The Axe Machine
Instruction Manual
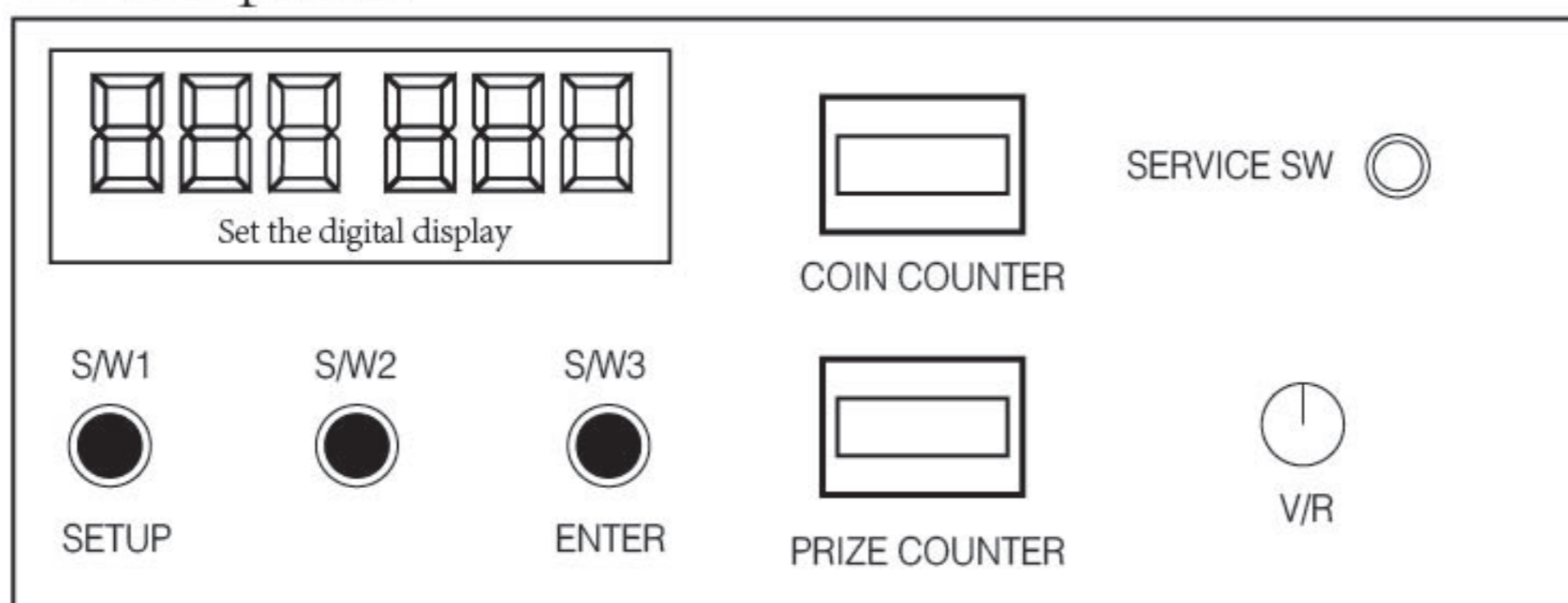
1. Test and Setting Instructions

1.1 Setting Mode

Service panel
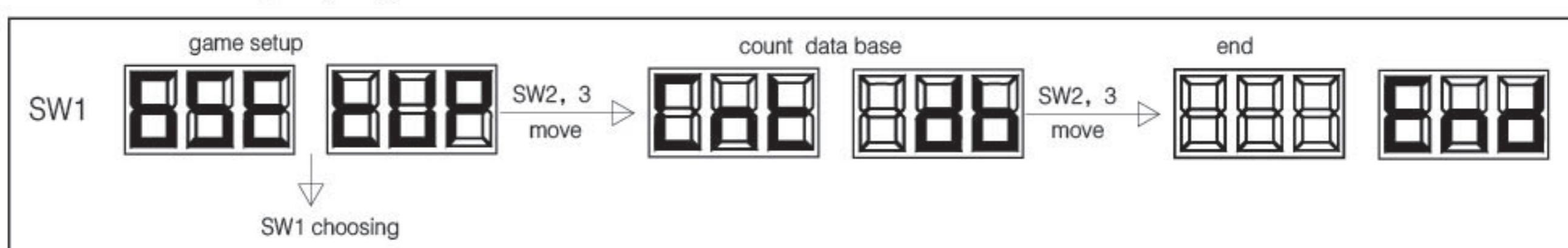

1.1.1 Each button on service panel （SW1，SW2，SW3）

1. SW1：a）choosing different modes and and functions
2. SW2/SW3: a) shift of different modes and functions

b) change of function number value

1.1.2 How to set up

1.pressing SW1 button to enter the mode

2.Shifting each mode by pressing SW2 or SW3

3.Choosing modes by pressing SW1

4.Each mode as follows:

– Modes displaying

1.1.3 Automatic calibration mode

1.The machine can be calibrated automatically in this mode.

2.Power off the machine at first，and then press sw1 button and hold on，power on machine at the same time.Keep pressing SW1 button for 3 seconds and then leave it,entering automatic calibration mode.

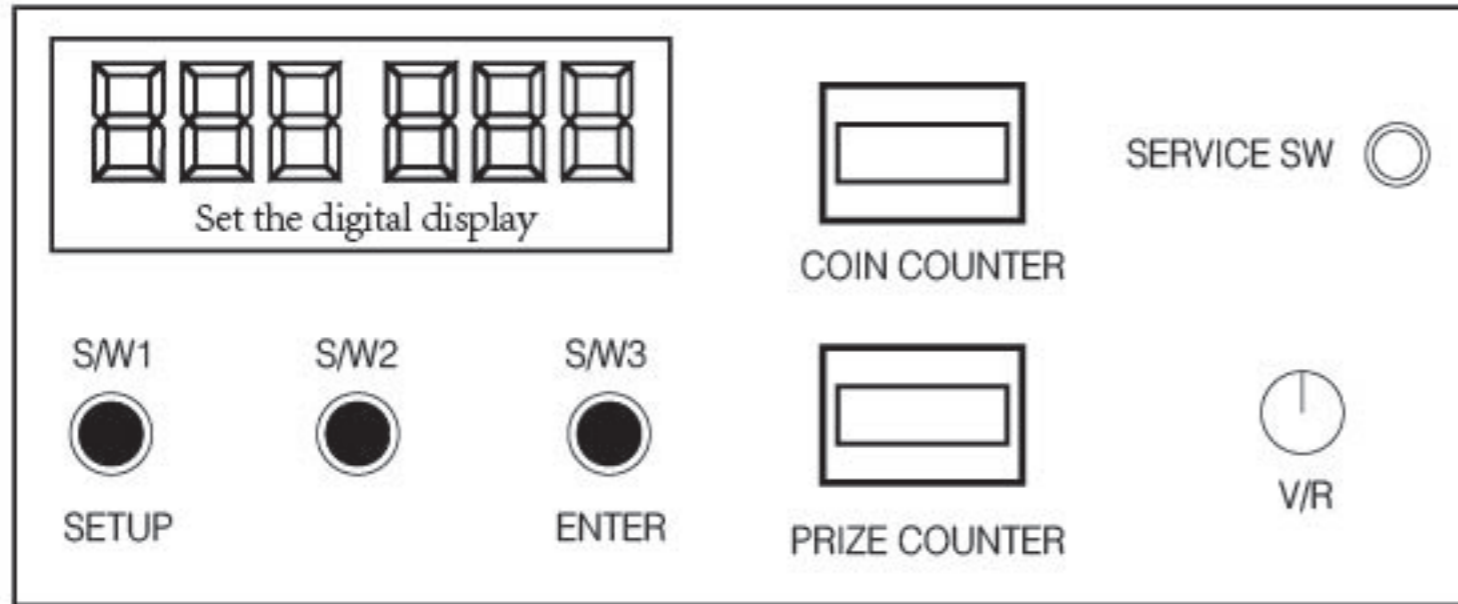3.Calibration needs 20 minutes.

