



Spacewarp 66 Installation Manual v.1.0

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Congratulations on purchasing Spacewarp 66. This guide will help you setup the game at your location. Have fun!

NEW

**Dodge your spaceship
from the dangerous
obstacles in this
adventurous wormhole
& WIN BONUS TICKETS !**





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1.0 Safety Precautions

Instructions to the owner

If you delegate the work for installing, moving, transporting, operating, maintaining or disposing of this machine to other people, ensure that these people read the relevant sections of this operation manual carefully before starting work, and observe the corresponding precautions.

1.1 Levels of Risk

The safety and property damage precautions on the machine labels and in this operation manual are classified according to their risk level, as follows.

⚠ WARNING: Failure to avoid these risks may result in serious injury or death

⚠ CAUTION: Failure to avoid these risks may result in light injury or damage to other property

1.2 Definition of “Technician”

This operation manual is designed for arcade personnel. Only a qualified technician must perform the installation of this game.

A technician is a person involved in the design, manufacture, inspection, maintenance or service at an amusement device manufacturer, or a person involved in routine maintenance or management (such as repair) of amusement devices who has specialized knowledge of electricity, electronics or mechanical engineering equivalent to or higher than a technical high school graduate.

1.3 Warning Labels

⚠ WARNING

The warning labels attached to the machine contain important information for ensuring safety. Be sure to observe the following.

In order to ensure that the warning labels attached to the machine are always clearly visible, install the machine in an appropriate, sufficiently lit location and keep the labels clean at all times. Also, make sure that the labels are not hidden by other machines or objects. Do not remove or alter the warning labels.

If a warning label becomes excessively dirty or damaged, replace it with a new one. To order warning labels, contact your distributor.

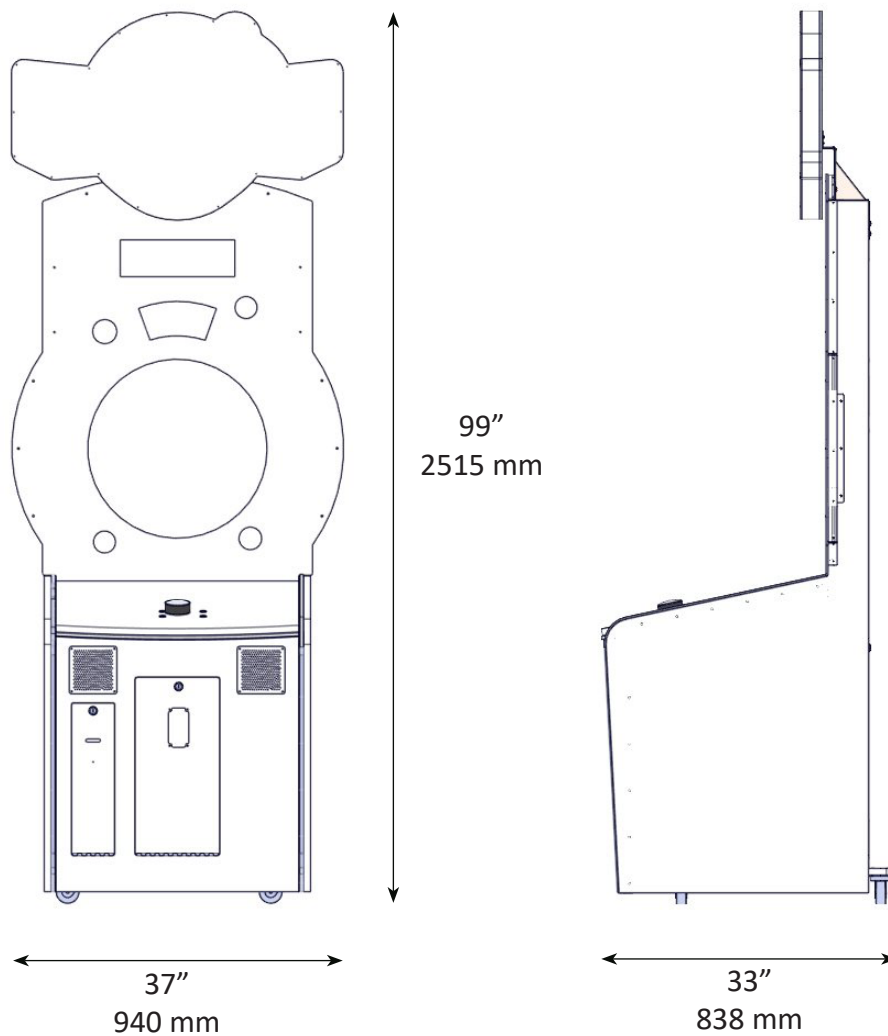
1.4 Critical Safety Precautions

WARNING

- Should any abnormalities occur, turn off the power switch immediately to stop operations. Then, be sure to disconnect the power cord plug from the outlet. Operating the machine while the abnormality persists may result in fire or accident.
- Dust accumulating on the power cord plug may result in fire. Inspect the plug regularly and remove any dust.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Damage to the power cord may result in fire, electric shock or electrical leakage. Be sure to observe the following.
 - Keep the power cord away from heaters.
 - Do not twist the power cord.
 - Do not forcibly bend the power cord.
 - Do not alter the power cord.
 - Do not bundle the power cord.
 - Do not pull the power cord.
 - Do not place objects on the power cord.
 - Do not allow the power cord to be caught between the machine and other devices or the wall.
 - Do not do anything else that might damage the power cord.
- Do not expose the power cord and power cord plug to water. Doing so may result in electric shock or electrical leakage.
- Do not touch the power cord plug with wet hands. Doing so may result in electric shock.
- The power capacity of the machine is as follows:
 - On 110 and 120 VAC: Maximum current consumption is 4 A
 - On 220 and 230 VAC: Maximum current consumption is 2 A
- To prevent fire and electric shock, use indoor wiring that conforms to these power supply specifications. Using a voltage outside this range may result in fire or electric shock.
- Use the consumables and service parts (including screws) that are specified by TouchMagix. To request repairs or to order parts, contact your distributor.
- Do not modify the machine without permission. Do not perform any operations that are not described in this Operation Manual. Modifying the machine may create unforeseen hazards.
- If you decide to transfer ownership of this machine, be sure to provide this Operation Manual along with the operation manual for the projector with the machine.

