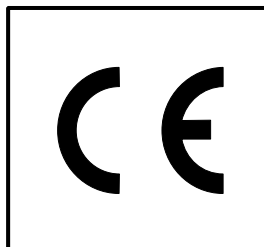




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## OPERATION AND MAINTENANCE HANDBOOK

# “MINICAR”



**Translation of the original instructions**

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***EuroGames** thanks you for the preference given to its products.*

***EuroGames** pays the greatest attention to the demands of its worldwide customers and offers them an unquestionable competence and a year-long experience.*

## **1. SCOPE OF THE MANUAL**

This manual is an integral part of the machine, and supplies any and all information for a correct use and maintenance of the **EuroGames** S.r.l. Automatic Cars of the “**MINICAR**” series. The compliance with these instructions grants the machine a regular running and a long life.

It is important to follow the herein instructions since **EuroGames** S.r.l. disclaims any responsibility for damages to persons or things resulting directly or indirectly from the non-compliance with these instructions, from an improper use of the machine, from inexperience, carelessness or negligence.

The same also applies to when the machine is transferred to third parties either for sale, loan, free loan, etc.

In drawing up this handbook, three different reminders marked with the following symbols have been adopted:



### **CAUTION**

**Draws the attention to situations or problems which, if not avoided, can result in injury.**



### **ATTENTION**

**Draws the attention to situations or troubles concerning the machine efficiency which, however, do not involve personal safety.**



### **IMPORTANT**

**Draws the attention to important general messages which affect neither safety nor the machine efficiency.**

If, after the reading, you are unsure about anything, contact **EuroGames** who will assure you a prompt and careful assistance to get the best performance and highest efficiency from your machine.

## 2. GENERAL SAFETY PRECAUTIONS

This section provides a summary of the general safety precautions which will be introduced in the following chapters wherever necessary:

- Thoroughly read and understand the operating instructions before turning the machine on.
- Do not carry out any operation with wet hands.
- Before connecting the cables for the battery recharge, check for damages.
- For their functions, dimensions and characteristics, the Automatic Games of the “**Minicar**” series must not be allowed to children under 3 years. They must be used only under strict supervision of an adult - either the manager or any other people able to carry out such duty, who will be the sole responsible.
- It is forbidden to let more than one child per time get in the “**Minicar**”.
- The two-seater models can only be used by adults who are responsible for themselves and the child they accompany.
- Do not add extensions to the battery recharge cable. If really necessary, always use type-approved extensions. When using wound extensions, always unwind them completely before use to prevent overheating.
- Make sure that no children or unauthorized people approach the machine during the battery recharge.
- Do not cover the machine when functioning; the machine should be used in sheltered and well ventilated places.
- Do not attempt to open, repair or modify the machine or its components, if not expressly authorized by Eurogames.
- Do not dip the machine in water to clean it.
- When using the machine, you should always be assisted by a skillful person aware of its functioning and maintenance and of the safety precautions related to the use of the machine.

All automatic games of the “**Minicar**” series are delivered with battery charger, which is integral part of, and with the **Operation and Maintenance Handbook** to enable you a correct installation and proper use.

In pursuing a policy of constant improvement, the company reserves the right to modify structure, functions and reliability of its products without undertaking to give prior notice. For this reason, any information of this manual could not match the technical features of the product itself completely. **EuroGames** S.r.l. does not incur in any obligation as far as updating are concerned which will be included in future printings of this manual.



### ATTENTION

***Before installing the “Minicar” and its battery charger, thoroughly read the instructions and remarks of this manual.***

### 3. DESCRIPTION OF THE MACHINE

The Automatic Games of the “**Minicar**” series manufactured by **EuroGames** S.r.l. reproduce well known car and motorbike models inspired to sports or cinematographic events in reduced scale of suitable dimensions.

Therefore, the Automatic Games of **EuroGames** S.r.l. develop a play, socialization, amusement, physical and psychic formation function of the child and an incitement for the development of its psychological maturity. They rouse and develop the child’s imagination and contribute to strengthen the child’s confidence in its physical and intellectual capacity, to reinforce its spirit of competition, and to increase its ability and physical and psychological reflexes.

Playing with the models of the “**Minicar**” series by **EuroGames** S.r.l. offers the child unforgettable moments of healthy, happy, carefree and magic emotion and makes it experience a sensation of pleasant amusement thanks to their motion, contact, the charm offered by the sounds, noise and colored light effects, the presence of other play-mates, and the atmosphere of the place.

### 4. SERIES AND MODELS

The automatic games of the “**Minicar**” series are manufactured in the following models:

- FORMULA 1 V-MAX, FORMULA 1 V-P, FARM TRACTOR, RABBIT CAB, RALLY, X3, SPORT, MOTO SPORTING, MOTO SUPERBIKE, MOTO GP, MOTO POLICE, MOTO TRIKE, MINI GO KART TWIN, MINI GO KART, TWIN SPACE, EUROQUAD, BUGGY, MOTO CHOPPER, MINI OFF ROAD, FLINT MOBILE, OFF ROAD.

### 5. TECHNICAL FEATURES

The Automatic Games for children of the “**Minicar**” series have been conceived, designed, projected and manufactured by **EuroGames** S.r.l. according to the most advanced technologies and using strong structures of steel protected by a nicely designed shock-preventing body and covered with fiberglass which insulate and protect them against any accidental or occasional tampering. The electronic card with power unit is located on the metal frame, inside the body. The “**Minicar**” is equipped with a D.C., battery-fed electric motor which is solidly secured to the frame. Functions are controlled by the electronic card consisting of a power unit and a microprocessor. The **EuroGames** S.r.l. Automatic Games are practical and have been designed and manufactured to offer high performance. The safety and stability of the “**Minicar**” series Automatic Games are assured by the centre of gravity located in central position close to the ground. The delivery package contains the Automatic Game and the Operation and Maintenance handbook.

#### TECHNICAL DATA

	FORMULA 1 V-MAX	FORMULA 1 V-P	FARM TRACTOR	RABBIT CAB	RALLY	X3	SPORT	MOTO SPORTING	MOTO SUPERBIKE	MOTO GP	MOTO POLICE	MOTO TRIKE	MINI GO KART TWIN	MINI GO KART	TWIN SPACE	EUROQUAD	BUGGY	MOTO CHOPPER	MINI OFF ROAD	FLINT MOBILE	OFF ROAD
Height (cm)	56	56	66	60	54	54	54	75	75	73	73	75	67	68	68	55	72	75	54	130	75
Width (cm)	145	145	137	153	125	130	130	145	143	145	130	148	142	138	142	142	140	148	70	90	90
Length (cm)	73	73	79	80	68	70	70	76	76	79	76	76	77	77	77	77	82	76	120	138	145
Weight* (kg)	61	61	71	71	58	58	58	68	73	78	68	73	64	65	60	70	75	73	54	73	73

(\*) Weight of the machine without battery.

## ADJUSTABLE PARAMETERS

- sound and noise volume
- race time: 30 to 990 sec;
- adjustable speed from 0 to 8 km/h standard, or from 0 to 4 km/h conforming to the country safety regulations.
- customized coins.

