

Ace Striker

MANUAL



Warning

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



ACE AMUSEMENT

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Introduction to the Product

‘Ace Strike’ is a premium arcade shooting game for up to 4 players, offering intense, skill-based gameplay. Players use high-precision rifles with red dot sights and pneumatic recoil systems for a realistic and immersive shooting feel. The game features 10 diverse stages, including tactical missions, simulations, and target challenges. Players must shoot enemies and designated targets within a time limit, while avoiding civilians—testing reflexes and accuracy. Shooting item crates unlocks power-ups like shotguns, auto rifles, shields, and score multipliers. Hitting moving targets in quick succession triggers combo bonuses, boosting points and rewards. Players can also shoot down incoming projectiles to avoid damage and showcase their marksmanship. Scores are saved to an in-game leaderboard, encouraging competition and repeat play. Whether in team mode or solo, Ace Strike offers thrilling action, strategic variety, and high replay value—perfect for modern arcades.

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

I Specifications and Technical Parameters



- 1) Operating voltage: AC220V - 240V, 50/60 Hz (or AC 110V $\pm$ 5%, 60Hz. For the specific voltage, see the nameplate on the machine).
- 2) Dimensions: W198 $\times$ D193 $\times$ H282 (cm)
- 3) Maximum power: 2200W
- 4) Ambient condition: Temperature (indoors): 0°C $\sim$ 35°C;
- 5) Humidity: $\leq$ 90%;
- 6) Atmospheric pressure: 86Pa $\sim$ 106Pa.

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

II Accessory List

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

The accessory list is below:

Name	Version No.	No./Specification	Picture	QTY	Unit	Remark
Manual	A0			1	Copy	As per shipment requirement
AA33 Key	A0	AA33		2	Piece	Lottery door, coin door, maintenance door
AA32 Key	A0	AA32		2	Piece	Coin box door
“Li te”Fuse 5*20 10A	A0	20*5 10A		3	Piece	
Power cord	A0	1.8M		2	Piece	

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

III How to Move and Position the Machine

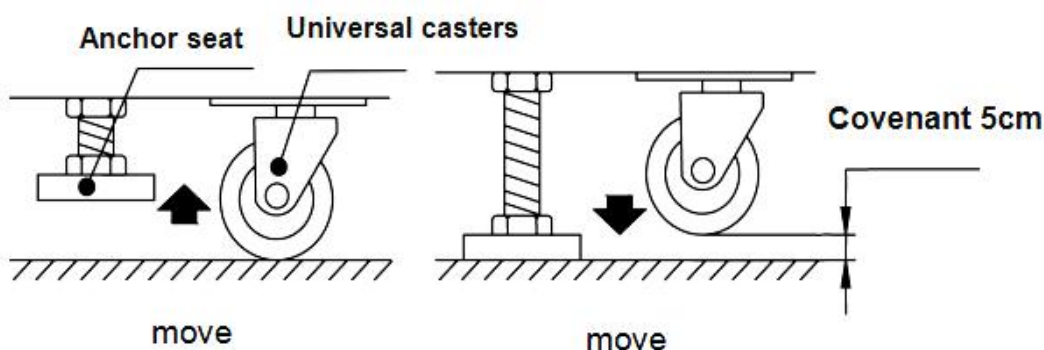
(I) How to Move the Machine

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



(II) How to Position the Machine

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



(III) Product Placement

Do not place the product in the following places:

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



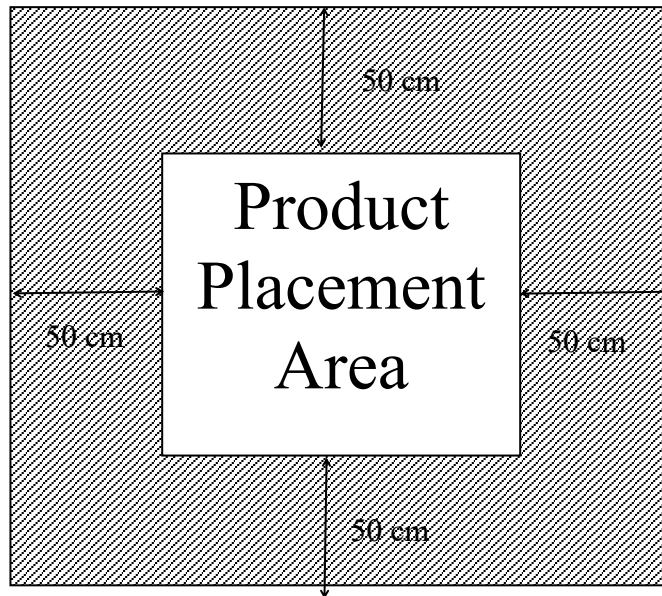
Caution: Please unplug the power plug before moving to prevent accidents and faults.

