

# Pirate Captain User Manual



Please read the instruction carefully before installation and use

# Catalogue

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# 1. Safety Precautions

## 1.1 Warning Stickers

In order to avoid injury to related people and damage to property, please observe the followings:

### PLEASE READ FIRST

- The following marks can be used to indicate the magnitudes of risk and damage caused by ignorance or improper operation:

 <b>Warning</b>	means “may result in serious injury or death”
 <b>Caution</b>	means “may result in minor injury or property damage”

**Serious Injury:** refers to the situations in which hospital treatment or long-term treatment will be accepted because of losing sight, getting hurt, getting burnt, electric shock, fracture or intoxication.

**Minor Injury:** refers to the cases that there is no need to go to hospital or accept long-term treatment.

**Property Damage:** refers to the damage of house, facility, or hurt of livestock and pet

## 1.2 Placing Site

### **Warning**

- please make sure the place line has been grounded before product installation, setup, testing, operation or repair
- This machine is designed for indoor use only. Never install the machine outdoors. Meanwhile, please avoid the following locations indoor:
  - Direct sunlight, water leakage, damp and high temperature places.
  - Near Flammable, volatile, or/and dangerous substance.
  - Slope, unstable places or locations subject to frequent vibration.
  - Near emergency exit, fire extinguisher or similar equipment.
- The rear part has the vent for heat emission from PC or screen. Don't place anything nearby to avoid game failure.
- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission

## 1.3 Safety Precautions

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The owner shall pay attention to the followings when placing, checking and repairing machine to insure player's security and avoid damage:

### **Warning**

- please check the voltage is 110V or 220V before the machine connects to the power supply, or it may cause a fire or electric shock.
- Make sure to plug the game into 110V or 220V main outlet to avoid fire and electric shock.
- Make sure to turn off the power when performing maintenance and service to avoid electric shock or short circuit.
- Do not unplug or plug the plug instantly.
- Don't touch the power plug with a wet hand to avoid electric shock.
- Don't expose the power cord/grounding line on the passageway. Failure to do this will damage the power cord, causing electric shock or short circuit.
- Don't lay anything near the power cord to avoid fire.
- Do not pull the power cord when unplugging, please hold the plug to avoid power cord damage, causing fire or electric shock.
- In case of power cord damage, please contact the local distributor for replacement
- Only use fuse and spare parts specified by our company
- Connect the connector firmly and tighten the screws.
- It is forbidden to push or pull the game-machine in order to prevent the accidental danger.
- Do not dismount, replace or convert the product without our permission in order to avoid damage and human injury due to improper operation.
- Check and maintain the machine regularly.
- Keep "Warning stickers" clean and legible. Replace it immediately when the words are not legible or the dirt can't be removed.
- Please contact our service center when performing any work that is not described in this manual, and follow the instruction provided.

## 1.4 Precautions during Play

### Caution

- In order to avoid injury and accident during play, the following people shall not play the game:
  - People who are injured or less mobile.
  - Person with poor health condition, such as hypertension or heart disease.
  - Person wearing high-heeled or slippery shoes.
  - Person who can't touch the pedal.
  - Pregnant woman, drunk people.
- When a player feels uncomfortable during play, remind the person to have a break, or stop playing.
- Make sure the player reads the warning labels and other indications, and plays in accordance with the instructions to avoid accidents such as electric shock and short circuit.
- Bystander shall not operate any button when the player is playing the game to avoid unnecessary trouble.
- It is forbidden to push or pull the game-machine in order to prevent the accidental danger.

## 1.5 Transporting and Moving

### Caution

#### Transporting

- When transporting the machine with an elevator, be sure to employ "Lift Point" to prevent accident and damage to the machine.
- To prevent movement when transporting the machine on a vehicle, please fix the casters and fully retract the adjusters. Failure to do this may cause damage to the machine.
- When carrying the machine with a forklift, be sure to insert the fork to fork position and lift stably. If not, it may cause accident and damage to the machine.
- The Acrylic of the machine is fragile. High precision components are required for vibration or shock resistance.

#### Moving

- Before moving the machine, unplug the power plug to prevent accident. Don't damage the cord.
- Pay attention to the obstructions and uneven surface when moving the machine to prevent accident and damage to the machine.
- Fully retract all adjusters before moving to prevent accident and hazard.
- Make sure to use at least two persons to conduct the above work to avoid accident and injury
- Pay attention to the moving direction, see fig.



## 1.6 Installing and Placing

Pay attention to the following when placing the machine.

### **Caution**

- Place the machine on the flat and slip resistant area.
- Use the adjusters to fix the machine (See diagram 1)
  1. Loosen the nuts for the adjusters (clockwise), tighten the bolts with a wrench (clockwise).
  2. Tighten the nut firmly (counter clockwise) and fix it well.

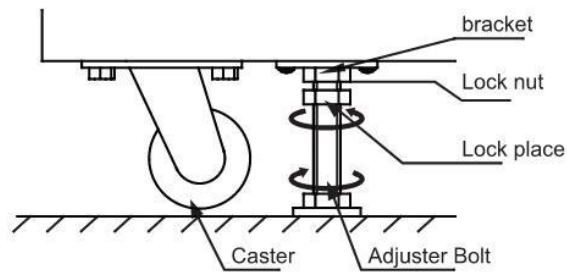


Diagram (1)

- Provide a space of minimum 30cm between the rear of the machine and the wall for good ventilation and heat emission (See diagram 2).

