

POOGIE RACE



User Guide

Remark: Photos are for your reference only,
please regard the actual product as the truth.

Warning

- Please read this user guide carefully before operation to ensure the safe operation of this machine.
- Please keep this user guide in order to check when you need in the future.
- The machine frame and components are subject to change without further notice.

■ How to enter Test Mode

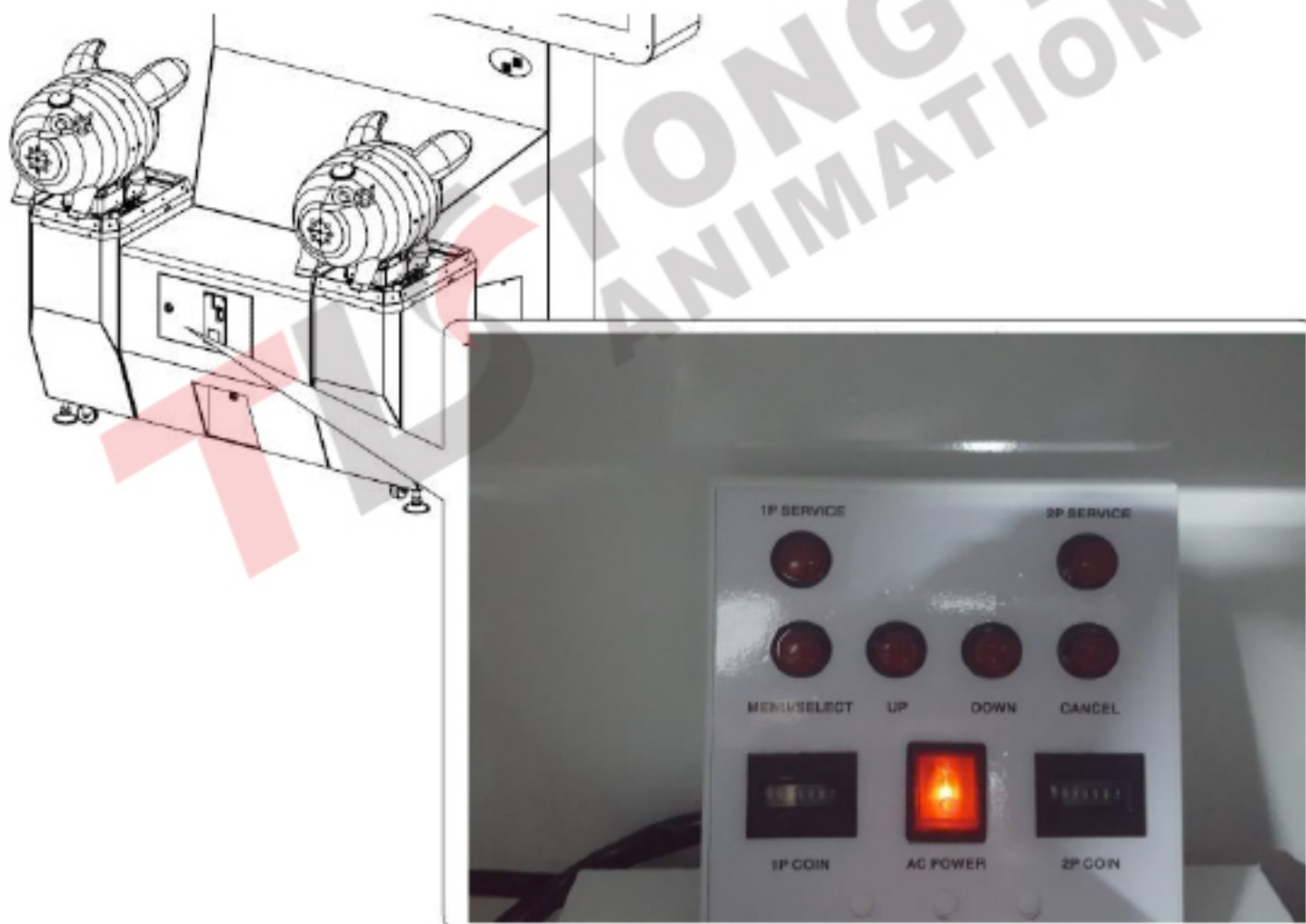
Press "Menu/Select" Button at maintenance panel

■ How to finish Test Mode

Press "Menu/Select" Button or "Cancel" Button by moving ">" to Exit

■ How to manipulate at Test Mode

- (1) Move ">" down or move ">" up
- (2) Pressing "Menu/Select" button leads to test mode of each item.
- (3) Pressing "Cancel" button leads to "Cancel" or previous step.



TOP MENU

When pressing "Menu/Select" button, Top Menu at Test Mode is displayed..

After moving ">" up or down at the monitor, press "Menu/Select" to enter test mode of each item. When necessary to finish test mode, press "Menu/Select" or "Cancel" Button by moving ">" to Exit



Select Items	Descriptions
GAME DATA	Display of income data and various play data
COIN SETTING	Set Play Fee
TIKET SETTING	Set number of tickets to be dispensed
SOUND SETTING	Adjustment of overall sound volume, Adjustment of BGM, SE, Demo Sound Balance
GAME SETTING	Setting the game difficulty (Setting the concurrence condition of 2 nd stage)
INPUT TEST	Test for Input Reaction Status of switch, sensor and etc.
COIN TEST	Test for Input Reaction Status of coin selector
TICKET TEST	Test for operation status of ticket dispenser
SPEAKER TEST	Test for operation status of left & right speaker
MONITOR TEST	Test for color balance of left & right monitor and back screen
LAMP TEST	Test for lamp on upper button of controller
MAINTENANCE	Setting for deletion of game data and time

