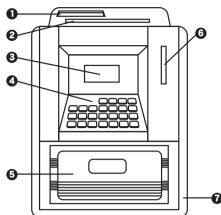


MANUAL

Components name



· · · · Put card 2 · · · · Put money 3 · · · · LCD District

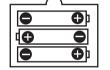
· · · · Key operating area · · · · Take money 6

· · · Put coin . . . Fuselage

● Load batteries -

This game machine needs 3 AA batteries.

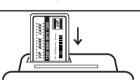
- Please screw off the screws with tools first and open the batteries cover.
- Load new batteries. Please make sure that the positive and negative electrodes of the batteries are Correctly loaded according to the labels of the battery containers.



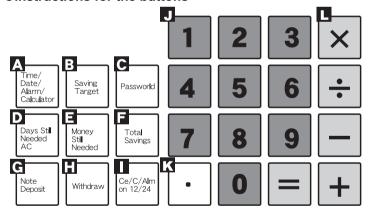
Close the batteries cover and screw down the screws to complete installation.

●BANK CARD

- The coin machine is affiliated with a bank card.
- With the card slot placed backwards, insert the card correctly according to the direction of arrow.



Instructions for the buttons



A. TIME/DATE/ALARM/CALCULATOR:

- (a) Switch among the functions of time, date, alarm and calculator.
- (b) Press and hold this button for about 2 second in the displaying Screen of time, date and alarm to get into "set mode
- B. SAVING TARGET: Press once to display the target amount of saving and press again to display the target days.
- C. PASSWORD: Modify the withdrawing password. The original PIN is "0000". In case you forgot your personal PIN you can reset it by taking out the batteries.
- D. DAYS STILL NEEDED/AC: Display the days left to reach the saving Target.
- **E**. MONEY STILL NEEDED: Display the money left to reach the saving target.
- F. TOTAL SAVINGS: Display the balance of the account.
- **G**. NOTE DEPOSIT: Enter the amount of paper money deposited.
- H. WITHDRAW: Withdraw money.
- CF/C/ALM ON 12/24.
- (a) Clear the numbers for reentering the amount when withdrawing
- (b) CE/C button is used to clear the numbers when the machine is used As calculator.
- (c) Switch on and off when the machine is used as alarm.
- (d) Switch between 12 or 24 hour system when setting the time.
- **J**.0~9: they are used to enter the number 0, 1, 2,3,4,5,6,7,8 and 9.

- **K**. ".": It is used to enter the decimal point and switch AM and PM in 12 hour system in "Time Set"
- **L**. "+ $x \div =$ ": the input symbols needed in the calculator.

Function Operating Instructions

Before operating the functions, the bank card is needed to insert into

- Time Displaying &Setting
- 1. Time Setting: press TIME/DATE/ALARM/CALCULATOR button and hold for 2 seconds to get into time setting, enter correct numbers separately in second, minute and hour and then press TIME/DATE/ALARM/CALCULATOR button again for confirmation.
- Date Displaying & Setting
 Date Setting: press TIME/DATE/ALARM/CALCULATOR button and select DATE function and hold for 2 seconds to get into date setting,enter correct numbers separately in day, month and year and then press TIME/DATE/ALARM/CALCULATOR button again for confirmation.

 Alarm
 Press TIME/DATE/ALARM/CALCULATOR button and select ALARM function and hold for 2 seconds to get into alarm function, enter correct numbers separately in second, minute and hour and then press TIME/DATE/ALARM/CALCULATOR button again for confirmation.

Calculator

Press TIME/DATE/ALARM/CALCULATOR button and select CALCULATOR function and hold for 2 seconds to get into calculator

- Operation instructions for withdrawing and depositing money:
- (I) Deposit coins: Insert coins at any status, the currency and amount will be displayed and automatically accumulated. (Under enactment situation, the setting state will be displayed after displaying the coin value), Please insert coins closely against The upper edge of the coin hole by your forefinger, coin input under any state will induce the display of coin value, and under enactment situation, after display the coin value, the setting state will be displayed soon.
- (II) Deposit paper money: insert the bank card and then press "Deposit", then insert the paper money and enter the amount (press "C" to clear when entering a wrong number), then press Deposit" again to complete deposit.
- (III) Withdraw: insert the bank card and press "withdraw", enter the amount to withdraw (press "C" to clear when entering a wrong number), then press "withdraw" again and enter the password (if The password is wrong, display "Error"), if the password is correct, then LED light is lit. Then pull out the drawer, withdraw money within 15 seconds, then push back and lock the drawer.
- PS: (a) If the money withdrawn is not in conformity with the amount entered, the account balance will be incorrect.
- (b) If the amount entered is more than the account balance, then display "Error", please reenter the correct amount.
- (IV) Modify the password: Insert the bank card and press "Password". Enter the old password (display "Error" if incorrect) and then reenter the modified password.
- (V) Check the balance of the account: Insert the bank card and press "Total Savings" to display the balance.
- (VI) Set Saving Target: Insert the bank card and press "Savings Target" to display saving target, then press "Saving Target" again to display the target days. Press and hold "Savings Target" for 2 seconds, enter the amount of saving target and press "Savings Target" again to set target days, then press "Savings Target" again to complete settings. (The maximum number of days to set is 999)
- PS: When the saving target is set, the former amount will be automatically added.

(VII) Saving Target Tracing:

Insert the bank card and press "Money Still Needed" to display how much money left to reach the saving target. (The number is a negative value if the target is not reached)

(b)Insert the bank card and press "Days Still Needed" to display how many days left to reach the saving target.

Attention

- 1. The following actions are only effective with bank card inserted, otherwise pressing buttons are invalid:
- (a) Entering the time settings of TIME, DATE and ALARM.
- (b) Depositing paper money, modifying the password, setting the saving target amount and target days, checking the account balance, withdrawing.



WARNING

CHOKING HAZARD - Small parts

Not for children under 3 years.

(MADE IN CHINA)







easy===

Keep this information for future reference.