

Galaxy Rangers

MANUAL



Warning

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



ACE AMUSEMENT

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Machine Introduction and Features:

“Galaxy Rangers” is a new indoor medium and high-end gun shooting simulation game machine developed by our company. It features unique modern style and streamlined colorful lighting design, which is dazzling and eye-catching. Pick up the laser gun and shoot the enemy on the screen at a safe distance of 0.9 meters (about 3 feet) from the muzzle through the camera door and sight of the gun. After the bullet is fired, the gun shoots out of the screen to quickly fill the bullet or wait for it to automatically fill. After knocking down the enemy, there is a probability to obtain bullets of other guns, the game has 4 kinds of guns, players can use the switch button to switch the gun at any time. Mission system: There will be some small missions during the game, complete the mission can restore a certain amount of health. Combo system: When the player's crosshairs overlap, combo crosshairs do more damage than normal crosshairs.

Game Background:

In the universe, there is a group of alien pirates, they plunder resources, constantly invading each planet, in order to guard the peace of the planet, interstellar established Galaxy Rangers, send elite soldiers to destroy them, and destroy their stronghold. As a member of the Galaxy Rangers, players must travel across the planet to destroy evil aliens hiding in crime and rescue the imprisoned leader.

Features:

With different difficulty settings, and different ticket payout settings. This is a Ticket Payout Redemption Gun Shooting Video Game!

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: 450W

3) Overall dimensions: W144 * D117 * H207 (cm)

4) Weight: About 300 Kg

5) Ambient condition: Temperature (indoors): 0°C~35°C;

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.

1. The accessory list is below:

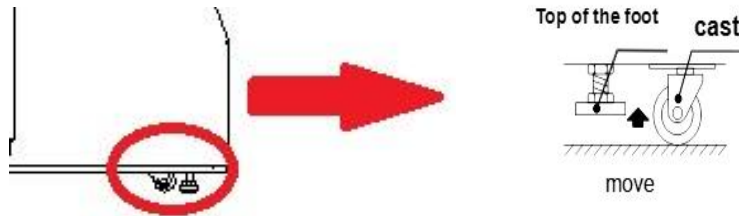
S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power cord	10A/250V-3M	1	Piece		
2	Fuse	10A	3	Piece		
3	Manual	English	1	Copy		
4	Key	AA33	2	Piece		
5	Key	AA32	2	Piece		

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

III How to Handle and Position the Machine

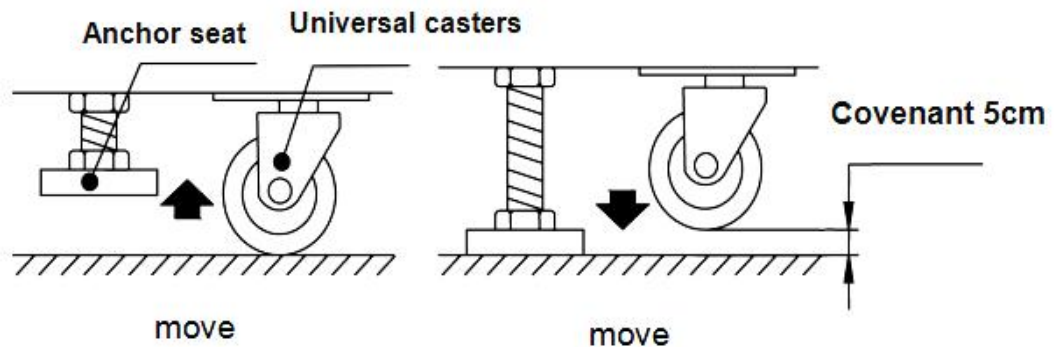
(I) Handling Method

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.

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

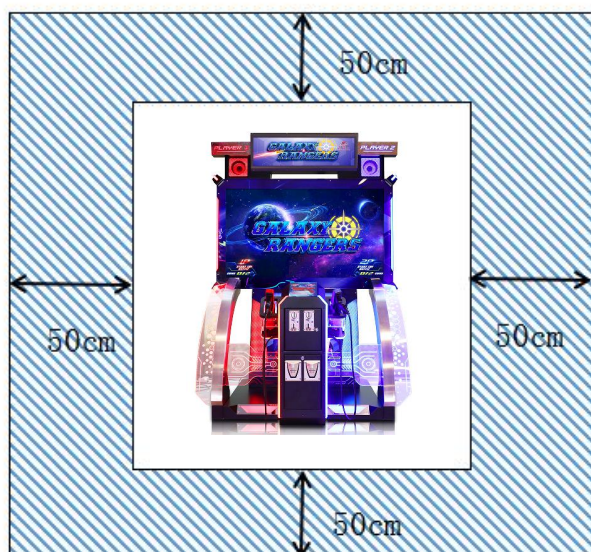
Please take care not to damage the power cord during moving to prevent accidents and faults.

