Cut 2 Win Manual

www.pipelinegames.com

(732) 387-0233

READ THIS MANUAL BEFORE USING THE GAME !

User error or improper set up will make the game not perform as designed

It is crucial to check your motor parameters after transporting and on regular intervals to confirm proper alignment and operation…see settings page (Option #3) or call for assistance.

After years of testing, we have found normally skilled players will be able to win about every 100-200 plays on average. Please keep this in mind as you chose what prizes you are going to use in the game and the cost per play you are going to charge

If your area of the country will allow more operator control than the factory settings to allow for higher value of prizes to be given, please contact us for the details on how to make some setting changes to accomplish this. REMEMBER check with your local / state laws to make sure this is allowed if your area. It is YOUR responsibility to do this before you make any changes to the way the game was factory set.

Getting started

How to play

1. Insert money to start game. Press and hold button to move cutter forward towards the string. When player cuts the string, the door will open automatically. The player can take out of the gift. NOTE it is important that you HOLD the button when the game starts UNTIL you get the cutter where you want it to cut. If you just tap the button the cutter will cut in the back of the game and your game will be over. Remember PRESS AND HOLD.

2. If players do not press the button before the time runs out the cutter will choose a place to cut on its own.

Programming your Cut 2 Win

Located on the in the back of your machines control panel is a handheld controller.

Use this controller while looking at your front game display. Hit the confirm button and the machine will ask you for a password. The password to get into setup is 7's all the way across (77777777.) Use the up or down button on the controller to change the first digit and hit the confirm button to move to the next digit. Once the password is in, you can enter the setup menu. Read through the following info to get a better understanding of what each setting does.

1、Basic Parameter

·Coins to play ： 1-20

·Time per play ： 10-90s（Default time: 20s）

·Volume：1-30

·Machine code：range，0-99

·English/中文

·Background music：On/Off

·Return : This will get you back to the main menu.

2、Account check：

1： All In : Life time Money in (This cannot be cleared)

2： All Out : Life time number of prizes won. (This cannot be cleared) .

3： Free Time : This is Not Used

4: All Play ： This is the current number of money in. This can be cleared.

5: Out Gift ： This is the current number of prizes won. This can be cleared.

Clear Data：This will clear your current money in and prizes won but will affect the lifetime history. This requires a password again to clear. Use the all 7's password to clear the Data.

Return : This will get you back to the main menu.

3、 **Motor Parameter**

1: Position :   (This is the position number the machine is currently set for.)

2: Check :   (This can be used to see where the cutting blade is currently set for. Use this before resetting the position.)

This is where you tell the computer where the string is located, so checking this is crucial to making sure your game plays correctly.

Go to check and hit confirm on the controller. The cutting head will come forward and stop on the position is it set for. Make sure the string is as close to the middle of the blade as possible. (**See diagram below for proper string placement**.)

If the string looks correct then you do not have to do any further adjustment. Just hit confirm on the controller and the cutting head will go back to its home position.

If the string looks incorrect you will have to reset the position manually. Go to position one screen and hit confirm. The position number will change to 0 and at this point you will have the ability to move the cutting head to the correct position with the Up and Down buttons on the controller. Once the blade is set to the correct position (This should normally be somewhere 3400 and 3600) press the confirm button to lock that number in and the cutting head will go back to its home position.
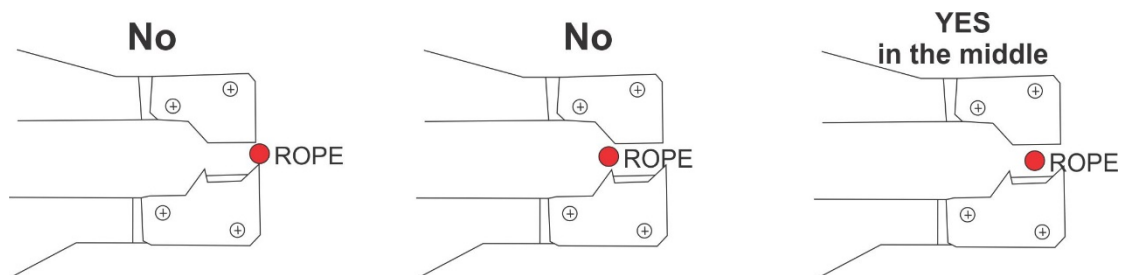
1. Rope must ALWAYS be in the middle of the blade
2. Be careful, the blade is sharp...it's a blade
3. Make sure the string is pulled pretty tight
4. String goes straight down through the V in the back
of the metal round bars.

call for help 1-732-387-0233
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4、 Check Sensor

This is a diagnostic tool for checking the different sensors in the game.

