

# *Rush and Catch*

## MANUAL



### **Warning**

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



**ACE AMUSEMENT**

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# Introduction to the Product

Rush and Catch is a new indoor medium and high-end animal racing simulation game machine developed by our company. The unique animal racing 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-yield amusement product in the amusement park. There are 3 scenarios in the game, the Western Carnival, the Pearl Island, and the Arctic Adventure. Get acceleration effect by switching animals, which can create a very exciting sense of chasing. There are many obstacles and jumping platforms in the game that make players' feeling of freshness and tension more intense. Different props in the game that give players a great challenge of speed and different fun.

- Small machinery products;
- The game play is novel, exciting, highly interactive, and highly entertaining;
- The appearance design is artistic, the pattern is bright and delicate, and the materials are strong and durable;
- Adopt integrated circuit, built-in program, stable working performance, good safety and reliability;
- Adapt to universal tickets;
- The standalone control computer is stable and reliable.

## I Specifications and Technical Parameters



- 1) Operating voltage: AC220V - 240V, 50/60 Hz (or AC 110V±5%, 60Hz. For the specific voltage, see the nameplate on the machine).
- 2) Dimensions: W220 × D189× H240 (cm)
- 3) Maximum power: 2000W
- 4) Ambient condition: Temperature (indoors): 0°C~35°C;
- 5) Humidity: ≤90%;
- 6) Atmospheric pressure: 86Pa~106Pa.








**Warning:** After turning off the machine, please wait 1 minute if you want to turn it on.

## II Accessory List

For the normal use of the machine, please open the package and carefully check whether the following items are included.

The accessory list is below:

Name	Version No.	No./Specification	Picture	QTY	Unit	Remark
Manual	A0			1	Piece	As per shipment requirement
AA33 Key	A0	AA33		2	Piece	For Ticket Dispenser door, Coin Mech door, maintenance door
AA32 Key	A0	AA32		2	Piece	For Coin Box door
“Li te”Fuse 5*20 10A	A0			3	Piece	
Power cord	A0	1.8M		1	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 Move and Position the Machine

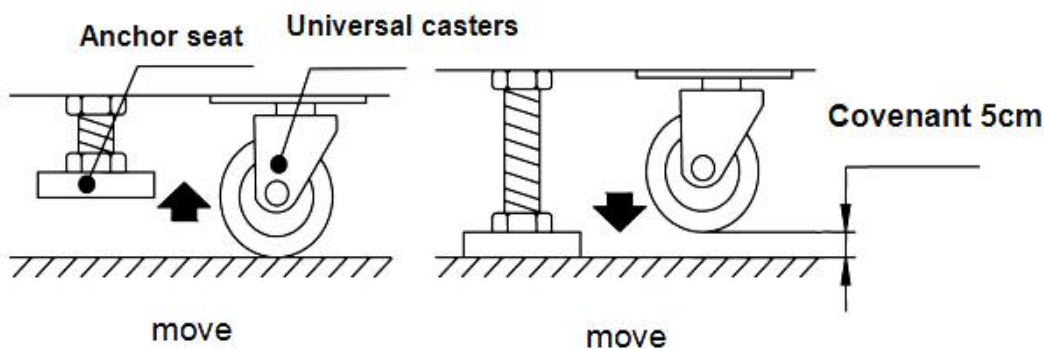
## (I) How to Move the Machine

There are trundles under the machine. When moving the machine for a short distance, you should raise foot to make the trundles touch the ground and push the machine. As there will be danger of overturning when the foot hits obstacle on the ground, you should move the foot up as much as you can and pay attention to obstacles ahead and uneven places when moving the machine along the ground.



## (II) How to Position the Machine

- Please place it on flat ground where it won't slide easily;
  - Please use the following foot to fix the machine (as shown below)
1. Loosen the tightly locked nuts of the foot, tighten the bolts of the foot with a wrench, and keep the trundle approximately 5mm away from the ground.
  2. Tighten the nuts clockwise and fix them.