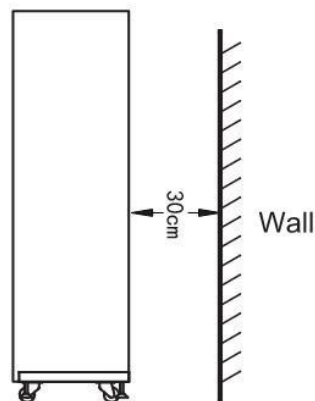


Diagram (2)

## 2. Product Parameters

Size: W1130mm\*D2500mm\*H2720mm

Package Size 1: W1160mm\*D1190mm \*H2250 mm

Package Size 2: W1130mm\*D750mm\*H1000mm

Weight: 300kg








Voltage: 220V      Frequency: 50Hz-60Hz

Power: Min power: 375 W

Max power consumption: 440W

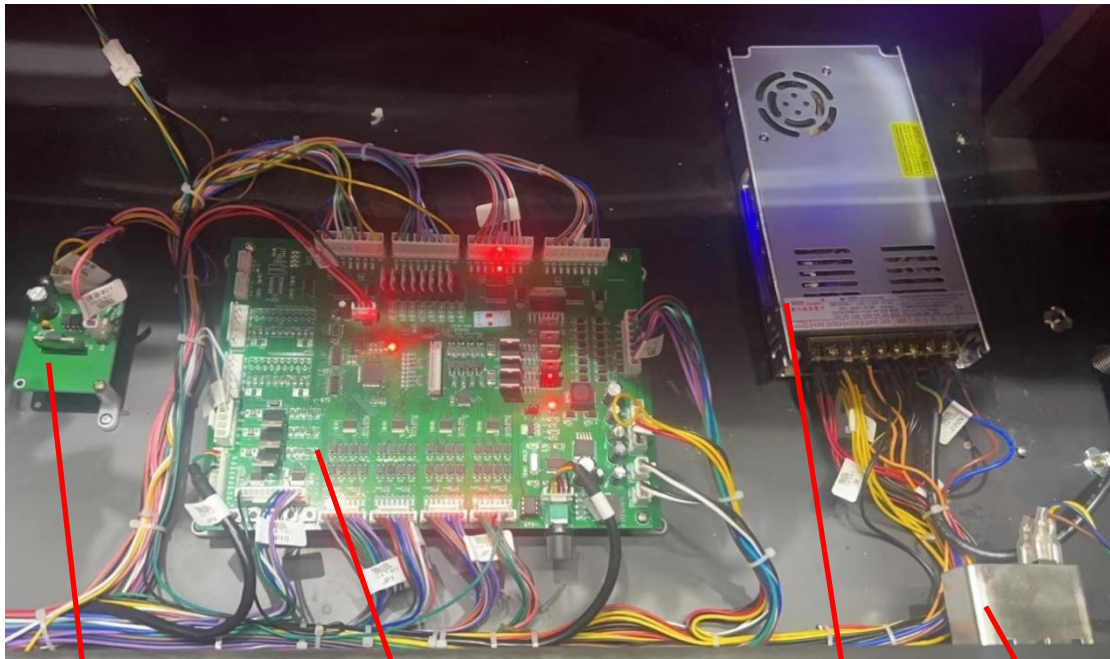


### 3. spare Parts List

NO.	Parts Name	Model Specification	Qty Pcs	Picture	Remark
1	Power Cord	(10A/250V)	1		Standard
2	Fuse	5A	2		Standard
3	Key	H-03	2		Standard
4	Manual	English	1		Standard
5	Laser emitter		2		Standard
6	Switch		2		Standard
7	Sensor	5V-ITR120. pcb	2		Standard



# 4. Wearing Parts list



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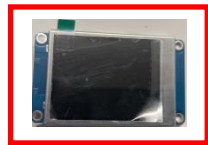


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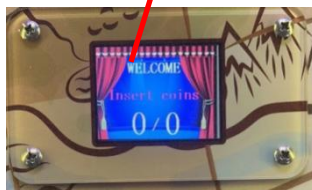


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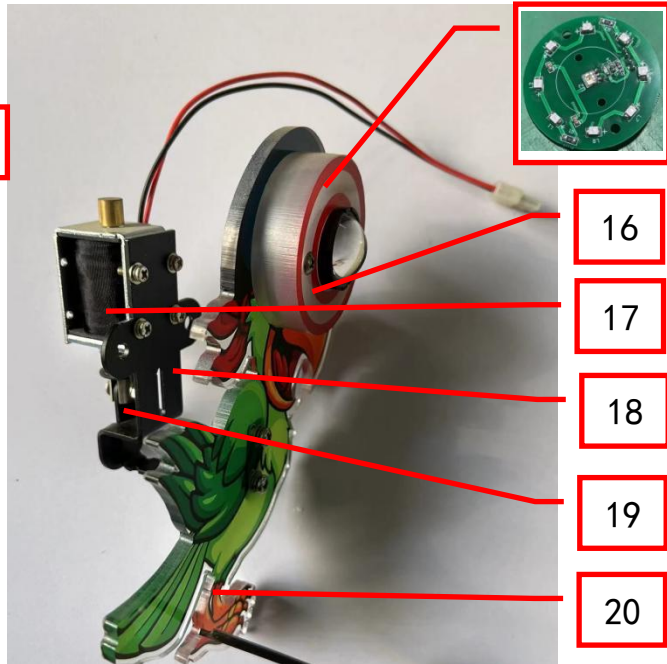


