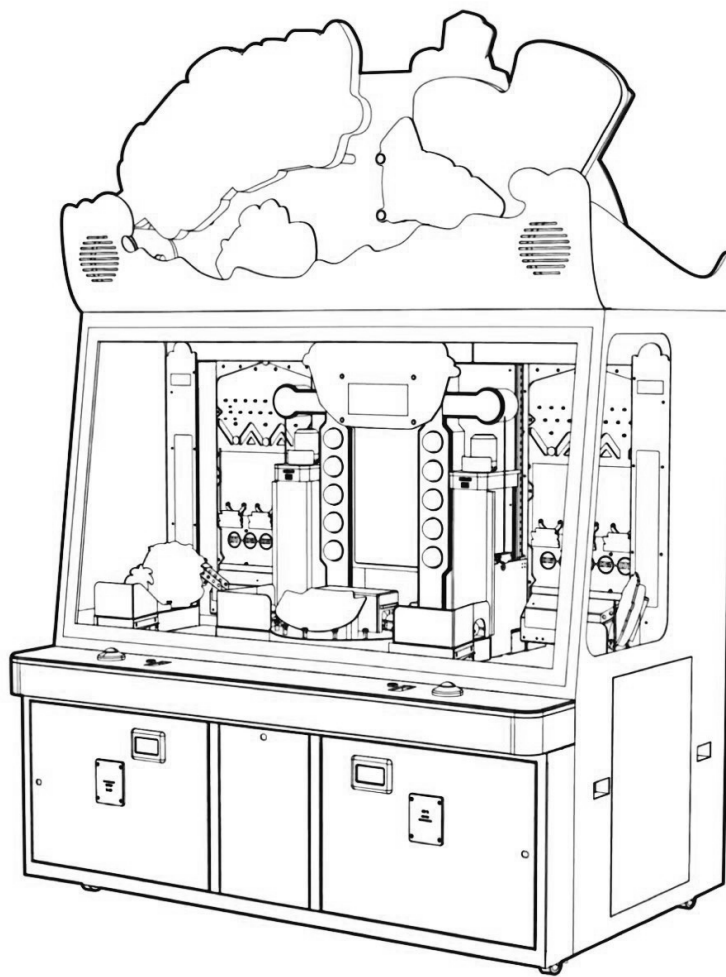


# TOWER ISLAND

## Instruction

Version: V1.00



## 01 Product characteristics

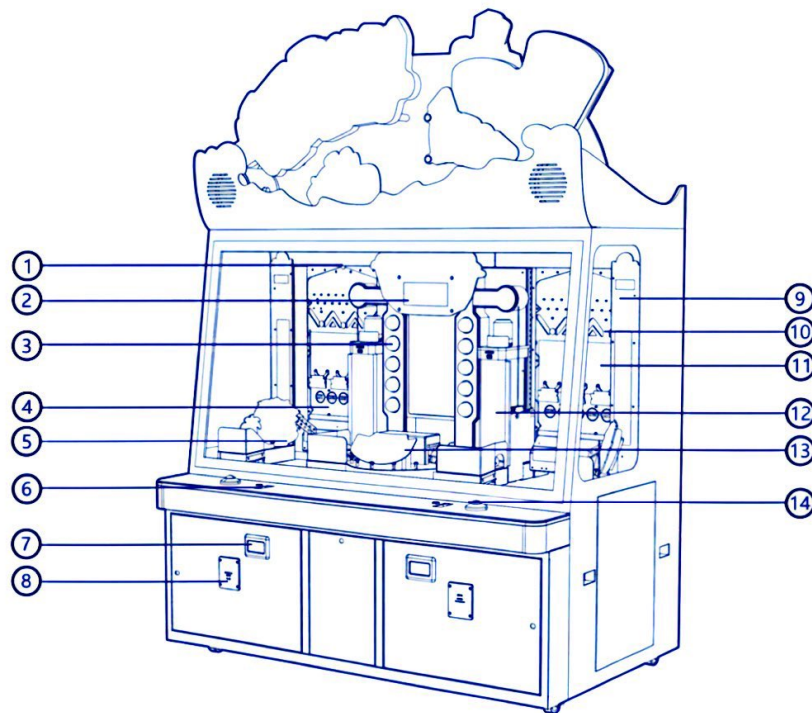
### **TOWER ISLAND,Video+mechanical, Zero wait time new stacking machine.**

- Video games combined with physical mechanical push plate, to get a different game experience.
- The gameplay is simple and easy to get started, and the content is tense and stimulating and easily captures the hearts of players.
- Tropicald style, experience the feeling of sea adventure, the game content is rich.
- The first new type of stacking machine without waiting time, more efficient.

## 02 Product Details

PROUDCT NAME	<b>TOWER ISLAND</b>	PRODUCT TYPE	TATA Island,Video+mechanical, Zero wait time new stacking machine.
PRODUCT CODE	SHTTI	PRODUCT SIZE	L:1700 X W:1073 X H:2540MM
POWER SUPPLY	220V~50HZ	POWER RATING	450W
PROUDCY WEIGHT	530KG		
POWER PLUG	<input type="checkbox"/> CHINESE <input type="checkbox"/> AMERICAN <input type="checkbox"/> INTERNATIONAL(AUSTRALIA) <input type="checkbox"/> BRITAIN <input type="checkbox"/> GERMANY <input type="checkbox"/> ITALY <input type="checkbox"/> SOUTH AFRICA <input type="checkbox"/> WESTERN EUROPE (SWIT)		

