

TEAM PLAY™

W W W . T E A M P L A Y I N C . C O M

OPERATOR'S MANUAL

Carnival Wheel™



Part# U-A-RMN-0001-00
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Version 1




Carnival Wheel™

Player and Game Safety


Keep Safe:


Observe the safety instructions and guidelines as provided in this document. Before preparing the game machine for operation, read and follow the important safety requirements, guidelines and recommendations contained in the information below.


Terms:


WARNING		Failure to avoid this hazard may result in serious injury or death
CAUTION		Failure to avoid this hazard may result in injury or property damage
NOTICE		Helpful tips and guidelines regarding good operating practices. Does not affect safety or health


Safety instructions for Carnival Wheel

 **WARNING:** **Disconnect AC mains power cords before servicing.**
Prevent electrical shocks, equipment damage and possible injury.

 **WARNING:** **Connectors.** Carnival Wheel cable and harness connectors are keyed and will fit “one way”. Forcing a connection between mis-aligned or mis-matched connectors could result in injury or equipment damage.

 **WARNING:** **Cables.** Do not connect or dis-connect cables when the game machine is powered on. Failure to follow this warning may result in damage to the game machine.

 **WARNING:** **Fuses.** Replace the fuse with the size and type specified by the label. Do not jumper the fuse or use a fuse of higher rating. Failure to follow this warning may result in electrical shock or equipment damage.

 **WARNING:** **Ground Connection.** The game machine requires properly configured 3 terminal grounded power outlets. Never defeat the ground terminal of the AC mains wiring. Ungrounded operation may result in electrical shock or equipment damage

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⚠ WARNING: Mold and Mildew. Mold and mildew can endanger your health. Mold removal can be hazardous to your health and that of your co-workers and users. Spores can invade the lungs and cause respiratory issues and disease. Follow industry recommended processes and procedures when mitigating mold and mildew.

⚠ WARNING: Transporting. Carnival Wheel is a large and heavy game machine. Movers should take precautions to prevent injury and damage to the game machine.

⚠ WARNING: Water. Never allow the game machine to come into contact with water, sewage or mud. If contact occurs, shut the game machine off and disconnect the AC mains power cords from the game machine. Service the machine, repair or replace damaged mechanical or electrical components and lubricate bearings and joints prior to returning the game to operation.

⚠ CAUTION:

- **Avert accidents and game malfunctions.** The game machine must be safe and mechanically stable prior to operation. The installation must comply with applicable building codes, ordinances and safety procedures listed in this manual
- **For safety's sake,** turn off and disconnect the AC mains power to any malfunctioning game machine. Have a qualified service technician inspect, service and if necessary repair the game machine.

⚠ **Caution: AC Mains power cord.** Replace any damaged AC mains power cord with a factory approved power cord assembly. The cord sets are available from the manufacturer.

⚠ **Caution: ESD.** The term ESD refers to “electrostatic discharge”. Wiring can absorb and conduct the ESD and may affect the operation of the game machine. Ensure that the game machine is properly grounded during operation.

⚠ **Caution: Marquee.** Remove the marquee before moving or transporting the game machine.

⚠ **Caution: Liability.** The game machine may be subject to static discharge or power surges. Team Play Inc., assumes no liability for equipment damage resulting from static discharge or power surge. Team Play Inc. recommends the use of a properly sized surge protector.

⚠ **Caution: Hard Drive Handling.** The game machine is configured with a 2.5in SSD (Solid State Drive) hard drive. Although the SSD has no internal moving parts, take care and prevent sudden impacts such as drops when handling the hard drive.

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△ **Caution: Software, Hardware and documentation changes.** This manual, the game machine and game machine software are all subject to change without notice.

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① **Notice: Patent** www.teamplayinc.com/legal.html

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Precautions:

⚠ WARNING: Indoor use only. This amusement game machine is for indoor use only. Operation in damp or exposed areas is hazardous to players. Moisture and outdoor weather will damage the electronics and cabinet.

⚠ CAUTION: AC MAINS CORD. If one of the detachable AC mains power cords is damaged, replace it only with a factory approved cord assembly. The cord set is available from the manufacturer

⚠ CAUTION: Codes. Confirm that the installation and wiring comply with applicable codes and requirements.

⚠ CAUTION: Service. No user serviceable parts inside. Refer service to qualified service personnel

Game specifications:

37 inches wide	(95cm)
112 inches deep	(285cm)
134 inches tall with marquee	(340cm)
87 inches tall without marquee	(221cm)
925 lbs (installed)	(430.5Kg)
120VAC/60Hz @ 4A for game electronics and motors.	(230VAC/50Hz @ 2A)
120VAC/60Hz @ 11A for wheel LED display system	(230VAC/50Hz @ 6A)

Tools required:

