

# *Wild West*

## MANUAL



### **Warning**

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



**ACE AMUSEMENT**

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## Machine Introduction and Features

Wild West Shootout is a fun 2 player cowboy shooting arcade video game with redemption tickets for all ages players. Shoot the bad guys and avoid shooting the hostages to score points and win tickets that can be exchanged for tickets. Fantastically themed 'Cowboy Saloon' style cabinet with attractive LED lighting, complete with 2 six-shooter guns. Defeat the Boss to win a bonus. So much fun to play, either alone or with a friend!


### Features:

- Western design, with cowboy shooters on the top, with colorful LED lighting effect!
- Twin players! Your high score would keep in the Top Ranking!
- Shoot enemies, get scores; Shoot passengers, reduce scores; Save passengers, get scores; Shoot the barrels, get Golds or Prop! Shoot down the boss, win more scores!
- With different difficulty settings, and different ticket payout settings, for meet different locations demand.

## I Specifications and Technical Parameters








- 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: 270W
- 3) Overall Dimensions: W1400 \* D1070 \* H2520 (mm)
- 4) Weight: About 200 kg
- 5) Ambient condition: Temperature (indoors): 0°C~ 35°C;
- 6) Humidity:≤90%;
- 7) Atmospheric Pressure: 86Pa ~ 106Pa.

 **Warning:** After turning off the machine, please wait 3 minute if you want to turn it on.

## II Accessory List

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

1. The accessory list is below:

S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power Cord	10A/250V-3M	1	Piece		
2	Fuse	Φ5×20mm T5A 250VAC	1	Piece		
3	Manual	English	1	Copy		
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.**

### III How to Handle and Position the Machine

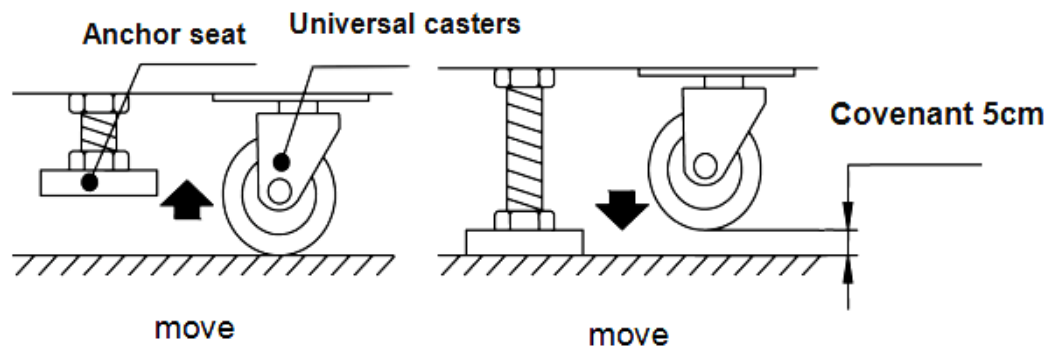
#### (I) Handling Method

The machine is equipped with caster under the base plate. When moving the machine for a short distance, you should raise foot to make the casters touch the ground and push the machine.



#### (II) Fixing method

Please place it on flat ground where it won't slide easily, loosen the locked nuts of the foot, tighten the anchor bolts with a wrench, and keep the caster approximately 5mm away from the ground.



#### (III) Product placement

Do not place the product in the following places:

- Do not place the machine in a humid place with high humidity;
- Do not place the machine near a hot object;
- Do not place the machine next to flammable items;
- Do not place the machine on a smooth or uneven ground surface;
- Do not place the machine near high-frequency vibration objects;
- Do not place the machine in the dusty areas.

#### **Caution**

Please unplug the power plug before moving to prevent accidents and faults.

