

Owner's Manual



NOTICE

The Operator of this equipment is responsible for maintaining customer safety at all time. Details set forth in this document must be followed at all times.

SAFETY WARNING

In order to use this game safely, be sure to read this Operator's Manual thoroughly before installation, adjustment or use of this game.

Whenever the owner of this game or his authorized representative disassembles, install, adjusts, repairs or performs periodic maintenance on this game, the owner should ensure that the person performing the work has read the appropriate precautions and the relevant section of this manual prior starting work.

In order to prevent accidents while this game is in operation, make sure that the safety notes described below are followed.

This game is intended for indoor use only and should be for the purpose intended.

Hyper Entertainment bears no responsibility for accidents, injury or damage resulting from unauthorized arrangements to, or improper use of this game.

SAFETY NOTES

These safety notes are to be used throughout this manual. Anyone working on this machine should realize themselves with each of these notes and their meanings prior to installing, adjusting, repairing, performing periodic maintenance.



Warning

WARNING: This denotes a hazard that could result in injury, death, or damage to the game.



CAUTION

CAUTION: This denotes a hazard that could result in damage to the game. Do not proceed beyond a warning note until the indicated conditions are fully understood and conformed to.

GENERAL SAFETY CONDITIONS

--- Only operate this game after checking that the unit has been installed properly and in accordance with this manual.

---All warning notices must always be visible and in good condition. Warning labels, which are worn, or illegible, should be replaced immediately.

--- Only qualified personnel should be perform the installation, adjustment, repair and/or periodic maintenance of this game.

---To prevent the possibility of electrical shock, the game **MUST** be plugged into AC power receptacle using an appropriate three prong **GROUND**ED plug.

If at any time the AC power cord is damaged, it **MUST** be replaced immediately.

Be careful of the identifier in the machine.

It is the warning of **HIGH VOLTAGE**.

It means high voltage can cause an electric shock, turn off power before serving.



Be careful of the identifier in the machine.

It is the warning of **HIGH TEMPERATURE**.

It means high temperature can cause burning.



INTRODUCTION OF THE MANUAL

This owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, servicing control, spare parts, etc. as regards the product.

This manual is intended for the owner, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should no circumstances touch the internal system.

Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the locations maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and knowledge.

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I/O chart

1. Specification

➤ 1 Rated power supply: AC220V±10% 50Hz or AC 110V±10% 60Hz;

(Note: As the actual voltage, please refer the label of the machine.)

➤ 2 Dimensions: W730×W2161×H2060 (mm)