EXIT	Return to Test Mode Top Menu
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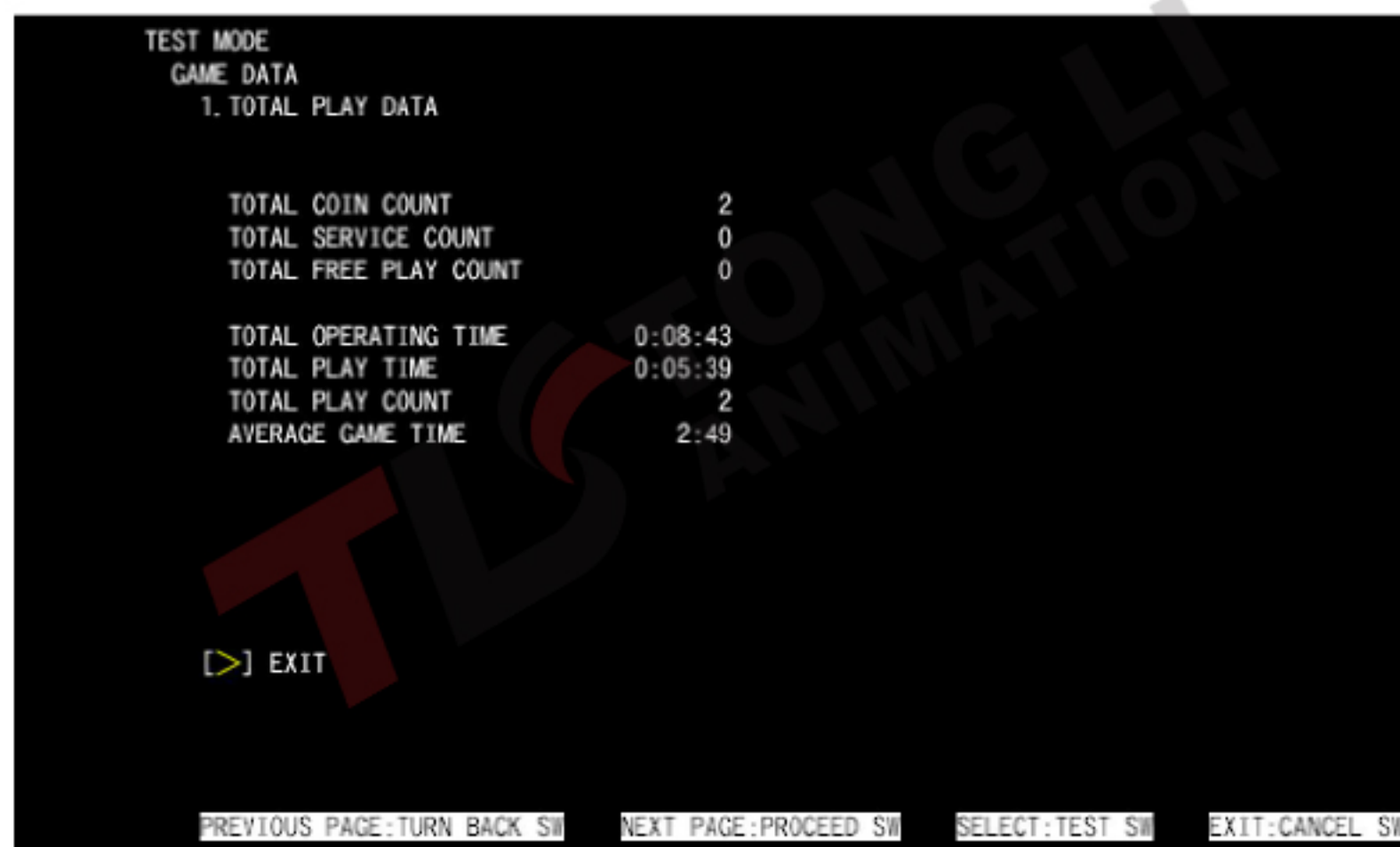
1. GAME DATA

* How to enter : TOP MENU → GAME DATA

It shows 「1. Data for Total Play」 「2. Data for game period」 「3. Play Data for the day of the week」 「4. Hourly Pre-Data」 「5.Play data in detail」

1-1. TOTAL PLAY DATA

It shows the information about plays after executing "Restore Factory Default Setting" at 「TOP MENU → MAINTENANCE」.



Select Items	Descriptions
TOTAL COIN COUNT	Total number of input coin
TOTAL SERVICE COUNT	Total number of clicking service button
TOTAL OPERATING TIME	Total operating time of the machine
TOTAL PLAY TIME	Total game-play time
TOTAL PLAY COUNT	Total number of plays
AVERAGE GAME TIME	Average play time
EXIT	Return to Test Mode Top Menu

1-2. DATA FOR GAME PERIOD

It shows the information about plays after executing "Game Data Reset" at TOP MENU → MAINTENANCE"



Select Items	Descriptions
MEASUREMENT START DATE AND TIME	Display of operating hours after executing "Game Data Reset and Restore Factory Default Setting" at Maintenance Item of Top Menu
COIN COUNT	Display of input coin number after data collection
SERVICE COUNT	Display of number pressing the service button after data collection
OPERATING TIME	Display of operating hours after data collection
PLAY TIME	Display of total play hours after data collection
PLAY COUNT	Display of total number of plays after data collection
AVERAGE GAME TIME	Display of play time per game after data collection
MAXIMUM PLAY TIME	Display of the longest play time per game after data collection
MINIMUM PLAY TIME	Display of the shortest play time per game after data collection
EXIT	Return to TEST MODE TOP MENU

