

Zombie Land 4PL

MANUAL



Warning

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



ACE AMUSEMENT

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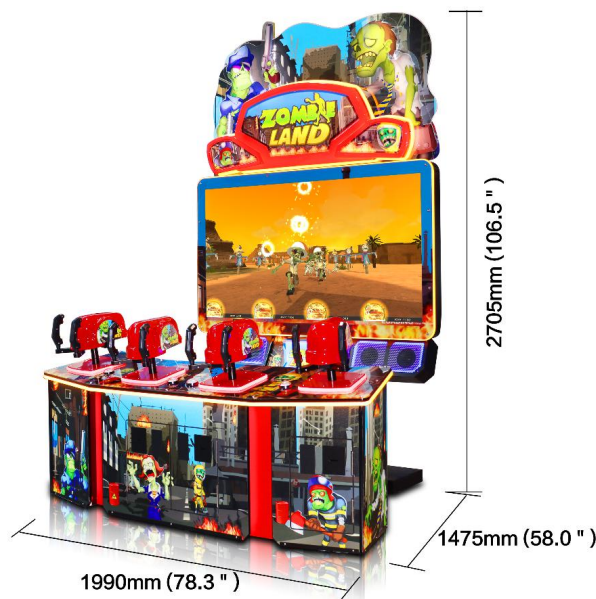
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Machine Introduction and Features:

“Zombie Land 4PL” is a new indoor medium and high-end laser simulation game machine developed by our company. The unique zombie theme is beautiful and pleasing. Reasonable ergonomic design allows players to feel better the pleasure of the game. At the same time, it is a high-yielding amusement product in the amusement park.

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 \pm 5%, 60Hz.
For the specific voltage, see the nameplate on the machine.
- 2) Maximum power: 450W
- 3) Overall dimensions: W78.3" * D58" * H106.5"
- 4) Weight: About 360 kg
- 5) Ambient condition: Temperature (indoors): 0°C \sim 35°C;
- 6) Humidity: \leq 90%;
- 7) Atmospheric pressure: 86Pa \sim 106Pa.



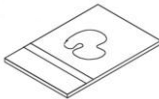




Warning: After turning off the machine, please wait 3 minute if you want to turn it on.

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:

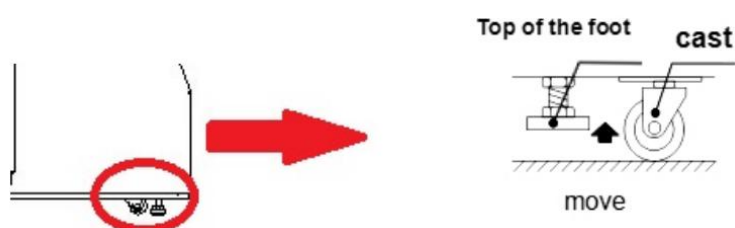
S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power cord	10A/250V-3M	1	Piece		
2	Fuse	$\Phi 5 \times 20$ mm T5A 250VAC	1	Piece		
3	Manual	Chinese version	1	Copy		
4	Key	AA33	2	Piece		
5	Key	AA32	2	Piece		

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 Handle and Position the Machine

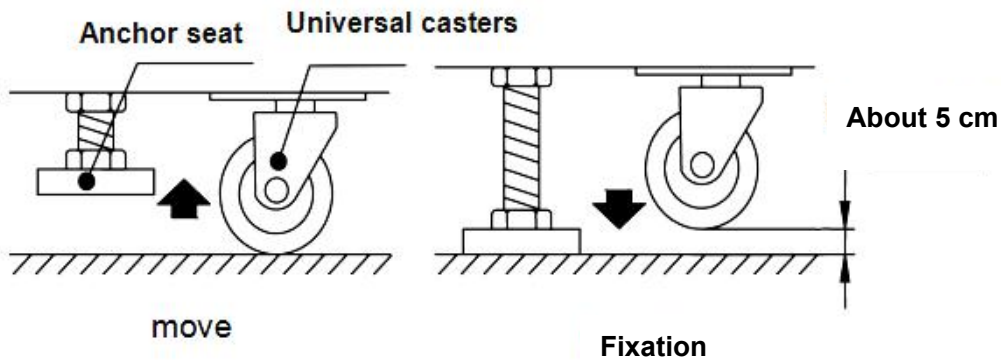
(I) Handling method

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.

