LAIGAMES

ACE AMUSEMENT

AIR STRIKE

Please read this manual
before operating the machine

OPERATOR'S MANUAL

VERSION 1.0.0

www.laigames.com/support

LAI GAMES

Correspondence regarding this machine should be addressed to your closest LAI Games office, or LAI Games Distributor.

For contact details, refer to the back page of this manual.

TABLE OF CONTENTS

1. Safety precautions

The following safety precautions and advisories used throughout this manual are defined as follows.

NOTE	CAUTION	WARNING
An advisory text to hint or help understand	**Disregarding this text could result in damage to the machine**	**Disregarding this text could result in <u>serious injury</u>**

WARNING

WARNING STICKER

- Please pay attention to the following warning stickers on the machine.

		
High Temperature	**High Voltage**	**Do Not Touch**

WARNING

INSTALLATION

- **<u>Do not</u>** install the machine outdoors, or in areas with high humidity, direct water contact, dust, high heat, extreme cold.
- **<u>Do not</u>** install the machine on uneven ground.
- **<u>Do not</u>** install the machine near obstacles
- **<u>Do not</u>** install the machine in a place with heavy vibration.

WARNING

PLAYING THE GAME

- This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety.
- Children should be supervised to ensure that they do not play with the appliance.

2. Introduction

Air Strike is a newly developed indoor high-end aircraft simulation game. It combines unique gameplay, visually stunning cabinet, and ergonomic cockpit design to create excitement and fun for players.

2.1 Specifications

1. Operating Voltage	AC 220V - 240V, 50/60 Hz or AC110V±5%, 50/60 H
2. Maximum Power	600W
3. Dimensions	W219 x D164 x H222 (cm) W89.2 x D64.5 x H87.4 (in)
4. Weight	750KG
5. Temperature (indoors)	0℃～35℃
6. Humidity	≤90%
7. Atmospheric pressure	86Pa～106Pa.

CAUTION

- Please refer to the nameplate at the back of game for the voltage of your unit.
- When restarting the game, please wait for 1 minute before turning it on again.

NOTE

- The above technical parameters are subject to change without prior notice.

2.2 Accessories

Please ensure that all the items in the list below are included in the accessories box.

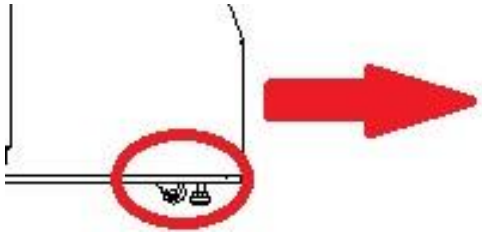
No.	Name	No./ Specification	QTY	Unit	Picture
1	Cable	10A/250V-3M	1	Pc	
2	Fuse	Φ5×20mm T10A 250VAC	5	Pc	
3	Manual	English	2	Pc	
4	Key	AA33	2	Pc	
5	Key	AA32	2	Pc	

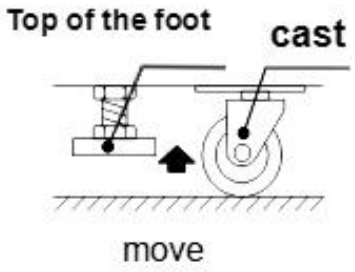
NOTE

- Please ensure all accessories above are included. If not, please contact the distributor.
- The above technical parameters are subject to change without prior notice.

2.3 Moving and positioning

When moving the machine for a short distance, ensure that all wheels are touching the ground, and all feet are fully retracted. Pay attention to obstacles and uneven ground. More than 4 people are needed to lift the machine when moving the machine along ground with steps.



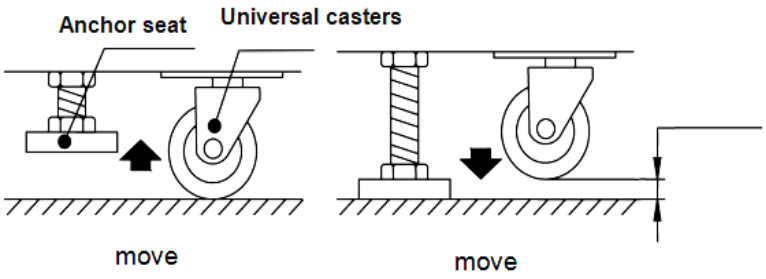


WARNING

- Please unplug power socket before moving to prevent accidents.
- Please do not damage the cable when moving to prevent accidents.
- The machine should be moved by at least two people to prevent accidents and injuries.
- Do not use a forklift to move the machine to prevent damage.

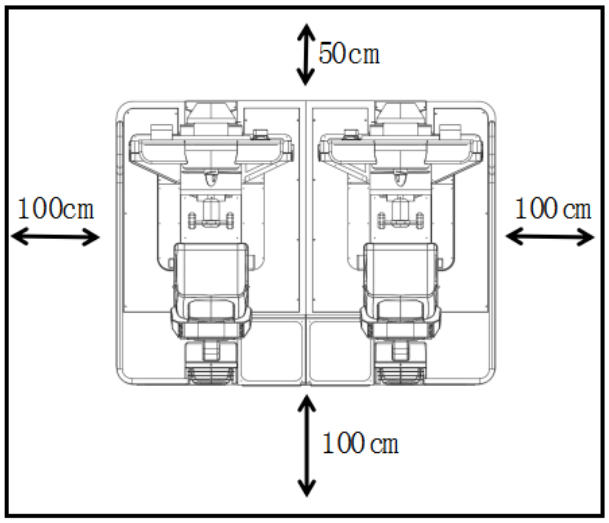
When positioning the machine, please ensure that it is placed on a flat and even ground.

The machine should not slide easily when positioned. Lower and fix all feet by tightening the feet using a wrench. Ensure that all wheels are at least 5mm from the ground.



2.4 Installation dimensions

The machine should be placed according to the following dimensions for customers' safety and enough space to run the machine.



Game area: 50cm-100cm

WARNING

- Machine must be place on a flat ground.
- Refer to the labels on the machine for the division of the game area.

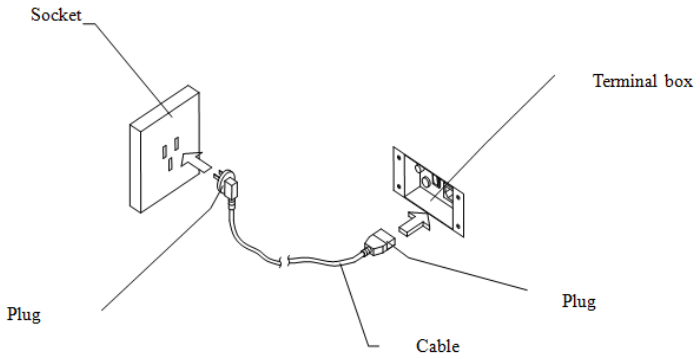
2.5 Precautions before startup

WARNING

- Check parameters of the power supply and ensure that it meets the requirements of the machine to prevent damage and fire.
- Excess power supply on the power socket might cause overheat and fire.
- Do not chance or replace parts at will when assembling the machine to prevent short circuit and fire.

