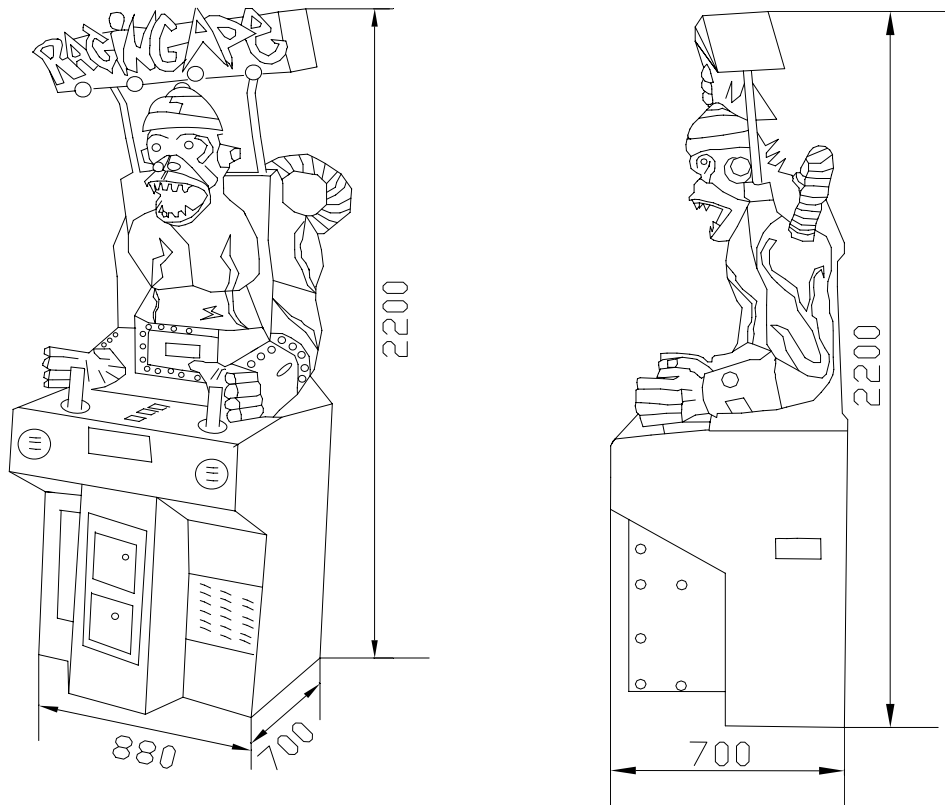


## 1. Specifications



- 1) Rated power supply: AC “ 110V $\pm$ 10% 60Hz”  
( Note: As the actual voltage, please refer the label of the machine.)
- 2) Power consumption: Min 60W, Max 320W
- 3) Dimensions: W700 $\times$ D880 $\times$ H2200 (mm)
- 4) Weight: About 150kg
- 5) Environment Condition: Temperature(indoor):-10 $^{\circ}$ C $\sim$ +40 $^{\circ}$ C  
Humidity:  $\leq$ 90%  
Atmospheric pressure:86Pa $\sim$ 106Pa










### Note

Game parameters are subject change without notice.

## 2、Package contents

Be sure to check that you have received all packages indicated below.

- 1) Body Assembly: 1 unit (if machine is in bulk, it is divide into 3 parts. If assembling the game, please refer the assemble instruction.)
- 2) Accessories:
- 3)

NO	NAME	SPECIFICATION	QTY	ILLUSTRATION	NOTE
1	Power wire	1.8mm	1		
2	Fuse	$\phi 5 \times 20\text{mm}$	1		10A/125V
3	Manual	English	1		
4	Light	12V 20W	4		
5	Key	171	4		
6	Fuse	$\phi 5 \times 20\text{mm}$	2		5A/220V
7	Spotlight	12V 3W	4		
8					
9					
10					
11					
12					

