USE MENU

Please read the instructions carefully before installation and use

CONTENT

Product Profile

Size：1070*2325*1972mm

Weight：300kg

Input Voltage：AC 220V

Power Capacity：300W

light decoration

loud speaker

loud speaker outer decoration

LED light

gun

displayer

seat

LED light

start button

blue LED light

coin acceptor

Seat decoration

Summary：

This game is in beautiful appearance and good design, 42 inch high clear displayer and high technology. It is highest speed ball shooting game machine in the market now!

Spare Parts List

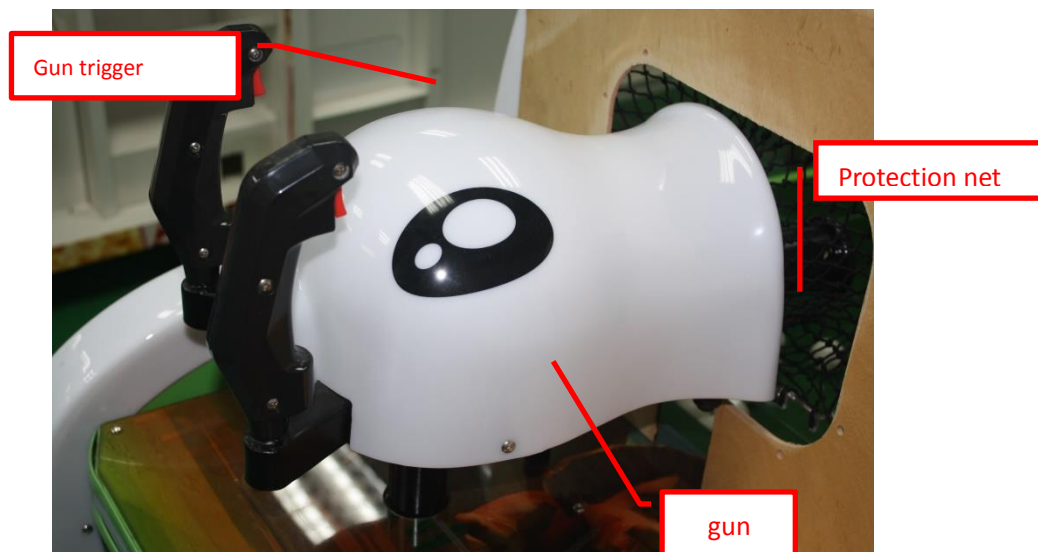| Parts Name	Qty	Remarks
User Manual	1pc	
Power cable	1pc	
keys	2pc	

User Instructions

1. Insert enough right coin；
2. Press start button to start the game；
3. In the game, move the gun to shoot zombies.
4. This game has 6 stages, after you pass the first 5 stages, then you can start 6th stage. Shoot the BIG BOSS in 6th stage, then you win!
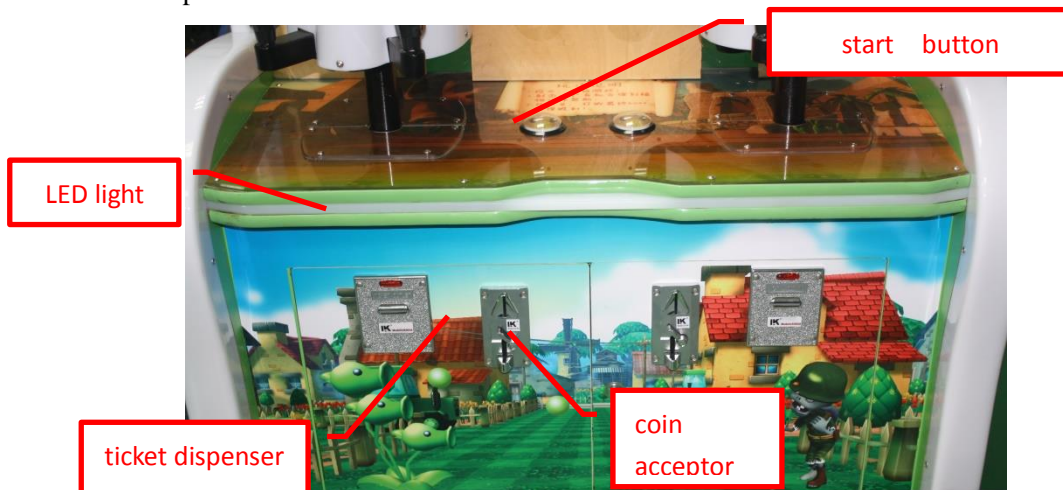
All Devices Details