M4 HEX driver

1/4in HEX driver

T15 Torx tamper resist driver

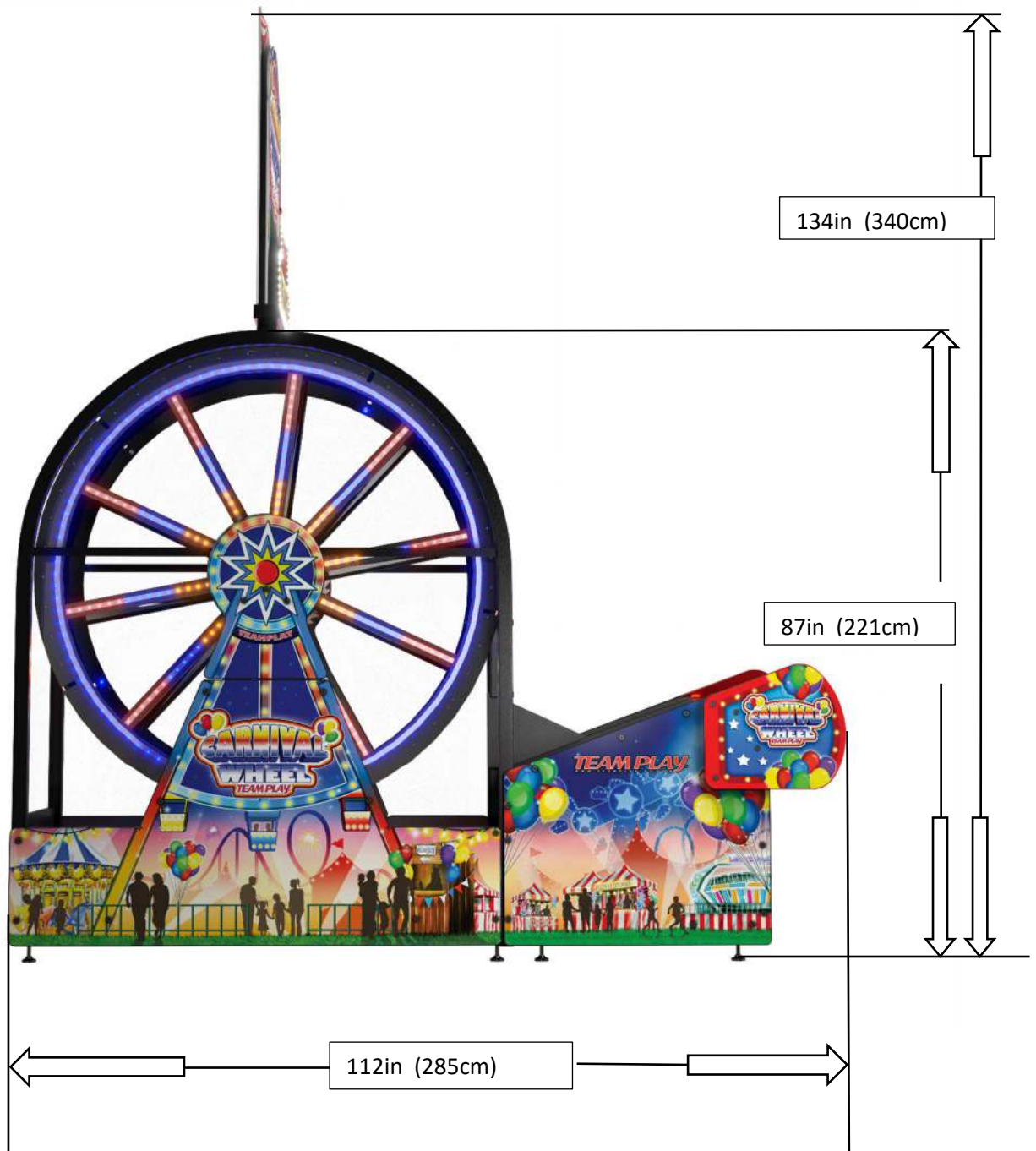
T27 Torx tamper resist driver

11/32in HEX socket or driver

7/16in HEX socket or driver

5/8in open end wrench (adjustable wrench also can be used)

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Game Installation Parts box and related items

1. AC mains cord set game electronics	1pc
2. AC mains cord set LED panel displays	1pc
3. Keyboard, QWERTY USB 2.0	1pc
4. Shoulder Bolt, 1/2in dia. x 3/4in long 3/8-thread	1pc
5. Clevis pin, 1/2in dia. x 1 1/4in Steel	1pc
6. Cotter pin, spring steel 1/8in dia. 1/2in eye	1pc
7. Loctite 242, single use	1pc
8. 1/4-20 x 50mm Furniture bolts BLACK	8pcs
9. 1/4-20 x 50mm Furniture bolts BLACK	9pcs
10. 8-32 x 1in Pan Head TORX Pin-in T15 screw BLACK	6pcs
11. 1/4-20 x 2in hex head bolt	2pcs
12. Washer, flat 5/16in ID x 1/2in OD	2pcs
13. Nut, hex 1/4-20 Nylon locking insert	2pcs
14. Screw, 1/4-20 x 3/8in Button head BLACK	2pcs
15. Washer, split ring lock 1/4in	2pcs
16. Game keys	
a. Coin Door Keys	2pcs
b. Ticket door/cash box door (631)	2pcs
c. Wheel cabinet service door lock (237)	2pcs
17. User's manual	1pc
18. Quick install guide	1pc

NOTE: extra hardware is included in order to accommodate missing/lost/damaged screws and bolts

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1. Game Assembly

a. Display Cabinet

- i. Remove the display cabinet from the shipping skid and position the cabinet in an area with access all sides.
- ii. Move the game to the desired location. If necessary, tip the display cabinet onto the rear caster shipping brackets in order to fit under a standard 80inch door opening.
- iii. After the game is in position, remove the display cabinet arch to a-frame support brackets.
- iv. Remove the display cabinet caster shipping brackets from the rear of the wheel display cabinet.
- v. Re-install the furniture bolts that secure the display cabinet viewing windows.
- vi. Secure the bottom of the AC inlet panel to the display cabinet using the 1/4-20 x 3/8in Button head black screws and lock washers
- vii. Remove the 3 hex bolts from the center of the bottom front arch support bracket.
- viii. Remove the upper arch window retaining brackets from the right side of the display cabinet.
- ix. Remove clear polycarbonate arch window from the right side of the display cabinet

b. Plunger Cabinet

- i. Remove the plunger cabinet from the shipping skid and position near the display cabinet
- ii. Remove the plunger cabinet side panels
- iii. Remove the 3 hex bolts from the plunger cabinet to display cabinet mounting bracket.

c. Plunger Cabinet to Display cabinet assembly

- i. Position the plunger cabinet in front of the display cabinet
- ii. Secure the plunger cabinet to the display cabinet using 2 pieces 1/4-20 x 2in hex head bolts.
- iii. Re-install the plunger cabinet to display cabinet mounting bracket and secure it to the display cabinet using the 3 hex bolts removed from the bottom front arch support bracket.
- iv. Secure the plunger cabinet top panel to the display cabinet front using 3 pieces 8-32 x 3/4in Torx tamper resist screws.

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- v. Connect the display cabinet full range speakers to the plunger cabinet sub-woofer. Insert the 3.5mm stereo phono connector from the display cabinet into the mating connector of the sub-woofer cabinet.
- vi. Connect the 8pin DC power cable, 6pin wheel motor and ratchet solenoid cable, 12pin stepper motor and OPTO cable and the 3pin sub-woofer AC power cable from the plunger cabinet to the mating connectors from the display cabinet.

d. Display cabinet to plunger cabinet link arm

- i. Open the wheel cabinet right side service access panel.
- ii. Pivot the display cabinet wheel ratchet arm to a vertical position.
- iii. Locate the flange bushing end of the plunger to display cabinet link arm. Feed the other end of the link arm into the plunger cabinet through the opening in the display cabinet.

ATTN: Make sure that the flange bushing end is inside the display cabinet.

