



Zombie Smasher

ZS-65-2001



ADRENALINE
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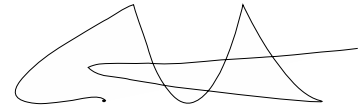
Operation & Service Manual

Version 1.0

*** Read this manual before use**

General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Zombie Smasher product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671



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Chapter 01 - Preface

Please read this page before preparing your Zombie Smasher Arcade product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

Safety



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86°F (15° - 30°C).

Operating & Voltage

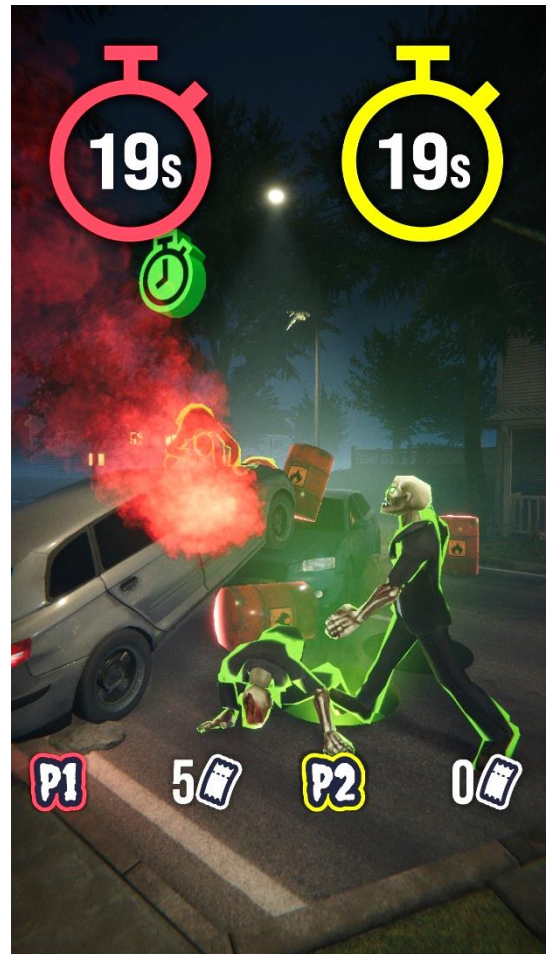
Voltage	Operating
110V AC	4.0 AMP
220V AC	2.0 AMP

Chapter 02 - Game Features

Are you a sharpshooter?
Then feast your eyes and take aim into the virtual world of Zombie Smasher.

How to Play

- Throw the balls on the screen to destroy zombies
- The ball's trajectory goes into the digital realm
- Eliminate as many zombies as you can
- Reach the bonus round to win multiple tickets

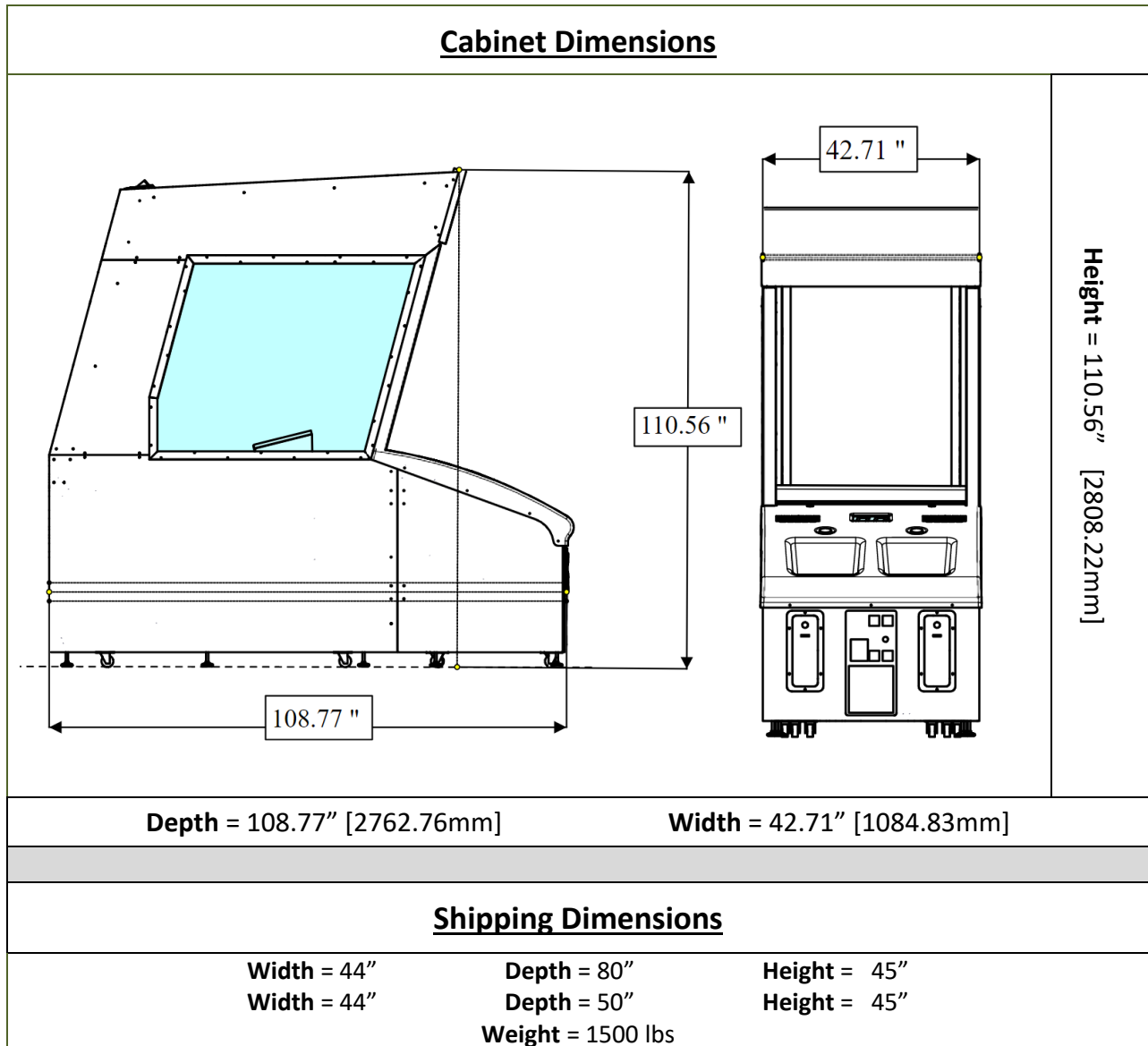


Chapter 03 – Unit Features

Hardware Features

- 2 Players Game
- 65 inches LCD Screen
- Unique Ball Trajectory through screen Technology

Cabinet Facts

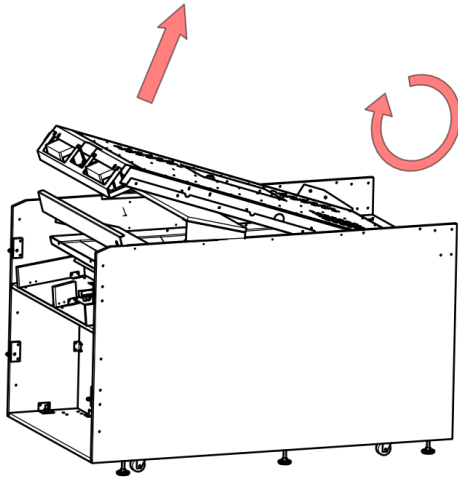


Chapter 04 – Unit Installation

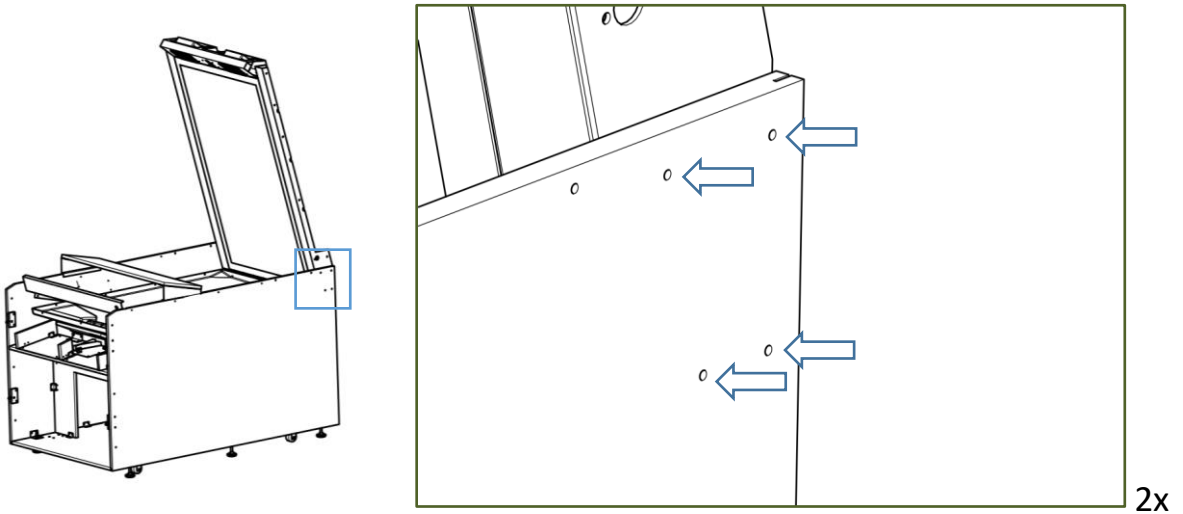
Assembling your Zombie Smasher

Mechanical Parts

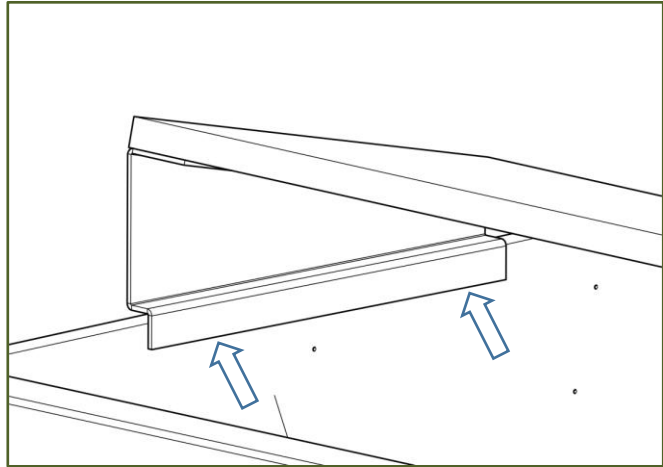
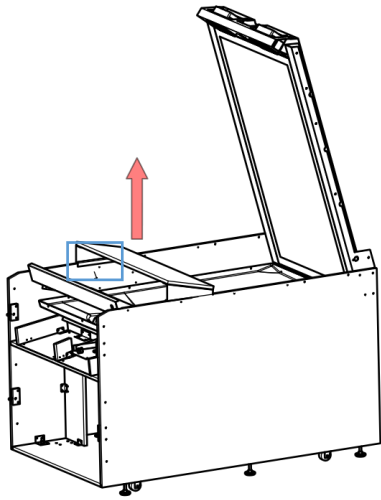
1) Lift and straighten the screen assembly



2) Secure the screen into a lifted position using #10-24 x 1¼ philipps bolts. Repeat for the opposite side

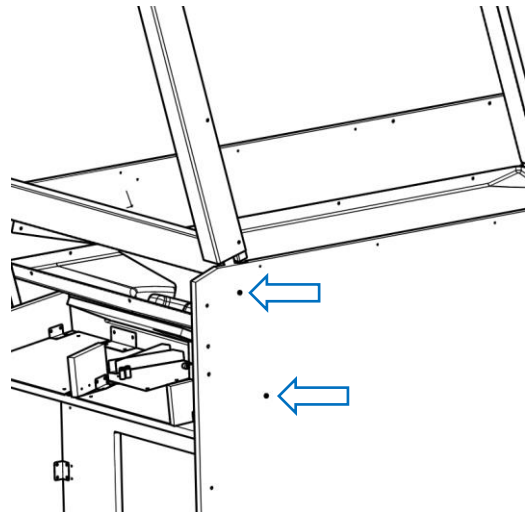
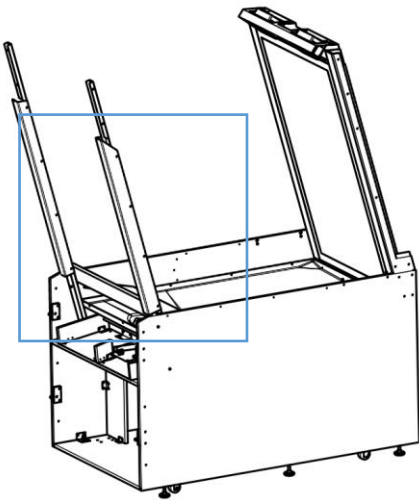


- 3)** Remove fasteners from the screen support and remove the support assembly
Repeat for the opposite side



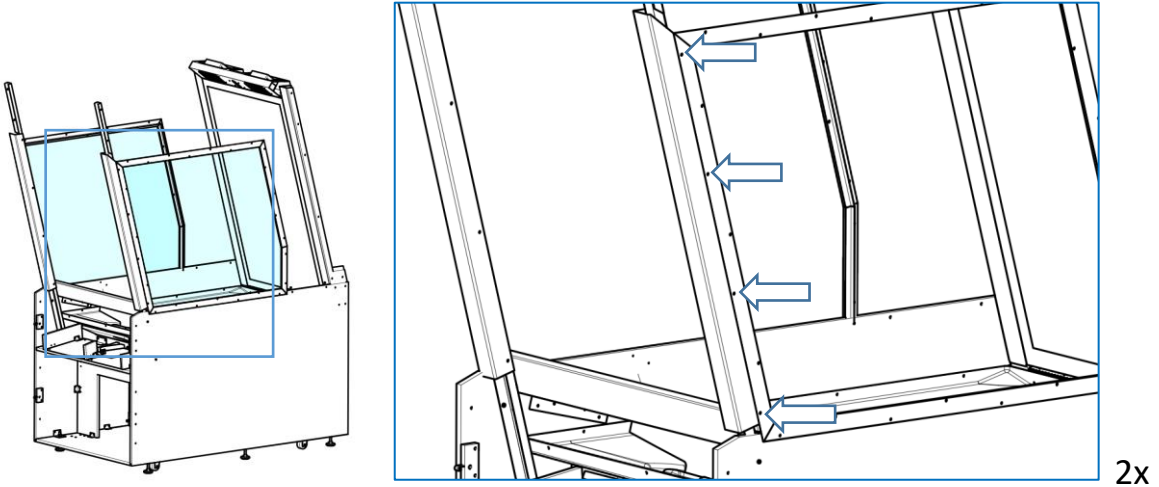
2x

- 4)** Install lateral posts and secure the window assembly with #10-24 x 1¼ philips bolts
Repeat for the opposite side



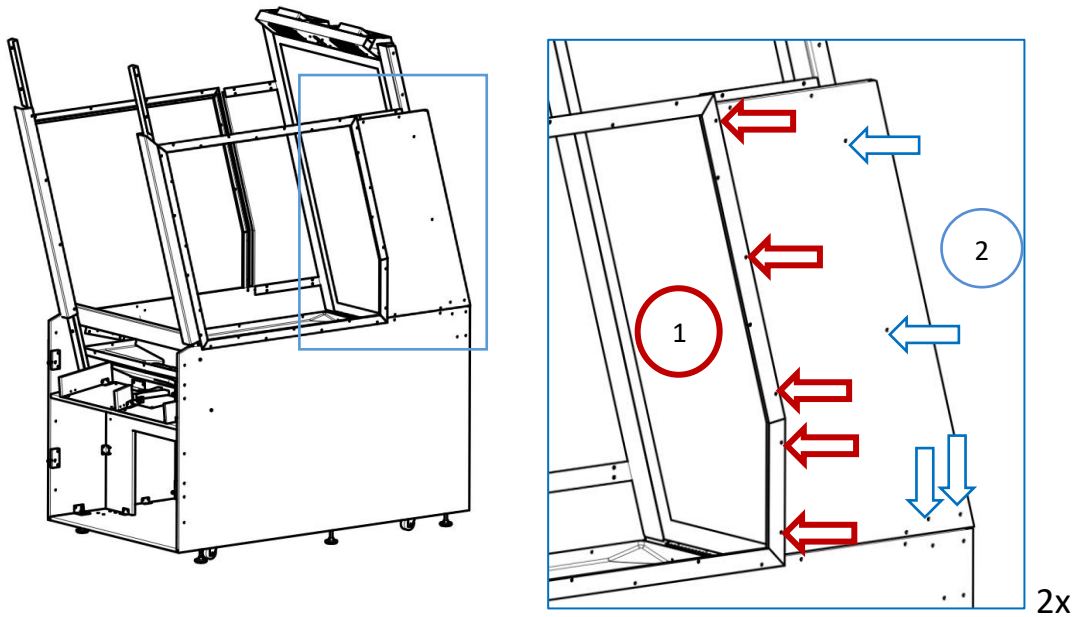
2x

- 5) Install the window assembly using Philipps pan $\frac{3}{4}$ -8 screws**
Repeat for the opposite side



- 6) Install the side panels**

- 1) First, install the bolts window assembly with Philipps pan #8 x $\frac{3}{4}$ screws
2) Then, install the screen assembly with Phillipps pan 10-24 x $1\frac{1}{4}$ bolts
Repeat for the opposite side

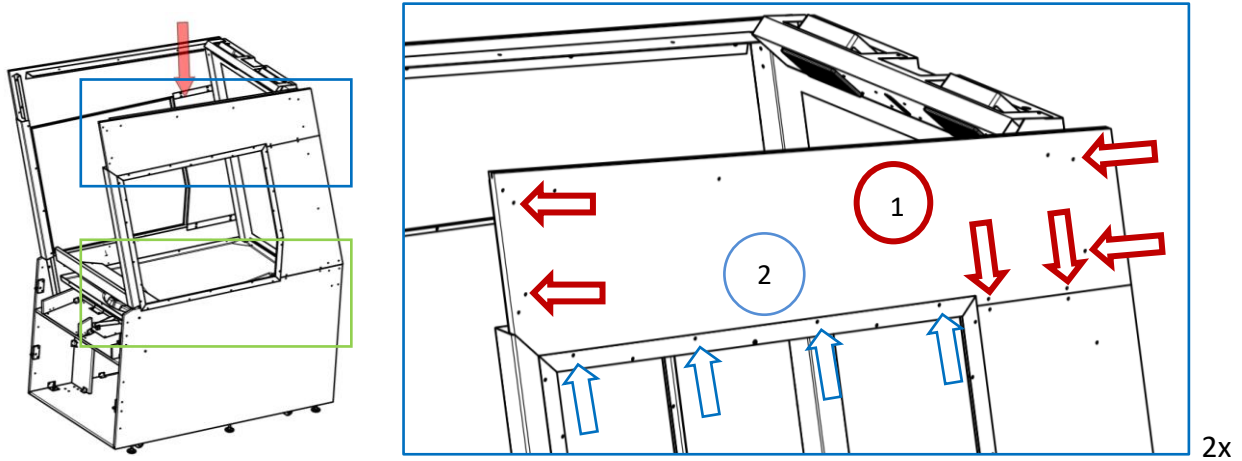


7) Install upper side panels

1) Secure the metal brackets with Philipps pan 10-24 x 1¼ bolts

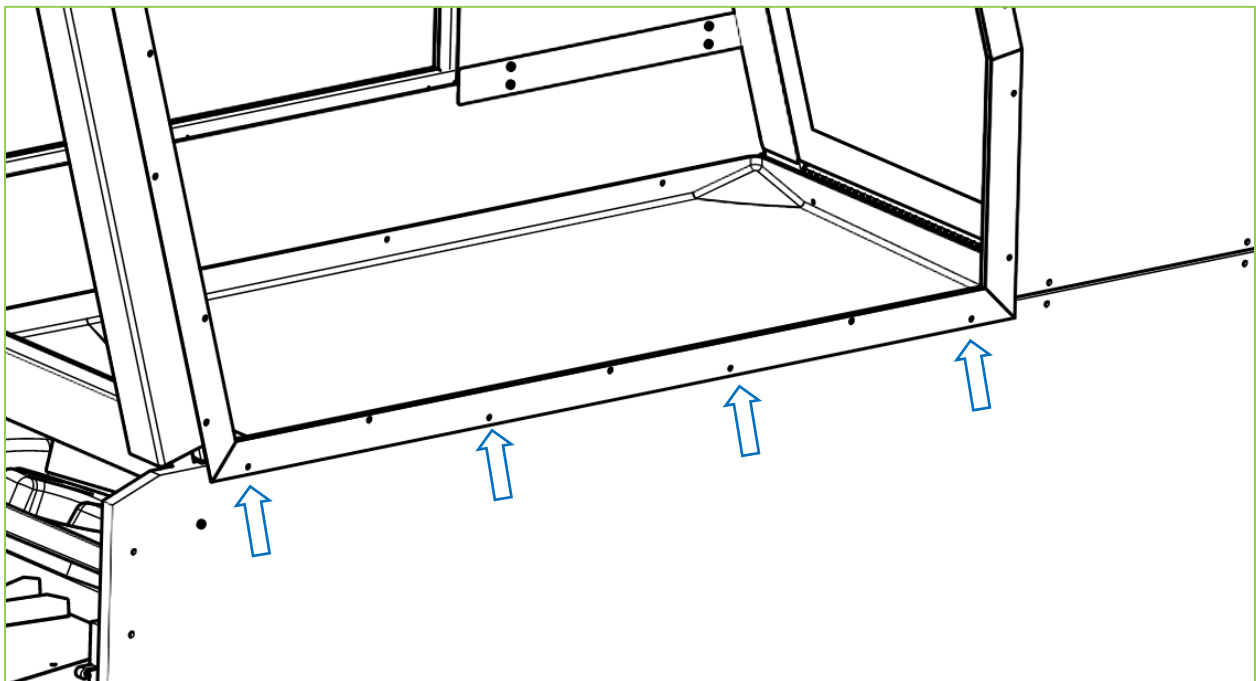
2) secure the window assembly with Philipps pan #8-¾ screws.