1. **Upper light decoration：**

2.gun decoration：

Gun trigger

Protection net

gun

2. Control panel：

start button

LED light

ticket dispenser

coin acceptor

5. Under control panel, you open the door, then you can see these below devices：

upper motor

ball tunnel

under motor

ticket box

coin box

IO board

power supply
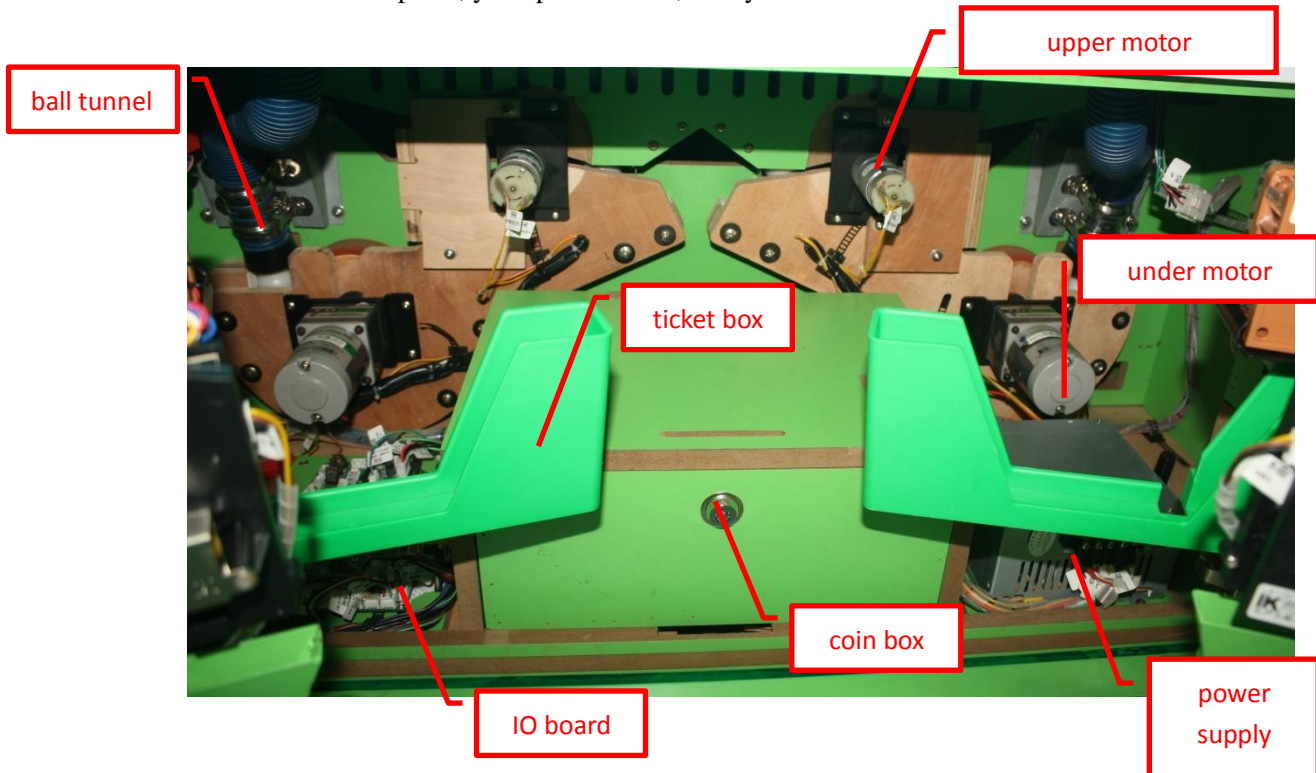
6. Cabinet backside devices：

