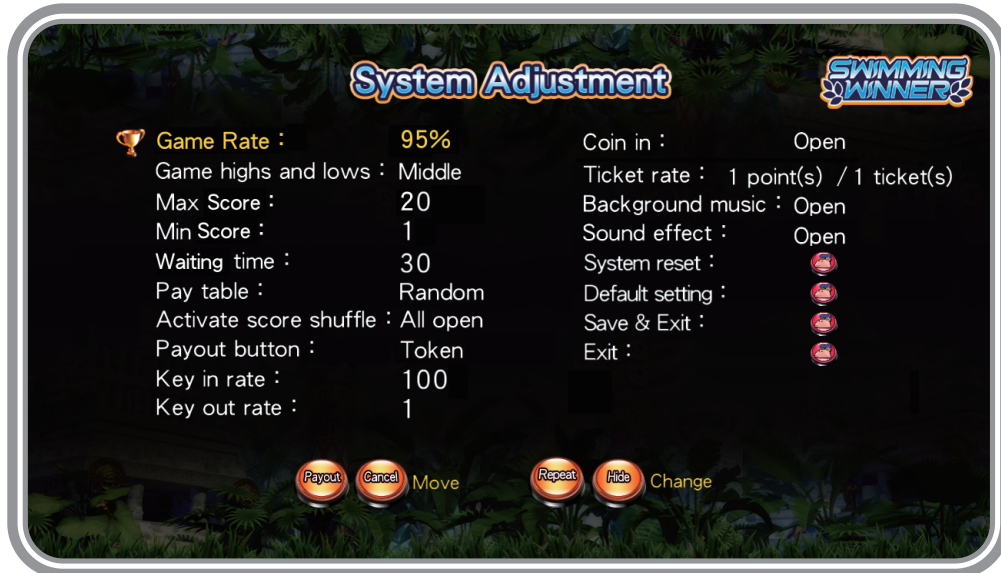
▪ System:

- ▶ Enter password to enter the "System" page; the default system password is "00000000"



- ▶ **Total Data** : Complete total score enquiry.
- ▶ **System Adjustment** : To set up parameter regarding the game.
- ▶ **Time Setting** : To adjust the time.
- ▶ **Password Setting** : Reset the password for the "System" page.

System Adjustment :



1. Press the "Setup button" to enter the system page.
2. Use the "Payout button" and "Cancel button" to move the cursor up and down.
3. Use the "Rebet button" and "Hide button" to make adjustments to the contents.
4. Use the "King kong button" as a "Confirm button".
5. System settings contents

Items	Adjustable Range	Default
Game rate	90%、91%、92%、93%、94%、95%、96%、97%、98%	95%
Game highs and lows	Low、Middle、High	Middle
Max score	10、20、30、50、100	20
Min score	1、2、3、5、10、20	1
Waiting time	15 sec、20 sec、25 sec、30 sec、35 sec、40 sec 、45 sec、50 sec	30 sec
Pay table	2-3-9-12-15-24 2-4-5-12-16-24 2-5-6-9-11-15 3-4-5-7-7-15 2-5-7-9-10-12 3-3-7-7-10-12 random	random
Activate score shuffle	All close、All open、Only Key in、Only Key out	All open
Payout button	Close、Token、Ticket	Token
Key in Rate	1、10、20、50、100、200、500、1000	100
Key out Rate	1、10、20、50、100、200、500、1000	1

Items	Adjustable Range	Default
Coin in	Open ∙ Close	Open
Ticket Rate	1 point(s)/1 ticket(s) ~ 1 point(s) / 50 ticket(s) ∙ 10 point(s) / 1 ticket(s) ∙ 20 point(s)/ 1 ticket(s) ∙ 30 point(s) / 1 ticket(s) ∙ 50 point(s) / 1 ticket(s) ∙ 100 point(s) / 1 ticket(s)	1 point(s)/1 ticket(s)
Background Music	Open ∙ Close	Open
Sound Effect	Open ∙ Close	Open