## 03 Machine structure

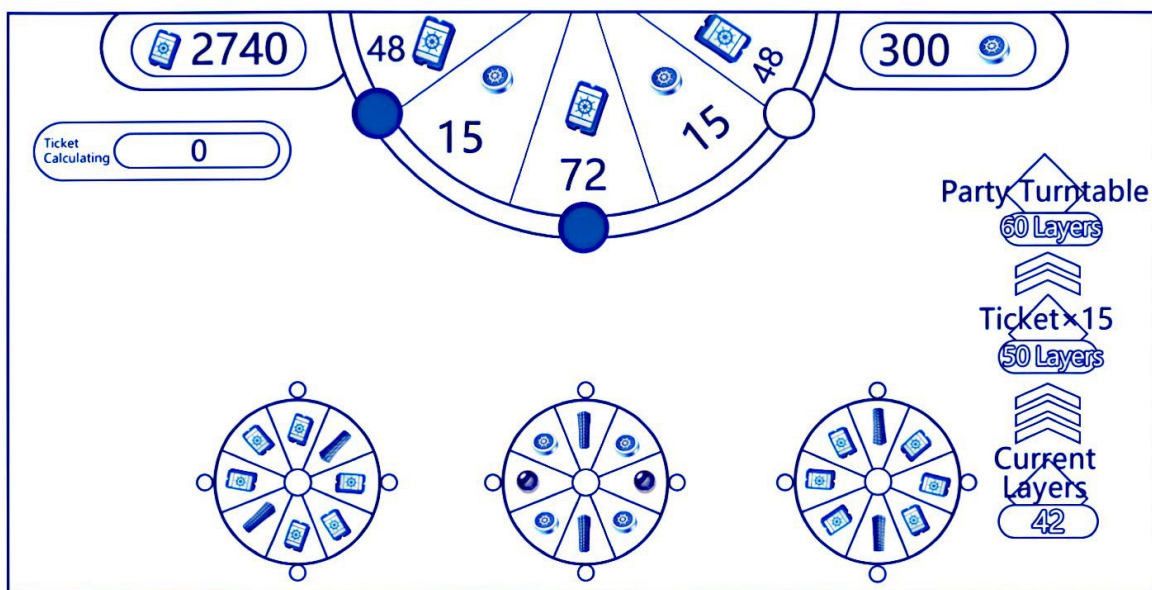


Note	Name	Specification	Quantity	Code
1	Coins out	-	-	-
2	Big Bonus LED	-	-	-
3	Big Bonus Light	-	-	-
4	Shiphole & Big Bonus Collect Lamp	-	-	-
5	Ball Turntable	-	-	-
6	Insert Coins	-	-	-
7	Wrong Coin exit	-	-	-
8	Ticect outlet	-	-	-
9	Coin Supply digital tube & Coin Supply Device	-	-	-
10	Coin Limiter	-	-	-
11	Main Screen	-	-	-
12	Stacking device	-	-	-
13	Balls launch port & Balls access	-	-	-
14	Launch Button	-	-	-

## 04 Product Gameplay

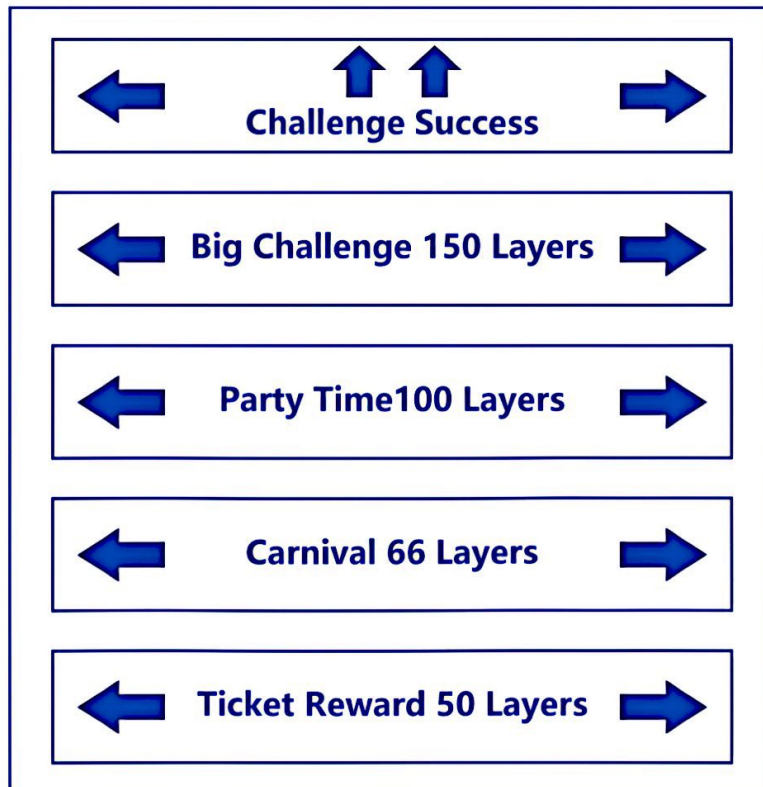
### • Basic Gameplay:

- Press the launch button to launch the coin. The coin goes through one of the three shipholes to start the small turntable. Light up 3 shiphole to start big turntable.
- Small Turntable reward: Coinsupply, Tickets, Coin towers, Balls.
- Big Turntable reward: Coinsupply, Tickets, Coin towers, Balls, Big Bonus light.
- Balls: Hit the shiphole with coins and draw the big ball. Push the big ball down and open the Ball turntable.
- Ball Turntable reward: Coin Towers, Tickets, Push tower, Treasure Box.



### • Coin Tower Gameplay:

- Way to get 50 Layers coin tower: Get the coin tower through the basic gameplay, when the coin tower reaches 50 layers start.
- 50 Layers rewards: 150 Tickets
- Way to get 66 Layers coin tower: Get the coin tower through the basic gameplay, when the coin tower reaches 66 layers start.
- 66 Layers rewards: Get "Carnival"
- Way to get 100 Layers coin tower: Get the coin tower through the basic gameplay, when the coin tower reaches 100 layers start.
- 100 Layers rewards: Draw for a prize to win "Party Time" or "Carnival"
- Way to get 150 Layers coin tower: Get the coin tower through the basic gameplay, when the coin tower reaches 150 layers start.
- 150 Layers rewards: Start Big Challenge "Pirate ship", to win the big bonus.



- **“Treasure Box” Gameplay:**

- Way to start: Draw through the big ball turntable.
- Description: Hit the launch button continuously to get a reward.
- Reward: Random reward coins supply.
- Finish Method: Hit a certain number of times to end the game.