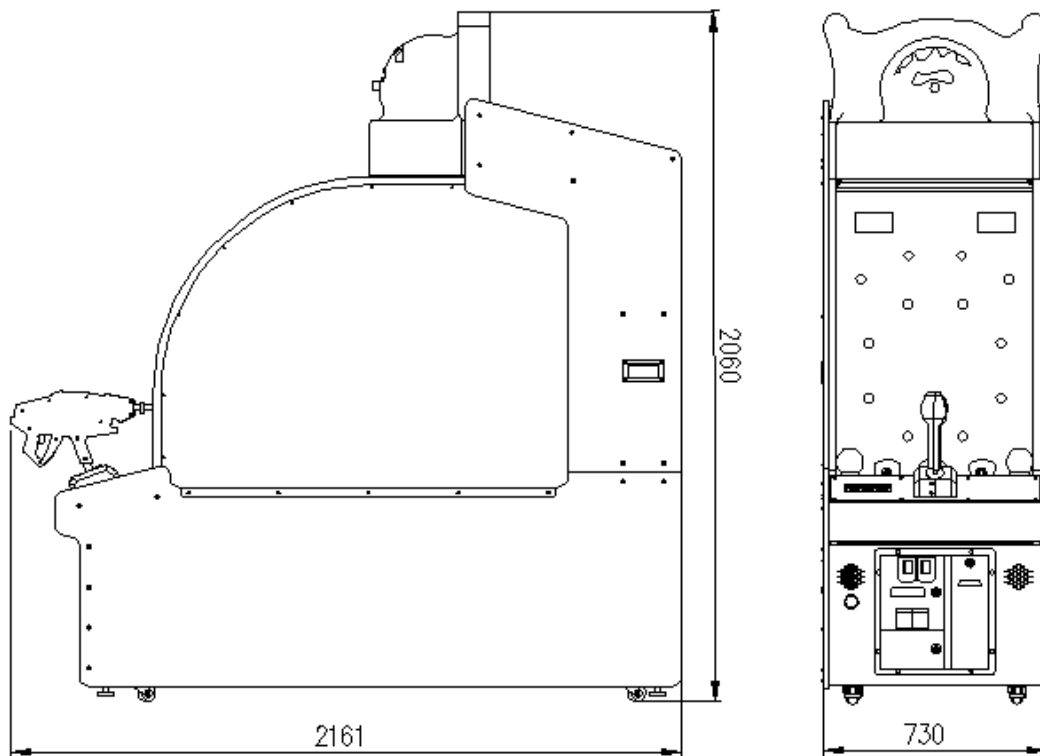
➤ 3 Weight: about 180 Kg

➤ 4 Power rate: 600W

➤ 5 Environment Condition: Temperature(indoor): -10℃~+40℃

Humidity: ≤90%

Atmospheric pressure:86Pa~106Pa






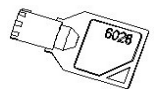
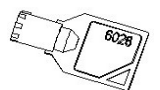
※Note: Game parameters are subject change without notice.

2. Package Content

Body Assembly: 1 unit

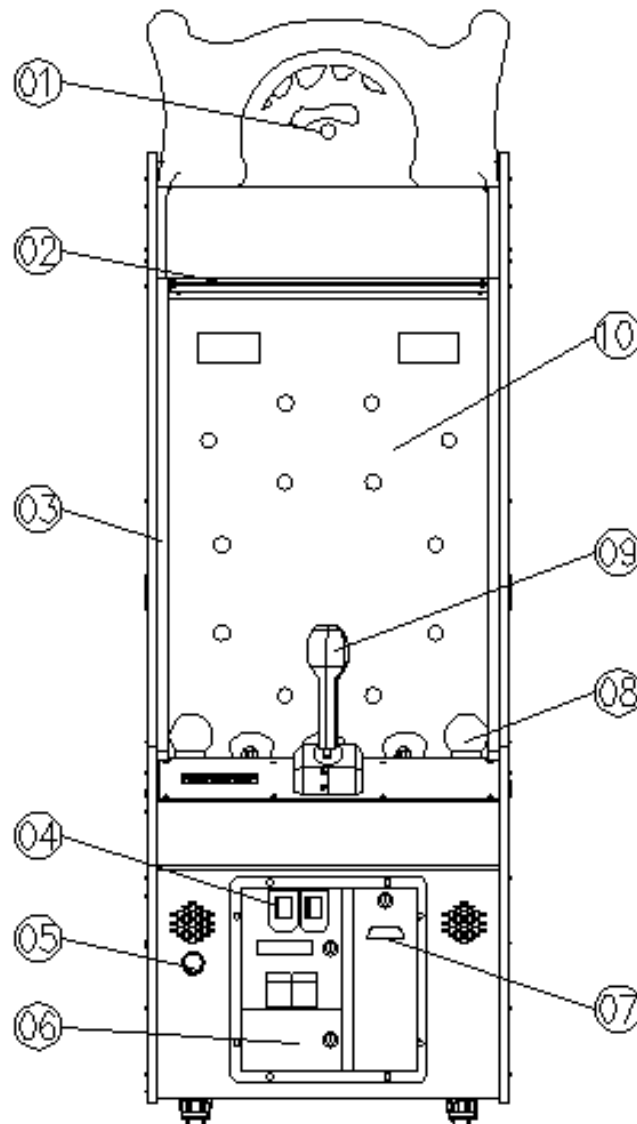
- Make sure that all the parts shown below are included in product package.
- If any parts are missing, contact your distributor.

Accessories

No	Component	Specification	Qty	Illustration	Note
1	Power wire	1.5M	1		
2	Fuse	6A Φ 5-20mm	3		
3	Operation Manual		1		
4	Key	6026	1		
5	Key	6029	1		For Cash Box
6	Spot Lamp	DC12V 20W	1		
7	Score SW		1		

※Note: Game parameters are subject change without notice.

3. Major Components



- 1.Big Monster;
- 2.Top Acrylic;
- 3.Side Acrylic;
- 4.Coin Acceptor;
- 5.Water Warning;
- 6.Coin Box Door;
- 7.Ticket Dispenser;
- 8.Target(3 Small Monsters);
- 9.Gun Assy;
- 10.PlayField(Target8 + 4).

4. Playing Instruction

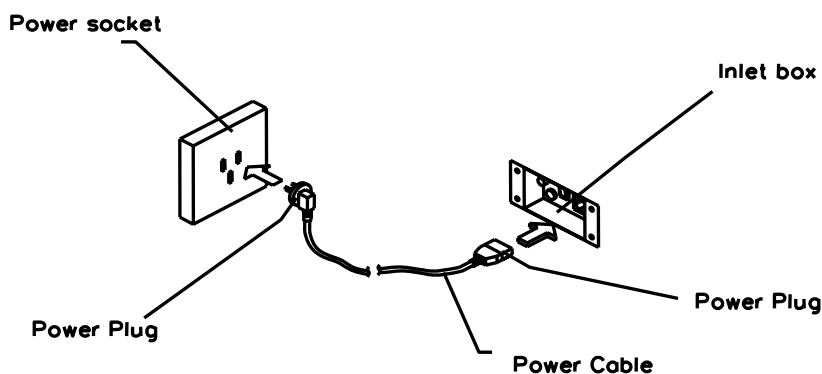
Bed Monsters Instructions

1. Insert coin(s).
2. Shoot the targets which are light up to win the corresponding tickets.
3. Shoot the targets as more as you can to win more tickets.