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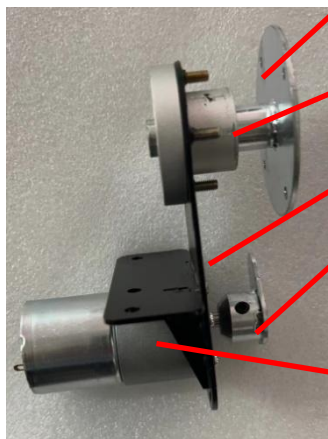




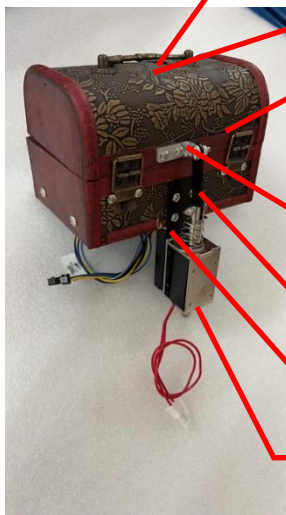
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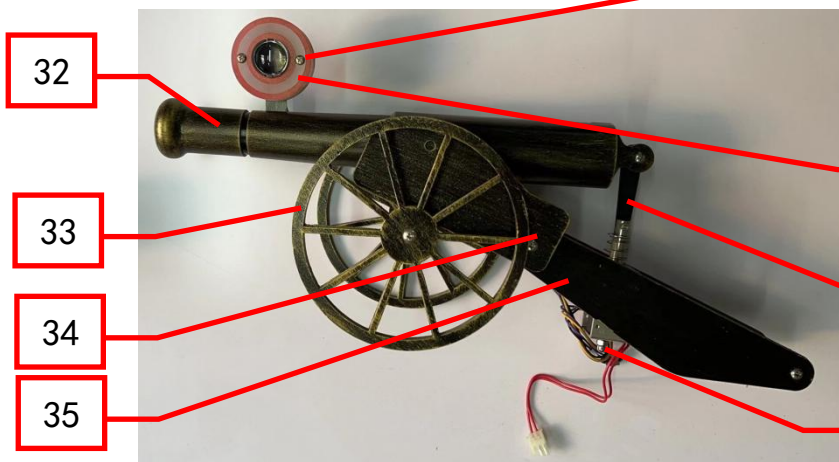
