



港亞 有限公司  
**GAMEART LIMITED**

Flat E, 10/F., Everest Industrial Centre, 396 Kwun Tong Road, Kwun Tong, Kowloon, Hong Kong

TEL: (852) 2372 0118 FAX: (852) 2752 7194

# Hurricane



## User Manual

**Please read this manual carefully before operation**



## **1.Introduction**

Hurricane is a machine that a person can really feel damages from hurricane. Cooperate with fan, strobe light, smoke, sound which create a real hurricane environment from come to turn away. Making people experience the hurricane to the personal life and property safety, the destructive force of social stability which improve the awareness of nature disaster and natural environment protective.

## **2.Play the game**

. Insert 4 coins countdown after 5s, the machine began to work. Experiencing from blow to hurricane, wind speed display on the screen, as the change of wind speed , you can feel different wind force, lighting, thunder, smoke at the same time. If you feel scared or frightened during this time , you can open the door to leave directly.

When game over

## **3. Technical Parameter**

Power supply: 110V,60HZ

No-load : 200W, Max: 2200W

Dimension: 1520\*990\*2070

Weight: 225Kg

Run time: 90s

Players: 2-4

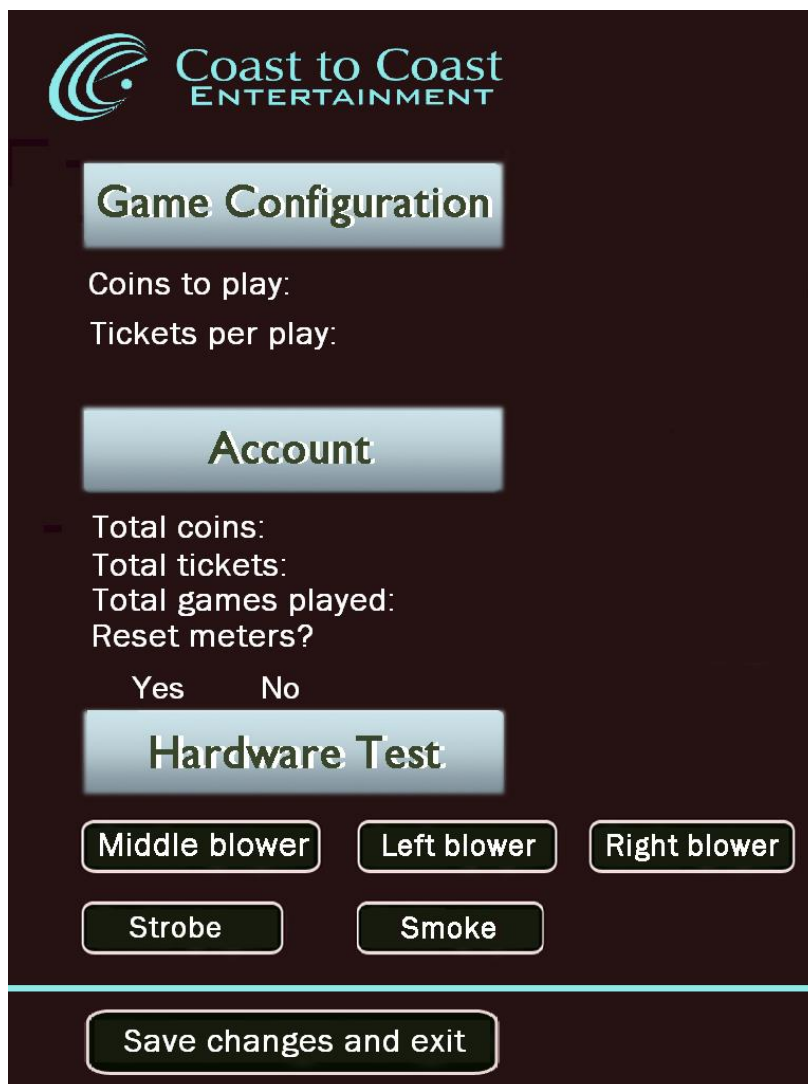
Simulation 5 kinds of phenomenon: storm, smoke, video, sound ,  
lightening.

