

# GAMEBOX 2008

User's Manual



FOTTIFIED  
DOS  
ALDINE

[Http://www.gamebox.cc](http://www.gamebox.cc)

## **Safety Warning**

To extend its life span and to minimize accidents, It's suggested to observe instructions as follows:



1. Be careful to handle and use the machine in which such precision parts as hard disk are equipped, it must be prohibited to beat, tremble and shake it.
2. To keep heat emission and prevent cooling fan covered. While the cooling fan at abnormal condition, please stop using the machine and send it to service station for maintenance.
3. Plugging in/out live cables and sockets is prohibited.
4. Prior to switch on the machine, please make sure that local power supply voltage is coincided with its running voltage.
5. There is no any parts repairable for users, please do not dismantle any parts. If necessary, please contact the authorized department for maintenance.

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## Brief Introduction

### Functional Description

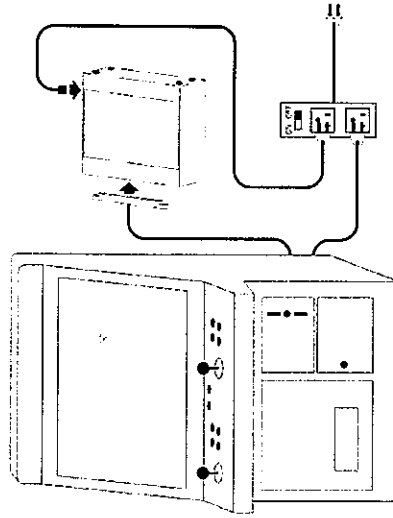
- PC board, several hundred games included, performance stable and reliable.
- JAMMA standard interface equipped supports multiple plays.
- Coins pay by menu available, no coins swallowed and leaked.
- Multiple control modes supported, press startup key for 5 seconds and back to menu.
- Game is an unmanned, after 3 minutes it will return to the menu.

### Items Included

- Host Computer 1 set
- AC power supply cable 1 pcs
- Users' Manual 1 pcs
- Games List 1 sheet
- Label tape 1 pcs

### Installation Instruction

#### Connections



#### Notes

1. Prior to switch on, power voltage shall be checked in line with requirements.
2. Host computer set flatly in console, no turn-over permitted;
3. Enough space around host computer must be left to facilitate heat emission, never cover cooling fan of host computer.

# JAMMA Standard

PARTS SIDE A		B SOLDER SIDE	
1	GND	1	GND
2	GND	2	GND
3	+5V	3	+5V
4	+5V	4	+5V
5	N.C.	5	N.C.
6	+12V	6	+12V
7		7	
8	N.C.	8	N.C.
9	N.C.	9	N.C.
10	SPEAKER (+)	10	SPEAKER (-)
11	N.C.	11	N.C.
12	VIDEO RED	12	VIDEO GREEN
13	VIDEO BLUE	13	VIDEO SYNC
14	VIDEO GND	14	MENU
15	SETUP	15	N.C.
16	COIN SW 1	16	COIN SW 2
17	1P START	17	2P START
18	1P UP	18	2P UP
19	1P DOWN	19	2P DOWN
20	1P LEFT	20	2P LEFT
21	1P RIGHT	21	2P RIGHT
22	1P SHOOT 1	22	2P SHOOT 1
23	1P SHOOT 2	23	2P SHOOT 2
24	1P SHOOT 3	24	2P SHOOT 3
25	1P SHOOT 4	25	2P SHOOT 4
26	1P SHOOT 5	26	2P SHOOT 5
27	1P SHOOT 6	27	2P SHOOT 6
28	GND	28	GND

## Operation Instruction

### Start-up

While switch on, asynchronous stripes or snowflakes will display on screen, and will synchronize and the games selection menu indicated after 20-30 seconds.

### Games Selection

Never insert coins before games selection menu appears. In selection menu, **only after coins inserted** can rocker be moved toward games to be selected (move rocker up or down to select games, and move left or right to rapid turn over games sheet). After coins inserted, press 1P key startup and begin access to game selected.



