

ATTENTIONS

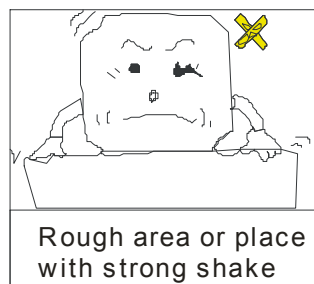
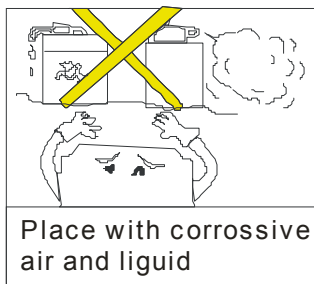
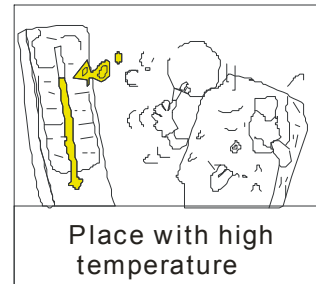
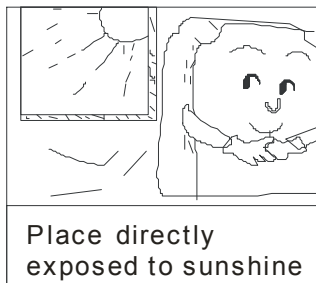
Please read the manual first before operating this machine.

Please pay attention to the items marked in “note”.

Safety Attentions

- 1) Certain part of the game is with high voltage. Adjust the game by technician.
Do not open the game door unless maintenance or parts replacement is required.
- 2) Please switch off the power before checking and maintenance.
- 3) Please switch off the power before opening the game door.
- 4) Fire extinguisher equipment must be nearby the game.
- 5) The game must be located properly to avoid damages.

Improper Locations:



Notes of Usage

- 1) The voltage range of the game should be 105V~115V or 215V~225V. The proper voltage should be 110V/220V. The specific voltage accords to the date plate on the back door of the game.
- 2) The plug must be plugged in tightly but keep the power cords not be too tight.
- 3) Please properly adjust the coin mech and the game settings when use at the

first time.

- 4) Please regularly check all the functions of the game when operate.

Notes of Maintenance

- 1) Be sure to check and maintance the game regularly.
- 2) Switch off the power before replacing the parts of the game.
- 3) The parts for replacement should be the same model as the old one.
- 4) Please check the connection and voltage output after replacing the power supply.
- 5) The voltage range of the PCB should be 5.1V-5.4V.
- 6) Check whether the game has creepage and the voltage before repairing the PCB.

Notes of Clean

- 1) Please use clean and soft colth to clean the game.
- 2) Prevent damaging the surface of the game, please do not use the following cleanser:
 - Alterative Cleanser;
 - Acidic Cleanser;
 - Insecticide, sterilized water, alcohol or other chemical cleanser.

Notes of Moving and Shipping

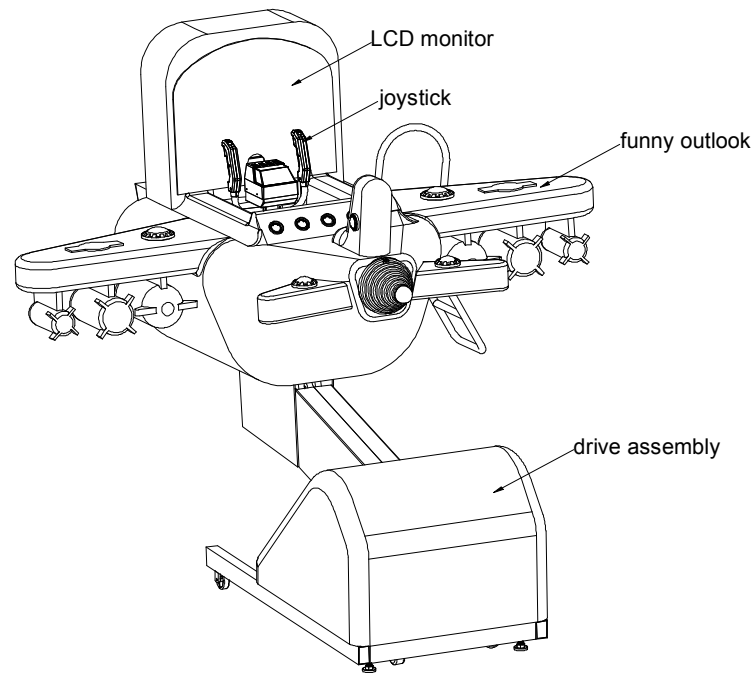
- 1) Properly disassemble the game for necessary moving and shipping.
- 2) Prevent the game from hitting or being attrite during movement.
Protecting the case when move the game.