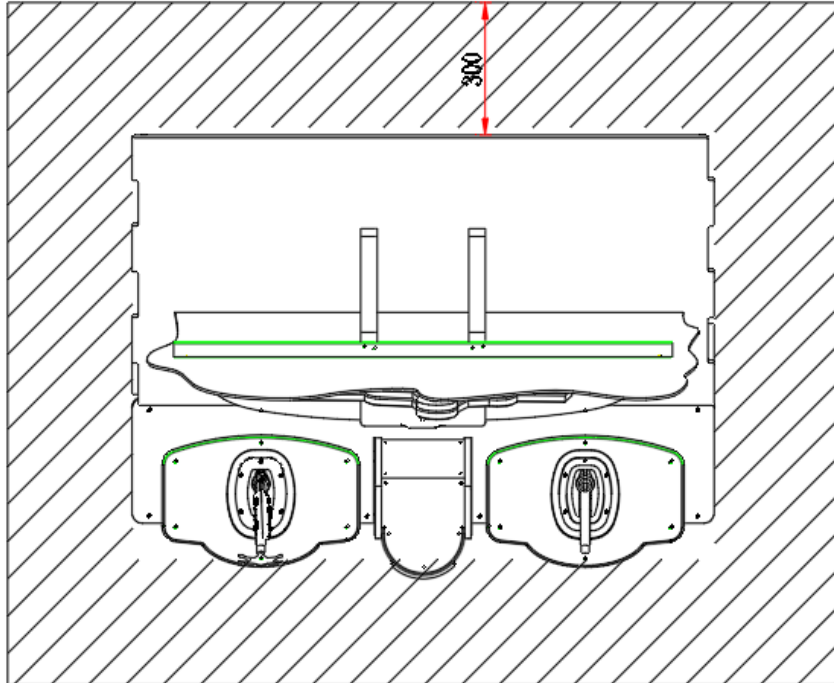
Please take care not to damage the power cord during moving to prevent accidents and faults.

Please raise the foot to the maximum height before moving to prevent accidents and faults.

## (IV) Installation Location Dimension

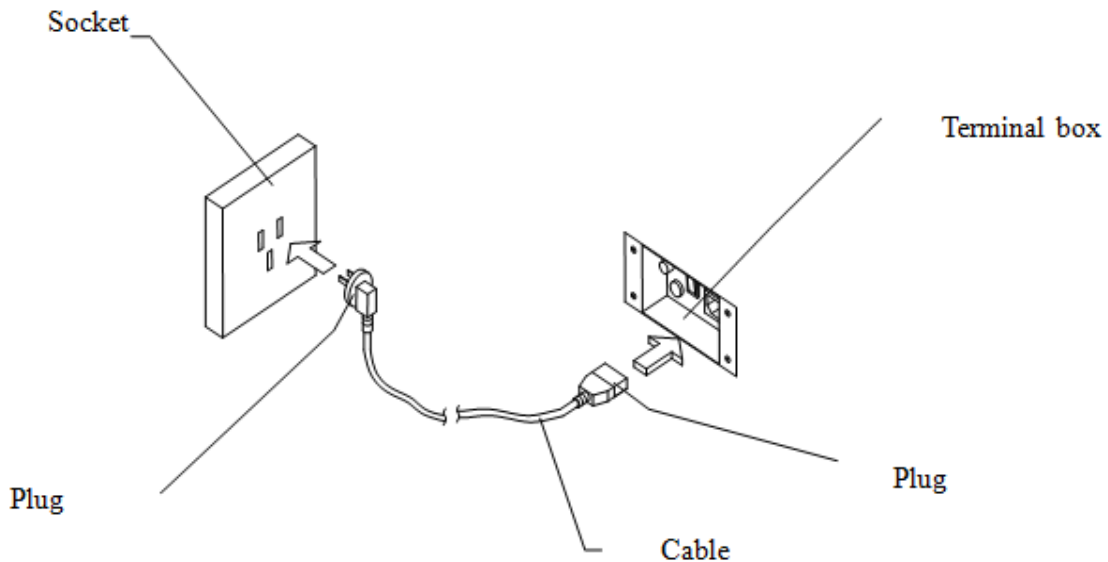
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area:



## IV 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 (110V or 220V) 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.



## V. Game Description

### 1. Game Play Description:

- Take the gun, aim at the enemies on the screen by front sight, and pull the trigger, within the safe distance of 0.9 meter from the screen.
- Shoot beyond the screen to reload fast, or wait for auto reload.
- The enemies will attack the player with weapons, player can shoot down the weapons to defend.
- Carelessly shooting the passengers will lose points; Unlock passengers to score.
- Shoot the barrel to earn gold coins, props or explosion to the enemies.