2.0 Unit Features

2.1 Cabinet specification



Rated Power Input: 110V-240V AC

Rated maximum power consumption: 4 amp at 110V/ 2 amp at 220V

Unit Weight: 110 kg/ 242.5 lbs

2.2 Packaging dimensions

Width= 42" (1067 mm)

Depth= 35" (889 mm)

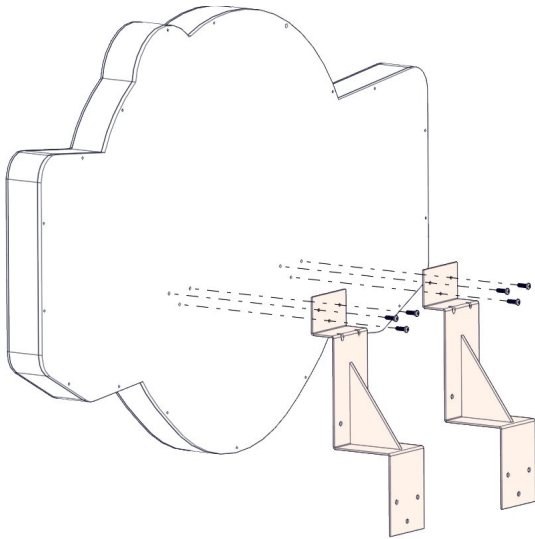
Height= 84" (2134 mm)

WARNING

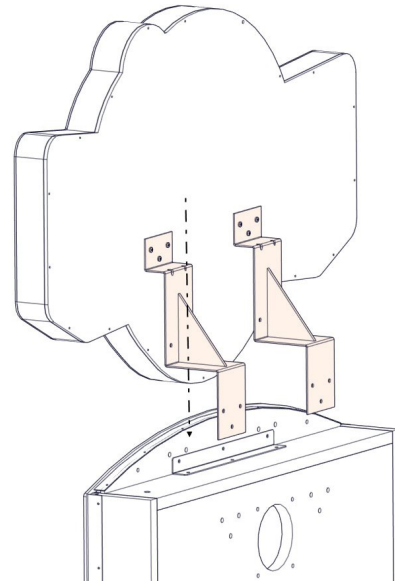
- Install the machine according to the instructions in this Operation Manual. Failure to follow these instructions may result in fire, electric shock, injury or malfunction.
- Fully insert the power cord plug into the outlet. Poor contact may generate heat and result in fire or burns.
- Be sure to install the ground wire. Failure to install the ground wire may result in electric shock in the event of electrical leakage.
- Install the machine securely by using the leg levelers. Unstable machine installation may result in accident or injury.
- Make sure that the ventilation holes on the back, sides or top of the machine are not obstructed by any objects, walls, etc. If the ventilation holes are blocked, the inside of the machine may become hot, which may result in fire or malfunction.
- This machine is designed for indoor use. Never install the machine outdoors or in the following locations.
 - A location exposed to direct sunlight
 - A sloping surface
 - A location exposed to rain or water leaks
 - A damp location
 - A dusty location
 - A location close to heaters
 - A hot location
 - An extremely cold location
 - A location exposed to condensation caused by temperature differences
 - A location that obstructs an emergency exit or fire extinguishing equipment
 - An unstable location or a location exposed to vibration
- The appliance is not suitable for installation in an area where a water jet could be used.
- Cleaning and user maintenance shall not be made by children without supervision and only by qualified maintenance personnel.

3.0 Assembly

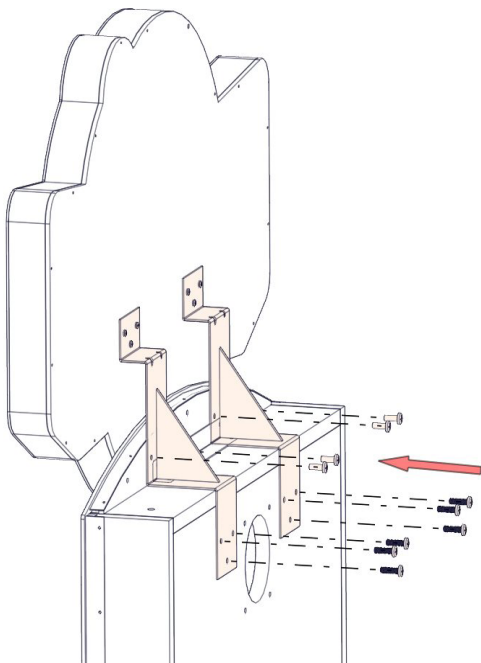
The game comes majorly assembled. The process of assembly starts after you have set the cabinet to the desired location and secured the cabinet firmly by lowering the levelling Plate. After this, please follow the following steps:



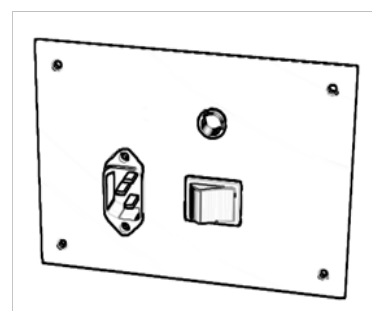
Step 1: Join Marquee Bracket with Marquee as shown with the help of M4 Screws



Step 2: Mount the marquee on the top of cabinet and align it with the holes on back side of cabinet



