Wave Riders X-Treme

MANUAL





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



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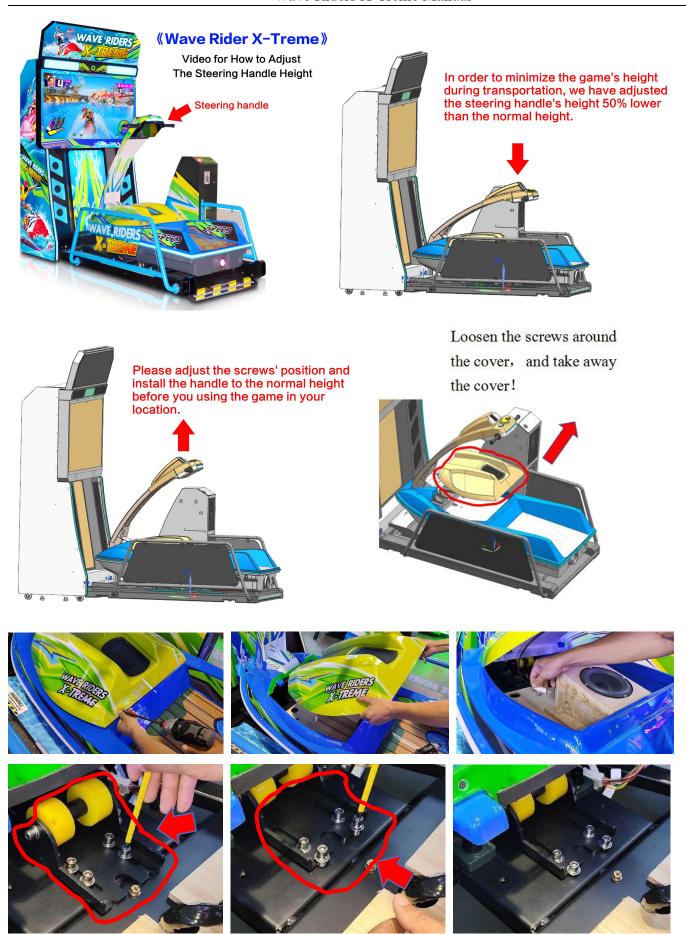
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CONTENTS

| CC | ONTENTS | 2 |
|----|---|----|
| | Machine Introduction and Features: | 3 |
| | I Specifications and Technical Parameters | 4 |
| | II Accessory List | 5 |
| | III How to Handle and Position the Machine | 6 |
| | (I) Handling Method | 6 |
| | (II) Fixing Method | 6 |
| | (III) Product Placement | 6 |
| | (IV) Installation Location Dimension | 7 |
| | IV Wiring and Precautions | 7 |
| | V Instructions for setting up online competition | 8 |
| | VI Description of the Game | 9 |
| | (I) Interface and operations: | 9 |
| | (II) Game characteristic instruction: | 10 |
| | (III)Game Scenes | 10 |
| | (III) Gameplay instructions: | 11 |
| | VI Game Background Settings | 13 |
| | VII. Installation and instruction of interface and components | 18 |
| | VIII. Fault Analysis and Troubleshooting | 19 |
| | X Error Prompt | 20 |
| | XI Instructions on Restoring U Disk | 23 |



Loosen the screw and move the fixing plate forward and lock the screw!

Machine Introduction and Features:

"Wave Riders X-Treme" is a brand-new hyper realistic standing motorboat dynamic simulation platform game developed by our company. Players choose their favorite racing boats to compete in the game, and conduct the final ranking.

The appearance of the game machine is mainly based on racing boat, and player on the rowing platform can experience turbulence, vibration, and real wind pressure according to game events. Players can shake the boat's left and right tilt to control ongoing direction.

The steering of rowing in the game, combined with a 49 inch high-definition large screen and stunning realistic game effects, provides players with an extremely strong driving and racing experience on the sea.

A game machine can connect with other three machines to start online competitions, eight rowing options, and four ocean sports maps, featuring highly challenging championship challenge gameplay.

This game is suitable for young, parent-child, and couple players to enjoy the fun of rowing together..

- 1. Small machinery products;
- 2. The game play is novel, exciting, highly interactive, and highly entertaining;
- 3. The appearance design is artistic, the pattern is bright and delicate, and the used materials are solid;
- 4. Adopt integrated circuit, built-in program, stable working performance, safety and reliability;
- 5. Adapt to universal tickets;
- 6. The independent host 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) Maximum power of Dynamic version: 1000W Maximum power of Standard version: 800W
- 3) Overall dimensions: W1242×D2280×H2250(MM)
- 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 3 minute if you want to turn it on.