host box

speaker amplifier

CS工业计算机(II)
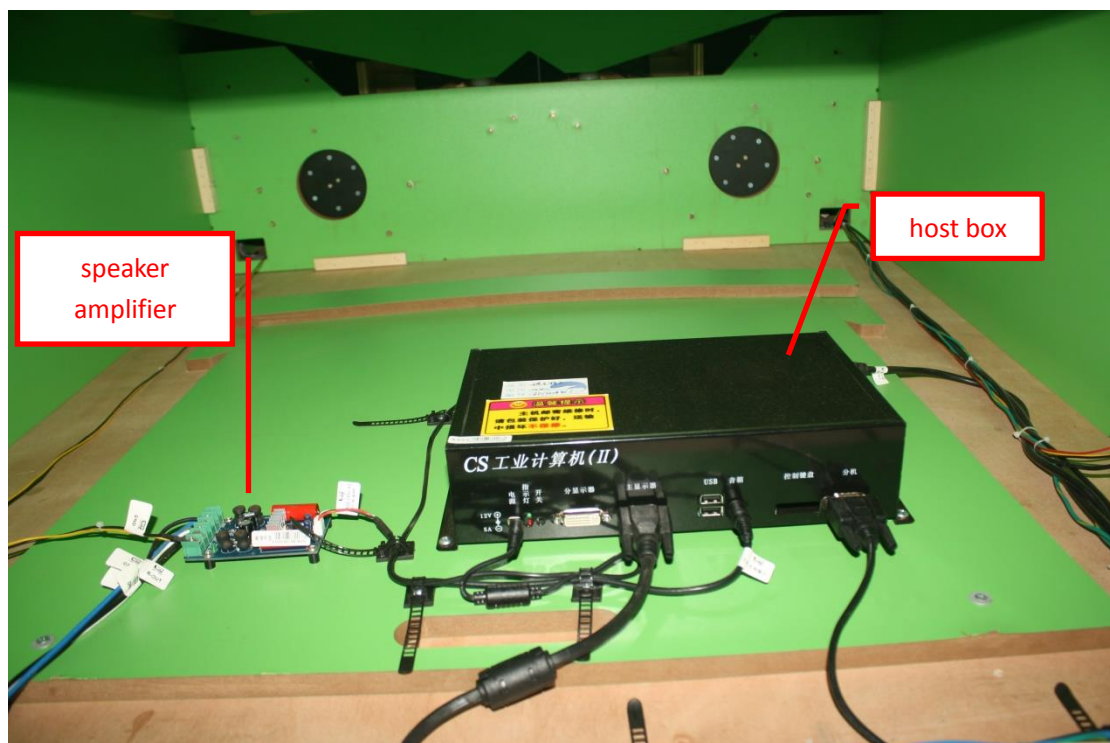
Game Settings

1. Power on this game machine, after its auto testing，the game starts. The progress line shows loading progress:
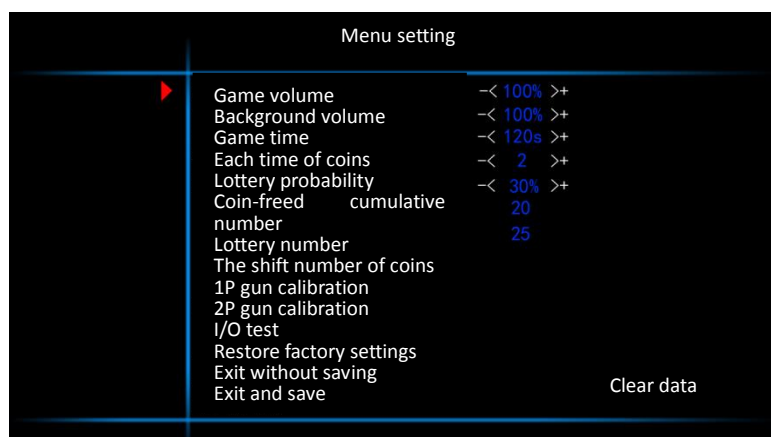