CONTENT

GAME INTRODUCTION.....	4
PLAYING INSTRUCTIONS.....	5
TECHNICAL PARAMETERS.....	6
INSTALLATION.....	7
GAME SETTINGS.....	10
ADJUSTMENT.....	12
CHECK AND MAINTENANCE.....	14
TROUBLESHOOTING.....	15
PARTS DRAWING AND PARTS LIST.....	16
SCHEMATIC DIAGRAM.....	20

GAME INTRODUCTION

Target Zero Kiddy Ride is one of our latest kiddie rides, with its creative and unique outlook and exciting game. It will be very popular for your FEC!!



Features:

Creative outlook.

Controlled by integrated main board; fast-processing CPU; Stable and reliable performance.

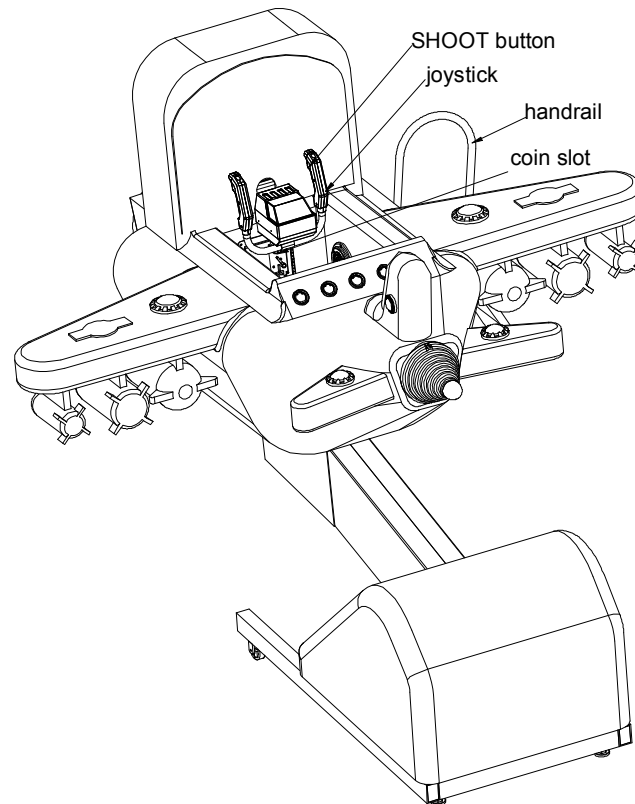
High-definition and high-quality LCD monitor.

High-quality coin mech fits for various coins.

Exciting game for kiddie ride specially designed for kids.

PLAYING INSTRUCTIONS

Sit in the plane, insert coin to start the game. The plane will move up/down and forward/backward. When the enemy planes appear in the monitor, please aim and shoot them down. Shoot as many enemy planes as possible to fulfil the task.



TECHNICAL PARAMETERS

Voltage: AC 220V/110V (50/60HZ)

Max. current: 6A/12A (Note: The proper voltage and current used accords to the nameplate at the back door of the game.)

Max. power: 1320W

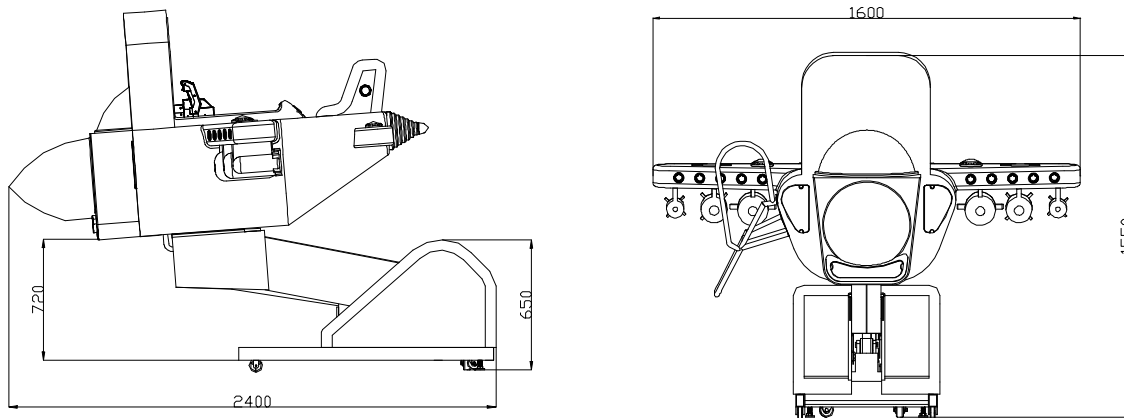
Coin size: $\phi 21\text{mm} \sim \phi 30\text{mm}$ (diameter)

1.2mm ~ 2.5mm (thickness)

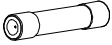







Capacity of coin box: about 1200 pcs with coin size $\phi 25\text{mm} * 1.5\text{mm}$

Location required: indoor use; temperature: $-5 \sim 40^{\circ}\text{C}$; no contact with any corrosive, greasiness and dirt.