II Accessory List

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

1. The accessory list is below:

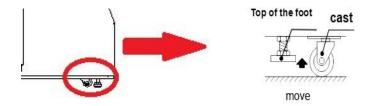
| S/N | Name | No./Specification | Quantity | Unit | Picture | Remarks |
|-----|------------------------------|---|----------|-------|---------|---------------------------------------|
| 1 | Power cord | 10A/250V-3M | 1 | Piece | | |
| 2 | Fuse | Φ5×20mm T5A 250VAC | 1 | Piece | | |
| 3 | Manual | English | 1 | Сору | | |
| 4 | Key | AA33 | 2 | Piece | | |
| 5 | Key | AA32 | 2 | Piece | | |
| 6 | Potentiom eter | A0 | 1 | Piece | 0 | |
| 7 | Four port router | TP-Link TP-R406 | 1 | | | Note: 1 Router for 2 or more machines |
| 8 | Router network cable2M | Two machines with 2cable; 3pcs, 4 pcs machines with 3pcs cables | | | | S |
| 9 | Router network cable3M | | | | | |

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 Handle and Position the Machine

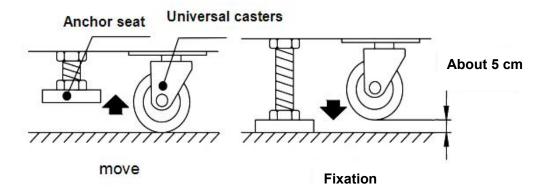
(I) Handling Method

The machine is equipped with caster under the base plate. When moving the machine for a short distance, you should raise foot to make the casters touch the ground and push the machine.



(II) Fixing Method

Please place it on flat ground where it won't slide easily, loosen the locked nuts of the foot, tighten the anchor bolts with a wrench, and keep the caster approximately 5mm away from the ground.



(III) Product Placement

Do not place the product in the following places:

- > Do not place the machine in a humid place with high humidity;
- > Do not place the machine near a hot object;
- > Do not place the machine next to flammable items;
- > Do not place the machine on a smooth or uneven ground surface;
- Do not place the machine near high-frequency vibration objects;
- ➤ Do not place the machine in the dusty areas.

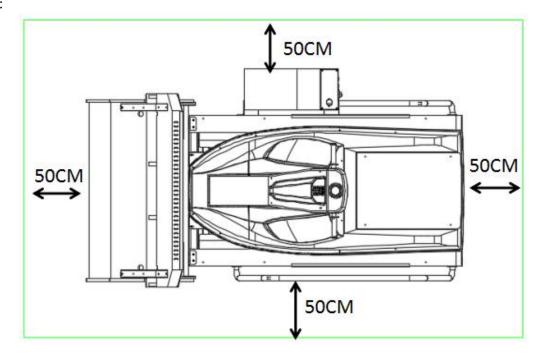
Caution Please unplug the power plug before moving to prevent accidents and faults.

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

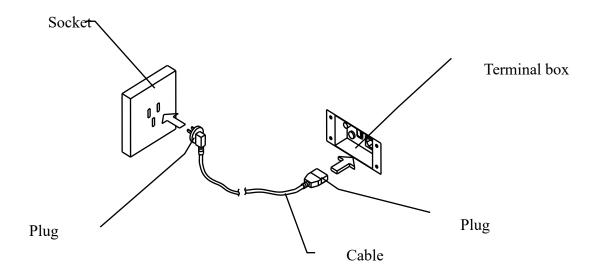
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

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.

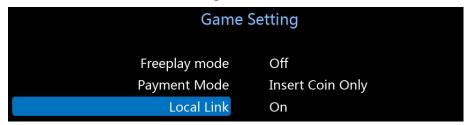


V Instructions for setting up online competition

- 1. Ensure that the host is correctly assigned to the IP address and can be connected to other rowing machines in the local area network normally.
- 2. Enter the "Game Settings" page in the game background.



3. Enable the "Store Networking" function.



4. In the "IP Settings" option, set the corresponding card slot number (1-4P) for each machine, and ensure that there are no duplicate numbers in the online machines (such as multiple 1P machines, which is equivalent to a unique ID).



5. Returning to the standby interface, at the center position below the screen, the 1P number set above and the rest corresponding P number for other machines that are already online will appear.