Please take care not to damage the power cord during moving to prevent accidents and faults.
Please raise the foot to the maximum height before moving to prevent accidents and faults.

(IV) Installation Location Dimension

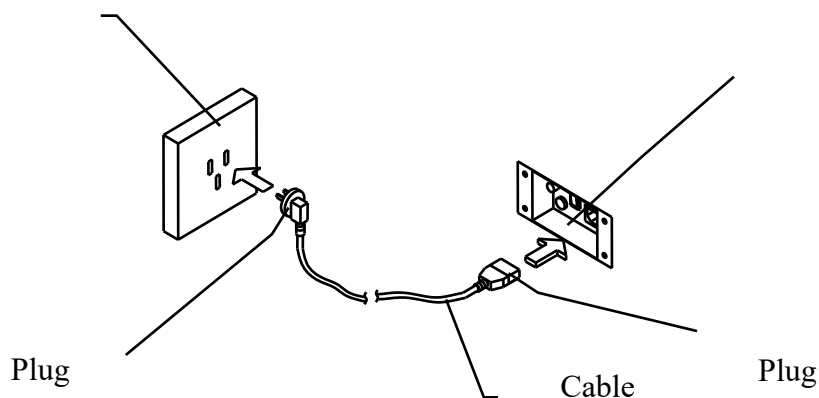
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area:



IV Wiring and Precautions

- Connect one end of the cable to the terminal box of the machine, and connect the other end to the socket.
- Connect the power supply according to the voltage (110V or 220V) on the label, or the machine might be damaged.
- Please confirm whether there is grounding in the socket to avoid unnecessary damage.
- If the grounding cannot be done through the socket, please try other methods.



V Instructions on Game

(I) Game Play

1. Insert coin in position P1,P2,P3,P4 to start the game
2. Shoot the level to enter the game
3. Aim at the enemies, targets, or objects on the screen using the rifle's sights, and pull the trigger to shoot
4. Recommend using the shoulder-mounted rifle stock for better shooting experience in the game



(II) Level selection

1. Shoot the level to enter the game
2. Levels with more stars are more difficult
3. When two players are selecting the level, the first player to choose determines which level will be played



(III) All levels description



Apocalypse alley

1. Shoot the monsters that appear in the scene
2. Shooting at the head kills instantly
3. Shoot flying objects thrown by monsters to intercept them
4. Pick up prop crates to get power-ups such as shields, shotguns, fully automatic weapons, etc.



Infernal factory, Desert strike

1. Shoot the enemies that appear in the scene
2. Shoot down flying objects launched by the enemy to avoid being hurt
3. Shoot the supply crates to obtain powerful props, which are as follows
4. Shoot the enemy's head (fatal shot) to get points or a shotgun loaded (shot bullets that cause ranged damage).
5. Shooting the enemy's head (fatal blow) can be obtained points bonus

Shooting a moving enemy will get you extra points



Construction zone

1. There is a Boss element in the end.
2. Bosses have high HP and tougher moves to deal with



Virtual area

1. In this level, players need to shoot virtual projected humanoid targets
 2. Pay attention to identify the type of target, shooting different types of targets will have different effects
- Green target (kill by shooting)

Red target (Shooting will cause an explosion, destroying it and the targets around it)

Blue target (with flight function)

Yellow target (with shields that can stop bullets)



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.



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.



Skeet shot training

1. Aim and shoot the skeets.
2. When the skeet come to each other ,Try to get multiple kill in one shot.



Be careful to identify if the target is armed or unarmed

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.