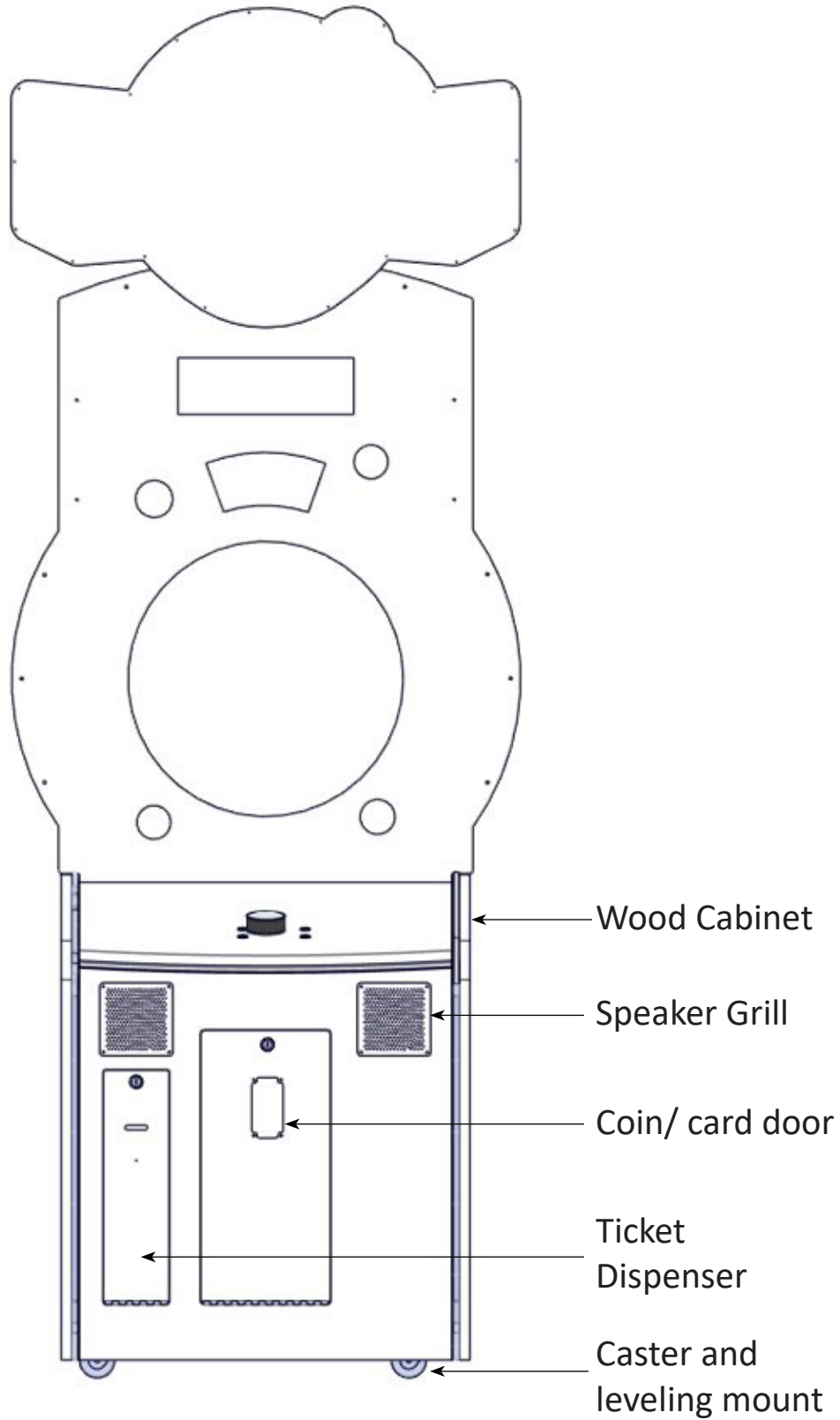
Step 3: Affix the 10 bolts of 1/4-20 and tighten them. Connect the harness of the marquee



Step 4: Insert the correct fuse in the power plate for the desired operating voltage. Use 5A fuse for 110v and 2.5A fuse for 220v. Use a country specific cable to connect the power inlet and switch on the power to the unit and wait for 1-2 minutes for it to start completely

4.0 Parts

4.1 Cabinet Parts



4.2 Computer and Electronics

Sr. No.	Part Name	Part no.	Quantity
1.	12v LED & Game PCB Rev-1.0	SP012US-SF0028IN	1
2.	Game Control PCB Rev-5.0	SP013US-SF0020IN	1
3.	Rotary Control Mechanism	RM123US-SF0029IN	1
4.	Rotating Knob	RM124US-RM0404IN	1
5.	43" Monitor	RM002US	1
6.	Computer and power adapter	SP017US-SF0027IN	1
7.	Wireless keyboard	RM063US	1
8.	Power supply 150 Watt 12 V	RM126US-RM0405IN	1
9.	LED strip light, 1.4 meter for side lights	RM057US	2
10.	LED strip light, 0.68 meter for light under keypad	RM053US	1
11.	12V Ice blue mini neon LED light 3 mtr	RM127US	1
12.	80W speaker with subwoofer	RM064US	1
13.	Ticket dispenser	RM098US-RM0155IN	1
14.	Coin acceptor	RM023US	1