5. Connecting the power cord and grounding

1. Insert the plug of power cord into the power socket of the machine.
2. Insert the power cord plug into a service outlet.



This machine's supply voltage is 110V 60Hz , or 220V 50Hz . For actual supply voltage, please refer the label of the machine.

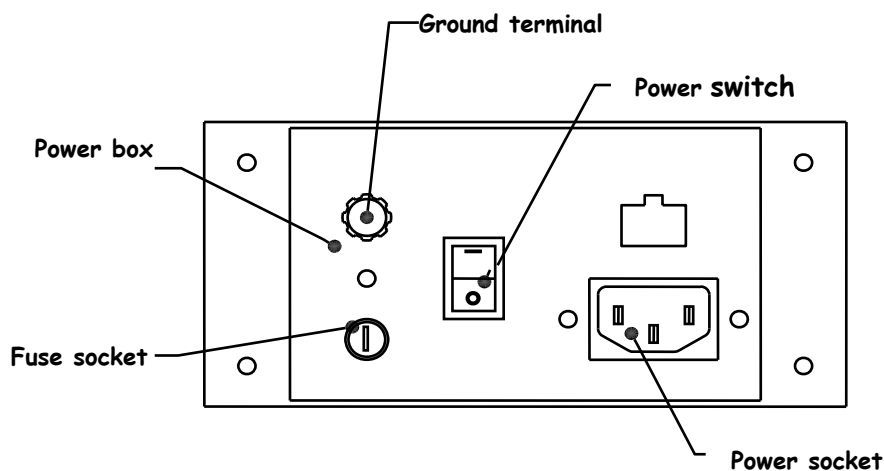
Fuse specifications:

110V 60Hz use 110V 10A Φ 5-20mm

220V 50Hz use 220V 5A Φ 5-20mm

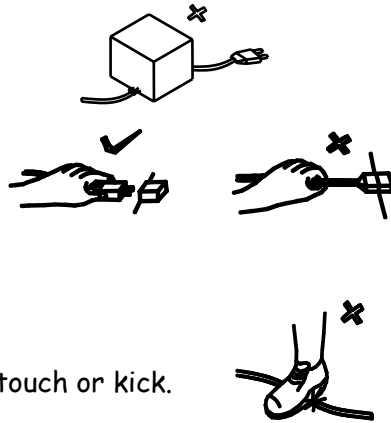
Power switch: Main game power

Ground terminal: Use to connect the ground cord.



Warning:

- ★ Do not put heavy items on power cord.
- ★ Do not touch the power plug with a wet hand.
- ★ Do not draw or twist the cord.
- ★ Do not place the cord near a heat source.
- ★ Do not place the cord where the player can easy to touch or kick.
- ★ Run this machine with the correct power configuration.



6. Installation

This product is an indoor game machine. Do not install it outside. Even indoors, Avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

- Place subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.
- Place subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.
- Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Dusty places.
- Sloped surfaces.
- Places subject to any type of violent impact.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- The operating (ambient) temperature range is from -10°C to +40°C.

