OPERATION MANUAL FOR CLASSIC WAGON

Getting Started for the First Time !

Please take a moment to read this manual before turning on your “CLASSIC WAGON KR” kiddie ride for the first time.

After removing the kiddie ride from its carton, please make sure that the machine is placed on an even or level area. Do not raise or angle the machine. Move the machine with great care.

Plug the power cord into an AC outlet. When the machine is powered on, the fluorescent light will light up and background music will start to play.

Your new “CLASSIC WAGON KR ” is now ready to play!

To Play

1. Insert coin(s) to play.
2. The centered indicator button on the control panel will lit when coin(s) is being inserted.
3. At this time, press the lighted indicator button, the kiddie ride itself will then move in a forward-backward manner.

Game Adjustments

On the CPU board, located inside the control panel, you will notice 2 banks of 8 dip switches labeled as SW1 and SW2. These are used for kiddie rides adjustments. The dip switches from left to right are numbered 1 to 8, "ON" is in the up position. The followings are adjustable thru dip switch settings : (Press "REST1" to eliminate all the settings)

Riding Duration

Dipsw1 PIN	1	2	3	4	Time /Game (Factory Settings)
	OFF	OFF	OFF	OFF	60 Seconds
	ON	OFF	OFF	OFF	90 Seconds
	OFF	ON	OFF	OFF	120 Seconds
	OFF	OFF	ON	OFF	150 Seconds
	OFF	OFF	OFF	ON	180 Seconds

Dipsw1 PIN	5	6	7	8	Token(s) /Game (Factory Settings)
	OFF	OFF	OFF	OFF	1 Token
	ON	OFF	OFF	OFF	2 Tokens
	OFF	ON	OFF	OFF	3 Tokens
	OFF	OFF	ON	OFF	4 Tokens
	OFF	OFF	OFF	ON	5 Tokens

Trouble Shootings For Malfunctions:

Q1:The machine does not work after power is on.

a. Check if the "AC" input fuse is okay or not.

Q2:No sound.

a. Check if the Speakers have been setup properly or not.

Q3: The machine does not work after coin(s) is being inserted.

a. Check if the motor has been properly connected or not.
b. Check if the metal components are stucked to one another or not .