4.3 Harness and Cabling

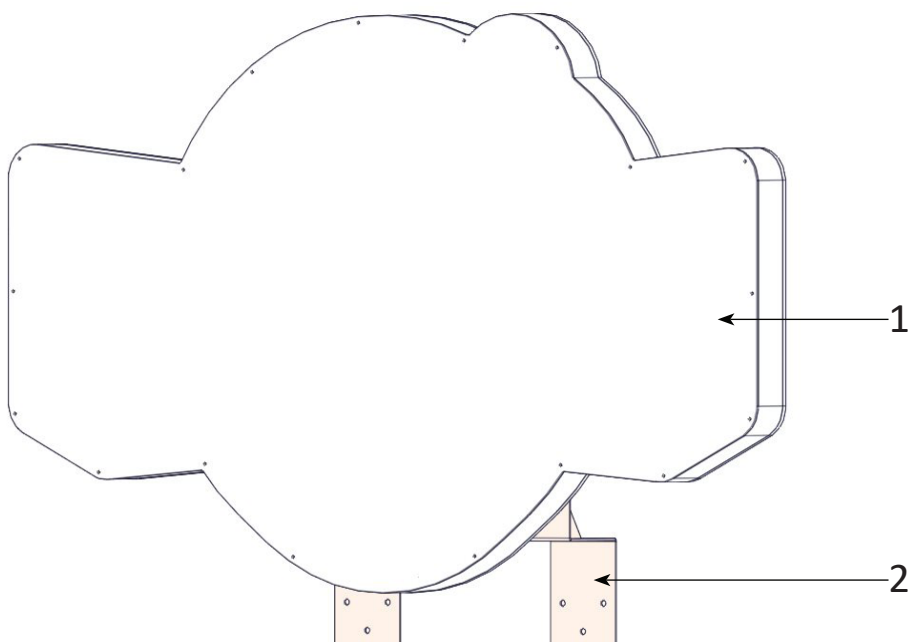
Sr. No.	Part Name	Part no.	Quantity
1.	USB 2.0 cable-A-Male to Mini-B (0.9 mtr)	RM011US	1
2.	HDMI Input to DVI Output adapter cable 1.8 mtr	RM039US	1
3.	Spinner harness	SP026US-SF0023IN	1
4.	Ticket harness	SP027US-SF0022IN	1
5.	10 Pin relimate connector	SP028US-RM0406IN	1
6.	12v game PCB power harness	SF036US-RM0407IN	1
7.	12v LED PCB power harness	SF037US-RM0408IN	1
8.	12v fan harness	SF038US-SF0024IN	1
9.	Credit button harness	SP039US-SF0025IN	1
10.	12v power supply harness	SP040US-SF0026IN	1

4.4 Graphics and decals



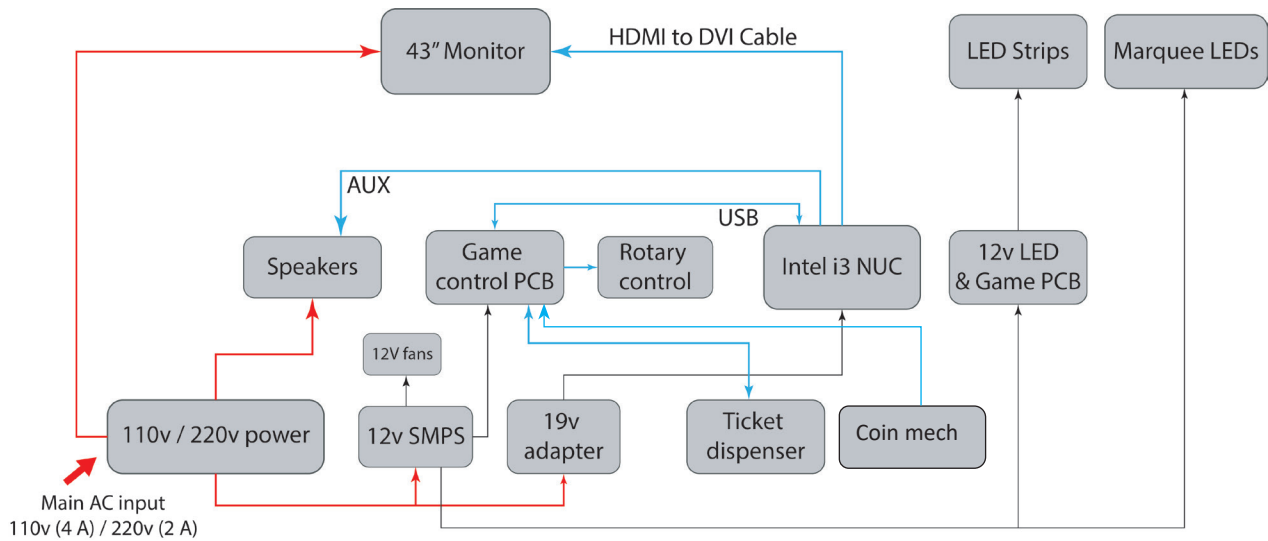
Sr. No.	Print Name	Part no.	Quantity
1.	SW Control panel	SP029US-RM0409IN	1
2.	SW Left side	SP030US-RM0410IN	1
3.	SW Right side	SP031US-RM0411IN	1
4.	SW Ticket side	SP032US-RM0412IN	1
5.	SW Front acrylic	SP033US-RM0413IN	1

4.5 Marquee Parts



Sr. No.	Part Name	Part no.	Quantity
1.	Marquee signage with 12V LED backlight	SP034US-RM0414IN	1
2.	Marquee Bracket	SP035US-RM0415IN	2

5.0 Connection schematic



Touchmagix game PCB Rev 5.0

Part code: TM-ARC-REV5.0

Firmware Version 1.0

Switch S2 setting	Space warp	S2-1= OFF, S2-2= ON
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PIN NO.1	Black	Ground
PIN NO.2	Red	VCC output (+12V)
PIN NO.3	Pink	A5 (Not used)
PIN NO.4	Gray	COIN 2 Pulse OUT
PIN NO.5	White	INHIBIT 2
PIN NO.6	Green	COIN 2 Pulse IN
PIN NO.7	Purple	COIN 1 Pulse IN BKP (Coin Mech)
PIN NO.8	Brown	COIN 1 Pulse OUT
PIN NO.9	Blue	INHIBIT 1
PIN NO.10	Yellow	COIN 1 Pulse IN