1-3. PLAY DATA BY DAY OF THE WEEK

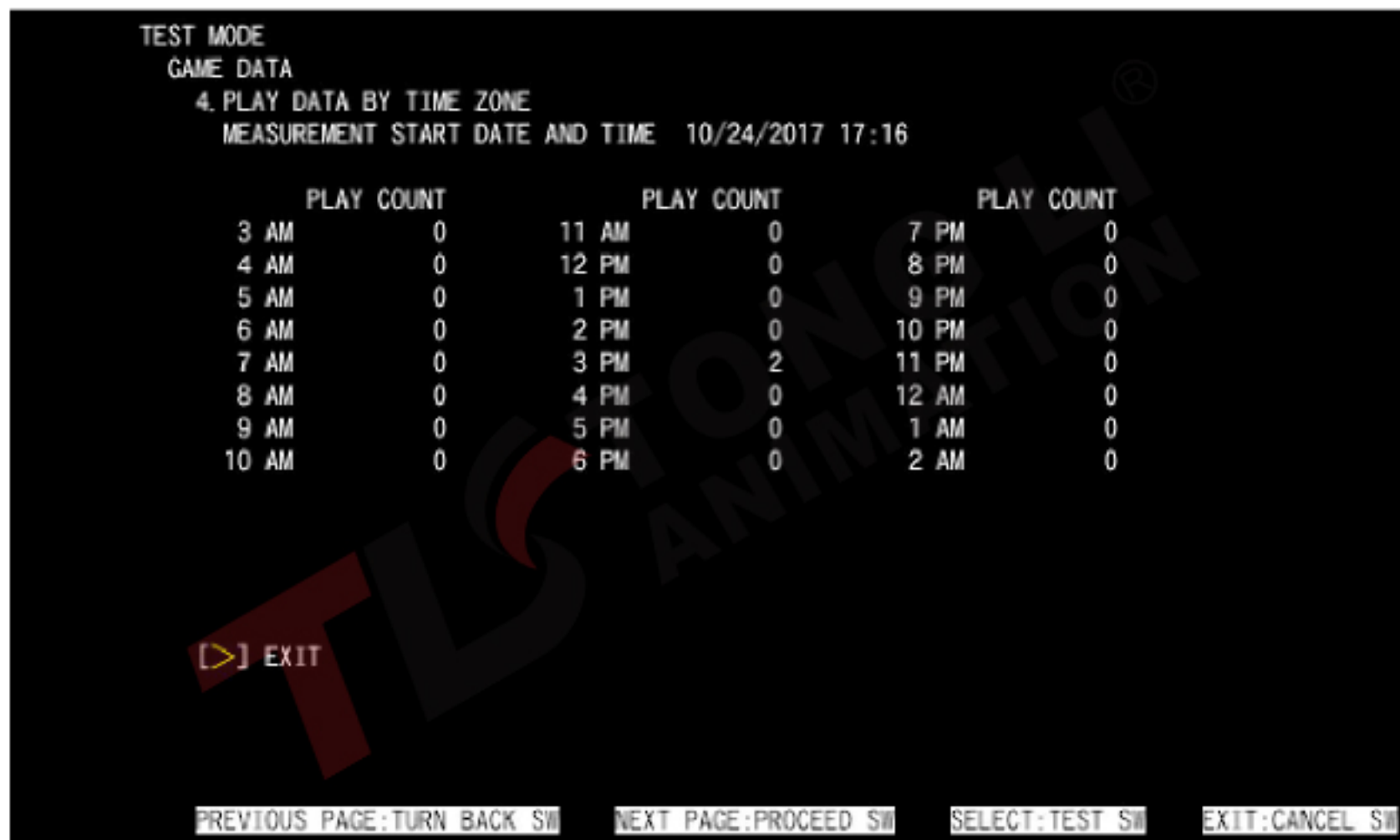
It shows Play Data by day of the week after executing Game Data Reset and Restore Factory Default Setting of the Maintenance item at Top Menu



Select Items	Descriptions
MEASUREMENT START DATE AND TIME	Display of number of plays by day of the week after executing Game Data and Restore Factory Default Setting of the Maintenance item at Top Menu
MONDAY~SUNDAY	Display of number of plays by day of the week after data collection
EXIT	Return to TEST MODE TOP MENU

