

T-Rex Laser *(Laser Shooting)*

MANUAL



Warning

- ✧ Please read the manual before installation and use.
- ✧ Please put the manual together with the machine.



ACE AMUSEMENT

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Introduction

I. Company Profile

Thank you for choosing the amusement machine produced by our company. We are a comprehensive enterprise integrating development, production, sales, operation and services. “Quality first, users first, services first” is our solemn promise to customers and our action guide.

Please carefully read the manual for correct, appropriate and safe use of the machine. We hope it can help you to succeed!

II. Introduction to the Product:

“T-Rex Laser” is an indoor simulation amusement machine newly developed by our company and especially designed for the public amusement. It is novel and beautiful in appearance, safe and reliable, and easy to operate, so it is the most valuable amusement product with a higher coin collecting rate in the amusement park.

III. Features of the Product:




- ✧ Novel gameplay full of fun;
- ✧ Elegant appearance, bright-colored and exquisite patterns, made of MDF, plywood, angle iron and metal plate, safe and durable due to rust-proof treatment;
- ✧ Large-scale integrated circuit, built-in program, stable and reliable working performance;
- ✧ Sophisticated and adjustable game program and win ratio.

IV. Note on Safety:

Before use, please note the safety warning stickers on the machine; while reading the manual, please pay special attention to some signs. We divide the safety warnings into 3 categories as follows. They mean different levels of danger.

- **Danger** It means there will be danger of harm to people due to improper operation.
- **Warning** It means there will be possibility of harm to people due to improper operation.
- **Attention** It means there will be possibility of harm to people or the machine due to improper operation.

Please pay attention to the following signs on the machine:

| | |
|---|--|
| High temperature sign | High voltage sign |
|  |  |
| No touching sign | |
|  | |

Specifications and Technical Parameters

Unit: cm



- 1) Operating voltage: AC220V - 240V 50/60 Hz or AC 110V±5%, 60Hz.
For the specific voltage, see the nameplate on the machine.
- 2) Maximum power: 400W
- 3) Dimensions: W106 × D250 × H 233 (cm)
- 4) Weight: About 280kg
- 5) Operating environment: Temperature (indoors): 0°C ~ 35°C;
Humidity: ≤90%;
Atmospheric pressure: 86Pa ~ 106Pa.



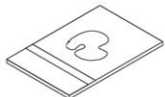


Warning: After turning off the machine, please wait 1 minute if you want to turn it on.

Attention: The above technical parameters are subject to change without prior notice.


Accessory list

For the normal use of the machine, please open the package and carefully check whether the following items are included.

The accessory list is below:

| No. | Name | No./Specification | Quantity | Unit | Picture | Remark |
|-----|--------|--------------------------------------|----------|-------|---|--------|
| 1 | Cable | 10A/250V-3M | 1 | Piece |  | |
| 2 | Fuse | $\Phi 5 \times 20$ mm T10A 250VAC | 1 | Piece |  | |
| 3 | Manual | English | 1 | Piece |  | |
| 4 | Key | AA33 | 2 | Piece |  | |
| 5 | Key | AA32 | 2 | Piece |  | |

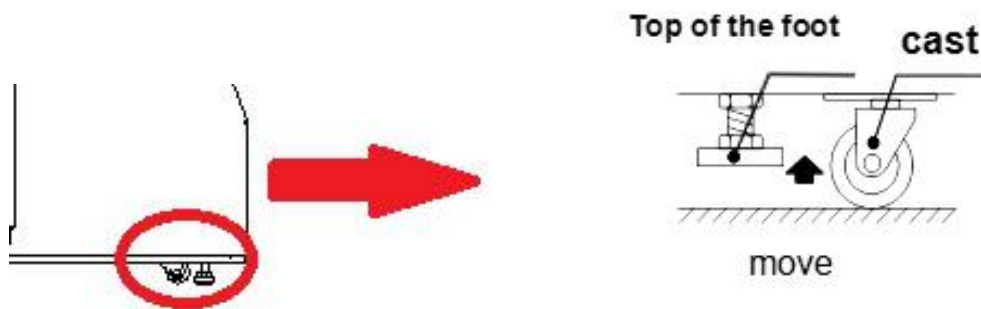
Please open the package and check whether all accessories are included. If not, please contact the distributor of the machine for check.

 **Attention:** The above technical parameters are subject to change without prior notice.

How to Move and Position the Machine


How to Move the Machine

There are trundles under the machine. When moving the machine for a short distance, you should raise foot to make the trundles touch the ground and push the machine. As there will be danger of overturning when the foot hits obstacle on the ground, you should move the foot up as much as you can and pay attention to obstacles ahead and uneven places when moving the machine along the ground.



When moving the machine for a short distance, you should raise the foot to make the trundles touch the ground and push the machine.

When you move the machine and pass uneven places or place with steps, 4 people or more are needed to lift the machine for safety.