LIMITATIONS OF USAGE REQUIREMENTS

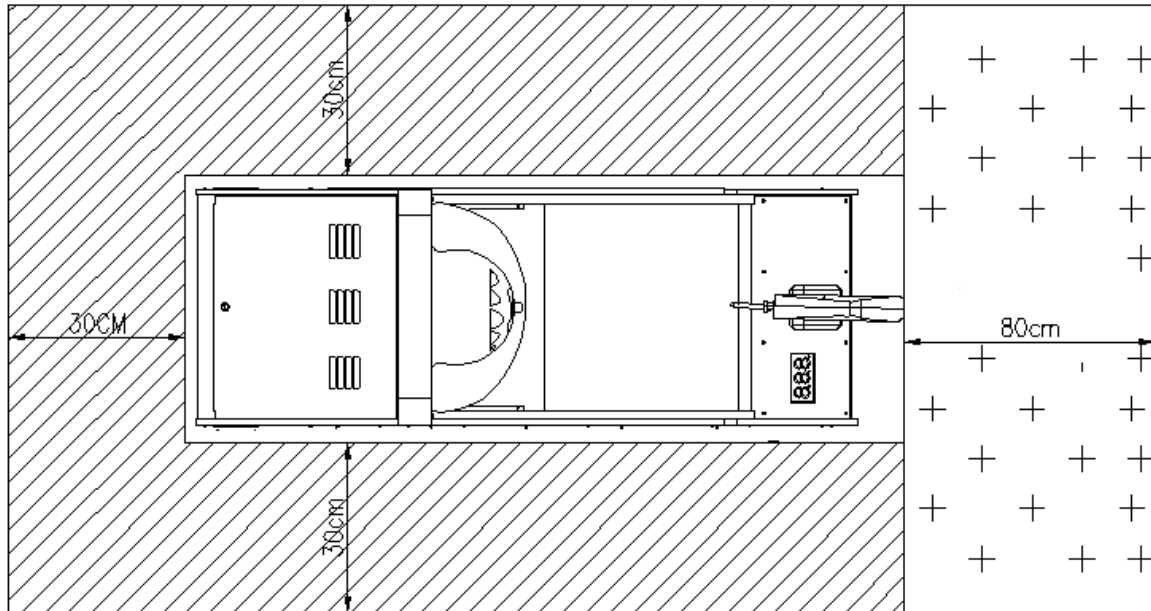
- Be sure to check the Electrical Specifications. Ensure that this product is compatible with the location's power supply, voltage and frequency requirement. A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.
- Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

Location to avoid installing

WARNING: Do not leave the machine on a slope, otherwise the machine may topple or cause unforeseen accidents.

Playing zone:

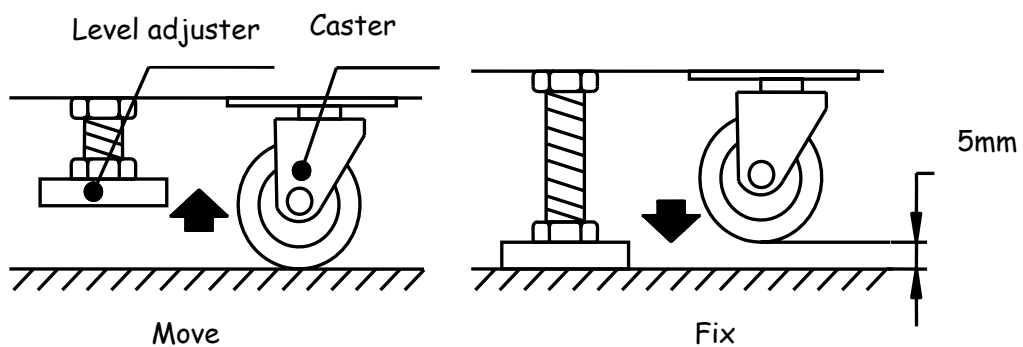
This machine requires space for playing the game (play zone) and for maintenance (maintenance zone) as shown below. Be sure to leave enough space when installing the machine.



Game leveling

Install this machine on a flat surface. Adjust levelers to lift casters off the ground and level game.

Make sure that the machine is level with the floor. If the machine is not level medals may not be play well.



7.Movement

WARNING:

