

# *Zombie Outbreak*

## *Ball Shooting*

# MANUAL



### **Warning**

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



**ACE AMUSEMENT**

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# Important Warning

As PVC of the screen  
may be broken during  
use, please check and  
clean it once a week!

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# Introduction

## I. Company Profile

Thank you for choosing the amusement machine produced by our company. We are a comprehensive enterprise integrating development, production, sales, operation and services. “Quality first, users first, services first” is our solemn promise to customers and our action guide.

Please carefully read the manual for correct, appropriate and safe use of the machine. We hope it can help you to succeed!

## II. Introduction to the Product:

Zombie Outbreak is an indoor simulation amusement machine newly developed by our company and especially designed for the public amusement. It is novel and beautiful in appearance, safe and reliable, and easy to operate, so it is the most valuable amusement product with a higher coin collecting rate in the amusement park.

## III. Features of the Product:

- ✧ Novel gameplay full of fun;
- ✧ Elegant appearance, bright-colored and exquisite patterns, made of MDF, plywood, angle iron and metal plate, safe and durable due to rust-proof treatment;
- ✧ Large-scale integrated circuit, built-in program, stable and reliable working performance;
- ✧ Sophisticated and adjustable game program and win ratio.

#### IV. Note on Safety:

Before use, please note the safety warning stickers on the machine; while reading the manual, please pay special attention to some signs. We divide the safety warnings into 3 categories as follows. They mean different levels of danger.

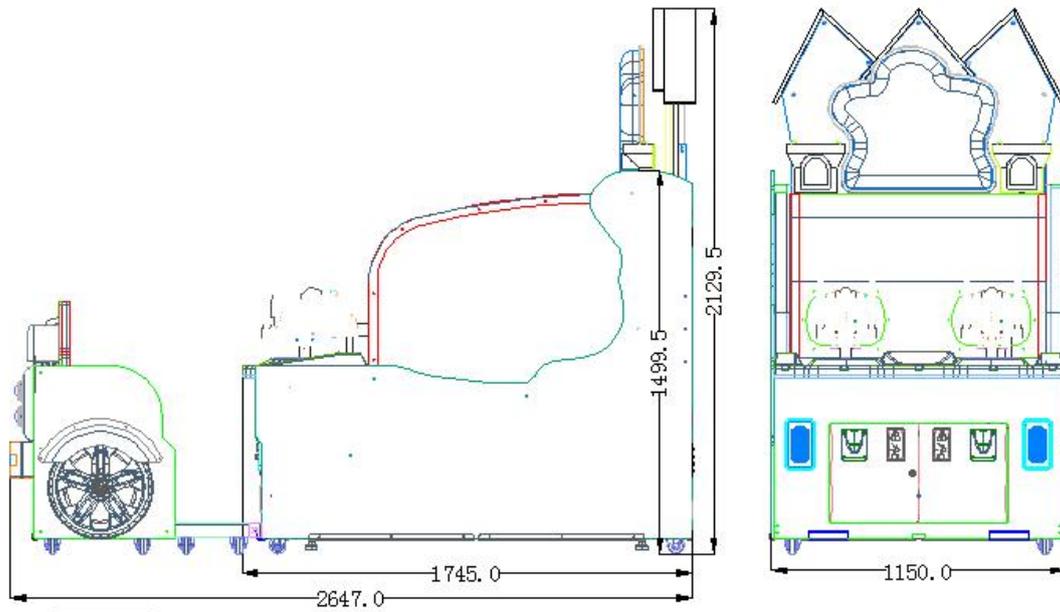
- **Danger** It means there will be danger of harm to people due to improper operation.
- **Warning** It means there will be possibility of harm to people due to improper operation.
- **Attention** It means there will be possibility of harm to people or the machine due to improper operation.

**Please pay attention to the following signs on the machine:**

High temperature sign	High voltage sign
	
No touching sign	
	

# Specifications and Technical Parameters

Unit: mm



- 1) Operating voltage: AC220V—240V 50/60 Hz
- 2) Minimum power: 500W
- 3) Maximum power: 700W
- 4) Dimensions: W1150.0 × D2647 × H 2129.5 (mm)
- 5) Weight: About 400kg
- 6) Operating environment:    Temperature (indoors): 0°C ~ 35°C;  
  Humidity: ≤90%;  
  Atmospheric pressure: 86Pa ~ 106Pa.

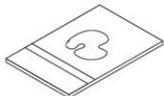
**!** **Warning:** After turning off the machine, please wait 1 minute if you want to turn it on.

**!** **Attention:** The above technical parameters are subject to change without prior notice.

# 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:

No.	Name	No./Specification	Quantity	Unit	Picture	Remark
1	Cable	10A/250V-3M	1	Piece		
2	Fuse	$\Phi 5 \times 20$ mm T10A 250VAC	1	Piece		
3	Manual	English	1	Piece		
4	Key	AA33	2	Piece		
5	Key	AA32	2	Piece		

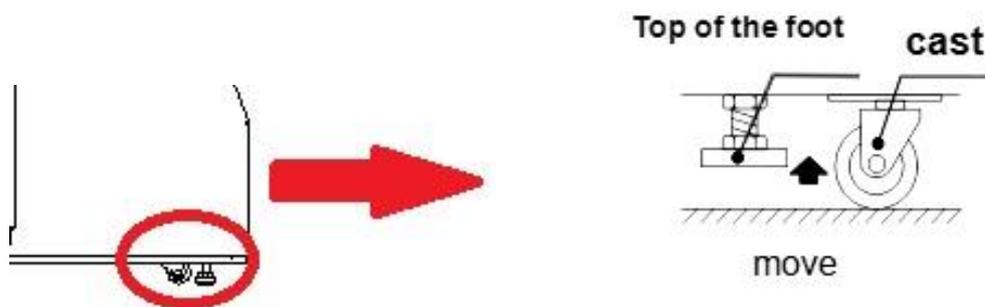
Please open the package and check whether all accessories are included. If not, please contact the distributor of the machine for check.

 **Attention:** The above technical parameters are subject to change without prior notice.

# How to Move and Position the Machine

## 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.



When moving the machine for a short distance, you should raise the foot to make the trundles touch the ground and push the machine.

When you move the machine and pass uneven places or place with steps, 4 people or more are needed to lift the machine for safety.



### ATTENTION

Please unplug the power socket before moving to prevent accidents and failure.

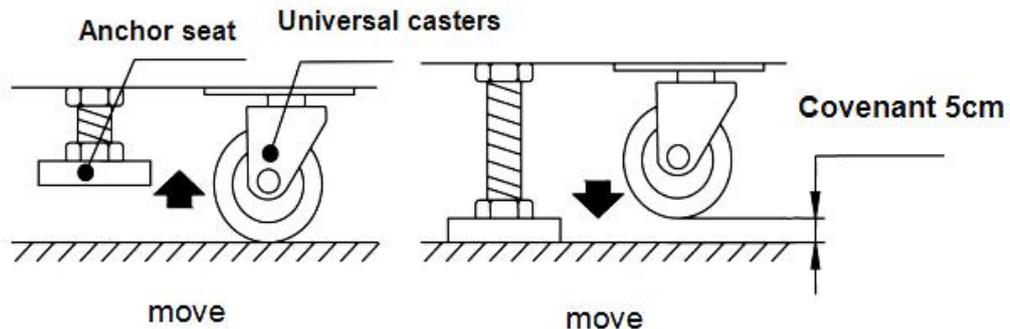
Please do not damage the cable when moving to prevent accidents and failure.

Please move the machine before raising the foot margin as much as you can to prevent accidents and failure.

