42inch ICE MAN

COASTAL AMUSEMENTS INC.

catalog

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Game Specifications

Size: 93" (2362 mm) D x 43" (1100 mm) W x 83" (2112 mm) H

Weight : 661 lbs. (300 kg)
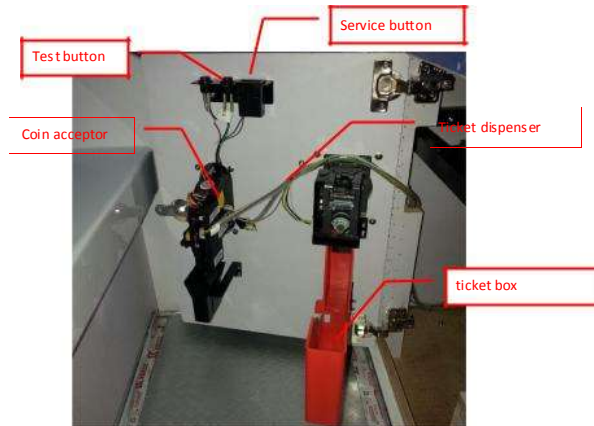
Voltage : 110 V   frequency: 60 Hz

Power: 1200 W

light box

Speaker box

42" LCD

Small lightbox

gun

Side lamp

Start

Seat back pvc

LED light

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Parts list

Part name	quantity	remark
manual	1	
AC power	1	
key	2	
screw	multiple	

Inner part

1. lightbox PVC

2. Front door interior:

Top and bottom back doors removed:

Motherboard
Power supply
Power supply
AMP
fuse
Leakage protection switch
LCD
plug

fan
Wate
Water
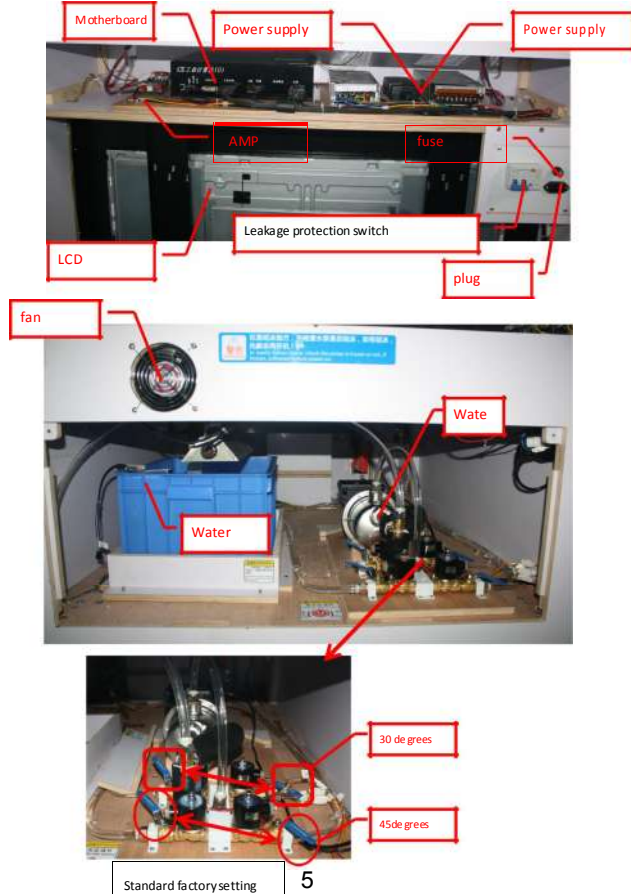
30 degrees
45degrees
Standard factory setting
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How to play

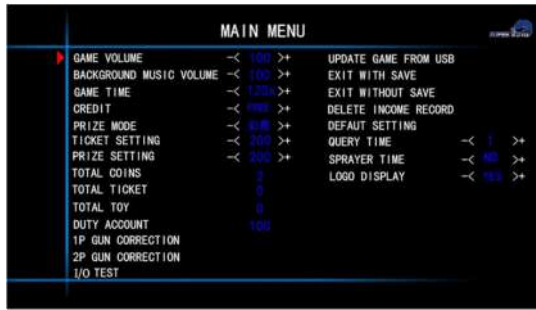Insert coin, then enter the select screen

Shoot at the map to choose the scene

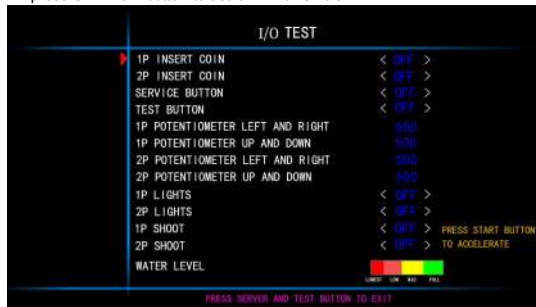When playing, shoot all the monster, be careful, they will attack you!

