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Game Specifications

Size: 93” (2362 mm) D x 43” (1100 mm) W x 83” (2112 mm) H
Weight: 661 lbs. (300 kg)
Voltage: 110 V frequency: 60 Hz
Power: 1200 W
<table>
<thead>
<tr>
<th>Part name</th>
<th>quantity</th>
<th>remark</th>
</tr>
</thead>
<tbody>
<tr>
<td>manual</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>AC power</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>key</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>screw</td>
<td>multiple</td>
<td></td>
</tr>
</tbody>
</table>
Inner part

1. lightbox PVC

2. Front door interior:
   - Test button
   - Coin acceptor
   - Service button
   - Ticket dispenser
   - Ticket box
Top and bottom back doors removed:

- Motherboard
- Power supply
- LCD
- AMP
- Leakage protection switch
- Fan
- Water
- 30 degrees
- 45 degrees
- Standard factory setting
How to play

Insert coin, then enter the select screen

Shoot at the map to choose the scene

When playing, shoot all the monster, be careful, they will attack you!

Beat the boss to start another level
Game settings

1. Press TEST button to game setting menu, menu options as below:
   A) “Game Volume”: to set game standby volume, setting range is “0 – 100”
      “0” means no game standby volume, this setting can only set standby volume
   B) “Background Volume”: to set game playing volume. Range is “0 – 100”
      “0” means no game playing volume
   C) “Game Playtime”: game play time can be set for 60~180 seconds;  
   D) “Credit per playtime”: each playtime’s credits, can be set for 0 ~ 10 coins per playtime. “0” means “free play”
   E) “Ticket probability”: ticket probability after shot a monster;
   F) “Total Income”: machine total income, cannot be removed or changed;
   G) “Ticket Dispense Quantity”: Machine total ticket dispense quantity, it can be removed;
   H) “shift change income”: machine current income, can be removed;
   I) “1P gun adjust”: can adjust and test 1P gun
   J) “2P gun adjust”: can adjust and test 2P gun
   K) “IO Test”: to enter hardware test page;
   L) “factory default setting”: if setting anything wrong, you can choose this option to factory default setting;

Software update steps: in manufacturer to provide USB flash disk inserted into the host USB port, and then press the test button the game will automatically update; than you can see the game update conversion to a picture with a progress line, wait patiently after the game update finished, if the update is successful, the game will automatically restart (Remarks in the process of updating don’t shut off the power or move the USB flash disk), after the update is successful, you can pull out USB flash disk.

M) “Exit without Save”: quit settings and return to game page.

N) “Exit with Save”: save settings and return to game page.

You can press TEST button to move the red arrow up / down / left / right, press SERVICE to adjust, after setting, you can save and exit.
1. ID Test: enter this page to test potentiometer, light and guns are working well or not. The below options only have OPEN or CLOSED option. When you want to test potentiometer, light or guns are working well or not, press TEST button up/down to choose test option that you want to test, then press SERVICE button to set OPEN or CLOSED.

a) Gun adjustment: In main menu, you choose 1P or 2P gun adjustment to shift to gun adjustment page, as below page. You can see 13 shooting points in the screen, when the first shooting point appears, please move gun to point to the shooting point’s center very accurately, then press START button to confirm that you have point it well, then the shooting point will turn into blue color. Then the second shooting point appears, and the third shooting point appears... then to the 13th shooting point, you do the same shooting adjustment. By the way, in gun adjustment midway, if you think you have adjust both guns very well, you
can press TEST button to exit gun adjustment page and stop gun adjustment.

b) Adjustment finished Test. After adjustment, the game system to go to Cursor Micro Adjust Menu, as below photo.

This menu page is to test the guns are adjusted well or not. Move the gun’s cursor to any zone on screen to test (zone A to zone N). Now the zone you choose turns in green color, and you can check the ball shooting point can match the cursor’s point or not. If you want to adjust the shooting point this time, you can press TEST button to choose up / down / left / right, and then press SERVICE button to increase or decrease the value. With this adjustment, the shooting point and cursor can be matched more accurately.
Game instructions

1. When hardware testing is completed, the game begins to load. Progress bar shows the loading progress;

2. The game finished loading into the game L O G O screen, and wait for the player put the coin to start the game;

3. After inserting coins the game automatically switches to the following screen Follow the prompts on the screen, press the Start button to select "1P" or "2P" enter.
4. Level selection: according to the prompt information on the screen, select any level, shoot box image into the game.

5. Six levels of the game screen are as below:

- cemetery
- desert
5. Warning screen: the enemy and the props attack will appear with a red border.

6. Continue screen: when the blood is close to the end, the continue screen will appear.
7. The result of the screen:

- Successfully pass through the screen
- Failed to pass through the level

8. Game over screen:

9. Props Description
big water flow props: Increase the amount of water, increase the ability to attack the zombies, as shown below

1P big water flow  Normal water flow

10. Eat gold Description: Destroy a large number of zombie siege after the release of a large number of gold coins.

11. boss appears: shooting the circles around the boss can prevent boss attacks
## Fault detection and troubleshooting

<table>
<thead>
<tr>
<th>Fault</th>
<th>Detection and troubleshooting</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. The game won’t power up</td>
<td>Check for power 110V, the fuse may be blown.</td>
</tr>
</tbody>
</table>
| B. No sound output                       | 1. check whether the host audio output audio plug is a good contact. Is there a power amplifier, rheostat is broken.  
                                          | 2. check whether the cable is bad, whether the horn is broken.                                 |
| C. Cannot start the game                 | Check whether the start switch is bad, whether the cable is bad. Whether the IO board is working properly. |
| D. No coin input                         | Check whether the coin switch is bad, whether the cable is bad. Whether the IO board is working properly. |
| E. No water coming out                   | 1. check whether the normal operation of the pump, whether the cable is bad. 
                                          | 2. check whether the water level in the tank water level to meet the requirements.             |
| F. Gun firing is not accurate.           | Check whether the gun moves up and down, recalibrate gun.                                    |
G. No signal

Check whether the cable is loose or the host is working properly.

1. Clean muzzle: muzzle when there is not fluent scale, the available wire muzzle into the inside, drag back and forth to the gun out of the mouth of the scale.

2. Clean the filter: the circle rinsed with water to remove the filter clean, the proposed replacement of water a month and clean water system