2. After auto loading finish, it will go to LOGO page, please insert coin to play；

3. Press Test button to enter game setting menu, then you can see setting options as below:

   a)"game volume"：game standby volume, can set for "0 ~ 1 0 0". When set for "0"，there will be no sound when standby. Remarks: This option can only effect standby volume.

   b)"background volume"：game background volume when playing，can set for "0 ~ 1 0 0"，when set for "0"，there will be no sound when playing game.

   c)"play time"：can set for 120~300 seconds for each time play.

   D)"coin to play"：coin to play for each time play，can set for 0 ~ 10 pc. When set for "0", it is free play.

   e)"win ticket odds"：win ticket possibility after shoot zombies.

   f)"Total coin income"：game total income. It cannot be cleared.

   g)"Total Output Ticket"：total output Ticket for the machine, can be cleared.

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h)"Present Coins: present coins, can be cleared.

I)"1P gun adjust"：can adjust 1P gun's shoot cursor.

j)"2P gun adjust"：can adjust 2P gun's shoot cursor

K)"IO test"：go to hardware test page.

l)"return to factory default"：when game setting in wrong, choose this option to initial factory default.

m)"exit without save": quit present setting and return to the game.

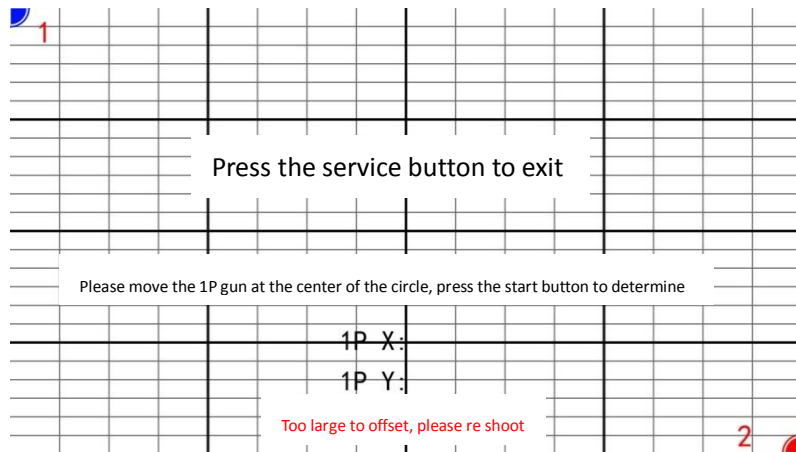n)"exit and save": save present setting and return to game.

Press Test button to move the red arrow(as in below photo) to choose options, then press Service button to increase or decrease the parameter. Choose "exit without save" or "exit and save".

Menu setting	
▶ Game volume	−< 100% >+
Background volume	−< 100% >+
Game time	−< 120s >+
Each time of coins	−< 2 >+
Lottery probability	−< 30% >+
Coin-freed cumulative number	20
Lottery number	25
The shift number of coins	
1P gun calibration	
2P gun calibration	
I/O test	
Restore factory settings	
Exit without saving	
Exit and save	Clear data

4. IO test: test all potentiometer, lighting and ball shooting gun is normal or not. It has OPEN option and CLOSE option only, to test the device function is normal or not. Press Test button up or down to choose the test items, then press Service button to open or close the test items.