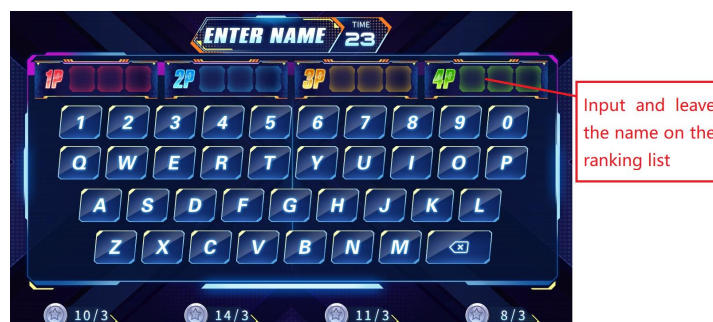
Target switching

1. Aim and shoot the green targets.
2. Do not shoot the red targets, or the time will get lost.

Game summary interface

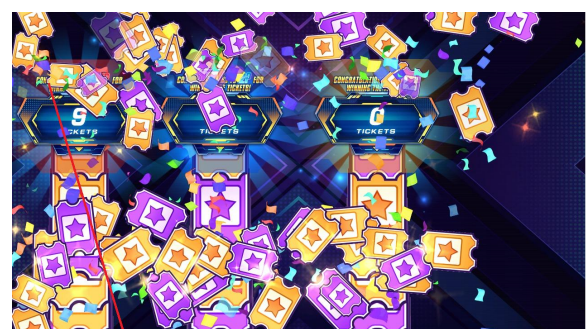


1. Mission summary: sum up data of hit rate, accuracy, proficiency, speed, combos, revenue etc. and rate.
2. Capability Pentagon Chart: there is a capability chart to record player's performance and advantages.
3. Rating grade: S,A,B,C. The rating standard is based on player's performance data.
4. Tickets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



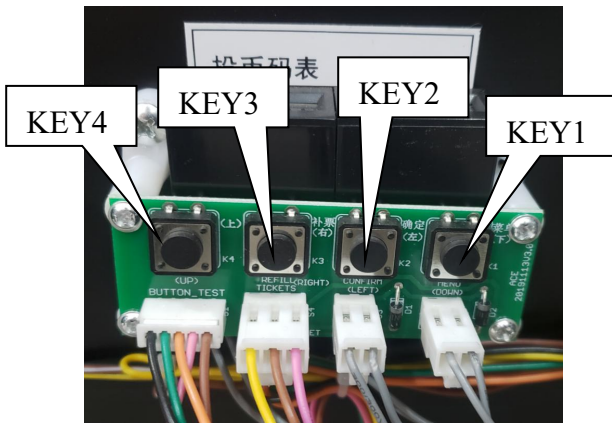
Rank	Player	Score
1st	C2Z	65100
2nd	TRT	48050
3rd	H1S	40700
4th	XQT	40000
5th	YTD	37620
6th	LVC	37215
7th	O31	32300
8th	RCL	31547
9th	119	30050
10th	GZH	29100
11th	433	28039
12th	U68	27800
13th	666	25817
14th	QY8	17565

Player's ranking



Interface of ticket-rewarding

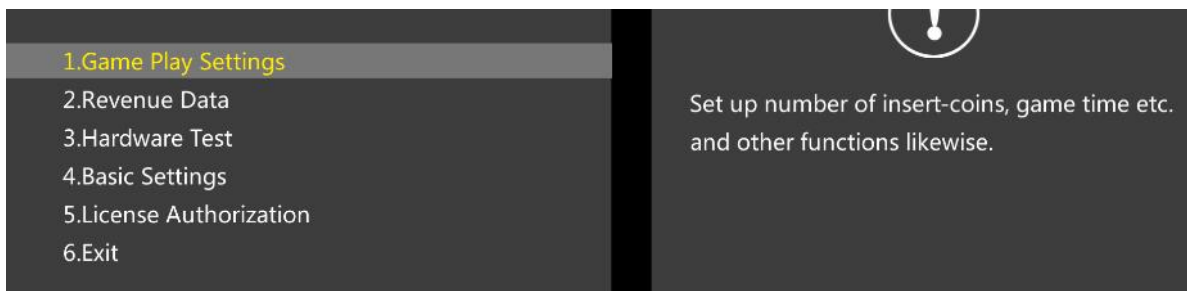
VI Adjustment of the Game Program Setting



