

USER MANUAL



VER 1.0

2023.07.17

*This is a general manual, for installation guide, please contact us..

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The Do's and Don'ts

- Please do not put this game at the place that is uneven, slope and quaky.
- Conduct periodic inspection on all wire each week, comprehensive check each month.
- Prepare small size fire extinguisher for safety on spot; Turn off power when staff get off work.
- Protect all wires from damages by mice and bugs.
- Do not expose this game to the sun in case parts get damaged.
- This machine must be wire-grounded; Power socket that 3pin plug connects should be also wire-grounded.
- There are precision parts in side of this machine, please keep it from falling or physical hitting.
- Keep this machine away from strong magnetic field or any object that generate strong radio wave.
- This game is for indoor use only. Do not expose it to water dropping and moist circumstances which may cause fire hazard and electric shock.
- This machine is not fireproof, so keep it away from fire.
- Do not touch power plug with wet hand.
- Do not scratch, cut or excessively bend any wire.
- Do not place any heavy thing on the wires.
- Do not use the wire of worn insulation layer.
- Unskilled and unqualified person shall not inspect and maintain this machine.

1. ABOUT THE GAME

1.1 INTRODUCTION

DEMOLITION KING is a fun interactive ticket redemption arcade game where player swings a “wrecking ball” at the screen to demolish disused buildings for collecting points and tickets. It features a eyeball catching cabinet design that looks like a huge demolished building itself. This game, with fun and abundant graphic pictures, is much leisure for player to relax, attracting players, especially family players. It allows family members to play together at the same time. In addition, 1 player and 2 players mode are allowed for players to enjoy the games individually or battle each other.

1.2 FEATURES AND SPECIFICATIONS

- NEW GAMEPLAY BY BALL-SWINGING & SCREEN-SMASHING
- KID ZONE & ADULT STANDING ZONE ARE DESIGNED FOR FAMILY FUN
- TOUGH FOAM BALL & ROPE SLEEVE FOR GREAT FEELINGS
- GREAT & ATTRACTIVE GRAPHICS
- COLORFUL OUTLOOK & CONTENTS
- MULTIPLE THEMES
- SINGLE PLAYER/DOUBLE PLAYERS GAME
- REDEMPTION GAME WITH BONUS

Item	Parameter
Installed dimension(W*D*H)mm:	W2300mm*D2205mm*H2580mm
Pack dimension in carton and pallet(W*D*H)mm:	W2280mm*D1180mm*H2300mm
Input voltage:	110~240V AC
Power:	700W
Net Weight/Gross Weight:	About 640kg/660kg
Monitor size:	65inch

1.3 HOW TO PLAY

1.3.1 REGULATIONS

- The players can choose to stand on the kid zone or adult zone according to their ages and heights.
- After inserting coins and pressing “CONFIRM” button, the game will be started.
- The players are allowed to select one-player mode or double-player mode by pressing “SELECT” button.
- Afterwards, the players can select the stage freely by pressing “SELECT” button and confirm the selection by pressing “CONFIRM” button.



SELECT & CONFIRM BUTTONS FOR PLAYER 1 & PLAYER 2

- The players can push and swing the hanging ball towards the screen.
- There are IR-Sensors around the screen, they can detect the position of ball-smashing on the screen.
- The players can gain score by smashing the bricks, windows, fireworks, oil tanks, tickets and air balloons on the buildings.
- Collecting 4 golden tickets to win bonus by hitting the furniture or saving puppy from balloons.
- Extra scores can be gained by smashing flying treasure box at the end of the game.
- The total score will be calculated into tickets for the players finally.

FOR DOUBLE-PLAYER MODE:

- Both players can battle each other.
- The total scores of both players will be compared in the end of game.
- The player with higher score will win the game, another player with lower score will loss the game.



ONE-PLAYER & TWO-PLAYER ARE ALLOWED

1.3.2 SOFTWARE DETAILS

START GAME: - Insert the coins - Press the button to start the game	
STANDBY: - The image shows standby status before any coin is inserted.	
THE MODE: - Press “SELECT” button to select the one-player mode or two-player mode - Press “CONFIRM” button to proceed after selection	
THE STAGE: - Press “SELECT” button to select one of the 4 buildings. - Press “CONFIRM” button to start the game after selection.	

PRACTICE:

- Practice for all players is before entering the main game.
- Swing ball to hit the arrow target to proceed.



