# *Bullseye Crack Shot*
## *(2PL / Single)*

# MANUAL



## ⚠ **Warning**

✧ Please read the manual before installation and use.

✧ Please put the manual together with the machine.

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# CONTENTS

# Machine Introduction and Features:

With unique science fiction style, streamlined brilliant light and reasonable ergonomic design, Bullseye Crack Shot is an indoor middle and high-end simulated shooting amusement machine newly developed by our company, dazzling and eye-catching.At a safe distance of 0.9m (approx. 3 feet) from the screen, pick up the laser gun and aim at the enemy in the screen through the aiming point on the pistol and pull the trigger to shoot the enemy. After the bullets have been fired, you can shoot off-screen to quickly fill the bullets, or you can wait for an automatic fill. After shooting the enemy down, there is a chance to get bullets from other guns. There are 4 types of guns in the game, and players can use the switch button to switch between the guns they get at any time. Mission system: Small missions will appear during the game, completing them will restore a certain amount of life value. Combination system: When the player's aiming stars overlap together, a combination aiming star will appear, and the damage generated by the combination aiming star is higher than that of the normal aiming star.

## Special Feature:

1. More games, more interesting -- 8 games for your challenging!
2. With 2 large screen, great sound effect, great shooting experiences awesome!
3. With Top Ranking Feature.
4. Linkable -- Many units can be linked together as you like!
5. Video Redemption Game -- Can payout tickets!

## 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: 1300W (2PL)        1000W (Single)
3) Overall dimensions:
   2PLVersion: D170 * W173 * H224 (cm)      Single Version:   D86 * W173 * H232 (cm)
4) Weight: About 300 KGS (2PL)            110KGS (Single)
5) Ambient condition: Temperature (indoors): 0℃～35℃；
6) Humidity:≤90%;
7）Atmospheric pressure: 86Pa～106Pa.

⚠ **Warning:**

**After power off the machine, please wait at least 1 minute if you want to turn it on again.**

## II Accessory List

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

### (I)  The accessory list is below:：

| Name | Version | Specification/ Material | Picture | Quantity | Unit | Remarks |
|---|---|---|---|---|---|---|
| Manual | A0 | | | 1 | Copy | As per shipping requirements |
| AA32 Key | A0 | AA32 | | 2 | Piece | Lottery door, coin-operated door, maintenance door |
| AA33 Key | A0 | AA33 | | 2 | Piece | Coin box door |
| Littelfuse 5*20 5A | A0 | 20*5   10A | | 3 | Piece | |
| GB power cord | A0 | Tri-pole double head 1.8M | | 2 | Piece | |
| Stainless steel springs 0.3*6*20 | A0 | | | 2 | Piece | |
| OMRON SS-SGL2 microswitch | A0 | OMRON | | 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 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.
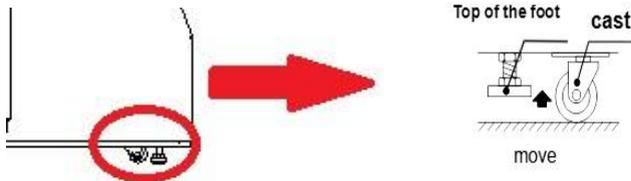


## (II) Fixing method

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.
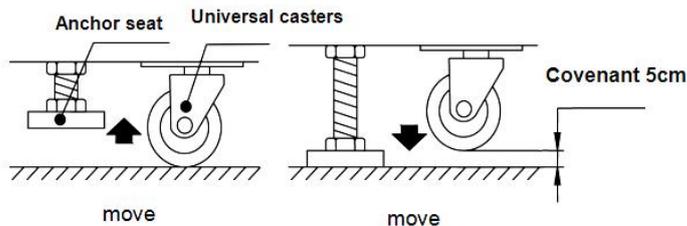


## (III) Product placement

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.

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**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.**

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## (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:
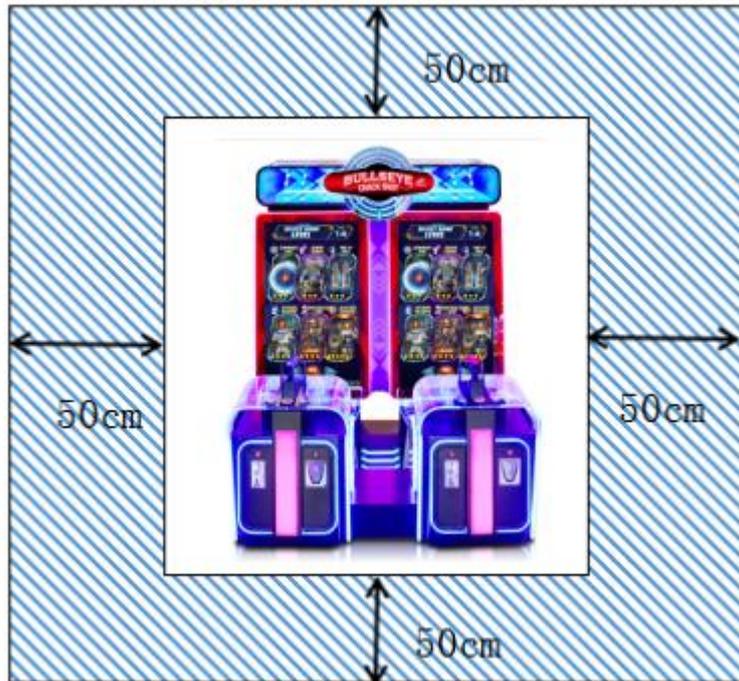