## CHARACTERISTIC PARAMETERS

- electric power supply by 12V 75/80Ah battery;
- autonomy: 3/4 hours approx.;
- 5 and 12 volt auxiliary circuits;
- protection appliances: IP 53 for the 12 volt and the 5 volt components
- storage conditions: temperature: -20°C to +50°C, relative humidity: 30% to 95%;
- running conditions: temperature: +5°C to +40°C, relative humidity: 40% to 90%.
- pneumatic pressure. 2 bars.
- Load capacity 1 seat model: 90 Kg
- Load capacity 2 seats model: 130 Kg

## 6. MANUFACTURER

The “**Minicar**” series Automatic Games are manufactured by:

**EuroGames S.r.l.**

Via Degli Scavi, 41  
47122 FORLÌ / ITALY

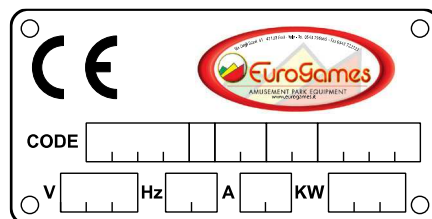
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## 7. COMPLIANCE WITH NORMS AND DIRECTIVES

The Automatic Games “**Minicar**” series comply with **EMC** regulations provided for in directive **2004/108/EC** and directive **2006/95/EC**.

## 8. IDENTIFICATION PLATE

The identification plate, located in a visible position on the body, gives the Manufacturer's identification data and the characteristic technical data: code, power supply type, absorbed power. These elements are necessary when asking the Manufacturer technical assistance or spare parts.



## 9. FUNCTIONING

The Automatic Games of the “Minicar” series have been designed to be used in public places like game-halls, commercial centers, amusement parks, fun-fairs and public gardens with specific tracks for these vehicles.



### CAUTION

- The Automatic Games of the “Minicar” series have not been conceived to comply with the road traffic regulations. Therefore, any and all uses outside the specific tracks is expressly forbidden.
- The electric components of the “Minicar” series Automatic Games are suitably protected against humidity. However, they must not be dip in water, they must be protected against rain, water jets and must not remain in contact with wet bodies. The power supply nominal voltage does not exceed 12 volts D.C.
- The components of the “Minicar” series Automatic Games in contact with electric current are well insulated and mechanically protected. The internal harness voltage and that supplied to the coin-box is 12V d.c. However, as for all appliances with electric components, it is compulsory to comply with the instructions of this manual and to adopt the normal precautions for preventing electric shocks when using the game.



### ATTENTION

- *The Automatic Games of the “Minicar” series must be used only on specific tracks with level ground suitable for the race of mini vehicles, delimited and protected by a guard having specific safety and manufacture characteristics.*
- *The track must be realized on a level and solid ground having at least 250 km/sqm capacity, and should be surrounded by a wide operation and parking area. This place should be delimited by a colored, visible and indelible stripe.*
- *The surface within such area should be antiskid to prevent the children from being injured.*



### ATTENTION

*Do not raise the “Minicar” by holding its body: it could get damaged. Seize it from the frame.*



### ATTENTION

*The condition of the track, the “Minicar” series Automatic Game and the battery charger must be checked at least every 15 days and after any long inactivity period.*



## Preliminary operations

Before starting the machine, carefully follow the steps below:

### Mounting and connecting the battery

To access the battery compartment, open the machine cover by unlocking the lock and pressing the unlock pushbutton. The pictures (Fig.1, Fig.2, Fig.3) show the different position of the opening lock.



Fig. 1

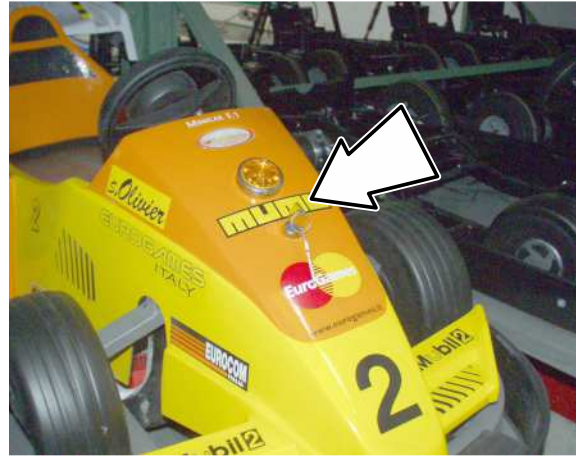


Fig. 2



Fig. 3

#### ⚠ ATTENTION

*Do not carry out this operation with wet hands and always take the necessary precautions to prevent electric shocks.*

#### ⚠ ATTENTION

- *If the “Minicar” is delivered with the battery charged, it must be used within 5-6 days; after that time, the battery must be recharged regularly to avoid damage (see “battery recharge”).*
- *If the battery is “dry”, buy the specific liquid at a specialized centre, then proceed as follows:*
  - *pour in the liquid in the battery up to the maximum level,*
  - *wait 3-4 hours, then charge the battery with the battery charger supplied,*
  - *charge the battery for at least 8-10 hours before use.*
- *If the “Minicar” is supplied without battery, address to a specialized centre for the purchase. The new battery must have the following dimensions: (LxPxH) 27,5x17x19.*

1. Place the battery in its housing as shown in fig. 4.

**△ ATTENTION**

*On models with direct drive, you can also install 100/120A batteries by removing the spacer (A).*

2. Connect the positive terminal marked with + (plus) to the positive (+) terminal on the battery using the red or brown booster cable;
3. Connect the negative terminal marked with - (minus) to the negative (-) terminal on the battery using the black booster cable.

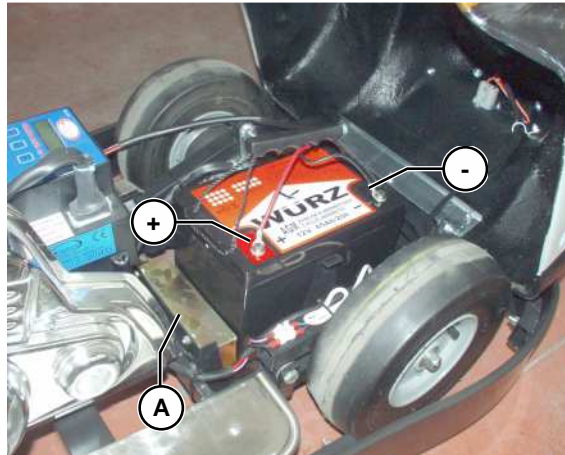


Fig. 4

### Setting the game time

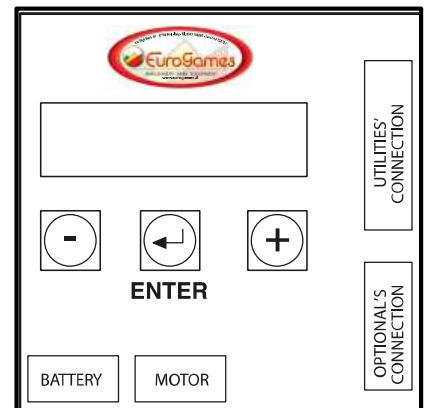
You can set the race time by programming the digital adjustment timer. The adjustment field is between 30 and 990 seconds.

### Setting the game volume

You can set the game volume by programming the digital timer.

### Setting the game speed

Set the speed adjustment, in relation to the track dimensions and other particular needs, by programming the digital adjustment timer. The adjustment field is between 0 and 100%.



**△ ATTENTION:** *If the timer includes the remote controller receiver the use of the START button on remote controller may be needed to start the Mini Car. See the chapter “Digital Timer” for further information.*

**△ ATTENTION:** *For any further information on the machine functions programming, see chapter “Digital timer”.*

## “Minicar” with belt drive

### Adjusting the drive belts

The adjustment of drive belt **A** is essential for a proper transmission of the motion to the vehicle wheels. Every single model is fitted with an own adjustment system (see figures below) and the drive belt **A** can be tensioned as needed by operating the bolts which assure the connection between motor body and wheel axle.

#### MINI MOTO models

Loosen bolts **1-2-3** (fig. 6) and move the motor until the belt is properly tensioned. Re-tighten bolts **1-2-3**.