1-4. PLAY DATA BY TIME ZONE

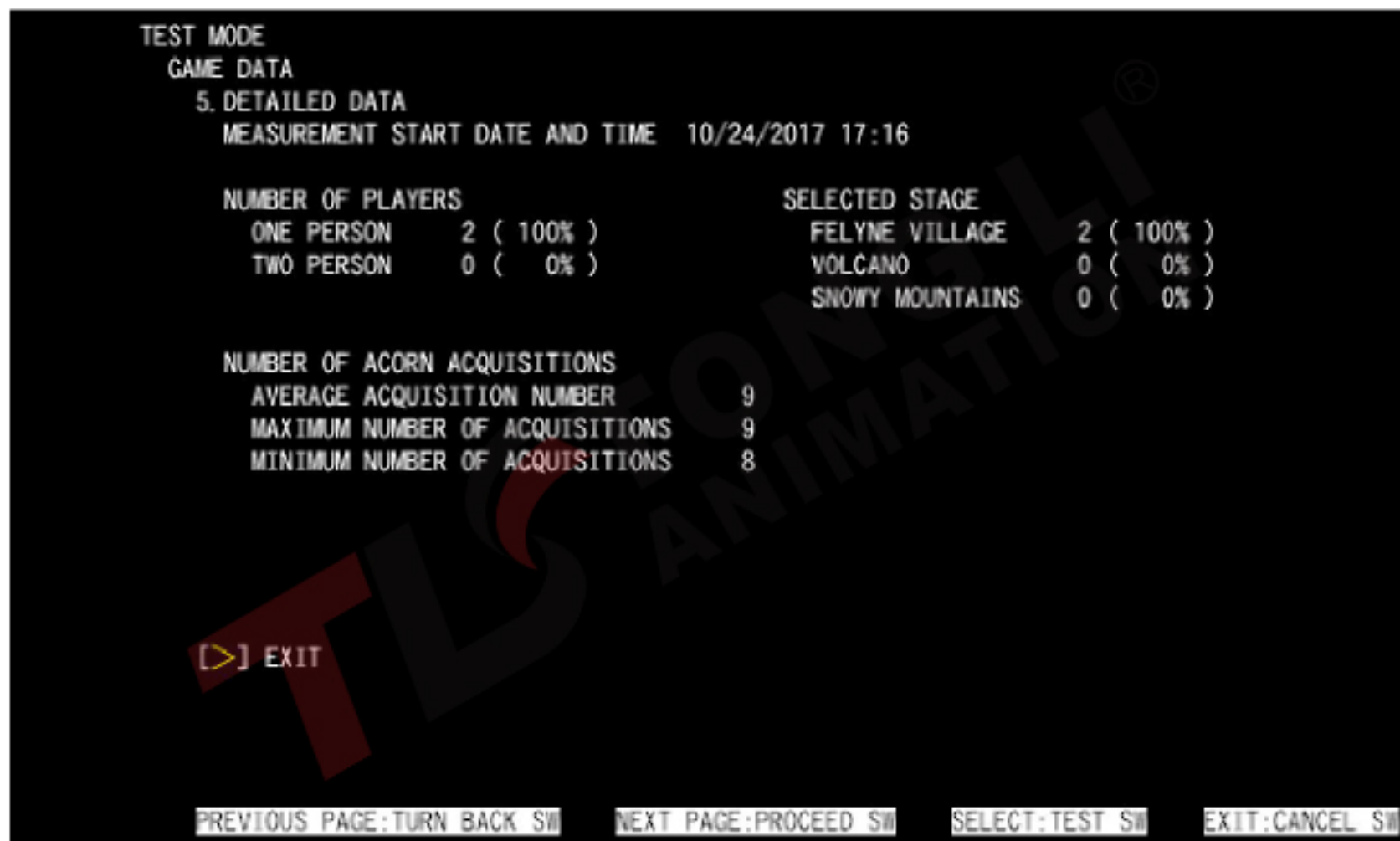
It shows Play Data by Time Zone after executing Game Data Reset and Restore Factory Default Setting of the Maintenance item at Top Menu



Select Items	Descriptions
MEASUREMENT START DATE AND TIME	Display of number of plays by Time Zone after executing Game Data and Restore Factory Default Setting of the Maintenance item at Top Menu
3시~26시	Display of number of plays by Time Zone after data collection
EXIT	Return to TEST MODE TOP MENU

1-5. DETAILED PLAY DATA

It shows Play Data in detail after executing Game Data Reset and Restore Factory Default Setting of the Maintenance item at Top Menu



Select Items	Descriptions
MEASUREMENT START DATE AND TIME	Display of play data in detail after executing Game Data Reset and Restore Factory Default Setting of the Maintenance item at Top Menu
NUMBER OF PLAYERS	Display of play times and ratio between single play and dual play
SELECTED STAGE	Display of play times and ratio of each stage
NUMBER OF ACORN ACQUISITIONS	Display of number of acorns acquired per one game
EXIT	Return to TEST MODE TOP MENU

2. COIN SETTING

* How to enter: TOP MENU → CREDIT SETTING

It sets the conditions of Play Fee and Free Play



Select Items	Descriptions
COIN	Setting the Coin (Play Fee) Setting Range : 1 coin ~ 9 coins
CREDIT	Setting the Credit per Coin Setting Range : 1 credit ~ 9 credits Setting at shipment: 1 credit per 1 coin
FREE PLAY	Setting ON/OFF of Free Play When Free Play is ON, regardless of credit setting, machine is operated as Free Play Setting at time of shipment: OFF