# IV Wiring and Precautions

## (I) Caution

● 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.
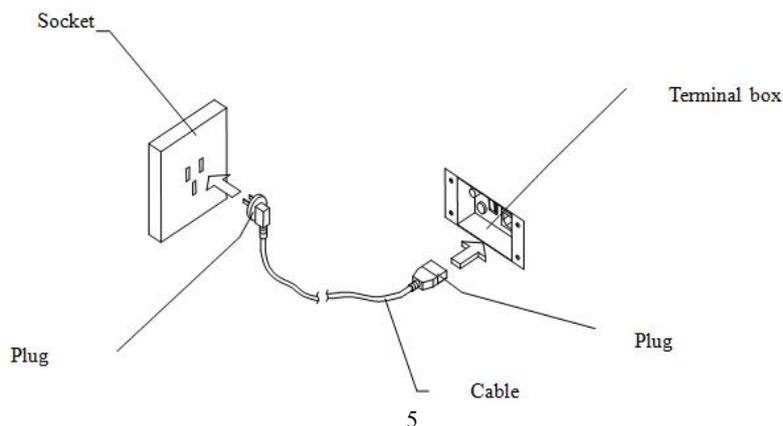
## (II) Air compressor drainage instructions

1、Drain the machine after switching it off.

2、Drain once every two weeks.

3、Take out the bottle from the back door as shown in the picture below, pull out the drainage tube and insert it into the drainage bottle, open the drainage valve for drainage.

**Caution: The bottle must be held tightly, as drainaging will be accompanied by a large amount of gas discharge.**



Figure 1



Figure 2



Figure 3



Figure 4



Close
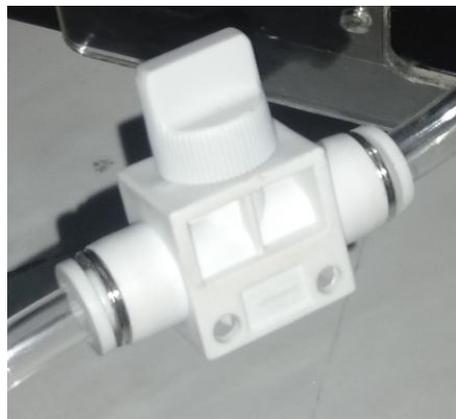


Open

# V. Game Introduction

## (I) Game play

1、Lift the hand gun, aim with the iron sight and rear sight, and pull the trigger to shoot the enemies, targets or objects by the safe distance of 0.9 meters from muzzle to the screen.
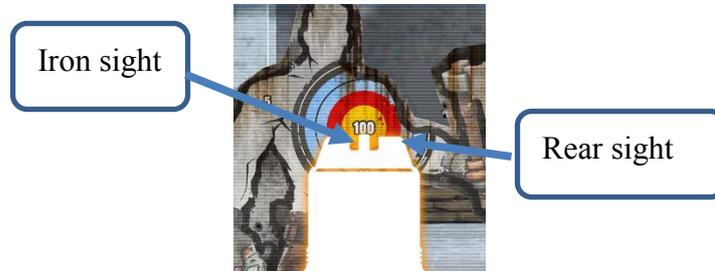


2、There are 3 buttons underneath the gun panel, which are Left key, Confirm key and Right key. Player can select level, insert coins or skip etc. via those buttons.

3、Player can also operate by shooting the screen to complete part of inter-operations. Both modes can satisfy different types of players.



## (II) Levels Selection Instruction

1、There are total 6 scenes. Every scene has different gameplay.

2、Difficulty: 3, 4, 5 stars. The more stars, the more difficult and complicated the game is.

3、Player can select level by shooting the level on the screen. The selected level will have cursor effect by the first shooting. It will enter the scene by the second shooting. Meanwhile, player can select scenes by buttons of Left or Right, and press confirm to enter the scene.

4、When player finishes one game, it will return to the scene selection interface if player has inserted enough coins, and the scene will be rated and marked completed.



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## (III) All scenes gameplay instruction

### (1) Accuracy test

1.This scene is to shoot the standard racing target. Player needs to pursue accuracy and speed, and hit the bullseye.

2.Every target will fade and shrink faster and faster as time goes on.

