

KABOOM

Getting Started

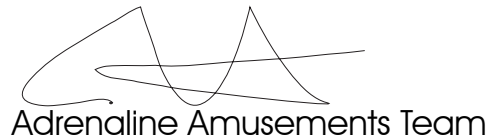
Operation & Service Manual

***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 KABOOM product, we invite you to contact your local distributor or reach us at info@adrenalineamusements.com or by calling our support line (+450.932.4205).



For Further Assistance

North & South America

Global VR (Tech Support)
2350 Zanker Road, San Jose, CA
95131, United States
Tel: 408.597.3435
FAX: 408.597.3437
www.globalvr.com

Table of Contents

Chapter 01 – Introduction

| | |
|----------------------------|----|
| Preface | 04 |
| Safety | 05 |
| FCC Notice (United States) | 06 |

Chapter 02 – Product Features

| | |
|------------|----|
| Features | 07 |
| Voltage | 07 |
| Dimensions | 07 |

Chapter 03 – Installation

| | |
|----------------------|----|
| Machine Installation | 08 |
|----------------------|----|

Chapter 04 – Getting Started

| | |
|-------------|----|
| How to play | 09 |
|-------------|----|

Chapter 05 – Operators' Menu & Game Setup

| | |
|--|----|
| Operators' Control Menu | 10 |
| Product Default Settings | 11 |
| Accessing & Navigating the Operators' Menu | 12 |
| Volume Adjustment Menu | 13 |
| Credit Per Game Menu | 13 |
| Ticket Payout Menu | 14 |
| Suggested Payout Settings | 15 |
| Statistic Menu | 16 |
| Version Information Menu | 16 |

Chapter 06 – Service & Repair

| | |
|-------------------------|----|
| Computer | 17 |
| Trouble Shooting | |
| Video | 18 |
| Audio | 18 |
| Error Message | 18 |
| General | 19 |
| Replacement Part | |
| Detonator Assembly | 20 |
| Monitor Assembly | 21 |
| Opening Service Panel | 21 |
| Control Panel Assembly | 22 |
| Electronic Box Assembly | 23 |

Chapter 07 Diagrams & Schematics

| | |
|--------------------------------------|----|
| Control Card | 24 |
| Wiring & Other Distribution Diagrams | 25 |

Chapter 1

Preface

Please read this page before preparing your KABOOM 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 115VAC 60Hz (230V/ 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.
- 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, particularly when the platform is moving.

Chapter 1

Preface

Safety

Warning



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° (15°-30°C).

Chapter 1

Preface

FCC Notices (United States)

Electromagnetic Interference (EMI) is any signal or emission radiated in free space or conducted along power or signal leads, that endangers the functioning of radio navigation or other safety service, or that seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include, but are not limited to, AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices (Including computer systems) contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this computer system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocated the cabinet relative to the receiver
- Plug the game into a different outlet so that the computer and the receiver are on different branch circuits

If necessary, consult a Regulatory EMC representative of Adrenaline Amusements Inc or an experienced radio/television technician for additional suggestions. You may find the FCC interference Handbook to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402.

This device has been tested and complies with the limits for a Class A digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instruction manual, it may cause harmful interference with radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case you will be required to correct the interference at your own expense.

Operation is subject to following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

Chapter 2

Game Features

Hardware features

- Mini ITX INTEL computer
- 1000 watts vibration platform
- Widescreen HD LCD monitor
- High performance sound system which include a 100 watts subwoofer
- High performance wind blower
- Unique detonator systems

Cabinet FACTS

- Machine Name: KABOOM Demolition co
- Machine overall dimension: 32" (52" including platform) x 34" x 112" / 0.82m (1.33 including platform) x 0.87 m x 2.85m
- Machine weight: 400lb/181kg

Note: this machine is intended for indoor use only

Voltage

| Standard Cabinet | |
|------------------|-----------|
| Voltage | Operating |
| 115 VAC | 10 AMP |
| 220 VAC | 05 AMP |

Chapter 3

Machine Installation

1. Carefully remove the Cabinet from the shipping container giving yourself enough space.
2. Remove the Floor platform and header box from the cabinet
3. Move your product to the desired location
4. Tilt the machine backward
5. Slide the platform underneath (fig 1)
6. Align the platform to have the white cones fitting within the black receptacles (fig 2)

Figure 1



Figure 2



7. Connect the shaking device by inserting the plug in the available connector (fig 3)

Figure 3



8. Bolt on the KABOOM signage on the top of your product

Chapter 4

Getting Started: How to play

As described in the game play instruction, your goal is to load all 5 TNT containers.

After inserting the requested amount of credit, the game will display the How to Play instruction: Have a look, read and listen carefully.

Using the red “T” shape detonator, stop the moving light underneath one of the TNT containers displayed on the control panel. You have only five (5) tries.

Make sure not to stop the moving light underneath a container that you have already loaded.

Depending on your score (0-5 TNT containers) you will have the chance to experience the quality of your work: enjoy the film and feel the rush of tearing down an old structure for real! Make sure to stay on the platform until you collect your tickets!