- 6. Router installation
- 1) Fixture the position of game machine
- ②Open the cover of the machine's network cable interface (near the main power switch) and connect it in sequence with the network cable (the first machine is connected to 1p, the second one is connected to 2P, the third one is connected to 3P, and the fourth one is connected to 4P).

3 Plug the router power into a 220V power outlet



VI Description of the Game





(I) Interface and operations:



- ①Player profile picture: Display the animated images taken by the player. If no animated images are taken, cartoon avatars will be randomly assigned
- ②Play on the scoreboard: Display real-time ranking of players
- ③Nitrogen props:Players will receive a certain amount of nitrogen through the nitrogen prop
- ④Nitrogen cylinder:The current amount of nitrogen gas are 3 bottles. Player can use them to accelerate once one bottle is full with nitrogen.
- ⑤Reminder and evaluation prompts:Remind players of continuous obstacles ahead or praise their current actions

- ⑥ Accelerated Gate: players pass through the gate to temporarily accelerate their boat's speed.
- 7 Diving Platform: Skiing onto the platform allows for a fancy aerial performance
- ®Operation tips:Remind players of the current actions to be taken, including acceleration, using nitrogen gas, turning left and right
- 9 Distance and time: Display the player's current completed journey and usage time
- (11) Speed of racing boat: Display the current speed of the player rowing

(II) Game characteristic instruction:

- (1) Developed by top game engine Unreal4, with exquisite graphics, stunning scenes, and top-notch lighting and special effects.
- (2) The 49 inch high-definition large screen has stunning realistic effects, with delicate graphics and rich colors, providing players with an unprecedented visual experience.
- (3) A novel control method that controls the swaying and turning of the racing boat, providing players with an ultimate driving experience through real-time hull turbulence, vibration, and wind pressure.
- (4) Film and television level camera advancement, 3D scene design, and competitive rhythm design, allowing players to enjoy every second at all times.
- (5)8 stylized rowing styles and 4 ocean sports maps.
- (6) Two core game gameplay options, supporting four local online competitions and supporting players to challenge championship events
- (7) Breaking traditional track restrictions and choosing multiple routes at will.

(III)Game Scenes

Gold Valley Metro





Whale Islands



Long Sword Harbor



(III) Gameplay instructions:

(1) Choose Game mode:

There are two modes to choose from: championship competition and time mode.

1. Championship competition:

The championship game is a single player game and cannot choose game scenes. It can only be played in the order of round 1 to round 4. If the conditions for promotion are met, player can go to the next round, otherwise continue with the current round. If you win the championship in the fourth round, the entire championship competition is over.

2. The time mode can be single player or in store multiplayer game (up to 4 players), with the option of selecting scenes.



(2) Capture Dynamic Graph

Players can take dynamic graph, which are used as avatars on some interfaces of the game. The dynamic graph taken by the player will be deleted at the end of the game. Players can also choose not to shoot and randomly assign cartoon avatars to them.



(3)Select Map

In timed mode, players can choose from different maps, with a total of 4 maps to choose from. Championships are played in a fixed order.



(4)Select Boat

Players can choose their favorite boat and characters to play the game, with a total of 8 different boat and characters.



(5)Entering into the Game

After entering the game, players need to control the direction to avoid obstacles; Acceleration can be achieved in a short period of time through the acceleration gate; By using nitrogen props, more nitrogen can be obtained. When the nitrogen bottle is full, nitrogen can be used. After using nitrogen, players will deform their boat and achieve the fastest speed; Jumping onto the small and large platforms also allows for various fancy aerial performances.



(6)Complete game and Calculate Ranking







VI Game Background Settings

- (I) Homepage
- 1. Game setting: enter the game settings interface
- 2. Boat Calibrate: Enter the boat calibration interface
- 3. Hardware Test: Enter the hardware testing interface.
- 4. Ticket Setting: Enter the ticket setting interface
- 5. Safety Detection Setting: Enter the safety detection setting interface
- 6. Date/Time Setting: Enter the date/time setting interface
- 7.Game reset: Enter the revenue recording interface
- 8.Record: Enter the revenue recording interface.
- 9. About This Game: Enter the specification of game software and

hardware

10.Back:Return to the game interface



(II) Game Setting

1. Freeplay mode: Choose whether to try for free (default off)

2.Payment Mode: Set payment method (default only to coin)

- Insert Coin Only
- Tap/Swipe Card Only
- Insert Bills Only
- Insert Coin(s) or Tap/Swipe Card
- 3. Local Link: Set whether the store is connected to the internet (default off)

On: can connect to other machine

Off: cannot connect to other machine

4. IP Setup: Set the IP of the machine. When multiple machines are connected in the store, the IP of the connected machines cannot be the same.