The machine shall be moved by at least two people to prevent injury caused by the accident.

## 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.



## Unsuitable 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;
- Dusty place.

## Where to Place

**⚠ Warning:** The machine is only suitable for indoor use, not outdoor use.

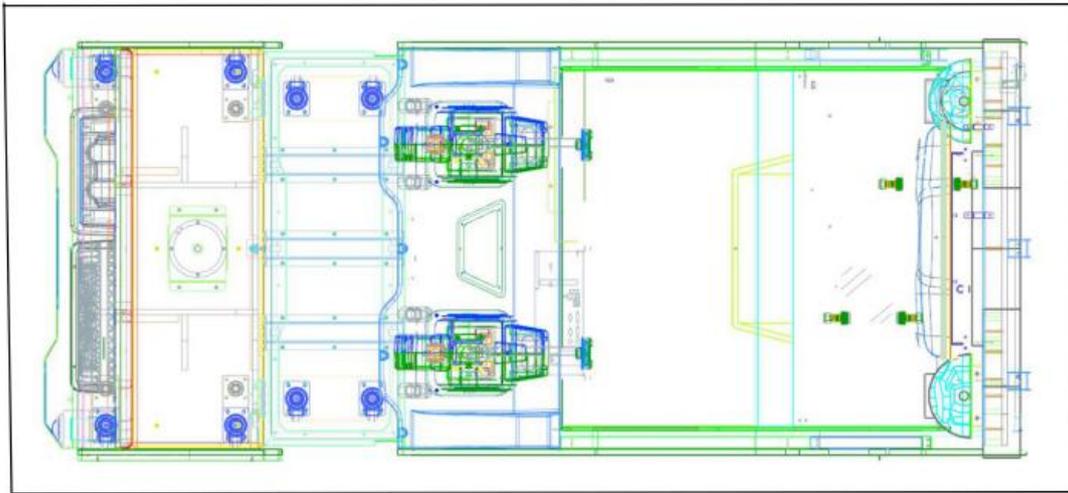
**⚠ Warning:** Please do not use the forklift to move the machine, otherwise it may be damaged.

## 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: 300mm

Unit: mm



**!** **Attention:** The machine should not be placed at inclined place, or there may be an accident.

**!** **Attention:** The division of the game area should refer to labels of each machine.

## Precautions before Startup

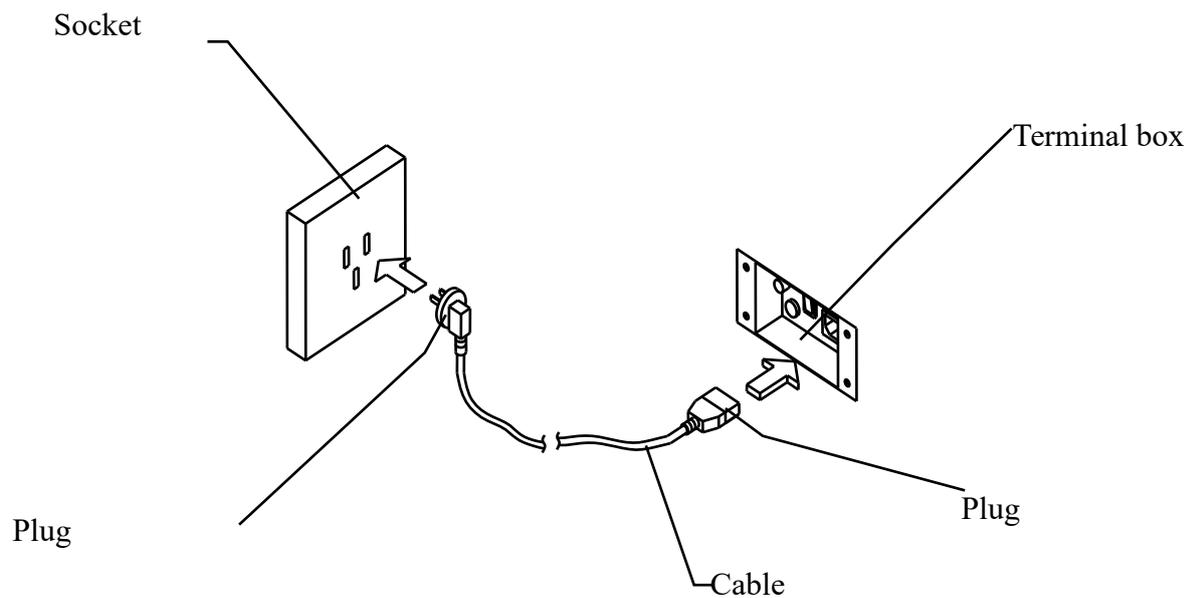
- 1) Check parameters of the power supply. Ensure parameters of the machine meet the requirements, or the machine might be damaged or there might be fire accident.
- 2) Excessive loads on a power socket might cause socket overheat and fire accident.

## **!** Warning

- © Do not change or replace parts by yourself when installing the machine to prevent fire accident or short circuit.

# Wiring and Precautions

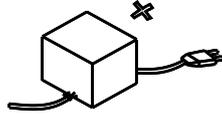
- Connect one end of the cable to the terminal box of the machine, and connect the other end to the socket.
- Connect the power supply according to the voltage on the label, or the machine might be damaged.
- Please confirm whether there is grounding in the socket to avoid unnecessary damage.
- If the grounding cannot be done through the socket, please try other methods.



**⚠ Warning:** The working voltage of the machine is 220V. Please connect the power supply according to the label, or the machine might be damaged.

**! Attention:**

- The cable cannot be pressed by heavy objects, or it might be easily damaged and cause short circuit, and even fire disaster.



- When unplugging the cable, you should grasp the plug instead of the cable.
- It is not allowed to directly unplug with wet hands.



- It is not allowed to forcibly stretch, twist or expose the cable, or put it close to high-temperature objects.
- It is not allowed to put the cable at places where it may be easily kicked or touched.



- Use correct voltage and fuse (refer to technical parameters).

# Installation and Maintenance

## Installation and commissioning

- Please check the accessory list to assemble components before installation;
- The ground must be flat and solid. After placing the machine, adjust the feet to the ground and horizontally fix it;
- After installation, plug the cable and turn on the machine to check whether each part runs well. If no, immediately turn off the machine for troubleshooting.

## Visual inspection

To safely use 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 machine's.
- 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 trundle and the top foot is proper.
- Whether the machine is placed properly.

## Operation inspection

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

## Maintenance

- Before operation, confirm the machine runs normally and then use it;
- 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.

## Cleaning

- Housing  
Clean dirt on the surface of the machine with clean and soft cotton cloth.
- Display  
Clean the outside of the display with clean and soft      Display screen with no water; anything with acid is forbidden to touch the surface of the display.
- Exhaust fan  
The exhaust fan is one of the main tools of dissipating heat inside the machine. It has to be clean and run normally with unobstructed outlet.



### **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 user's 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 by yourself.**

It may cause short circuit and machine failure, and even fire disaster.

**Do not place vases, cups, 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 air outlet of the machine.**

- The blocked air 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.