Please raise the foot to the maximum height before moving to prevent accidents and faults.

(IV) Installation Location Dimension

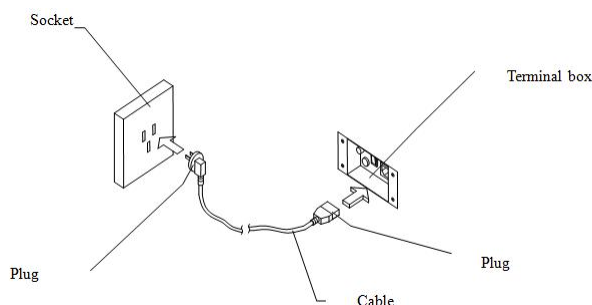
The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.

Game area:



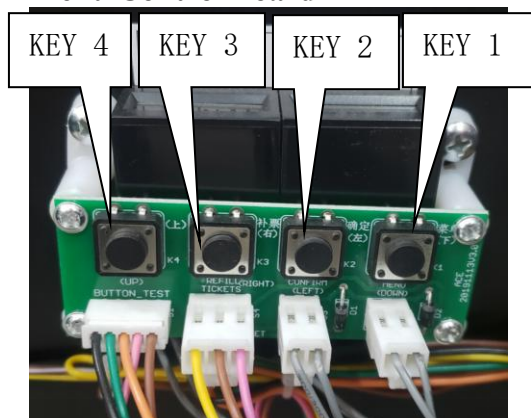
IV Wiring and Precautions

- 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 Installation

Menu Control Board



KEY	KEY 1	Test (Choose)
	KEY 2	Confirm (replenish ticket)
	KEY 3	Confirm (modify)
	KEY 4	Exit

VI. Game Introduction



Play Instructions

- Shoot beyond the screen to reload or wait to reload automatically.
- Other types of bullets could be picked after the enemies are down. There are 4 types of guns which player can use freely by press the Shift key.
- Mission System: Some small missions could turn up in order to restore some HP
- Joint-attack System: When different beads overlap, there comes a joint-bead which has more harm than normal bead.
- Combo System: When enemies receive consecutive hits, combo hits count. The more combos, the more scores. Otherwise, if player hits no enemy in a certain period, combos will restore to zero even during the play time.

UI Instructions



1. Scores Prompt: Both hit or enemies shot down can score.
2. HP: Bullets, Number of coins inserted.
3. Shift Guns: Option guns displayed.
4. Combos.
5. Total Level Scores.

Guns Instructions

• 4 types of guns available. Bullets are limited except for the auto machine gun. Player can win bullets by shooting enemies. Also, player can choose the gun loaded by the shift key.



• **Auto Submachine Gun:** Regular weapon used frequently.
Advantages: Sufficient bullets, fast rate; Disadvantage: value of harm to enemies is not high. Anyway, it suits the new hands and most scenes.



• **Ion Shotgun:** The attack range is wide, and the harm value is high. Very effective on massive enemies attack; Disadvantage: insufficient bullets.

