User Manual
of
KIDDY RIDES

Cutey Hat

Please read this <User Manual> carefully before operating machines!

User Manual of Kiddy Rides

1. Technical Parameters:

Item	Value	Remark
Working Voltage	AC220V (or on your request)	
Machine Working Current	≤2.4A	
Motor Power	180W	
Rocking Frequency	0.58-0.75S	
Carrying Capacity	40KGS	

2. Applicability:

Place indoor, and apply to 3~7 years old children under 40Kgs.

3. Configuration and Operation:

1. Connect the machine to electrical outlet with plug.
2. Open the panel of **control box** with key, and turn on the **electric switch** on the control box. Please make sure the indicial **LED light** inside the switch is shining.
3. Configure **coin acceptor** according to following instructions and picture –
   1) Open the panel of coin acceptor with key, and take out the coin acceptor.
   2) Put the **mode switch** on N.O. (Normal Open).
   3) Put the **speed switch** on MEDIUM (45ms medium pulse signal).
   4) Mount a coin to be used into the **coin holder** according to the below picture.
   5) Adjust the **sensitivity knob** (it's a small knob marked as "VR" on the coin acceptor), until the coin acceptor can accept the right coins correctly, and reject other coins or tokens. **THIS STEP IS VERY IMPORTANT.**
   6) Close and lock up the panel.

Coin Holder
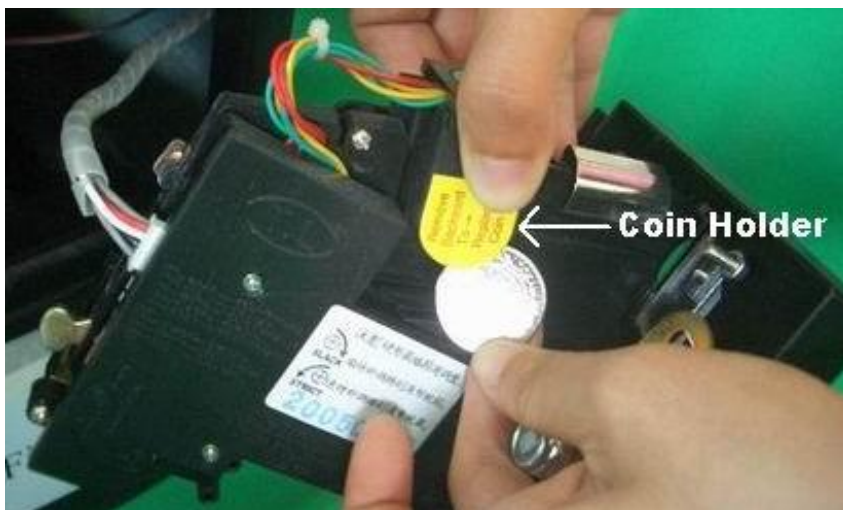
4. Configure the **control box** according to following instructions and picture-

   1) Open the panel of control box with key.
   2) Turn on the **electric switch** on the control box, and make sure the **LED light** is shining.
   3) Set the price from 1~3 coins by the **"COUNT" knob**.
   4) Set the time from 1~3 minutes by the **"TIMER" knob**.
   5) Adjust the volume by the **"VOLUME" knob**.
   6) Switch off the machine for 10 seconds, and then **restart** the machine. **THIS STEP IS VERY IMPORTANT; OTHERWISE YOUR CONFIGURATION WILL NOT TAKE EFFECT**.
   7) Close and lock up the panel of control box.

5. After inserting coin (coins), the machine will give out alarm sound, and then rock with music according to the time set previously, and will give out alarm sound again 3 seconds before game over.

6. When suspend the operation of machine, please switch off the machine.

4. Attentions:

1. Please make sure the ground line is connected well, when the machine is in use.

2. When machines can not work or stop automatically, please switch off the machine immediately and examine & repair the machine.