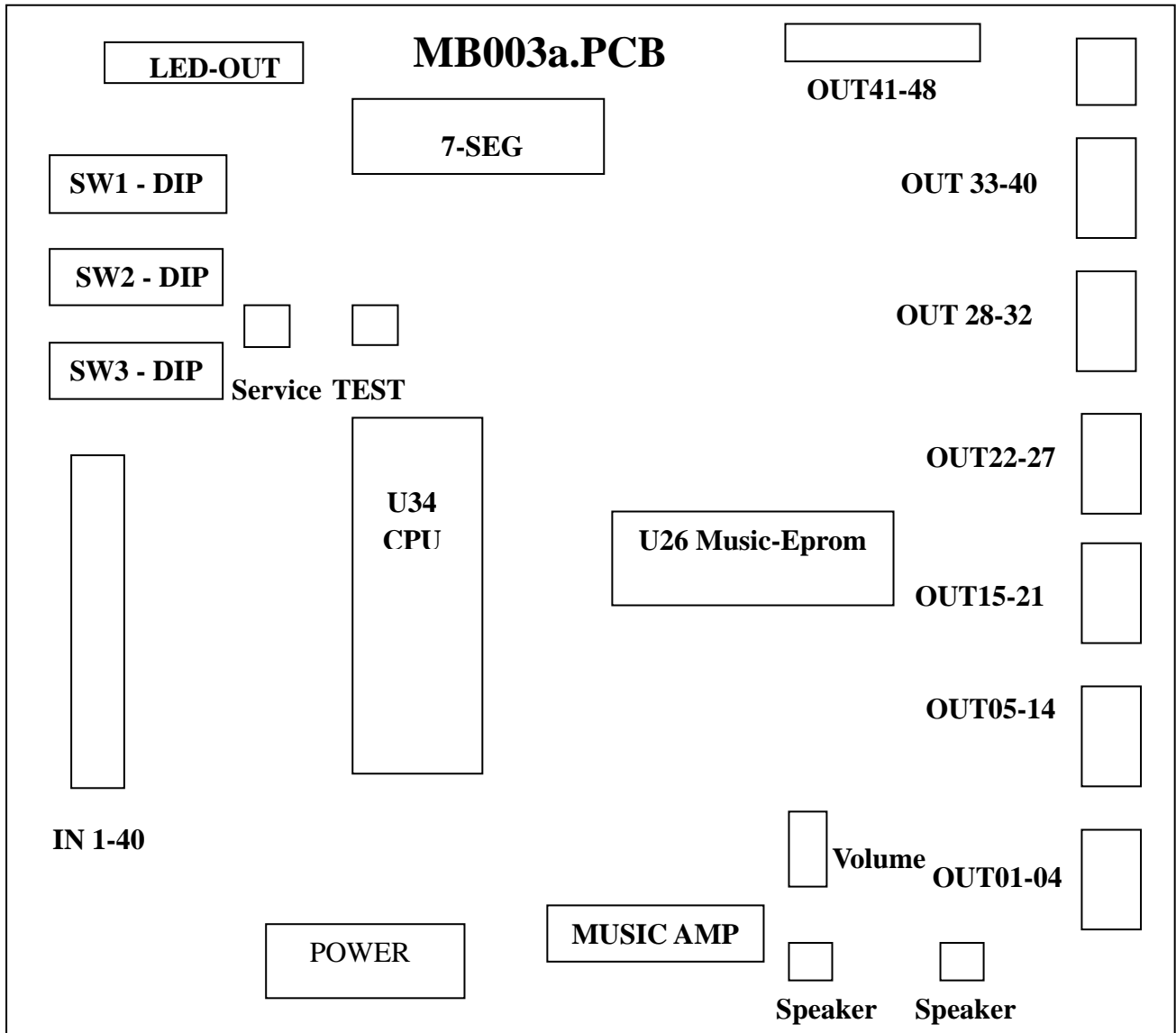
- Be careful not to damage the machine during transport.
- Do not give a shock to the molded parts. These parts are fragile.
- Be careful not to give a shock to the machine when bringing it down from a higher level.
- Unplug game before moving.
- Do not lay game on side during transport.

Before move, please follow the below steps.

1. Turn off the power switch.
2. Unplug the power.
3. Adjust the levels in high before moving it.

8. Adjustment

The mainboard:



Press the "TEST" button (in the board) for 2 seconds enter "Test Mode"

(Press 1 time again, Quit the "TEST MODE")

1. 7_Seg display "t01" 3 Seconds, stop at "8.7.6.5.4.3.2.1."& "87654321".
(Test 7_Seg display)
2. Press the "SERVICE" button 1 time, 7_Seg display "t02" 3 seconds, stop at "2222xxx/2222xxx", (Test SW DIP 1-3 State), the Dip SW1-SW3 State Display at "xxx";
3. Press the "SERVICE" button 1 time, 7_Seg display "t03" 3 seconds, stop at "3333xxxx/3333xxxx", (Test INPUT), the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4
4. Press the "SERVICE" button 1 time, 7_Seg display "t04" 3 seconds,

stop at "4444xxxx/4444xxxx", (Test OUTPUT-1),
the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4
and the OUTPUT will ON when the INPUT is on;

5. Press the "SERVICE" button 1 time, 7_Seg display "+05" 3 seconds,
stop at "555555xx/55555555", (Test OUTPUT-2),

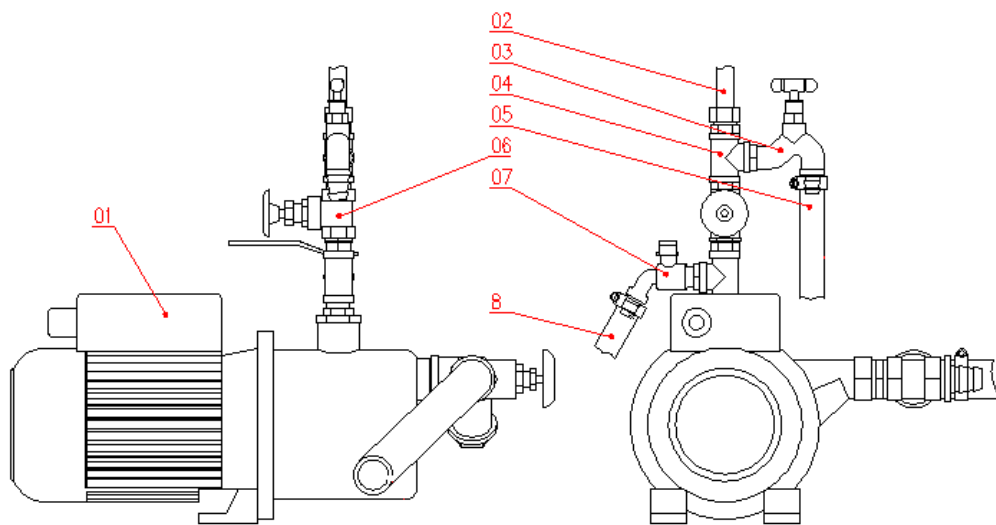
the output 1-48 will ON one by one;and display the output number at <1>1-2