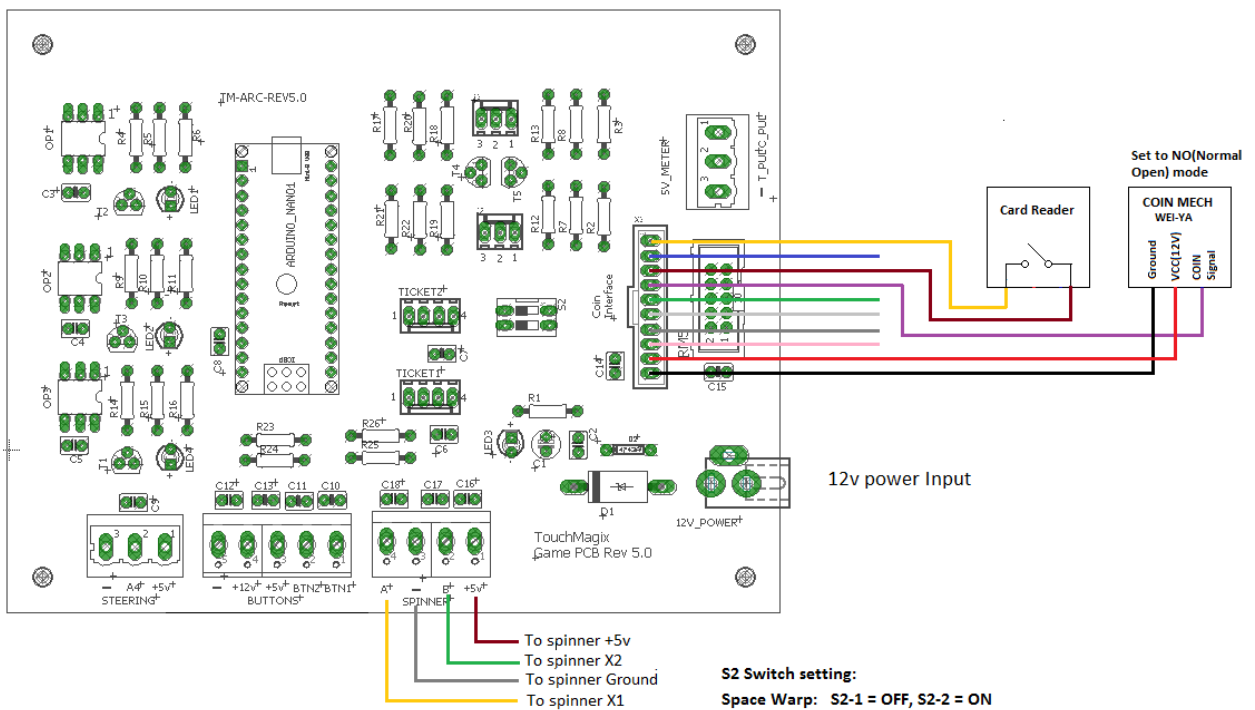
TICKET1	Player1 ticket dispenser
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Touchmagix 12V LED and GAME PCB VER 1.0

Part Code: FG0045

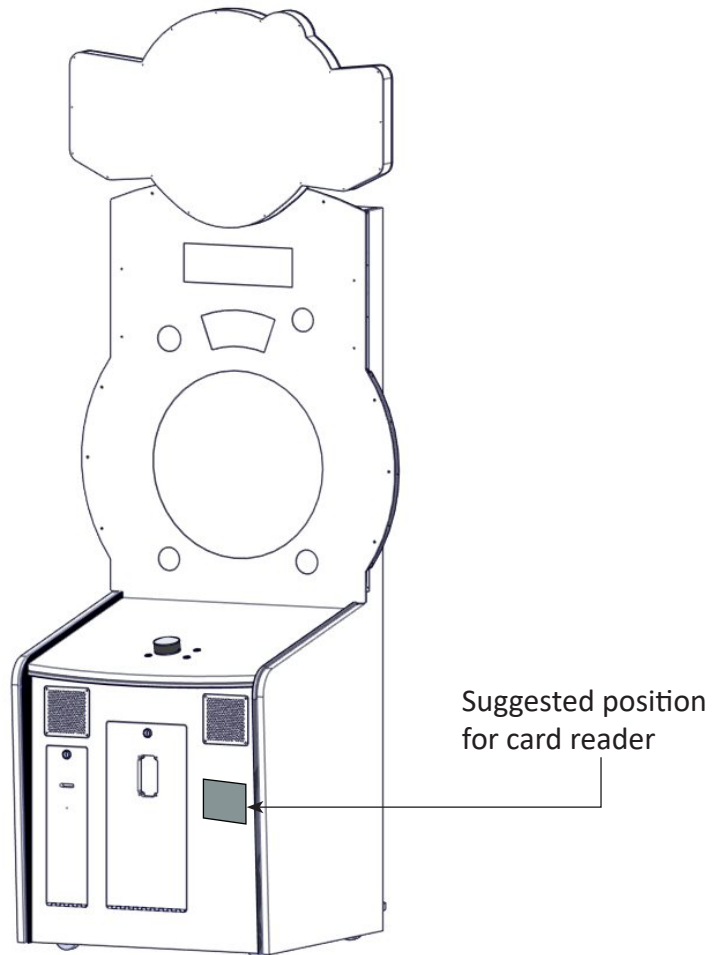
SW_LED_Firmware_VER 1.1

BLOCKCONN1	Cyan running light	Bottom side
BLOCKCONN2	Cyan running light	Bottom side
BLOCKCONN3	Fading effect	Front of control panel
BLOCKCONN4	Ice Blue Neon	Monitor Side



6.0 Installing card reader

If you are using e-ticket dispensing, just unplug the molex connector from mechanical ticket dispenser and connect it to the e-ticket dispensing input. The wires from the arcade PCB are marked with respective labels for crimping to the debit card reader.



