## Instructions of

## DINO LAND/Ice cream

## paradise




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## 一, Specifications and technical parameters of the machine

1) working voltage: $\mathrm{AC} 110 \mathrm{~V} 60 \mathrm{~Hz}-\mathrm{AC} 220 \mathrm{~V} 50 \mathrm{~Hz}$
2) Power consumption : Min110W, Max: 250W, Net weight: $60 \mathrm{KGS} \times 3$
3) Shape size : W1700 $\times$ D $920 \times$ H1100 (mm)

二, Random accessories list


## 三, Game Description

1, Insert coins

2, Press the start button to start the game

3, Press the launch button, the ball pops out, knocking down the front of the toy, each toy down = 1 points, the more knockout, the higher the score

4, The game is divided into two points, the minimum score of the first pass requires 60 points to enter the second.
5. After the end of the game, the score exceeds the target points, and a reward gift/tickets.

This equipment is the product developed by our company from September 2016 to 0ctober 2017. It is deeply loved by the children at home and abroad. Characteristic :

1) unique appearance design, dazzling lighting effects
2) Simple and fun gameplay, the game ends with toy, or lottery award
3) the unique program has its own development, and the high quality electronic chip is selected, and the program is stable and efficient.
4. a variety of professional design, suitable for any style of playground and children's playground, choose the playground,
the necessary facilities for the playground, can be placed in children's playground, supermarket, video game city, shopping mall and other venues.

## 四, Machine introduction

1) the size and general of the whole machine
2) the internal real picture and introduction of the whole machine



五, Common faults and Solutions

| Failure phenomenon | Analysis | processing method |
| :---: | :---: | :---: |
| The whole machine is not working | 1, Power failure <br> 2, Damage of switch power box <br> 3, Safety pipe damage | 1. Check the power supply voltage fault AC <br> 2, +12 DC output, if there is no switch power box <br> 3, Replacement of the insurance pipe |
| voice | 1, Trumpet bad <br> 2, The line of the horn is loosened <br> 3, Sound output problem, music chip <br> 4, The back button of the main board is shut down | 1, Change the trump <br> 2, Check 1ine reconnection <br> 3, Check the motherboard music chip, change <br> 4, Turn the sound button on the main board to turn up the volume |
| Keep a Gashapon | 1, Light eye burn <br> 2, Main board burning | 1, Replacement <br> 2, replacement |
| Not reacting to the coin | 1, The machine is loose or bad. | 1, check or replace |
| Gashapon do not come out | 1, Get stuck or broken | 1, Artificial exclusion, check or replace |
| Do not launch a bullet | 1, No bullet <br> 2, stuck <br> 3, Launch wheel damage | 1, Fill <br> 2, Check <br> 3, replace |
| knockdown no score | 1, Scoring light bad | 1, replace |
| 021 | 1, Lack Gashapon <br> 2, Gashapon stuck | 1, fill <br> 2, check |


| 022 | Lottery failure | Check machine |
| :--- | :--- | :--- |

## Super Salvo common methods for troubleshooting

一, false report

021: gashapon motor broken , check the machine have any gashapon 022: lottery failure, check the machine have any gashapon

二, N0 ball out

Check whether the line head is off, or whether there is something on the ball.

The ball can't pop up normally


三, The bullet launches a small force or can not be sent out. Check whether the launch wheel is damaged Please pay attention to the red right and change the left position of the white when replace.

## 六 <br> setting method



Open the back, find the key to open the stop on the motherboard main board I/0


## shoot dinosaur adjustment

allocate switch adjustment (please shutdown and then reboot is valid)

| DIP SW1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | SW2. 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| one coin a time | OFF | OFF |  |  |  |  |  |  |  |
| two coins a time | ON | OFF |  |  |  |  |  |  |  |
| three coins a time | OFF | ON |  |  |  |  |  |  |  |
| four coins a time | ON | ON |  |  |  |  |  |  |  |
| No reward |  |  | OFF | OFF | OFF |  |  |  |  |
| 100 points reward |  |  | ON | OFF | OFF |  |  |  | OFF |
| 200 points reward |  |  | OFF | ON | OFF |  |  |  | OFF |
| 300 points reward |  |  | ON | ON | OFF |  |  |  | OFF |
| 400 points reward |  |  | OFF | OFF | ON |  |  |  | OFF |
| 500 points reward |  |  | ON | OFF | ON |  |  |  | OFF |
| 600 points reward |  |  | OFF | ON | ON |  |  |  | OFF |
| 700 points reward |  |  | ON | ON | ON |  |  |  | OFF |
| 60 points reward |  |  | ON | OFF | OFF |  |  |  | ON |
| 80 points reward |  |  | OFF | ON | OFF |  |  |  | ON |
| 100 points reward |  |  | ON | ON | OFF |  |  |  | ON |
| 120 points reward |  |  | OFF | OFF | ON |  |  |  | ON |
| 140 points reward |  |  | ON | OFF | ON |  |  |  | ON |
| 160 points reward |  |  | OFF | ON | ON |  |  |  | ON |
| 180 points reward |  |  | ON | ON | ON |  |  |  | ON |
| Reward |  |  |  |  |  | OFF | OFF | OFF |  |
| Award a ticket for every 1 point |  |  |  |  |  | ON | OFF | OFF |  |
| Award a ticket for every 2 points |  |  |  |  |  | OFF | ON | OFF |  |
| Award a ticket for every 3 points |  |  |  |  |  | ON | ON | OFF |  |
| Award a ticket for every 5 points |  |  |  |  |  | OFF | OFF | ON |  |
| Award a ticket for every 10 points |  |  |  |  |  | ON | OFF | ON |  |
| Award a ticket for every 20 points |  |  |  |  |  | OFF | ON | ON |  |
| Award a ticket for every 50 points |  |  |  |  |  | ON | ON | ON |  |
| Each score is not reseting |  |  |  |  |  |  |  |  | OFF |
| Each score is reseting |  |  |  |  |  |  |  |  | ON |