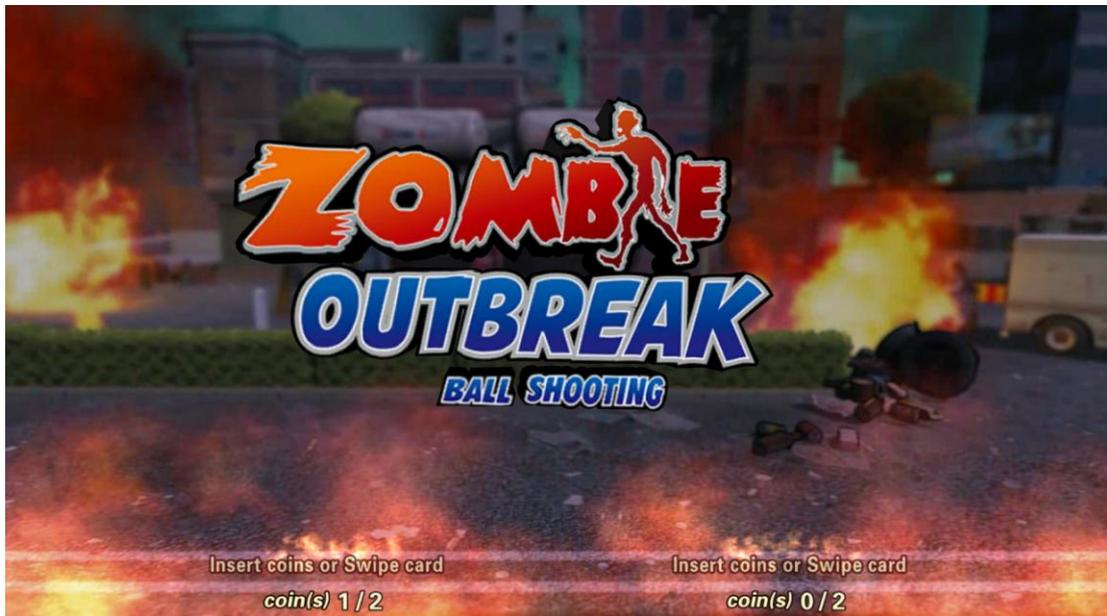
# Troubleshooting

## Common failure

Phenomenon	Main cause	Solution
After the machine is powered on, there is no response and the screen is not on	The power supply is inconsistent with the machine's parameters	Please check whether the power supply is consistent with the machine's parameters
	The fuse is burnt	Please replace the fuse
	The power supply is not connected	Please confirm the 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 has a raster, but no image and sound	The +5V and +12V power supplied to the main board are not normal	Please check the screen. If it is normal, then the main board is faulty. Return it to the manufacturer or professionals for repair
	The fuse is burnt	Please replace the fuse of the same model
The machine is not powered on	Check whether the input of the 220V power supply is right. The short circuit is not allowed.	Please check whether the voltage of the circuit board inside the machine is normal
The control board is not powered on	Check whether the output of 5V, 12V and 24V 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 loose due to vibration	Please check the power supply circuit or replace the cable
	The display is not on	Turn on the machine manually or with the remote control
No bowling comes out after the game starts	The 24V power supply has no voltage output	Please replace the 24V power supply box
	Bowling flipping and feeding machine do not work	Please replace the bowling feeding machine and the high-power driver board
After the machine is powered on, the display shows a white screen without image and sound	The host does not work	Please manually start the host
	The power supply box of the host goes wrong	Please replace the power supply box
	The memory bank of the host is in poor contact	Please re-assemble or replace
	The main board of the host goes wrong	Please contact professionals and the manufacturer
The power supply is suddenly cut off	The circuit protector works, while the power switch is off (note: when the abnormal current runs, the circuit protector cuts off the current)	Please turn on the power switch again. When the circuit protector repeatedly works, it means there is something wrong with the machine. Please contact the distributor
Bowling shooting and feeding are unsmooth	There are foreign matters or dirt blocking the non-working path of the shooting machine	Please check the circuit and replace the shooting machine and clear foreign matters or dirt
Press the transmission button, no bowling is fed	The microswitch on both sides of the handle is broken	Please replace the microswitch
Press the start button, and the game cannot start	The holder of the start button falls off or goes wrong; the switch cable falls off; the switch of the start button goes wrong	Please check the holder of the button; press and plug the switch cable; replace the switch of the start button
Fail to shoot well	Check whether the potentiometers up, down, left and right are damaged	Replace the potentiometer and re-adjust the gun

Phenomenon	Main cause	Troubleshooting
The coin collector does not respond	The coin collector is damaged	Replace the coin collector
	The signal wire of the coin collector is loose	Check whether the signal wire of the coin collector is loose
	The IO control board is damaged	Replace the IO control board
Coins are blocked in the coin collector	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 it
	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
The coin collector does not score	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
	Check whether the token in the coin collector is the same with that inserted in the coin collector	Please replace it with proper token
	The gear of the switch (normally on, normally off) is incorrect	Please check whether the gear of the switch (normally on, normally off) is correct
	The socket of the coin connector is in poor contact	Please check whether the socket of the coin connector is in poor contact
The coin collector retains coins	The COIN signal time switch (SW2) is incorrect	Please adjust the COIN signal time switch (SW2)
	There is something on the path of the coin collector, making the coin collecting unsmooth and the coins blocked	Please check whether there is something on the path of the coin collector
	The coin outlet is unsmooth	Please check whether the coin outlet is smooth
The coin collector is unsmooth	Adjust the VR rotary button	Please adjust the VR rotary button clockwise
	Adjust the precision switch (SW3)	Please adjust the precision switch (SW3) to the normal gear
	The sample coin is not placed well	Please check whether the sample coin is placed well, or try another sample coin
Fake coins pass through the coin collector	Adjust the VR rotary button	Please adjust the VR rotary button counterclockwise
	Adjust the precision switch (SW3)	Please adjust the precision switch (SW3) to the precision gear
The speaker does not make a sound	The volume is too low	Please turn on the volume
	The power amplifier and the speaker go wrong	Please replace the power amplifier and the speaker
	Whether the audio connection port falls off or is damaged	Please re-connect the audio connection port
No ticket fed	The ticket machine goes wrong or the switch is turned on wrong	Please replace the ticket machine or set the switch to the factory settings

## Instructions on Game



Game logo/standby image

<I>. Game interface:



1. UI interface of the player's status
2. The player's front sight to aim at the target
3. The current taskbar
4. Game props to increase the shooting power

## <II>. Characteristics of the machine:

☆ The scene map of the game is divided into several areas: City Center, Factory, Cemetery, Pharaoh's Tomb, Hospital, and Overpass. After the corresponding story is completed in each area, the player can go to the next map.

☆ There are some hidden props which can produce very powerful damage.

☆ The player will face various zombies. Different zombies with different attacks make the player's sense of freshness and tension stronger.

☆ There are many bosses in the game, giving the player's much amusement of challenging.