- iv. Secure the link arm to the wheel ratchet arm using the 1/2in shoulder bolt.
- v. Secure the link arm to the plunger cabinet bottom pivot arm using the 1/2in x 1 1/4in clevis pin and cotter pin.

ATTN: To ensure that the shoulder bolt does not loosen during game play, use Loctite 242 or equivalent on the shoulder bolt threads.

e. Re-assembly

- i. Re-install the display cabinet clear polycarbonate arch and arch retaining brackets
- ii. Re-install the plunger cabinet side panels
- iii. Close and lock the display cabinet service access panel
- iv. Secure the plunger cabinet side panels to the display cabinet using the 1/4-20 x 50mm furniture bolts (4 pcs right side and 3pcs left side)

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2. Marquee installation:

- a. Remove the marquee from the marquee shipping carton and mount it to the marquee brackets located at the top of the display cabinet. Secure the marquee in place using 4 pieces of 8-32 HEX nuts and the 11/32 HEX driver.
- b. Connect the marquee power to the mating power connector from the display cabinet.
- c. Connect the USB data cable from the display cabinet to the marquee 5digit bonus tickets display PCBa.
- d. Dress the cables out of sight.

3. AC Mains power and linking cable:

- a. Remove the AC inlet cover panel from the rear of the display cabinet.
- b. Feed the AC mains power cords and ethernet linking cable from under the display cabinet up through the display cabinet floor.
- c. Connect the AC mains power cords to the mating AC mains inlet connector located behind the AC mains cover plate
- d. Dress the cables through the cable clamps and the display cabinet plastic floor cable cover panel
- e. Replace the AC mains cover panel

4. Game installation

- a. Position the Carnival Wheel game assembly in the desired location on the floor
- b. Lower the leg levelers until the cabinet floors are level and the wheels are not supporting the weight of the cabinets.

HINT: Lower only the front and rear leg levelers when the game is adjacent to another Carnival Wheel game.

- c. Connect the AC mains power cords to a grounded 3 terminal AC mains outlet
- d. Connect the game linking cable to the router supplied with the game linking kit.
- e. Turn the game power switches ON.

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5. Post installation

- a. When the game is powered on, it will automatically “self-calibrate” to determine the wheel home position. When this has completed, the game will enter the “game over attract” mode.
- b. Connect the USB keyboard to the USB extension cable inside the ticket door and press the **CTL+T** key on the keyboard to enter the operator menu.
- c. Proceed to game configuration and setup.

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Game configuration and setup

Just want to be up and running/testing quickly? Follow these instructions, and you'll be playing in no time.

The Main Menu – Entry and Navigation

To get into the main menu, hook up a USB keyboard to one of the USB extension cables inside the large ticket door on the front (left) side of the cabinet. Press **CTRL-T** and the game will enter into the main menu. Use the **ARROW KEYS** to move up and down in the menu, or left and right to increase/decrease and change values. Use the **ENTER key** to confirm choices. **BACK** at the bottom of any menu will take you up one level, or exit back to game.

At the top of the main menu you will see the software version number, and then several entries to other menus.

Please give **Team Play** tech support a call at **847-952-7533** with help getting your Carnival Wheel™ machine setup if needed. We will be happy to help.

MAIN MENU -> OPERATOR ADJUSTABLES

Coin Adjustments – All pricing, coin values

Currency Type – How the buy in and price is displayed on the game screen. Money, Swipe, Tap or Token.

Price Per Play – The cost of a single game to play.

After setting up your pricing, you'll need to adjust the tickets.

Ticket Adjustments – Where most changes to the tile values take place.

Reset All Ticket Defaults – Press to reset all settings in the Ticket Adjustments menu (including all the tile ticket defaults for each wheel) to their defaults. Most values will apply the defaults corresponding to the current difficulty (see Difficulty Adjustments section for further

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details). This will reset the ticket amounts to match your current price per play.

Now get your game volume set up.

MAIN MENU -> GAME VOLUME

Game Volume – This adjusts the volume during gameplay. Keep in mind the overall volume can still be controlled by the volume knob inside the front cabinet.

MAIN MENU -> ATTRACT VOLUME

Attract Volume – This adjusts the volume of sounds in attract mode. Keep in mind the overall volume can still be controlled by the volume knob inside the front cabinet.

MAIN MENU -> EXIT TO ATTRACT

Exit out, and you should be up and running.

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The Main Menu – Entry and Navigation

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MAIN MENU -> OPERATOR ADJUSTABLES

Coin Adjustments – All pricing, coin values

Currency Type – How the buy in and price is displayed on the game screen. Money, Swipe, Tap or Token.

Price Per Play – The cost of a single game to play.

Special Price Adjustments – An advanced setting for special pricing locations, example: \$1 per play, or 6 plays for \$5 (See Special Price section for detailed explanation)

Add Special Price – Adds a new custom special price setting (up to 5).

Special Pricing Count – Shows the current number of saved custom special prices.

Special Pricing – Change the index of the selected custom special price configuration.

Plays – Edit the number of plays to allocate for the given special pricing scheme.

Price – Edit the price required to disburse the defined Plays count for the given special pricing scheme.

Delete Special Price – Delete the selected custom special price configuration.

Special Prices list – View all the price-per-play information for all pricing configurations, including the default pricing and up to 5 special pricings.

Back – Press back to confirm and save any modifications to the special pricing configurations.

Free Play Mode – Used for demonstrations, and trade shows, allows the game to be played for free.

Auto Coin Up – If you want players to have to press the start button to begin a game, set this to off, else games start on coin up.

Money Slot Values – There is wiring available for 3 coin inputs. Set these as needed.

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Game Adjustments – Many of the general machine/game adjustments are made here.

Play Attract Spin – When on, the game will spin the wheel automatically in attract mode.

Use Progressive – Defaults to ON. Progressive mode allows the Carny Bonus value to increase as players start games.

Use Letters – Defaults to ON. The Carny Bonus starts off locked, and players can spell out words to unlock the bonus before getting a chance to win.

Num Free Letters – This is the amount of letters to start with for the Carny Bonus. If a player spells out the words and wins the bonus, it will reset to having this many letters already awarded.

Reset Letter Progress – If the operator has made changes, or wants to reset the letter progress for any reason, they can hit this button.

Bonus Unlock Spin – Defaults to ON. When a player unlocks the Carny Bonus by getting the last letter, they will get to spin again for a chance to win the bonus. This is NOT a free spin or free game, but a continuation of their original game with a chance to win the bonus they just unlocked.

