Safety Notice

General
- DO NOT disassemble, change and modify the machine without authorization.
- Make sure to operate the machine as instructed by this manual. Inappropriate handling of the machine will cause damage to the machine and injury threat to players and spectators.
- Please check and maintain the machine regularly.
- Make sure that the warning labels are clean to be clearly read. If the label is too dirty to be clearly read, replace a new label immediately.

Installation Sites
- This machine is designed for indoor use. DO NOT place it outdoors. Make sure the machine is not installed in the following venues:
  - Place of direct sunlight exposure, water contact, high humidity and high temperature.
  - Places where there is flammable and volatile chemicals and hazardous substances.
  - Places where the ground is sloping, uneven or there is strong vibration.
  - Places close to emergency exits and fire extinguishers.
- DO NOT obstruct the ventilation holes to avoid damage to the machine.
- Make sure the machine is separate from the wall, other machines and passages by at least 30 cm.

Power
- Before connecting the machine to the mains supply, verify that the voltage is correct to avoid fires or electric shock.
- When connecting the machine to the mains supply, verify the mains outlet is a grounded outlet.
- To avoid electric shock and short circuit, DO NOT run the power cord or ground wire across passages.
- To avoid fires, DO NOT place any flammable objects close to the power cord.
- In the event of frayed power cord, please contact your dealer for replacement.
- To avoid electric shock or short circuit:
  - Make sure to turn the power OFF before attempting maintenance or repair.
  - DO NOT touch the plug with damp hands.
  - Do not insert/unplug the power plug all of a sudden.
  - When plugging/unplugging the power cord, make sure to hold plug. DO NOT pull on the power cord.
**Transportation**
- During transportation, ensure that the castors are fasten.
- The machine contains a LCD monitor which is fragile; avoid strong vibration or rough handling during transportation.

**Moving**
- Before moving the machine, make sure to unplug it from the mains.
- When moving the machine, pay attention to obstructions and uneven surface to avoid accidents or damage to the machine.
- Make to move the machine with at least two personnel to avoid accident and injury.

**During Operation**
- To avoid injury and accidents to players during operation, those falling under the following categories are not allowed to play the game:
  - People with high blood pressure or cardiovascular diseases
  - People who are injured or less mobile
  - Drunk people
- Instruct the players to read the warning labels and follow the instructions to prevent electric shock or short circuit.
# Table of Contents

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  - Operation
  - How to play
  - Introductions of monsters
  - Revenge gauge
  - Mini game instruction

- **2. Using the System Utility**
  - Record
  - Test
  - System Setting
  - System Adjustment

- **3. Installing instructions for IO board**

- **4. Troubleshooting**

- **5. Notes**
1. Game Introduction

- Operation

**Coin Acceptor**: Insert tokens to increase credits.

**Payout button**: Press this button for 3 seconds, token(s) or ticket(s) will be payout by accord to player’s credits.

**Gun Controller**: The gun controller can be used in the game to move the sights across the screen and shoot.

**Shooting**: Aim at the target then press this button to shoot at the monster.

**Change weapon**: Choose different weapons to increase the power of bullets.

**Auto Fire**: Automatically shoots at the monster in the sights. (P16. System adjustment so that Auto Fire must be set to "On")
· How to Play

1. ▶ Insert tokens to increase credits.

2. ▶ Change weapon: Choose different weapons to increase the power of bullets.

3. ▶ The Gun Controller can be used to move the sights across the screen; Aim at a monster to shoot.

