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# User Manual

## <<SUPER BEEHIVE>>



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## 1. Machine specifications and technical parameters

- 1) Operating Voltage: AC220V 50Hz
- 2) Power consumption: Minimum power 150W , Maximum power 200W, Neight weight: 180KG
- 3) Dimensions: 1100(W) X2200(L) X2600(H) (mm)

## 2. Spare Parts List

| NO. | Parts Name  | Model Specification | Qty Pcs | Picture  | Remark       |
|-----|-------------|---------------------|---------|--|--------------|
| 1   | Power Cable | (10A/250V)          | 1       |  |              |
| 2   | Fuse        | 8A/5A/1A            | 2       |  | 8A*4<br>5A*2 |

|   |                 |  |    |  |      |
|---|-----------------|--|----|--|------|
|   |                 |  |    |  | 1A*2 |
| 3 | Key             |  | 2  |  |      |
| 4 | User Manual     |  | 1  |  |      |
| 5 | balls           |  | 20 |  |      |
| 6 | Infrared Sensor |  | 1  |  |      |

### 3. Game Play Description

1. Put the ball into the hole in the front in the specified time, and obtain different scores when the color of the hole is different;
2. The game time is over, and the corresponding lottery number is obtained according to the score;
3. In order to get a high score, please aim at the red hole, the player gets a score higher than the target maximum score to get the BONUS award.

Recommendation: only put 10 balls in the machine

This equipment is developed by our company from March 2019 to May 2018. It is deeply loved by children at home and abroad.

Features: A). Unique design, dazzling lighting effects;

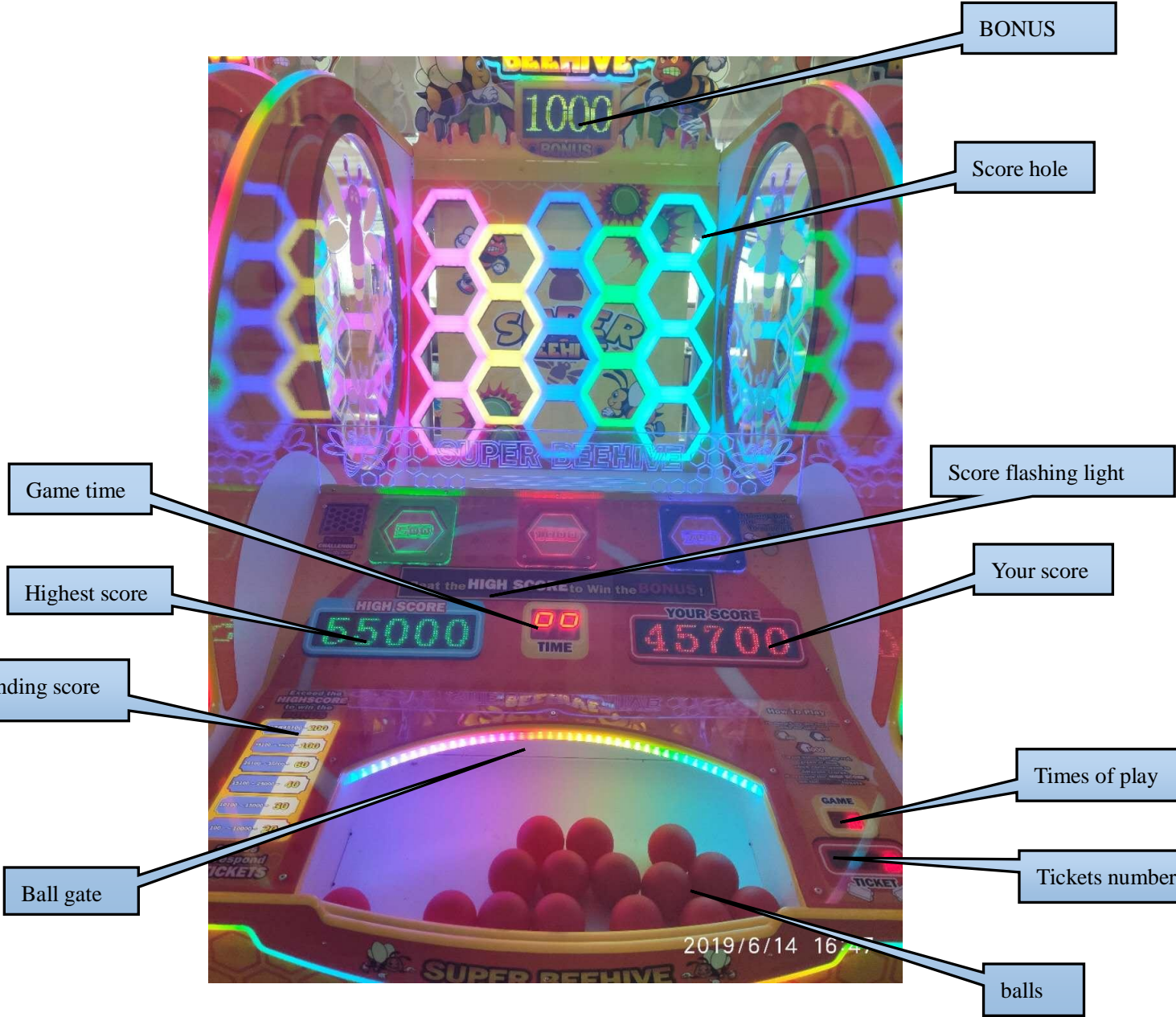
B) Simple and fun gameplay;