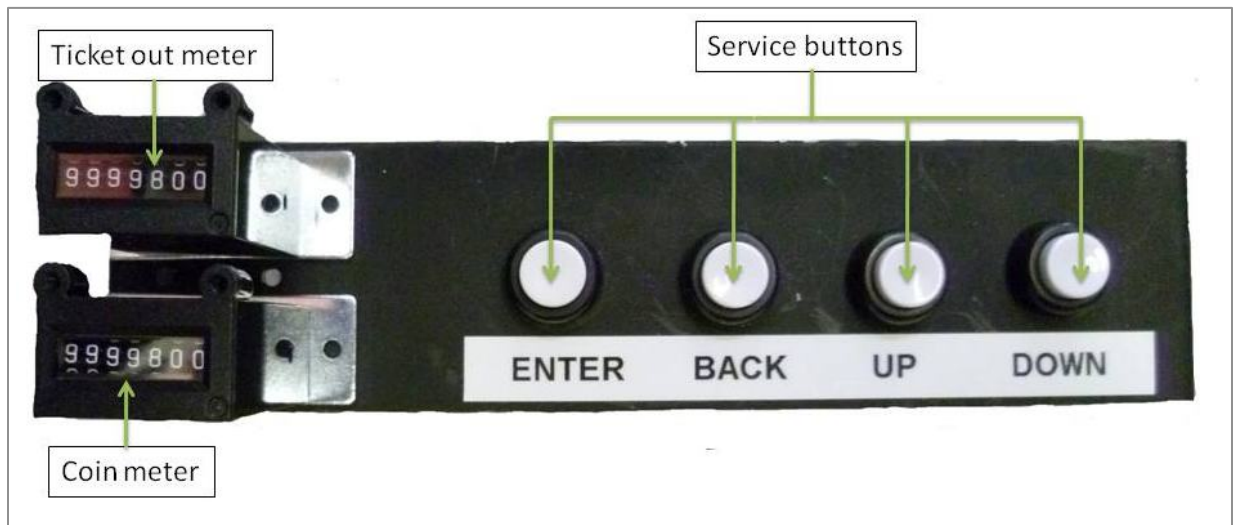
Chapter 5

Operator Menu & Game Setup

This chapter describes how to use the Operator Control Panel to navigate through the Operator Main Menu to set up your product, access earnings statistics and adjust all the game play parameters.

The Operator Control Panel

To access the Operator Menu, use the Operator Control Panel located inside the coin door



Use the service buttons to navigate the operator menu, adjust the volume, adjust the amount of credits per play, manage ticket payout and access game play statistics

Chapter 5

Product Default Settings

You can reset each parameter individually to its original factory setting. Factory settings for each parameter are the following:

| Volume Settings | |
|-----------------------------|----|
| Attract Mode Volume | 1 |
| Master Volume | 7 |
| Demolition Vibration Volume | 10 |

| Credits Setting | |
|------------------|---|
| Credits Per Game | 2 |

| Tickets Payout Settings | |
|-------------------------|-----|
| One TNT | 5 |
| Two TNT | 10 |
| Three TNT | 25 |
| Four TNT | 60 |
| Jackpot | 500 |
| Jackpot Increment | 1 |
| Jackpot Cap | 992 |
| Jackpot Winability | 100 |
| Difficulty Level | 7 |

Chapter 5

Accessing & Navigating the Operator Menu

1. Press the ENTER service button while the game is running the Attract Mode
2. Using the UP or DOWN service buttons, navigate through the operator menu
3. Press ENTER to select the appropriate option
4. Using the UP or DOWN service buttons, change the value of the selected field
5. To escape the Operator Menu simply use the BACK service button until the menu disappears



Chapter 5

*Refer to page 10 to review how to navigate through the menu and adjust the different settings

Volume Adjustments Menu

Attract Mode Volume

Volume can be adjusted from 1 to 10

Master Volume

Adjust game play volume

Demolition Vibration Volume

Adjust the vibration of the platform during game play



Credits Per Game Menu

Credits per play

Adjust the amount of credits needed per game

Reset Coins Count

To avoid having more than 40 credits accumulated, the software will automatically lock the game if a player inserts more than 40 credits all at once. (New Jersey regulation)



Chapter 5

Ticket Payout Menu

“One TNT” to “Four TNT”*

Amount of tickets dispensed depending on number of TNT containers the player loads

The next page feature suggested payout settings

Jackpot

Amount of tickets dispensed if the Jackpot is won

Jackpot Increment

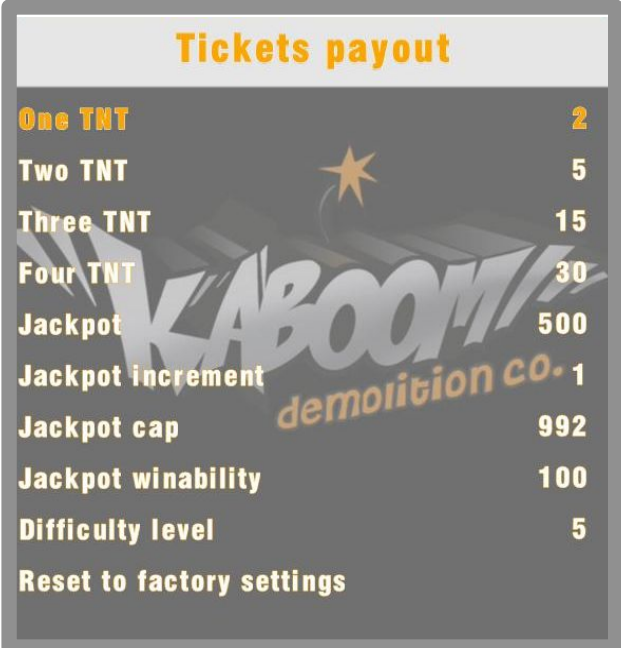
If selected value is greater than 0, the Jackpot amount will progressively increase by the selected amount for each game played, until the Jackpot is won

