

In order to prevent the variety of problems which caused by incorrect operation, Please read the manual first before operating this machine and pay attention to the items marked in “note”.

Please keep this manual carefully for checking when needed.

## **SUMMARY**

- ✧ Transportation, installation, safe operation of moving and operating methods and attentions;
- ✧ Function adjustment;
- ✧ Maintenance;
- ✧ General troubleshooting and solutions;
- ✧ Main components diagram;
- ✧ Circuit connection diagram.

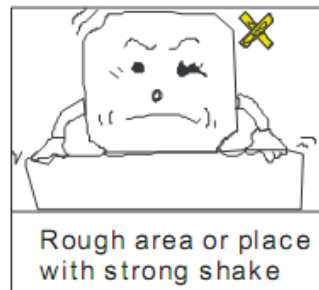
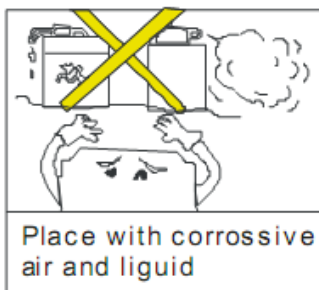
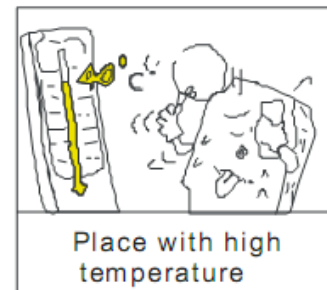
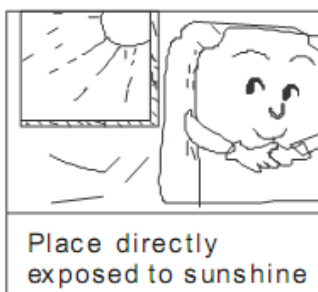
## Safety Attentions

- 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.

## Installation

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. The voltage must be correct; otherwise it would be difficult to repair the damage.
- 2) The plug must be plugged in tightly and keep the power cords not be too tight and

damaged in order to prevent bodily injury, short-circuit and power leakage.

- 3) To put the machine to normal operating, please properly adjust the coin match and the game settings when use at the first time.
- 4) Please regularly check all the functions of the game when operate to prevent dysfunction.

#### **Notes of Maintenance**

- 1) Be sure to check and maintenance 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 cloth 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**

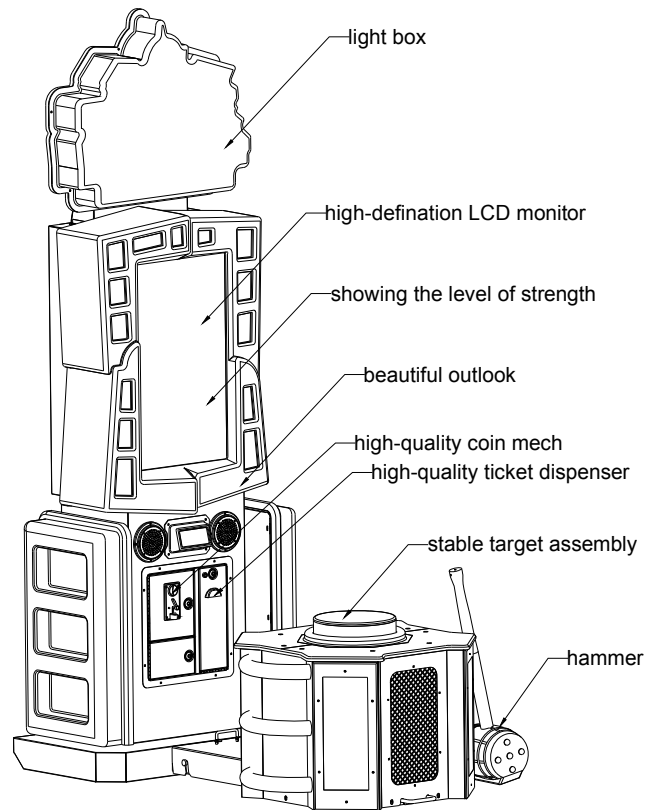
- 1) Properly disassemble the game for necessary moving and shipping.
- 2) Prevent the game from hitting or being attrite during movement.
- 3) Protecting the case when move the game.

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## 1. GAME INTRODUCTION

Super Hacker with unique and beautiful appearance, exciting hitting game, it is specially designed and developed by our company for the young people. It will be very essential and popular in amusement center.



### Features:

Realistic, colorful, cute outlook

Integrated main board, high-speed processing CPU, stable performance.

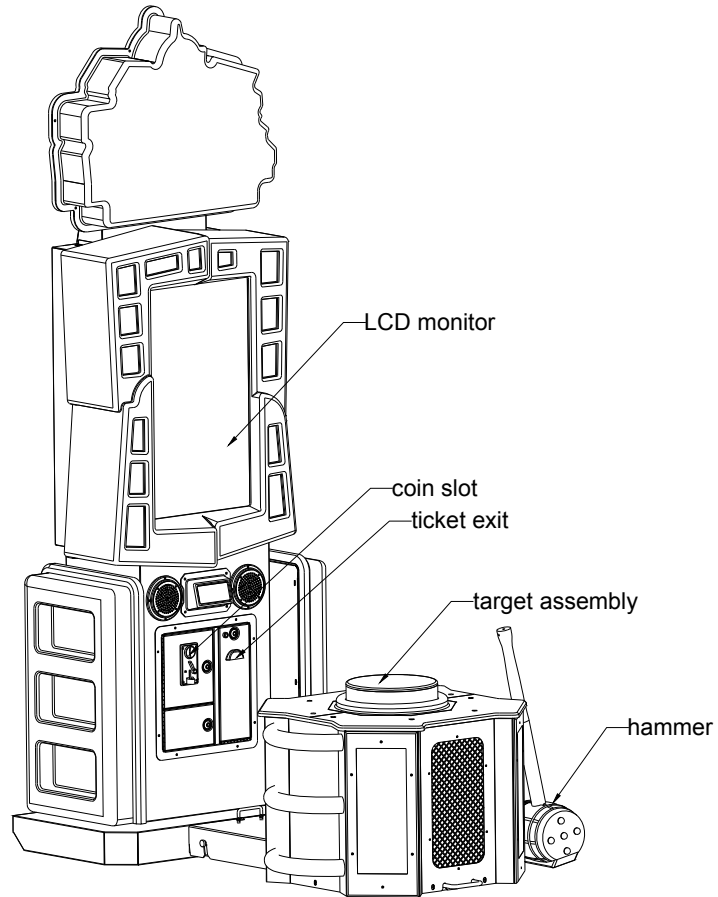
High definition, high-quality LCD display.