### UI Description

- 1 Score Prompts:** Hit and score; mobile hit score rewards, headshot rewards, props rewards and combo rewards.
- 2 Target:** The Enemies shine in red, Passengers shine in green, and Barrels shine in yellow.
- 3 HP, Bullets, Coin's Quantity**
- 4 Combo Hit Rewards:** Fast and successive hits can obtain energy. When the energy bar is full, triple or four times rewards.
- 5 Prop Status:** Shoot the black barrels to obtain props: infinite bullets, shield, double scores or HP supplement. Different props are counted accumulated.

### Boss Gameplay Description

- The boss appears at last of every level. Boss will attack player. Shooting boss can deduct his HP.
- 2 to 5 red ring will appear. The area outside the red rings is unbeatable. Player needs to shoot within the red rings.
- In the Boss stage, other kind of enemies will appear too.
- Shoot down the Boss to earn scores rewards.



## UI Description

- 1 Boss HP:** The Boss is usually big in size, high HP, and has various attack means. Player needs skill to beat the boss.
- 2 Red Ring:** Red Rings show up when the Boss is attacking player, player needs to shoot the red ring to destroy enemies attack.

## Game Summary

- Game Statistics: Accuracy rate, number of bad guys shot, number of hostages rescued and player performance ranking.
- Scores counted and number of tickets to redeem.



## UI Description

- 1 Rating:** based on the accuracy, number of bad guys shot and number of hostages rescued.
- 2 Scores, Tickets:** Scores of the current level and tickets to redeem.

## Game Level Description

- Total 5 levels, 1 bonus level and 3 difficulties. All scenes, enemies and bosses are different.



- **Bonus Level:** Player will automatically enter the bonus level after passing 2 levels. Bonus level contains 30 seconds, which rewards points only.
- **Merchants can select game modes:**  
Manual Mode: player can selection game levels; If player has no selection within 15 seconds, then the games starts as Beer Town- Wildness- Ancient Manor- Pirate Bay- Gold Mine in order. In this mode, player can see all 5 game levers at the first play.  
Task Mode: player has to play as set; When player passes level 1, player has 15 seconds to choose level with difficulty of double 4 stars; when player passes level 2, player can choose difficulty of double 5 stars. Under this game mode, player can not see all the levels , and only needs to pass 3 levels.



## UI Description

- 1 Game Difficulty:** 3 stars, 4 stars, 5 stars.

## 2. Game Setting:

### Game Difficulty Setting

- **Two Game Mode Options:** Easy, Normal and Hard
- **Kids Mode:** Suitable for children players.
- **General Mode:** Suitable for adult players.
- **Game Difficulty Setting:** Easy (Kids Mode), Normal(Kids Mode), Hard (General Mode) and Very Difficult(General Mode).
- **Easy:** select Kids Mode before selecting this game difficulty. Easy mode is for kid's players starting with 8 HP and 12 bullets.
- **Normal:** select Kids Mode before selecting this game difficulty. Normal mode is for kid's players starting with 6 HP and 12 bullets.
- **Hard:** Select General Mode before selecting this game difficulty. Normal mode is for adult players starting with 6 HP and 12 bullets without number countdown before starting attack.
- **Very Difficult:** Select General Mode before selecting this game difficulty. Normal mode is for players who loves challenging, starting with 3 HP and 5 bullets without number countdown before starting attack.
- The game difficulty is set at the background. No option for players.

## Tickets Settings

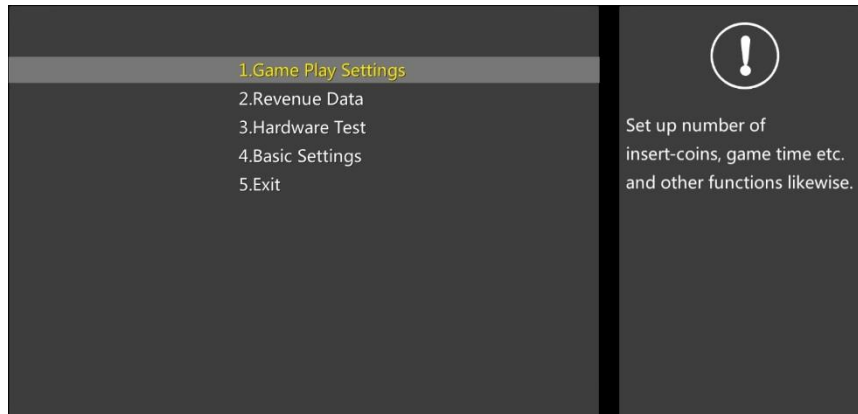
- Player scores and redeem the tickets. The staff can set up scores on tickets payout, instant tickets payout or tickets payout on clearing.
- Instant tickets payout: Player win tickets after scoring set points.
- Tickets payout on clearing: The cabinet will pay out tickets one time when the game is over.
- Level Scores Ref: Beer Town: 52000 points
  - Wilderness: 65000 points
  - Ancient Manor: 65000 points
  - Pirate Bay: 90000 points
  - Gold Mine: 90000 points
- Ticket payout scores: Operator set up reasonable number of tickets payout according to the game difficulty.
- Consolation tickets payout: When player's score can't reach the number of consolation tickets, tickets will be paid out as setting.