#### 4. Setting

Keyboard Functions: “MENU” enter into setting up and selecting  
project. “+” right shift: numbers up and exit, “- ” numbers down:  
number select and exit.

Project select icon:  indicating icon: 

Setting up window:



As show above, choose the setting up project while pressing MENU from

COIN BUEEAU to EXIT SAVING CHANGES, selecting any of them , it will move automatically. Press “+” or “-” the icon will move between numbers as shown in the picture.

Exit function: moving project icon to EXIT SAVING CHANGES, pressing “+” or “-” to save the exit.

Factory setting: 4 coins each play, 90s, 10pcs tickets.

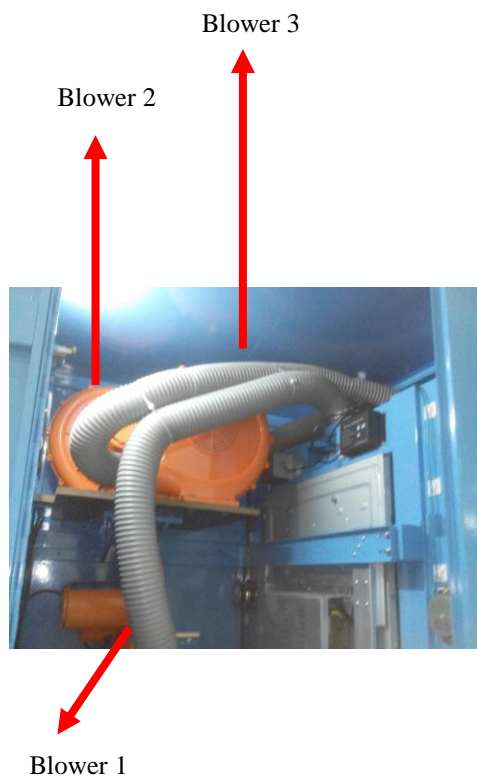
## 5. Accessories illustration



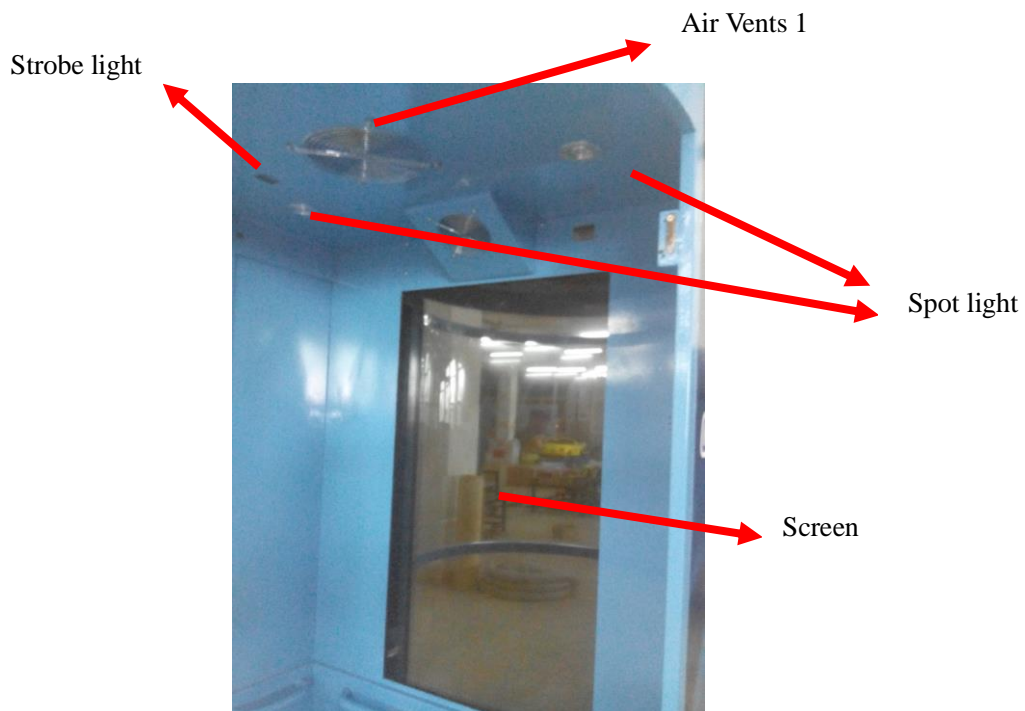
.Light box appears flash every 2 minutes when standby , also constantly flash when playing games.