Simple, stimulating, strong operational sense and full of entertaining.

Operating income can be adjusted according to the situation.

## 2.PLAYING TIPS

Insert coin(s), wait several seconds, after the demo play, the game starts. Hit the target with hammer as strong as possible to get more points.



### 3. TECHNICAL PARAMETERS

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

Max. Ampere: 1.4/2.8A

(Note: please refer to the nameplate located on the back of the games to check actual usage of voltage.)

Max. Power Consumption: 310W

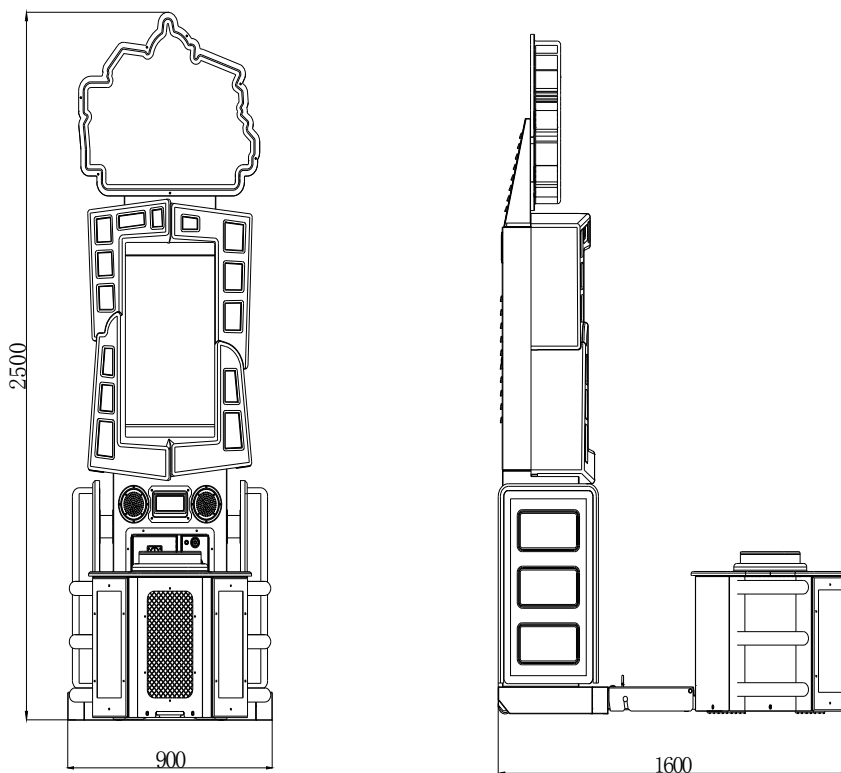
Temperature: -5 ~ 40° C

Coin Size: 18 ~ 31mm (diameter)

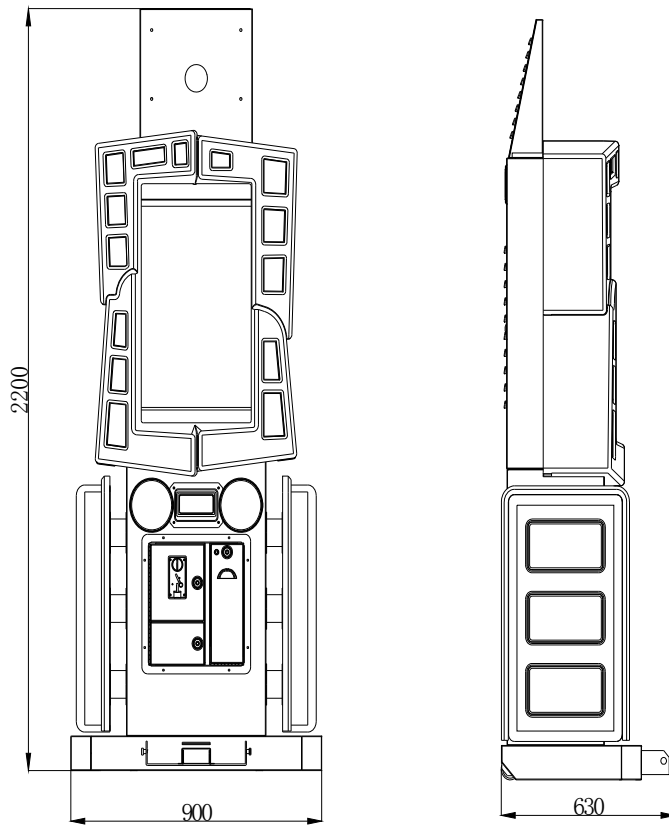
1.2 ~ 2.5mm (thickness)

