

# *Wild Things*

## *(2 Players Laser Shooting)*

# MANUAL



### **Warning**

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



**ACE AMUSEMENT**

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# Introduction

## Company Profile

Thank you for choosing the amusement machine produced by our company. We are a comprehensive enterprise integrating development, production, sales, operation and services. “Quality first, users first, services first” is our solemn promise to customers and our action guide.

Please carefully read the manual for correct, appropriate and safe use of the machine. We hope it can help you to succeed!


## Introduction to the Product:


Wild Things 2 Players Laser Shooting is a newly developed indoor mid to high-end laser shooting simulation entertainment machine by our company, with a unique magic theme and elegant appearance. Reasonable ergonomic design allows players to better integrate the game and experience immersive fun. At the same time, it is a high-revenue entertainment product in the amusement center.


- Small mechanical products;
- Novel and exciting, with strong human-computer interaction and highly recreational;
- Beautiful and generous appearance design, bright and delicate patterns, and solid materials;
- Adopt integrated circuits and built-in programs, ensuring stable, safe and reliable working performance;
- Adapt to general type lottery tickets;
- Independent computer host control is adopted, which is stable and reliable.

## I Specifications and Technical Parameters

- 1) Operating Voltage: AC220V—240V, 50/60 Hz (or AC 110V±5%, 60Hz, Please refer to the machine nameplate for specific voltage);
- 2) Dimensions: W105×D171×H200(cm)
- 3) Maximum Power: 280W
- 4) Operating Environment: Temperature (indoors): 0°C ~ 35°C;
- 5) Humidity: ≤90%;
- 6) Atmospheric pressure: 86Pa ~ 106Pa

 **Warning:** After turning off the machine, please wait 1 minute if you want to turn it on.

 **Attention:** The above technical parameters are subject to change without prior notice.


 **Note:** Please refer to the nameplate at the back of game for the voltage of your machine.



## II Accessory List

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

1. The accessory list is below:

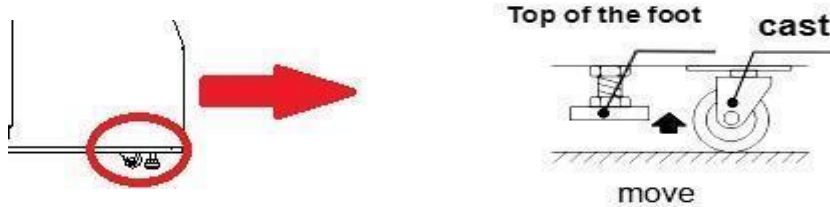
S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power cord	10A/250V-3M	1	Piece		
2	Fuse	Φ5×20mm T5A 250VAC	1	Piece		
3	Manual	Chinese version	1	Copy		
4	Key	AA33	2	Piece		
5	Key	AA32	2	Piece		

**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 Move and Position the Machine

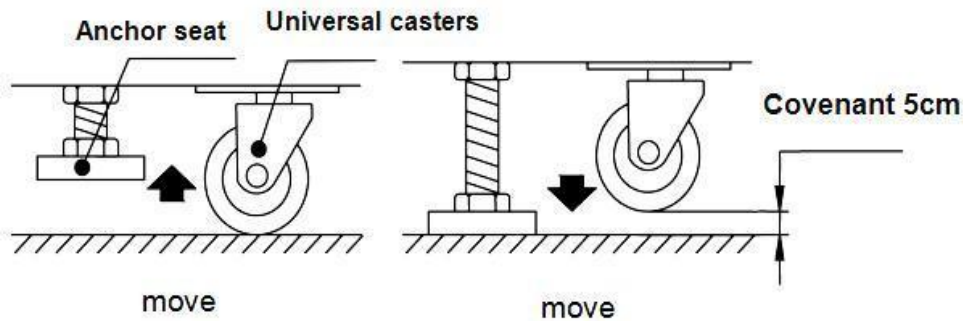
## (I) How to Move the Machine

There are trundles under the machine. When moving the machine for a short distance, you should raise foot to make the trundles touch the ground and push the machine. As there will be danger of overturning when the foot hits obstacle on the ground, you should move the foot up as much as you can and pay attention to obstacles ahead and uneven places when moving the machine along the ground.