2.6 Wiring and precautions

Connect one end of the cable to the terminal box of the machine and connect the other end to the socket. Please ensure there is grounding in the socket to prevent unnecessary damage. If grounding cannot be done through the socket, please try other methods.



WARNING

- The working voltage of the machine is 220V/110V.
- Please connect the power supply according to the label to prevent damages to the machine.

CAUTION

- Do not press cable with heavy objects to prevent damage and cause short circuit or fire.
- When unplugging the cable, hold on the plug instead of the cable.
- Do not unplug with wet hands.
- Do not stretch, twist, expose or put the cable near high-temperature objects.

2.7 Installation and maintenance

WARNING - Please read the following before installing.

Installation and commissioning

- Please check the accessory list for components to assemble.
- The ground must be flat and solid. After placing the machine, adjust the feet to the ground to ensure the machine is evenly placed.
- After installation, turn on the machine and check if every part is working well. If not, turn off the machine for troubleshooting immediately.

Visual inspection

To safely operate the machine, please ensure the following before starting up:

- Warning signs are intact, visible, and placed correctly.
- Parameters of power supply are consistent with the machine.
- Screws of each component and components of the steering wheel are loose.
- Connectors and terminals are loose.
- Machine is stable and on all feet.
- Machine is placed properly.

Operation inspection

- Ensure the speaker works normally.
- Ensure the daylight lamp and the button light are on.
- Ensure the image is clear and normal.

CAUTION - Please read the following for maintenance.

Maintenance

- Before operation, confirm the machine runs normally.
- When there is dirt on the machine, wipe it with a soft cotton cloth with detergent.
- After the new machine has been used for one month, check if each part runs normally.
- Ensure machine is routinely checked.

Cleaning

For Exterior:

- Remove dirt on the surface of the machine with a clean and soft cotton cloth.

For Display:

- Clean the display with a clean and soft anti-static cloth. Do not clean the display with water or any solution containing acid.

Exhaust fan:

- The exhaust fan must be cleaned and running normally for regular cooling of the machine.

WARNING - Please read the following before installing.

Cut off the power supply for maintenance and repair of the machine

- To prevent short circuit, cut off the power supply when working on the internal components of the machine. If the operation requires power supply, it should meet the requirements as stated in the operator's manual.

Use proper parts for replacement

- Improper parts may cause short circuit and damage to the main board and other components.

Do not disassemble, assemble, and change the equipment by yourself

- It may cause short circuit and machine failure, and even fire disaster.

Do not place containers with water/ chemicals or heavy objects on the machine

- Spillage of water/chemicals may cause short circuit and damage the machine.
- Falling objects may injure people and damage the machine.

Do not block air outlet of the machine

- The blocked air outlet may cause temperature rise inside the machine, affect the normal operation of the game, and even damage the parts.

Do not repair the machine by yourself

- It may cause short circuit, malfunction, and other failure.

2.8 Troubleshooting

Failure	Cause	Troubleshooting
Display does not turn on after machine is powered and on (with the power supply fan working)	The screen is not connected to power supply	Reconnect the power cable or replace it with a new cable
	The signal wire of the screen is not connected or damaged	Reconnect the signal wire or replace it with a new cable
After the machine is powered on, there is no response, and the screen is not on	The power supply is inconsistent with the machine's parameters	Check whether the power supply is consistent with the machine's parameters
	The fuse is burnt	Replace the fuse
	The power supply is not connected	Confirm the 220V power supply is connected and the power switch is on
	The signal wire of the screen is not connected or damaged	The signal wire of the screen is not connected or damaged
The machine is not powered on	Check whether the input of the 220V power supply is right. The short circuit is not allowed	Check if the voltage of the circuit board inside the machine is normal
The control board is not powered on	Check whether the output of 5V, 12V and 24V of the power supply box is normal	Adjust the cable to the correct position
The display is not working	The cable of the display is loose or not connected	Check the power supply circuit or replace the cable
	The display is not on	Turn on the display manually or with the remote control
The power supply is suddenly cut off	The circuit protector works, while the power switch is off (note: when the abnormal current runs, the circuit protector cuts off the current)	Turn on the power switch again. When the circuit protector repeatedly works, it means there is something wrong with the machine. Please contact the distributor
After the machine is powered on, the projector shows a white screen without image and sound	The CPU is not working	Manually start the CPU
Game does not start after pressing start button	The holder of the start button falls off or goes wrong; the switch cable falls off; the switch of the start button goes wrong	Replace the holder of the button if it is broken Press and plug the switch cable. Replace the switch of the start button if it is broken
The coin mechanism does not respond	The coin mechanism is damaged	Replace the coin mechanism
	The signal wire of the coin collector is loose	Check if the signal wire of the coin mechanism is loose
	The IO control board is damaged	Replace the IO control board
Coins are blocked in the coin mechanism	The sample coin is not placed well	Check if the sample coin is placed well or try another sample coin
	The coin slot is not aligned or deformed	Check if the coin slot is aligned or deformed, and adjust it
	The coin mechanism is not assembled properly. The red braking bar above the coin mechanism is pressed	Re-insert it into the coin mechanism

Failure	Cause	Troubleshooting
The coin mechanism does not score	Check whether there is signal feedback	Re-connect the coin mechanism. It will make a sound if there is signal
	The connected target board is not connected to the pull-up resistor	Connect the pull-up resistor
	Check whether the token in the coin mechanism is the same with that inserted in the coin collector	Replace it with proper token
	The gear of the switch is incorrect	Check if the gear of the switch is correct
	The socket of the coin mechanism is poorly connected	Check if the socket of the coin mechanism is in poor contact
No sound from speaker	Check if the circuit board of the power amplifier is powered on	Turn on the switch of the amplifier circuit board to power on
	The volume is too low	Adjust the volume
	Check if the audio connection port is connected or damaged	Re-connect the audio connection port
	The circuit board of the power amplifier is not working	Replace the circuit board
	The speaker is not working	Replace the speaker

2.9 Error Prompt

Error Prompts	Cause	Solution
	Disconnection from IO Board	Restart the machine, and press the reset button on the IO board
	The memory of the CPU is insufficient	Plug out the memory of the CPU, and then plug it in again
	- Not enough tickets -Ticket mechanism is damaged	- Replenish tickets - Replace the ticket mechanism

3. Game introduction

3.1 Game interface

1	Game time	Player's remaining time for the game
2	Finish score	Final score of the player after crossing the finish line
3	Player ranking	Player's current ranking
4	Bonus	Bonus accumulated
5	Aircraft speed	Player's current aircraft speed
6	Monsters and items	Points scored after eliminating monsters, picking up items or increase attack

3.2 Scenes and challenges

The in-game map is divided into four areas, each area featuring a unique story, environment, hidden obstacles, and monsters that are challenging and fun.