* This section will get moved to ticket adjustments in the near future.

Carny Game Adjustments – Not to be confused with the Carny Bonus, this menu changes settings on the Carny Wheel which is one of 6 bonus wheels a player can get.

Big Bonus Tiles – How tiles out of 20 have the larger bonus number. 4 is Default.

Big Bonus Tickets – The amount of tickets for Big Bonus Tile

Small Bonus Tickets – all the remaining none bonus tiles.

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Ticket Adjustments – Where most changes to the tile values take place.

Ticket Amount Per Ticket – Defaults to 1. Some locations want to say 2 tickets or more were per ticket to speed up the payout process, and make adjustments on a card reader or at the ticket counter.

Ticket Value – Default 100. 100 is equivalent to 1 cent normally. This is only used to help determine the payout percent in the audits menu. Some locations value tickets at more or less than 1 cent. So if it's ½ a cent, set this number to 50.

Mercy Tickets – Some locations require a minimum ticket amount to be returned + whatever a player wins.

Max Payout Per Play – Some locations have a hard number they can not pay above or a red flag goes off in their system. This is the Maximum amount of tickets that will be paid per play.

Set Tile Values – This is where the actual tile values can be adjusted for all the main wheel, bonus wheels etc.

Change Regular Tile Values – These are the tiles on the MAIN wheel. A representation of the tile along with the value is seen here. Use LEFT and RIGHT arrows on the keyboard to adjust these values up and down. Special Tiles like FISHBOWL and POPCORN are zero because they go to their own wheels. We do not recommend changing these values. If you feel you need to make changes, please give us a call and we can help determine some new values for you.

Change Theme 1 Tile Values – Menu for adjusting the ticket values for all tiles on the special Soda Wheel.

Change Theme 2 Tile Values – Menu for adjusting the ticket values for all tiles on the special Peanut Wheel.

Change Theme 3 Tile Values – Menu for adjusting the ticket values for all tiles on the special Mega Ticket Wheel.

Change Popcorn Tile Values – Menu for adjusting the ticket values for all tiles on the special Popcorn Wheel.

Change Fishbowl Tile Values – Menu for adjusting the ticket values for all tiles on the special Fishbowl Wheel.

Reset All Tile Ticket Defaults – Reset to the default ticket values for all tiles on each of the regular and special wheels.

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Progressive Bonus Settings

Current Bonus Tickets – Displays the current ticket value for the Progressive Bonus. This value will automatically adjust according to any changes to the Minimum and Maximum Bonus Tickets values.

Minimum Bonus Tickets – Defaults to 500 (Normal difficulty). Edit the minimum ticket value for the Progressive Bonus between 10 and 10000. Upon collection of the Progressive Bonus tile, its ticket value will reset to this minimum value.

Maximum Bonus Tickets – Defaults to 2000 (Normal difficulty). Edit the maximum ticket value for the Progressive Bonus between 10 and 10000. The Progressive Bonus value increment up to this value.

Progressive Bonus Increment – Defaults to 1 (Normal difficulty). Edit the increment by which the Progressive Bonus ticket value will grow between 1 and 500. The Progressive Bonus tickets will add this value each time a player deposits a full credit into the machine, only rising up to the set Maximum Bonus Tickets value.

Reset Bonus Value – Press to reset the Progressive Bonus value to the set Minimum Bonus Tickets value.

Super Spin Settings

Big Bonus Tiles – Defaults to 4 (Normal difficulty). Edit the number of Big Bonus tiles on the Super Spin wheel between 1 and 20.

Big Bonus Tickets – Defaults to 500 (Normal difficulty). Edit the ticket value for Big Bonus tiles on the Super Spin wheel.

Small Bonus Tickets – Defaults to 50 (Normal difficulty). Edit the ticket value for Small Bonus tiles on the Super Spin wheel.

Reset All Ticket Defaults – Press to reset all settings in the Ticket Adjustments menu (including all the tile ticket defaults for each wheel) to their defaults. Most values will apply the defaults corresponding to the current difficulty (see Difficulty Adjustments section for further details).

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Difficulty Adjustments – Where current and daily difficulty settings can be configured.

Current Difficulty – Defaults to Normal. Options of Easy, Normal, or Hard difficulties will reconfigure a range of ticket and game settings to affect ticket payouts. Easy will offer more base tickets with lower bonus payouts and requires fewer collected letters to unlock the Progressive Bonus, whereas Hard will offer fewer base tickets with higher bonus payouts and requires more collected letters to unlock the Progressive Bonus. Normal is a balanced middle-ground, and all default settings have been designed for the Normal difficulty.

Daily Difficulties – Defaults to OFF. Turn daily difficulties ON or OFF. When ON, the respective difficulty options set at the bottom of the menu for Monday through Sunday will take effect at the onset of the given day (12:00 AM) according to the date and time settings as defined in the Set Date menu or by the local connected network. All the settings defined for the given difficulty will be immediately applied at this moment, overriding the Current Difficulty settings. When OFF, the game will use the Current Difficulty settings.

Reset to Factory Defaults – Reverts all settings throughout the game to their default values. This includes all Coin, Game, Ticket, Difficulty, System, and Asset settings.

System Adjustments – Where changes can be made to some special system options.

Auto-Reload – Defaults to ON. Turn auto-reload ON or OFF. When ON, at the local time defined by the Restart Time setting, the game will reload itself to refresh its internal memory and maintain stability. When OFF, the game will not reload at the set time. CAUTION: Gameplay stability may degrade when active for extensive periods of time (i.e. several days or more).

Restart Time – Defaults to 3 (AM). Set local time for game to auto-reload between 0 and 23 using 24-hour time scale. This is the time that the game will reload itself when the Auto-Reload setting is ON.

Back – Press to save any changes and return to the previous menu.

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Asset Adjustments – Where changes can be made to any custom assets and ads settings.

Custom Ads – Defaults to OFF. Turn custom ads in attract mode ON or OFF. When ON, the game will show a custom loaded image asset near the beginning of the attract cycle (if at least one ad is imported and enabled). When OFF, the attract cycle will not feature any custom ad image.

Pulse Ad Animation – Defaults to OFF. Turn a gentle pulse animation for the custom ad ON or OFF. Only applicable when Custom Ads is ON. When ON, the custom ad image will gently pulsate in the attract cycle. When OFF, the custom ad will remain still.