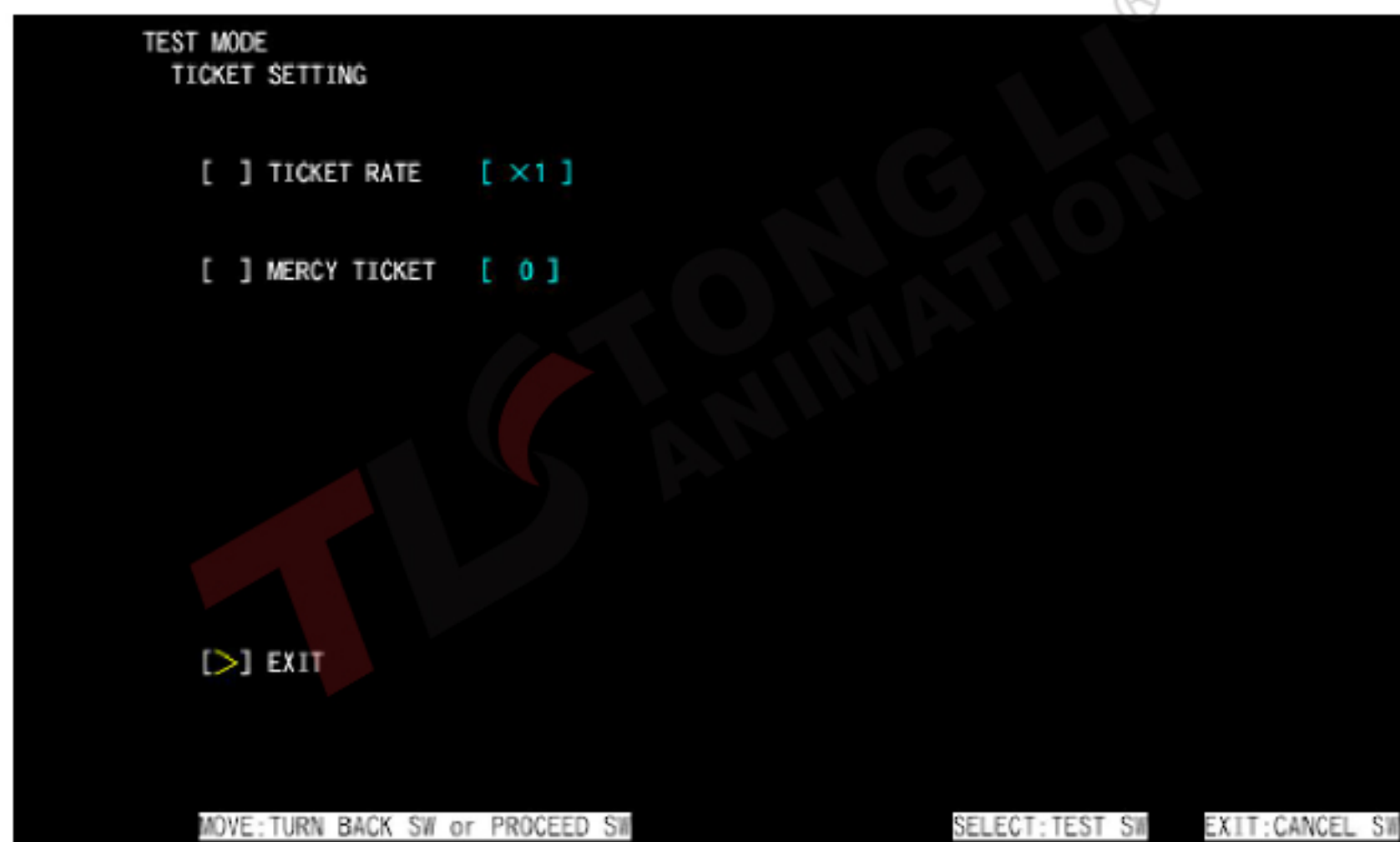
EXIT

Return to TEST MODE TOP MENU

3. TICKET SETTING

* How to enter: TOP MENU → TICKET SETTING

It sets the number of tickets to be dispensed and Mercy Ticket.



Select Items	Descriptions
TICKET RATE	Determination on the number of ticket to be dispensed according to the number of acorns acquired. *. Setting Range ie) in case of 30 corns -. None: No ticket -. X 1 setting: 30 tickets -. X 1/2 setting: 15 tickets -. X 1/3 setting: 10 tickets Setting range at shipment: X1

MERCY TIKET	Minimum number of ticket in case no acorn is acquired, *Setting range at shipment : 0
EXIT	Return to TEST MODE TOP MENU

3. SOUND SETTING

* How to enter: TOP MENU → SOUND SETTING

It sets the conditions of sound volume and balance (BGM, SE, Demo Sound)



Select Items	Descriptions
MASTER VOLUME	Total Volume Setting: Setting Range (0~100) *Setting at shipment: 50
- BALANCE BGM	Setting BGM Sound Volume: Setting range (0~100) *Setting at shipment: 100%
SE	Setting SE Sound Volume: Setting range (0~100) *Setting at shipment: 100%
DEMO SOUND	Setting DEMO Sound Volume: Setting range (0~100) *Setting at shipment: 100%

EXIT	Return to TEST MODE TOP MENU
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4. GAME SETTING

* How to enter: TOP MENU → GAME SETTING

It sets the difficulty of game to enter into the 2nd stage



Select Items	Descriptions
Conditions to enter 2 nd stage	Setting the difficulty level. The conditions to enter 2 nd stage is decided according to the setting to acquire acorns at the 1 st stage *Setting Range: Easy, Normal, Difficult *Setting at shipment: Normal (15 acorns)
EXIT	Return to TEST MODE TOP MENU

5. INPUT TEST

* How to enter: TOP MENU → INPUT TEST

It proceeds Operation Test for buttons at maintenance setting panel and controller between 1P and 2P