### 3. Background Settings.:



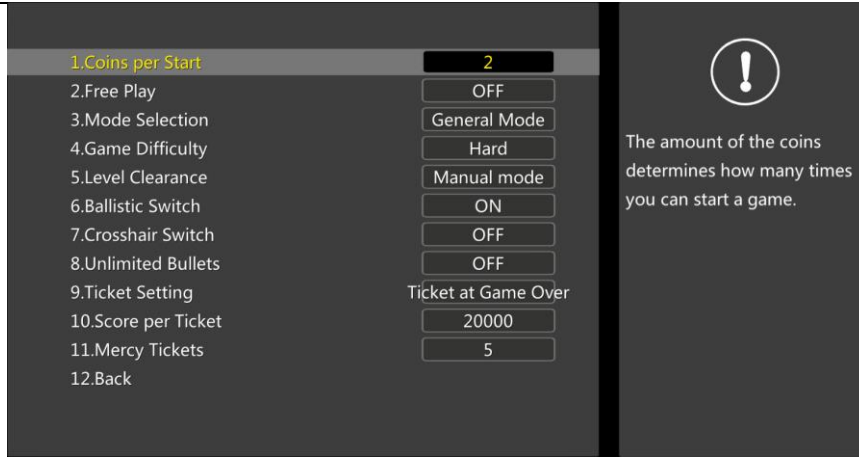
#### **4. Setting Description:**

1. Game Play Settings: Set up number of insert-coins, game time etc. and other functions likewise.
2. Revenue data: Check the cost, tickets dispensed and playtime.
3. Hardware test: Check whether the input and output of the hardware are normal.
4. Basic Settings: Set up game language, game volume etc.
5. Exit: Hold this adjustment and exit from the background.



### 【Game Play Settings】

1. Coins per Start (1-9): The amount of the coins determines how many times you can start a game.
2. Free Play (on/off): Go directly to the game without paying or begin the game after putting a coin in it.
3. Mode Selection ( Kids Mode/ General Mode): Kids Mode: Suitable for children players;General Mode: Suitable for adult players.
4. **【Kids Mode】** Game Difficulty (Easy/Normal):
  - Easy: 8 points of HP value, 12 bullets;
  - Normal: 6 points of HP value, 12 bullets;
- 【General Mode】**
  - Game Difficulty (Hard/ Very Difficult):
  - Hard: 6 points of HP value, 12 bullets;
  - Very Difficult: 3 points of HP value, 6 bullets.
5. Level clearance (manual level-selection mode/ Task Mode): Manual Mode: player can selection game levels; Task Mode: player has to play as set.
6. Ballistic Switch (ON/OFF): Set up to show the player's shooting trajectory.
7. Crosshair Switch (ON/OFF): set up to display crosshair or not.
8. Unlimited bullets (ON/OFF): set up auto or manual reloading bullets.
9. Ticket Setting (During Game/ Ticket at Game Over /close): instant tickets payout: When the scores reached the set number, tickets will be paid out instantly,; tickets payout on clearing: tickets will be cleared and paid out when the game is over or quit halfway; close: no tickets payout.
10. Score per Ticket (500 points/ticket-20000 points/ticket): set up number of points for 1 ticket payout.
11. Mercy Tickets (0-10 tickets): If number of tickets awarded to player is less than the consolation tickets payout, the consolation tickets will be set to award.
12. Get back to the main page (for sure): get back to the main page in the background.



