Note (before assembling):

1. Inspect to make sure all of the 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, there will a three second delay before the game starts. Hitting any of the LEDs once with the hammer will be one point. Try to hit as many LEDs as you can.

Extra time bonus setting

You can set the game mode for extra time based on the number of points earned or without regard of points earned.

> *Under extra time mode:* If you pass **Stage One** of the game, you will proceed to **Stage Two**. There will a three second delay between Stages of the game.

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

If the game has extra time bonus, how much time per stage, and if there is stage two (extra time) in the setting options.

How To Setup Alien Wammie

Settings Screen:

LCD Display

Test Button	∧ Left Button	∨ Right Button	Setting Options
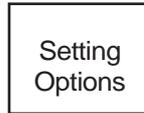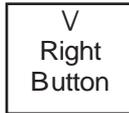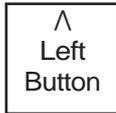
Test Button:

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. Non resetable.

The setting of coin selector A: Not used

```
            1. The setting of Selector A

          One Coin        One Play
             0                 0
```

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

The setting of coin selector B:

```
            1. The setting of Selector B

          One Coin        One Play
             1                 1
```

Push the left button can change the number of coin(s) per game. Push the right button can 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 can change the difficulty of game.
0 is the simplest. 2 is the most difficult.

Extra Time:

```
4. Extra Time
Yes
```

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

How many point for passing stage one:

```
5. How many points for passing Stage One
100
```

Push the right button can change the point for passing stage one.
Push once will increase 10 points. You can change the points
between 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 between 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 between 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 five 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).

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 mean 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 mean the coil on the hit base is broken (check if the connector of the hit base is right)

The number of hit bases are:

```
    1  ◯      2  ◯      3  ◯

       4  ◯      5  ◯

    6  ◯      7  ◯      8  ◯
```
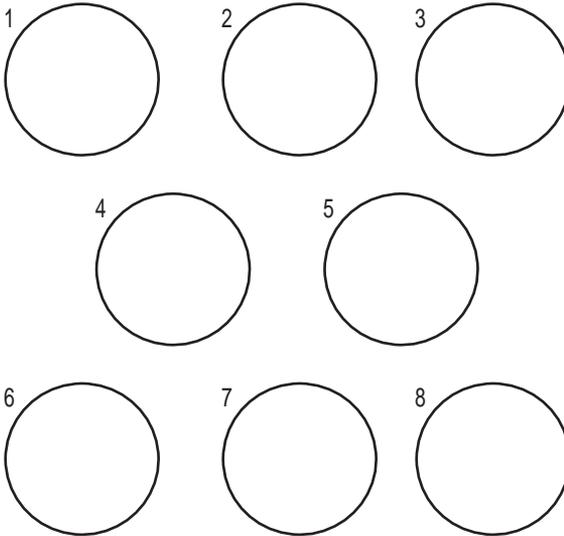
*If there is any wrong with Alien Wammie, please check the power supply first.

Use Multimeter to check if the voltage is right.

Notes

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For Parts and Technical Service please contact BARRONGAMES.

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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