1 = on   0 = off

1. F/B Ori# :   (Home switch for the cutting head.)

2. Door Signal : (Microswitch on electronic locks.)

3. Cut Sensor : (Micro switch on the blade arm.)

4. Gift Sensor : (Micro switch on the prize hook.)

5. Coin Signal : (Coin pulse signal.)

    Return : This will get you back to the main menu.

5、 Password change

Warning!! Do not change this!!! Changing the password will lock you out of your settings, and there is no other way of getting back in other then changing a board.

6、 Set Network

This is for future use, but not currently part of the existing software.

7、 **Difficult level setting Modes**

1. Difficulty : This is the number games before a pay out.

2. Prize Mode :

Mode 0   - for DEMO MODE ONY !   there will not be any winners with this mode . Do not use for normal play

Mode 1   If you have the percentage set to a number , say 100 , the game will win on exactly 100 if the player is even close.   If the player is not close and does not win the counter will reset to 0 and the player will have to wait for another 100 plays to be able to win .

Mode 2   If you have the percentage set to a number , say 100 , the game will allow the player to win at the 100th play. If the player does not win at play 100 the next game will also be available to win .. so the counter will not be reset until a winner is produced.

Mode 3   This mode similar to Mode 2 but more of an average. If you set the percentage to say 100 some rounds will be choosing maybe 97 or 105 for the chosen winning game. Each time a prize is won a new number plus or minus the number you have chosen is picked by the machine.

Mode 4   This is also similar to Mode 2 but if there is no winner at the set percentage number say 100 in this case , then the machine will not automatically go to101 for the next available winning position , it will choose some random numbers to skip to .. lets say maybe 104 and then 106 and then 109 ..
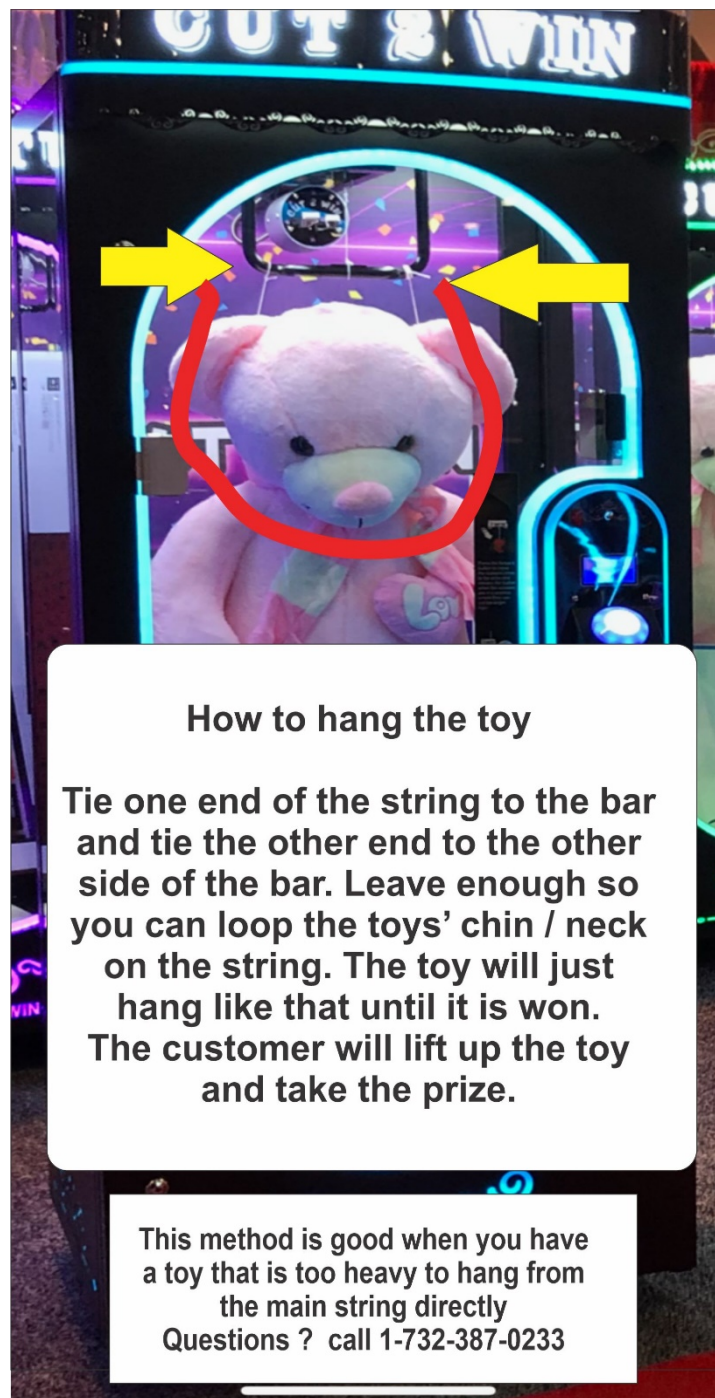
8、 **System Set**