Wire details for 10 pin connector from game PCB ver5.0

PIN NO.1	Black	Ground
PIN NO.2	Red	VCC output (+12V)
PIN NO.3	Pink	A5
PIN NO.4	Gray	COIN 2 pulse OUT
PIN NO.5	White	INHIBIT 2
PIN NO.6	Green	COIN 2 pulse IN
PIN NO.7	Purple	COIN 1 pulse IN BKP
PIN NO.8	Brown	COIN 1 pulse OUT
PIN NO.9	Blue	INHIBIT 1
PIN NO.10	Yellow	COIN 1 pulse IN

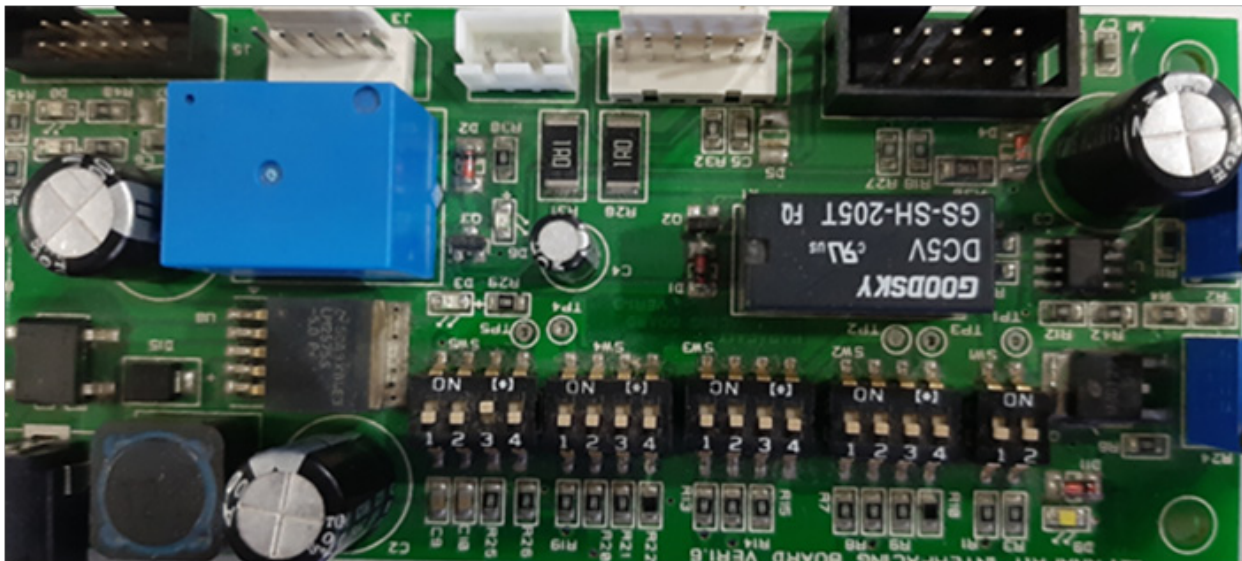
6.1 Working of the coin system

The system will count a coin pulse set to width of 100ms to 500ms as a single credit. The system credits when the Coin 1 Pulse Out (Brown) and Coin 1 Pulse In (Yellow) wires are shorted.

For Embed Card, Intercard and other similar systems, the Coin 1 Pulse Out wire (Brown) and Coin 1 Pulse In wire (Yellow) should be connected to the relay switch.

If using SEMNOX card reader, please ensure the dip switch settings are set to as shown below. For SEMNOX, you will need to only connect the Coin 1 Pulse In wire (Yellow). The Coin 1 Pulse Out wire remains disconnected as SEMNOX system itself will generate the required coin pulse voltage with the below settings.

SW5 – 3 UP ... Rest all down



6.2 Coin door

Some of the games come with pre-installed Wei-Ya Coin Comparitor with a wooden coin door. The Game PCB supports Active LOW coin systems. It has a direct connector for RM5 coin totalizer, which is commonly used in Europe.

If you wish to use a SuzoHapp Door, you can remove the hinge of the existing coin door and fit in SuzoHapp Door Part # 40-3000-00.

https://na.suzohapp.com/products/coin_doors/40-3000-00

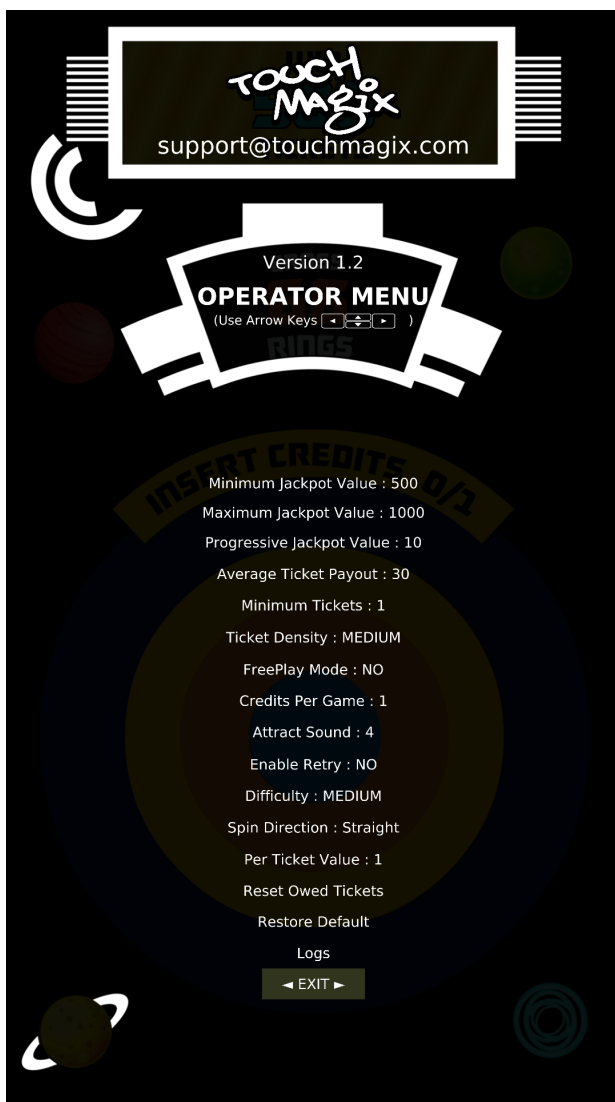
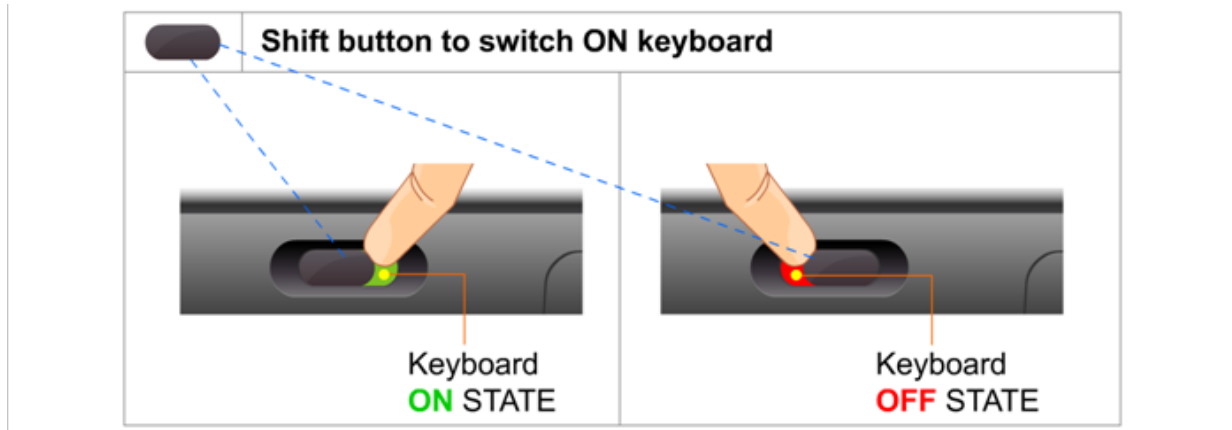
The standard wiring for the Game PCB in pull down setting for coin comparators or totalizers. Please ensure the coin accepter is set to NC mode. The normal voltage will be 5V constant which when shorted with GND will credit the system.

