



月光宝盒系列
PANDORA'S BOX

火力全开

ULTRA FIREPOWER

枪机三合一

产品使用手册

用品质享受生活



figure 10

Demo music:can be set" on or off" /language:language can be set to english for chinese goods .save the setting and exit:if above operation is completed,please move the arrow to set the "save and exit" options, check 1P the trigger button to save, (figure11) will be shown.at this point do not power outages,product will automatically restart and omp tje game menu, set successfully.



figure 11

exit without saving;if don' t need to do to save changes,please move the arrow now option,tick to move. 1P trigger on confirmation,please do not power at this time,the product will automatically restart and into the game menu,this .set will be invalid.

NOTE:products with the function of audit,will record the total number of operating currency and displayed in the system settings menu in the upper left box,money cant' t return to zero

At this point the gun will appear on the screen, please turn the gun on the table to make the gun around the screen a week and confirm whether the gun target can be completely affixed to the screeb, such as confirmation. pull the trigger back again to the test and the calibration menu interface, select the next layer to the set menu to the main interface and save the exit, the school gun success, the method and 1P method are the same as the 2P.

game settings: (figure 9) *game currency number (lyuan1 play lyuan2)... free paly, etc). *game difficulty (common stand dard difficulty) *(only for 3hours alone) (123) *magazine (only for the haunted house3 (1218) *go back on a layer



figure 9

game show and hide: if you need to hide or show a game (factory setting default values for all games open), can be in the game show hidden interface (figure 10), press 1P to start button to select the game to set the game, check 1P trigger button to select the game to set the game, check 1P trigger button to select show or hide this game, if you need to run a single game, hide other games, the host will automatically enter the game to run every time.

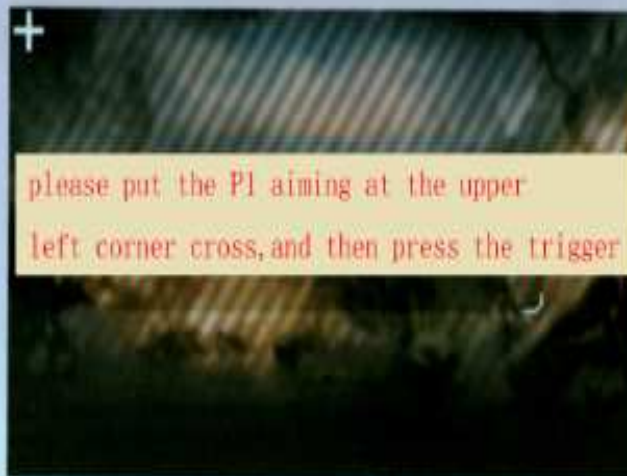


figure 6

IP+word mark gun at the top left corner of the screen, check IP trigger, the next into the interface such as (figure 7)

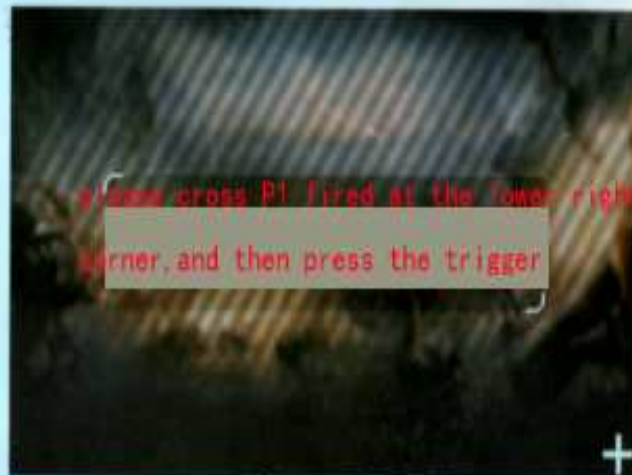


figure 7

IP + word mark gun at the bottom right hand corner of the screen, check IP the trigger,

the next into the interface such as (figure 8)



figure 8



figure 4

in setting menu interface, use IP start button can move the arrow to choose, IP the trigger for the change/sure Game currency total record:this is used to record the machine revenue,record cannot be reset.Test and calibration:tickIP the trigger of testing cand calibration into the interface, such as (figure 5)



figure 5

*IP gun calibration (arrow to move to the dynamic P trigger into IP guns after correction) *2 P gun calibration (arrow moves to the P2 P trigger into 2 guns after correction) *returns on a layer of Machine gun calibration are as follows: (IP, for example), such as (figure 6)

