CAPTAIN SQUIDDY'S ADVENTURE

# USER MANUAL

Model: JETCSA01

**Please read and understand this USER MANUAL before using this equipment and keep this instruction manual on file for future reference.

CONTENT

1. SPECIFICATION

Model	CAPTAIN SQUIDDY'S ADVENTURE
Reference Code	JETCSA01
Standby Power	110W
Operating Power	180W
Dimensions (mm)	2195*968*1980(W*D*H)
Weight (KG)	569 pounds or 258 Kg
Rated Voltage	110V or 220V (per region)
Seats	4
Users Range of Ages	2 years+
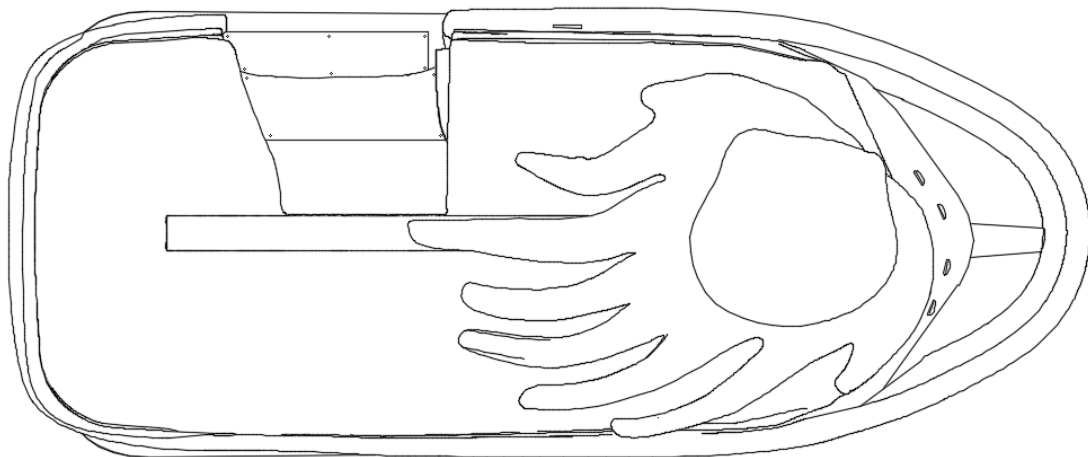
1.2 WARNINGS

● Place the machine on a level floor or a sturdy platform
● Avoid placing heavy things on the power cord or bending it by force
● Avoid putting the machine where the emergency exit is located
● Make sure the power is OFF and unplugged before examining the machine
● For maintenance always use JET GAMES replacement parts and components

1.3 CAUTION

● Avoid placing the power cord near pedestrian areas
● Only use with an outlet that is grounded
● In the event of a short circuit, confirm the proper power before using.
● The machine must always be lifted by the metal base frame; do not lift it by any other parts of the machine.
● If the power cable is damaged refrain from using the machine until a new replacement one obtained.

1.4 USE

● Before inserting the coin, please make sure the child is seated securely
● When the machine is moving players should not leave their seated positions or proceed to go on or off the machine
● A single player per seat is allowed
● When using the machine avoid leaning on it
● This machine needs to be used with the supervision of an adult
● In an emergency turn the machine off (emergency stop button) or turn off the power.

1.5 MAINTENANCE

● Be sure to check and maintain the machine regularly
● Switch off the power and unplug the machine before cleaning or replacing any parts of the game machine
● Only qualified personnel can inspect or test the electronic boards
● Please use clean and soft cloth to clean the machine
● Use mild detergent to clean the surface of the machine

2.SHIPPING LIST

Please check the support bag where you have received the items list

as below:

No.	Description	Specification	Picture	QTY	Remark
1	Manual			1	
2	Keys			2	Blue key for coin acceptor access door and line module. Red key for coin box
3	Power cord			1	

3.MACHINE INSTALLATION INSTRUCTIONS

Please check if your game machine shipped assembled or partially disassembled (the octopus's character in top taken off to save space/height).

If it is shipped fully assembled, kindly disregard the following.

If it shipped disassembled, please follow the instructions below:
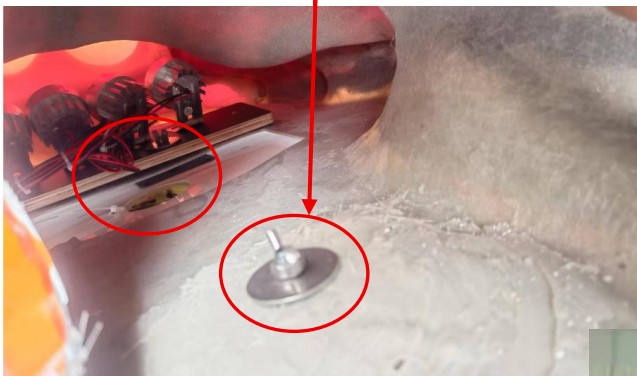
INSTALATION OF THE TOP OCTOPUS MARQEE/HEADER