### 3、 Installation, Fix and Transport

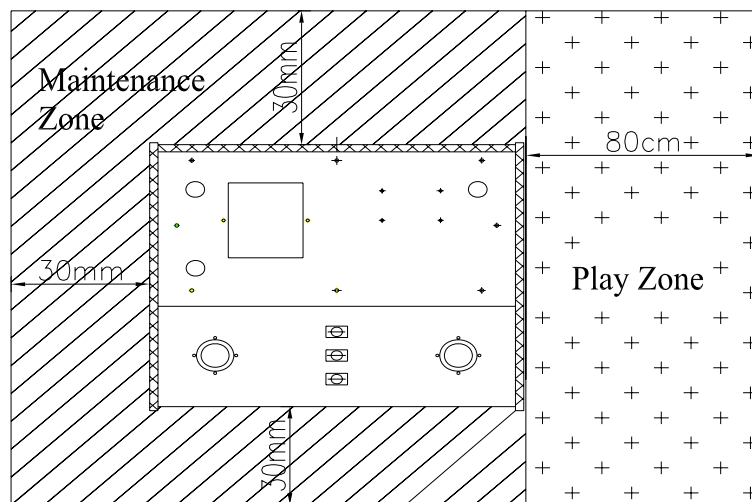
#### 3-1) Installation:



#### **WARNING**

For indoor use only!

Play zone:



Locations to avoid installing:



#### **WARNING**

This machine is designed for indoor only. Never install this machine Outdoor or at any of the following:

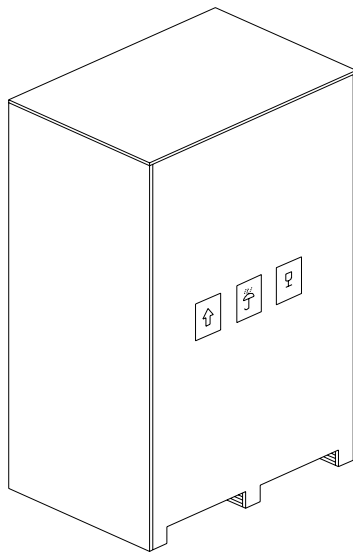
- Locations exposed to direct sunlight.
- Locations subjected to rain or water leakage.
- Damp、 dust or hot place.
- Do not place close to a heat source.
- Unstable locations or locations subject to vibration.

### 3-2) Fix:

Install this machine on a flat surface.

### 3-3) Transport:

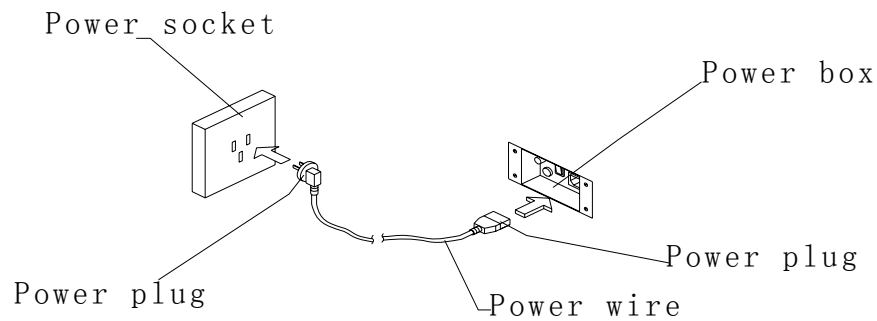
When transporting this machine, must use bubble wrap cove on the machine, care for the playfield glass, sand or other hard substance may scratch the surface.



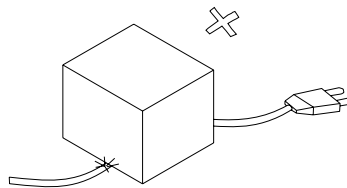
#### NOTICE

- Turn off the power switch before moving this machine.
- Do not unbending remove, change the equipment.

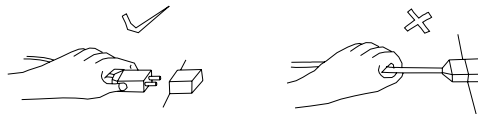
#### 4. Connecting the power cord and grounding



- Do not put heavy items on power cord.



