Brief Introductions

Game Introduction



- This equipment is only suitable for indoor use and don't have waterproof function;
- There are high voltage in monitor, and have the possibility of electric shock; make sure to cut off power supply before maintenance.

Chapter 1 Installation Guide

Listing

Dear customers, when you pick up your products, please refer to the bill of lading or invoice to confirm whether the packaging is integral, whether the number is complete. The packaging usually contains the following things: one piece of host computer, one piece of platform, a USB recovery disk, a piece of instruction, power cords, and 2 decorative cords.



Installation

> After the success of overall installation, the pattern is shown as follows:



The power cord has been fixed at one end of the product. And the other end should be inserted into the AC220V socket by the user, and please make sure to insert it into the socket with the ground. The machine will work when the main supply switch is on, as shown in the above figure.

Chapter 2 Operation Guide

Game Rules

- Modes: ultimate stage model and time speed mode.
- Pass Rules: Three NPC are set to compete with the player; when playing the first mission, you should gain top 3 for entering into next mission; when playing the second mission, you should gain top 2 for entering into next mission; and you will complete the game if you gain top 1 in the third mission.
- Game Over Rules: When playing the first mission, you failed to gain top 3 and then game over; When playing the second mission, you failed to gain top 2 and then game over; and you will complete the game if you gain top 1 in the third mission.
- Game Operation: Move Balance Board to select mission; change the inclined direction of Balance Board to move forward; press Button to start the game and confirm the current interface.
- Al Setting of NPC: There are 4 routes for 3 NPC and they can select one of the routes randomly. And they are endowed with reference speed. The details are listed as follows:
 - 1. NPC is based on the reference speed, but their speed is randomly changed within a certain range.
 - 2. NPC will be random to choose the route.
 - 3. When the NPC is skiing on the selected track, set up the left or right offset value to simulate different situations.

Game Roles and Props

Game Roles:

NO.1

Name: Aral Gender: Female

Height: 173cm Weight: 49kg

Description: Aral and all other three graduate from Sheffield Hallam University Physical Education Collage. Aral is now engaged in a fitness club. She is not only a beauty but also a skiing enthusiast, who have achieved outstanding results in skiing competition on campus.



Name: Carl Gender: Female

Height: 168cm Weight: 55kg

N0.2

Description: Although Carl also graduates from Physical Education Collage, she has never been engaged in any field related with sports. She was a salesman in her father's company, which is a skiing supplier. She has a deep understanding about skiing and also loves skiing.



N0.3

Name: Gion Gender: Male

Height: 186cm Weight: 75kg

Description: Gion is a handsome and attractive man. His family has a solid asset.

Therefore, he is still a freelancer so far. He loves some stimulating sports, such as climbing mountain, surfing, exploring and skiing.



NO.4 Name: Rock Gender: Male Height: 179cm Weight: 71kg

Description: Rock's family was not rich, so he joined the army after graduation. In his continuous efforts, he held a post of leader in British forces in his 25 years old. He is back to visit relatives this time, and also takes the opportunity to ski with friends.



Skateboard Props:



Game Interface Design

Game interface is designed to have players understood how to play the game and where are the enemy / friend target; and it is set according to different missions;

Standby Interface

Game Title LOGO:



Mode Selection Interface



Difficulty Level Selection Interface



Role Selection Interface

There are 4 roles altogether; control the inclined direction of the balance board to select your role and then press the "Button" for confirmation. The countdown is 30 seconds.



Skateboard Selection Interface

To let players have more choice, the game provides players with 8 skateboards altogether.



Route Selection Interface

There are 6 missions altogether and two routes for the player. The player can choose the route at the first play. The countdown is 30 seconds.



Loading Interface



Game Interface

- The Game starts after the countdown.
- Head of the Role: The role has some movements, such as breathing, head-shaking and eye-blinking.
- Speed Bar: It is shown according to current speed, which is located on the right of the head.
- Time Zone: It shows the countdown time of the game and is accurate to 1/100 seconds.
- Ranking Area: Tell how the player is ranking in time.









Game Over Interface







Tickets Interface

The player can gain some tickets according to your ranking. When there are no enough tickets, please contact the administrator.