Wheel Display – Defaults to Multiple. Set the custom ad to show on only a Single wheel or across Multiple wheels. Only applicable when Custom Ads is ON. When set to Single, the custom ad image will only display on its own wheel. When set to Multiple, if System Link is ON in the System Link Adjustments menu (see section for more details), the custom ad image will sync and display across all connected wheels; otherwise, the custom ad image will only display on its own wheel.

Import Assets – Menu for importing any custom assets to be used as ad images.

Asset Display – Can press Left or Right arrows on a connected keyboard to cycle through any detected images on a connected flash drive. Any PNG images found at the root of the flash drive will be displayed along with their name.

Import Asset – Press to import a copy of the selected custom asset into the game's internal database.

Manage Assets – Menu for enabling, disabling, and deleting any loaded custom assets.

Asset Display – Can press Left or Right arrows on a connected keyboard to cycle through any PNG images that have been imported into the game's internal database. The current asset index and total count of imported assets are displayed above the image display space.

Enable/Disable Asset – Press to change the current status of the given asset as displayed below the asset's filename. Only Enabled assets will be used as custom ads.

Delete Asset – Press to delete the currently selected custom asset. The image will be permanently deleted from the internal database.

Reset to Factory Defaults – Reverts all settings throughout the game to their default values. This includes all Coin, Game, Ticket, Difficulty, System, and Asset settings.

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MAIN MENU -> SYSTEM LINK ADJUSTMENTS

System Linking – Defaults to OFF. Turn system link connection ON or OFF for the local machine. When ON, the current machine will allow synchronization with any other connected machines. Synchronized elements include Progressive Letters, Progressive Bonus value and availability, and also multi-machine attract screens. When OFF, these elements are only contained to the given local machine.

Machine Link ID – Defaults to 2. Set link index for the given machine between 1 and 16. When showing multi-machine attract screens, the machine with ID 1 will be the farthest left of a series of machines, with each consecutive machine ID shifting to the right. Machine ID 1 is considered the “Master” machine, which handles all the special synchronization between all the connected machines.

Game Sub ID – Defaults to 0. Set the subgroup index for the given machine between 1 and 99. Any machines with a matching Game Sub ID value will be able to communicate and synchronize.

Total Links – Defaults to 1. Set a controlled number of links between 1 and 16. This is only used as a reference for measuring the correct multi-machine attract displays.

Advanced Link Adjustments – Menu for editing settings relevant to linked gameplay.

Linked Progressive Difficulty – Configures the difficulty for the current machine. See Difficulty Adjustments section for further details.

Min Linked Progressive Jackpot – Configures the minimum Progressive Bonus value for the current machine. See Ticket Adjustments section for further details.

Max Linked Progressive Jackpot – Configures the maximum Progressive Bonus value for the current machine. See Ticket Adjustments section for further details.

Linked Progressive Jackpot Increment – Configures the rate at which the Progressive Bonus value will rise for the current machine. See Ticket Adjustments section for further details.

Link Information – Displays the information for any connected machines.

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MAIN MENU -> ONLINE ADJUSTMENTS

SSID – Name of the wireless network to connect to.

Password – Password for the wireless network you are connecting to.

Hidden SSID – Usually SSIDs are shown and are shown in a list on your phone or laptop. Use this setting if you know your network SSID is hidden to prevent it from showing automatically is lists for phones/laptops.

Test Online Settings – Forces a restart of this machines network.

Connection Status – Show the status of the network for this machine. Offline if there is no connection. Wifi or Wired plus the IP address if connected.

Operator – Operator, Location and Machine Name are the three identifiers used to connect to Teamplay's online servers. They must match what is in the online database or the machine will not be able to connect.

Location – Name or identifier for the location the machine is at.

Machine Name – Name or identifier for the individual machine at a location. Usually multiple machines have the same name plus a number designation (Wheel 1, Wheel 2, etc.)

Online ID – Return by Teamplay's online servers, it is the numerical identifier for this machine. Zero or unknown means this machine is not connected.

Upload Audits Now – Force the upload of the current audits now. Audits are normally uploaded every ½ hour if changed from last upload. If unchanged Audits will skip the ½ hour until 4 hours have past and uploaded regardless.

Clear Online Settings – Clears the above settings. On the next boot there will be no wireless network to connect and no connection to Teamplay's online server will be attempted.

MAIN MENU -> AUDITS

Coin Audits – Menu where all relevant coin statistics can be found.

Lifetime Audits

Coin 1 – Shows the cumulative money collected in the Coin 1 input over the lifetime of the machine.

Coin 2 – Shows the cumulative money collected in the Coin 2 input over the lifetime of the machine.

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Bill Acceptor – Shows the cumulative money collected in the Bill Acceptor over the lifetime of the machine.

Service Credits – Shows the cumulative service credits granted over the lifetime of the machine.

Plays – Shows the cumulative number of plays redeemed via normal credit entry over the lifetime of the machine.

Service Plays – Shows the cumulative number of plays redeemed via service credits over the lifetime of the machine.

Current Audits

Coin 1 – Shows the cumulative money collected in the Coin 1 input throughout the machine's currently tracked audit period.

Coin 2 – Shows the cumulative money collected in the Coin 2 input throughout the machine's currently tracked audit period.

Bill Acceptor – Shows the cumulative money collected in the Bill Acceptor throughout the machine's currently tracked audit period.

Service Credits – Shows the cumulative service credits granted throughout the machine's currently tracked audit period.

Plays – Shows the cumulative number of plays redeemed via normal credit entry throughout the machine's currently tracked audit period.

Service Plays – Shows the cumulative number of plays redeemed via service credits throughout the machine's currently tracked audit period.

Clear Current Audits – Press to clear all audits for the currently tracked audit period, including all Coin, Game, and Tickets audits. Please clear audits after any changes are made throughout the settings to ensure audit data is correctly tracked.

Available Coin – Shows the current total coin value in the machine that has not yet been redeemed. This is an aggregate of all coin inputs.

Available Service Credits – Shows the current total of Service Credits that have not yet been redeemed.

Available Plays – Shows the current total of plays that have not yet been redeemed in the machine. This reflects all remaining plays granted according to the current available coin total and both the base price and any special pricing models, if applicable.

Clear Current Credits/Coins – Press to clear all coins, service credits, and plays that have not yet been redeemed. This does NOT erase any current audits.

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Game Audits – Menu where a wide array of gameplay and assorted ticket statistics can be found.