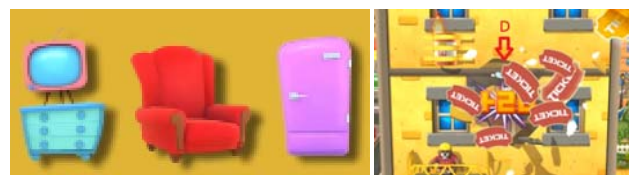
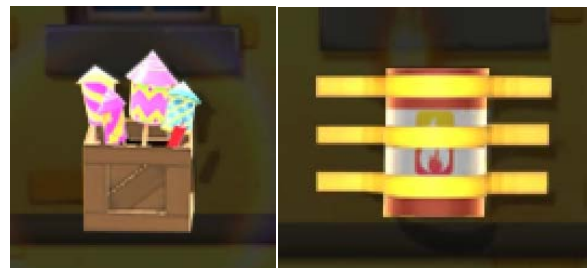
NOTICE/TUTORIAL:

- Smash the fireworks and oil tanks for gaining scores.
- Avoid to smash the workers, otherwise scores are deducted.
- Destroy furniture to find gold tickets.
- Collect 4 gold ticket to win super Bonus.



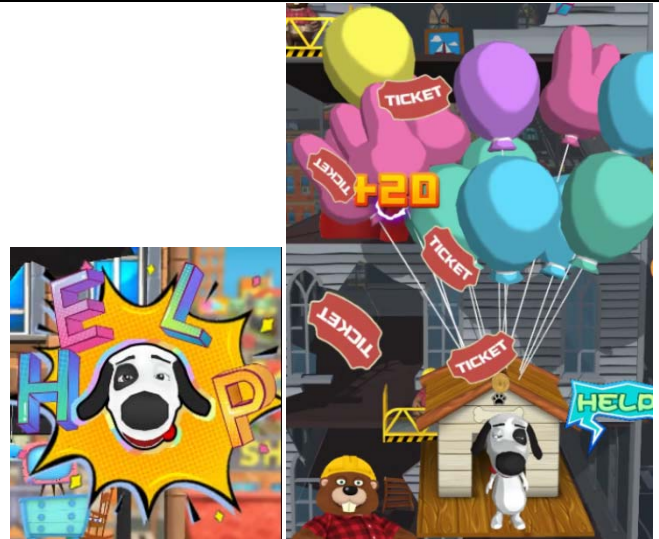
TARGETS FOR SCORES / PRIZES:

- A) Fireworks: +40 points
- B) Oil Tanks: One floor is exploded, +60 points
- C) Furniture
 - Hit the furniture for (+20) scores
 - Hitting down the furniture may win a golden ticket.
 - Collect 4 golden tickets to win bonus.
- D) Wall: +20 points
- E) Windows: +40 points
- F) Extra Ticket: +1 ticket



SAVING PUPPY

- Activate mission of SAVING PUPPY by hitting the puppy help symbol when the camera moves downward.
- When the camera move upward, hit the balloons that hang the puppy house.
- Finish mission to win a golden ticket.
- Furniture and flying treasure box are not available.



AIR BALLOONS:

- Extra Score (+20) is gained after being smashed
- Rises from bottom to top



WORKERS:

- There are some workers standing alongside the building
- Scores (-160) will be deducted if any workers are smashed



REVERSE & CONTINUE:

- A clock appears
- The camera will move back and upwards along the buildings after reaching the bottom, and the game continues



TREASURE BOX:

- Treasure box appears at the end of the game and flies left and right when the Saving Puppy mission is not activated.
- Aim and swing ball to hit it for extra ticket in limited time.

**RESULT:**

- The total score and tickets won by players will be counted and shown finally
- The ratio of the score & the number of tickets won can be set in the back-end

**CONTINUE TO PLAY:**

- The players can continue to play the game by inserting enough coins within time limit



2. ROPE & BALL

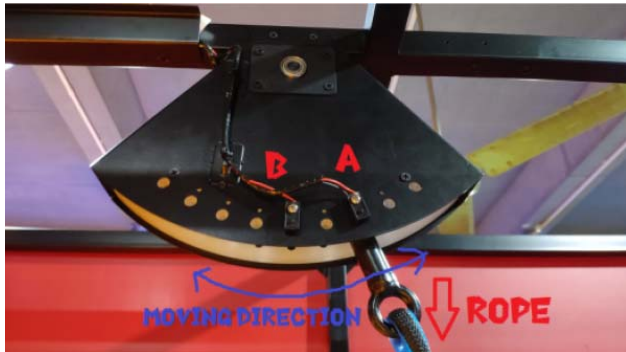
2.1 ROPE & BALL DETAILS

- A rope is fixed on the top of arcade machine, the other end of the rope is fixed on the ball. The rope is adjustable to change the height of the ball according to the situations.
- The players swing the ball at the screen to gain scores and tickets by following the video games.