## (III) Product Placement

**Do not** place the product in the following places:

- Place in which the machine may have condensate water or with high humidity;
- Place close to high-temperature objects;
- Place close to dangerous substances;
- Smooth or unstable place;
- Place close to equipment that may easily produce sparks;
- Place with heavy vibration;



**Caution:** Please unplug the power plug before moving to prevent accidents and faults.

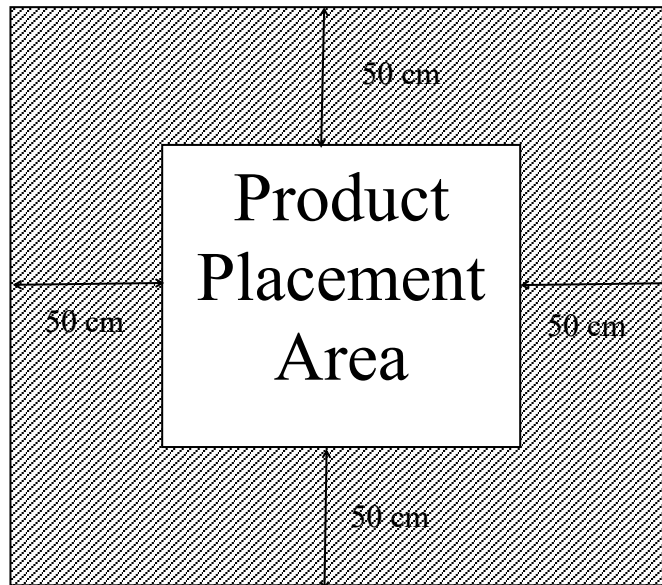
Please take care not to damage the power cord during moving to prevent accidents and faults.

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

## (IV) Installation Location Dimension

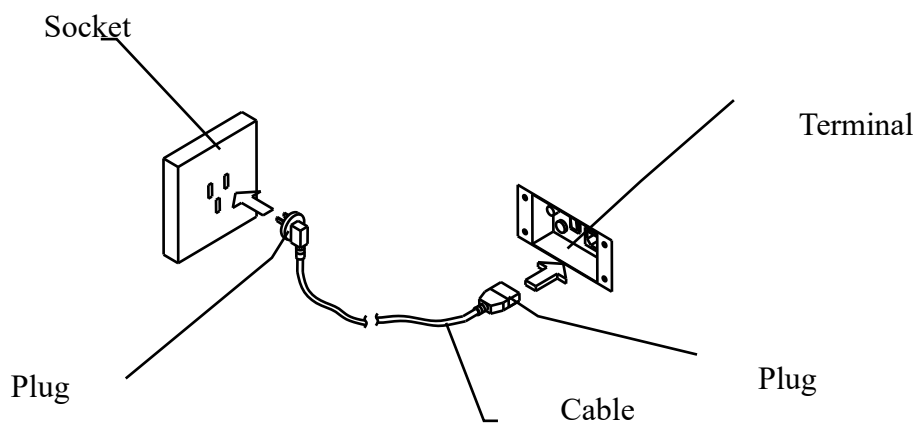
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

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 Instructions on Game

## (I) Game Logo/Standby Image



## (II) Game Interface



1. Time: Player's remaining game time.
2. Score: Player's current score.
3. Ranking and Progress: Player's current ranking, and distance to the finish line.
4. Obstacles: Player will be injured and slowed down when hits an obstacle.
5. Animal Change: Players can switch to another animal to get acceleration effect.
6. Props: Players will get points or other rewards for passing props.
7. Current animal and speed: The player's animal and its speed.

## (III) Characteristics of the Machine

- There are 3 scenarios in the game, the Western Carnival, the Pearl Island, and the Arctic Adventure.
- Get acceleration effect by switching animals, which can create a very exciting sense of chasing.
- There are many obstacles and jumping platforms in the game that make players' feeling of freshness and tension more intense.
- Different props in the game that give players a great challenge of speed and different fun.

## (VI) Game Scenes

### 1) Mardi Gras West



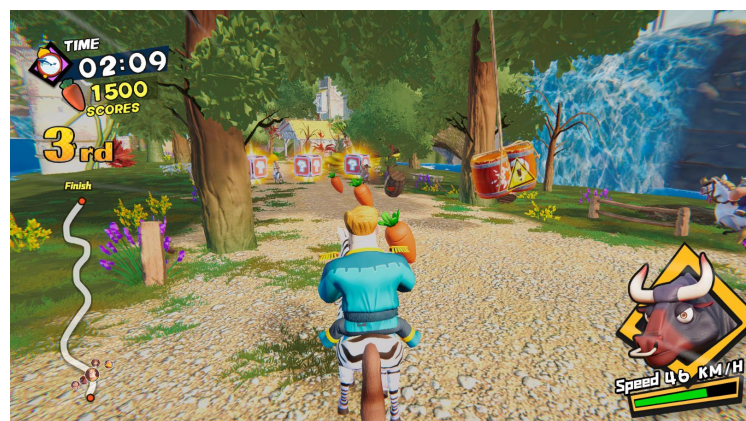
### 2) Pearl Island



### 3) Arctic Adventure



### 4) Fantasy Land





## (V) Gameplay

### 1) Select the game mode

There are single player mode and two-player mode that players can choose.