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

(I) Main Page

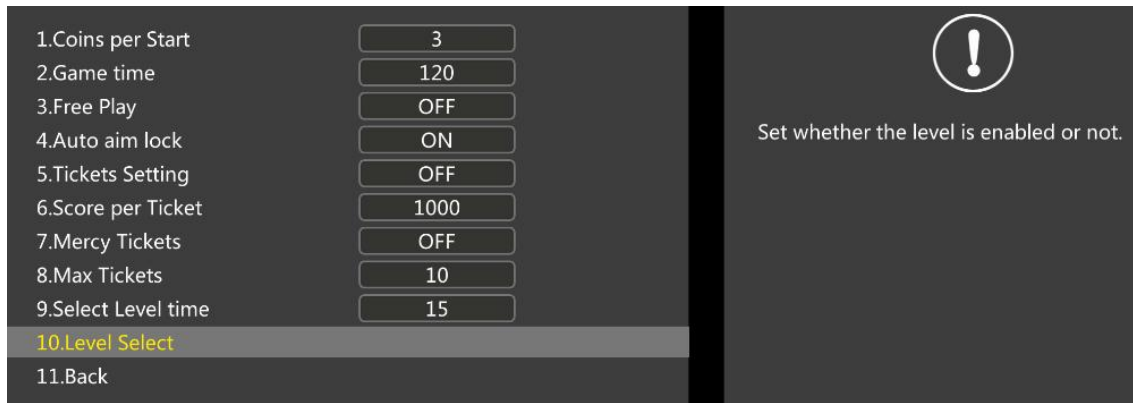
【Main page】
1.Game Play Setting: Set up number of insert-coins, game time etc. and other functions likewise.
2.Revenue data: Check the cost, tickets dispensed and playtime.
3.HardwareTest: Check whether the input and output of the hardware are normal.
4.Basic Settings: Set up game language, game volume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



(II) Game Play Settings

[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(ON//OFF): Go directly to the game without paying or begin the game after putting a coin in it.
4.Auto aim lock(ON/OFF): When the player aims at a target, the crosshair will be locked on the target to assist the player in aiming
5.Tickets Setting(Ticket at game over/During game/OFF):Set whether there will be tickets out
6.Score per Ticket(100-50000):Set up number of points for 1 ticket payout
7.Mercy Tickets(OFF/1-10): If number of tickets awarded to player is less than the consolation tickets payout, the 'Mercy Tickets' will be set to award
8.Max tickets(OFF10-500/):If number of tickets awarded to player is more than the maximum number of tickets payout, the 'Max Tickets' will be the real number awarded to player
9.Select Level time(5-15): Select Level time
10.Set whether the level is enabled or not

11.Back



(III) Game Running Setting

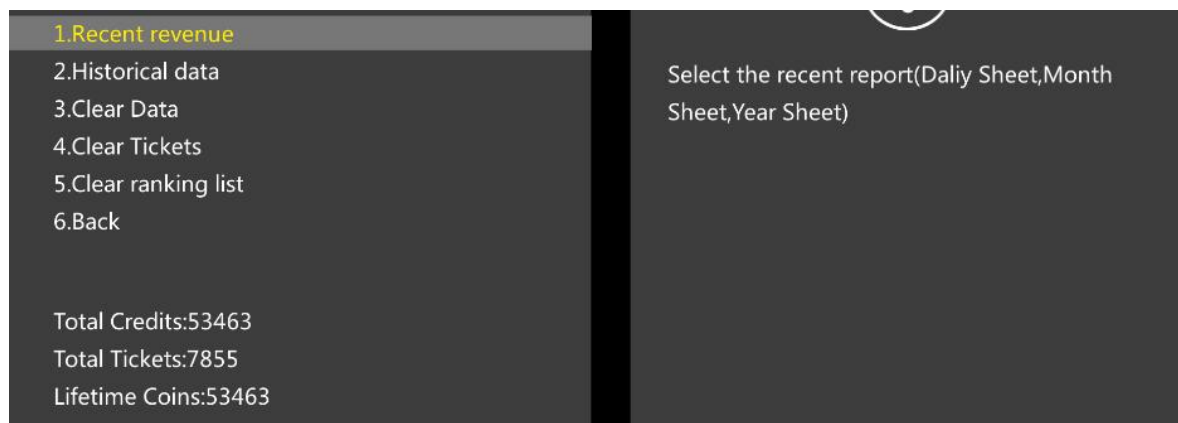
[Revenue data]

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.

Total Credits:

Total tickets:

Lifetime coins:

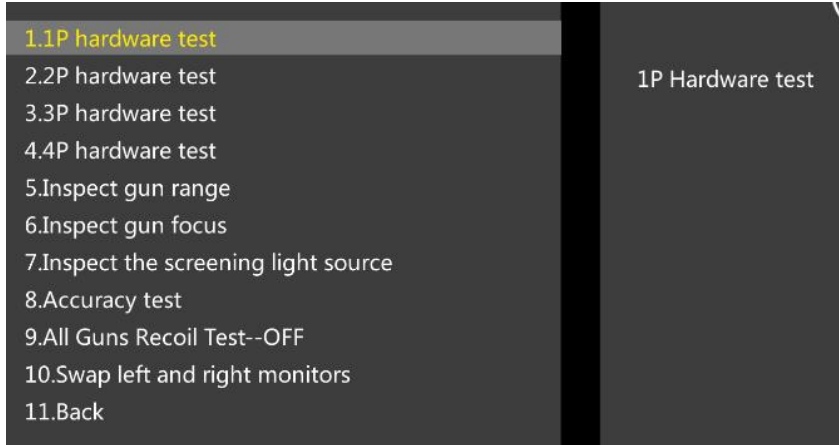


(IV) Hardware Test

[Hardware test]