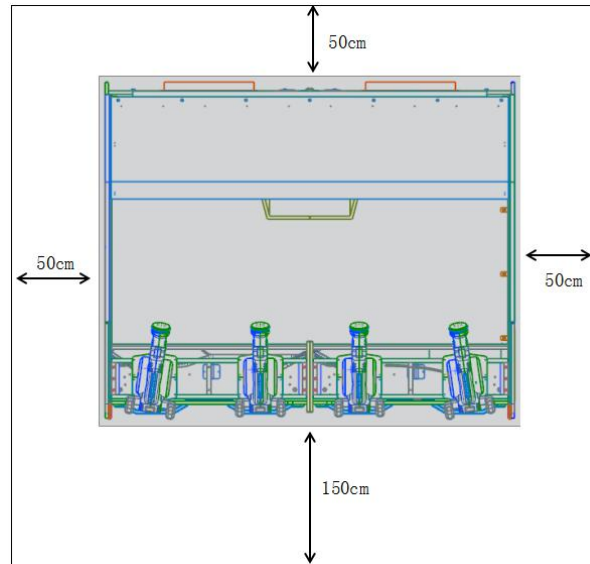
Please take care not to damage the power cord during moving to prevent accidents and faults.

Please raise the foot to the maximum height before moving to prevent accidents and faults.

(IV) Installation Location Dimension

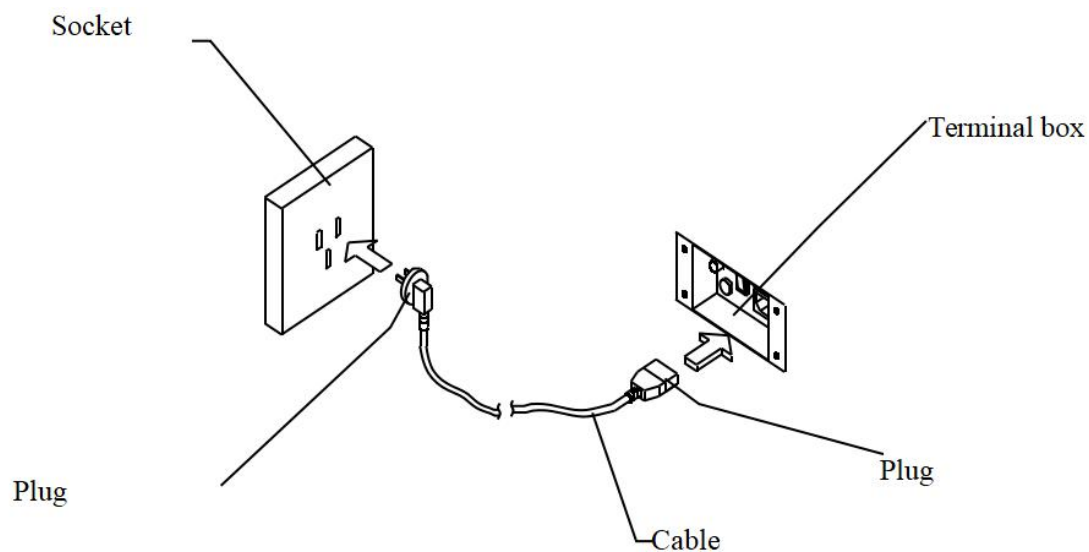
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area:

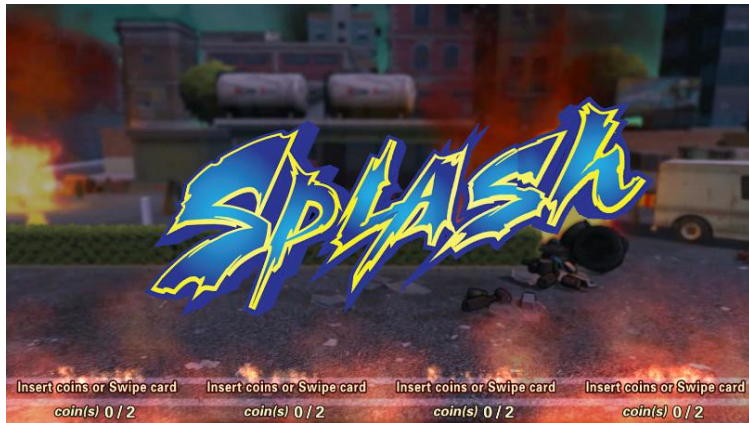


IV Wiring and Precautions

- 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 Description of the Game



Game logo/exquisite standby image

(I) Game interface



1. UI interface of the player's status
2. The player's front sight to aim at the target
3. The current taskbar
4. Game props to increase the shooting power

(II) Characteristics of the machine

- ☆ The scene map of the game is divided into four areas: city center, factory, cemetery and pharaoh's tomb. After the corresponding story is completed in each area, the player can go to the next map.
- ☆ There are some hidden props, which can lead to very powerful damage.
- ☆ The player will face various zombies. Different zombies with different attacks make the player's sense of freshness and tension stronger.
- ☆ There are many bosses in the game, giving the player's much amusement of challenging.