### 2) Select the characters

There are 5 characters that players can choose the one they like.

### 3) Select the scenarios

There are 3 scenarios that players can choose.

### 4) Start the game

Control the direction to avoid obstacles, pick up score props to get score rewards. The character will have a fancy air show when through the jumping platform. Pick up special props to draw for more surprise rewards!

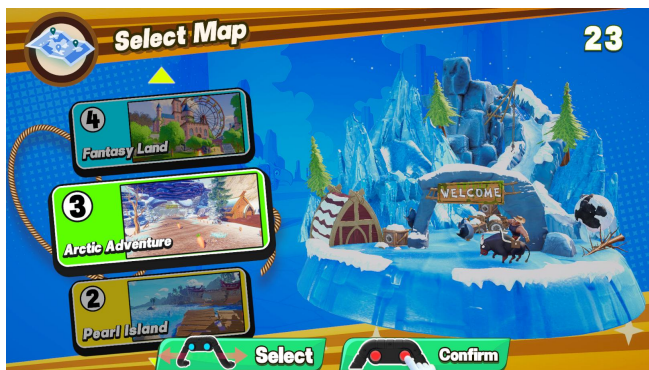
### 5) Level Completion



Select Game Mode



Select Character



Select Scenarios

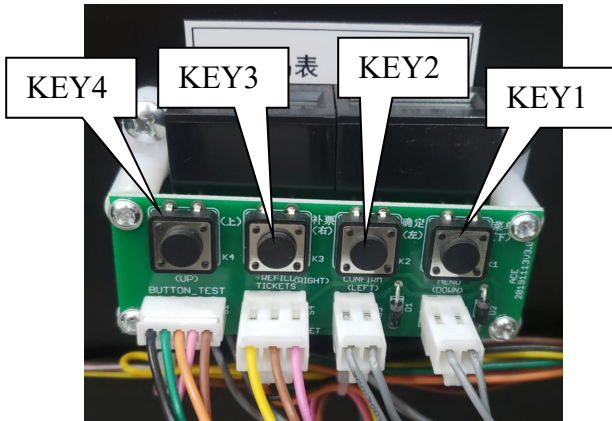


Start Game



Level Completion

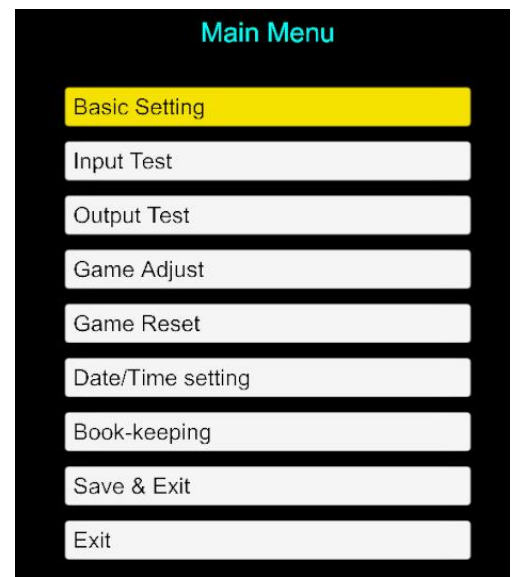
# VI Adjustment of the Game Program Setting



Option	KEY1	Test (Choose)
	KEY2	Confirm (Replenish lotteries)
	KEY3	Confirm (Modify)
	KEY4	Return (Previous Step)

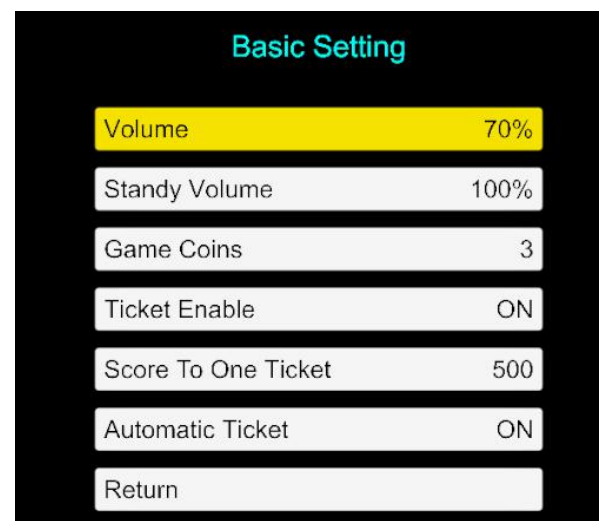
## (I) Main Menu

1. **Basic Setting:** Enter the basic setting interface.
2. **Input Test:** Enter the input test interface.
3. **Output Test:** Enter the output test interface.
4. **Game Adjust:** Enter the adjustment setting interface.
5. **Game Reset:** Enter the game reset interface.
6. **Date/Time Setting:** Enter the date/time setting interface.
7. **Book-keeping:** Enter the revenue record interface.
8. **Certificate Update:** Renew the trial version.
9. **Save&Exit:** Save modified settings and return to the game interface.
10. **Exit:** Exit the back end and go back to the game interface.