IO test	
▶ 1P coin	<on>
2P coin	<on>
Service button	<on>
Test button	<off>
1P potentiometer left/right	455 154
1P potentiometer up/down	455 154
2P potentiometer left/right	455 154
2P potentiometer up/down	455 154
1P light	<on>
2P light	<on>
1P shoot	<on>
2P shoot	<on>
	return
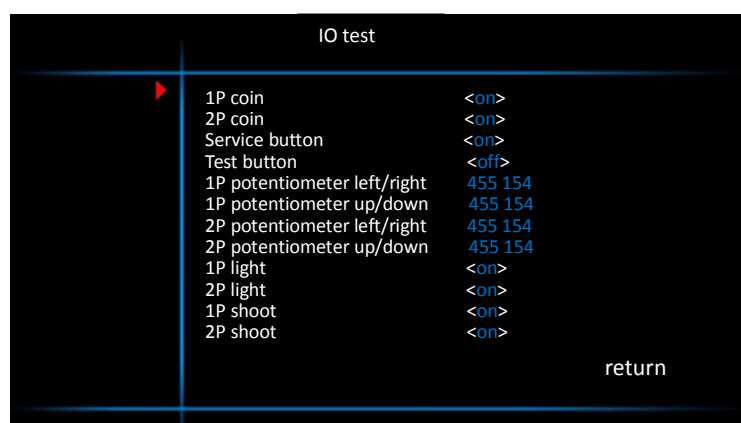
a) Gun adjust: In Setting Manu, choose option 1P(gun) or 2P(gun), to enter adjust page. When red colour test point come out in the screen, shoot it accurately with your 1P(gun)/2P(gun), then press start button to confirm you've shoot the red colour test point accurately; then shoot all test point one by one, until you confirm you've shoot all test points accurately.

Remarks: When adjusting the guns, you can press Test button to exit gun adjust page.

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Press the service button to exit

Please move the 1P gun at the center of the circle, press the start button to determine

1P X:

1P Y:

Too large to offset, please re shoot

b)Adjust finishes test: After finish adjust testing, it will enter curser micro adjust automatically. This adjust option can test the gun is adjusted accurately or not.

Move the gun to any area you like in the screen, the curser area will turn green, at this time you can test ball shooting position matches the test area or not.

In this adjust page, you can press Test button to choose up/down/left/right，then press Service button to adjust up/down/left/right parameter, by adjust these parameters to make the gun shooting more accurately and perfectly!

Cursor trimming menu

A

Cursor up
Cursor down
Cursor left
Cursor right
Return
calibration
exit

Potentiometer X:125
Potentiometer Y:235

Press service button movable arrow, press test button adjustable cursor values.
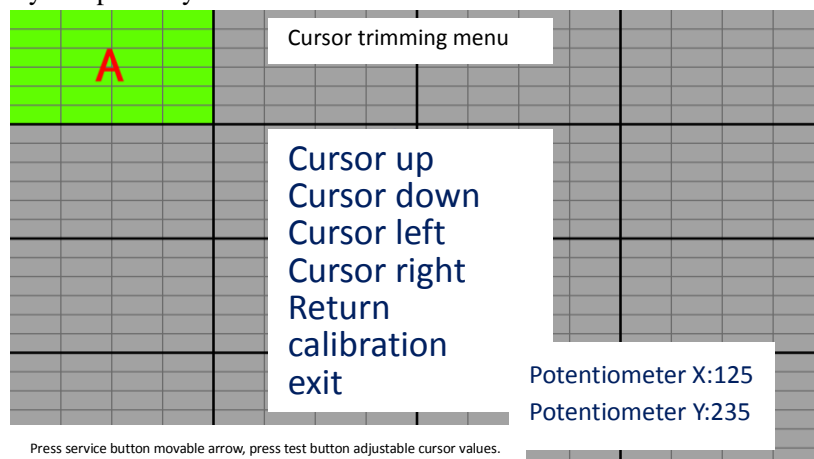
5. P position：insert coin, the game will go to following pages automatically, according to the screen tips, press start button to choose"1P"or"2P"to enter.