(III) Game scene

1. Scene - City center



2. Scene - Factory



3. Scene - Cemetery



4. Scene - Pharaoh's tomb



(IV) Game play

1. Game standby screen



2. Task pass screen



3. There is a plot introduction before the pass, and you can press "Start" to skip the plot.



4. Game start screen



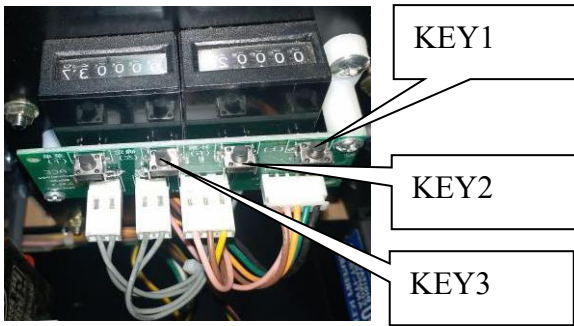
5. During game play.



6. Passed stage interface.



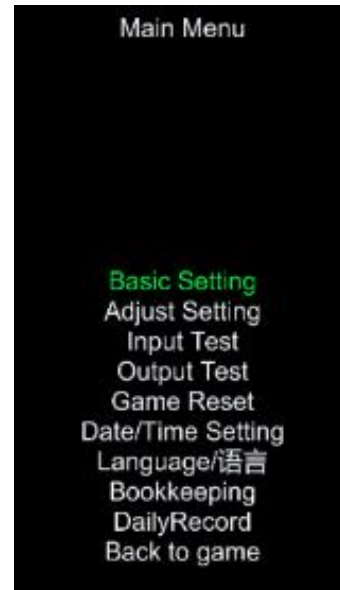
VI Game Background Settings



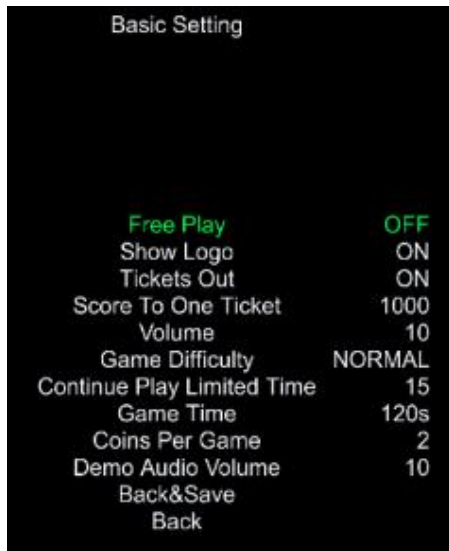
Option	KEY1	Test (Choose)
	KEY2	Confirm (Replenish lotteries)
	KEY3	Confirm (Modify)

(I) Main Menu

1. Basic setting: Enter the basic setting interface;
2. Calibration setting: Enter the calibration setting interface;
3. Input test: Enter the input test interface;
4. Output test: Enter the output test interface;
5. Game reset: Enter the game reset interface;
6. Date/time setting: Enter the date/time setting interface;
7. Language: Switch languages;
8. Revenue record: Enter the revenue record interface;
9. Daily report: Enter the daily report interface;
10. Back to game: Exit the back end and go back to the game interface.