Iron guardian

T-30 mars

Avalanche alley

Wildfire trails

3.3 Game play:

1. Choose the game mode
Choose between single player and two player battle.

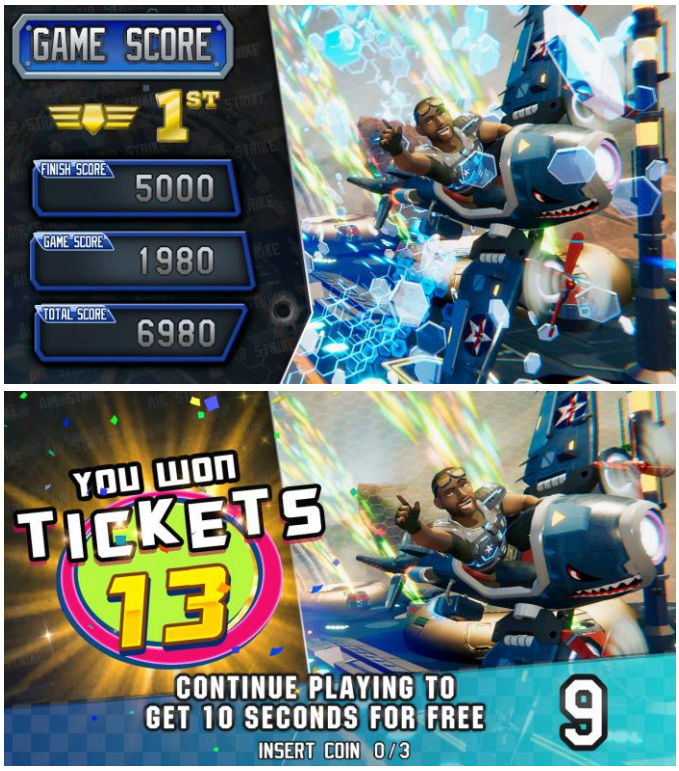
2. Choose a character
Players can choose their favorite character to play the game. There are four characters/ aircraft to choose from.

3. Choose the map
Players can choose different maps. The difficulty of each map is determined by the number of stars.

4. During the game
Players take control of the aircraft to avoid obstacles, pick up items to get points reward. Special items grant stronger attack or acceleration. Rewards are also given when players attack monsters.

5. Game completion

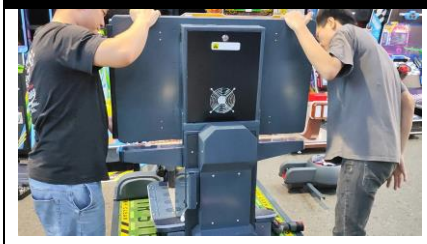
Game score and tickets won will be shown on the screen at the end of the game.



4. Assembly

Before assembly of the cabinet, please install the **display unit** according to the instructions below.

Display unit



1. Place display unit on the front of the cabinet. Hold it in place.

2. Remove rear door on the back of the display unit.

3. Fasten a total of 6 bolts through the visible holes (2 on each side, 2 on the inside)

4. Place and fasten lighting unit above the display with a total of 4 bolts through the visible holes.

5. All wirings between the display unit and cabinet must be connected. Please connect the cables with corresponding labels.

Note: Secure all attached cables with the cable ties provided. This must be carried out to prevent unwanted wire movements during play.

6. Take note of the wires in the top left corner. Please connect cables with corresponding labels.

Note: Secure all attached cables with the cable ties provided. This must be carried out to prevent unwanted wire movements during play.

		
7. Connect the following: - Power cable to power point AC110-220V. - DVI cable to DVI port. **Note: Secure all attached cables with the cable ties provided. This must be carried out to prevent unwanted wire movements during play.**	8. Attach vetilation fan cable. Please connect cables with the corresponding labels. **Note: Secure all attached cables with the cable ties provided. This must be carried out to prevent unwanted wire movements during play.**	9. Place rear door on the back of the display unit to complete the assembly.

Before assembly of the cabinet, please install the **seat headrest** according to the instructions below.

Seat headrest		
		
1. Place headrest on seat as shown.	2. . Fasten a total of 4 bolts through the visible holes (2 on each side)	3. Place headrest connector on the back of the headrest as shown. Fasten a total of 4 bolts through the visible holes (2 on each side)

Assembly Steps

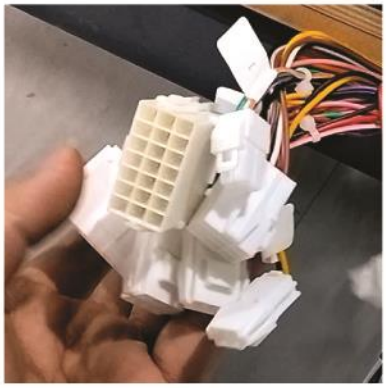
01

Place cabinet A on the left and cabinet B on the right

02

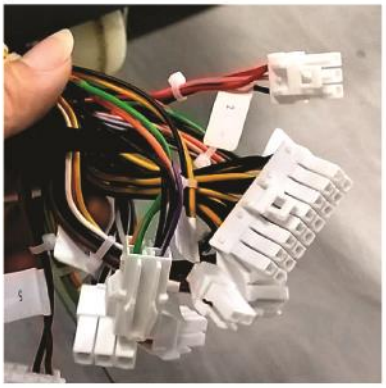
Check header and 2X support beams as shown above

03



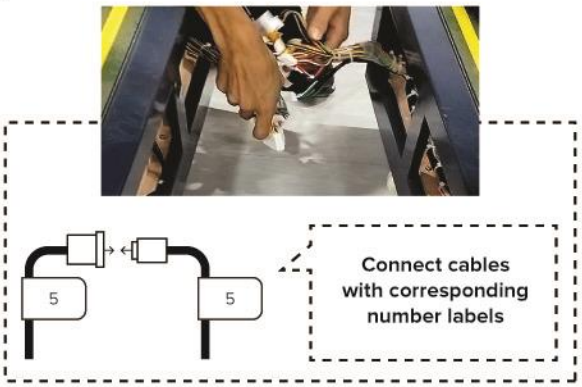
Identify connection cables from cabinet A

04



Identify connection cables from cabinet B

05



Connect the cables between the two cabinets

06

Insert HDMI, USB into the CPU on cabinet B

07

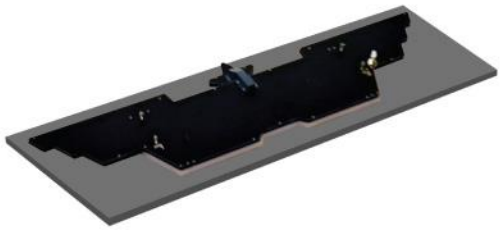
After connecting, close the gap between the cabinets