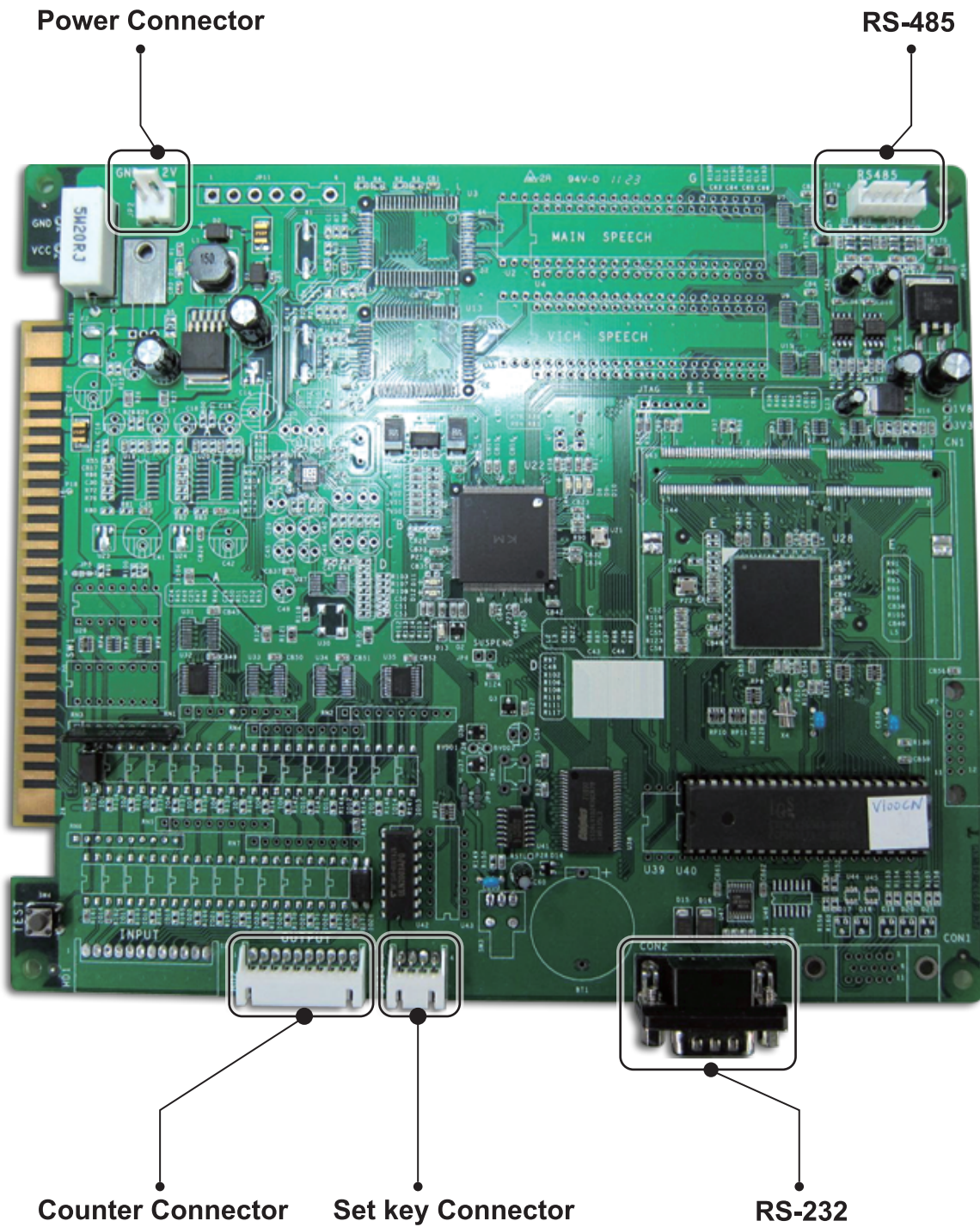
- ▶ **System reset** : Clear all scores and game data.
- ▶ **Default setting** : Reset all settings to their default values.
- ▶ **Save & Exit** : Save and exit, returning to the "System" page.
- ▶ **Exit** : Exit without saving, returning to the "System" page.

Warning!!

