

# CRAZY CLOWN USER MANUAL



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## PREFACE

- **Instruction**

Crazy Clone is developed as indoor amusement, ticket redemption game. It's fairly enjoyed and body exercised by shooting plastic ball to these lovely clone doll.

- **Property**

- Creative new game, generate body motion and great fun
- Pretty and lovely decoration
- Strong and good quality steel frame, covers and wooden board, durability and safety treated for raw material
- Reliable and integrated game card
- Flexible game program, and credit return adjustment

- **Safety Notes**

Read all safety labels on machine carefully, 3 levels alert are listed for safety reminder

- Dangerous – could injure people, if operate game by mistaken
- Caution – possibility to injure people, if operate game by mistaken
- Notify – possibility to damage machine or injure people lightly, if operate game by mistaken

Please take care these markers

| High Temperature                                                                    | High Voltage                                                                         |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|  |  |
| No Touching                                                                         |                                                                                      |
|  |                                                                                      |

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## Catalogue

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### 1. Specification

- 1.1. Power Source - AC220-240V 50/60Hz
- 1.2. Power Consumption – Min 100 W, Max 150W
- 1.3. Machine Size D2485 \*W1020 \*H2408 mm
- 1.4. Packed Size:D1150\*W1150\*H2300mm



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1.5. Weight – about 200 kg

1.6. Working Environment – Indoor temperature -10~40° C, humidity ≤ 90%, barometric pressure 86~106 Pa



Note: we may not able to note you for any possible later change

## 2. Accessories list

| # | Description | Spec         | Qty | Illustration                                                                         | Remark |
|---|-------------|--------------|-----|--------------------------------------------------------------------------------------|--------|
| 1 | Power Cord  | 10A/250V, 3m | 1   |    |        |
| 2 | User Manual | English      | 1   |    |        |
| 3 | Fuse        | Φ5×20, 6A    | 2   |    |        |
| 4 | DC Motor    | 20 rpm       | 1   |    |        |
| 5 | Key         | GG168        | 2   |     |        |
| 6 | Red ball    | **           | 30  |   |        |
| 7 | microswitch | **           | 3   |  |        |
| 8 | Sensor      | **           | 1   |  |        |

Please check all items when you receive and open the box



Note: we may not able to note you for any possible later change

## 3. Placement, installation and transportation

### 3.1. Placement



This machine only for indoor, not outdoor

### 3.2. Installation

Reserve 800 mm wide additional space surrounding the machine for operating or maintenance

### 3.3. Unsuitable environment

3.3.1. Wet, high humidity place which could cause moisture inside of game machine

3.3.2. High temperature subject surrounded

3.3.3. Dangerous subject surrounded

3.3.4. Slippy or or not flat place

3.3.5. Sparking equipment surrounded

3.3.6. Greatly shocked place

3.3.7. Dusty

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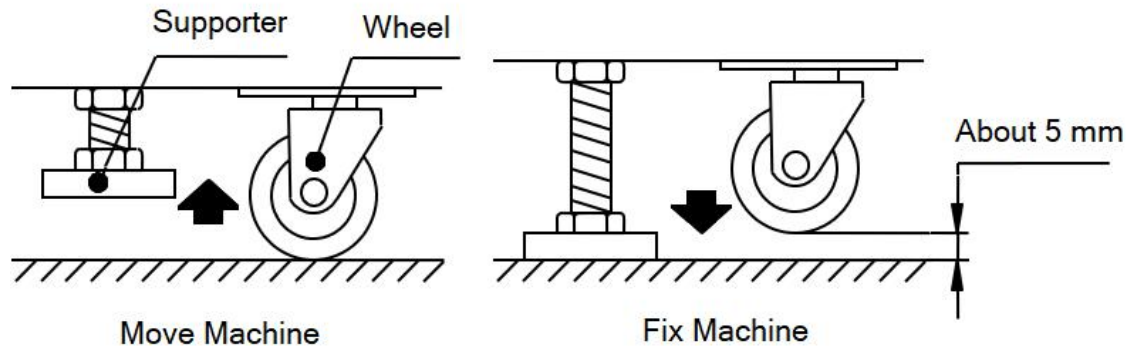
## 3.4. Inspection before open game machine

3.4.1. Inspect power source meet as game machine required, not proper power source applied could result machine damage or fire event

3.4.2. Not to plug too many power consumption equipment to one power socket, to avoid overload for socket and fire event possibly

## 3.5. Move machine

When move machine, all supporter should be raised, so that wheels could ride on ground

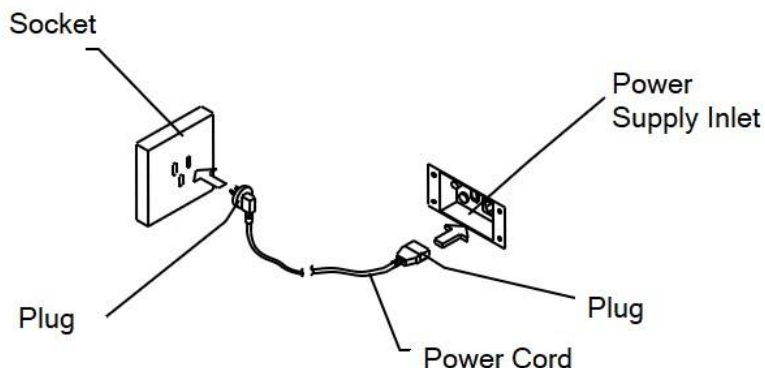


## 3.6. Fix machine

The machine should be placed on flat ground, adjust screw supporters to lift machine, so as to free wheels from ground about 5 mm (when move machine, raise screw supporters from ground instead)