08

Fasten the cabinets with screws on the front and back

Assembly Steps

09

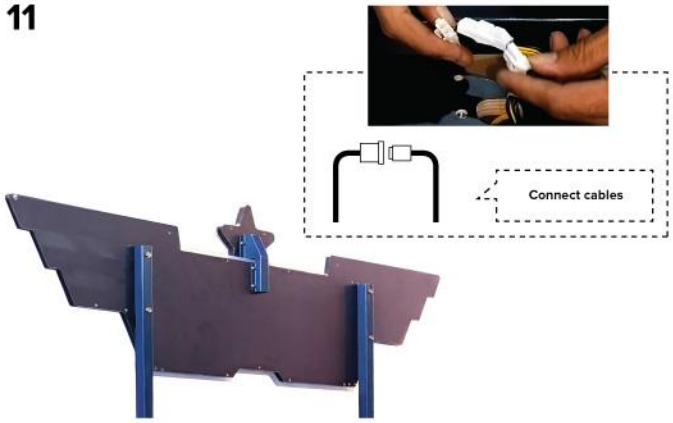


Place header face down on a clean surface

10

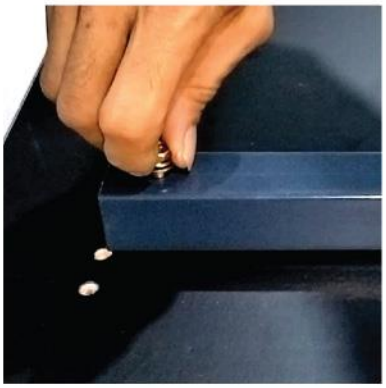
Remove all screws on the back of the header

11



Place support beams on header and connect the cables

12



Secure support beams on header with screws

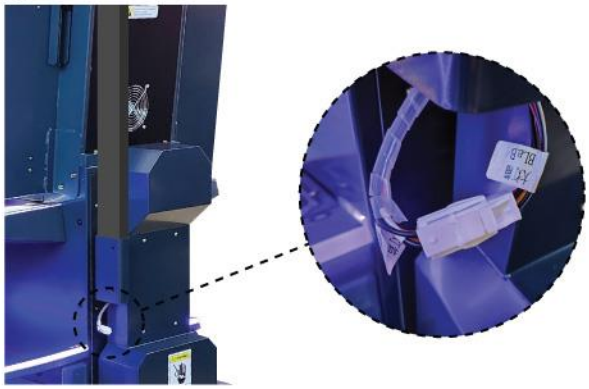
13

Insert header with beams on the back of the cabinet

14

Secure the structure with screws

15



Plug in the cable after installing to light up the header

16

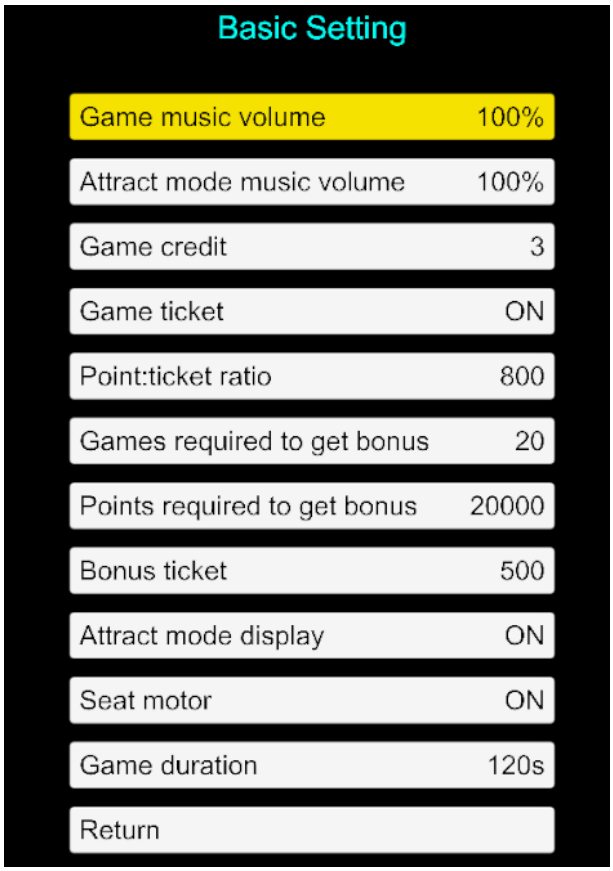
Assembly complete

5. Operator menu overview

5.1 Main menu

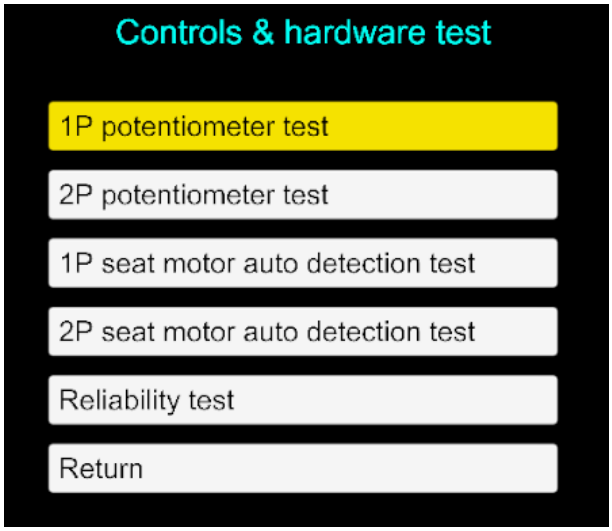
Basic setting	Access basic setting
Controls & hardware test	Access controls calibration and hardware test
Safety sensor test	Access safety sensor test
Input test	Access input test
Output test	Access output test
Game reset	Access game reset
Date and time	Access date and time
Account	Access account
System update	Update system
Save & exit	Save the modified settings and return to game
Exit	Do not save the modified settings and return to game

5.2 Basic setting



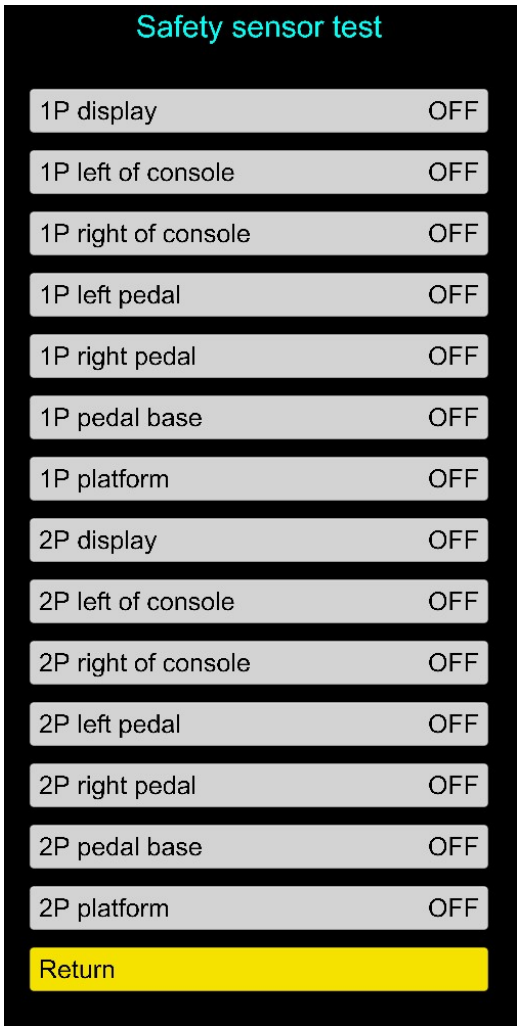
Game music volume	Set the game volume Range: 0%~100% (Default=100%)
Attract mode music volume	Set the attract mode music volume Range: 0%~100% (Default=100%)
Game credit	Set the number of credits required per round Range: 0~100 (Default=3)
Game ticket	Choose whether to issue ticket Yes: issue ticket No: no ticket
Point: ticket ratio	Set number of points per ticket Range: 100 to 5000 (Default=400)
Games required to get bonus	Set number of games played to get bonus Range: 5 to 200 (Default 20)
Points required to get bonus	Set points required for bonus ticket Range: 15000 to 22000 (Default 20000)
Bonus ticket	Set number of tickets after achieving points for bonus Range: 50 to 1000 (Default 200)
Attract mode display	On/Off
Seat motor	On/Off
Game duration	Set game duration for each round Range:90,120,150,180 (default 150s)
Return	Return to the previous menu