Repeat for the opposite side

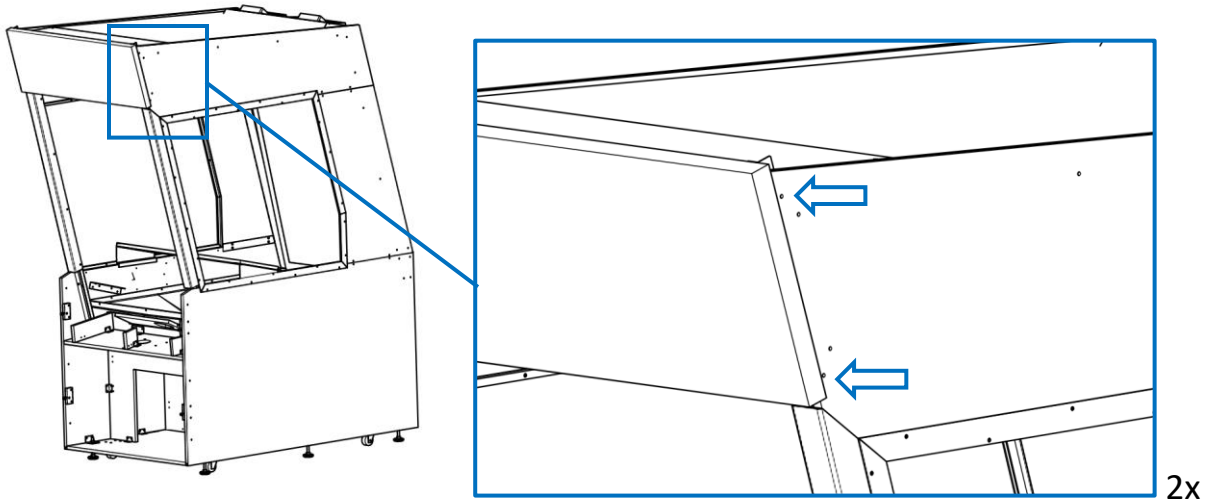


8) Install the lower bolts for the window assembly

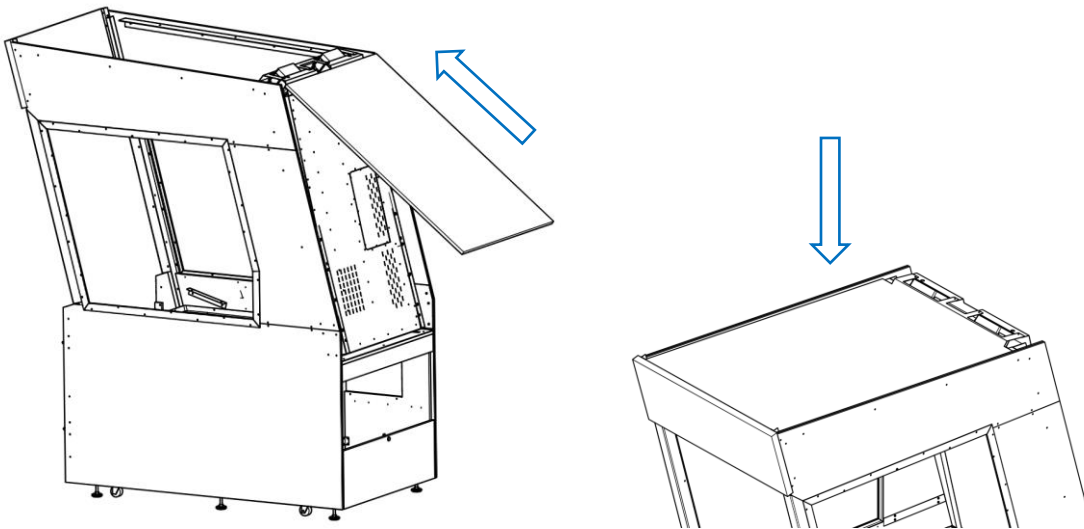
Repeat for the opposite side.



- 9)** Install the header assembly with the upper side panels and Philipps 10-24 x 1¼ bolts
Repeat for the opposite side

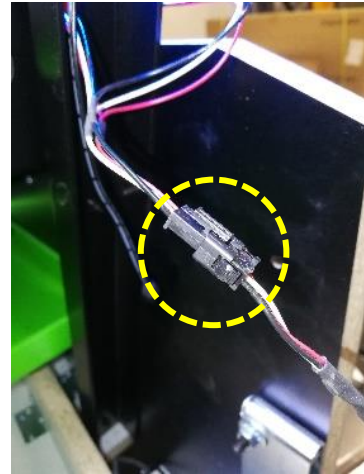
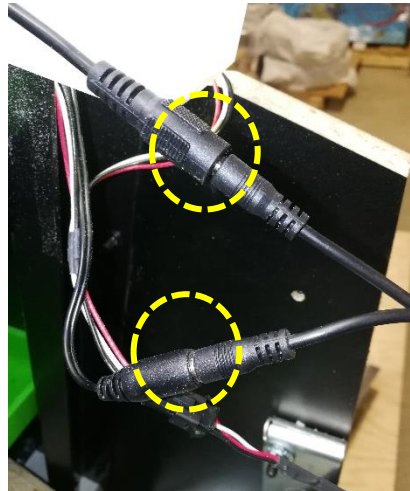
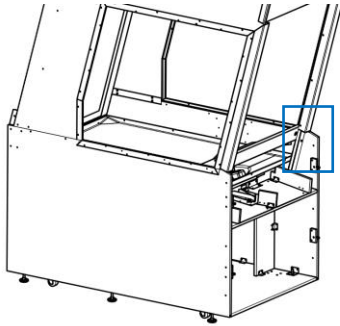


- 10)** Install the ceiling light platform by sliding it from the back of the machine

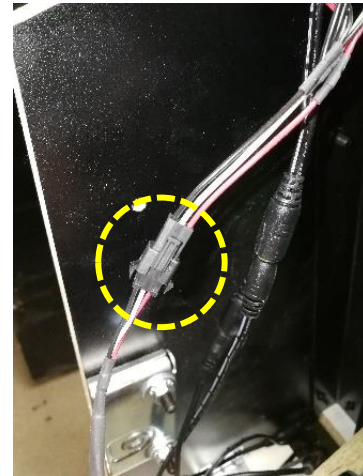
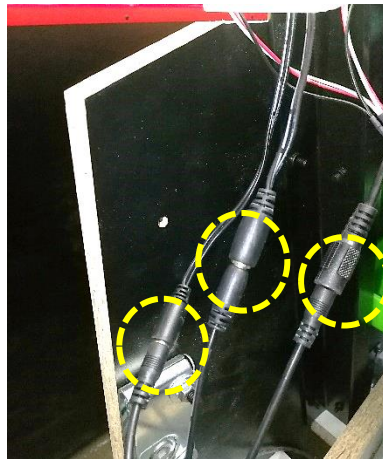
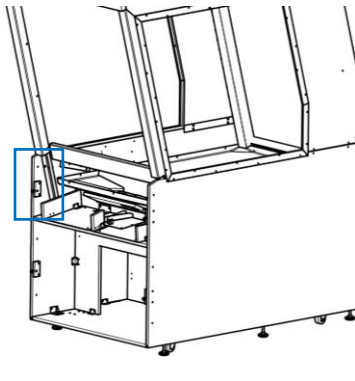


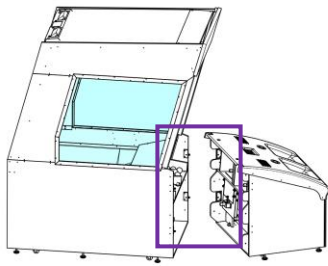
Electronic parts

11) R/H: Plug the 2 power cables into their inputs and the LED Controllers together

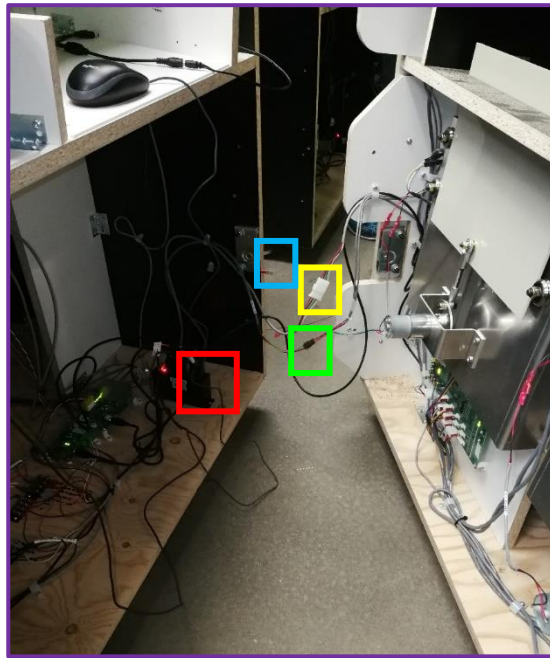


12) L/H: Plug the 3 power cables into their inputs and the LED Controllers together





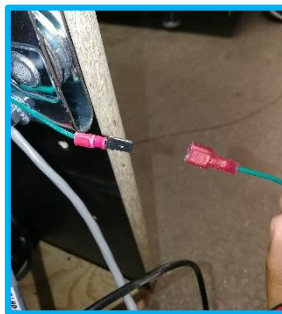
13)



14)



15)



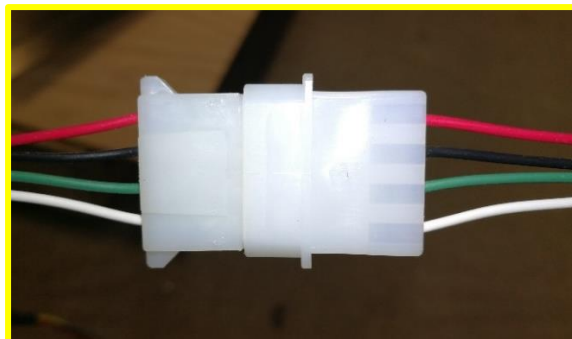
16)

13) Connect the 2 ends of the speaker's connector

14) Connect the 2 ends of the ground wire connector

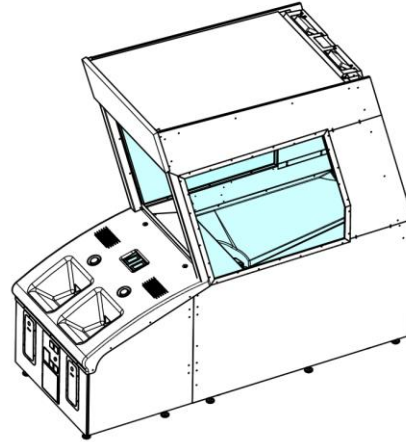
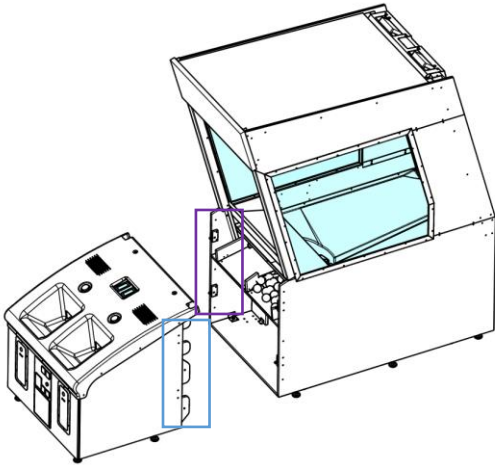
15) Connect the USB cable from the dash assembly to the USB hub in the rear cabinet

16) Connect the 2 Molex connectors

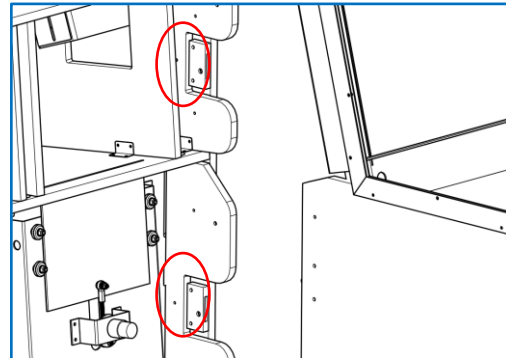
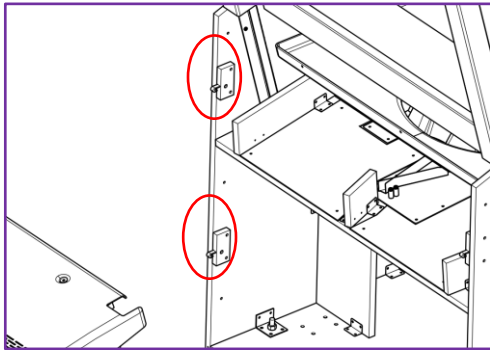


Closing and opening the cabinet

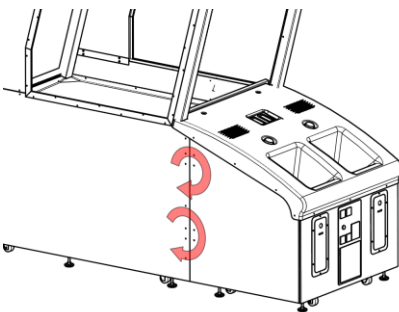
- 1) Make sure all 4 draw latches are aligned
- 2) Use the large Allen key to open or close the cabinet



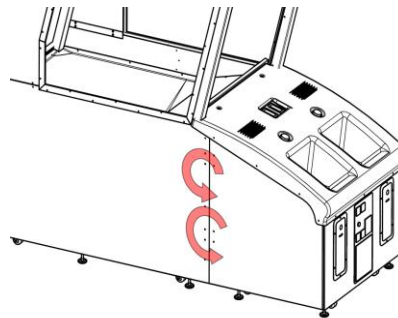
- 1) Draw latches to be aligned while assembling the two assemblies



- 2) Turning motion for closing



- Turning motion for opening

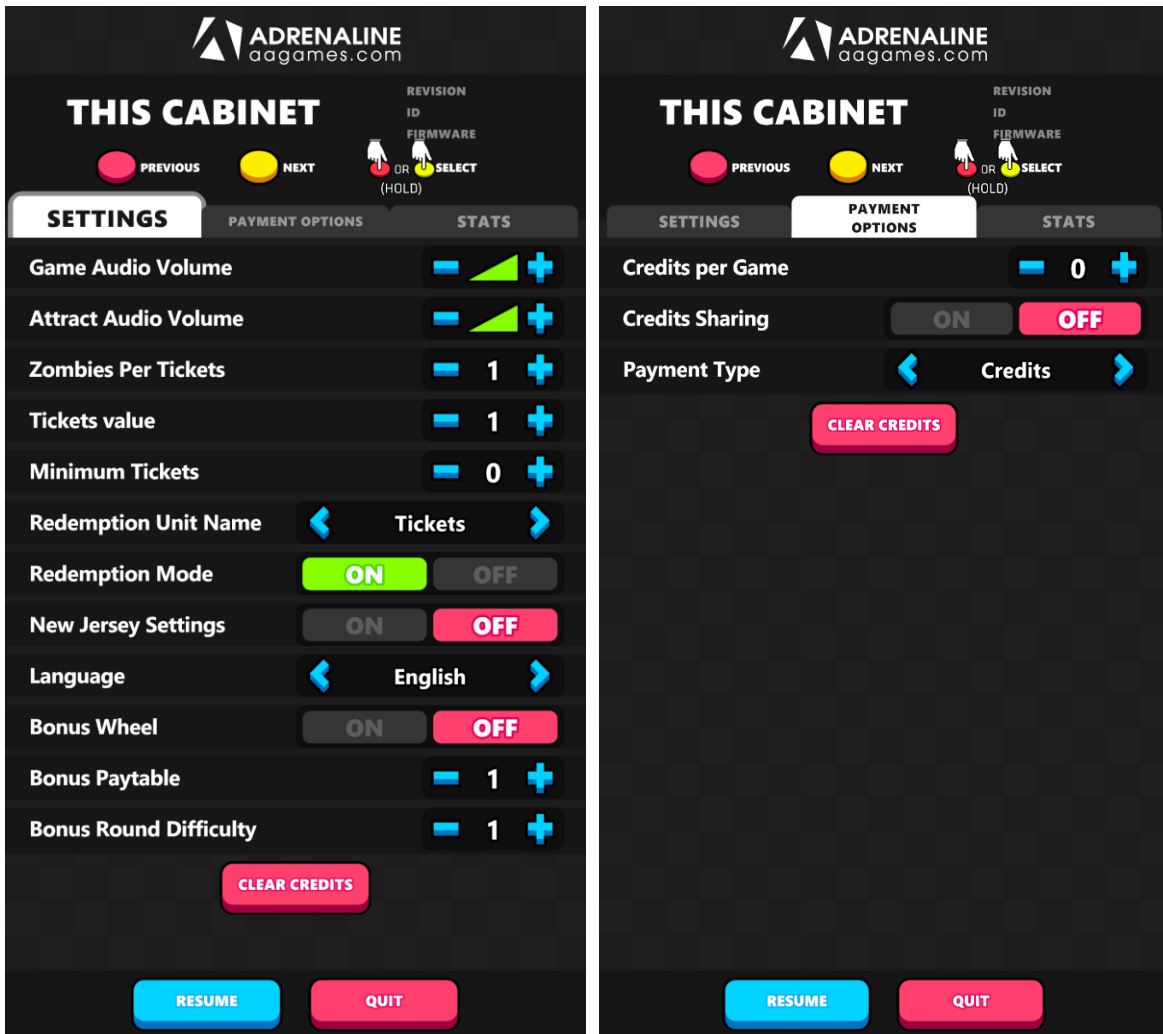


Chapter 05 – Operator Menu

Operator Menu

Access the Operator Menu by pressing the white operator menu button on inside the dash behind the middle door

Navigate through the menu using the 2 main dash buttons as shown on the screen capture below.



