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# **TRACTOR TIME**

## **OPERATING INSTRUCTIONS**

## **DESCRIPTION**

Tractor Time is a themed product merchandiser.

## **GAME OBJECTIVE**

The object of the game is to dig up merchandise (candy or toys) by pressing the “dig” button on the front panel. Players anticipate what merchandise they would like to dig up by watching the merchandise rotate in the merchandise bowl and attempt to select the desired product by pressing the “dig” button when the product is under the dig bucket.

## **GAME FEATURES**

- Deep rotating merchandise bowl
- Merchandise can be a candy mix or small plush
- Suitable for all ages
- Sound effects
- Winner Every Time\* for candy version
- Attractive theme and graphics
- Custom logos available
- Small footprint

## **MACHINE FEATURES**

- Heavy duty metal construction
- Mars bill acceptor, stacker
- Total vend counter
- Volume control
- Neon lights
- Header
- Locking caster wheels
- Large merchandise bowl
- 220 volt option available
- Coin acceptors for tokens or foreign coins available
- Credits display
- Game default set for 25 cent vend; can be set for 1 to 4 coins
- Adjustable dig bucket
- Winner every play\*

\* Tractor time has three modes of operation based on menu option #2 (number of digs per play)

First mode is one dig for one play. In this mode the player has only one opportunity to dig into the merchandise bowl and pick up product. The game play is over whether product drops down the product chute or not.

Second mode is three digs for one play. In this mode the player has three opportunities to pick up product. If no product is dropped on the first dig then the player has another opportunity to pick up product and again a third time if no product is dropped on second try. If no product drops within the three digs then game play is over.

Third mode is six digs for one play. In this mode the player has six opportunities to pick up product. If no product is dropped on the first dig then the player has another opportunity to pick up product and again a third time if no product is dropped on second try and so on until the

player has had six opportunities to pick up product. If no product drops within the six digs then game play is over.

Generally with the default setting on the second mode (three digs) a player will receive product with every play. A few reasons why product might not be picked up and dropped are: the merchandise bowl is very low on product, the bucket opening adjusted is too closed, malfunction of micro switch that controls the bucket opening after product has been picked up or timing of bucket drop is off line.

## **OPERATING INSTRUCTIONS**

1. Located in the coin cash box are:
  - O Extra fuse
  - O Spanner security bit (snake eye)
  - O Instructions and decals for bill and coin acceptors
  - O Menu Options are located inside front door above coin box
  - O Two allen wrenches for set screws, 3/32" and 1/8"
2. Load merchandise bowl with product by removing the two barrel locks located on the glass front door. (see figure 1).
3. The circuit board is located through the front door (see figure 2). This door provides service access to the board and its components, neon transformer, volume control, prize delivery chute and prize flap.
4. Total vend counter is mounted and viewable through the coin door and can be easily seen when door is fully opened (see figure 3).
5. Menu Options are located on the wall inside the front door above the coin box as well as on the next page. Red and yellow menu buttons are located next to the counter (see figure 3).
6. Tractor assemble maintenance can be accessed through front door (see figure 1). Access to micro-switch, wiring, motors is gained by removing the screws located on the tractor cab (see figure 4 & figure 5)
7. Back door provides additional access for maintenance to the tractor cab assembly (see figure 6).
8. Figures 7 through 17 are for reference for technical services issues.
9. For technical service and trouble shooting please call our **Tractor Time** technical service representative at 1-801-974-9116.

## TRACTOR TIME MENU OPTIONS

Menu options are shown on the credit display. The left display shows the settings and the right display shows the menu option number. The menu option buttons are located behind the coin door above the coin box. The red button will cycle through the six menu options advancing to the next option each time it is pressed. The yellow button will cycle through the available settings for the selected menu option. Pressing the yellow button on options 5 & 6 will reset the count to zero. Return to game play by pressing the red button after option 6 to reset the display to show 0 credits.