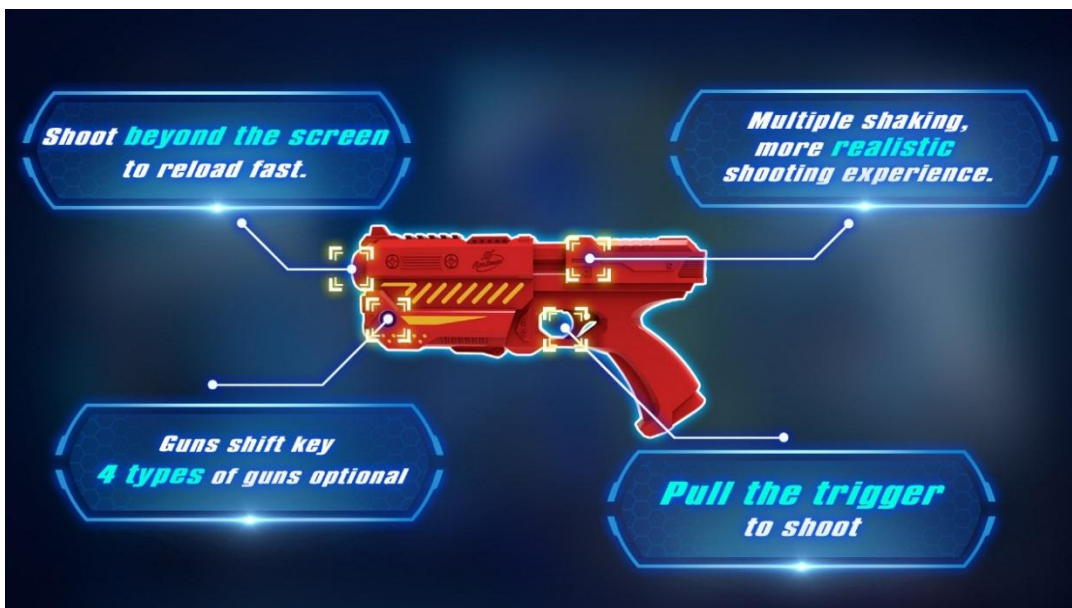


• **Electromagnetic Gun:** Auto locking enemies within; medium harm; Applicable to flexible and scattered enemies.



• **Energy-gathered Handgun + Plasma Shield:** High harm value but slow; Shields is additional and available. Applicable to strong enemies under low HP condition.

Laser Gun Operation Instruction



Levels Instruction

- Total 4 levels and 3 difficulties. Scenes, enemies and bosses are different on every level.
- Level Difficulty: 3 Stars, 4 Stars, 5 Stars



Boss Shooting Tips

- Boss comes up at last of every level. Boss will attack player.
- 2 to 5 lighting circles appear every time before the boss starts to attack. The area off the circles is unbeatable. Shoot out the light circles within the limited time can reduce boss's HP dramatically.
- Other enemies will appear too.
- Beat the Boss to be rewarded with high points.



UI Instruction

1. BOSS HP: Large, high HP, multiple means of attack.
2. Light Circles: When Boss starts to attack, red circles appear. Player needs to shoot out the circles to destroy boss's attack.

Settlement Instruction

- Settlement: Shooting Rate, number of enemies killed etc. Performance ranked.
- Scores and tickets rewarded calculation.



UI Instruction

Ranking: Performance ranking based on normal kill, headshot kill, shooting rate and levels accomplished is set with S, A, B,C.

Game Difficulty Settings

- Easy: Suitable for younger players
- Normal: Suitable for adult player
- Hard: Suitable for experienced player
- Very Difficult: Suitable for players who want to challenge high difficulty
- Game difficulty is set by the operator in the Menu. Not applicable for players.

Tickets Settings

- Players will be rewarded tickets by score. The operator can set up scores for tickets payout, instant tickets payout, or tickets payout at the end of the game.
 - Instant Tickets Payout: one ticket is rewarded when player scores as set.
 - Settlement Tickets out: Tickets are rewarded when game is over based on total scores.
 - Scores for Tickets Payout: The operator set up the reasonable scores for tickets payout.
 - Mercy Ticket Payout: Set up to pay the mercy tickets when player's scores is too low.

Background Introduction

Game Introduction

In the universe, there is a group of alien pirates, they plunder resources, constantly invading each planet, in order to guard the peace of the planet, interstellar established Galaxy Rangers, send elite soldiers to destroy them, and destroy their stronghold. As a member of the Galaxy Rangers, players must travel across the planet to destroy evil aliens hiding in crime and rescue the imprisoned leader.

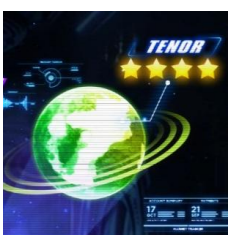
Level Background



Planet Alpha: Alpha is a beautiful planet with abundant resources under the protection of the Galaxy Regiment. But in once in a patrol, a spaceship was attacked and forced to land on Alpha. It was found out Alpha had been occupied already...



Planet Tarries: Tarries is planet with nothing but rocks and caves. Electric equipment fails all the time. So the Tarries is only set up with a small communication station. Couple of days ago, the station sent out an urgent message and lost contact. The message mentioned pirates and their secret research. The Galaxy Regiment decided to send a troop to destroy their secret base.