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Chapter 05 – Operator Menu

<u>Operator Menu</u>	<u>Values</u>	<u>What It Does</u>
Game Audio Volume	0-20	Adjusts the in-game audio volume. “0” will mute the game.
Attract Audio Volume	0-20	Adjusts the audio volume of the attract loop. “0” will mute the attract loop.
Zombies per Tickets	1-10	Number of zombies to eliminate to win 1 ticket. “10” means the player must eliminate 10 zombies to win 1 ticket.
Tickets Value	1-2	Adjusts the value of physical tickets. Physical tickets are either worth “1” ticket or “2” tickets.
Minimum Tickets	0-20	Adjusts the minimum number of tickets dispensed per play.
Redemption Unit Name	Tickets/Coupon	Changes the name of the redemption unit in the game and menus
Redemption mode	On/Off	Adjusts the redemption availability
New Jersey Settings	On/Off	If set to On, a message will be displayed if more than 40 credits are inserted.
Language	English/Français	Changes the game’s language
Bonus Wheel	On/Off	Enables the bonus payable with variable ticket prizes. When the Bonus Wheel is “Off”, the bonus value is the highest value of the payable
Bonus Paytable	1-4	Changes the number of tickets won by the player who reaches the bonus round (tables shown on next page)
Bonus Round Difficulty	1-5	Adjusts the difficulty of the bonus round by adding extra zombies. “1” is the least difficult and “5” is the most difficult
Credits Per Game	1-20	Adjusts the number of credits required to play. “0” sets the unit in free play mode.
Credit Sharing 1_2	On / Off	Adjusts the credit sharing option between each player. (Off: Sharing Disabled // On: Sharing Enabled) <u>If you have Card Readers (2X) please use OFF.</u>
Payment Type	Credit / Card	Changes the credit type. “Credits” = Coins and “Card” = Card Reader. This will change the in-game text accordingly.
Clear Credits		Resets the Inserted credits to 0 if more than 40 credits are entered.
Resume Game		Exits the Operator Menu and returns to the game.
Quit Game		Exits the game and returns to the Windows desktop.

Bonus Paytable

If the **Bonus Wheel is turned off**, the bonus prize will be the highest value

If the **Bonus Wheel is turned on**, a spinning wheel will appear at the beginning of the bonus round. The random result will be the bonus prize (see tables below).

Bonus payable with **ticket value = 1**

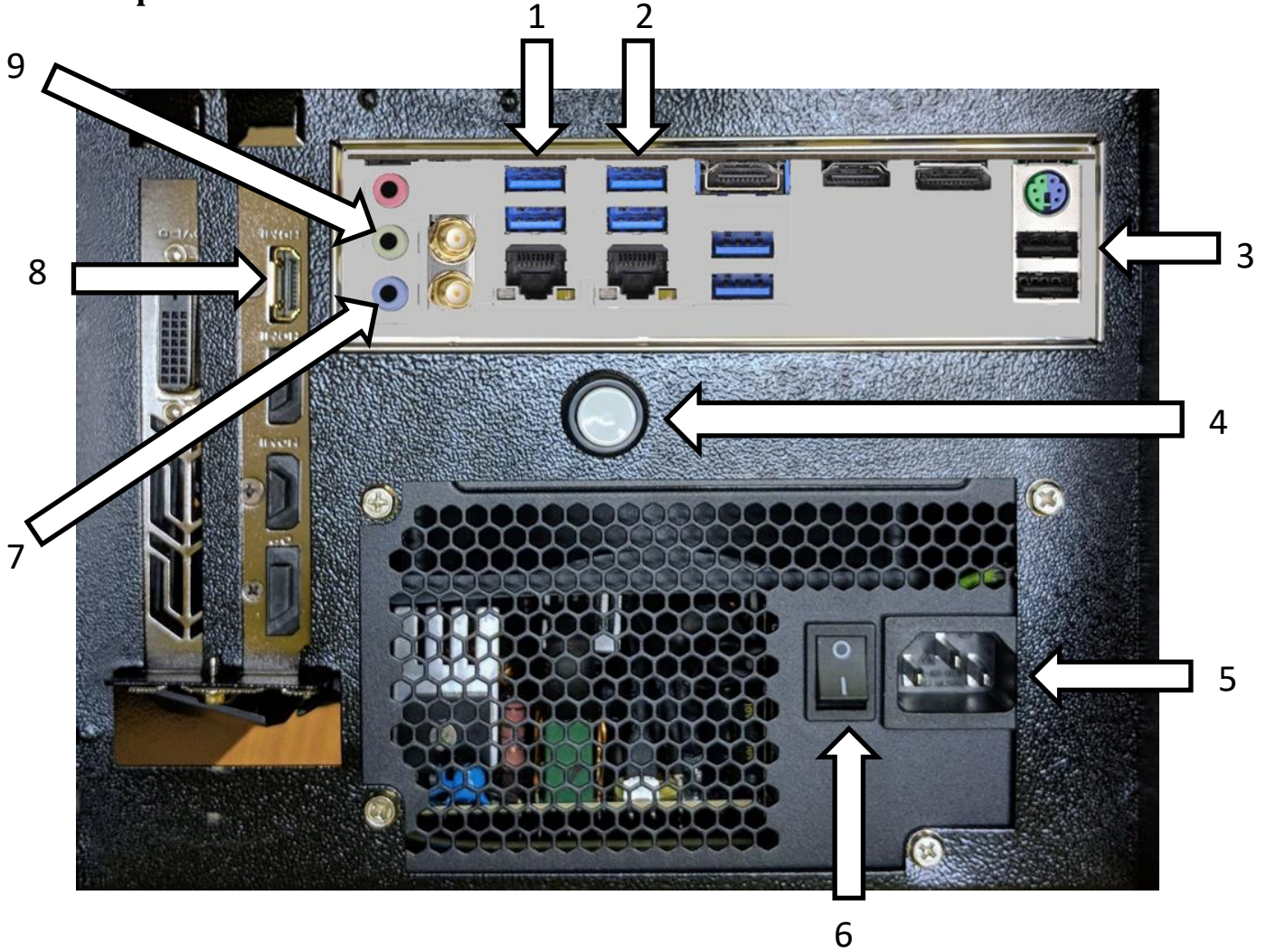
	Bonus Paytable 1	Bonus Paytable 2	Bonus Paytable 3	Bonus Paytable 4
Bonus Wheel possible values	6 10 6 20 10 100	10 30 10 50 30 500	20 50 20 80 50 750	50 100 100 250 50 1000
Highest Value	100	500	750	1000

Bonus payable with **ticket value = 2**

	Bonus Paytable 1	Bonus Paytable 2	Bonus Paytable 3	Bonus Paytable 4
Bonus Wheel possible values	8 20 8 40 20 100	12 36 12 60 36 500	20 60 20 80 60 700	60 100 100 260 60 1000
Highest Value	100	500	750	1000

Chapter 06 – Service & Repair


Computer Connections



No.	Description
1	USB Port to Windows License Dongle
2	USB Port to Camera
3	USB Port to USB Hub Inlet
4	Power Button
5	AC Inlet Power Supply
6	AC Power Switch
7	Blue Audio Jack 3.5 mm for Top Speakers
8	HDMI port to monitor
9	Green Audio Jack 3.5 mm for Dash Speakers

Troubleshooting

* **NOTE: When requesting a warranty replacement, you will be asked to give the unit's serial number from the back of the unit.**

Video Troubleshooting	
No Picture or Display Problem	There might have loose or faulty connections between the monitor and the computer. Make sure the HDMI cable is connected properly in the computer connector and in the monitor connector.
	Verify that the Computer is powered on. The fan on the side of the computer case should be spinning as a reference, if it's not spinning press the Power Button on the front of the computer.
Audio Troubleshooting	
Low Volume / No Sound	Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the  Speaker icon on the bottom right of your screen.
	Verify the wirings behind the speakers and the amplifiers. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier.

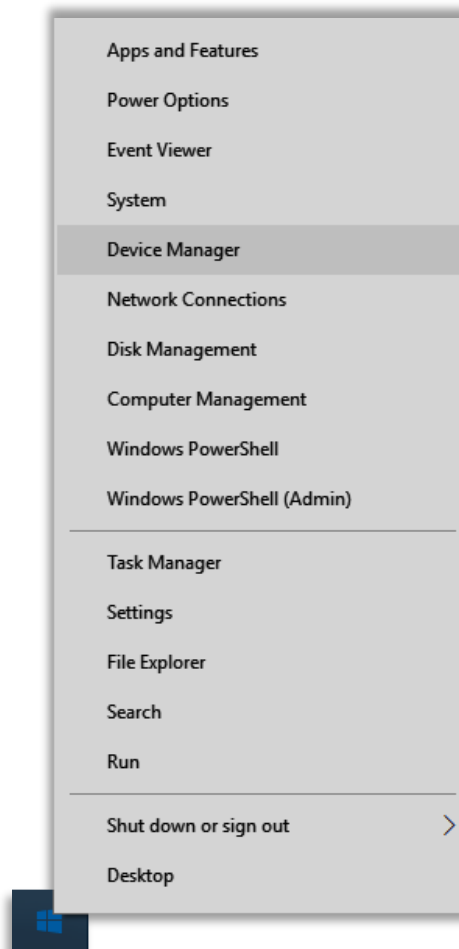
RGB Led Troubleshooting

If the RGB LEDs are not working properly verify that the RGB LED Controller is connected on a valid COM Port.

Press the Operator Button and Quit/Exit the game to Windows Desktop.

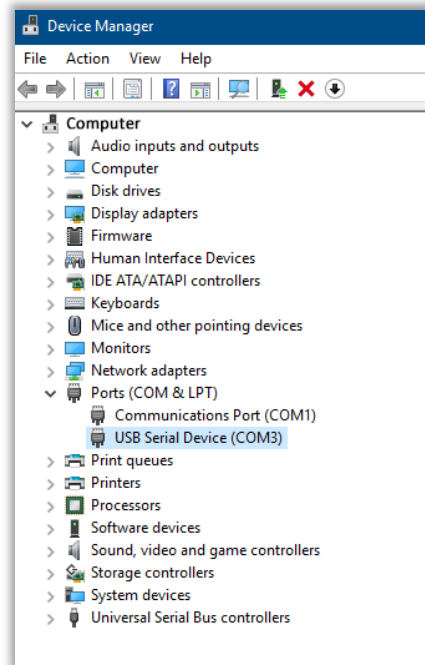
Connect a USB mouse.

Right-click on the windows flag on the bottom left corner and select Device Manager.



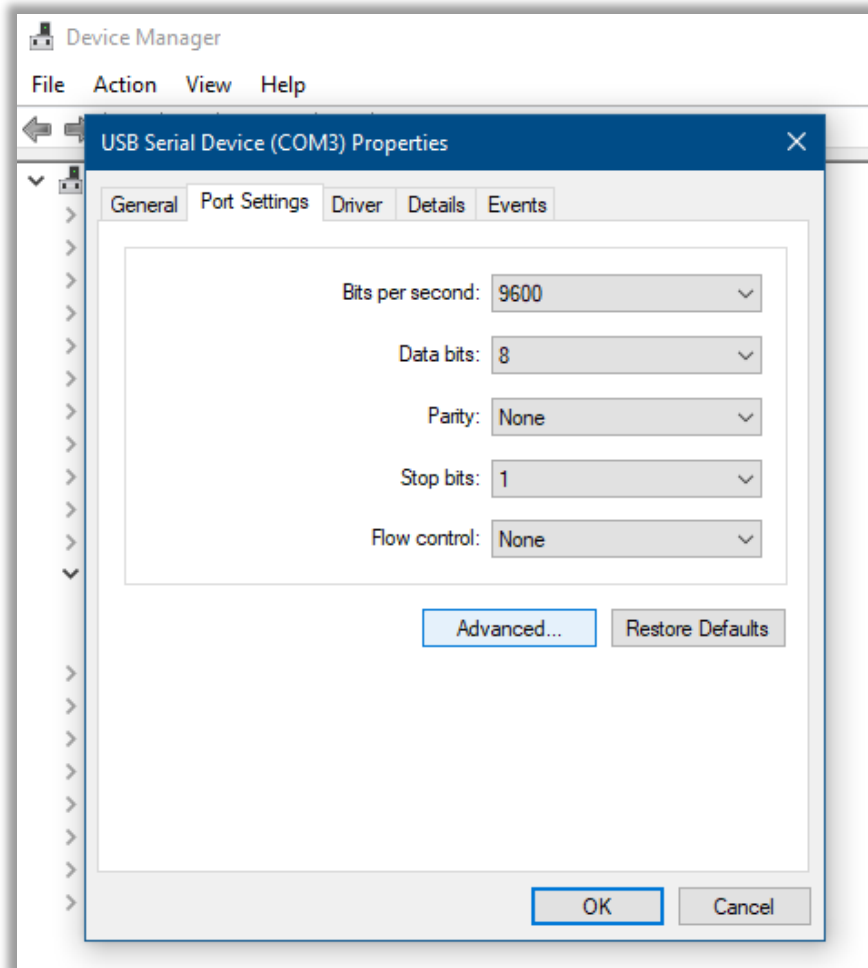
Zombie Smasher Manual V1.0
Chapter 06 – Service & Repair

Expand the “Ports (COM & LPT)” line by clicking on the >.



Verify that the “USB Serial Device” is set between COM2 to COM9.

If it's outside this range, double-click on it to open its properties.
Select the "Port Settings" Tab.
Click on "Advanced..."

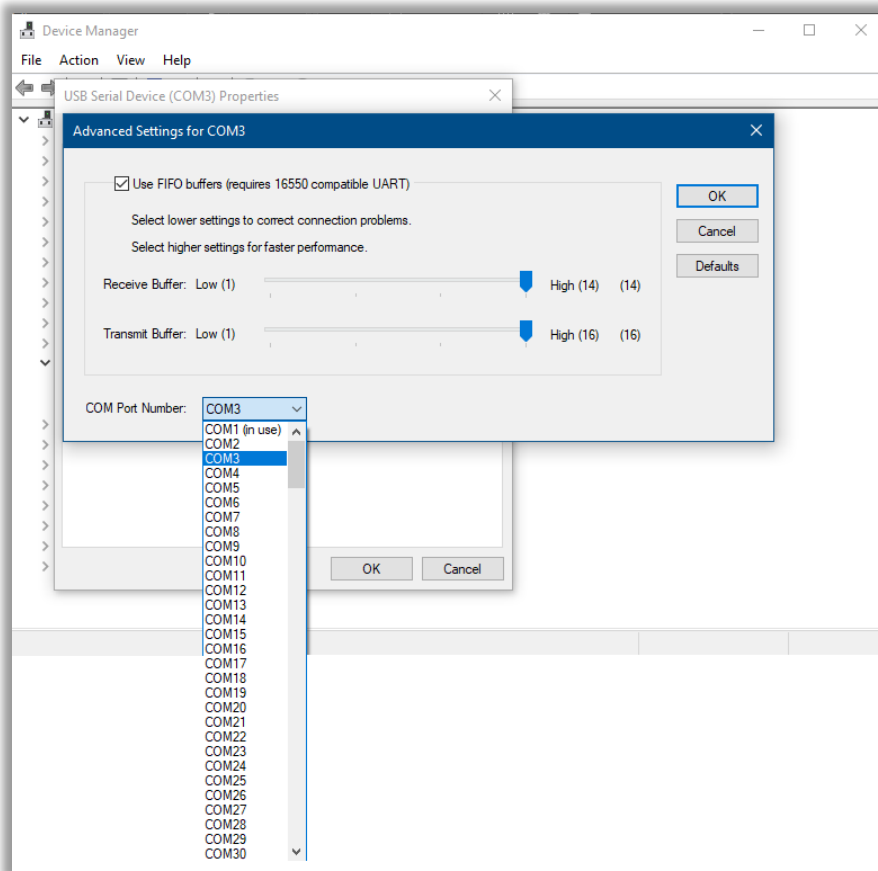


Click on the COM Port Number scrolling menu and select COM9.

Click on OK.

Click on OK again.

Close the Device Manager window and restart Windows.



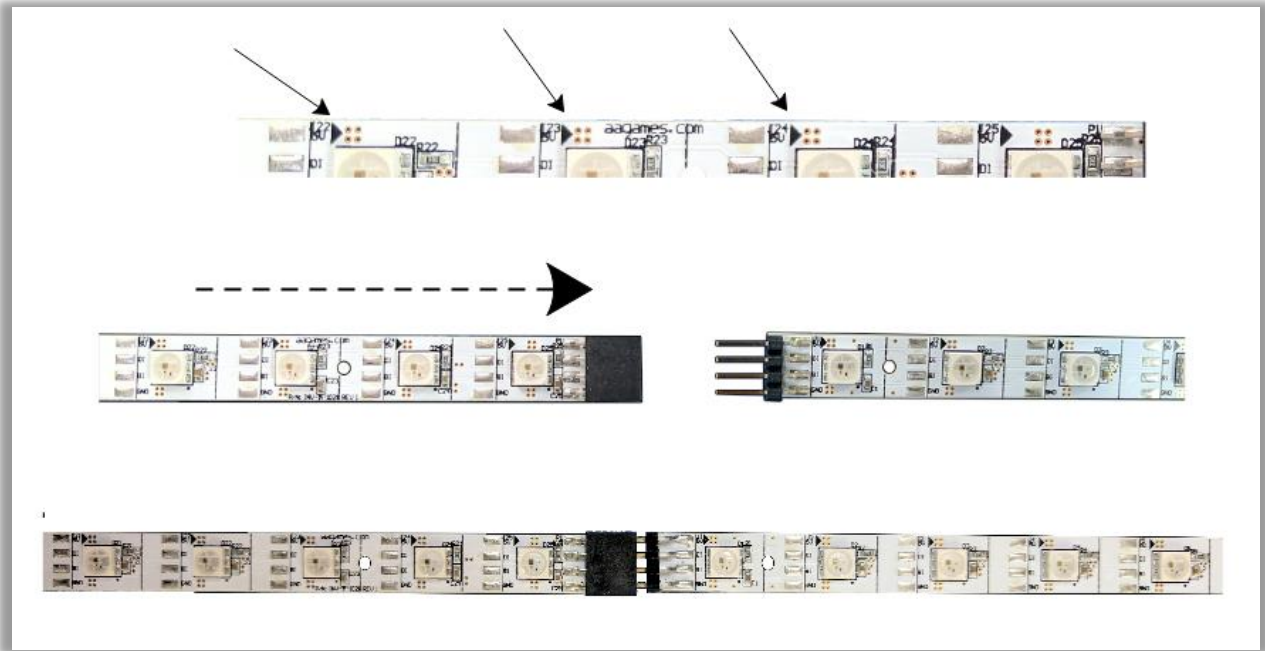
Closes all apps, turns off the PC and then turns it on again.