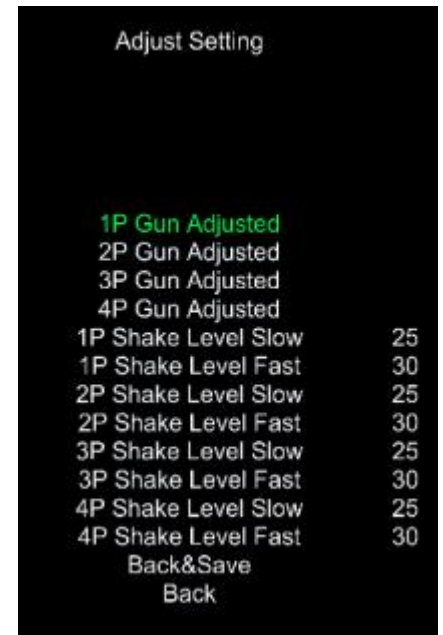
(II) Basic Settings



1. **Free Play:** Choose the payment mode;
Turn off: The player needs to insert coins
Turn on: The player experience the game free of charge
2. **Show Logo:** Choose whether to start the trademark;
3. **Ticket Out:** Choose whether to payout tickets;
Turn off: No
Turn on: Yes
4. **Score to One Ticket:** Set the number of scores exchanged with 1 ticket;
Range: 0-30000
5. **Volume:** Game's volume adjust;
6. **Game difficulty:** Choose the difficult degree of the game;
7. Continue Play Limited Time
8. Game Time
9. Coins Per Game
10. Demo Audio Volume
11. Back & Save
12. Back

(III) Calibration Setting

1. **1P Gun Adjusted:** Calibrate the 1P potentiometer
2. **2P Gun Adjusted:** Calibrate the 2P potentiometer
3. **3P Gun Adjusted:** Calibrate the 3P potentiometer
4. **4P Gun Adjusted:** Calibrate the 4P potentiometer
5. **1P Shake Level Slow:** Slow 1P Vibration strength: the default is 25;
Range: 1~100
6. **1P Shake Level Fast:** Fast 1P Vibration strength: the default is 30;
Range: 1~100
7. **2P Shake Level Slow:** Slow 2P Vibration strength: the default is 25;
Range: 1~100
8. **2P Shake Level Fast:** Fast 2P Vibration strength: the default is 30;
Range: 1~100
9. **3P Shake Level Slow:** Slow 3P Vibration strength: the default is 25;
Range: 1~100
10. **3P Shake Level Fast:** Fast 3P Vibration strength: the default is 30;
Range: 1~100
11. **4P Shake Level Slow:** Slow 4P Vibration strength: the default is 25;
Range: 1~100
12. **4P Shake Level Fast:** Fast 4P Vibration strength: the default is 30;
Range: 1~100
13. **Save and return:** Save the data and return to the previous menu;
14. **Return:** Return to the previous menu directly.



(IV) Input Testing

1. **Coins 1:** Test the 1P coin selector;
Turn off: No inserting coins
Turn on: Inserting coins
2. **Coins 2:** Test the 2P coin selector;
Turn off: No inserting coins
Turn on: Inserting coins
3. **Coins 3:** Test the 3P coin selector;
Turn off: No inserting coins
Turn on: Inserting coins
4. **Coins 4:** Test the 4P coin selector;
Turn off: No inserting coins
Turn on: Inserting coins
5. **1P Start Button:** Test the 1P confirmation button;
Turn off: No pressing
Turn on: Pressing
6. **2P Start Button:** Test the 2P confirmation button;
Turn off: No pressing



- Turn on: Pressing
7. **3P Start Button:** Test the 3P confirmation button;
Turn off: No pressing
Turn on: Pressing
 8. **4P Start Button:** Test the 4P confirmation button;
Turn off: No pressing
Turn on: Pressing
 9. **1P AD X:** Read the X coordinate value of 1P potentiometer;
 10. **1P AD Y:** Read the Y coordinate value of 1P potentiometer;
 11. **2P AD X:** Read the X coordinate value of 2P potentiometer;
 12. **2P AD Y:** Read the Y coordinate value of 2P potentiometer;
 13. **3P AD X:** Read the X coordinate value of 3P potentiometer;
 14. **3P AD Y:** Read the Y coordinate value of 3P potentiometer;
 15. **4P AD X:** Read the X coordinate value of 4P potentiometer;
 16. **4P AD Y:** Read the Y coordinate value of 4P potentiometer;
 17. **Press Test Button to Exit:** Press the test button to return to the previous menu.

(V) Output Testing

1. **1P Ticket Test:** Test whether the 1P ticket dispenser works normally
2. **2P Ticket Test:** Test whether the 2P ticket dispenser works normally
3. **3P Ticket Test:** Test whether the 3P ticket dispenser works normally
4. **4P Ticket Test:** Test whether the 4P ticket dispenser works normally
5. **Gun Light:** Test whether the gun side lights work normally
6. **Start Button Light:** Test whether the start button lights work normally.
7. **Machine Light:** Test whether the machine lights work normally
8. **Machine Light RGB:** Test whether the machine RGB light work normally.
9. **Seat Light Box light:** Test whether the seat lights and the light box lights work normally
10. **Back:** Return to the previous menu directly.