Countdown Interface

> When the countdown is zero, the ticket is output.



Configuration Interface Setting

Total Menu

	Business Status Analysis		
	Business Parameter Analysis		
	Game Parameter Adjustment		
	Ticket Adjustment		
Quit		Save	

- When starting machine, press the configuration button during the game waiting interface and then you will enter into total menu.
- The "total menu" includes Business Status Analysis, Business Parameter Analysis, Game Parameter Adjustment, Ticket Adjustment, Quit and Save. And the following is to introduce the contents of total menu one by one:



Business Status Analysis

Items	Description		
Total Coins	Total Coins of this machine		
Total Tickets	Total Tickets of this machine		
Av. Tickets per Game	Figure out average tickets per game		
Quit	Return to main menu		
Save	Save the modification and return to main menu		

Business Parameter Analysis



Items	Description		
Coins for One Time	Adjustable scope: from 1 to 9; Default: 3		
Output Tickets "Yes" and "No"; Default: Yes			
Start Ticket Showdown	"Yes" and "No"; Default: Yes		
Business Model	"Charge " and "Free"; Default: Charge		
Undo	Return to the above default		

Game Parameter Adjustment



Items	Description		
Sound Volume	Adjust volume setting: from 0 to 100; Default: 90		
Game Time	Time for each mission: from 60 to 540 seconds;		
	Default: 150 seconds		
Background Music Volume	Adjust background music volume: from 0 to 100;		
	Default: 90		
Correction for Balance Board	Correct the position of balance board.		
Server / Client Mode	Choose server mode or client mode;		
	Default: Server		

Correction for Balance Board:

When "Correction for Balance Board" is in black letter, click the button on upward of balance board to correction interface.



According to the words in screen, let balance board tilt forwards max, and then click the button to enter the next interface.



According to the words in screen, let balance board tilt backwards max, and then click the button to enter the next interface.



According to the words in screen, let balance board tilt right max, and then click the button to enter

the next interface.



According to the words in screen, let balance board tilt left max, and then click the button to enter the next interface.

Please keep balance board for equilibrium position Then click the button

According to the words in screen, keep balance board for equilibrium position, and then click the button to enter the next interface.



Balance board have corrected, click button for exit.

Server /Client Mode:

Please check out the current running mode of machine, if a modification is needed, move the cursor to the current mode, and then switch by clicking the button on upward of balance plate.



If there are two machines, please adjust a good server / client mode, making a machine is server mode, then the other is client model.

Note: When entering this interface, please restart the machine.

Ticket Adjustment



Items	Description		
Test Tickets	Adjustable scope: from 1 to 99; check whether the ticket number is correct according to the button above the balance board.		
Original Tickets	Change the ticket number; 3 choices: Little, Normal, Many.		

Running Process



Chapter 3 Maintenance Guide

57(CN) Header



0

57(CN) Female Header					
Feet No.	Function	Line No.	Feet No.	Function	Line No.
1	VCC +12V	N.C	26	LAMP1	N.C
2	VCC +12V	N.C	27	LAMP2	N.C
3	VCC +12V	N.C	28	LAMP3	N.C
4	VCC +12V	N.C	29	LAMP4	N.C
5	VCC +12V	N.C	30	LAMP5	N.C
6	VCC +12V	N.C	31	LAMP6	N.C
7	VCC +12V	N.C	32	RELAY1	N.C
8	N.C	N.C	33	N.C	N.C
9	N.C	N.C	34	N.C	N.C
10	N.C	N.C	35	N.C	N.C
11	GND	N.C	36	N.C	N.C
12	IN1	N.C	37	N.C	N.C
13	VCC +12V	N.C	38	N.C	N.C
14	VCC +12V	N.C	39	OUT1	N.C
15	GND	N.C	40	N.C	N.C
16	N.C	N.C	41	N.C	N.C
17	N.C	N.C	42	N.C	N.C
18	VCC +3.3V	N.C	43	N.C	N.C
19	GND	N.C	44	LX	N.C
20	N.C	N.C	45	N.C	N.C
21	N.C	N.C	46	LY	N.C
22	N.C	N.C	47	N.C	N.C
23	N.C	N.C	48	N.C	N.C
24	N.C	N.C	49	IN2	N.C
25	N.C	N.C	50	N.C	N.C