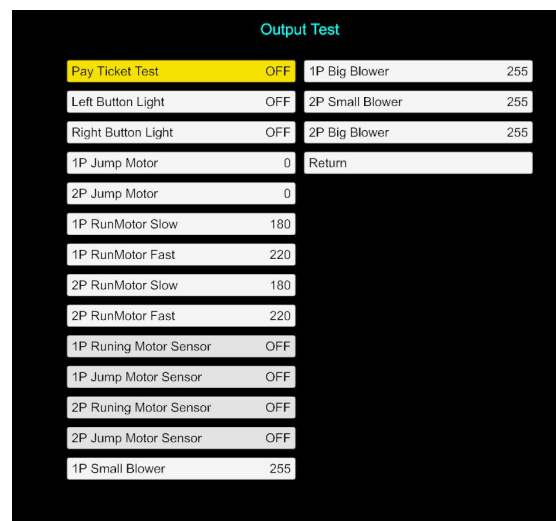
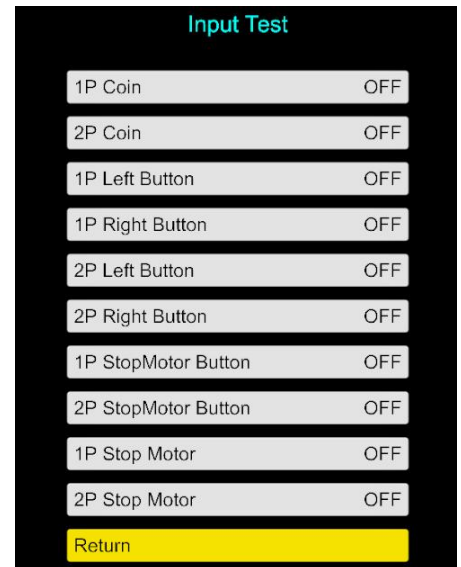
## (II) Basic Setting

1. **Volume:** Set game volume.  
Range: 0%~100% (Default: 100%)
2. **Standby Volume:** Set standby music volume.  
Range: 0%~100% (Default: 100%)
3. **Coins Per Game:** Set the required number of coins at the beginning of each round.  
Range: 1~100, Free (Default: 4)
4. **Tickets Out:** Choose whether to feed tickets. (Default: On)  
Off: No  
On: Yes
5. **Score To One Ticket:** Set the score required to exchange bill.  
Range: 100~10000 (Default: 1000)
6. **Auto Pay Ticket:** Set whether to automatically replenish tickets in case of ticket shortage.  
Off: Not Automatic Ticket Replenishment  
On: Automatic Ticket Replenishment
7. **Back:** Directly return to the previous menu.



### (III) Input Test

- 1-2P Coin:** Test whether 1P, 2P coins selector work properly.  
Turn off: No inserting coins  
Turn on: Inserting coins
- 1-2P Left Start Button:** Test whether 1P, 2P left start button work properly.  
Turn off: No pressing  
Turn on: Pressing
- 1-2P Right Start Button:** Test whether 1P, 2P right start button work properly.  
Turn off: No pressing  
Turn on: Pressing
- 1-2P Stop Button:** Test whether 1P, 2P stop button work properly.  
Turn off: No pressing  
Turn on: Pressing
- 1-2P Left Safety Light Eye:** Test whether 1P, 2P left safety light eye work properly.  
Turn off: No covering  
Turn on: Covering
- 1-2P Right Safety Light Eye:** Test whether 1P, 2P right safety light eye work properly.  
Turn off: No covering  
Turn on: Covering
- Back:** Directly return to the previous menu.



