## SERVICE MANUAL


1.Set up the units number while connecting 2 pieces to signal wire
2. Restart the unit to save the setup after changing the setting
3. Run a check through the machine regularly to ensure normal use

## CONTENTS

Game Introduction ..... 3
Game Features ..... 5
Safety Precautions ..... 5
Specifications ..... 6
Setup Guide ..... 7
Test \& Setup ..... 7
Tickets Patterns ..... 9
Tickets Setup ..... 9
Troubleshooting Guide ..... 10
Maintenance ..... 13
Spare Part List ..... 17
Wire Diagram ..... 21

## Game Introduction:

## Congratulations on your Soccer Fever purchase!

Soccer Fever features an attractive dual cabinet with LED lights and fantastic soccer-themed artwork that stands out in any arcades.
With a progressive and challenging game play, Soccer fever will surely roll in big revenues for your location!
Please take a moment to read moment to read through this manual and be sure to contact us if you have any questions.
We hope you enjoy this game as much as we do!


## Dimensions:



WOWTODLAY

## PARTY TIME

LIGHT UP "GOAL" LEVEL UP


stricis
LEVEL UP TO WIN SUPER BONU5


## Game Features:

1. Quick coin redemption game play 2.Progressive bonus and top earnings
3.Luck and skill to win
4.Multiple player involved to win super bonus

An elegant design, Bright pattern, Exquisite, Tube material selection, Iron and metal, Plywood and other materials production, Steel after rust treatment, Safe and durable;
$\stackrel{I n}{ }$ the large scale integrated circuit, Built in style, Stable working performance , reliable;
$\stackrel{I n}{ }$ the selection of high-end lottery machine, Any ticket machines are acceptable;
$\stackrel{\text { The purpose of the game program and fine adjustable rate revenue。 }}{ }$

## Safety precaution:

Before the machine is used., Please pay attention to the safety warning sticker on the machine; In the process of reading this manual please pay special attention to some matters needing attention .

Warning : This sign indicates if you don't pay attention, There is a possibility of injury.
If you don't pay attention., There may be an electric shock 。
High pressure warning sign


## Specification

(1) Technical parameters
> The working voltage : 220V/110V (According to the determined nameplate)
> The power consumption : Minimum power: 250W
Maximum power: 350W
$>$ Dimensions: W1500 $\times$ D1600 $\times$ H2350(mm)
> The weight: about 350 kg
$>$ Environment conditions: (Indoor) Temperature : $-10^{\circ} \mathrm{C} \sim+40^{\circ} \mathrm{C}$
Humidity: $\leqslant 90 \%$
Atmospheric pressure : $86 \mathrm{KPa} \sim 106 \mathrm{KPa}$

## (2) Standard requirements

- The package contents : Please open the package and count the items.

| Name | Specification or <br> material | Origin | Number | Company | Remarks |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Soccer fever | W1500 <br> H2350(mm) |  | 1 |  |  |
| power cord | DZ-301.10A\250V |  | 1 |  | Three straight <br> head power <br> cord length <br> 1.5 meters. |
| Key and spare <br> parts |  |  | 2 |  |  |
| Service <br> manual |  |  | 1 |  |  |

## Setup Guide:

- Each boot pointer will automatically detect Bonus position, If it is not aligned, turn off the power to restart


## 1.Test and Set-up



Press the "setting" button to enter the setup menu




## 2. Ticket Pattern:

C01 is an option to set up ticket numbers for each ticket payout, the setup range is from
1 through 20.

Press "setting" and the Icd shows C02,then press + or- to select ticket patterns
3.Ticket patterns references :

| Pattern 1 (about 30 tickets per coin) |  |  |  |
| :---: | :---: | :---: | :---: |
| Party time : 10 seconds | Lucky <br> wheel bonus | Party time : 10 seconds |  |
| Level 3 bonus : 50 tickets | 150 | Level 3 bonus: | 50 tickets |
| Level 2 bonus: 30 tickets | 100 | Level 2 bonus: | 30 tickets |
| Level 1 bonus: 20 tickets | 70 | Level 1 bonus: | 20 tickets |


| G | 0 | A | L | Progressive bonus | G | 0 | A | L |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 6 | 16 | 12 | 8 |  | 8 | 12 | 16 | 6 |


