

Bowling Champ

MANUAL



Warning

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



ACE AMUSEMENT

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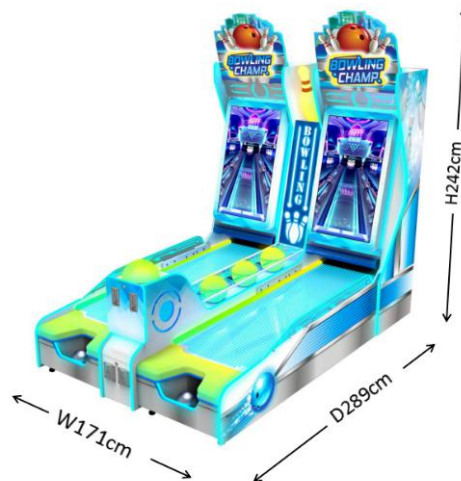
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Machine Introduction and Features:


“BOWLING CHAMP” is a new indoor medium and high-end bowling simulation game machine developed by our company. It features unique modern style and streamlined colorful lighting design, which is dazzling and eye-catching. With reasonable ergonomics design and man-machine battle, three major opponents with different personalities, intelligent AI, it's full of fun. It supports large-scale simulation bowling game for 8 players online battle; three different elements of the scene, impact the player's vision and reveal immersive fun; with camera function, the player's avatar is displayed in the game to increase the sense of immersion; players with excellent scores can enter the leader board for a sense of achievement.

1. Small machinery products;
2. The game play is novel, exciting, highly interactive, and highly entertaining;
3. The appearance design is artistic, the pattern is bright and delicate, and the used materials are solid;
4. Adopt integrated circuit, built-in program, stable working performance, safety and reliability;
5. Adapt to universal lottery tickets;
6. The independent host computer is stable and reliable

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: 500W
- 3) Overall dimensions: W171 * D289 * H242 (cm)
- 4) Weight: About 260 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:

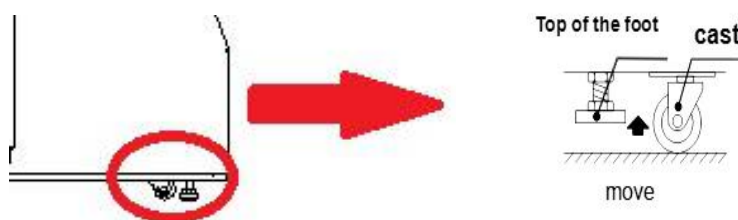
S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power cord	10A/250V-3M	1	Piece		
2	Fuse	Φ 5 × 20mm T5A 250VAC	1	Piece		
3	Manual	English	1	Copy		
4	Key	AA33	2	Piece		
5	Key	AA32	2	Piece		

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

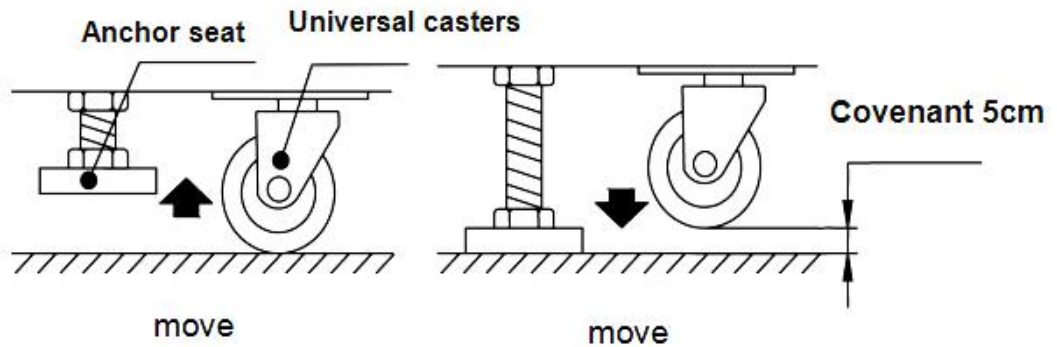
(I) Handling Method

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.