ATTENTION

Please unplug the power socket before moving to prevent accidents and failure.

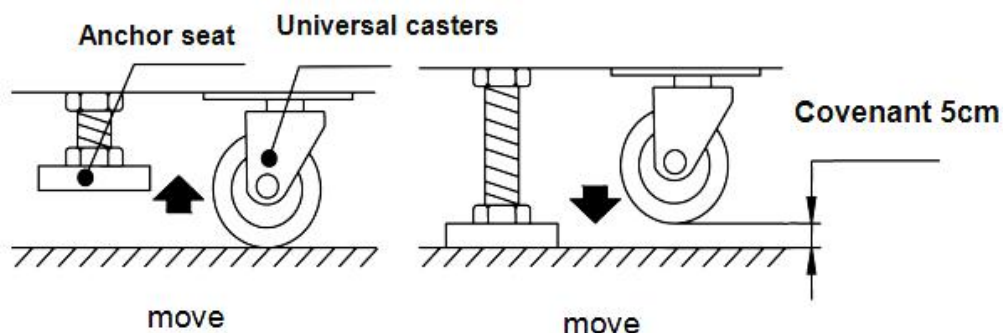
Please do not damage the cable when moving to prevent accidents and failure.

Please move the machine before raising the foot margin as much as you can to prevent accidents and failure.

The machine shall be moved by at least two people to prevent injury caused by the accident.

How to Position the Machine

- Please place it on flat ground where it won't slide easily;
- Please use the following foot to fix the machine (as shown below)
 - ① Loosen the tightly locked nuts of the foot, tighten the bolts of the foot with a wrench, and keep the trundle approximately 5mm away from the ground.
 - ② Tighten the nuts clockwise and fix them.



Unsuitable places

- Place in which the machine may have condensate water or with high humidity;
- Place close to high-temperature objects;
- Place close to dangerous substances;
- Smooth or unstable place;
- Place close to equipment that may easily produce sparks;
- Place with heavy vibration;
- Dusty place.

Where to Place

⚠ Warning: The machine is only suitable for indoor use, not outdoor use.

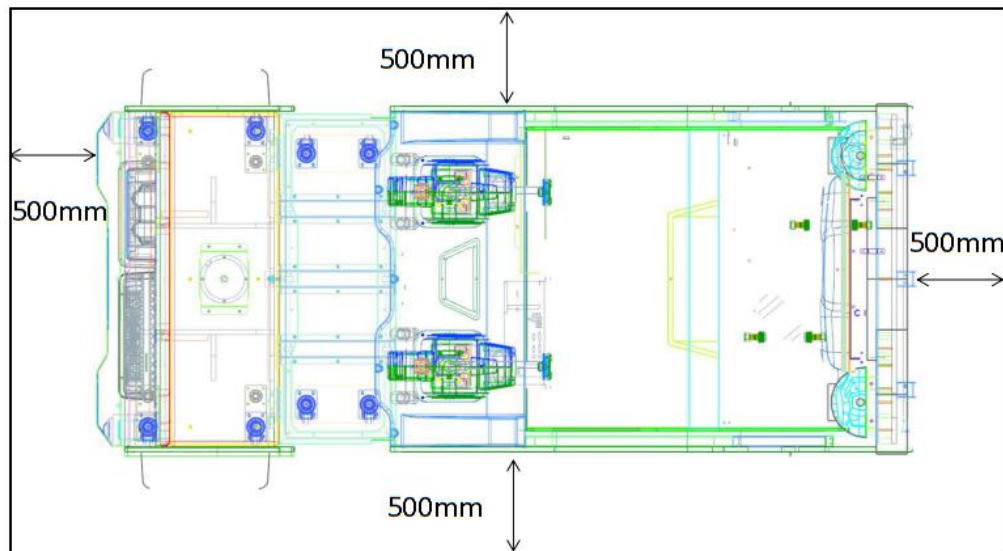
⚠ Warning: Please do not use the forklift to move the machine, otherwise it may be damaged.

Installation Location Dimension

The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area: 500mm

Unit: mm



⚠ Attention: The machine should not be placed at inclined place, or there may be an accident.

⚠ Attention: The division of the game area should refer to labels of each machine.

Precautions before Startup

- 1) Check parameters of the power supply. Ensure parameters of the machine meet the requirements, or the machine might be damaged or there might be fire accident.
- 2) Excessive loads on a power socket might cause socket overheat and fire accident.