Dimensions: L2400mm*1600mm*H1550mm



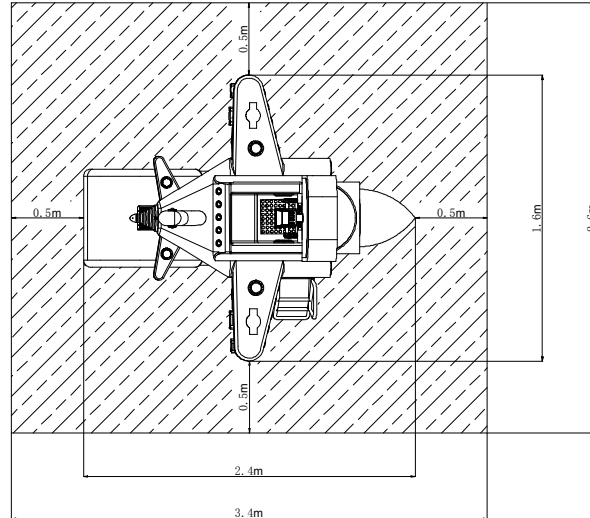
Spare parts:

#	DRAWING	NAME	SPEC./MODEL	QTY
1		fuse	10A, LARGE	2
2		LED light	DC12V	5
3		LED light	DC12V	3
4		micro switch		2
5		pliers		1
6		key	1285 #	2
7		key	1396 #	2
8		power cord		1

INSTALLATION

Choose a proper location.

Please make sure there is enough space around the game, as the drawing shown below:



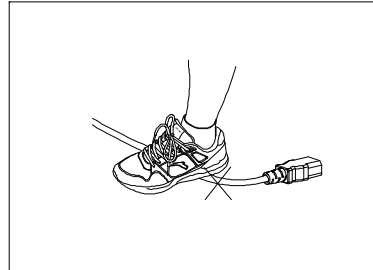
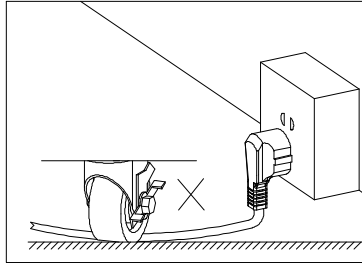
Note: The game should be installed on the flat floor.

Check the connection

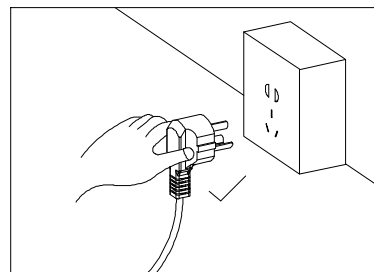
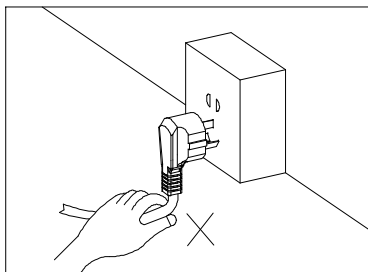
1. Check if the inner structure of the game is loose caused by transportation or the terminals drop.
1. Check if the game is grounded.
2. Check if the resistance of the GNDs is more than 100 megohm.
3. Set the playing instructions. (Please refer to “GAME SETTINGS”.)
4. Properly adjust the coin mech.
5. Connect the power cord.

Attentions:

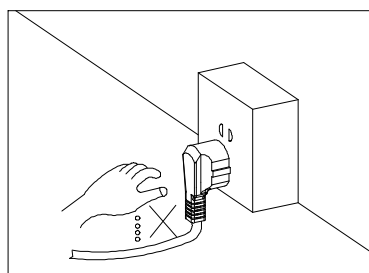
- a) Please make sure the power cord is not pressed by wheel, foundation, etc. Otherwise, the wire will be damaged to cause short circuit, even fire. Do not use strong power to extend and wring the wires. Do not make the wire be near to the high temperature object. Properly put the wire to avoid any kicking or treading.



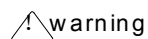
- b) Hold the plug to pull it out from the socket.



- c) Do not touch the plug with wet hands.



- d) Make sure the voltage and fuse used are proper.



Before inputting the power, please check the resistance between input port and GND. Make sure the connection is proper.

Connect the power

1. Check if the input voltage value is same as the one stated on the nameplate on the back of the game.
2. Adjust the coin mech and confirm it can work properly.
3. Visually check the game and confirm all the lights can work properly.
4. Adjust the DIP switches on main board to change the game setting if necessary.
5. Insert coin to play the game and confirm the plane can move smoothly and the fire button can work properly.
6. Check and confirm the sound is proper.

