

zomby

English Instructions

—. Detail

NAME	Zomby、
Material	Metal/wooden cabinet/Acrylic/IC mainboard
Product	AMUSEMENT MACHINES
Power	200W
size	Size:120*94*165cm; screen inch: 32";ball shooting 2P, power:200W,weight:100KGS
PLAYERS	2P
GAMES	6 IN 1
WIN	Capsule toys or tickets
FOR	DINO ADVENTURE , CAN PUT FOR GAME CENTER, FAMILY FUN CENTER, SOFT PLAY AREA, ETC.

二. Playing instruction

DINO ADVENTURE, with 6 games in 1 ball shooting new software machine, With IC high quality board to mix all players popular games inside. When insert token, players can select 15 big kinds of games to start, Players shoot the monsters within the limited time to pass next level to win more scores, to win tickets or capsules after game over.

Game Props

Item	Remarks
LOVE	Recover life
BOMB	Real bomb reduce energy, fake bomb won't
ICE	beat monster will get ice
MISSILE	Launch missile will make harm partly
FLASH	Flash will harm the target

三. . Common faults and Solutions

● Failure phenomenon	● Analysis	● processing method
● The whole machine is not working	<ul style="list-style-type: none"> ● Power failure ● Damage of switch power box ● 3、 fuse damage 	<ul style="list-style-type: none"> ● 1、 Check the power supply voltage fault AC ● 2、 +12 DC output, if there is no switch power box ● 3、 Replacement of fuse
● voice	<ul style="list-style-type: none"> ● setting voice not open ● Speaker faults ● Speakers cable loose 	<ul style="list-style-type: none"> ● 1、 enter into setting to open on voice . ● 2、 Check and change new speaker ● 3、 Check the speaker and mainboard cable signal
● No gift dispenser	<ul style="list-style-type: none"> ● Turn on ticket or capsule toys during the setting ● Add ticket or capsule toys into the hooper 	<ul style="list-style-type: none"> ● 1. Turn on ticket or capsule toys during the setting. ● 2. Add ticket or capsule toys into the hooper
● Not accept token	<ul style="list-style-type: none"> ● Coin acceptor problem ● Coin acceptor inside not set with right token 	<ul style="list-style-type: none"> ● check or replace new coin accpetor ● Check inside with reset right token way or contact coin acceptor for help

<ul style="list-style-type: none"> ● Not with ball shooting out 	<ul style="list-style-type: none"> ● No balls inside the gun ● Stuck and balls broken inside the pipe tube ● 3、inside the gun there are two wheels broken 	<ul style="list-style-type: none"> ● 1、 add enough balls ● 2、 Check and open pipe tube to take away all broken balls ● 3、 replace new wheels
<ul style="list-style-type: none"> ● no score 	<ul style="list-style-type: none"> ● Not adjust the gun ● Mainboard problem 	<ul style="list-style-type: none"> ● into setting to adjust the gun ● Change new mainbaord .

四. methods for troubleshooting

一、 ERROR OF NO GIFT

1. : CHECK THE HOOEPR OF CAPSULE TOYS ,SENSOR OR MOTOR 。

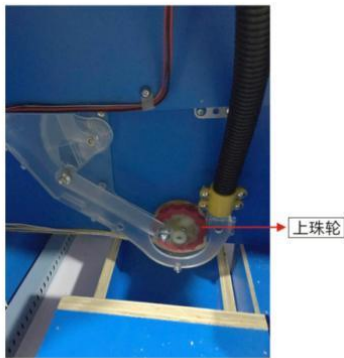


2: IF TICKET DISPENSER ,CHECK OR CHANGE NEW ONE 。

二、 NO ball out

Check whether the gun base cable is loose, or whether there is something on the ball.