#### MINI CAR models

Loosen bolts **8-9-10-11** (fig. 7) and move the motor until the belt is properly tensioned. Re-tighten bolts **8-9-10-11**.

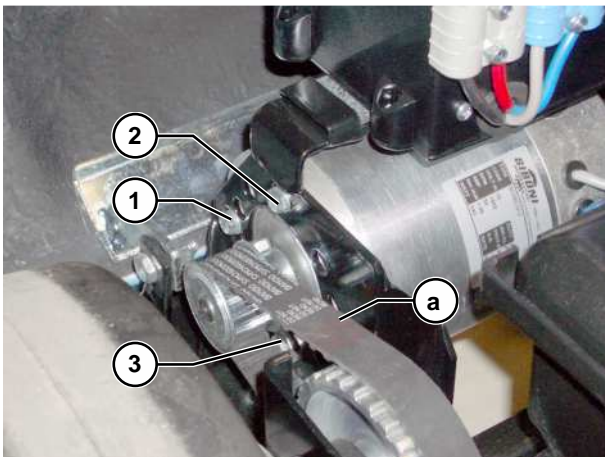


Fig. 6

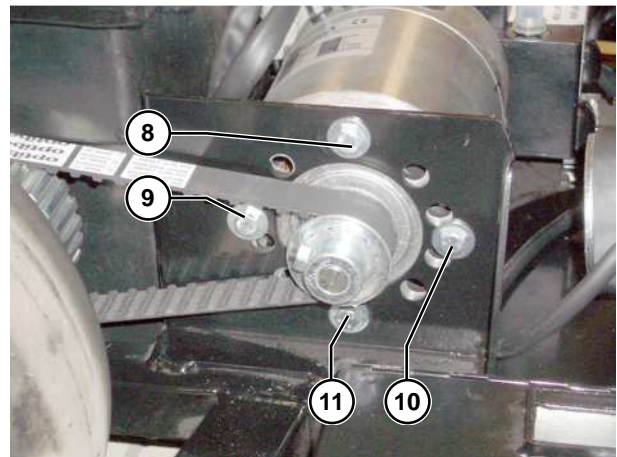


Fig. 7

### “Minicar” with direct drive

The “Minicar” models with direct drive (Fig. 8) do not need any adjustment.



Fig. 8

## 10. STOP SETTING

The “Minicar” series Automatic Game can stop its race in a desired point of the track (for instance, in the parking area). To adjust the car stopping:

1. Place the magnetic strip (delivered by **EuroGames S.r.l.** upon Customer's demand) on the track in correspondence of the desired stopping point (Fig. 9).

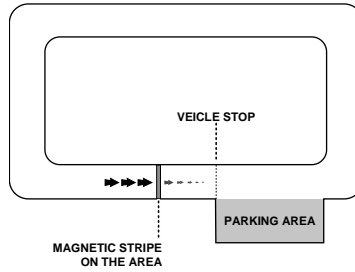


Fig. 9



### IMPORTANT

For the positioning of the magnetic strip on the ground, prepare a small trench with the same dimensions and fix it with silicone or liquid cement (fig. 10); if it is not possible to dig the ground, place the strip on the ground and create two side access guides (fig. 11).

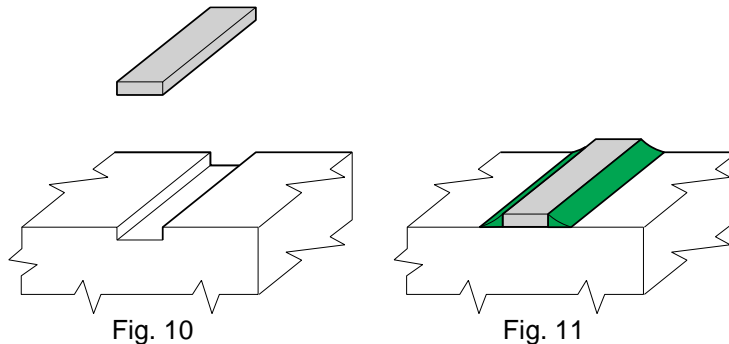


Fig. 10

Fig. 11

2. Setup the control Timer Box to enable the magnetic band sensor. (Fig.12).

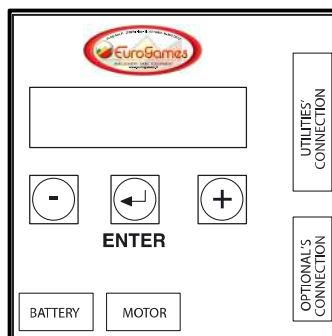


Fig. 12

When the game is over, and the vehicle passes over the magnetic strip, a magnetic sensor **D** (Fig.13) located under the body stops it within the approximately two meters needed to consume the inertia acquired. The stopping distance can be adjusted by programming the digital timer. If, at the end of the game time, the vehicle does not stop this could be for two reasons:

- the gap between the magnetic sensor and the magnetic strip is too wide;
- the magnetic sensor is damaged.

## Adjustment of the magnetic sensor position (Fig.13)

It can happen that, bumping against other objects, the magnetic sensor moves and increases the distance from the ground thus not activating itself when crossing the magnetic strip. adjust the sensor as follows:

1. Being the vehicle very heavy raise it using a gantry.
2. Loosen the nut **F** and the screw **E**.
3. Adjust correctly the level of the magnetic sensor **D** (about 1 cm from the ground).
4. Tighten the screw **E** and the nut **F** in order to fix them in position.

## Changing of the magnetic sensor position (Fig.13-14)

If the magnetic sensor is damaged, it is necessary change it as follows:

1. Disconnect the wiring **G**.
2. Loosen the nut **F** and the screw **E**.
3. Remove the magnetic sensor **D**.
4. Insert the new magnetic sensor **D**, connect the wiring **G**, and adjust its level as suggested before.

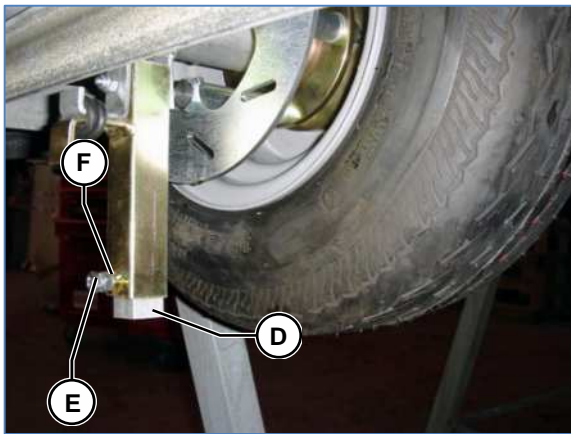


Fig.13

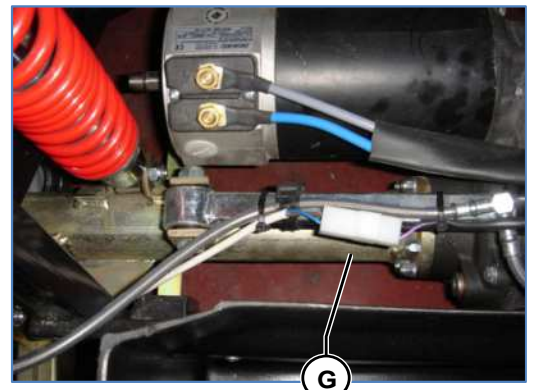
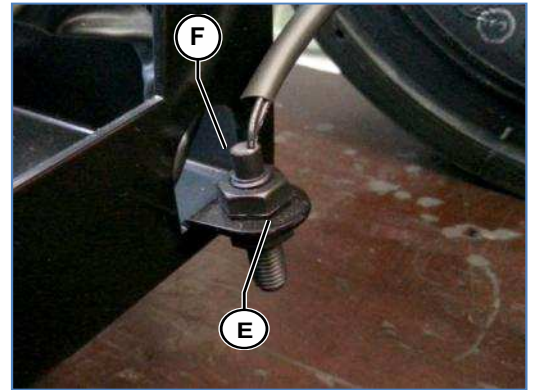


Fig.14

## 11. CHARGING THE BATTERY

Charge the battery before using the “Minicar” the first time and every time the vehicle loses power to avoid damage. To charge the battery, connect the battery charger using the cable provided to the battery power socket fitted on all models of the “Minicar” series (Fig.15). For further details, please refer to the specific chapter “BATTERY CHARGER”. If necessary, the battery charger can be connected directly to the battery (fig. 15b).



