

Instruction manual



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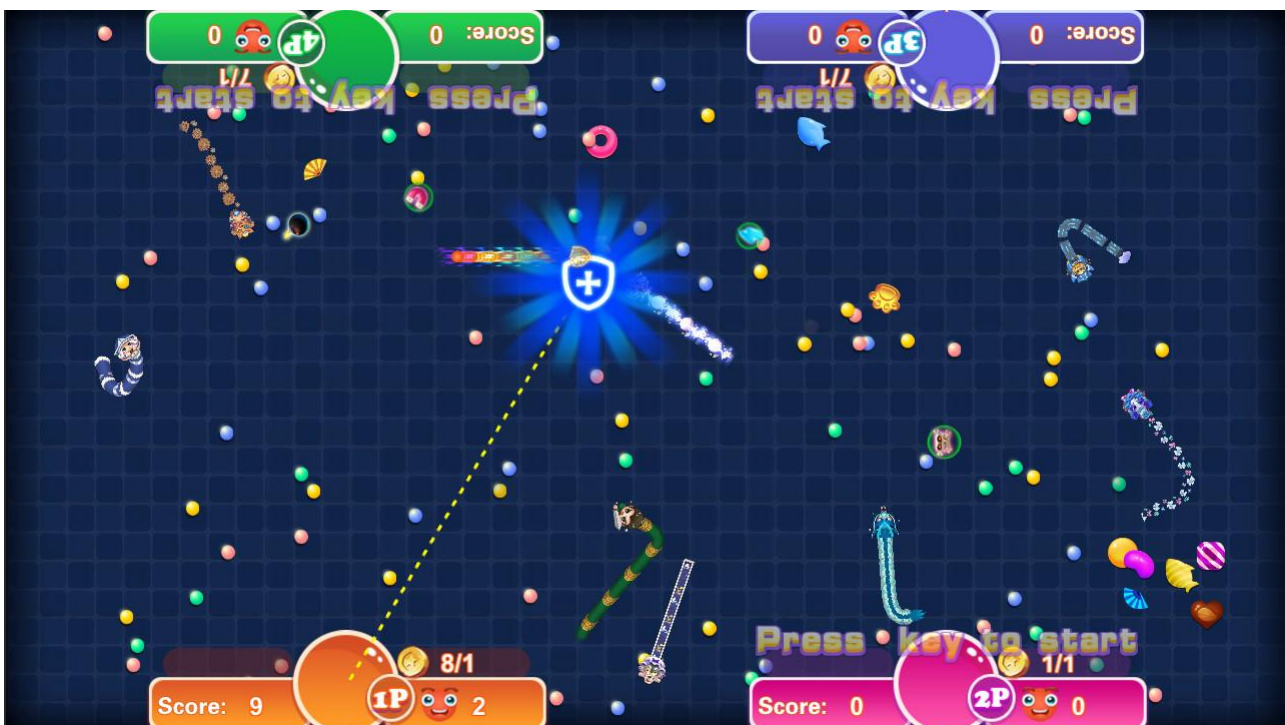
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1 Gameplay description





Card reward: extra rewards can be obtained for killing the thief snake

Super speed: normal speed 2, skill state 4, lasting a certain time

Dazzle the skin: Change into another snake

Invisibility potion: becomes transparent and invincible, but has no damage. Lasts a certain amount of time

Enlarged mushroom: Thickens and becomes invincible for a period of time. Attacks other snakes

Landmine bombs: randomly generated bombs on the map will explode when touched and kill the snake

Magnet: draw points within the range of the head, do not draw skill props, lasts for a certain time

Super shield: Enchants a shield for a certain amount of time. For the duration of the shield, it is immune to a fatal attack

Thor Lightning: Went into unbeatable acceleration for a while, greatly increasing flexibility and allowing you to attack other snakes

General foods: Full map randomization

Advanced food: Snakes die and fall

Game rules:

Snake type does not change after death

The more food you eat, the more points you get, and the bigger and longer the snake is

In the case of no acceleration, the key acceleration is 3, which is between (normal state and skill acceleration state).