Feet No.	Function	Line No.	Feet No.	Function	Line No.
1	N.C	N.C	26	N.C	N.C
2	N.C	N.C	27	N.C	N.C
3	N.C	N.C	28	N.C	N.C
4	N.C	N.C	29	N.C	N.C
5	N.C	N.C	30	N.C	N.C
6	N.C	N.C	31	N.C	N.C
7	N.C	N.C	32	N.C	N.C
8	N.C	N.C	33	N.C	N.C
9	N.C	N.C	34	N.C	N.C
10	N.C	N.C	35	N.C	N.C
11	N.C	N.C	36	N.C	N.C
12	N.C	N.C	37	N.C	N.C
13	N.C	N.C	38	N.C	N.C
14	N.C	N.C	39	N.C	N.C
15	N.C	N.C	40	N.C	N.C
16	N.C	N.C	41	N.C	N.C
17	N.C	N.C	42	N.C	N.C
18	N.C	N.C	43	N.C	N.C
19	N.C	N.C	44	N.C	N.C
20	N.C	N.C	45	N.C	N.C
21	N.C	N.C	46	N.C	N.C
22	N.C	N.C	47	N.C	N.C
23	N.C	N.C	48	N.C	N.C
24	SW2 A	N.C	49	SW2 B	N.C
25	SW1 A	N.C	50	SW1 B	N.C

57(CN) Male Header



Junction Box

Terminal 1					
Feet No.(In)	Function	Line No.	Feet No.(Out)	Function	Line No.
1	GND	GND (+)	1	GND	GND (⊥)
2	VCC +12V	VCC +12V	2	VCC +12V	VCC +12V
3	IN2	A49	3	IN2	A49
4	OUT1	A39	4	OUT1	A39
5	SW2 A	B24	5	SW2 A	B24
6	SW2 B	B49	6	SW2 B	B49

Terminal 2					
Feet No.(In)	Function	Line No.	Feet No.(Out)	Function	Line No.
1	GND	GND (+)	1	GND	
2	VCC +12V	VCC +12V	2	VCC +12V	VCC +12V
3	IN1	A12	3	IN1	A12
4	SW1A	B25	4	SW1A	B25
5	SW1 B	B50	5	SW1 B	B50
6	VCC +12V	VCC +12V	6	VCC +12V	VCC +12V
7	RELAY1	A32	7	RELAY1	A32
8	N.C	N.C	8	N.C	N.C
9	N.C	N.C	9	N.C	N.C
10	N.C	N.C	10	N.C	N.C

Terminal 3					
Feet No.(In)	Function	Line No.	Feet No.(Out)	Function	Line No.
1	GND		1	GND	GND (上)
2	VCC +3.3V	VCC +3.3V	2	VCC +12V	VCC +3.3V
3	LX	A44	3	LX	A44
4	LY	A46	4	LY	A46
5	GND	GND (+)	5	GND	GND (+)
6	VCC +12V	VCC +12V	6	VCC +12V	VCC +12V

Terminal 4					
Feet No.(In)	Function	Line No.	Feet No.(Out)	Function	Line No.
1	L	N.C	1	L	N.C
2	Ν	N.C	2	Ν	N.C
3	Р	N.C	3	Р	N.C
4	L	N.C	4	L	N.C
5	N	N.C	5	Ν	N.C
6	Р	N.C	6	Р	N.C
7	L	N.C	7	L	N.C
8	Ν	N.C	8	Ν	N.C
9	L	N.C	9	L	N.C
10	Ν	N.C	10	Ν	N.C