Fig. 15a



Fig. 15b

## 12. TESTING

For the production, tests, controls and inspections of its Automatic Games, EuroGames S.r.l. adopts the criteria established by the international standards ISO 9000 for Quality Systems. Before delivering the “Minicar” for use, it is however necessary to check for **3 (three) times** its correct functioning by idling, inserting a coin each time.

## 13. USE



**ATTENTION function (also see Par.2 “General safety precautions”).**

- ***For their functions, dimensions and characteristics, the Automatic Games of the “Minicar” series must not be allowed to children under 3 years. They must be used only under strict supervision of an adult - either the manager or any other people able to carry out such duty, who will be the sole responsible.***
- ***It is forbidden to let more than one child per time get in the “Minicar”.***
- ***The two-seater models can only be used by adults who are responsible for themselves and the child they accompany.***
- ***On models with a seat belt, before inserting the token in the slot, make sure the child is seated properly on the “Minicar” and has the seat belt fastened.***
- ***The child must never be barefoot when using the “Minicar”.***
- ***Do not allow children to get in or off when using the “Minicar”.***
- ***Do not leave the child unattended on the “Minicar” after the race.***
- ***Do not leave children alone close to the “Minicar”, whether standing still or running, or to the track.***
- ***When the “Minicar” time is over, the child must be taken outside the track.***
- ***Even though the Automatic Games of the “Minicar” series by EuroGames S.r.l. have been designed and manufactured to run under heavier load conditions than those prescribed, and have been tested under such conditions, their use is forbidden to adults.***
- ***Make sure the above precautions are adopted and intervene with decision if companions and/or children do not respect them. Always take into due account the typical unexpected behavior of children of this age.***

1. Make sure the child is correctly putting the feet on the footboard when he is sitting on the driving seat.
2. Fasten the safety belt and check the child is holding tightly the wheel.

**▲ ATTENTION**

If the “Security function” is activated when a child unfastens the belt while the “Minicars” are working, all the “Minicars” on the ring will automatically stop.

3. Insert a coin in the slot shown by the arrow in Fig.16, and wait the visual signal of machine ready (lighting of the orange light on the front of the vehicle);
4. if the light does not turn on, push the white button **P** placed under the coin slot to eject the inserted coin and repeat step - 1 - above;
5. when the machine signals it is ready, the child must only press the gas pedal on the board front part on the right-hand with its foot and the “Minicar” starts moving step by step;

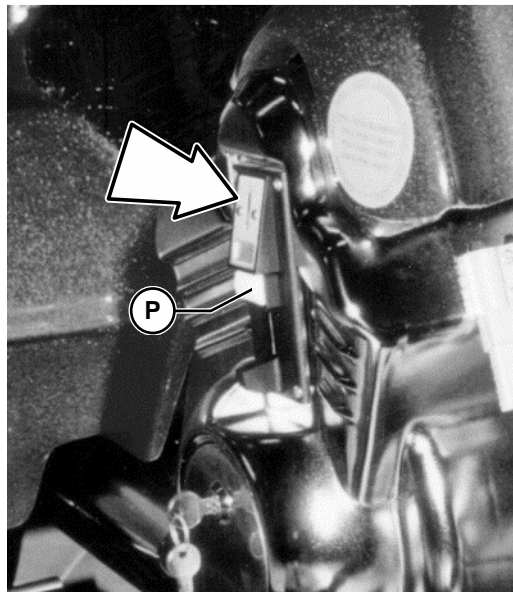


Fig. 16

**▲ ATTENTION**

All Automatic Games of the “Minicar” series are equipped with an automatic system of speed gradual variation (EuroGames S.r.l. exclusive) which prevents sudden accelerations.

6. keep the “Minicar” driving child in sight and, if necessary, call the manager or the staff for help;
7. when the car starts moving, noise starts and lights turn on; they will stop automatically at the end of the preset time when the “Minicar” stops;
8. after the race, wait until the manager or the staff drives the “Minicar” to the parking area, then help the child to get off and take it outside the track.

## 14. EG09 TIMER

The timer device displays the current remaining game time and the percentage of battery charge. If you press any of the three selection buttons (-, ENTER, +) it turns on the display light.

To modify any configuration parameter you can press the “+” or “-“ button until you see the parameter in the display. To modify its value you have to press the “ENTER” button once and then you can use the “+” or “-“ button. To confirm the new value you can press “ENTER” button again to return to the list of available configuration parameters.

To enter the “Protected Menu” and modify its configuration parameters you must be in the first “Main Menu” parameter (“time=000s Bat99%”). You have to keep pressed “ENTER” button for at least 5 seconds. The activation of the “Protected Menu” is shown as “< Protect Menu > message.

To modify the configuration parameters you can use the same procedure explained for the “Main Menu”. To exit the “Protected Menu” you have to select the last list item (“ENTER for EXIT”) and press the “ENTER” button.

The modified parameters are immediately saved in the internal memory. It is suggested to remove the power from the timer device after parameters changes before use it for normal operation again.

If no button is pressed for about 1 minute, the display returns to the first general parameter and exits from the menu.

### Radio Module

If the “RXTX” radio module for the remote control is mounted inside the timer device the “RemoteSTART” parameter (inside the “Protected Menu”) selects the remote control function. If this parameter is set to “On” the start of the game depends on the remote control “Start” button. If this parameter is set to “Off” the game starts on coin insertion and the remote control can be used for emergency “STOP/START” functions.

RemoteSTART=On	On	The timer device will wait the remote control START command to start the game.
----------------	----	--



**“Main Menu” parameters**

The parameters included in the main menu are the following: (some are not modifiable)

Time=000s Bat85%	Time to end of game and battery charge level.
P.Counter=000000:00	Partial coins counter. The 2 digits to the right of the “:” symbol show the number of tokens accumulated if the number of Game-Coins was not reached.
ResetCounter=No	To reset the counter press “Enter” button and select YES with the “+” button. The counter will be reset to 0.
Volume=10	Sound effects volume. It can be set from 1 to 30.
Game-Coins=01	Number of coins for a game. If it is set to 0 there is no need of coins to start the game. To enable this free game function the FREE COINS option on protected menu must be set to ON.
Game-Time=90s	Game time (seconds).
Return=00s	Time (seconds) before end of the game for lamp blinking. If the product is a Bumper Boat a “return to base” audio message will be played till the end of time.
Speed=70%	Maximum speed of the motor.
Acceleration=070	Acceleration speed. Bigger number means faster acceleration. For bumper cars using joysticks, this parameter sets motor speed response to joysticks position.
Deceleration=060	Valid only if “Auto-Brake” option is ‘ON’ or if using Joysticks. Deceleration motor speed (brake). Bigger number means stronger brake. For bumper cars using joysticks, this parameter sets motor speed response to joysticks position.
RemoteControl=01	Identification number for remote control (1 – 32). This number allows you to set parameters in the control box and START/STOP the game from a remote control unit. Every car must have its own unique number otherwise the programming of a single machine will fail.
RemoteSTART=Off	For this parameter explanation look at the “Radio Module” chapter.
Language=ENGLISH	Language selection for audio messages: ITALIAN , ENGLISH , FRENCH , GERMAN , SPANISH , GREEKE, PORTOG
Bat=12.3v T=026°	Real time input voltage and internal temperature values (read only)
I1=000A	Real time motor current value (read only).