.Open the door to the left

.Start smoke machine , smoke vent emitting smoke



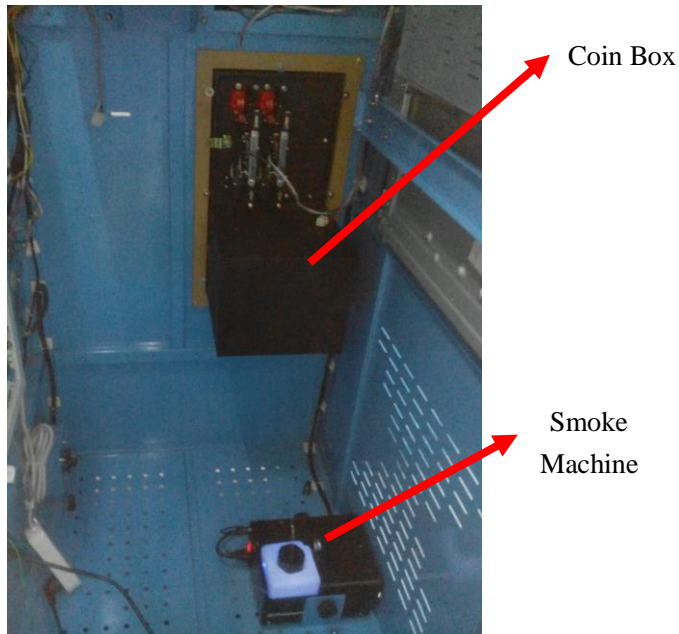
3 blowers, with different wind starting different blower



2 air vents: strong wind blow out

2strobe lights: flash according video image

2 spot lights: keeping flash in the process of game, when standby flashing every 2 minutes



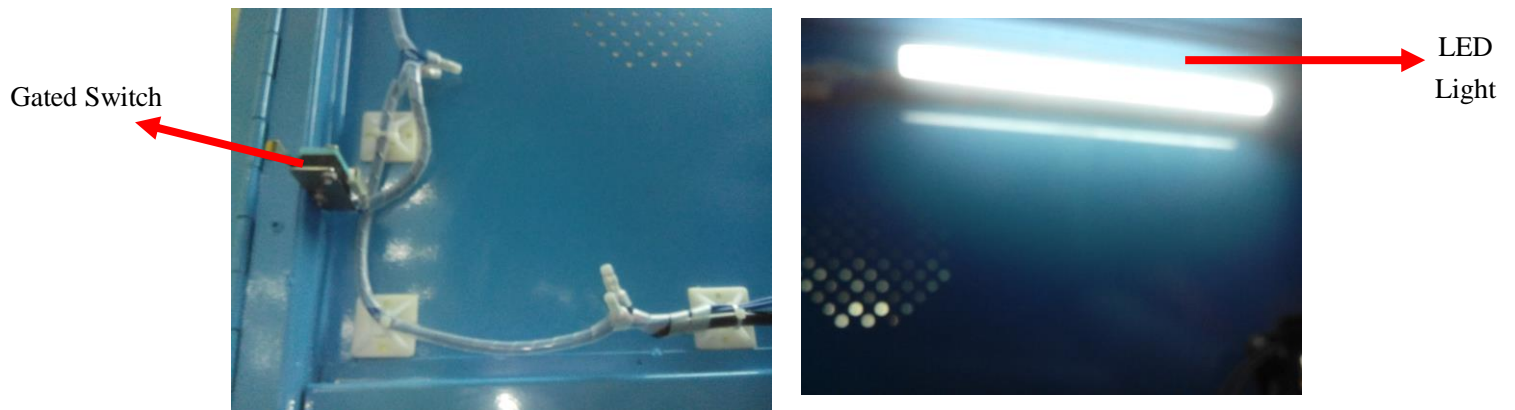
Machine coin: default \$0.25cents

Check smoke machine whether there is oil before starting , if not , it will cause burned or melted, after that adding oil will not produce smoke