Planet Tenor: The regiment has built a research base on Tenor where sands are everywhere. Unidentified objects are brought here to study. While, the enemies start a massive scale of attack suddenly. The regiment needs backup now!



The Space Central Station: The pirates base camp. The galaxy regiment has not found the location of the station all along. But the enemies finally gave the show away by a series of actions to unveil their position. Now it's time to kill them all.

Boss



Queen of Spider: Strong warriors of the spiders. Main attack means are sabrecut and spit little spiders.



Titan: Strong body, powerful. Main attack means are fist and smash.

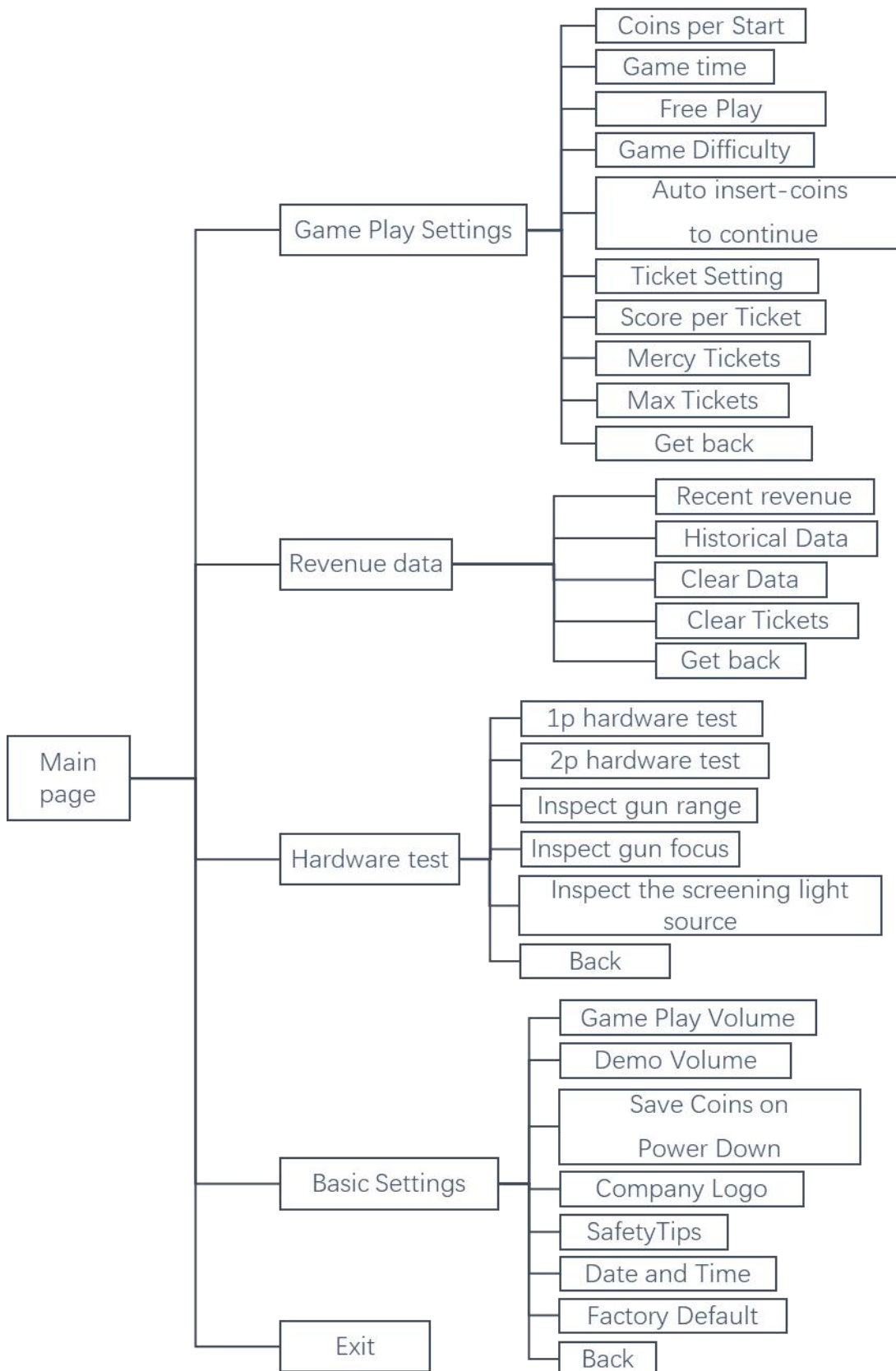


Giant Empire Sand Worms: Tentacles around the mouth. Mean attack means are : attack with tentacles, sneak attack in the sand