Interface description:
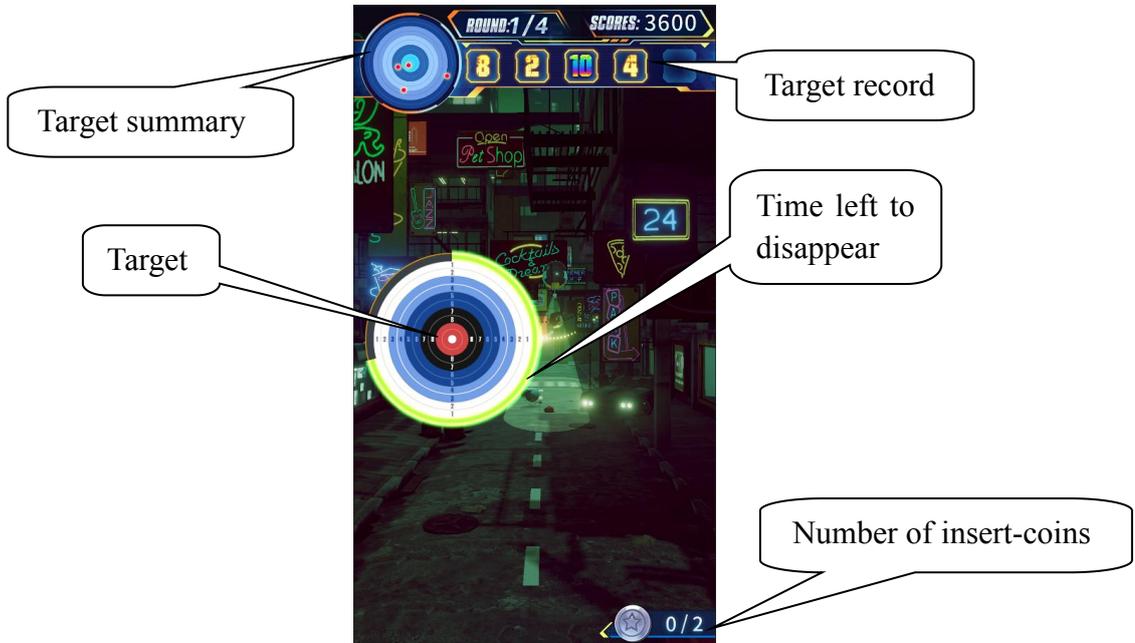


### (2) Interior training

1. Player needs to shoot different types of training target and try to hit the high rings area as much as possible.

2. Successively hitting the target may quickly add up energy and double it consequently.

3. Different target has different size, shape, high-rings area, appearance and movement manner to increase difficulty.

4. Avoid the targets with civilians.
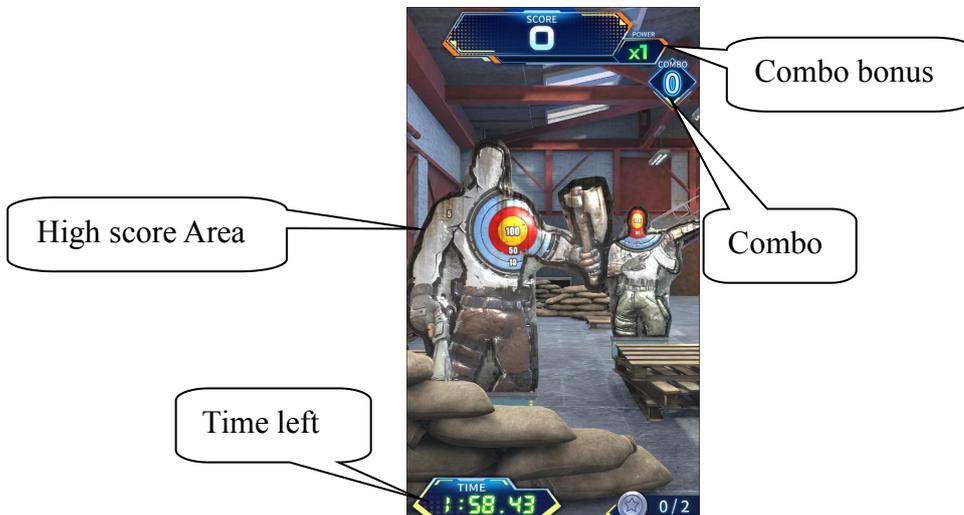
## (3) Fire at will

1. Player needs to shoot and blow all the bottles and cans.
2. There are many permutation and combination for bottles and cans, some of which may move.
3. Hit all the cans fast by taking advantage of the physical characteristics skillfully.



Mobile platform

physical cans

All types of bottles

## (4) Desert strike

1. Shoot the enemies.
2. Shoot down the flying objects launched by the enemies, and avoid damage.
3. Avoid to shoot the civilians.
4. Shoot the supply box to gain props which are below.
*Gain props included Shield protect,1000 scores, shotgun ammo*
5. Head shot can have bonus points.



Shoot down enemy's flying object

Avoid to shoot the civilians

Supply box
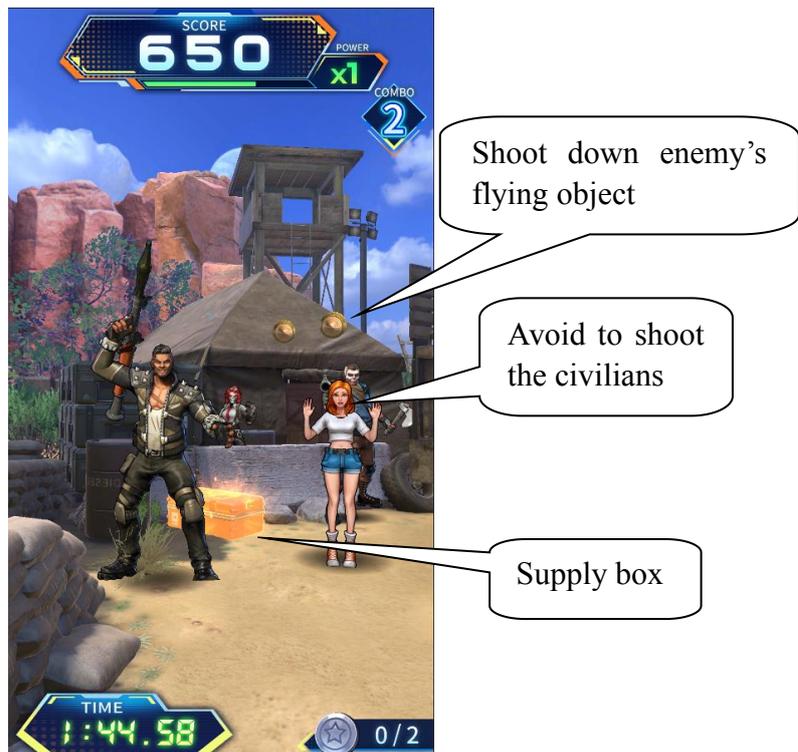
## (5) Construction zone

1. There is a Boss element in the ending level compared to the Desert Assault.
2. It will be very difficult as the Boss has high HP and tricks, and can call NPC as well.