- **“Party Time” Gameplay:**

- Way to start: When the coin tower reaches 100 layers, Start the game by spinning the turntable.
- Description: Do the first step of the basic gameplay with a double bonus, launch coins through the shiphole for a raffle.
- Rewards: Double reward coins supply, Tickets, Coins tower, Balls.
- Finish Method: When the countdown ends, it ends.

- **“Carnival” Gameplay:**

- Way to start: When the coin tower reaches 66 Layers or 100 Layers, Start the game by spinning the turntable.
- Description: Launching the coin through the shiphole, get a reward on the shiphole that moves from left to right over time.
- Rewards: a large number of tickets, Coins Supply.
- Finish Method: When the countdown ends, it ends.



• **Big Bonus Challenge “Pirate ship” Gameplay:**

- Way to Start: When Coin tower reaches 150 Layers.
- Description: Pirates HP450, launch the coin through the shiphole, Firing artillery at the pirate ship, 1 cannonball can decrease HP20.
- Rewards: Challenge successfully to get Big bonus and 150 Layers coin tower, challenge failed to get 150 layers coin tower .
- Finish Method: When the 20sec countdown end.

• **“Super Treasure ” Gameplay:**

- Way to start: Coin stacking greater than or equal to 8 layers,the game start.

---

Coin stack waiting means the layers of the tower which need to push out is larger than the actual layers .

And triggered when the ball turntable pull through the tower push.

---

- Description: At a random time, launch the coin through the shiphole to win the steps. Step number is 1,2,3, each walk to the corresponding position can get the reward, if the completion on round which mean pass the starting point again, it will start the "Super treasure turntable", the left and right ship holes for ticket rewards.
- Rewards: a large number of tickets, Coins Supply、 Balls.
- Finish Method: Same as coin stacking time, the end of time,then the game end.

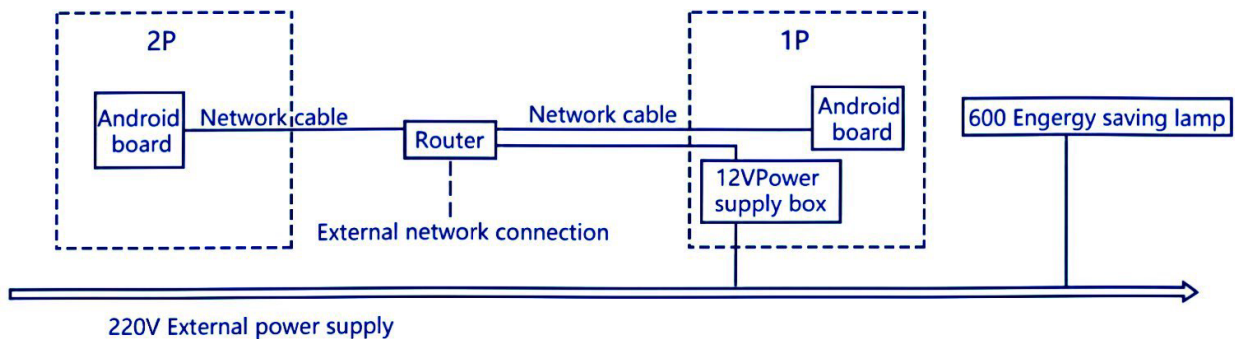
• **“ TOWER ISLAND CHALLENGE ” Gameplay**

- Way to start: when the coin tower push out and the number of big ball turntables is less than or equal to 6, it will be start.
- Description: Get 20 free coin, launch the coin through the shiphole, win the tower layers, middle shiphole can win 3 layers, left and right shiphole win 1 layer for each.
- Reward: Layers.
- Finish Method: After run out 20 coins, it's over.