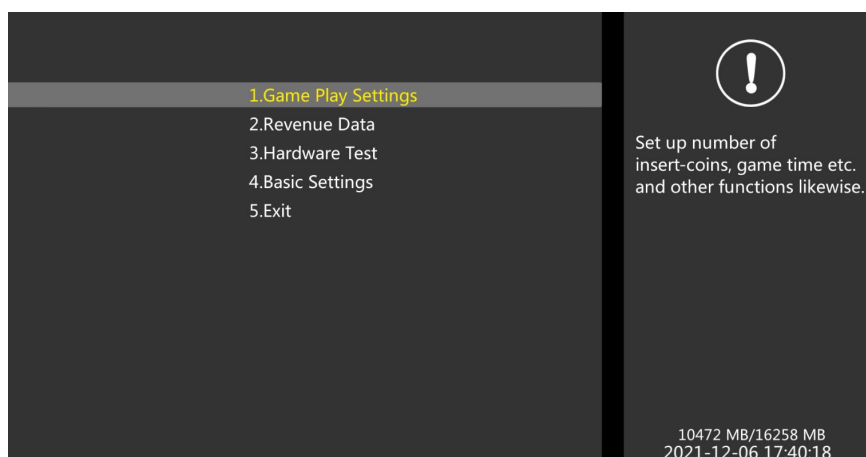
Pirate Boss: Identity unknown. Mean attack means: laser sword and grenade.

3. Background Settings:

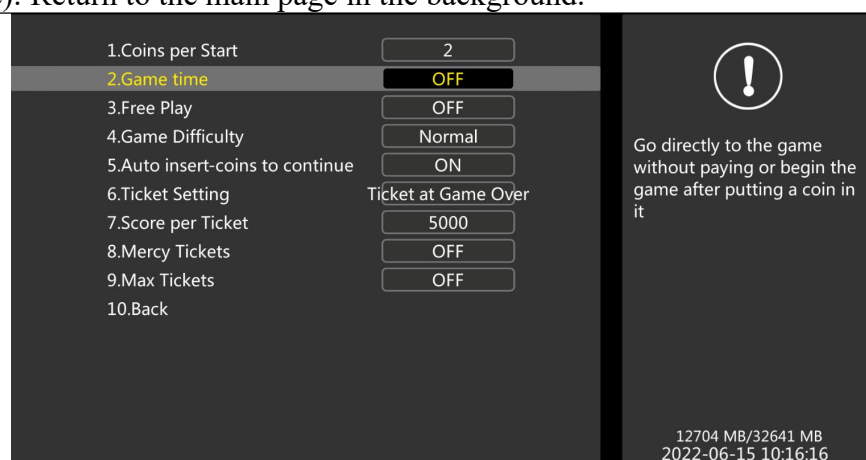


【Main page】

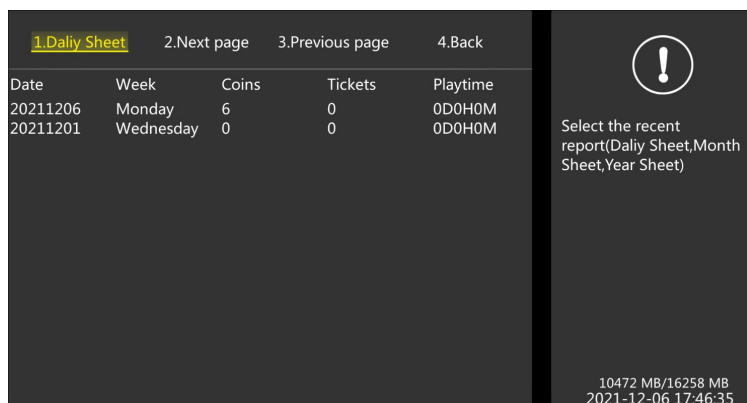
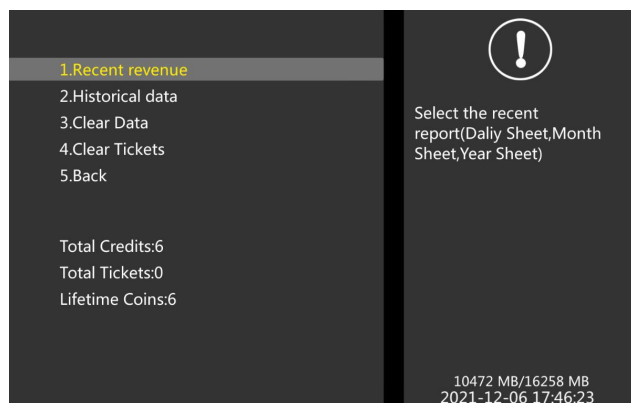
1. Game Play Settings: Set up number of insert-coins, game time etc. and other functions likewise.
2. Revenue data: check the cost, tickets dispensed and playtime.
3. Hardware test: check whether the input and output of the hardware are normal.
4. Basic Settings: set up game language, game volume etc.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