1.1.4 Mechanical test mode

1.Machinery can be tested in this mode

2.Keep pressing SW3 button for 3 seconds and then leave it,entering mechanical test mode.

(Up-Top Level)

(Center-Middle Level)

(Down-Bottom Level)

Left   Middle   Right   Right1
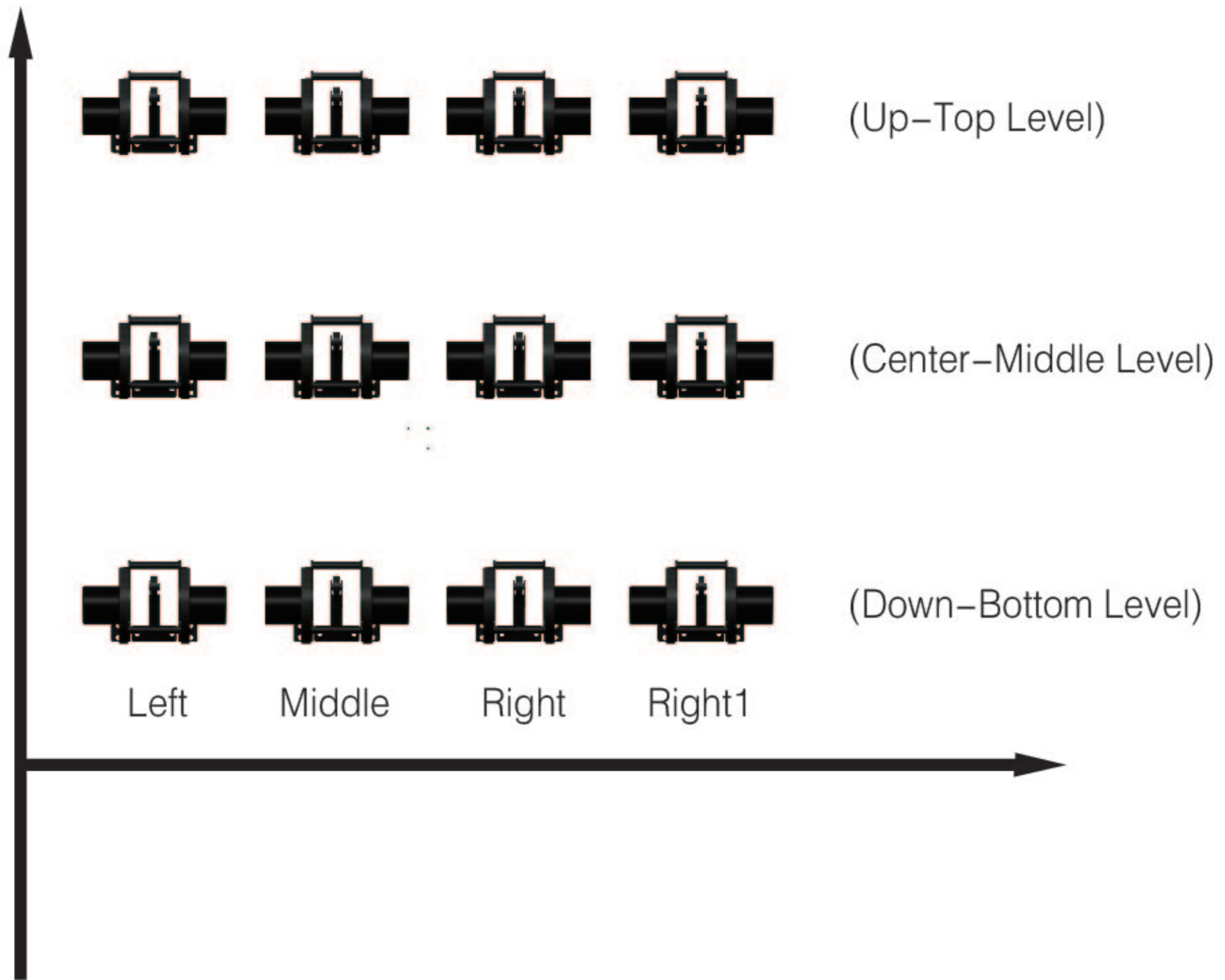
1.1.5 Setting Mode

Service Panel

1. Entering different functions by pressing SW1 in this mode.
2. Shifting in different functions by pressing SW2/SW3.
3. Setting function number by pressing SW1 after choosing.
4. Changing function number by SW2/SW3
5. Pressing SW1 again to return to function board after changing function number