5. <u>Maintenance</u>:

1. When machine is dirty, you can lean it with cotton fabric.

2. In order to protect the machines, please lubricate the main moving parts of the machine termly. You'd better lubricate the rocking shafts and bearings every 2 month, and lubricate other parts in every 6 months.

3. After a period of use, the straps or chains inside machines would get loose, and the straps would possibly skid. At this time, please reposition the straps or chains inside the machines.

6. <u>Examine and Repair</u>:

1. LED light is not shining, when turn on the electric switch on control box.

The LED light is not shining, means the PCB is NOT power-on. Please make sure following things -

1) The **electric switch** is connected well and not broken.
2) The "Motor Fuse" and "Line Fuse" on the control box are not blown.
3) All **plugs** and **wire lines** related with PCB are good, and connected firmly and not loose.

2. Motor cannot start-up, and machine cannot work.

1) Please check if the indicial **LED light** inside electric switch is shining or not.
2) Please check if "Motor Fuse" and "Line Fuse" on the control box are blown.
3) If the above is ok. Please take off the PCB from the machine and test on another machine, to see if the PCB is good or broken.
   i.   If the PCB does not work on another machine, please change the CPU on the PCB and try again. If still not works, we should change the whole PCB.
   ii. If the PCB works on another machine, please go to the next step.
4) If all above no problem, but motors can not work, please examine the motor by this way: pull out the plug of the motor, and connect the motor to AC220V power supply by wire directly, to see if the motor works.
   i.   If the motor works correctly, please check all **plugs** and **wire lines** related with motor, and make sure they are all good, and connected firmly and not loose.
   ii. If the motor cannot work, it means the motor is broken. Please change a new motor.
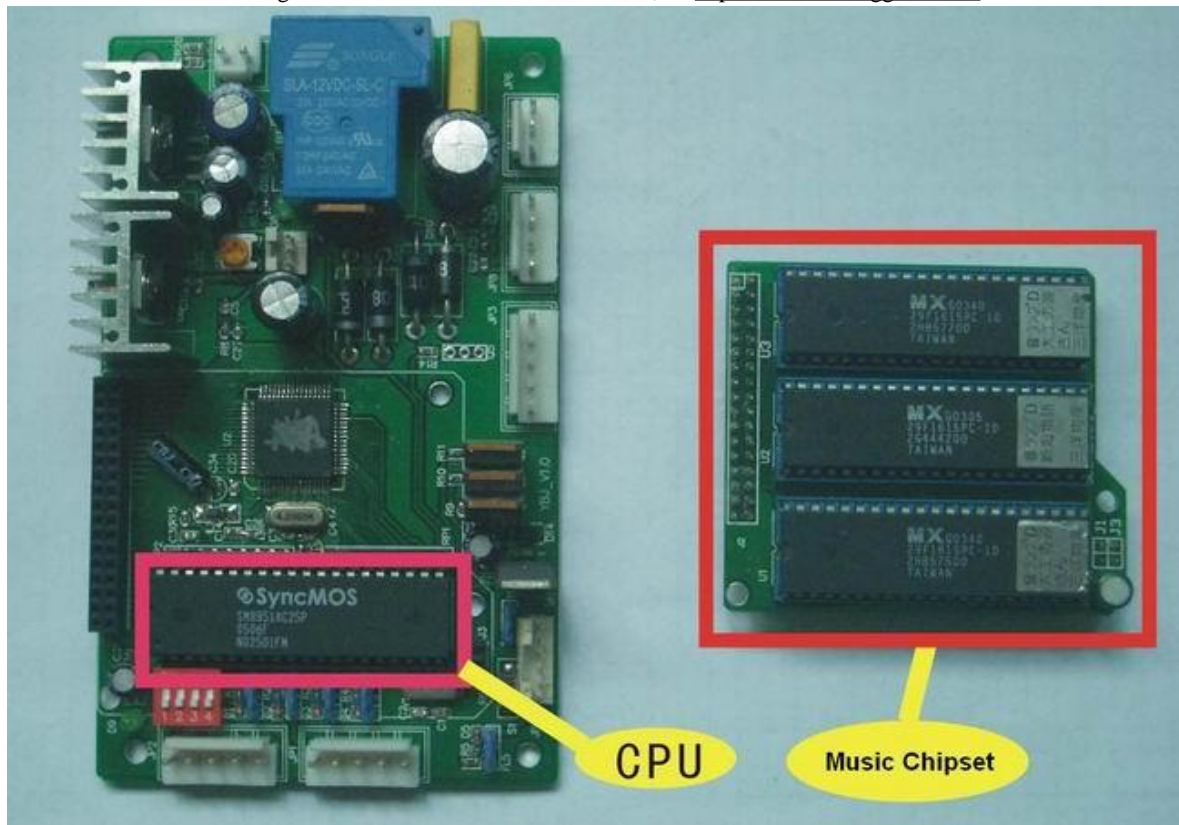
3. No any sound from sound speaker.