INSTALLATION OF OCTOPUS FIBERGLASS

1. Place the octopus's fiberglass in position and insert the LED light wires correctly (there are two wires in total)

2. Secure the octopus in place by hand with three (3) screws shown here
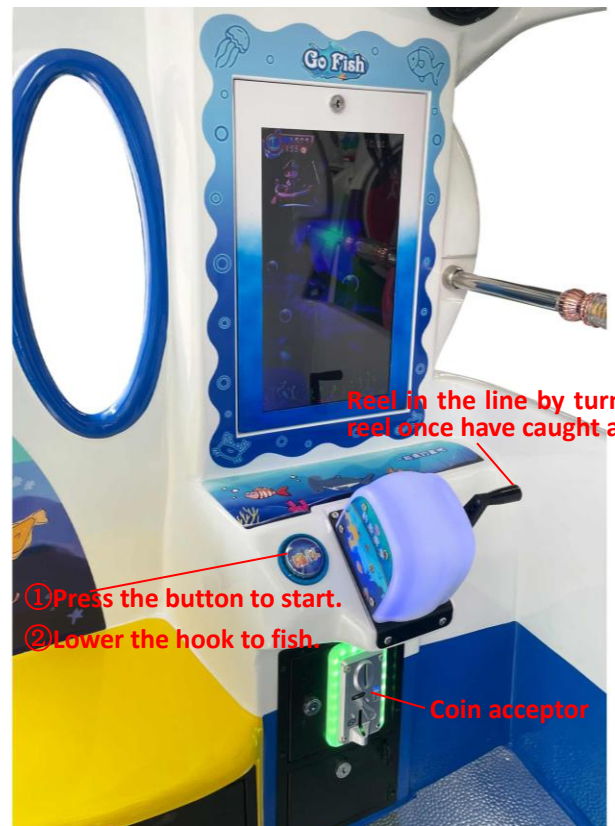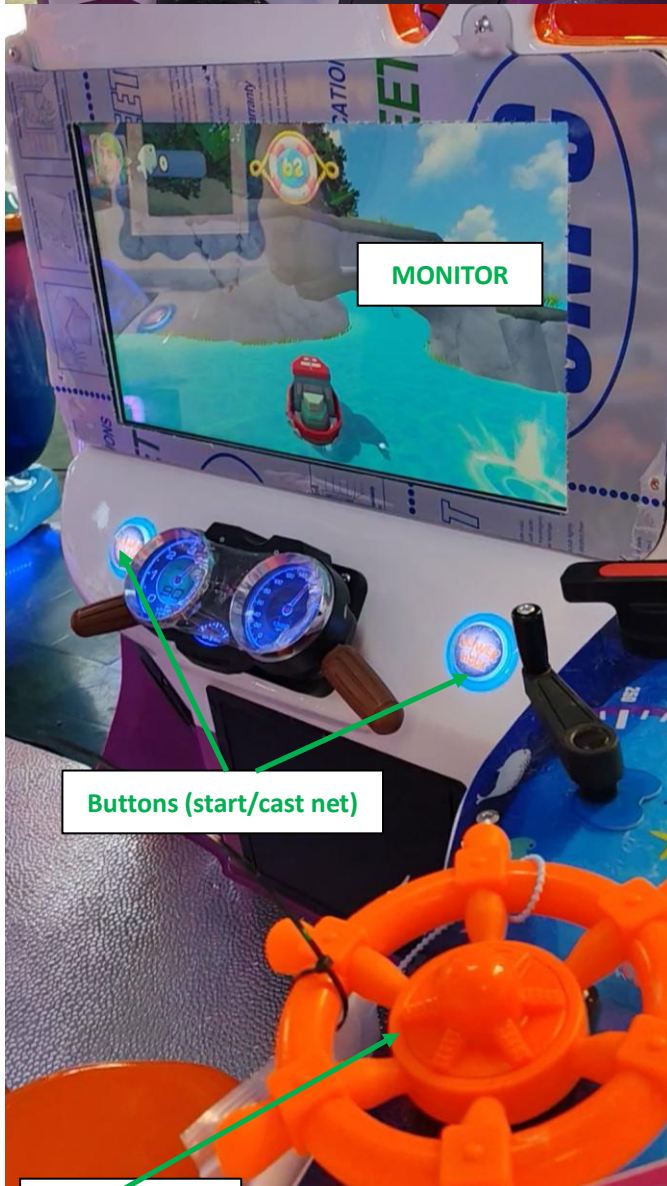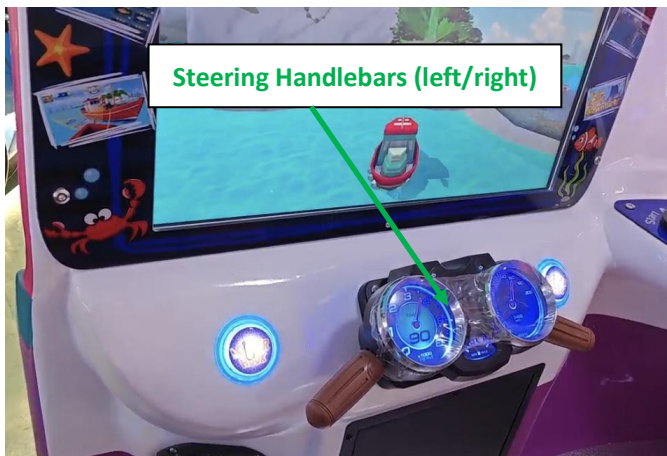
3. Use a 3mm hex key to tighten the logo acrylic back on (8 screws).

After this step the installation is complete.

4. PARTS AND FUNCTIONS

Steering Handlebars (left/right)

Reel in the line by turning the reel once have caught a fish.

①Press the button to start.

②Lower the hook to fish.

Coin acceptor

MONITOR

**Buttons (start/cast net)**

Sterring Wheel

The machine must be placed on a flat and stable surface. The machine is equipped with 4 LEVELING FEET (can be screwed up and down) and 4 casters (rolling wheels).

When moving the machine: Adjust the LEVELING FEET to the highest point and keep at least 1inch space between feet and the floor.

When securing the machine in place: screw all the pads down until fixed to the floor and level.

LEVELING FEET - Operation instructions

① When moving the machine adjust the leveling feet (all 4) to the highest point or at a minimum 1inch off the floor to establish a clearance from the floor to preventing anything getting caught by the feet themselves.

② The machine can then be easily moved while only the wheels are load-bearing.
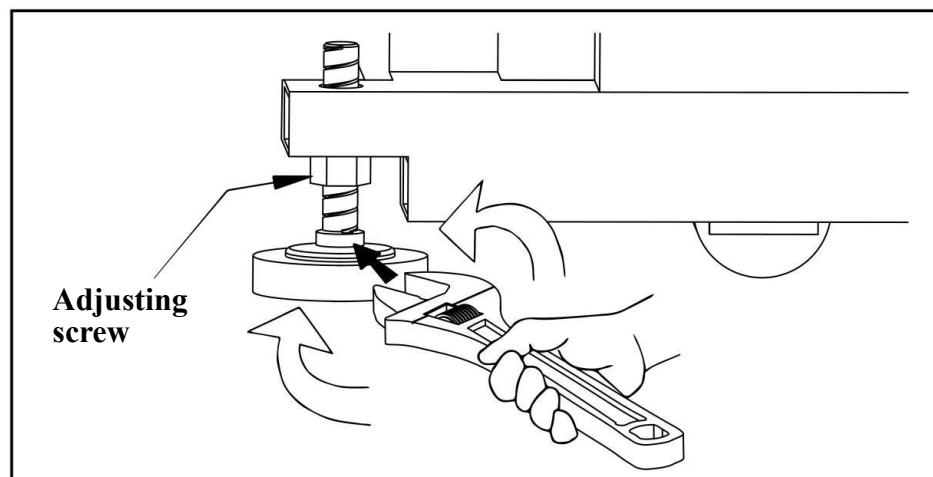
Adjusting screw

③ After confirming the final location proceed to drop the feet by tightening screws downward and securing the machine to the floor by lifting it off the rolling casters by approx. 5mm. Adjust the height of feet until the machine is level.

Foot Pad

Caste

About 5mm

Move　**Tighten the screw upward**　**Lock**
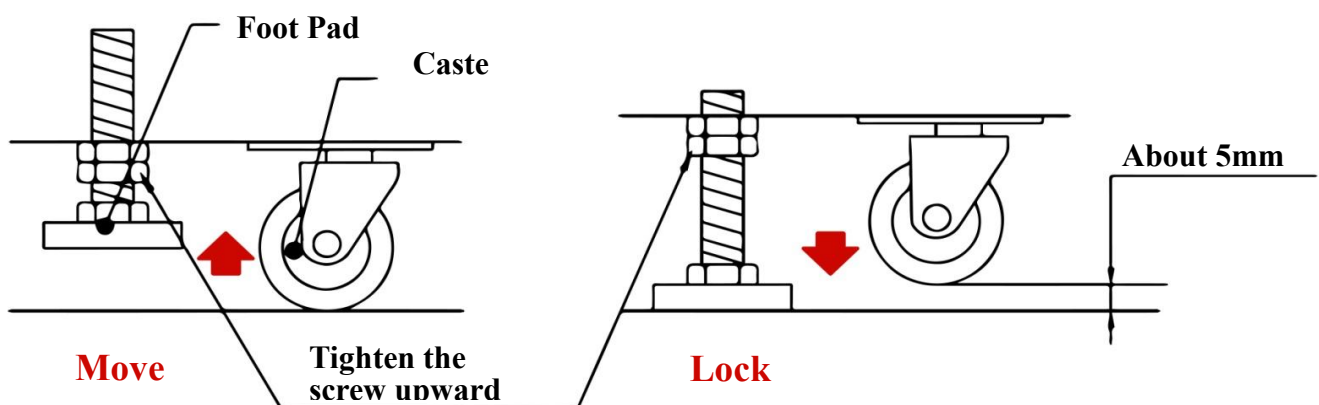
ABOUT THE GAME

A multiplayer BOAT and OCEAN themed game featuring stunning 3D graphics, offering players an extensive array of activities. The game is divided into three (3) interactive zones for both fun as well as educational purposes about boating, fishing and marine life.