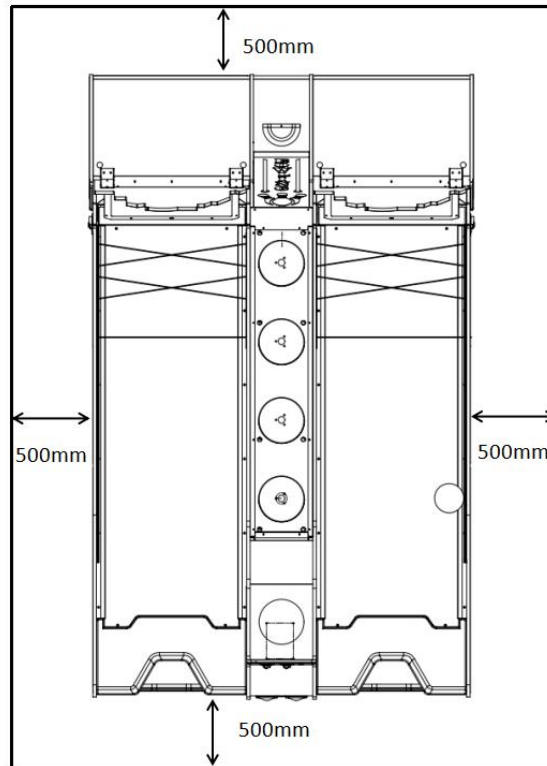
Please take care not to damage the power cord during moving to prevent accidents and faults.

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.

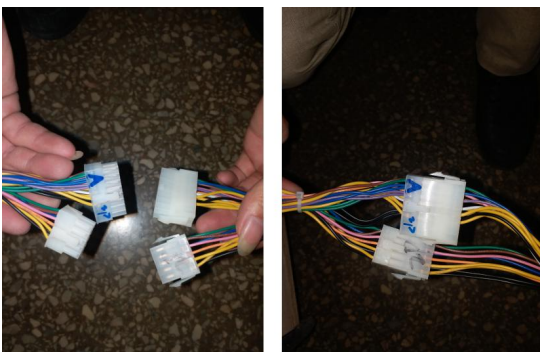
Game area:



IV. Assembly wiring and precautions

(I) Assembly and wiring of the machine

- (1) First divide the machine into four parts according to the figure 1 below and assemble them.
- (2) Align and install the part 1 and the part 2.
- (3) Then align the part 1 and the part 2 with the part 3. Before the installation, connect the thread of part 1-2 with the thread of part 3 as shown below and then put the wire into the machine to avoid affecting the connection of part 1, 2 and 3.



[1] When the part 1 and the part 3 are connected, connect the wire according to the corresponding number of bits interface.

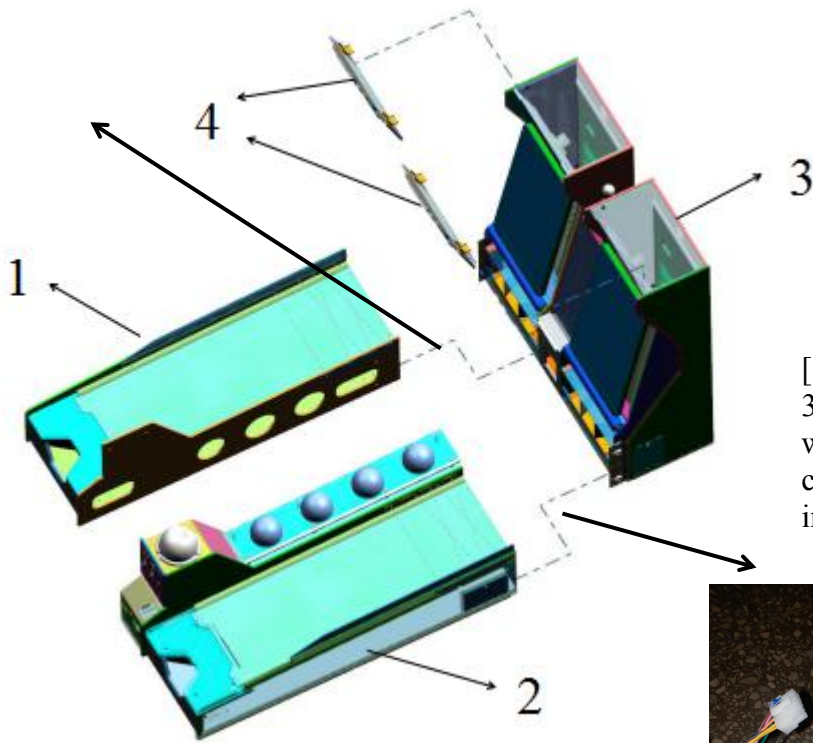
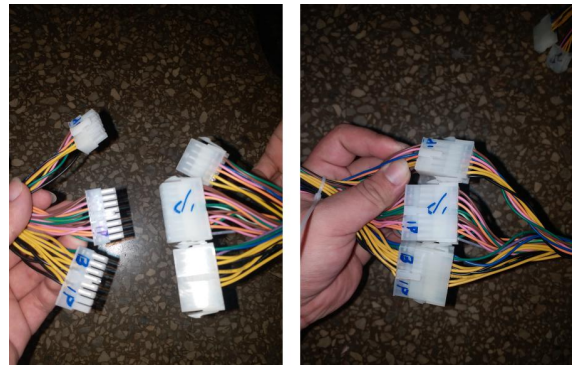


Fig.1

[2] When the part 2 and the part 3 are connected, connect the wire according to the corresponding number of bits interface.