1) Check if the **"VOLUME" knob** is on right position, and adjust it to see what happens.
2) Check if the sound speaker is damaged or broken.
3) Make sure all **plugs** and **wire lines** related with sound speaker is good and connected firmly and not loose.
4) Please check if the PCB is ok, according to the way stated in **6-2-3**.

4. Machine continually works by itself without coins.

1) Continually works by itself but **without** music.
   a) Please change or just take off the **capacitor** (yellow color) from the PCB, and then restart the machine.
   b) If still problem, it means the **relay** (blue color) on the PCB is broken, and please changes a new **reply** to test.   Attached is a picture to show the capacitor and relay.
2) Continually works by itself and **with** music. Please check if coin acceptor was jammed by something or it's broken. Please change a new coin acceptor to try on the machine.

5. Straps skid.

After a long period use, the traps inside the machine will get loose or become slack.

Please change the invalid straps on time.

DIP Switch

	4	3	2	1	**Function**
SW1 /JP2			ON	ON	4 coins per game
			ON	OFF	3 coins per game
			OFF	ON	2 coins per game
			OFF	OFF	1 coin per game
	ON	ON			240 s/game(6 circles/game)
	ON	OFF			180 s/game(5 circles/game)
	OFF	ON			120 s/game (4 circles /game)
	OFF	OFF			60 s/game(2 circles /game)
JP1	NO.4 feet and NO.5 feet close(P1.7)				Calculate for circle per game
	NO.4 feet and NO.5 feet open				Calculate for time per game

Main board Pins and Their Functions

Pin No.	code	Resource	Function	Remark
JP1	1	P1.4		Button for outside
	2	P1.5		
	3	P1.6		
	4	P1.7	No button function when calculating circle	
	5	GND		
JP2	1	P1.0		Port of parameter setting
	2	P1.1		
	3	P1.2		
	4	P1.3		
	5	GND		
JP3	1	+12V		Lamp control
	2	P3.7	Control for input of audion OC	
	3	P3.6	Control for input of audion OC	
	4	P3.5	Control for input of audion OC	
	5	P3.4	Control for input of audion OC	
JP4	1	P3.0	Switch	For circle use only
	2	GND		
	3	P3.1	Stop switch	stop
	4	GND		
	5	P3.2	Coin insert	
	6	GND		
JP5	1	SND_LV	Input port for adjustable resistance	Volume adjustment
	2	SND_L	Output port for adjustable resistance	
	3	GND	GND	
JP6	1	Port 1	Relay open	Control outside motor
	2	Blank		
	3	Port 2	Relay open	
JP7	1	SPEAK+	Positive port of loudspeaker	loudspeaker output
	2	GND	Negative port of loudspeaker	
JP8	1	+12V	Input/output +12V	<2A DC
	2	AC10V	AC 9-10V input port 1	Low AC input
	3	AC10V	AC 9-10V input port 2	
	4	GND		
J2	1-34		ADD、DATA and Control of music storage	
J1	1	VCC	Power supply for music storage	Power supply for music storage
	2	GND		