This is for factory use only. Do Not change any of the settings on this option.

This will get you out of the set-up menu and back into game play mode.

Hanging / Displaying your Prizes

There are different ways to run your prizes in a Cut 2 Win. While you can hang the prize from the game string, we recommend tying the sting directly to the bar below the hook (Exactly the way it looks when you receive it) and running a second string for the prize. The reason for this is to ensure the sting always stays tight and in the exact same place ever time. Tying a heavy prize directly from to the string hook in the the prize could cause machine position to the strings to which can move or shift your throw off calibration. See the picture below for the recommend way of prize.

How to hang the toy

Tie one end of the string to the bar and tie the other end to the other side of the bar. Leave enough so you can loop the toys' chin / neck on the string. The toy will just hang like that until it is won. The customer will lift up the toy and take the prize.

This method is good when you have a toy that is too heavy to hang from the main string directly
Questions ? call 1-732-387-0233

A prize can also be displayed by sitting the item on a box or stool inside the machine. This way you never have to worry about the string breaking or coming loose if tied incorrectly. The string does not have to be tied to the prize to operate correctly. It just needs to be tied with enough tension to keep the prize hook down and the sting tight so that it will cut easily for the winning player. **See below for the correct way of tying the string**.
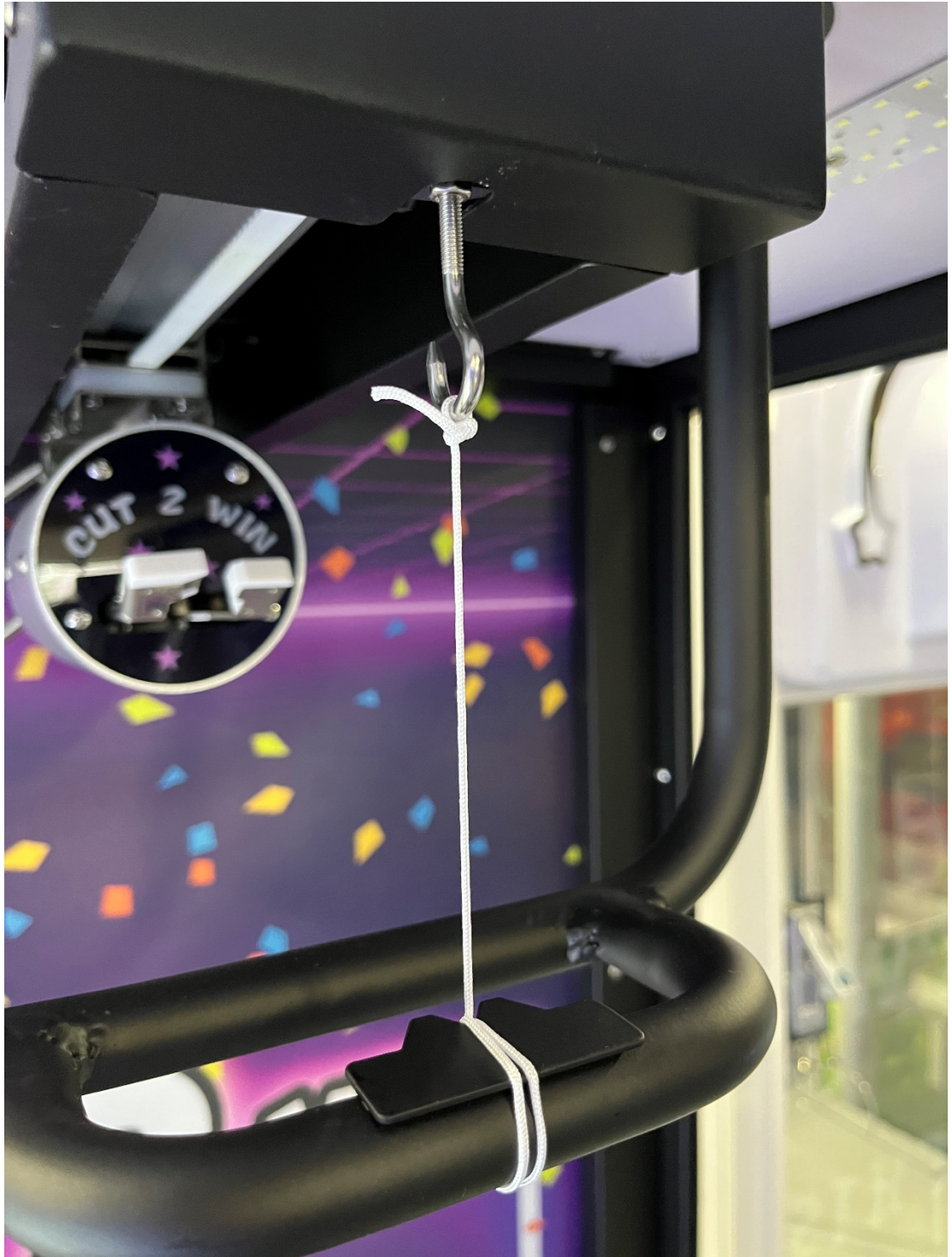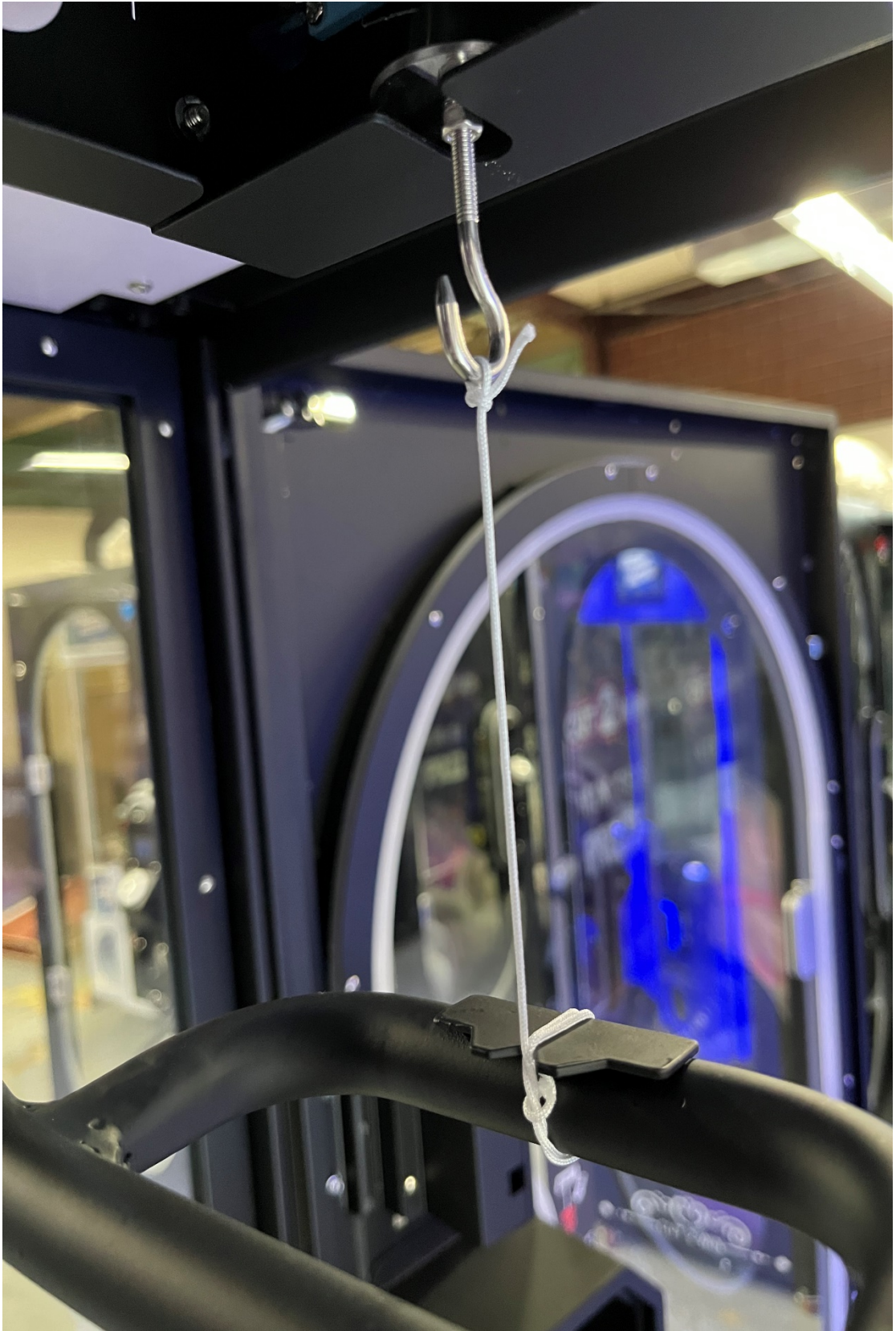
Mounting The Marquee