2.2 ANTI-CHEATING SYSTEM

2 pair of anti-cheating sensors(**A&B**) are mounted inside of a metal case on the upper end of the rope. When the ball swing forward to hit the screen and then backward, this whole movement will be recognized and registered as normal, any hitting without regular swinging will not be registered and so it is invalid. Operator can also choose to turn off the anti-cheat sensor for player to have full experience.



Metal case



Anit-cheat Sensors



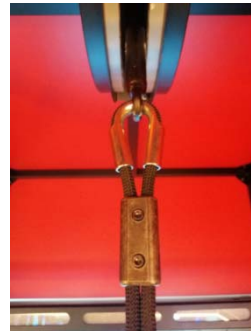
Foam wrecking ball



>1m Rope



Rope sleeve



U protector and lock for rope

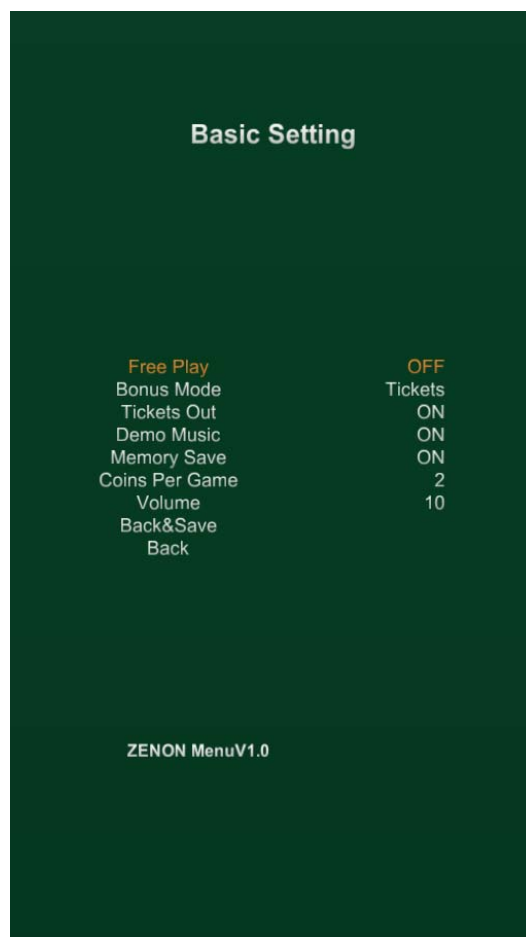
3. SETTINGS

3.1 SETUP MAIN MENU



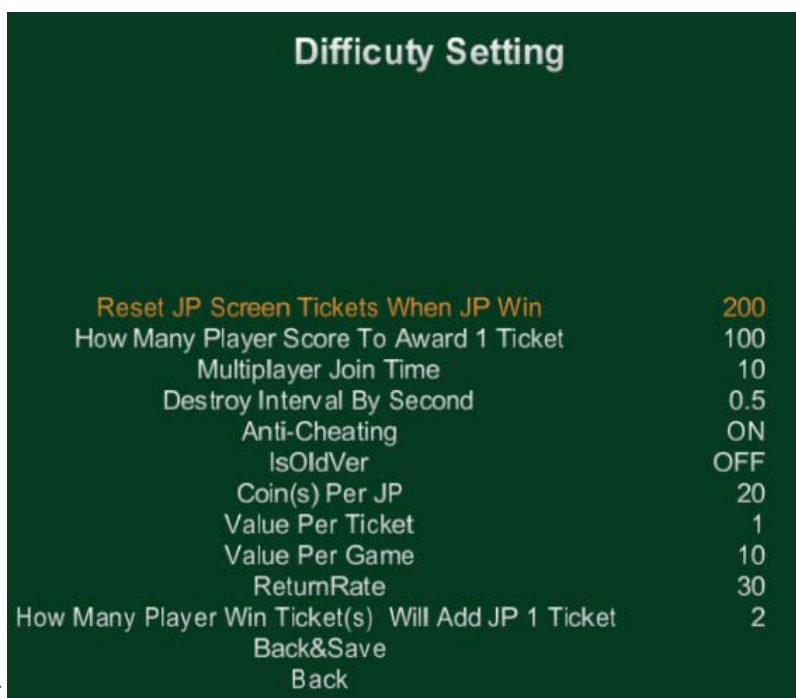
MAIN MENU

Basic Setting (SHOWN BELOW)	Some basic settings
Difficulty Setting (SHOWN BELOW)	Some difficulty settings
Input Test (SHOWN BELOW)	Test the input signal with other devices
Output Test (SHOWN BELOW)	Test the output signal with other devices
Game Reset (SHOWN BELOW)	Reset the data or settings