Setting Range: 1P, 2P, 3P, 4P (The default is 1P)

5. New game coins: Set the number of coins required to start a new game

Setting Range: 1~99(The default is 3coins)

6. Continue coins: Set the number of coins required for coin renewal

Setting Range: 1~99(The default is 3coins)

7.Demo music: Set whether to play the demonstration sound effect in standby mode (default on)

On: turn on the demo music Off: turn off the demo music

8. Volume: Set game volume

Setting Range: 0~10 (The default is 3)

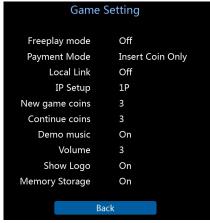
9. Show Logo: Set whether to display the company logo during start and standby (default on)

On: show the Logo Off: turn off the Logo

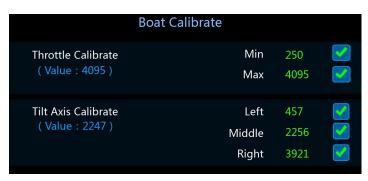
10.Memory Storage: Set whether to save unused coins during power outage (default on)

On: Save Off: Don't save

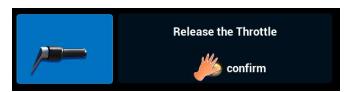
11.Back: Return to the previous menu



(III) Boat Calibrate



1. Throttle Calibrate: Adjust the throttle according to the prompts





2. Tilt Axis Calibrate: Adjust the Tilt Axis according to the prompts



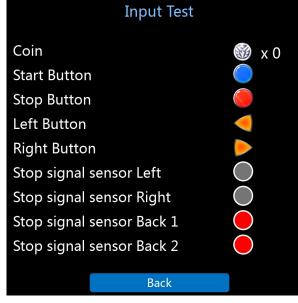


3. Back: Return to the Previous Menus

(IV) Hardware Test

- 1. Input Test: enter into the input test
- 2. Output Test:enter into the output test
- 3. Light Test: enter into the light test
- 4. Camera Test:enter into the camera test
- 5. Sound Test:enter into the multi-sound test
- 1.1 Input Test
- 1. Coin: test the coin selector whether can work normally, and the number will increase after coin insertion.
- 2. Start Button: test the start button whether can work normally, and the button icon will change when press the button if the button can work normally.
- 3. Stop Button: test the stop button whether can work normally, and the button icon will change when press the button if the button can work normally.
- 4. Left Button: test the left button whether can work normally, and the button icon will change when press the button if the button can work normally.
- 5. Right button: test the right button whether can work normally, and the button icon will change when press the button if the button can work normally.
- 6. Stop Signal sensor Left: Test the stop signal sensor left whether work normally. When there is a signal, the icon will turn red.

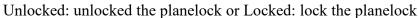




- 7. Stop Signal sensor Right:Test the stop signal sensor right whether work normally. When there is a signal, the icon will turn red.
- 8. Stop signal sensor Back 1:Test the first stop signal sensor back 1 whether work normally. When there is a signal, the icon will turn red.
- 9. Stop signal sensor Back 2: Test the second stop signal sensor back 2 whether work normally. When there is a signal, the icon will turn red.
 - 10. Back: Return to the Previous Menus

2.1 Output Test

- 1. Fan Test: Test whether the fan is working properly
 - Level 1: the first-speed fan
 - Level 2: the second -speed fan
 - Level 3: the third -speed fan
 - Level 4: the fourth -speed fan
- 2. Air Spring Test:test air spring whether work properly On or Off
- 3. Vibration Test: test the vibration motor whether work normally On or Off
- 4. PlaneLock Test: Test the planelock whether work normally



- 5. Out Ticket Test: Test the ticket dispenser whether can issue tickets normally.
- 6. Back: Return to the previous menus

3.Light Test

1.Start Button Light: test the start button's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly

2.Stop Button Light:test the stop button's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly 3.Left button Light: test the left button's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly 4.Right Button Light: test the right button's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly

5.Boat Light: test the boat's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly

6. Cabinet Side Light: test the cabinet side's light whether work normally.

Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly, Breathing

7. Marquee Light: test the marquee light whether work normally.

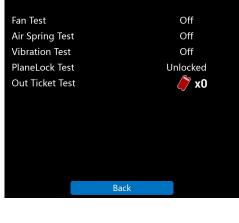
Test Items: Off, Lighting, Sparkle quickly, Sparkle slowly, Breathing