While accessing to the game, please do not insert coins. Time required for access depends on games guided.

### Game Exit (back to menu)

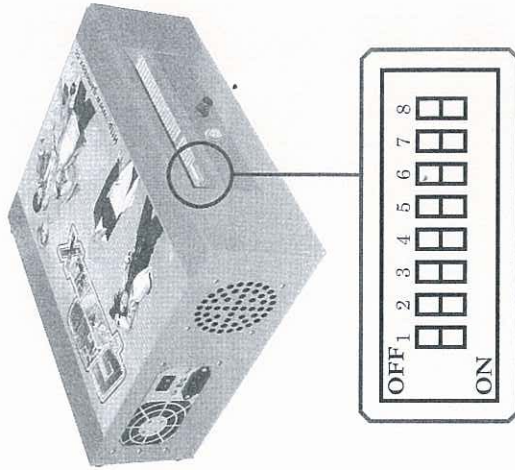
Mode 1: Press 1P (START key) for 5 seconds. (see **Start & back to menu** on Page 6)  
Mode 2: Press key "MENU" (see also JAMMA interfaces definition on Page 2)

### Close-up

Prior to game exit, back to menu and switch off.

## Setup Explanation

### System Switch



### ☆ DIP-1, system test function

1	Functions
ON	Start up system test function (restoration function)
OFF	Close up system test function (ex-factory default)

While in trouble or difficult to switch on/off, the function will checkup and restore system program (please see **ex-factory reset** restoring system program on page 8).

### ☆ DIP-2, Auto return function

2	Functions
ON	Enabled
OFF	Disabled (ex-factory default)

When you set it "ON" and the game is an unmanned, after 3 minutes it will return to the menu. when you set it "OFF", it will have not this function.

☆ DIP-3, DIP-4, Game Difficulty Adjustment

3	4	Difficulty Setting
ON	ON	Difficult
ON	OFF	Slightly difficult
OFF	ON	Ordinary
OFF	OFF	Easy (ex-factory default)

Note: The difficulty adjustment is to act on all games.

★ DIP-5, Advanced Setup Functional Key

5	Functions
ON	2P shot key changed into functional key
OFF	2P shot key without special function (ex-factory default)

While in game, 2P shot key placed at ON has the special functions as follows:

- 2P shot 1 — — system setup confirmation
- 2P shot 2 — — system setup menu
- 2P shot 3 — — current game setup (electrically adjusted game in valid)
- 2P shot 4 — — current game reset

Note: DIP-5 is for advanced setup function. No any non-professionals who attempt to use it are allowed, or malfunction is possibly caused.

★ DIP-6, DIP-7, Coins Insert Setup

6	7	Functions
ON	ON	1 coin for 1 game (ex-factory default)
OFF	OFF	
OFF	ON	2 coins for a game
ON	OFF	1 coin for 2 games

★ DIP-8, Startup and back to menu

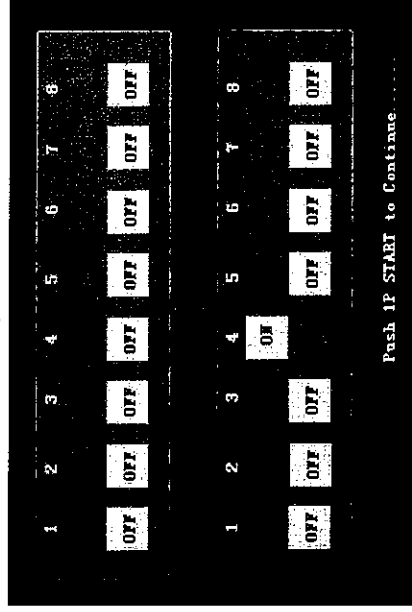
8	Functions
ON	Close up
OFF	Open (ex-factory default)

In game, press 1P (START) key for 5 seconds to go back to main menu. DIP-8 is a switch actuating this function. While DIP-8 OFF, press 1P (START) key for 5 seconds, main menu can be returned back; while it ON, main menu cannot be returned back.