Date/Time Setting (SHOWN BELOW)	Set the date and time
Language	Choose your language: Chinese, English and others
Bookkeeping (SHOWN BELOW)	The record of the arcade games totally
Daily Record (SHOWN BELOW)	The record of the arcade games everyday
About this Game	N/A
Back to Game	Back to the game page



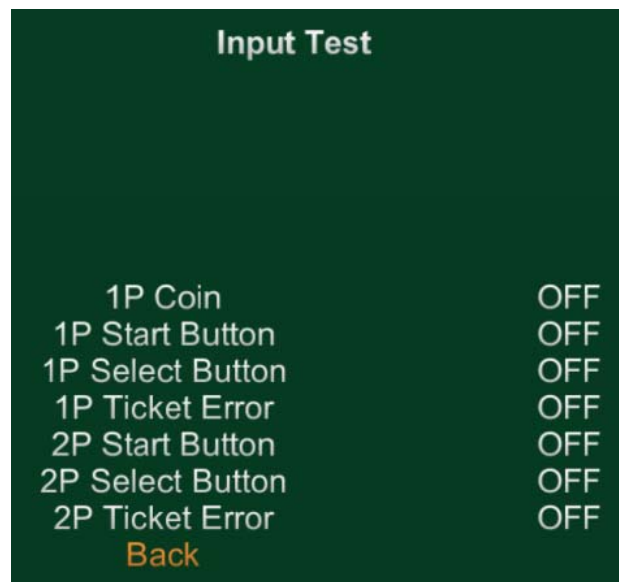
BASIC SETTING

Free Play	- ON/OFF - ON (For free play), OFF (Insert coins or swipe card to play)
Bonus Mode	Tickets: The prize you get after you scored
Tickets Out	- ON/OFF - ON (Dispense tickets after each game), OFF (Not dispense tickets after each game)
Demo Music	- ON/OFF - ON (Play demo music during standby), OFF (Not play demo music during standby)
Memory Save	- ON/OFF - ON (Save data automatically for sudden power-off), OFF (Not save data automatically for sudden power-off)
Coins Per Games	Default: 2, Max: 200, Min:1
Volume	Default: 10, Max: 10,Min:0, Inc: 1
Back & Save	Save the updated setting and back to the main menu
Back	Back to the main menu without saving the updated setting.