8.Back: return to the previous menu

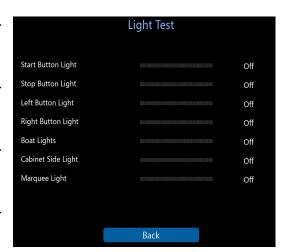
4.Camera Test

1. The blue box displays the real-time image captured by the camera, and it can be seen from the image whether the camera is working properly

2.Back:return to the previous menu



Output Test





5. Sound Test

- 1. Stereo Test: test the stereo test whether work normally.
- 2. Left Channel Test: test the left channel test whether work normally.
- 3. Right Channel Test: test the right channel test whether work normally.
 - 4. Back: return to the previous menu

6. Ticket Setting

1. Ticket out: choose whether turn on the ticket out setting
On: issue ticket Off: don't issue ticket

- 2. Tickets for first place: Set the number of tickets issued by players when they win first place.
- 3. Tickets for second place: Set the number of tickets issued by players when they win second place.
- 4. Tickets for third place: Set the number of tickets issued by players when they win third place.
- 5. Tickets for fourth place: Set the number of tickets issued by players when they win fourth place.
- 6. Tickets for fifth place: Set the number of tickets issued by players when they win fifth place.
- 7. Tickets for sixth place: Set the number of tickets issued by players when they win sixth place.
- 8. Tickets for seventh place: Set the number of tickets issued by players when they win sixth place.
- 9. Tickets for eighth place: Set the number of tickets issued by players when they win eight place.
- 10. Back: return to the previous menu
- 7. Safety Detection Setting
- 1.Boat Safety Area Detection: Choose whether to open boat safety area detection (default enabled)

On: start to test Off: turn off the test

8.Date/Time Setting

| Date/Time Setting | | |
|-------------------|------|--|
| Year | 2023 | |
| Month | 9 | |
| Day | 8 | |
| Hour | 11 | |
| Min | 24 | |
| Sec | 25 | |

Safety Detection Setting Boat Safety Area Detection On

Sound Test

Stereo Test

Left Channel Test

Right Channel Test

Ticket Setting

Ticket out

Tickets for first place Tickets for second place

Tickets for third place

Tickets for fourth place

Tickets for seventh place

Tickets for eighth place

Tickets for fifth place Tickets for sixth place On

5

0

0

0

0

0

Back

9.Game Reset

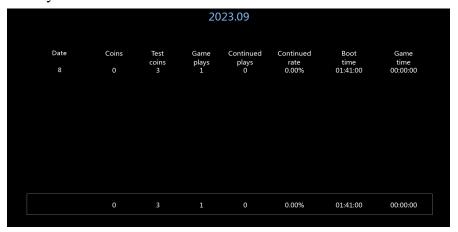
- 1. Clear Record: Clear all revenue records
- 2. Clear Unused coins: clear unused coins
- 3. Clear owed ticket: clear the owed ticket
- 4.Game Reset:Restore the game settings to the default settings
- 5. Factory reset: Restore all game data and settings to default
- 6.Back: return to the previous menu



10. Record



1.Daily Record



2. Monthly Record



3. Total Record



4. About This Game



VII. Installation and instruction of interface and components

(I) Installation and instruction of components

1 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.

2. 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.

3. Running Inspection

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

4 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.

VIII. Fault Analysis and Troubleshooting

Common faults

| Fault Phenomena | Main Cause | Solution | |
|---|--|--|--|
| After the machine is powered on,(the | The monitor is not energized. | Please reconnect the power cable or replace it with new. | |
| power supply fan works), but the display is not on. | The signal wire of the display is not connected or damaged. | Please reconnect the signal wire or replace it with new. | |
| After the machine | The power supply is inconsistent with the machine's parameters. | Please check whether the power supply is consistent with the machine's parameters. | |
| is powered on, | Fuse is burnt out. | Please replace the fuse. | |
| nothing happens and the screen is not lit. | 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 | 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. | |
| raster. | 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 | | Manually start the power start button of the host machine. | |
| powered on, the | | The host power is bad or replaced. | |
| display is a white screen without any | The host machine does not work. | The motherboard memory bank is bad or replaced. | |
| image or sound. | | The motherboard is bad. Please contact professional and manufacturer. | |
| Pressing start button 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 collector is damaged. | Replace coin collector. | |