Tile Audits – Menu where audits can be viewed for each wheel and their respective tiles.

Regular Strip Tile Audits – Menu where audits can be viewed for the tiles on the MAIN wheel.

Audits Mode – Switch between viewing either the Current or Lifetime audits for the given wheel tiles.

Type – Switch between viewing the Wins, Win Percentage, or Tickets Won for each tile on the given wheel.

Tile Audit View – Scroll up and down through each tile on the wheel to see its associated value according to both the Audits Mode and Type options at the top of the menu.

Theme 1 Strip Tile Audits – Menu where audits can be viewed for the tiles on the special Soda wheel. Features the same audit options as the Regular Strip Tile Audits menu.

Theme 2 Strip Tile Audits – Menu where audits can be viewed for the tiles on the special Peanut wheel. Features the same audit options as the Regular Strip Tile Audits menu.

Theme 3 Strip Tile Audits – Menu where audits can be viewed for the tiles on the special Mega Ticket wheel. Features the same audit options as the Regular Strip Tile Audits menu.

Popcorn Strip Tile Audits -- Menu where audits can be viewed for the tiles on the special Popcorn wheel. Features the same audit options as the Regular Strip Tile Audits menu.

Fishbowl Strip Tile Audits -- Menu where audits can be viewed for the tiles on the special Fishbowl wheel. Features the same audit options as the Regular Strip Tile Audits menu.

Clear Current Audits – Press to clear all audits for the currently tracked audit period, including all Coin, Game, and Tickets audits. Please clear audits after any changes are made throughout the settings to ensure audit data is correctly tracked.

Audit Mode – Switch between viewing either the Current or Lifetime game audits.

Plays – Shows the cumulative total of plays during the selected audit period.

Normal Wins – Shows the cumulative total of normal tile wins during the selected audit period. This includes all tiles that are not explicitly categorized as any other

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type of tile, including all the tiles on the Popcorn, Fishbowl, Soda, Peanut, and Mega Ticket wheels.

Bonus Wins – Shows the cumulative total of bonus tile wins during the selected audit period. This includes all wins for both the Progressive Bonus and Super Spin Big tiles.

Carny Wheel Spins – Shows the cumulative total of spins earned on the special wheel during the selected audit period.

Total Spins – Shows the full accumulation of all types of spins the wheel has performed during the selected audit period.

Regular Spins – Shows the total number of spins the wheel has performed on the MAIN wheel during the selected audit period.

Extra Spins – Shows the total number of extra spins the wheel has performed during the selected audit period. This includes all Double and Triple mode spins.

Super Spins – Shows the total number of spins the wheel has performed on the Super Spin wheel during the selected audit period.

Special Wheel Spins – Shows the total number of spins the wheel has performed on any of the other special themed wheels during the selected audit period.

Demo Spins – Shows the total number of spins the wheel has performed during the Demo Spin state in the attract cycle during the selected audit period. This will only tally up when the Demo Spin is performed, which requires the Demo Spin setting to be ON in the Game Adjustments menu.

Special Mode Plays – This section shows all various special mode plays after earning another spin from the Carny Wheel tile.

Double – Shows the total number of Double mode plays during the selected audit period. Double mode is when all tiles on the MAIN wheel are doubled.

Triple – Shows the total number of Triple mode plays during the selected audit period. Triple mode is when all tiles on the MAIN wheel are tripled.

Super Spin – Shows the total number of Super Spin mode plays during the selected audit period. Super Spin mode offers a both Big and Small ticket values as defined in Super Spin Settings section in the Game Adjustments menu.

Soda – Shows the total number of Soda wheel plays during the selected audit period. Soda mode offers a special assortment of ticket values as defined by the Soda Tile Values within the Ticket Adjustments menu.

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Peanut – Shows the total number of Peanut wheel plays during the selected audit period. Peanut mode offers a special assortment of ticket values as defined by the Peanut Tile Values within the Ticket Adjustments menu.

Mega Ticket – Shows the total number of Mega Ticket wheel plays during the selected audit period. Mega Ticket mode offers a special assortment of ticket values as defined by the Mega Ticket Values within the Ticket Adjustments menu.

Tile Type Wins – This section shows all the wins for each unique category of tiles throughout the game.

Normal – Shows the total number of times the player landed on a normal tile during the selected audit period. This includes all tiles that are not explicitly categorized as any other type of tile, including all the tiles on the Popcorn, Fishbowl, Soda, Peanut, and Mega Ticket wheels.

Bonus – Shows the total number of times the player landed on a bonus tile during the selected audit period. This includes all wins for both the Progressive Bonus and Super Spin Big tiles.

Carnival – Shows the total number of times the player landed on the Carnival tile on the MAIN wheel during the selected audit period.

Balloon – Shows the total number of times the player landed on the Balloon tile on the MAIN wheel during the selected audit period.

Popcorn – Shows the total number of times the player landed on the Popcorn tile on the MAIN wheel during the selected audit period.

Fishbowl – Shows the total number of times the player landed on the Fishbowl tile on the MAIN wheel during the selected audit period.

Super Spin Small – Shows the total number of times the player landed on a Small Bonus tile on the Super Spin wheel during the selected audit period.

Super Spin Big – Shows the total number of times the player landed on a Big Bonus tile on the Super Spin wheel during the selected audit period.

Ticket Audits – Menu where an overview of ticket statistics can be found.

Current Tickets Earned – Shows the cumulative ticket value earned by players throughout the machine's currently tracked audit period.

Lifetime Tickets Earned – Shows the cumulative ticket value earned by players over the lifetime of the machine.

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Current Tickets Awarded – Shows the cumulative ticket value disbursed to players throughout the machine's currently tracked audit period.

Lifetime Tickets Awarded – Shows the cumulative ticket value disbursed to players over the lifetime of the machine.

Current Tickets Owed – Shows the remaining ticket value that has not yet been disbursed to players throughout the machine's currently tracked audit period. If this is greater than zero, there might be an issue with the ticket dispensing mechanism on the machine.

Current Payouts – Shows estimated payout information for the currently tracked audit period. This includes both an average number of awarded tickets per game played and a ticket payout percentage based on the total award tickets, total plays, and the current base price-per-play as defined in the Coin Adjustments menu.

Lifetime Payouts – Shows estimated payout information for the lifetime of the machine. This includes both an average number of awarded tickets per game played and a ticket payout percentage based on the total award tickets, total plays, and the current base price-per-play as defined in the Coin Adjustments menu.