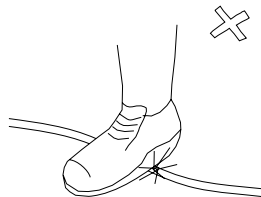
- Hold the power plug instead of the wire to draw the power cord out of the socket.



- Do not touch the power plug with a wet hands.



- Do not draw or twist the cord or near a heat source.
- Do not place the cord where the player can easy to touch or kick.



- Run this machine with the correct power configuration.

## 5、 Game Play Instruction

- 1) Insert coin(s), three lights on the control box are on. Press a button to select difficulty, the light which you select is off to show your choice.
- 2) After you press the button, hold the handles with two hands.
- 3) Game starts, the handles will bring high frequency shaking. The player will feel like have electric shock accompany with the music effect.
- 4) The LED on the Control panel will display the score which will increase along with the time. If the player's hands leave the handle, the game is over. The last score will display on the Score LED and tickets are payout. (Initial setting is 100 points per ticket, operator can reset the parameter, please refer the 7、 Parameter Setting); If the player can hold on at last, congratulate passing this stage.

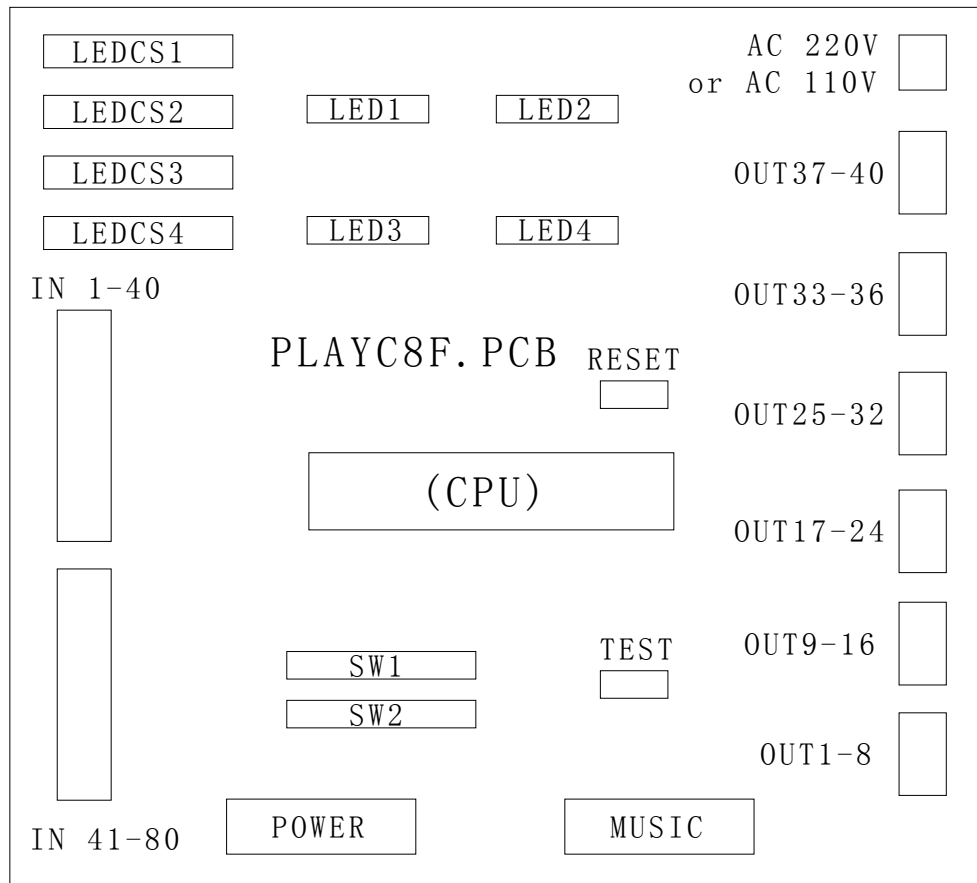


### **WARNING**

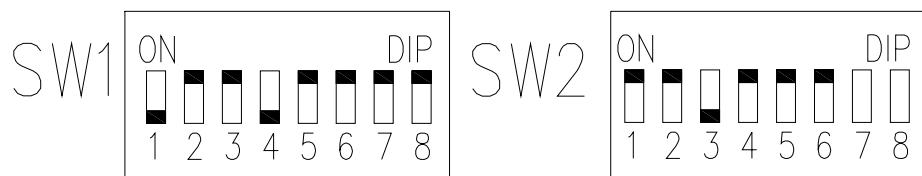
- People who has heart disease or hypertension can not play this game.
- Hands may numb for a while with long time vibration.