C) Self-developed unique program, using high-quality electronic chip, the program is stable and efficient;

D) A variety of professional design, suitable for any style of playground and children's playground, the site must be popular. Can be placed in children's playgrounds, supermarkets, video games, shopping malls, etc.

4. Machine introduction



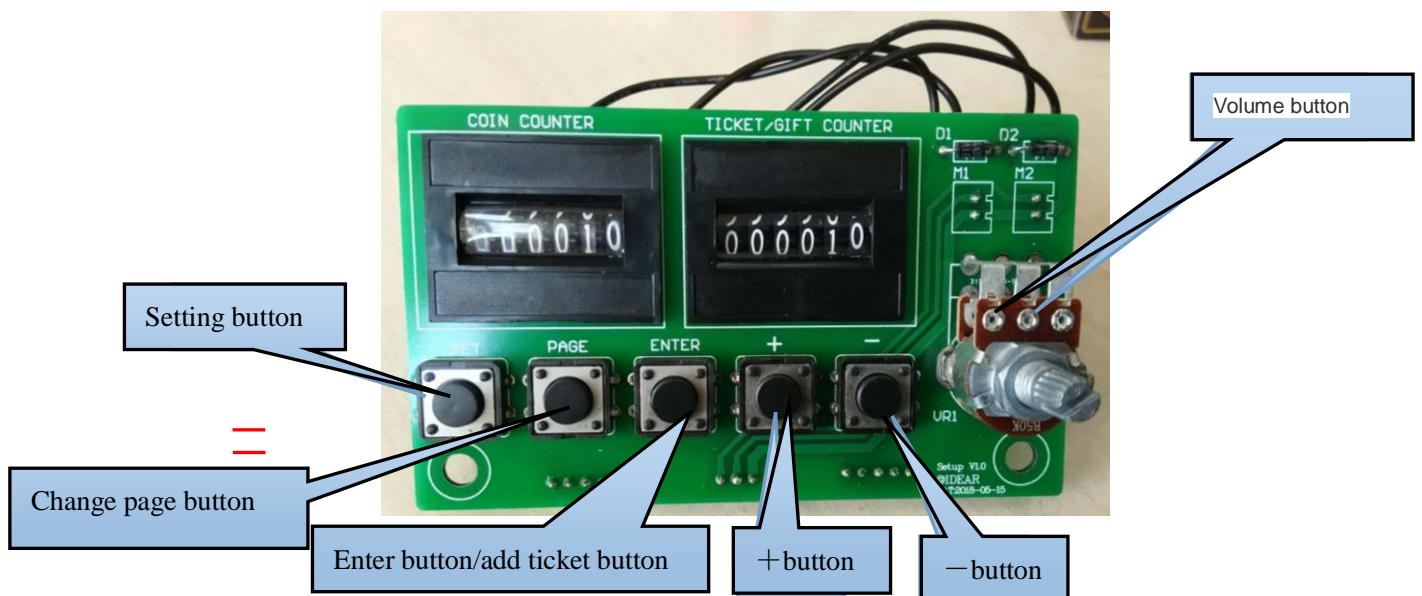




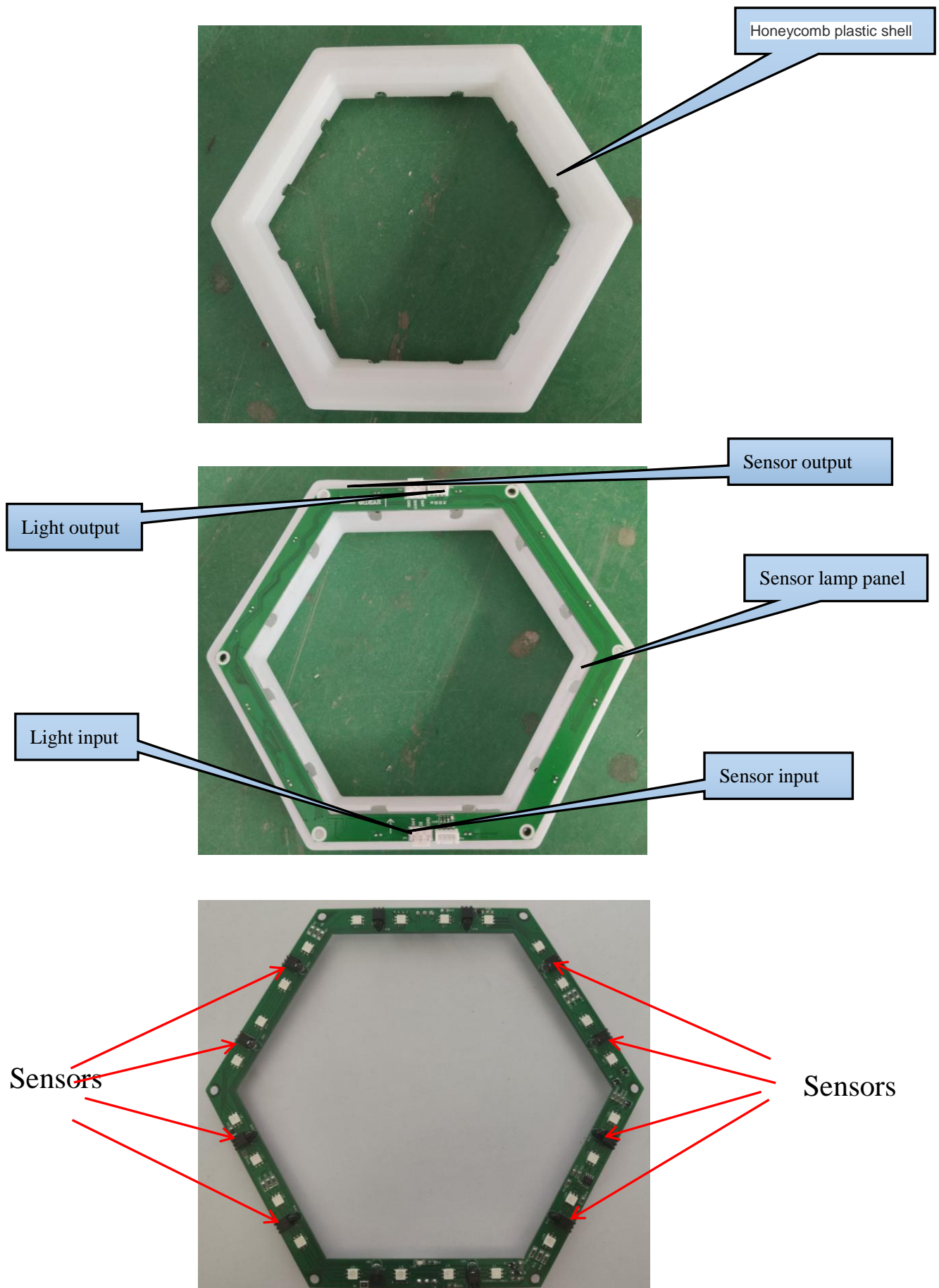
## Internal structure



## Counter/Settings module

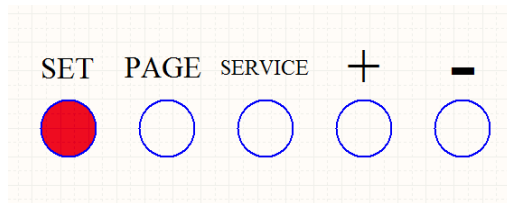


## Score/lighting module



## 5. Setup menu description

1. In standby mode, press the "SET" button to enter the function settings;
2. In the setting mode, press the "PAGE" button to cycle through the selection settings;
3. Press the "+" or "-" button to change the setting item function parameter value. (long press can quickly increase or decrease)