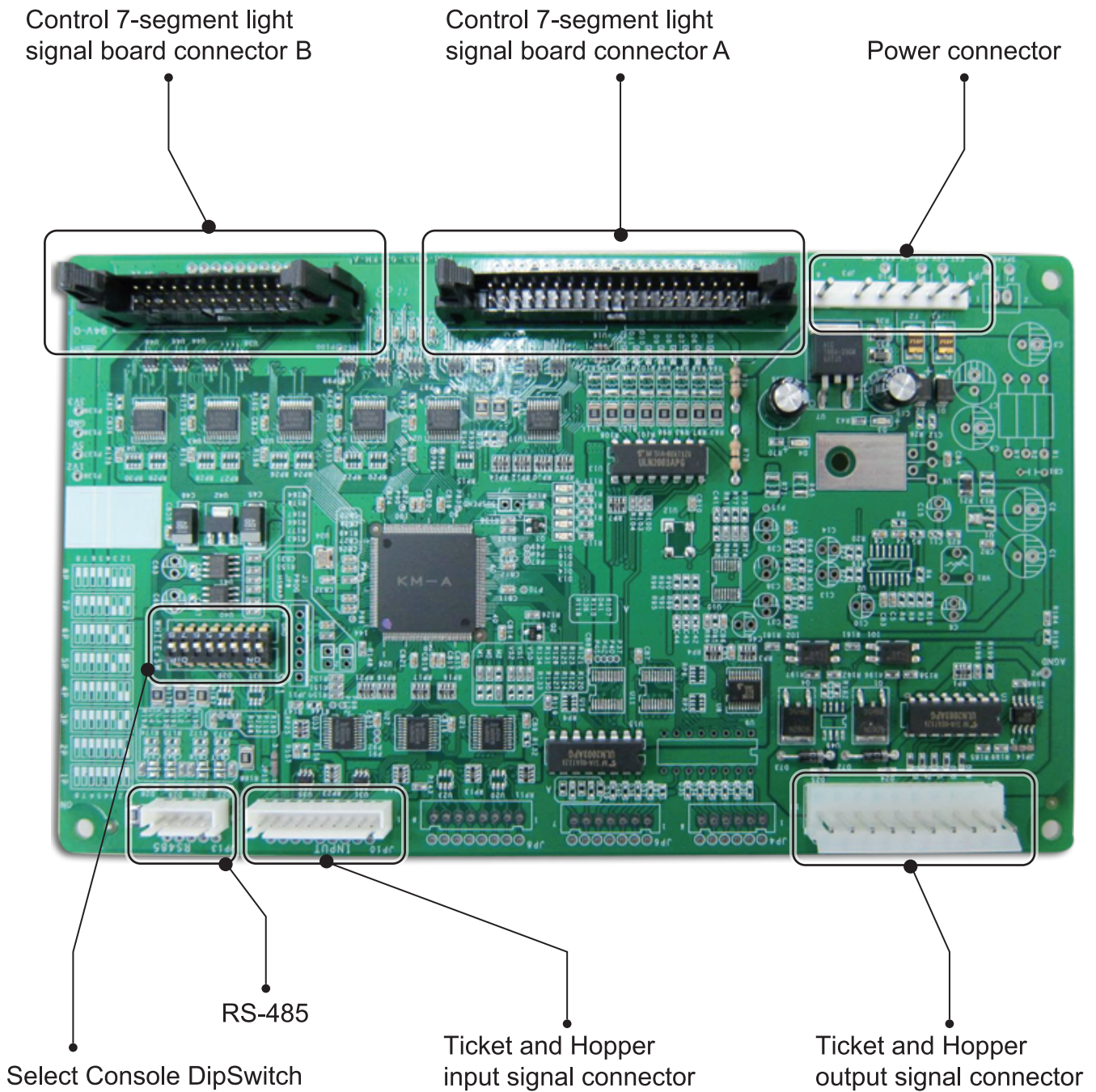
1. Changing ticket rate will reset your unredeemed tickets to zero.
2. Changing the business operating model will reset credit and unredeemed tokens and tickets to zero.

3. Instructions for IO control board

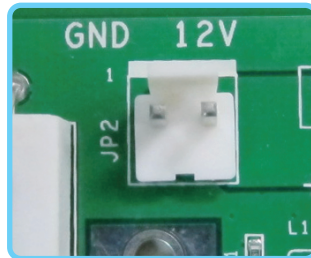
- Direction For Connector (Main Board)



• **Direction For Connector (Secondary Board) :**



- 「Main Board」 Power Connector (JP2) :



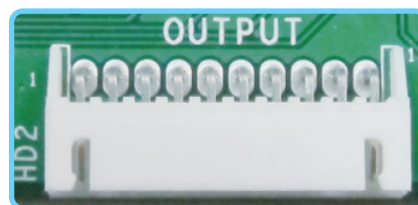
1	GND	+12V	2
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- 「Main Board」 RS-485 Connector (JP1) :
Connect The Secondary Board ◦