| Pattern 2 (about 35 tickets per coin) |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Party time : 10 seconds |  |  |  | Lucky wheel bonus | Party time : 10 seconds |  |  |  |
| Level 3 bonus: 50 tickets |  |  |  | 200 |  | Level 3 bonus : 50 tickets |  |  |
| Level 2 bonus : 30 tickets |  |  |  | 150 | Level 2 bonus: |  |  | 30 tickets |
| Level 1 bonus: 20 tickets |  |  |  | 100 | Level 1 bonus: $\mathbf{2 0}$ tickets |  |  |  |
| G | 0 | A | L | Progressive <br> bonus | G | 0 | A | L |
| 6 | 18 | 12 | 10 |  | 10 | 12 | 18 | 6 |


| Pattern 3 (about 40 tickets per coin )factory default setting |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Party time : 10 seconds |  |  |  | Lucky wheel bonus | Party time : 10 seconds |  |  |  |
| Level 3 bonus : 50 tickets |  |  |  | 300 | Level 3 bonus : 50 tickets |  |  |  |
| Level 2 bonus: 30 tickets |  |  |  | 200 | Level 2 bonus: 30 tickets |  |  |  |
| Level 1 bonus : 20 tickets |  |  |  | 100 | Level 1 bonus : 20 tickets |  |  |  |
| G | 0 | A | L | Progressive bonus | G | 0 | A | L |
| 8 | 20 | 16 | 12 |  | 12 | 16 | 20 | 8 |



## The Common Faults and Troubleshooting:

| Serial <br> number | Errors | Reason | Solution |
| :---: | :--- | :--- | :--- |
| 1 | Machine doesn't work | 1. No power connection <br> 2. short circuit <br> 3. Faulty Power switch <br> 4. Fuse burns | 1.Check power AC; <br> circuit to GND |
| 2 | No sound | 1.The speaker is broken <br> and the thread is loose <br> fuse | 1. Change speakers <br> 2. Change the motherboard |
| 3 | Can't accept coins | 2.Motherboard failure | 1. The line is not <br> connected to the <br> motherboard 2. faulty coin <br> acceptor |


| 4 | Error code "E01" | 1. The coin dispenser keeps swinging to the left or right | 1. The base limit sensor is faulty or the limit hardware is loose |
| :---: | :---: | :---: | :---: |
| 5 | Error code "E02" | 1. The coin dispenser stops swinging <br> 2. The coin dispenser keeps swinging to the left or right | 1. The base rolling motor failure <br> 2. The base limit photoeye is faulty or the limit hardware is loose <br> 3. The limit light eye is blocked by obstacles |
| 6 | Error code "E03" | 1. Coins enter the jackpot position, which cannot be sensed <br> 2. When there is no coin to the winning hole, it will flash automatically and the tickets will be issued <br> 3. Always keep giving out tickets | 1. The sensor the winning hole is faulty <br> 2. There is a coin stuck in the hole, the back door must be opened to clean it <br> 3. Poor contact |
| 7 | Error code "E04" | 1. The arrow of the luck wheel doesn't work; <br> 2. The error of the luck wheel spinning | 1. Faulty motor of the wheel; <br> 2. Faulty senser of motor of the wheel |
| 8 | Error code "E05" | 1. No coin is given; <br> 2. Keep giving out coins | 1. Launching coin motor failure <br> 2. Launching coins detect sensor failure |
| 9 | Error code "E06" dispenser keep giving tickets out | 1. The ticket dispenser is stuck or damaged <br> 2. The feedback signal line is not connected to the main board <br> 3. tickets run out | 1. Change the ticket dispenser; <br> 2. check the wire connection; <br> 3. Put tickets to make up |


| 10 | Setting button doesn't work | Setup button | 1. Check the wire connection; <br> 2. check the setup button |
| :---: | :---: | :---: | :---: |
| 11 | 1. Setting to save data, storage use fails <br> 2. Problem with setting saved data <br> 3.Failed to use game save data storage | System | 1. 1. After restarting, there are still problems, replace the motherboard <br> 2. 2. Enter the setting mode, confirm the setting and save (there is still a problem to replace the motherboard) <br> 3. 3. After restarting, there are still problems, replace the CPU <br> 4. Check the wires |
| 12 | The hole cannot be sensed (the digital light is always on without flashing) | 1.Noconnection <br> 2.Sensor has no input signal | 1. Detect sensor wire connection; <br> 2. Check sensor |
| 13 | After coin insertion, the conveyor belt does not rotate | 1. No self-checking rotation after power on <br> 2. The coin signal is normal and the belt does not rotate | 1. Check the belt motor or relay, replace the main board <br> 2. Check the belt motor or relay |
| 14 | The transmission belt keeps rotating | 1. The belt is still rotating after 5 minutes of stopping coin insertion and does not stop. <br> 2.After the power-on selfcheck, it keeps rotating without coin insertion. | 1. Check the belt motor or relay, and replace the main board. <br> 2. Check the status of the coin acceptor and replace the coin acceptor |