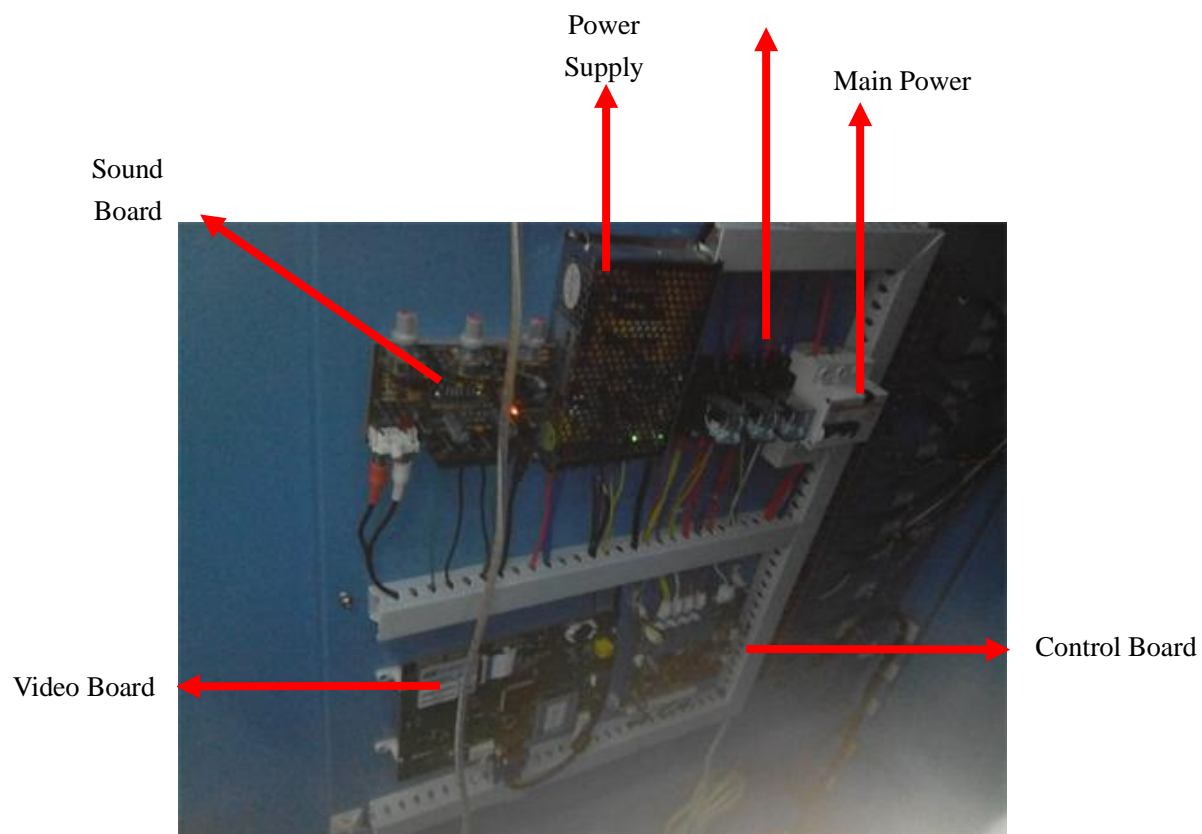




Ticket dispenser will spit out tickets at the end of game



The light on or off depends on whether the door is open.