Capacity for coin box: 3100 pcs with coin size  $\phi 25 \times 1.5\text{mm}$

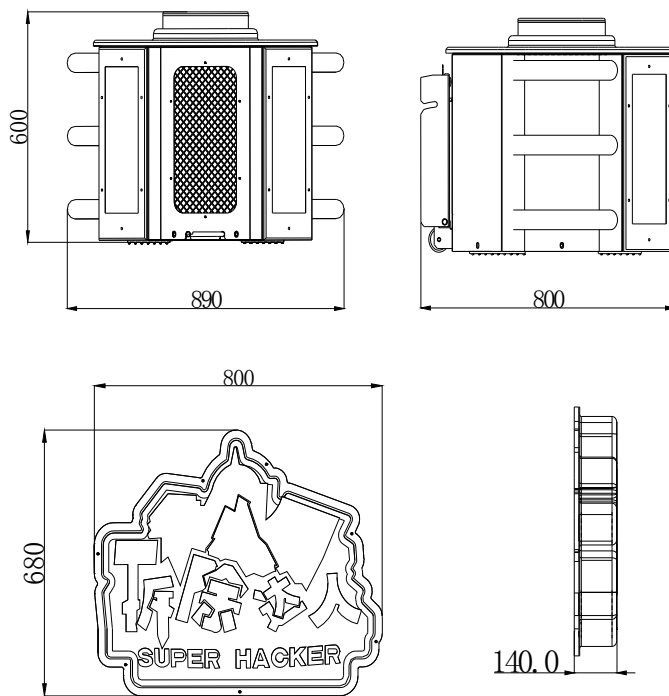
Dimension: L1600\*W900\*H2500



Cabinet:








Control console:



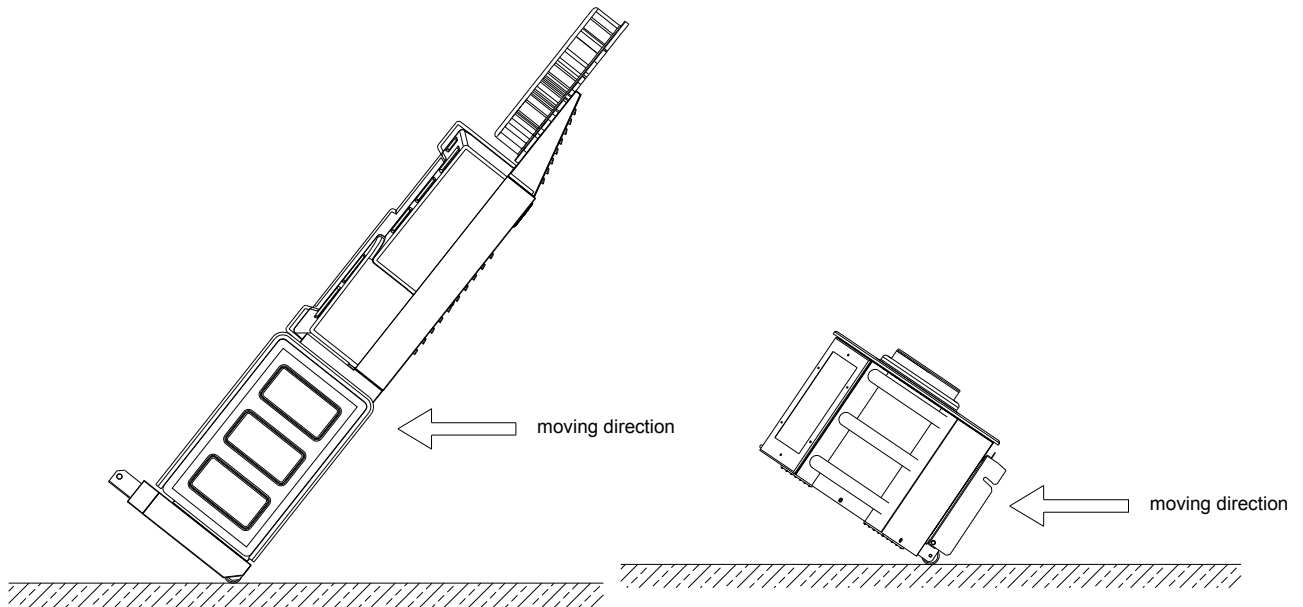


Parts shipped with the game:

NO.	DRAWING	NAME	SPEC./MODEL	QTY
1		fuse	5A (small)	2
2		key	1285#	2
3		key	1396#	2
4		power cord		1
5		manual		1

## 4. MOVEMENT

Direction of movement diagram:



**WARNING:** please do not move the game until the foundation is retracted to prevent damage of the foundation

When moving the machine, you can take the light boxes down to reduce the height of the machine if needed.

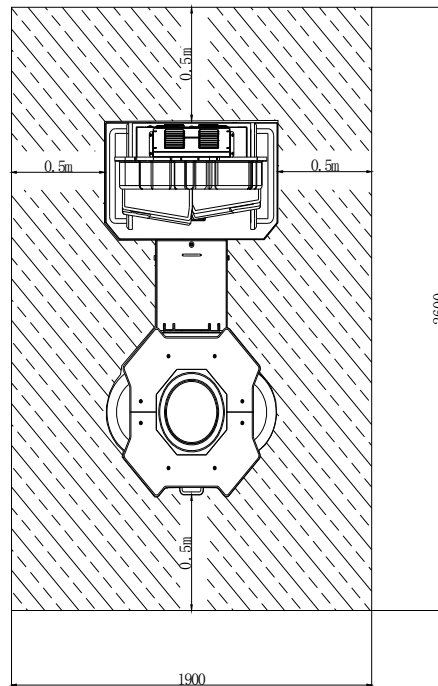
### WARNING

- Please power off the game first and pull out the cord, then move the game.
- Please do not carelessly move, turnover, transport the game; otherwise it will destroy the game.
- Prevent hitting, rubbing the games when move the games, otherwise it will damage the appearance of the game.