The ball can't pop up normally



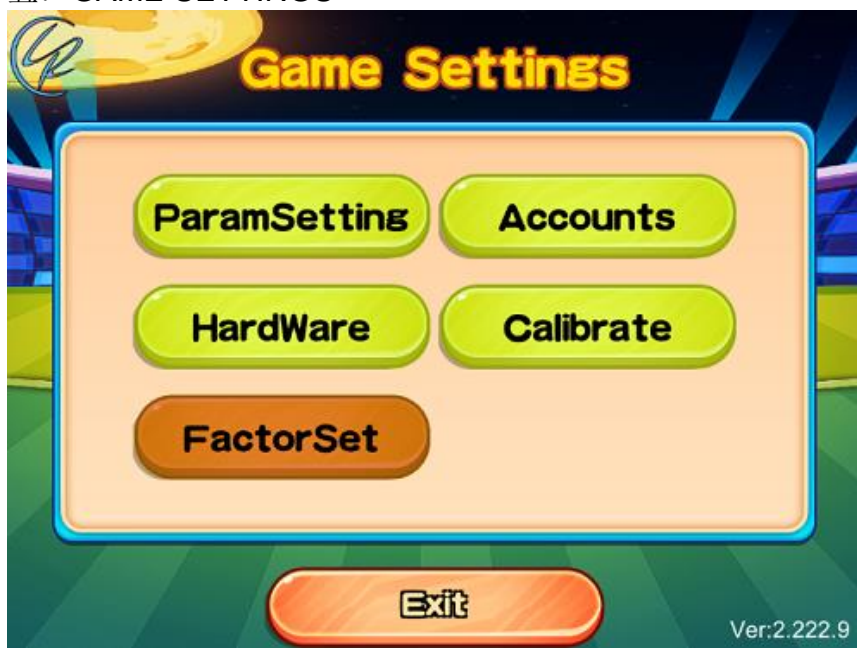
wheels

三、 Not with ball shooting out, the gun inside there are two



Two wheels must run, if one broken ,also need to change.

五. GAME SETTINGS



1: Param settings



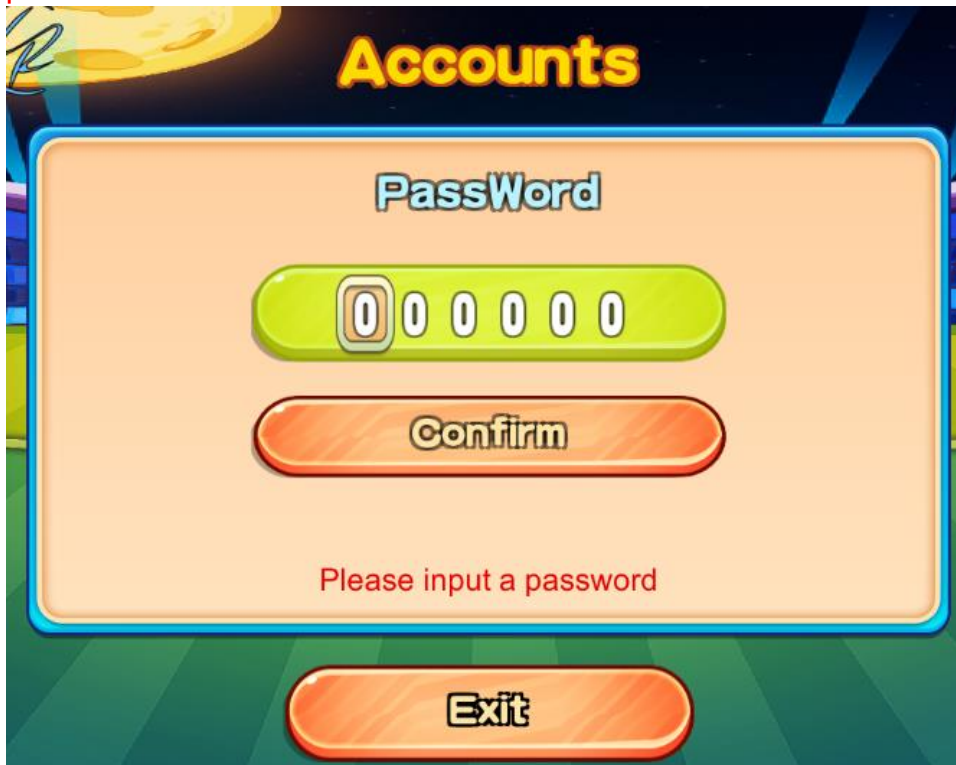
Settings sheet

name	remarks
coins	1~5000
Playing coins/credit	0 (free) ~100
Bonus marks	1~9999
Gift number	0 (no gift) ~1000
Gift overlay	Once,no
Music volume	0,1,2,3,4,5,6,7,8,9,10
Game level	1,2,3,4,5,6,7,8,9,10
Wait play time	1~120
Demo music	OPEN/ CLOSE
Game Type	HP/ TIME
Game time	1~30minites