◀ 05 **Product module organization chart**

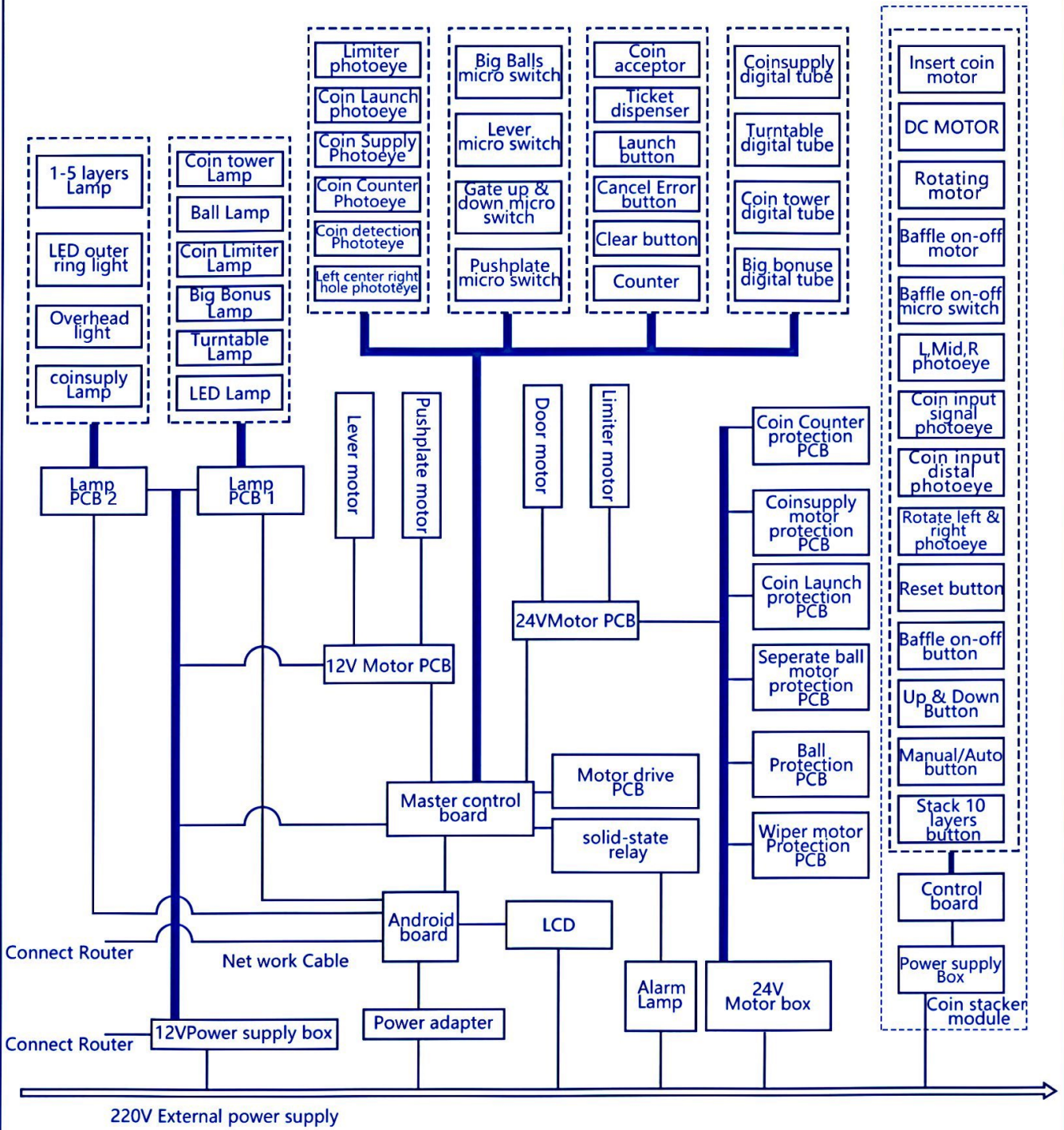
**Structure**



See the organization chart on the next page for the detailed configuration of each slot

# 05 Product module organization chart

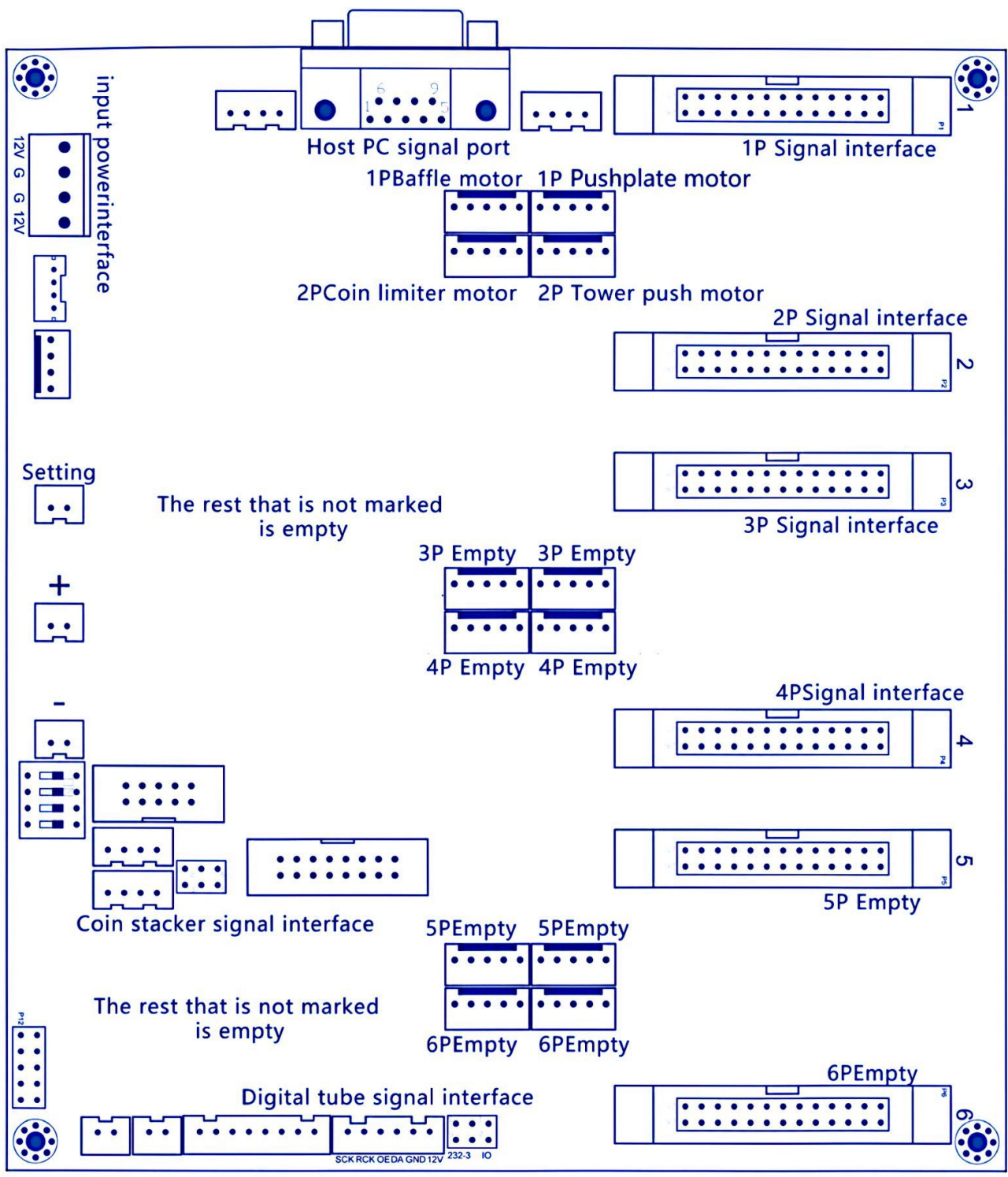
1P configuration:



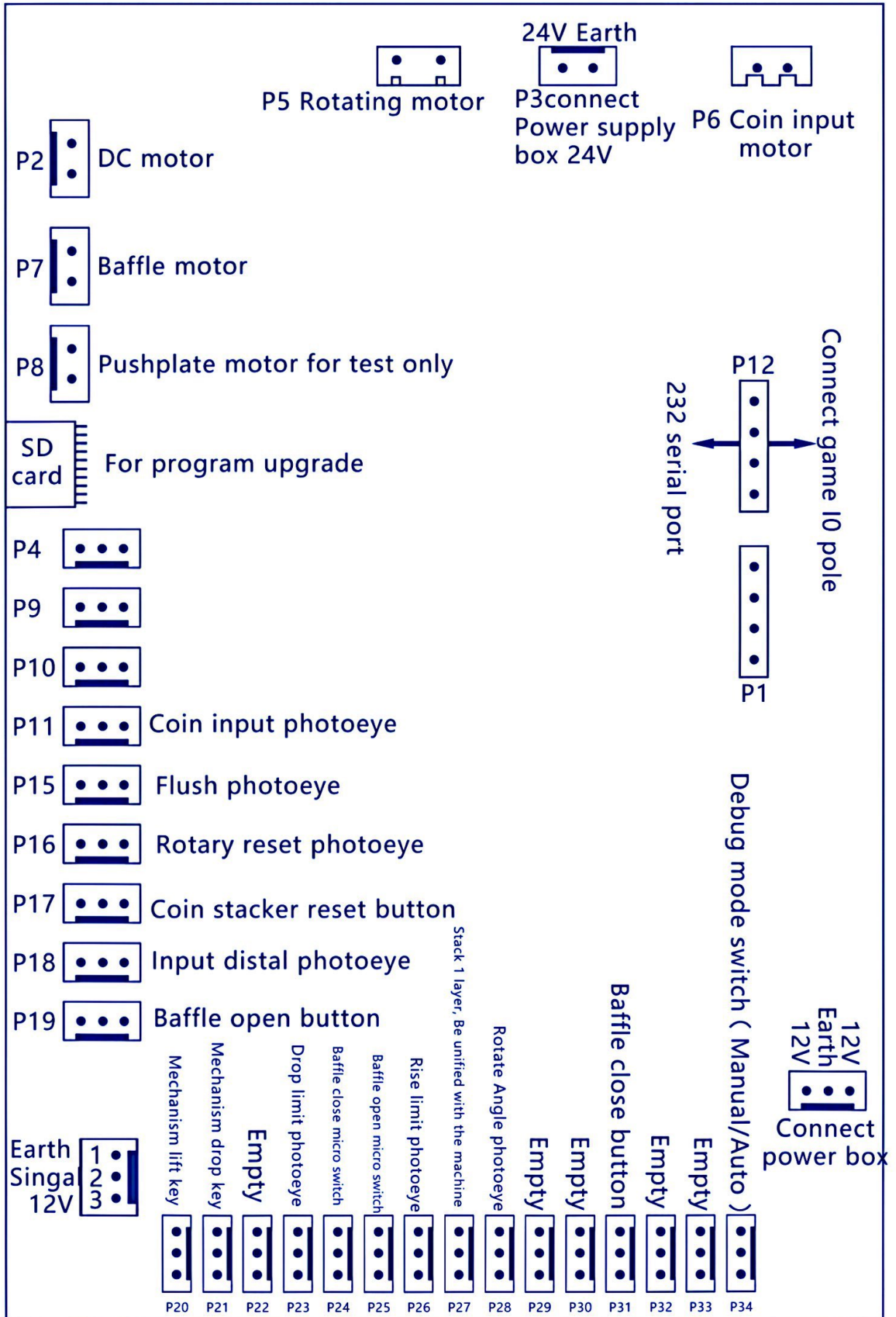
The configuration of 2P is same as that of 1P



06 Description of the main control board



# 07 Coin stacker mainboard illustration



Error	Types	Solutions
01 Error	Coin Input error	<p>1. Press to cancel error, and check whether it can work normally</p> <p>2. Turn off the power switch of the coin stacker, and restart to check whether it can work normally.</p> <p>3. Enter into the backend, hardware test, Stop the pushplate, open the gate, push out the tower, and check the status of coin stacking</p> <p>Status 1: No full in coin stacking, check the photoeye of coin input, and Coinbox whether there is coin stuck, empty coin, flying coins, coin-stuck in the coin channel. All the above is normal, Turn off the power switch (Coin stacker power switch on the coinbox), then turn on, and cancel the error.</p> <p>Status 2: Full in coin stacking, press the reset first, and press the cancel to check whether it can work normally. if not, please check whether the photoeye of coin input, Up &amp; down photoeye, and rotate photoeye can work normally.</p>
02、 03 Error	Baffle on/off error	<p>1. Enter into the backend, stop the pushplate, open the gate, push out the tower, and adjust the coin stacker to manual mode, and test whether the baffle switch is normal, if no any reaction, go and check the motor, the circuit board, and the main board of coin stacker.</p> <p>2. After handling, set the coin stacker to be automatic mode, and quit from the backend, press 3 sec to cancel error.</p>
04 Error	DC motor error	<p>1. Press the cancel error;</p> <p>2. Turn off the power switch, then turn on (Coin stacker power switch on the coinbox) ;</p> <p>3. Enter into the backend, Hardware test, stop the pushplate, open the gate, push out the tower, and check whether the status of the top ring is abnormal, if so, set the coin stacker to manual mode and turn on the baffle switch to test its up and down lifting. if no any reaction, check whether the motor, circuit, and the motherboard of the coin stacker been burned, the top ring is stuck by others.</p> <p>4. After handling, quit from the backend and set the coin stacker to automatic mode, press the reset, then press the cancel error.</p>
05 Error	The center rotating mechanism error	<p>1. In the backend, hardware test, stop pushplate, open gate, push tower, set the coin stacker to manual mode, open the baffle switch, turn off the coin stacker power switch, detect whether the coin stacker 4 rotating column is running normally, such as rotation does not move, see whether the column card hardware or rust, with rust removal agent treatment, let the column rotation smoothly.</p> <p>2. After handling it well, set the coin stacker to automatic mode, turn on the power switch of coin stacker, press reset, Press cancel error.</p>
06 Error	Coin stacker motherboard error	1. Press Cancel to clear error attempt recovery.
07 Error	Wait for stacking	1. Change motherboard, or send the motherboard back to the factory for repair.
99、 98 Error	Coin stacker overtime	<p>1. Press Cancel error to try;</p> <p>2. Press reset button;</p> <p>3. Note: If the above two kinds of operations can operate normally, it is not necessary to press "one layer button", if not normal, it is necessary to press "one layer button".</p>