- Mode Display
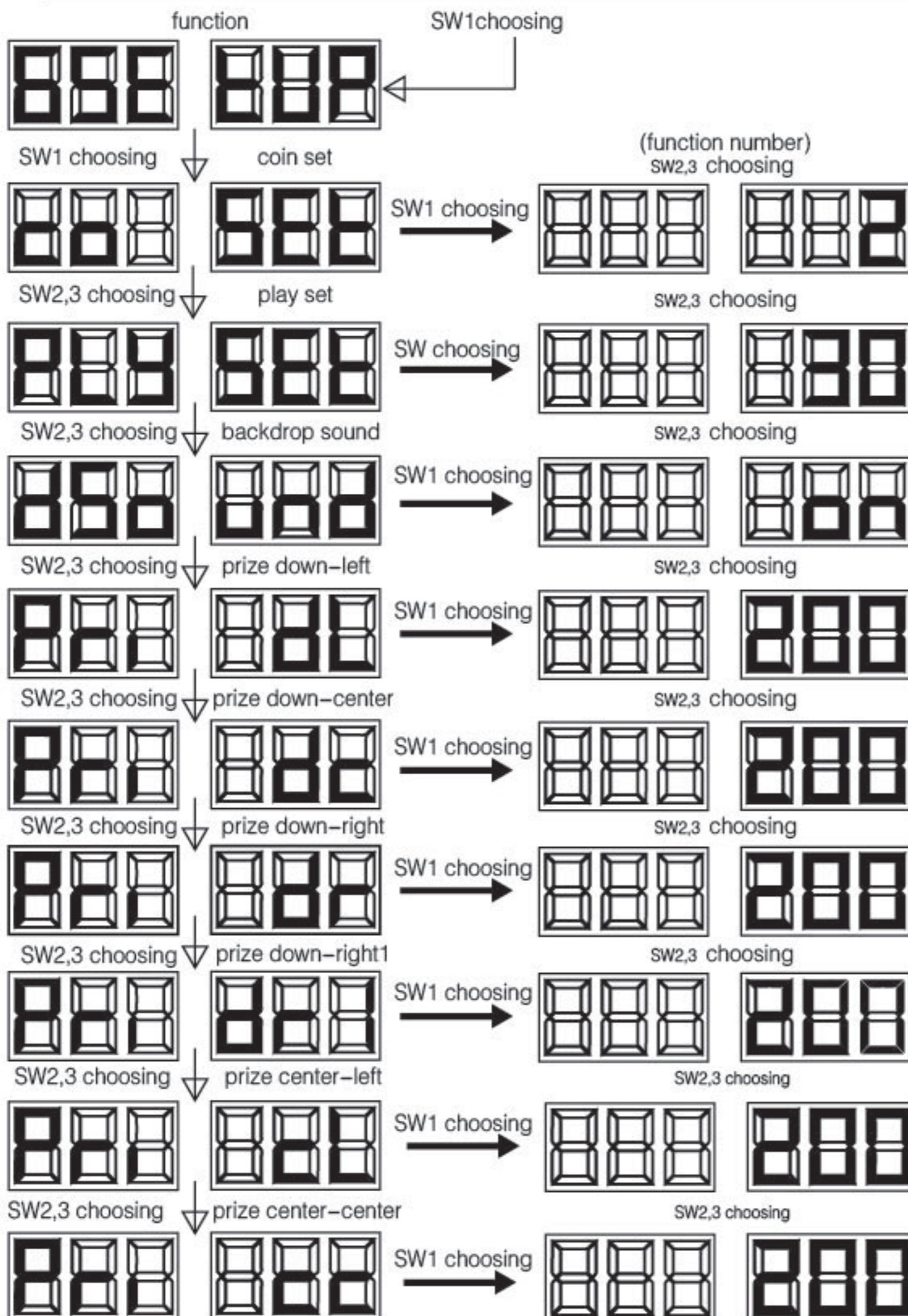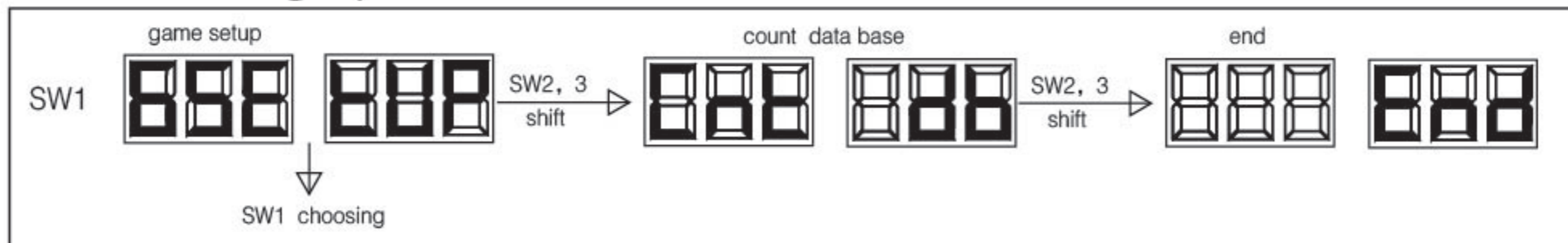
Display	Function	Description	Default
coin set	Setting coin number of every round game	Scope: 0-9/staring value:2 coins/play 0: 0:free mode	2 coins
play set	Setting time of every round	Scope:/0-99/staring value:30s/round Unit :1second	30 seconds
backdrop sound	Presentation Voice On/off		ON
prize down-left	Setting winning rate on the left of bottom layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
prize down-center	Setting winning rate in the middle of bottom layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
prize down-right	Setting winning rate on the right of bottom layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
prize down-right1	Setting winning rate on the right 1 of bottom layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
prize center-left	Setting winning rate on the left of middle layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
prize center-center	Setting winning rate on the middle of middle layer	Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin	200
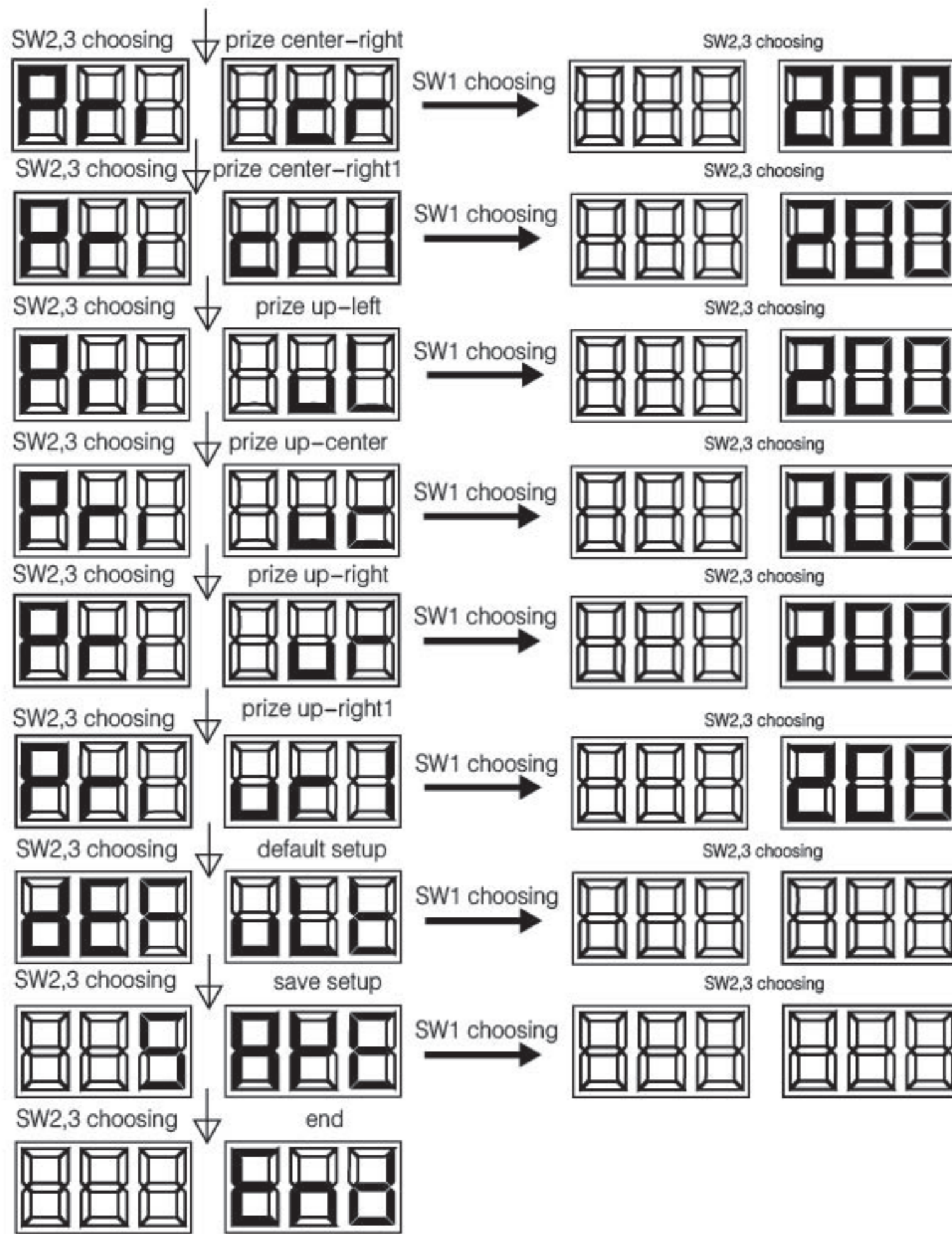
SW2,3 choosing → prize center-right		SW1 choosing →	SW2,3 choosing	Setting winning rate on the right of middle layer Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin
SW2,3 choosing → prize center-right1		SW1 choosing →	SW2,3 choosing	Setting winning rate on the right 1of middle layer Scope :0-9999/staring value 1 prize/200 coins Unit: 1 coin