## 5. INSTALLATION

### 5.1 CHOOSE THE LOCATION FOR INSTALLATION

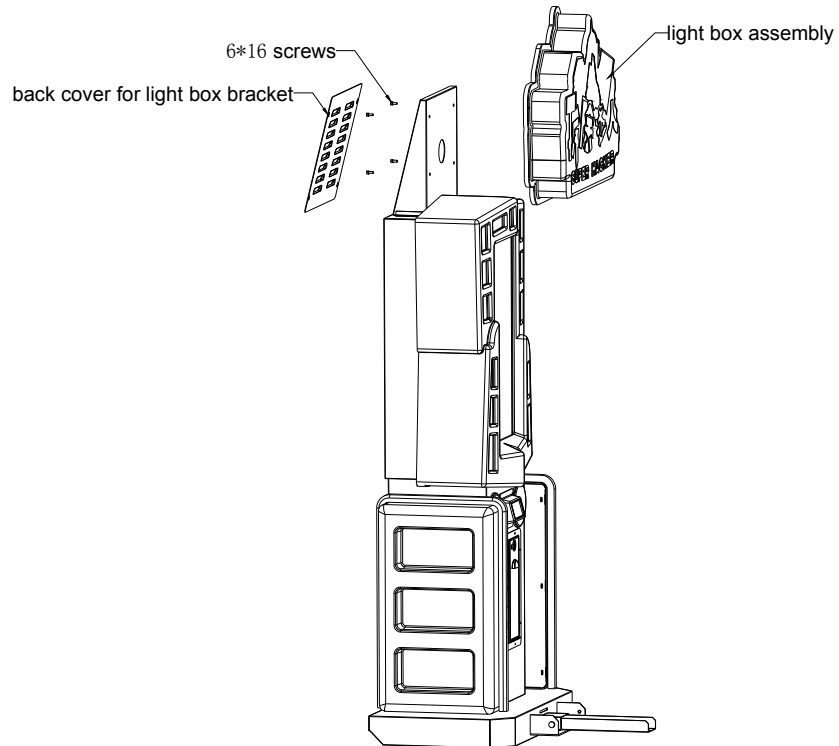
- 1) Put the Smash Fun in the same type of game with monitor then select the concrete placement machine according to the machine's exterior.
- 2) Choose the proper location for installation with enough space, please follow the below drawing to install.



**WARNING:** It must be placed on the flat floor to make the machine on the ground steadily.

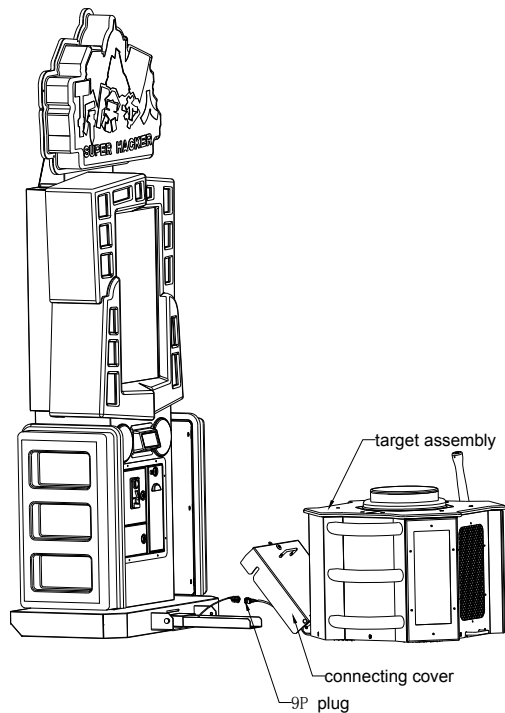
## 5.2 CONNECT THE LIGHT BOX

- 1) Loosen the screws on back cover of light box bracket to open the back cover.
- 2) Put the light box assembly on bracket and fix with 6\*16 screws.



## 5.2 CONNECT THE TARGET ASSEMBLY

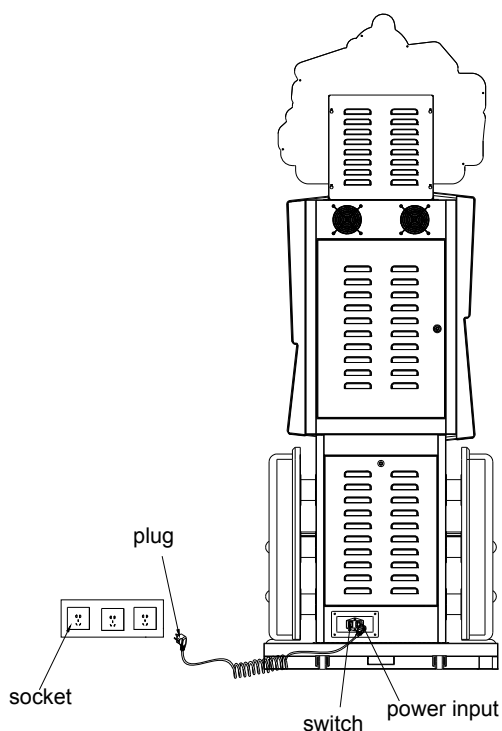
Put the target assembly to the proper location, connect the assembly and main cabinet with 9P plug.



## 5.4 CONNECT THE POWER

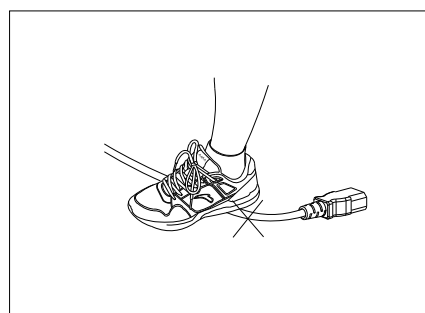
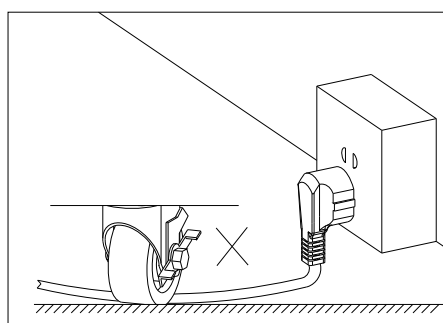
Connection method:

- 1) Get the Power cord from the box which shipped with the game.
- 2) Check whether the actual usage of voltage is the same as the local supply voltage on the nameplate located on the back of the games.
- 3) Plug the power cord in the power input of the game and plug another side into the socket.
- 4) Switch on.

