

GSE-623 Amusement game (Fun World)

Manual

I. Amusement Game setting

Press **Test** on the main screen to enter testing function as follows:

Fun World Setup Operation

No.	Name	Description
1	TOUCH	Touch screen adjustment (640 x 480 resolution adjustment)
2	SOUND	Sound adjustment
3	COIN	Counter adjustment
4	GAME SETUP	Game setting
5	COUNTER	Record checking
6	HIGH SCORES	Record of the highest score
7	STATISTICS	Game playing times
8	DEMO INFO	Demo information
9	ADVANCED	Advance setting about Time, demo and game
10	EXIT	Exit the game

II. Hardware installation, wiring

1. Kits

- (1) Installation CD × 3
- (2) Funny622 PCB × 1
- (3) USB KEY × 1
- (4) KEY PRO × 1
- (5) Wiring Diagram × 1
- (6) User's Manual × 1
- (7) wires × 1

2. System Requirement

- (1) Motherboard: GIGABYTE Motherboard (VIA Chip Set)

- (2) CPU: Intel Pentium III 800MHZ or above
- (3) Hard Disk: 10GB or above
- (4) Sound Card: Cmedia 8738 series Sound Card
- (5) VGA Card: Geforce II MX-200/400 or above
- (6) Don't use Sis, S3 or VIA Display card motherboard. If you must use All-in-One motherboard, please use Intel (**present default is 855GME**) display module and Cmedia8738 Sound card motherboard.
- (7) BIOS: Take Award BIOS as example

3. Installation

- (1) Prepare a computer with CD-ROM player and a 10GB Hard Disk. Please also connect the mouse and keyboard with the computer.
- (2) Power On the computer then keeps pressing **Delete** to enter BIOS for system set-up
- (3) Choose "**BIOS ADVANCED SETUP**" → Modify "**FIRST BOOT DEVICE**" into CD-ROM → **Save** → **Exit** (It means Power On by CD-ROM.)
- (4) Power On the computer → Put in CD1 → GHOST → CD2 → GHOST → CD3 → GHOST → Finish → Restart and takes off CD3 → Find New Hardware
- (5) Install Driver → OK → the system will execute automatically and the message of "KEYPRO error" will be shown.
- (6) Arrange wiring according to Funny622 IC wiring diagram.
- (7) Plug KEYPRO into PRINT PORT of motherboard.
- (8) Plug the USB on USB slot of motherboard.
- (9) Remove plug of Keyboard and plug the wire DB9 of Funny622 to replace it.
- (10) "Y" and "H" on the computer keyboard are used as "Coin In" and "KEYIN" of the game so you have to "Disconnect" the keys before you run the business.
- (11) Power On. If the system can read KEYPRO and USB KEY correctly, the game menu will appear and player can start to coin in and play the game.

III. Funny622 Wiring (GSE623 I/O Interface Card)

JP 1 : Power In

1	DC+24V
2	GND

JP 2 : Power In

1	DC+12V
2	GND
3	GND
4	DC+5V

JP 3 : to PS2

1	DC+5V
2	GND
3	DATA (To PS2 Female)
4	CLK (To PS2 Female)

JP4 : From Keypro (Connected to Printer Port)

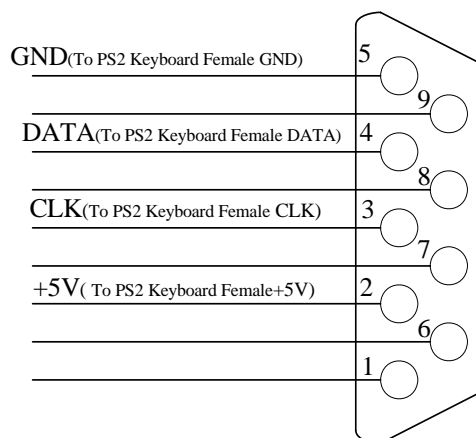
1	
2	BET Lamp
3	Start Lamp
4	Hold 1 Lamp
5	Hold 2 Lamp
6	Hold 3 Lamp
7	Hold 4 Lamp
8	Hold 5 Lamp
9	Game MENU Lamp
10	Hopper Switch → 至 JP6 之 P5
11	Key in Counter
12	Key out Counter

JP6 : Only for Hopper

1	GND
2	GND
3	DC + 24V (output)
4	DC + 12V (output)
5	H.P. SW → 從 JP4 之 P10
6	SSR

* You must use electronic meter.

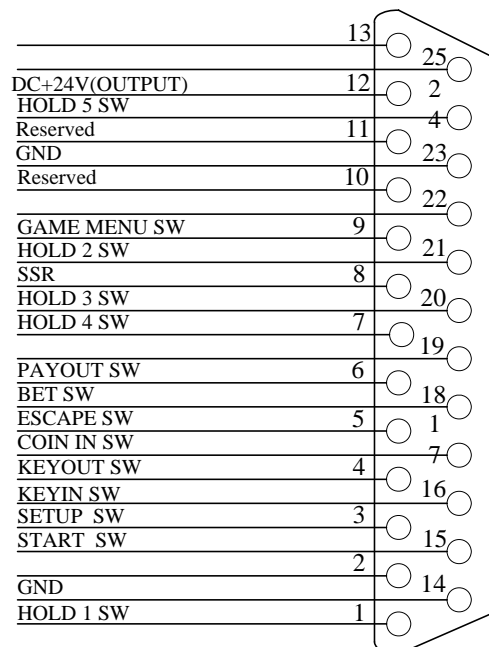
P1 : D Type 9PIN (Male) (The same as JP3)



JP5 : Input/Output

1	+5V → for Counter
2	GND → for Counter
3	Coin in SW
4	Key in SW
5	BET Lamp
6	Start Lamp
7	Hold 1 Lamp-
8	Hold 2 Lamp
9	Hold 3 Lamp
10	Hold 4 Lamp
11	Hold 5 Lamp
12	Game MENU Lamp
13	+12V
14	
15	+12V
16	

P2 : D Type 25PIN(Male)



IV. Wiring of Printer (KEYPRO)

1	COUNTERS ACTIVATION
2	BET LAMP
3	START LAMP
4	HOLD 1 LAMP
5	HOLD 2 LAMP
6	HOLD 3 LAMP
7	HOLD 4 LAMP
8	HOLD 5 LAMP
9	GAME MENU LAMP
10	N/C
11	N/C
12	HOPPER SWITCH
13	N/C
14	CASH IN COUNTER
15	N/C
16	N/C
17	CASH OUT COUNTER
18	N/C
19	N/C
20	N/C
21	N/C
22	N/C
23	N/C
24	N/C
25	N/C

©Diagram (Female)