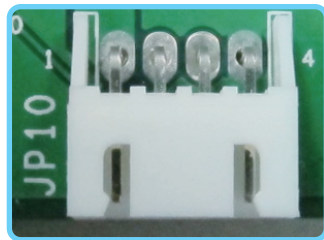
RSA	RSB	GND	/	/
1	2	3	4	5

- 「Main Board」 Counter Connector (HD2) :



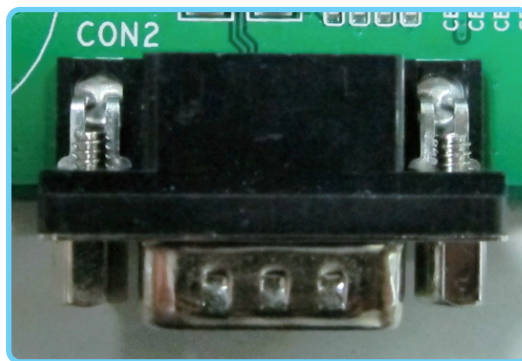
create scores	clear scores	coin sensor	hopper	/	/	/	/	/	/
1	2	3	4	5	6	7	8	9	10

- 「Main Board」 Setting Connector (JP10) :



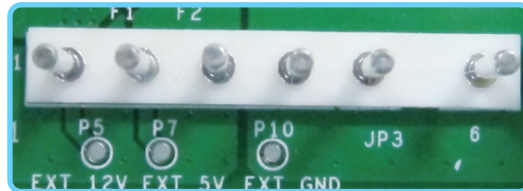
12V	setting key		GND
1	2	3	4

- 「Main Board」 RS-232 Connector (CON2) :
Connect The Main Board ◦



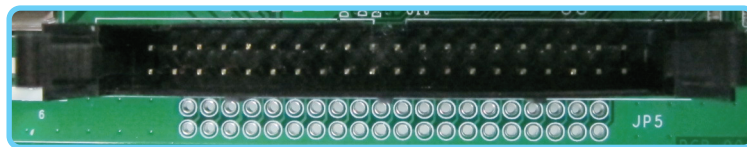
/	RX	TX	/	GND	/	/	/	/
1	2	3	4	5	6	7	8	9

• 「Secondary Board」 Power Connector (JP3) :



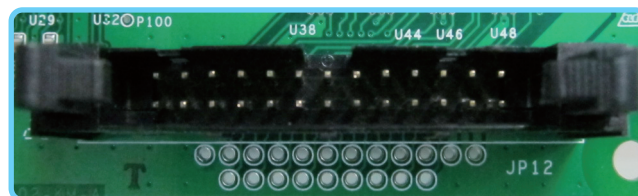
12V		5V			GND
1	2	3	4	5	6

• 「Secondary Board」 Control 7-segment Light Connector A (JP5) :



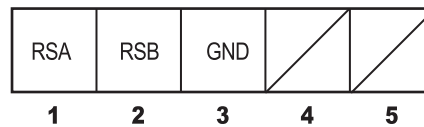
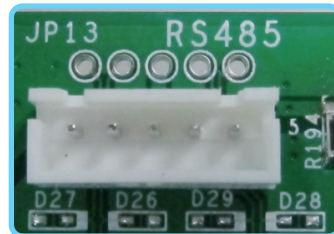
39	37	35	33	31	29	27	25	23	21	19	17	15	13	11	9	7	5	3	1
PIN2 4-12	PIN2 2-10	2003 COM	138 SW	PIN2 6-14	PIN2 7-15	PIN2 8-16	PIN4 17-18	PIN2 17-18	PIN3 1-8	PIN3 9-16	PIN4 8-16	PIN4 7-15	PIN4 6-14	PIN4 5-13	PIN4 4-12	PIN4 3-11	PIN4 2-10	PIN4 1-9	138 -A2
PIN2 5-13	PIN2 3-11	PIN2 1-9	NO8 -D3	NO8 -D2	NO8 -D1	NO8 -D0	NO7 -D3	NO7 -D2	NO7 -D1	NO7 -D0	NO6 -D3	NO6 -D2	NO6 -D1	NO6 -D0	NO5 -D3	NO5 -D2	NO5 -D1	NO5 -D0	NO4 -D3
40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2