1.     **Coins per credit**     (number of coins for one credit)  
      1 = 1 ( **default** )  
      2 = 2  
      3 = 3  
      4 = 4
  
2.     **Number of digs per play (default: 3 digs per play)** Can be set at 1, 3 or 6.  
      1 = 1  
      2 = 3 ( **default** )  
      3 = 6
  
3.     **Auto Bucket Drop**     If the dig button is not depressed the bucket will automatically drop to pick up product. The time can be set from 5 to 30 seconds  
      5                    15                    25  
      10 ( **default** ) 20                    30
  
4.     **Bucket Opening Adjustment** This controls how far the dig bucket opens with 1 being fully open, 25 being half open and 40 being fully closed  
      1-10   Opening is fully opened at 4 7/8 inches ( **default** )  
      15     Opening is 4 1/2 inches  
      20     Opening is 3 7/8 inches  
      25     Opening is 3 1/8 inches  
      30     Opening is 2 1/4 inches  
      35     Opening is 1 1/2 inches  
      40     Opening is 7/8 inches
  
5.     **Games Played**            Displays the total number of Games Played  
                                      Pressing yellow button here resets count to zero.
  
6.     **Dispense Count**           Displays the number of times a prize/prizes is dispensed.  
                                      Pressing yellow button here resets count to zero.

**Pressing red button after menu option #6 returns display to 0 0 for game operation.**

## **OPERATING SUGGESTIONS**

The game default settings are arbitrarily set by OK MFG based upon our testing. These may or may not meet the needs of your locations. A factor that should be considered in determining game settings is the average number of product dispensed with each play.

Critical games settings:

- Number of coins per credit (default: 1, 25¢). This can be set from one to four coins.
- Number of digs per play (default 3).
- Bucket opening adjustment (default for fully open).
- Cost of goods relating to vend price, number of digs per play and bucket opening adjustment.

## **OPERATING TIPS**

- Maintaining desirable merchandise that has a high perceived value such as licensed products and rotation of product will produce higher revenues.
- Control product cost and pay out by adjusting the bucket opening to control average amount of product being picked up.