## <III>. Scene

### 1. Scene-City Center



### 2. Scene-Factory



3. Scene-Cemetery



4. Scene- Pharaoh's Tomb



5. Scene-Hospital



6. Scene-Mad Road



## <IV>. Game play:

### 1. Standby image



### 2. Task pass image



3. Plot production before the pass. Press “Start” to skip the plot



4. Game start image



5. Passes over. The rating interface



# Adjustment of the Game Program setting

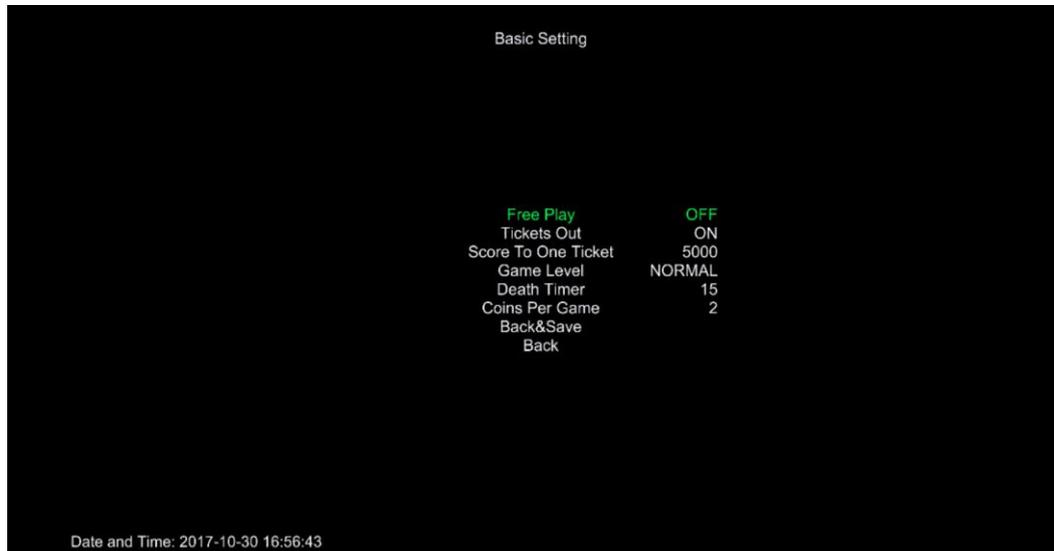
Option	KEY1	Test (choose)
	KEY2	Confirm (replenish lotteries)
	KEY3	Confirm (modify)

## Main menu



1. **Basic setting:** Enter the basic setting interface
2. **Adjustment setting:** Enter the adjustment setting interface
3. **Input test:** Enter the input test interface
4. **Output test:** Enter the output test interface
5. **Game reset:** Enter the game reset interface
6. **Date/time setting:** Enter the date/time setting interface
7. **Language:** Switch languages
8. **Revenue record:** Enter the revenue record interface
9. **Daily report:** Enter the daily report interface
10. **Back to game:** Exit the program setting and go back to the game interface

## Basic setting



### 1. Play for free: Choose the payment method

Turn off: The player needs to insert coins

Turn on: Press to start

### 2. Whether to feed lotteries: Choose whether to feed lotteries

Turn off: No

Turn on: Yes

### 3. Exchange lotteries with scores: Set the number of scores exchanged with 1 ticket

0~30000 Scope: 0-30000

### 4. The number of coins inserted in one game: Set the number of coins needed for one game

Scope: 1-10

### 5. Save and return: Save the data and return to the previous menu

### 6. Return: Return to the previous menu directly

## Adjustment setting



**1.1P Potentiometer adjustment: Adjust the 1P potentiometer**

**2.1P Potentiometer adjustment: Adjust the 2P potentiometer**

**3.1P Shooting machine Slow: Adjust the shooting speed of the 1P gun (for common shooting)**

**Scope: 1-100**

**4.1P Shooting machine Fast: Adjust the shooting speed of the 1P gun (for intensive shooting)**

**Scope: 1-100**

**5.2P Shooting machine Slow: Adjust the shooting speed of the 2P gun (for common shooting)**

**Scope: 1-100**

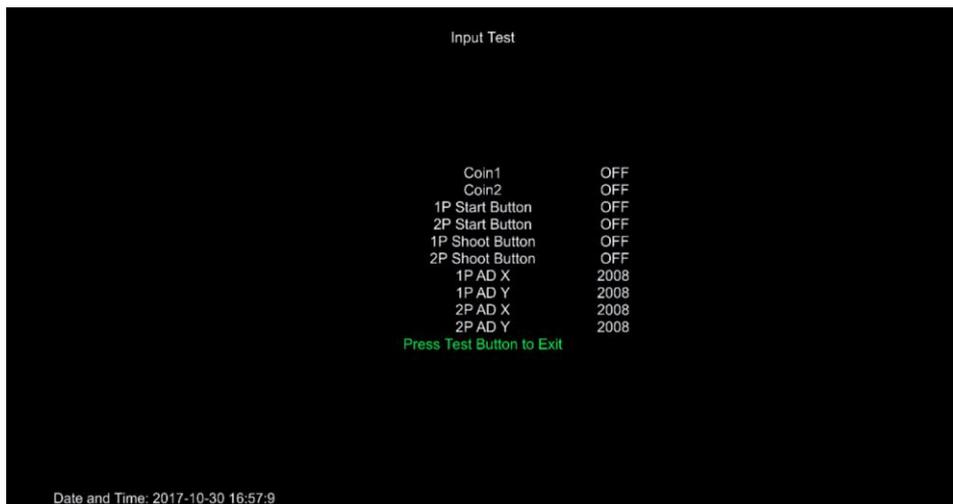
**6.2P Shooting machine Fast: Adjust the shooting speed of the 2P gun (for intensive shooting)**

**Scope: 1-100**

**7. Save the data and return to the previous menu**

**8. Return: Return to the previous menu directly**

## Input test



### **1. Insert coins 1: Test the 1P coin collector**

**Turn off: No inserting coins**

**Turn on: Inserting coins**

### **2. Insert coins 2: Test the 2P coin collector**

**Turn off: No inserting coins**

**Turn on: Inserting coins**

### **3.1P Confirmation button: Test the 1P confirmation button**

**Turn off: No pressing**

**Turn on: Pressing**

### **4.2P Confirmation button: Test the 2P confirmation button**

**Turn off: No pressing**

**Turn on: Pressing**

### **5.1P Shooting button: Test the 1P shooting button**

**Turn off: No pressing**

**Turn on: Pressing**

### **6.2P Shooting button: Test the 2P shooting button**

**Turn off: No pressing**

**Turn on: Pressing**

### **13.1P Potentiometer X: Read the X value of the potentiometer 1P**

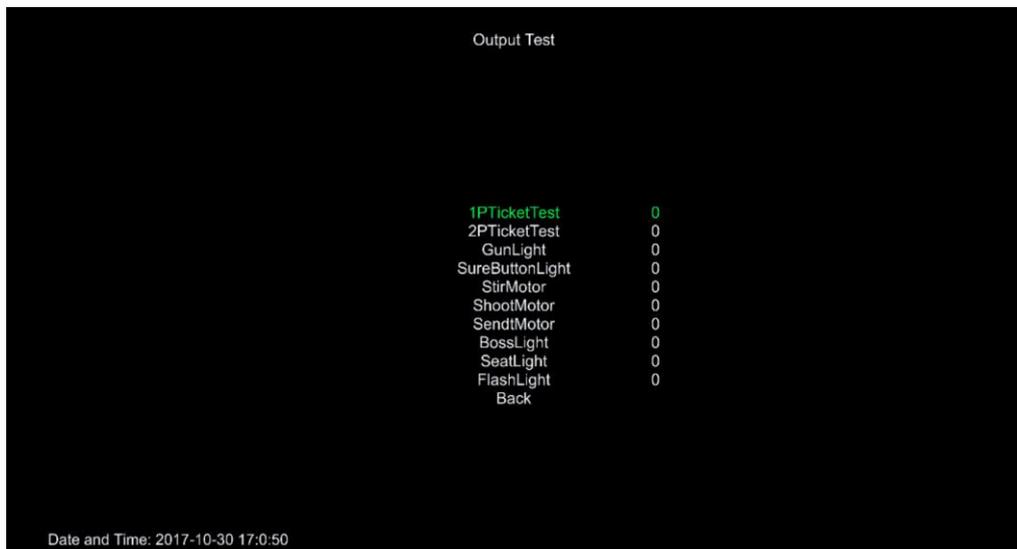
### **14.1P Potentiometer Y: Read the Y value of the potentiometer 1P**