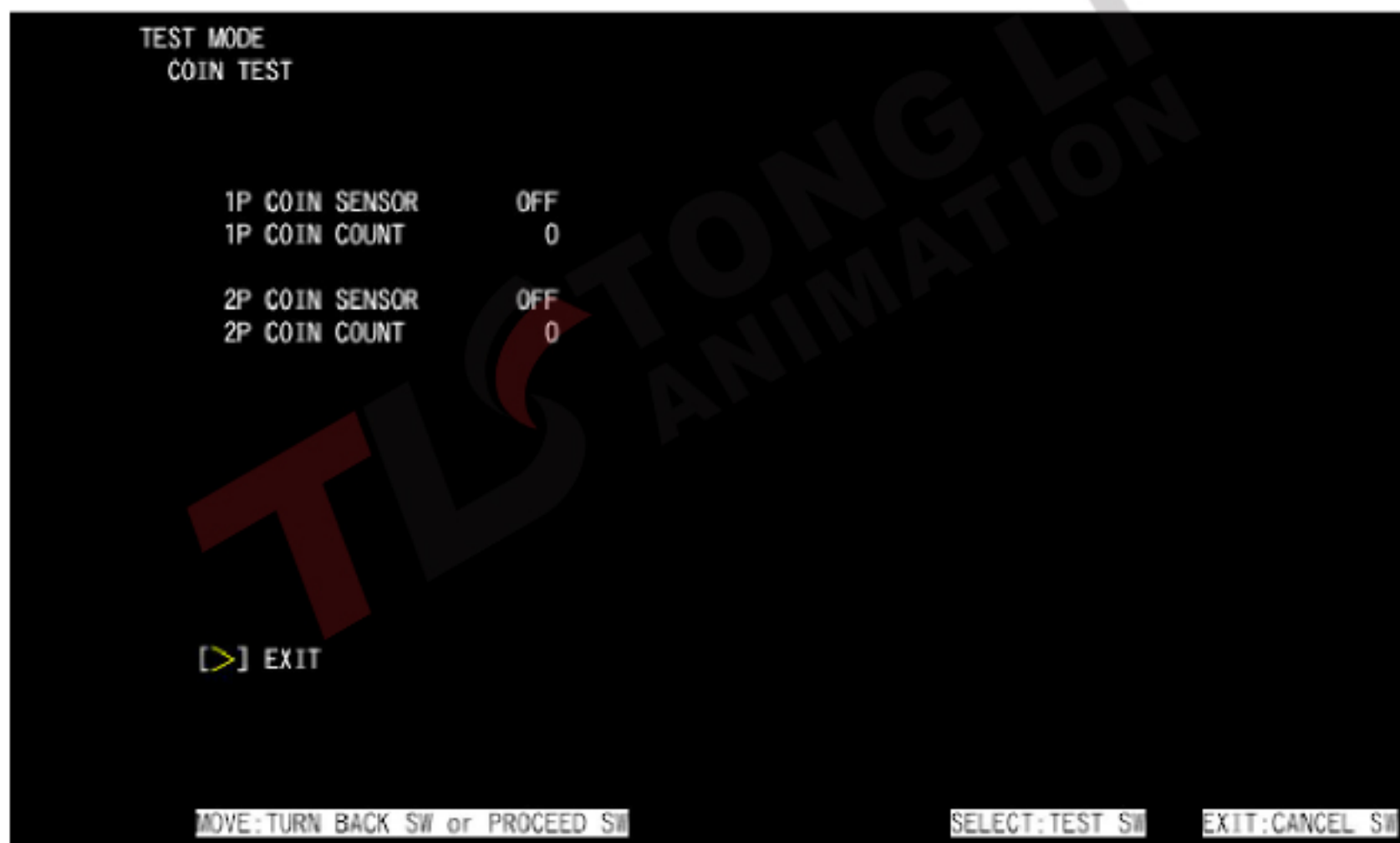
Select Items	Descriptions
* SWITCH TEST ~ 2P SERVICE	Display of operation status of switch at maintenance setting panel. -.When pressing the button, it shows "ON"
* SENSOR POOGIE LEFT ~ POOGIE DOWN	Display of operation status of sensor at 1P (Left) and 2P (Right) -.It shows "ON" according to the movement direction of the related controller
* BUTTON	Display of operation of the upper button of controller

POOGIE BACK	-.When pressing the button, it shows "ON"
EXIT	Return to TEST MODE TOP MENU

6. COIN TEST

* How to enter: TOP MENU → COIN TEST

It proceeds Operation Test for Coin Sensor and Coin Selector



Select Items	Descriptions
COIN SENSOR	Display of operation status of coin sensor
COIN COUNT	Display of number of coin sensor operation It increases by one count when coin sensor becomes "ON-OFF" and return to "0" when coin test is finished.
EXIT	Return to TEST MODE TOP MENU

6. COIN TEST

* How to enter: TOP MENU → SPEAKER TEST

It proceeds Operation Test for speaker



Select Items	Descriptions
LEFT SPEAKER	It sounds from Left Speaker to check operation
RIGHT SPEAKER	It sounds from Right Speaker
EXIT	Return to TEST MODE TOP MENU

* How to enter: TOP MENU → MONITOR TEST

TEST MODE
MONITOR TEST
COLOR BAR

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
0 1 2 3 4 5 6 7 8 9 A B C D E F 0 1 2 3 4 5 6 7 8 9 A B C D E F