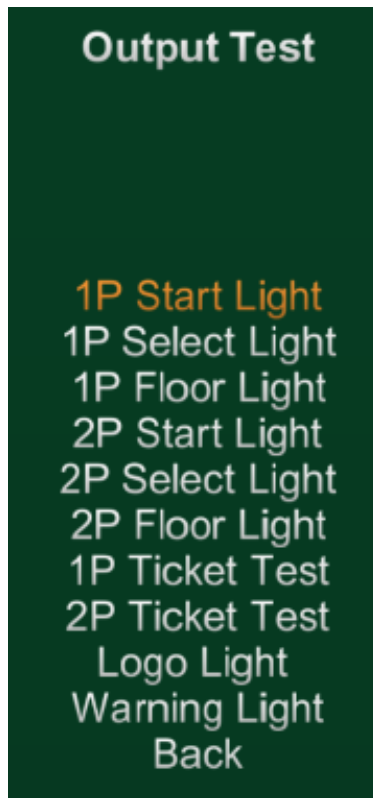
DIFFICULTY SETTING

Reset JP Screen When JP Win	- Default: 200, Max: 9999 - The number of tickets will be given as a bonus or jackpot.
How Many Player's Score To Award 1 Ticket	- Default: 4, Max: 300,Min: 1 (If Return Rate has set, this will not work)
Multi-player Join Time	- The time limit which both players press the confirm button to start the battle game
Destroy Interval By Second	- The minimum duration time between two valid smashes on screen. This only works when Anti-Cheating is On
Anti-Cheating	- Anti-Cheating System On or Off.
IsOldVer	- When this is On. Anti-Cheating will not work.(Old version does not contain Anti-Cheating Sensor.)
Coin(s) Per JP	- The Least accumulate coins per JACKPOT/BONUS.
Value Per Ticket	- The Value of one ticket
Value Per Game	- Player Cost of Per Game
Return Rate	- Ticket payback to player by percent.
How Many Player Win Ticket(s) Will Add JP 1 Ticket	- JP Increment by win ticket(s)
Back & Save	- Save the updated setting and back to main menu
Back	- Back to main menu without saving the updated setting.



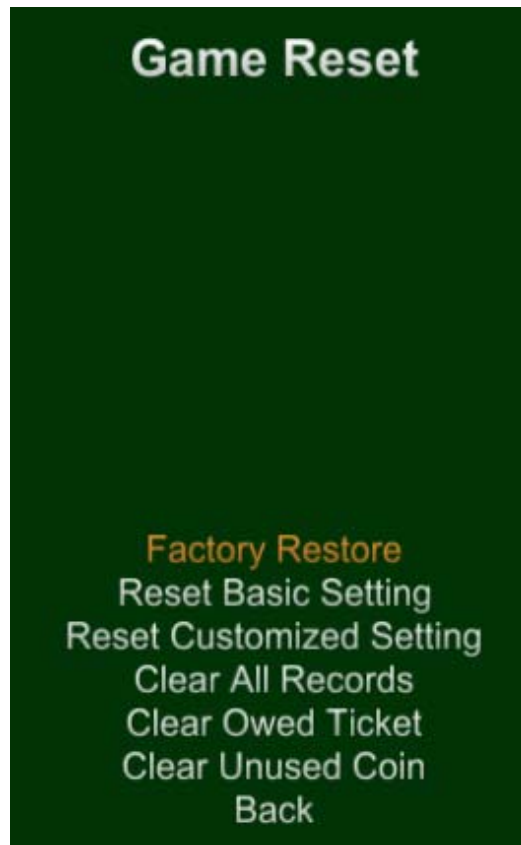
INPUT TEST

1P Coin	ON/OFF.	1P Coin machine: ON (Normal), OFF (Error)
1P Start Button	ON/OFF.	1P Start Button: ON (Normal), OFF (Error)
1P Select Button	ON/OFF.	1P Select Button: ON (Normal), OFF (Error)
1P Ticket Error	ON/OFF.	1P Ticket Machine: ON (Normal), OFF (Error)
2P Coin	ON/OFF.	2P Coin machine: ON (Normal), OFF (Error)
2P Start Button	ON/OFF.	2P Start Button: ON (Normal), OFF (Error)
2P Select Button	ON/OFF.	2P Select Button: ON (Normal), OFF (Error)
2P Ticket Error	ON/OFF.	2P Ticket Machine: ON (Normal), OFF (Error)
Back	Back to previous page	



OUTPUT TEST

1P Start Light	Test the control of the light on the 1P confirm/start button
1P Select Light	Test the control of the light on the 1P select button
1P Floor Light	Test the control of the light of the 1P floor
2P Start Light	Test the control of the light on the 2P confirm/start button
2P Select Light	Test the control of the light on the 2P select button
2P Floor Light	Test the control of the light of the 2P floor
1P Ticket Test	Testing the 1P ticket machine whether giving out tickets normally by sending a signal.
2P Ticket Test	Testing the 2P ticket machine whether giving out tickets normally by sending a signal.
Logo Light	Test the control of the light on the top of the arcade machine with logo
Warning Light	Test the control of the light of the warning
Back	Back to the main menu



GAME RESET

Factory Restore	Restore to the factory default data and setting
Reset Basic Setting	Reset the saved and updated basic setting
Reset Customized Setting	Reset the saved and updated customized setting
Clear All Records	Clear all the datas and records of the previous games
Clear Owned Ticket	Turn the re-mainly owned tickets into zero in data
Clear Unused Coin	Turn the unused number of coins into zero in data
Back	Back to the main menu.