Restart



Replacing RGB LED PCBs

If you need to replace the building RGB LED PCBs, verify the connections so that the arrows point always in the same direction.



Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

-Start the unit.


-There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attract mode shows up. It gives enough time for a wireless network to connect.

(This delay will be present on each reboot if you don't connect your unit to the Internet).*

-Open the service door and press the Operator button.

-Choose Exit/Quit to Windows.

-Connect the provided USB hub and into it the USB keyboard and mouse.

- Open Connect to a Network by clicking the network icon () in the lower right corner of the screen.

-In the list of networks, click the network you want to connect to and click connect.

-Enter your security key.

-Once connected, double-click the GameLauncher shortcut on the desktop.

Having your unit connected to the Internet includes free software live update!

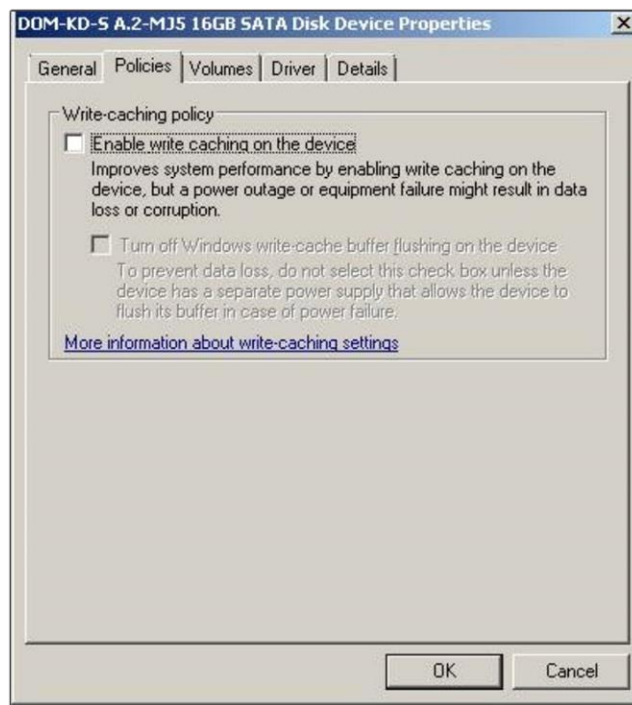
*If you do not connect your unit to the Internet, you can double-click the Disable_Network shortcut on the Windows desktop to bypass the 150seconds Internet lookup delay.

Operator Settings keeps resetting

Operator Settings keeps resetting back to default values after powering off the breakers.

The Windows & SSD Device write cache needs to be disabled:

- Exit the game to Windows.
- Press on Start
- Right click on My Computer
- Choose Properties
- Click on Device Manager
- Expand Disk Drives
- Double click the SSD Hard Drive 60Gb or 120Gb Device (Not the USB drive if there is one)
- Go to Policies
- Remove the check in front of “Enable Write caching on the device” as seen below, press OK and then YES to reboot the computer. If it doesn’t ask to reboot the computer you need to do it by pressing Start, Restart.




Computer not powering at boot

If your computer is not powering on by itself at boot you'll need to verify the Bios Setting.

- Power off the computer.
- Plug a USB keyboard and a USB mouse.

-Press the power button on the computer.

Press and hold  on the keyboard until you see the Bios screen.



-Press on F6 or using a mouse click on advanced on the top right corner.

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Chapter 06 – Service & Repair

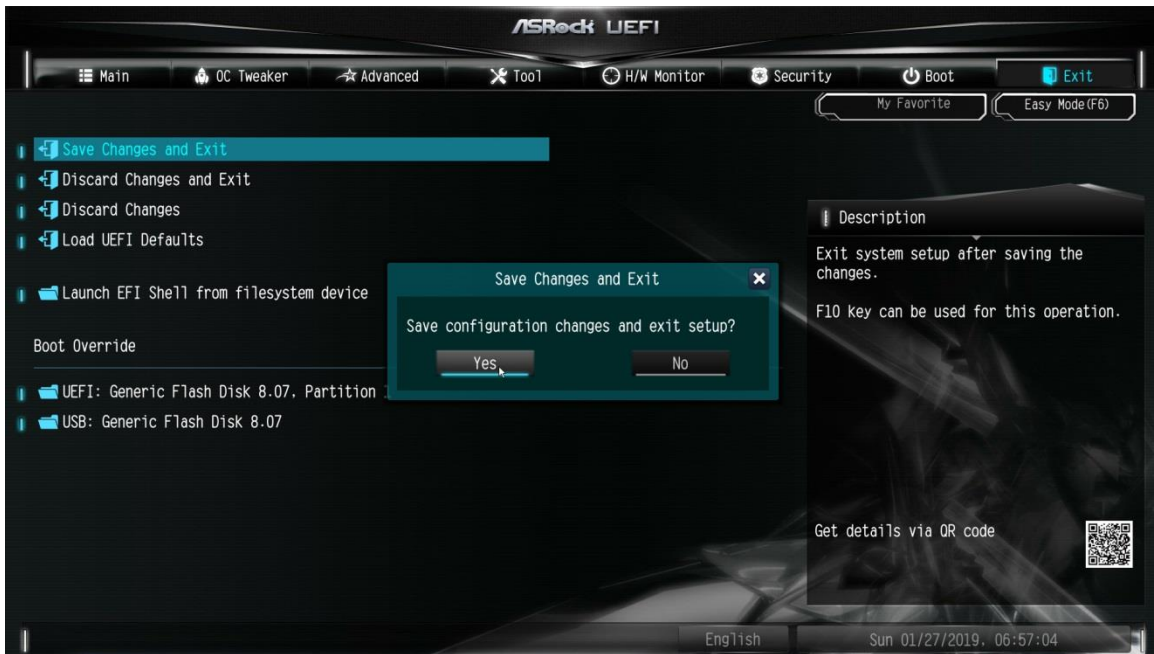
-Click on Advanced tab and then click on Chipset Configuration.



-Go to the bottom of that page, click/select the line Restore AC Power Loss , click on the drop box where it displays “Power Off” and select Power On.

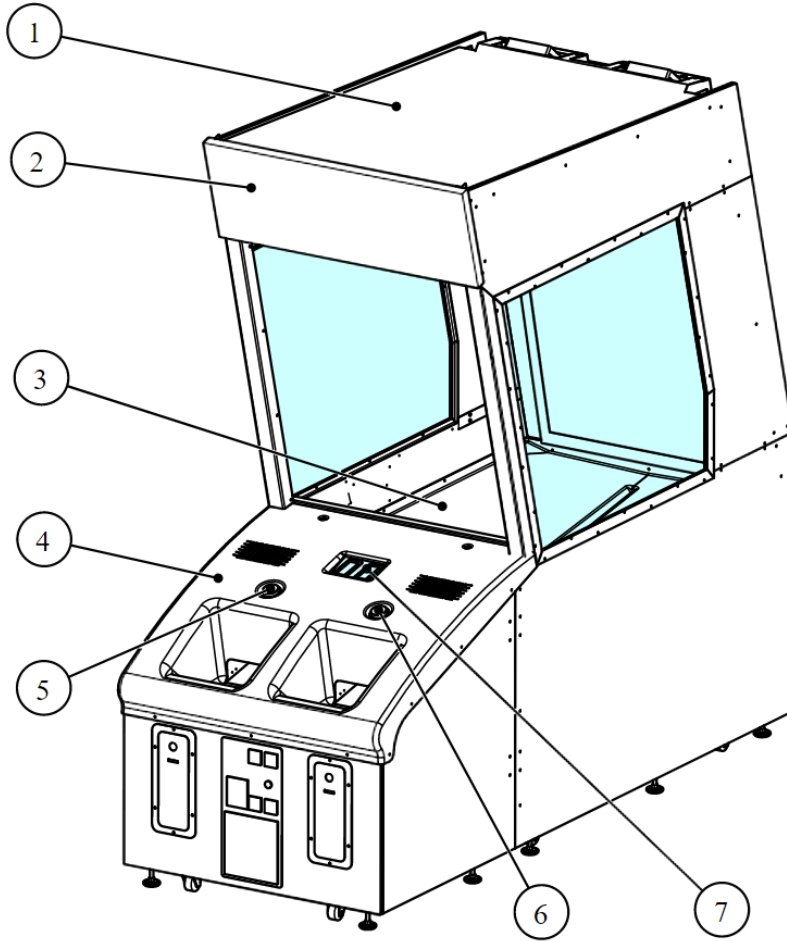


-On your keyboard press on **F10** and then click on OK to confirm and save the settings.
Or go to the Exit tab, click save and Exit.



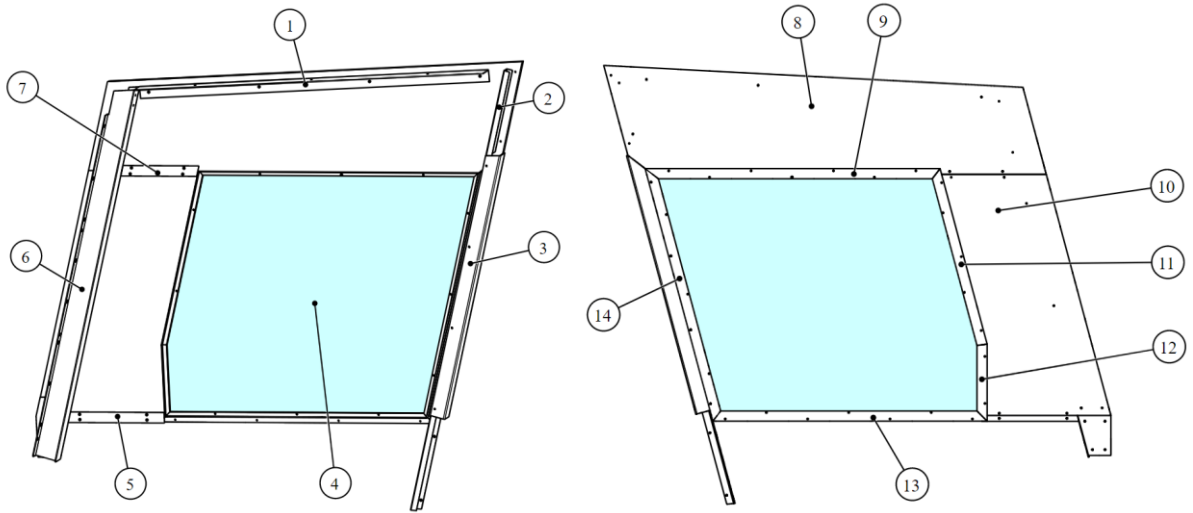
Chapter 07 - Parts

Cabinet Parts



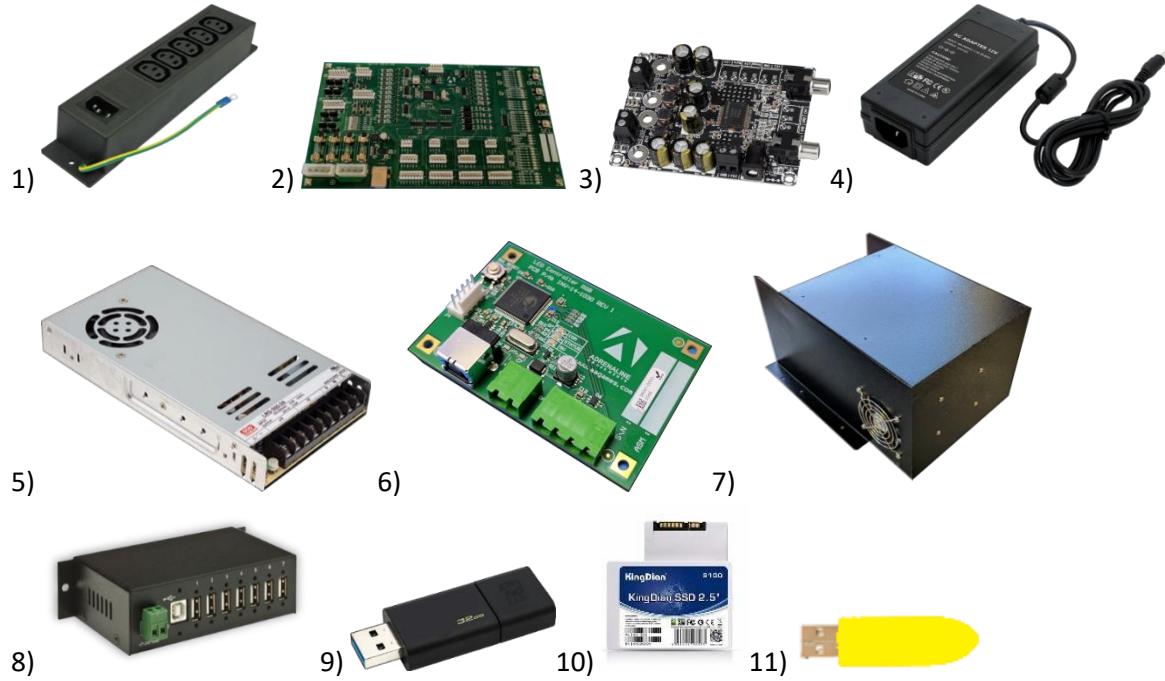
Ref	Part Description	Part Number
1	Ceiling Light Platform	BLX-02-1010
2	Header Assembly	BLX-08-5000
3	Ball Receiver	BLX-08-2000
4	Thermoformed Dash	BLX-08-1001
5	Red Large Button with microswitch /LED	ADR-75-L012-600
6	Yellow Large Button with microswitch /LED	ADR-75-L012-155
7	Tinted Plexiglass	BLX-08-1000

Window Assemblies



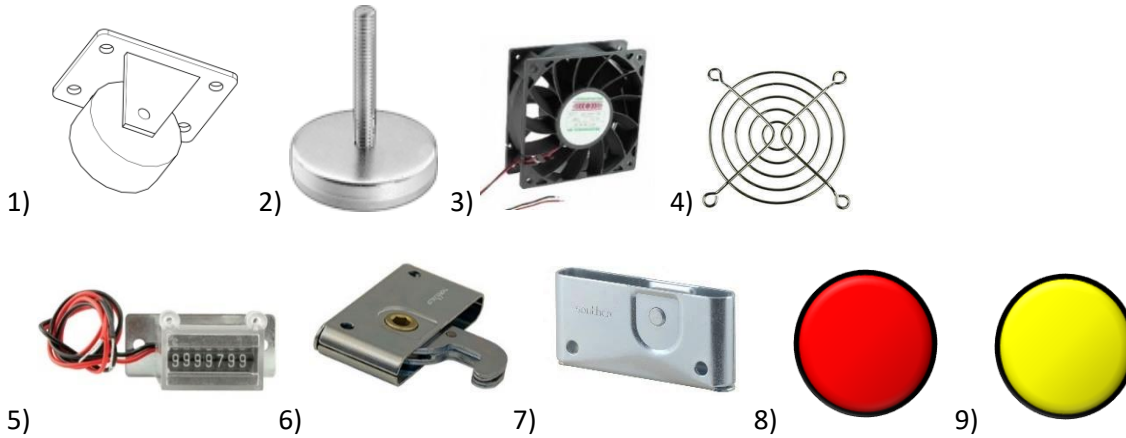
Ref	Part Description	Part Number
1		BLX-01-1007
2		BLX-01-1040
3		BLX-08-1005
4	Printed Plexiglass, Left Side, Zombie Smasher Printed Plexiglass, Right Side, Zombie Smasher	ZS-08-1002-L ZS-08-1002-R
5		BLX-01-1043
6		BLX-01-1005
7		BLX-01-1042
8		BLX-02-8000-01
9		BLX-08-1006
10		BLX-02-8000-02
11		BLX-08-1007
12		BLX-08-1008
13		BLX-08-1010
14		BLX-08-1009

Computer & Electronics



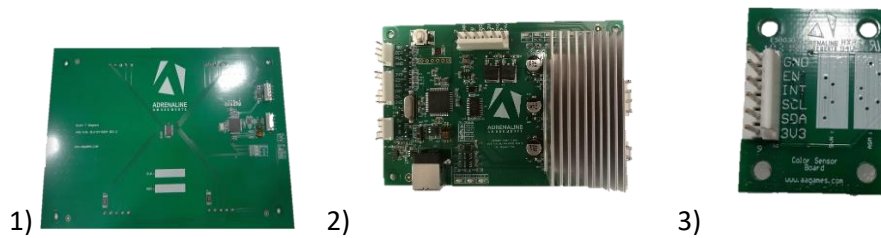
Ref	Part Description	Part Number
1	Power Bar IEC5GLM	INV-05-1242
2	I/O Board – 4 Players/Motors – Ver. 5.0	ADR-04-1003-BLX
3	2X15 Watt Class D Audio Amplifier Board	INV-14-0005
4	+12V / 5A Power Supply for Sound Amplifiers	INV-14-0006
5	+5V/300W Power Supply	SF-14-0010
6	RGB LEDs Controller	INV-14-1030
7	PC Box for Zombie Smasher	ADR-11-1018
8	7-Ports USB Hub Powered	INV-11-1021
9	Restore USB Key Zombie Smasher for H370	ADR-11-2014-ZS-H370
10	Hard Drive for Zombie Smasher for H370	INV-11-1027-ZS-H370
11	Yellow Dongle	TF-04-1212

Other Cabinet Parts



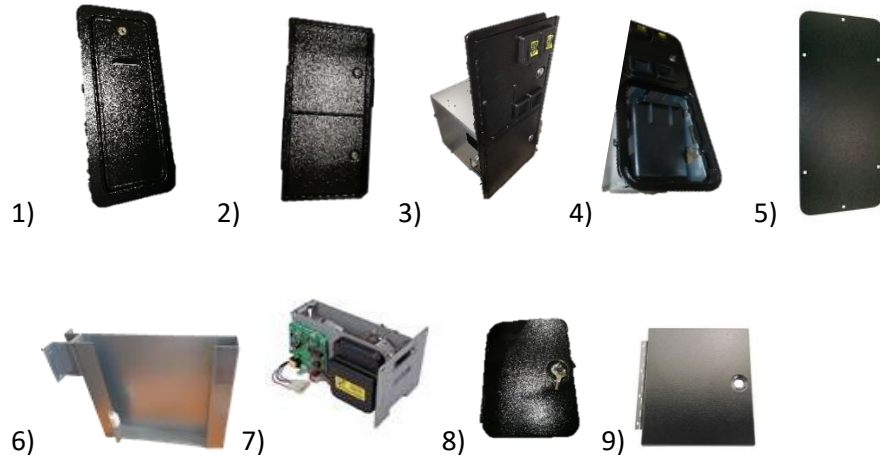
Ref	Part Description	Part Number
1	General Duty Rubber Caster, 2-1/2"	INV-F25083
2	Leg Leveler 1/2"-13 x 4" Thread, 2-3/8" Base Diameter	INV-62805K-39
3	Kit for Fan 138CFM With Harness, 120mm	ADR-FAN-120MM-02-KIT
4	Grill 120mm	ADR-GRILLE-120MM
5	Meter, 12V, 7 Digit with Bracket	ADR-42-08012-072
6	Male R2/R5 Concealed Butt-Joint Panel Fastening Latches	INV-R5-0074-07
7	Female R2/R5 Concealed Butt-Joint Panel Fastening Latches	INV-R5-0079-07
8	Red Ball, Zombie Smasher	BLX-05-0001
9	Yellow Ball, Zombie Smasher	BLX-05-0002