Step 1 : Remove the 8 screw on the lower back of the marquee.

Step 2 : Balance the marquee on top of the door. Feed 2 wire harnesses through the larger whole and line up the 8 screw holes. This is a 2 person job due to the weight of the marquee.
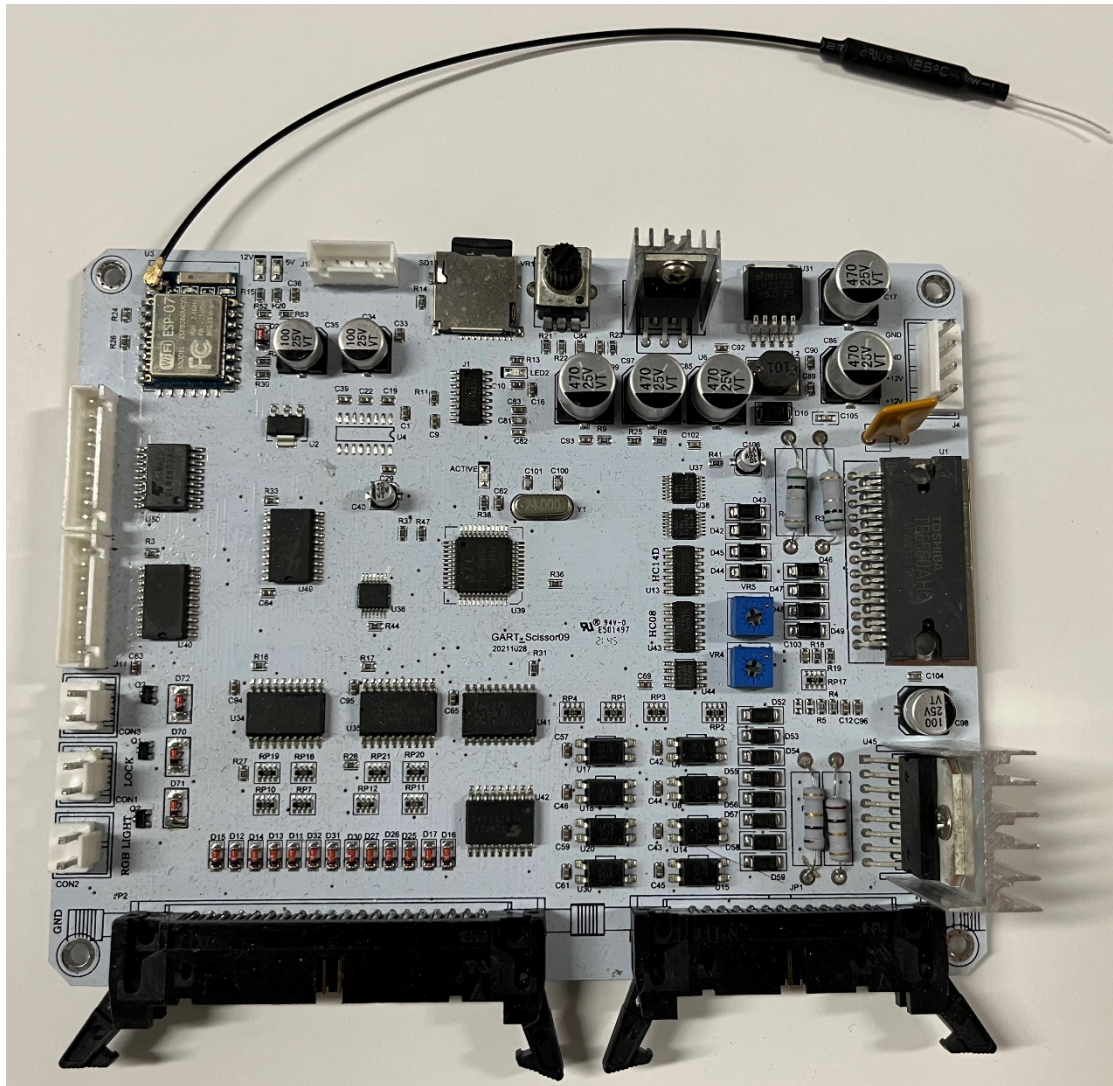
Step 3: Screw in all 8 screws trough the inside of the door back into the lower part of the marquee.