4. ▶ Points are awarded for killing monsters.
- Introductions of monsters

<table>
<thead>
<tr>
<th>No.</th>
<th>Image</th>
<th>Name</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><img src="image1.png" alt="Big Eye" /></td>
<td>Big Eye</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td><img src="image2.png" alt="Evil Fish" /></td>
<td>Evil Fish</td>
<td>5</td>
</tr>
<tr>
<td>3</td>
<td><img src="image3.png" alt="Onion Goblin" /></td>
<td>Onion Goblin</td>
<td>6</td>
</tr>
<tr>
<td>4</td>
<td><img src="image4.png" alt="Jumping Mushroom" /></td>
<td>Jumping Mushroom</td>
<td>7</td>
</tr>
<tr>
<td>5</td>
<td><img src="image5.png" alt="Tree Goblin" /></td>
<td>Tree Goblin</td>
<td>8</td>
</tr>
<tr>
<td>6</td>
<td><img src="image6.png" alt="Skulcton Soldier" /></td>
<td>Skulcton Soldier</td>
<td>10</td>
</tr>
<tr>
<td>7</td>
<td><img src="image7.png" alt="Clown Devil" /></td>
<td>Clown Devil</td>
<td>12</td>
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<tr>
<td>8</td>
<td><img src="image8.png" alt="Stone Man" /></td>
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<td>100</td>
</tr>
<tr>
<td>9</td>
<td><img src="image9.png" alt="Axe Guard" /></td>
<td>Axe Guard</td>
<td>150</td>
</tr>
<tr>
<td>10</td>
<td><img src="image10.png" alt="The Hook" /></td>
<td>The Hook</td>
<td>200~700</td>
</tr>
<tr>
<td>11</td>
<td><img src="image11.png" alt="The Dark Sorcerer" /></td>
<td>The Dark Sorcerer</td>
<td>300~1000</td>
</tr>
</tbody>
</table>
- **REVENGE GAUGE**

**Credit**: Show the total score of player.

**Revenge gauge**: Shooting enemies will increase your REVENGE GAUGE. When completely full, you can perform a FREE SHOOTING. On the contrary the REVENGE GAUGE is decreased when the enemy damages you.
• Mini game instructions

1. **TIME FREEZE**

   • Randomly appears on screen during the main game.
   • Shoot to freeze time and make all monsters on the screen stop moving.

2. **FREE SHOOTING**

   • Free single player mini game.
   • Treasure chest will randomly appear during the game. Shoot the treasure chest for a chance to play FREE SHOOTING mini game.
   • FREE SHOOTING mini game gives unlimited ammo for a limited amount of time.
3. WIN DOUBLE

- Single player mini game (Token required).
- Treasure chest will randomly appear during the game. Shoot the treasure chest for chance to play WIN DOUBLE mini game.
- WIN DOUBLE mini game doubles the points you earn from killing monsters for a limited amount of time.

4. MAGIC STONE

- Free single player mini game.
- Treasure chest will randomly appear during the game. Shoot the treasure chest for chance to play MAGIC STONE mini game.
- MAGIC STONE mini game allows the player to attack monsters with magical asteroids that blast the entire field.
5. SEA MONSTER BATTLE

- A free game designed for 4 players.
- Enter to shoot at the sea monster and piranhas before time runs out.
- Killing sea monsters will earn you 500 ~ 2000 points. Killing piranhas earns 5 points.
2. Using the System Utility

- Menu Navigation

Pressing the [System] key on the control box allows you to access the System utility.

Diagram:
- System
  - Record
    - Current Data
    - Daily Data
  - Test
    - Gun Calibration
    - Key Test
    - Sound Test
    - Screen Test
    - Counter Test
    - Payout Test
  - System Setting
    - Enter Password
      - Total Data
      - System Adjustment
      - Time Setting
      - Change Password
· **Main Menu:**

  - To go to the page of System Utility, press the [System] button, and you will see [Main menu].

· **Record**

  - **Current Data:** Operators can check their current and previous total in, total out, coin in, and coin out, etc. operators can also update their shift records.
  - **Daily Data:** Provides daily data such as the total in/out number and percentage (within the last 42 days).
Test hardware devices of the machine to ensure its normal functions.

- **Gun Calibration**: During calibration of the guns, allow you to optimize and verify gun performance.
- **Key Test**: Test if input and output devices of the machine function normally.
- **Sound test**: Test whether the sound output is normal.
- **Screen test**: Check whether the screen display is normal.
- **Counter test**: Check whether each counter is functioning normally.
- **Payout test**: Check whether each coin selector, hopper and ticket dispenser is functioning normally.
• System Setting

▷ Before players get access to the [system] page, insert password first. The default password is eight zeroes.