Check before operation

1. The power cord should be tightly connected and without any damages.
2. Check and confirm the game is properly fixed.
3. Check and confirm the game is without any damages and burrs on the surface.
4. Keep the game clean and all the marks are properly stated

Daily operation

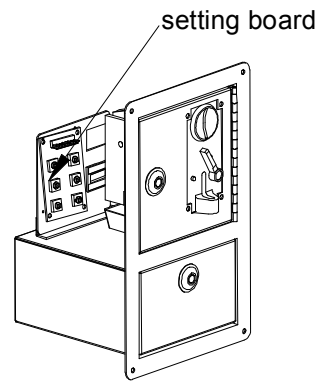
1. Turn on the power switch and confirm the power system is proper.
2. Check and confirm all the lights can work properly.
3. Check and confirm the plane can move properly.
4. Check and confirm the background music can properly play.

Collect coins and keep record

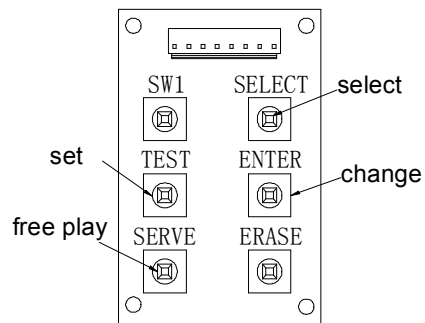
There are a coin box, a coin meter and a ticket meter inside the cabinet. Switch off the power and open the coin door to take out the coins. Then open the door of the coin mech to keep a record of the coin and ticket meters.

GAME SETTINGS

Setting board:



Descriptions:



SELECT: Choose the item you would like to reset.

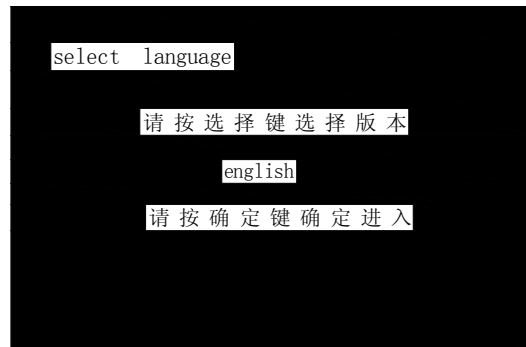
TEST: Enter into the setting meny or skip to the next item.

ENTER: Change the setting.

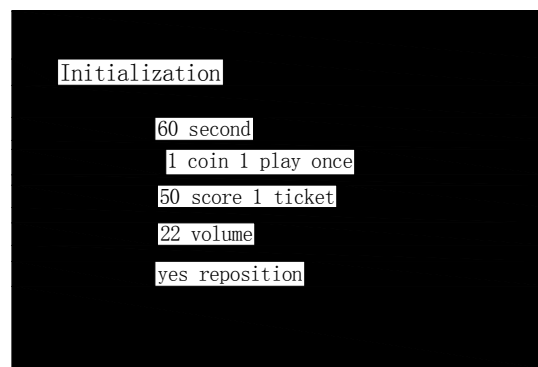
SERVE: Free play.

Game settings

1. Choose the language: Chinese or English.



2. Adjust the parameters:



Descriptions:

60 second: This is the setting of game time.

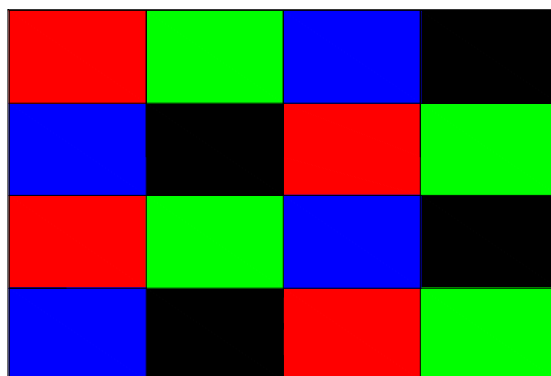
1 coin 1 play once: This is the setting of no. of coins for no. of game.

50 score 1 ticket: Disable setting for this game.

22 volume: This is the setting of volume.

Yes reposition: This is the setting for deciding if reset the game setting or not.

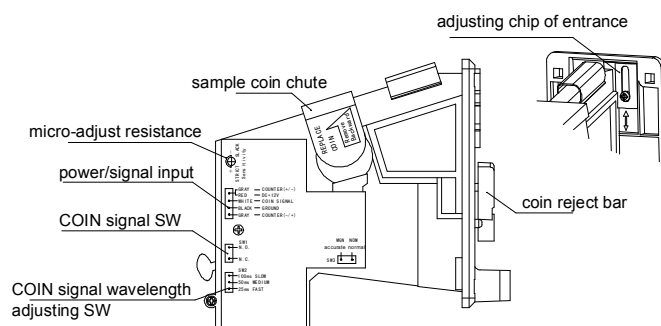
3. Test the display:



The colors R, G, B should be displayed properly as the above drawing shown.