Error	Types	Solution
F1 Error	All photoeyes abnormal Timeout abnormal stop	1. Press the Cancel button, try to recover, and check whether the corresponding Photoeye or Microswitch is damaged, replace it if damaged.
F2 Error	Order abnormal not executed	1. Press the Cancel button, try to recover, and check whether the corresponding Photoeye or Microswitch is damaged, Replace it if damaged.
F3 Error	Photoeye for short-Length push abnormal	1. Check whether Photoeye plug is in poor connected, Photoeye is damaged, Pushplate is stuck by coins.
F4 Error	Photoeye for Mid-Length push abnormal	1. Check whether Photoeye plug is in poor connected, Photoeye is damaged, Pushplate is stuck by coins.
F5 Error	Original Photoeye abnormal	1. Press the Cancel button, try to recover, and check whether the corresponding Photoeye or Microswitch is damaged, replace it if damaged.
F6 Error	Original photoeye and Mid-length push photoeye abnormal at the same time	1. Press the Cancel button, try to recover, and check whether the corresponding Photoeye or Microswitch is damaged, replace it if damaged.
F7 Error	Photoeye of Short-length push mid-length push abnormal	1. Check whether Photoeye plug is in poor connected, Photoeye is damaged, Pushplate is stuck by coins.

Open the middle door between the 1P and 2P, and connect the small controller, and long-press "Set" to enter into the backend setting interface.

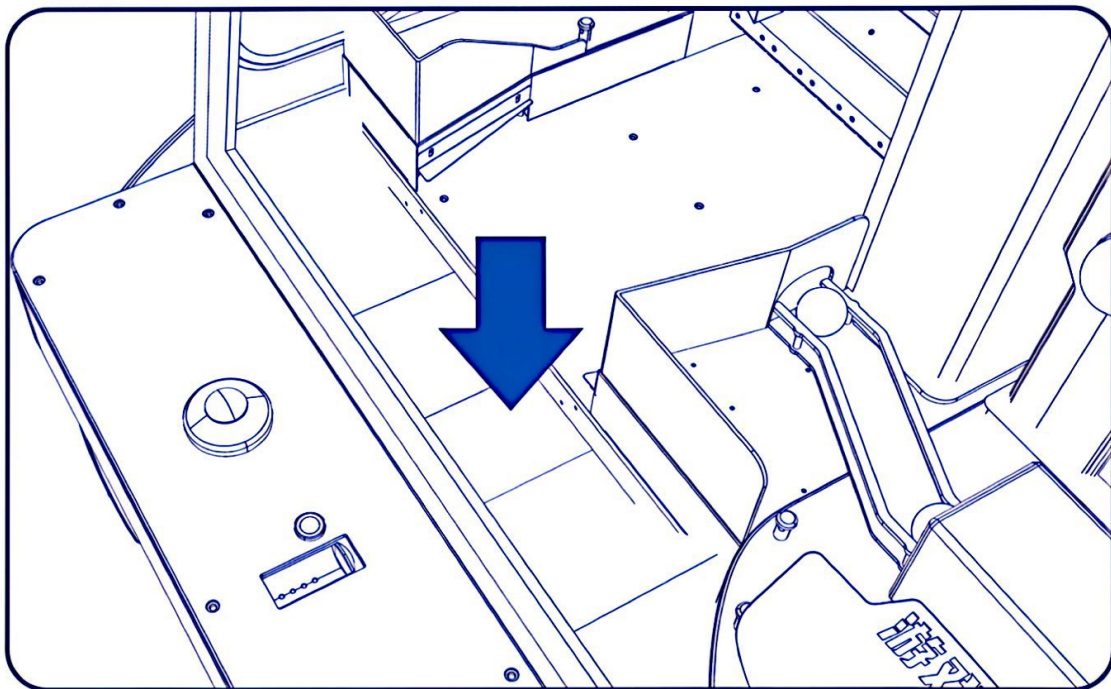
### 1、 First time startup process

#### ● 1.1 Coins

- Make sure there are about 6500 pcs of special coins in the coin bucket. it cannot be instead with other coins. (It can be measured by weight, 6500 coins/ about 39KG)

#### ● 1.2 Balls

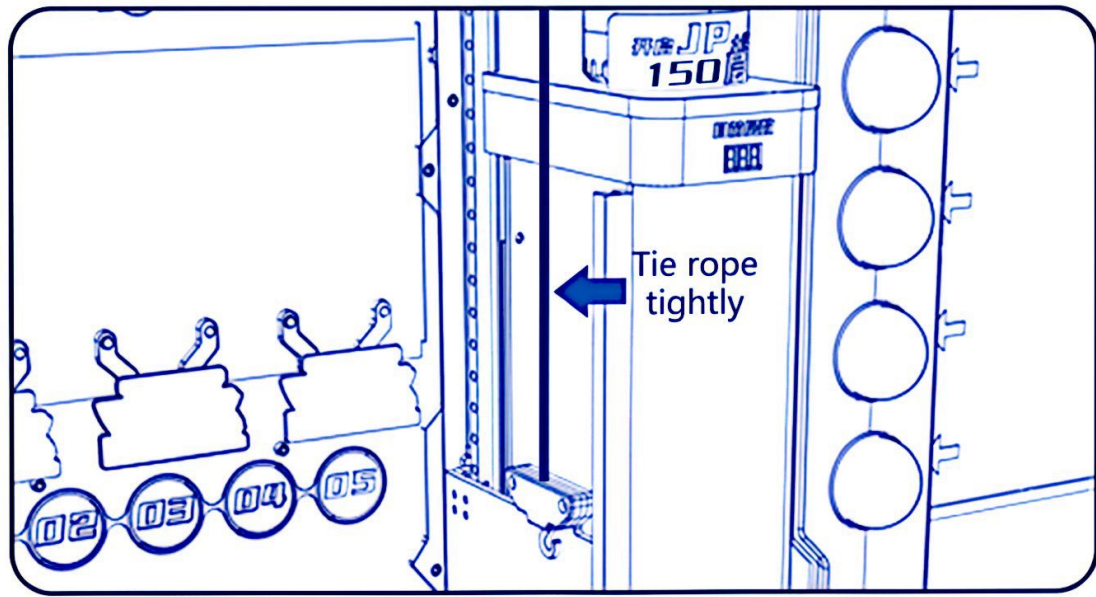
- Make sure there are about 55 balls in the ball bucket. Do not pour all the balls into the ball bucket at one time. it's required one by one to put the balls into the ball bucket to ensure that the balls are intact and not damaged.



