Unlock Mania

MANUAL

CONTENTS

I. Specifications and Technical Parameters

1) Operating voltage: AC 110V /220V - 240V 50/60 Hz
2) Maximum power: 170W
3) Overall dimensions: 1078*1019*2834mm
4) Weight: 190KG
5) Environment: Temperature (indoors): 0℃～35℃
6) Humidity: ≤80%;

NOTE:
After shutting the machine down please wait 1 minute before turning it on.
The above technical parameters are subject to adjustments (regional differences/custom versions/etc.)

GAME OUTLOOK

II. Support spare part list (included with new game)

Included with every new machine are the following items:

S/N	Name	No./Specification	Quantity	Unit	Picture	Remarks
1	Power cord	(10A/250V)	1	Piece		Necessary for operation
2	Fuse	5A	2	Piece		Additional support part
3	Manual	English	1	Piece		Additional support part
4	Sensor	CCZK-001	2	Piece		Additional support part
5	Key		2	Piece		Necessary for operation

After opening the package and checking all accessories please use the necessary ones and store properly the support ones for servicing when needed. For additional information or parts request contact your distributor.

Note these parts are guaranteed with new game purchases only. If the game was purchased as used or otherwise not new the manufacturer bares no responsibility for any missing parts on the list.

For additional spare part list or request kindly contact your distributor or JET GAMES at parts@jetgamesusa.com.

III. How to Handle and Position the Machine

(I) Handling Method

The machine is equipped with BOTH casters and feet under the base plate. When moving the machine for a short distance one should raise feet to make the casters touch the ground and push the machine.
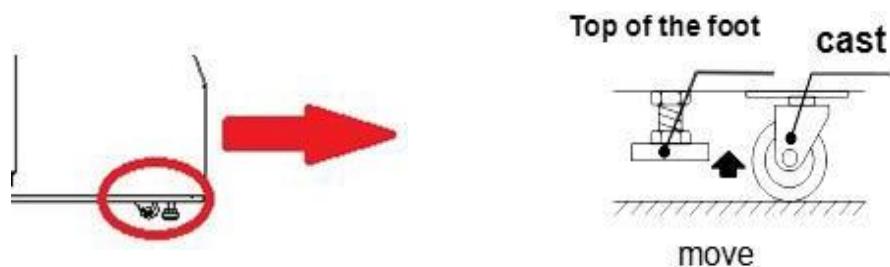
(II) Fixing Method

Please place the machine on flat and stable ground where it won't wobble or slide, loosen the locked nuts of the foot, tighten the anchor bolts with a wrench, and keep the casters elevated from the ground so that the feet will keep the unit secured.

MOVE   FIXED
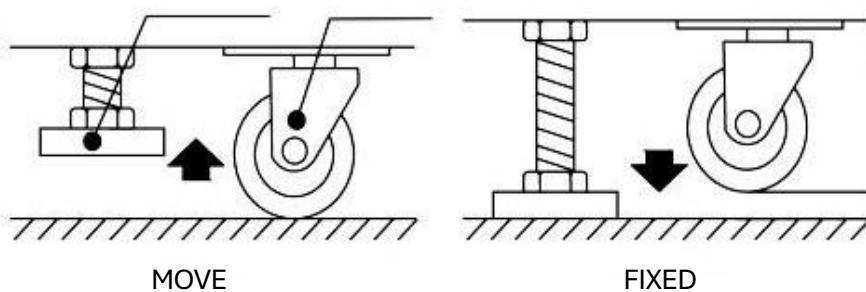
(III) Game positioning and placement

Do not place the product in the following places:

- ➢ Do not place the machine outdoor (the machine is INDOOR USE ONLY)

- ➢ Do not place the machine in an environment with abnormally high humidity

- ➢ Do not place the machine near any machinery or object that is abnormally hot

- ➢ Do not place the machine next to flammable items

- ➢ Do not place the machine on a smooth or uneven ground surface

- ➢ Do not place the machine near high-frequency vibration or high magnetized objects or equipment