Sound board : volume control

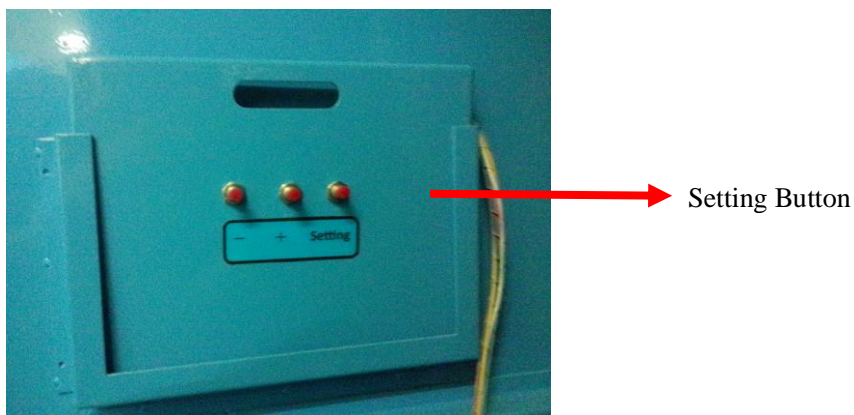
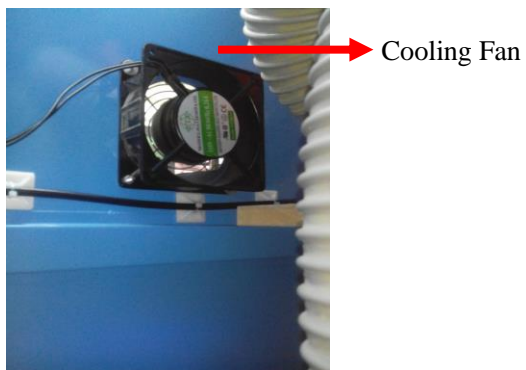
Power supply: partial power supply control

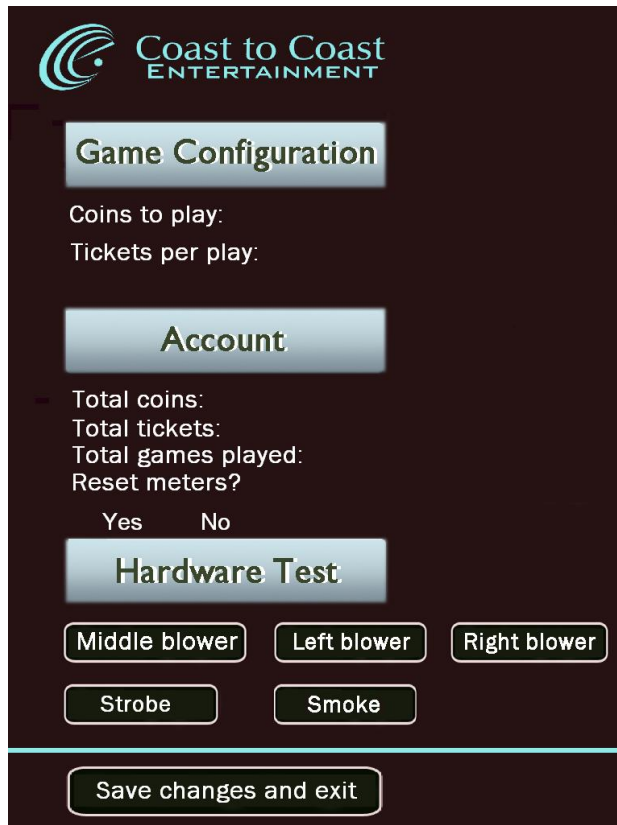
Relay: starting blower control, relay will light when starting

Main power: it will tripping automatically when overload current and short circuit.

Video board: TF card (movie file)

Control board: control effects parts





Control board is used for game setting, testing and search account:

.Press setting button can enter setting window and move indicating

icon, .Press “+” or “-”: setting coins and tickets

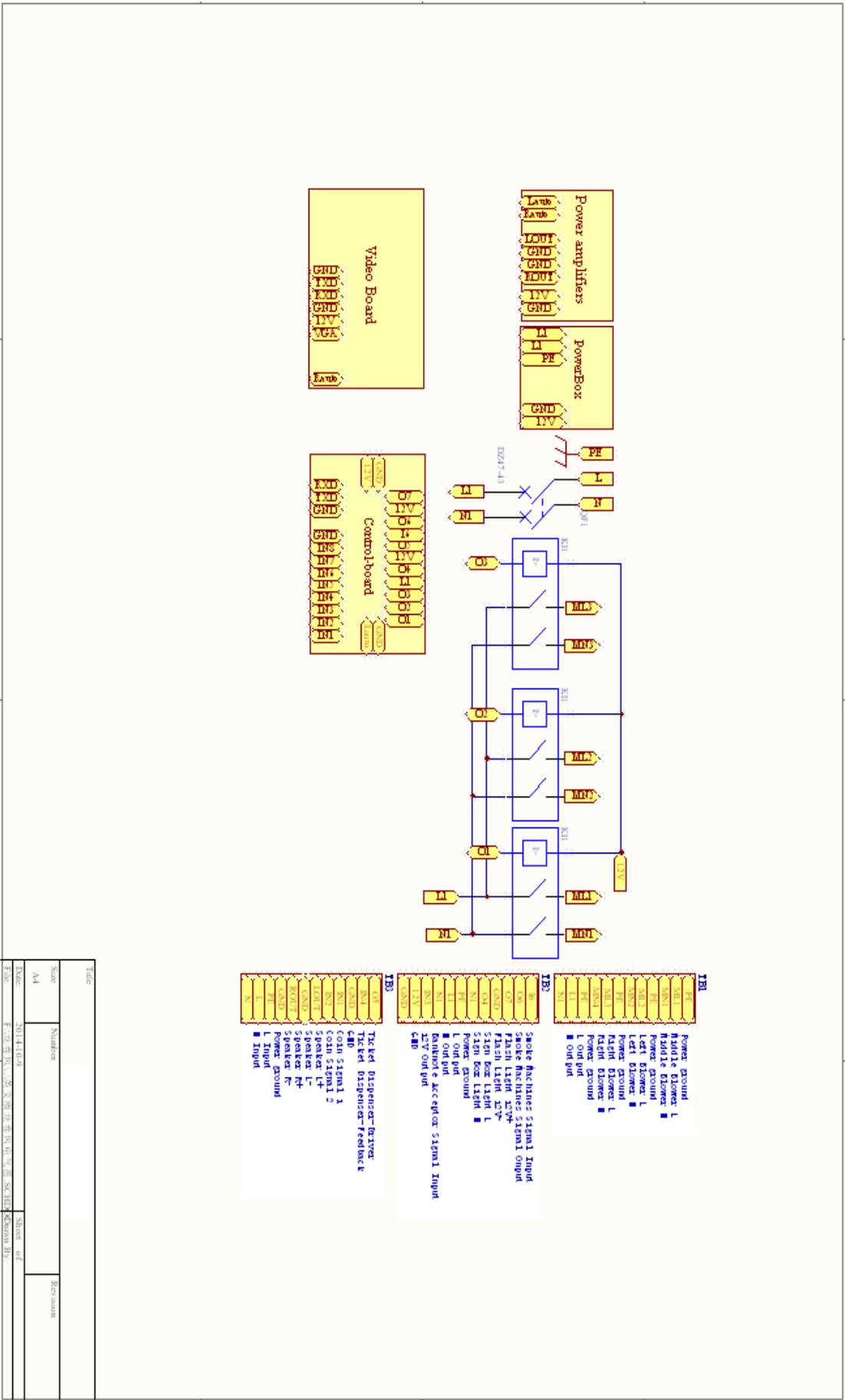
.The machine can record total coins, games , you can save or reset.

.Move icon can test blower1,2,3, detect if strobe light, smoke machine are

work. Pressing “+” or “-” to save the exit.