### **15.2P Potentiometer X: Read the X value of the potentiometer 2P**

### **16.2P Potentiometer Y: Read the Y value of the potentiometer 2P**

### **11. Press the test button to exit: Press the test button to return to the previous menu**

## Output test



**1.1P ticket machine test: Test whether the 1P ticket machine works well**

**2.2P ticket machine test: Test whether the 2P ticket machine works well**

**3. Gun side light: Test whether the gun side lights on 4 positions work well**

**4. Confirmation button light: Test whether the confirmation button lights on 2 positions work well**

**5. Stirring machine: Test whether the stirring machines on 2 positions work well**

**6. Feeding machine: Test whether the feeding machines on 2 positions work well**

**7. Delivering machine: Test whether the delivering machines on 2 positions work well**

**8. Boss flashlight: Test whether the boss flashlight works well**

**9. Seat light: Test whether the seat light works well**

**10. Machine flashlight 1: Test whether the machine flashlight 1 works well**

**11. Machine flashlight 2: Test whether the machine flashlight 2 works well**

**12. Return: Return to the previous menu**

## Game reset



1. **Restore to the factory settings:** Restore all data and settings to the factory settings
2. **Clear all data records:** Restore all data records to the default settings
3. **Clear the number of lack lotteries:** Clear the number of lack lotteries
4. **Clear unused coins:** Clear unused coins
5. **Return:** Return to the previous menu

## Date/time setting



### 1. Set the time of the machine

Player	Coins	Tickets	Payout
1	12	0	0.00
2	0	0	0.00
Sum	12	0	0.00

Date and Time: 2017-10-30 16:38:10 Clear  
Back

### 2. Check game data

Date	Weekday	RunTime	Coins	Tickets	Payout
2017-10-30	MON	00:02	0	0	0

Date and Time: 2017-10-30 16:38:21 Clear  
Back

### 3. Check game data

Start Adjust! Remain 13 Point...  
X: 2008 Y: 2008



### 4. Adjustment interface. Please adjust according to the prompt

## II. Error Prompt



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)

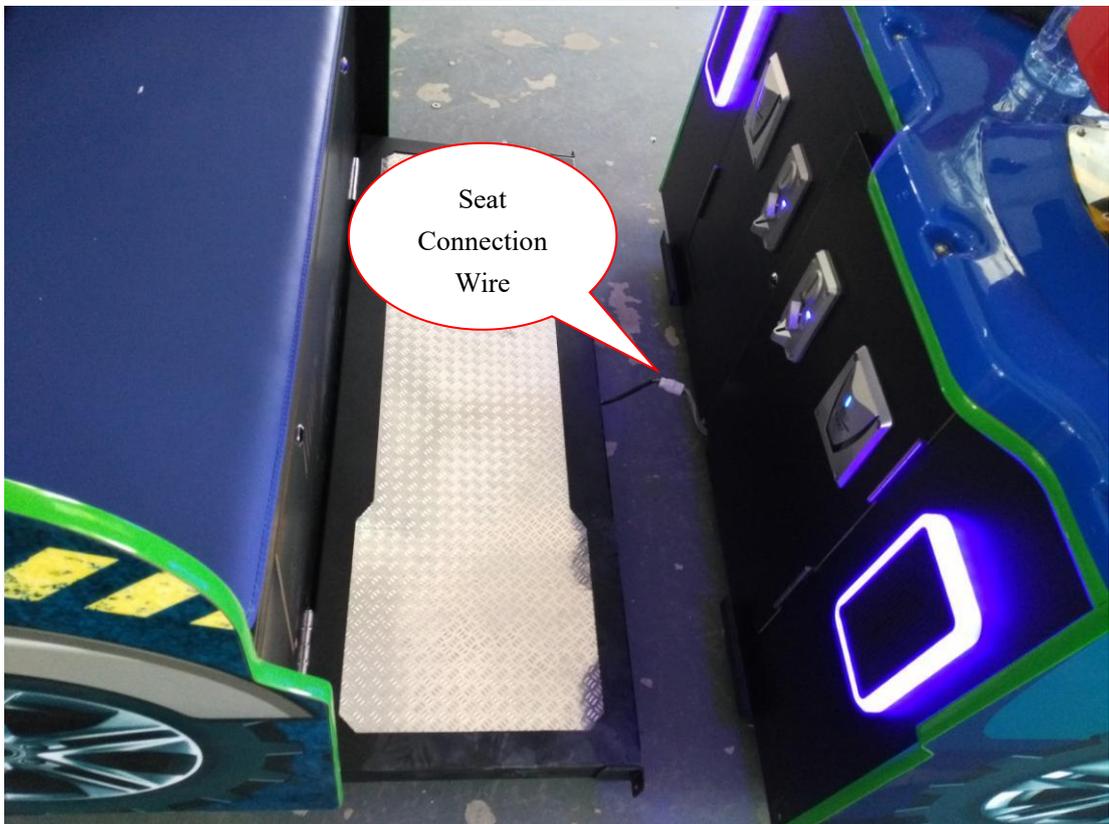
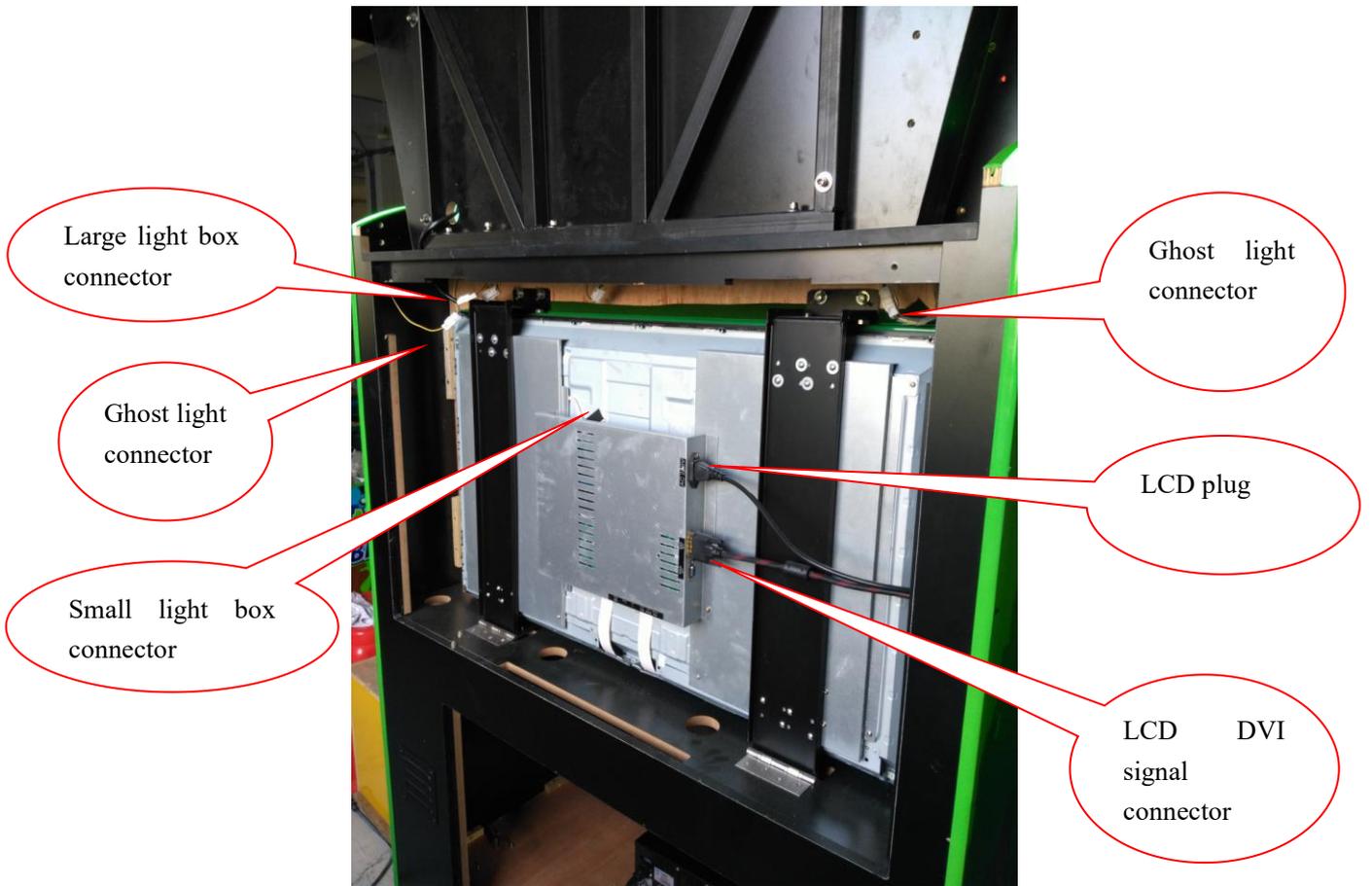


