Dinosaur Hunter

Operation Instruction

/!

Warn
In order to use this machine safely, please be sure to read this operation instruction before using it.
In order for those who need it to read this operation instruction in time, please keep it properly.

1. Specifications

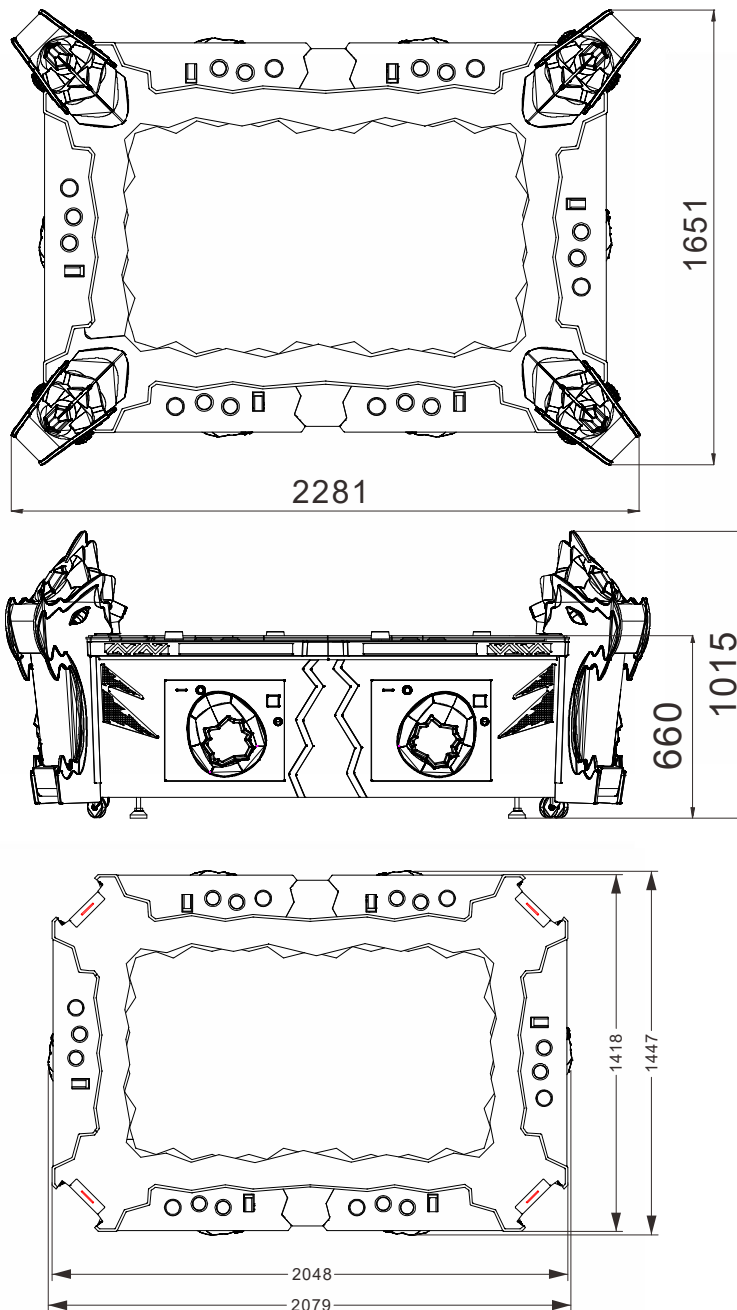(1) Rated power supply （AC110V~AC220）±10V（50/60Hz)

(2) Rated power consumption of 500W

(3) Maximum current consumption of 3.0A/unit
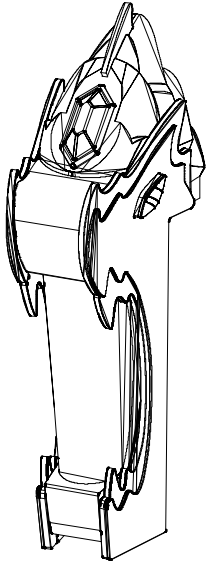
(4) Coin box with capacity of about 5,000 coins.