Setting winning rate on the right of middle layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Setting winning rate on the right 1of middle layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Setting winning rate on the left of up layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Setting winning rate on the middle of up layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Setting winning rate on the right of up layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Setting winning rate on the right 1 of up layer
Scope :0-9999/staring value 1 prize/200 coins
Unit: 1 coin 200

Restart all setup "GSETUP" Return to staring value (keep pressing SW1 5 seconds)Note: pressing SW1 until showing "-SUCC-" every setup functiom number will return to initial number(clear count data first and then return to initial number)
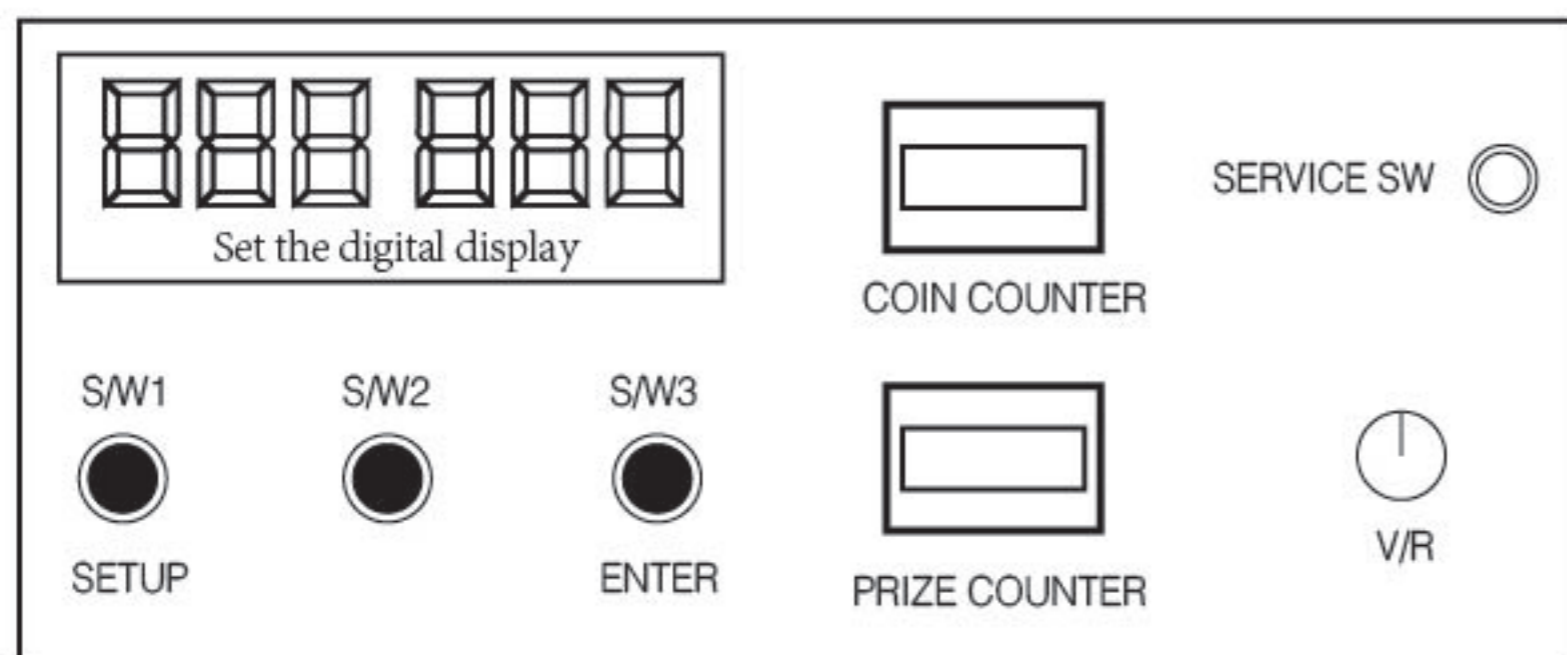
Save all game set up Note: press SW1 to save showing "-SA OK-" and browsing automatically (saving operation effectively when changing parameter)

*Attention:If you want to be re-set winning rate of each prize shelf, you
 should clear records and operate according to page 18.