Boss's HP left

Shoot the circle to stop the enemies' attack.

## (6) Reaction training

1. Aim and shoot the enemies with arms.
2. Don't shoot the civilians without arms.
3. Player needs to tell enemies and civilians by whether they carry arms or not.
4. Player will be penalized with game time and points if they shoot the civilians.
5. The target will fall down after a certain time, player needs to catch up with the opportunity to shoot.



Shoot the enemies target with arms

Try to recognize if the object is armed or not.

## (IV) Mission System Instruction

During the Interior training or Fire at will, missions will come up, and player will be reminded to achieve some goal. There will be bonus scores or punishment of time deduction based on the goal accomplishment.

### (1) Mission Contents

1. Score within limited time.
2. Shoot down certain number of targets within limited time.
3. Shoot down specified target within limited time.



Mission Goal

Accomplishment Condition

Reward and punishment

Time left

### (2) Game summary interface

1. Mission summary: sum up data of hit rate, accuracy, proficiency, speed, combos, revenue etc. and rate.
1. Capability Pentagon Chart: there is a capability chart to record player's performance and advantages.
2. Rating grade: S,A,B,C. The rating standard is based on player's performance data.
3. Tickets number is based on the rate grade. The higher grade it is, the more tickets it will be.



Rank

Total Scores

Capability Pentagon Chart

Interface of ticket-rewarding

Press the button to skip countdown

Input and leave the name on the ranking list

Ranking of the current level (LAN)

Player's ranking
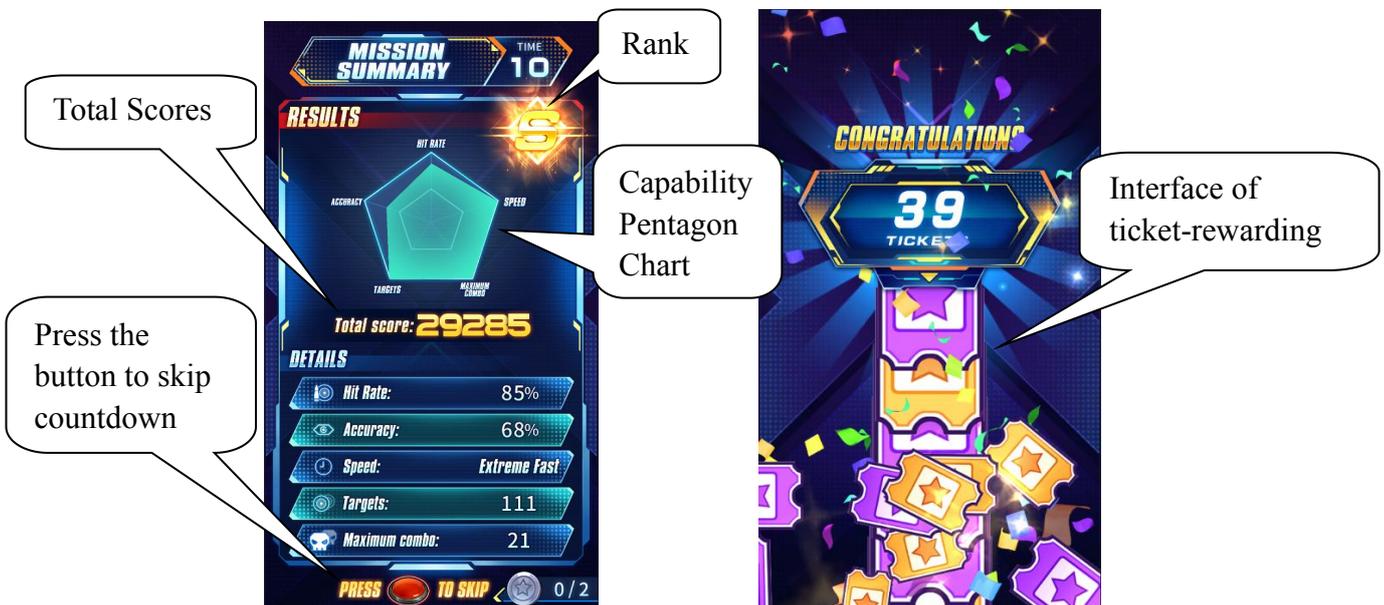
## (V) Background Setup Instructions