HOW TO PLAY

1. **Fishing Interactive Zone:** Located in the back near the entrance. To play Insert coin or Swipe cards and select a scene with the Crank and Buttons. While playing press the button to cast the hook and turn the crank to reel in the fish.
2. **Boat Driving Area**: Insert coins to use the handlebars and buttons to initiate. Steer the boat along the waterways while simultaneously throwing nets to catch fish and other ocean creatures.
3. **Helm station Area**: Located in the front of the game all the way forward once inside. Engage with the wheel and buttons of the helm station. Perfect place to take a photo through the enlarged windows!

★ GAME FEATURES

1. Attractive design, eye-catching paint, and shiny lights to improve and dazzle any location
2. The games play-features simulate real fishing and boat driving with simple and engaging gameplay.
3. The game combines education and entertainment, broadening horizons and increasing knowledge.

OPERATING INSTRUCTIONS

Device	Picture	Function
Fishing reel		Reel in the line by turning the crank once you have caught a fish.
S Key		Use to confirm and select while games are loaded. When gameplay is on use to lower the hook to fish or cast the net.
Steering		Control the left and right movement
-	-	-

GAME INTERFACE

Fishing Interaction Area：

Player score

Game countdown

Game Props

Fish

GAME SCENE

Scene 1

Scene 2

Scene 3

Scene 4
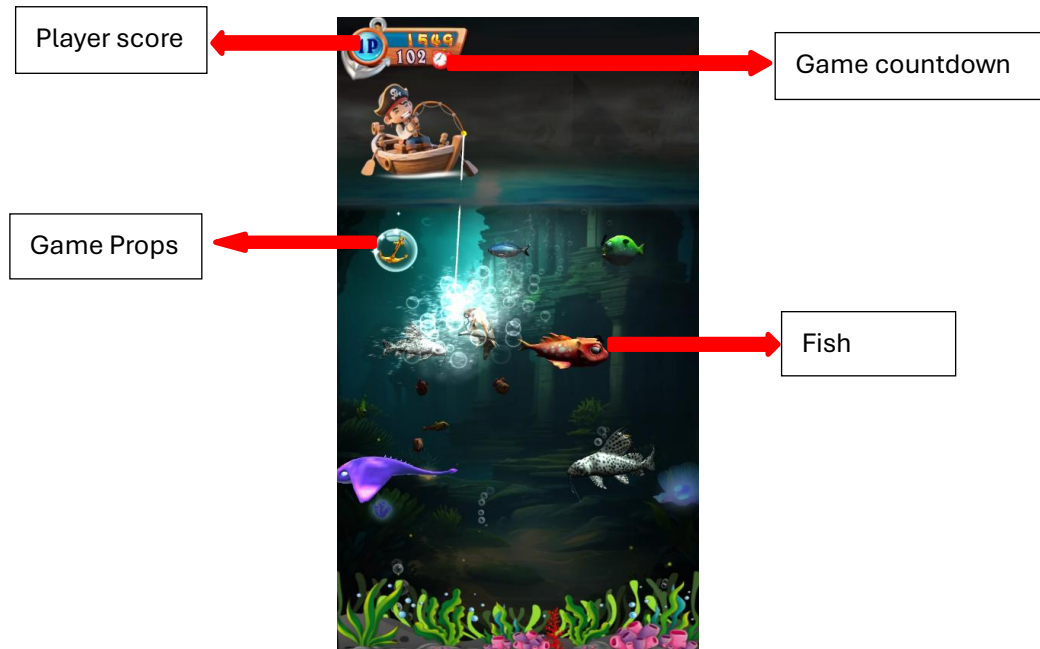
Ocean Learning Area：

Scene 1

Scene 2

Scene 3

Scene 4
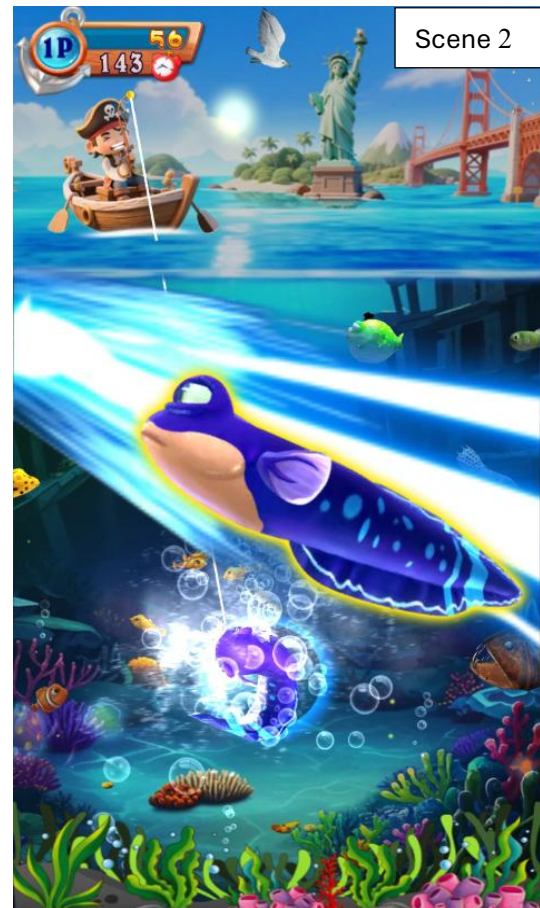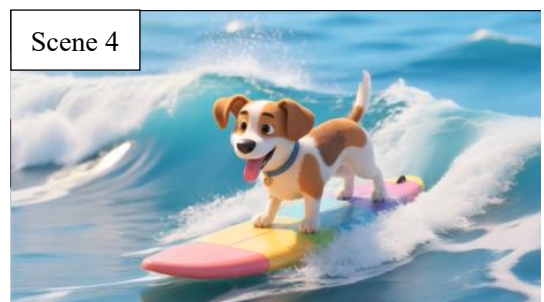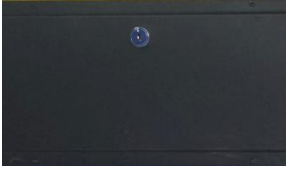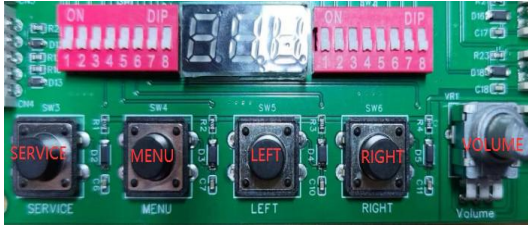
6. BACKGROUND SETTING INSTRUCTION

6.1 HOW TO ACCESS BACKGROUND SETTINGS

Position	Picture	How to operate
Open the metal cover located beneath the seat.		①Long Press **MENU** key for 2 seconds to enter. ②Short Press **LEFT/RIGHT** key to navigate, **MENU** key to confirm. ③**SERVICE Key** to refill coins. ④VOLUME to adjust the volume.