6. Press the "SERVICE" button 1 time, 7_Seg display "+06" 3 seconds,
stop at "666666xx/66666666", (Test Sound),

Press the I02, the sound will be play, and the Number will be display at <1>1-2

7. Press the "TEST" again when in the "TEST MODE",Quit the "TEST Mode".

How to Change Water



- 1).Water Pump;
- 2).Pipe to GunAssy;
- 3).Value for Reduce Pressure;
- 4).Triple-Dir Pipe For Reduce Pressure;
- 5).Pipe Back to Tool;
- 6).Value for Shoot;
- 7).Value for drain;



WARNING

This machine is designed for indoor only. When in Transport, Please:

- Remove the WATER in the pool:
 - Open (7)Value for drain
 - Close (6)Value for Shoot
 - Put in a Coin , Start the Game, The water will come out from (8) Pipe for drain .
- After RE_ASSY the Machine , Please add water From the Front,(About 28 L), Until the Button_Lamp is Off.

The adjustment of game.

1. Credit

Adjust it to setting how many coins per credit. There are 4 options for user to select. It is controlled by SW 11~ SW12.

Credit	Content	SW11	SW12	Note
SW11~ SW12	1	ON	ON	
	2	off	on	
	3	on	off	
	4	off	off	

2. Playing Time.

Adjust it to setting the playing time per credit. There are 8 options for user to select. It is controlled by SW13~SW15.

Playing Time	Content	SW13	SW14	SW15	Note
SW13~ SW15	45	on	on	on	
	60	off	on	on	
	75	on	off	on	
	90	OFF	OFF	ON	
	120	on	on	off	
	150	off	on	off	
	180	on	off	off	
	240	off	off	off	

3. Scores/ticket

Adjust it to setting how many scores per ticket. There are 8 options for user to select. It is controlled by SW16~SW18.

Playing Time	Content	SW16	SW17	SW18	Note
SW16~ SW18	10	on	on	on	
	20	off	on	on	
	30	on	off	on	
	40	off	off	on	
	50	on	on	off	
	100	off	on	off	
	200	on	off	off	
	no	off	off	off	

4. The default value of JP.

Adjust it to setting the default value of JP. There are 4 options for user to select. It is controlled by SW21~SW22.

The default value of JP	Content	SW21	SW22	Note
SW21~ SW22	30	ON	ON	
	50	off	on	
	100	on	off	
	200	off	off	

5. JP+

Adjust it to setting the JP+. There are 4 options for user to select. It is controlled by SW23~SW24.

JP+	Content	SW23	SW24	Note
SW23~ SW24	0	on	on	
	1/3	OFF	ON	
	1/2	on	off	
	1	off	off	

6. The difficulty setting

Adjust it to setting the difficulty of the game. There are 4 options for user to select. It is controlled by SW25~SW26.

Difficulty	Content	SW25	SW26	Note
SW25~ SW26	Easy	on	on	
	Mid	OFF	ON	
	Hard	on	off	
	Hardest	off	off	

7. The score of target.

Adjust it to setting the scores of target. There are 4 options for user to select. It is controlled by SW27~ SW28.

The scores of target	Content	SW27	SW28	Note
SW27~ SW28	5	on	on	
	10	OFF	ON	
	20	on	off	
	30	off	off	

8. Mercy Ticket.

Adjust it to setting the mercy ticket per credit. There are 8 options for user to select. It is controlled by SW31~SW33.

Playing Time	Content	SW31	SW32	SW33	Note
SW31~ SW33	0	on	on	on	
	1	OFF	ON	ON	
	2	on	off	on	
	3	off	off	on	
	4	on	on	off	
	5	off	on	off	
	6	on	off	off	
	8	off	off	off	

9. Score group.

Adjust it to setting the score group. There are 8 options for user to select. It is controlled by SW34~SW36.

