GAME+
www.gameplus.hk

POP-UP TARGET AMUSEMENT
MACHINE USER'S MANUAL
USER'S MANUAL

廣州市富佳電子開發有限公司
GAME PLUS LTD.

Contents

Machine information			
Machine	Size	Voltage	maximum power
	830*630*1260mm(big)	220v 50/60HZ	110W
	710*530*1130mm(small)	220v 50/60HZ	100W
	700*535*1170mm(big)	220v 50/60HZ	110W
	630*505*970mm(small)	220v 50/60HZ	100W
	830*630*1260mm	220v 50/60HZ	110W
	710*530*1130mm	220v 50/60HZ	100W

Spare parts list

A)HAPPY FROG

B)SHARK ATTACK .MOUSE ATTACK.OCTOPUS

SIYBD | VOICE | MUSIC | MAIN VOL

MUSIC | SOUND | MAIN VOL

| Name	Picture	Remark
Hitting hammer		According to the original assembly method to replace
Induction small board		Please be sure as the same as the original parts Assembly, or it doesn't work properly
Ring against force		According to the original assembly method to replace
Fixed tool		The fixed tool of animal pop–up device

1)Play Instruction

When the number of coins inserted reaches the setting requirement, the machine will start gaming operation and there is a 3 seconds time lag before the game fully start. After the game started, player should use the soft hammer to hit the pop-up target and player will get 1 point for each pop-up target that gets hit. There are 2 modes of play. One is the Time Limit play in which player will be given a period of time to obtain the highest score possible by hitting pop-up target. The other is the Stage Past play in which the player will be given a period of time to obtain a set score. When the player is able to obtain or surpass the set score, the player will then pass the first stage and enter the next stage. Then, there will be another 3 seconds time lag before the next stage starts.

The functions such as insert coin amount, mode selection, time adjustment, time extension adjustment and score adjustment can all be modified in setting manual options.

2)Setting Instruction

A. Testing panel adjustment

LCD SCREEN

Testing button | Left adjustment button | Right adjustment button | Setting options
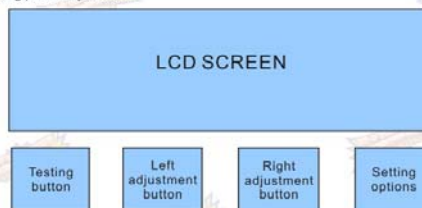
a.Testing button
Each time the testing button is pressed, the operator will get 1 round of game to play or test the machine. (This procedure will not effect the Coin Insertion Record)
b.Setting options
Each time the setting options button is pressed, the operator can switch between different setting options (Show on LCD screen)
c.Left adjustment button
Press this button enables operator to adjust parameter figures which apears on the left side of the LCD screen after operator switch to a particular setting in the setting options.
D.Right adjustment button
Press this button enables operator to adjust parameter figures which apears on the right side of the LCD screen after operator switch to a particular setting in the setting options.

B. LCD display&setting options
Stand by screen:

> Insert coin list A   Insert coin list B
> 0 0 0 0 0 0   0 0 0 0 0 0

1. Coin A setting:

> 1.Coin A setting
> 1 coin   1 play

Press the right adjustment button can be set 1-9 coins for playing once or set 1-9 times of playing by inserting 1 coin.

2. Coin B setting

> 2. Coin B setting
> 1 coin   1 play

Press the right adjustment button can be set 1-9 coins for playing once or set 1-9 times of playing by inserting 1 coin.

3.Difficulty

> 3. Difficulty
> 0

Press the right adjustment button to set the difficulty level of 0、1、2、3。

4.Overtime choice(to set if there is a function of the second game barrier)

> 4.Overtime choice
> Yes/No

Press the right adjustment button to select Yes or no for this function.

5.Pass points(to set how many scores you get in order to pass the game)

> 5. Pass points
> 30 points

Press the right adjustment button to adjust game passing score range: 30 to 300 points. In this setting, each time the right adjustment button is pressed, the score will be increased by 10 points.