- ➢ Do not place the machine in extremely dusty areas

BEST PRACTICES FOR POSITIONING:

- ➢ Place the machine INDOOR, on a even and stable surface, secure it well with its feet positioned down

- ➢ Keep the unit clean, away from excessive sunlight, heat, and humidity

- ➢ Store all the parts, manuals and additional related items in a secure and organized location while labeling it correctly to prevent damage or loss

- ➢ Check the power cables and external connections regularly

- ➢ Implement sporadic but consistent inspections to take good care of the product so it can serve you better and longer

IV. Wiring and precautions

● Set up should entail having an experienced electrician or technician with electrical knowledge on hand – do not handle the equipment otherwise

● Connect one end of the cable to the terminal box of the machine - then connect the other end to the external electrical socket

● Check that the voltage matches the power specifications on the label as well as the settings of the power supply according to the voltage (110V or 220V) on the label to avoid any unnecessary damage to the machine

● Please confirm whether there is grounding in the socket to avoid unnecessary damage

● Use generally acknowledged care and caution when handling high voltage areas and components
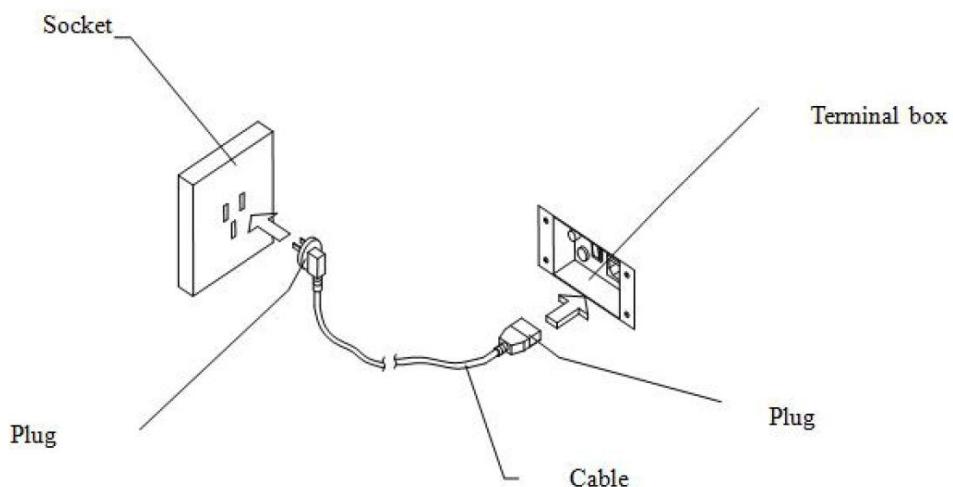
Precautions:

The power cable cannot be placed under heavy objects or be compromised in any other way externally or it might be easily damaged or cause a variety of safety failures
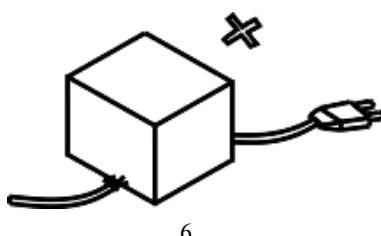
When unplugging the cable you should hold it by the connectors instead of pulling on the cable
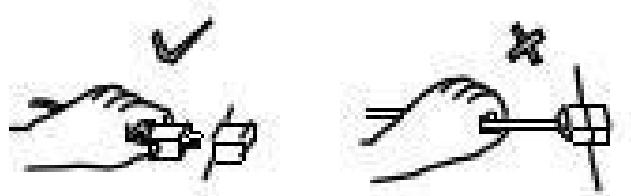
It is not allowed to directly unplug with wet hands

It is not allowed to forcibly stretch, twist or expose the cable as well as positioning it close to high-temperature objects

It is not allowed to put the cable at places where it may be easily kicked or touched.

