# OPERATION MANUAL FOR BIG HAMMER



WARNING WARNING

Please read this manual carefully before operation!

### TECHNICAL PARAMETER

Voltage: AC 220V±10% 50Hz

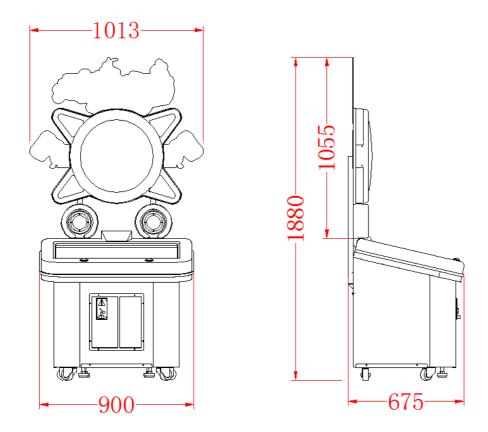
Power consumption: mix 150W  $\sim$  max 220W

Weight: 192.5 kg

Environment Condition: Temperature(Indoor): -10°C ~+40°C; Humidity: ≤90%; ATM: 86Pa~

106Pa

Dimensions: L900×W675×H1880 (mm)



Note: Please restart the game after 1 minute after powering off.

#### BIG HAMMER

# Accessories shipped with the game machine:

| # | NAME       | MODEL | QTY |     | DRAWING | REMARKS                                    |
|---|------------|-------|-----|-----|---------|--|
| 1 | Manual     | A4    | 1   | Pcs |         |  |
| 2 | Key        | AH57  | 1   | Pcs |         | Ticket door,<br>coin door,<br>service door |
| 2 | Key        | AH78  | 1   | Pcs |         | Coin box                                   |
| 3 | Fuse       | 6.3A  | 2   | Pcs |         |  |
| 4 | Power cord | 1.8M  | 1   | Pcs |         |  |
| 5 | Hammer     |       | 2   | Pcs | -       |  |

#### **POWER CONNECTION**

#### Check before operation:

- 1. To avoid the machine burnt, check and confirm if the input voltage is same as the value stated of the machine.
- 2. To avoid fire by overheated of connector, please do not connect too many wires on connector.

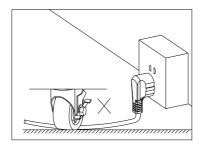
Noted: To avoid fire or short-circuit of machine, please do not change or replace parts when installation the machine.

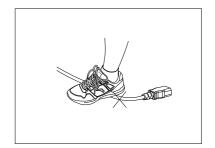
#### Wire connection:

- Connect the wire cord with game machine and socket.
- To avoid the machine burnt, please make sure the input voltage is same as the value stated of the machine.
- To avoid any damages or injuries, please make sure the socket is grounded.

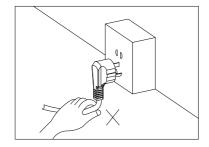
#### Attentions:

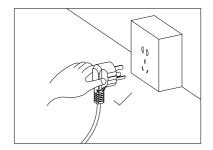
a) Please make sure the power cord is not pressed by wheel, foundation, etc. Otherwise, the wire will be damaged to cause short circuit, even fire. Do not use strong power to extend and wring the wires. Do not make the wire be near to the high temperature object. Properly put the wire to avoid any kicking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



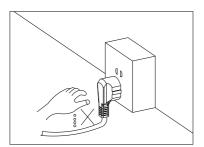


b) Hold the plug to pull it out from the socket.





c) Do not touch the plug with wet hands.