Date / Time Setting

Year	Default: 2019, Max:2100, Min:2010, Inc: 1
Month	N/A
Day	N/A
Hour(24)	N/A
Minute	N/A
Second	N/A
Back & Save	Save the updated setting and back to main menu.
Back	Back to main menu without saving the updated setting.

Bookkeeping			
Player	Coins	Tickets	Payout
1	3253	1990	0.61
2	972	480	0.49
Total	4225	2470	0.58
These Settings Are Non-Resettable			
Back			

Bookkeeping

Player	Player No.1 and Player No.2
Coins	A: The number of coins which the coin machine earned
Tickets	B: The number of tickets which the ticket machine given
Payout	- The ratio of Tickets and Coins - or The number of tickets given per coins - $\text{Payout} = B / A$

P.S. These Settings are Non-Resettable

DailyRecord					
Date	Weekday	RunTime	Coins	Tickets	Payout
19-05-07	TUE	00:06	0	0	0.00
19-05-06	MON	00:22	22	10	0.45
19-05-05	SUN	00:39	39	5	0.13
19-05-01	WED	00:00	0	0	0.00
19-04-30	TUE	00:00	2	0	0.00
19-04-22	MON	28:04	1	0	0.00
19-04-20	SAT	02:07	34	0	0.00
19-04-10	WED	00:00	12	0	0.00
19-04-03	WED	00:00	0	0	0.00
19-04-02	TUE	00:00	0	0	0.00
Prev. Page Next Page Clear Back					

DailyRecord

Date	The date of operation
Weekday	N/A
RunTime	The total duration of operation
Coins	A: The number of coins which the coin machine earned on that day
Tickets	B: The number of tickets which the ticket machine given on that day
Payout	The ratio of Tickets & Coins or The number of tickets given per coin. Payout = Tickets ÷ Coins

***How to recover game program**



1. Turn OFF the power of the game machine Demolition King;
2. Insert recovery USB disk to any USB socket of the PC of Demolition King;
3. Turn ON the power of the machine and let the installation start automatically; this will take about 20 minutes.
4. When there is a USB image on the screen, unplug the recovery USB.
5. Installation goes on (last about 20 minutes)till the screen shows standby image ready for inserting coins and playing.

4. ERROR CODE

ERROR PICTURE	ERROR	DESCRIPTION	CHECK POINT/SOLUTION
N/A	COIN ACCEPTOR	P1 COIN ACCEPTOR SENSOR ERROR	1. CHECK CONNECTION, NO SWITCH ON P1 COIN ACCEPTOR(IF IT IS ON CONNECTION, CHANGE TO ON AND REBOOT) 2. CHECK SENSOR OF P1 COIN MACHINE
		P2 COIN ACCEPTOR SENSOR ERROR	1. CHECK CONNECTION, NO SWITCH ON P2 COIN ACCEPTOR (IF IT IS ON CONNECTION, CHANGE TO ON AND REBOOT) 2. CHECK SENSOR OF P2 COIN ACCEPTOR
	TICKET ERROR	P1 TICKET DISPENSING ERROR	1. CHECK TICKET JAM OR STOCK OF 1P TICKET DISPENSOR 2. CHECK SENSOR OR MOTOR OF P1 TICKET DISPENSOR 3. REPLACE IT IF PROBLEM REMAINS
		P2 TICKET DISPENSING ERROR	1. CHECK TICKET JAM OR STOCK OF P2 TICKET DISPENSOR 2. CHECK SENSOR OR MOTOR OF P2 TICKET DISPENSOR 3. REPLACE IT IF PROBLEM REMAINS
	SIGNAL ERROR	I/O BOARD CONNECTION ERROR	1. CHECK USB CONNECTION BETWEEN MK BOX AND I/O BOARD 2. REPLACE MK BOX AND I/O BOARD IF PROBLEM REMAINS
	NOTICE THE STAFF	SOMETHINGS ERROR	1. NOTICE THE STAFF COME & CHECK THE ERROR
N/A	NOT REGISTER HITTING	NO OR LESS RESPONSE ON SCREEN HITTING	1. CLEAN THE ANTI-CHEAT SENSOR OUT OF DUST, OR DISABLE ANTI-CHEAT FUNCTION FROM THE SETTINGS. 2. CLEAN SENSOR FRAM AROUND THE MONITOR OUT OF ANY DUST 3. USE RECOVERY USB TO RECOVER THE GAME PROGRAM.