6.Game time(choose the game time in the first barrier)

> 6. Game time
> 30 seconds

Press the right adjustment button to adjust game time range 30 to 90 seconds. In this setting, each time the right adjustment button is pressed, the game time will be increased by 10 seconds.

7. Over time(to set how long you can play in the second barrier)

> 7. Over time
> 10 seconds

Press the right adjustment button to adjust game over time range 10 to 60 seconds. In this setting, each time the right adjustment button is pressed, the game time will be increased by 5 seconds.

8. Points/hit(to set how many scores you can get for one hit)

> 8. Points/hit
> 1 points

Press the right adjustment button to adjust scores :1 point,2 points, 3points.

9. Tickets setting

> 9. Tickets setting
> 00/ coin   00 /play

Press the right adjustment button to set the number of coins or the tickets. 00-10.if you choose 00.this function is off .

10. Points/ 1 Tickets(to set :dispense 1 ticket by getting how many scores at least)

> 10. Points/ 1 Tickets
> 01 points

Press the right adjustment button to set the scores range 0-50 points. Each time the right adjustment button is pressed, the score will be increased by 1 point.

11. Demo Music(you can only turn off the background music, croaky voice is still there)

> 11. Demo Music
> OFF

Press the right adjustment button to enable or disable for this function. (Off or on)

12. Free run(set the function of free playing)

```
12.Free run
OFF
```

Press the right adjustment button to set that this function is off or on .

C. Ticket dispensing disable

Operator can press the Right adjustment button to disable ticket dispensing by modify the 'dispense 00 ticket' figure to '00' in both option number 8 & 9 which mention above in page 5.

3) Error display explanation When the machine detects error in the game, it will show on the red LED display.
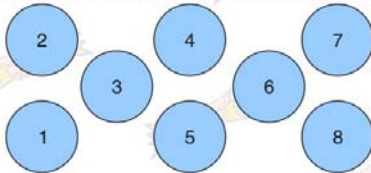
```
000.    53  0
```

When the display shows E1 – 1 to E1 – 8, it indicates the pop-up target coil sensor has problem. Note that – 1 indicates the pop-up target number. For example, E1 – 1 indicates that number 1 pop-up target has problem and E1 – 2 indicates number 2 pop-up target has problem.

When the display shows E2 – 1 to E2 – 8, it indicates the pop-up target coil wire has problem. Note that – 1 indicates the pop-up target number. For example, E2 – 1 indicates that number 1 pop-up target has problem and E2 – 2 indicates number 2 pop-up target has problem.

When the pop-up targets pop out and the display shows E3, it indicates ticket dispenser has problem.

SEE POP-UP TARGET PERMUTATION BELOW

```
  2        4        7
      3        6
  1        5        8
```

-Hitting game's Ticket Dispenser Control Board instruction-

Score display(adjustable range1~999points)

Ticket display(adjustable range1point~999points)

Setting and auditing

Increase   Decrease

Increase   Decrease

Example 1: To set 20 points on the Score Display (Left Display) and 4 points on the Ticket Display (Right Display), Player gets 4 tickets every 20 points. (40 points = 8 tickets, 60 points = 12 tickets)
Example 2: To set 10 points on the Score Display (Left Display) and 1 point on the Ticket Display (Right Display), Player gets 1 ticket every 10 points. (99 points = 9 tickets)
(If Player's score does not reach the setting scores, dispensing function doesn't work)

Setting item: 1) Display F fixed dispensing F00000, F represents fixed .at this moment the number of the tickets which will be dispensed according to the round we have set (remain on the page ,and it dispenses the fixed dispensing always)
2) Show comfort ticket P00000, P represents prize, reward. the adjustable number must be more than zero ,and then there will be a ticket.(if the the scores is not high enough for dispense the tickets, please press this comfort ticket button to get the tickets)
3) Display the total number of coins C00000 (the total number of coins which we insert)
4) Display total number of tickets (L represents the total number of tickets)

Attention: there are 2 switches on the dispenser control board ,please adjust to the side of OV and NO. respectively.
Please adjust to the side of NC on the coin acceptor.
Press the dispenser Control Board at (setting button)and (button of decreasing the number of tickets) at one time ,which has a role of cleaning the numbers.