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

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

### TROUBLE SHOOTING

- To avoid damages or injuries, please cut off the power before maintenance.
- To avoid any damages, please use the correct parts when replacement.
- Please do not assemble, install or change the equipment if non-necessary.
- Please do not put any items on vent.

| PROBLEM   | CAUSE  | SOLUTION   |  |
|---|--|--|--|
| Coins do not drop.  | <ul><li>Need to adjust the coin mech.</li><li>Fake coin installed in coin mech.</li></ul>  | <ul><li>Adjust the resistance of coin tolerance for coin mech</li><li>Take out the fake coin.</li></ul>  |  |
| Can not dispense ticket   |  |  |  |
| No music  | <ul> <li>Volume is too low.</li> <li>Audio output signal is cut off.</li> <li>The speaker is bad.</li> <li>Audio amplifier is bad.</li> <li>PCB problem.</li> <li>Audio port is loose or damaged.</li> <li>Bad connection of speaker.</li> </ul> | <ul> <li>Increase the volume.</li> <li>Reconnect the wire of audio.</li> <li>Replace the speaker.</li> <li>Replace the main board.</li> <li>Check the wire connection of PCB.</li> <li>Reconnect the audio connection.</li> <li>Reconnect the speaker.</li> </ul>    |  |
| - No power input voltage Do not turn on the power Fuse is bad No output voltage for power supply No voltage for main board Main board is bad. |  | <ul> <li>Turn on power switch or plug for the cord.</li> <li>Turn on the power switch.</li> <li>Check the short circuit or change new fuse.</li> <li>Change the power supply.</li> <li>Connect the main board power wire.</li> <li>Change the main board.</li> </ul> |  |
| No reaction of<br>the touch<br>screen   | <ul><li>USB wire is loose or damaged.</li><li>The touch screen is damaged.</li></ul>   | - Reconnect or replace the USB wire Replace the touch screen.  |  |

### **PLAYING INSTRUCTIONS**

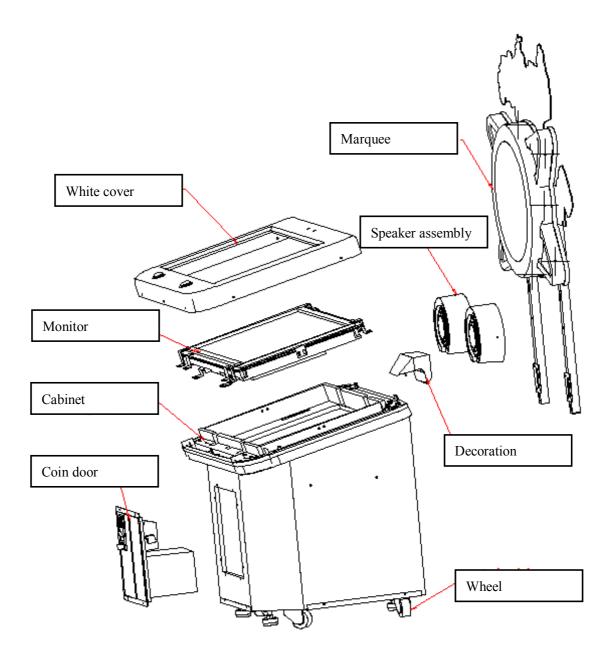
- 1. Insert coin(s), the game will start.
- 2. Choose the program of the game: Exercise or Adventure
- 3. Choose the stage to start the game.
- 4. The higher scores you get, the more ticket you will get.