5.3 Control and hardware test

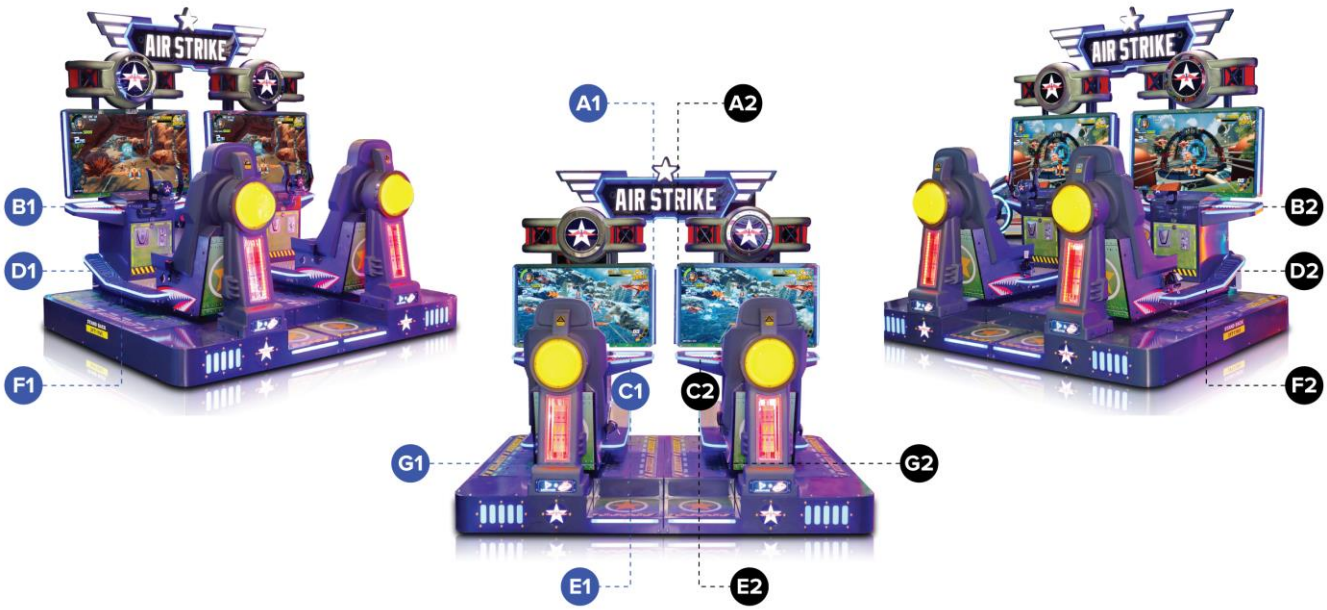


1P potentiometer test	Test 1P potentiometer
2P potentiometer test	Test 2P potentiometer
1P seat motor auto detection test	Test 1P seat motor auto detection
2P seat motor auto detection test	Test 2P seat motor auto detection
Reliability test	Test reliability of the machine
Return	Return to the previous menu

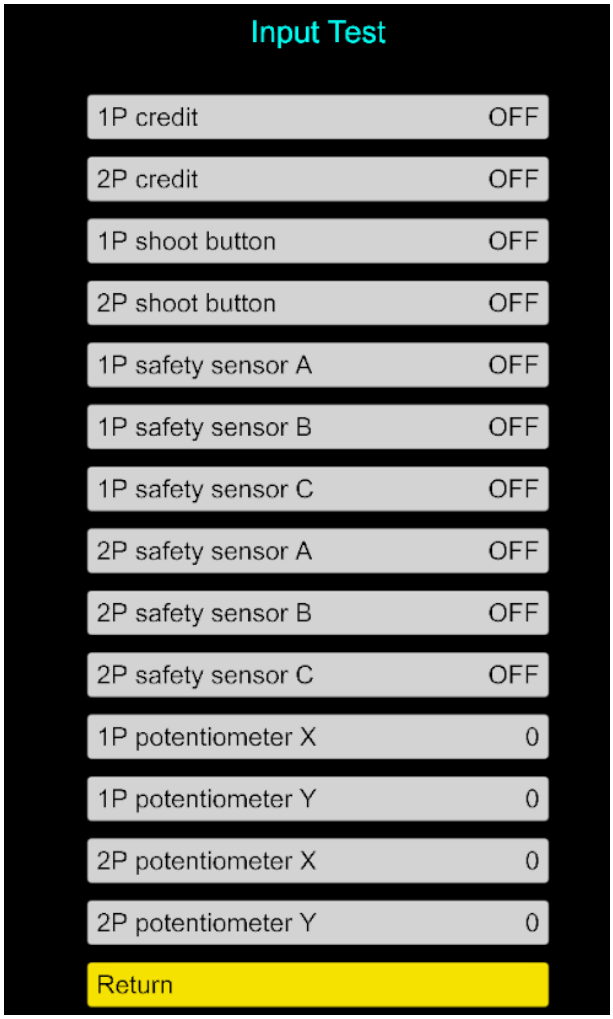
5.4 Safety sensor test



A1	1P display	On/Off
B1	1P left of console	On/Off
C1	1P right of console	On/Off
D1	1P left pedal	On/Off
E1	1P right pedal	On/Off
F1	1P pedal base	On/Off
G1	1P platform	On/Off
A2	2P display	On/Off
B2	2P left of console	On/Off
C2	2P right of console	On/Off
D2	2P left pedal	On/Off
E2	2P right pedal	On/Off
F2	2P pedal base	On/Off
G2	2P platform	On/Off