ATTENTION:

Use correct voltage and fuse (refer to technical parameters)

Always exercise caution and professionalism

To be handled by experienced and trained staff only

V.Description of the game

How to play?

1. Insert the corresponding tokens, coins, or swipe card to receive credits
2. After the game is credited press the button (key shaped) to drop the ball
3. The ball will drop from the top of the machine
4. Time it correctly to aim at the corresponding targets
5. Light up all 6 targets (locks) to win super bonus (5 on Playfield and 1 on rotating screen)
6. Additional prizes and rewards are given per bottom digital screen target (LOCK BOX BONUS, extra time, extra balls).

Game design and concept brief:

The game is an innovative approach to a classic and easily approachable gameplay for the players. Its attractive outlook, interactive gameplay, intuitive scoring and dramatic bonus features are surely going to prove a hit at every game center and amusement location.

Its fast gameplay and versatile nature of many customizable options ranging from number of balls dropped, number of balls per credit, adjustable timer, adjustable game speed, and adjustable ticket/target values make it an operator friendly unit.

The key design elements are logically integrated by all locks needing to be unlocked before the final bonus is earned, the actuator or button is in the shape of a large custom molded key that will amuse and attract players of all ages. The simplicity and intuitive quality prevent confusion and add to the retention.

In addition to all of the above the standout feature is its innovative integration of an innovative slim-profile scoring screen that adds tons of optionality, engagement, and essentially acts as a rotating conveyor belt of targets and

bonuses for the player to get excited by.

TARGET LAYOUT:

The target layout is as follow:

- There are 5 physical targets (LOCKS) all in distinct colors:
    - Green (top middle)
    - Yellow (top left)
    - Red (top right)
    - Purple (bottom left)
    - Blue (bottom right)

- There are multiple digital targets (INCLUDING THE WHITE LOCK) with different exciting bonuses and awards:
    - White Lock (only digital one of the 6 total locks – other 5 being physical targets)
    - MANIA LOCK BOX (drops the middle treasure chest filled with balls)
    - Various additional ticket value screens/targets
    - Double Time
    - Double Tickets

SCORING SCREENS:

Green lock will light up when ball scores through its target
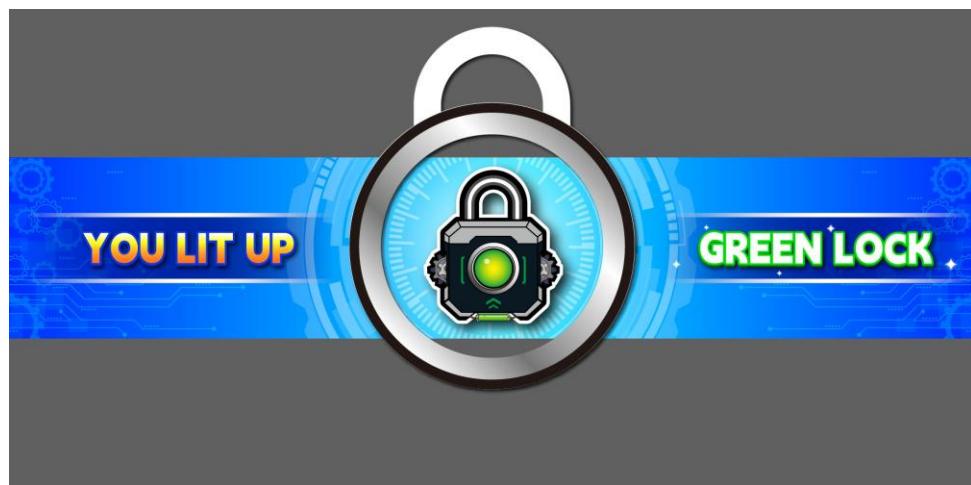
Yellow lock will light up when ball scores through its target