- Main page
  - Game Play Settings
    - Coins per Start
    - Game time
    - Free Play
    - Game Difficulty
    - Auto insert-coins to continue
    - Ticket Setting
    - Score per Ticket
    - Mercy Tickets
    - Max Tickets
    - Get back
  - Revenue data
    - Recent revenue
    - Historical Data
    - Clear Data
    - Clear Tickets
    - Get back
  - Hardware test
    - 1p hardware test
    - 2p hardware test
    - Inspect gun range
    - Inspect gun focus
    - Inspect the screening light source
    - Back
  - Basic Settings
    - Game Play Volume
    - Demo Volume
    - Save Coins on Power Down
    - Company Logo
    - SafetyTips
    - Date and Time
    - Factory Default
    - Back
  - Exit

## (VI) Background Setting

### (1) Main page

1. Game Play Setting: Set up number of insert-coins, game time etc. and other functions likewise.
2. Revenue data: Check the cost, tickets dispensed and playtime.
3. HardwareTest: Check whether the input and output of the hardware are normal.
4. Basic Settings: Set up game language, game volume etc.
5. Exit: Hold this adjustment and exit from the background.
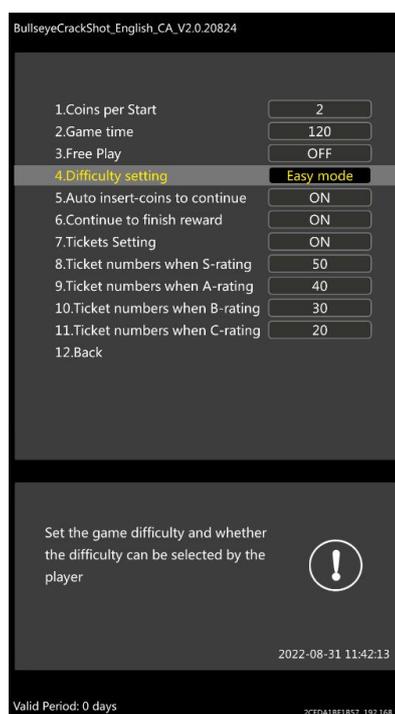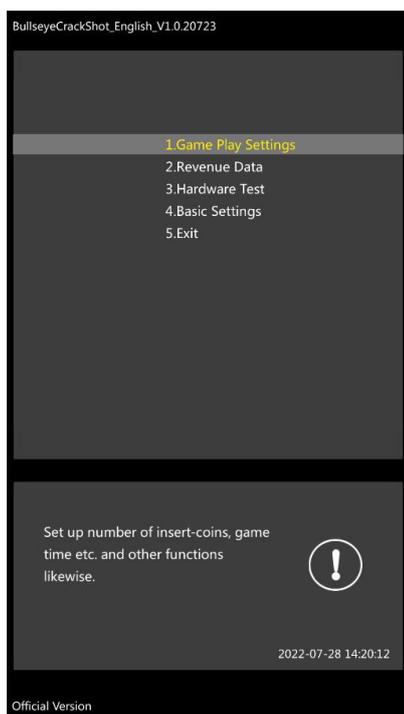


### (2) Game Play Setting

1. Coins per Start(1-100): The amount of the coins determines how many times you can start a game.
2. Game time(90-350): Player-owned game time for a level.
3. Free play(OFF/ON): Go directly to the game without paying or begin the game after putting a coin in it.
4. Difficulty setting(Choiceable/Normal mode/Easy mode): Set the game difficulty and whether the difficulty can be selected by the player.
5. Auto insert coins to continue(OFF/ON):When it's off, players can choose whether to insert coins when the time runs out if there are multiple coins; when it's on, the system will automatically insert coins when the time runs out in the game if there are multiple coins.
6. Continue to finish reward(OFF/ON): If it's on, when player insert coins in continue scene and finish the level, Player could chose the level one more time for free.
7. Ticket Setting(OFF/ON):Set whether there will be tickets out.
8. Ticket numbers when S-rating(0-150):Set up the ticket numbers when players got the S-rating.
9. Ticket numbers when A-rating(0-150):Set up the ticket numbers when players got the A-rating.
10. Ticket numbers when B-rating(0-150):Set up the ticket numbers when players got the B-rating.
11. Ticket numbers when C-rating(0-150):Set up the ticket numbers when players got the C-rating.
11. Back: Return to main page of the background.

### (3) Revenue data

1. Recent revenue: Select the recent report(Daily Sheet, Month Sheet, Year Sheet).
2. Historical Data: After entering, select a year to view the revenue data for each month of the year; then select a month to see the daily revenue data for that month.
3. Clear Data: clear all the data, unrecoverable.
4. Clear Tickets: clear the hint of the missing tickets.
5. Back: Get back to the main page in the background.
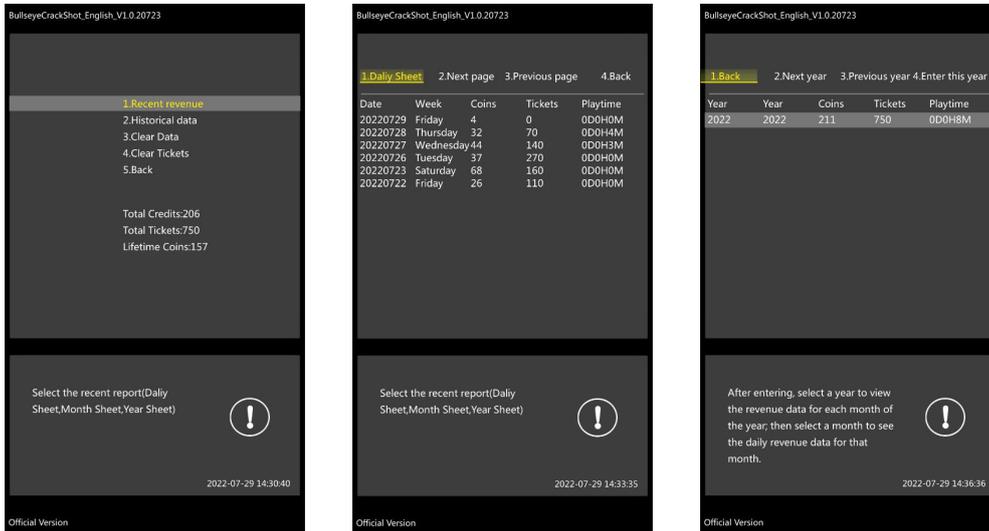