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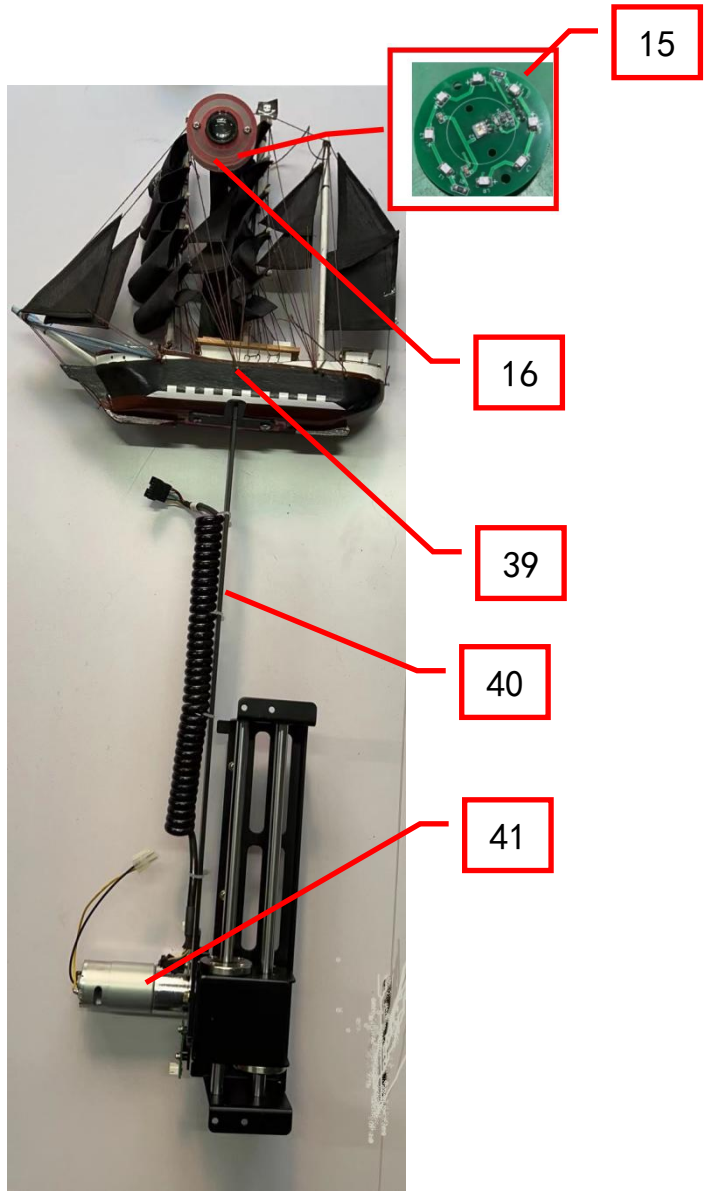
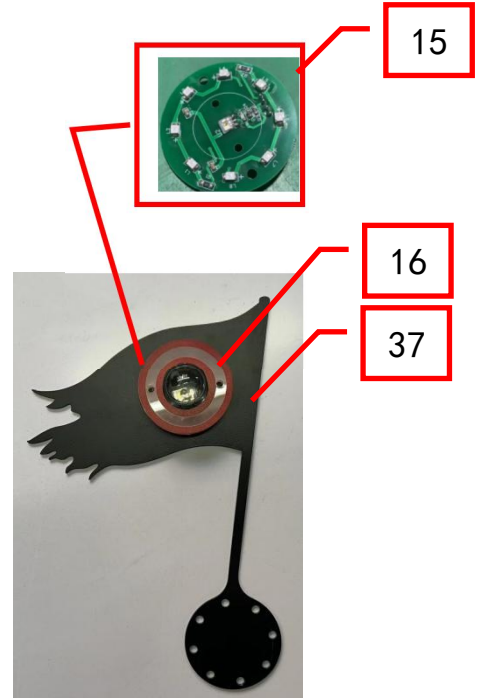
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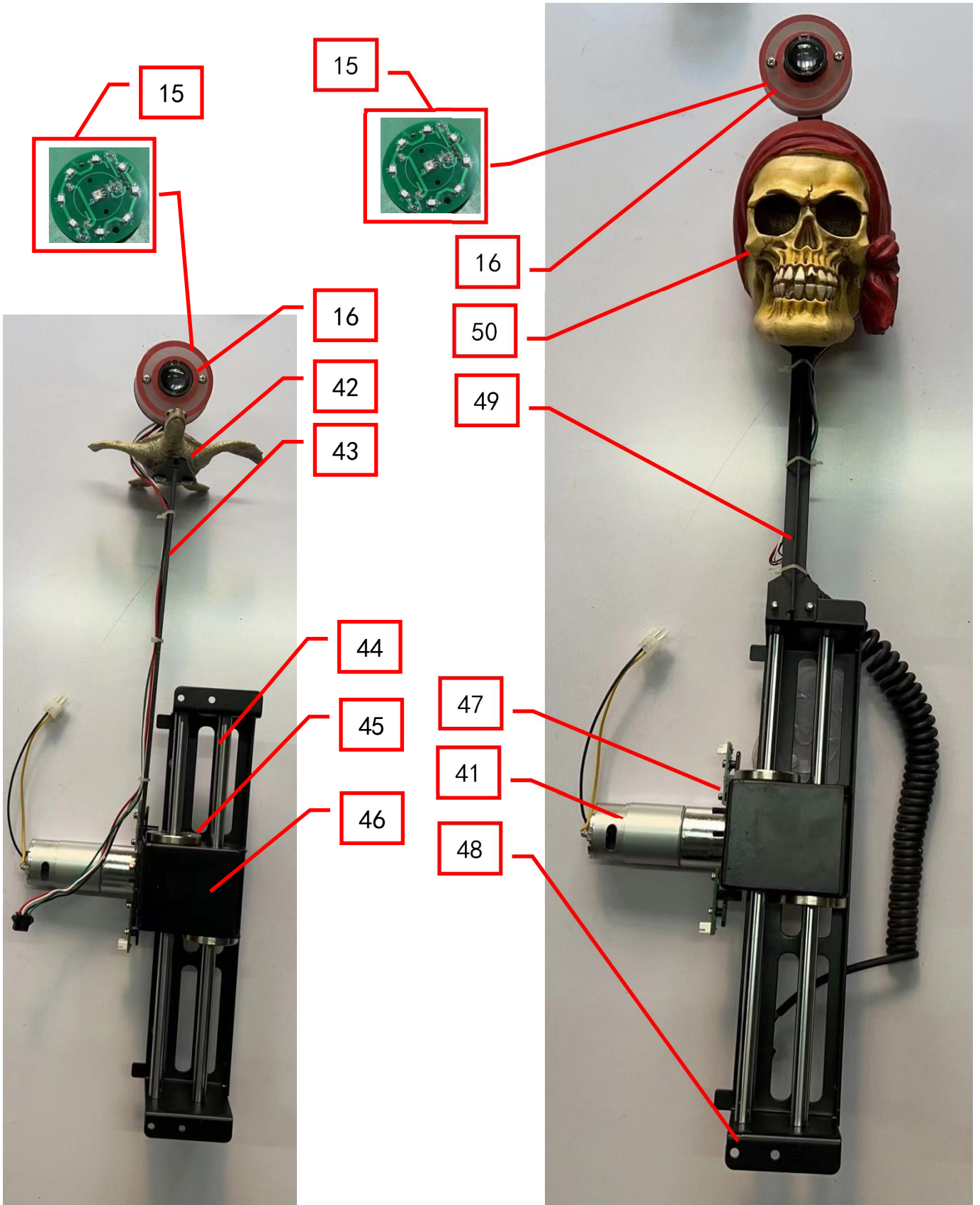