Aviation Plug Connection

Itom No.	Function Instruction	57CN-50P(Female	57CN-50P(Male
item no.	Function instruction	Header)Item No.	Header)Item No.
1	GND	11	
0	IN1 Coin Selector	19	
2	Signal	12	
3	VCC+12V	13	
4	VCC+12V	14	
5	GND	15	
6	IN2Ticket Dispenser	40	
0	Input Signal	49	
7	OUT1 Ticket Dispenser	30	
l	Output Signal	59	
8	VCC+12V	7	
9	RELAY1	32	
10	VCC+3. 3V	18	
11	GND	19	
12	LY	46	
13	LX	44	
14	Lamp1	26	
15	Lamp2	27	
16	Lamp3	28	
17	Lamp4	29	
18	Lamp5	30	
19	Lamp6	31	
20	VCC+12V	1	
21	VCC+12V	2	
22	VCC+12V	3	
23	VCC+12V	4	
24	VCC+12mn ,V	5	
25	VCC+12V	6	

26	Start1P Start Button		25
27	Start2P		50
28	Set1P Setting Button		24
29	Set2P		49
30	12V	/	/
31	GND	/	/
32	/	/	/



(Aviation Plug Picture)

USB Device Self-recovery

An USB device will be distributed, which can self-recover the system and games, and is convenient to users to recover the damage system or games by themselves. The usage of USB device is simple that you can recover operating system and software problem in a short time, and can obtain the latest game of our company at the same time.

Operating Procedure of Recovering USB Device:

 Open the panel in the front of the machine without electrical loading; you can see USB port, then put USB device into the port; panel in the front to the machine (as shown):



Put USB device into the port (as shown):



2. While connecting the power supply, USB device will lead host machine into recovery mode -32 -

automatically without any operation. Please be patient to wait for finishing recovery completely; never do any operation wile recovering to make sure that the electricity is supplied normally (the hardware may be damaged in the process of recovery if interrupting electricity) (as show);

Progress Indicator				
0%	25%	50%	75%	100%
Statistics				
Percant complete	9		~ []	
Speed (MII/min)	487			
по серино. МВ серино.	554		× ×	1
Time elapsed	0.08		1	/
Time remaining	120		1 /	·
Details Connection fund	Local			
Source Partition	Tupe:7 DHTFS3, 4	486 HB. 729 HB used, HE	нкр	
	from Local tile fil	IUSTXP.6HD. 8192 HB		
Target Partition	Type:7 ENTES3, 5	186 MB		
200.000 (220	from Local drive	E13, 5120 MB		
Current tile	552 mitubin			
		Sym	antec.	
		THE REAL PROPERTY AND ADDRESS OF THE REAL PROPERTY AND ADDRESS OF THE REAL PROPERTY ADDRESS OF THE PROPERTY ADDRESS OF THE REAL PROP		

3. Please be patient to wait for 15-25 minutes, there may be some pause during the recovery, so do not do any operation to the machine. If the pause surpassed 10 minutes, operate once again until "A>_" appears on the screen. The cursor continues twinkling which means recovery is successful, then pull out USB device and turn off the power.



4. Turn on the power again to see if the game can access to the system successfully and can be player normally.

Remarks:

- If there are some abnormities (such as power-off, USB is pulled out, machine display has errors, etc.), please cut off the power supply first, and then repeat the above operations; if it still has not recovered for several times, please contact customer service centre;
- If USB device is damaged, please contact with customer service center in order to obtain other new USB device;
- 3. The USB device is available only to the matching machine, and cannot be mixed for use.
- 4. Consult the latest guidance if this one has been updated.

Machine Wiring Schematic



Fault Examination

Trouble	Reason	Investigation Methods
	1. Whether the power is	1. Whether the power in line with the
The machine is with no	conformed.	machine.
any reaction when	2. Siemens leakage	2. Check whether Siemens leakage
electrifying.	protection switch	protection switch is cut off, if it is,
	device.	restart the machine.
After electrifying, you can hear the voice of starting WINDOWS, but there is no display of game interface.	1. Whether RGB signal lines are loose. (Figure1) (Figure2)	1. After opening the machine, please check whether the wire, as shown in Figure 1, is loose. If it is, please re-insert it; if there is no problem with the plug, please exam whether the wire, as shown in Figure 2, is loose; if it is, please operate as the above stage.
When electrifying, it shows blue screen and there is no sound from speaker.	 Power cord of the mainframe is loose. The mainframe entered into protection state. 	 Check if the power cord is loose. Open the front cover of the machine, if indicator light has been flashing, press the starting button for 30 seconds, and restart the machine.
After electrifying, you can play games but there is no sound.	 Volume potentiometer is closed. Audio line is loose. Amplifier is damaged. Speaker is damaged. 	 Relocate volume potentiometer. Check whether the wire is loose, as shown in Figure (Figure 1); if the wire is not, please check whether the wire is loose, as shown in