[3] Connect the machine as shown by the arrow in Figure 2.



[4] As shown in the above figure, the two plates with butterfly clasps are respectively installed at the joint of the machine. The left side is connected with the host part 3 with a sheet metal with a butterfly clasp. The part 1 and part 2 are connected with a sheet metal carrying hook.

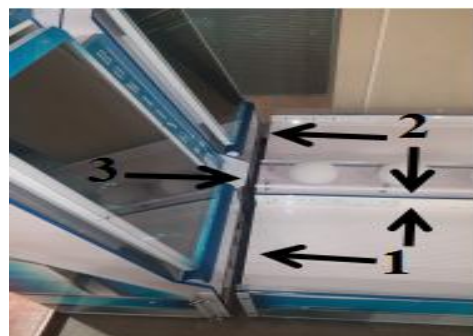


Fig.2



Fig.3

[5] Lock the butterfly clasp on both sides of the machine as shown in the arrow above.

[6] Tighten the screws as shown by the arrow in figure 4, 5 and 6.



Fig.4



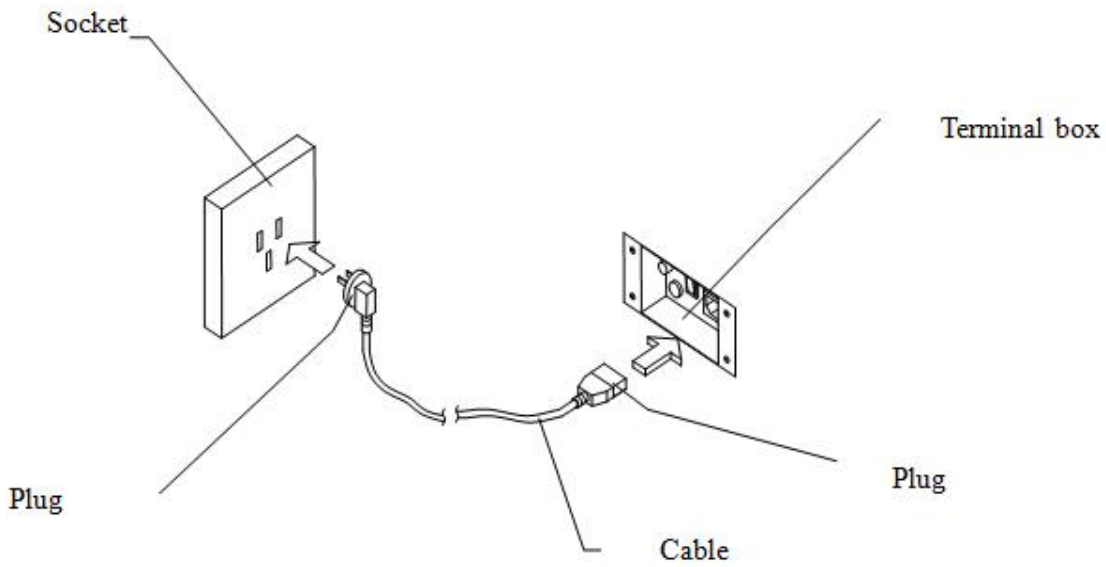
Fig.5



Fig.6

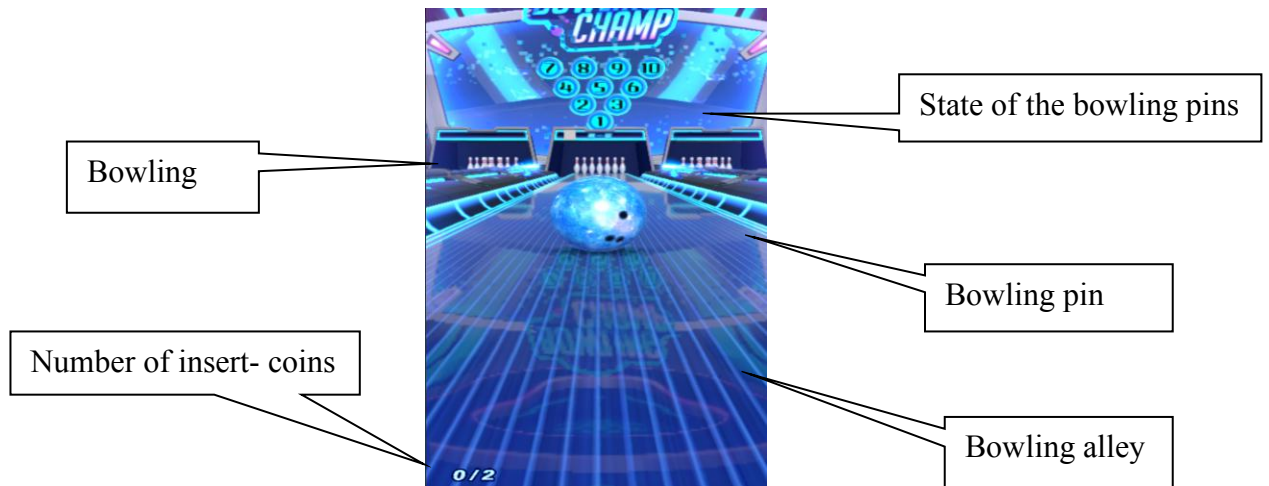
IV Wiring and Precautions