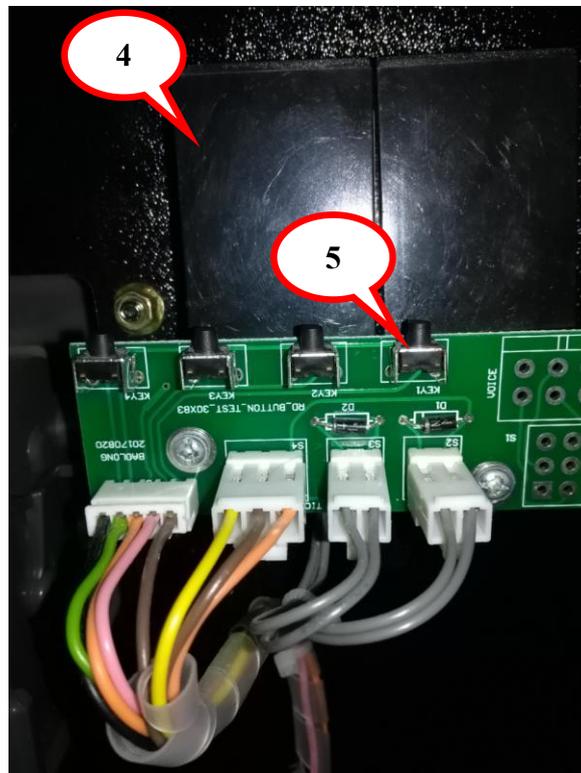
1. Cause: The memory of the host is insufficient
2. Solution: Plug out the memory of the host, and then plug it in again.



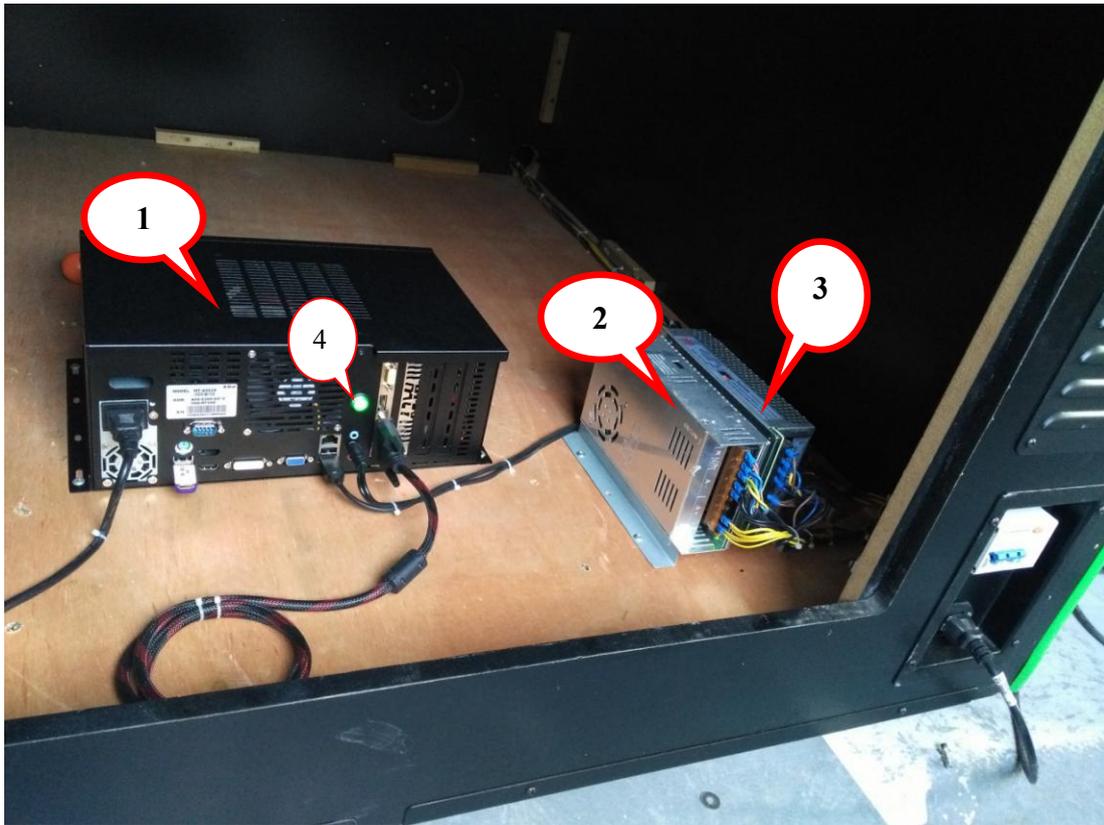
1. Cause: No enough lotteries; the ticket machine is damaged
2. Solution: Replenish lotteries; replace the ticket machine