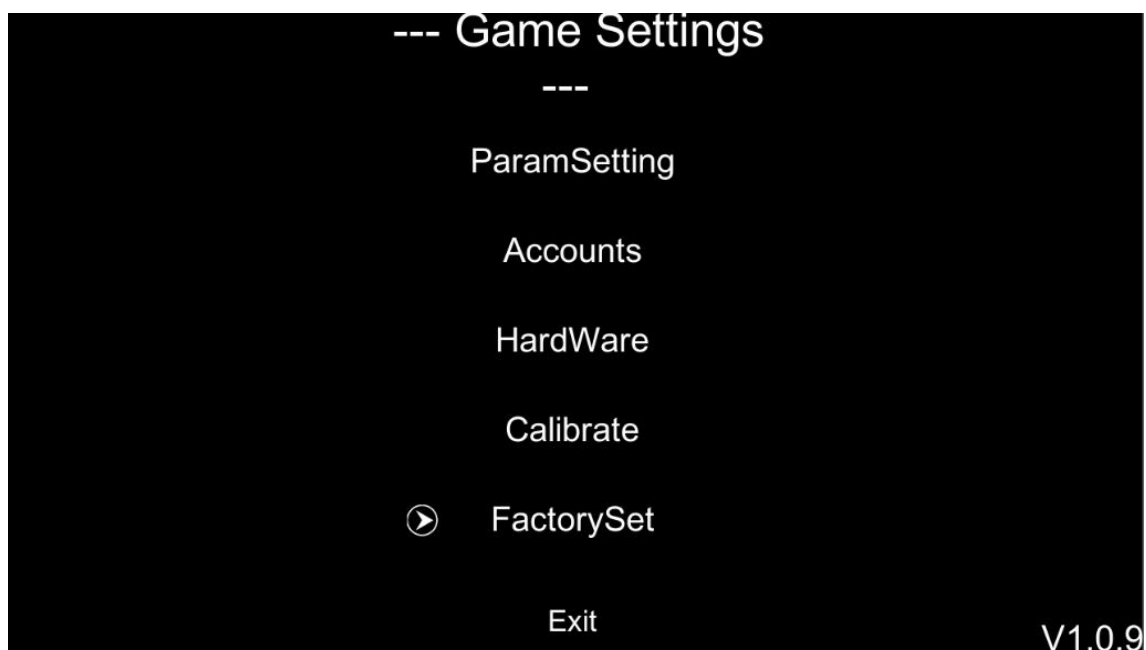
Automatic use after picking up props

2 Game Settings Instructions

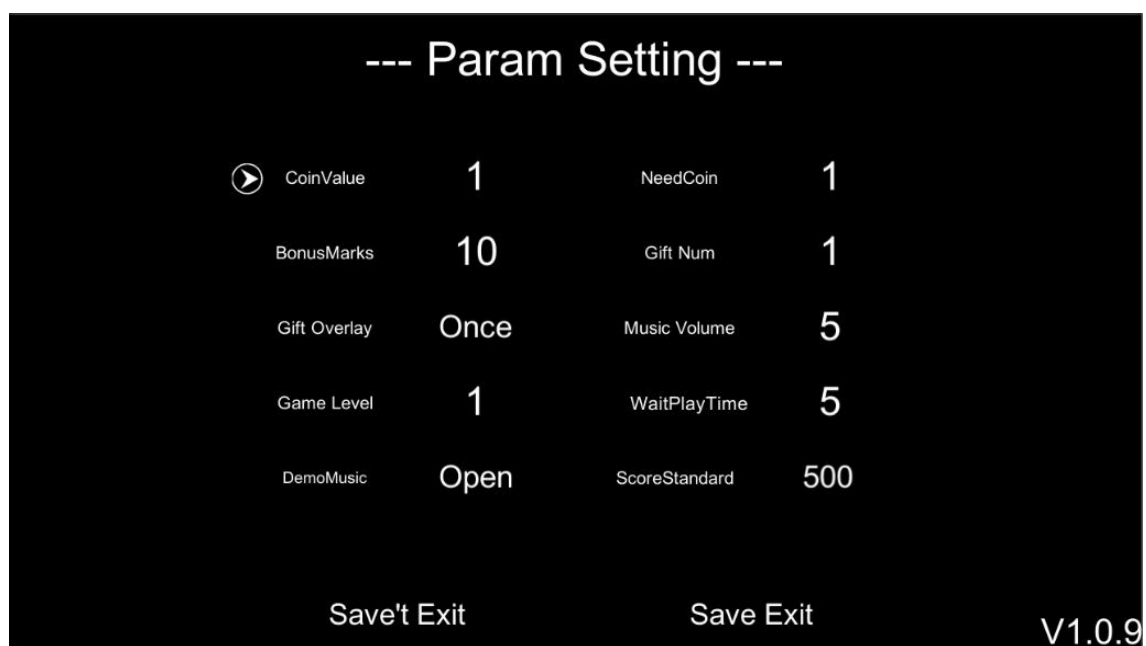
2.1 Background card



2.2 Background setting interface



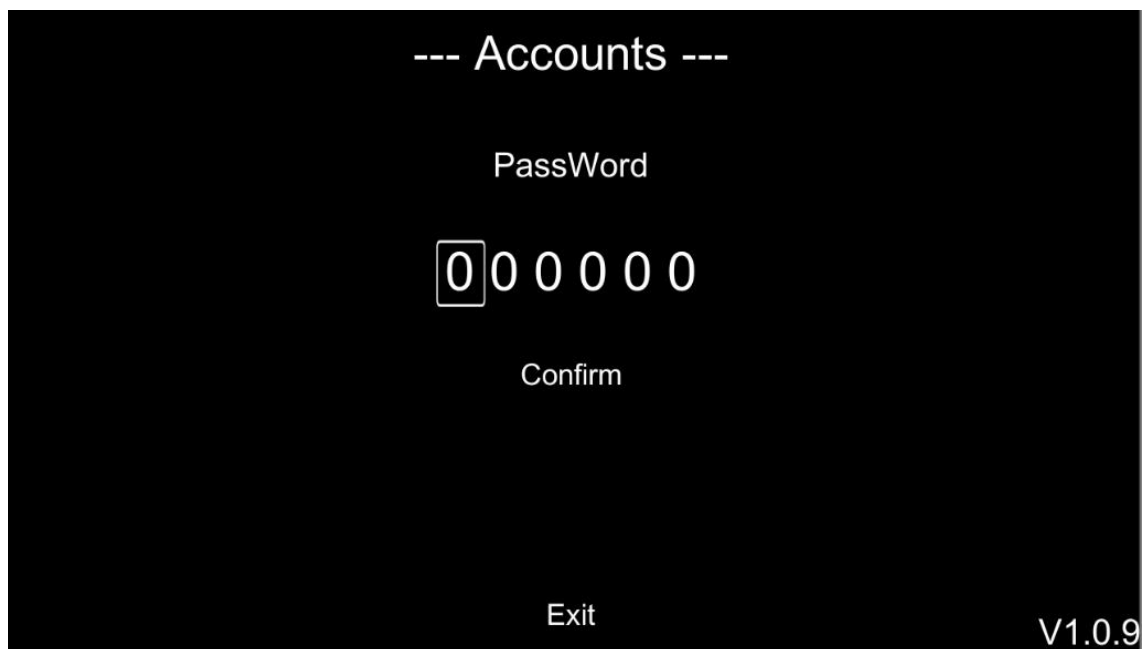
2.1.1: parameter settings



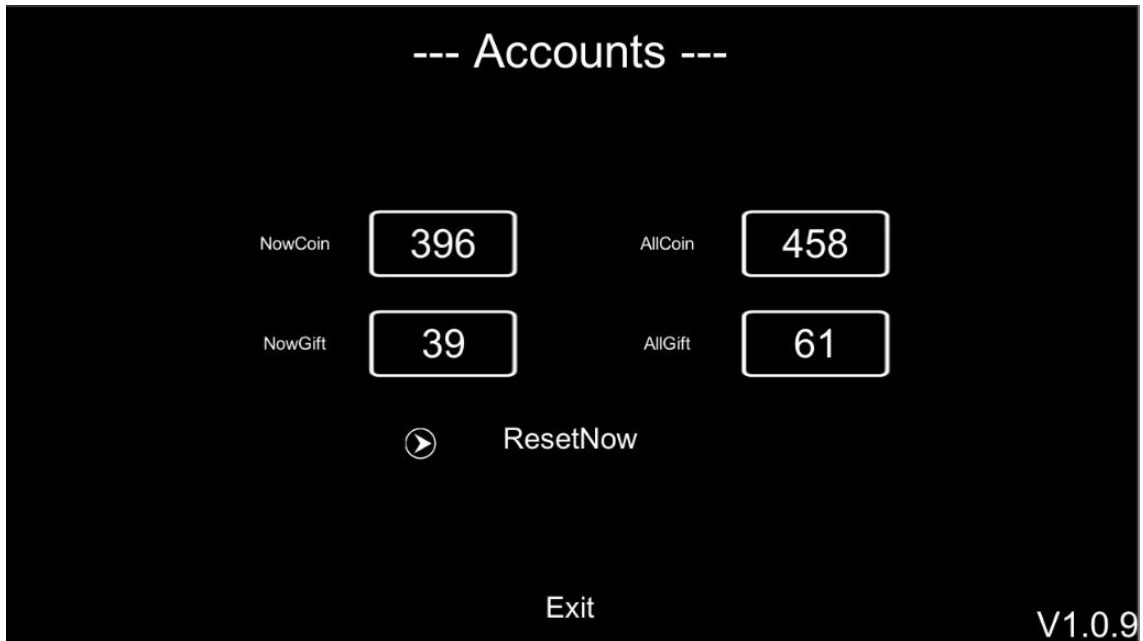
Setting name	Specific parameters
CoinValue	1～5000
NeedCoin	0（free）～100
BonusMarks	1～9999
Gift Num	0（No reward）～1000

Gift Overlay	Cumulative / non-cumulative
Music Volume	0,1,2,3,4,5,6,7,8,9,10
Game Level	1,2,3,4,5,6,7,8,9,10
Waitplaytime	1~120
DemoMusic	Open / shut down
ScoreStandard	--