**Protected Menu” parameters**

The parameters included in the protected menu are the following: (some are not modifiable)

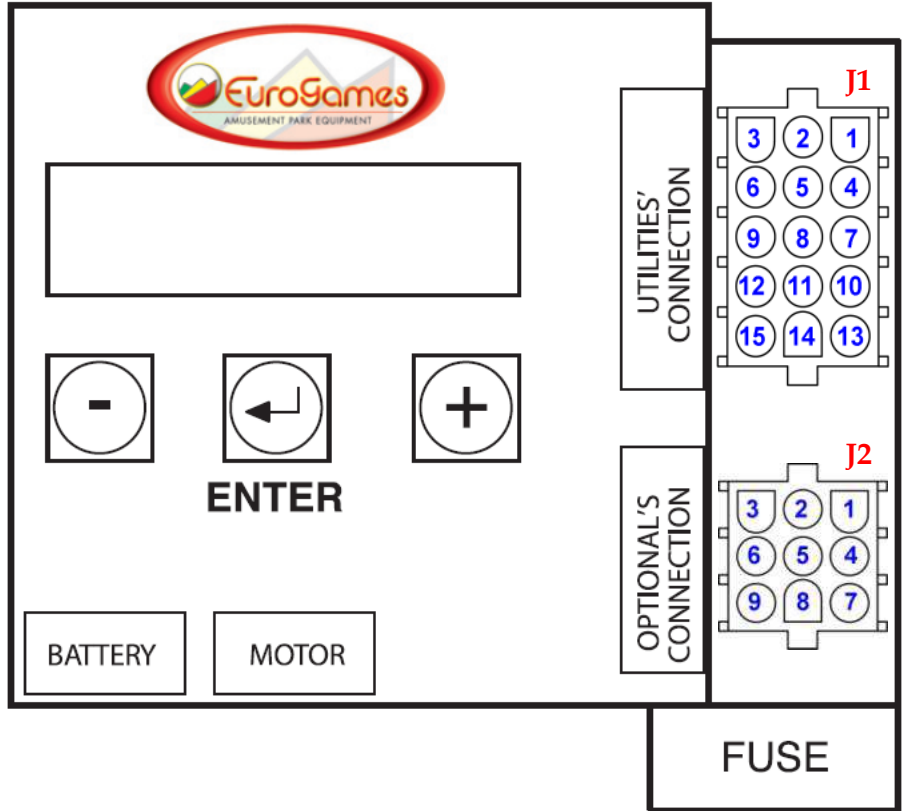
T.Counter=000000	Total coins counter. This counter cannot be reset (read only).
Effect=CAR	This parameter selects the sound effect group type. This parameter depends on sound module memory programming.
Coin-Mode=AC P	Coin mode: <b>NORM</b> : to start the game the number of coins-match requested must be inserted. Coin inserted during game play will be lost but counted by the counters. <b>ACC</b> : to start the game the number of coins-match requested must be inserted. Every coin inserted during game play will increase game time. <b>AC P</b> : to start the game the number of coins-match requested must be inserted. Coins inserted during game play are valid only if the requested coins for 1 extra game are reached.
FreeCoins(0)=Off	This option enable the free play when “Coins” parameter is set to 0
W-Coin Count=No	If ‘YES’: when START is issued from the remote control, the coins counter will increment as for normal coin insertion.
Low-Battery=On	This option enable the “LOW BATTERY” message when the game is over and the battery voltage is low. The message is repeated every 7 seconds.
Auto-Brake=On	If “OFF”: motor will not brake when accelerator pedal is released. if “ON”: motor will brake following “Deceleration” parameter.
End-Brake=On	If “ON”: after game time is finished and after “EndBrakeDelay”, motor brake for 3 seconds. <b>ATTENTION!</b> This parameter must be ON if you wish to use the motor brake when the STOP button is pressed on the remote control.
EndBrakeDelay=0s	Delay (seconds) after the game end to motor brake.
TelBrakeDelay=0s	Delay (seconds) after remote control STOP command to motor brake.
Stop Lamp=Flash	When the timer is in STOP, we can choose whether or not to make the light flash.

J1.15=Emergency	This parameter selects the function of the J1.15 Timer input. <b>“Emergency”</b> : When the input is activated, the timer stops. To be used with the emergency button. <b>“FreeCoins”</b> : When the input is activated, the timer operates as if the game coin was inserted. When this input is disabled, the timer stops. To be used with a key that enables the “FreeCoins” function. <b>“Security+”</b> : Used for operation with seat belts with active protection. The seat belt sensor stops the motor if the belt is unfastened. If the radio module is mounted, all of the cars on the track with a radio module stop. All of the seat belts must be fastened and the “START” button pressed from the remote control in order to restart.
Max Speed=100%	Maximum speed. This parameter defines the “Speed” parameter scale.
End-Sensor=Off	If “OFF”: game ends when time is over. If “ON”: game ends after time is over and after cars runs on magnetic strip. For this function the magnetic strip must be mounted in the track. In any case, if the sensor doesn’t detect the magnetic strip, the game ends automatically after “EndSensTime” seconds.
EndSensTime=250s	Maximum allowed playing seconds after game is over when car doesn’t reach magnetic strip.
Switch= - - - - - GLHRKCSEF	Input status. Every input shown its own letter. G=COIN, L=LOW, H=HIGH, R=RETRO, K=CLOCHE, C=CLACSON, S=SENSOR, E=EMERGENCY, F=TURN LIGHT Note: In the “Bumper Boat” product the pedal status is inverted.
Software V3.8 MC	Software version (read only).

### Other functions

- If no buttons are pressed for at least 60 seconds the screen returns to the main menu first item.
- During the over current alarm condition the display shown the “MotorHighCurrent” message. An alarm sound like an horn is emitted and the game lamp is flashing. The alarm will reset automatically after about 4 seconds.
- If the cooling fin temperature exceeds the set maximum, a “High Temperature” alarm appears, the race ends and the motors stop. You must wait for the automatic alarm reset in order to be able to start other races.
- When the game is over if the battery voltage is low a “LOW BATTERY” message is emitted every 7 seconds.
- If more than one coin is needed to start the game after the first coin is inserted the lamp starts to blink and a sound message is played. The message depends on the language parameter selected.