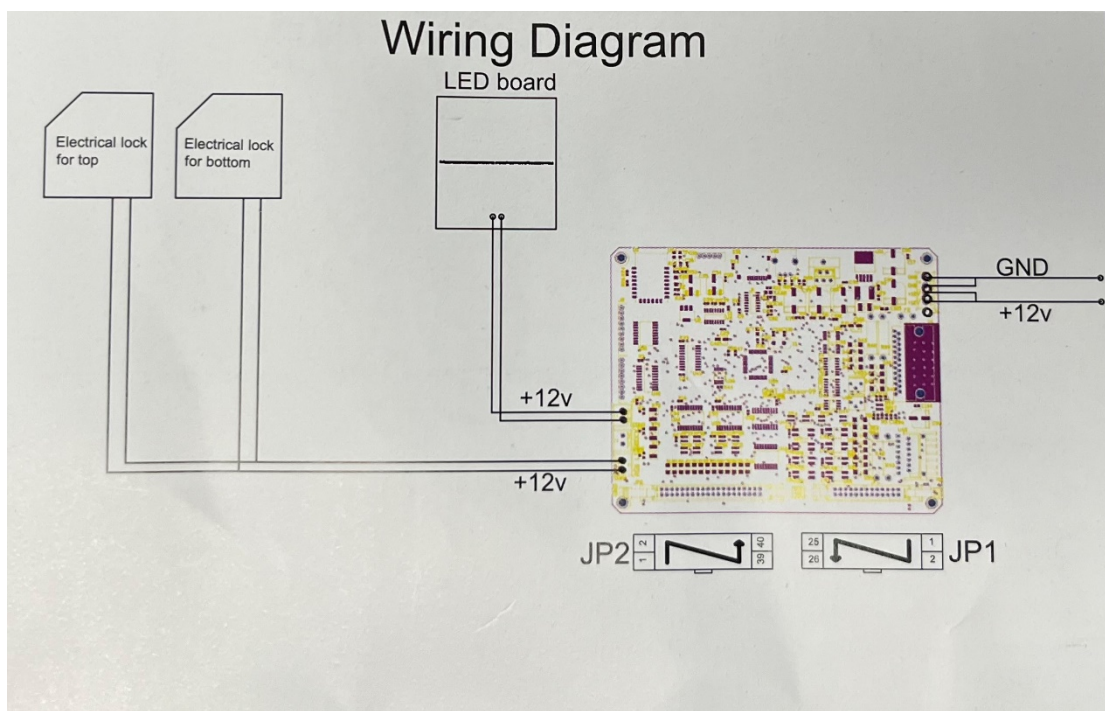Step 4: Plug the 2 wire harnesses into there matting harnesses inside the door.
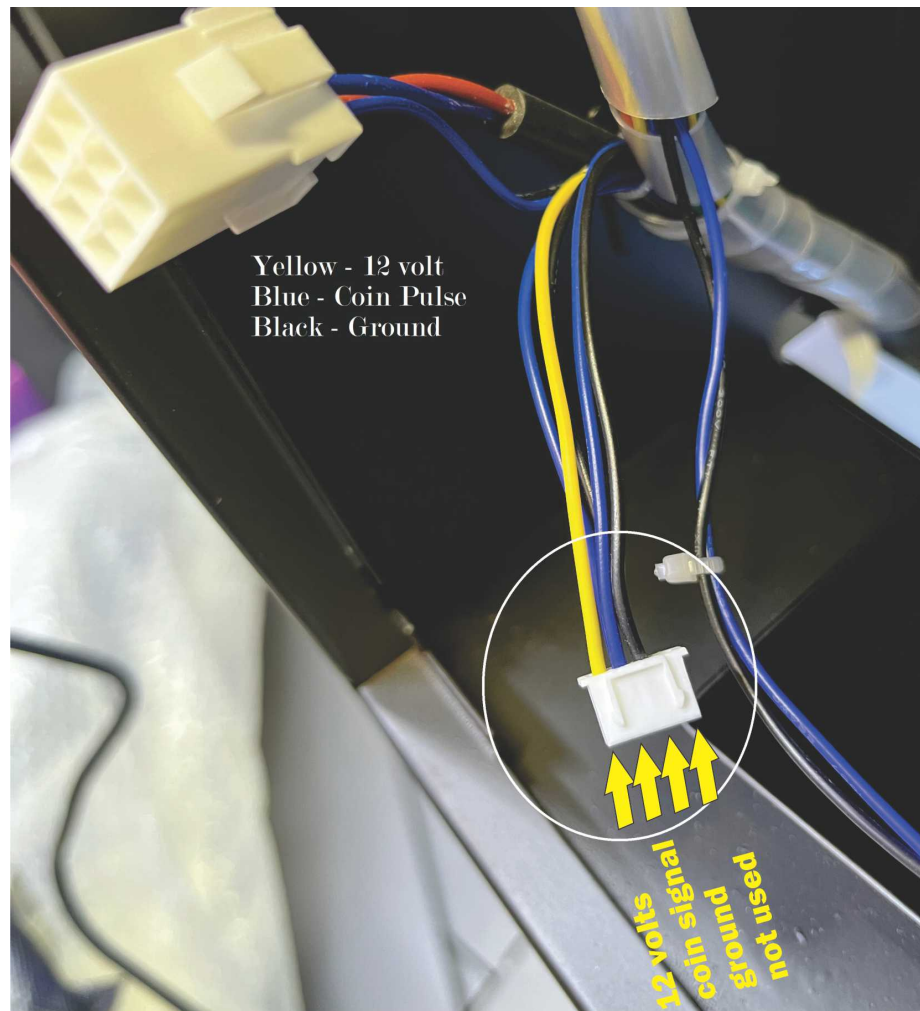
Main PCB Pinout