• 「Secondary Board」 Control 7-segment Light Connector B (JP12) :

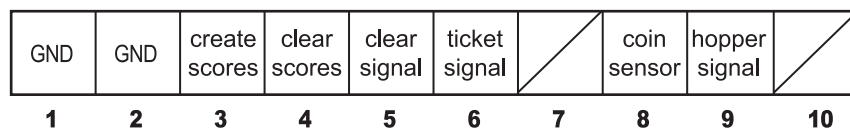
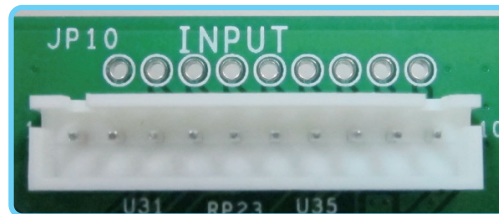


25	23	21	19	17	15	13	11	9	7	5	3	1
GND	GND	138 -A1	138 -A0	NO2 -D3	NO2 -D2	NO2 -D1	NO2 -D0	NO1 -D3	NO1 -D2		5V	5V
GND	GND	NO4 -D2	NO4 -D1	NO4 -D0	NO3 -D3	NO3 -D2	NO3 -D1	NO3 -D0	NO1 -D1	NO1 -D0	5V	5V
26	24	22	20	18	16	14	12	10	8	6	4	2

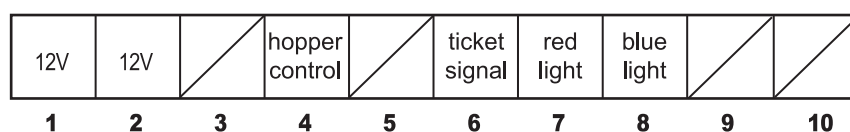
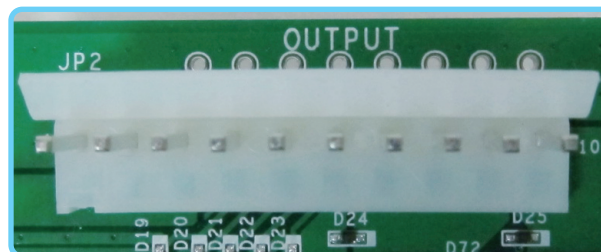
- 「Secondary Board」 RS-485 Connector (JP-13) :



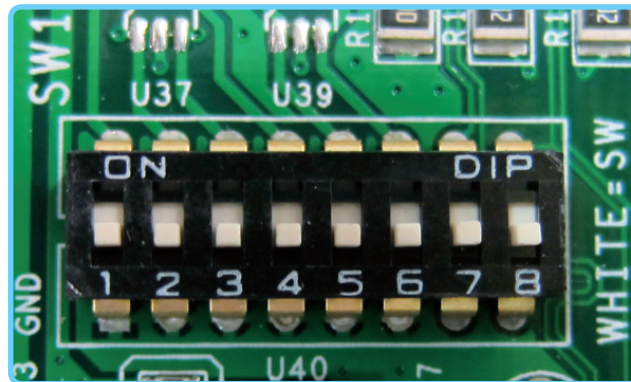
- 「Secondary Board」 Ticket and Hopper Input Signal Connector (JP10) :



- 「Secondary Board」 Ticket and Hopper Output Signal Connector (JP2) :