## (II) How to Position the Machine

- Please place it on flat ground where it won't slide easily;
  - Please use the following foot to fix the machine (as shown below)
1. Loosen the tightly locked nuts of the foot, tighten the bolts of the foot with a wrench, and keep the trundle approximately 5mm away from the ground.
  2. Tighten the nuts clockwise and fix them.



## (III) Product placement

### 1. Unsuitable places

- Place in which the machine may have condensate water or with high humidity;
- Place close to high-temperature objects;
- Place close to dangerous substances;
- Smooth or unstable place;
- Place close to equipment that may easily produce sparks;
- Place with heavy vibration;

### 2. Where to Place

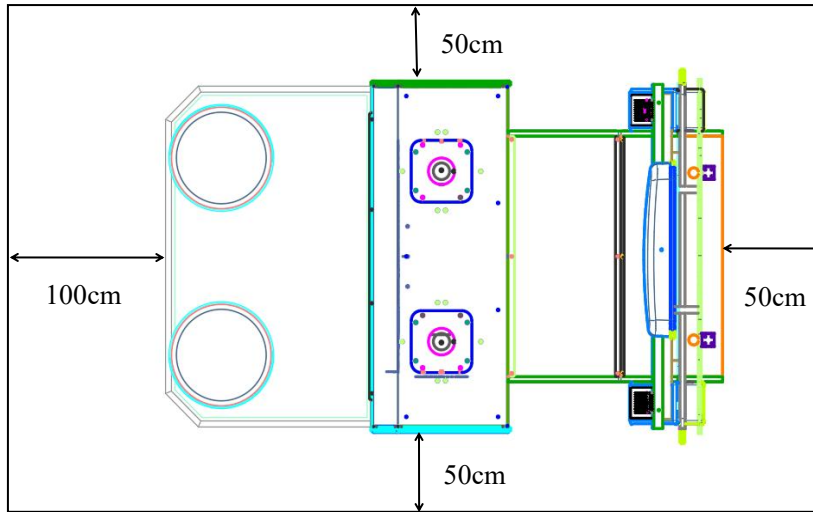
**⚠ Warning:** The machine is only suitable for indoor use, not outdoor use.

**⚠ Warning:** Please do not use the forklift to move the machine, otherwise it may be damaged.

## (VI) Installation Location Dimension

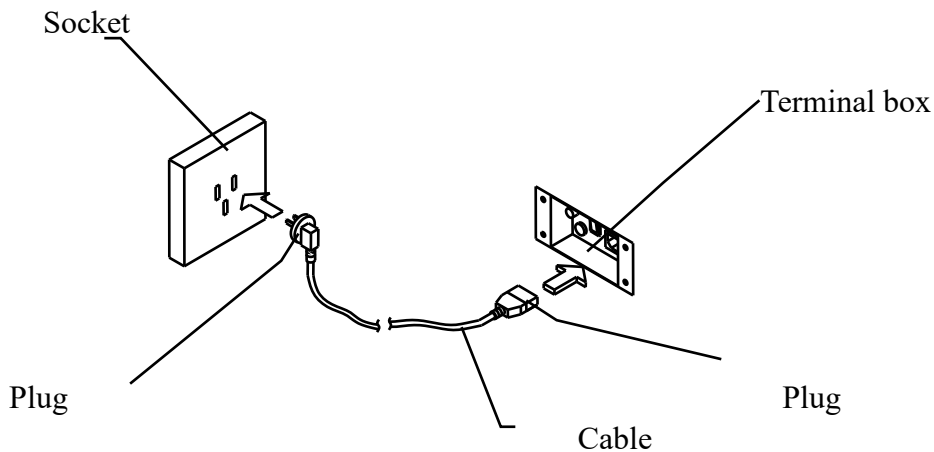
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area: 30cm<sup>2</sup>



## VI 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.



**Warning:** The working voltage of the machine is 220V or 110V. Please connect the power supply according to the label, or the machine might be damaged.

# V Instructions on Game

## (I) Game logo/standby image



## (II) Game Interface



- 1) Front sight of player, to align with a target.
- 2) Game props, to increase shooting power.
- 3) Player status UI interface.