Red lock will light up when ball scores through its target

Purple lock will light up when ball scores through its target
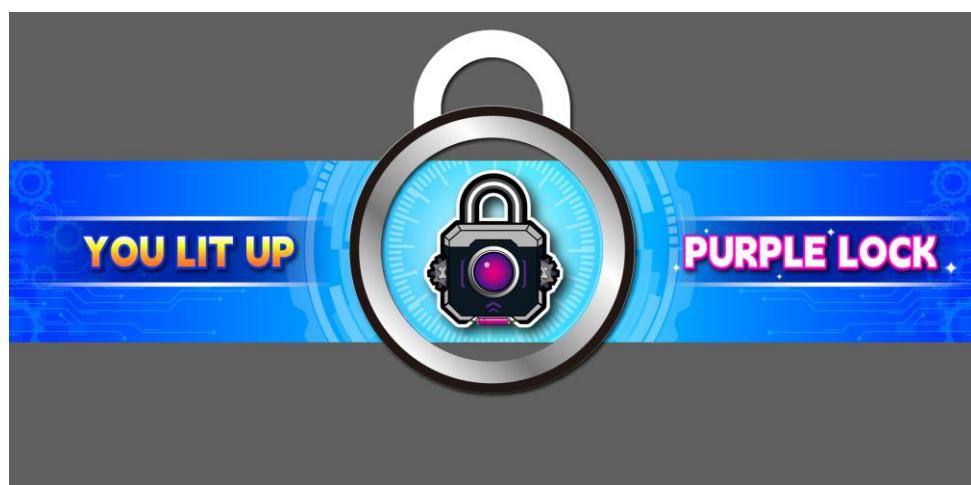
Blue lock will light up when ball scores through its target

White lock will light up when ball scores through its target – this is the only LOCK that is not a physical lock but rather rotates as a target on the digital screen target carousel

Guiding players to aim for the WHITE lock – digital lock

Showcasing the DOUBLE TICKET bonus on the digital screen bonus target carousel
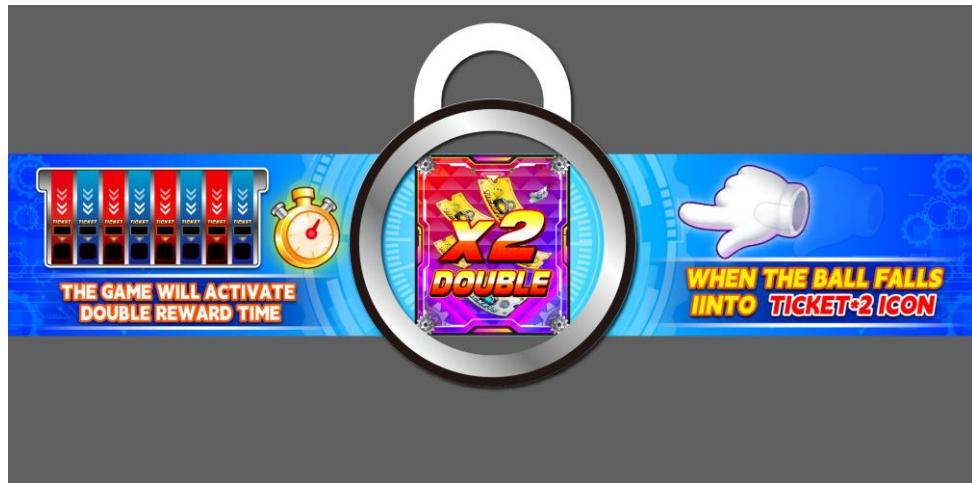
Showcasing how to win the SUPER BONUS (by unlocking all 6 locks)