Diagram labels (top to bottom):
- SW2,3 choosing / prize center-right / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / prize center-right1 / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / prize up-left / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / prize up-center / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / prize up-right / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / prize up-right1 / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / default setup / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / save setup / SW1 choosing / SW2,3 choosing
- SW2,3 choosing / end

Note:1)return to previous menu by pressing SW1

2)shift to CNTDB mode by pressing SW2/SW3

1.1.6 Date set mode function

Set the digital display

S/W1 — SETUP
S/W2
S/W3 — ENTER

COIN COUNTER
PRIZE COUNTER
SERVICE SW
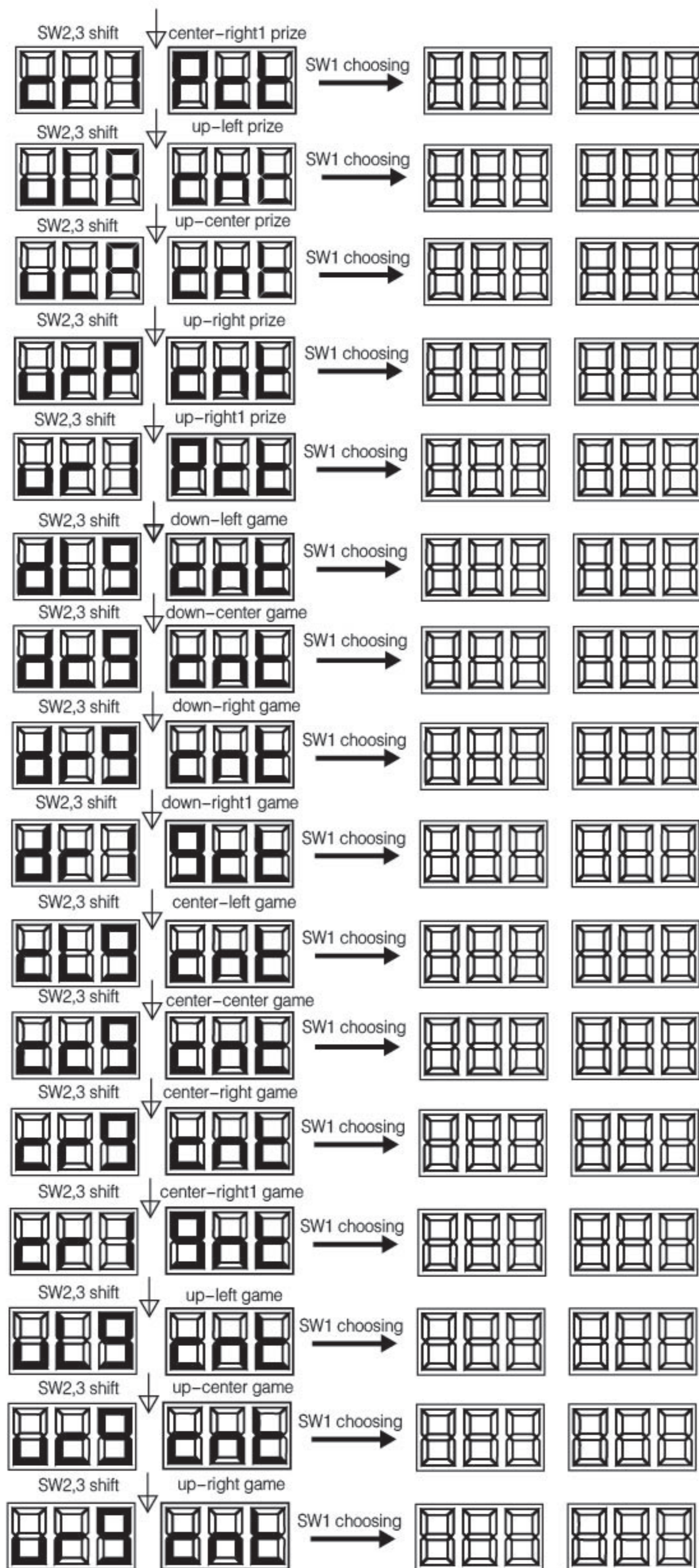V/R

1. Enter different functions by pressing SW1 in this mode
2. Shift into different functions by pressing SW2/SW3
3. See function number by pressing SW1 after choosing function
4. Press SW1 again after seeing function number to return to function board

- Displaying of mode

SW1 | game setup | SW2,3 shift → | count data base | SW2,3 shift → | end
SW1 select

function			
SW2,3 shift	sum count	SW1 choosing →	Total revenue
SW2,3 shift	sum count1	SW1 choosing →	Total accepting coins
SW2,3 shift	sum count5	SW1 choosing →	The times of pressing service button
SW2,3 shift	down-left prize	SW1 choosing →	The times of prize out on the left of bottom layer
SW2,3 shift	down-center prize	SW1 choosing →	The times of prize out on the middle of bottom layer
SW2,3 shift	down-right prize	SW1 choosing →	The times of prize out on the right of bottom layer
SW2,3 shift	down-right1 prize	SW1 choosing →	The times of prize out on the right 1 of bottom layer
SW2,3 shift	center-left prize	SW1 choosing →	The times of prize out on the left of middle layer
SW2,3 shift	center-center prize	SW1 choosing →	The times of prize out on the middle of middle layer
SW2,3 shift	center-right prize	SW1 choosing →	The times of prize out on the right of middle layer