Beat the boss to start another level

Game settings

1. Press TEST button to game setting menu, menu options as below:

A) "Game Volume": to set game standby volume, setting range is "0 ~ 100"

"0" means no game standby volume, this setting can only set standby volume

B) "Background Volume": to set game playing volume. Range is "0 ~ 100"

"0" means no game playing volume

C) "Game Playtime": game play time can be set for 60~180 seconds；

D) "Credit per playtime": each playtime's credits, can be set for 0 ~ 10 coins per playtime. "0" means "free play"

E) "ticket probability": ticket probability after shot a monster；

F) "Total Income": machine total income, cannot be removed or changed；

G) "Ticket Dispense Quantity": Machine total ticket dispense quantity, it can be removed；

H) "shrift change income": machine current income, can be removed；

I) "1P gun adjust": can adjust and test 1P gun

J) "2P gun adjust": can adjust and test 2P gun

K) "IO Test": to enter hardware test page；

L) "factory default setting": if setting anything wrong, you can choose this option to factory default setting；

Software update steps :in manufacturer to provide USB flash disk inserted into the host USB port, and then press the test button the game will automatically update ,than you can see the game update conversion to a picture with a progress line, wait patiently after the game update finished, if the update is successful ,the game will automatically restart (Remarks in the process of updating don't shut off the power or move the USB flash disk), after the update is successful, you can pull out USB flash disk.

M) "Exit without Save": quit settings and return to game page.

N) "Exit with Save": save settings and return to game page.

You can press TEST button to move the red arrow up / down / left /right, press SERVICE to adjust, after setting, you can save and exit.

MAIN MENU

GAME VOLUME	−< 100 >+	UPDATE GAME FROM USB	
BACKGROUND MUSIC VOLUME	−< 100 >+	EXIT WITH SAVE	
GAME TIME	−< 1200 >+	EXIT WITHOUT SAVE	
CREDIT	−< 9999 >+	DELETE INCOME RECORD	
PRIZE MODE	−< 9999 >+	DEFAUT SETTING	
TICKET SETTING	−< 200 >+	QUERY TIME	−< 1 >+
PRIZE SETTING	−< 200 >+	SPRAYER TIME	−< 60 >+
TOTAL COINS	2	LOGO DISPLAY	−< YES >+
TOTAL TICKET	0		
TOTAL TOY	0		
DUTY ACCOUNT	100		
1P GUN CORRECTION			
2P GUN CORRECTION			
I/O TEST			

1. IO Test：enter this page to test potentiometer, light and guns are working well or not. The below options only have OPEN or CLOSED option. When you want to test potentiometer, light or guns are working well or not, press TEST button up / down to choose test option that you want to test, then press SERVICE button to set OPEN or CLOSED.

I/O TEST

1P INSERT COIN	< OFF >
2P INSERT COIN	< OFF >
SERVICE BUTTON	< OFF >
TEST BUTTON	< OFF >
1P POTENTIOMETER LEFT AND RIGHT	500
1P POTENTIOMETER UP AND DOWN	500
2P POTENTIOMETER LEFT AND RIGHT	500
2P POTENTIOMETER UP AND DOWN	500
1P LIGHTS	< OFF >
2P LIGHTS	< OFF >
1P SHOOT	< OFF > PRESS START BUTTON
2P SHOOT	< OFF > TO ACCELERATE
WATER LEVEL	

PRESS SERVER AND TEST BUTTON TO EXIT

a) gun adjustment：In main menu, you choose 1P or 2P gun adjustment to shrift to gun adjustment page, as below page.
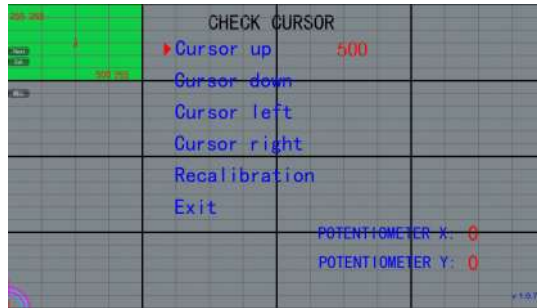
You can see 13 shooting points in the screen, when 1st shooting points appears, please move gun to point to the shooting point's center very accurately, then press START button to confirm that you have point it well, then the shooting point will turn into blue color . Then the 2nd shooting point appears, and the 3rd shooting point appears….then to 13th shooting point, you do the same shooting adjustment. By the way, in gun adjustment midway, if you think you have adjust both guns very well, you

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can press TEST button to exit gun adjustment page and stop gun adjustment.

press test button to exit

Move game player 2 gun,and align Center of a circle
press start button to confirm.