Jackpot Cap

Maximum amount that a progressive Jackpot can reach; if reached, the jackpot will remain at its maximum value until it is won

Jackpot Winability

Jackpot Winability increases the odds of winning the Jackpot. The selected value represents the number of game played before increasing the chances of winning the Jackpot. A value of 0 will disable the Jackpot Winability feature.



| Tickets payout | |
|---------------------------|-----|
| One TNT | 2 |
| Two TNT | 5 |
| Three TNT | 15 |
| Four TNT | 30 |
| Jackpot | 500 |
| Jackpot increment | 1 |
| Jackpot cap | 992 |
| Jackpot winability | 100 |
| Difficulty level | 5 |
| Reset to factory settings | |

Chapter 5

Suggested Payout Settings

The following parameters are to be used as guidance. Results may vary depending on players skill, so adjust if necessary.

| Price Per Play | Reward Structure | 30% Payout | 40% Payout |
|----------------|--------------------------|------------|------------|
| 1 CREDIT | “ One TNT ” | 1 | 2 |
| | “ Two TNT ” | 3 | 5 |
| | “ Three TNT “ | 8 | 10 |
| | “ Four TNT “ | 15 | 20 |
| | Original Jackpot Setting | 500 | 500 |
| 2 CREDITS | “ One TNT ” | 2 | 4 |
| | “ Two TNT ” | 5 | 10 |
| | “ Three TNT “ | 15 | 20 |
| | “ Four TNT “ | 30 | 40 |
| | Original Jackpot Setting | 500 | 500 |
| 3 CREDITS | “ One TNT ” | 4 | 6 |
| | “ Two TNT ” | 10 | 10 |
| | “ Three TNT “ | 25 | 30 |
| | “ Four TNT “ | 45 | 60 |
| | Original Jackpot Setting | 500 | 500 |
| 4 CREDITS | “ One TNT ” | 6 | 8 |
| | “ Two TNT ” | 10 | 20 |
| | “ Three TNT “ | 30 | 40 |
| | “ Four TNT “ | 60 | 80 |
| | Original Jackpot Setting | 500 | 500 |

Chapter 5

Statistics Menu

Lifetime Credits


Amount of credits inserted since the software was original installed; this statistic cannot be reset.

Total games

Amount of games played since statistics were reset.

Total Tickets

Amount of tickets dispensed since statistics were reset



| Statistics | |
|--------------------------|----------|
| Lifetime credits | 838 |
| Total games | 21 |
| Total tickets | 858 |
| Average tickets per game | 40 |
| TNT 0 | 0.0% |
| TNT 1 | 0.0% |
| TNT 2 | 38.1% |
| TNT 3 | 33.3% |
| TNT 4 | 23.8% |
| Jackpot | 4.8% |
| Reset statistics | |
| Last reset | 30/04/10 |

Version Information Menu

Application's Version

Version of the Game Software is Installed

Firmware's version

Version of firmware currently installed in the KABOOM I/O Card

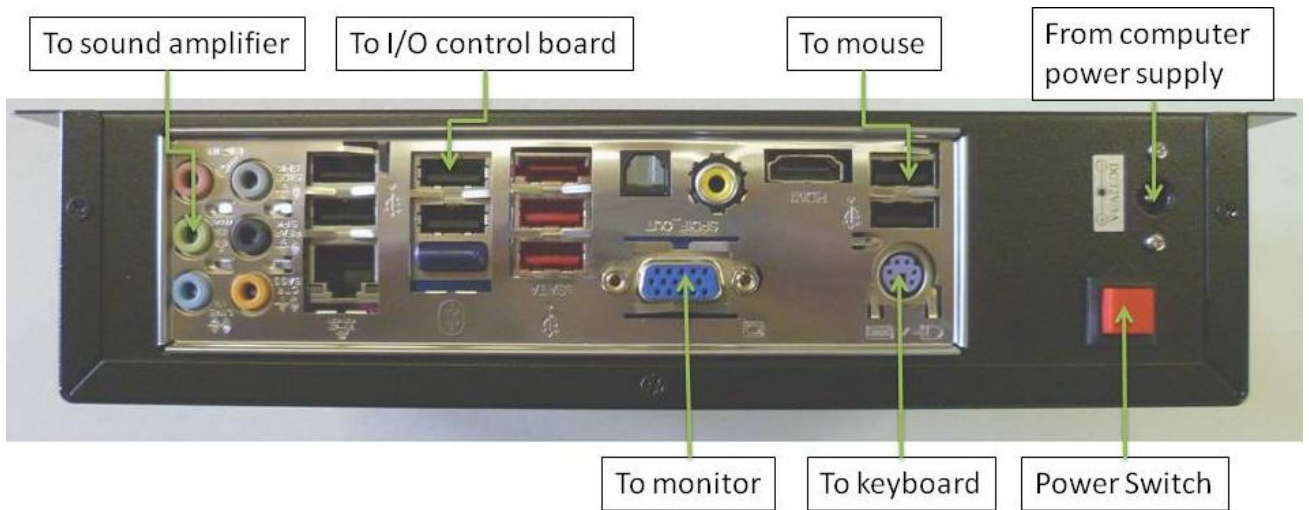


| Versions info | |
|-----------------------|-------|
| Application's version | 1.005 |
| Firmware's version | 1.013 |