6.2 BACKGROUND SETTINGS

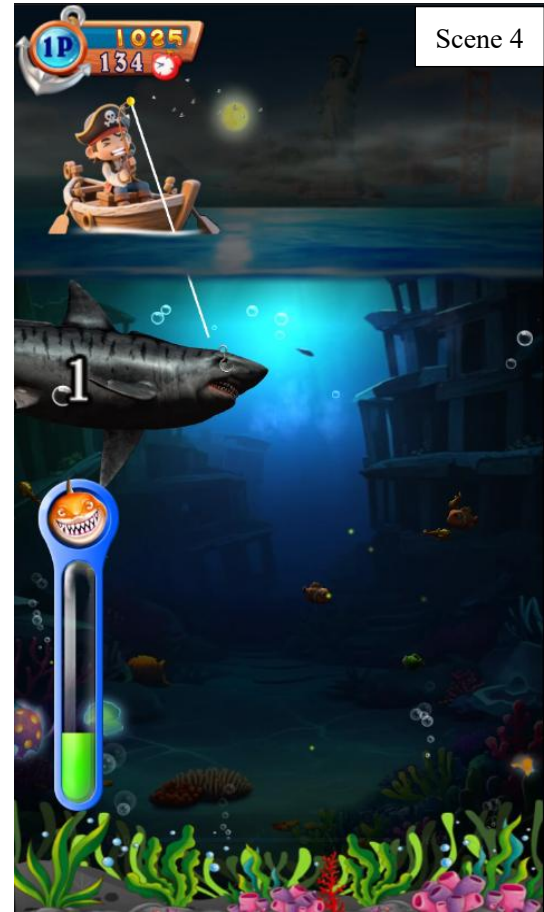| Options	Details	Description
Coin	1-15 coins	Coins needed to play the game
Time	60-540s	Time for one game play
Account		All coin slot accounts
Game reset		Restore factory setting, clean credits
Emergency stop	ON/OFF	Emergency stop of the machine
Test		Test device hardware functions
Start Game	Automatic / Button	Insert coins to start the game automatically, or press a button to begin
Save and quit		Please save the setting before exiting

6.3 ERROR CODES LIST

Code	Meaning	Code	Meaning
E01	Self-check left/upper fixed-point ERR	E08	Switch relay error
E02	Self-check right fixed-point ERR	E09	Swing motor error
E03	Abnormal X-axis pedometer value	E10	Swing motor home sensor error
E04	Abnormal Y-axis pedometer value	E11	Map positioning verification error
E05	Swing motor overload	E12	X-axis motor current ERR
E06	X-axis motor overload	E13	Y-axis motor current ERR
E07	Y-axis motor overload	E14	Map positioning accuracy ERR

7.LINE MODULE

S3 Game Box (For 7 -inch screen)   **12V**   **12.5A**   **Power**   **110V\220V**   **6A**

12V 17A 10A Power supply

12V MCB   **Filter**

Volume   **control**   **signal**

Speaker

Signal output of CN13 on the background board

Steering wheel and pushrod signal output   **VGA**   **signal**

12V
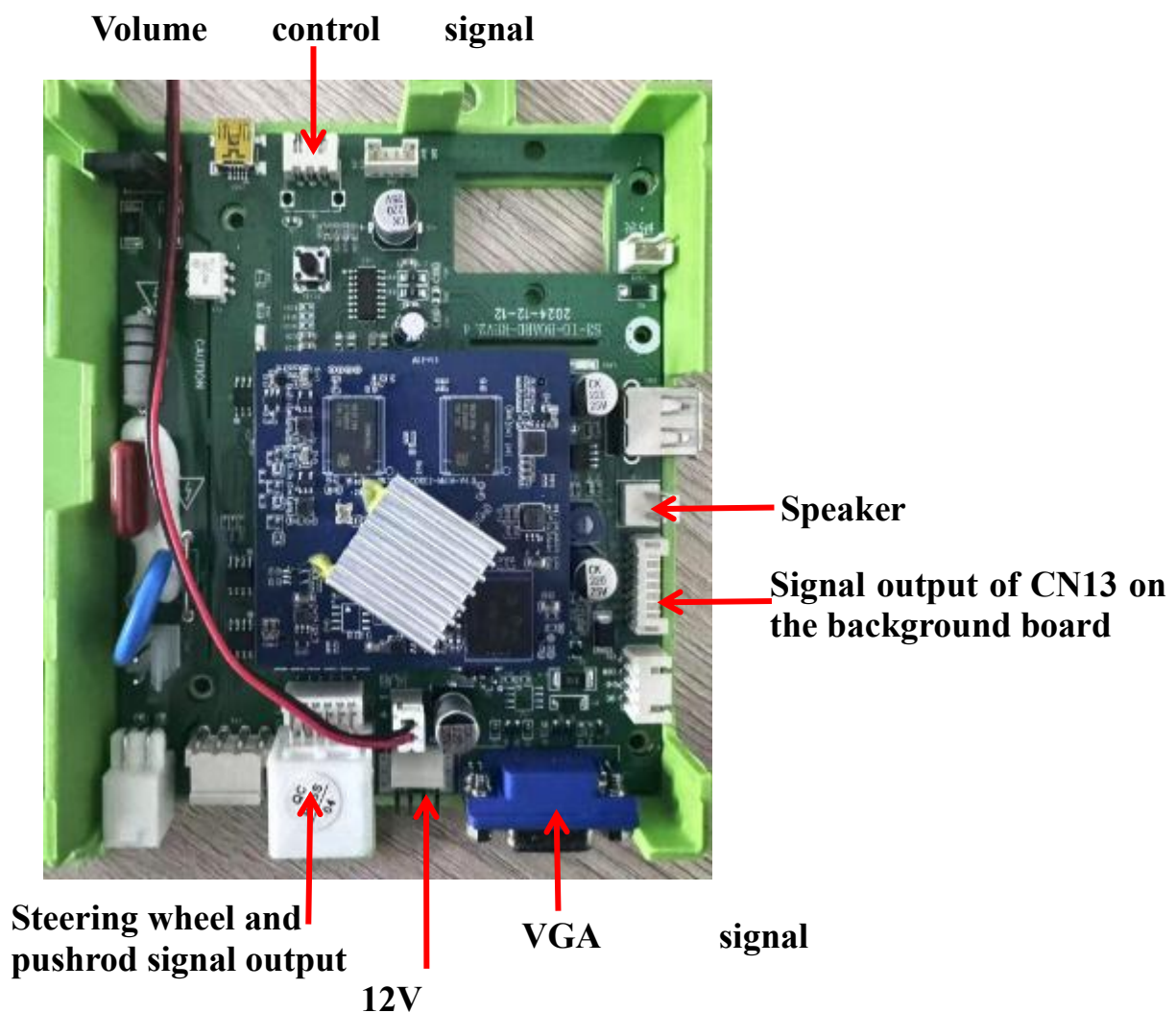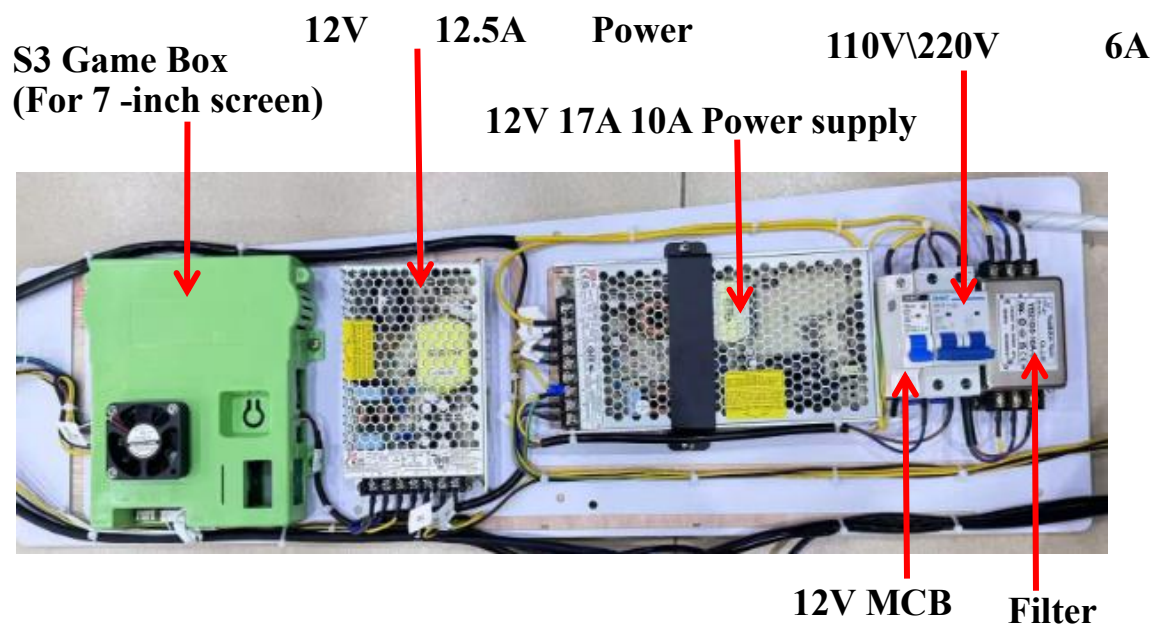
17-inch screen drive board ➔