**CONNECTORS DESCRIPTION**



PIN	J1 - DECRPTION
J1.1	DO NOT USE
J1.2	Ground
J1.3	Speaker output
J1.4	NPN auxiliary output, 1A max.
J1.5	LOW pedal input
J1.6	COIN input
J1.7	Auxiliary 12/24V output (do not use)
J1.8	Magnetic sensor input
J1.9	HIGH pedal input
J1.10	Lamp output 12/24v
J1.11	Ground
J1.12	12/24v output, 1A max.
J1.13	DO NOT USE
J1.14	DO NOT USE
J1.15	Emergency input / FreeCoins / Security+

PIN	J2 - DECRPTION
J2.1	Turn Lamp output 12/24v
J2.2	Pot. 1 input
J2.3	Reverse direction input
J2.4	Joystick input
J2.5	Horn input
J2.6	DO NOT USE
J2.7	Pot. 1 input
J2.8	5V output for Pot. Controls
J2.9	DO NOT USE

WIRING DIAGRAM

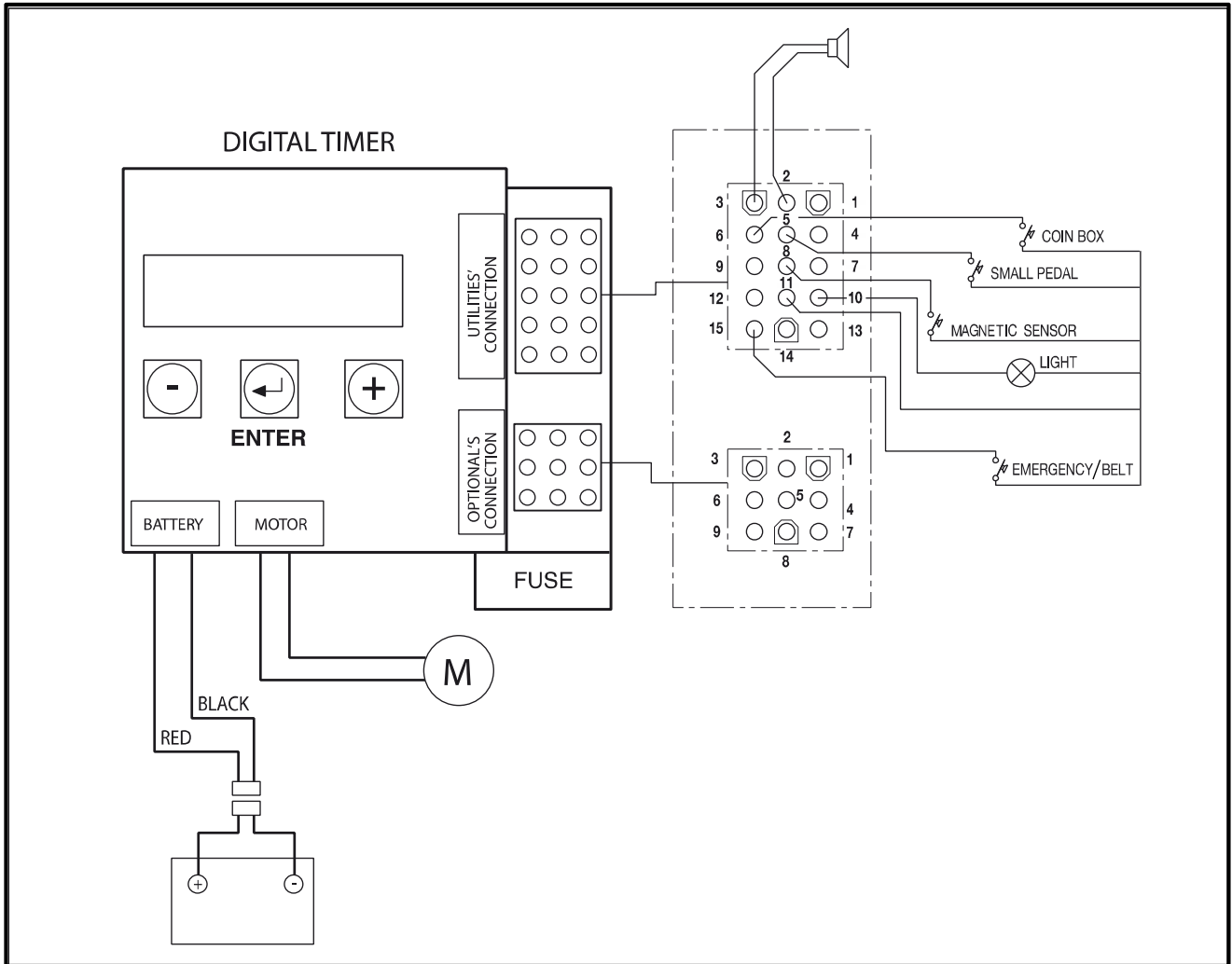


Fig. 19

## 15. REMOTE CONTROLLER EG09TEL2



Fig. 20

### Keyboard description

**[START/STOP]:** These buttons can Start and Stop all the enabled products at the same time.

If the **“START”** button is kept pressed for about 4 seconds and released a **“Wireless Coin”** is sent to all the enabled products.

If the **“STOP”** button is kept pressed for about 4 seconds and released an **“End”** command is sent to all the enabled products. All the running products will stop as time end condition. This function may be not available in all products.

### EG09TEL2 remote control battery

The remote control unit is powered by 2 common AAA 1.5V batteries. The replacement of the batteries is easy. The bottom part of the case can be removed by removing the 2 screws that fix it at the upper part of the case (a cross screwdriver is needed).



### IMPORTANT

*During replacement please take care of the battery polarity direction. Wrong position can damage the remote control. To avoid problems with a possible acid leakage remove batteries if the remote control unit will be stored unused for a long time.*



Fig. 21

## 16. REMOTE CONTROLLER EG09TEL



Fig. 22

### Functions

This remote control unit allow the remote configuration of products that mount the “EG09 Digital Timer”. “Wireless Coin”, “Start”, “Stop” or “game End” commands can be sent to all the products or to a single product. The products can be configured with its own number from 1 to 32.

A standard product is configured as number “1” during production. If control of a single product is required the “RemoteControl” configuration parameter in the EG09 Digital Timer must be set correctly. In this case a different number must be set in every available product (for more information please check the EG09 Digital Timer Configuration Manual).

As an example here you can find a part of the EG09 Digital Timer Configuration manual.

<b>RemoteControl=01</b>	Device number for remote control functions (1 to 32). If control of a single device is required this number must be different in any device. If this number is not unique in all devices there can be communication problems with the remote control unit.
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Also when all the products are configured with a different number it still be possible to use the “START”, “STOP” commands and other functions with the “ALL” destination number. This option control all the products at the same time.

### Keyboard description

**[ON/OFF]:** If this button is kept pressed for about 4 seconds the remote control display will turn on or off. If pressed again for a short time the backlight will be turned on or off. The remote control turns off automatically after about 10 minutes if not used.

**[START/STOP]:** These buttons send a Start or Stop command to the enabled products. They can be used when the remote control is off. In this case the command will be sent to all the products. If the remote control unit is ON the command will be sent to the selected device. The “Device Selected” option on screen can be changed to “ALL” value or to a specific device number.

If the “**START**” button is kept pressed for about 4 seconds and released a “Wireless Coin” is sent to the selected device. If the “**STOP**” button is kept pressed for about 4 seconds and released an “End” command is sent to the selected device. The running product will stop as time end condition. This function may be not available in all products.

**[ALL]:** Selects “ALL” as Device Selected” option. The remote control unit will be ready to broadcast command to all the available and enabled products.

**[+ / -]:** The [+] and [-] buttons have different functions. The menu item can be selected or a specific configuration parameter value can be changed (for more information please check the EG09 Digital Timer Configuration Manual).

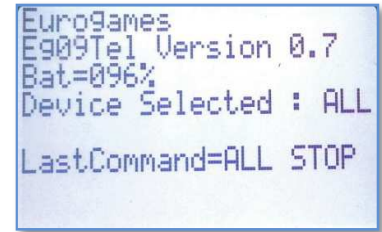
**[SEL]:** This button have the same function of the [ENTER] buttons on EG09 Digital Timer when programming mode is enabled.

**[PROG]:** This button enable or disable the programming mode.

**WARNING! Use the programming mode only when the product is not in use. Programming a running product can lead to bad configuration or undefined behavior.**

### Display description

In the display there are some useful information: The internal software version, “BAT=” battery charge value, “Device Selected:” Selected product for next command transmission, “LastCommand=” last sent command information.