Other Electronic Parts



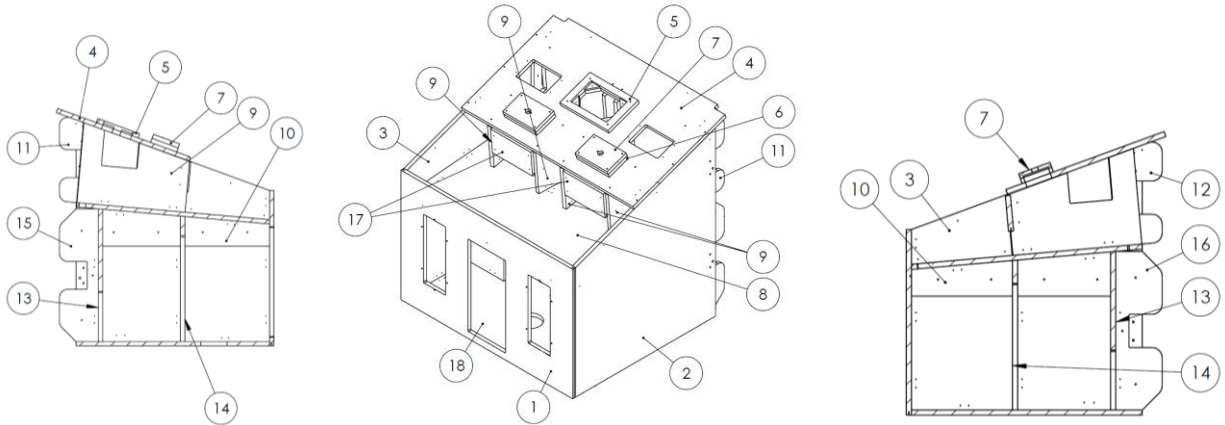
Ref	Part Description	Part Number
1	PCB For Step Motor Drive, Zombie Smasher	BLX-04-0002
2	PCB For Color Sensor, Zombie Smasher	BLX-04-0003
3	Pcb Kit Including 2 Digits Display	BLX-04-0004-Kit

Cabinet Doors



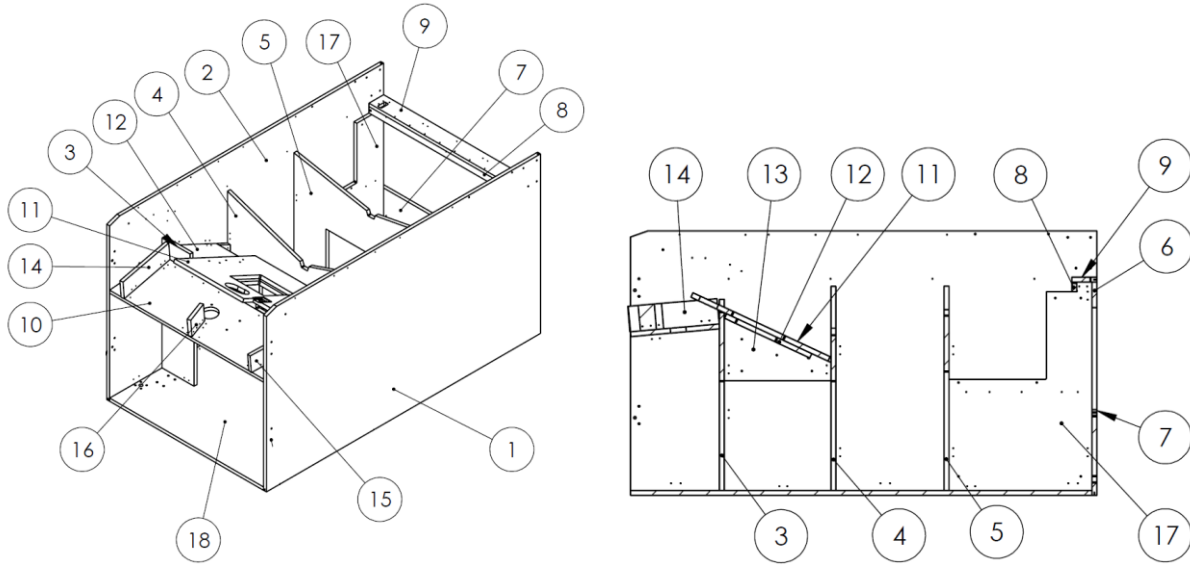
Ref	Part Description	Part Number
1	Ticket Dispenser Door Including LEDs, Without Dispenser	ADR-40-0540-00KA
2	Door and Frame Assembly with Blank Upper and Bottom Door	ADR-40-0745-20KA
3	Door Assembly With 2 Upper Mech Holder, 1 Validator Cut Out, Blank Bottom Door	ADR-40-3000-06LKA
4	Door Assembly with One Upper Mech Holder, Round Corner, Universal Logo, NO Bottom Door	ADR-40-0512-06NMKA
5	Metal Plate for Ticket Door	SHT-01-0070
6	Ticket Bin with Level Sensor Switch	ADR-42-1015-00
7	Ticket Dispenser D-TYPE	ADR-TD-0001
8	Round Corner Blank Door Only	ADR-42-3145-100
9	Blank Door Black, No Lock	ADR-42-3607-90

Front Wood Module



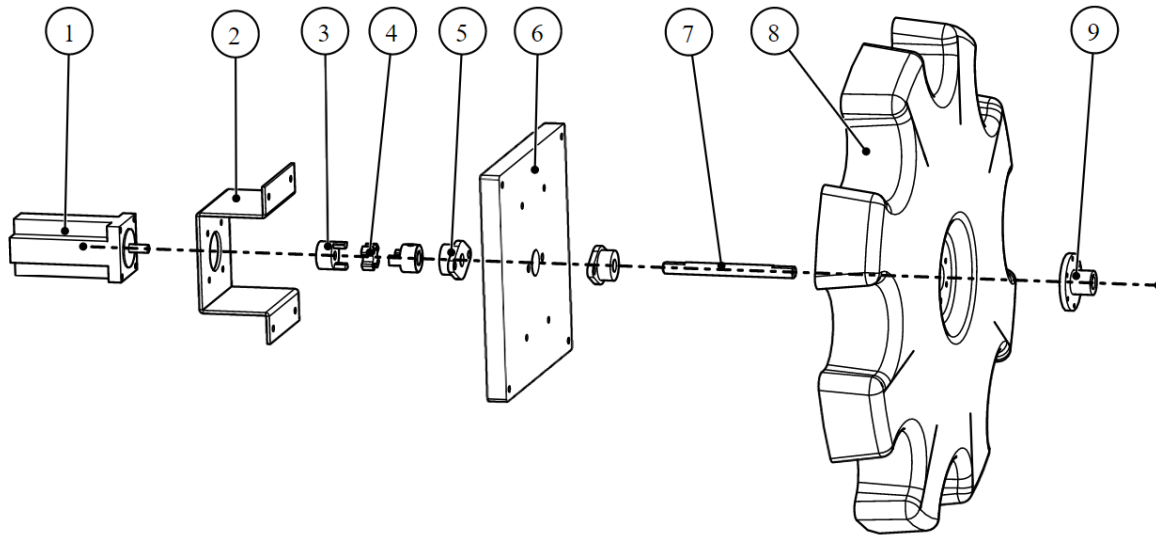
Ref	Part Description	Part Number
1	Printed Center Melamine for Zombie Smasher	BLX-02-0002-01
2	Printed Right Melamine for Zombie Smasher	BLX-02-0002-02
3	Printed Left Melamine for Zombie Smasher	BLX-02-0002-03
4	Dash Wood Melamine ¾ item 4	BLX-02-0002-04
5	Dash Wood Melamine ¾ item 5	BLX-02-0002-05
6	Dash Wood Melamine ¾ item 6	BLX-02-0002-06
7	Dash Wood Melamine ¾ item 7	BLX-02-0002-07
8	Dash Wood Melamine ¾ item 8	BLX-02-0002-08
9	Dash Wood Melamine ¾ item 9	BLX-02-0002-09
10	Dash Wood Melamine ¾ item 10	BLX-02-0002-10
11	Dash Wood Melamine ¾ item 11	BLX-02-0002-11
12	Dash Wood Melamine ¾ item 12	BLX-02-0002-12
13	Dash Wood Melamine ¾ item 13	BLX-02-0002-13
14	Dash Wood Melamine ¾ item 14	BLX-02-0002-14
15	Dash Wood Melamine ¾ item 15	BLX-02-0002-15
16	Dash Wood Melamine ¾ item 16	BLX-02-0002-16
17	Dash Wood Melamine ¾ item 17	BLX-02-0002-17
18	Dash Wood Plywood ¾ item 18	BLX-02-0002-18

Rear Wood Module



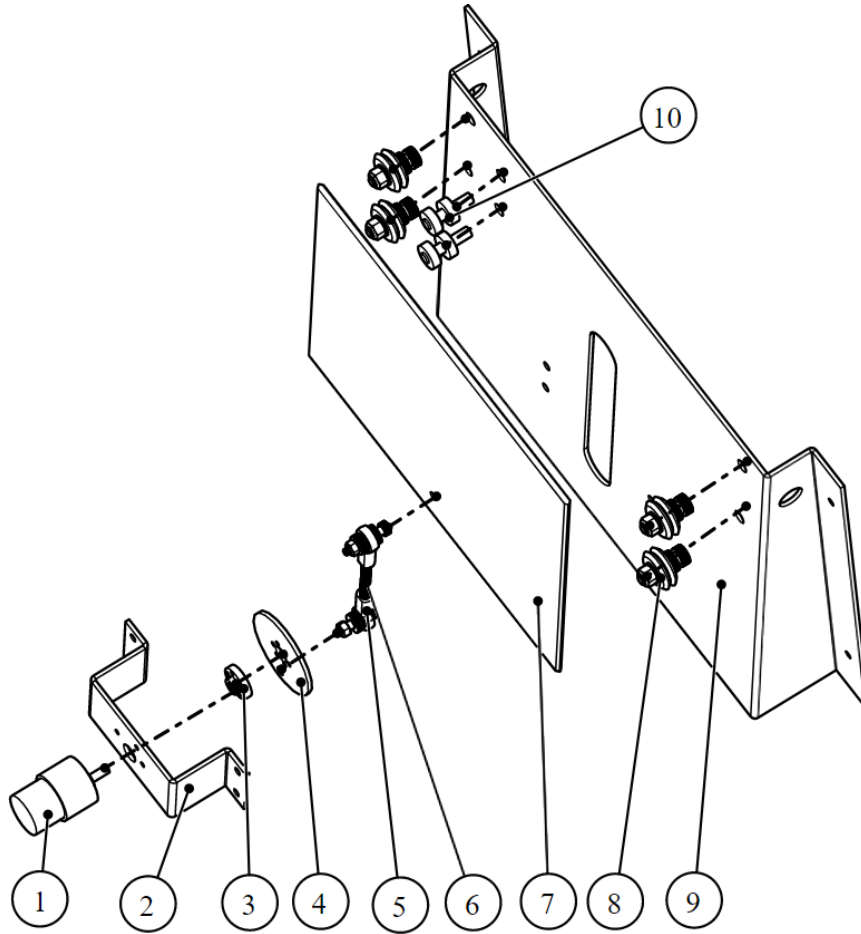
Ref	Part Description	Part Number
1	Rear Wood Melamine $\frac{3}{4}$ item 1	BLX-02-2000-01
2	Rear Wood Melamine $\frac{3}{4}$ item 2	BLX-02-2000-02
3	Rear Wood Melamine $\frac{3}{4}$ item 3	BLX-02-2000-03
4	Rear Wood Melamine $\frac{3}{4}$ item 4	BLX-02-2000-04
5	Rear Wood Melamine $\frac{3}{4}$ item 5	BLX-02-2000-05
6	Rear Wood Melamine $\frac{3}{4}$ item 6	BLX-02-2000-06
7	Rear Wood Melamine $\frac{3}{4}$ item 7	BLX-02-2000-07
8	Rear Wood Melamine $\frac{3}{4}$ item 8	BLX-02-2000-08
9	Rear Wood Melamine $\frac{3}{4}$ item 9	BLX-02-2000-09
10	Rear Wood Melamine $\frac{3}{4}$ item 10	BLX-02-2000-10
11	Rear Wood Melamine $\frac{3}{4}$ item 11	BLX-02-2000-11
12	Rear Wood Melamine $\frac{3}{4}$ item 12	BLX-02-2000-12
13	Rear Wood Melamine $\frac{3}{4}$ item 13	BLX-02-2000-13
14	Rear Wood Melamine $\frac{3}{4}$ item 14	BLX-02-2000-14
15	Rear Wood Melamine $\frac{3}{4}$ item 15	BLX-02-2000-15
16	Rear Wood Melamine $\frac{3}{4}$ item 16	BLX-02-2000-16
17	Rear Wood Melamine $\frac{3}{4}$ item 17	BLX-02-2000-17
18	Rear Wood Plywood $\frac{3}{4}$ item 18	BLX-02-2000-18

Ball Distribution System



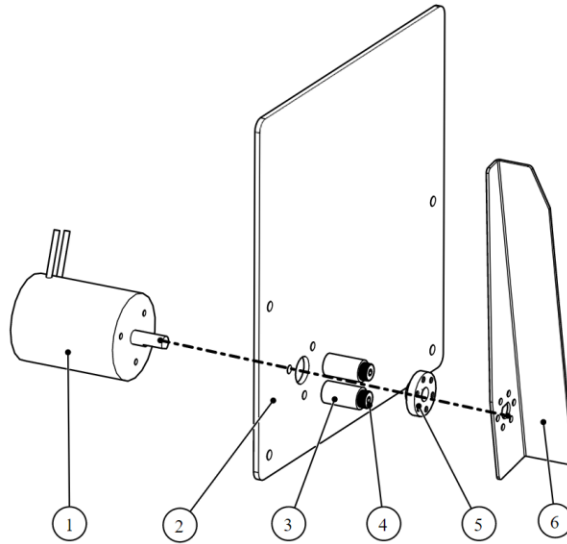
Ref	Part Description	Part Number
1	Step Motor NEMA 23	BLX-05-0004
2	Step Motor Bracket	BLX-01-3012
3	Set Screw Flexible Shaft Coupling, 1-23/32" Long, 1-5/64" OD, For 10mm Diameter	INV-6408K11
4	Rubber Spider For 1-5/64" OD	INV-6408K84
5	Bearing, 12mm	BLX-05-0006
6	Printed Gear Bottom Melamine	BLX-02-4100
7	Rotary Shaft, 12mm	BLX-01-3007
8	Ball Selector Thermoformed Gear	BLX-08-4001
9	Set Screw Key Hub, 12mm	INV-RB-NEX-100

Ball Gate Assembly



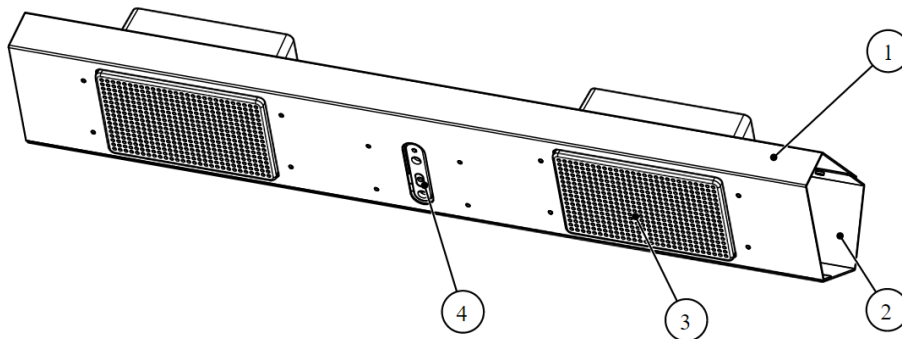
Ref	Part Description	Part Number
1	Kit for Motor 12V and Harness Assembly	INV-15-0005-KIT
2	Gate Motor Bracket	BLX-01-3011
3	Mounting Hub, Aluminum, 6mm (4-40)	INV-RB-POL-136
4	Aluminum Gate Cam 1/8"	BLX-01-1032
5	Ball Joint Rod End, 1/4"-28 Thread	INV-60645K321
6		INV-98750A442
7	Plastic Gate, 3/16"	BLX-07-1002
8	Roller Ball Bearing, V Groove Rubber Sealed	BLX-05-0005
9	Gate Plate Support	BLX-01-1030
10	Magnetic Sensor with Threaded Barrel	ADR-HE597-ND

Ball Selection System



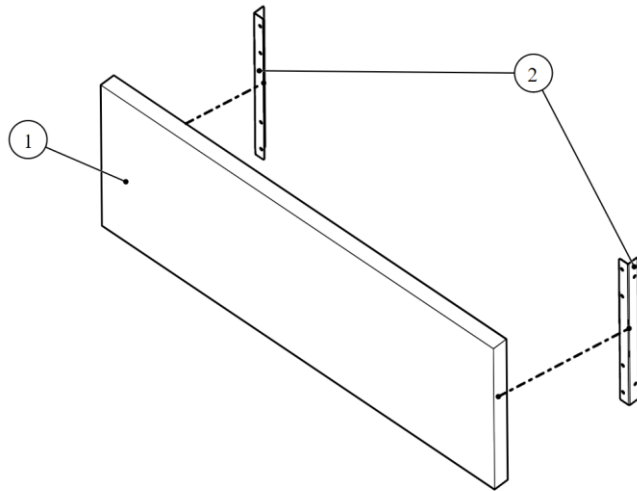
Ref	Part Description	Part Number
1	Rotary Solenoid	BLX-05-0003
2	Direction Plate	BLX-01-3005
3	Red Rubber Tubing, 1/4" ID, 1/2" OD, 2"	INV-5543K62
4	Shoulder Screw, 1" x 1/4", 10-24	SS-HSO-AS-1/4X10-24X1
5	Mounting Hub, Aluminum, 8mm (M3)	INV-RB-POL-508
6	Direction Bracket	BLX-01-3013