			3.	Replace amplifier.
			4.	Replace speaker.
When electrifying, the	1.	The communication		
host machine and		line of USB control	1.	Check whether the
screen is normal, but		panel is loose.		communication line is loose.
you can not enter the	2.	Control panel is	2.	Change control panel.
game interface.		damaged.		
	1.	Inching switch is		
The button of view		damaged.	1.	Change inching switch.
change is invalid.	2.	Signal lines are	2.	Change signal lines.
		damaged.		
The button of view	4			
change is invalid, but	1.	DC12V power cord is	1.	Change LED light.
the LED light doesn't	Ζ.		2.	Change DC12V power cord.
flash.		damaged.		
	1.	The selector is		
	2. r 3.	damaged.		Channa alastronia sain salastar
Electronic coin colorter		The signal line is	1.	Change electronic coin selector.
Electronic coin selector		damaged.	2.	Change signal line of the selector.
is invalid.		Control panel is	3.	Change control panel.
		damaged.	4.	Change the switch voltage.
	4.	No DC12V input.		
	1. 2.	Ticket machine is	4	Change ticket machine
		damaged. The signal line of ticket	ı. 0	Change ticket machine.
			Ζ.	Change the signal line of ticket
NO lickets from licket		machine is damaged.	~	machine.
macnine.	3.	The control panel is	3.	Change control panel.
		damaged.	4.	
	4.	No DC12V input.		SWIICH.
	1.	DC12V connection is	1.	Check whether DC12V
Signboard and lamp		loose.		connection is loose.
box don't work.	2.	The voltage of switch	2.	Change the power supply of
		is damaged.		switch.

	1.	USB connection on	1.	Check whether the USB
Gain no scores when		touch screen is loose.		connection with host computer is
hitting enemy target.	2.	Touch screen is		loose.
		damaged.	2.	Change touch screen.
There is deviation when	1.	1. Re-calibrate the touch		Do collibrato the touch coreon
hitting target.		screen.	1.	Re-calibrate the touch screen.

Use of Electronic Coin Selector

I. Specification:

Coin Diameter: 18 mm ~31mm Coin Thickness: 1.2 mm ~3.0mm Voltage: DC +12V Temperature: -15°C~+75°C

- II. Usage Methods:
 - 1. Remove yellow plastic token & replace your coin to sampling clamp.
 - 2. Adjust diameter-rail of lid for preventing bigger invalid coins from inserting.
 - 3. Drive screw off lid-wing if coin thickness more than 2.5mm.
 - Switch to correct speed (pulse) to synchronize with your machine. Slow: 60ms/ Long purse signal Medium: 40ms/ Medium pulse signal Fast: 20ms/ Short pulse signal
 - 5. VR twister for sensitivity of coin acceptance. Turn clockwise (+) for strict coin selecting and anti-clockwise (-) for slack.
 - If coins could not pass through smoothly when SW1 was at the precise setting, Please switch SW1 to normal setting and adjust VR to suitable place.

After Service Guide

Limited Guarantee / Warranty

In the maximum extent permitted by law, Belrare (HK) Amusement Equipment Co., Ltd. is not responsible for the following situation in any case:

- Third-party claims against you (except personal injury, injury, real estate and personal tangible property damages);
- 2. Loss or damage of your records or data;
- Special, consequential or indirect damages or any economic losses (including profit and loss of savings);
- 4. The trouble caused by installing software or hardware that is not configured with this product; and it is not the fault of the product itself by examination;
- The trouble caused by use in improper environment or wrong operation that is not provided in this manual;
- 6. Force majeure factors led to product damage.

If you want to know related product service commitment, please visit our website <u>www.belrare.com</u> to find relevant service policy.

Thank you again for using Belrare products.

Customer Service Hotline: +86-20-84656655

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Statement

Duty Statement

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