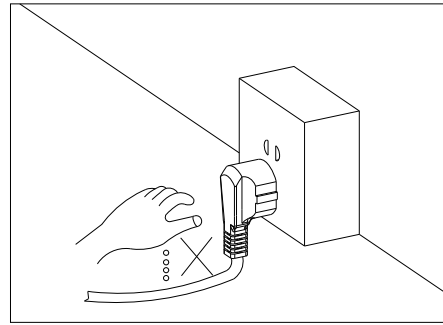
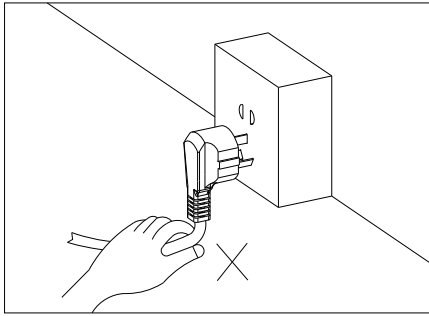


### Attention

1. Please make sure the power cord is not pressed by wheel, foundation, etc. Otherwise, it will damage the wire 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.



2. Hold the plug to pull it out from the socket. Do not touch the plug with wet hands.



#### WARNING

- Please check whether the resistance of power input at the both ends for GND and the connection is correct before power on.

### 5.5 GAME TESTING

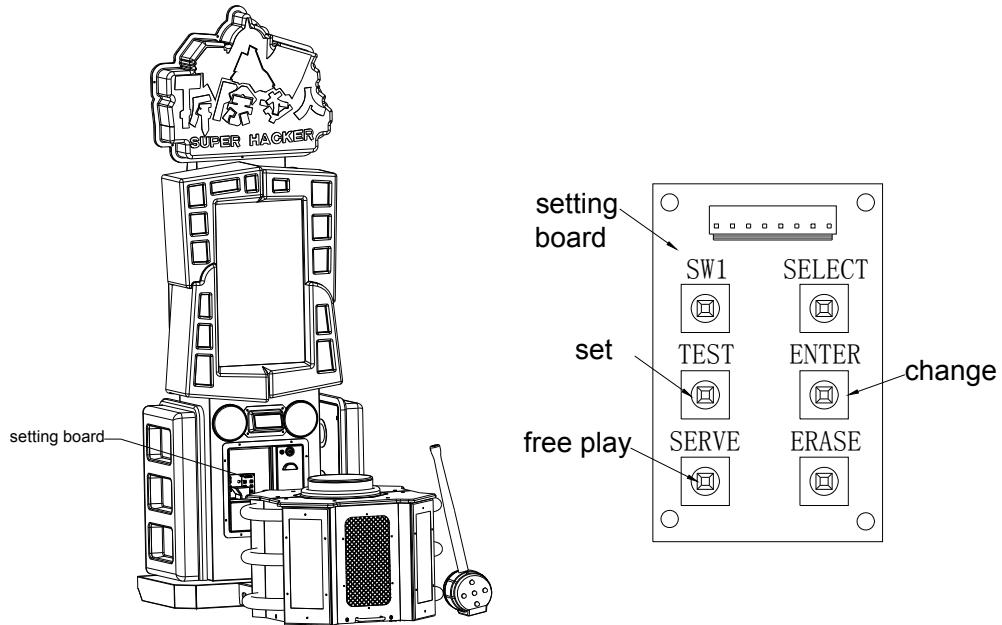
Checking items:

- 1) Check all the lights and confirm they work properly.
- 2) Check the display of the game and confirm it works properly.
- 3) Check if all the speakers work properly.
- 4) Insert coin to check if the coin mech works properly and count the coins' number.
- 5) Check if all the buttons work properly.
- 6) Check if the ticket dispenser can put out tickets properly.

## 6. GAME SETTINGS

Directions:

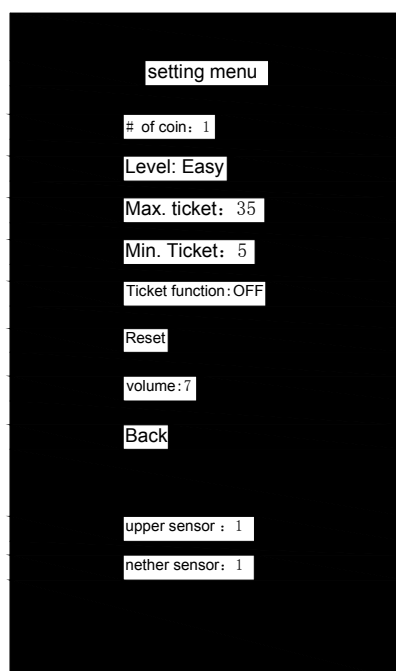
- 1) When the game is power on in good condition, open the coin door, press and hold the TEST button



- 2) Enter into selection menu, press TEST to choose the item you would like to change, then press ENTER to change the setting. Select "BACK" to exit the setting menu.

- 3) Game settings:

Setting menu:



Instructions:

# of coin: this decides how many pcs of coin for one game.

Difficult Level: this decides how difficult the game will be.

Max. tickets: this decides the max. of tickets dispensed for one game.

Min. tickets: this decides the min. of tickets dispensed for one game.

Ticket function: this decides if the machine will dispense tickets or not after the game is over.

Reset: this is for reset all the settings to factory settings.

Volume: this decides the output volume for the machine.

Back: Exit the setting menu.