## - The Fault Detection Steps and Solution

1. The signal line coin (brown) and ground collision will produce information that coin, the normal operation of the line, need to replace the coin.
2. Meter detection: Whether the coin coin reaches the normal voltage signal line input IN1 is connected to the motherboard
(1) Not normal, replace coin;
(2) Then press the TEST key to exit the software test, or re power.

- The machine daily maintenance and maintenance

Machine maintenance:
(1) Every day in the business before the test machine can be used only after the normal operation;
(2) When the machine has dirt and dust, clean it with a soft cotton cloth;
(3)The new machine needs to check once a month after the operation of each part is normal;
(4) Always check the machine.

## Maintenance

- It must turn off the power on the machine for maintenance and repair .

In order to avoid short circuit, The relevant personnel in contact with the internal device before the power off.If this operation requires power on,Must comply with the requirements of the operating instructions.

- When replacing the device to determine the selection of appropriate accessories .

Improper use of accessories can cause fire or electrical short circuit,Damage to the motherboard and components.

- Please do not disassemble , Assemble, Change equipment. This can cause a fire or electrical short circuit , Mechanical failure,etc.
- Confirmed in mobile, Flip, Transportation to meet the requirements of manufacturers.

Random human movement, Flip, Transportation and other equipment will be damaged, Damage mechanical properties.

- This machine is suitable for indoor use, Not suitable for outdoor use.

Outdoor use will affect the performance of the machine.

- do not use the machine in the following places:
$\star$ Water Leakage or high humidity place.
$\star$ Near the place of high temperature object.
$\star$ Near the place of dangerous goods.
$\star$ Smooth or unstable place.
$\star$ People close to the spark equipment.
$\star$ I shake seriously place.
- Do not place above the machine vases, cups, containers of water, do not place the chemicals and objects above the machine.
The liquid will cause the short circuit to damage the device, the chemicals will corrode the machine, the upper level will harm the human body and damage the machine.
- Don't place the object in the exhaust machine.

The exhaust port is blocked will cause the machine temperature rise, affecting the normal operation of the machine or even damage the device.

- The power line is not weight pressing.

This will damage the wires, causing short circuits and fires.

- Can not pull the plug directly with wet hands.

Otherwise it will cause electric shock injury to the human body.

- Can not stretch, Twist, Folding power line,The power cord can not be exposed to high temperature objects.
All of the above will damage the wire,Cause short circuit and fire.
- The power line can not easily be kicked or contact. This will harm the human body and damage the machine 。
- It must use the correct voltage and fuse (see technical parameters).

The use of other standard voltage will cause short circuit and fire, The use of unqualified fuses will damage the machine and cause fire.

- Can not arbitrarily on the machine for repair.

This can cause a fire or out of control failure.

# Install 2 pieces of frames 



Install light board


Install the lights


## Spare Part List

| No. | Part Name | Picture | Qty <br> (pcs) |
| :---: | :---: | :---: | :---: |
| 1 | Main board | 2 | 2 |
| 2 | Motor drive board |  | 2 |



| 16 | Bearing | 2 |  |
| :---: | :---: | :---: | :---: |
| 17 | Motor for base <br> bottom | 2 | 2 |
| 18 | Filter |  | 2 |
| 20 | Bearing wheel |  | 2 |
| 21 |  |  | 2 |


| 24 | $\begin{aligned} & \text { Balance bearing } \\ & \text { (12MM) } \end{aligned}$ | $\infty$ | 4 |
| :---: | :---: | :---: | :---: |
| 25 | Balance bearing (20MM) |  | 8 |
| 26 | Insulating cement |  | 2 |
| 27 | Motorfor transmission |  | 2 |
| 28 | Power cord |  | 1 |