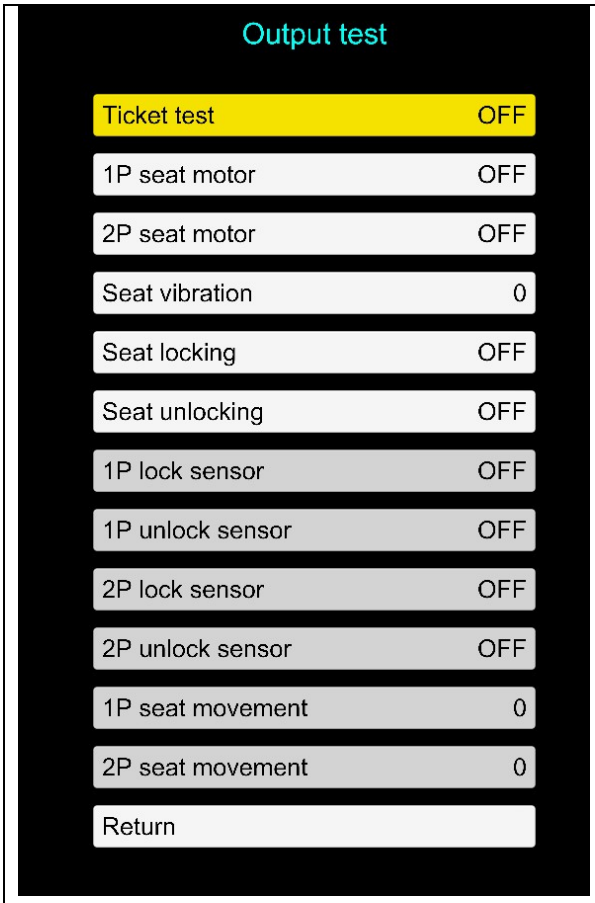


5.5 Input test



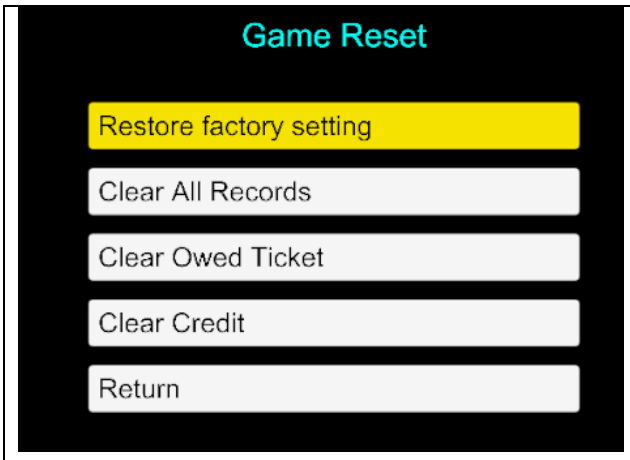
1P credit	On/Off
2P credit	On/Off
1P shoot button	On/Off
2P shoot button	On/Off
1P display motion safety sensor	On/Off
1P console safety sensor	On/Off
1P pedal safety sensor	On/Off
1P platform safety sensor	On/Off
2P display motion safety sensor	On/Off
2P console safety sensor	On/Off
2P pedal safety sensor	On/Off
2P platform safety sensor	On/Off
1P steering wheel movement X	Test whether the X-direction movement of the 1P steering wheel is working normally
1P steering wheel movement Y	Test whether the Y-direction movement of the 1P steering wheel is working normally
2P steering wheel movement X	Test whether the X-direction movement of the 2P steering wheel is working normally
2P steering wheel movement Y	Test whether the Y-direction movement of the 2P steering wheel is working normally
Return	Return to the previous menu

5.6 Output test



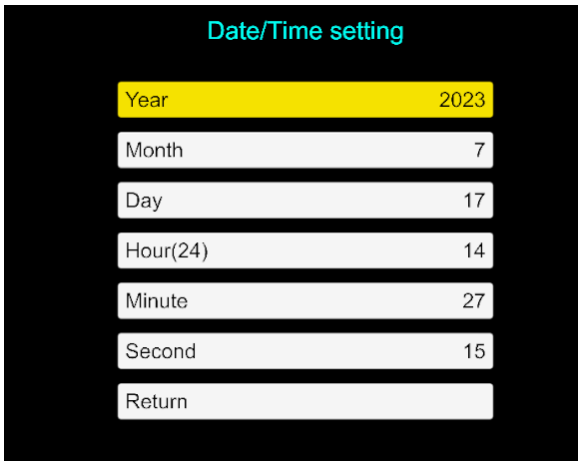
Ticket test	Test whether the ticket machanism in all positions are working normally
1P seat motor	Test whether 1P seat can swing left, Right pendulum and stop the swing
2P seat motor	Test whether 2P seat can swing left, Right pendulum and stop the swing
Seat vibration	Test whether the seat vibration motor can work normally
Seat locking	Test whether the seat lock function is normal
Seat unlocking	Test whether the seat unlock function is normal
1P lock sensor	Test whether 1P lock sensor is normal
1P unlock sensor	Test whether the 1P unlock sensor is normal
2P lock sensor	Test whether the 2P lock sensor is normal
2P unlock sensor	Test whether the 2P unlock sensor is normal
1P seat movement	Test whether the left and right movements of 1P seat are normal
2P seat movement	Test whether the left and right movements of 2P seat are normal
Return	Return to the previous menu

5.7 Game reset

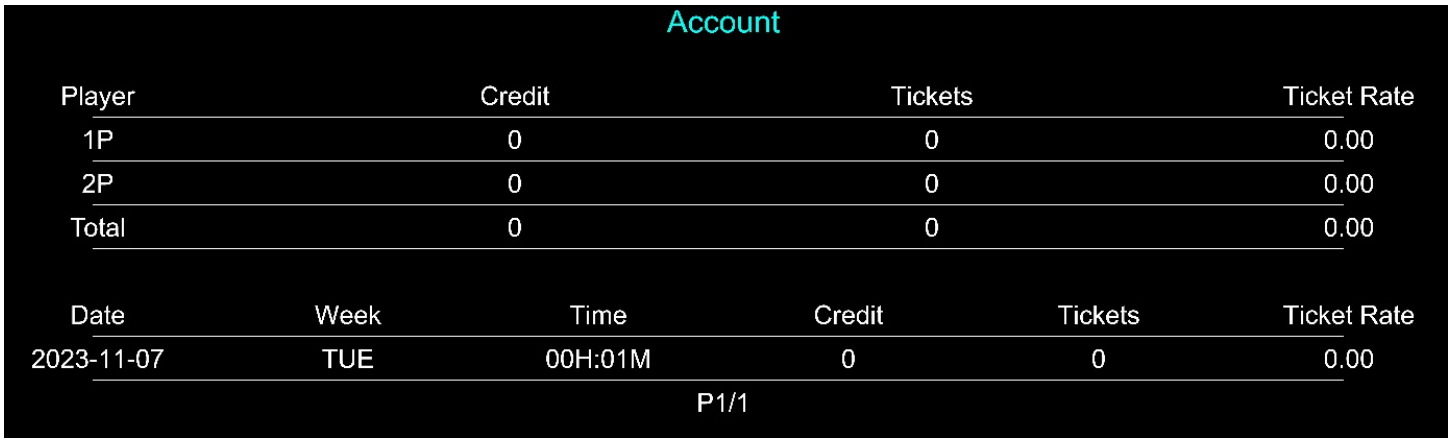


Restore factory setting	Delete all data and settings for the game Settings will be restored to default
Clear all records	Delete all game record data
Clear owed ticket	Clear owed ticket
Clear credit	Clear unused credit
Return	Return to the previous menu