- 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.



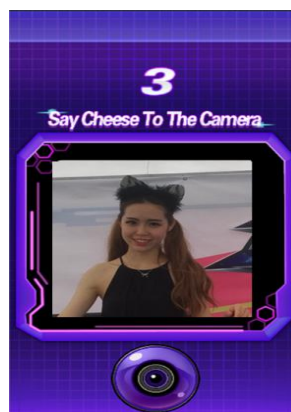
V. Game description

(1) Game interface

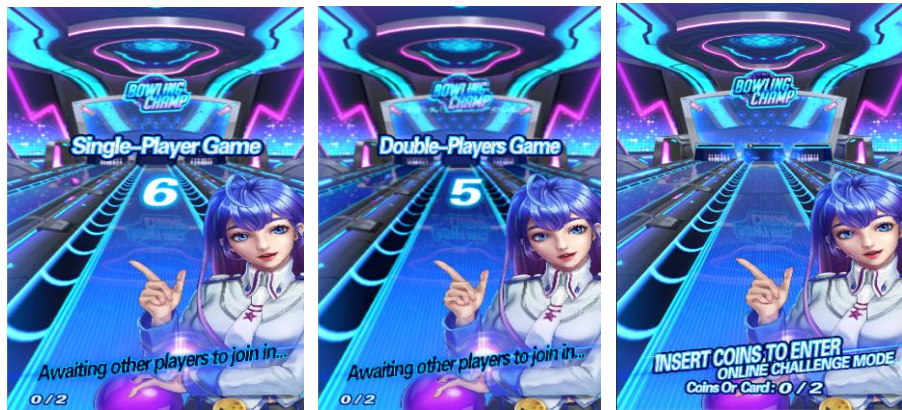


(II) Game play

1. Insert coin or swipe card to start the game.
2. Player takes a photo as avatar

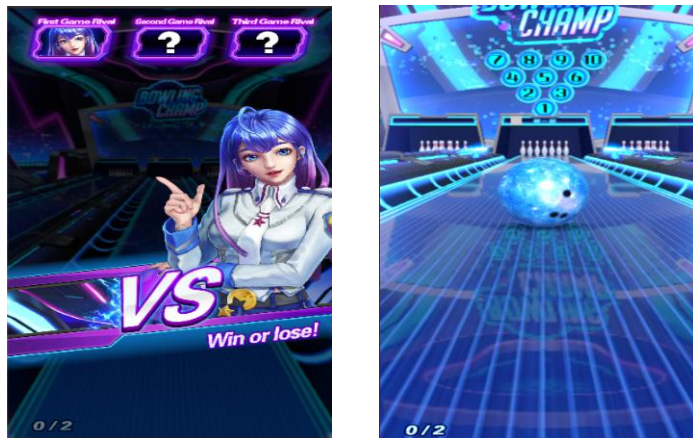


3. Enter the game mode selection page. When there are other players entering the game within 10s, they will be online and enter the multiplayer mode. Otherwise, it is the single player mode.



Single player game:

1. After entering the game interface, the computer NPC shows the fight, starts the game. Throw the bowling ball to knock down the bowling pin.