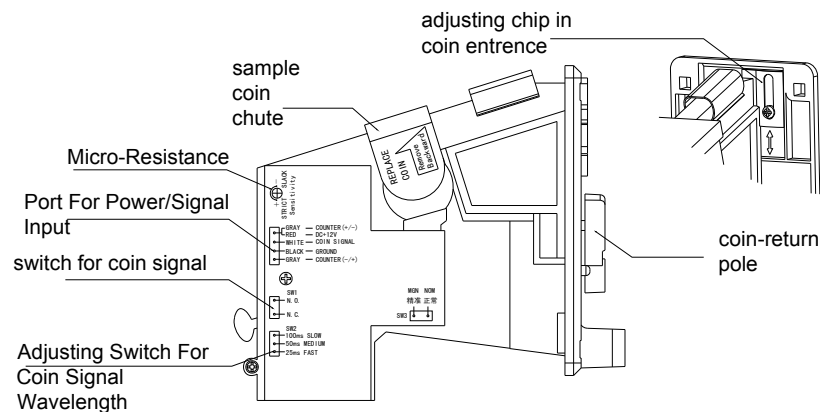
Upper sensor condition: this shows if the sensors work properly: 1 – OFF, 0 – ON.

Nether sensor condition: this shows if the sensors work properly: 1 – OFF, 0 – ON.



## 7. ADJUSTMENT

### 7.1 ADJUST THE COIN MECH

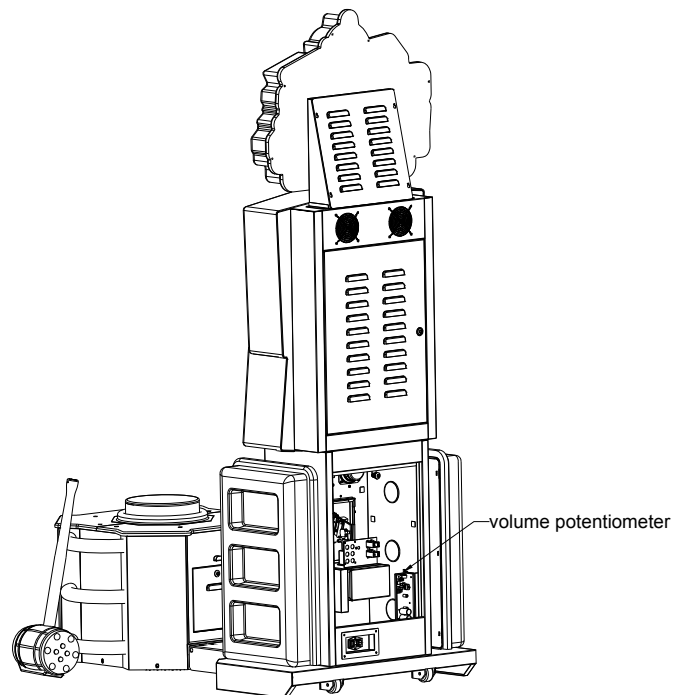


#### Descriptions:

- 1): Please take out the plastic coin from sample coin chute and replace it with token.
- 2): Remove the screws on back of coin entrance. Adjust the fixing chip on back of coin entrance according to the token's diameter, which prevent blocking the coin mech as inserting the large coin in by mistake.
- 3): Turn the COIN Switch to "NO" (COIN Signal wire and GND should be disconnected at usual time). Turning switch can be used as the coin mech switch when the game is power on.
- 4): Adjust the adjusting switch of COIN Signal wave length to 50MS.
- 5): Adjust the micro-adjusting resistance of token tolerance. Clockwise: increasing the sensitivity of token tolerance, that is, the range of accepting the token tolerance will be larger. Counterclockwise: decrease the sensitivity, that is, the range will be smaller and choose the token more strictly.

## 7.2 ADJUST THE VOLUME

Diagram of volume potentiometers:



Directions:

Open the back door to find the volume potentiometer, slightly twist the potentiometer to adjust the volume. Twist the potentiometer clockwise to increase the volume; counterclockwise to decrease the volume.

## 8. CHECK AND MAINTENANCE

Warning:

- 1) Please check and maintain the game by technicians.
- 2) Please power off the game when check and maintain.
- 3) Please do not put any tools into cabinet, otherwise it will cause problem.
- 4) After checking, please tightly screw the screws and close the door.

Daisy check:

ITEM	DESCRIPTION
coin mech	Check whether the coin mech can work proper.
Ticket dispenser	Check whether the Ticket dispenser can put out tickets properly.
sound	Check whether the sound and the volume are ok.
display	Check if the displayed colors are proper.
Movement of target	Check if the target can work properly.

Daily Maintenance:

ITEM	DESCRIPTION
cabinet	Clean the cabinet with clean water and soft paper. Please note that can not wipe the sticker with cleaning supplies.
glass	Clean the glass with clean water and soft paper.
PCB	Sweep the dust and dirty in the board with small brush.

Periodic Check:

ITEM	DESCRIPTION
Movement of target	Check if the target can work properly. If no, please check the solenoid and big spring.

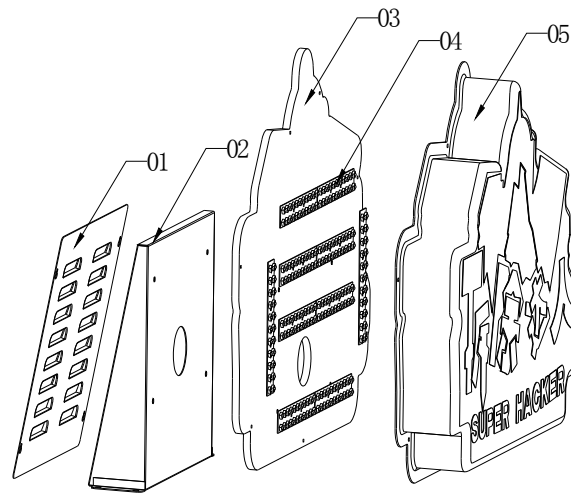
## 9. TROUBLESHOOTING

If you have any problem in installing or using the machine, we recommend that you first check the following table for possible cause of the problem and solution before asking for technical support.