SW2,3 shift ▽ center-right1 prize

SW1 choosing → The times of prize out in center-right 1

SW2,3 shift ▽ up-left prize

SW1 choosing → The times of prize out in up-left prize

SW2,3 shift ▽ up-center prize

SW1 choosing → The times of prize out in up-center prize

SW2,3 shift ▽ up-right prize

SW1 choosing → The times of prize out in up-right prize

SW2,3 shift ▽ up-right1 prize

SW1 choosing → The times of prize out in up-right 1 prize

SW2,3 shift ▽ down-left game

SW1 choosing → The times of playing in down-left game

SW2,3 shift ▽ down-center game

SW1 choosing → The times of playing in down-center game

SW2,3 shift ▽ down-right game

SW1 choosing → The times of playing in down-right game

SW2,3 shift ▽ down-right1 game

SW1 choosing → The times of playing in down-right 1 game

SW2,3 shift ▽ center-left game

SW1 choosing → The times of playing in center-left game

SW2,3 shift ▽ center-center game

SW1 choosing → The times of playing in center-center game

SW2,3 shift ▽ center-right game

SW1 choosing → The times of playing in center-right game

SW2,3 shift ▽ center-right1 game

SW1 choosing → The times of playing in center-right 1 game

SW2,3 shift ▽ up-left game

SW1 choosing → The times of playing in up-left game

SW2,3 shift ▽ up-center game

SW1 choosing → The times of playing in up-center game

SW2,3 shift ▽ up-right game

SW1 choosing → The times of playing in up-right game

SW2,3 shift   up-right1 game
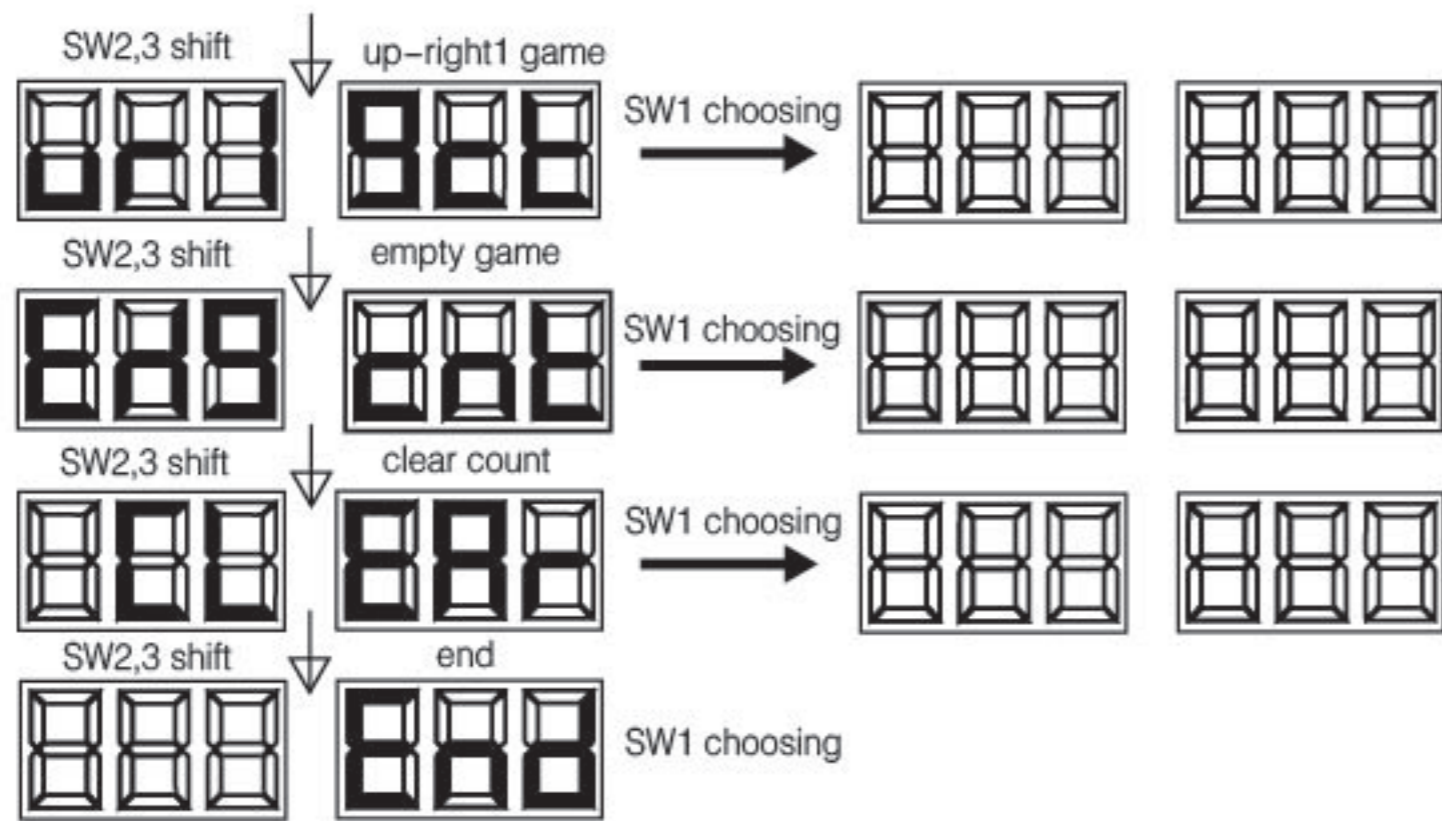
```
[8 8 8]   [8 8 8]   SW1 choosing   →   [8 8 8]  [8 8 8]          The times in up-right 1 game
```

SW2,3 shift   empty game

```
[8 8 8]   [8 8 8]   SW1 choosing   →   [8 8 8]  [8 8 8]          The times in empty game
```

SW2,3 shift   clear count

```
[8 8 8]   [8 8 8]   SW1 choosing   →   [8 8 8]  [8 8 8]          Clear count records by keeping pressing SW1 for 5 seconds
```

SW2,3 shift   end

```
[8 8 8]   [8 8 8]   SW1 choosing
```

*Note: Pressing SW1 to return to previous menu when showing "END"

*Important Notice: All datum should be cleared before changing
 setup of winning prize rate,or the winning prize rate data will not
 correct when cheeking ⚠

1.2 Testing:Mode

Service Panel
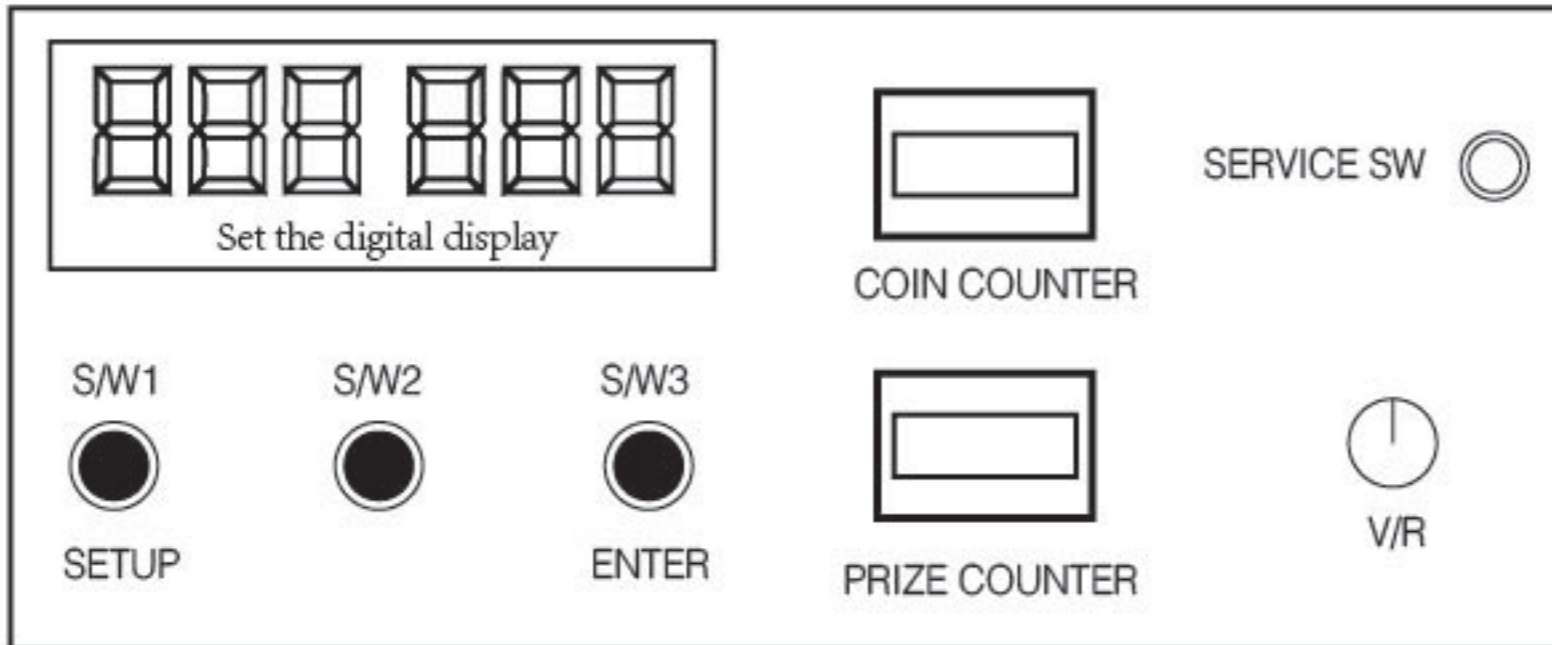
1.Power off the machine at first，and then press sw3 button hold on，and power on again at the same time.Pressing SW3 button 3 seconds and leave it to enter into test mode.