Chapter 6

Service & Repair

Computer ADR-KA-9100-00



Keyboard and mouse are use for maintenance only

Chapter 6

Troubleshooting

Video Troubleshooting

| | |
|---|---|
| No picture displayed but audio is heard | Power Problem, check the power to monitor |
| | loose or faulty connections between LCD panel and computer, make sure VGA cable is connected properly to both computer and LCD monitor |
| No picture and no audio | No power to computer, Verify the computer is ON by the blue LED on the front of the computer. Press the RED power button. Make sure that the round power plug is well connected. Check LED on Computer external power supply. Check AC power cord from electronic box to computer external power supply |
| | Bios setting has changed, If the computer does not power automatically when machine is powered on, check BIOS settings AC Power on function is set to ON |

Audio Troubleshooting

| | |
|------------------|---|
| Low volume | Increase the volume by pressing the menu button and adjust |
| Loose wire | Check 1/8 audio cable from green computer jack to sound amplifier in the electronic box. Check cables from amplifier to each speakers |
| Faulty amplifier | Replace Amplifier |

Error Message Screens

| | |
|--------------------------------|---|
| Error when opening serial port | Check that USB cable is connected from computer to I/O board. |
|--------------------------------|---|

Chapter 6

| General Trouble Shooting | |
|-----------------------------------|---|
| Defonator does not work | Faulty micro switch. Replace the micro switch on the detonateur and re-test |
| | Faulty wiring. Disconnect the cabinet from AC power, Verify that all wires are firmly connected to the button and the Kaboom I/O board. |
| | Faulty Kaboom I/O board. Make sure that all connections to the PCB are firm. Replace Kaboom I/O board if faulty |
| Jackpot LED display does not work | Blown fuse. Replace fuse at FH2 on KABOOM I/O board (use 2.5 AMP fuse) |
| | Defective power supply. Verify power supply is putting out 5VDC |
| | Faulty wiring. Check that all connection are firm |
| | Faulty Jackpot display. Replace Jackpot Display |
| Control Panel light do not work | Blown fuse, Replace fuse at FH1 on KABOOM I/O board (use 4 AMP fuse) |
| | Defective power supply, Verify power supply is putting out 12VDC |
| | Faulty wiring. Check that all connections are firm |
| | Faulty control panel display board. replace board |
| Vibration Platform does not work | Shaker cable not connected. Confirm is shaker is connected to the Electronic box |
| | Blown fuse. Replace fuse at FH3 on I/O board (use 10 AMP fuse) |

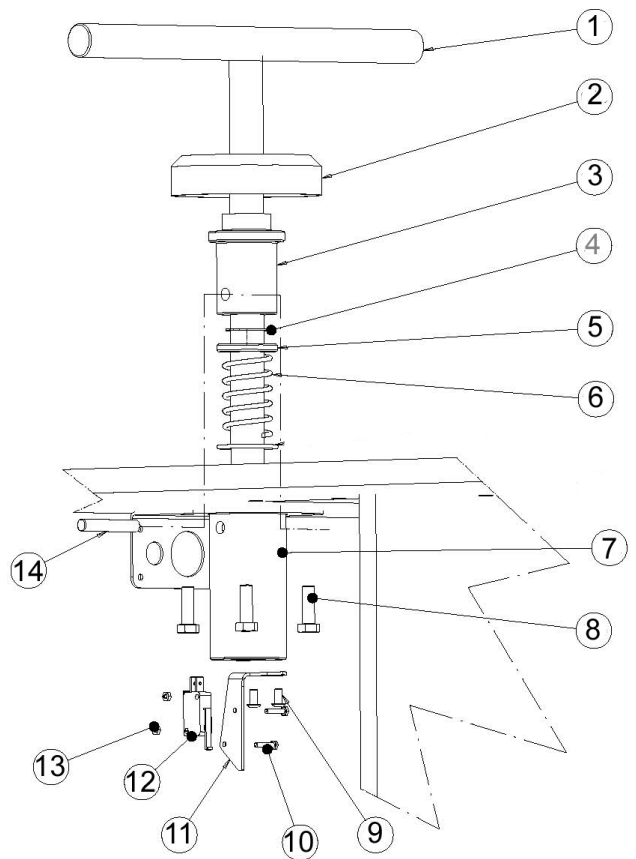


Chapter 6

Replacement Parts

Detonator Assembly ADR-KA-4000-01

| REF | PART | NUMBER |
|-----|--------------------|-----------------|
| 01 | Detonator Handle | KA-01-4100-00 |
| 02 | Detonator Ring | KA-01-4200-00 |
| 03 | Sleeve | KA-01-4300-00 |
| 04 | Circle Clip 7/8 | ADR-15-001-00 |
| 05 | Teflon Ring | KA-01-4500-00 |
| 06 | Spring | KA-01-4700-00 |
| 07 | Cylinder | KA-01-4400-00 |
| 08 | Bolt M8X40 | ADR-15-002-00 |
| 09 | Bolt M8X10 | ADR-15-003-00 |
| 10 | Bolt M8X16 | ADR-15-004-00 |
| 11 | Switch Suport | KA-01-4600-00 |
| 12 | Switch With Roller | Happ 50-8018-20 |
| 13 | Nut M3 | ADR-015-005-00 |
| 14 | Pin | KA-01-4810-00 |