NO.	PROBLEMS	CAUSES	SOLUTIONS
1	Can't insert coin	no sample coin	insert sample coin
		sensitivity for coin was adjusted too high	adjust the sensitivity, screw the resistance (turn right)
		coin blocked in coin mech.	Remove the coin and adjust the coin's entry distances.
		No 12V voltage input	check the input and output voltages of the power supply Board
2	No ticket output	the wire of ticket dispenser signal is loose.	check the connection of ticket dispenser signal.
		the ticket dispenser is bad	replace the ticket dispenser
		the Interface conversion Board is bad	replace the Interface conversion Board
3	The flash lights do not light up	the wire of flash light board is loose.	check the connection of flash light board.
		the lights board failure	maintain or replace the lights board
		the flash light driving board is bad	replace the flash light driving board
4	The lights of light box do not light up	the lights board failure	maintain or replace the lights board
		the circuit of power supply is blocked	check the connection of circuit
5	The solenoid for target assembly does not move.	the control relay is bad.	replace the relay.
		the connection of solenoid control is bad.	re-connect the wires.
		the solenoid is bad.	replace the solenoid.
6	the game does not score.	the connection for scoring sensor is bad.	re-connect the wires for sensor.
		the scoring sensor is bad.	repair or replace the sensor.
7	The monitor has no display	no display signal	check the connection of VGA signal
		the monitor power line is loose	reconnect the monitor power line
		the computer host is bad	maintain or replace the computer host
		the mointon is bad	replace the monitor
8	Have no sound	The speaker is bad.	Check and replace the speaker.
		The wire of speaker is loose.	Check the connection of speaker.
		The amplifier board is bad	Repair or replace the amplifier board
9	No movement after powering on the game	no AC110V/220V input	Check the connection
		no output voltage of power supply.	Repair or replace the power supply.
		the computer motherboard does not work	maintain or replace the computer motherboard

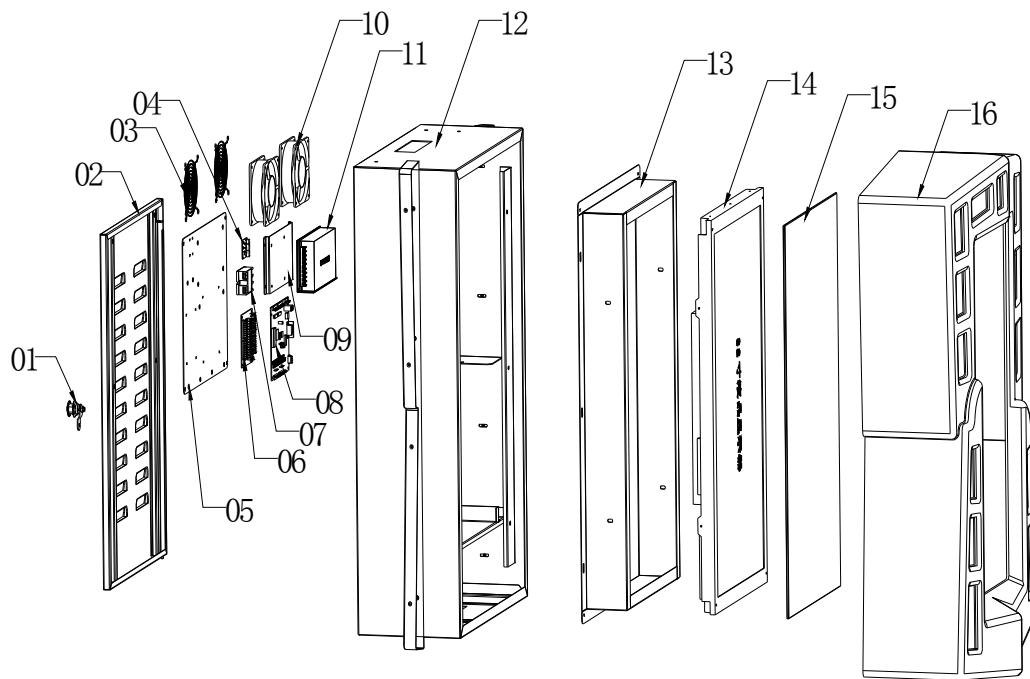
## 10. PARTS LIST AND DIRAGRAMS

### 10.1 LIGHT BOX



NO.	NAME	QTY
01	Back cover for light box	1
02	Bracket for light box	1
03	Supporting board for light box	1
04	Chase-light board	5
05	Cover for light box	1

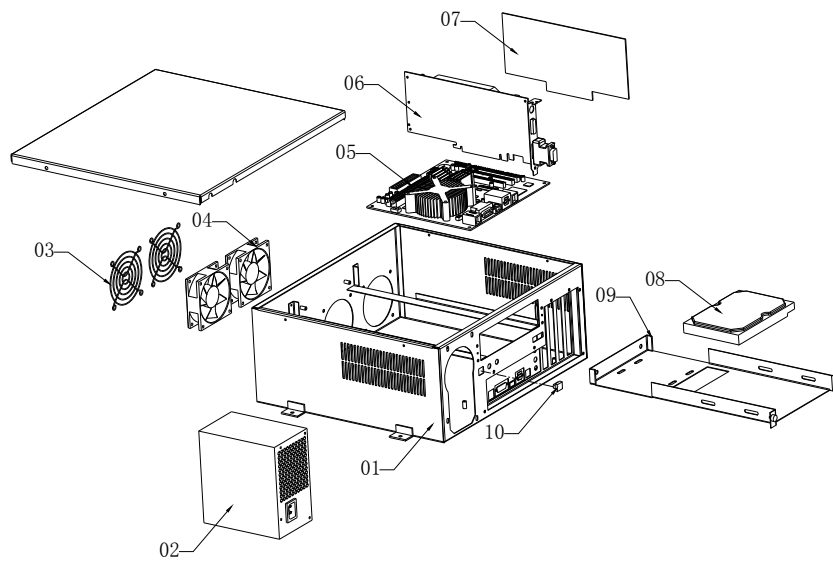
## 10.2 MONITOR ASSEMBLY



NO.	NAME	QTY
01	Lock 1285	1
02	Back cover	1
03	Fan mesh	2
04	3-color chasing light	1
05	Holder for PCB	1
06	Signal drive board	1
07	Solid relay	1
08	Converting board	1