## **Operation interface:**

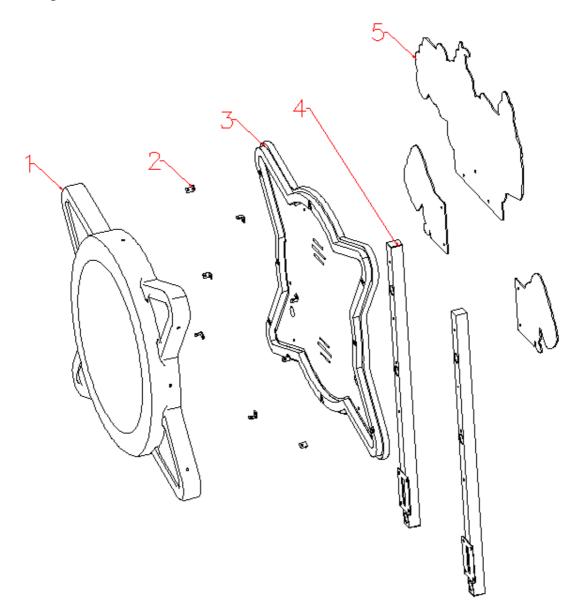


## **PARST LIST**

## Whole assembly:

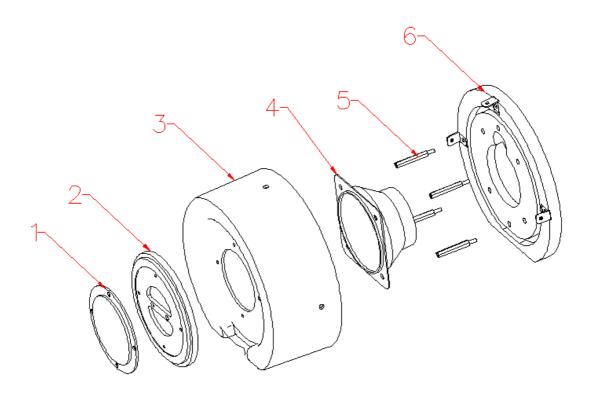


# Marquee:



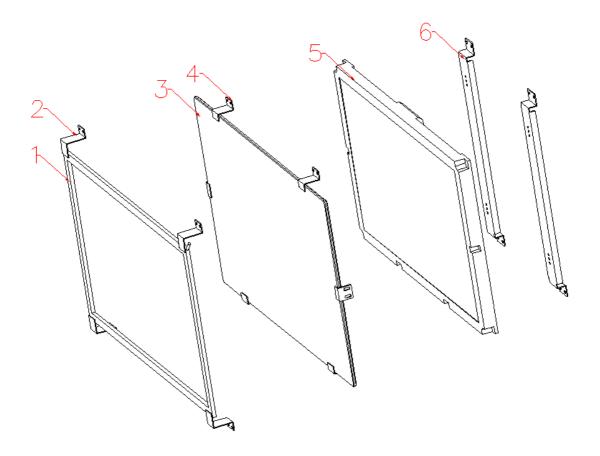
| # | NAME          | SPEC./MODEL | QTY | REMARKS |
|---|---------------|-------------|-----|---------|
| 1 | Marquee cover | Acrylic     | 1   |         |
| 2 | Metal parts   | Q201        | 8   |         |
| 3 | Chassis       | 15mm board  | 1   |         |
| 4 | Frame         | Q235        | 2   | Green   |
| 5 | KD board      |             | 3   |         |

# Speaker assembly:



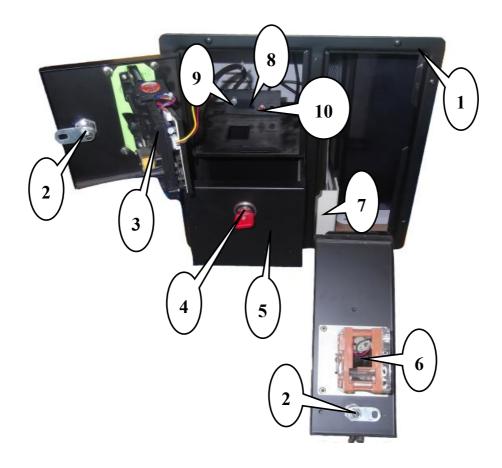
| # | NAME         | SPEC./MODEL             | QTY | REMARKS |
|---|--------------|-------------------------|-----|---------|
| 1 | Silver cover | Acrylic                 | 2   |         |
| 2 | White cover  | Acrylic                 | 2   |         |
| 3 | Speaker mesh | Acrylic                 | 2   |         |
| 4 | Speaker      | 15" transparent acrylic | 2   |         |
| 5 | Pole         | Q235                    | 8   | Black   |
| 6 | Chassis      | 15mm board              | 2   |         |