▷ Total data: To view a complete account and check their revenue.
▷ System adjustment: To set up parameter regarding the game
▷ Time setting: To adjust the time.
▷ Password setting: Reset the password for the [system] page.
· System Adjustment
  · Set as TICKET(AUTO PAYOUT)

1. Press the [Change weapon] button to move the cursor, and press the [Shooting] button to switch options.

2. Game Settings:

<table>
<thead>
<tr>
<th>Items</th>
<th>Adjustable Range</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPERATION MODE</td>
<td>TOKEN(AUTO PAYOUT), TOKEN(NORMAL PAYOUT), TICKET(AUTO PAYOUT), TOKEN(NORMAL PAYOUT), TOKEN &amp; TICKET(AUTO PAYOUT)</td>
<td>TICKET (AUTO PAYOUT)</td>
</tr>
<tr>
<td>COIN RATE</td>
<td>1 TOKEN 30 - 40 - 50 - 60 - 70 - 80 - 90 - 100 - 120 - 150 - 200 - 300 CREDITO</td>
<td>1 TOKEN 100 CREDITO</td>
</tr>
<tr>
<td>TICKET RATE</td>
<td>1-10 POINTS 1 TICKET - 20 POINTS 1 TICKET - 30 POINTS 1 TICKET - 40 POINTS 1 TICKET - 50 POINTS 1 TICKET</td>
<td>5 POINTS 1 TICKET</td>
</tr>
<tr>
<td>BACKGROUND MUSIC</td>
<td>ON - OFF</td>
<td>ON</td>
</tr>
<tr>
<td>SOUND EFFECT</td>
<td>ON - OFF</td>
<td>ON</td>
</tr>
</tbody>
</table>

➤ SYSTEM RESET: Erase all revenue and game data.
➤ DEFAULT SETTING: Rest all items to the default setting.
➤ SAVE & EXIT: to save the changes and exit. Then you will go back to the [SYSTEM SETTING] screen.
➤ EXIT: to exit the page without saving the changes.

Notes!!!
1. Change COIN RATE, and players’ Credit, number of coins will be reset to zero.
2. Change TICKET RATE, and players’ Credit, number of tickets will be reset to zero.
3. Change OPERATION MODE: This step will set players’ Credit, number of coins and number of tickets to zero.
1. Press the [Change weapon] button to move the cursor, and press the [Shooting] button to switch options.

2. **Game Settings:**

<table>
<thead>
<tr>
<th>Items</th>
<th>Adjustable Range</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPERATION MODE</td>
<td>TOKEN(AUTO PAYOUT), TOKEN(NORMAL PAYOUT), TICKET(AUTO PAYOUT), TICKET(NORMAL PAYOUT), TOKEN &amp; TICKET(AUTO PAYOUT)</td>
<td>TOKEN &amp; TICKET(AUTO PAYOUT)</td>
</tr>
<tr>
<td>CHANCE LEVEL</td>
<td>96 - 96.5 - 97 - 97.5 - 98 - 90.5 - 99 - 99.5 - 100</td>
<td>90</td>
</tr>
<tr>
<td>COIN RATE</td>
<td>1 TOKEN 30 - 40 - 50 - 60 - 70 - 80 - 90 - 100 - 120 - 150 - 200 - 300 CREDITS</td>
<td>1 TOKEN 10 CREDITS</td>
</tr>
<tr>
<td>KEY IN/OUT FUNCTION</td>
<td>ON - OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>KEY IN RATE</td>
<td>10 - 20 - 50 - 100 - 200 - 500 - 1000</td>
<td>100</td>
</tr>
<tr>
<td>KEY OUT RATE</td>
<td>1 - 10 - 20 - 50 - 100 - 200 - 500 - 1000</td>
<td>1</td>
</tr>
<tr>
<td>TICKET RATE</td>
<td>1 POINT 1-50 TICKETS - 2-10 POINTS 1 TICKET - 20 POINTS 1 TICKET - 30 POINTS 1 TICKET - 40 POINTS 1 TICKET - 50 POINTS 1 TICKET</td>
<td>1 POINT 1 TICKET</td>
</tr>
<tr>
<td>BACKGROUND MUSIC</td>
<td>ON - OFF</td>
<td>ON</td>
</tr>
<tr>
<td>SOUND EFFECT</td>
<td>ON - OFF</td>
<td>ON</td>
</tr>
<tr>
<td>AUTO</td>
<td>ON - OFF</td>
<td>ON</td>
</tr>
</tbody>
</table>

- **SYSTEM RESET:** Erase all revenue and game data.
- **DEFAULT SETTING:** Reset all items to the default setting.
- **SAVE & EXIT:** to save the changes and exit. Then you will go back to the [SYSTEM SETTING] screen.
- **EXIT:** to exit the page without saving the changes.