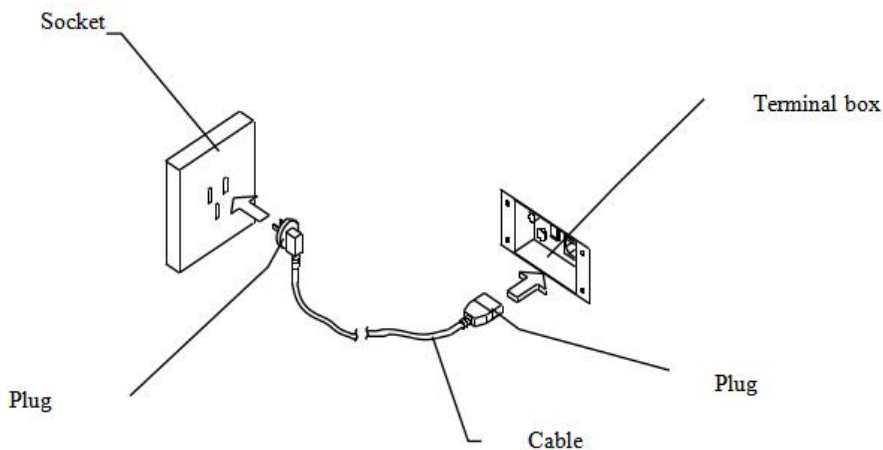
⚠ Warning

- © Do not change or replace parts by yourself when installing the machine to prevent fire accident or short circuit.

Wiring and Precautions

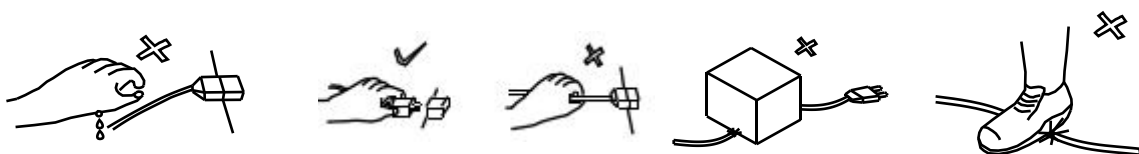
- Connect one end of the cable to the terminal box of the machine, and connect the other end to the socket.
- Connect the power supply according to the voltage on the label, or the machine might be damaged.
- Please confirm whether there is grounding in the socket to avoid unnecessary damage.
- If the grounding cannot be done through the socket, please try other methods.

⚠ Warning: The working voltage of the machine is 220V. Please connect the power supply according to the label, or the machine might be damaged.



⚠ Attention:

- The cable cannot be pressed by heavy objects, or it might be easily damaged and cause short circuit, and even fire disaster.
- When unplugging the cable, you should grasp the plug instead of the cable.
- It is not allowed to directly unplug with wet hands.
- It is not allowed to forcibly stretch, twist or expose the cable, or put it close to high-temperature objects.
- It is not allowed to put the cable at places where it may be easily kicked or touched.
- Use correct voltage and fuse (refer to technical parameters).



Installation and Maintenance

Installation and commissioning

- Please check the accessory list to assemble components before installation;
- The ground must be flat and solid. After placing the machine, adjust the feet to the ground and horizontally fix it;
- After installation, plug the cable and turn on the machine to check whether each part runs well. If no, immediately turn off the machine for troubleshooting.

Visual inspection

To safely use the machine, please check the following before startup:

- Whether the warning sign is intact, visible and stuck correctly.
- Whether parameters of power supply are consistent with the machine's.
- Whether screws of each component and components of the steering wheel are loose.
- Whether the connectors and terminals are loose.
- Whether the machine is placed stably; whether the adjustment of the trundle and the top foot is proper.
- Whether the machine is placed properly.

Operation inspection

- Whether the speaker works normally.
- Whether the daylight lamp and the button light are on.
- Whether the image is clear and normal.

Maintenance

- Before operation, confirm the machine runs normally and then use it;
- When there is dirt on the machine, wipe it with a soft cotton cloth with detergent;
- After the new machine has been used for one month, check whether each part runs normally;
- Often check the machine.

Cleaning

- Housing
Clean dirt on the surface of the machine with clean and soft cotton cloth.
- Display
Clean the outside of the display with clean and soft Display screen with no water; anything with acid is forbidden to touch the surface of the display.
- Exhaust fan
The exhaust fan is one of the main tools of dissipating heat inside the machine. It has to be clean and run normally with unobstructed outlet.



Warning:

- **Cut off the power supply for maintenance and repair of the machine.**

To prevent short circuit, relevant personnel should cut off the power supply when touching internal components of the machine. If the operation requires power supply, it should meet the requirements of the user's manual.

- **Use proper parts for replacement.**

Improper parts may cause short circuit, and damage of the main board and the components.

- **Do not disassemble, assemble and change the equipment by yourself.**

It may cause short circuit and machine failure, and even fire disaster.

Do not place vases, cups, containers with water, chemicals or heavy objects on the machine.

The spilt liquid may cause short circuit and damage of parts. Meanwhile, falling objects may injure people and damage the machine.

- **Do not place objects in the air outlet of the machine.**

- The blocked air outlet may cause temperature rise inside the machine, affect the normal operation of the game, and even damage the parts.