# Main Part Picture

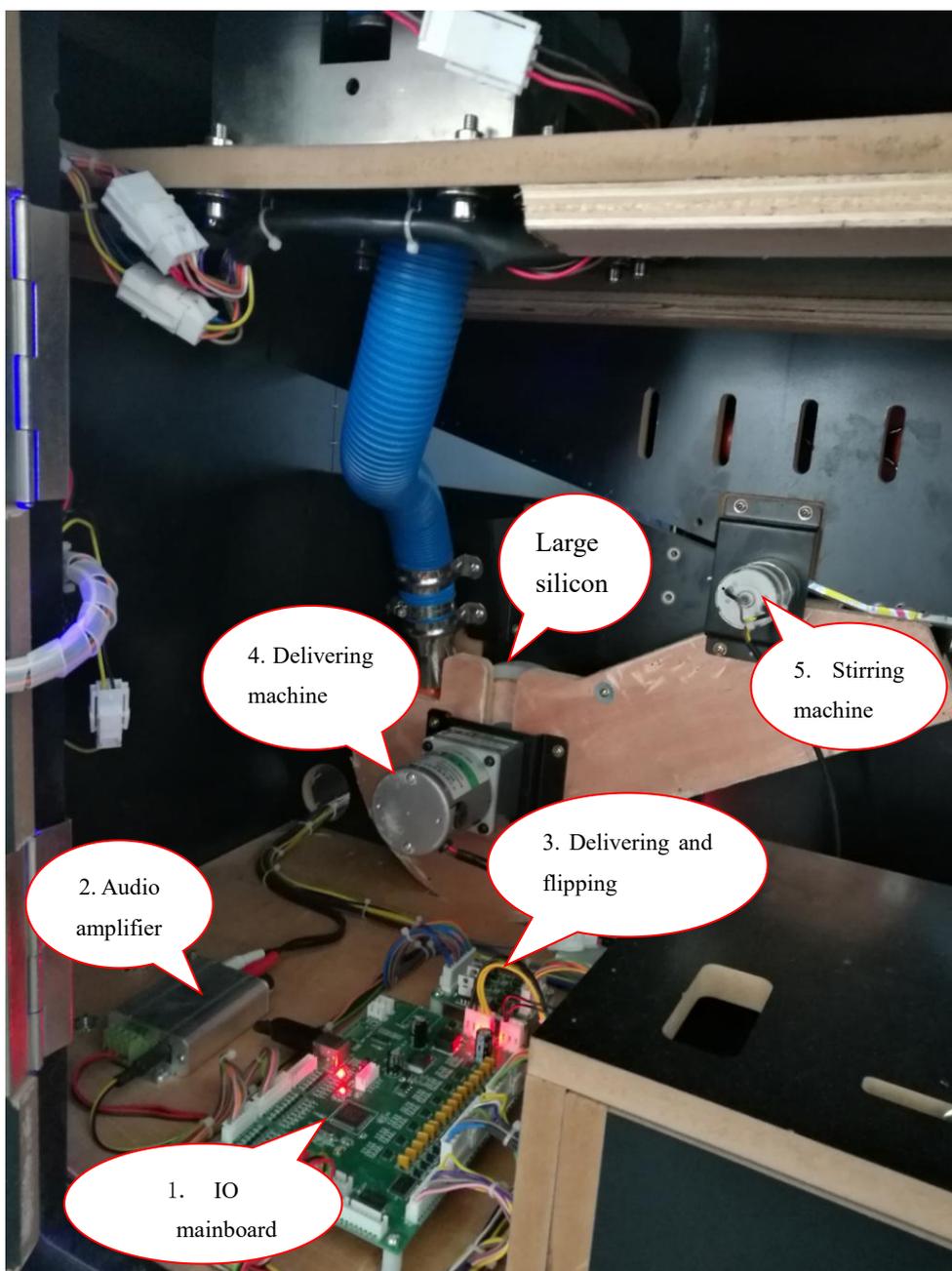




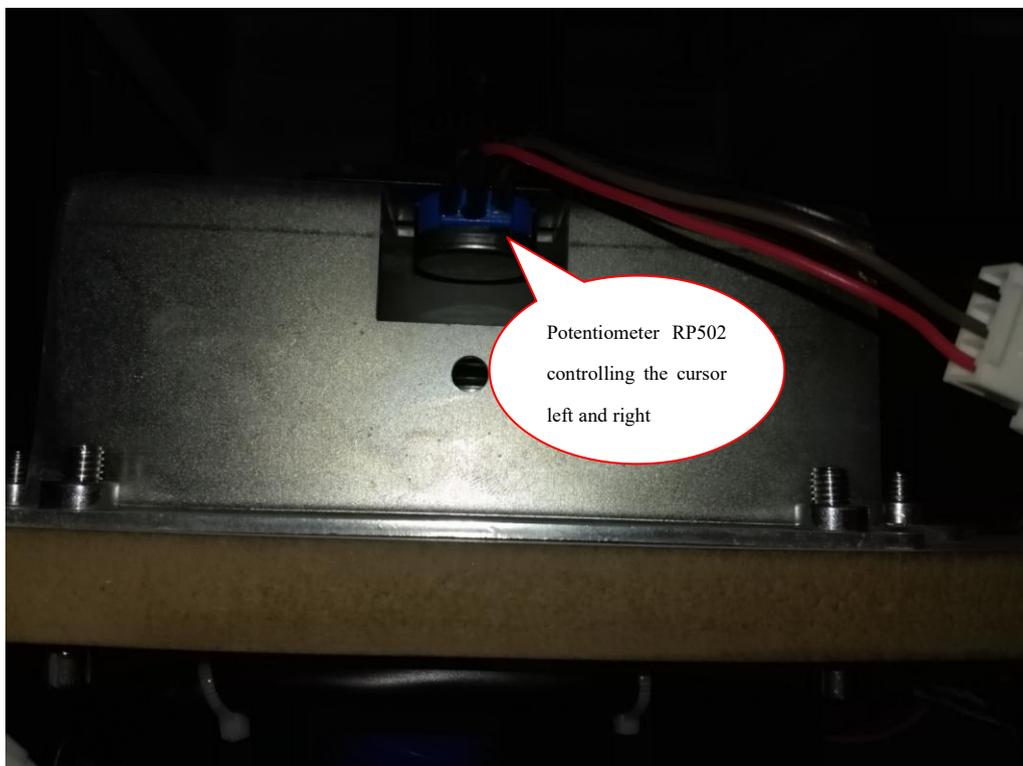
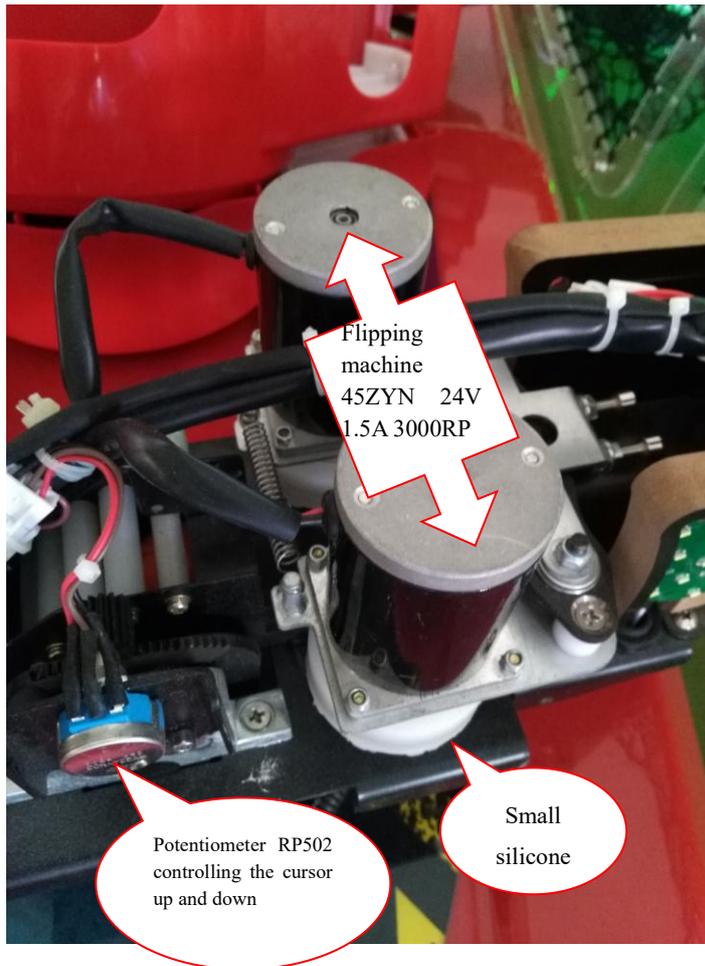
No.	Name	Specification	Quantity
1	Speaker	Whole tone, 4 inch, 4Ω, 25W	2
2	ticket machine	TL TL-001 generation 3rd	2
3	Coin collector	TL TW-131	2
4	Counter	C-012 12VDC 18CPS (including diode)	2
5	KEY1	Test (choose)	1
	KEY2	Confirm (manually insert coins)	1
	KEY3	Replenish lotteries (modify)	1