Score Group	Content	SW34	SW35	SW36	Note
SW33~ SW36	1	on	on	on	
	2	off	on	on	
	3	on	off	on	
	4	OFF	OFF	ON	
	5	on	on	off	
	6	off	on	off	
	7	on	off	off	
	8	off	off	off	

I			1	2	2	1		
	5	2	10	2	12	5	2	20
II			1	3	3	1		
	6	2	12	2	15	6	2	30
III			2	4	4	2		
	8	3	15	3	20	8	3	40
IV			3	5	5	3		
	10	5	20	5	30	10	5	50

9. Maintenance and Troubleshooting

Safety check

Check the points listed before operating the machine. These checks are necessary for safe machine operation.

- 1 Are the warning labels legible?
- 2 Is there sufficient play zone around the machine?

WARNING

- Before performing work, be sure to turn power off. Performing the work without turning power off can cause an electric shock or short circuit. In the case work should be performed in the status of power on, this manual always states to that effect.
- To avoid electric shock or short circuit, do not plug in or unplug quickly.
- Do not expose Power Cords and Earth Wires are susceptible to damage.
- Damaged cords and wires can cause electric shock or short circuit.
- When or after installing the product, do not unnecessarily pull the power cord. If damaged, the power cord can cause a fire or electric shock.
- In case the power cord is damaged, ask for replacement through where the product was purchased from or the office herein stated. Using the cord as is damaged can cause fire, electric shock or leakage.
- Be sure to perform grounding appropriately. In appropriate grounding can cause an electric shock.
- Be sure to use fuses meeting specified rating. Using fuses exceeding can cause an electric shock.

OPERATION WARNING

- Should a problem occur, switch OFF the power immediately and stop operating the machine. Then unplug the power cord the service outlet. Operating the machine without correcting the problem may cause a fire or accident.
- Dust accumulated on the power plug may cause a fire. Check the plug regularly and remove any dust.
- Insert the power plug securely into the service outlet. Poor contact may cause overheating, resulting in fire or burns.
- Before operating the machine, always check that the machine has been installed according to the instructions and procedures in this Operation Manual. Failure to install correctly may result in a fire, electric shock, injury, or equipment malfunction.
- The warning labels describe important safety precautions. Observe the points below.
- To make sure that the warning labels attached to the machine are easily legible, install the machine in a well-lit location, and keep the labels clean at all times. Also make sure that the labels are not behind other game machines.
- Do not remove to alter the warning labels.

- If the warning labels become dirty or damaged, replace with new labels. To order replacement warning labels, contact your distributor.
- Always turn off the power first to protect other personnel from electric shock, accidents and injury, and to prevent damage to electrical circuits.
- If a fault occurs, first check that all the connectors are firmly connected.
- Contact your distributor if none of the cases below applies to the problem, or if the action listed does not appear to resolve the problem.
- ※ Contact your distributor if none of the cases below applies to the problem, or if the action listed does not appear to resolve the problem.

Fault Display:

The screen will display "OUT OF TICKET" when the ticket bin is out of ticket.

Place the tickets.

Install the ticket, and press the Ticket reset button. The game will payout the spare tickets that haven't payout.

Troubleshooting:

PROBLEM	PROBABLE CAUSE	SOLUTION
The game can't start	1. No power 2. Fault of power supply	1. Check the power 2. Check the power supply.
No sound	1. Fault of speaker 2. Fault of AMP. 3. Fault of the connection	1. Check the speaker 2. Check the AMP 3. Check the connection
No video	1. Loosen of cable 2. Fault of LCD 3. Fault of computer。	1. Check the signal 2. Check the LCD 3. Check the computer
Payout ticket(Non-stop)	1. Fault of ticket dispenser 2. Fault of Ticket PCB	1. Check the ticket dispenser 2. Check the PCB
Can't dispenser ticket	1. Ticket stick 2. Out of tiket	1. Clean the ticket jam. 2. Place tickets.

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Bed Monster DIP-Setting

Bed Monster

OCEAN
2008-1-8

Item	Content	SW1-DIP							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coin /Credit	1	ON	ON						
	2	off	on						
	3	on	off						
	4	off	off						
Game Time (Sec)	45			on	on	on			
	60			off	on	on			
	75			on	off	on			
	90			OFF	OFF	ON			
	120			on	on	off			
	150			off	on	off			
Score /Ticket	10						on	on	on
	20						off	on	on
	30						on	off	on
	40						off	off	on
	50						ON	ON	OFF
	100						off	on	off
NoPay	200						on	off	off
	NoPay						off	off	off

Item	Content	SW2-DIP							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
JP Init_Value	30	On	ON						
	50	off	on						
	100	on	off						
	200	off	off						
JP Add	0			on	on				
	1/3			OFF	ON				
	1/2			on	off				
	1			off	off				
Game Difficult	Easy					on	on		
	Middle					OFF	ON		
	Hard					on	off		
	V_Hard					off	off		
Monster Score	5						on	on	
	10						OFF	ON	
	20						on	off	
	30						off	off	