# Monitor:



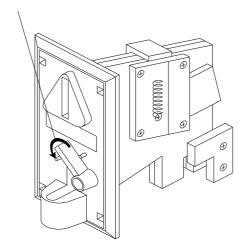
| # | NAME                    | SPEC./MODEL | QTY |
|---|-------------------------|-------------|-----|
| 1 | Touch screen            |             | 1   |
| 2 | Holder for touch screen | Q235        | 1   |
| 3 | Tempered glass          | 8mm         | 2   |
| 4 | Holder for glass        | Q235        | 1   |
| 5 | Monitor                 |             | 1   |
| 6 | Holder for monitor      |             |     |

## Coin door:



| #  | NAME             | SPEC./MODEL    | QTY |
|----|------------------|----------------|-----|
| 1  | Coin door        | Iron           | 1   |
| 2  | AH57 lock        | 57 long lock   | 2   |
| 3  | Coin mech        | LK100M         | 1   |
| 4  | AH78 lock        | 78 short lock  | 1   |
| 5  | Coin box         | Iron           | 1   |
| 6  | Ticket dispenser | LK003C Ver2.42 | 1   |
| 7  | Ticket box       |                | 1   |
| 8  | Meter frame      | Black, plastic | 1   |
| 9  | Volume adjustor  | Black          | 1   |
| 10 | Button           | Red            | 3   |

#### Adjust the coin mech

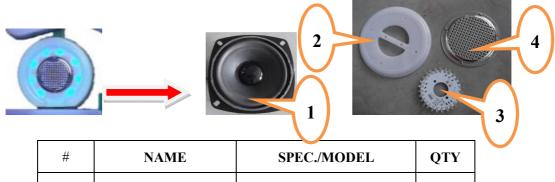


- 1): Please take out the plastic coin from sample coin chute and replace it with token.
- 2): Remove the screws on back of coin entrance. Adjust the fixing chip on back of coin entrance according to the token's diameter, which prevent blocking the coin mech as inserting the large coin in by mistake.
- 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
- 6): Wire connection:
  - 1. grey wire red wire -DC+12V
  - 2. white wire –COIN signal