(VI) Game Reset

1. **Restore to the factory settings:** Restore all data and settings to the factory settings
2. **Clear all data records:** Restore all data records to the default settings
3. **Clear the number of lack lotteries:** Clear the number of lack lotteries
4. **Clear unused coins:** Clear unused coins
5. **Return:** Return to the previous menu



1. Date/time setting

Date	Weekday	RunTime	Coins	Tickets	Payout
2020-10-19	MON	00:03	0	0	0
2020-09-14	MON	00:25	56	24	0
2020-09-04	FRI	00:02	5	0	0
2020-09-03	THU	00:01	2	0	0

Date and Time: 2020-10-19 16:5:9 Clear
Back

2. View game data

Player	Coins	Tickets	Payout
1	35	29	0.83
2	27	6	0.22
3	23	9	0.39
4	27	7	0.26
Sum	112	51	0.46

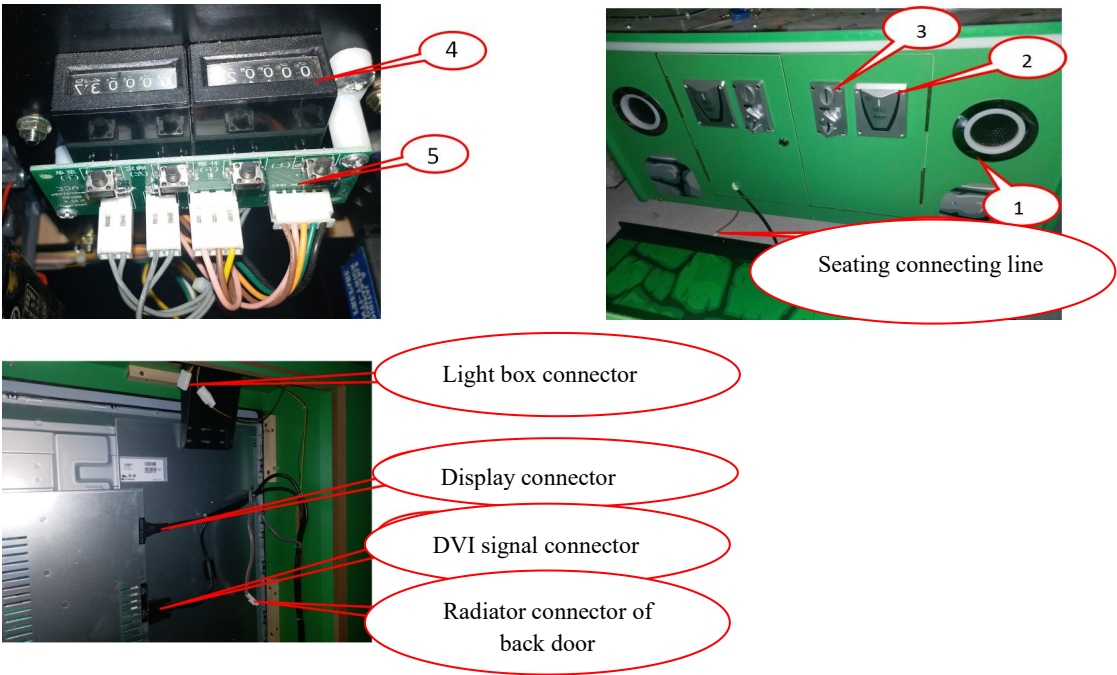
Date and Time: 2020-10-19 16:5:0 Clear
Back