## 4. Power connection

4.1. Connect power cord to the inlet of power supply box in game machine, and socket of power source

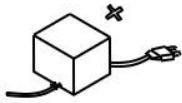


 Carefully check the power source (such as 220V, 50-60HZ) identification label on machine, not to connect the machine to wrong voltage source, otherwise the machine will be damaged or fired

 Notes:

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- Don't lay power cord under heavy subject and damage the cable, to cause power short and leakage



- Unplug the power cord by grasping the plug, not cable



- Don't plug or unplug power cord with wet hand



Don't lay power cord open place where people could kick or step on it



## 5. How to play

5.1. Insert coin, the switch on operation panel will blink, determine pointer direction and hit the button, to shoot ball to clone doll. Win credit step and step to pass game levels to challenge top score. Watching the roller at top and hit switch at right time to win additional big bonus!!!

5.2. Tickets will be offered when game over, according to credit and bonus won

## 6. Game configuration

| Item | Sub | Description                            | Value | Default | Remark                  |
|------|-----|----------------------------------------|-------|---------|-------------------------|
| 参数设置 | P00 | Language                               | 0-1   | 0       | 0 - Chinese, 1- English |
|      | P01 | Offer ticket or not                    | 0-1   | 1       | 0 - No, 1 - Yes         |
|      | P02 | Record coin and ticket accumulation    | 0-1   | 0       | 0 - No, 1 - Yes         |
|      | P03 | Coin required for game                 | 0-1   | 0       | 0 - Require, 1 - Free   |
|      | P04 | Additional coin required for big bonus | 0-1   | 0       | 0 - No, 1 - Yes         |
|      | P05 | Background music                       | 0-1   | 1       | 0 - No, 1 - Yes         |
|      | P06 | Link for co-play                       | 0-1   | 1       | 0 – Not link, 1 - Host  |
|      | P07 | Coins per play                         | 1-9   | 1       | 1 to 9 coins per play   |

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|     |                                        |        |    |                                                                       |
|-----|----------------------------------------|--------|----|-----------------------------------------------------------------------|
| P08 | Ticket per credit                      | 1-50   | 5  | Credits for each ticket                                               |
| P09 | Bonus frequency per coins accumulation | 1-20   | 1  | Frequency of bonus showing up per coins inserted                      |
| P10 | Big bonus scale                        | 5-250  | 5  | Big bonus scale value x 10                                            |
| P11 | Level 1 pass credit                    | 5-200  | 10 | Setup value time 10 (This value/14 and plus a random to be displayed) |
| P12 | Level 2 pass credit                    | 5-200  | 20 |                                                                       |
| P13 | Level 3 pass credit                    | 5-200  | 25 |                                                                       |
| P14 | Level 4 pass credit                    | 5-200  | 30 |                                                                       |
| P15 | Level 5 pass credit                    | 5-200  | 50 |                                                                       |
| P16 | Top score initial                      | 5-200  | 20 | x 10 (Valid on host only)                                             |
| P17 | Host/joiner choice                     | 0-1    | 0  | 0 – host, 1- joiner (valid only when link set on host)                |
| P18 | Game duration                          | 10-200 | 60 |                                                                       |
| P19 | Factory default                        | 0-1    | 0  | 0 – NA 1 – Reset to factory default                                   |

Switching instruction: when machine powered on, press K4 for seconds to enter configuration, K1 for choosing sub item, one press to scroll down, when proper item selected, to press K2 add value (long press to fast add value), K3 to decrease value (long press to fast decrease value). Press K4 again to exit configuration, and back to demo or game ready state

Error list: E01 – Gate error, E02 – Ticket dispenser empty or error, E03 – Clone detect sense error (E1 showing up on according LED), E04-06 – Reset light for 3 rows clones

### 7. Troubleshooting

| Issue                    | Cause                                                                 | Resolution                                                           |
|--------------------------|-----------------------------------------------------------------------|----------------------------------------------------------------------|
| <b>Whole machine off</b> | 1. Power not turn on, connect, or fuse burnt<br>2. Power supply issue | 1. Connect or turn on power, replace fuse<br>2. Replace power supply |

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|                      |                                                                                                                                            |                                                                                                                                                                                |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                      | 3. CPU card issue<br>4. Main card issue                                                                                                    | 3. Replace CPU card<br>4. Replace main card                                                                                                                                    |
| <b>No sound</b>      | 1. Speaker issue or cable connection issue<br>2. Sound memory card not installed well, or damaged<br>3. Sound circuit issue with main card | 1. Check and correct cable connection for speaker, or replace speaker<br>2. Re-install sound memory card, or replace it<br>3. Check and correct the sound circuit on main card |
| <b>Coin jam</b>      | 1. Coin dispenser jam<br>2. Coin dispenser damaged or the accuracy was set too high                                                        | 1. Remove jammed coins<br>2. Replace coin dispenser, or adjust coin dispenser accuracy lower                                                                                   |
| <b>No ticket out</b> | 1. Ticket dispenser damaged<br>2. Ticket jam<br>3. No power supplied to ticket dispenser<br>4. DIP switch setting not right                | 1. Replace ticket dispenser<br>2. Remove ticket jam<br>3. Check cable connection for ticket dispenser<br>4. Check DIP switch setting for ticket dispenser and correct          |