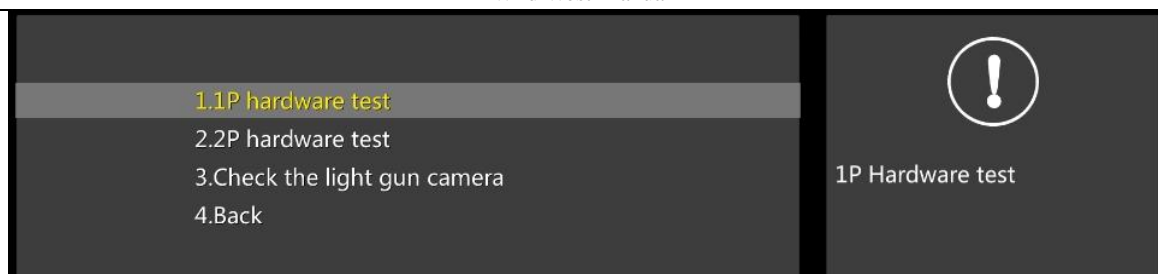
**【Revenue Data】**

1. Recent revenue (Confirm): Select the recent report (Daily Sheet,Month Sheet,Year Sheet).
2. Historical Data (Confirm): Enter and select year to review revenue data by month; Select month to review everyday revenue data.
3. Clear Data (for sure): Clear all the data, unrecoverable.
4. Clear Tickets (for sure): Clear the hint of the missing tickets.
5. Back (for sure): Get back to the main page in the background.
6. Total Coins Credits
7. Total Tickets Dispensed
8. Accumulated Inserted Coins(Data-clear disable)



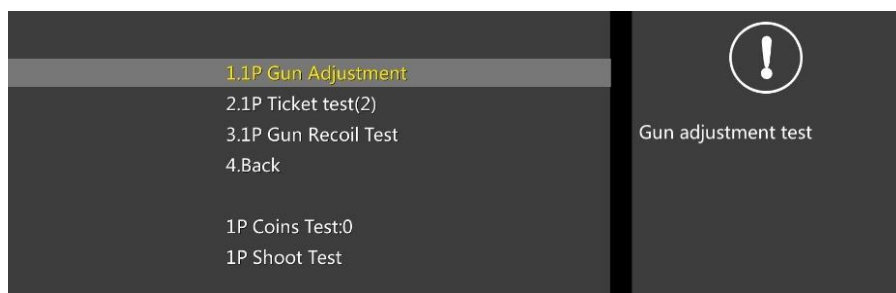
**【Hardware Test】**

1. 1P Hardware test
2. 2P Hardware test
3. Inspect infrared-ray hole camera
4. Get back to the main page (for sure): get back to the main page in the background.



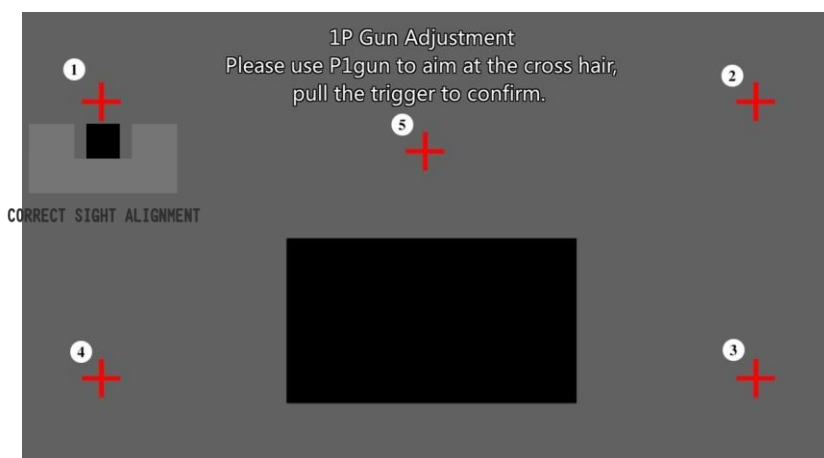
### 【1P Hardware Test】

- 1.1P Gun Adjustment: Adjust 1P laser gun
- 2.1P Ticket test(2): Ticket payout testing
- 3.1P Gun Recoil Test: Press “Confirm”key, to test the recoil feedback of 1P gun
- 4.Back: get back to the main page in the background.
- 5.1P Coins Test:0 : Test insert-coin feedback
- 6.1P Shoot Test: When 1P gun fires shot, the font color will change from white to yellow.