**【Game Play Settings】**

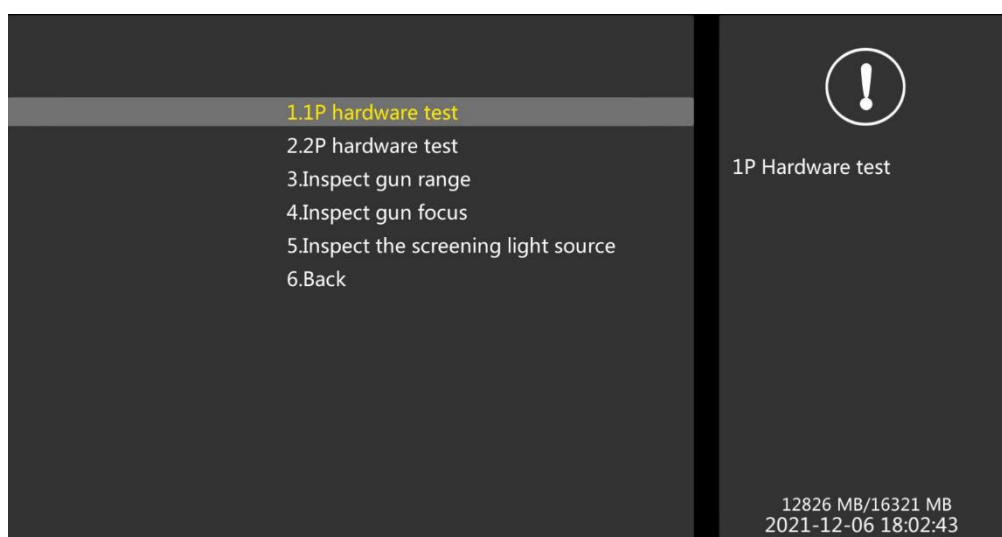
1. Coins per Start (1-100): the amount of the coins determines how many times you can start a game.
2. Game time(60-300-OFF): Go directly to the game without paying or begin the game after putting a coin in it.
3. Free Play (on/off): go directly to the game without paying or begin the game after putting a coin in it.
4. Game Difficulty(Easy/Normal/ Hard /Very Difficult): Easy: 12 HP; Normal: 10 HP; Hard: 10 HP; Very Difficult: 8 HP.
5. Auto insert-coins to continue (ON/OFF): Player can choose to insert coins or not to continue playing when it's OFF; System will auto insert coins to continue playing without advising player.
6. Ticket Setting (During Game/ Ticket at Game Over /OFF): Set up tickets payout.
- 7 Score per Ticket (100 -50000): set up number of points for 1 ticket payout.
8. Mercy Tickets (1-10 tickets/OFF): If number of tickets awarded to player is less than the consolation tickets payout, the 'Mercy Tickets' will be set to award.
9. Max Tickets (OFF/10-500 tickets): 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.
10. Back (for sure): Return to the main page in the background.