**FIGURE 1**



**FIGURE 2**



FIGURE 3



FIGURE 4

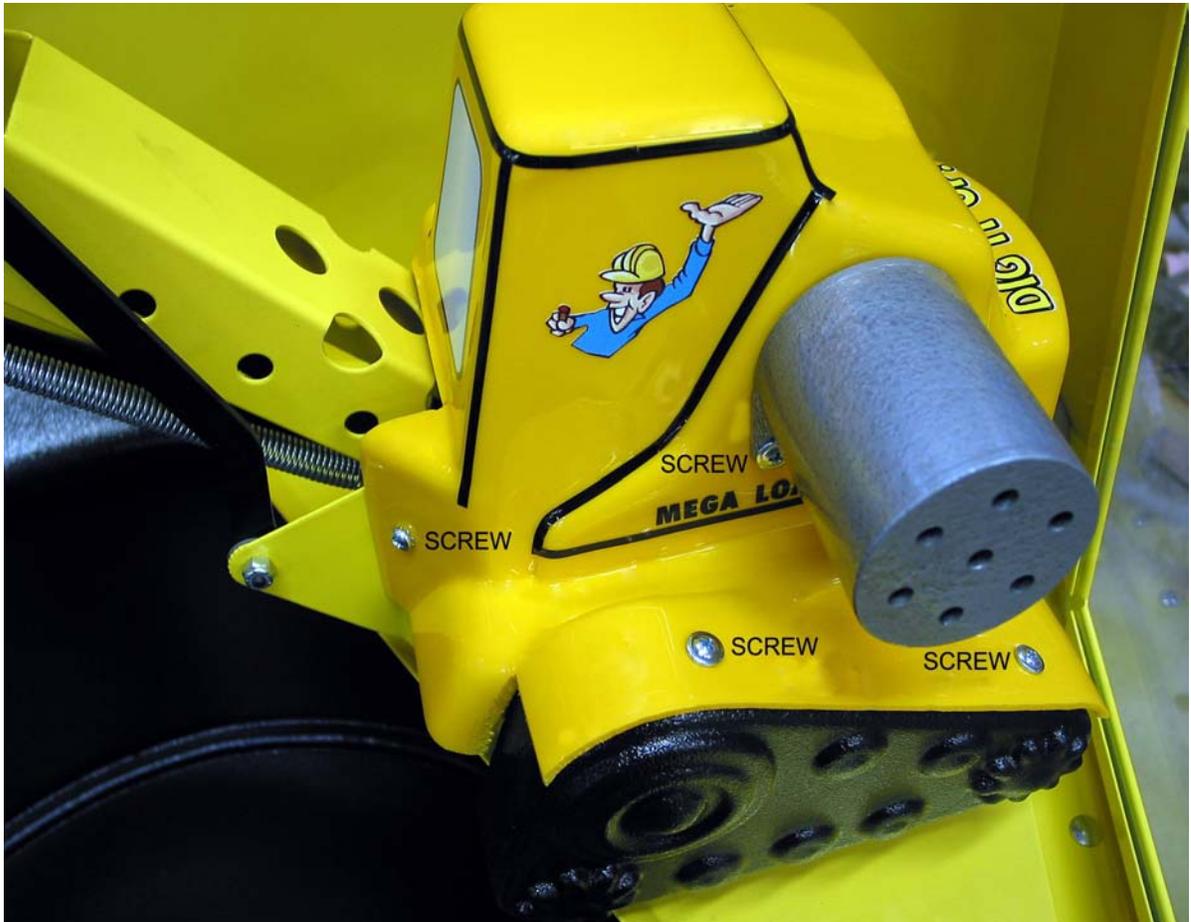