ADJUSTMENT

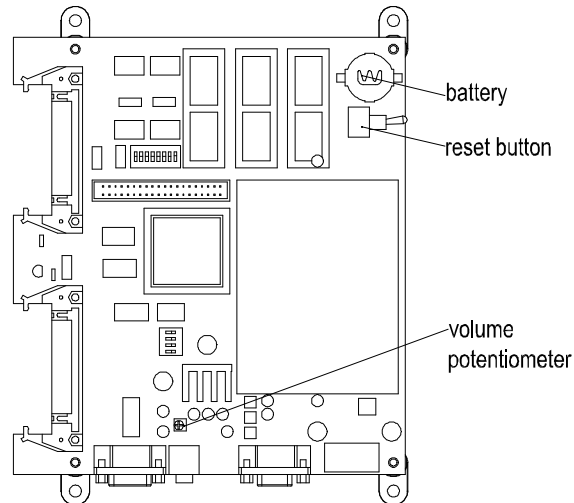
Adjust the coin mech



Descriptions:

- A. remove the plastic coin from the coin sample chute and put a proper coin in it.
- B. remove the screws on the back of coin entrance. Adjust the the fix chip of back of coin entrance according to the diameter of coin you will use so that it will prevent the large coin blocking the coin mech.
- C. set the COIN SW to “NO”.
- D. set the pulse of COIN signal to “50MS”.
- E. following the drawing to adjust the resistance for sensitivity of coin acceptance, turn colckwise for increasing and counterclockwise for decreasing.

Adjust the main board



Descriptions:

Reset button: press this button to clear the data of coin saved in main board and reset the game settings to default settings.

Volume potentiometer: twist this potentiometer with screw driver. Twist clockwise to increase the volume, counterclockwise to decrease the volume.

Battery: this battery have memory function that will provide power to save the data of coin and game settings in main board when the power is cut off. If the data can not be save when the power is cut off, please replace the battery.

CHECK AND MAINTENANCE

Daily check

ITEM	DESCRIPTIONS
Coin mech	Check if the coin mech can work properly.
Direction potentiometer	Check if the potentiometer can control the directions properly.
Sound	Check if the game has sound and the volume is proper.
Display	Check if the displayed colors are proper.
Temperature, humidity	Check if the temperature and humidity is proper.

Daily maintenance

ITEM	DESCRIPTIONS
Cabinet	Wipe the cabinet with water and cloth.
Acrylic board of screen	Wipe the acrylic board on the screen with water and cloth.
PCB	Clean the PCB with brush.