### (4) Hardware Test

1. Gun Adjustment
2. Ticket test(2)
3. Gun Recoil Test
4. Back
Coins Test:
Shoot Test
Left button Test
Confirm button Test
Right button Test
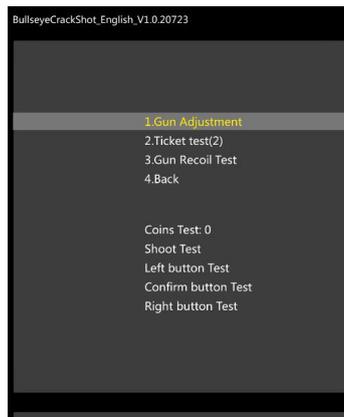


### (5) Gun Adjustment

1. Stand in front of the screen (safe distance of 0.9 meters between the muzzle and the screen), aim at the red cross with the front sight and rear sight, and pull the trigger.
2. Shoot the cross on the screen in sequence.
3. Shoot any place to exit after 5 shots of cross.



Shoot the cross on the screen in sequence
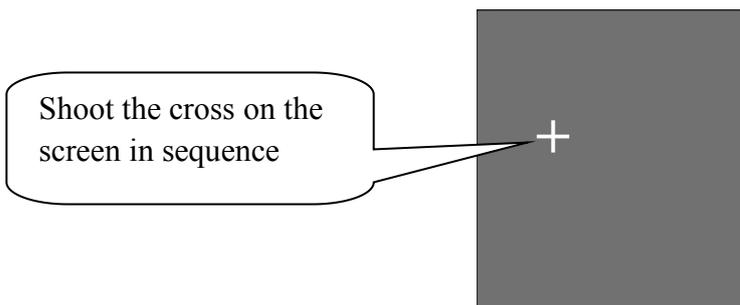
## (6) Basic Settings

1. Game Play Volume(off/1-10): Set up volume of game music and sound.

2. Demo Volume(OFF/ON): Set the game in the standby state (that is, when no one game), the sound is open.

3. Save Coins on Power Down(OFF/ON): Set up if to save number of insert-coins when power off.

4. Company Logo(Visible/Invisible): Whether the Icon of the manufacturing company is visible in standby mode.

5. SafetyTips(OFF/ON): Tips for public health and safe.

6. Date and Time: Set up date and time.

7. Factory Default: All background setting return to default settings.

8. Back: Return to main page of the background.

BullseyeCrackShot_English_V1.0.20723

| | |
|---|---|
| 1.Game Play Volume | 10 |
| 2.Demo Volume | ON |
| 3.Save Coins on Power Down | ON |
| 4.Company Logo | Visible |
| 5.SafetyTips | OFF |
| 6.Date and Time | |
| 7.Factory Default | |
| 8.Back | |

Set up volume of game music and sound.

( ! )

## (7) Default Setting

Game Play Settings

1. Coins per Start(2)

2. Game time (120)

3. Free play（OFF）

4. Difficulty setting(Choiceable)

5. Auto insert-coins to continue(ON)

6. Continue to finish reward(ON)

7. Tickets setting(ON)

8. Ticket numbers when S-rating(50)

9. Ticket numbers when A-rating(40)

10. Ticket numbers when B-rating(30)

11. Ticket numbers when C-rating(20)

Basic Settings

1. Game Play Volume(10)

2. Demo Volume(ON)

3. Save Coins on Power Down(ON)

4. Company Logo(Visible)

5. Safety Tips (OFF)

## (VII) LAN connection instructions

1. Network cable must be connected to the LAN socket.
2. If there are multiple devices, use bridging between the devices.

### 2 device LAN connection diagram

Device 1   Device 2

Network cable must be
connect to the LAN socket

Router 1
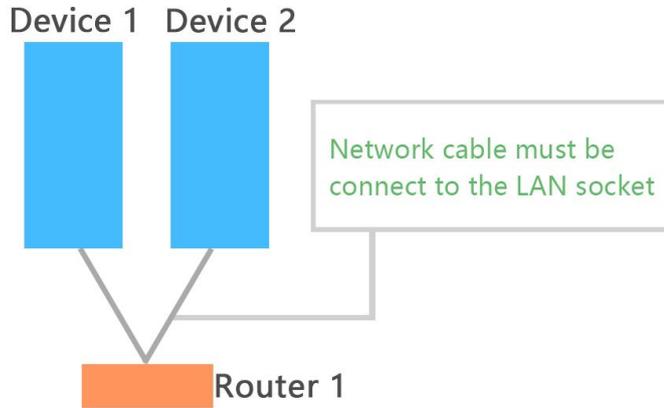
### Multiple LAN connection diagram

Device 1  Device 2          Device 3  Device 4          Device 5  Device 6          Device N  Device N+1

......