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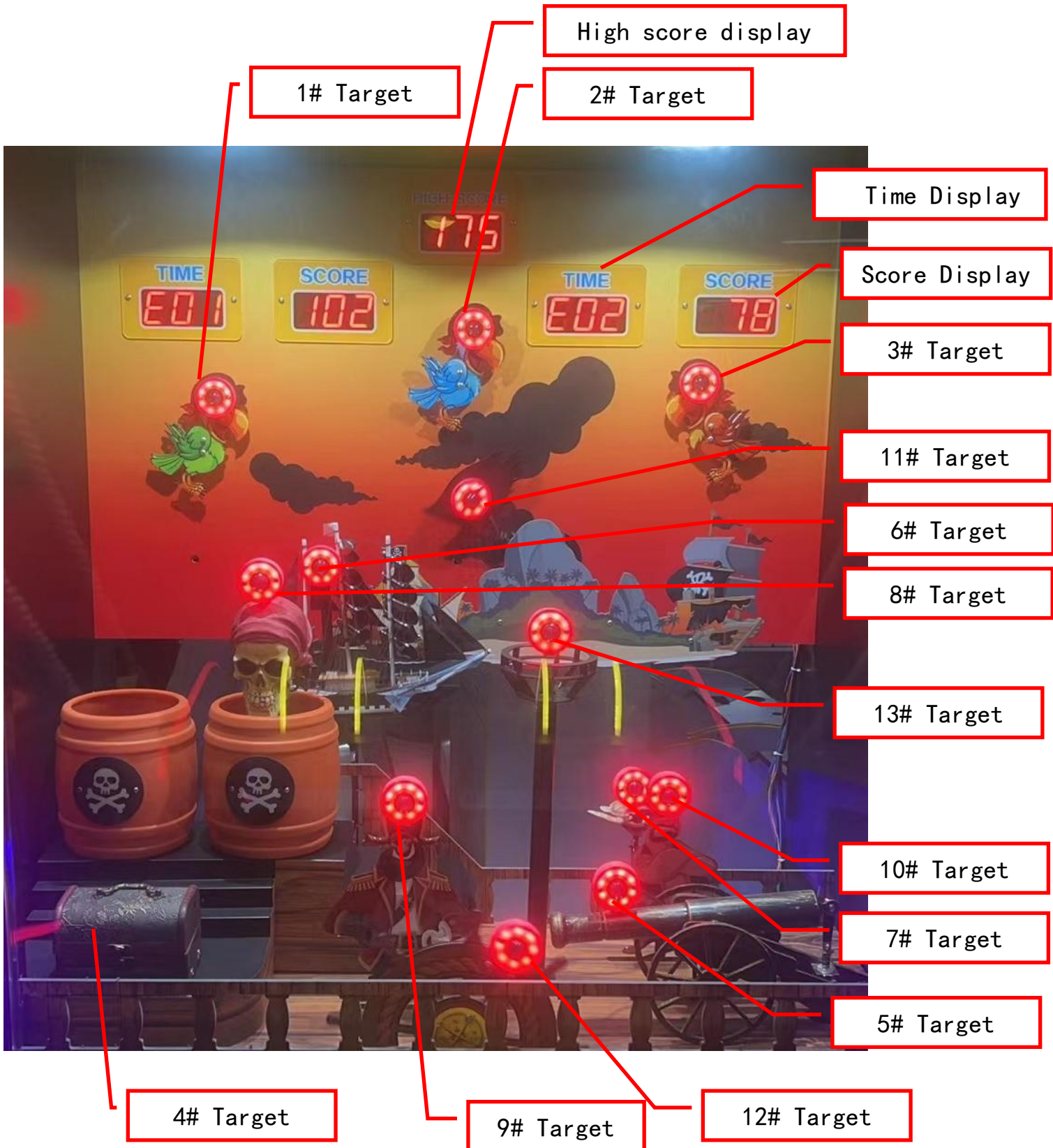




No.	Product code	Name	Qty
1	20170713A	Motor driver board	1
2		Main board	1
3	WM-350T+	Power supply	1
4	6A	Filter	1
5	LS-C0B 15W	LED	2
6	DIG_1. 8X3_5V. PCB	Display	5
7	Setup V7. 0	Setup Board	1
8	TW-131	Coin Mechs	2
9	TI-001B	Tickets Dispenser	2
10	2. 4	Screen	1
11		Laser emitter	2
12	Gun_contrl. pcb	Gun board	2
13		Switch	2
14	L-U1052A-24L13	Electromagnet	2
15	SH00T_RV	Receiver board	13
16	pc-prt065	Acrylic	13
17	24VTAU1040S25	Electromagnet	3
18	pc-prt034	Metal	3
19	pc-prt035	Metal	3
20	pc-prt066	Acrylic	3
21	pc-prt069	Metal	2
22	6801ZZ-L25	Bearing	2
23	pc-prt071	Metal	2
24	pc-prt072	Metal	2
25	12V20R	Motor	2
26		Treasure box	1
27	pc-prt075	Metal	1
28	pc-prt076	Metal	1
29	pc-prt077	Metal	1
30	12VKK-1253B	Electromagnet	2
31	pc-prt082	Metal	1
32	pc-prt083	Metal	1
33	pc-prt084	Metal	4
34	pc-prt085	Metal	2
35	pc-prt086	Metal	2
36	pc-prt067	Acrylic	1