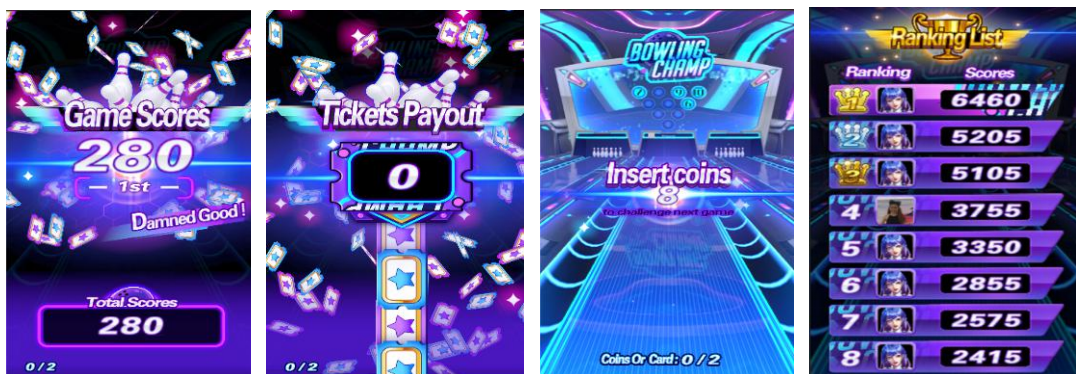
2. Two balls can be served in succession in each round. If it misses, the second ball will be re-served; if it hits all, it will enter the lucky prize. Finally, the score is calculated according to the number of knocked down pins, and the score of the NPC from computer side is shown and played back..



- Hit down all bowling pins with a "Strike", enter the "Lucky Award". Throw a bowling ball to hit the buff in the track (add points, multiples, split balls) to get a higher score.

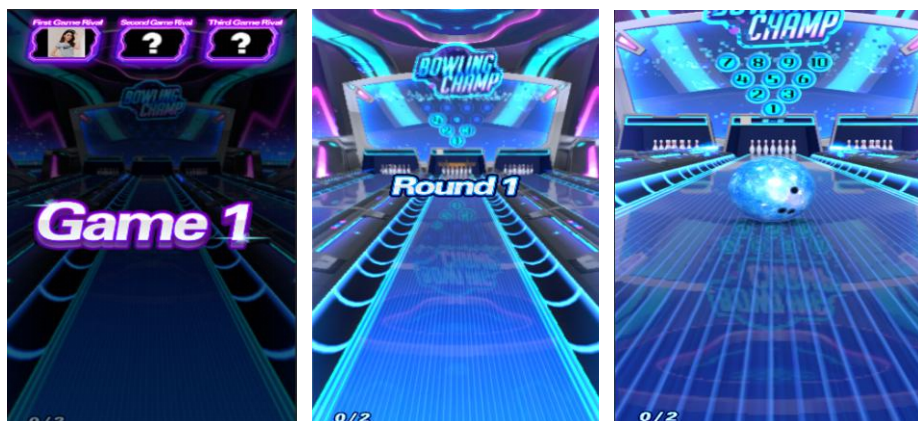


- After the end of each game, count the scores of all the games in the game, and issue ticket according to the score.
- After completing a game, the player is prompted to insert coin for the next game. There are a total of three games, each game corresponds to a scene and computer opponent NPC. If the player does not insert the coin, it's considered abstaining the game.
- End the game ahead of time or complete three bowling matches to determine whether the player's total game score can enter the top ten and be displayed in the top ten leaderboard.



Multiplayer game:

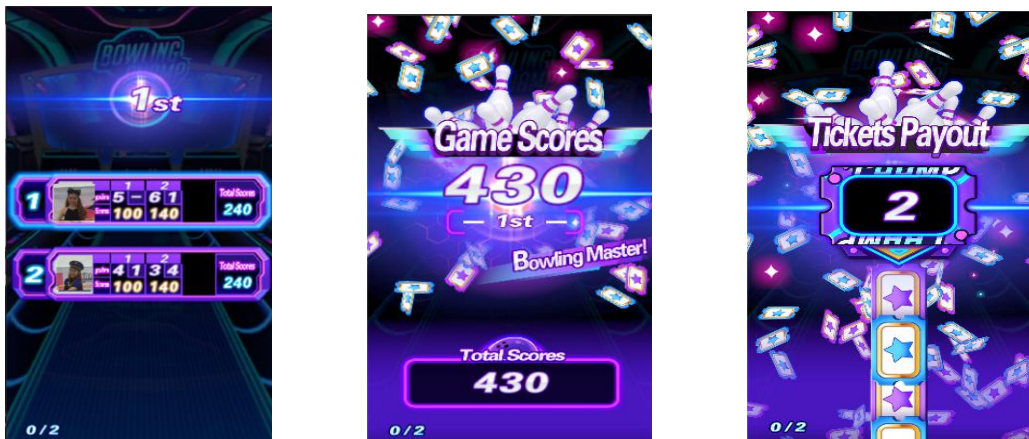
- Enter the game interface, display online opponents, start the game. Throw the bowling ball to knock down the bowling pin.