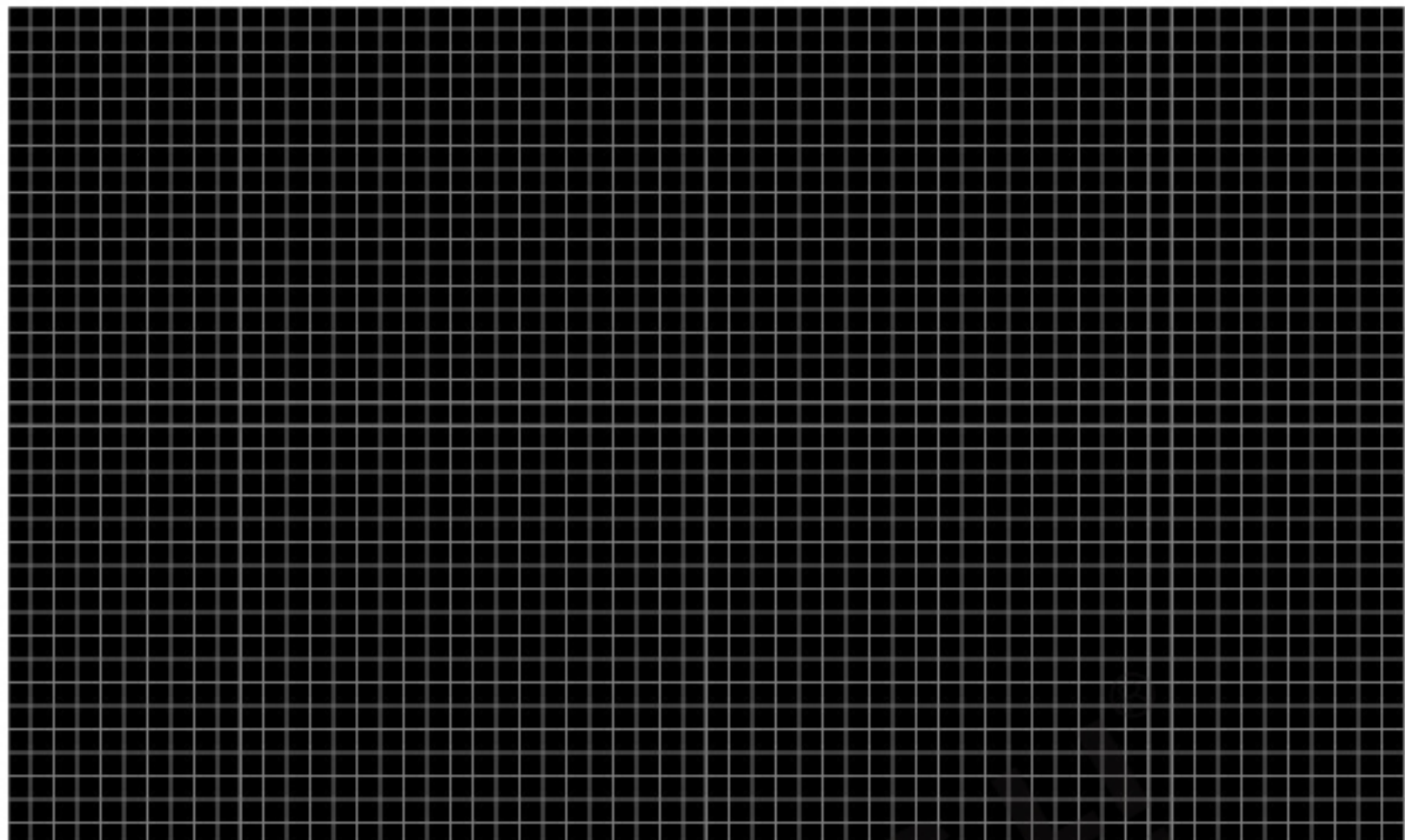
RED

GREEN

BLUE

WHITE

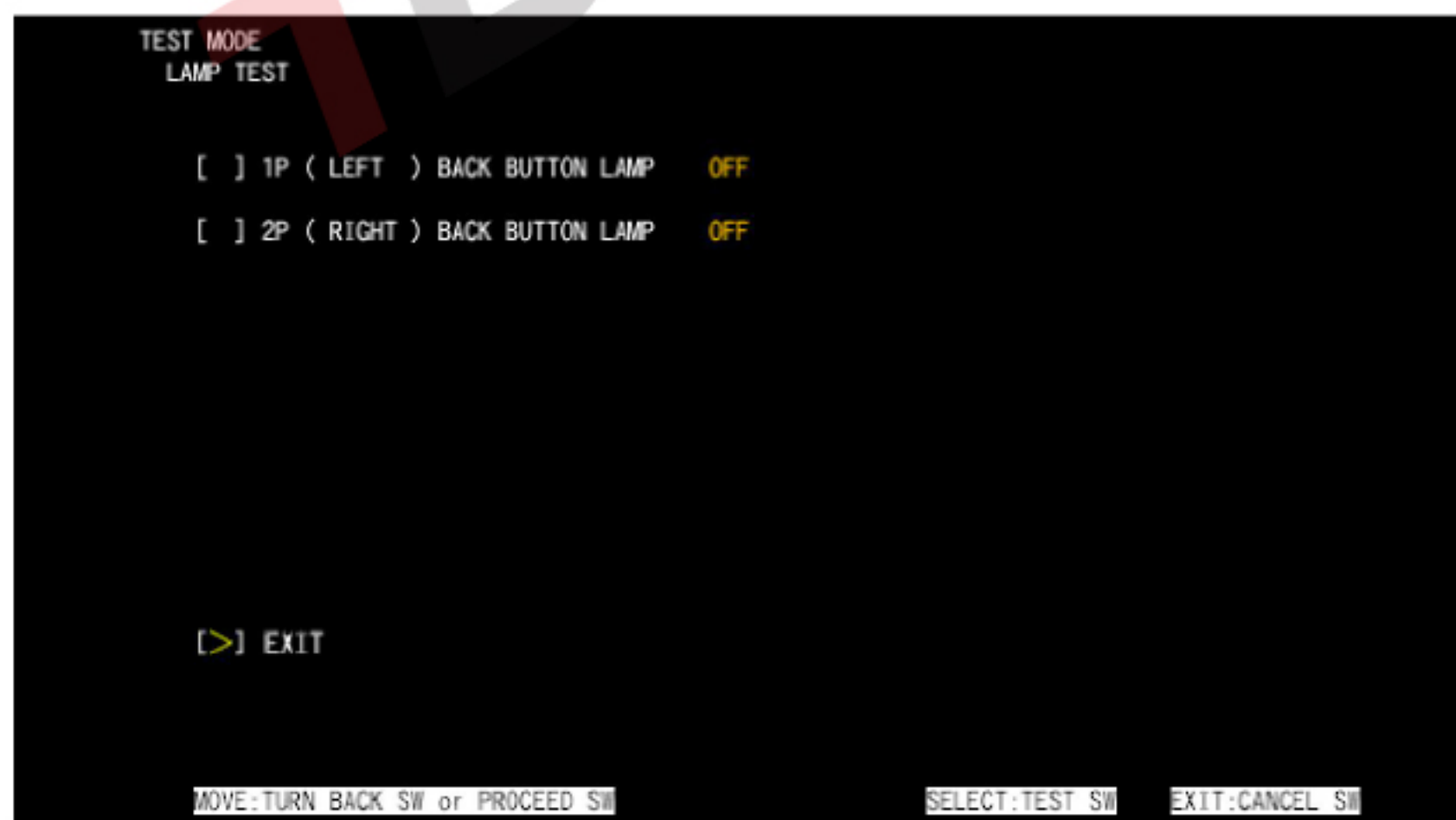
PREVIOUS PAGE:TURN BACK S||| NEXT PAGE:PROCEED S||| SELECT:TEST S||| EXIT:CANCEL S|||