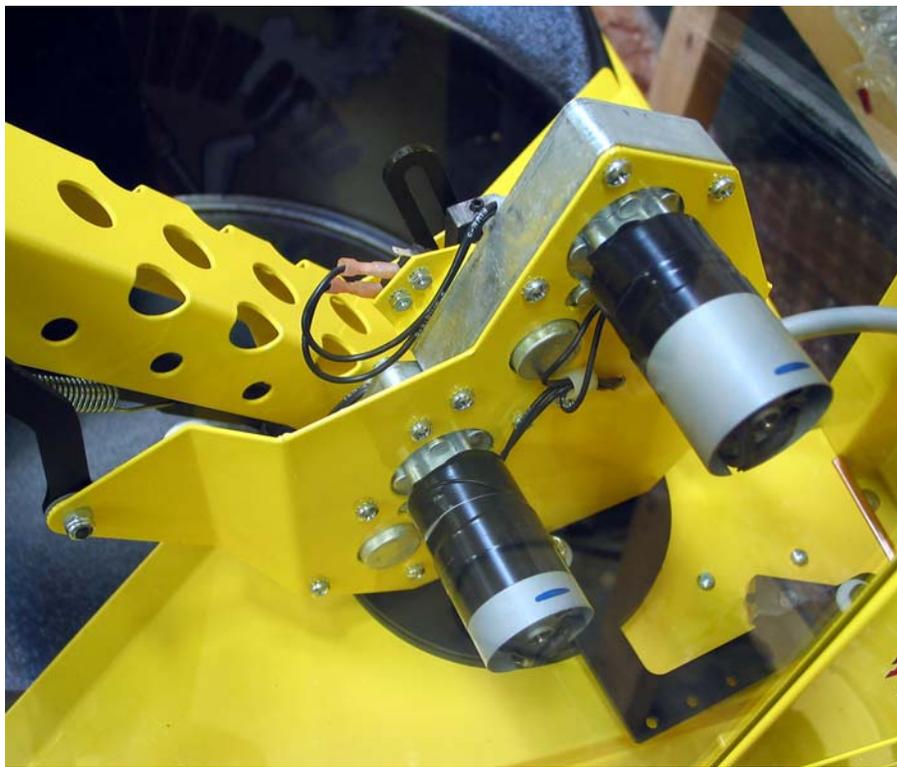
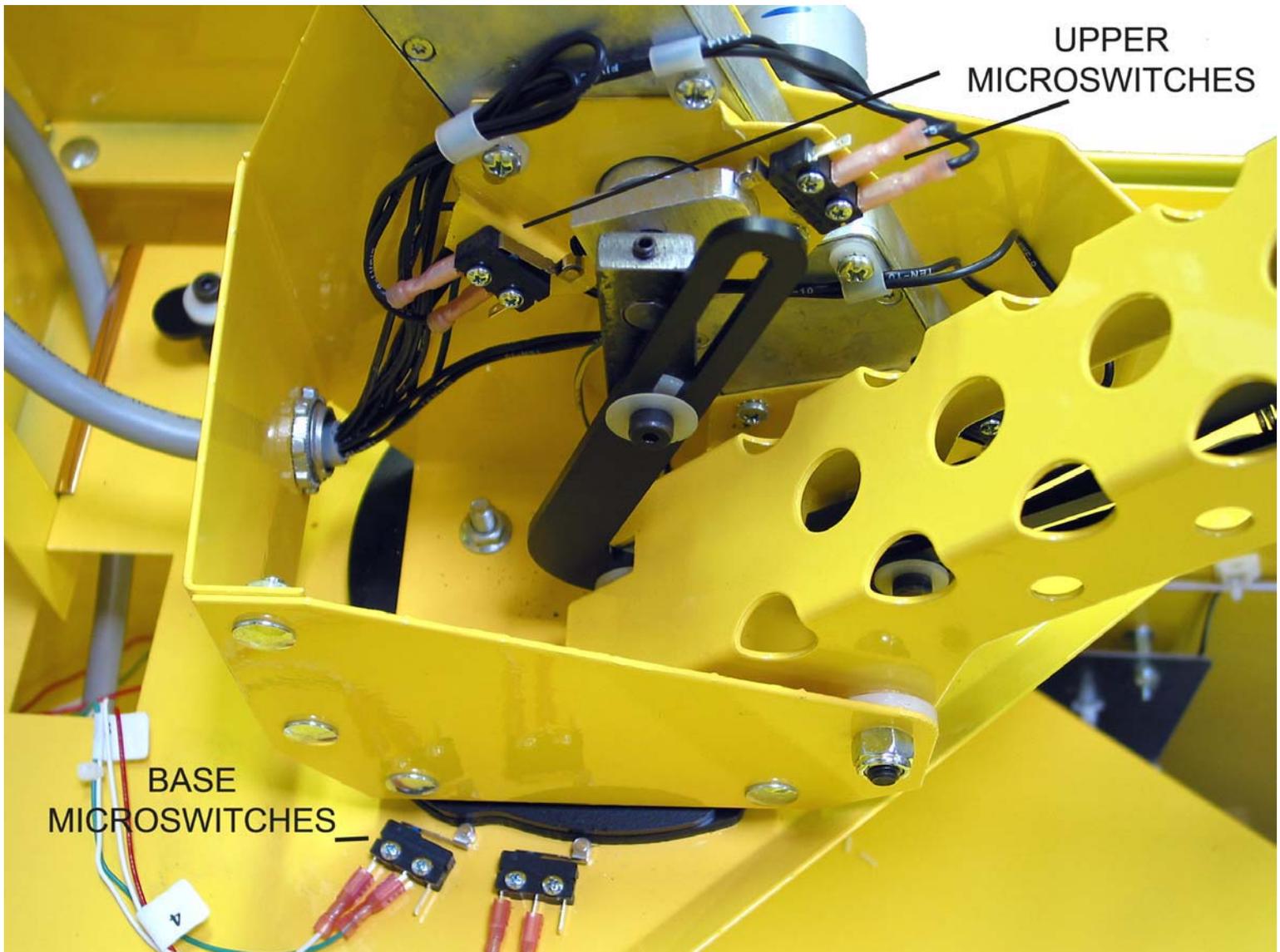