## 6、Switches control signal and illuminate

- 1) Refer the attached I/O chart and the schematic.
- 2) To adjust DIP, please refer the I/O chart. The initial setting is in capitalization.
- 3) Main board:



- 4) DIP SW: (Initial setting)



### WARNING

The above are subject to change without notice.

## 7、Parameter setting ( Please refer the I/O chart. The initial setting are in capital.

Operator can subject to change the setting.)

1) Insert coin: SW11~SW13 are adjust the coin amount per game. There are 8 options:

	Coin amount	SW11	SW12	SW13	NOTE
SW11 ~ SW13	<b>1</b>	<b>ON</b>	<b>ON</b>	<b>ON</b>	1 coin for 1 game
	2	off	on	on	2 coins for 1 game
	3	on	off	on	3 coins for 1 game
	4	off	off	on	4 coins for 1 game
	5	on	on	off	5 coins for 1 game
	6	off	on	off	6 coins for 1 game
	7	on	off	off	7 coins for 1 game
	8	off	off	off	8 coins for 1 game

2) Payout: SW14~SW16 are adjust payout .There are 8 options:

	Score/ticket	SW14	SW15	SW16	NOTE
SW14 ~ SW16	50	on	on	on	50 points for 1 ticket
	<b>100</b>	<b>OFF</b>	<b>ON</b>	<b>ON</b>	100 points for 1 ticket
	125	on	off	on	125 points for 1 ticket
	166	off	off	on	166 points for 1 ticket
	200	on	on	off	200 points for 1 ticket
	250	off	on	off	250 points for 1 ticket
	333	on	off	off	333 points for 1 ticket
	No payout	off	off	off	No payout

3) The least payout: SW17~SW18 are adjust the least payout when the player can't hold the handles after the game starts. Game is over and payout. There are 4 options:

	Payout	SW17	SW18	NOTE
SW17 ~ SW18	<b>0</b>	<b>ON</b>	<b>ON</b>	No payout
	1	off	on	1 ticket
	2	on	off	2 tickets
	3	off	off	3 tickets

4) Handle vibration intension:

SW23 and SW24 are adjust the intension of the handle vibration. There are 4 options:

	Time (s)	SW21	SW22	NOTE
SW21 ~ SW22	<b>40s</b>	<b>ON</b>	<b>ON</b>	Vibrate 40 s
	45s	off	on	Vibrate 45 s
	50s	on	off	Vibrate 50 s
	55s	off	off	Vibrate 55 s



5) Handle vibration intension:

SW23 and SW24 are adjust the intension of the handle vibration. There are 4 options:

	Intension	SW23	SW24	NOTE
SW23 ~ SW24	Strong	on	on	
	<b>Mid strong</b>	<b>OFF</b>	<b>ON</b>	
	Mid weak	on	off	
	Weak	off	off	

6) Gush mist time:

SW25~SW26 are adjust the gush mist time. There are 4 options:

	Gush mist time	SW25	SW26	NOTE
SW25 ~ SW26	<b>Short</b>	<b>ON</b>	<b>ON</b>	
	Long	off	on	
	Longer	on	off	
	longest	off	off	

## 8 Maintenance and inspections

### 1. Remove power before servicing game.

To avoid short circuit, the power must be removed before touching inside. If you have to switch on the power, please refer the operation manual.

### 2. Choose the appropriate replacement parts.

Using the wrong parts will lead to short circuit or break down the main board.

### 3. Do not unbending remove, install or change equipment.

It will lead to short circuit and machine malfunction even can bring a fire.