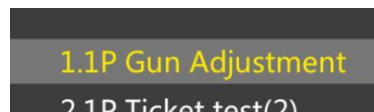
- 1.1P Hardware test
- 2.2P Hardware test
- 3.3P Hardware test
- 4.4P Hardware test
- 5.Inspect gun range: Inspect the camera, adjust and press any key to exit

- | |
|--|
| 6. Inspect gun focus: Inspect the camera, adjust and press any key to exit |
| 7. Inspect the screening light source: Inspect the screening light source adjust and press any to exit |
| 8. Accuracy test: Accuracy test, press any key to exit |
| 9. All Guns Recoil Test—OFF: All guns recoil test |
| 10. Swap left and right monitors |
| 11. Back |



● Gun adjustment guide:

1. Enter 1P or 2P hardware test
2. Enter Gun adjustment



3. Aiming with the correct rifle grip will show a red dot in the sights if held correctly

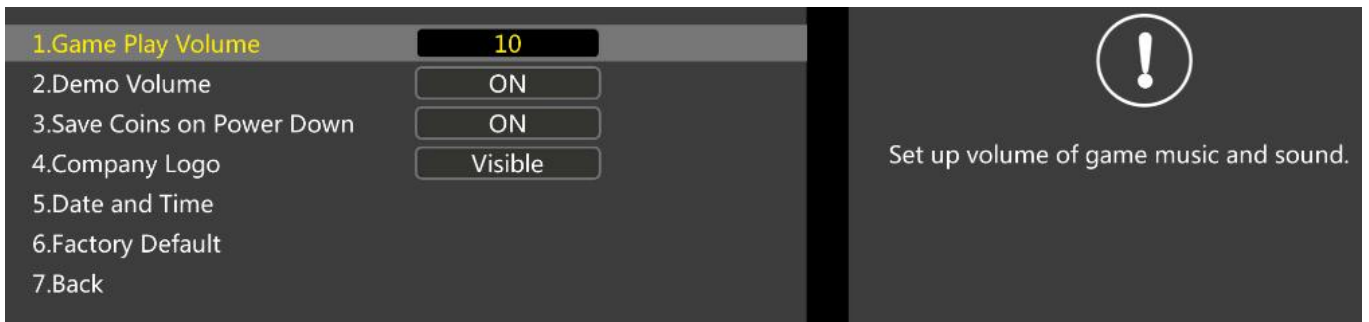


4. Aim the red dot at the center of the red cross, pull the trigger and shoot the four red crosses in turn, then shoot any area to exit and complete the calibration



(V) Basic Settings

[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.Date and Time: Set up date and time.
6.Factory Default: All background setting return to default settings.
7.Back: Return to main page of the background.



(VI) Default Setting

[Default Setting]	
[Game Play Settings]	[Basic Settings]
1.Conis per Start(3)	1.Game Play Volume(10)
2.Game time(180)	2.Demo Volume(ON)
3.Free play(OFF)	3.Save Coins on Power Down(ON)
4.Auto aim lock(ON)	4.Company Logo(Visible)
5.Tickets Setting(Ticket at game over)	
6.Score per Ticket(100)	
7.Mercy Tickets(OFF)	
8.Max Tickets(10)	
9.Select Level time(15)	

VII Fault Analysis and Maintenance

(I) Installation and Commissioning

- Please check the components according to the list to assemble components before installation.
- After installation, plug the cable and turn on the machine to check whether each part runs normally. If no, immediately turn off the machine for troubleshooting.

(II) Appearance Inspection

- To ensure the safe use of the machine, please check the following before startup.
- Whether the warning sign is intact, visible and stuck correctly.
- Whether parameters of power supply are consistent with the requirements of the machine.
- Whether screws of each component and components of the steering wheel are loose.
- Whether the connectors and terminals are loose.
- Whether the machine is placed stably; whether the adjustment of the casters and the top foot are proper.
- Whether the machine is placed in the proper area.