8. LAMP TEST

* How to enter: TOP MENU → LAMP TEST

It proceeds Lamp Test for buttons of controller

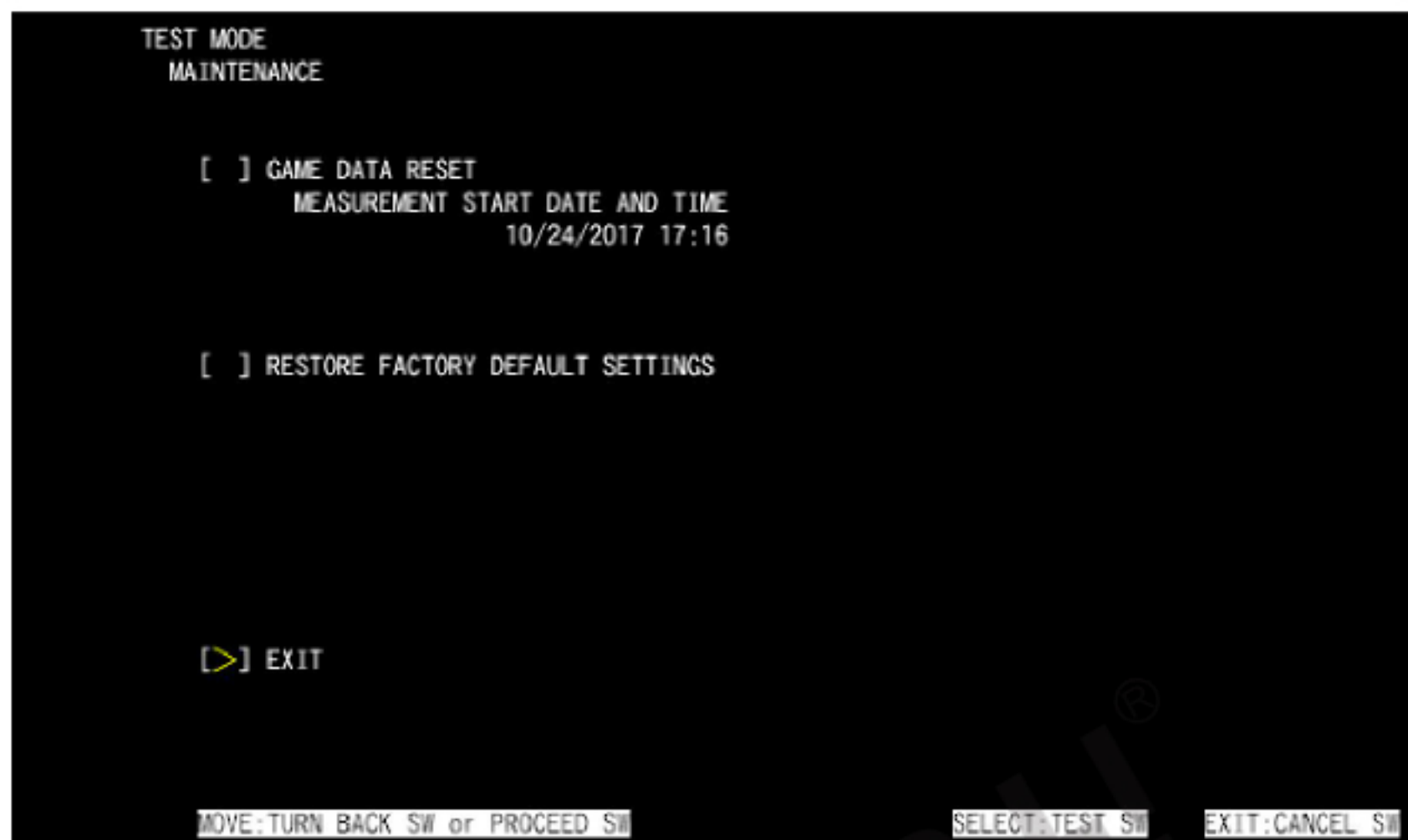


Select Items	Descriptions
1P (LEFT) BACK BUTTON LAMP	Test 1P button lamp
2P (RIGHT) BACK BUTTON LAMP	Test 2P button lamp
EXIT	Return to TEST MODE TOP MENU

9. MAINTENANCE

*** How to enter: TOP MENU → MAINTENANCE**

It proceed to remove game data and set time, return to the settings at shipment



Select Items	Descriptions
GAME DATE RESET	It proceeds to reset by deleting various play data at game data
RESTORE FACTORY DEFAULT SETTINGS	Resetting to Factory Default Setting.
EXIT	Return to TEST MODE TOP MENU

Trouble Shooting

Problem	Cause	Trouble shooting
Power is not on when you t	Check if power code is conn	Reconnect power code

Turn on power switch 'on'	ected	
	Check the current power is 110v or 220v	Check power of SMPS
No display in monitor	Check if there is power on monitor	- Reconnect power code - Check AC board on monitor and replace it
	Screen is not clear or working well	- Reconnect monitor cable - Check monitor board and replace it
1P and 2P screen is switched	Monitor cable is switched	Check monitor cable and connect correctly - 1P : HDMI cable - 2P : DVI cable
No sound from speaker	Check volume setting	Enter setup mode(test mode) and set sound volume
	Check sound cable is connected on Main PC	Reconnect sound cable
	Check sound cable is connected on Amp PCB	Reconnect sound cable



Product name: POOGIE RACE

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Version: Ver1.0

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