### (IV) Output Test

- Ticket Test:** Test whether the 1P, 2P ticket machines work properly.
- Left Start Button Light:** Test whether the 1P, 2P left start button lights work properly.
- Stop Button Light:** Test whether the 1P, 2P stop button lights work properly.
- Right Start Button Light:** Test whether the 1P, 2P right start button lights work properly.
- 1-2P Jump Motor:** Test whether the 1P, 2P Jump Motors work properly.
- 1-2P Normal Running Motor Speed:** Set the speed of the motor when 1P, 2P are running normally.
- 1-2P Acceleration Running Motor Speed:** Set the speed of the motor when 1P, 2P are accelerating.
- 1-2P Running Motor Light Eye:** Test whether the light eye of the 1P, 2P running motors work properly.
- 1-2P Jumping Motor Light Eye:** Test whether the light eye of the 1P, 2P jumping motors work properly.
- 1-2P Normal Running Fan:** Set 1P, 2P fan when running normally.
- 1-2P Acceleration Running Fan:** Set 1P, 2P fan when accelerating.
- Back:** Return to previous menu.



## (V)Game Adjust

1. **1-2P AD X:** Read 1P, 2P Potentiometer -X
2. **1-2P AD Y:** Read 1P, 2P Potentiometer -Y
3. **1-2P Joystick Adjust:** Correct the potentiometer of 1P, 2P joystick.
4. **Back:** Directly return to the previous menu.

## (VI) Game Reset

1. **Factory restore:** Restore all data and settings to the factory settings.
2. **Clear all records:** Restore all data records to the default settings.
3. **Clear owed ticket:** Clear the number of lack tickets.
4. **Clear unused coin:** Clear unused coins.
5. **Back:** Return to the previous menu.

## (VII) Date/Time Setting

## (VIII) Daily Record

Book-keeping					
Player	Coins		Tickets		Ticket Rate
1P	15		32		2.13
2P	0		0		0.00
Total	15		32		2.13
Date	Week	Time	Coins	Tickets	Ticket Rate
2024-06-12	WED	00H:30M	15	32	2.13

P1/1



# VII Fault Analysis and Maintenance

## (I) 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.

## (II) 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.

## (III) Running Inspection

- Whether the speaker works normally.
- Whether the daylight lamp and the button light are on.
- Whether the image is clear and normal.

## (IV) 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.
- Screen PVC will crack and wear in the use process, please check and clean once in a week.

## VIII Fault Analysis and Troubleshooting

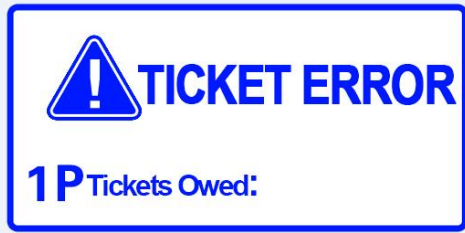
Fault phenomena	Main cause	Corrective action
After the machine is powered on,(the power supply fan works), but the display is not on.	The monitor is not energized.	Please reconnect the power cable or replace it with new.
	The signal wire of the display is not connected or damaged.	Please reconnect the 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 game.	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 button switch is broken or replaced.
No response to	The coin selector is damaged.	Replace coin selector.

coin selector.	The signal line of the coin selector is loose.	Check if the signal line of the coin selector is loose.
	IO control board is damaged.	Replace IO control board.
Coins are blocked in the coin selector	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 selector is not assembled properly. The red braking bar above the coin selector is pressed.	Please re-insert it into the coin selector.
The coin selector does not score.	Check whether there is signal feedback.	Please re-connect the coin selector. 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 selector is the same with that inserted in the coin selector.	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 ticket 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.

## IX Error Message



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.

### **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.



# X Instructions on Restoring U Disk

## Method A : Using the Recovery System USB inside the game.

- Step 1: **Power off** the game machine.
- Step 2: Insert this software USB in the machine's computer (Figure 1)
- Step 3: Turn on power again. The software would be upgraded automatically. (Figure 2)
- Step 4: After about 20 minutes, after the software finished upgrade. The screen will show the picture as below. Please pull out the Software USB. (Figure 3)
- Step 5: After remove the Software USB, the machine will upgrade the software automatically. It will need about another 20 minutes. Wait until the screen show the game program upgrade completed. (**Don't** power off during installing)
- Step 6: Reset the Date and Time Date for better use. Done!



Figure 1



Figure 2



Figure 3

## Method B : Program Quick Upgrade.

- Step 1: Copy the upgrade program in a new empty USB.
- Step 2: **Power On** the game machine.
- Step 3: After the machine enter the game method, insert the new program USB in the machine's computer (Figure 1)
- Step 4: The game will upgrade automatically. Do not pull out the USB or power off the game when see the (Figure 4) showing on the monitor.
- Step 5: After some minutes, when the (Figure 5) showing on the monitor, remove the USB.
- Step 6: Power on the machine again, the program will be upgraded successfully.



Figure 4



Figure 5



The above technical parameters are subject to change without prior notice

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