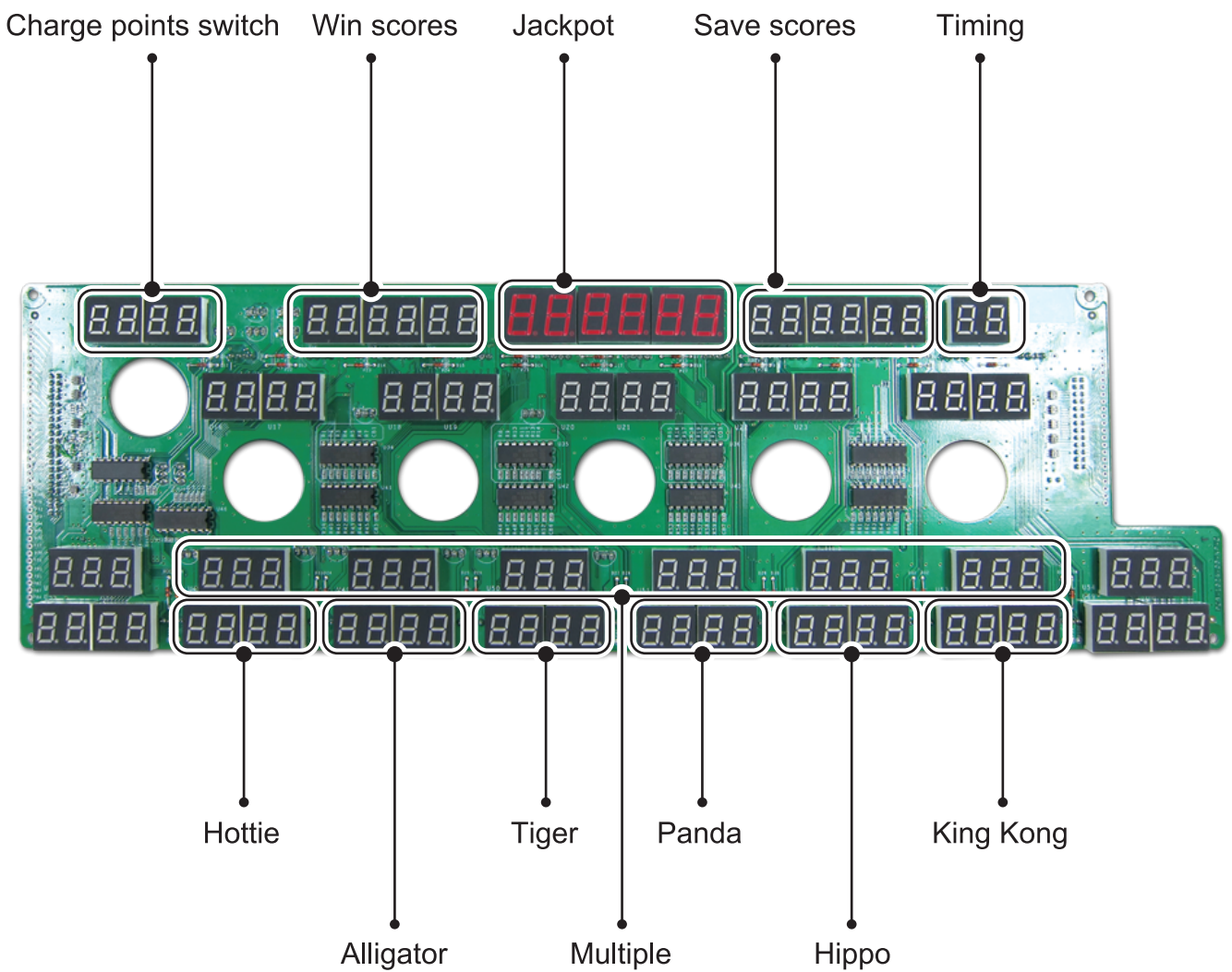


- 「Secondary Board」 Select Console Dipswitch (SW1) :