## (III) Characteristics of the machine

- There are 8 scenes in the game map. Players can choose their favourite maps to challenge.
- There are also hidden props in the scenes which can make powerful area damages.
- Players will face a variety of monsters in the game. Different attacks from different monsters will arouse greater freshness and tension in players.
- A variety of bosses in the game presents players with greater fun of challenge.

## (VI) Game Scenes

1) Western Town - Mine



2) Western Town - Train



3) Wild City - Street



4) Wild City - Lair



5) Bubble Island - Islets



6) Bubble Island - Forest



7) Ice City - Park



8) Ice City - Castle



## (V) Gameplay

1) Game standby screen



2) Task level image



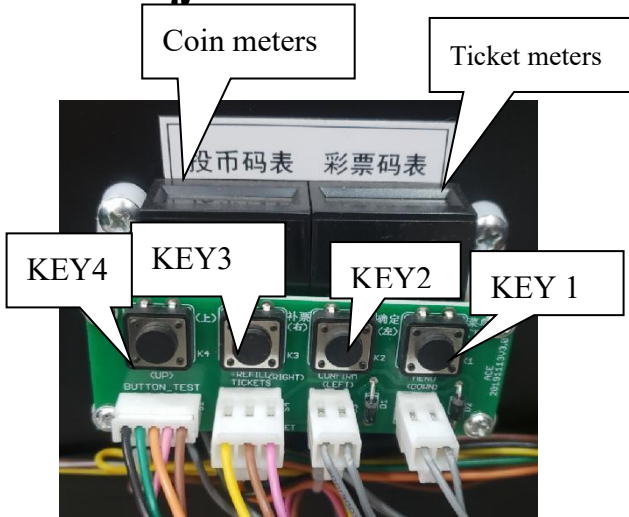
3) Gameplay screen



4) Level completion



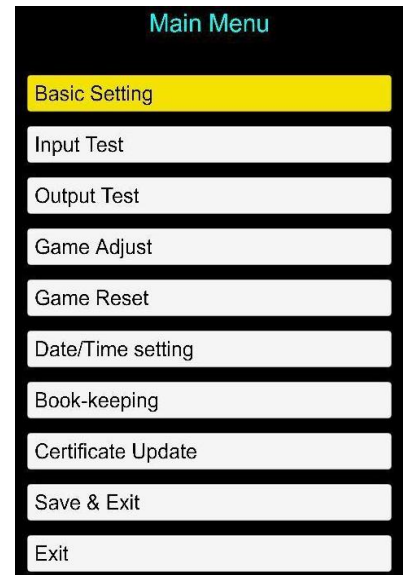
# VI Adjustment of the Game Program Setting



Choice	KEY1	Menu (Down)
	KEY2	Confirm (Left)
	KEY3	Replenish Ticket (Right)
	KEY4	Exit (Up)

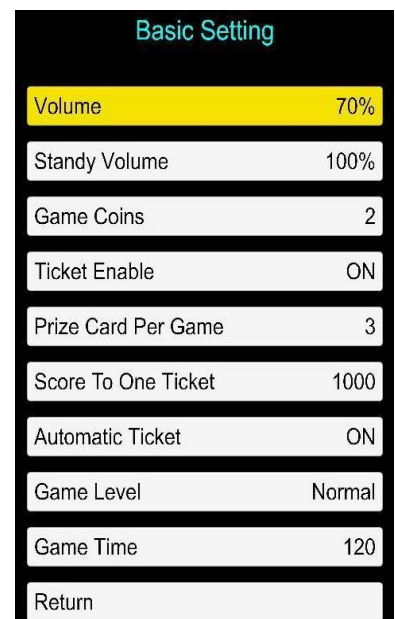
## (I) Main Menu

1. **Basic Setting:** Enter the basic setting interface.
2. **Input Test:** Enter the input test interface.
3. **Output Test:** Enter the output test interface.
4. **Game Adjust:** Enter the adjustment setting interface.
5. **Game Reset:** Enter the game reset interface.
6. **Date/Time Setting:** Enter the date/time setting interface.
7. **Book-keeping:** Enter the revenue record interface.
8. **Certificate Update:** Enter the game upgrade screen.
9. **Save&Exit:** Save modified settings and return to the game interface.
10. **Exit:** Exit the back end and go back to the game interface.