6. Choose stage：When game enter the stage map, choose any unlocked stage by shooting it.

7. All 6 stages scenes are as below：

garden stage   street stage

pyramid stage

factory stage

cemetery stage

8.Game Props:

a) speeder prop: increase shooting speed in limited time.

b) pea shooter: shoot zombies in queue；

c) freeze pea shooter：continuously shoot zombies in queue. Though it is lower aggressively, but can freeze zombies.

d) cherry bomb：put cherry in front of player for protection, when zombies come,it will bomb and kill a quantity of zombies. Attack all zombies in 6 points.

e) cabbage shooter: shoot zombies in queue. It is shooting in low speed, but can shoot a quantity of zombie, and very aggressive.

f) tri pea shooter：shoot zombie in three directions.

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g)water melon shooter: shoot zombies in queue. It is shooting in low speed, but can shoot a quantity of zombie, and very aggressive.

9.

10.Alarm page：if attacked by zombie, the displayer is twinkling in red frame, as below:

11.Continue to play or not：when the blood line is almost finished, it will show you tips "YES or NO" to continue or not, as below:

12.Scores page(You win or You lose), as below:

13.Game over page:

Maintenance and Solutions

Normal Problems	Cause	Solutions
Power on the game, but the displayer is off.	1.VGA port in misconnection	1.reconnect it according to wire diagram
	2.the power switch is closed	2. open power switch

The game stop suddenly	1.maybe the machine is attached by something or other reasons.	1.switch off the game, confirm no body attack the game or other reasons, then restart the game.
Coin acceptor don't work	1.mother board in problem	1.turn to engineer for help
	2．Coin acceptor wires are loose or misconnection.	2．Reconnect it according to wire diagram
No sound	1.game volume is 0	1.increase the volume
	2.wire loose or misconnection	2. Reconnect it according to wire diagram
LED light is off	1.no power input	1. open the switch, confirm power input is ok
	2.wire loose or disconnection	2. Reconnect it according to wire diagram
No power	1.the switch is closed	1.open the switch
	2.the fuse is burnt	2.change for new fuse
	3.fuse is misconnection	3.reconnect the fuse well
Ball not come out	1.upper motor is stuck	1.solve motor stuck problem, change the broken parts by stuck.
	2.balls are stuck	Clear stuck in ball tunnel
Ball not come out continuously	balls are stuck	Clear stuck in ball tunnel

Wire Diagram

left speaker

right speaker

AC 220V

power switch

AC 220V

2P transfer motor
1P transfer motor

GND
1P send ball signal
2P send ball signal

+12V
GND
GND
+5V

3.3V
1P output test
2P output test
GND

1P signal output
2P signal output
GND

coin acceptor

+12V
coin
GND

coin acceptor

12V

ticket acceptor

+12V
coin
GND

3.3V
GND
1P start
1P trigger
1P ticket OUT
1P coin

control signal running light
GND

DC+12V
GND
+5V
GND

OUT
+12V
GND
1P IN

VGA

MEIO

COM connector

free play

test
GND
test

free play
GND

2P start
2P trigger
2P ticket OUT
2P coin
screen sensor
1P output test
2P output test
GND
3.3V
2P left/right potentiometer
GND
3.3V
1P left/right potentiometer
GND
3.3V
1P up/down potentiometer
GND

+12V
1P shooting ball motor
2P shooting ball motor

+12V
1P mixing ball
2P mixing ball

+12V
1P start light
1Pticket IN

+12V
2P start light
2Pticket IN

+12V
left/right light R
left/right light G
left/right light B

+12V
running light R
running light G
running light B

+12V
1P send ball signal
2P send ball signal

ticket acceptor

3.3V
2P up down potentiometer
GND

GND
RXD
TXD

1P 2P mixing motor+
1P 2P mixing motor-

OUT
+12V
GND
2P IN

47 Inch LCD

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