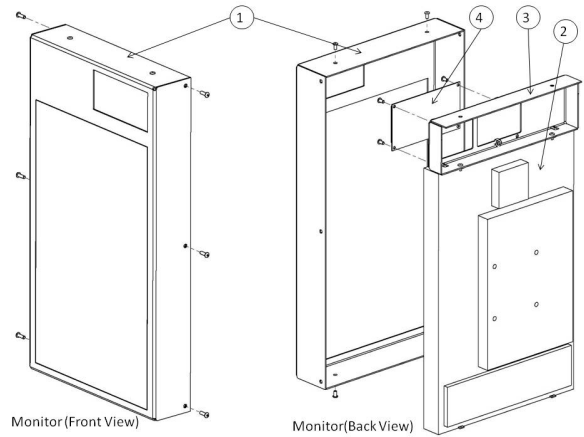


Chapter 6

Monitor Assembly

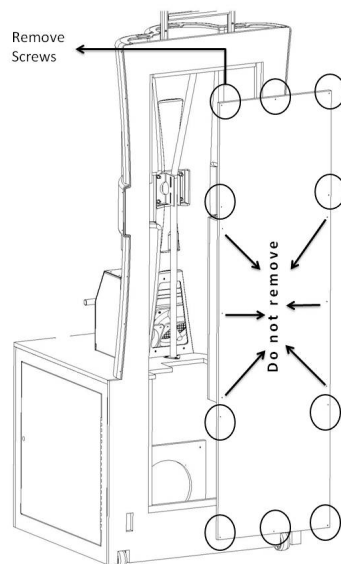
To replace the monitor remove the 3 screws on each side of the monitor case

| REF | PART | NUMBER |
|-----|-------------------|--------------------|
| 01 | Monitor Case | KA-01-1130-00 |
| 02 | 22" Monitor | ADR-10-001-00 |
| 03 | Jackpot Holder | Ka-01-1140-00 |
| 04 | Jackpot LED Board | KA-04-001-00 |
| - | Monitor Assy | ADR- KA-1100-00 |
| 05 | 26" Monitor | ADR-10-001-01 |



Opening Back Service Panel

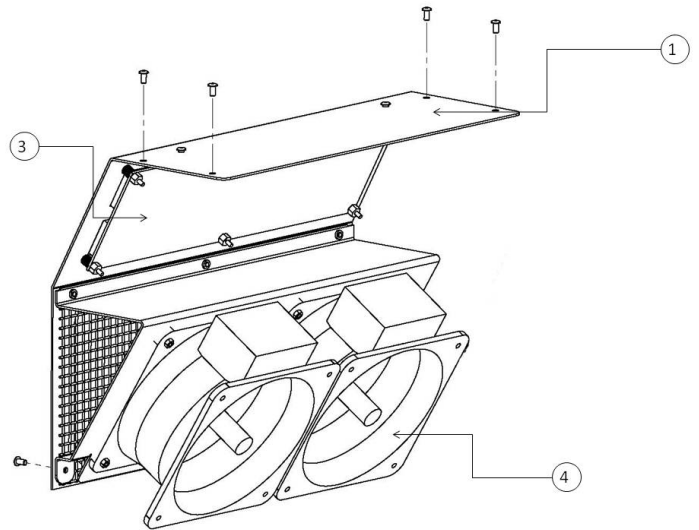
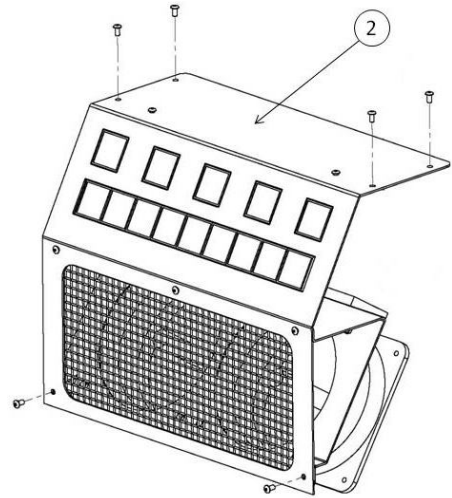
Remove back service panel only to service LED lighting, subwoofer and/or to access monitor wiring



Chapter 6

Control Panel Assembly ADR-KA-3000-00

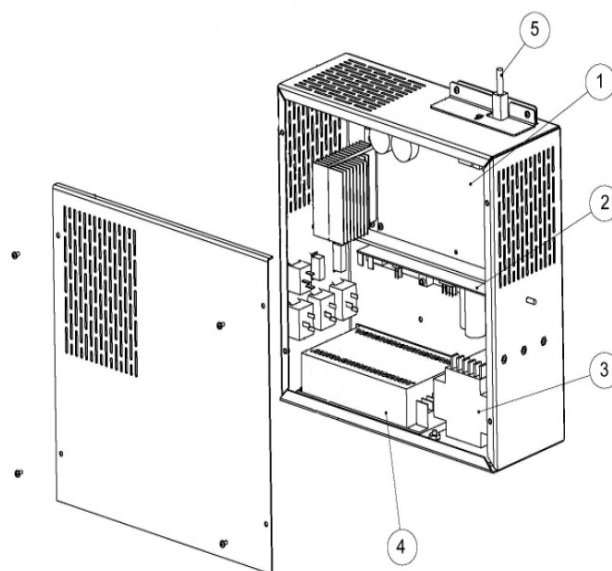
| REF | PART | NUMBER |
|-----|-------------------------|----------------|
| 01 | Face Plate | KA-01-3200-00 |
| 02 | Decal | KA-13-3400-00 |
| 03 | LED control panel board | KA-04-002-00 |
| 04 | FAN | KA-04-002-00 |
| - | Control Panel Assy | ADR-KA-3000-00 |