(5) Size：

Horizontal width(W) 2281× Depth(D) 1651×Height(H) 1015[mm]
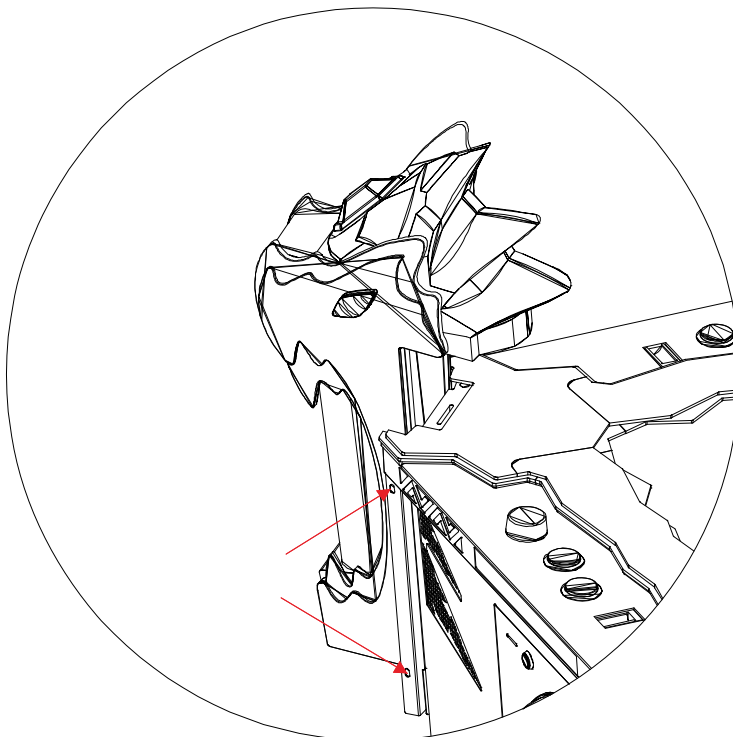
2.Confirmation of packaging

This machine is composed of the following packaging products when it leaves the factory:

● Please be sure to confirm whether the following packaging items are complete.

● If there is a shortage, please contact the dealer.

Light box acrylic board*4pcs

●Machine final assembly indication:

Use 4-M6*30 screw to the light box on the body (remember to plug in the light wire).

●List of accessories

Serial Number	Name	Specification	Number
1	Instructions		1
2	Repair key JF88		2
3	Power cord		1
4	Button		1
5	Light box		4
6	Cross screwM6*30		20

3. Game method

The main game interface is shown above:

1. Players get points for firing shells by coining. Press the firing button to fire bullets (wooden stakes). Press the change gun button to switch between the power of 1,2,3. Control the direction of the barrel through the knob. After the bullet hits the animal, whether the animal is killed or not, the bullet (wooden stake) will bounce back to the push platform in front of the turret. If the wooden stake on the push platform falls from the front of the push platform, players will get points; if the character is killed, players will get the corresponding lottery.

2. If players kill a character with a "gem" on its back, in addition to getting the character's lottery reward, the character will also drop the gems shown on his body. The gems are dropped and fly back to the platform. If the gem falls in front of the push platform, the gem will be obtained. When 5 gems are piled up (above the right side of the gun seat), the "Challenge JP Award" game will be triggered.

3. When killing a larger character, there is a certain chance that the "gameplay board" will drop and fly back to the push table. If it falls from the front, it will accumulate the "number of gameplay items". When it reaches 8 (below the right side of the gun base), a lucky wheel will be triggered. After the wheel stops, a small game (a total of 4 small games) will be randomly selected, and the player will then enter the small game segment. The skills required for each small game gameplay operation are different.