- **Do not repair the machine by yourself.**

It may cause short circuit or malfunction and other failure.

Troubleshooting

Common failure

| Phenomenon | Main cause | Solution |
|---|---|--|
| After the machine is powered on, there is no response and the screen is not on | The power supply is inconsistent with the machine's parameters | Please check whether the power supply is consistent with the machine's parameters |
| | The fuse is burnt | Please replace the fuse |
| | The power supply is not connected | Please confirm the 220V power supply is connected and the power switch is on |
| | The signal wire of the display is not connected or damaged | The signal wire of the display is not connected or damaged |
| The machine has a raster, but no image and sound | The +5V and +12V power supplied to the main board are not normal | Please check the screen. If it is normal, then the main board is faulty. Return it to the manufacturer or professionals for repair |
| | The fuse is burnt | Please replace the fuse of the same model |
| The machine is not powered on | Check whether the input of the 220V power supply is right. The short circuit is not allowed. | Please check whether the voltage of the circuit board inside the machine is normal |
| The control board is not powered on | Check whether the output of 5V, 12V and 24V of the power supply box is normal. | Please adjust the cable to the correct position |
| The display has no raster | The cable of the display might fall off or be loose due to vibration | Please check the power supply circuit or replace the cable |
| | The display is not on | Turn on the machine manually or with the remote control |
| No bowling comes out after the game starts | The 24V power supply has no voltage output | Please replace the 24V power supply box |
| | Bowling flipping and feeding machine do not work | Please replace the bowling feeding machine and the high-power driver board |
| After the machine is powered on, the display shows a white screen without image and sound | The host does not work | Please manually start the host |
| | The power supply box of the host goes wrong | Please replace the power supply box |
| | The memory bank of the host is in poor contact | Please re-assemble or replace |
| | The main board of the host goes wrong | Please contact professionals and the manufacturer |
| The power supply is suddenly cut off | The circuit protector works, while the power switch is off (note: when the abnormal current runs, the circuit protector cuts off the current) | Please turn on the power switch again. When the circuit protector repeatedly works, it means there is something wrong with the machine. Please contact the distributor |
| Bowling shooting and feeding are unsmooth | There are foreign matters or dirt blocking the non-working path of the shooting machine | Please check the circuit and replace the shooting machine and clear foreign matters or dirt |
| Press the transmission button, no bowling is fed | The microswitch on both sides of the handle is broken | Please replace the microswitch |
| Press the start button, and the game cannot start | The holder of the start button falls off or goes wrong; the switch cable falls off; the switch of the start button goes wrong | Please check the holder of the button; press and plug the switch cable; replace the switch of the start button |
| Fail to shoot well | Check whether the potentiometers up, down, left and right are damaged | Replace the potentiometer and re-adjust the gun |

| Phenomenon | Main cause | Troubleshooting |
|--|---|--|
| The coin collector does not respond | The coin collector is damaged | Replace the coin collector |
| | The signal wire of the coin collector is loose | Check whether the signal wire of the coin collector is loose |
| | The IO control board is damaged | Replace the IO control board |
| Coins are blocked in the coin collector | The sample coin is not placed well | Please check whether the sample coin is placed well, or try another sample coin |
| | The coin slot is not aligned or deformed | Please check whether the coin slot is aligned or deformed, and adjust it |
| | The coin collector is not assembled properly. The red braking bar above the coin collector is pressed | Please re-insert it into the coin collector |
| The coin collector does not score | Check whether there is signal feedback | Please re-connect the coin collector. It will make a sound if there is signal |
| | The connected target board is not connected to the pull-up resistor | Please connect the pull-up resistor |
| | Check whether the token in the coin collector is the same with that inserted in the coin collector | Please replace it with proper token |
| | The gear of the switch (normally on, normally off) is incorrect | Please check whether the gear of the switch (normally on, normally off) is correct |
| | The socket of the coin connector is in poor contact | Please check whether the socket of the coin connector is in poor contact |
| The coin collector retains coins | The COIN signal time switch (SW2) is incorrect | Please adjust the COIN signal time switch (SW2) |
| | There is something on the path of the coin collector, making the coin collecting unsmooth and the coins blocked | Please check whether there is something on the path of the coin collector |
| | The coin outlet is unsmooth | Please check whether the coin outlet is smooth |
| The coin collector is unsmooth | Adjust the VR rotary button | Please adjust the VR rotary button clockwise |
| | Adjust the precision switch (SW3) | Please adjust the precision switch (SW3) to the normal gear |
| | The sample coin is not placed well | Please check whether the sample coin is placed well, or try another sample coin |
| Fake coins pass through the coin collector | Adjust the VR rotary button | Please adjust the VR rotary button counterclockwise |
| | Adjust the precision switch (SW3) | Please adjust the precision switch (SW3) to the precision gear |
| The speaker does not make a sound | The volume is too low | Please turn on the volume |
| | The power amplifier and the speaker go wrong | Please replace the power amplifier and the speaker |
| | Whether the audio connection port falls off or is damaged | Please re-connect the audio connection port |
| No ticket fed | The ticket machine goes wrong or the switch is turned on wrong | Please replace the ticket machine or set the switch to the factory settings |