Showcasing the LOCK BOX MANIA Bonus feature of releasing the treasure chest of balls onto the lower playfield to collect extra tickets
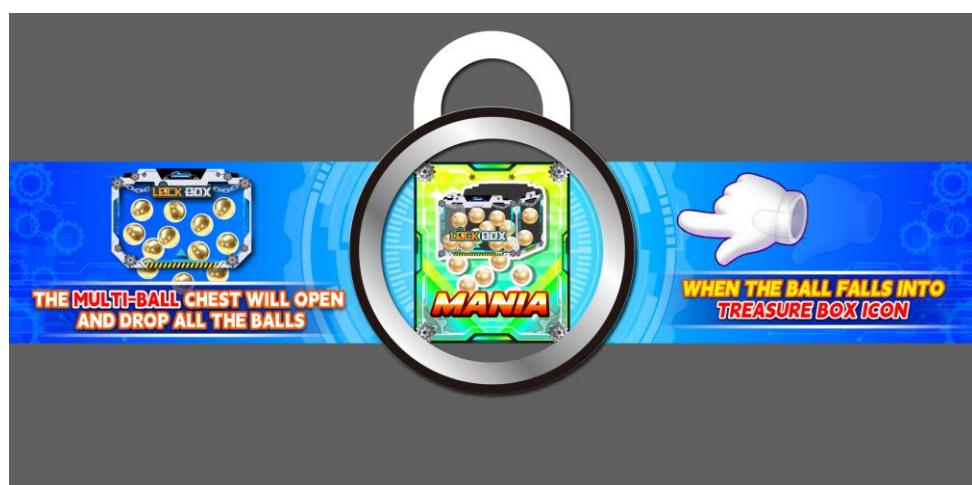
Showcasing the MANIA PARTY Ticket award after winning the LOCK BOX MANIA treasure chest bonus

Showcasing the DOUBLE TIME bonus award score on the digital screen carousel

Showcasing the BONUS WIN screen after being awarder the bonus
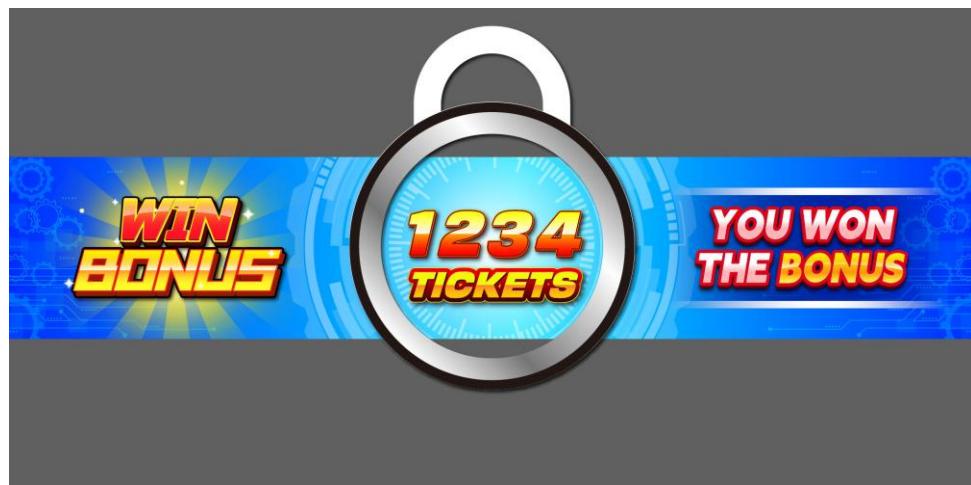
ADDITIONAL NOTES:

- *On the digital screen there are additional rotating targets for simple Ticket values*

- *The Lower Playfield offers mercy tickets which can be controlled and adjusted by the owner/operator (see image below)*