4. Each scene has about 8 minutes, and when the scene ends, It will enter the "Carnival Party" stage; before entering this game stage, players will be prompted to invest enough coins. In

this stage, the bullet fired by the player will no longer fly back to the platform, but the reward lottery for hitting the character will double, and the probability of the bullet hitting ~~the character is higher. At the same time, there are also a large number of "gem characters"~~ the character is higher, At the same time, there are also a larger number of "diamond characters appearing in this stage, and players can take the opportunity to collect "gems challenging the JP Grand Prize". The game time of the Carnival Party is about 60 seconds.

4. Background setting—please be sure to be conducted by technical personnel

4-1. Press the background handle [confirm key] to enter the background, and the interface is as follows:

Below are brief explanations of some of the pages:

Backend Home:
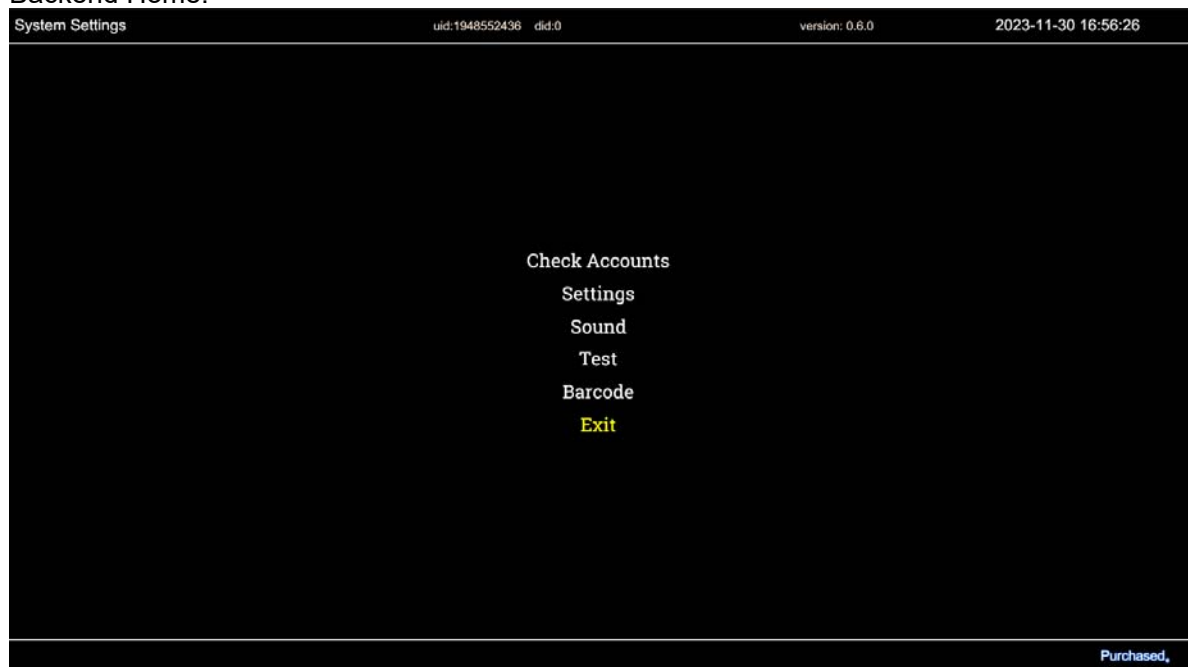
Top left: Current operating page path.   Top middle: Unique ID of the host; version number. Top right: host data time.
Bottom right: Displays the remaining trial time of the host. If it is activated, it will display "Purchased".

Game Statistics Page:

Name	1P	2P	3P	4P	5P	6P	Total
Bomb Gun Obtained Times	0	1	1	1	3	2	8
Tickets Obtained with Bomb Gun	0	6030	4320	7110	10740	9810	38010
Average Tickets Obtained with Bomb Gun	0	6030	4320	7110	3580	4905	4751
Fire Gun Obtained Times	1	0	0	1	1	1	4
Tickets Obtained with Fire Gun	12060	0	0	7560	10980	11520	42120
Average Tickets Obtained with Fire Gun	12060	0	0	7560	10980	11520	10530
Free Gun Obtained Times	0	2	1	0	0	0	3
Tickets Obtained with Free Gun	0	19620	8100	0	0	0	27720
Average Tickets Obtained with Free Gun	0	9810	8100	0	0	0	9240
Lightning Storm Obtained Times	0	0	0	1	0	0	1
Tickets Obtained with Lightning Storm	0	0	0	11970	0	0	11970
Average Tickets Obtained with Lightning	0	0	0	11970	0	0	11970

Clear   No.1 Page

Return   (left right: flip pages)

Purchased,

Statistics the number of various gameplay, the amount of rewards, the average amount of each award, and other information.