### 4. Do not put vases with water, cups or containers on the machine. Also chemical or heavy items are not allowed.

The spill will cause short circuit, and people will be injured by the falling items which also can destroy the machine.

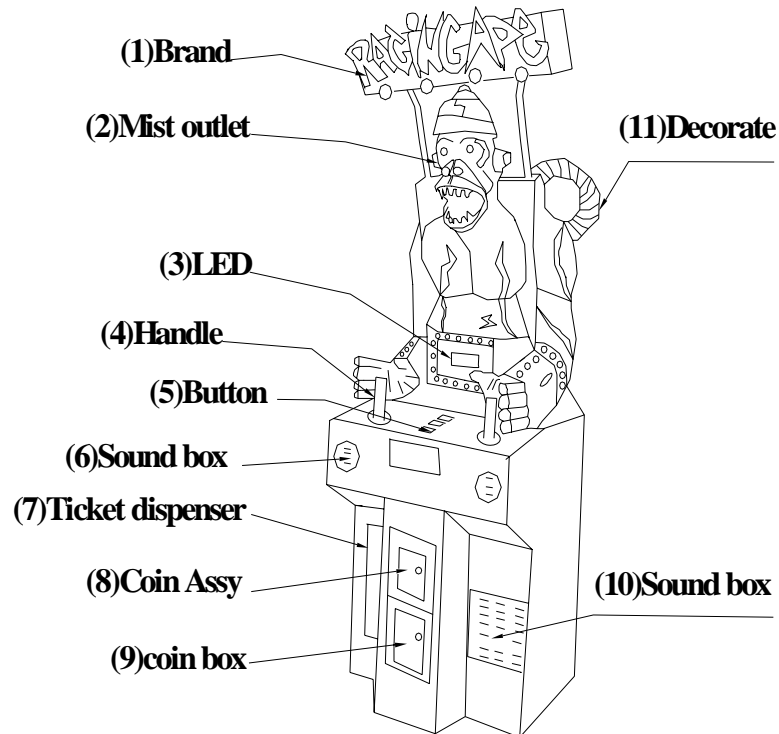
### 5. Do not place any items in front of the air outlet of the machine.

Or it will cause the temperature higher inside and affect the game even break down the machine.

### 6. Do not unbending maintain the machine.

Because it can cause short circuit and lose control of the machine and any other faults.

## 9、 Overall construction



(1)Brand: Raging ape's decorate. There is four light outside to increase atmosphere.

(2)Mist outlet: The mist will gush per 300 points during the game.

(3)LED: Display the score.

(4)Handle: For play.

(5)Button: For player to choose.

(6)Sound box: For music.

(7)Ticket dispenser: Pay tickets to players when the game is over.

(8)Coin Assy: For player inserting coins.

(9)Coin box: Collect all inserted tokens.

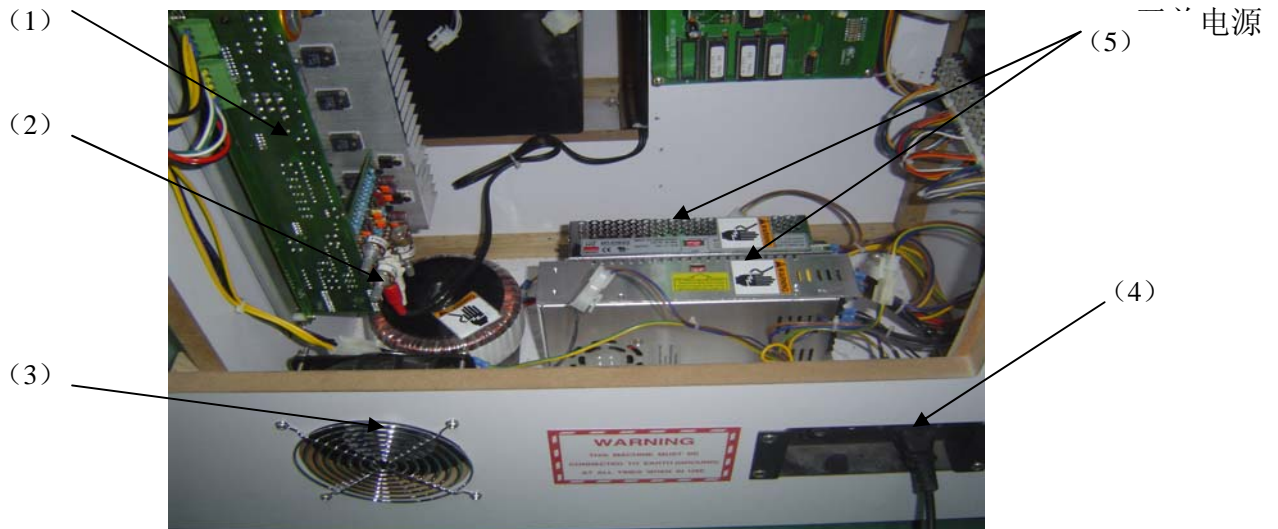
(10)Sound box: For music.