Chapter 6

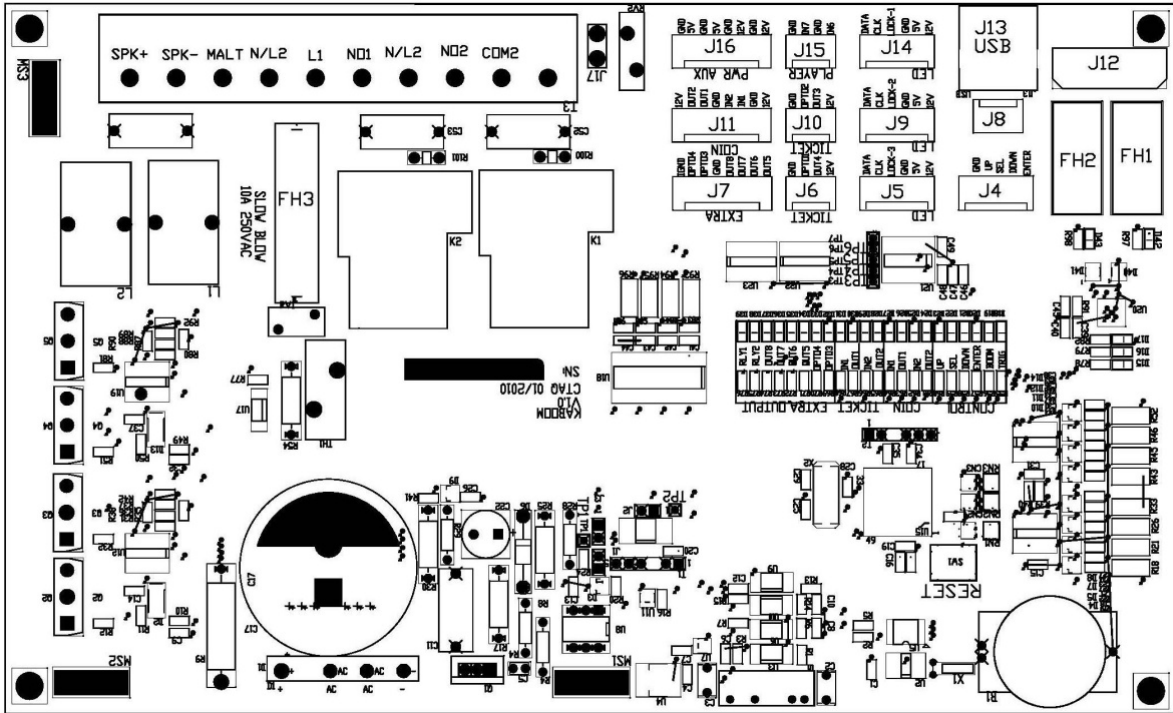
Electronic Box Assembly ADR-KA-9000-00

| REF | PART | NUMBER |
|-----|-----------------------|--------------------|
| 01 | KABOOM I/O board | KA-04-003-00 |
| 02 | Amplifier 2.1 | KA-04-004-00 |
| 03 | Transformer XFRMR 36V | ADR-05-004-00 |
| 04 | Power supply 5V/12V | HAPP 80-0210-00 |
| - | Electronic box assy | ADR- KA-9000-00 |