Clear ALL Tickets Owed – Press to clear all remaining tickets that have yet to be disbursed for the currently tracked audit period.

Clear Current Audits – Press to clear all audits for the currently tracked audit period, including all Coin, Game, and Tickets audits. Please clear audits after any changes are made throughout the settings to ensure audit data is correctly tracked.

MAIN MENU -> DIAGNOSTICS

Sensor Tuning – These numbers **should not be adjusted** unless advised to do so by Team Play Inc. These numbers were adjusted and set at the factory.

Switch Tests – Menu to test each of the mechanical switches.

Any switch triggered will cause a change on the screen. This will help diagnose any switch issues.

Meter Tests – Allows advancement of any meters installed in the game.

Ticket Tests – Several options to test and make sure your tickets are working correctly and being accounted for.

Ticket Spitter 1

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Dispense 1 Ticket

Dispense 5 Tickets

Dispense 10 Tickets

Ticket Spitter 2

Dispense 1 Ticket

Dispense 5 Tickets

Dispense 10 Tickets

Light Tests – Make sure all the lighting on the game is working properly.

LED Tests – LEDS on the side of the wheel.

Test All Red Lights

Test All Green Lights

Test All blue Lights

Test All White Lights

Test All Lights Off

Arrow Tests – Turn on and off the arrow.

Enable Arrow Light

Disable Arrow Light

Start Button Tests

Enable Left Start Light

Disable Left Start Light

Enable Right Start Light

Disable Right Start Light

Motor Tests – Test to make sure motor is working properly.

Forward Speed – Speed to run motor at. Needs to be 20+

Motor Forward – Starts to move motor forward.

Brake Speed – Amount to brake motor

Motor Brake – Stops motor.

Speed Increment – DO NOT ADJUST

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Time Interval – DO NOT ADJUST

Brake Tests – Adjust and test the wheel brake.

Engage Brake – Tells the brake to close

Disengage Brake – Tells the brake to open

Revolutions to Brake – Amount of spins before brake engages.

Time to Brake – Amount of seconds before brake starts to engage.

Percent to Brake – How tight the brake should close. All brakes and wheels are different. This number is normally 50-75

Panel Tests – Testing of all the Panels. This will show you the panel numbers, let you make sure they are aligned correctly, also test panel colors.

Use the LEFT and RIGHT arrow keys to test colors.

Press Start to Exit

Press S key to start the wheel spinning so you can see all the way around.

Marquee Tests – Tests the Marquee to make sure it's connected properly.

Topper Test On – Sets Marquee to 88888

Topper Test Off – Sets Marquee to

Cabinet Test On – Sets Ticket Screen to 88888

Cabinet Test Off – Sets Ticket Screen to

Sensor Information – These numbers give information about where your wheel is calibrated to, and where it thinks it is.

Calibrate Sensor – This button sets the calibration value to the current wheel location. To calibrate the wheel properly, you want to be in Diagnostics, then rotate the wheel so the break in the 4 read lines is in the middle of the ticket award arrow. You want 2 lines above, and 2 lines below the center of the arrow. When the wheel is in this position, you hit the Calibrate Sensor button to lock that number in.

The wheel uses several flags to know where it is at. The wheel has been calibrated before leaving the factory, but you may need to calibrate after shipping.

Show FPS – For tech support and debugging purposes. Leave off.

Reboot Game – If you need to reboot a game during testing.

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MAIN MENU -> SOFTWARE UPDATE

Make sure you have a flash drive with the zipped update file on the drive inserted into a USB extension cable, then choose SOFTWARE UPDATE, it will bring up a list of possible update files. Use the arrow keys to choose one and press enter. The system will update, and then reboot. While rebooting, remove the flash drive.

MAIN MENU -> SYSTEM INFORMATION

Basic information about Carnival Wheel.

Software Version Number

Hardware Version Numbers

Tech support phone Number.

MAIN MENU -> LANGUAGE

Operator Language – Language used in the operator menus.

Game Language – Language used during game play and attract.

Currency Symbol – Symbol to use for currency when displaying pricing.

MAIN MENU -> GAME VOLUME

Game Volume – This adjusts the volume during gameplay. Keep in mind the overall volume can still be controlled by the volume knob inside the front cabinet.

MAIN MENU -> ATTRACT VOLUME

Attract Volume – This adjusts the volume of sounds in attract mode. Keep in mind the overall volume can still be controlled by the volume knob inside the front cabinet.

MAIN MENU -> SET DATE

Current Setting – The current date of the machine.

You can change these dates to be more accurate to your local time for either online reporting or daily game resetting.

MAIN MENU -> EXIT TO ATTRACT

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Quick Link Guide Version 1.0



There are several ways to link your Carnival Wheel games together.

The two easiest ways:

- 1) If you have a wired network already in your location that gives IP addresses, you can plug each game into your network.
- 2) If you do not have a wired network already, or the game isn't in a position that can connect, you can use the router from the Team Play Link Kit. Plug the router into a power plug, then plug each network cable into the router and to the machine. This will give the machines the IP addresses they need to communicate.

If you want to go wireless, that is an option. You'll need to obtain a USB wireless network connector, and plug it into an available USB port in the Carnival Wheel. See the **ONLINE ADJUSTMENTS** section of the **Operator Software Guide** for more information on how to set up the wireless connections.

Now that you have your wheels connected with IP address, you can follow the **System Link Adjustments** section of the **Operator Software Guide**. Below is a short version of that guide:

Press **CTRL T** to enter the operator menu. Use the **ARROW KEYS** to move up and down in the menu, or left and right to increase/decrease and change values. Use the **ENTER key** to confirm choices. **BACK** at the bottom of any menu will take you up one level, or exit back to game.

Navigate to **MAIN MENU → SYSTEM LINK ADJUSTMENTS**

System Linking – Defaults to OFF. Turn system link connection ON. When ON, the current machine will allow synchronization with any other connected machines. Synchronized elements include Progressive Letters, Progressive Bonus value and availability, and also multi-machine attract screens.

Machine Link ID – Defaults to 2. Set link index for the given machine between 1 and 16. The machine with ID 1 will be the farthest left of a series of machines, with each consecutive machine ID shifting to the right. Machine ID 1 is considered the “Master” machine, which handles all the special synchronization between all the connected machines.

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Game Sub ID – Defaults to 0. This is for a more advance setup with multiple sets of wheels in a location. Leave this at 0.