Set the coin machine to normally close mode (NC).



7.0 Switch-on and configuration

Once the game is mounted and plugged into power outlet, the computer inside will automatically turn ON. You will need to turn ON the wireless keyboard in order to configure the system for first time.



Press “c” on keyboard to open the configuration/operator menu on screen.

Use only arrow keys to change the settings. Use up & down arrow to navigate and left & right arrow to change values.

7.1 Operator menu settings

Setting	Default	Description
Minimum jackpot value	500	The jackpot will reset to this value once player completes the game and wins jackpot.
Maximum jackpot value	1000	The jackpot value will increment maximum to this value.
Progressive jackpot value	10	Jackpot value will increment by this count everytime a player fails to complete the game.
Average ticket payout	30	These are the average number of tickets the game should payout. Adjust this number to a higher value if the game is paying out less tickets.
Minimum tickets	1	Minimum number of tickets the game should pay even if no blocks are stacked. Also known as mercy ticket.
Ticket Density	MEDIUM	Density or number of green tickets that will appear in the game. Value of green ticket is 1.
Free play mode	NO	Enables the player to start the game by spinning the rotary control. No debit card system interface is needed if this mode is set to YES.
Credits per game	1	If machine is set for token use, set this value to the number of tokens you wish to use to start the game.
Attract Sound	4	Volume control for the attract mode sound level.
Enable Retry	YES	Gives the user grace 2 lives if the user fails within the first 5 rings.
Difficulty	MEDIUM	You can set to easy/medium/hard based on the age group visiting the arcade.
Spin direction	Straight	Set this value to straight or reverse for rotary control.
Per ticket value	1	This number defines the value of a single physical ticket dispensed. If set to 2, it will always reward an even number of tickets with physical ticket value 2. e.g -If the player wins 10 tickets, it will only dispense 5 tickets if the value is set to 2.
Reset Owed Tickets	-	Resets the tickets owed count.
Restore Default	-	Restores default values to the configuration.
Logs	-	Opens a sub menu showing detailed statistics of the machine.
Exit	-	Exit back to the game.

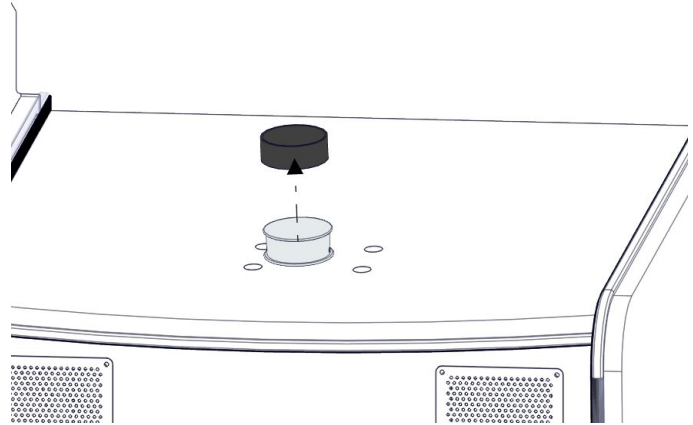
7.2 Volume control



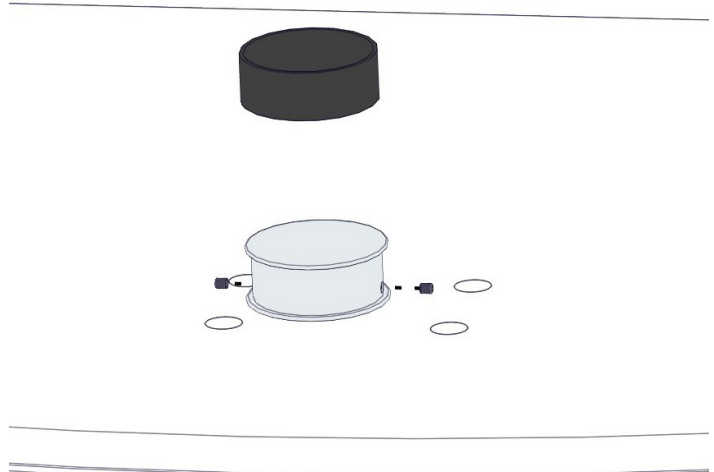
8.0 Service and repair

CASE 1: Installing new rotating knob.