FIGURE 5



**FIGURE 6**



**FIGURE 7**



**FIGURE 8**



**FIGURE 9**



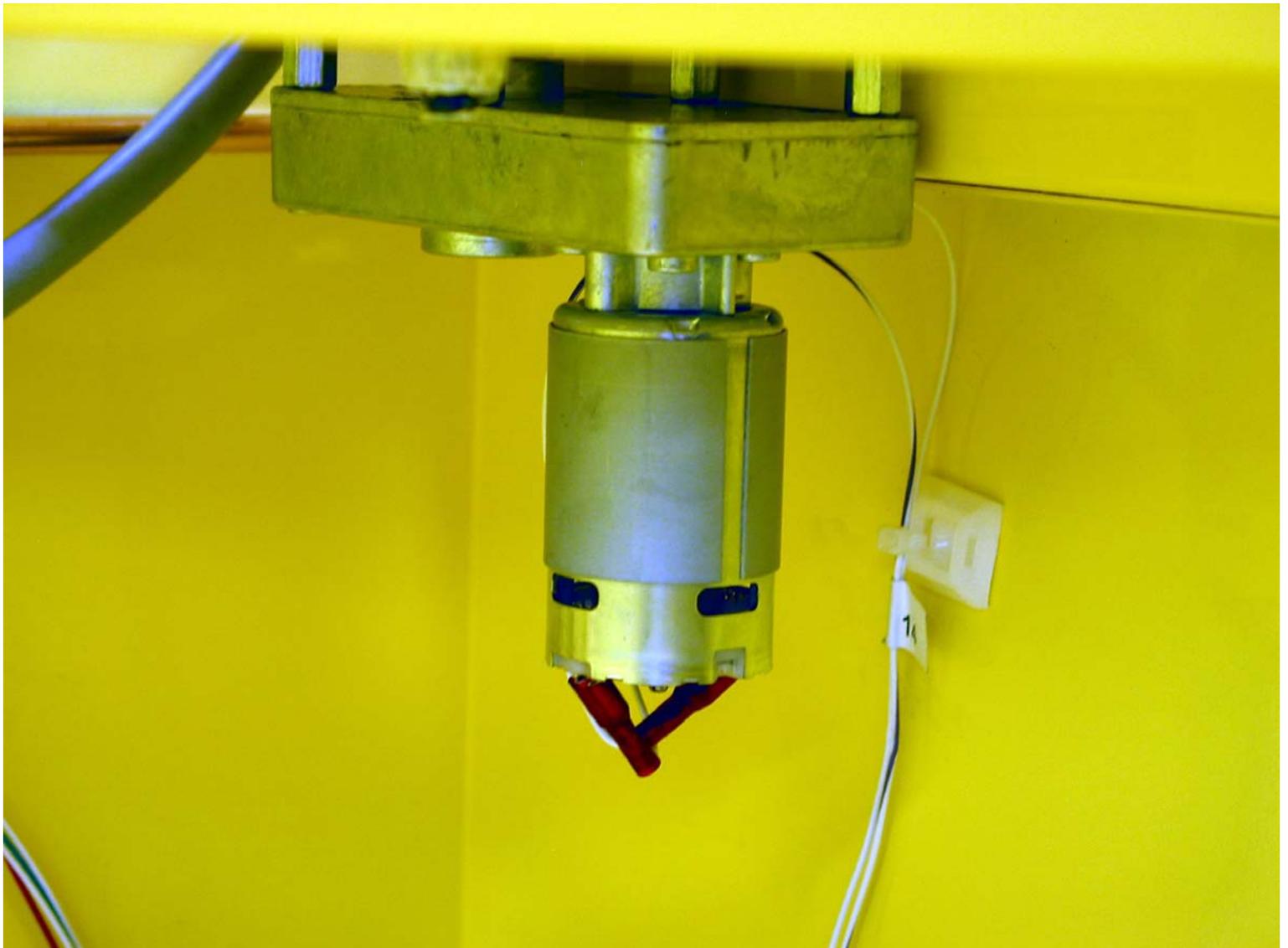
FIGURE 10



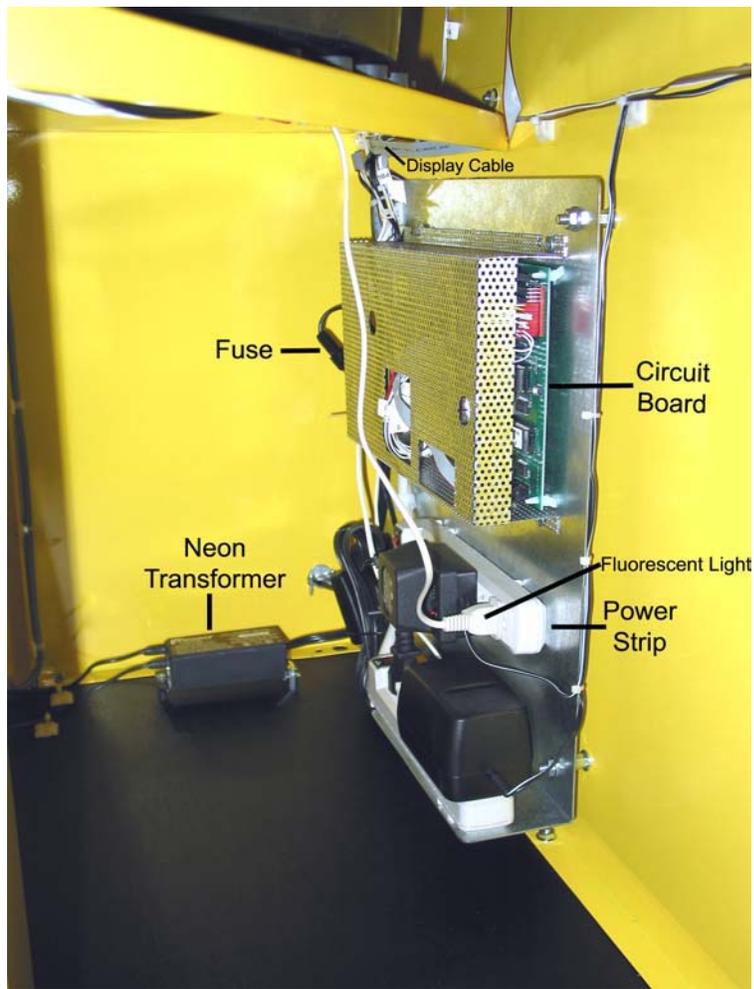
FIGURE 11 FRONT DOOR



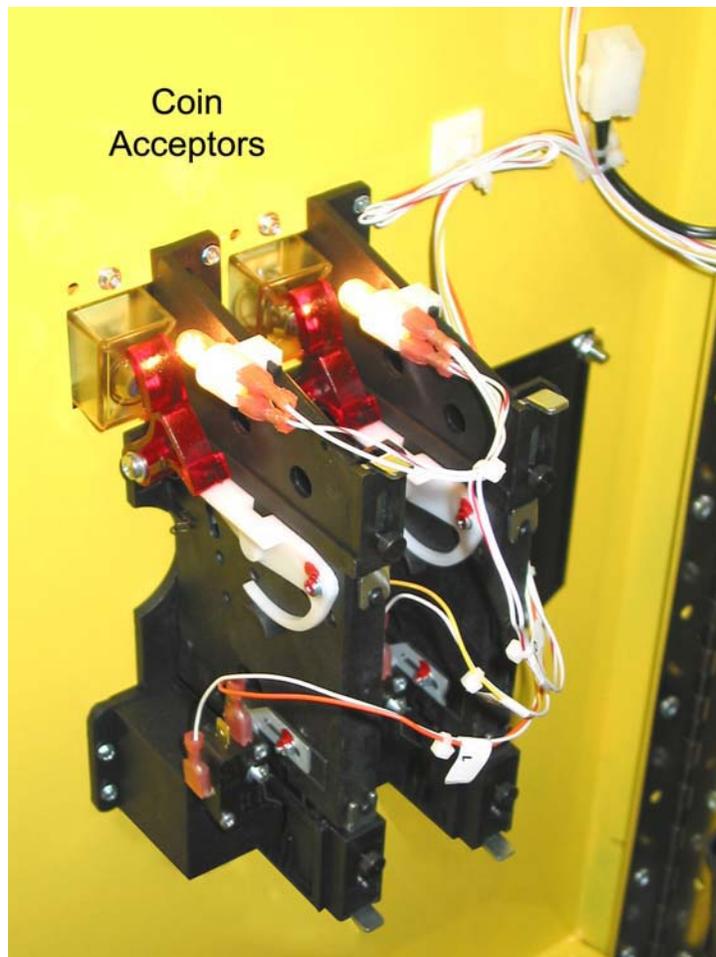