3. Please calibrate the interface according to the prompts.

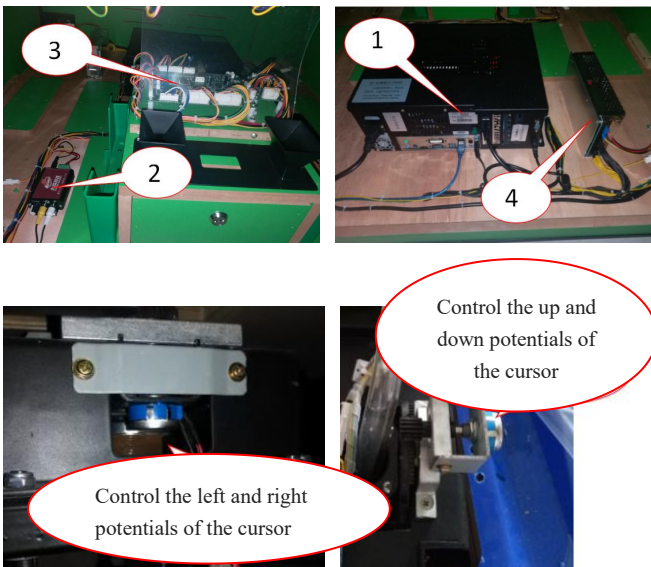


VII Electrical Parameters of the Machine

(I) Electrical parameters on the front side



S/N	Name	Specification	Quantity
1	Speaker	Whole tone, 4 inch, 4Ω, 25W	2
2	Lottery machine	TL TL-001 generation 3rd	2
3	Coin collector	TL TW-131	2
4	Counter	C-012 12VDC 18CPS (including diode)	2
5	KEY1	Test (choose)	1
	KEY2	Confirm (Replenish lotteries)	1
	KEY3	Confirm (modify)	1



S/N	Name	Specification	Quantity
1	Industrial computer (mid tower)	(MT-A5235) A55/5300/ memory 2G*2 hard disk16G	1
	Memory	DDR3 4G	1
	GPU	R7350	1
2	2.0-A amplifier board	Y-218B	1
	Stereo audio cable	3.5 double RCA 3M*2	1
3	IO main board	MB-MINI..PCB V1.2	1
	Casing line	Water Battle Little Monster in Chinese version	1
	USB data cable	Type A/B 1 m	1
4	Power box of IO board and machine (12 V)	SPD-400W	1

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	IN15		K3	Ticket machine repair
IN8	1P ticket refund feedback	IN16		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
C0M1 (J12)	TX	
	RX	
	GND	
C0M1 (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	
AD7-8 (J6)	+3. 3V	
	AD7	
	AD8	
AD7-8 (J6)	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. Fault Analysis and Troubleshooting

Common faults

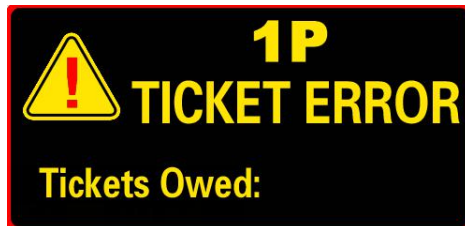
Fault phenomena	Main cause	Corrective action
After the machine is powered on,(the power supply fan works), but the display is not on.	The monitor is not energized.	Please reconnect the power cable or replace it with new.
	The signal wire of the display is not connected or damaged.	Please reconnect the 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	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

game.		button switch is broken or replaced.
No response to coin collector.	The coin collector is damaged.	Replace coin 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 gashapon is out.	The gashapon machine goes wrong or the switch is turned on wrongly.	Please replace the gashapon machine or set the switch to the factory settings.

X Error Prompt



1. **Cause:** Disconnection with the IO board
2. **Solution:** Restart the machine, and press the reset button on the IO board (there is only one button on the board)



1. **Cause:** No enough lotteries, or the ticket machine is damaged
2. **Solution:** Replenish lotteries; replace the ticket machine



1. **Cause:** The memory of the host is insufficient
2. **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.

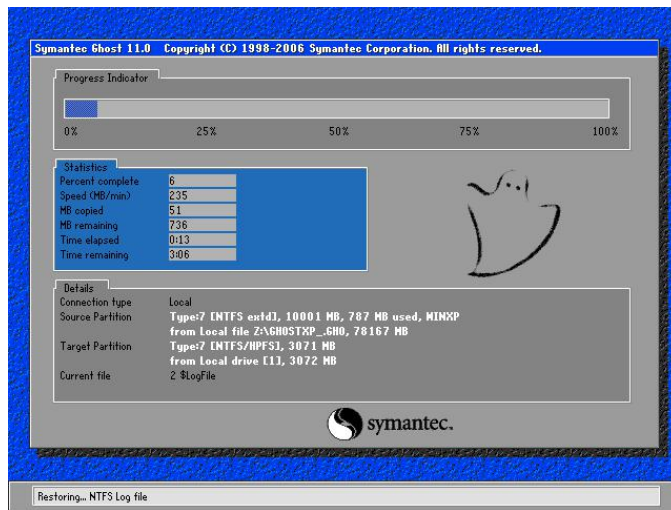
- **Do not place objects in the exhaust outlet of the machine.**

- 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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