Parameter Adjustment Page:

Bussiness Mode	Capsule Toy
Prize Return Mode	Press Button Return
Coin Ratio	1Coins=1Points
Lottery Ratio	1Coins=30Lottery
Capsule Toy Ratio	30Lottery=1Capsule Toy
Bullet Type	Gold Coin
Bullet Firing Rate When Pressed	Medium
Limited Time Firing	Close
Display Unit	Display
Difficulty	8
Display Cannon Value	Display
language	English
Return	

Reminder: If there are adjustments to [Bussiness Mode], [Coin Ratio], [Lottery Ratio], and [Capsule Toy Ratio], all data of the machine will be automatically cleared.

Purchased.

Business Modes: Lottery and Capsule. Determine how the machine rewards players.

Prize Refund modes: Instant refund and button refund.

Coin ratio: How many firing bullets are obtained per coin or exchange.

Lottery ratio: The average number of lottery tickets a player is expected to receive per coin.

Capsule Toy ratio: Sets the value of the capsule. When the "Operating mode" is set to Capsule, set the value of the capsule here. For example, if 100 lottery tickets are set, it means players can exchange 100 lottery tickets for 1 capsule.

Bullet type: Determines the type of bullets displayed on the screen. It's purely a visual difference and does not affect any numerical values. There are three options: wooden stakes, donuts, and coins.

Bullet firing rate when held: Determines the rate at which bullets are fired when the player holds down the firing button. Set to fast: approximately 5 bullets fired per second. Set to medium: 3 bullets fired per second. Set to slow: 2 bullets fired per second.
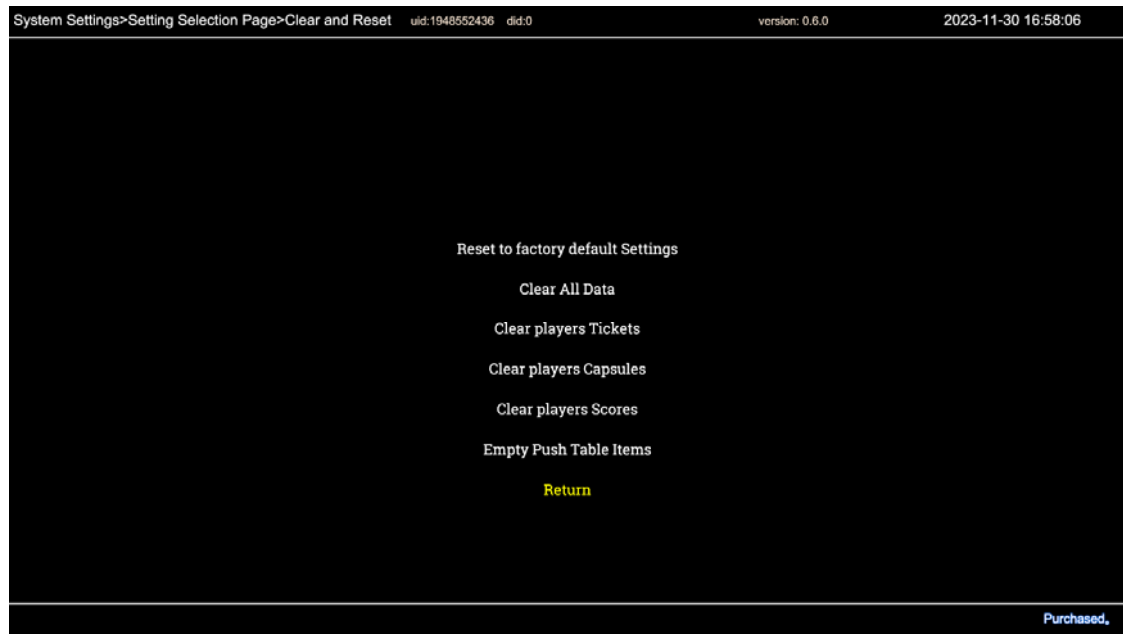
Limited firing: After a certain number of seconds of player inactivity, an automatic shot is fired.