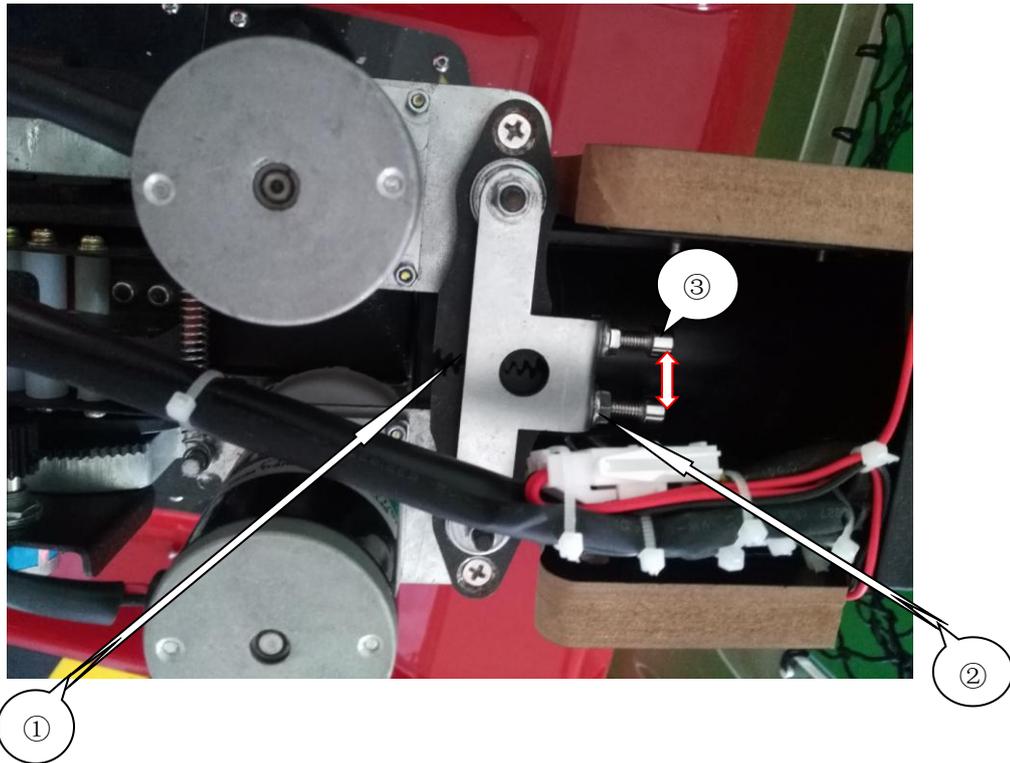


No.	Name	Specification	Quantity
1	Industrial computer (mid tower)	(MT-A5235) A55/5300/memory 2G*2 hard disk 16G	1
	Memory	DDR3 4G	1
	GPU	R7350	1
2	IO board and 12V terminal box of machine light	SPD-400W	1
3	24V power supply of flipping machine	EPT-H150S24	1
4	Manual start button		1



No.	Name	Specification	Quantity
1	IO main board	MB-MINI.PCB V1.2	1
	Casing line	Zombie Outbreak in Chinese version	1
	USB data cable	Type A/B 3m	1
2	Audio amplifier	Y-218B	1
3	High-power driver board of delivering and flipping machine	MOS DRIVER PCB V1.0	1
4	Delivering machine		1
5	Stirring machine		1
6	Flipping machine	45ZYN 24VDC 1.5A 3000RP	2
7	Large silicone wheel		1





*When the shooting is lack of strength or there is an offset, adjust figure ① to adjust the strength. First loosen the nut ②, and then adjust the screw ③. Adjust two screws to tighten the marble for weak strength, and loosen the marble for strong strength. It is necessary to adjust the mechanism when the silicone wheel is worn and causes no strength to shoot. The silicone wheel needs replacing if it is completely worn*

# I/O Board List

## Zombie Ball War IO V1.0

**Input IO:**

INPUT	Content	INPUT	Content	INPUT	Content
IN1	1P Coins	IN9	1P Shoot Button	IN17	
IN2	1P Start Button	IN10	2P Check Ball	IN18	
IN3	1P Shoot Button	IN11	2P Ticket FeedBack	IN19	
IN4	1P Check Ball	IN12		IN20	
IN5	1P Ticket FeedBack	IN13		K1	Test Button
IN6		IN14		K2	Server Button
IN7	1P Coins	IN15		K3	Ticket Repair
IN8	1P Start Button	IN16		K4	Sure Button

注: IN1-20 is standard input, 21-24 is setting input

**Output IO:**

OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1	1P Ticket	OUT9	2P Ticket	OUT17	1P Shoot Motor
OUT2	1P Stir Moter	OUT10	2P Stir Moter	OUT18	2P Shoot Motor
OUT3	1P Send Motor1	OUT11	2P Send Motor1	OUT19	1P Start Light
OUT4	1P Send Motor2	OUT12	2P Send Motor2	OUT20	2P Start Light
OUT5	1P Gun Light	OUT13	2P Gun Light	OUT21	
OUT6	Machine Light1	OUT14	Seat Light	OUT22	
OUT7	Machine Light2	OUT15	Flash Light1	OUT23	Coins Table
OUT8	Machine Light3	OUT16	Flash Light2	OUT24	Ticket Table

注: OUT1-16 MOS output electricity not exceeding 2A; 17-24 ULN2803 output electricity not exceeding 50MA

INPUT	Content	Content
COM1 (J12)	TX	
	RX	
	GND	
COM2 (J13)	TX	
	RX	
	GND	

**ADC IO:**

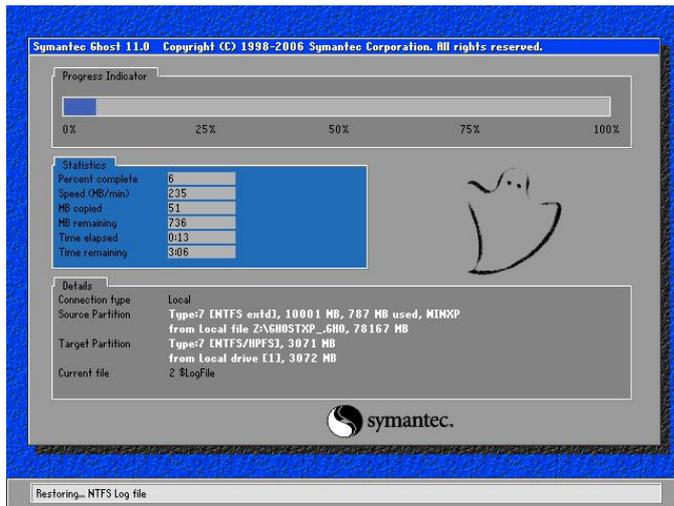
INPUT	Content	Content
AD1-2 (J3)	+3.3V	
	AD1	1P AD X
	AD2	1P AD Y
AD3-4 (J4)	+3.3V	
	AD3	
	AD4	
AD5-6 (J5)	+3.3V	
	AD5	2P AD X
	AD6	2P AD Y
AD7-8 (J6)	+3.3V	
	AD7	
	AD8	
	GND	

**Communication IO:**

INPUT	Content
COM1	
USB	
RF	

INPUT	Content	Content
S1-5 (J18)	GND	
	S1	
	S2	
	S3	
	S4	
	S5	
	5V	
12V		

# 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.

Complete prompt. 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. Please do not cut off the power supply and wait patiently! Please forgive if there is any inconvenience!



**Attention: The above technical parameters are subject to change without prior notice.**



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