2.1.2: Operating accounts

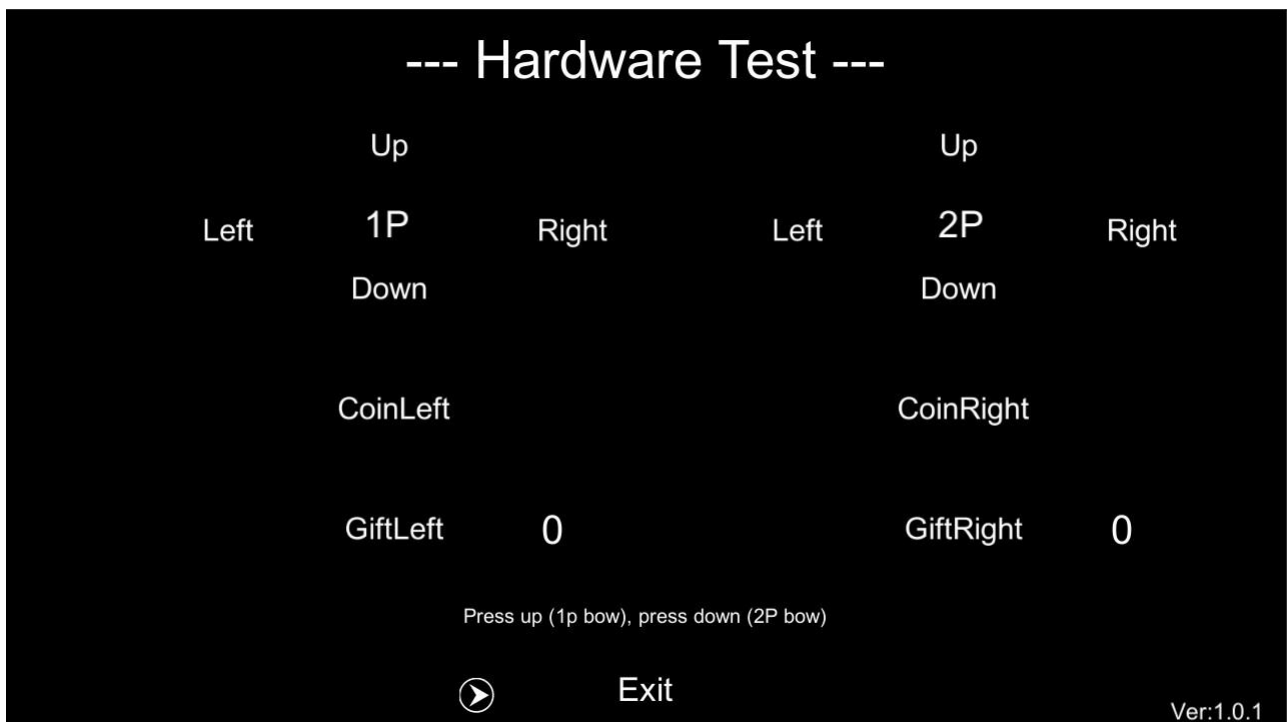


Default password: 888888

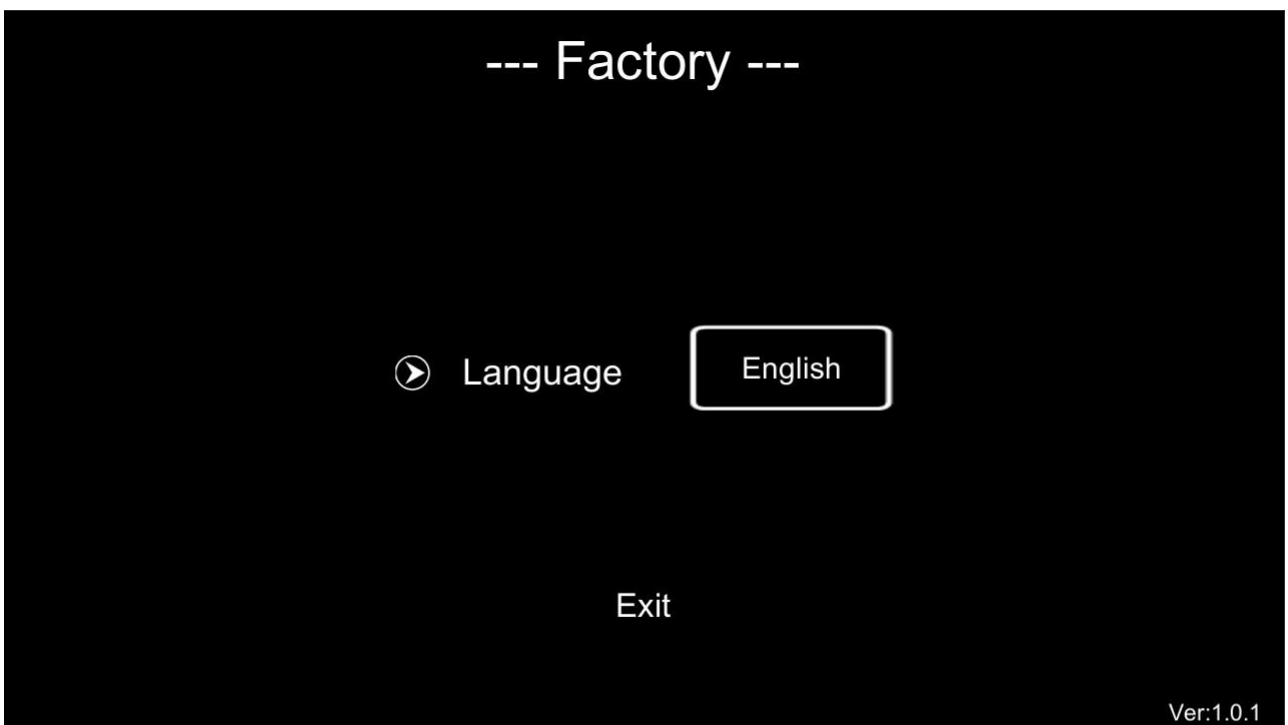


Setting name	Description
Reset current	Clear the current investment and refund
change Password	Change the default password