## (II) Basic Setting

1. **Volume:** Set game volume.  
Range: 0%~100%
2. **Standby Volume:** Set standby music volume.  
Range: 0%~100%
3. **Game Coins:** Set the required number of coins at the beginning of each round.  
Range: 0, 1, 2...100
4. **Tickets Enable:** Choose whether to feed tickets.  
Off: No  
On: Yes
5. **Prize Cards Per Game:** Set the Average number of bonus cards per game.  
Range: OFF, 0.5,1,1.5...10
6. **Score To One Ticket:** Set the score required to exchange bill.

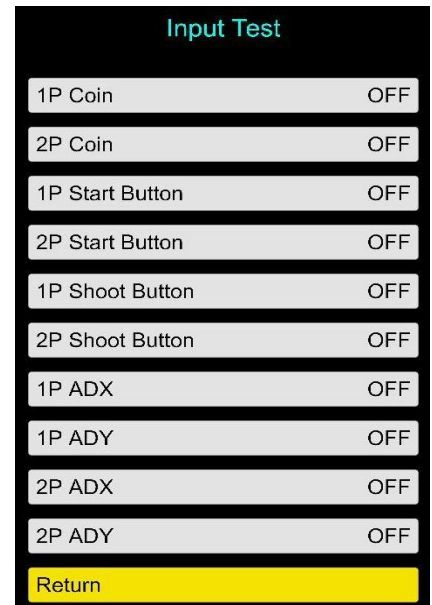


Range: 100~10000

7. **Automatic Ticket:** Set whether to automatically replenish tickets in case of ticket shortage.  
 Off: Not Automatic Ticket Replenishment  
 On: Automatic Ticket Replenishment
8. **Game Level:** Set the difficulty of game clearance.  
 Scope: Easy, Normal and Difficult
9. **Game Time:** Set the time to play a game; "Off" indicates that the game finally uses health mode.  
 Range: Off, 30~300
10. **Return:** Return to the previous menu directly.

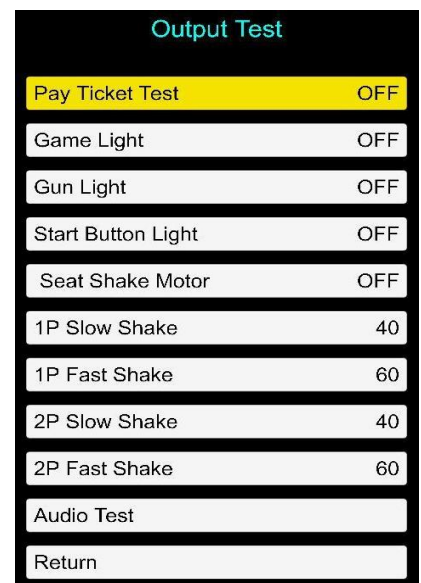
### (III) Input Test

1. **1-2P Coin:** Test 1P, 2P, coins selector  
 Turn off: No inserting coins  
 Turn on: Inserting coins
2. **1-2P Start Button:** Test 1P, 2P, start button  
 Turn off: No pressing  
 Turn on: Pressing
3. **1-2P Shoot Button:** Test 1P, 2P, shoot button  
 Turn off: No pressing  
 Turn on: Pressing
4. **1-2P AD X:** Read 1P, 2P Potentiometer -X
5. **1-2P AD Y:** Read 1P, 2P Potentiometer -Y
6. **Return:** Return to the previous menu directly



### (IV) Output Test

1. **Pay Ticket Test:** Test whether the 1P, 2P ticket machine works well.
2. **Game Light:** Test whether the lights of the 1P, 2P guns work properly.
3. **Gun Light:** Test whether the lights of the machine work properly.
4. **Start button Light:** Test whether the start button lamps on the machine bench 1P, 2P operate normally.
5. **Seat Shake Motor:** Test whether the seat vibration motors of the machine bench 1P, 2P operate normally.
6. **1P Slow Shake:** Adjust the strength of the 1P slow gun's vibration.
7. **1P Fast Shake:** Adjust the strength of the 1P fast gun's vibration.
8. **2P Slow Shake:** Adjust the strength of the 2P slow gun's vibration.
9. **2P Fast Shake:** Adjust the strength of the 2P fast gun's vibration.
10. **Audio Test:** Test the speakers of the machine to see if they work properly.
11. **Return:** Return to the previous menu directly.