Instructions on Game



Game logo / Standby image

<I>. Game interface:



- ① 1. UI interface of the player's status
- ② ② Game props to increase the shooting power
- ③ ③ .The player's front sight to aim at the target

<II>. Characteristics of the machine:

☆ The scene map of the game is divided into several areas: City Center, Factory, Cemetery, Pharaoh's Tomb, Hospital, and Overpass. After the corresponding story is completed in each area, the player can go to the next map.

☆ There are some hidden props which can produce very powerful damage.

☆ The player will face various zombies. Different zombies with different attacks make the player's sense of freshness and tension stronger.

☆ There are many bosses in the game, giving the player's much amusement of challenging.

<III>. Scene



<IV>. Game play:

1. Standby image



2.Task pass image



3.Plot production before the pass. Press “Start” to skip the plot



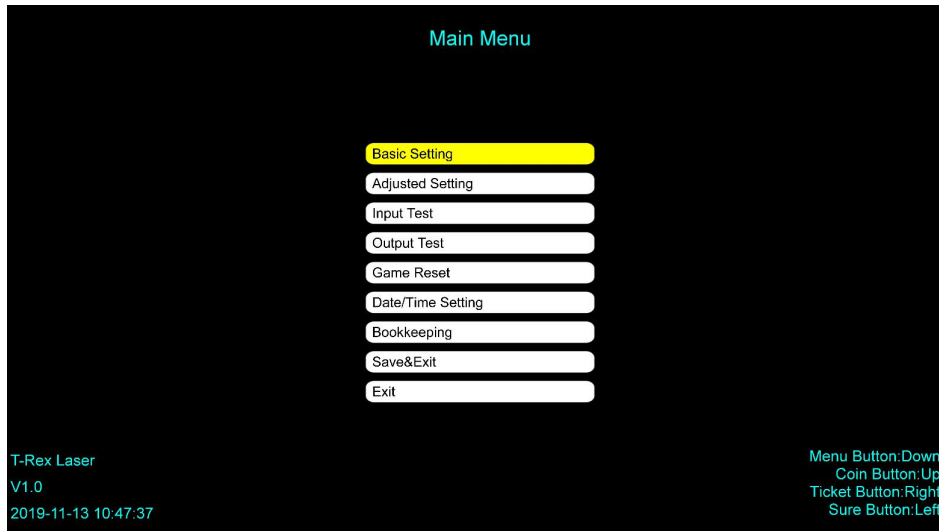
4.Game start image



Adjustment of the Game Program Setting

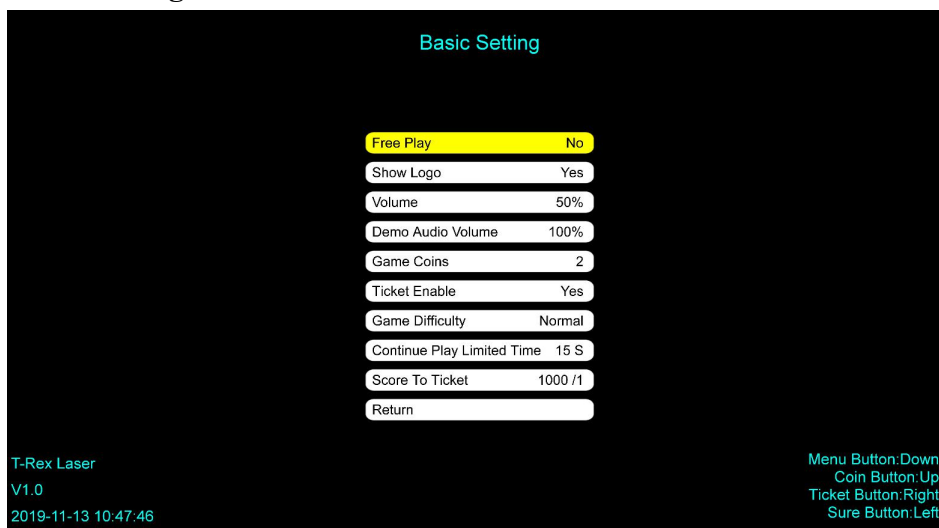
| | | |
|--------|------|-----------------------------|
| Option | KEY1 | Test (choose) |
| | KEY2 | Confirm (replenish tickets) |
| | KEY3 | Confirm (modify) |