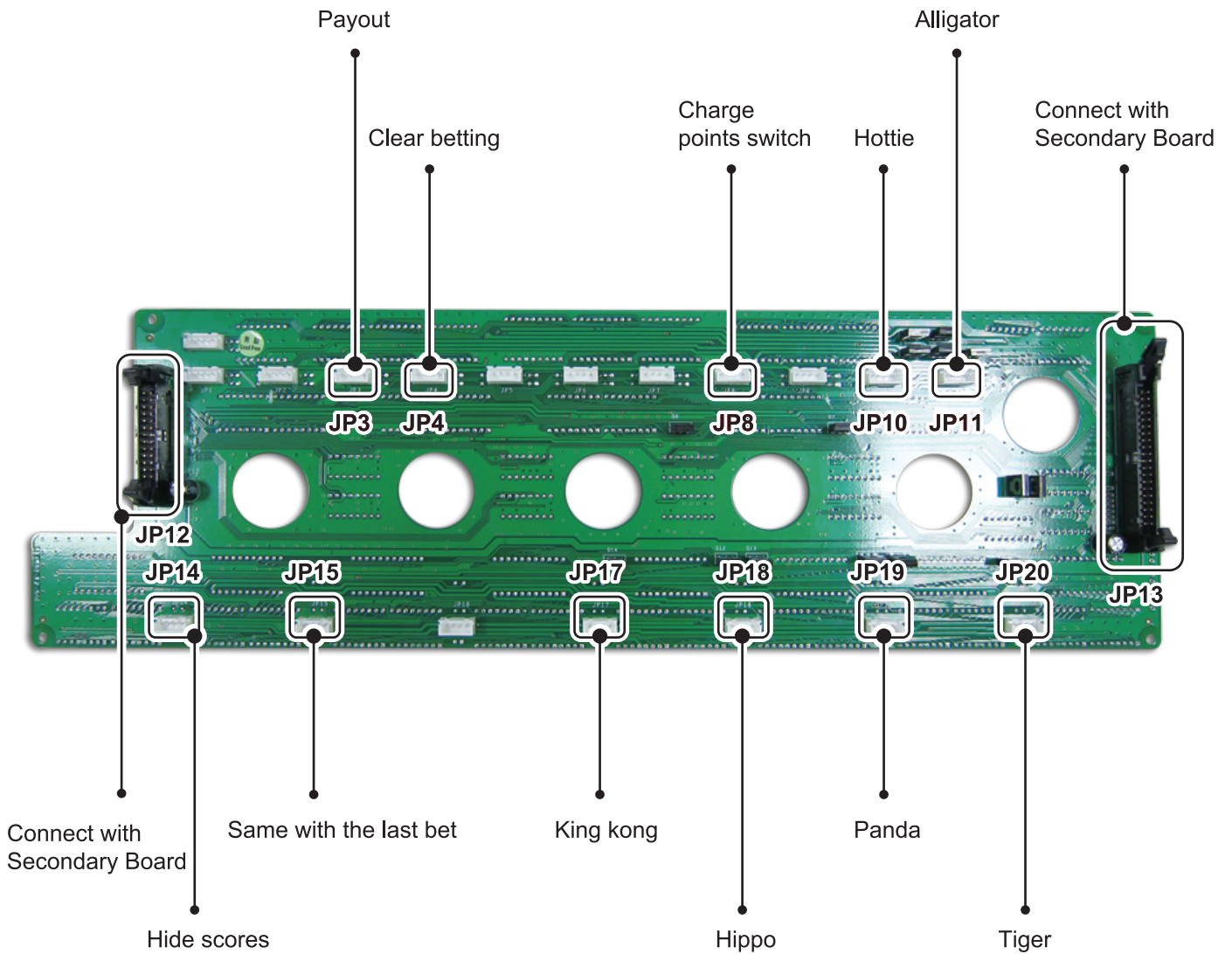


Setting the switch									
DIP SW 1		1	2	3	4	5	6	7	8
Console	1P	OFF	OFF	OFF					
	2P	ON	OFF	OFF					
	3P	OFF	ON	OFF					
	4P	ON	ON	OFF					
	5P	OFF	OFF	ON					
	6P	ON	OFF	ON					

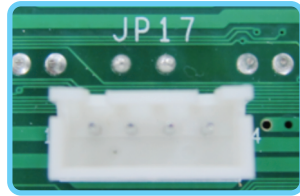
· Light Functions for the 7-segment Light Signal Board (KP-C) :



• Connector for the 7-segment Light Signal Board (KP-C) :