## (V) Game Adjust

1. **1PAD Adjust Test:** Correct the optical standard accuracy of the 1P guns according to the prompts.
2. **2PAD Adjust Test:** Correct the optical standard accuracy of the 2P guns according to the prompts.
3. **Return:** Return to the previous menu directly.



## (VI) Game Reset

1. **Restore to Factory Settings:** Restore all data and settings to the factory settings
2. **Clear All Records:** Restore all data records to the default settings
3. **Clear Owed Tickets:** Clear the number of lack tickets
4. **Clear Credit/s:** Clear unused coins
5. **Return:** Return to the previous menu



## (VII) Date/Time Setting



## (VIII) Check Game Data

Book-keeping					
Player	Coins	Tickets	Ticket Rate		
1P	4	0	0.00		
2P	0	0	0.00		
Total	4	0	0.00		
Date	Week	Time	Coins	Tickets	Ticket Rate
2024-05-14	TUE	00H:14M	4	0	0.00
P1/1					

## (IX) Calibrate interface

Please calibrate according to prompts.



# VII Installation and Maintenance

## Shooting Standing I0 Table V1. 0

### Input section:

IHPUT	Content	INPUT	Content	IUPUT	Content
IN1	1P coin	IN9		IN17	1P gashapon feedback
IN2	1P Start button	IN10		IN18	2P gashapon feedback
IN3	1P Shoot button	IN11		IN19	
IN4	1P ticket refund feedback	IN12		IN20	
IN5	2P coin	IN13		K1	Test button
IN6	2P Start button	IN14		K2	Service button
IN7	2P Shoot button	INI 5		K3	Ticket machine repair
IN8	1P ticket refund feedback	INI 6		K4	Confirmation button

Note: IN 1-20 is the standard input, 21-24 is connected to the background button.

### Output section:

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	1P gun light	OUT9	Seat light	OUT 17	1 P confirmation button light
OUT2	2P gun side light	OUT 10	Room side breathing lamp 1	OUT 18	2 P confirmation button light
OUT 3	1P gashapon drive	OUT 11	Room side breathing lamp 2	OUT 19	
OUT4	1P gashapon drive	OUT 12	Room side breathing lamp 3	OUT20	
OUT 5	Light box-red light	OUT 13	Coin code table	OUT21	1P ticket machine drive
OUT6	Light box-green light	OUT 14	Ticket code table	OUT22	2P ticket machine drive
OUT7	Light box-blue light	OUT 15	1P brower	OUT23	
OUT8	Light box-flash light	OUT 16	2P brower	OUT24	

Note: OUT1-16 is the output current of MOS tube up to 2A; 17-24 is the output of ULH2803, and the current of each port is up to 50MA.

Item	Content	Content
COM1 (J12)	TX	
	RX	
	GND	
COM1 (J12)	TX	
	RX	
	GND	

### ADC section:

Item	Content	Content
AD1-2 (J3)	+3. 3V	
	AD1	1P gun X
	AD2	1P gun X
AD3-4 (J4)	GND	
	+3. 3V	
	AD3	1P gun X
AD5-6 (J5)	AD4	1P gun X
	GND	
	+3. 3V	
AD7-8 (J6)	AD5	
	AD6	
	GND	
	+3. 3V	
	AD7	
	AD8	
	GND	

### Communication section:

Item	Content
COM1	
USB	
RF	

Item	Content	Content
S1-5 (J18)	GND	
	S1	1P gun vibration motor
	S2	2P gun vibration motor
	S3	
	S4	
	S5	
	5V	
12V		