Main Menu



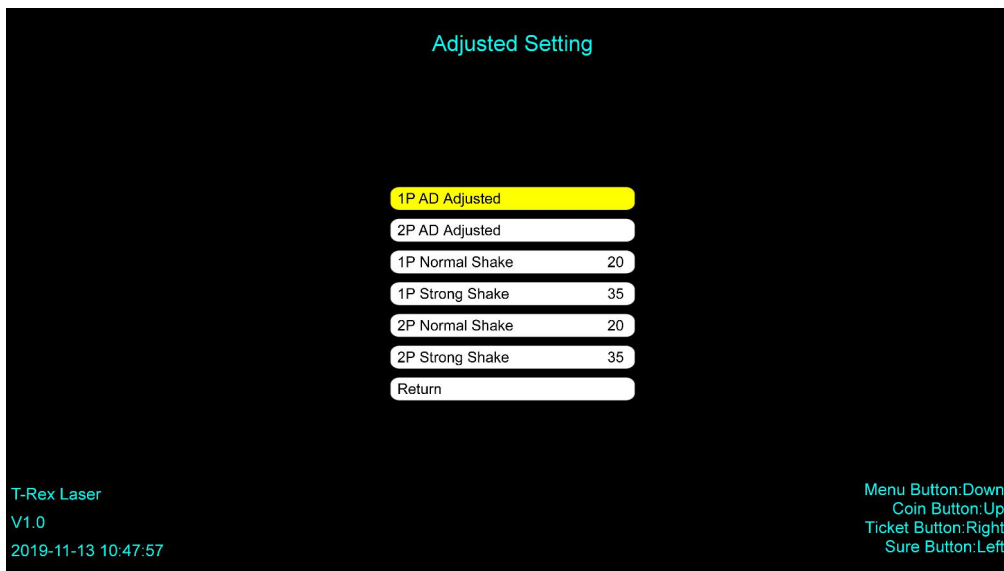
1. **Basic Setting:** Enter the basic setting interface
2. **Adjustment Setting:** Enter the adjustment setting interface
3. **Input Test:** Enter the input test interface
4. **Output Test:** Enter the output test interface
5. **Game Reset:** Enter the game reset interface
6. **Date/time Setting:** Enter the date/time setting interface
7. **Language:** Switch languages
8. **Revenue Record:** Enter the revenue record interface
9. **Save & Exit:** Save the data and exit to the previous menu interface
10. **Exit:** Doesn't save the data and exit to the previous menu interface

Basic Setting



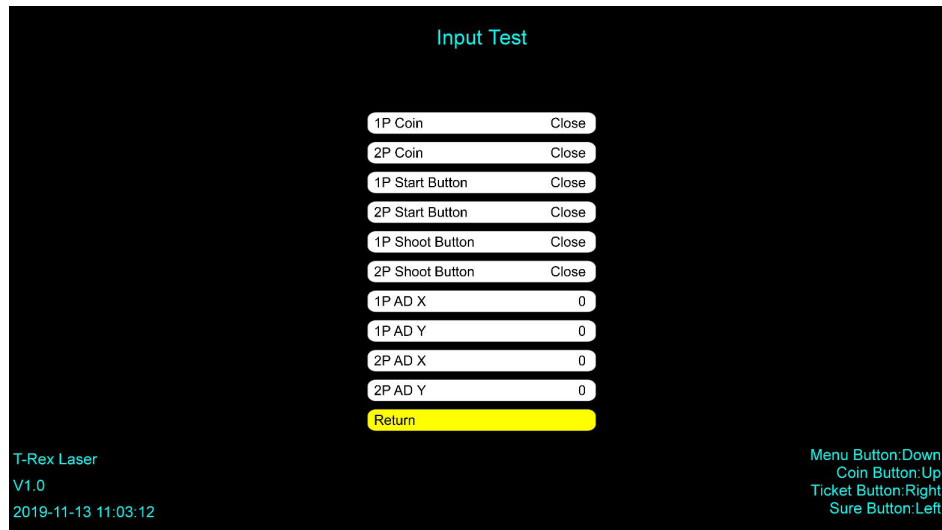
1. **Free Play:** Choose pay play mode or free play mode.
 No: Need to pay to play
 Yes: Free play
2. **Show Logo:** Choose to show Logo or not
 No: Doesn't show Logo
 Yes: Show Logo
3. **Volume:** Volume setting
 Range: 0%~100%
4. **Demo Audio Volume:** Demo volume setting
 Range: 0%~100%
5. **Game Coins:** Coin(s) / Play setting
 Range: 1~99
6. **Ticket Enable:** Choose payout ticket or not
 No: Don't payout ticket
 Yes: Payout ticket
7. **Game Difficulty:** Game difficulty setting
 Range: Easy, Normal, Difficult
8. **Continue Play Limited Time:** Set within how long need to decide to continue play
 Range: 5~60 seconds
9. **Score to Ticket:** Set how many scores for one ticket
 Range: 100~30000 Scores / Ticket
10. **Return:** Return to previous menu