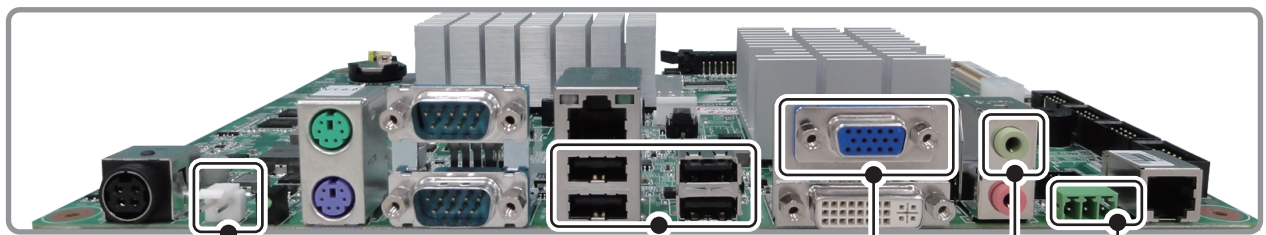
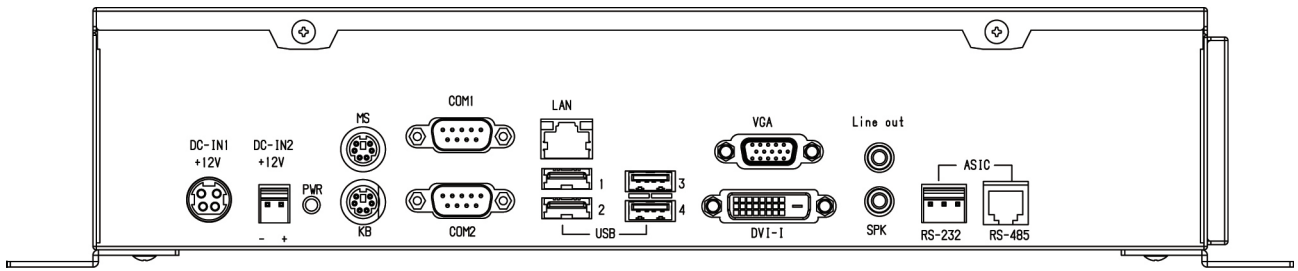


• Connector Functions for the 7-segment Light Signal Board
 (JP3~JP11 , JP14~JP20) :



LED+	LED-	KEY+	KEY-
1	2	3	4

• Main board connector :



Power DC12V

1	2
GND	DC12V

USB

VGA

Audio Output

RS-232

4. MP3 Playing Instructions

Before turning on the machine, insert the USB flash disk that contains MP3 files, and you will be able to change the game music to your preferred music.

- **Saving MP3 Files**










Create folders in the USB flash disk, and put the MP3 files into the following folders as needed:

Folder Name	Description
bet	Betting music
play	Normal prize game music
playbig	Gold Canal game music
winbig	Gold Canal prize announcement music

- **Important Notices**

1. MP3 file names cannot contain Chinese characters.
2. Each folder cannot have more than 30 MP3 files, and only 30 will be selected to play if there are too many.
3. One music file will be randomly selected each time.
4. MP3 playing can be limited to certain situations; for example if you only want to change the betting music, put the betting MP3 file into the bet folder, and empty the rest of the folders.
5. Do not remove the USB flash disk while the game is in progress or the music will not be played properly.

5. Troubleshooting

Message Icon	Description
 E-01 Jammed coin selector	Please check if there are tokens jammed in the coin slot; after resolving the token jamming situation, press the "Open Score" button to clear the error condition.
 E-02 Hopper jam	Please check if there are tokens jammed in the coin return, especially at the coin return slot; after resolving the token jamming situation, press the "Open Score" button to clear the error condition and continue to return tokens.
 E-03 Hopper empty	After replenishing the tokens, press the "Open Score" button to clear the error condition and continue to return tokens.
 E-04 Ticket jam	Please check if tickets are jammed in the lottery ticket machine; after resolving the jamming situation, press the "Open Score" button to clear the error condition.
 E-05 Ticket empty	After replenishing the tickets, press the "Open Score" button to clear the error condition.
 E-06 Credit Error	There is an error in the Credit, meaning the memory in the motherboard is behaving abnormally; please restart the machine and it will reset automatically.
 E-07 Record limit	The scores have reached its limit, please press the "Setup" button to enter the system menu to reset the system.
 E-08 Control Panel Error	Please check if the connection between the host and machine is normal; restart the machine after confirming there is no error.
 E-09 Score exceeded	Score exceeded, please clear the score.

★ After pressing the "Open Score" button to resolve the situation, the score will not be opened within the next 5 seconds to prevent errors.

6. Other Things to Note

1. The upper score limit of a machine is 250,000; you can continue to play if the score exceeds 250,000 but no scores will be opened

Press button to return token:

Tokens subsequently inserted will be automatically returned.

Press button to return ticket:

Tokens subsequently inserted will automatically be changed into tickets and returned as per the ratio.

2. The maximum score per machine is 500,000; if exceeds 500,000, you cannot continue to play and need to reshuffle.

3. Key out button:

(1) Lightly press once to shuffle one shuffle ratio.

(2) Press and hold for 3 seconds to remove ratios less than the shuffle ratio.

4. Key in button:

(1) Lightly press once to add an open score ratio into Credit.

(2) Press and hold for more than 2 seconds to continue to open scores.