Router 1                    Router 2                    Router 3                    Router N

Main router
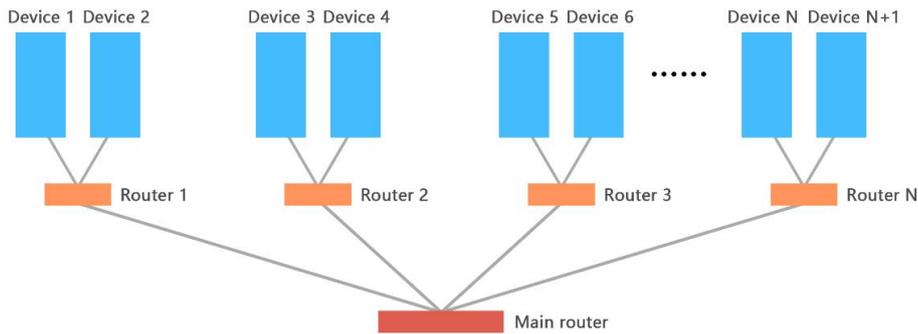
Attention:ALL network cables must be plug into the LAN socket

WAN Socket          LAN Socket          Make sure both side of the
network cable light are ON
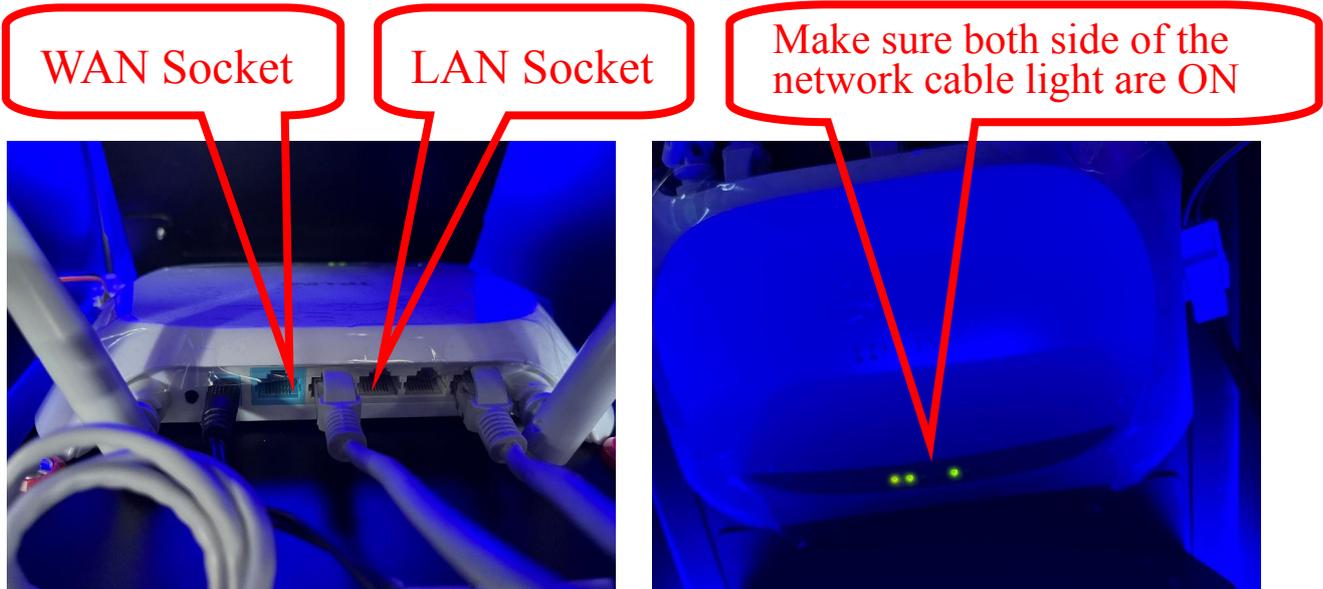
## 1、Installation and Commissioning

➢ Before installation, please approve the parts according to the list and assemble the components.

➢ After installation, plug in the power cord and turn on the machine, and check whether the operation of the machine parts is normal. If abnormalities are found, stop the machine in time to remove obstacles.

## 2、Appearance Inspection

To ensure the safety of using the machine, please make sure to check the following points before turning on the machine：

➢ Whether the "Warning Sign" intact and clearly visible, and whether the correct position of the paste.

➢ Whether the parameters of the connected power supply are consistent with the requirements of the machine.

➢ Whether the screws of each part of the machine are loose or not, and whether the terminal controller assembly is loose or not.

➢ Check whether each connector is loose and the terminal is dislodged or not.

➢ Whether the machine is placed smoothly, and whether the adjustment of casters and top feet is appropriate.

➢ Whether the area where the machine is placed is suitable.

## 3、Operation Inspection

➢ Whether the sound is pronounced properly.

➢ Whether the fluorescent light and key light is on or not.

➢ Whether the image is clear and normal.

## 4、Care and Maintenance

➢ Before opening for business every day, the machine should be tested and run normally before use.

➢ When dirt and dust accumulate on the machine, use a soft cotton cloth to clean with a stain remover.