<b>No.</b>	<b>Product code</b>	<b>Name</b>	<b>Qty</b>
37	Pc-prt073	Metal	1
38	Pc-prt074	Metal	1
39		Pirate ship	1
40	Pc-prt090	Metal	1
41	12V50R	Motor	5
42		Turtle	1
43	Pc-prt093	Metal	1
44	10mm	Axis	10
45	LM10LUU	Bearing	10
46	Pc-prt096	Metal	5
47	5V-ITR120.pcb	Sensor	10
48	Pc-prt098	Metal	5
49	Pc-prt097	Metal	5
50		Skull	1

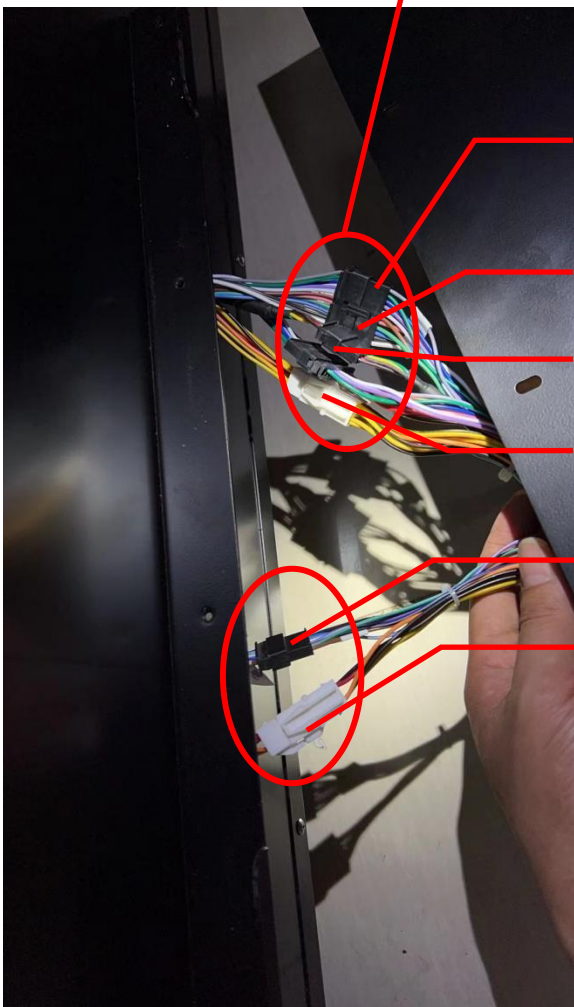
# 5. Inner Components



## 6. Machine Installation

1. Complete package, remove carefully the machine from the pallet.
2. Install Connecting plate

Connect the 1/2/3/4/5/6 wiring connector



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Tighten four screws (M4\*16 ) on each side