S3 game box ➔

232 adapter board ➔

Volume adapter board ➔
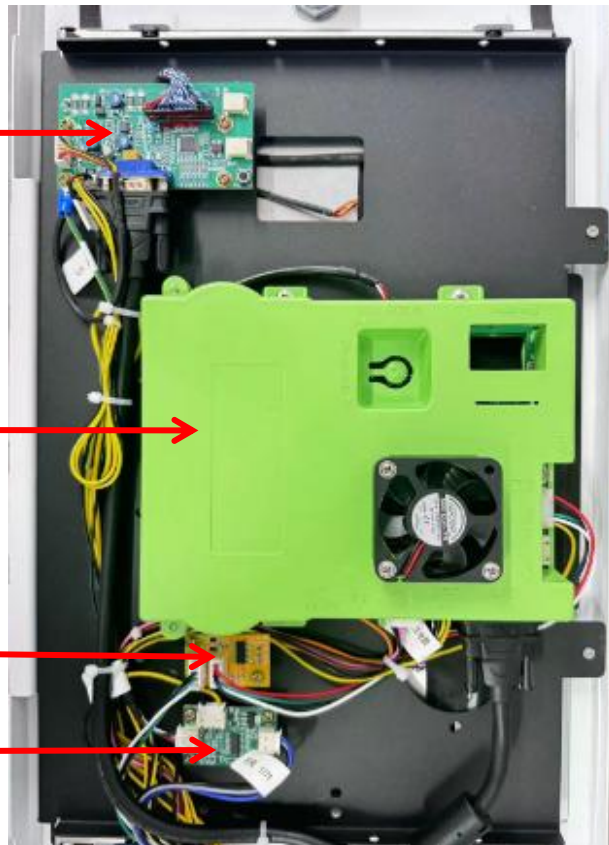
Volume   control   signal

Speaker

232 adapter board signal output

Signal

Joystick   **signal**

12V   **VGA**   **signal**

Screen LVDS signal output

Screen backlight signal output

12V input

VGA signal input

232 adapter board signal

Backstage board signal output

Volume adapter board 12V input

Volume adapter board Signal output

Backstage board volume signal output
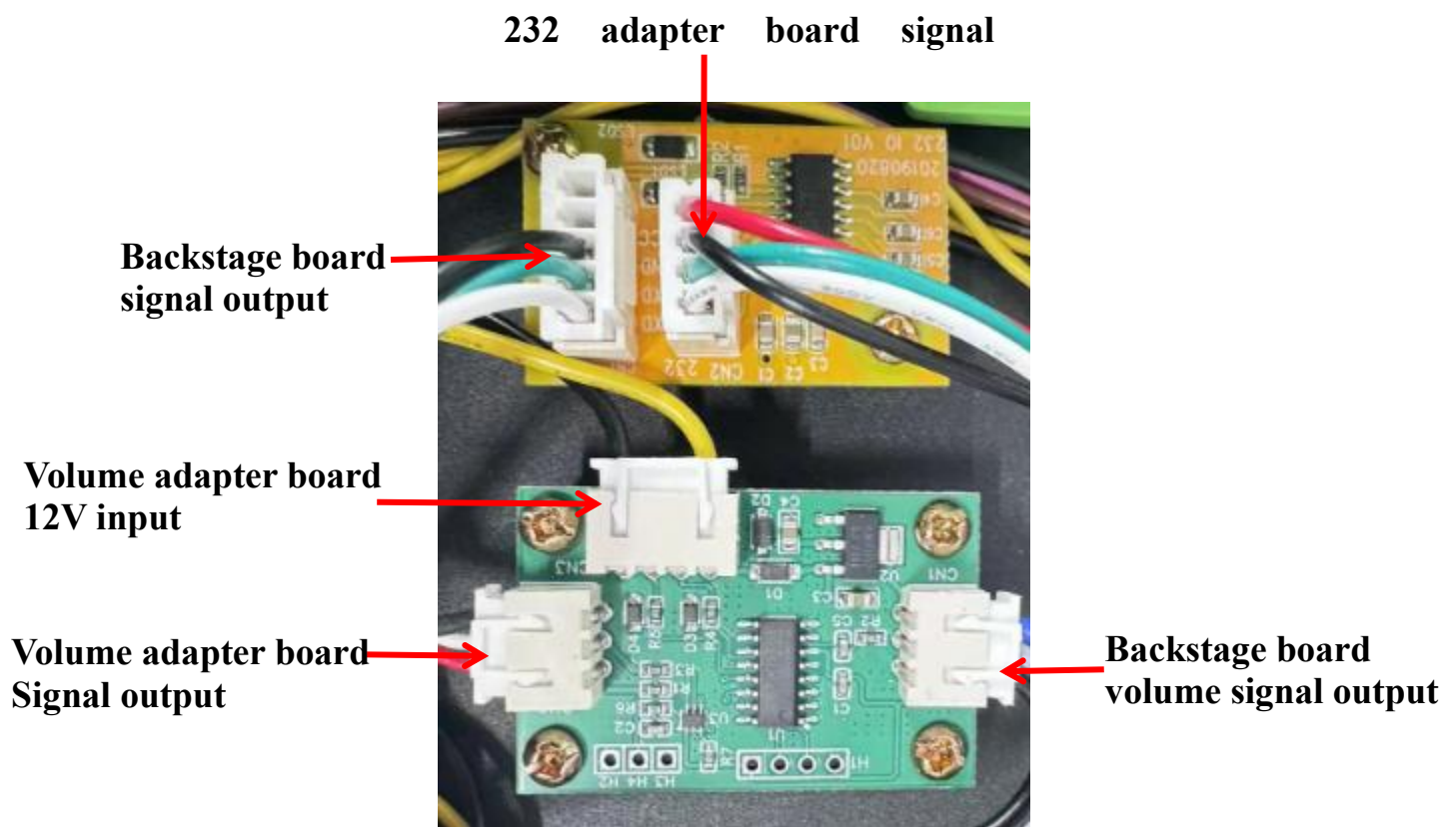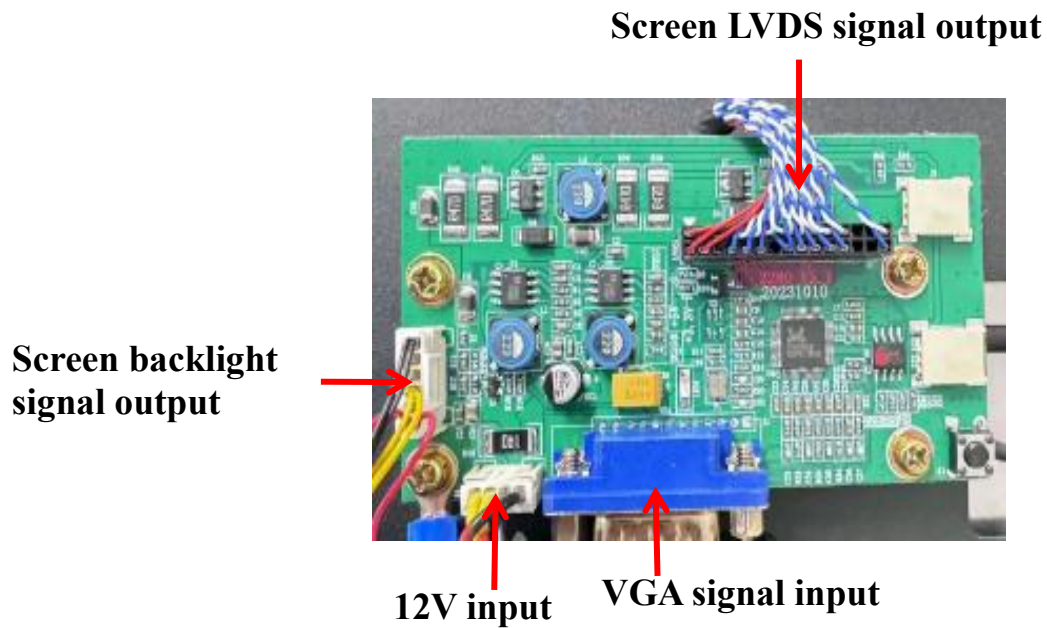
LVDS to EDP adapter board signal