Adjusted Setting



- 1PAD Adjusted:** Calibrate the 1P Potentiometer
2PAD Adjusted: Calibrate the 2P Potentiometer
1P Normal Shake: Set 1P Regular Shake strength
1P Strong Shake: Set 1P Strong Shake strength
2P Normal Shake: Set 2P Regular Shake strength
2P Strong Shake: Set 2P Strong Shake strength
Return: Return to the previous menu interface

Input Test



1P Coin: Test 1P Coin Selector

Close: Haven't insert coin

On: Have insert coin

2P Coin: Test 2P Coin Selector

Close: Haven't insert coin

On: Have insert coin

1P Start Button: Test 1P Start Button

Close: Haven't pushed Start Button

On: Have pushed Start Button

2P Start Button: Test 2P Start Button

Close: Haven't pushed Start Button

On: Have pushed Start Button

1P Shoot Button: Test 1P Shoot Button

Close: Haven't pushed Shoot Button

On: Have pushed shoot Button

2P Shoot Button: Test 2P Shoot Button

Close: Haven't pushed Shoot Button

On: Have pushed shoot Button

1P AD X: Read 1P Potentiometer X Data

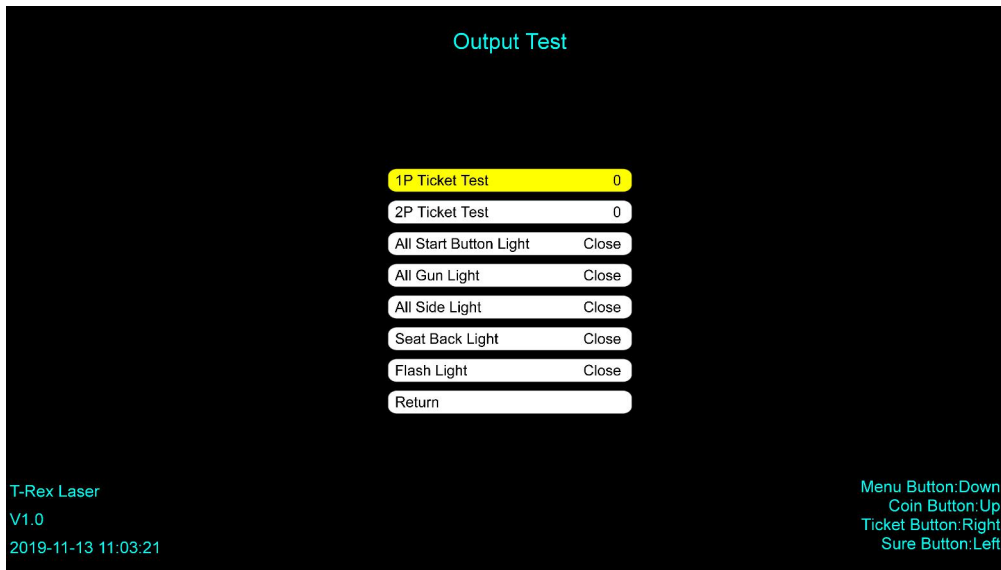
1P AD Y: Read 1P Potentiometer Y Data

2PAD X: Read 1P Potentiometer X Data

2PAD Y: Read 1P Potentiometer Y Data

Return: Return to the previous menu interface

Output Test



1P Ticket Test: Test 1P Ticket Dispenser can work normal or not

2P Ticket Test: Test 2P Ticket Dispenser can work normal or not

All Start Button Light: Test all Start Button Lights can work normal or not

All Gun Light: Test all Gun Lights can work normal or not

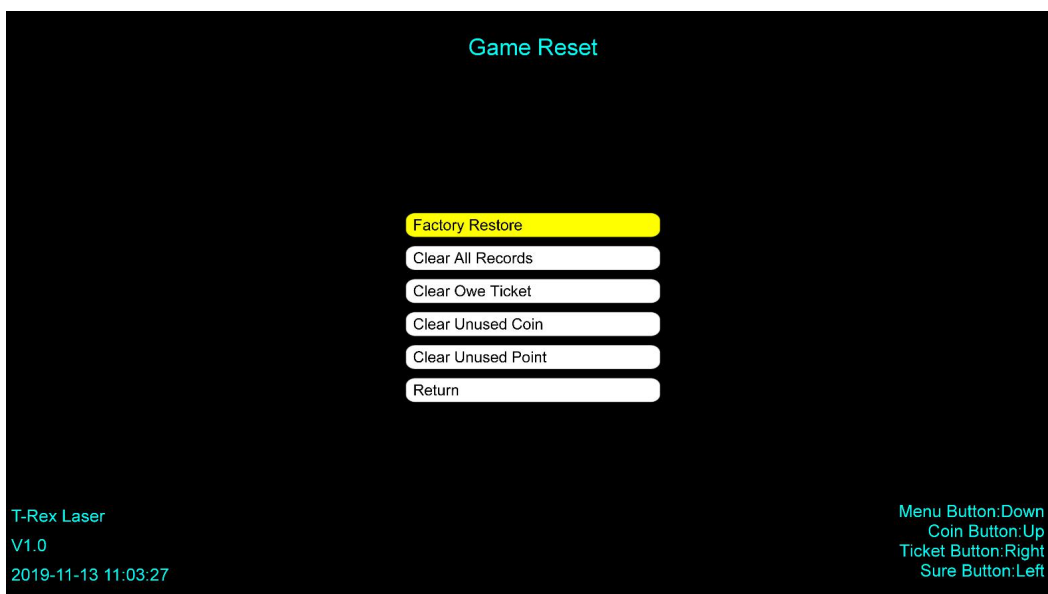
All Side Light: Test all Side Lights can work normal or not