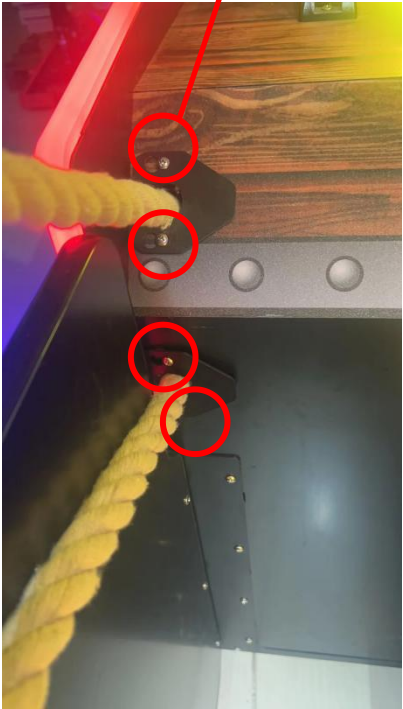
3. Install the side plate

Tighten nine screws (M4\*16 ) on each side



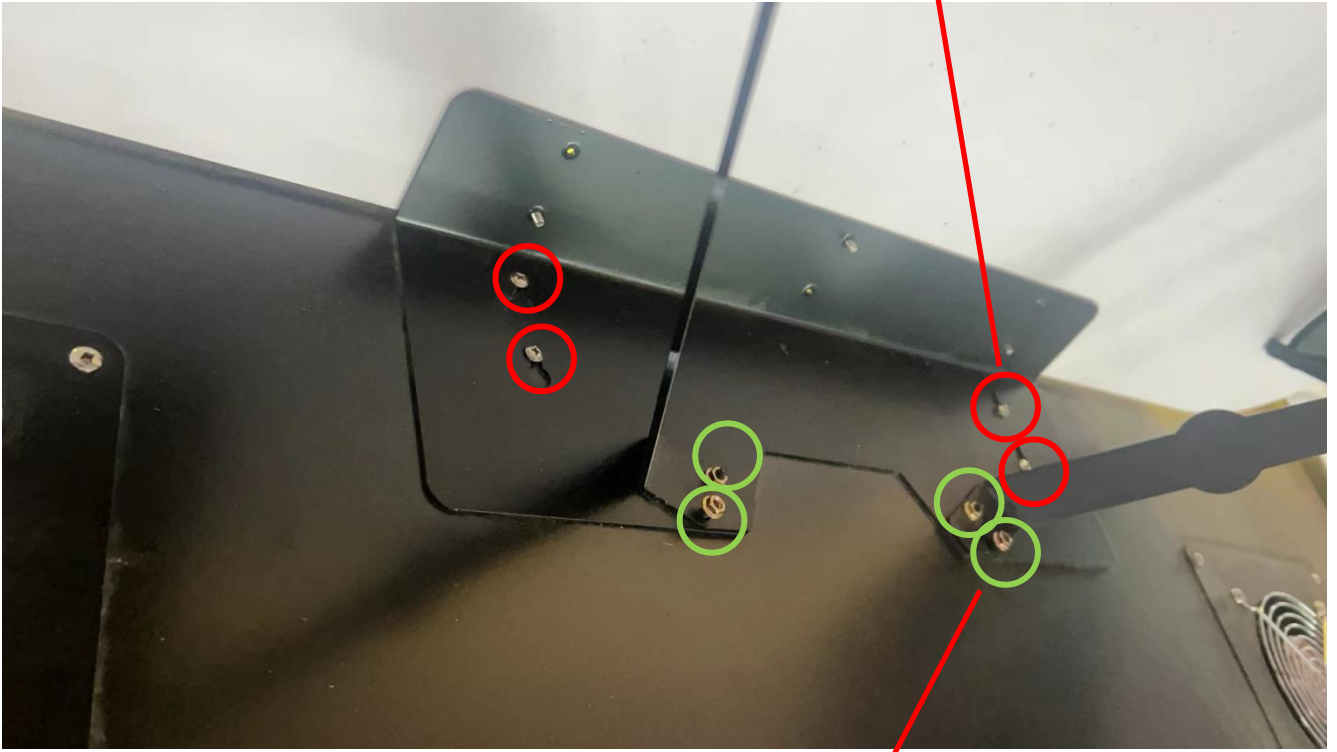
4. Install the rope

Tighten 4 screws (M4\*16 ) on each side



4. Install the light box

Tighten 4 screws (M4\*16 )

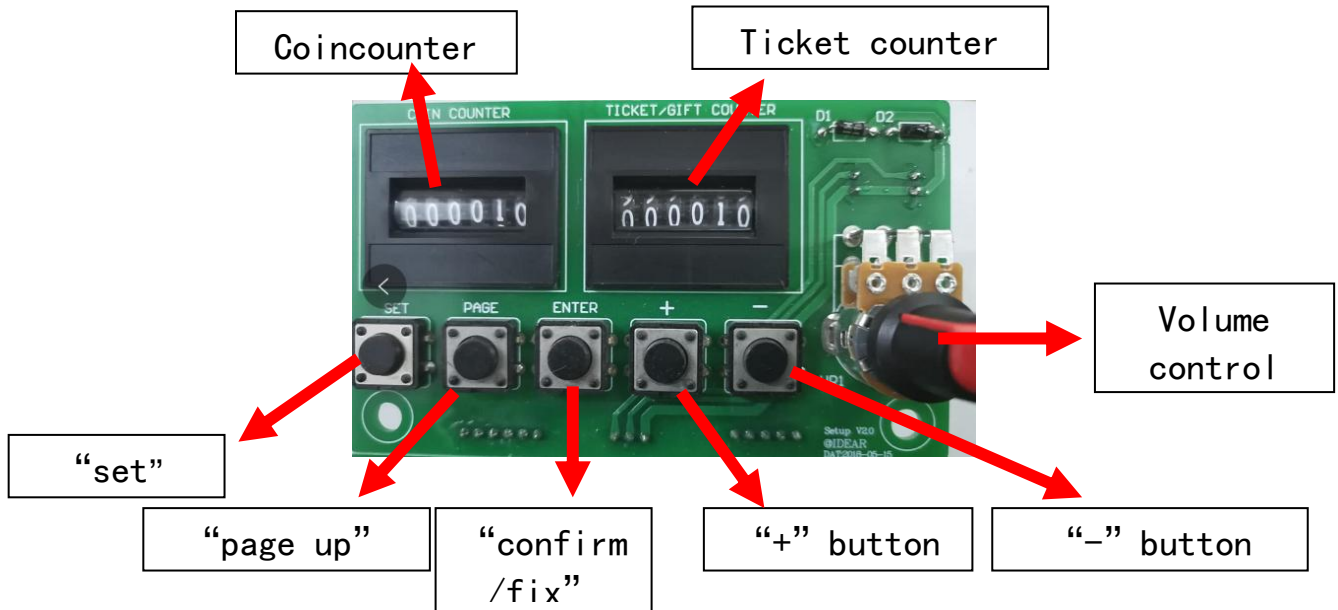


Tighten 4 screws (M4 )

5. complete

# 7. Setting and troubleshooting

## 1. Panel Components Introduction



## 2. Parameter Setting

In the standby mode, press the "Settings" button to enter the background main menu (in the setting mode, press the set button again to quickly save and exit). As shown below:



In the main menu, press the "enter" button to enter the "Parameter Setting". As shown below:

<b>Coin Set</b>	<b>2</b>	<b>Base Tickets</b>	<b>0</b>	<b>Angle Limit</b>	<b>ON</b>
Game Time	60	Gift Score	100	Back To Main	
Score Set	5	H. Score Init	100		
Award Mode	1	Idle Mute	OFF		
Ticket Rate	5	P. L. Memory	ON		

Press the "Page Up" button, select the parameter to be set, and adjust the parameter value through the "+" and "-" buttons. The specific parameter functions are shown in the table below.