VI. Game Background Settings
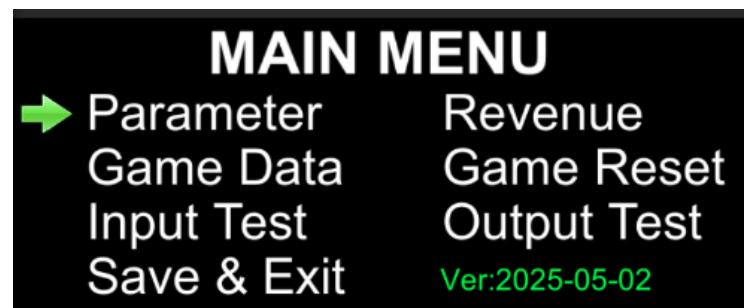
1. Parameters

```
PARAMETER
➡ Coins Set      1      Balls Set       1
  Drop Time      15     Double Time     15
  Mania Set      20     Ticket Set      50
  Bonus Init     2000   Bonus Add       1
  Ticket Enable  ON     Music Set       ON
  Language       EN     Return
```

| No.	Item	Instruction	Default	Range
1	Coins Set	How many coins need to be inserted to initiate the game	1	0~50
2	Balls Set	How many balls are allocated per game	1	1~200
3	Drop Time	The game will automatically release the ball after a certain set period of time	15	5~60
4	Double Time	Double-time reward duration set	30	5~60
5	Mania Set	Number of balls stored in the LOCK BOX MANIA bonus chest	20	5~50
6	Ticket Set	Average ticket per currency	50	10~100
7	Bonus Init	Initial value of the Super Bonus	2000	200~5000
8	Bonus Add	How much does the bonus increase each time you insert a coin	1	0~10
9	Ticket Enable	Whether dispensing tickets is needed	ON	ON/OFF
10	Music Set	Attract Sounds Enabled	ON	ON/OFF 2~30min
11	Language	System language	EN	EN/CN

2. Revenue

The REVENUE settings page is divided into "current" and "history" segments. The current section is managed by the operator themselves and can be cleared at their own discretion. The history section is a permanent bill and cannot be cleared by the owner/operator.

```
              REVENUE
        [CURRENT]            [HISTORY]
   Total Coins:  93      Total Coins:  0
   Total Tickets:7       Total Tickets: 7
   Average:    0.07526   Average:      0
 ➡ Clear Current          Return
```

3. Game Data
Records the payout and winning data of each game to facilitate the statistics of ticket rates

```
              GAME DATA
   Drop Times:   248      Total Tickets:  14173
   Draw Times:   22       Draw Tickets: 14173
   Bonus Times:  12       Bonus Tickets:6005
   Mania Times:  23       Mania Tickets:4335
   Double Times:0         Double Tickets1700
   Free Times:    9     ➡ Return
```

4. Game Reset
Clears the number of unused coins and the number of unawarded tickets as well as provides the option to restore the factory (default) settings

```
            GAME RESET
 ➡ Un-use Coins:    0
   Owed Tickets:    0
   Factory Reset:   OFF
   Return
```
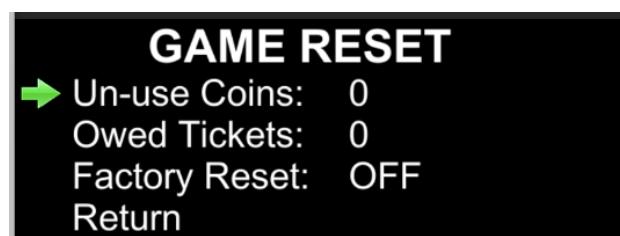
5. Input Test

Test the input units one by one (assists by testing and ruling out whether all the hardware is fully functional and operates normally)

INPUT TEST							
Coin in	ON	Box Check	ON	Unlock #4	ON	Score #4	ON
Ticket Out	ON	Box Open	ON	Unlock #5	ON	Score #5	ON
Drop Button	ON	Box Close	ON	Unlock #6	ON	Score #6	ON
Wiper Check	ON	Unlock #1	ON	Score #1	ON	Score #7	ON
Drop Ball	ON	Unlock #2	ON	Score #2	ON	Score #8	ON
Box In	ON	Unlock #3	ON	Score #3	ON	➡ Return	

6.Output Test

Test the output units one by one (assists by testing and ruling out whether all the hardware is fully functional and operates normally)