5.8 Date and time

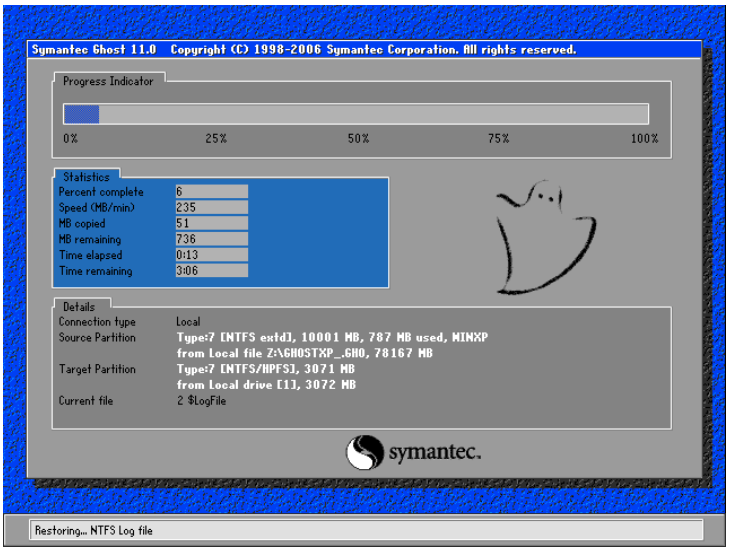


5.9 Account



6. System restore

Turn off the machine and insert USB flash drive into the USB port behind the CPU. System restore will initiate once the machine is restarted. This will take approximately 20 minutes. Do not turn off the machine or cut off power during this period.

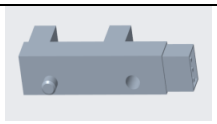
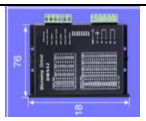


Once system restore is completed, unplug the USB flash drive.

NOTE - The above technical parameters are subject to change without prior notice.