➢ The new machine should be checked once after one month of operation to see if each component is normal.

➢ Check the machine frequently.

➢ The machine must be cleaned and maintained every month.

# VI. Failure Analysis and Solution

Common failures

| Failure phenomenon | Main reasons | Exclusion method |
|---|---|---|
| After the machine is powered on, the power supply is working (power supply fan rotates), but the screen does not light up | Display is not powered on | Please reconnect the power cord or replace the power cord |
| | Display signal cord is not connected or damaged | Please reconnect the signal cord or replace the signal cord |
| No response and screen does not light up after the machine is powered on | Power supply mismatch | Please check if the power supply is suitable for this machine |
| | The fuse has blown | Please replace the fuse |
| | Power is not on | Please make sure that the (110V~220V) power supply has been connected and the power switch has been turned on |
| | Display signal cord is not connected or damaged | Display signal cord is not connected or damaged |
| The machine is not powered on | Check if the (110V~220V)power input is wrong, no short circuit. | Please check whether the voltage of the insert board in the machine is normal or not |
| Control board is not powered on | Check if the 12V output of the power supply box are faulty. | Please adjust the wire to the correct installation position |
| No raster on the display | Display power cord off or shock loose | Please check the power supply cord or replace the power cord |
| | The display is not turned on | Turn on the display |
| Power off in the middle | The circuit protector generates action and the power switch is in the cut-off state (Note: the circuit protector makes the current cut-off when abnormal current flows) | Please turn on the power switch again, when the circuit protector repeatedly appears to act, it means that the machine has abnormalities, please contact with the dealership |
| The display shows a white screen without images and no sound after the machine is | Host not working | Manual start host power |
| | | Please replace the power box of the main frame |
| | | Please reinstall or replace |
| | | The motherboard is broken. Please |

| | | |
|---|---|---|
| powered on | | contact professionals and manufacturers to deal with it |
| Can't start the game after pressing the start button | Start button holder is loose or switch wire is loose | Replace the key holder, replace the switch wire, or replace the start button |
| No response from coin selector | Coin selector damaged | Replace coin selector |
| | Coin selector signal wire is loose | Reconnect the coin selector signal cord |
| | IO control board damaged | Replace control board damaged |
| Jammed coin selector | The sample coin is not clamped properly | Clamp the sample coin or replace |
| | Coin slot is not aligned or deformed | Adjust the coin slot |
| | The coin selector is not installed correctly, and the red brake strip above the coin selector is pressed | Reinstall the coin selector |
| No points for coin selector | Test for signal feedback | Reconnect the coin selector, if there is a signal, the coin selector will drop |
| | No pull-up resistor on the target board connected to it | Connect pull-up resistor |
| | Detects if the tokens in the coin selector are the same as the tokens invested | Change the right token |
| | The switch (normally on, normally off) is dialed in the incorrect gear | Check whether the switch (normally on, normally off) is set to the correct gear |
| | Poor contact of the coin selector power socket | Check whether the coin selector power socket is poorly contacted |
| No sound from the speaker | Power amplifier circuit board is not powered on | Turn on the amplifier circuit board switch and connect the power |
| | Set volume too low | Turn up the volume |
| | Whether the audio connection jack is loose or damaged | Reconnect the audio connection |
| | Power amplifier circuit board failure | Replace the circuit board |
| | Speaker failure | Replace speaker |
| No tickets issued | Ticket machine broken or wrong position of switch | Please replace the ticket machine or switch to factory setting |

# VII. Error Tips

1. **Cause: Disconnection with the IO board**

   **Solution: Restart the machine, and press the reset button on the IO board (there is only one button on the board)**



2. **Cause: No enough tickets, or the ticket machine is damaged**

   **Solution: Replenish ticket; replace the ticket machine**



3. **Cause: The memory of the host is insufficient**

   **Solution: Plug out the memory of the host, and then plug it in again.**



## ⚠ 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.

# VIII. Wiring Diagram

24V Switching power supply
24V GND
AC IN

FILTER 2
Plate metals
Fuse holder （with Fuse） 2
power switch 2
L in
N in
L out
N out

Earth leakage protection switch
Socket
Router power plug
DC power plug
Router

Air compressor
Power plug

3-way fuse holder
IN1 OUT1
IN2 OUT2
IN3 OUT3

Gas path

Network cable
Network cable

1P Computer host
COMPUTER HOST
2P Computer host
COMPUTER HOST

2P Camera board-P5-OUT2
Dynamic control signal

1P Camera board-P5-OUT2
Dynamic control signal

24V
24V

2P Solenoid valve
1P Solenoid valve

2P Air cylinder in gun
1P Air cylinder in gun

**ACE Amusement**

| Product name | Bullseye Crack Shot 2/2 | Ver | V1.0 |
| --- | --- | --- | --- |

**ACE Amusement Technologies Co.,Ltd.**

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ACE AMUSEMENT

# IX. Instructions for Using The Recovery System USB

**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!
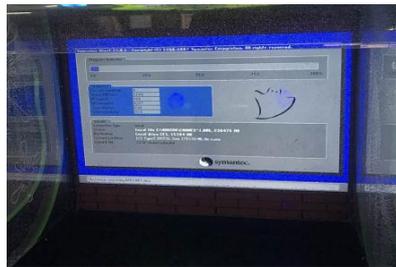


| Figure 1 | Figure 2 | Figure 3 |

**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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