

Version 8.6.15



Customizing Family Fun



Alien Wammie Owner's Manual

Assembly operation and care instructions.

Serial # _____ Distributed By: _____

Sales Person _____

Technical Service # _____

Print version 1.01

Note (before assembling):

1. Inspect to make sure all parts are included and not damaged.
2. Prior to use you must ensure there is sufficient space for placing or shifting this product.

Game Play Instructions:

You can set the number of coins per game. After depositing the preset number of coins, there will be a three second delay before the game starts automatically. Hitting any of the aliens once with the hammer will earn one point. Try to hit as many aliens as you can.

Extra time bonus settings:

You can set the game mode for extra time based on the number of points earned or turn off the extra time limit increase, regardless of points earned.

> *Under extra time mode:* If you pass **Stage One** of the game, you will progress to **Stage Two**. There will be a three second delay while the game resets between stages.

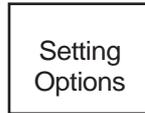
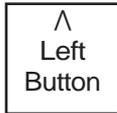
> *Under no extra time mode:* When you finish the Stage One of the game, the game is over.

In Extra Time Mode the following settings can be found in the setting options:

- Time per game
- Time for Stage 2
- If extra time

How To Setup Alien Wammie

Settings Screen:



Test Button:

Push the button for playing once (the coin record won't increase)

Setting Options:

Choose the options that you want to set

Left Button:

You can change the number of left side

Right Button:

You can change the number of right side

How To Setup Alien Wammie [continued]:

B. LCD Display:

Standby Screen:

The record of	
Coin Selector A	Coin Selector B
000000	000000

Keeps a record of coins put into the game. 'A' side is not used in this game.

The setting of coin selector A: Not used for Alien Wammie

1. The setting of Selector A	
One Coin	One Play
0	0

The setting of coin selector B:

1. The setting of Selector B	
One Coin	One Play
1	1

Push the left button to change the number of coin per game. Push the right button to change the number of *plays* per coin(s) game.

How To Setup Alien Wammie [continued]:

The difficulty of game:

3. The Difficulty of Game
1

Push the right button to change the difficulty of game. 0 is the simplest. 2 is the most difficult.

Extra Time:

4. Extra Time
Yes

Push the right button to change (yes/no) the extra time. Select 'YES' for two stage play after enough points are scored in stage 1.

How many points for passing stage one:

5. How many points for passing Stage One
100

Push the right button to change the point amount needed to pass stage one. Push once will increase 10 points. You can change the points from 100 to 200 points.(If the extra time is “no”. You can ignore this option)

How To Setup Alien Wammie [continued]:

B. LCD Display [continued]:

How much time per game:

6. How much time per game
30 Seconds

Push the right button to change the time per game. Push once will increase 10 seconds. You can change the time from 30 to 90 seconds.

Extra Time:

7. Extra Time
10 Seconds

Push the right button to change the extra time. Push once will increase 5 seconds. You can change the extra time from 15 to 60 seconds.

Standby Music:

8. Standby Music
Yes

Push the right button to change the (yes/no) in standby music.

How To Setup Alien Wammie [continued]:

Ticket Setting:

9. Ticket Setting

00/COINS 01/PLAYS

Push the left button to cycle through coins 0 ~ 10
Push the right button to cycle through plays 00 ~ 10

Point(s) / 1 Ticket:

10. Points/Ticket
15 Points

Push the right button to set the number of points required per ticket.
Push once will increase by 1 point. You can change the extra time
between 1 to 50 seconds. Set points to 00 to give out no tickets.

Demo Music:

11. Demo Music
ON

Push the right button to turn the demo music (on/off)

Free Run

12. Free Run
OFF

Press the right button to turn the Free Run mode (ON/OFF).

How To Setup Alien Wammie [continued]:

Fault Message:

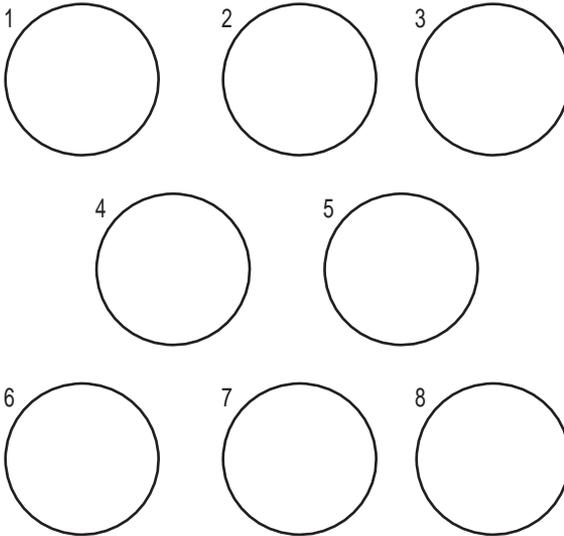
9. Standby Action:

When the machine detects a failure ,the machine will show it on the point and time/record LED display.