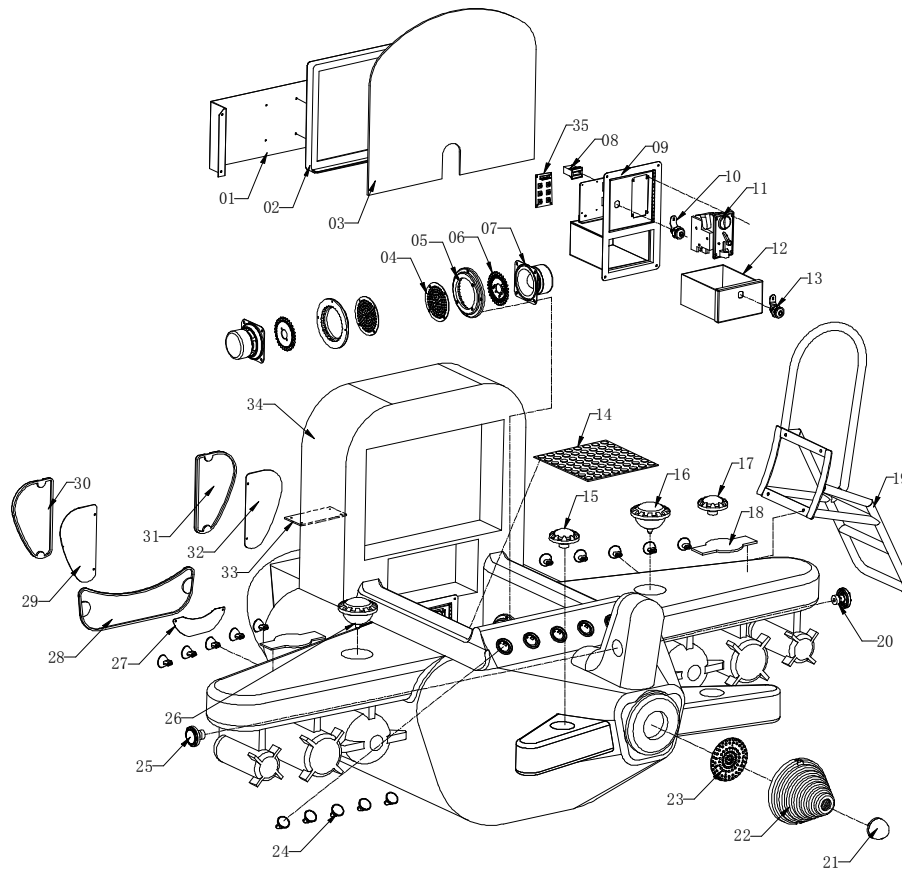
TROUBLESHOOTING

PARTS	PROBLEM	CAUSES	SOLUTIONS
COIN MECH	Can't insert coin.	No sample coin installed in coin mech. The sensitivity for coins pass the coin mech is too high.	Install the sample coin in the coin mech. Twist the micro-resistor to right to adjust the sensitivity.
	Coin in coin box is invalid.	The coin signal wire is loose. The coin mech is bad.	Check the connection of signal wire. Repair or replace the coin mech.
CHASING LIGHT	The lights do not light up or only a few lights light up.	The connectio for chasing light is bad. The lights or the light board is bad. The drive board of light is bad.	Properly reconnect the control wire of lights. Repair or replace the light / light board. Repair or replace the drive board of light.
MOTOR(U P/DOWN)	The motor does not work.	The connection of motor is bad. The solid relay for motor drive is bad. The motor capacitor is bad. The motor is bad.	Properly reconnect the wire of motor. Replace the solid reply. Replace the capacitor. Replace the motor.
STOP SENSOR	The plane can not stop.	The connection of stop sensor is bad. The stop sensor is bad.	Properly reconnect the wire of stop sensor. Replace the sensor.
SOLENOID	The joystick can not shake.	The connection of shaking solenoid is bad. The shaking solenoid is bad. The drive board of shaking solenoid is bad.	Properly reconnect the wire of solenoid. Replace the solenoid. Repair or replace the drive board of shaking solenoid.
DIRECTIO N VR	Can not control the directions properly.	The screw for fixing the VR is loose. The direction VR is bad. The directions signal converting board is bad.	Tighten the screws. Replace the VR. Repair or replace the D/A signal converting board.
SHOOTIN G BUTTON	The button can not work properly.	The wire of shooting button is bad. The shooting button is bad.	Properly reconnect the wire of shooting button. Replace the micro switch of button.
MONITOR	No display.	The power cord of monitor is loose. The signal wire is unconnected. The monitor is bad. The main board is bad.	Properly reconnect the power cord. Properly reconnect the signal wire. Replace the monitor. Replace the main board.

PARTS	PROBLEM	CAUSES	SOLUTIONS
SPEAKER	No sound.	The wire of speaker is loose. The volume is too low. The speaker is bad.	Properly reconnect the wire of speaker. Increase the volume. Replace the speaker.
POWER	No reaction after powering on.	No AC110V/220V input voltage. The fuse is burnt. No voltage output of power supply. The main board dose not start.	Check the power cord and connection. Check if the game has short circuit or replace the fuse. Repair or replace the power supply. Repalce the main board.