Total Links – Defaults to 1. Set this to the number of machines you have linked.

Advanced Link Adjustments – Menu for editing settings relevant to linked gameplay.

Linked Progressive Difficulty – Configures the difficulty for the current machine. See Difficulty Adjustments section for further details.

Min Linked Progressive Jackpot – Configures the minimum Progressive Bonus value for the current machine. See Ticket Adjustments section for further details.

Max Linked Progressive Jackpot – Configures the maximum Progressive Bonus value for the current machine. See Ticket Adjustments section for further details.

Linked Progressive Jackpot Increment – Configures the rate at which the Progressive Bonus value will rise for the current machine. See Ticket Adjustments section for further details.

Link Information – Displays the information for any connected machines.

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Carnival Wheel™

Service and Replacement Parts

1. Service and Replacement Parts

a. Display Cabinet

i. Mechanical

1. A-A-RHD-0001-00	Leg leveler, ½-13 x 3in	4per
2. A-A-RHD-0002-01	Caster, 3 1/2in swivel	4per
3. U-A-RBR-0001-16	Bearing, roller 1in shaft	2per
4. U-A-RHD-0022-00	Chain, T35 222link	1per
5. U-A-RHD-0023-00	Chain connecting link, T35	1per
6. U-A-RHD-0031-00	Freewheel clutch, 5bolt sprocket	1per
7. U-A-RHD-0033-30	Chain sprocket T35 30tooth	1per
8. U-A-RPL-0020-03	Wheel brake pad	2per

ii. Electronic

1. D-A-SEL-0007-U0	Programmed HDD, 2.5in SATA SSD	1per
	Carnival Wheel USA Standard	
2. F-A-REL-0031-00	Fuse, 5x20mm T3.15A/250VAC	1per
3. T-A-REL-0003-00	CPU Board, Mini-ITX A68-5600	1per
4. T-A-REL-0004-00	Memory, 2GByte DDR3-1600 DIMM	1per
5. U-A-REL-0001-00	Solenoid, D-Frame 12V	1per
6. U-A-REL-0003-00	Power supply, +12V – ATX 90W	1per
7. U-A-REL-0005-00	Power supply, 500W 48VDC	3per
8. U-A-REL-0100-27	Wheel brake control motor	1per
9. U-A-SAS-0015-03	Wheel rotation motor with chain drive sprocket, 60W/24V	1per
10. U-A-REL-0010-00	USB – Ethernet adapter	1per
11. U-A-REL-0013-04	USB 2.0 hub, 4port with cable	1per
12. U-A-REL-0016-03	Slip ring, 5X 10A with gigabit Ethernet	1per
13. U-A-REL-0051-10	Fuse, 3AG 10A/250VAC Slow Blow	1per
14. U-A-SEL-0008-00	Wheel position OPTO emitter PCBA	2per
15. U-A-SEL-0009-00	Wheel line position OPTO decoder With MCU USB 2.0	1per
16. U-A-SEL-0010-00	Wheel home OPTO decoder	1per
17. U-A-SEL-0040-00	LED display, 128x64 P4 48VDC	20per
18. U-A-SEL-0041-00	LED display sender, MSD300	1per
19. X-A-SEL-0002-00	LED controller, 8channel RGB	1per
20. X-A-REL-0003-00	Power supply, 750W	1per

iii. Plastic

1. U-A-RPL-0062-02	Wheel viewing window FRONT	1per
2. U-A-RPL-0060-02	Wheel viewing window REAR	1per
3. U-A-RPL-0063-02	Wheel viewing window side BOTTOM	4per
4. U-A-RPL-0064-00	Wheel viewing windows side TOP	2per

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Service and Replacement Parts

iv. Wood

- | | | |
|--------------------|---------------------------|------|
| 1. U-A-RWD-0040-02 | Wheel side profile BOTTOM | 2per |
| 2. U-A-RWD-0041-02 | Wheel side profile TOP | 2per |

v. Graphics

- | | | |
|--------------------|---------------------------------|------|
| 1. U-A-RGR-0100-03 | Wheel side profile bottom RIGHT | 1per |
| 2. U-A-RGR-0101-02 | Wheel side profile top RIGHT | 1per |
| 3. U-A-RGR-0102-03 | Wheel side profile bottom LEFT | 1per |
| 4. U-A-RGR-0103-02 | Wheel side profile top LEFT | 1per |

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Service and Replacement Parts

b. Plunger Cabinet

i. Mechanical

1. A-A-RHD-0001-00	Leg leveler, ½-13 x 3in	4per
2. A-A-RHD-0002-01	Caster, 3 1/2in swivel	4per
3. U-A-SAS-0040-00	Plunger bottom pivot arm assy with bushings	1per
4. U-A-SAS-0043-03	T-handle with pivot bushings and Hand grips	1per
5. U-A-SAS-0050-00	Plunger link arm with bushings	1per

ii. Electronics

1. A-A-SEL-0004-00	I/O board, 32input 16output 6port USB 2.0 hub	1per
2. F-A-REL-0026-ST	Speaker set, stereo 2.1	1per
3. U-A-RBT-0001-09	Push button, rectangular START	2per
4. U-A-REL-0006-00	Audio adapter, USB 2.0 – line	1per
5. U-A-REL-0007-00	Motor driver, DC motor	1per
6. U-A-REL-0011-00	Motor controller, stepper	1per
7. U-A-SEL-0006-00	5digit 1in 7segment display	1per

iii. Plastics

1. U-A-RPL-0042-00	Tickets Owed display window RED	1per
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iv. Wood

1. U-A-RWD-0050-02	Plunger cabinet side profile RIGHT	1per
2. U-A-RWD-0051-02	Plunger cabinet side profile LEFT	1per
3. U-A-RWD-0052-03	Plunger cabinet wing	2per

v. Graphics

1. U-A-RGR-0104-03	Plunger cabinet side profile RIGHT	1per
2. U-A-RGR-0105-03	Plunger cabinet side profile LEFT	1per
3. U-A-RGR-0106-03	Plunger cabinet FRONT	1per
4. U-A-RGR-0107-02	Plunger cabinet instruction decal	1per
5. U-A-RGR-0109-02	Plunger cabinet progressive bonus	1per
6. U-A-RGR-0110-03	Plunger cabinet wing RIGHT	1per
7. U-A-RGR-0111-03	Plunger cabinet wing LEFT	1per



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