Chapter 7

Diagrams and Schematics



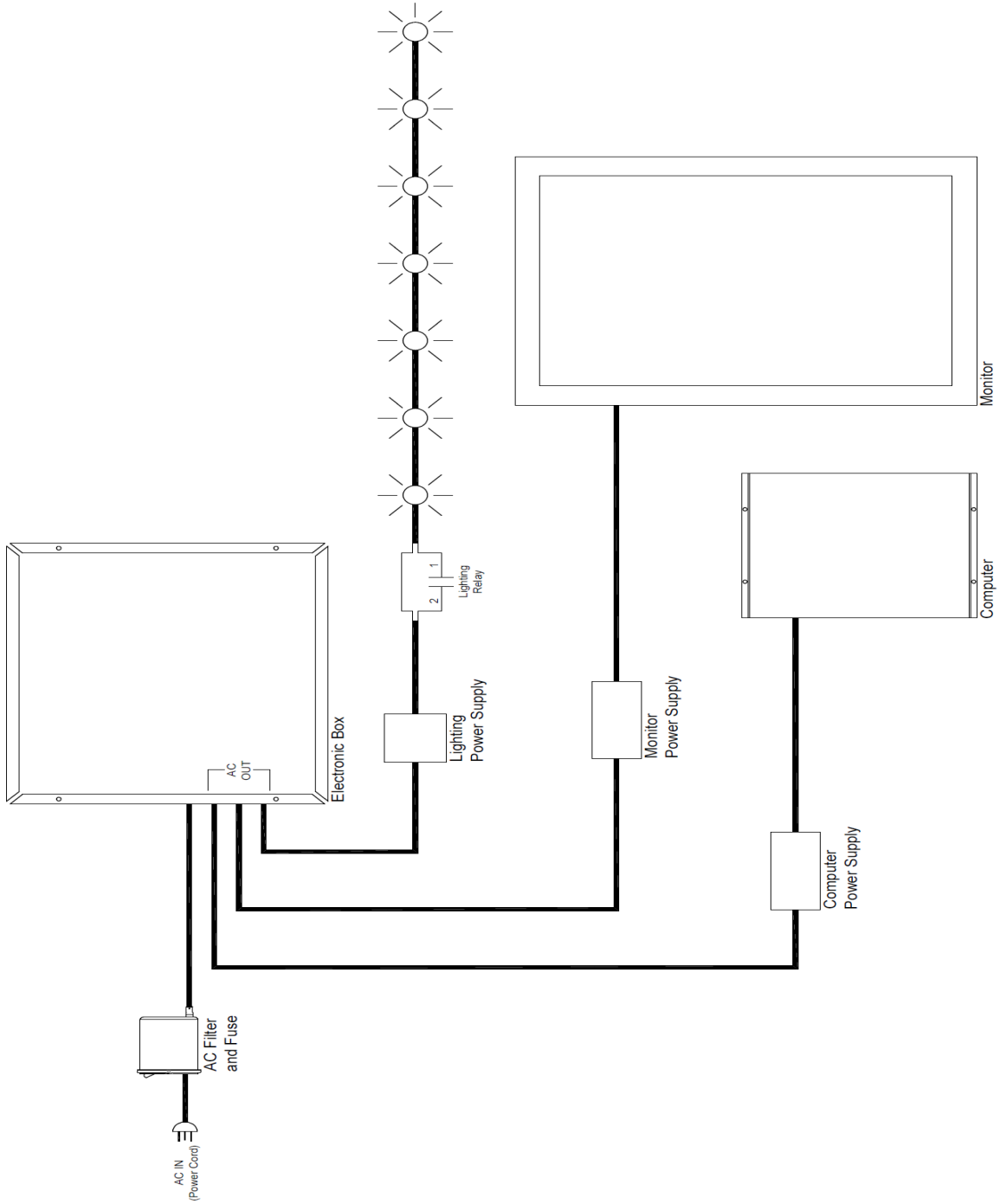
| REF | Link |
|------|------------------------------|
| SPK+ | To shaker unit+ (Red wire) |
| SPK- | To shaker unit – (Blue wire) |
| MALT | Ground (Green wire) |
| N/L2 | Neutral (Blue wire) |
| L1 | Line (Black wire) |
| NO1 | To Fan – (Black wire) |

| REF | Link |
|------|-------------------------------|
| N/L2 | To Fan+ (Yellow wire) |
| J15 | To Detonator switch |
| J9 | To Jackpot LED board |
| J13 | From Computer USB port |
| J12 | Power from 5V/12V transformer |
| J11 | To coin door and meters |
| J10 | To Ticket dispenser |

| REF | Link |
|-----|----------------------------|
| J14 | To control panel LED board |
| J6 | To lighting relay |
| J4 | To service buttons |
| FH2 | 2.5 AMP Fuse |
| FH1 | 4 AMP Fuse |
| FH3 | 10 AMP Fuse |