### 1P Gun or 2P Gun Adjustment:

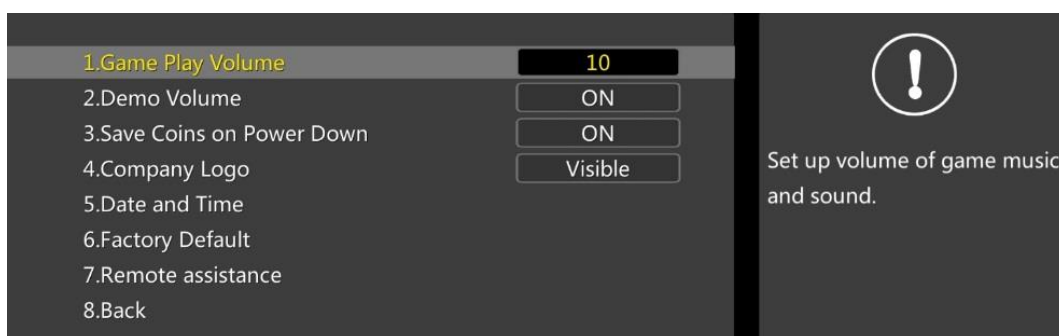
- Stand at the position of 1P or 2P, about 0.9 meters from the screen, aim at the red cross on the screen and pull the trigger.
- The red cross will appear in order as the following pictures of 1-5.
- Pull the trigger 4 times, a white cross will appear on the screen, which is referent shooting location.



### 【Basic Settings】

1. Game Play Volume (off/1-9): music in the game and its volume.
2. Demo Volume (on/off): whether music is played when the title and standby picture are played.

3. Save Coins on Power Down (on/off): whether the game cost is saved after shutdown or outage.
4. Company Logo (visible/invisible): whether the Icon of the manufacturing company is visible in standby mode.
5. Date and time: Set up data and time.
6. Factory Default (for sure): all options in the background will recover to the factory settings.
7. Remote assistance: Connect to the internet, select this option and open this remote update page. Take a picture of your ID and Password, and send it to the manufacture.
8. Get back to the main page (for sure): get back to the main page in the background.



### 【Default Setting】

#### 【Game Play Settings】

- 1、Coins per round (2)
- 2、Free Play (off)
- 3、Mode Selection ( Kids Mode)
- 4、Game Difficulty (Normal)
- 5、Level clearance (manual level-selection mode)
- 6、Ballistic Switch (ON)
- 7、Crosshair Switch (OFF)
- 8、Unlimited bullets (ON)
- 9、Ticket Setting (During Game)
- 10、Score per Ticket (2000 points/ticket)
- 11、Mercy Tickets (0 tickets)

#### 【Basic Function Setting】

1. Volume of The Game (9)
2. Standby Music (On)
3. Save the Game Cost (On)
4. Icon of The Company (Visible)

## 1 Installation and Commissioning

- Please check the components according to the list to assemble components before installation;
- After installation, plug the cable and turn on the machine to check whether each part runs normally. If no, immediately turn off the machine for troubleshooting.

## **2. Appearance Inspection**

To ensure the safe use of 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 requirements of the machine.
- 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 casters and the top foot are proper.
- Whether the machine is placed in the proper area.

## **3. Running Inspection**

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

## **4 Maintenance**

- Before operation, test run must be done before the machine is used;
- 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;
- The machine must be cleaned and maintained once a month.