Meter

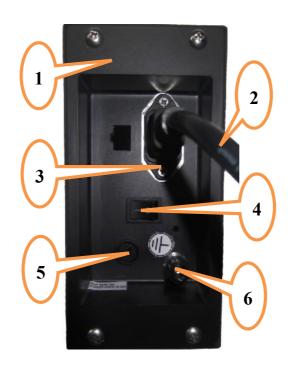
- 3. black wire GND
- 4. grey wire ——

# Speaker assembly



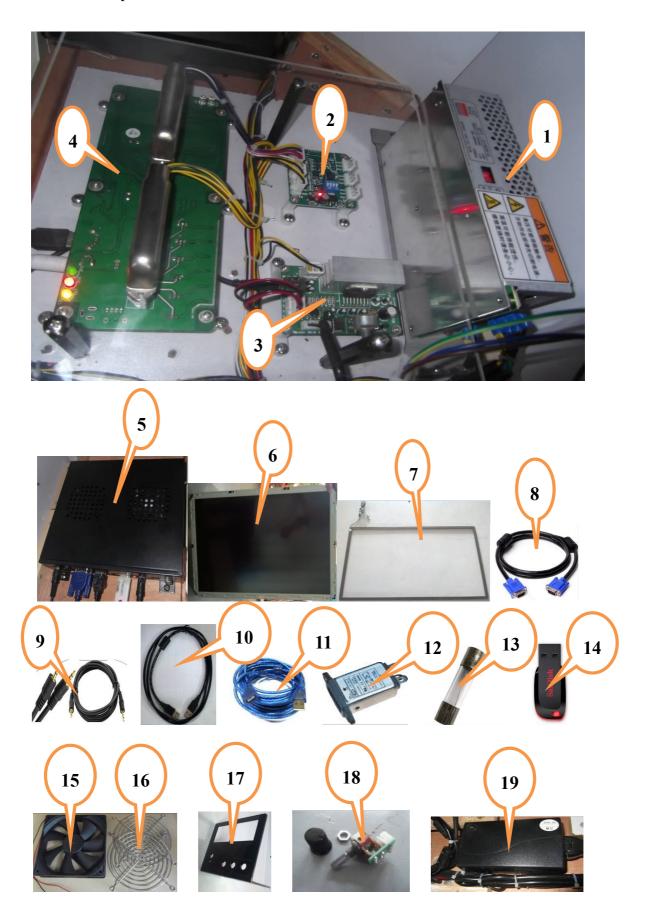
| # | NAME        | SPEC./MODEL            | QTY |
|---|-------------|------------------------|-----|
| 1 | Speaker     | 4", 8Ω15W              | 2   |
| 2 | White cover | Acrylic                | 2   |
| 3 | Light ring  | Red, green, blue light | 2   |
| 4 | Wire mesh   | Silver                 | 2   |

## Power box:



| # | NAME          | SPEC./MODEL | QTY |
|---|---------------|-------------|-----|
| 1 | Power box     |             | 1   |
| 2 | Power cord    | 6.3A        | 1   |
| 3 | Socket        |             | 1   |
| 4 | Switch        | 250V/10A    | 1   |
| 5 | Fuse base     |             | 1   |
| 6 | GND connector |             | 1   |

## **Electronic component:**



#### BIG HAMMER

| #  | NAME                      | SPEC./MODEL   | Q | TY  |
|----|---------------------------|---|---|-----|
| 1  | Power supply              | 12V 150W  | 1 | PCS |
| 2  | Light strip control board | XXH-150605A<br>Controller, 12V  | 1 | PCS |
| 3  | Amplifier board           | Misic amplifier.pcbvl.0   | 1 | PCS |
| 4  | IO board                  |   | 1 | PCS |
| 5  | Main host                 | CPU: Intel G1620 @2.7G  Memory: 2GB 1600  Video Card: Integrated video card  Main board: Gigabyte | 1 | PCS |
| 6  | 32" LED                   | 220V 50HZ   | 1 | PCS |
| 7  | 32" touch screen          |   | 1 | PCS |
| 8  | VGA wire                  |   | 1 | PCS |
| 9  | AUX wire                  | 3.5MM   | 1 | PCS |
| 10 | USB wire                  | 1M  | 1 | PCS |
| 11 | USB extension cord        |   | 1 | PCS |
| 12 | Filter                    |   | 1 | PCS |
| 13 | Fuse                      |   | 1 | PCS |
| 14 | Backup U drive            |   | 1 | PCS |
| 15 | Fan                       | 1804U3A 001 12V   | 1 | PCS |
| 16 | Wire mesh                 |   | 2 | PCS |
| 17 | Meter frame               |   | 1 | PCS |
| 18 | Potentiometer             | 50K   | 1 | PCS |
| 19 | Power                     |   | 1 | PCS |



| # | NAME            | SPEC./MODEL                        | ГО | <b>TY</b> |
|---|-----------------|------------------------------------|----|-----------|
| 1 | LED light strip | RGB 5050 light strip 60-light 0.4M | 3  | PCS       |
| 2 | Light strip     | 12V RGB 0.7m                       | 2  | PCS       |
| 3 | LED light strip | RGB 5050 light strip 60-light 3.4m | 1  | PCS       |
| 4 | DCD light stain | WS2811 RGB 60-light                | 1  | DCC       |
| 4 | RGB light strip | 2.5m 12V                           | 1  | PCS       |

### **SCHEMATIC DIAGRAM**