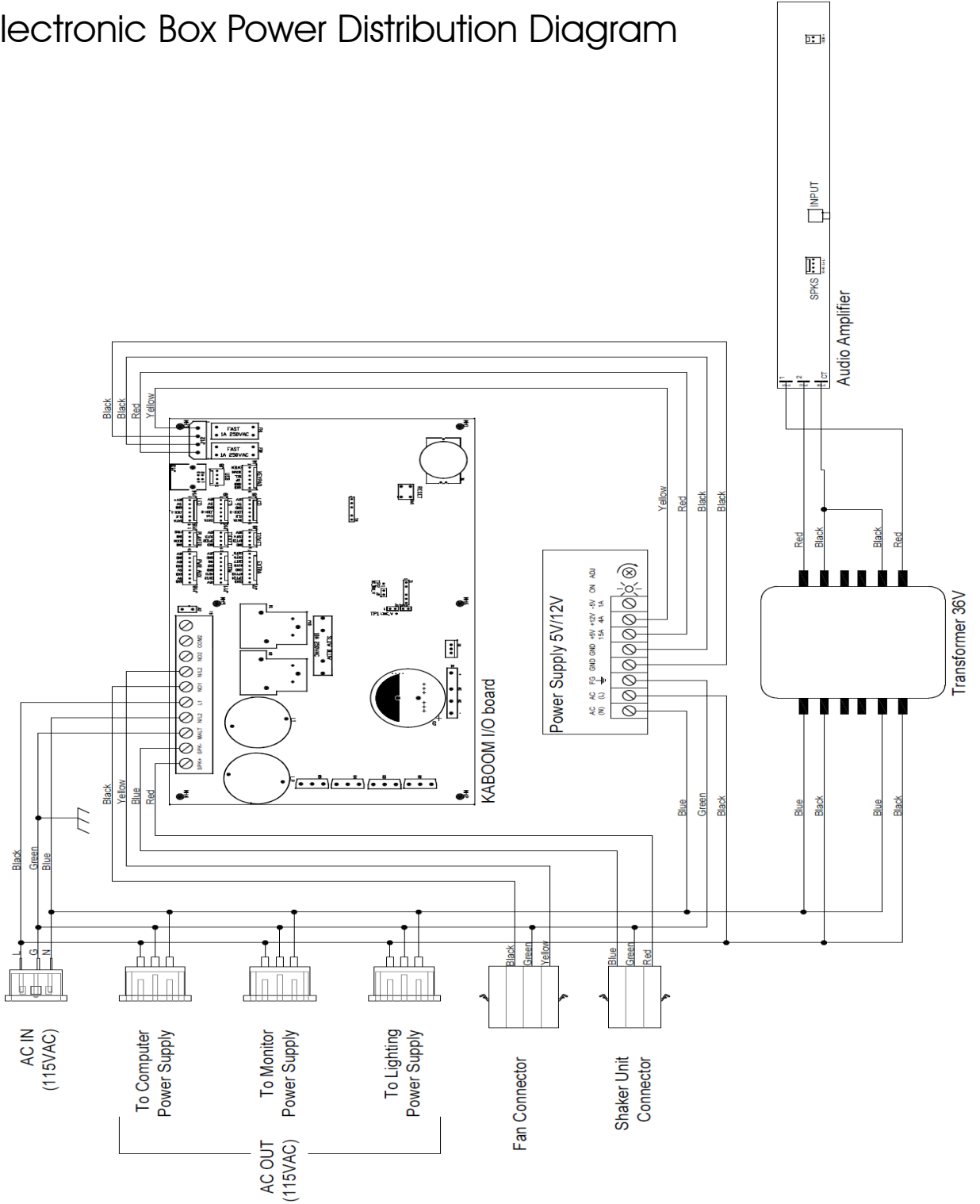
Chapter 7

General Power Distribution Diagram



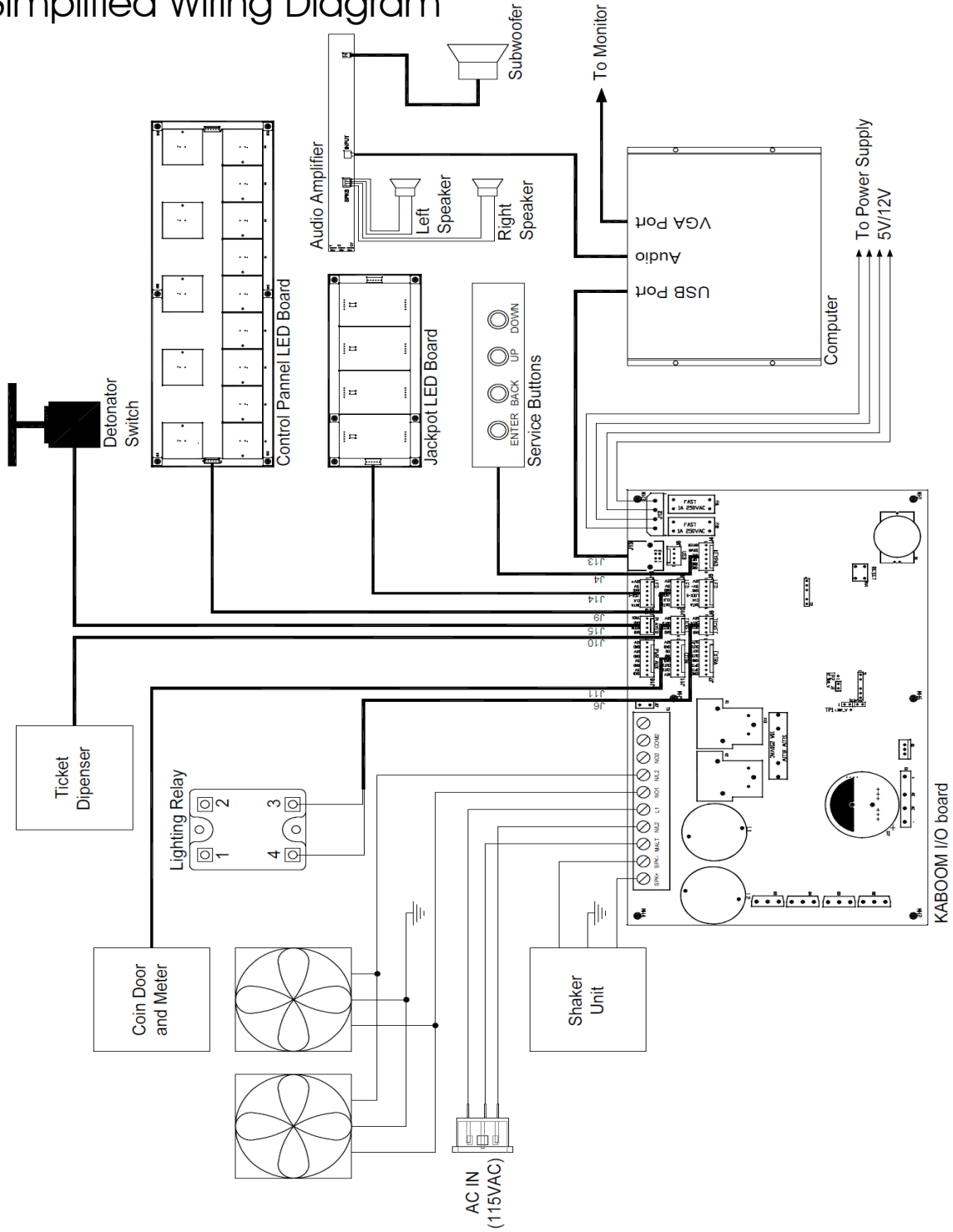
Chapter 7

Electronic Box Power Distribution Diagram



Chapter 7

Simplified Wiring Diagram



Chapter 7

Detailed Wiring Diagram