Display units: Determines whether the phrase "1 coin = X points" is displayed next to the player's cannon.

Difficulty: range 1-20, when the business mode set to lottery, this item value is valid. The max the number the machine profit rate more (takes more income from player).

Display Cannon Value: display: show coin ticket or capsule unit on players ui postion.

Reset Page:

Reset to factory default Settings

Clear All Data

Clear players Tickets

Clear players Capsules

Clear players Scores

Empty Push Table Items

Return

Purchased.

Reset to factory default settings: all machine data zeros out and restores all settings to factory defaults.

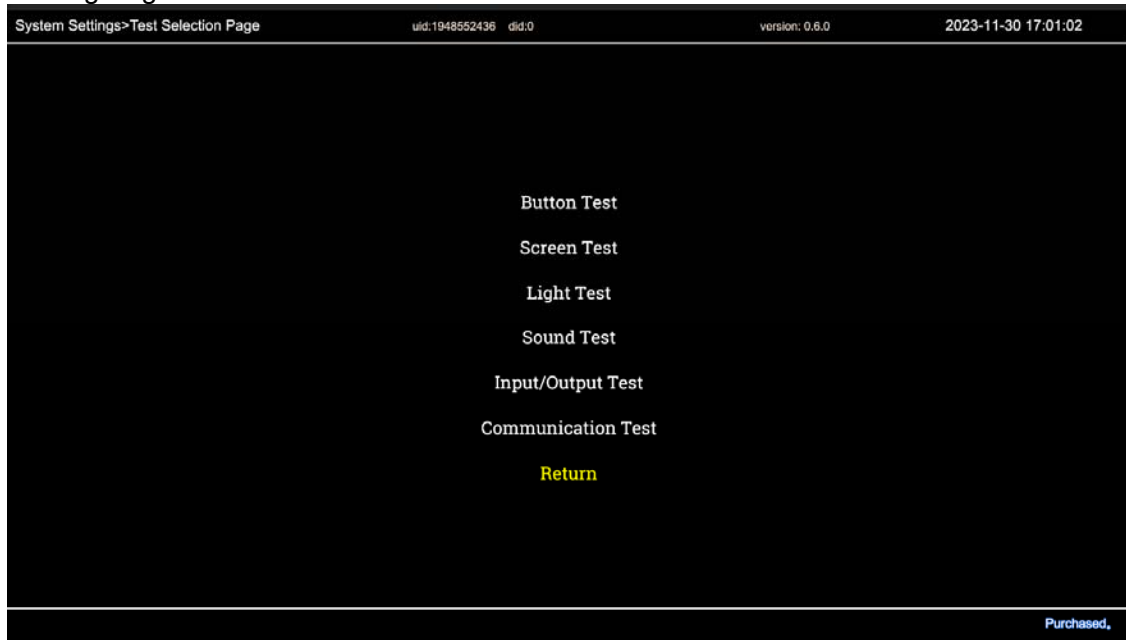Clear All Data: all table statistics go back to zero

Clear players tickets: clear the player get's ticket .

Clear players Capusules: clear the player position.

Clear players Scores: Clears the scores on the player's postion.
Empty Push Table Items: Clears all the items on the players push table.

Testing Page:

Button Test

Screen Test

Light Test

Sound Test

Input/Output Test

Communication Test

Return

Purchased.

Follow the on-screen instructions to test various functions of the peripherals connected to the host to ensure their proper functioning.