**Notes!!!**
1. Change COIN RATE, and players' Credit, number of coins will be reset to zero.
2. Change TICKET RATE, and players' Credit, number of tickets will be reset to zero.
3. Change OPERATION MODE: This step will set players' Credit, number of coins and number of tickets to zero.
4. CHANCE LEVEL: A larger number means the chances to win are smaller.
2. Installing instructions for IO board

- Instructions of Control Panel Connector

  **Power Supply: 12V 8.5A** Providing power supply for IO board
  **Power Supply: 24V** Providing power supply for motor control panel

![Diagram of IO board with labeled connectors]

- Control Panel Connector
- Power Supply Connector
- Counter Connector
- Lamp panel A2-1–A2-5 Connector
- System button Connector
- Communication Connector
- Payout button Connector
- Lamp panel A1 Connector
- Switching area of hopper feedback message
Control Panel Connector:

- The number order on the circuit board connector:

- The location definition of the circuit board connector:

<table>
<thead>
<tr>
<th>2</th>
<th>4</th>
<th>6</th>
<th>8</th>
<th>10</th>
<th>12</th>
<th>14</th>
<th>16</th>
<th>18</th>
<th>20</th>
<th>22</th>
<th>24</th>
<th>26</th>
</tr>
</thead>
<tbody>
<tr>
<td>Direction down</td>
<td>Direction right</td>
<td>Shoot button</td>
<td>Key in</td>
<td>Controlling Hopper turn clockwise</td>
<td>Hopper feedback</td>
<td>Controlling Hopper turn clockwise</td>
<td>Reserved</td>
<td>+12V</td>
<td>+12V</td>
<td>GND</td>
<td>GND</td>
<td>GND</td>
</tr>
<tr>
<td>Direction up</td>
<td>Direction left</td>
<td>Change weapon button</td>
<td>Messages for inserting coins</td>
<td>Key out</td>
<td>Ticket feedback</td>
<td>Controlling ticket</td>
<td>Reserved</td>
<td>+12V</td>
<td>+12V</td>
<td>+5V</td>
<td>GND</td>
<td>GND</td>
</tr>
</tbody>
</table>

- connector
• Power Supply Connector:

![Power Supply Connector Image]

1 2 3 4
GND GND +12V

JP17

• Counter Connector:

![Counter Connector Image]

0 1 2 3 4 5 6 7 8
Counter D Counter C Counter B Counter A +12V

JP15

• Communication Connector:

![Communication Connector Image]

Use glue or solidify materials in the connected surface Solidifying
• Payout button Connector:

```
<table>
<thead>
<tr>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Payout button 6P</td>
<td>Payout button 5P</td>
<td>Payout button 4P</td>
<td>Payout button 3P</td>
<td>Payout button 2P</td>
<td>Payout button 1P</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

JP6

• System button Connector:

```
<table>
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<tr>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
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</thead>
<tbody>
<tr>
<td>GND</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>System button</td>
</tr>
</tbody>
</table>
```

JP3
• **Lamp Panel:**

Lamp Panel A3

Lamp panel A1

Lamp panel A2-1

Lamp panel A2-3

Lamp panel A2-2

Lamp panel A2-4

Lamp panel A2-5
A2-1~A2-5 Lamp PCBA

A2-4/A2-5 Lamp PCBA  A2-3 Lamp PCBA  A2-2 Lamp PCBA  A2-1 Lamp PCBA

A2-1~A2-5 Lamp PCBA

The Top Side

The Bottom Side

CON1

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Clock</td>
<td>Latch</td>
<td>+5V</td>
<td>GND</td>
</tr>
</tbody>
</table>

CON2

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
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<tbody>
<tr>
<td>Data</td>
<td>Clock</td>
<td>Latch</td>
<td>+5V</td>
<td>GND</td>
<td></td>
</tr>
</tbody>
</table>

- The wire for Lamp PCBA

C3-6P
Label: KI JP19

1. Gray 1800
2. Brown 1800
3. Purple 1800
4. Red 1800
5. Black 1800

C3-6P
Label: KI JP20

1. Gray 1800
2. Brown 1800
3. Purple 1800
4. Red 1800
5. Black 1000

C3-6P
Label: 1P Right

1. Gray 1200
2. Brown 1200
3. Purple 1200
4. Red 1200
5. Black 1200

C3-6P
Label: 2P Left

1. Gray 900
2. Brown 900
3. Purple 900
4. Red 900
5. Black 900
6. Male YL12P
7. Female YL12P
Lamp Panel A1 Connector

1P Lamp Panel Connector  3P Lamp Panel Connector
2P Lamp Panel Connector  4P Lamp Panel Connector

Type of Lamp Panel A1 Connector

JP1

JP2

<table>
<thead>
<tr>
<th>Output 1</th>
<th>Output 1</th>
<th>Output 1</th>
<th>+12V</th>
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</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

JP1/JP2

• Wires that IO Board connected to the Lamp Panel

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
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<tbody>
<tr>
<td>Yellow</td>
<td>50</td>
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</tr>
<tr>
<td>Blue</td>
<td>50</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Green</td>
<td>50</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Red</td>
<td>50</td>
<td></td>
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</tbody>
</table>

XH-4P   XH-4P
Switching area of hopper feedback message:

Switching area of hopper feedback message

Definitions of jump cut

<table>
<thead>
<tr>
<th>Jump cut</th>
<th>DEFAULT</th>
<th>Function Instructions</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>JP29</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 1P hopper is often on.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump cut 2-3</td>
<td>Switching the feedback message of 1P hopper is often off.</td>
<td></td>
</tr>
<tr>
<td>JP30</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 2P hopper is often on.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump cut 2-3</td>
<td>Switching the feedback message of 2P hopper is often off.</td>
<td></td>
</tr>
<tr>
<td>JP31</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 3P hopper is often on.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump cut 2-3</td>
<td>Switching the feedback message of 3P hopper is often off.</td>
<td></td>
</tr>
<tr>
<td>JP32</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 4P hopper is often on.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Jump cut 2-3</td>
<td>Switching the feedback message of 4P hopper is often off.</td>
<td></td>
</tr>
<tr>
<td>JP33</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 5P hopper is often on.</td>
<td>Suitable for six-player cabinet</td>
</tr>
<tr>
<td></td>
<td>Jump cut 2-3</td>
<td>Switching the feedback message of 5P hopper is often off.</td>
<td>Suitable for six-player cabinet</td>
</tr>
<tr>
<td>JP34</td>
<td>Jump cut 1-2</td>
<td>Switching the feedback message of 6P hopper is often on.</td>
<td>Suitable for six-player cabinet</td>
</tr>
<tr>
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<td>Jump cut 2-3</td>
<td>Switching the feedback message of 6P hopper is often off.</td>
<td>Suitable for six-player cabinet</td>
</tr>
</tbody>
</table>
- Bridge board of the hopper:

![Bridge board diagram]

<table>
<thead>
<tr>
<th>JP1</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>GND</td>
<td></td>
<td></td>
<td>+12V</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Controlling motor turn counterclockwise</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Controlling motor turn clockwise</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>JP2</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motor negative electrode</td>
<td>Motor positive electrode</td>
<td>+24V</td>
<td>GND</td>
<td></td>
</tr>
</tbody>
</table>


The IO PCBA

- Communication Connector