2.1.3: Hardware test

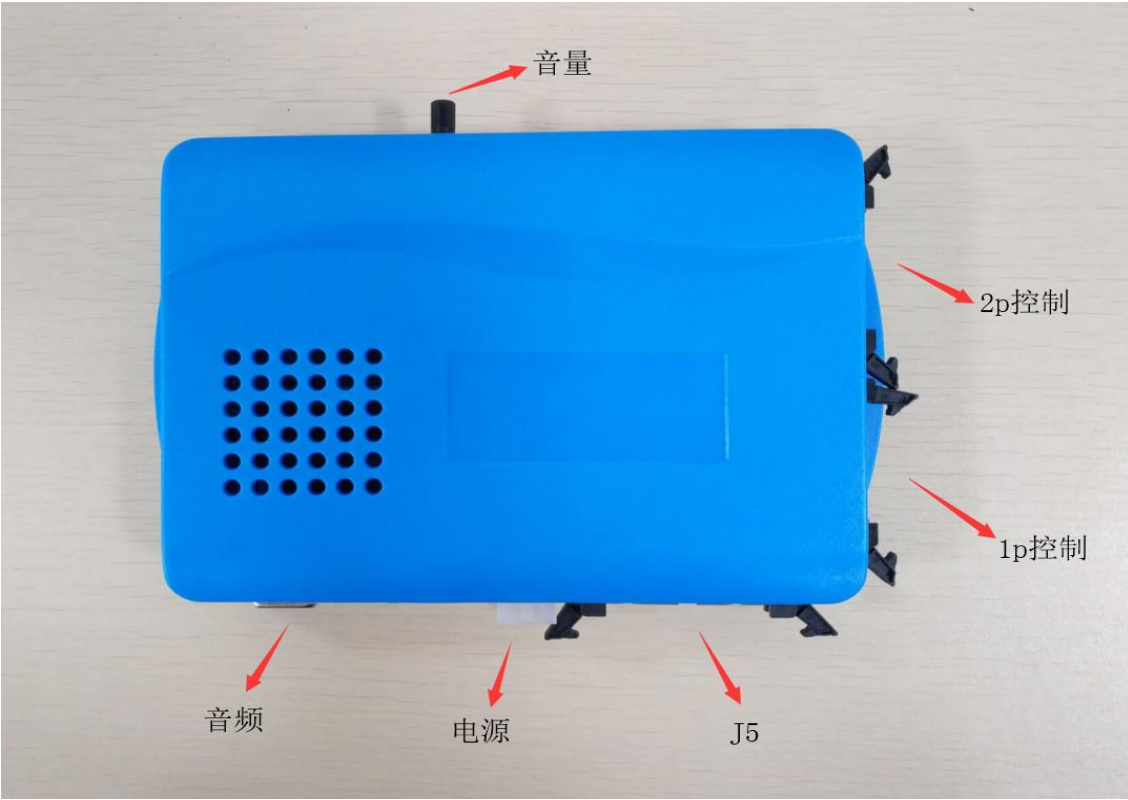


2.1.4: Factory setting



3 PC board wiring

3.1 Motherboard wiring diagram



3.2 Angular bitmap description

Seat number	position	Label	use	Remark
J6	1	12V	Power plug	
	2	12V		
	3	24V		

Seat number	position	Label	use	Remark
J5	1	Horn +	Horn +	
	2	horn-	horn-	
	3	MJ+		
	4	GND	GND	
	5	MJ-		
	6	SW1	Set button	
	7	SW2	Under the setting button	
	8	SW3	2P C-	
	9	SW4		
	10	SW5	Set button OK	
	11	MB1		

	12	GND	GND
	13	MB2	
	14	12V	
	15	C+1	1P coin signal
	16	12V	12V
	17	TBG1	
	18	12V	
	19	C+2	2P coin signal
	20	12V	
	21	TBG2	2P SSR
	22	24V	
	23	TZ	1P SSR
	24	C-	1P C-
	25	5V	5V
	26	GND	GND

Seat number	position	Label	use	Remark
J1	1	IN1	Start	1P
	2	5V		
	3	IN2	left	
	4	GND	GND	
	5	IN3	Right	
	6	GND		
	7	IN4	Upper	
	8	GND		
	9	IN5		
	10	IN6	Lower	
	11	IN7		
	12	IN8		
	13	OUT1		
	14	12V	12V	
	15	OUT2		
	16	24/12	12V	
	17	AD2		
	18	3V3	3.3V	
	19	AD1		
	20	GND	GND	

Seat number	position	Label	use	Remark
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J2	1	IN1	Start	2P
	2	5V		
	3	IN2	left	
	4	GND	GND	
	5	IN3	Right	
	6	GND		
	7	IN4	Upper	
	8	GND		
	9	IN5		
	10	IN6	Lower	
	11	IN7		
	12	IN8		
	13	OUT1		
	14	12V	12V	
	15	OUT2		
	16	24/12	12V	
	17	AD2		
	18	3V3	3.3V	
	19	AD1		
	20	GND	GND	