### Excel I

| 100~10000 | 10000~15000 | 15000~25000 | 25000~35000 | 35000~45000 | 45000~hight Score |
|-----------|-------------|-------------|-------------|-------------|-------------------|
|-----------|-------------|-------------|-------------|-------------|-------------------|

| NO. | Setting items | Function description   | Setting range | Default |
|-----|---------------|--|---------------|---------|
| 1   | CoinSet       | How many coins for each game play  | 1~50          | 2       |
| 2   | GameTime      | Game time each play  | 10~99         | 60      |
| 3   | H.Score       | Hight Score original value   | 50000~99999   | 55000   |
| 4   | B.Init        | Bonus original tickets number  | 200~9999      | 1000    |
| 5   | B.Inc         | Bonus, Increase the number of lottery tickets per game                     | 0~10          | 1       |
| 6   | B.Limit       | Bonus Maximum limit number of tickets。                                     | 200~9999      | 5000    |
| 7   | T.Enable      | Ticket redemption or not   | OFF/ON        | OFF     |
| 8   | T.Index       | The number of tickets corresponding to each level score. Refer to Form I   | 1~10          | 7       |
| 9   | IdleMute      | sound off when standby   | OFF/ON        | OFF     |
| 10  | P.L.M         | (Power Lost Memory) Power-down memory function                             | OFF/ON        | ON      |
| 11  | F.Reset       | Factory Reset  | OFF/ON        | OFF     |
| 12  | Return        | Under the option, press "SET" to exit the settings and return to the game. |               |         |

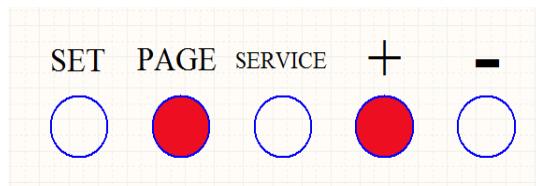
|   |    |    |    |    |     |     |
|---|----|----|----|----|-----|-----|
| 1 | 5  | 10 | 15 | 20 | 30  | 50  |
| 2 | 5  | 15 | 25 | 35 | 50  | 80  |
| 3 | 10 | 20 | 30 | 40 | 50  | 60  |
| 4 | 10 | 25 | 30 | 50 | 80  | 100 |
| 5 | 10 | 20 | 40 | 60 | 80  | 150 |
| 6 | 20 | 40 | 60 | 80 | 100 | 150 |
| 7 | 20 | 30 | 40 | 60 | 100 | 200 |



|    |    |    |    |     |     |     |
|----|----|----|----|-----|-----|-----|
| 8  | 20 | 40 | 60 | 80  | 100 | 200 |
| 9  | 20 | 50 | 70 | 100 | 150 | 200 |
| 10 | 10 | 30 | 50 | 80  | 100 | 300 |

## 6. Test menu description

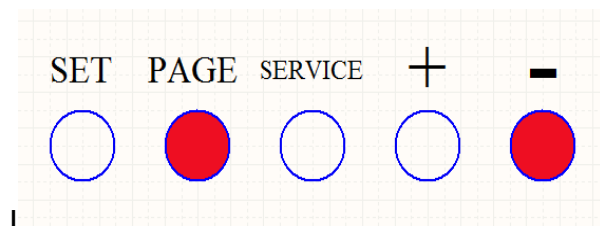
1. In standby mode, press and hold the "PAGE" and "+" keys simultaneously for 3 seconds to enter the test menu.
2. Under the test menu, press the "PAGE" button to cycle through the selection of test items.
3. Press the "+" and "-" keys to change the test item parameter values.



| NO | Test items | function description  |
|----|------------|---|
| 1  | IN.Test    | Monitor the level changes of each input port in real time. (Enter the serial number with reference to the wiring diagram) |
| 2  | OUT.Test   | The marquee mode sets the output port. (The output serial number refers to the wiring diagram)                            |
| 3  | SEG.Test   | Play each sound segment in sequence.  |
| 4  | Return     | Under the option, press "SET" to exit the test and return to the game.  |

## 7. Clear the number of tickets, the number of coins、 Bonus、 HightScore

In standby mode, press and hold the "PAGE" and "-" keys simultaneously for 3 seconds to clear the corresponding parameters.



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## 8. Error code

| <b>error code</b> | <b>meaning</b> | <b>Failure and repair</b>  |
|-------------------|----------------|--|
| E01               | Tickets fault  | The tickets is over. After add the tickets, press the “ENTER” button to fix it.            |
| E02               | Gate failure   | Check if the motor or sensor is burning . Short press the "ENTER" button to try to repair. |