## Circuit diagram

| Port specific NO. | Port NO. | Color    | Direction | Illustration                         |                                 |
|-------------------|----------|----------|-----------|--------------------------------------|---------------------------------|
| IN1               | JP7      | @3 brown | I         | Coin signal 1                        |                                 |
| IN2               |          | @3green  | I         | Coin signal 2                        |                                 |
| IN3               |          | @3blue   | I         | Bill module signal                   |                                 |
| IN4               |          | @3blue   | I         | Ticket dispenser feedback signal     |                                 |
| IN5               |          | @3green  | I         | Menu button signal                   |                                 |
| IN6               |          | @3blue   | I         | Parameter adjustment button signal   |                                 |
| IN7               |          | @3white  | I         | Definite button signal               |                                 |
| IN8               |          |          | I         |                                      |                                 |
| GND               |          | @3black  |           | GND                                  |                                 |
| VCC               | JP4      |          |           |                                      | Connect video board serial port |
| RXD               |          | @3green  | I         | 232TXD                               |                                 |
| TXD               |          | @3blue   | O         | 232RXD                               |                                 |
| GND               |          | @3black  |           | GND                                  |                                 |
| AUTIO             | JP6      |          |           |                                      | Connect function board          |
| GND               | JP 5     |          |           | GND                                  | connect video board             |
| AUITR             |          | @3black  |           | audio input                          |                                 |
| O1                | JP9      | @5white  | O         | blower1                              | Connect driving blower relay    |
| O2                |          | @5green  | O         | blower 2                             |                                 |
| O3                |          | @5blue   | O         | blower 3                             |                                 |
| 12V               |          | @5red    |           | Relay input power supply             |                                 |
| JKO3              | JP10     | @5brown  | O         | LED light box                        |                                 |
| JKI3              |          | @5blue   | O         | 110VAC                               |                                 |
| TKH               | JP11     | @5white  | O         | Ticket dispenser drive signal        |                                 |
| TKL               |          |          | O         |                                      |                                 |
| JKO2              | JP12     | @5brown  | O         | Smoke machine switch signal output   |                                 |
| JKI2              |          | @5blue   | O         | Smoke machine switch signal input    |                                 |
| JKO1              | JP13     | @5brown  | O         | Strobe light power supply 12V input  |                                 |
| JKI1              |          | @5blue   | O         | Strobe light power supply 12V output |                                 |
| 12V               | JP1      | @5red    |           | 12V                                  | Connect power supply            |
| GND               |          | @5black  |           | GND                                  |                                 |









### Common troubles and maintenance




| NO. | Phenomenon              | Solution  |
|-----|-------------------------|---|
| 1   | Coin no response        | Open the coin mech door, dial the needle manually, to check if valid. If valid, check the coin mech. If not valid, check the wiring of coin mech. |
| 2   | Abnormal screen display | Turn off and restart, check screen display circuit, the connection between video board and control board whether they are loose.                  |
| 3   | No strobe light         | Check strobe light fuse is burnt.   |
| 4   | No wind                 | Check hardware and relay  |
| 5   | No ticket               | Add tickets   |
| 6   | No electricity          | Check power supply is good, power switch is open.   |
| 7   | No voice                | Check sound board ,adjust volume potentiometer.   |
|     |                         |   |

## 6. Accessories

| <b>NO.</b> | <b>Specification</b> | <b>Name</b>                | <b>Picture</b>  |
|------------|----------------------|----------------------------|---|
| 1          | LJF001               | <b>Blower</b>              |    |
| 2          | LJF002               | <b>42inch screen</b>       |    |
| 3          | LJF003               | <b>Video board</b>         |    |
| 4          | LJF004               | <b>Control board</b>       |   |
| 5          | LJF005               | <b>Function board</b>      |  |
| 6          | LJF007               | <b>Wheel</b>               |  |
| 7          | LJF008               | <b>PVC door (organic)</b>  |  |
| 8          | LJF009               | <b>Light box (acrylic)</b> |  |

|    |        |                     |   |
|----|--------|---------------------|---|
| 9  | LJF010 | <b>Strobe light</b> |    |
| 10 | LJF011 | <b>30cmLED tube</b> |    |
| 11 | LJF012 | <b>Socket</b>       |    |
| 12 | LJF013 | <b>Speaker</b>      |   |
| 13 | LJF014 | <b>Power supply</b> |  |
| 14 | LJF015 | <b>Relay</b>        |  |



|    |        |                       |  |
|----|--------|-----------------------|--|
| 15 | LJF016 | <b>Leakage switch</b> |   |
| 16 | LJF017 | <b>Smoke tube</b>     |   |
| 17 | LJF018 | <b>Coin box</b>       |  |
|    |        |                       |  |