Position	Pin NO.	Function	Pin NO.	Function
JP2	1	+12V	2	+12V
	3	GND	4	GND
	5	joystick-left	6	joystick-right
	7	joystick-forward	8	joystick-backwards
	9	game button	10	LCD-RW
	11	LCD-E	12	LCD-K
	13	LCD-RS	14	GND
	15	+5V/LCD-A	16	+12V
	17		18	coin signal
	19	speaker+	20	GND/speaker-
	21		22	+12V
	23		24	
	25		26	
	27		28	
	29		30	enter setting
	31	door signal	32	auto testing
	33	+12V/counter+	34	GND
	35	coin counter-	36	gift counter-
	37	electronic lock-	38	
	39		40	

Position	Pin NO.	Function	Pin NO.	Function
JP1	1	step motor B+	2	step motor B-
	3	step motor A+	4	step motor A-
	5		6	
	7	scissor DC motor+	8	scissor DC motor-
	9		10	
	11		12	
	13		14	
	15		16	
	17		18	scissor signal
	19		20	gift checking signal
	21		22	step motor origin position sensor
	23	+5V	24	+5V
	25	GND	26	GND

Wiring Diagram

Installing a card reader

Yellow - 12 volt
Blue - Coin Pulse
Black - Ground

12 volts
coin signal
ground
not used

NOTE:
colors on the wire may change but the
position will not change ..

go by the postion to be sure ..not the
colors

ALL CARD SYSTEMS
will need these 3 wires
to attach the reader to the
games

Emergency Button

The emergency button is there in cases where the door may need to be opened from the inside. This is also a useful way of testing your electronic locks.