IO board interface definition and definition of the interface of the grab motion (figure3)

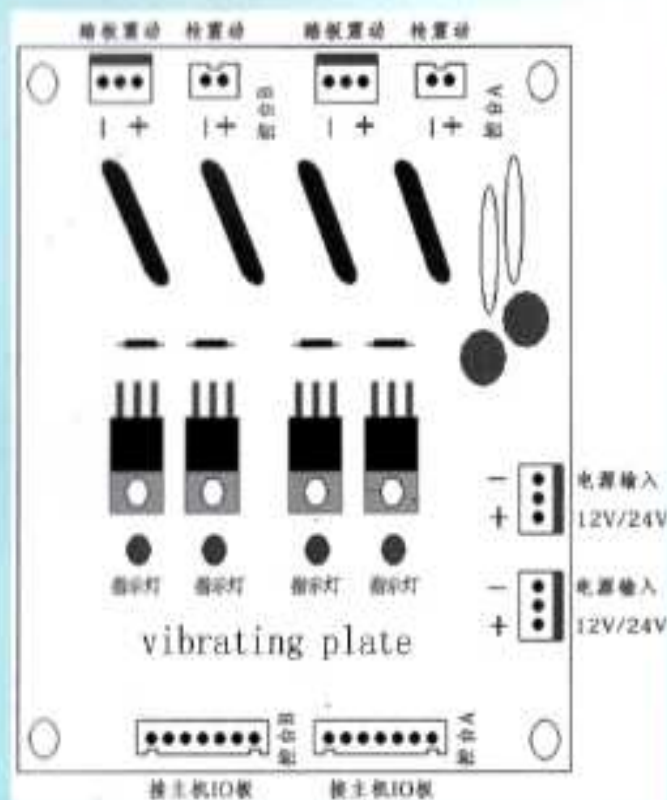
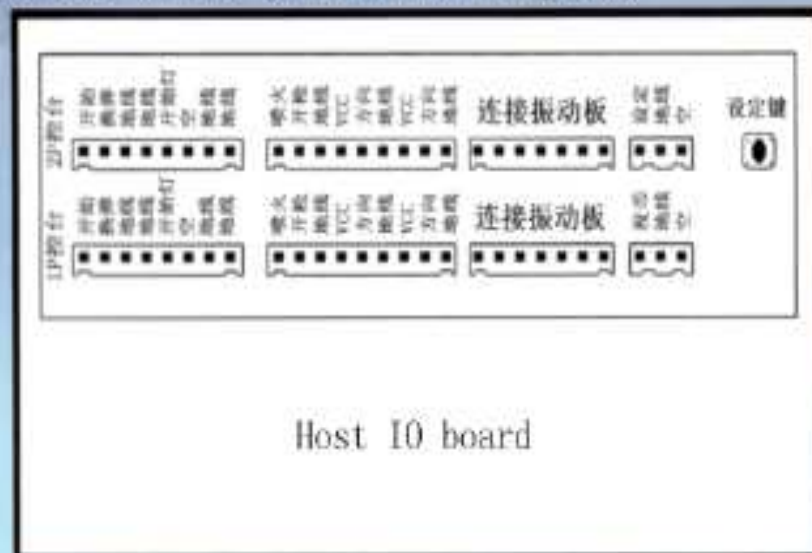


figure 3

game setting instructions

game select menu, main picture



figure 1

host interface



figure 2



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