2: ACCOUNTS



password: 888888

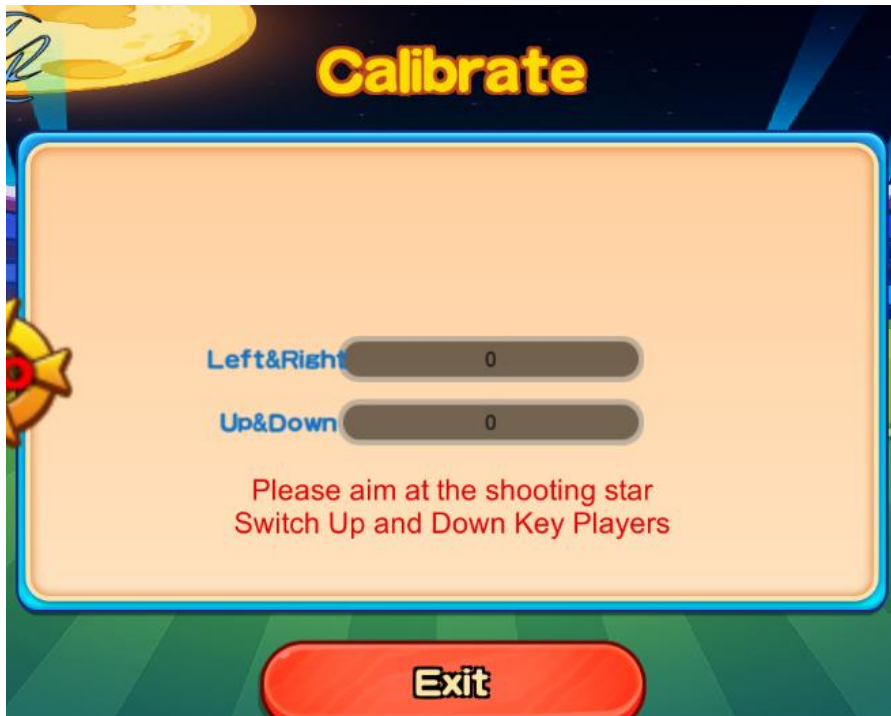


name	remarks
current	Clear current tokens
Change new password	Change current password

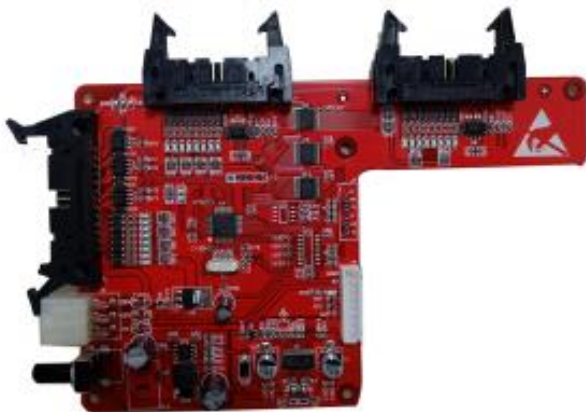
3: HARDWARE TEST



4: Calibrate



六. Writing diagram sheet



port	No.	remarks	Use for	PS
J6	1	5V	POWER SUPPLY	
	2	12V		
	3	24V		
J4	1	GND	GND	CONNECT MAINBAORD
	2	5V	5V	
	3	LED	LED SIGNAL	
	4	RX	INPUT	
	5	TX	OUTPUT	
	6	SGND	VOLUMN GND	
	7	R	R	
	8	L	L	

port	No.	remarks	Use for	PS
J5	1	speaker+	speaker+	
	2	speaker-	speaker-	
	3	potentiometer	potentiometer	
	4	GND	GND	
	5	potentiometer	potentiometer	
	6	SW1	上	
	7	SW2	下	
	8	SW3	2p sensor signal	
	9	SW4		
	10	SW5	enter	
	11	MB1		
	12	GND		
	13	MB2		
	14	12V		
	15	C+1	1P coin acceptor	
	16	12V	12V	
	17	TBG1		
	18	12V		
	19	C+2	2P coin acceptor	
	20	12V		
	21	TBG2	2pSSR	
	22	24V		
	23	TZ	SSR	
	24	C-	1p sensor signal	
	25	5V	5V	
	26	GND	GND	

port	No.	remarks	Use for	PS
J2	1	IN9	shooting button	No.2 writing diagram
	2	GND	GND	
	3	IN10	-	
	4	GND	GND	
	5	IN11	-	
	6	GND	-	
	7	IN12	-	
	8	GND	GND	
	9	IN13	-	
	10	IN14	-	
	11	IN15	-	
	12	IN16	-	
	13	OUT3	gun light-	
	14	12V	Gun light +12V	
	15	OUT4	Lift up ball Motor-	
	16	24/12	Lift up ball Motor +12V	
	17	AD3	Potentiometer up down	
	18	3V3	3.3V	
	19	AD4	Potentiometer left right	
	20	GND	GND	
port	No.	remarks	Use for	PS
J1	1	IN1	shooting button	No.1 writing diagram
	2	GND	GND	
	3	IN2	-	
	4	GND	GND	
	5	IN3	-	
	6	GND	GND	
	7	IN4	-	
	8	GND	GND	
	9	IN5	-	
	10	IN6	-	
	11	IN7	-	
	12	IN8	-	
	13	OUT1	gun light-	
	14	12V	Gun light +12V	
	15	OUT2	Lift up ball Motor-	
	16	24/12	Lift up ball Motor +12V	
	17	AD1	Potentiometer up down	
	18	3V3	3.3V	
	19	AD2	Potentiometer left right	
	20	GND	GND	