Top Camera Assembly



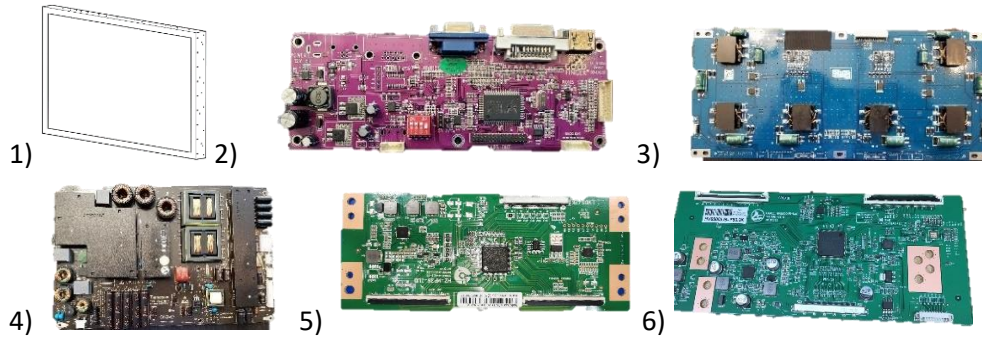
Ref	Part Description	Part Number
1	Top Screen Metal Beam	BLX-01-1011
2	Rear Top Screen Metal Beam	BLX-01-1014
3	Speakers 4"	ADR-50-9986-00
4	Programmed Intel Depth Camera	BLX-10-0001-PROG

Header & LEDs



Ref	Part Description	Part Number
1	Zombie Smasher Header	ZS-08-5000
2	Top Display Bracket	BLX-01-1021

Monitor Replacement Parts



Ref	Part Description	Part #
1	Monitors 65", Black Frame, With Safety Glass	RAM-10-0001
2	Video Board for 65 Monitor	RAM-10-0001-VIDEO-BOARD
3	Inverter Backlight Board with Cable and Harness for 65" Monitors	RAM-10-0001-INVRT
4	Power Supply for 65" Monitors	RAM-10-0001-PS
5	Logic Panel Control Board with Ribbons Cables for 65" Monitors, Type 1	RAM-10-0001-LB-TYPE1
6	Logic Panel Control Board with Ribbons Cables for 65" Monitors, Type 2	RAM-10-0001-LB-TYPE2

Cabling

Part Description	Part Number
Straight Barrel Power Cable, 2.1mm, 6', 18AWG	ADR-839-1163-ND
Power Cord, IEC-C14 to IEC-C7 (2-Prong) SPT-2, 18AWG, 3'	INV-PW-117-03
Molded Audio Cable, 3.5mm Male To 2x RCA Male, 6'	INV-35MM-RCAE-06
HDMI Cable, 8'	INV-HDMI-140-08K
Power Cord, PDU to CPU, IEC-C13 to IEC-C14, 18AWG, 3'	INV-PW-100-03
Power Cord, PDU to CPU, IEC-C13 to IEC-C14, 18AWG, 8', TFX	INV-PW-100-08
Power Cord, Wall to Unit, 14AWG, 6'	INV-PW-105C-06
Cable Power Splitter, C14 to 2x C13, 1'	INV-PW-200B-01
Cable USB 3.1, Type C Male to A Male	INV-USB-323-10
USB Cable 2.0 'AB', 2'	INV-USB-AB1-02BK
USB Cable 2.0 'AB', White, 3'	INV-USB-AB1-03
USB Cable 2.0 'AB', Black, 10', TFX	INV-USB-AB1-10BK
Barrel Power Cable, Male-Female, 4', Zombie Smasher	BLX-03-0023
Main Power Cable, Zombie Smasher	BLX-03-0027

Misc. Parts

Part Description	Part Number
Power Entry EMI Filter	ADR-05-1241
Windows 10 Licence	ADR-6EU-00035

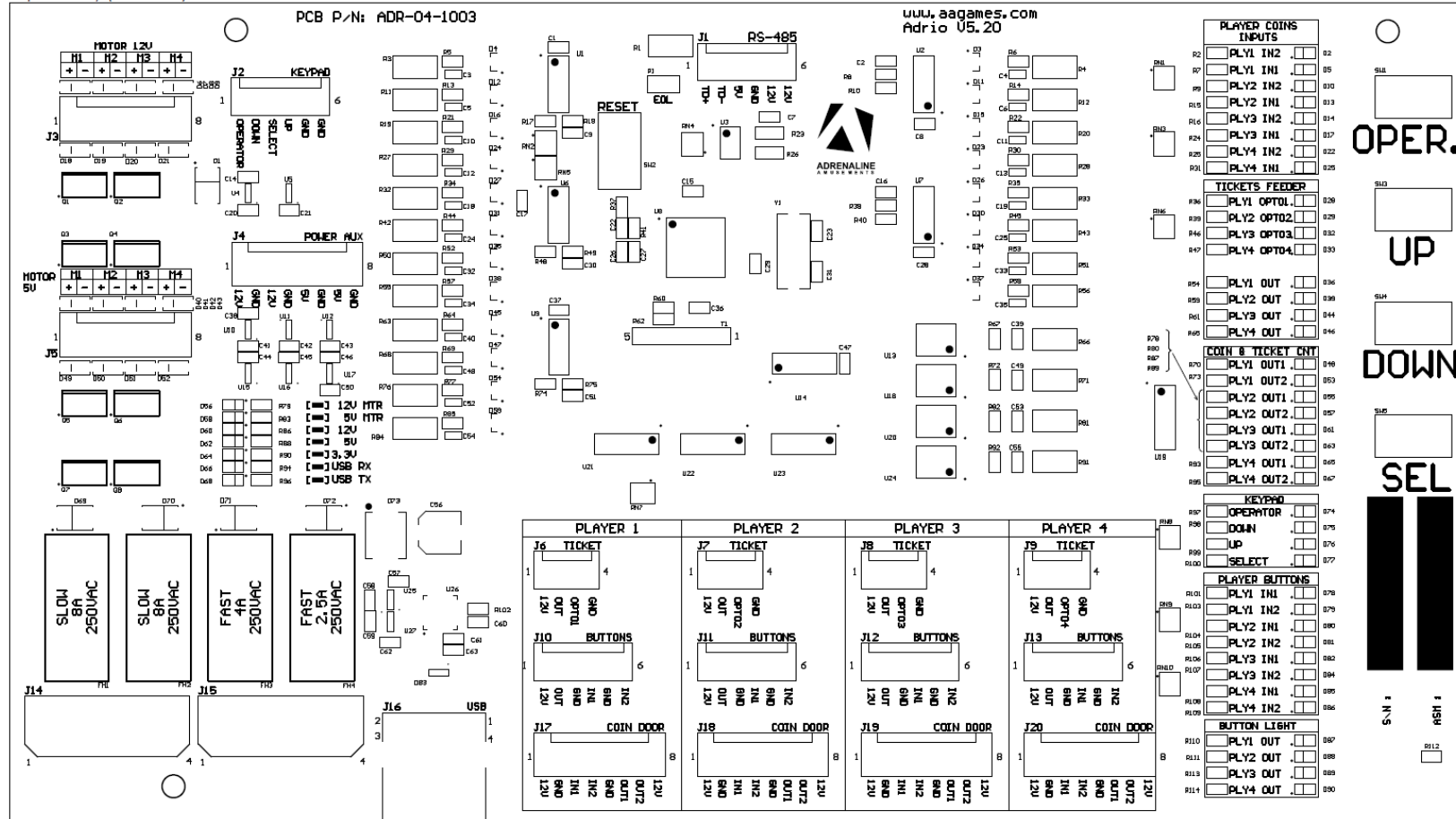
Wiring Harness

Part Description	Part Number
Connector for LEDs Spinner	SF-05-0014
Barrel Connector Wire "Y", 2.1mm Female to 2 x 2.1mm Male, 300mm, LED Header, Fruit Ninja	TF-05-1223
Harness IO Board to Buttons	BLX-03-0001
Harness Controller RGB to LED RGB	BLX-03-0002
Harness Power Supply 5V to Fuse Holder	BLX-03-0003
Harness Power Supply 12V to Fuse Holder	BLX-03-0004
Harness Fuse Holder to Power Controller LEDs	BLX-03-0005
Harness Fuse Holder to PCB Drive	BLX-03-0006
Harness for Power Motor 12V	INV-15-0005-Mod
Harness Pc Box Power to Front Cabinet	BLX-03-0008
Harness IO Board to Motor Sensor	BLX-03-0010
Harness for Monitor Speakers	BLX-03-0011
Harness for Audio Ampli To Front Cabinet	BLX-03-0012
Harness for Front Speaker to Rear Cabinet	BLX-03-0013
Harness for PSU Power	BLX-03-0014
Harness for IO Board to Digit Display	BLX-03-0015
Harness for IO Board Power to Rear Cabinet	BLX-03-0016
Harness for Header to Fuse Holder	BLX-03-0017
Harness for Power Audio Ampli	BLX-03-0018
Harness for Fuse Holder to Orange LEDs	BLX-03-0019
Harness for Solenoid to Motor Drive	BLX-03-0020
Harness for Stepper Motor to Motor Drive	BLX-03-0021
Harness for RGB Splitter	BLX-03-0022
Harness for Coin MEC	BLX-03-0024
Harness for Operator Menu	BLX-03-0025
Harness Ground for Front Cabinet	BLX-03-0026
Harness for Color Sensor to Drive	BLX-03-0028
Harness for Ticket Dispenser, (J2) & (J6)	FT-03-4030
Harness for PC Box	INV-03-4080

Chapter 08 – Diagrams & Schematics

I/O Board ADR-04-1003

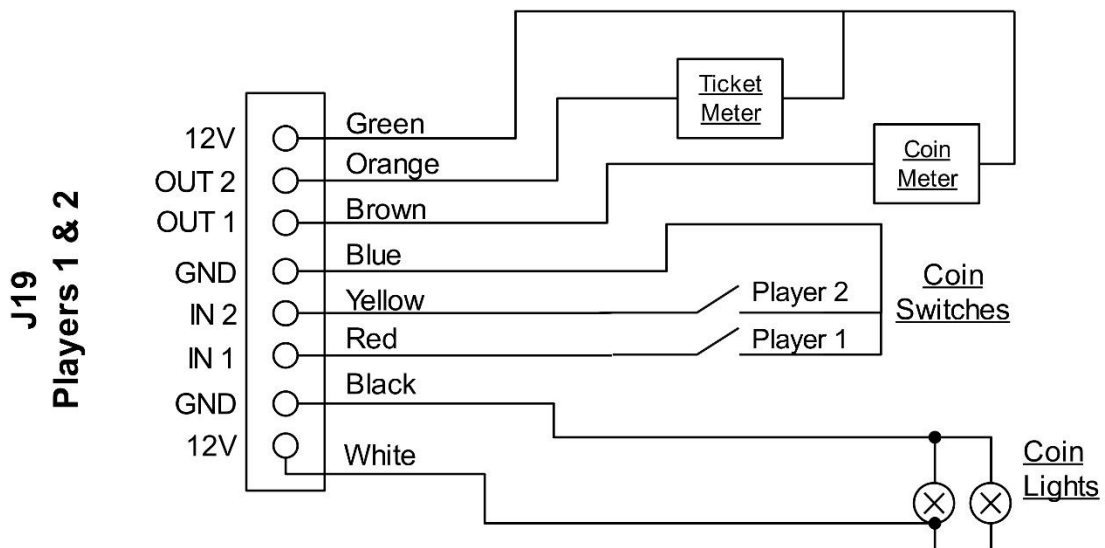
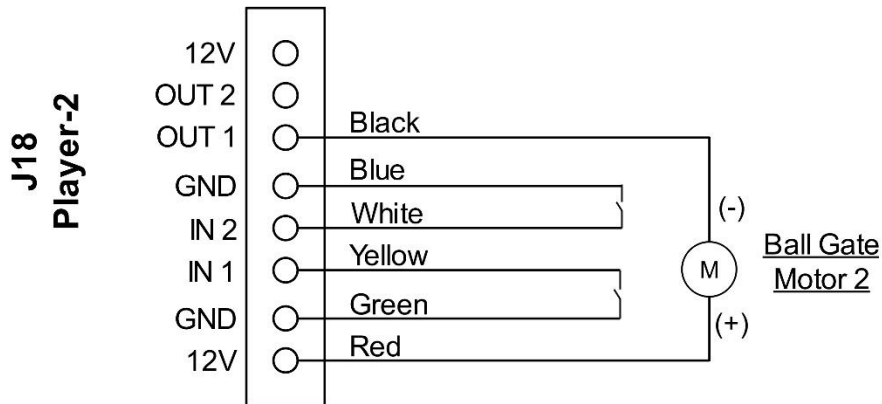
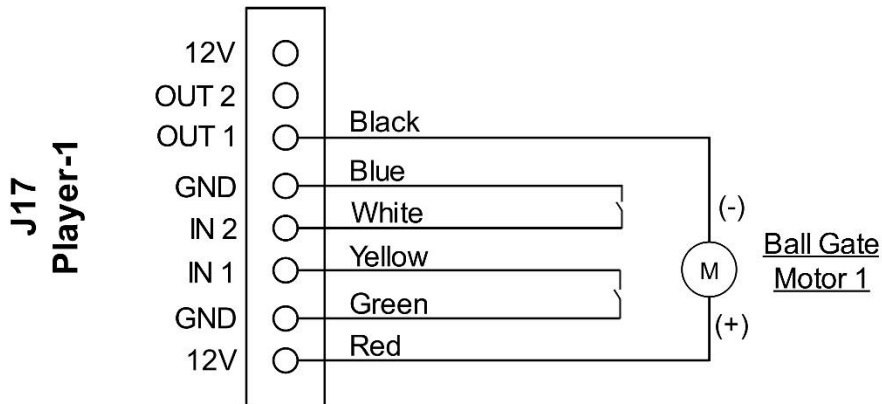
Top Overlay (Scale 3:2)

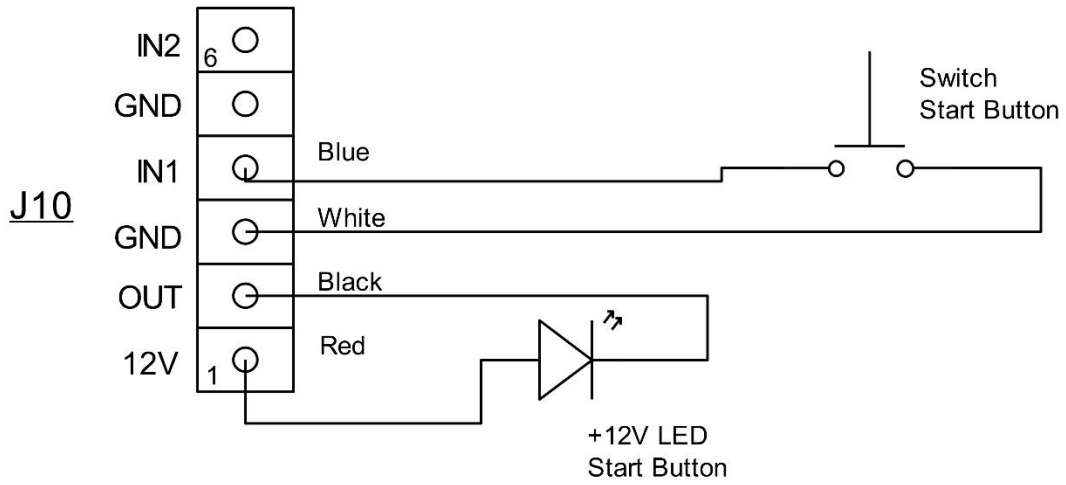


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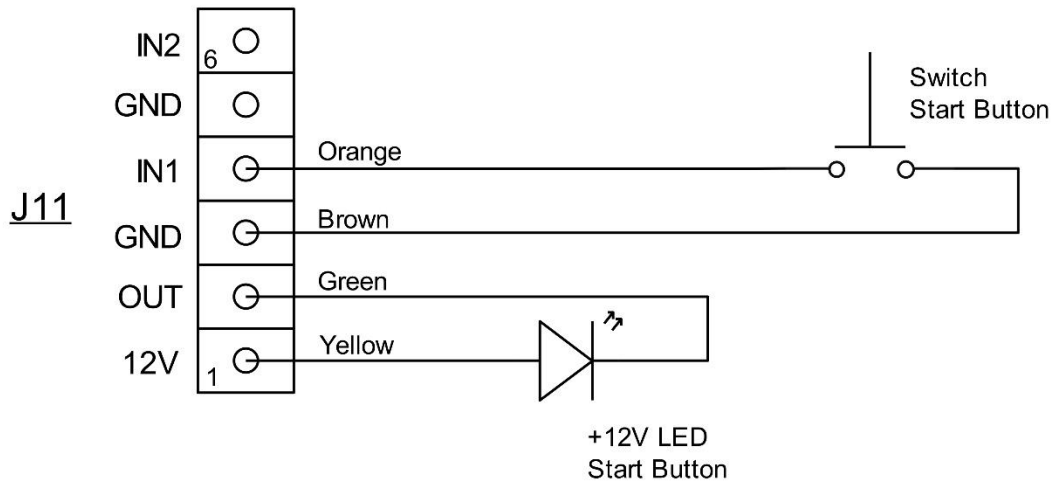
<u>J1</u>	<u>J2</u>	<u>J3</u>	<u>J4</u>
<u>Display</u> 1. (White) TD+ 2. (Blue) TD- 3. (Red) 5V 4. (Black) GND 5. (Yellow) 12V 6. Not connected	<u>Keypad</u> 1. (Red) Operator 2. Not Connected 3. Not Connected 4. Not Connected 5. Not Connected 6. (Black) GND	<u>No Use</u>	<u>No Use</u>
<u>J5</u>	<u>J6</u>	<u>J7</u>	<u>J8</u>
<u>No Use</u>	<u>Ticket Dispenser Player 1</u> 1. (Red) +12V 2. (Blue) OUT 3. (Green) OPTO1 4. (Brown) GND	<u>Ticket Dispenser Player 2</u> 1. (White) +12V 2. (Yellow) OUT 3. (Orange) OPTO1 4. (Black) GND	<u>No Use</u>
<u>J9</u>	<u>J10</u>	<u>J11</u>	<u>J12</u>
<u>No Use</u>	<u>Player 1- Buttons</u> 1. (Red) +12V 2. (Black) OUT 3. (White) GND 4. (Blue) IN1 5. Not Connected 6. Not Connected	<u>Player 2- Buttons</u> 1. (Yellow) +12V 2. (Green) OUT 3. (Brown) GND 4. (Orange) IN1 5. Not Connected 6. Not Connected	<u>No Use</u>
<u>J13</u>	<u>J14</u>	<u>J15</u>	<u>J16</u>
<u>No Use</u>	<u>No Use</u>	<u>5V/12V Input DC</u> 1. (White) +12V 1. (Green) GND 2. (Black) GND 3. (Red) +5V	<u>USB To Computer</u>
<u>J17</u>	<u>J18</u>	<u>J19</u>	<u>J20</u>
<u>Coin Door Player-1</u> 1. (Red) +12V 2. (Green) GND 3. (Yellow) IN1 4. (White) IN2 5. (Blue) GND 6. (Black) OUT1 7. Not Connected 8. Not Connected	<u>Coin Door Player-2</u> 1. (Red) +12V 2. (Green) GND 3. (Yellow) IN1 4. (White) IN2 5. (Blue) GND 6. (Black) OUT1 7. Not Connected 8. Not Connected	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V	<u>No Use</u>