Notes: Functional settings marked with ☆ cannot be actuated without switch on/off. Functional settings marked with ★ can be actuated even without switch on/off.

General Adjustment Procedure (only effective while switching on/off)

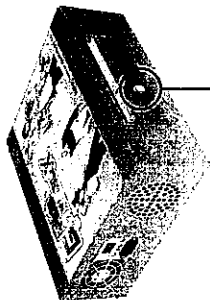
1. Switch off.
2. According to above functions list, place DIP-1 ~ DIP-8 switches at required functions
3. Switch on.
4. Tips menu (see picture here below) appears. Switch status before adjustment is shown on upper segment, while adjusted switch status shown on lower segment.



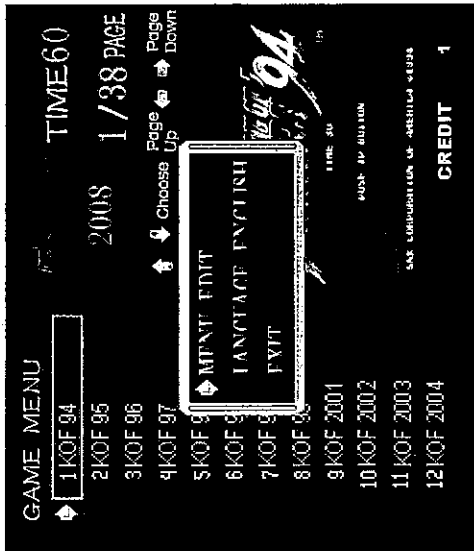
5. Make sure switch modified is what you need and press 1P (START) to confirm it. At this time, system begins to modify setup and restart up. Modification finished while selection menu or game picture display.

### Edit Games Selection Menu

In games selection menu, press "setup" key (on low left picture), setup menu (on low right picture) will display.



Here is setup key





### Menu setup

Rocker up or down to "MENU EDIT", press 1P (START) key and go into menu edit status.



Rocker up and down to select the game with its status changed, press 1P (START) button to change status.

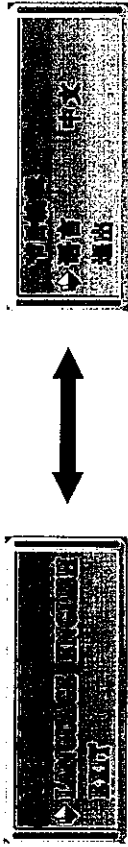
Those games marked with  are visible in selection menu.

Those games marked with  are concealed in selection menu.

After modified, press "setup" switch to exit.

### Languages Selection

Rocker up or down to Languages", press 1P (START) key to switchover between Chinese and English (see picture here below).

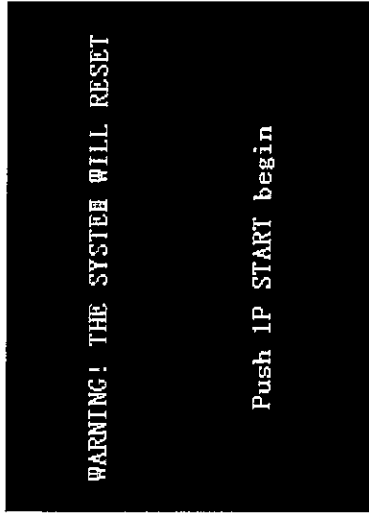


### Console Test

Place system switch DIP-1 at ON and do system test. After system switch (DIP) test done, press 1P(START) button to next step for console test.

### Ex-factory Default Reset

Follow above operation and come to the step "console test", press 2P (START) button and then 1P(START) button, tips picture of "ex-factory default reset" display (see picture below), at this time press 1P START button to perform ex-factory default reset, after the operation finished, place DIP-1at OFF to restart up.



Note: after ex-factory default reset, original setup will be replaced with ex-factory default.