Fault message Err 1-1 ~ Err 1-8 indicates the sensor on the hit base is failed. (check if the sensor is in the right position)

Fault message Err 2-1 ~ Err 2-8 indicates the coil on the hit base is broken (check if the connector of the hit base is right)

The number of hit bases are:



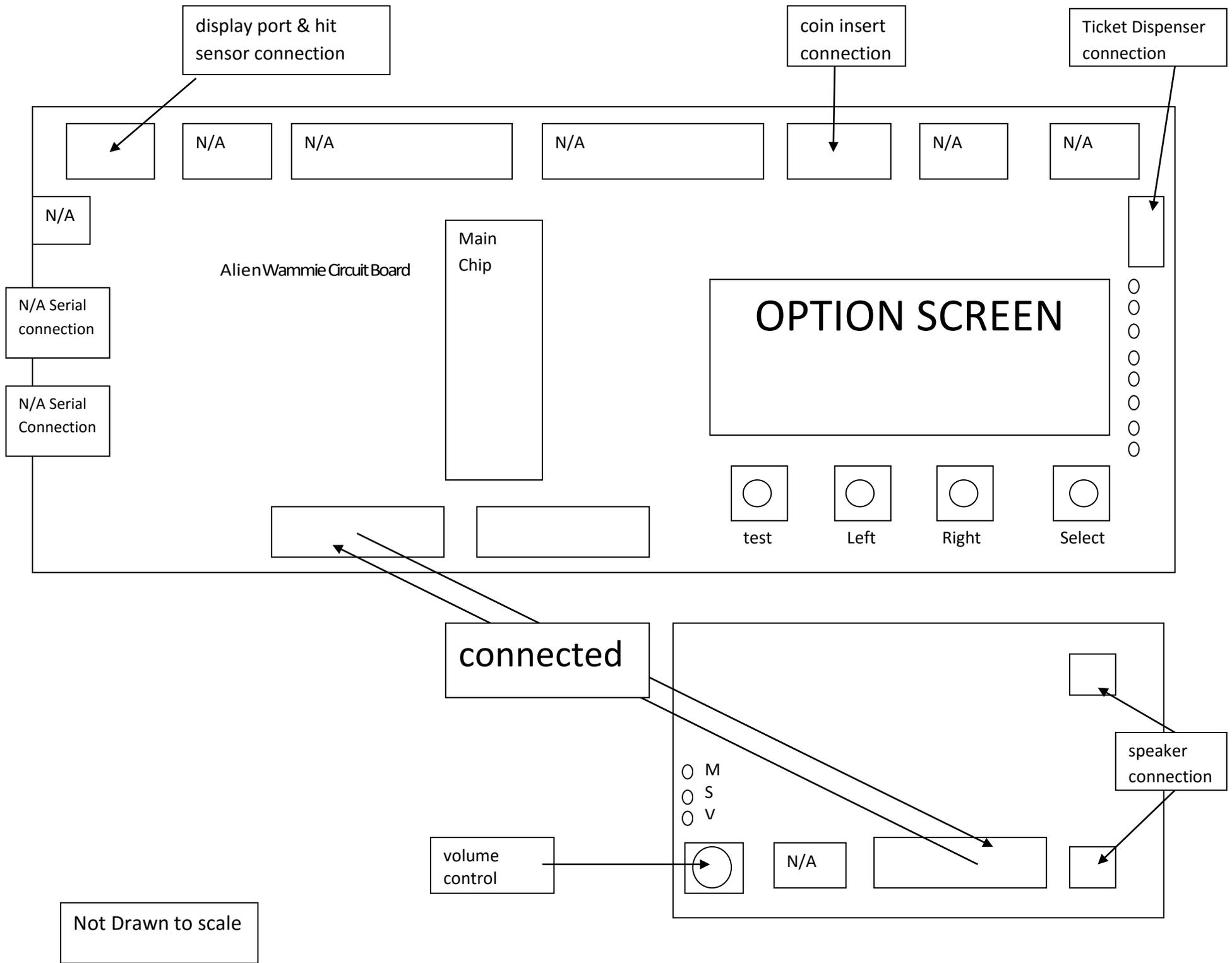
*If there is any problem with Alien Wammie, please check the power supply first.

Use Multimeter to check if the voltage is right.

Typical Game Settings

Program options as follows for simple play with one coin to start and extra time bonus at 100 points.

1. 1 coin 1 play
2. 1 coin 1 play
3. Difficulty 1
4. Extra Time yes
5. Pass points 100
6. Overtime 30
7. Extra Time 10
8. Points / Hit 1
9. Ticket Setting 00/coin 01/play
10. Points per Ticket 15
11. Demo Music on
12. Free Run off



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Customizing Family Fun

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