(III) Running Inspection

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

(IV) Maintenance

- Before operation, test run must be done before the machine is used.
- When there is dirt on the machine, wipe it with a soft cotton cloth with detergent.
- After the new machine has been used for one month, check whether each part runs normally.
- Often check the machine.
- The machine must be cleaned and maintained once a month.
- Screen PVC will crack and wear in the use process, please check and clean once in a week.

VIII Fault Analysis and Troubleshooting

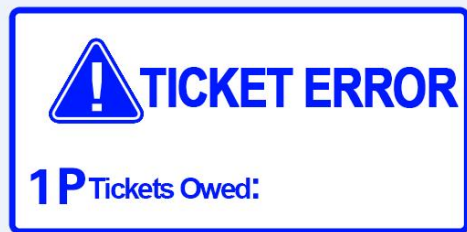
Fault phenomena	Main cause	Corrective action
After the machine is powered on,(the power supply fan works), but the display is not on.	The monitor is not energized.	Please reconnect the power cable or replace it with new.
	The signal wire of the display is not connected or damaged.	Please reconnect the signal wire or replace it with new.
After the machine is powered on, nothing happens and the screen is not lit.	The power supply is inconsistent with the machine's parameters.	Please check whether the power supply is consistent with the machine's parameters.
	Fuse is burnt out.	Please replace the fuse.
	The power supply is not connected.	Please confirm 110V~220V power supply is connected and the power switch is on
	The signal wire of the display is not connected or damaged.	The signal wire of the display is not connected or damaged.
The machine is not powered on.	Check whether the input of the 110V~220V power supply is right. The short circuit is not allowed.	Please check whether the voltage of the circuit board inside the machine is abnormal.
The control panel is not powered on	Check whether the output of 12V of the power supply box is normal.	Please adjust the cable to the correct position.
The display has no raster.	The cable of the display might fall off or be loosen due to vibration.	Please check the power supply circuit or replace the power line.
	The display is not on..	Turn on the machine again manually.
The power is off on the midway.	The circuit protector generates an action and the power switch is turned off (Note: The circuit protector cuts off the current when the abnormal current flows).	Please turn on the power switch again. When the circuit protector repetitively acts, it indicates that the machine is abnormal. Please contact the dealership.
After the product is powered on, the display is a white screen without any image or sound.	The host machine does not work.	Manually start the power start button of the host machine.
		The host power is bad or replaced.
		The motherboard memory bank is bad or replaced.
		The motherboard is bad. Please contact professional and manufacturer.
Pressing start key cannot start the game.	The start button holder is loose, and the switch line is loose.	The button holder is broken or replaced, the switch wire is pressed, and the start button switch is broken or replaced.

No response to coin collector.	The coin collector is damaged.	Replace 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.
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 coin slot.
	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 the proper token.
	The gear of the switch (normally on and normally off) is incorrect	Please check whether the gear of the switch (normally on, normally off) is correct.
	The socket outlet of the coin connector is in poor contact.	Please check whether the socket outlet of the coin connector is in poor contact.
The speaker does not make a sound.	Whether the circuit board of the power amplifier is powered on.	Please turn on the switch of the amplifier circuit board to power on
	The volume is too low.	Please turn the volume up.
	Whether the audio connection port falls off or is damaged.	Please re-connect the audio connection port.
	The circuit board of the power amplifier goes wrong.	Please replace the circuit board.
	The speaker goes wrong.	Please replace the speaker.
No lottery 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.

IX Error Message



1. **Cause:** Disconnection with the IO board.
2. **Solution:** Restart the machine, and press the reset button on the IO board (there is only one button on the board).



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

Warning:

- **Cut off the power supply for maintenance and repair of the machine.**
To prevent short circuit, relevant personnel should cut off the power supply when touching internal components of the machine. If the operation requires power supply, it should meet the requirements of the manual.
- **Use proper parts for replacement.**
Improper parts may cause short circuit, and damage of the main board and the components.
- **Do not disassemble, assemble and change the equipment randomly.**
It may cause short circuit and machine failure, and even fire disaster.
- **Do not place vases, cups and containers with water, chemicals or heavy objects on the machine.**
The spilt liquid may cause short circuit and damage of parts. Meanwhile, falling objects may injure people and damage the machine.
- **Do not place objects in the exhaust outlet of the machine.**
The blocked exhaust **outlet** may cause temperature rise inside the machine, affect the normal operation of the game, and even damage the parts.
- **Do not repair the machine by yourself.**
It may cause short circuit or malfunction and other failure.

X Instructions on Restoring U Disk

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

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



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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