Put the balls under of the countertop  
(Refer to the picture)

- **1.3 The rope on the door of the coin stacker**

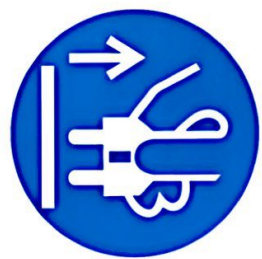
- Need to tie the rope on the door of the coin stacker tightly, so make sure the motor can drive the door.



Tie the rope well here

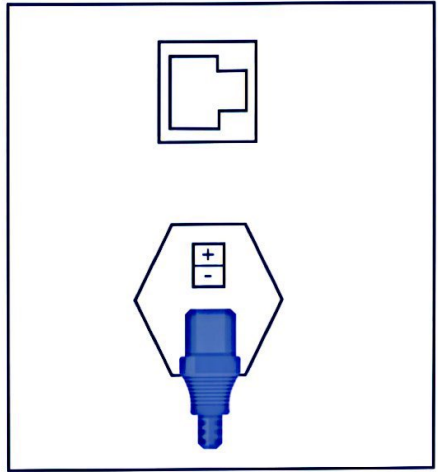
- **1.4 Power**

- Power on

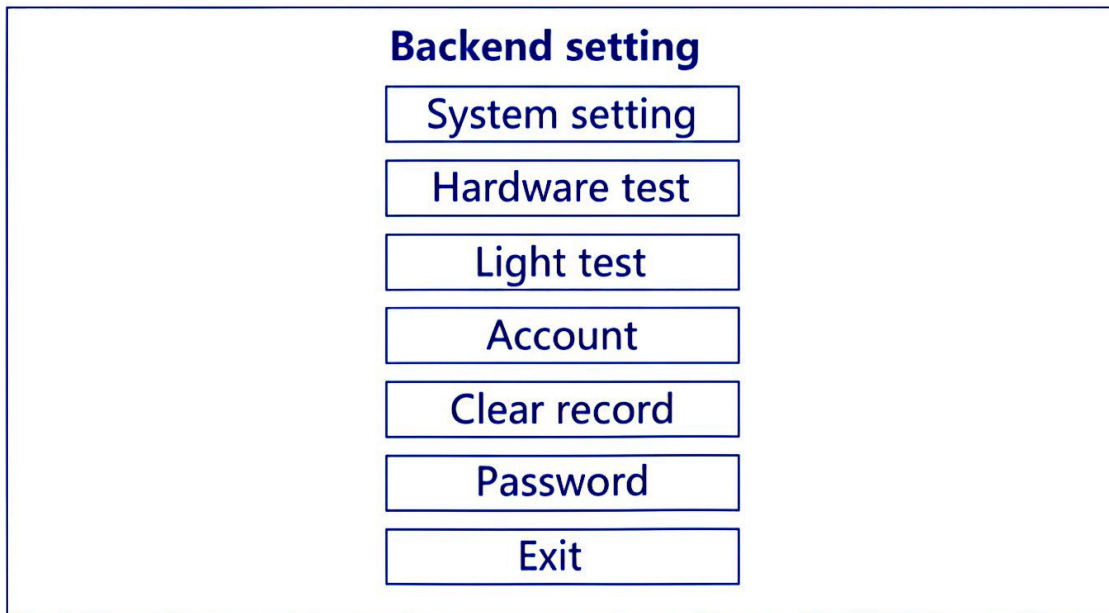


- **1.5 Network**

- Keep the network connected; the power supply and network cable supply are directly behind the machine.



## 2、 Setting Main interface



- System setting: Game setting operation such as Volumn setting, factory restore, and machine activation .
- Hardware test: it's mainly operated to test pushplate, Wiper, Tower lever,Coins stacker, Coins supply, Ticket dispenser, Ball device, Coins motor, Coins limiter, Door Motor Forward, Door Motor Reversal and etc.
- Light test: It's mainly operated to test Upper light box,Upper light bar, Coins Supply lamp,Coin Drop lamp,Tower lamp,Coin Stack lamp,Bonus Lamp,Console lamp,Turntable lamp,Ball lamp,L /Mid/R shiphole lamp.
- Account: Check all the account.
- Clear Record: Check all the ticket clear records.
- Change Password : Password revise.

## 3、 System Setting



- Entering into system setting by password(default: 000000)

### • 3.1 Game setting

**Game Setting**

Ticket: 1 coin / 30tickets

Score: 1 coin / 1 score

Mode: ticket

Save and Back

Back

- Ticket setting: (1 coin/30 tickets default ,adjustable 5-50 tickets) .
- Score setting: (1 coin/1 score,default, adjustable 1 coin/2 score) .
- Operating Mode: (Ticket Mode, default, adjustable: Free mode) .

### • 3.2 Volumn setting

**System Setting**

Background Vol: 100%

Sound effct Vol: 100%

Restore Default Vol

Save and Back

Back

- Background Vol: Adjustable.
- Sound effect Vol: Adjustable.
- Restore default Vol: Restore all the volumn setting.



### • 3.3 Factory Restore

## Factory Restore

Restore Factory Defaults ?  
(Restoring will clear all current data, please confirm)

ConfirmBack

- **Factory Restore:** Restore factory default. Restoring will clear all the account, and all the setting will be back to the initialization, including the initial password.( Please operate it carefully ,and make sure to record all the useful data, and remember to do the resetting after factory restore.)

### • 3.4 Initial Active

## Being initialization process

**Warning!**

This machine has a mechanical transmission device, and irregular operation may cause equipment damage and personal injury. Non professionals are not allowed to carry out overhaul and maintenance operations to prevent accidents! Do not repair and maintain when the power is on, Do not touch the mechanism while it is working.

BackNext

## Mechanism Auto-Inspection

During the mechanism auto-inspection, Coins limiter and Push-tower device could being auto-inspection.

Inspecting, please wait..

### Instruction Video or Instruction pictures

LastNext

## The pushplate table inspection

Keep the pushplate table of these two positions clear.