2.Entering into function test by pressing SW1 in test mode

3.To shift and choose each function by pressing SW2/SW3

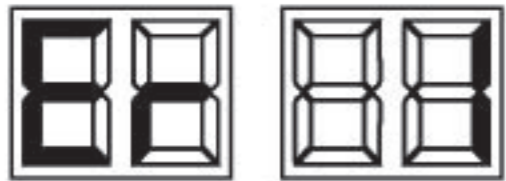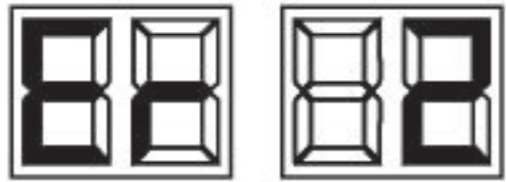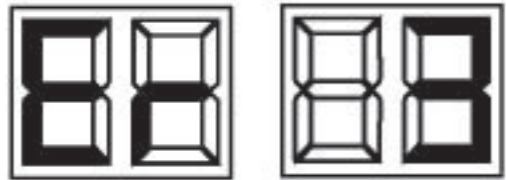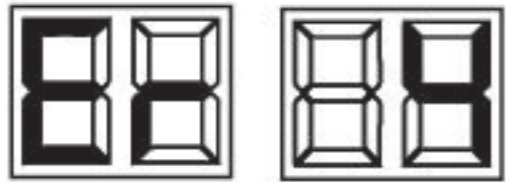| SW1 button choices		Setting by joystick and button	
left–right		X–axis motor for left –right shift	
push–pull	SW2,SW3 MOVE	Stick for front and back shift	
prize	SW2,SW3 MOVE	Open and closing prize door	
up–down	SW2,SW3 MOVE	Y axis for up–down shift	
rotate	SW2,SW3 MOVE	Rotation for rotating for subassembly	
coin counter	SW2,SW3 MOVE	Coin counter	
prize counter	SW2,SW3 MOVE	Prize counter	
button led	SW2,SW3 MOVE	Button LED	
sound test	SW2,SW3 MOVE	Sound test	
end	SW2,SW3 MOVE		

1.3 Testing condition of inductor and switch
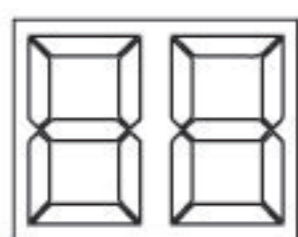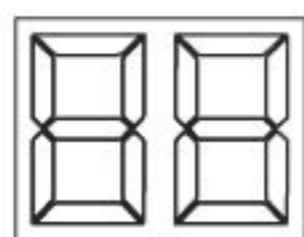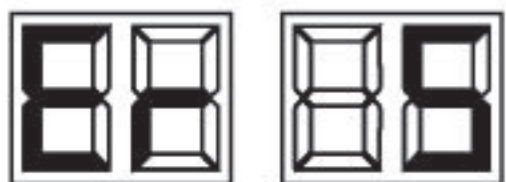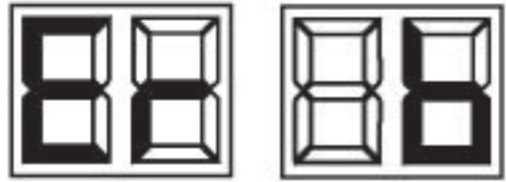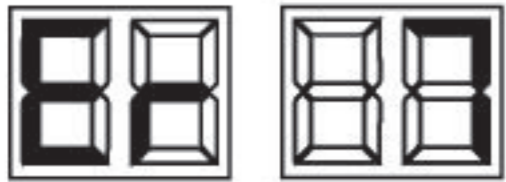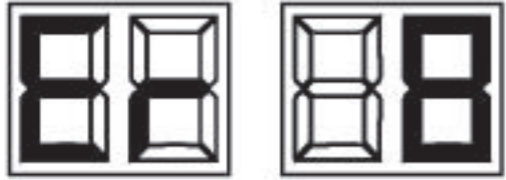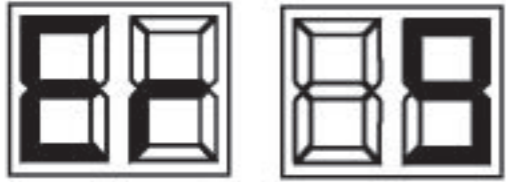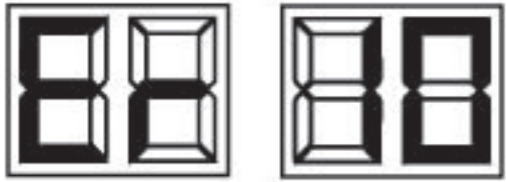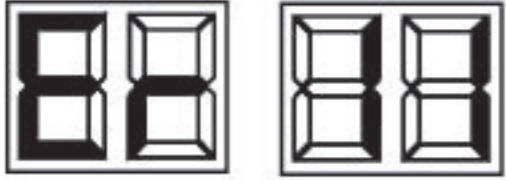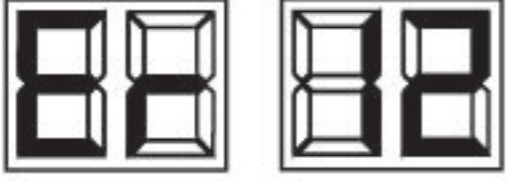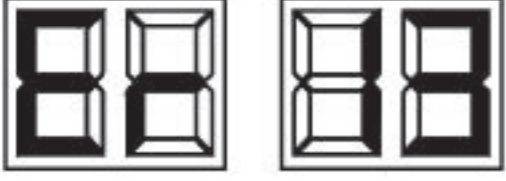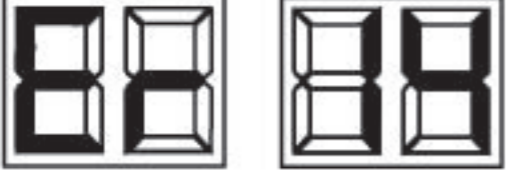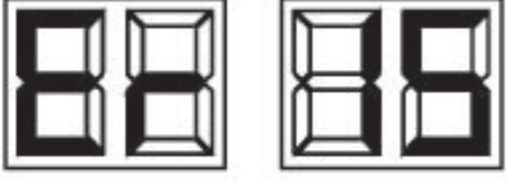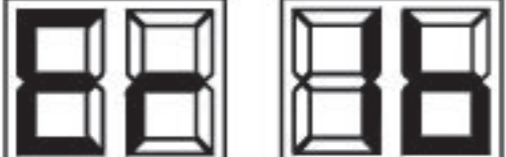
time   score