I/O Board - Detailed Wiring



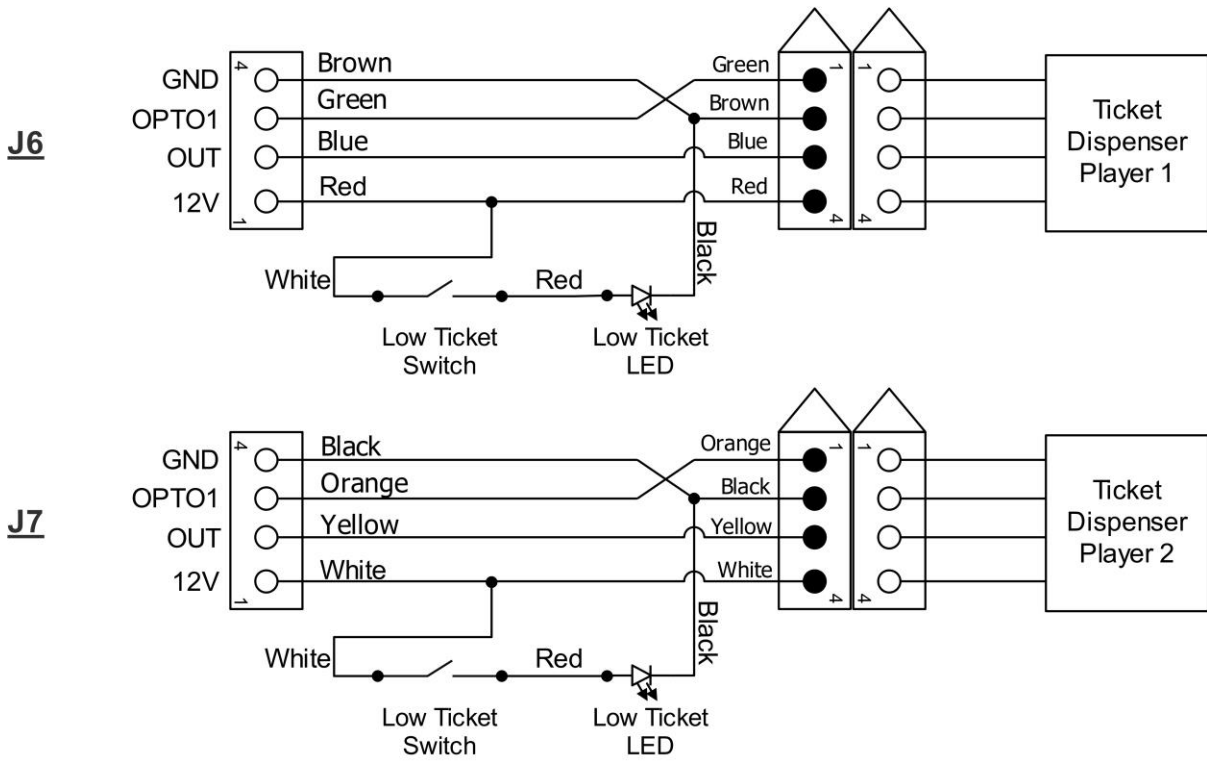


Player 1

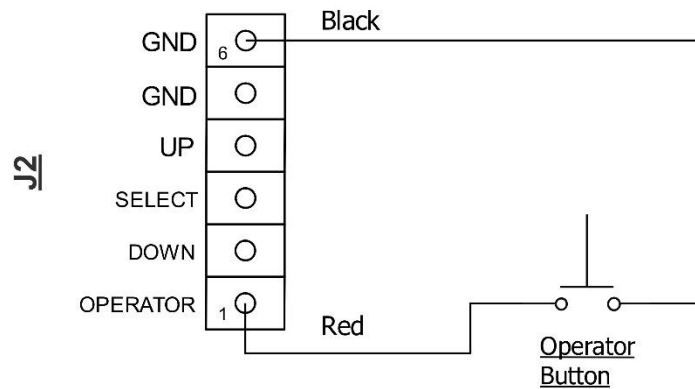


Player 2

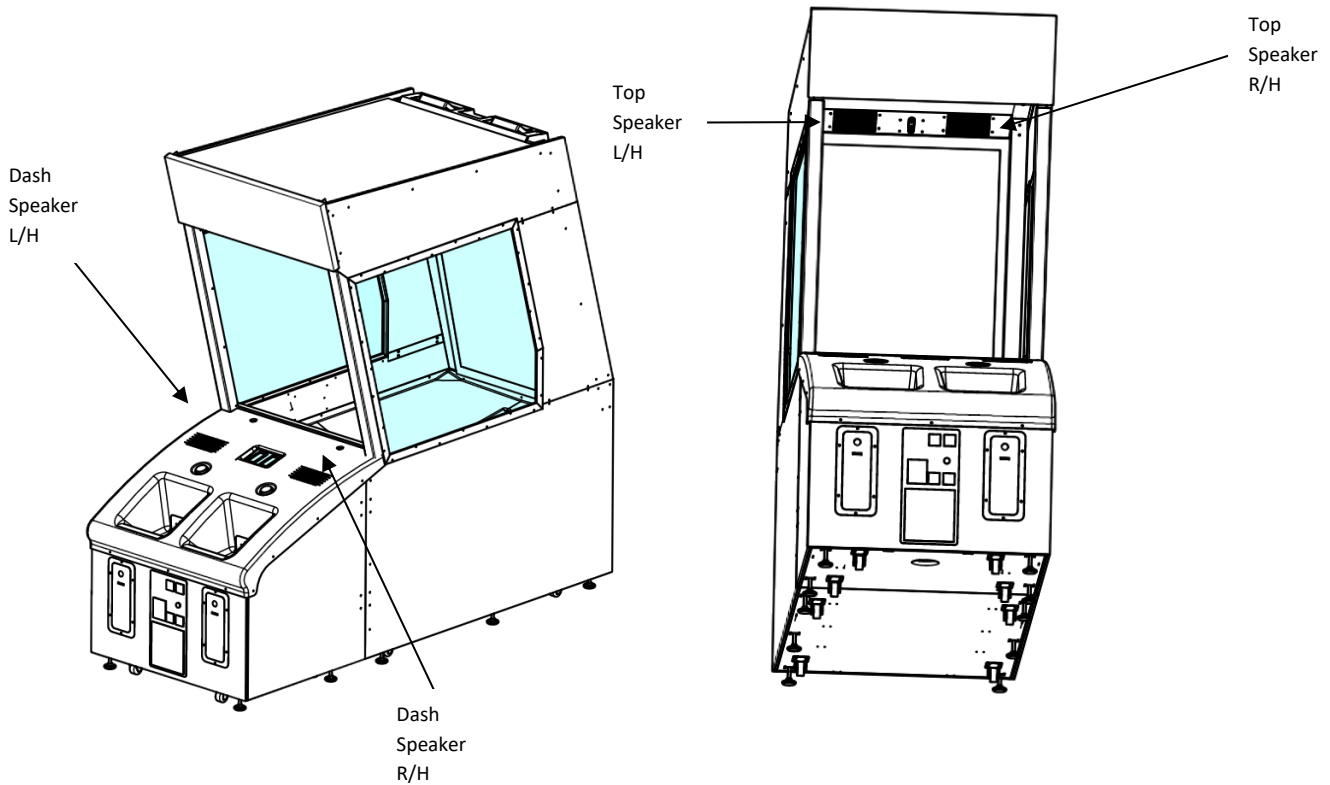
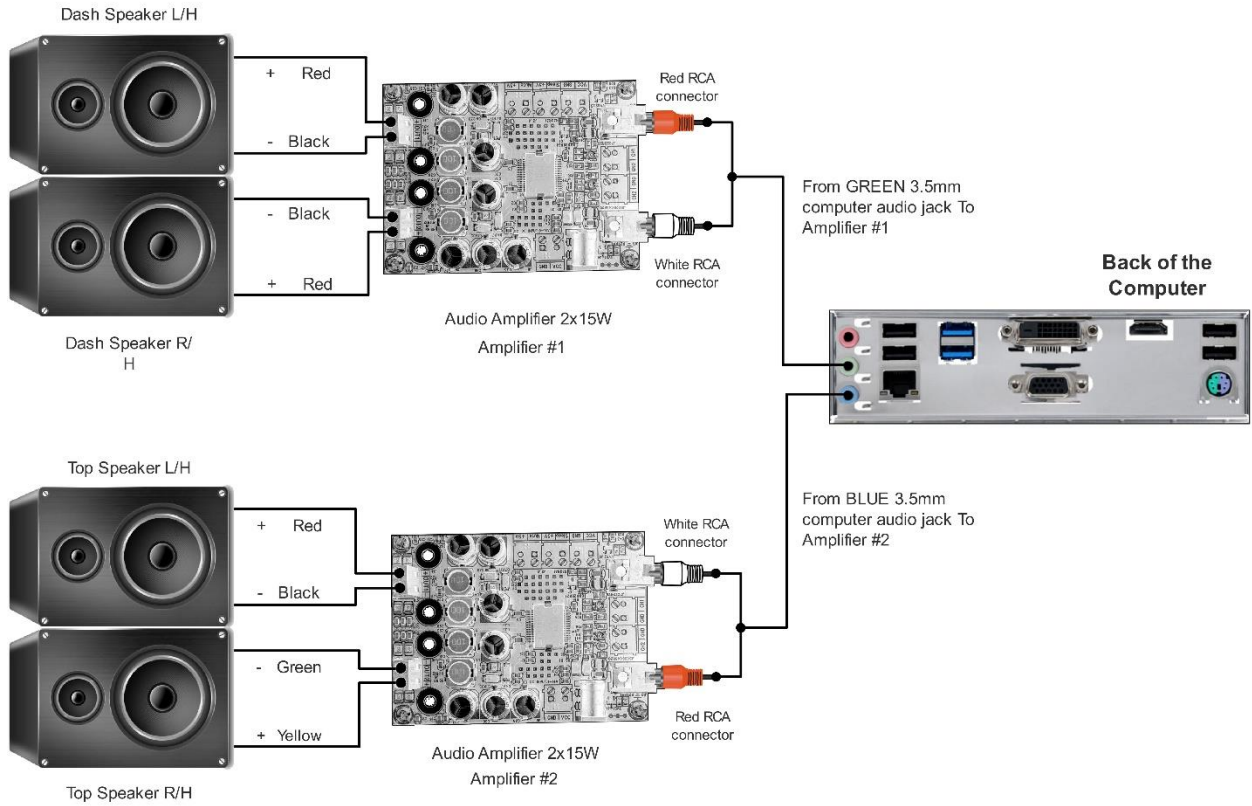
Tickets Wiring