Screen signal output

VGA signal

Backlight control signal

LVDS to EDP adapter board signal
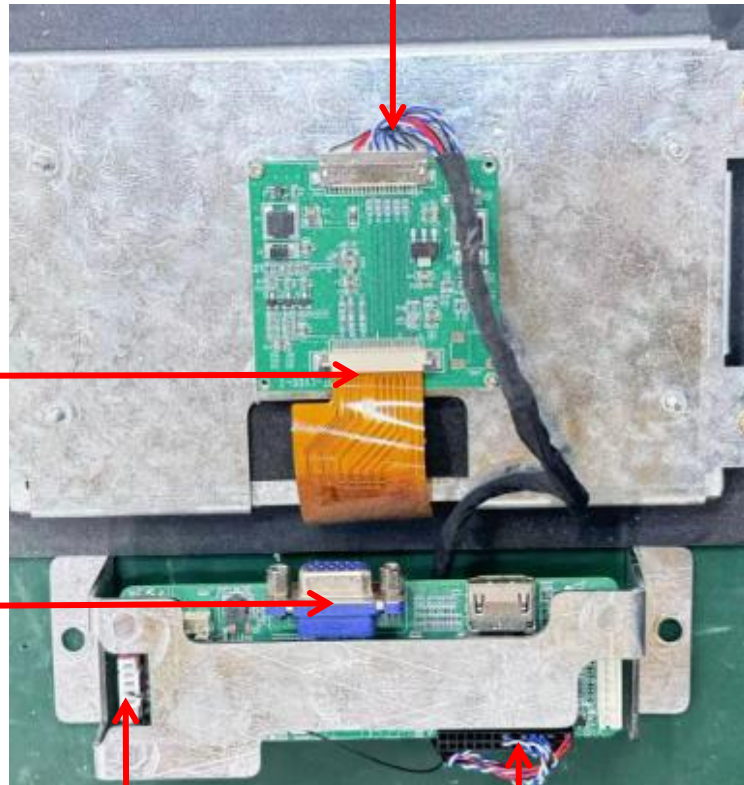
Coin

Backstage board CN13 signal input

Card reader (backup)

Card reader counter (backup)

Coin

Motor control board signal output

Backstage board signal input

Volume control signal input

7.1 WIRING DIAGRAM

12V

Volume control signal output

Volume adapter board

USB2 VR1 CN1 CN2

USB1

CN7 Speaker

CB8 17.3 LCD control signal output

CN1

S3 Game Box

CN5 CN10 CN9

CN4 Text VGA

Joystick

Buttons

12V

17 inch LCD Drive board

Volume control output

VR1

USB2

CN1

CN2

USB1

CN7 — Speaker

S3 Game Box

CB8 — 7 inch LCD control signal output

CN1

CN5

CN4

CN10

Text

CN9

VGA

Steering wheel

Push rod

12V

12V — Motor control board

Motor control board

Motor control board Signal input

Motor

Interact module L-R motor

Interact module U-D motor

U-shaped sensor

Detection of L-R motor

U-shaped sensor

Detection of L-R fixed points

U-shaped sensor

Detection of up and down

Coin

Card reader
(backup)

Motor control board
signal output

CN18   CN6   CN7   CN8   CN9   CN10

CN1

CN2   Backstage board   CN11

7 inch LCD control
signal input

CN3   SW1   SW2   CN12

17.3 inch LCD
control signal output

CN4   SW3   SW4   SW5   SW6   VF1   CN13

SERVICE MENU LEFT RIGHT Volume

CN14   Counter

CN15

CN16

CN5   Volume control
signal input

AC110V\AC220V   6A MCB   12V29A
Power supply   10A MCB   12V output
(Motor control board)

12V6A
Power supply   12V output

20

8. QUICK TROUBLESHOOTING

8-1 MACHINE CAN NOT BOOT - NO ELECTRICITY

Please check the 110V/220V power cable is properly connected (As picture 1)

Cable connected well	Poor connection: re-plug the cable

Please check whether the power supply cable is connected well.