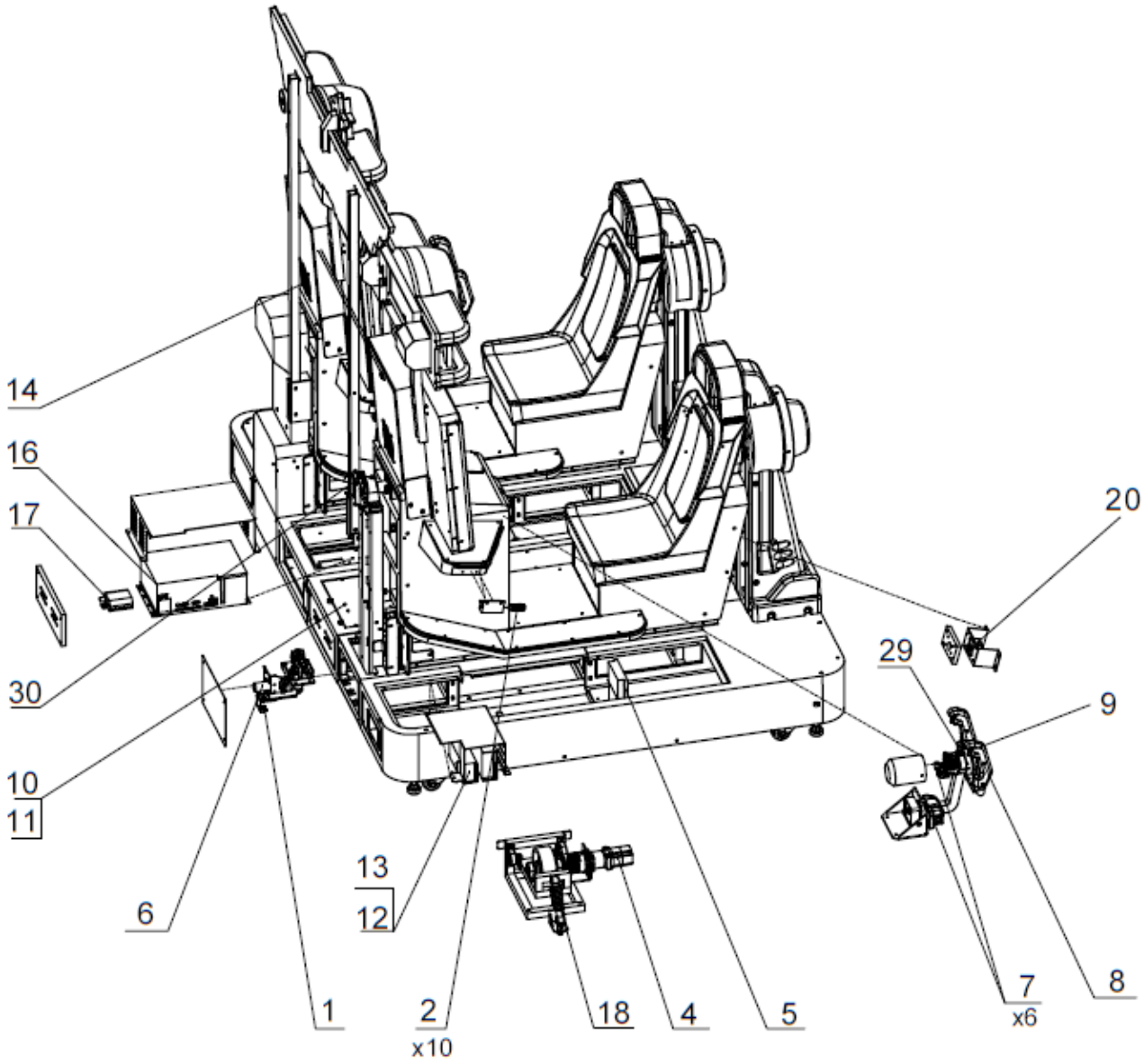
7. Parts list

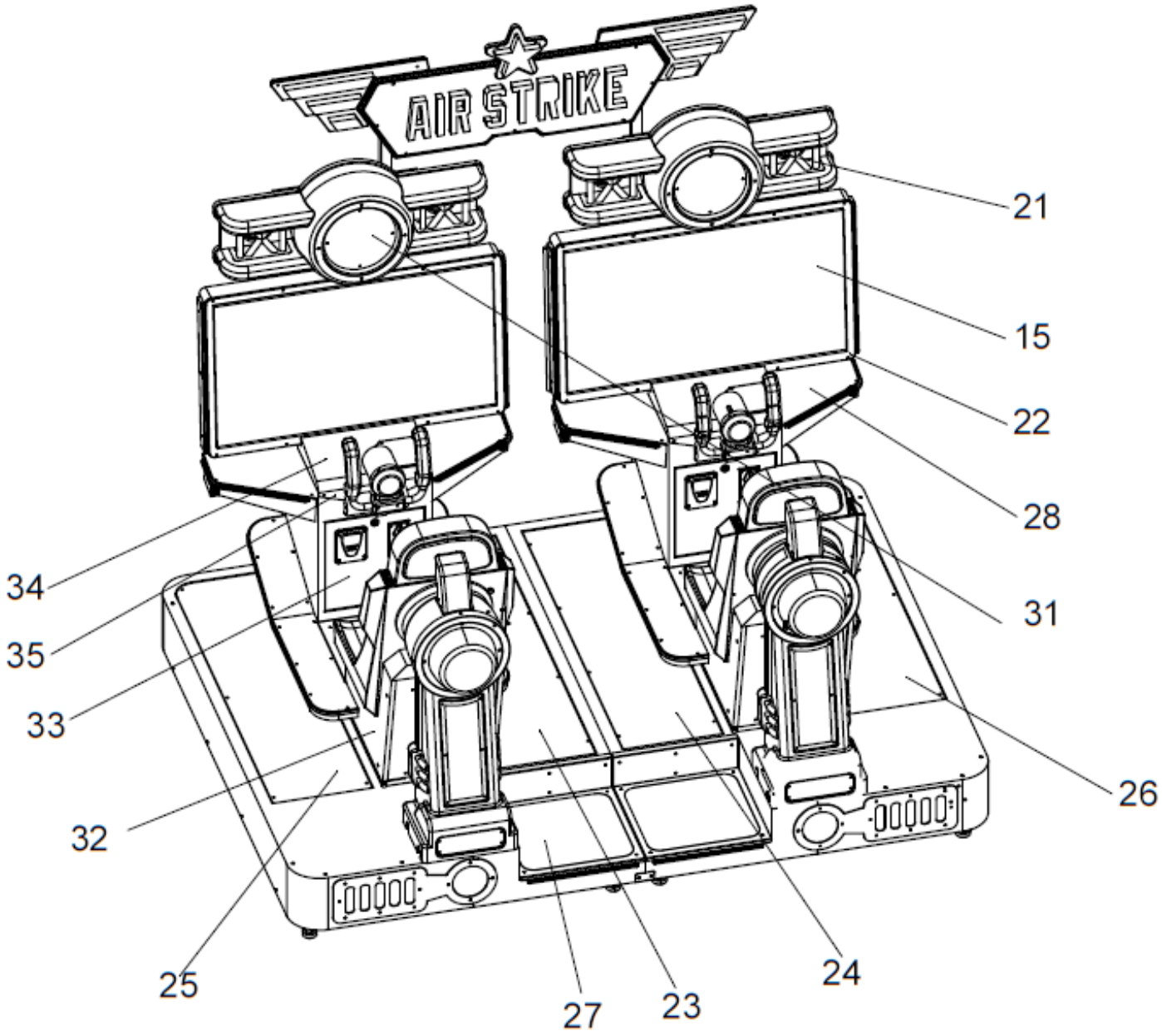
7.1 Critical parts list

No.	Part name	Image	Item code	Specification
1	Sensor		FS-1249	
2	Sensor		DS100-SC	
3	Reduction motor for RM-5780			
4	Reduction motor controller		RM-5780	
5	DC gear motor		DCG-12V12R	12V-12R
6	Potentiometer		PRV--25FB502	RVQ24YN03
7	Controller handle		TKH-MS	
8	Micro switch		MIC-S02	
9	IO board		AS-IOB	
10	Speed board		SPB-H20	
11	Power supply		PS-45W12V	45W, 12V
12	Power supply		PS-35W24V	35W, 24V

No.	Part name	Image	Item code	Specification
14	Cooling fan		CF-DC12V	12V
15	40” Monitor		AS-40ICM	40”
16	Computer H305T		CP-H350T	
17	Amplifier		ALF-25W	
18	Shock absorber		SHA-L135	
20	Vibration motor		SM-R370E	
21	Speaker		SS-8Ω15W	

7.2 Parts drawing




AIR STRIKE
21
15
22
28
31
26
34
35
33
32
25
27
23
24

DISCLAIMER

OPERATOR, PLEASE NOTE

By accepting delivery of and placing this hardware and licensed software into operation, the Operator represents and warrants that it will only operate the hardware and licensed software provided by LAI Games in compliance with the regulatory requirements of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated. LAI Games has provided this hardware and licensed the software only for legitimate and legal use, and any use of the hardware and licensed software in a manner that violates any laws of the country, state, and/or municipality in which the hardware and licensed software are used and/or operated is wholly unauthorized and shall be at Operator's sole and complete risk.

Operator assumes any and all risk and liability for any civil or criminal legal claims or causes of action arising from the unauthorized use and/or operation of the provided hardware and licensed software, such improper and unauthorized use specifically including, but not limited to:

(a) Operating or allowing the operation of the hardware and licensed software in a manner that violates the laws and regulations of the country, state, and/or municipality in which the hardware and licensed software are used or operated;

(b) Assembling or causing the assembly of the hardware in a manner not authorized by or disclosed in this manual;

(c) Any tampering with, changes to, or modifications of the licensed software that occur after the software leaves LAI Games' factory that is not made by authorized LAI Games personnel and that is directly or indirectly caused by Operator; and

(d) Any tampering with the computer chip/electronic programmable read only memory (EPROM) by or on behalf of Operator that directly or indirectly causes the tamper-indicating holographic seal on the computer chip/EPROM to be broken or damaged in any way.

LAI Games shall have no liability related to such improper and unauthorized use and/or operation of the hardware and licensed software, and Operator shall indemnify, defend, and hold LAI Games harmless for any claim or cause of action brought against LAI Games arising from Operator's or Operator's representative's improper and unauthorized use and/or operation of the hardware and licensed software.

Any improper and unauthorized use shall completely and totally void any and all warranties, both express and implied, of the hardware and licensed software provided by LAI Games.

WARRANTY

LAI Games warrants its manufactured products for a period of 6 months inclusive of parts and labor from the date of sale.

LAI Games exclusive obligation is to repair any item with any defects as a result of faulty workmanship or materials, providing the defective item or items of equipment are returned to the LAI Games distributor from which the machine was purchased.

LAI Games shall have no obligation to make repairs necessitated by negligence or interference to any component by any unauthorized personal. This will automatically void any existing warranty.

IF MAKING A WARRANTY CLAIM:
(a) Photos of the fault and a copy of the sales invoice must accompany the claim.
(b) Contact support@laigames.com to begin the warranty process.
(c) All claims must have confirmation of fault from LAI Games technical support team.
(d) Ground shipping is covered for warranty parts. LAI Games does not cover expedited shipping.
(e) Warranty is not transferable with the sale of a machine from one owner to another.

LAIGAMES

CONTACT US

Sales and Enquiries: **sales@laigames.com**
Technical Support: **support@laigames.com**
Website: **www.laigames.com**

For your nearest LAI Games Distributor, visit our website:
www.laigames.com

LAI GAMES

ACE AMUSEMENT