(11)Decorate: For prettify

## 9-1) Electrical box

There are main electrical parts inside.

### A、Electrical Assy



(1) Power Amplifier: Provide high quality music effect. One button for volume, one for treble and one for bass.

(2) Transformer: Provide power to power amplifier connect different post can have 110V or 220V input.

(3) Fan: For ventilation.

(4) Power box : For plug the power wire.

(5) Power Supply: Provide 110V and 220V conversion Power supply. Input is AC and required power output such as 12V and 24V etc.



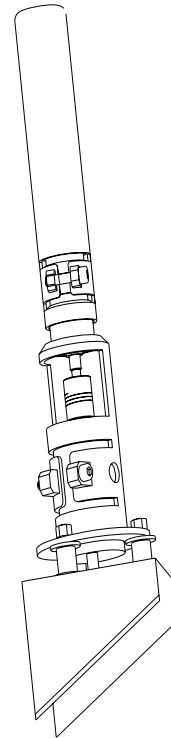
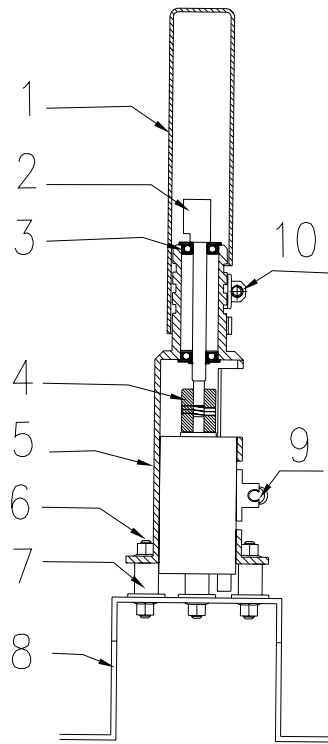
(6) Music board: For music.

(7) Main board: Control input and output signal.

## 9-2) Handle Assy:

This is the most complicated part in this game. Because of the action of the DC motor, the eccentric wheel is running at high speed to create high-frequency vibration to the handles. When the game starts, hold the handles, the players will feel like have electric shock.

### A、 Handle:



NO	NAME	QTY	SPECIFICATION	NOTE
1	Handle	2		
2	Eccentricity axis	2		
3	Bearing	4	608Z	
4	Linker	2		
5	Bracket	2		
6	Nut	12	M6	
7	Shockproof rubber	6		
8	Fixed bracket	2		
9	L-wrench	2	6×40mm	
10	L-wrench	2	6×30mm	
11				
12				