If the cable is connected properly, but the LED light on the power supply is off, then there is a problem with the power supply. (Test way: Please use the multimeter to check if the power supply has output voltage)

Poor connection: re-plug the
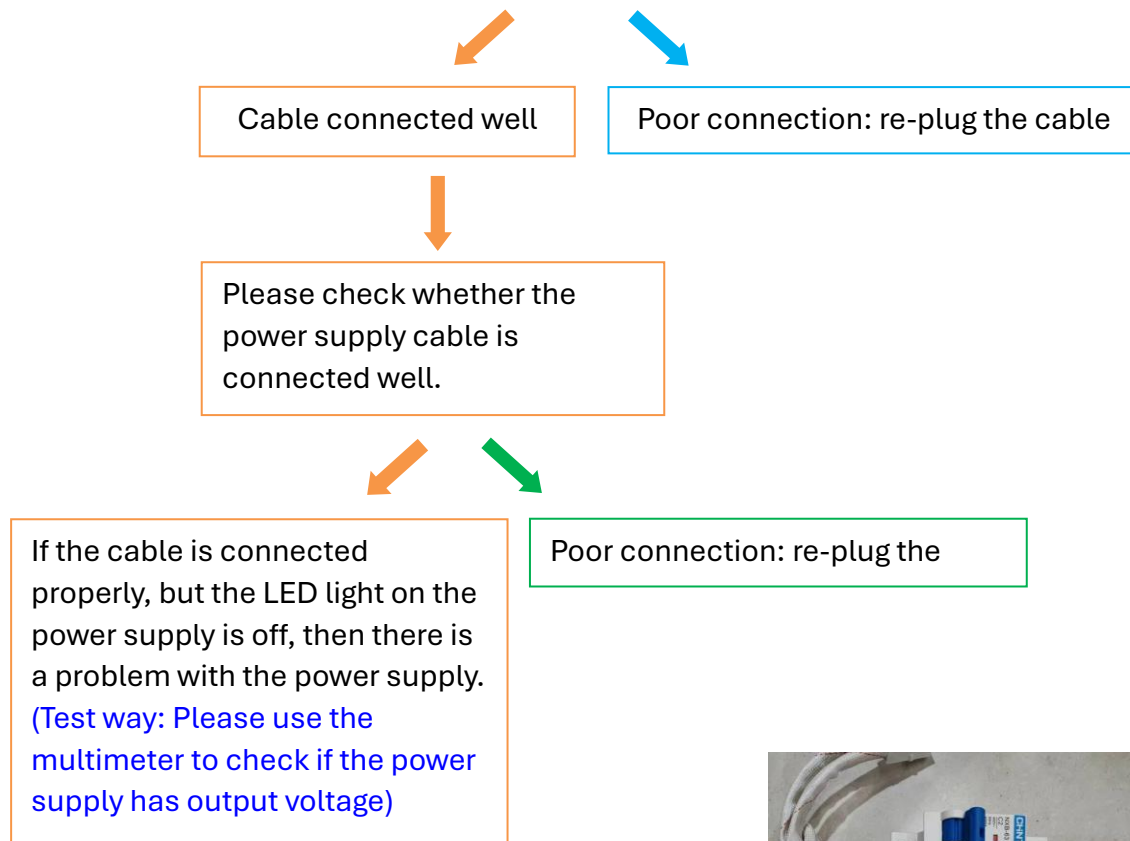
**Picture 1: Power cable
(visible at the back of the machine)**

**Picture 2: Power Supply Cable
(Visible by opening the access
door under the seat)**

8-2 POWER ON MACHINE, LED LIGHT IS WORKING, BUT MONITOR
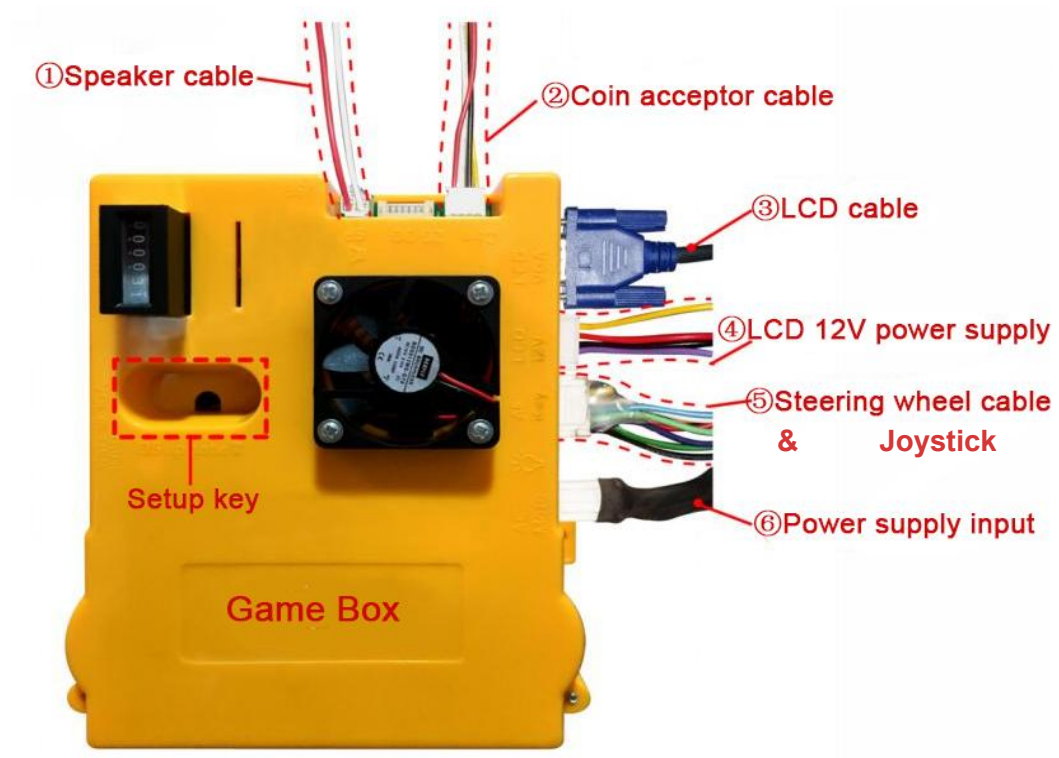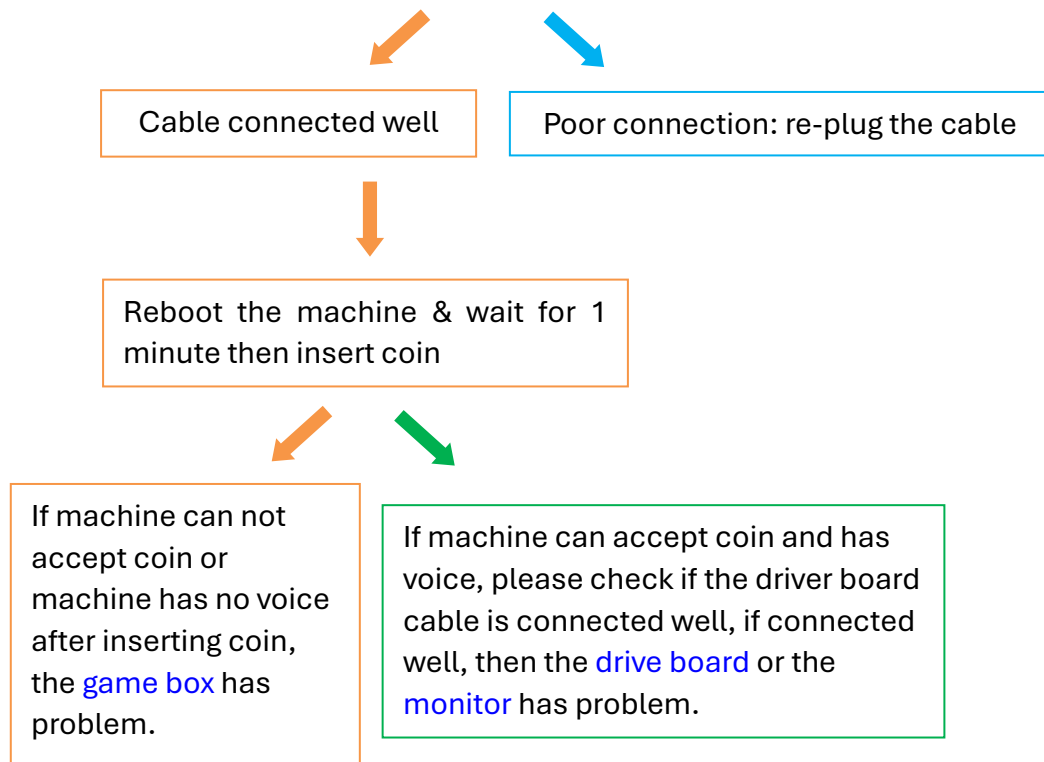
HAS NO DISPLAY.