OUTPUT TEST			
➡ Counter	OFF	Ticket Out	OFF
Wiper Motor	OFF	Box Motor	OFF
Drop Ball	OFF	Box Supply	OFF
Key Led	OFF	Box Led	OFF
Lock Led	OFF	Score Led	OFF
Other Led	OFF	Return	

VII. Installation and Maintenance

- Installation

➢ Please check the condition of the game and its components according to the list of supporting parts before embarking on installation

➢ Connect the power cord to the machine, turn on the machine, and check whether each part runs normally. If you are experiencing any issues immediately turn off the machine and proceed troubleshooting

- Appearance Inspection

To ensure proper and safe use of the machine please check the following before set up:

➢ Whether all warning labels are intact, undamaged, visible and stuck correctly

➢ Whether parameters of power supply are consistent with the requirements of the machine

➢ Whether all screws of additional and auxiliary parts and components (ie. marquee/header and similar) are adequately tightened and not loose

➢ Whether the connectors and terminals are undamaged

➢ Whether the machine is placed correctly and stabilized by the adjustment of the casters and feet

➢ Whether the machine is placed in a appropriate, clean and safe area

- Running Inspection

➢ Whether the sound speaker work normally

➢ Whether the lights, LED strips, and the buttons all light up and are on

➢ Whether the image on the screen is clear and normal

- Maintenance

➢ Before turning the machine on it is recommended to perform a test run/play

➢ When the machine is dirty or otherwise aesthetically compromised to immediately tend to rectify the situation and resolve the issue

➢ Daily or weekly play, test and check the machine yourself as a owner/operator to see whether each part runs normally

➢ Perform regular checks of the machine

XI. Fault Analysis and Troubleshooting

Common issues

Issue	Reason	Solution
The machine is not powered on	Check whether the 110V or 220V power input is current to avoid short-circuit.	Check whether the voltage of the plug-in board in the machine is abnormal
The control board is not receiving power	Check whether the output of the 12V and 24V partitions of the power box is correct.	Please adjust the wire to the correct installation position
The power supply is cut off halfway	The circuit protector is in action, and the power switch is in the cut-off state (Note: In the event of abnormal current flow, the circuit protector cuts off the current)	Please turn on the power switch again, when the circuit protector repeatedly acts, it means that there is an abnormality in the machine, please contact the service team
There is an abnormality in IC control	Check whether the 12V and 24V power supplies are connected incorrectly	Please check the power box
	Check whether the IC is plugged in backwards	Please dial the corresponding gap horizontally and reinsert it
The coin mechanism is unresponsive	The coin dispenser is damaged	Replace the coin dispenser
	The coin mech signal line is loose	Check if the signal line of the coin dispenser is loose
	The I/O control board is damaged	Replace the I/O control board
Jammed or stuck coin acceptor mechanism	The unit is not connected properly	Please check that the pattern is connected properly, or try a different pattern
	The coin slot is not aligned or distorted	Please check whether the coin slots are aligned or deformed, and adjust the coin slots
	The installation or type of the coin mech was not suitable for the game	Reevaluate the coin dispenser type and consult with the manufacturer
Coin acceptor is not functioning	Test if there is signal feedback	Please reconnect the coin dispenser, if there is a signal, the coin dispenser will make a sound
	There is no pull-up resistor connected to the target board	Please connect the pull-up resistor
	The switch (normally open, normally closed) is dialed in an incorrect gear	Please check whether the switch (normally open, normally closed) is dialed correctly
	Poor contact with the power connector of the coin dispenser	Please check that the power connector of the coin mech has good contact
	There is dirt or debris in the coin channel of the coin mech which causes the coin to be stuck	Please check the coin channel for debris
Speakers have no sound	Speaker power issues	Please check the connection to the speaker
	Low volume	Adjust the volume
	Speaker error	Replace new speaker