**FIGURE 12 BOWL BOLT**



**FIGURE 13 TRACTOR ROTATION MOTOR**



**FIGURE 14**    **CIRCUIT BOARD**



**FIGURE 15**    **COIN ACCEPTORS**

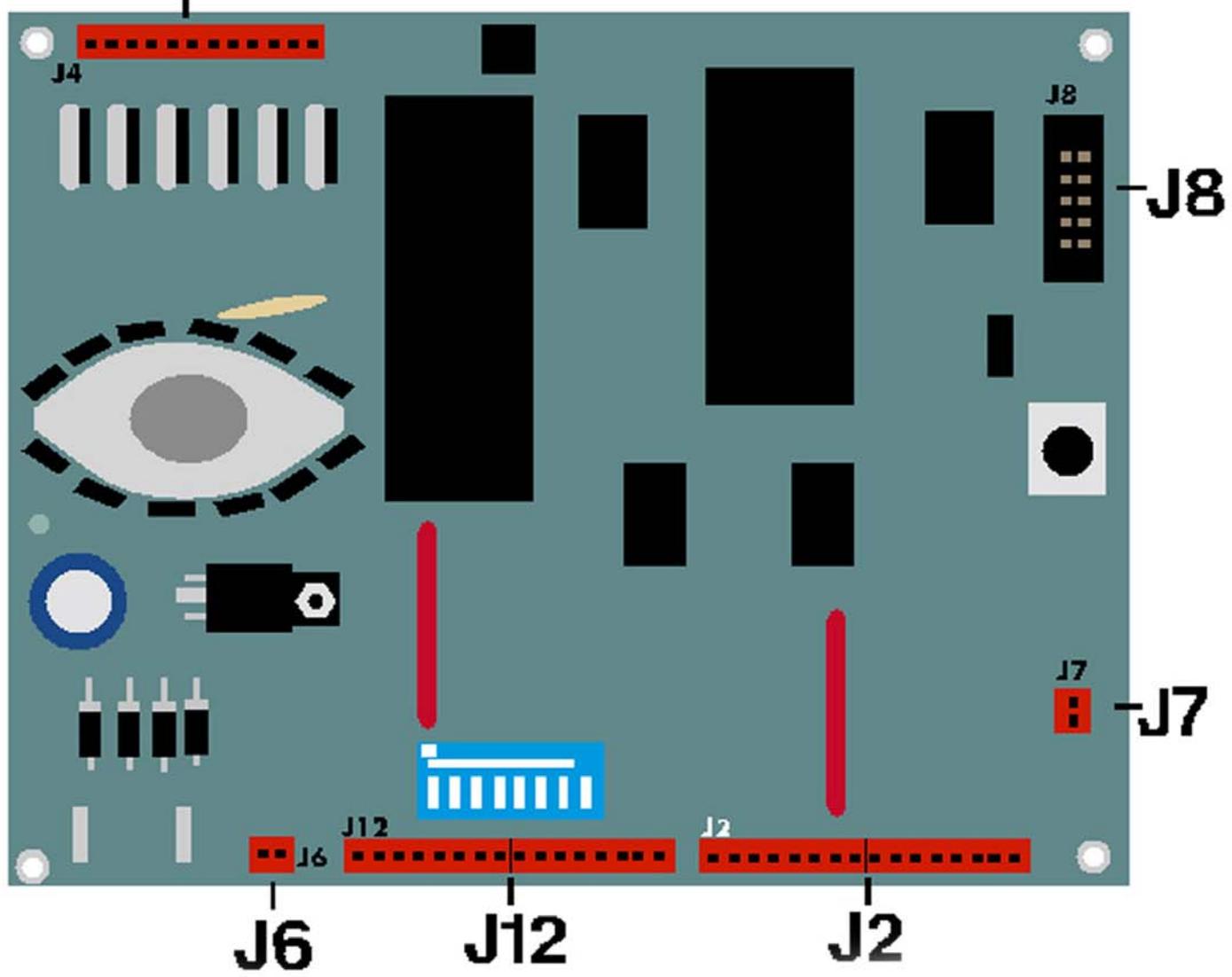


**FIGURE 16** DISPLAY



**FIGURE 17** PRIZE CHUTE

# J4 Circuit Board



## J2 (left to right)

1. Coin Acceptor
2. Dual Coin Acceptor
3. No Drop Switch
4. Drop Switch
5. Up Switch
6. Down Switch

## J12 12 Volt Inputs (left to right)

7. Bucket Open
8. Bucket Closed
9. Electric Eyes
- Not Used
- 10 Push Button Switch
11. Dollar Bill Acceptor
12. Yellow Menu Button
13. Red Menu Button