### EG09 Digital Timer Configuration – “ALL” devices

To setup all the device together the “ALL” option must be selected. Press [PROG] button to enable the programming mode. The display shown the configuration parameters. The [+] and [-] buttons select the required parameter and the [SEL] button enable the editing mode. In the editing mode a black blinking cursor is shown. The value can be changed by [+] and [-] buttons. The new value is sent to the device when the [SEL] button is pressed again to exit editing mode. Please note that all the powered products in the transmission range will receive the new parameter configuration.

Below you can find an example list of parameters that can be changed by the remote control unit when “ALL” option is selected. Important: the available parameters may be different due to a possible software update without notice (for more information please check the EG09 Digital Timer Configuration).

**Game-Time, Game-Coins, Coin-Mode, Volume, Speed-High, Speed-Low, Auto-Brake, End-Brake, EndBrakeDelay, TelBrakeDelay, End-Sensor, EndSensTime, Accelleration, Deceleration, Low-Battery, Free Coins, Max Speed, EndGame Stop.**

### EG09 Digital Timer Configuration – Single device

To setup a single device its specific number must be selected as “Device Selected” option. Press [PROG] button to enable the programming mode. In this case the remote control unit receive the configuration parameter value directly from the selected EG09 Digital Timer included in the product. In the “Single” configuration mode all the configuration parameters included in the EG09 Digital Timer can be changed.



The [+] and [-] buttons select the required parameter and the [SEL] button enable the editing mode. In the editing mode a black blinking cursor is shown. The value can be changed by [+] and [-] buttons. The new value is sent immediately to the device. Press [SEL] button to exit editing mode.

If the remote control unit detect no transmission message from the device a “\* No Signal \*” message is shown in the display. In this case check the power and the device number.

### Batteries

The remote control unit is powered by 2 common AA 1.5V batteries. The replacement of the batteries is easy trough a small batteries cover placed in the bottom part of the case.



#### IMPORTANT

*During replacement please take care of the battery polarity direction. Wrong position can damage the remote control. To avoid problems with a possible acid leakage remove batteries if the remote control unit will be stored unused for a long time.*

*Do not connect any power supply unit to the remote control unit connectors to avoid damages.*



## 17. BATTERY CHARGER

### Technical features

The battery charger consists of a painted, fireproof casing containing one to ten groups of the following elements: electric transformer, electronic card, power plug and power cord, to recharge a single “Minicar” or more games at the same time.

The features of any single group are the following:

Width	15 cm
Height	9,5 cm
Depth	18 cm
Weight	3,5 Kg
Absorbed power	300 W
Power Supply	100-240 Vac 50/60 Hz

The battery charger is supplied together with the battery fed Automatic Games of the “Minicar” series, of which it is an integral part.



Fig. 25

### Using the battery charger

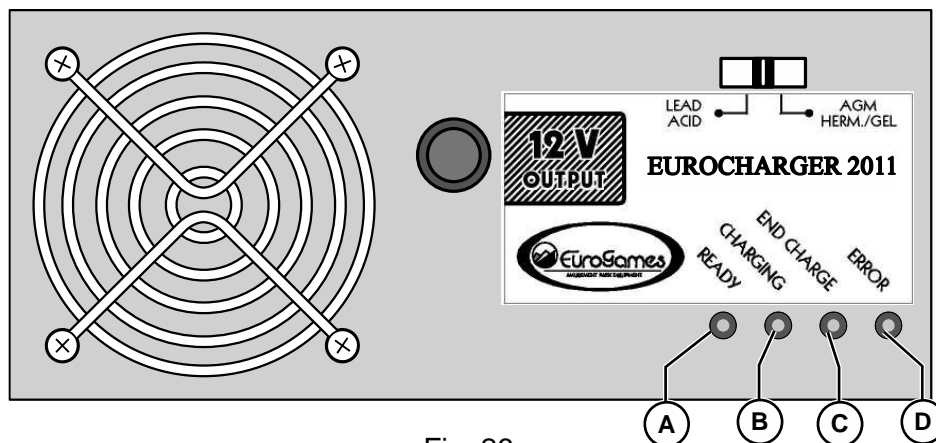


Fig. 26

The Battery charger has been designed to be installed in public places like game-halls, commercial centres, amusement parks, fun-fairs and public gardens with specific tracks for the Automatic Games of the “Minicar” series by **EuroGames S.r.l.**

To recharge the batteries of the “**Minicar**” series Automatic Games, operate as it follows:

- Act on selector (**E**) in relation to battery type to be recharged:  
Lead Acid or AGM / Sealed / Gel

**ATTENTION**

**DO NOT RECHARGE the hermetic AMG/GEL batteries with the switch set to the LEAD ACID function as they could be damaged.**

- Plug in the battery charger to the low voltage mains (220 V).
- Connect the battery charger cable to the Automatic Game (Fig.19) using the special safety connector against polarity inversion.
- The battery charger condition is signaled by the on/off turning of the colored warning lights on the front panel, and namely:

Pos.	Reference	Signal	Meaning
<b>A</b>	Ready	Yellow blinking	Battery disconnected - standby mode
<b>B</b>	Charging	Red on	Battery charge
<b>C</b>	End Charge	Green blinking	End of charge
<b>C</b>	End Charge	Green on	Battery charged
<b>D</b>	Error	Red blinking	Error condition

- The battery charger enters the error mode:
  - when the battery is dead;
  - when the poles have been wrongly connected;
  - when the battery voltage is other than the one required;
  - when the battery is damaged;
  - in the case of overheating of the battery charger
 In such cases, refer to the instructions in the battery charger manual.
- After the recharge, and if you have not to recharge any other Automatic Game, disconnect the battery charger from the vehicle and from the mains and store it suitably.

### Safety



**ATTENTION**

- **The battery should not be dip in water or placed closed to wet parts.**
- **Disconnect the power cord before displacing the battery charger.**
- **Ensure the power cord of the battery charger is steadily protected and not damaged.**
- **Plug the battery charger only after having checked the mains voltage is that given in the plate located on the battery charger external casing.**
- **Do not connect the battery charger to industrial mains. This connection could alter the compliance with the uniform standards on electromagnetic compatibility; as a consequence it could result in electromagnetic troubles, and cause similar troubles which could jeopardize the functioning of other appliances. Before plugging, ensure the power socket is protected by a thermal switch, with an amperage corresponding to that given on the plate located on the battery charger, and by a differential switch with suitable cutoff power and sensitivity. Do not connect more battery chargers downstream the same thermal switch. The installation and use condition of the battery charger must be checked at least every 15 days and after any long inactivity period.**
- **Periodically check the condition of the cable and of the power plug, and the efficiency of the differential protection of the battery charger (every 15 days).**
- **The battery charger should not be tampered or modified by the user. The EuroGames products meet the established standards. Repairs works should be carried out only by specialized and authorized technicians. Any repair work carried out by non qualified or authorized people could result in accidents or damages to the users. Before any intervention, ensure the switch upstream the plug connecting the battery charger to the power supply line is switched off.**
- **Do not lay loads on the power cord. Keep off the power cord.**
- **Do not cover the battery charger when functioning; do not close the ventilation grilles of the plate casing.**

## 18. MAINTENANCE



### ATTENTION

**Any and all maintenance operations must be carried out only by qualified people, authorized by the “Minicar” owner or manager.**

### Checks and inspections

- General:** Regularly check the vehicle condition, and above all any connection point and part subject to wear. Immediately replace any defective part using only EuroGames original spare parts.
- Electric:** Handling with care, regularly check the electric installation, the socket connections and the protection caps after disconnecting the battery to prevent any electric shock. If some defects are found, the “Minicar” cannot be used and, above all, cannot be connected to the battery charger.
- Battery:** Regularly check the battery condition. When running, after every 2 operation hours, the battery must be recharged for 12 hours. Periodically check the fluid level and, when necessary, top up with distilled water.
- Hermetic Battery:** Do not permit that the battery downloads too much, recharge it when the acoustic and visual signal (LOW BATTERY) of the machine indicates it. If the machine is not used for long periods, the Battery must be loaded periodically, at least once a Month.