- Calculate according to the number of knocked down pins. If it misses, the second ball will be re-served; if it hits all, it will enter the lucky prize.

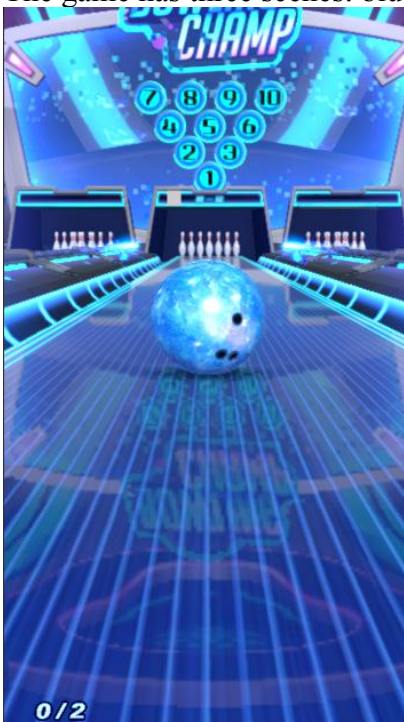


- After the end of the game, compare the total scores with other opponents and the ranking comes out.
- After the end of each game, count the scores of all the games in the game, and issue ticket according to the score.

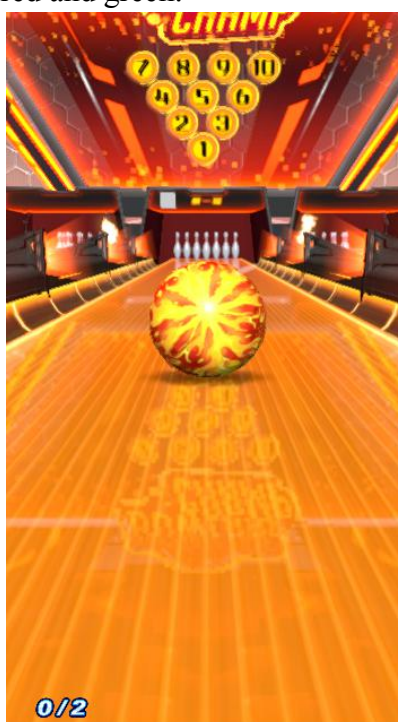


(III) Introduction to the scene

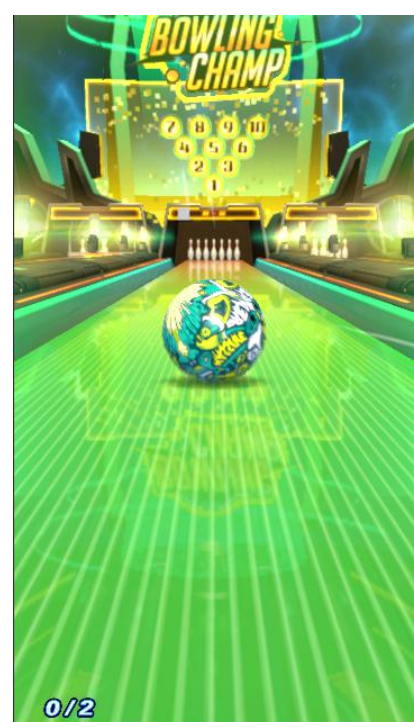
The game has three scenes: blue, red and green.