Instruction Videos or Instruction pictures

Last

Next

## Initialization

Press "Initial" button to start the initialization!

It will be automatically initialized, Please make sure the glass door is closed.

Instruction Videos or Instruction pictures

Back

Initial

## Being initialized, please wait!

- 1.Clear all the data, all will be Zero ✓
- 2.Supply coins to the pushplate table
- 3.Stacking the tower(50 layers)
- 4.Open the door of tower and pushed out the tower
- 5.Stacking the tower(70 layers)
- 6.Open the door of tower and pushed out the tower
- 7.Stacking the tower(100 layers)
- 8.Open the door of tower and pushed out the tower
- 9.Supply coins around the coin tower
- 10.Supply 12 balls to the pushplate table
- 11.Stacking the tower(30 layers)

Last

Next

(Long press return to last step)

- Initial Active: It will be activated to restore it to the working status, make sure the pushplate table and coin stacker are clear, and then complete the initialization according to the initialization process.

## 4、 Hardware Test

### Hardware Test

1P

<p><b>Hole Photoeye</b></p> <p>Left: 0 Mid: 0 Right: 0</p>	<p><b>PushPlate</b></p> <p>PushPlate Status: Stop Original Microswitch: on Original Photoeye: on Mid Photoeye: off Front Photoeye: off</p> <p style="text-align: center;">Reset</p> <p style="text-align: center;">Short-length push</p> <p style="text-align: center;">Mid-length push</p> <p style="text-align: center;">Large-length push</p>	<p><b>The Door</b></p> <p>Door Status: unknown Open switch: on Close switch: on</p> <p style="text-align: center;">Open</p> <p style="text-align: center;">Close</p> <p style="text-align: center;">Door Motor Reversal</p> <p style="text-align: center;">Door Motor Forward</p>	<p><b>Tower Lever</b></p> <p>Lever status: unknown Original Microswitch: on</p> <p style="text-align: center;">Start</p> <p style="text-align: center;">Reset</p>	<p><b>Coin Stacker</b></p> <p>Stacker Status: Current Layers: 100 Stacking Layer: 0</p> <p style="text-align: center;">1 layer</p> <p style="text-align: center;">10 layers</p> <p style="text-align: center;">50 layers</p> <p style="text-align: center;">100 layers</p>	<p><b>Coin count motor</b></p> <p>Motor Status: Calculating Coin Counter: 0</p> <p style="text-align: center;">Start</p> <p style="text-align: center;">Stop</p>
<p><b>Coin Out</b></p> <p>Coinsupply Status: free Total Coinsupply: 0 Launch Status: Error Total Launch: 0</p>	<p><b>Ticket</b></p> <p>Ticket Status: Free Total Ticket: 0</p> <p style="text-align: center;">5 tickets</p>	<p><b>Ball</b></p> <p>Ball Status: Free Ball On Plate: 0 Ball Launch: 0 Ball Fall: 0</p> <p style="text-align: center;">Ball Launch:1</p> <p style="text-align: center;">Ball Launch:10</p> <p style="text-align: center;">Ball Number Setting:0</p>	<p><b>Button</b></p> <p>Launch Button: On Cancel Error: On Ticket Clear: On</p>	<p><b>Coin Limiter</b></p> <p>Coin Limiter: On</p> <p style="text-align: center;">ON</p> <p style="text-align: center;">OFF</p>	<p><b>Other</b></p> <p>Insert Coin: 0</p> <p style="text-align: center;">Wiper: On</p> <p style="text-align: center;">Wiper: Off</p> <p style="text-align: center;">LED: ON</p> <p style="text-align: center;">LED: OFF</p>

## 5、 Light test

### Light Test

Upper light box	Upper light bar	Coin Supply lamp	Coin Drop lamp	Tower lamp
Coin Stack lamp	Big Bonus Lamp	Console lamp	Turntable lamp	Ball lamp
L shiphole lamp	Mid shiphole lamp	R shiphole lamp	Back	

- All the lights in the machine can be fully tested, such as upper light box, Upper light bar, Coin supply lamp, Coin drop lamp, Tower lamp, Coin Stack lamp, Bonus lamp, Console lamp, Turntable lamp, Bigball lamp, L shiphole lamp, Mid shiphole lamp, R shiphole lamp, etc.

## 6、 Account Data

### Account Data

Current Account

Daily Account

Total Account

Back

- You can check all the account data here such as Current account, Daily account, Total Account etc.

## 7、 Ticket Clear record

### Clear record

Back

- All the ticket clear records can be reviewed here.

## 8、 Password Change

### Clear record

Old	0	*	*	*	*	*
New	*	*	*	*	*	*
Confirm	*	*	*	*	*	*

Confirm

Back

- You can change advanced password, Initial password: 000000, if you forget the password, it can be initialized, and return to initial password(000000)

## 11 Warranty Description

### • Warranty Description

- The machine comes with 12 months warranty.  
If there is quality problem during these time, please provide purchase invoice or warranty card to us, we can fix them for free. Our company disclaim all responsibility for the damage caused by misuse.

### • Maintain Range

Name	Note	Warranty
Host computer		12 months
LCD screen		12months
Power Supply box		6months
Coin acceptor		6months

---

Description of consumables: The consumables is outside the range of warranty, such as buttons, inching switches are consumables and the service life decreases with the increase of the number of users, that is, the more players and the higher the frequency of use, the faster the loss and the shorter the use time.

---

● **Online repair report and System inquiry**

**Submit the service questions rapidly online:**

- Scan QR code: Arcocer Amusement Technology.co.,ltd
- Enter into the public account and leave messages and inquiries with the detailed locations and contact no. Which is convenient for us to contact with you.



**Packing List**

<b>Name</b>	<b>Quantity</b>	<b>Remark</b>
Power Cable	1	
Key	4	
Specifications	1	

\* Based on the attached



♡ **Arcцер Amusement Technology co.,LTD**

**Tel: (+86) 020-23885033 Mr. Wu**

**Email: [contact@arccer.com](mailto:contact@arccer.com)**

**Website: <http://www.arccer.com>**

**Add: A2-A6 Startoon city, Panyu district, Guangzhou, China**