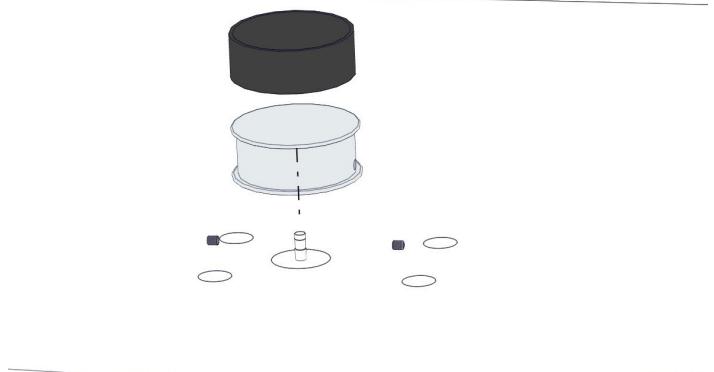
Step 1: Pull out the rubber band. It will come out with the help of hand grip. In case it does not come out, use a flat head screw driver to pull it out.



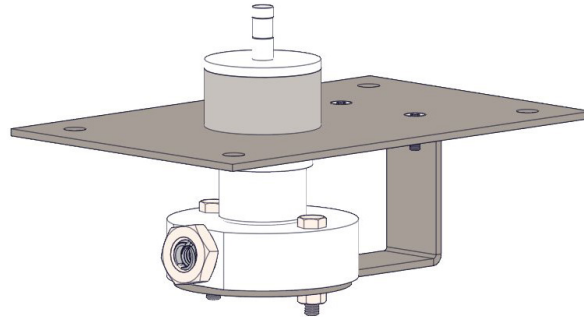
Step 2: After you pull out the rubber band, you can see holes on the knob. Use an 2.5 allen key to untighten the 2 grub screws which holds the shaft of rotor.



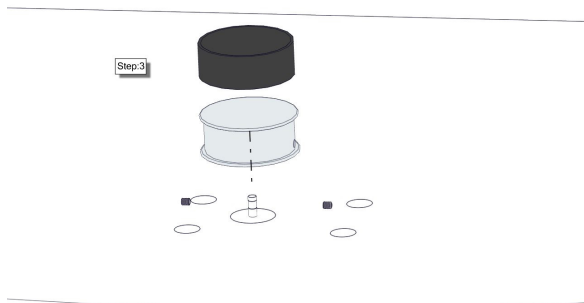
Step 3: Pull out the knob. Replace the new knob, tighten the grub screws back and put the rubber band on it.



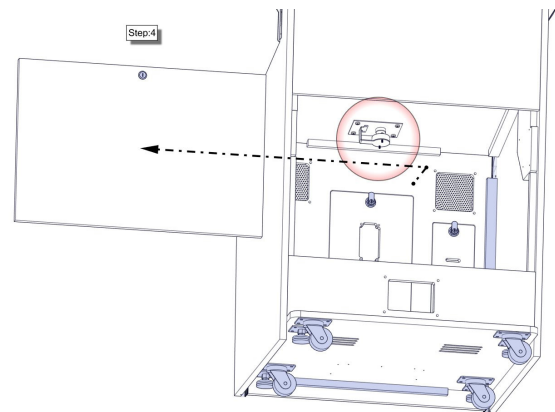
CASE 2: Installing new rotary control mechanism



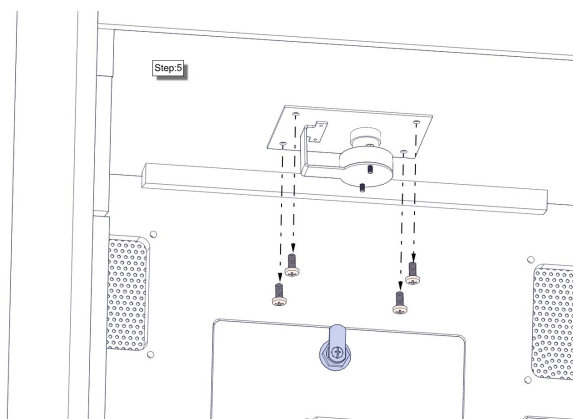
Rotary control mechanism



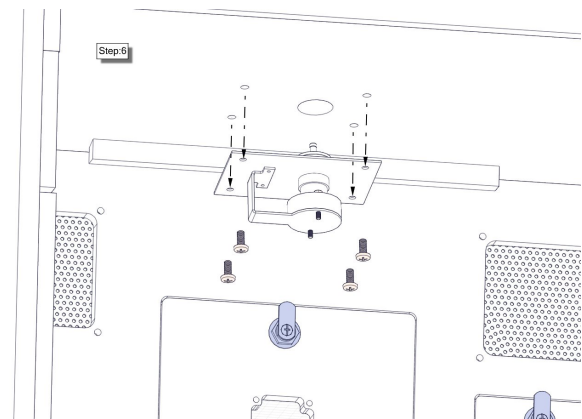
Step 1: Follow STEP 1 and STEP 2 of CASE 1 and remove the knob from the shaft.



Step 2: Open the back door of the cabinet. You should see the rotor mechanism.



Step 3: Unscrew all 1/4-20 bolt to remove the mechanism assembly.



Step 4: Remove the assembly and replace it with the new one. Follow reverse process from step 3 to step 1 to assemble the unit again.



9.0 Limited warranty policies

Touchmagix warrants this game (including accessories) against defects in material or workmanship as follows:

This unit has **1 year warranty** against defective hardware from date of delivery.

Other than abuse or improper servicing, Touchmagix covers at no charge the replacement parts including standard ground shipping.

Customers have 30 days from delivery date to return back the defective equipment at their fees or they will be billed automatically.

Improper servicing or abuse will void existing warranties.

All warranty request needs to be validated with our technical support department.

After the 1 year warranty, Touchmagix offers repair & sales service options. Please contact the technical support department for information.

Contact Information

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