PARTS DRAWING AND PARTS LIST

Cabinet

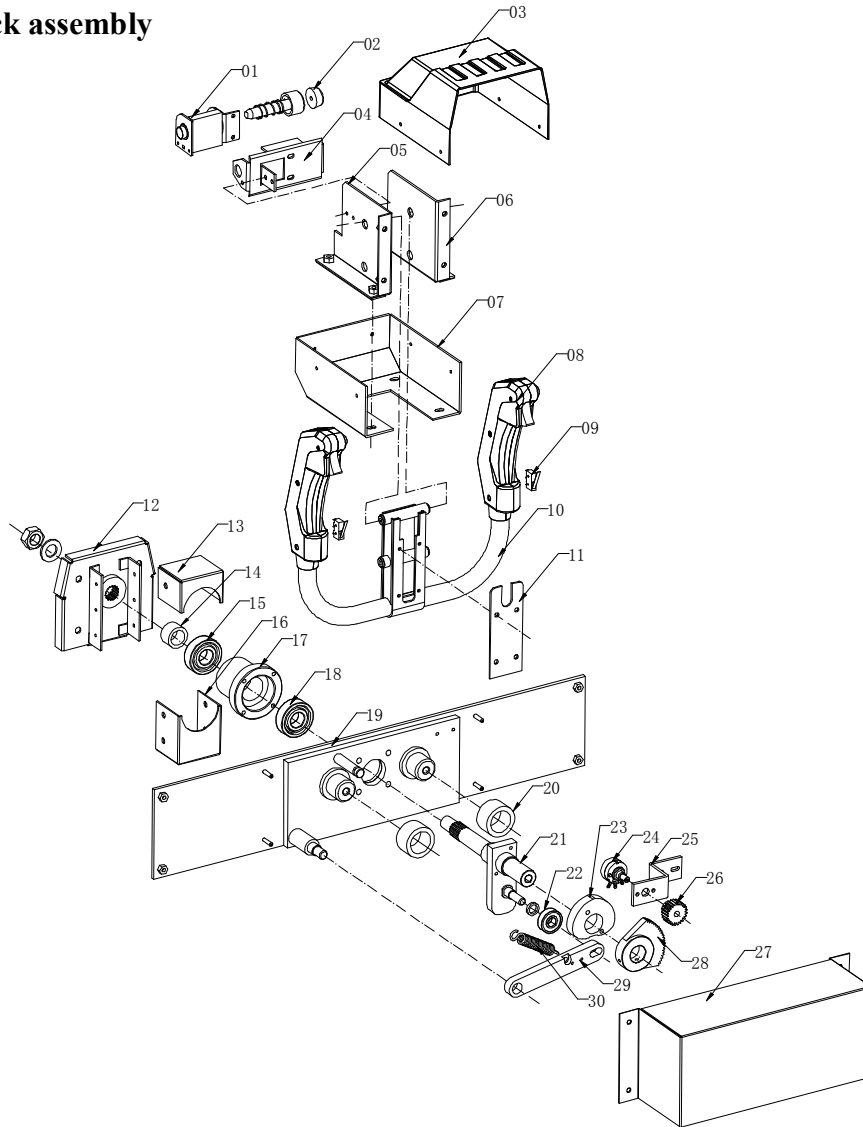


Main body assembly

NO	NAME	QTY
1	Mointor bracket	1
2	17" LCD monitor	1
3	Monitor cover	1
4	Speaker mesh	2
5	Acrylic board	2
6	Chasing light board	2
7	Speaker 8Ω 15W	2
8	Meter	1
9	Coin door	1
10	Lock 1285	1
11	Coin mech	1
12	Coin box	1
13	Lock 1396	1
14	Plastic board for pedal	1
15	Light φ 80	1
16	Light φ 105	1
17	Light φ 80	1
18	Star-shape acrylic board	1

NO	NAME	QTY
19	Ladder	1
20	Light φ 54	1
21	Cabocho light 55#	1
22	Mask	1
23	Chasing light board MP143A	1
24	LED light 12V	22
25	Light φ 54	1
26	Light φ 105	1
27	Chasing light board MP143B	1
28	Headlight lens	1
29	Chasing light board MP143-	1
30	Front left light lens	1
31	Front right light lens	1
32	Chasing light board MP143+	1
33	Chasing light board MP143C	1
34	Plane body	1
35	Setting board	1
		1