| | wave Riders A-Treme Iviandar | | |
|------------------------------------|--|---|--|
| coin collector. | The signal line of the coin collector is loose. | Check if the signal line of the coin collector is loose. | |
| | IO control board is damaged. | Replace IO control board. | |
| | The sample coin is not placed well. | Please check whether the sample coin is placed well, or try another sample coin. | |
| Coins are blocked in the coin | The coin slot is not aligned or deformed. | Please check whether the coin slot is aligned or deformed, and adjust coin slot. | |
| collector | The coin collector is not assembled properly. The red braking bar above the coin collector is pressed. | Please re-insert it into the coin collector. | |
| | Check whether there is signal feedback. | Please re-connect the coin collector. 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. | |
| The coin select does not score. | Check whether the token in the coin collector is the same with that inserted in the coin collector. | 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. | |
| | 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. | |
| The speaker does not make a sound. | 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. | |
| - | | | |

X Error Prompt

1. Errors and solutions

| Error | Cause | Solution | |
|-------------------------|------------------|--|--|
| Dangla datastian | Dongle is loosen | Please horizontally unplug and reinsert the | |
| Dongle detection failed | | dongle | |
| Taned | Dongle broken | Please replace a new dongle | |
| | IO Board's wires | Please unplug the IO board horizontally and | |
| IO Board Error | loosen | plug it back in, then restart the machine | |
| | IO Board broken | Pls replace a new IO board and restart the machine | |

| | The network cable | Please plug in the network cable again | | |
|---------------------|---------------------|--|--|--|
| Network failure | is not properly | | | |
| Network failure | plugged in | | | |
| | No network | Please reset the network | | |
| | Camera not | Places plug in the seman again | | |
| Camera failure | plugged in properly | Please plug in the camera again | | |
| Camera ranure | The camera is | Diagram and a sea that a services | | |
| | damaged | Please replace the camera | | |
| | Accelerator not | Please enter the background to verify the | | |
| Potentiometer don't | calibrated | throttle potentiometer | | |
| calibrate | Tilt axis don't | Please enter the background to verify the tilt | | |
| | calibrated | axis. | | |

(II)Dongle detection failed

If dongle detection failed, pls try to operate according to below steps

- 1.Please horizontally unplug and reinsert the dongle
- 2.Please replace a new dongle and plug it into the USB interface.
- 3. When the above methods are ineffective, please contact after-sales service personnel



(III) IO Board Error

If IO Board failed, pls try to operate according to below steps

- 1.Please horizontally unplug and reinsert the IO board's wires, and restart the game machine
- 2.Please replace a new IO Board and plug it into the relative cable's interface.
- 3. When the above methods are ineffective, please contact after-sales service personnel.



(IV) Network Error

If Network failed, pls try to operate according to below steps

- 1. Please horizontally unplug and reinsert the network cable's plug, and reinsert it again
- 2.Please replace a new IO Board and plug it into the relative cable's interface.
- 3. When the above methods are ineffective, please contact after-sales service personnel.



(V)Camera Error

If Network failed, pls try to operate according to below steps

- 1. Please horizontally unplug and reinsert the network cable's plug, and reinsert it again
- 2.Please replace a new IO Board and plug it into the relative cable's interface.
- 3. When the above methods are ineffective, please contact after-sales service personnel.



(VI) Boat potentiometer don't be calibrated

If Boat potentiometer failed, pls try to operate according to below steps

- 1. Please enter the background to verify the throttle potentiometer and tilt axis potentiometer.
- 2. Please replace a new potentiometer and calibrated them in the menu test.
- 3. When the above methods are ineffective, please contact after-sales service personnel.





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.

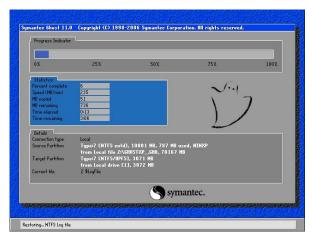
• Do not place vases, cups and containers with water, chemicals or heavy objects on the machine.

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.

XI Instructions on Restoring U Disk



When the machine is turned off, plug the U disk into the USB port behind the host, and the U disk will restore after the machine restarts. As shown in the figure, the system is restoring, and it needs about 20 minutes.





Prompt for system completion.
The system restoring is completed as shown in the left figure, and you can unplug the U disk.



The system restoring needs about 20 minutes. Do not cut off the power supply and wait patiently! Please forgive if there is any inconvenience!



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