Item	Content	SW3-DIP							
		SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
Mercy Ticket	0	on	on	on					
	1	OFF	ON	ON					
	2	on	off	on					
	3	off	off	on					
	4	on	on	off					
	5	off	on	off					
	6	on	off	off					
	8	off	off	off					
Score State	I				on	on	on		
	II				off	on	on		
	III				on	off	on		
	IV				OFF	OFF	ON		
	V				on	on	off		
	VI				off	on	off		
	VII				on	off	off		
	VIII				off	off	off		
							OFF	OFF	

Score State

I	5	2	1	2	2	1			20
			1	3	3	1			
II	6	2	12	2	15	6	2	30	
			2	4	4	2			
III	8	3	15	3	20	8	3	40	
			3	5	5	3			
IV	10	5	20	5	30	10	5	50	

INPUT:

INPUT	Content	INPUT	Content	INPUT	Content	INPUT	Content
I1	CoinSW	I11	MainTargetSW3	I21	LowTargetSW1	I31	
I2	Ticket_Owing	I12	MainTargetSW4	I22	LowTargetSW2	I32	
I3	TicketSignal	I13	MainTargetSW5	I23	LowTargetSW3	I33	
I4	GunTrigger	I14	MainTargetSW6	I24		I34	
I5		I15	MainTargetSW7	I25		I35	
I6	WaterLevel_High	I16	MainTargetSW8	I26		I36	
I7	WaterLevel_Low	I17	TopTargetSW1	I27		I37	
I8		I18	TopTargetSW2	I28		I38	
I9	MainTargetSW1	I19	TopTargetSW3	I29		I39	
I10	MainTargetSW2	I20	TopTargetSW4	I30		I40	

OUTPUT:

OUTPUT:						Seg_Display:	
OUTPUT	Content	OUTPUT	Content	OUTPUT	Content	OUTPUT	Content
OUT1		OUT17	MainTargetLed1	OUT33	CoinCounter	SEG1_1	Time
OUT2		OUT18	MainTargetLed2	OUT34	TicketCounter	SEG1_2	Time
OUT3		OUT19	MainTargetLed3	OUT35	TicketOut	SEG1_3	Time
OUT4		OUT20	MainTargetLed4	OUT36	WaterLevelLed	SEG1_4	Score
OUT5		OUT21	MainTargetLed5	OUT37	WaterValue	SEG1_5	Score
OUT6		OUT22	MainTargetLed6	OUT38		SEG1_6	Score
OUT7		OUT23	MainTargetLed7	OUT39		SEG1_7	
OUT8		OUT24	MainTargetLed8	OUT40		SEG1_8	
OUT9		OUT25	TopTargetLed1	OUT41	SpotLight1	SEG2_1	JP
OUT10		OUT26	TopTargetLed2	OUT42	SpotLight2	SEG2_2	JP
OUT11		OUT27	TopTargetLed3	OUT43	SpotLight3	SEG2_3	JP
OUT12		OUT28	TopTargetLed4	OUT44	PumpOut	SEG2_4	
OUT13		OUT29	LowTargetLed1	OUT45		SEG2_5	
OUT14		OUT30	LowTargetLed2	OUT46		SEG2_6	
OUT15		OUT31	LowTargetLed3	OUT47		SEG2_7	
OUT16		OUT32	DoubleScoreLed	OUT48		SEG2_8	

Test the Main Board:

Press the "TEST" button (in the board) for 2 seconds enter "Test Mode" (Press 1 time again, Quit the "TEST MODE")

1. 7_Seg display "t01" 3 Seconds, stop at "8.7.6.5.4.3.2.1."& "87654321".

(Test 7_Seg display)

2. Press the "SERVICE" button 1 time, 7_Seg display "t02" 3 seconds, stop at "22222xxx/22222xxx", (Test SW DIP 1-3 State),

the Dip SW1-SW3 State Display at "xxx";

3. Press the "SERVICE" button 1 time, 7_Seg display "t03" 3 seconds, stop at "3333xxxx/3333xxxx", (Test INPUT),

the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4

4. Press the "SERVICE" button 1 time, 7_Seg display "t04" 3 seconds, stop at "4444xxxx/4444xxxx", (Test OUTPUT-1),

the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4

and the OUTPUT will ON when the INPUT is on;

5. Press the "SERVICE" button 1 time, 7_Seg display "t05" 3 seconds, stop at "555555xx/55555555", (Test OUTPUT-2),

the output 1-48 will ON one by one;and display the output number at <1>1-2

6. Press the "SERVICE" button 1 time, 7_Seg display "t06" 3 seconds, stop at "666666xx/66666666", (Test Sound),

Press the I02, the sound will be play, and the Number will be display at <1>1-2

7. Press the "TEST" again when in the "TEST MODE".Quit the "TEST Mode".