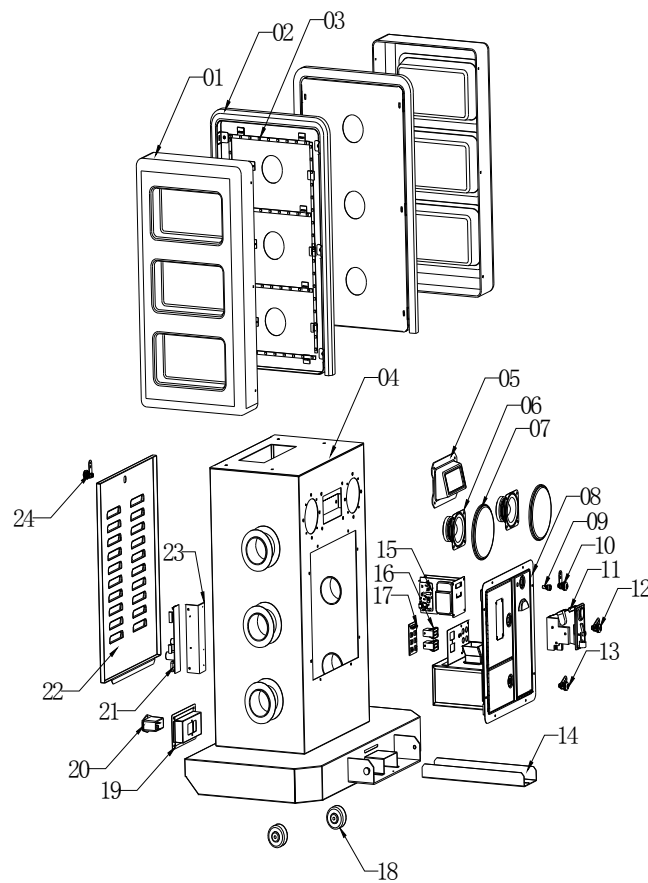
NO.	NAME	QTY
09	Holder for power supply	1
10	Fan	2
11	Power supply	1
12	Cabinet for monitor	1
13	Frame for monitor	1
14	32" monitor	1
15	Glass plate for monitor	1
16	Front cover for monitor	1

### 10.3 COMPUTER ASSEMBLY



NO.	NAME	QTY	NO.	NAME	QTY
01	Computer host cabinet	1	07	Data converting board	1
02	Computer power supply	1	08	Hard disk	1
03	Fan mesh	1	09	Holder for hard disk	1
04	Fan	1	10	Button	1
05	Computer main board	1			
06	Video card	1			

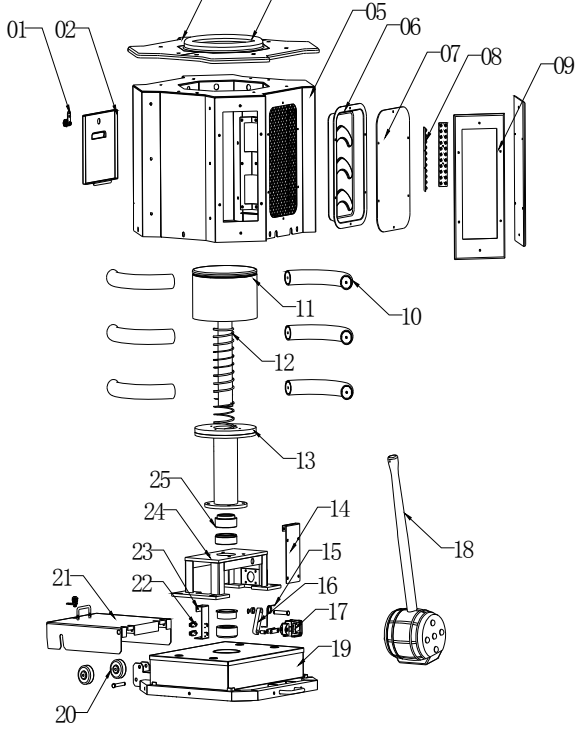
## 10.4 CABINET



NO.	NAME	QTY	NO.	NAME	QTY
01	PVC cover for cabinet	2	13	Lock 1396	1
02	Cover for light strip	2	14	Wire chute	1
03	3-color chasing light	5.5m	15	Ticket dispenser	1
04	Cabinet	1	16	Meter	2
05	Small PVC cover	1	17	Setting board	1
06	Speaker	2	18	Wheel	2
07	Speaker mesh	2	19	Socket	1
08	3 in 1 door	1	20	Power filter	1
09	Ticket indicator	1	21	Amplifier board	1
10	Lock 1285	1	22	Back door	1
11	Coin mech	1	23	Holder for amplifier board	1
12	Lock 1285	1	24	Lock 1285	1



### 10.5 CONNECTING POLE



NO.	NAME	QTY
01	Lock 1285	1
02	Back door for target assy.	1
03	Acrylic board for target assy.	2
04	Light cover for target assy.	1
05	Cabinet for target	1
06	Front light cover	1
07	Front acrylic board	1
08	Chasing light strip	1
09	Acrylic for side lights	2
10	Guardrail	6
11	Target assy.	1
12	Big spring	1
13	Holder for target assy.	1
14	Holder for front light board	1

NO.	NAME	QTY
15	Solenoid reset spring	1
16	Pole for target assy.	1
17	Solenoid	1
18	Hammer	2
19	Base board for target assy.	1
20	Wheel	2
21	Connecting cover	1
22	Sensor board	1
23	Holder for sensor	1
24	Holder for target assy.	1
25	Nylon ring	1

# 11. SCHEMATIC DIAGRAM