Blue scene

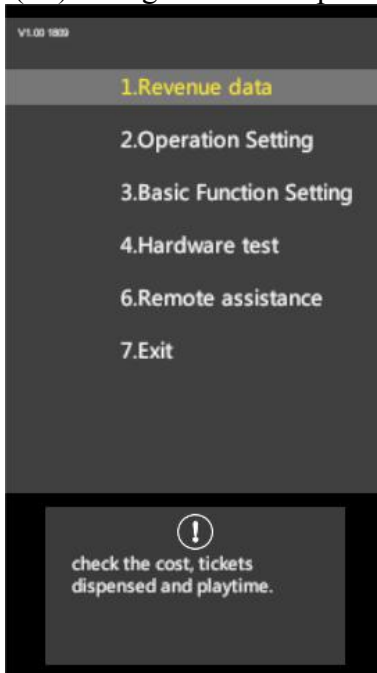


red scene



green scene

(IV) Background description

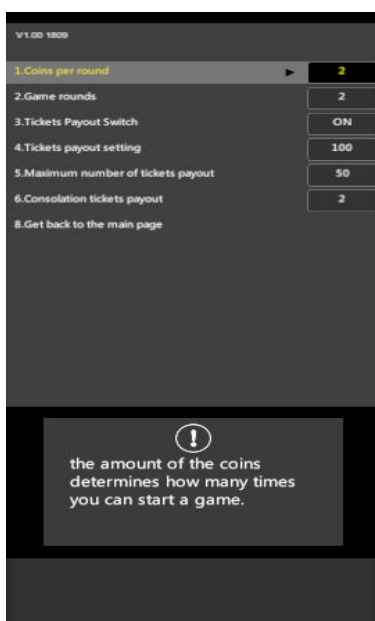
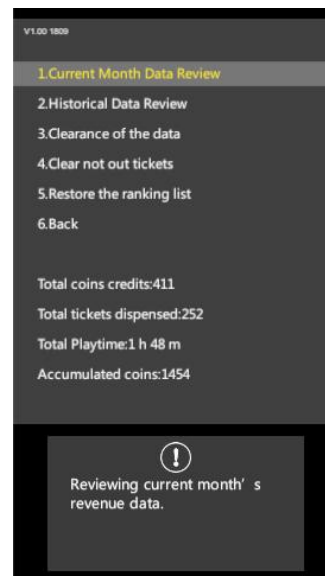


1. Revenue data: Check the data of the machine's coin number, ticket number, game time and so on.
2. Operational settings: Set the functions related to operations such as the number of coins per game and the game time.
3. Basic function settings: Set the game language, game volume and other basic functions.
4. Hardware test: Test whether the input and output of the hardware are normal.
5. Remote assistance: connect the network cable, then select this item, open the remote update page, use the camera or mobile phone to take the information of "your ID" and "password" on the page, and then send the photo to the manufacturer.
6. Exit: Save this adjustment and exit the background.

1. View the current month's data (OK): View the revenue data for the current month.
2. View historical data (OK): After entering, select a year and view the revenue data for each month in the year; then select a month to view the daily revenue data for that month.
3. Clear the data (OK): Clear all data, and the data cannot be recovered after being cleared.
4. Clear the missing ticket information (OK): Clear the missing ticket prompt information.
5. Return (OK): Return to the main page of the background.

Total coins inserted: Total tickets issued: Total game time:

The cumulative number of coins inserted in history (cannot be cleared):

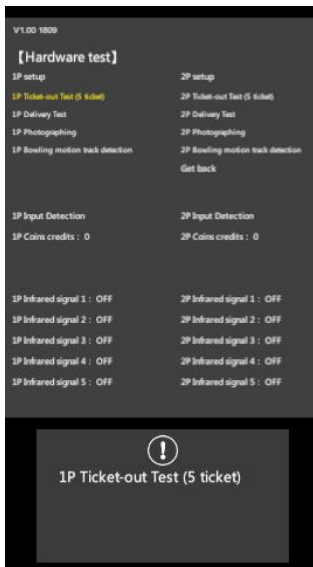
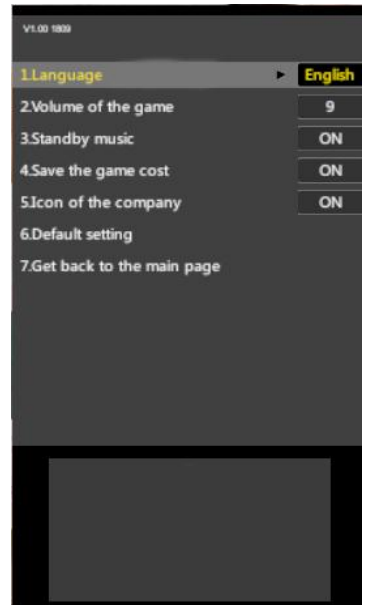


[Operational settings]