NO.	Contents	Game display board			
1	X axis left switch test	time	88	88	score
2	X axis right switch test		88	88	
3	Y axis up switch test		88	88	
4	Y axis down switch test		88	88	
5	Push inductor test (carry bit)		88	88	
6	Pull inductor test (in–situ)		88	88	
7	Z center inductor test (sterically hindered)		88	88	
8	Rotation point inductor test		88	88	
9	Joy stick switch (left) test		88	88	
10	Joy stick switch (right) test		88	88	
11	Up button microswitch test		88	88	
12	Coin collector test		88	88	
13	SW1 button test		88	88	
14	SW2 button test		88	88	
15	SW3 button test		88	88	
16	Prize out door microseitch test		88	88	
17	Prize door closing microseitch test		88	88	
18	Service button test		88	88	

1.4 Error code

Game display board

Code		Description
01	——	Rotation motor or inductor error
02	——	Driving motor or front section microswitch (A)error
03	——	Driving motor or front section microswitch (B)error
04	——	Driving motor or front section microswitch (C)error
05	——	Y axis motor or up microswitch error
06	——	Y axis motor or down microswitch error
07	——	X axis motor or left microswitch error
08	——	X axis motor or right microswitch error
09	——	Prize motor or up microswitch error
10	——	Prize motor or down microswitch error
11	——	Coin counter off –line fault (automatic recovery)
12	——	Shaking alarm (automatic recovery)
13	——	Prize counter off–line fault
14	——	Whole machine datum clear alarm
15	——	Failure of storage test alarm
16	——	Game parameter setup exceeded normal range alert

1.5 Prize mode

1. Standard mode

（ Main board DIP SW1switch ）
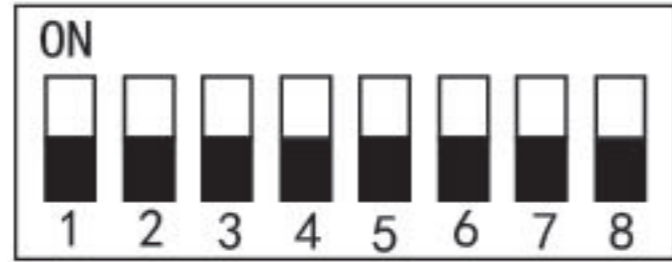
Dial −up switch setup as follows:

DIPSW1		1	2	3	4	5	6	7	8
standby	standby	OFF	OFF	OFF	OFF				
starting−up self test	self test					ON			
	not self test					OFF			
coin collector game power off	power off						ON		
	power on						OFF		
storage test	yes							ON	
	no							OFF	
aging test	yes								ON
	no								OFF
initial factory default		OFF	OFF	OFF	OFF	OFF	ON	OFF	OFF

DIPSW3		1	2	3	4	5	6	7	8
safe distance setup	15.408mm	ON	ON	ON	ON	ON			
	14.980mm	OFF	ON	ON	ON	ON			
	14.552mm	ON	OFF	ON	ON	ON			
	14.124mm	OFF	OFF	ON	ON	ON			
	13.696mm	ON	ON	OFF	ON	ON			
	13.268mm	OFF	ON	OFF	ON	ON			
	12.840mm	ON	OFF	OFF	ON	ON			
	12.412mm	OFF	OFF	OFF	ON	ON			
	11.984mm	ON	ON	ON	OFF	ON			
	11.556mm	OFF	ON	ON	OFF	ON			
	11.128mm	ON	OFF	ON	OFF	ON			
	10.700mm	OFF	OFF	ON	OFF	ON			
	10.272mm	ON	ON	OFF	OFF	ON			
	9.844mm	OFF	ON	OFF	OFF	ON			
	9.416mm	ON	OFF	OFF	OFF	ON			
	8.988mm	OFF	OFF	OFF	OFF	ON			
	8.560mm	ON	ON	ON	ON	OFF			
	8.132mm	OFF	ON	ON	ON	OFF			
	7.704mm	ON	OFF	ON	ON	OFF			
	7.276mm	OFF	OFF	ON	ON	OFF			
	6.848mm	ON	ON	OFF	ON	OFF			
	6.420mm	OFF	ON	OFF	ON	OFF			
	5.992mm	ON	OFF	OFF	ON	OFF			
	5.564mm	OFF	OFF	OFF	ON	OFF			
	5.136mm	ON	ON	ON	OFF	OFF			
	4.708mm	OFF	ON	ON	OFF	OFF			
	4.280mm	ON	OFF	ON	OFF	OFF			
	3.852mm	OFF	OFF	ON	OFF	OFF			
	3.424mm	ON	ON	OFF	OFF	OFF			
	2.996mm	OFF	ON	OFF	OFF	OFF			
	2.568mm	ON	OFF	OFF	OFF	OFF			
	2.140mm	OFF	OFF	OFF	OFF	OFF			
standby							OFF	OFF	OFF
factory default	6.420mm	OFF	ON	OFF	ON	OFF	OFF	OFF	OFF

Whole machine clear method power off SW1 8 on,while power on for 3seconds by pressing SW1 and SW2 and leave it, then whole machine count datum will be cleared, parameter return to factory default. X Y axis do calibration again.