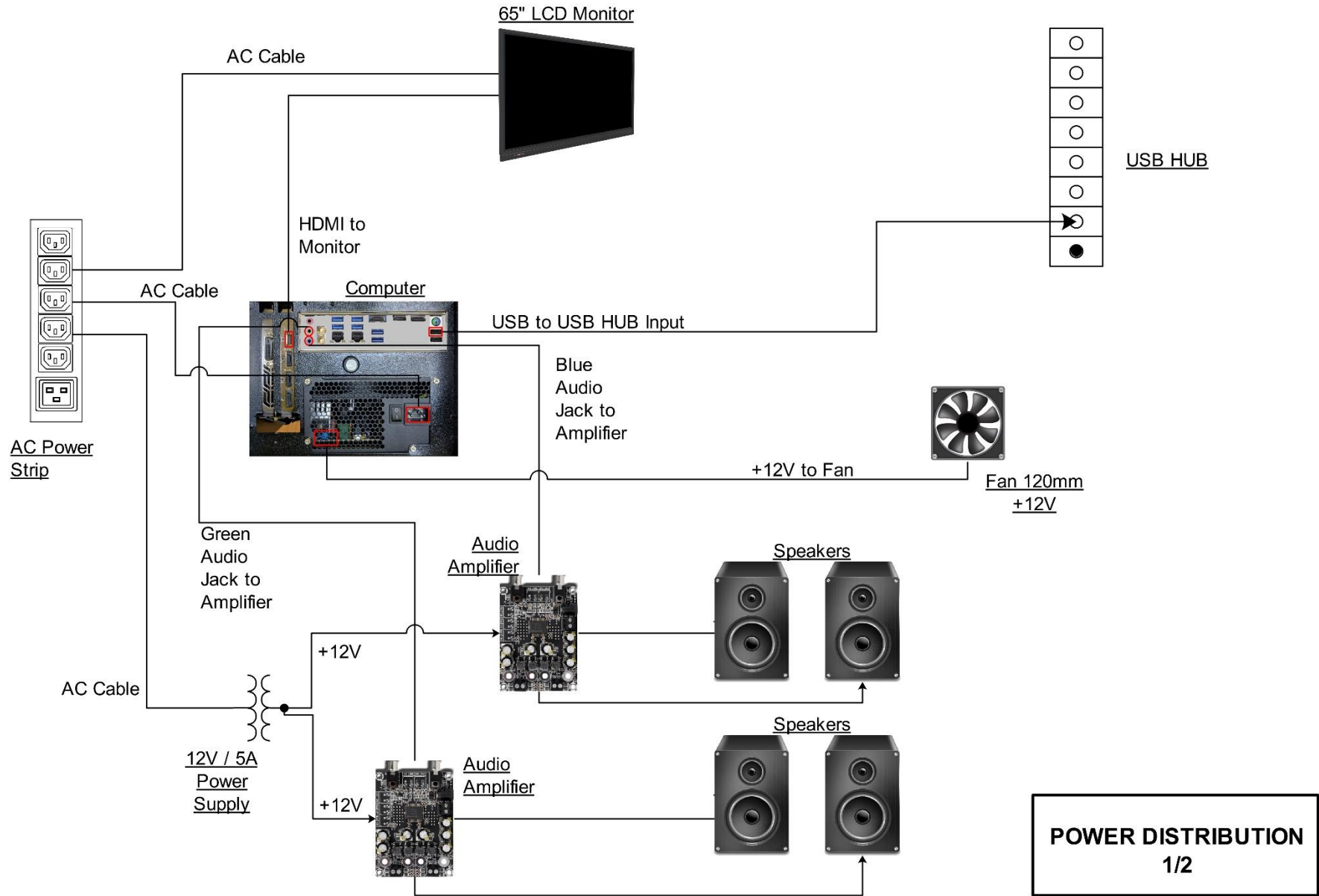
Operator Menu Button Wiring



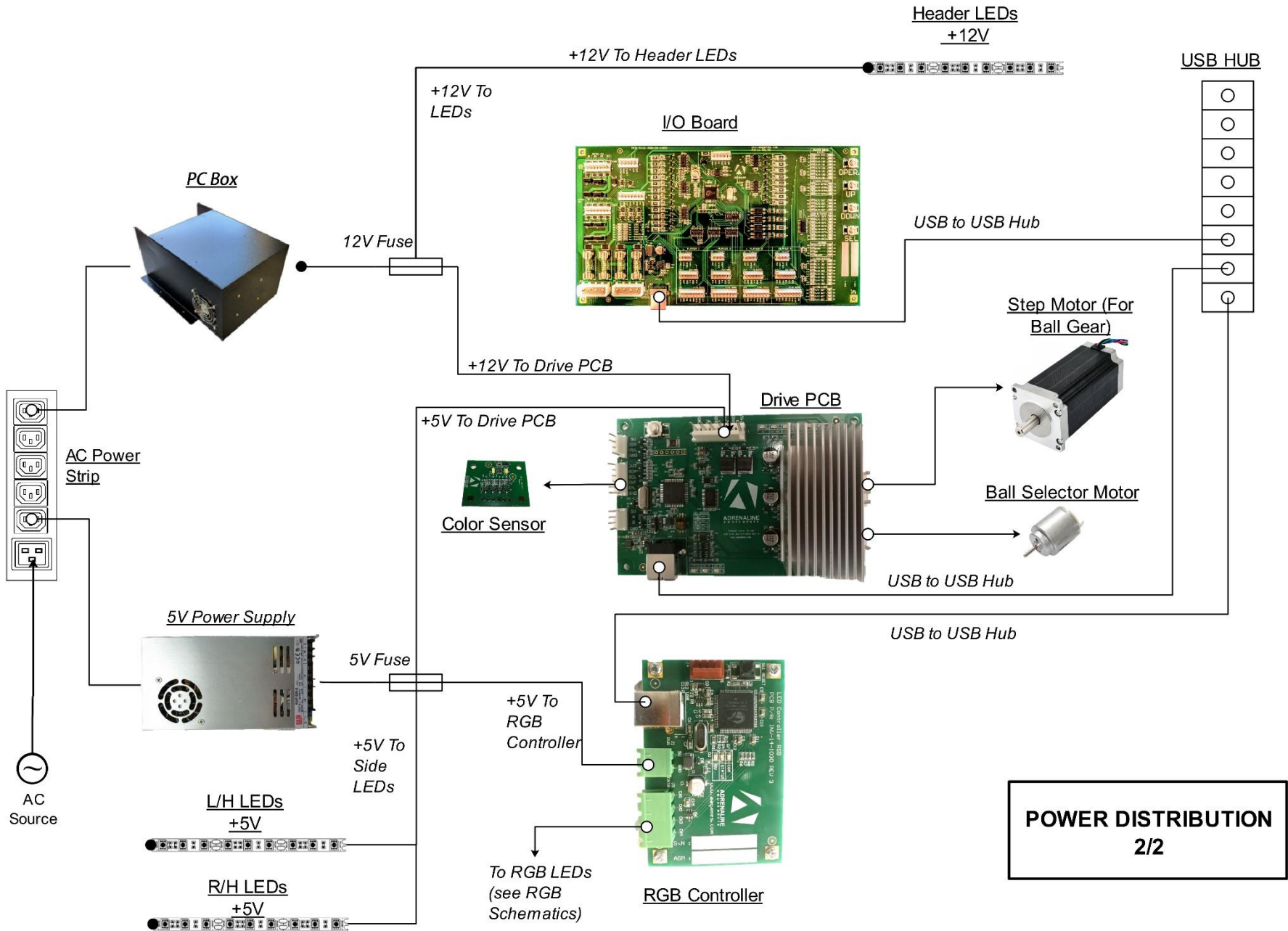
Speakers Wiring Colors



Power Distribution Schematics

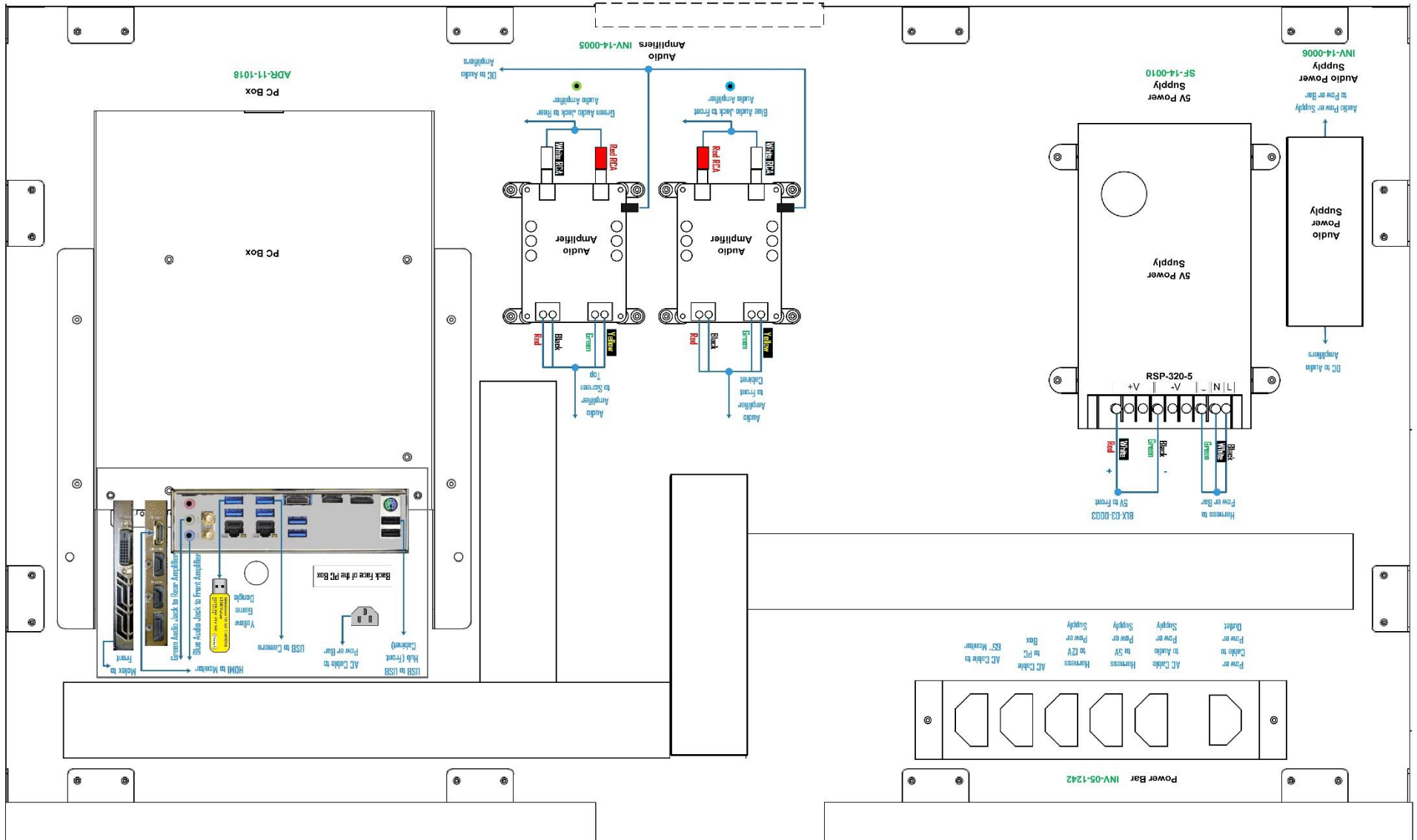


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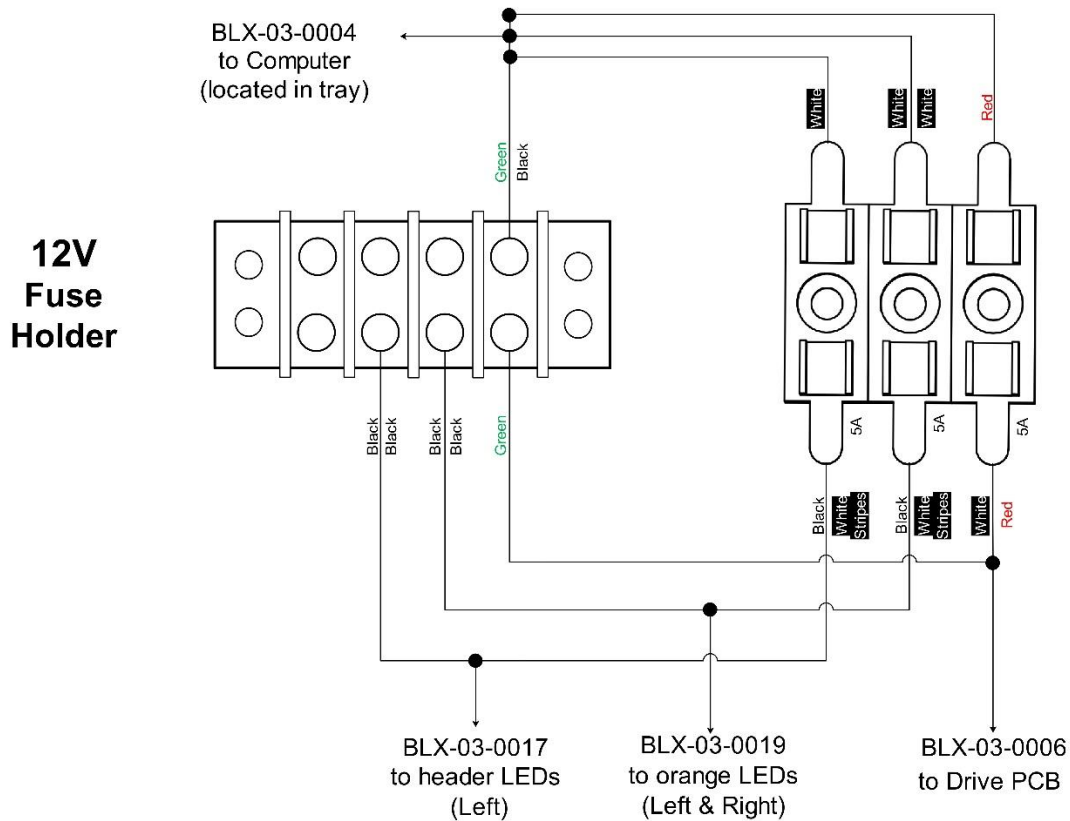
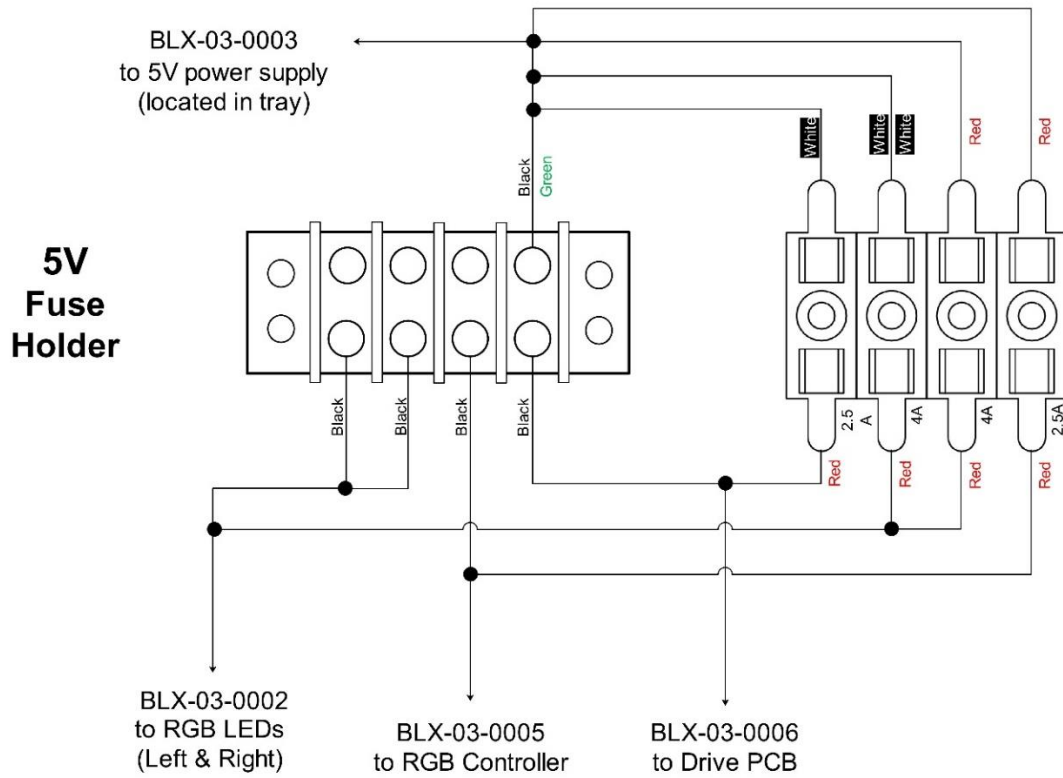


**POWER DISTRIBUTION
2/2**

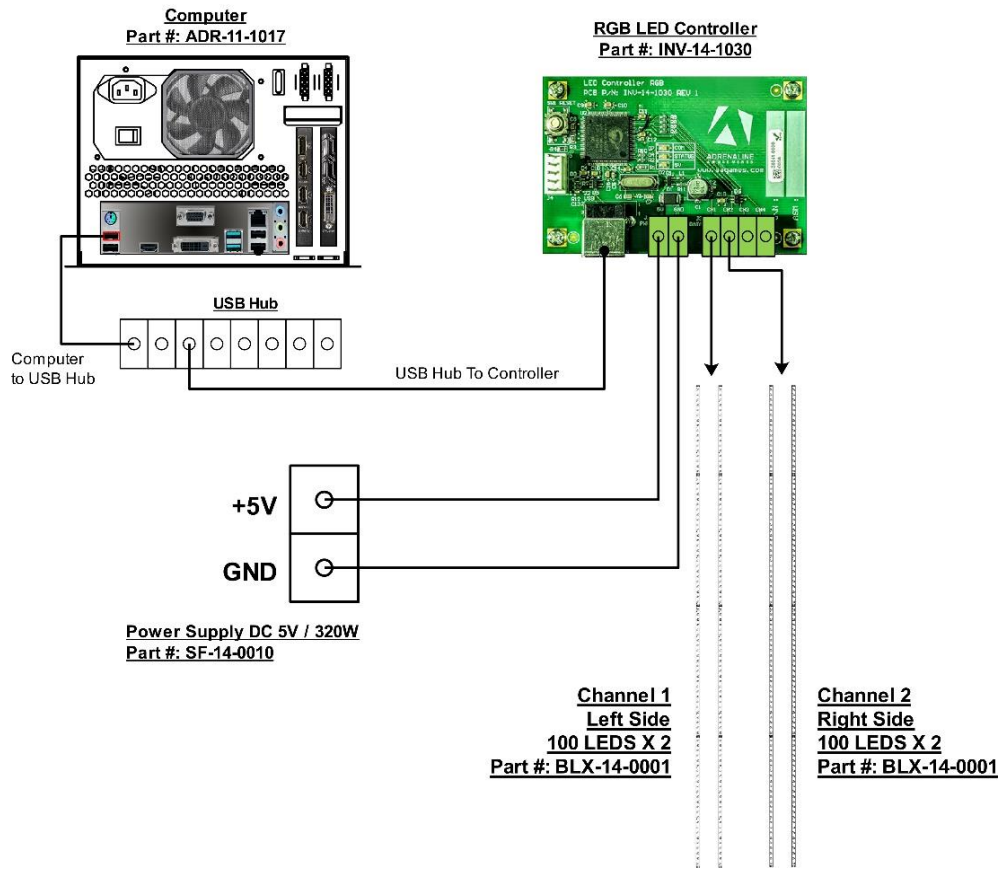
Tray Assembly Schematics



Fuse Holders Schematics



RGB LED Schematics

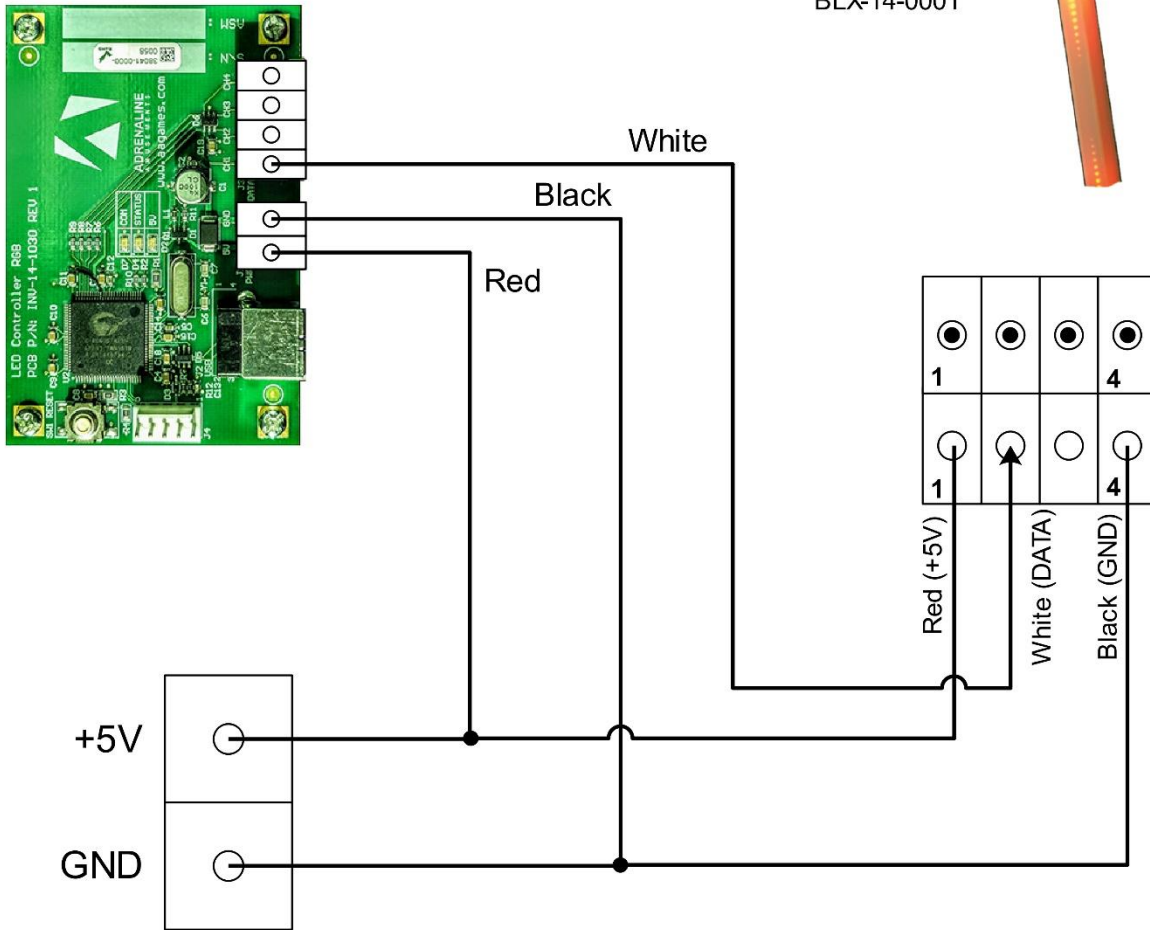


Each side has 2 strips of RGB PCB LED assembly
Each strip has 100 LEDs BLX-14-0001

Channel 1

RGB LED Controller Part #: INV-14-1030

Channel 1: Left Side
100 LEDs X 2
Part #:
BLX-14-0001

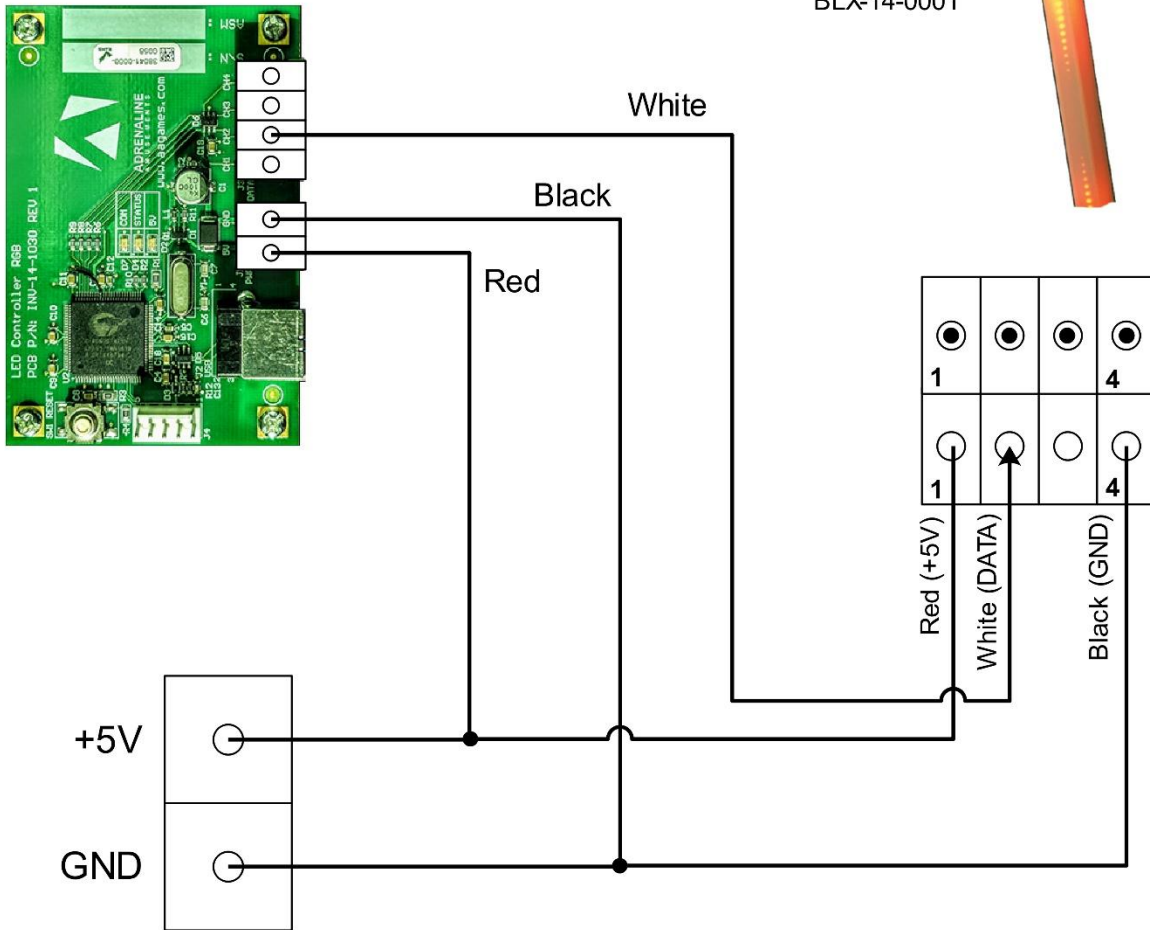


Fuse Glass 4A Part #: ADR-507-1231-ND

Channel 2

RGB LED Controller Part #: INV-14-1030

Channel 2: Right Side
100 LEDs X 2
Part #:
BLX-14-0001



Fuse Glass 4A Part #: ADR-507-1231-ND

Chapter 09 – Software Recovery

If your unit's software needs to be restored, please follow those instructions.

- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a [Blue](#) USB port.
- Power on the unit and press F11 on the keyboard to display the boot menu.
- Choose the UEFI: USB device ~16GB

The process takes 25-30 minutes and the unit will reboot back in the game at the end.
The Wireless credentials will need to be re-entered and Operator settings will be back to the default ones.

Chapter 10 – Card Reader

Configure your Operator settings as seen in Chapter 5 - Operator Menu.

Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out.

The typical Embed settings are *Standard* except:

- Ticket Mech Type: Dumb DC
- Drive Polarity: Positive
- Notch Polarity: Negative
- Game ticket notch width = 6 (60ms)
- Game ticket notch spacing = 24 (240ms)
- Game Drive Threshold = 15 (1.5V or 1500mV)
- Drive Debounce = 40ms



Limited Warranty Policies

Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1-year warranty against defective hardware from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

We offer an advanced replacement program and the customers have 30 days from delivery date to return back the defective equipment at their fees or they will be charged automatically for the replacement parts.

Improper servicing or abuse will VOID existing warranties.

All warranty request needs to be validated with our technical support department.

After the 1-year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

Adrenaline Amusements
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Terrebonne, QC
J6X 4R3 Canada
+1.450.824.1671