Please check if the game box cable is properly connected (picture 3)

Cable connected well	Poor connection: re-plug the cable

Reboot the machine & wait for 1 minute then insert coin

If machine can not accept coin or machine has no voice after inserting coin, the game box has problem.

If machine can accept coin and has voice, please check if the driver board cable is connected well, if connected well, then the drive board or the monitor has problem.

①Speaker cable

②Coin acceptor cable

③LCD cable

④LCD 12V power supply

⑤Steering wheel cable & Joystick

⑥Power supply input

Setup key
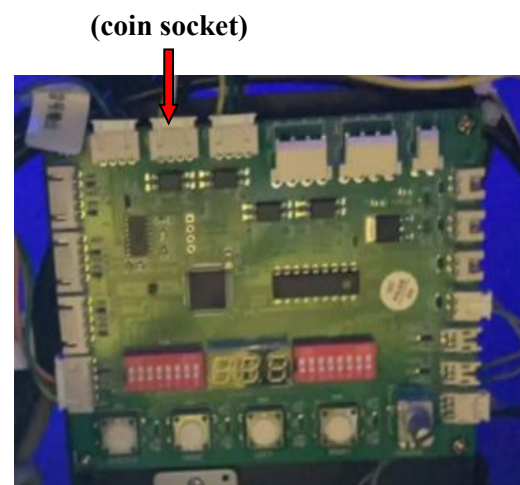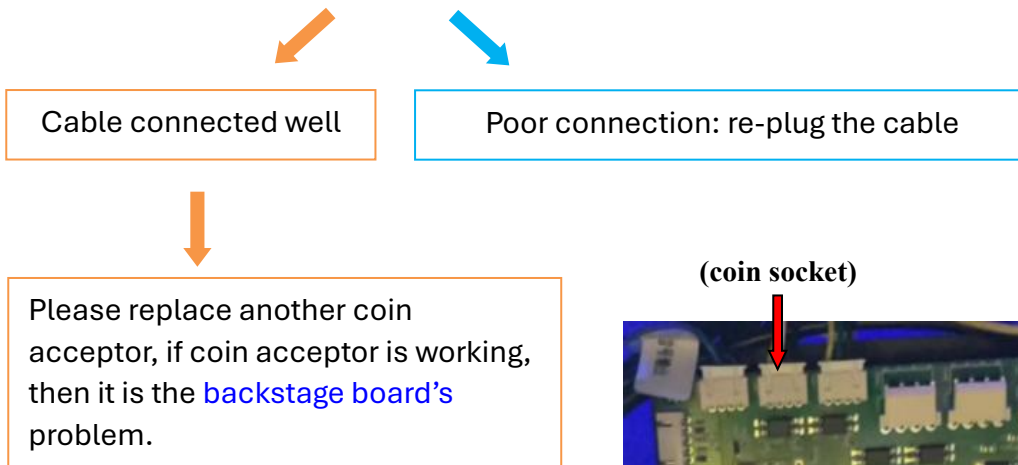
Game Box

Picture 3: Game Box

8-3 MACHINE HAS NO SOUND DURING PLAYING

Please check if the speaker cable is properly connected (①Speaker Cable)

Cable connected well	Poor connection: re-plug the cable

Turn up the volume to check if there is any sound, if no voice, it might be the problem caused by speaker or game box.
(Test way: Please replace a good speaker, if machine has voice, then the speaker is broken. Or it's the game box's problem)
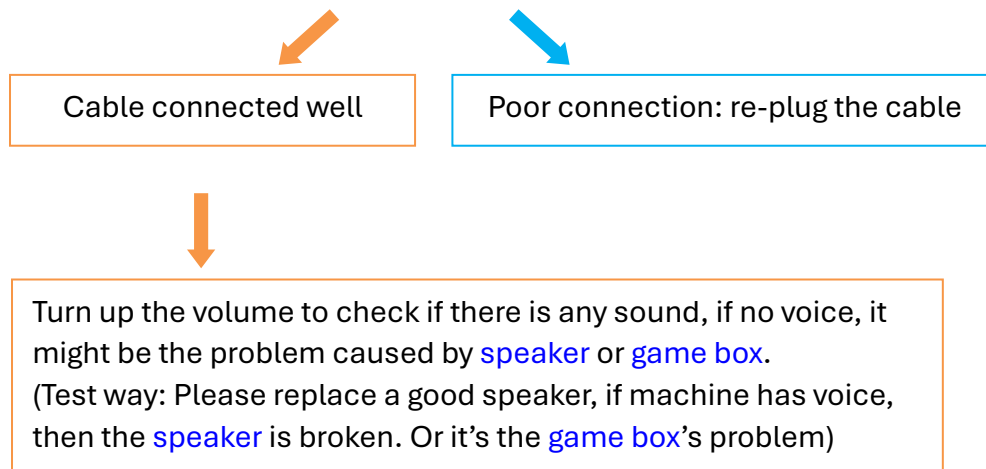
8-4 COIN ACCEPTER CAN'T ACCEPT THE COIN (OR ACCEPTS COIN BUT MACHINE DOESN'T WORK)

Please check if the coin acceptor cable is properly connected

Cable connected well	Poor connection: re-plug the cable

Please replace another coin acceptor, if coin acceptor is working, then it is the backstage board's problem.

(coin socket)

**Backstage Board
(Visible through the access door under the seat)**

8-5 THE CONSOLE IS NOT FUNCTIONING DURING PLAYING

Check if the IO board cable under the console is connected well (Picture 4)

Cable connected well	Poor connection: re-plug the cable

Then the console IO board is damaged. Please contact the manufacturer for repairs.

Picture 4
(Visible when control console cover is removed)

8-6 THE MOTOR DOES NOT SWING DURING PLAYING

Check if the IO board cable under the console is connected well (Picture 5)

Cable connected well	Poor connection: re-plug the cable

Use a multimeter to check if the 12V input to the IO board and the 12V output from the motor are normal.

If there is no 12V input the power supply is faulty.

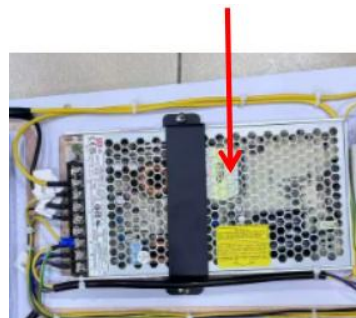If there is 12V input but no 12V output the IO board is faulty.

Picture 5
(Visible when control console cover is removed)

Motor 12V input

Motor 12V output

Picture 6: 12V power supply for the motor
(Visible through the access door under the seat)