Main board I/O
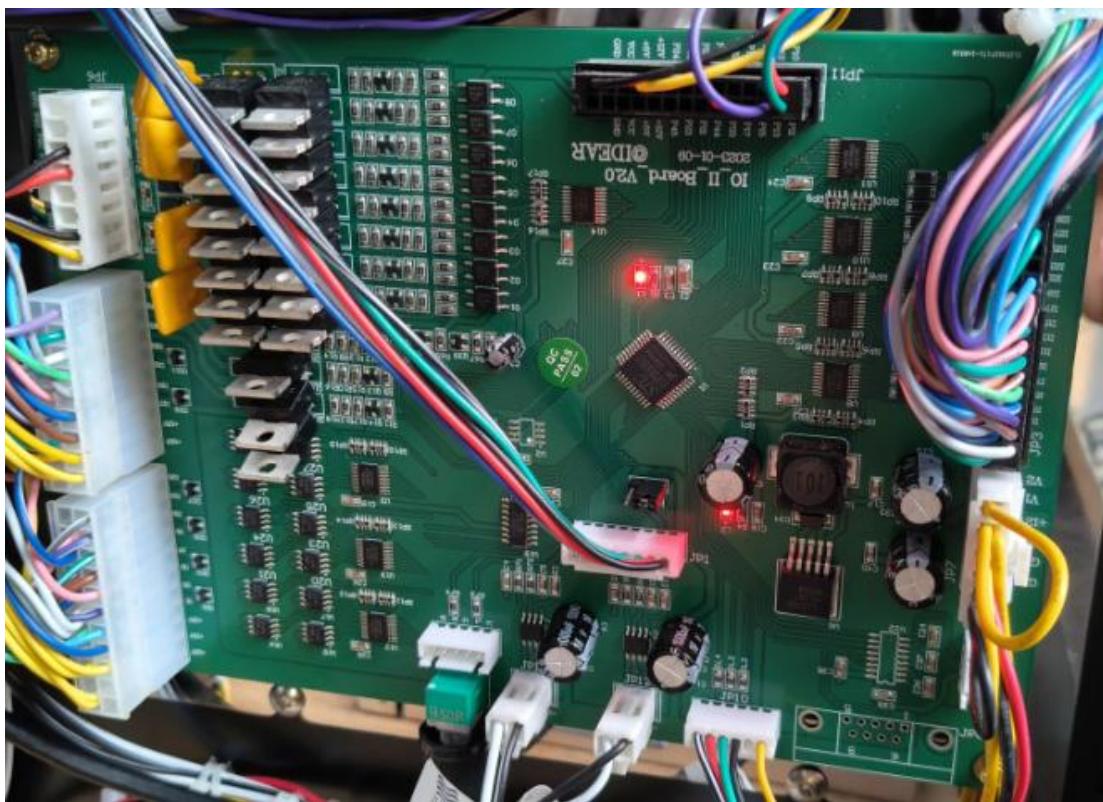
Warnings:

- **Cut off the power for maintenance and repair of the machine.**

  To prevent injuries, damage, and/or short circuit, relevant personnel should cut off the power supply when touching internal components of the machine. If the operation requires power to be supplied it should be handled by seasoned professionals with extensive electrical knowledge only.

- **Use only genuine and proper parts for replacement.**

  Improper parts may cause damage including serious issues like short circuit, damage of the main board and other key the components

- **Do not disassemble, assemble and change the equipment randomly.**

  It may cause machine failure and permanent damage.

- **Do not place cups and containers with liquids, chemicals or heavy objects on the machine.**

  Spilt liquid may cause serious damage of many components and parts. Meanwhile any heavy objects falling may injure people and damage the machine.

- **Do not place objects, fabrics, or any items against the air vents of the machine.**

  Any blocked air vents may cause temperature rise inside the machine which could affect the normal operation of the game and even damage various components/parts.

- **Do not repair the machine if you are not a trained professional.**

  For additional help and assistance feel free to reach out to the JET GAMES parts and service department (all contact info at www.jetgameusa.com)

Contact

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