### ATTENTION

- **The battery life is 18 months approx.**
- **The exhausted battery must be disposed of by an authorized centre.**
- **Visually inspect the “Minicar” many times per day and let it undergo a functioning test daily.**
- **The “Minicar” must not be tampered or modified by the Customer.**
- **Repair works should be carried out only by adult, skilled and authorized people to prevent accidents and damages to the users.**
- **The Automatic Games of the “Minicar” series supplied by EuroGames S.r.l. and the battery charger have been manufactured according to the EC directives; if the local laws require special installation conditions, make sure that these provisions do not imply changes of the “Minicar” or battery charger characteristics.**

## 19. CLEANING

This operation must be carried out daily when the “**Minicar**” is in the parking area. With a wet sponge or cloth and, if necessary, suitable house detergents clean only the external surface of the “**Minicar**”, then dry. Keep the body inside clean, and especially the pedal area. Clean the hand wheel at least twice a day with a hygienic product. Ensure the coin slot is not obstructed.



### **ATTENTION**

*When cleaning the car, do not use sharp, pointed or abrasive objects and/or abrasive, solvent or corrosive substances.*

### **Coin collection**

Raise the “**Minicar**” body using the button or the key according to the model, then open the coin-box using the special key provided to get access to the coin drawer.

For the “**Mini Moto**” models, which are equipped with a coin box accessible from outside, it is not necessary to raise the body to collect the coins.

## 20. SHELTERING

After a careful cleaning and lubrication of all mechanical parts, the “**Minicar**” must be sheltered in a dry place and suitably protected against bad weather and dust.

If the machine is not used for long periods, recharge the batteries at least **once a month**.



### **ATTENTION**

- *Do not pile up more Automatic Games.*
- *Before sheltering the “Minicar”, disconnect the cables, remove the battery and protect the terminals. Do not carry out this operation with bare hands.*
- *Do not turn the battery upside down to avoid acid leakages.*
- *During sheltering, keep the battery in a dry place and charge it at least once a month.*

## 21. CHANGING THE TIRES

For any intervention on the “**Minicar**” wheels, remove the mudguard by driving out all fixing screws.

The tire pressure must be adjusted to 2 bars.

## 22. TROUBLESHOOTING

### 1 - The “Minicar” does not run

- a - Make sure the children have the belts correctly fastened.
- b - ensure the micro switch of the coin box is well connected and in efficient working order;
- c - ensure the battery and the motor connectors are well connected;
- d - disconnect connector **A** (Fig.17) and connect it to the timer of a running “**Minicar**” or to a spare timer;
- e - check if the 80 Amp fuse **B** (Fig.17) works and if necessary change it.

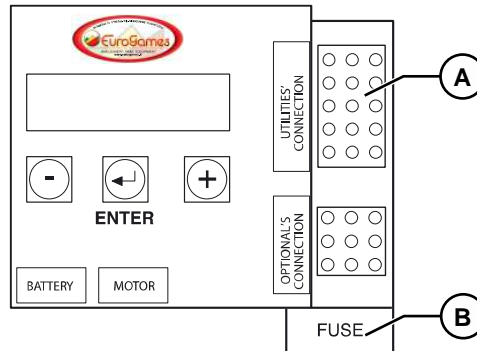


Fig.27

### 2 - The “Minicar” has no power

- a - check the battery condition and recharge if necessary;
- b - have the battery checked by a qualified technician.

### 3 - The “Minicar” does not give out the typical running noise

- a - ensure the volume potentiometer is properly adjusted;
- b - ensure the loud speaker is in efficient running order;
- c - replace the timer.

### 4 - Time cannot be adjusted

- a - if the “**Minicar**” never stops and the warning light of machine ready (orange light) at the front of the vehicle does not blink, replace the timer;
- b - if, after the race and without magnetic stripe on the track, the warning light of machine ready (orange light) at the front of the vehicle still blinks, check the timer is programmed for the cutoff of the automatic stop;
- c - replace the timer;
- d - if the vehicle is set to stop with the magnetic sensor, but at the end of the race it does not stop when crossing the magnetic strip, and if the light “machine ready” (orange) on the car front part blinks, is it necessary to check if the magnetic sensor works and check also its position.

### 5 - The battery charger does not charge

- a - ensure the mains power is supplied;
- b - check the contacts of the connectors;
- c - if, when connecting a down battery to the battery charger, the charge end is signaled at once (green LED on), have the battery recharged at an authorized service centre or replace the battery;
- d - check the 20 Amp fuse being on the cable that connects the timer to the battery.

## 23. SPARE PARTS

### Recommended spare parts

With a fleet of 8/10 “Minicar”, the Customer should have the following spare parts in stock:

- N. ....1 .....Digital adjustment timer
- N. ....2 .....Drive belts (on models with belt drive)
- N. ....3 .....Micro switches for gas pedal
- N. ....2 .....Micro switches for coin-box
- N. ....1 .....80 Amp fuse
- N. ....1 .....20 Amp fuse

## 24. WARRANTY

- **EuroGames S.r.l.** offers a warranty of one year from the purchase date stated in the sale document.
- The Manufacturer undertakes to make good by repair or replacement at its option any defect in the “Minicar” arising from faulty design, materials or workmanship which shall become apparent within the warranty period.
- The Manufacturer’s warranty does not extend to:
  - damages arising from an improper use of the “Minicar” (for instance, breaks)
  - failures, defects and damages attributable to wear, and marginal defects which do not affect the “Minicar” value or functioning
  - freights for the shipment of the “Minicar” to the nearest assistance centre of the Manufacturer’s premises.
- No claim will be considered if the purchaser let the machine repair by non authorized people or if other than genuine parts manufactured by **EuroGames S.r.l.** are used.
- The “Minicar” return to the **EuroGames S.r.l.** premises or to the assistance centers authorized by **EuroGames S.r.l.** must be carriage free.
- The warranty extends to all the countries supplied by **EuroGames S.r.l.** directly or by its authorized dealers, where no local laws or provisions expressly forbid a service covered by this warranty.
- **EuroGames S.r.l.** reserves the right to modify its products without undertaking to give prior notice.
- **EuroGames S.r.l.** accepts no liability for any consequential or other loss, damage or injury resulting directly or indirectly from the use of the product. Any other claim is excluded, unless expressly foreseen by the law.

# EC Declaration of Conformity

*The manufacturer:* Eurogames S.r.l  
Via degli Scavi, 41  
47122 Forlì - ITALIA  
Tel. 0543 796665  
Fax. 0543 722727

*declares that the following equipment:*

Typology of Product : AUTOMATIC GAME

Series: MINI CARS 12V

Model:

Identification Code

*According to the measures of:*

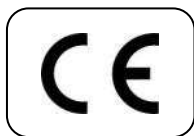
- EN 55012 Radio disturbance characteristics
- EN 61000-6-2 Immunity for industrial environments
- EN 61000-4-3 Testing and measurement techniques
- ESD EN 61000-4-2 Immunity and Transient Current Capability

*According to the measures of:*

- 2004/108/EC EMC EN Directive
- 2006/95/EC Low Voltage EN Directive\*

\* Applied only to Battery charger provided along with this product.

*if operated in accordance with all relevant safety instructions, electromagnetic compatibility and installation included in the documentation.*



Forlì, Italia

Date of declaration: 23 April 2010

Signature of the legal representative of the company:



Eurogames S.r.l.

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