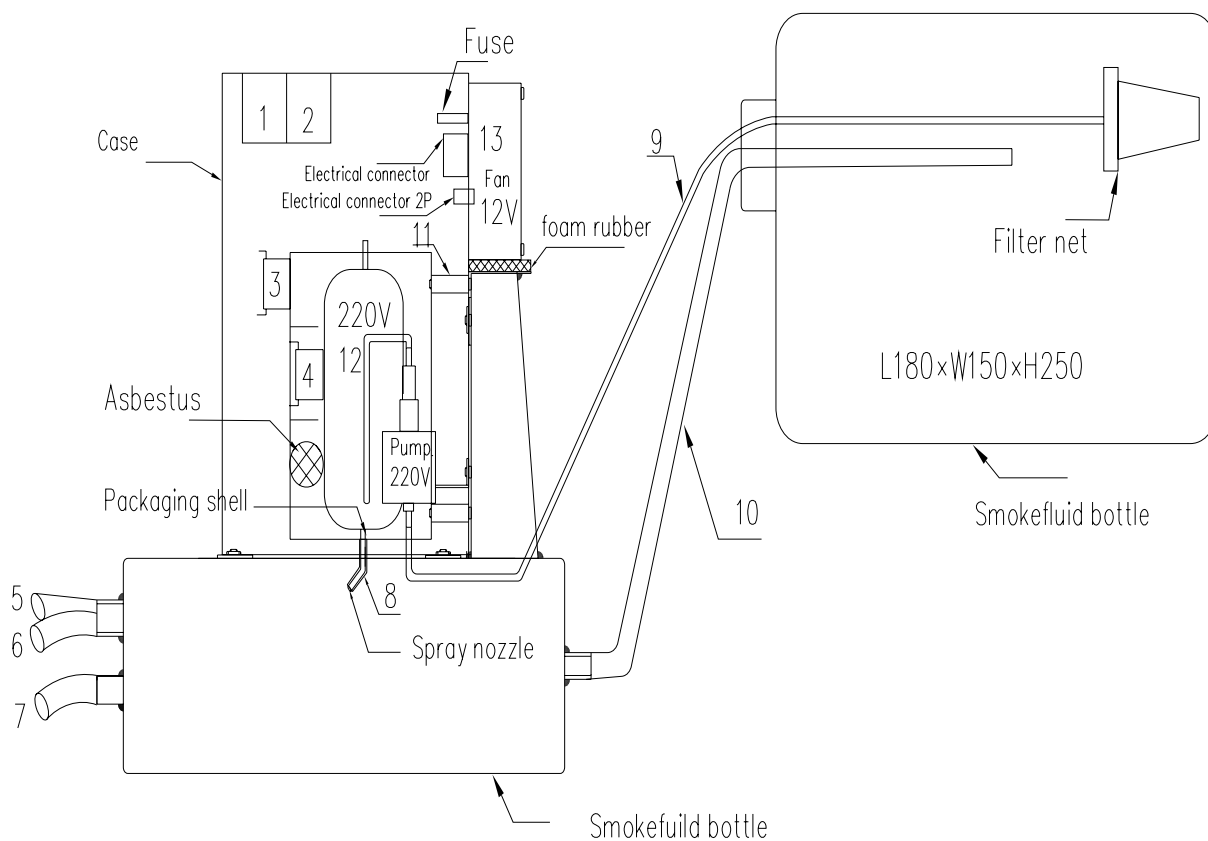
NOTE: This game has two Handle mechanism.



## WARNING

- Running this mechanism for a long time will create quantity of heat.
- Running this mechanism for a long time will create noise as wear and tear.
- This mechanism may has resonance to create noise.
- If it's too much noise, please add lubricating oil or change wearing parts.

### 9-3) Vaporization



NO	NAME	QTY	SPECIFICATION	NOTE
1	Relay			
2	Relay (pump)			
3	Temperature control SW		80°	
4	Temperature control SW		230°	
5	Silica gel pipe		620mm $\phi$ 10	
6	Silica gel pipe		550mm $\phi$ 10	
7	Silica gel pipe		650mm $\phi$ 10	
8	Silica gel pipe		$\phi$ 4.5 30mm	
9	Silica gel pipe		$\phi$ 4.5 800mm	
10	Silica gel pipe		$\phi$ 10 400mm	
11	Bolt	4		
12	Calorific clump		220V 400W	
13	Fan		12V BFB0712H	
14	Pump		AC220V 50HZ 30DSB-ZJF	
15				