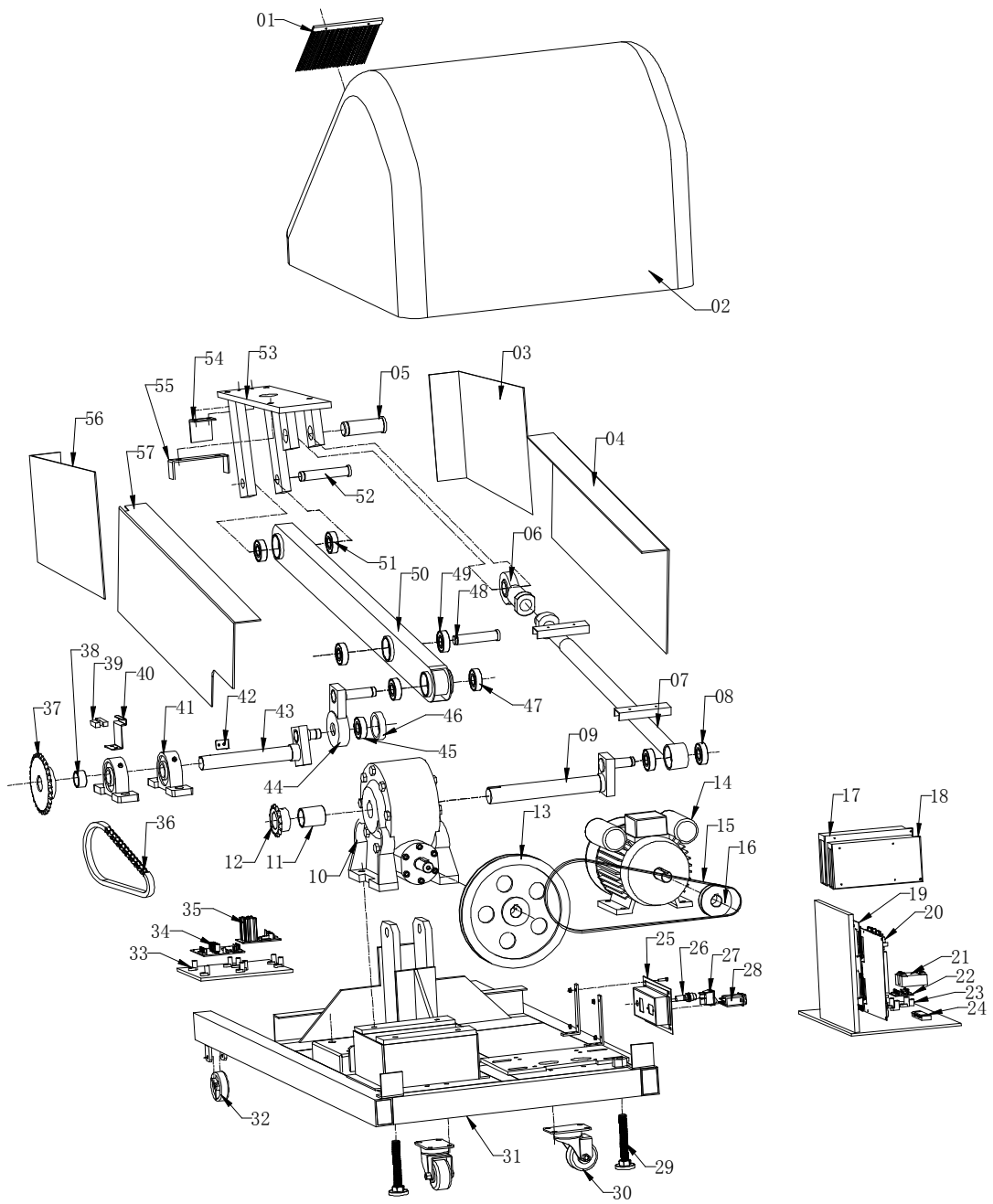
Joystick assembly



NO.	NAME	QTY
1	Solenoid	1
2	Solenoid limit piece	1
3	Up cover for joystick	1
4	Solenoid holder	1
5	Moving piece	1
6	Main bracket	1
7	Fixing piece	1
8	Handle	2
9	Micro switch	2
10	Handle assembly	1
11	Cover for wires	1
12	Key base	1
13	Up cover for bearing	1
14	Limit cover for bearing	1
15	Bearing	1
16	Down cover for bearing	1

NO.	NAME	QTY
17	Bearing bracket	1
18	Bearing	1
19	Holder bracket	1
20	Plastic cover	2
21	Shaft	1
22	Bearing	1
23	Cam wheel	1
24	Potentiometer B103	1
25	Potentiometer assembly	1
26	Gear wheel for potentiometer	1
27	Cover box	1
28	Driven gear	1
29	Pole	1
30	Spring	1

Chassis



NO.	NAME	QTY
1	Brush	1
2	Fiberglass for base bracket	1
3	Front cover (right)	1
4	Cover assembly (right)	1
5	Shaft for ball joint	1
6	Joint bearing	1
7	Pushing arm	1
8	Bearing d=20 D=17 B=14	2
9	Drive shaft	1
10	Reducer (0906)	1
11	Stop collar for drive shaft(R)	1
12	Drive chain wheel	1
13	Driven pulley	1
14	Motor	1
15	Belt	1
16	Drive pulley	1
17	Power supply 24V	1
18	Power supply 5V 5A 12V 8A	1
19	I/O board	1
20	Main board	1
21	Solid relay 480V 25A	1
22	D/A converting board	1
23	PCB plastic pin	1
24	6P connector	1
25	Socket	1
26	Fuse base	1
27	Switch	1
28	Power filter	1
29	Iron foundation M16	2
30	Wheel ϕ 63	2

NO.	NAME	QTY
31	Chassis	1
32	2" wheel	2
33	PCB plastic pin	8
34	Signal amplifier(chasing light)	1
35	Drive board for solenoid	1
36	Chain	1
37	Driven chain wheel	1
38	Driven stop collar (R)	1
39	NO sensor	1
40	Sensor bracket	1
41	Bearing with base UCP206	2
42	Induction chip	1
43	Driven shaft	1
44	Connecting piece(rotation arm)	1
45	Bearing d=20 D47 B=14	1
46	Bearing sleeve	1
47	Bearing d=20 D=47 B=14	2
48	Supporting shaft	1
49	Bearing d=20 D=47 B=14	2
50	Rotation arm	1
51	Bearing d=20 D=47 B=14	2
52	Supporting shaft	1
53	Supporting base	1
54	Acrylic board holder (F)	1
55	Acrylic board holder (B)	1
56	Front cover (L)	1
57	Cover (L)	1

SCHEMATIC DIAGRAM