- 1P Connector
- 2P Connector
- 3P Connector
- 4P Connector
- Power Connector

The Signal of 1P~4P

<table>
<thead>
<tr>
<th></th>
<th>+5V</th>
<th>Transmit Data</th>
<th>Receive Data</th>
<th>GND</th>
<th>+12V</th>
<th>Electric Magnet Output</th>
<th>Lamp Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
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<td>2</td>
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<td></td>
</tr>
<tr>
<td>3</td>
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<td>6</td>
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</tbody>
</table>

The Power Signal of IO PCBA

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>+12V</td>
</tr>
<tr>
<td></td>
<td>GND</td>
</tr>
<tr>
<td></td>
<td>GND</td>
</tr>
</tbody>
</table>
PCBA Top Side

Lamp

PCBA Bottom Side

Communication Connector(HD1)

VR Connector(HD2)

Key & Key-Lamp Connector(HD3)

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td>Transmit Data</td>
<td>Receive Data</td>
<td>+5V</td>
<td>GND</td>
</tr>
</tbody>
</table>

**HD1**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3.3V</td>
<td>GND</td>
<td>VR1</td>
<td>GND</td>
<td>VR2</td>
</tr>
</tbody>
</table>

**HD2**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key Lamp 1</td>
<td>Key 1</td>
<td>Key 2</td>
<td>Key 3</td>
<td>Key Lamp 2</td>
<td>GND</td>
</tr>
</tbody>
</table>

**HD3**
## 4. Troubleshooting

<table>
<thead>
<tr>
<th>Tip icon</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>E-01 Jammed Coin selector</td>
<td>Check if any coin is stuck in the coin slot machine, and after this problem is solved, press the [key in] to clear error status.</td>
</tr>
<tr>
<td>E-02 Hopper Jam</td>
<td>Check if any coin is stuck in the hopper, especially in the opening spot. After this problem is solved, press the [Key in] to clear error status and continue having hoppor out.</td>
</tr>
<tr>
<td>E-03 Hopper Empty</td>
<td>After the required number of coins is inserted, press the [Key in] to clear error status and continue having coins out.</td>
</tr>
<tr>
<td>E-04 Ticket Jam</td>
<td>Check if any ticket is stuck in the ticket dispenser, and after this problem is solved, press the [Key in] to clear error status and continue having tickets out.</td>
</tr>
<tr>
<td>E-05 Ticket Empty</td>
<td>After the required number of tickets is added in, press the [Key in] to clear error status and continue having tickets out.</td>
</tr>
<tr>
<td>E-06 Credit Error</td>
<td>An error occurred in the Credit, which means something is wrong in the memory of the main board, and the cabinet has to be restarted. The system will also automatically run the resetting.</td>
</tr>
<tr>
<td>E-07 Record limit</td>
<td>The records of players’ account had reached their upper limits; press the [system] button to enter system’s menu and run the resetting.</td>
</tr>
<tr>
<td>E-08 Control Panel Error</td>
<td>Check if something goes wrong in the connection of the main cabinet and the control panel.</td>
</tr>
<tr>
<td>E-09 Gun Connect Error</td>
<td>Please check the circuit between the Light Gun controller board and the player's Light Gun and then restart the system.</td>
</tr>
<tr>
<td>E-10 Gun Control Board Error</td>
<td>Please check the circuit between the Light Gun controller board and mainboard and then restart the system.</td>
</tr>
<tr>
<td>E-11 Maximum Score Error</td>
<td>Please use “coin out” or “key out” to clear error messages.</td>
</tr>
</tbody>
</table>

⭐ After the [Key in] is pressed to do troubleshooting, the key in function will be returned after 5 sencent.

⭐ The game is proceeded even if hopper jamming in Token Auto Payout mode. When the jamming is clear the payout procedure will continue automatically.
5. Notes

1. The upper limit of Credit in each operation mode
   (1) **TOKEN(AUTO PAYOUT)** · **TOKEN(NORMAL PAYOUT)** · **TOKEN & TICKET(AUTO PAYOUT)**:
       When Credit Limit 9999 is reached, any extra credit will return to players.
   (2) **TICKET(AUTO PAYOUT)** · **TICKET(NORMAL PAYOUT)**:
       When Credit Limit 9999 is reached, any extra credit will auto payout by tickets
       according to the ticket rate.
   (3) **TOKEN(NORMAL PAYOUT)** · **TICKET(NORMAL PAYOUT)**:
       When Maximum Score Limit 20000 is reached, it stops the game and error
       message is shown on the screen. Please refer to the troubleshooting at page
       28 in the manual.

2. In the mode of “TOKEN (AUTO PAYOUT)” or “TOKEN & TICKET(AUTO
   PAYOUT)”, when coin rate is 1:5 to 1:300, and the points players earned
   from shooting is not sufficient to exchange for a coin, their extra points will
   be deposited to their Credit.

3. After the cabinet is restarted, the system will erase previously running
   games, and continue with the main game.