## J4 12 Volt Outputs (left to right)

Not Used

14. Tractor Rotation Motor
15. Bowl Rotation Motor
16. Tractor Arm Up / Down Motor
17. Bucket Open / Close Motor

## J6

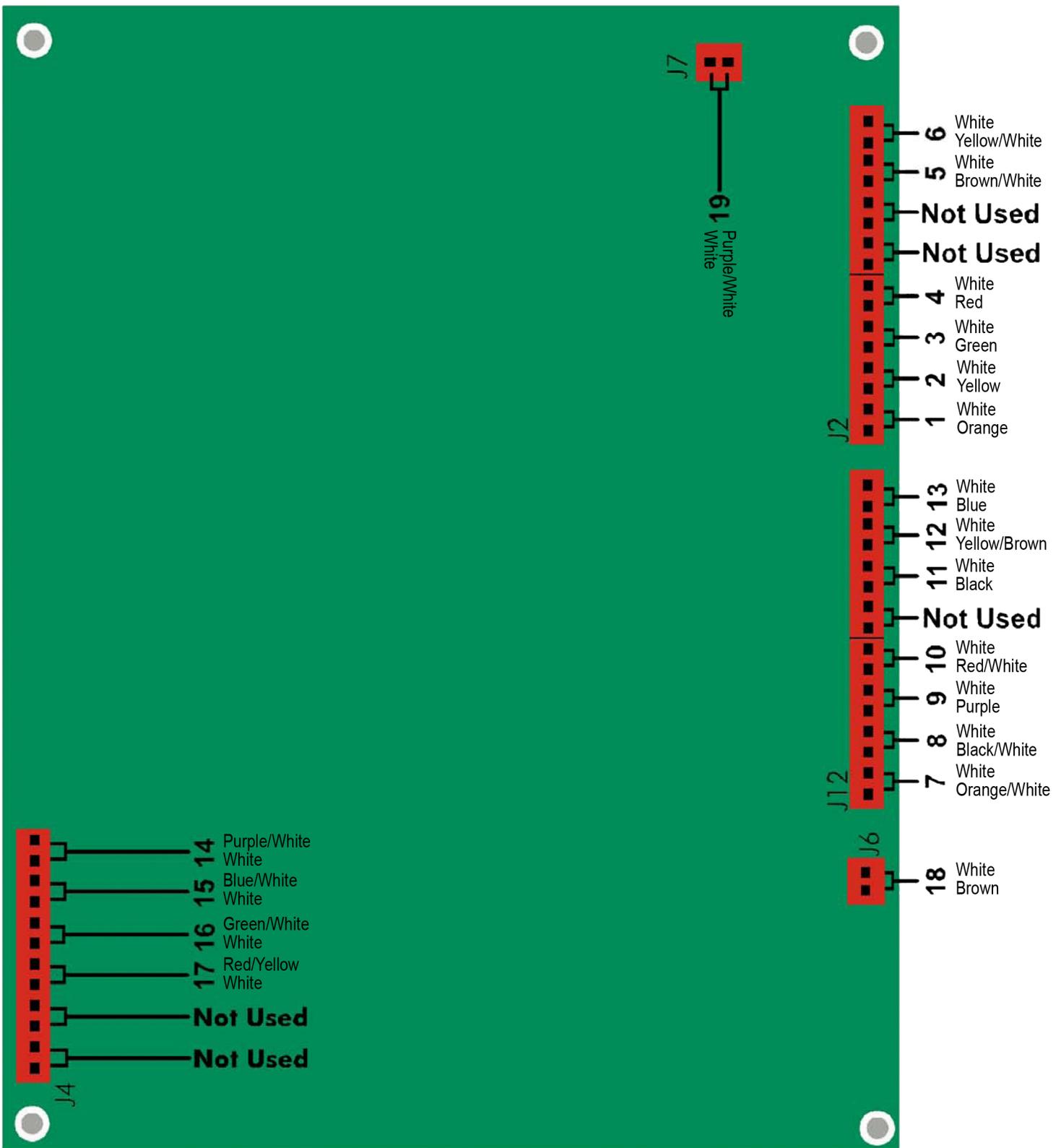
18. Total Vend Counter

## J7

19. Speaker Out

## J8

Display



J2 Wire #

J12 Wire #

J4 Wire #

- 1. Coin Acceptor
- 2. Dual Coin Acceptor
- 3. No Drop Switch
- 4. Drop Switch
- Not Used
- Not Used
- 5. Up Switch
- 6. Down Switch

- 7. Bucket Open
- 8. Bucket Closed
- 9. Electric Eyes
- 10. Push Button Switch
- Not Used
- 11. Dollar Bill Acceptor
- 12. Yellow Menu Button
- 13. Red Menu Button

- Not Used
- Not Used
- 14. Tractor Rotation Motor
- 15. Bowl Rotation Motor
- 16. Tractor Arm Up / Down Motor
- 17. Bucket Open / Close Motor

J6 Total Vend Counter #18

J7 Speaker Out #19