## **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.

## VIII Troubleshooting

NO	Phenomenon	Main cause	Troubleshooting
1	After the machine is powered on, the display is not on and no any respond.	Power supply does not comply	Please confirm the 220V power supply is connected and the power switch is on
		The fuse is burnt	Please replace the corresponding model fuse
		The screen is not connected to power supply.	Please reconnect the power cable or replace it with new.
		The signal wire of the screen is not connected or damaged	Please reconnect the signal wire or replace it with new.
2	The projector shows the raster without image and sound after the machine is powered on.	The 5V and 12V power supplies to the main board are abnormal	Please check the screen. If it is normal, the main board is faulty, and send it back to the manufacturer or professional personnel for repair.
		The fuse is burnt	Please replace the corresponding model fuse
3	The machine is not powered on	Check whether the input of the 220V power supply is right. The short circuit is not allowed.	Please check whether the voltage of the circuit board inside the machine is normal
4	The control board is not powered on	Check whether the output of 5V, 12V and 24V of the power supply box is normal.	Please adjust the cable to the correct position
5	The coin collector does not respond	The sample coin was not pinched	Please check whether the sample coin is properly pinched, or try changing it for another sample coin
		The coin collector is damaged	Replace the coin collector
		The signal wire of the coin collector is loose	Check whether the signal wire of the coin collector is loose
		The IO control board is damaged	Replace the IO control board
6	The power supply is suddenly cut off	The circuit protector works, while the power switch is off (note: when the abnormal current runs, the circuit protector cuts off the current)	Please turn on the power switch again. When the circuit protector repeatedly works, it means there is something wrong with the machine. Please contact the distributor
7	The projector shows a white screen without image and sound after the	The host does not work	Please manually start the host
		The host power supply box is damaged	Please replace the main power supply motor power box
		Poor contact of host memory module	Please reinstall or replace it

	machine is powered on.	The main board of the host is damaged	If the main board is damaged, please contact a professional and the manufacturer to handle it
8	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 on the volume
		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
9	Press the start button, and the game cannot start	The holder of the start button falls off or goes wrong; the switch cable falls off; the switch of the start button goes wrong	The holder of the button is broken or replace it; press and plug the switch cable; the switch of the start button is broken or replace it
10	Fail to shoot well	Check whether the potentiometer up, down, left and right are damaged	Replace the potentiometer and re-adjust the gun
11	No ticket fed	The ticket machine goes wrong or the switch is wrong	Please replace the ticket part or switch to the factory settings SW1 Low level Power, SW2 Normally open

## IX Error Message



1. **Reason:** Lost communication with IO board
2. **Solution:** Reset the machine and check whether the IO board or wiring is damaged



3. **Reason:** Insufficient tickets, or the ticketing machine is broken
4. **Solution:** Supplement lottery tickets and replace the ticketing machine

## 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 user's 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 by yourself.**

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

### ➤ **Do not place vases, cups, 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 air outlet of the machine.**

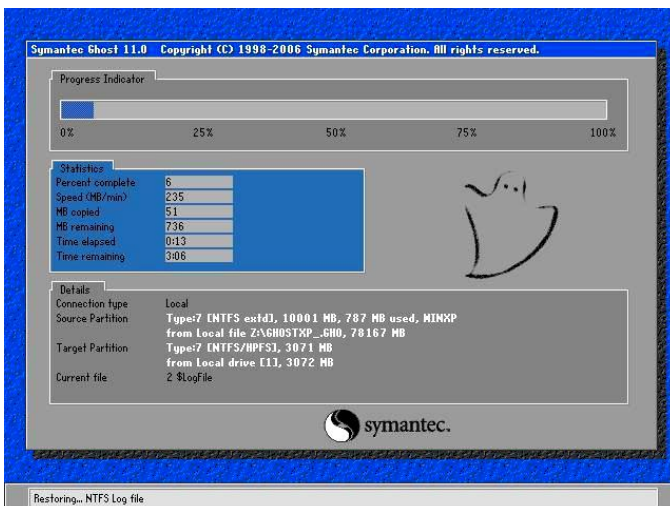
The blocked air outlet may cause temperature rise inside the machine, affect the normal operation of the game, and even damage the parts.

### ➤ **Do not repair the machine by yourself.**

It may cause short circuit or malfunction and other failure.

## X Instructions on Restoring U Disk

When the machine is turned off, plug the U disk into the USB port behind the host, and the U disk will restore after the machine restarts. As shown in the figure, the system is restoring, and it needs about 20 minutes.



(Complete prompt: The system restoring is completed as shown in the left figure, and you can unplug the U disk.)



**The system restoring needs about 20 minutes. Please do not cut off the power supply and wait patiently! Please forgive if there is any inconvenience.**