## VI. Fault Analysis and Troubleshooting

### Common Faults

Fault phenomena	Main cause	Corrective action
After the machine is powered on, (the power supply fan works), but the display is not on.	The monitor is not energized.	Please reconnect the power cable or replace it with new.
	The signal wire of the display is not connected or damaged.	Please reconnect the signal wire or replace it with new.
After the machine is powered on, nothing happens and the screen is not lit.	The power supply is inconsistent with the machine's parameters.	Please check whether the power supply is consistent with the machine's parameters.
	Fuse is burnt out.	Please replace the fuse.
	The power supply is not connected.	Please confirm 110V~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 is not powered on.	Check whether the input of the 110V~220V power supply is right. The short circuit is not allowed.	Please check whether the voltage of the circuit board inside the machine is abnormal.
The control panel is not powered on	Check whether the output of 12V 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 loosen due to vibration.	Please check the power supply circuit or replace the power line.
	The display is not on..	Turn on the machine again manually.
The power is off on the midway.	The circuit protector generates an action and the power switch is turned off (Note: The circuit protector cuts off the current when the abnormal current flows).	Please turn on the power switch again. When the circuit protector repetitively acts, it indicates that the machine is abnormal. Please contact the dealership.
After the product is powered on, the display is a white screen without any image or sound.	The host machine does not work.	Manually start the power start button of the host machine.
		The host power is bad or replaced.
		The motherboard memory bank is bad or replaced.
		The motherboard is bad. Please contact professional and manufacturer.
Shoot the target, but no responds	Camera not in the correct position	Enter the Menu to adjust well the camera position.
	Camera damaged or the wiring loosed	Replace Camera or check the wiring.
	The Gun Infrared damaged	Replace the Gun Infrared

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No shock when gun shooting	The Gun Electromagnet or the fuse been damaged	Check and replace if damaged.
Pressing start key cannot start the game.	The start button holder is loose, and the switch line is loose.	The button holder is broken or replaced, the switch wire is pressed, and the start button switch is broken or replaced.
No response when insert coin.	The Coin Selector is damaged.	Replace Coin Selector.
	The signal wiring of the Coin Selector is loose.	Check if the signal wiring of the coin selector is loose.
	IO control board is damaged.	Replace IO control board.
Coins are blocked in the Coin Selector	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 coin slot.
	The Coin Selector is not assembled properly. The red braking bar above the Coin Selector is pressed.	Please re-insert it into the Coin Selector.
The Coin Selector does not score.	Check whether there is signal feedback.	Please re-connect the Coin Selector. 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 Selector is the same with that inserted in the Coin Selector.	Please replace it with the proper token.
	The gear of the switch (normally on and normally off) is incorrect	Please check whether the gear of the switch (normally on, normally off) is correct.
	The socket outlet of the coin connector is in poor contact.	Please check whether the socket outlet of the coin connector is in poor contact.
The speaker does not make a sound.	Whether the circuit board of the power amplifier is powered on.	Please turn on the switch of the amplifier circuit board to power on
	The volume is too low.	Please turn the volume up.
	Whether the audio connection port falls off or is damaged.	Please re-connect the audio connection port.
	The circuit board of the power amplifier goes wrong.	Please replace the circuit board.
	The speaker goes wrong.	Please replace the speaker.
No ticket fed.	The ticket machine goes wrong or the switch is turned on wrongly.	Please replace the ticket machine or set the switch to the factory settings.
Shooting is not accurate.	Check if the potentiometer of the gun is damaged.	Replace the potentiometer and re-align the gun.
No ticket is out.	The ticket machine goes wrong or the switch is turned on wrongly.	Please replace the ticket machine or set the switch to the factory settings.

## VII. Error Code Description

1. **Cause: Disconnection with the IO board**

**Solution: Restart the machine, and press the reset button on the IO board (there is only one button on the board)**



2. **Cause: No enough tickets, or the ticket machine is damaged**

**Solution: Replenish ticket; replace the ticket machine**



3. **Cause: The memory of the host is insufficient**

**Solution: Plug out the memory of the host, and then plug it in again.**



### **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 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 randomly.**

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

- **Do not place vases, cups and 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 exhaust outlet of the machine.**

- The blocked exhaust **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.

## VIII. How to Upgrade the Game Software

1. Initiation of the Upgrade USB disk:
  - 1) Unzip the compressed files;
  - 2) Prepare a new USB disk, copy the decompressed files to the USB's root directory;
  - 3) The Upgrade USB disk is complete.
2. Auto Upgrade:
  - 1) Plug in the USB to the PC when the game is on and running;
  - 2) The game will upgrade automatically. Do not pull out the U key or switch off the power during game upgrading.



3. It will prompt when game is upgraded successfully. Pull out the USB, the PC will restart automatically.



4. Game is upgraded successfully after the PC restarted.