## Wire Diagram



| Item | Function |
| :--- | :--- |
| JK1 | Power supply |
| JK2 | FPC1 |
| JK3 | FPC2 |
| JK4 | Empty |
| JK5 | Bonus light |
| JK6 | Empty |
| JK7 | Sensor plate LED |
| JK8 | Console LED |
| JK9 | Wire connection |
| JK10 | Speaker 1 |
| JK11 |  |



| Jk1 | Power socket |
| :---: | :---: |
| Pin 1 | 12 v |
| Pin 2 | 12 v |
| Pin 3 | 5 v |
| Pin 4 | gnd |


| Jk2 | 40pin FPC socket |
| :--- | :--- |
| Pin 1: push button | Pin 2: coin in |
| Pin 3: Token out | Pin 4: stop key |
| Pin 5: empty | Pin 6: ticket dispense |
| Pin 7: sensor board 1 | Pin 8: card swiping |
| Pin 9: ground | Pin 10: ground |
| Pin 11: empty | Pin 12: stop key led |
| Pin 13: empty | Pin 14: empty |
| Pin 15: push button led | Pin 16: ground |
| Pin 17: belt motor SSR | Pin 18: ground |
| Pin 19: tickets SSR | Pin 20: token out SSR |
| Pin 21: ground | Pin 22 : ground |


| Pin $23: 5 \mathrm{~V}$ | Pin $24: 5 \mathrm{~V}$ |
| :--- | :--- |
| Pin $25: 5 \mathrm{~V}$ | Pin $26: 12 \mathrm{~V}$ |
| Pin $27: 12 \mathrm{~V}$ | Pin $28: 12 \mathrm{~V}$ |
| Pin $29:$ sensor board 2 | Pin $30:$ sensor board 3 |
| Pin $31:$ sensor board 4 | Pin $32:$ sensor board 5 |
| Pin $33:$ sensor board 6 | Pin $34:$ sensor board 7 |
| Pin $35:$ sensor board 8 | Pin $36:$ sensor board 9 |
| Pin $37:$ empty | Pin $38:$ empty |
| Pin $39:$ empty | Pin $40:$ empty |


| Jk3 | FPC socket |
| :--- | :--- |
| Pin1 : operation menu ok key | Pin $2:$ operation menu +key |
| Pin $3:$ operation menu - key | Pin $4:$ operation menu back key |
| Pin $5:$ empty | Pin $6:$ empty |
| Pin $7:$ empty | Pin $8:$ empty |
| Pin $9:$ rotary motor 1 | Pin 10: rotary motor 2 |
| Pin 11: coin counter | Pin 12: ticket counter |
| Pin 13: card system counter | Pin 14: token out counter |
| Pin 15: 5V | Pin 16: rotary coin SSR |
| Pin 17: 12V | Pin 18: ground |
| Pin 19: empty | Pin 20: empty |
| Pin 21: empty | Pin 22: empty |
| Pin 23: stepper motor senor | Pin 24:token out counter sensor |
| Pin 25: motor left limit sensor | Pin 26: motor right limit sensor |
| Pin 27: empty | Pin 28: stepper motor (red) |
| Pin 29: empty | Pin 30: stepper motor (green) |
| Pin 31: empty | Pin 32 : stepper motor (blue) |
| Pin 33: empty | Pin 34: stepper motor (black) |


| Jk4 | empty |
| :---: | :---: |


|  | Jk5 |
| :--- | :--- |
| Pin 1: | empty |
| Pin 2 | empty |
| Pin 3 | empty |
| Pin 4 | empty |
| Pin 5 | empty |
| Pin 6 | empty |
| Pin 7 | empty |
| Pin 8 | empty |
| Pin 9 | Flashing lamp 1 |
| Pin 10 | Flashing lamp 2 |


| Pin 11 | Flashing lamp 3 |
| :--- | :--- |
| Pin 12 | 5 v |
| Pin 13 | 12 v |
| Pin 14 | ground |


| Jk6 | empty |
| :---: | :---: |


| Jk7 | sensor board Icd connector |
| :--- | :--- |
| Pin 1 | clk |
| Pin 2 | st |
| Pin 3 | data |
| Pin 4 | ground |
| Pin 5 | 5 V |


| Jk8 | Control panel Icd connector |
| :--- | :--- |
| Pin 1 | empty |
| Pin 2 | ground |
| Pin 3 | 5 V |
| Pin 4 | clk |
| Pin 5 | st |
| Pin 6 | data |
| Pin 7 | 12 v |


| Jk9 | Wire connector |
| :--- | :--- |
| Pin 1 | ground |
| Pin 2 | A |
| Pin 3 | B |


| Jk10 | Speaker socket 1 |
| :---: | :---: |
| Pin 1 | signal |
| Pin 2 | ground |


| Jk11 | Speaker socket 2 |
| :---: | :---: |
| Pin 1 | signal |
| Pin 2 | ground |