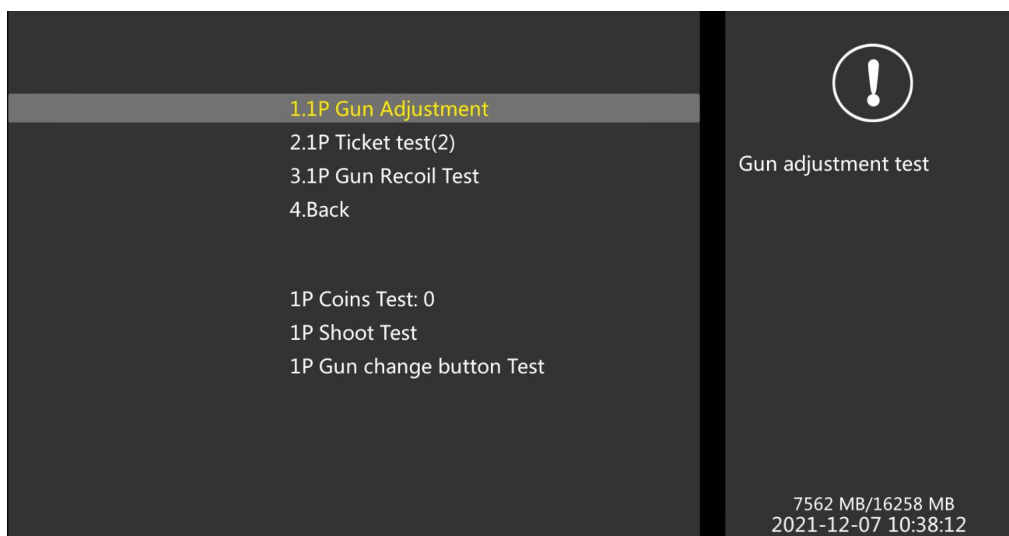
【Revenue data】
1. Recent revenue (Confirm): Select the recent report(Daliy Sheet,Month Sheet,Year Sheet).
2. Historical Data (Confirm): After entering, select a year to view the revenue data for each month of the year; then select a month to see the daily revenue data for that month.
3. Clear Data (for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



【Hardware test】
1. 1p hardware test
2. 2p hardware test
3. Inspect gun range: inspect the camera, adjust and press any key to exit.
4. Inspect gun focus: inspect the camera, adjust and press any key to exit.
5. Inspect the screening light source: inspect the screening light source, adjust and press any key to exit.
6. Back: get back to the main page in the background.



【1p hardware test】
1. 1p Gun Adjustment: Gun adjustment test
2. 1p Ticket test(2): Ticket-Out test (2)
3. 1p Gun Recoil Test: Gun recoil test
4. Back: get back to the main page in the background.
1p Coins Test:0 : Test insert-coin feedback
1p Shoot Test: When 1P gun fires shot, the font color will change from white to yellow.
1P Gun change button Test: press the Shift button, then the font color will change from white to yellow.

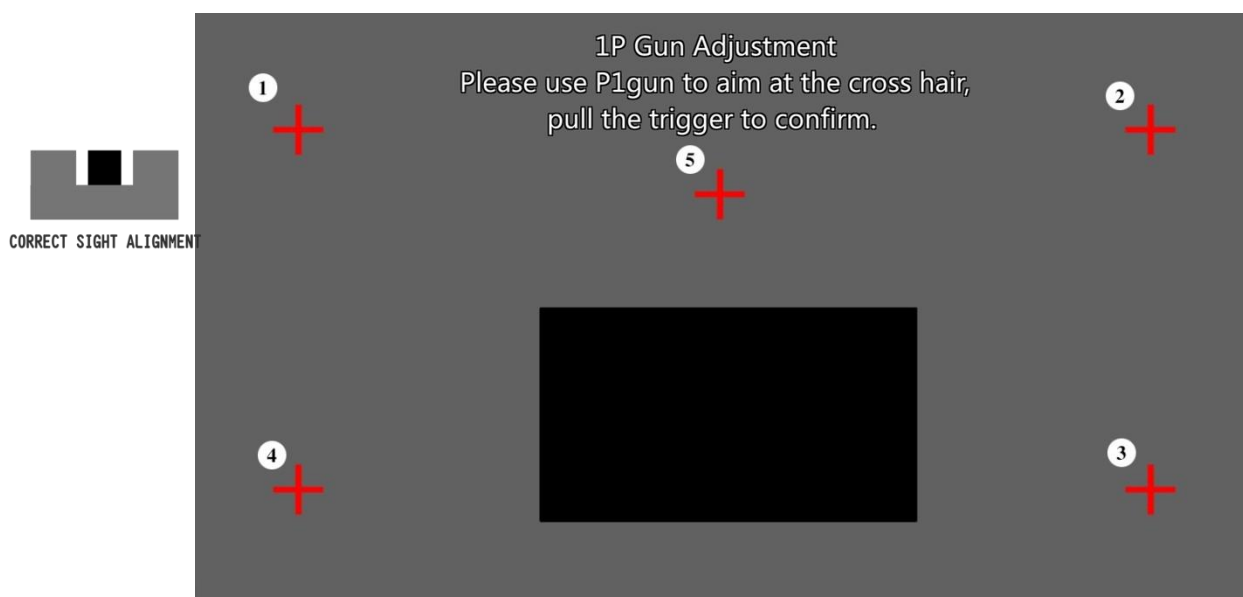


1P gun or 2P gun adjustment:

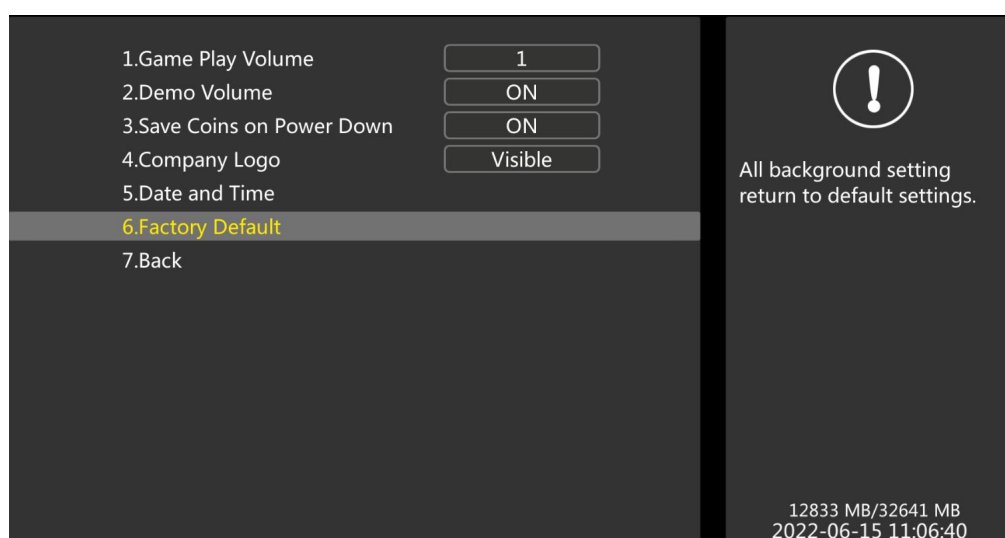
●Stand at the position of 1P or 2P, about 0.9 meters from the screen, aim at the red cross on the screen and pull the trigger.

●The red cross will appear in order as the following pictures of 1-5.

●Pull the trigger 4 times, a white cross will appear on the screen, which is referent shooting location.



【Basic Settings】
1. Game Play Volume (0-10): Set up volume of game music and sound.
2. Demo Volume (on/off): Set the game in the standby state (that is, when no one game), the sound is open.
3. Save Coins on Power Down (on/off): 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 data and time.
6. Factory Default (for sure): All background setting return to default settings.
7. Back (for sure): Return to main page of the background.



【Default setting】	
【Game Play Settings】	【Basic Settings】
1. Coins per Start (2)	1. Game Play Volume (10)
2. Game time (OFF)	2. Demo Volume (on)
3. Free Play (off)	3. Save Coins on Power Down (on)
4. Game Difficulty (Normal)	4. Company Logo (visible)
5. Auto insert-coins to continue (ON)	
6. Ticket Setting (During Game)	
7. Score per Ticket (5000 points/ticket)	
8. Mercy Tickets (OFF)	
9. Max Tickets (OFF)	

VII. Fault Analysis and Troubleshooting

Common faults

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	The coin collector is damaged.	Replace coin collector.

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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.
Shooting is not accurate.	Check if the potentiometer of the gun is damaged.	Replace the potentiometer and re-align the gun.
No prize is out.	The prize machine goes wrong or the switch is turned on wrongly.	Please replace the prize machine or set the switch to the factory settings.

VIII. Error Code

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.

IX. How to Upgrade the Game Software

1. Initiation of the Upgrade USB disk:
 - 1) Unzip the compressed files;
 - 2) Prepare a new USB disk, copy the decompressed files to the USB's root directory;
 - 3) The Upgrade USB disk is complete.
2. Auto Upgrade:
 - 1) Plug in the USB to the PC when the game is on and running;
 - 2) The game will upgrade automatically. Do not pull out the U key or switch off the power during game upgrading.



3. It will prompt when game is upgraded successfully. Pull out the USB, the PC will restart automatically.



4. Game is upgraded successfully after the PC restarted.



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