2P X: 0
2P Y: 0
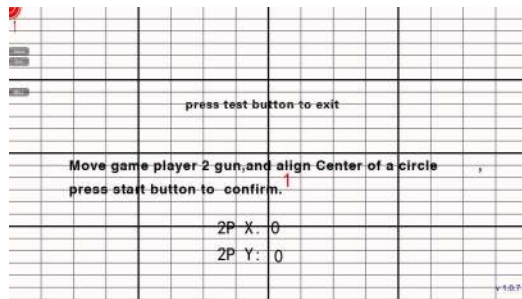
b)Adjustment finished Test：After adjustment , the game system to go to Cursor Micro Adjust Menu, as below photo.

This menu page is to test the guns are adjusted well or not. Move the gun's curser to any zone on screen to test（zone A to zone N）. Now the zone you choose turns in green color , and you can check the ball shooting point can match the curser 's point or not. If you want to adjust the shooting point this is time, you can press TEST button to choose up / down / left / right, and then press SERVICE button to increase or decrease the value. With this adjustment, the shooting point and curser can be matched more accurately.

CHECK CURSOR
▶Cursor up   500
Cursor down
Cursor left
Cursor right
Recalibration
Exit
POTENTIOMETER X: 0
POTENTIOMETER Y: 0

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Game instructions

1. When hardware testing is completed, the game begins to load. Progress bar shows the loading progress;

2. The game finished loading into the game L O G O screen, and wait for the player put the coin to start the game

3. After inserting coins the game automatically switches to the following screen Follow the prompts on the screen, press the Start button to select "1P" or "2P" enter.

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4. Level selection: according to the prompt information on the screen, select any level, shoot box image into the game.

5.Six levels of the game screen are as below:

cemetery   desert

11

street   Snow

garden   Coming soon

5.   Warning screen: the enemy and the props
attack will appear red border;

6. Continue screen: when the blood is close to the end, the continue screen
will appear:

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7. The result of the screen:

Successfully pass through the screen

Failed to pass through the level

screen 8. Game over screen:

9. Props Description

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 big water flow props: Increase the amount of water, increase the ability to attack the zombies, as shown below

1P big water flow   Normal water flow

10. Eat gold Description: Destroy a large number of zombie siege after the release of a large number of gold coins

11. boss appears: shooting the circles around the boss can prevent boss attacks

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Fault detection and troubleshooting

Fault	Detection and troubleshooting
A. The game won't power up	Check for power 110V, the fuse may be blown.
B. No sound output	1. check whether the host audio output audio plug is a good contact. Is there a power amplifier, rheostat is broken. 2. check whether the cable is bad, whether the horn is broken.
C. Cannot start the game	Check whether the start switch is bad, whether the cable is bad. Whether the IO board is working properly.
D. No coin input	Check whether the coin switch is bad, whether the cable is bad. Whether the IO board is working properly.
E. No water coming out	1. check whether the normal operation of the pump, whether the cable is bad. 2. check whether the water level in the tank water level to meet the requirements.
F. Gun firing is not accurate.	Check whether the gun moves up and down recalibrate gun

G. No signal	Check whether the cable is loose or the host is working properly.

1. Clean muzzle: muzzle when there is not fluent scale, the available wire muzzle into the inside, drag back and forth to the gun out of the mouth of the scale.
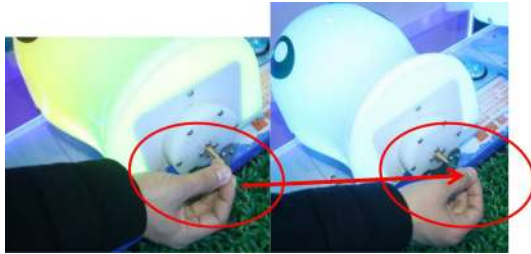
2. Clean the filter: the circle rinsed with water to remove the filter clean, the proposed replacement of water a month and clean water system

1. Clean muzzle: muzzle when there is not fluent scale, the available wire muzzle into the inside, drag back and forth to the gun out of the mouth of the scale.