1. Number of coins per round (1 to 9 coins): How many coins are required to start a game.
2. Number of rounds per game (1 to 9 games): The game has 3 rounds, how many rounds each player can experience.
3. Ticket output switch (on and off): Set whether to output tickets.
4. Ticketing settings (50 points ticket- 2000 points ticket): 1 ticket added for every time the player gets the set point.
5. The highest number of tickets (10 tickets to 100 tickets): If the number of tickets won by the player in one round of the game exceeds the "highest number of tickets", the ticket is awarded according to the "highest number of tickets".
6. Comfort ticket (0 ticket to 20 tickets): If the number of tickets received by the player is lower than the "number of comfort ticket", the "comfort ticket" is output as reward ticket.
7. Return to the main page (OK): return to the background main

[Basic function settings]

1. Language (Chinese/English): Set the language of the game screen and the operation background.
2. The game volume (off / 1 ~ 9): the volume of the game's music and sound effects.
3. Standby music (on/off): Whether there is music when playing the title and standby screen.
4. Save the number of coins (on/off): whether to save the number of coins after shutdown or power off.
5. Company logo (display or not): display the logo of the production company in standby; or display the logo of the production company during standby
6. Default setting (OK): All options in the background are restored to the factory settings of the machine.
7. Return to the main page (OK): return to the background main page.



Hardware test		
1P output test		2P output test
1P ticket output test(5 tickets)		2P ticket output test(5 tickets)
1P ball output test		2P ball output test
1P photo taking(take a photo/return): one display box displays camera, another display box displays photo		2P photo taking(take a photo/return): one display box displays camera, another display box displays photo
1P input test		2P input test
1P coin: 0		2P coin: 0
1P infrared signal 1:		2P infrared signal 1:
1P infrared signal 2:		2P infrared signal 2:
1P infrared signal 3:		2P infrared signal 3:
1P infrared signal 4:		2P infrared signal 4:
1P infrared signal 5:		2P infrared signal 5:
1P bowling ball movement locus(ball output/return): enter the bowling ball movement locus test interface for a test. After player throw the bowling ball, the white spot on the locus turns green and the red line shows the final movement locus.		2P bowling ball movement locus(ball output/return): enter the bowling ball movement locus test interface for a test. After player throw the bowling ball, the white spot on the locus turns green and the red line shows the final movement locus.(press backstage selection key to output ball and press backstage confirmation key to quit).

Default setting	
[Operation settings]	[Basic function settings]
1. The number of coins per round (2 coins)	1. Language (Chinese)
2. The number of rounds per game: (3 games)	2. Game volume (9)
3. Ticket output switch (open)	3. Standby music (on)
4. Ticket output settings: (200 points / ticket)	4. Save the number of coins (on)
5. The highest number of ticket output: (50 tickets)	5. Company logo (display)
6. Comfort ticket output: (2 tickets)	

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. 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.
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 to coin	The coin collector is damaged.	Replace coin collector.

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collector.	The signal line of the coin collector is loose.	Check if the signal line of the coin collector is loose.
	IO control board is damaged.	Replace IO control board.
Coins are blocked in the coin collector	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 collector is not assembled properly. The red braking bar above the coin collector is pressed.	Please re-insert it into the coin collector.
The coin collector does not score.	Check whether there is signal feedback.	Please re-connect the coin collector. 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 collector is the same with that inserted in the coin collector.	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 lottery 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 prize is out.	The prize machine goes wrong or the switch is turned on wrongly.	Please replace the prize machine or set the switch to the factory settings.

X Error Prompt

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.

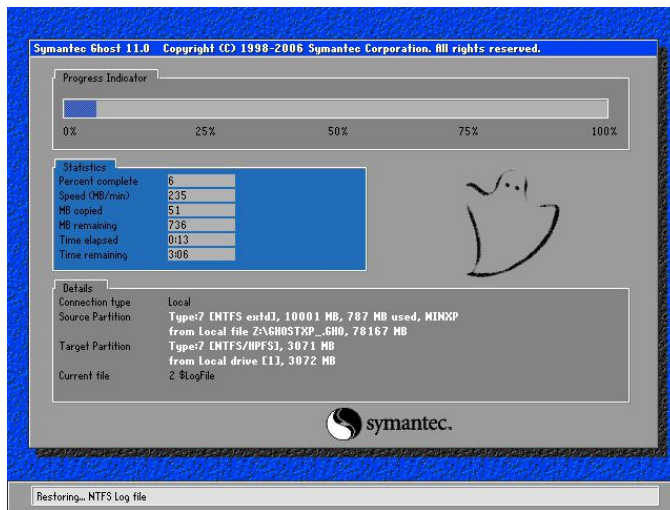
- **Do not place objects in the exhaust outlet of the machine.**

- 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.

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.



Prompt for system completion. 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. Do not cut off the power supply and wait patiently! Please forgive if there is any inconvenience!



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