Seat Back Light: Test all Seat Back Lights can work normal or not

Flash Light: Test all Flash Lights can work normal or not

Return: Return to the previous menu interface

Game Reset



Factory Restore: All settings return to Factory Restore setting

Clear All Records: Clear all game date record, back to default date

Clear Owe Ticket: Clear all owed tickets

Clear Unused Coin: Clear all unused coins

Clear Unused Pint: Clear all unused points

Return: Return to the previous menu interface

Date / Time Setting

Date/Time Setting

Year 2019

Month 11

Day 13

Hour(24) 11

Minute 3

Second 37

Return

T-Rex Laser
V1.0
2019-11-13 11:03:38

Menu Button:Down
Coin Button:Up
Ticket Button:Right
Sure Button:Left

Bookkeeping

Bookkeeping

| Player | Coins | Tickets | Prizes | Ticket Rate |
|--------|-------|---------|--------|-------------|
| 1P | 8 | 3 | 4 | 0.38 |
| 2P | 4 | 0 | 2 | 0.00 |
| Total | 12 | 3 | 6 | 0.25 |

| Day Date | Run Time | Coins | Tickets | Prizes | Ticket Rate |
|------------|----------|-------|---------|--------|-------------|
| 2019-10-23 | 00H:03M | 4 | 0 | 2 | 0.00 |
| 2019-10-24 | 00H:02M | 4 | 0 | 2 | 0.00 |
| 2019-10-25 | 00H:03M | 4 | 3 | 2 | 0.75 |
| 2019-11-13 | 00H:16M | 0 | 0 | 0 | 0.00 |

P1 / 1

T-Rex Laser
V1.0
2019-11-13 11:03:44


Return
Next Page
Prev Page
Clear Data

Menu Button:Down
Coin Button:Up
Ticket Button:Right
Sure Button:Left

Check Game Data

Start Adjust! Remain 2 Point...
X: 64 Y: 1047

1.Shoot Left Down, Please Start Button
2.Shoot Right Up, Please Start Button



Error Code



Cause: The communication with the I/O Board been disconnected.

Solution: Restart the machine, and press the “Reset Button” on the I/O Board. (There’s only one button on the I/O Board).



Cause: The RAM memory of the host is insufficient.

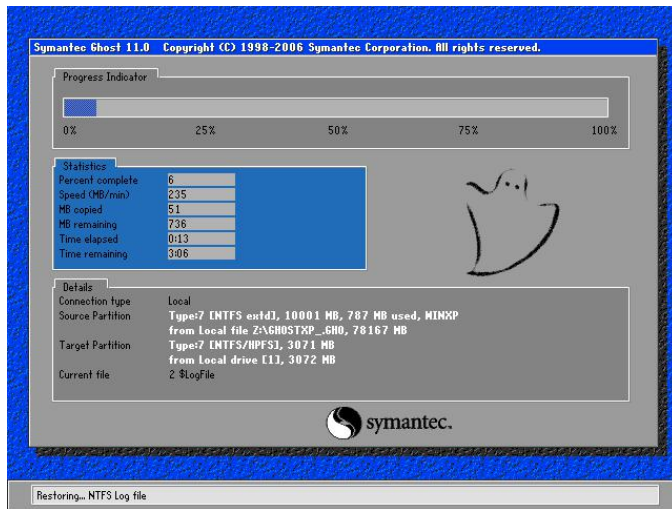
Solution: Move out the RAM of the host, and then, install this RAM to the host again.



Cause: Something wrong from the Ticket Dispenser.

Solution: Full fill ticket, if still couldn’t work, replace a new Ticket Dispenser.

Instructions on Restoring U Disk



When the machine is turned off, plug the U disk into the USB port behind the host, and the U disk will restore after the machine restarts. As shown in the figure, the system is restoring, and it needs about 20 minutes.



Complete prompt. The system restoring is completed as shown in the left figure, and you can unplug the U disk.

The system restoring needs about 20 minutes. Please do not cut off the power supply and wait patiently! Please forgive if there is any inconvenience!



Attention: The above technical parameters are subject to change without prior notice.



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