No.	Parameter Item	Function Description	Set Range	Defaults
1	Coin Set	How many coins per game	1~50	2
2	Game Time	Game time per round	30~240	60
3	Score Set	Score for shooting a goal	1~100	5
4	Award Mode	Option of reward methods. 0: No reward 1: Tickets 2: Capsule	0~2	1
5	Ticket Rate	How many scores to exchange a ticket	1~100	5
6	Base Tickets	At least the number of tickets gave per round	0~10	0
7	Gift Scores	reward a capsule while reach to this score value	50~999	100
8	H. Score Init	Highest initial score	50~999	100
9	Idle Mute	When standby is muted or not. ON: mute OFF: play	OFF/ON	OFF
10	P.L. Memory	Save the parameters or not when the power off	OFF/ON	ON
11	Angle Limit	Whether to limit the shooting angle of the gun	OFF/ON	ON
12	Game model	Model 1    1 player    1 target 2 player    2 targets Model 2    1 player    2 targets 2 player    3targets Model 3    1 player    3 targets 2 player    4 targets	1~3	1
13	Back To Main	Back to main menu		

### 3. Inquiry about bills.

(You can query the historical total number of coins, total number of lottery tickets, and total number of gifts)



### 5. Input Test.

(Can test whether all input components are good or not)



Note: When there is a signal, the corresponding position will light up in red, and when there is no signal, it will light up in white.

I1	1P coin signal	I9	#1 target signal	I17	#9 target signal	I25	# 8 target initial signal
I2	2P coin signal	I10	#2 target signal	I18	#10 target signal	I26	#8 target end signal
I3	1P ticket dispenser/prize	I11	#3 target signal	I19	#11 target signal	I27	#9 target initial signal
I4	2P ticket dispenser/prize	I12	#4 target signal	I20	#12 target signal	I28	#9 target end signal
I5	1P gun button	I13	#5 target signal	I21	#6 target initial signal	I29	#10 target initial signal
I6	2P gun button	I14	#6 target signal	I22	#6 target end signal	I30	#10 target end signal
I7	1P The muzzle receives infrared	I15	#7 target signal	I23	#7 target initial signal	I31	#13target signal
I8	2P The muzzle receives infrared	I16	#8 target signal	I24	#7 target end signal	I32	

## 6. Output Test.

(Can test whether all output components are good or not)



Setting  
Check Bill  
Input Test  
**Output Test**  
Language/语言

Press the "page up" to go to the corresponding output option that needs to be tested.

After reaching the corresponding option, press the "Enter" button and the corresponding output sub-item will take the corresponding action.

The specific test items are shown in the following table:

Test Item	Corresponding feedback
Coin Meter	The coin meter will increase by 1
Ticket(gift) Meter	The ticket dispenser/capsule number table will increase by 1
Gun Coil #1	1P the electromagnet of the gun move
Gun Coil #2	2P the electromagnet of the gun move
Gun Laser #1	1P Gun laser drive
Gun Laser #2	2P Gun laser drive
Ticket.M1	1P the motor of ticket dispenser drive
Ticket.M2	2P the motor of ticket dispenser drive
T.LED1~T.LED12	Scoring target #1~#12 indicator light drive
T.MOVE1~T.MOVE12	Score target #1~#12 move accordingly
Back To Main	Back to the main menu

## 7. Language

(Press the "enter" button to switch. Chinese and English are supported)

```
参数设置
查询账单
输入测试
输出测试
语言/Language
```

```
Setting
Check Bill
Input Test
Output Test
Language/语言
```

Program version. (The latest date is the latest version of the program)

```
Version
Back To Game
```

```
Version
Name:Pirate Capt
DATE:2021-06-08
Vend:
Back To Main
```

## 8. Error Code List

Error Code	Meanings	Failure Cause	Solution
E01/E02	Ticket failure	1.Lack of tickets 2.Ticket dispenser broken	After replenishing tickets, short press the "enter" button Change ticket dispenser
E03/E04	Capsule failure	1.Lack of tickets 2.Capsule dispenser broken	After replenishing capsule, short press the "enter" button Change capsule dispenser
E05	Target#6 Pirate ship move failure	Motor burn out Sensor broken	Change motor Change sensor
E06	Target#7 Turtle move failure	Motor burn out Sensor broken	Change motor Change sensor
E07	Target#8 Skull move failure	Motor burn out Sensor broken	Change motor Change sensor
E08	Target#9 Captain move failure	Motor burn out Sensor broken	Change motor Change sensor
E09	Target#10 Seaman move failure	Motor burn out Sensor broken	Change motor Change sensor



# 8. Caution&Wirning Stickers

**Indoor use**

**WARNING**

1. the machine for indoor use can not be placed in direct sunlight,Leaks, humidity, high temperature, a loosing, entrance fire fighting equipment, etc...
2. the place where the machine is placed, from the wall, machine, living and other items, Personal channels should be kept at least thirty centimeters above the distance.
3. When putting into operation, the casters must be locked and the machine will be fixed.

**Warning**  
In addition to professional and technical personnel, can not open the door.

**WARNING**

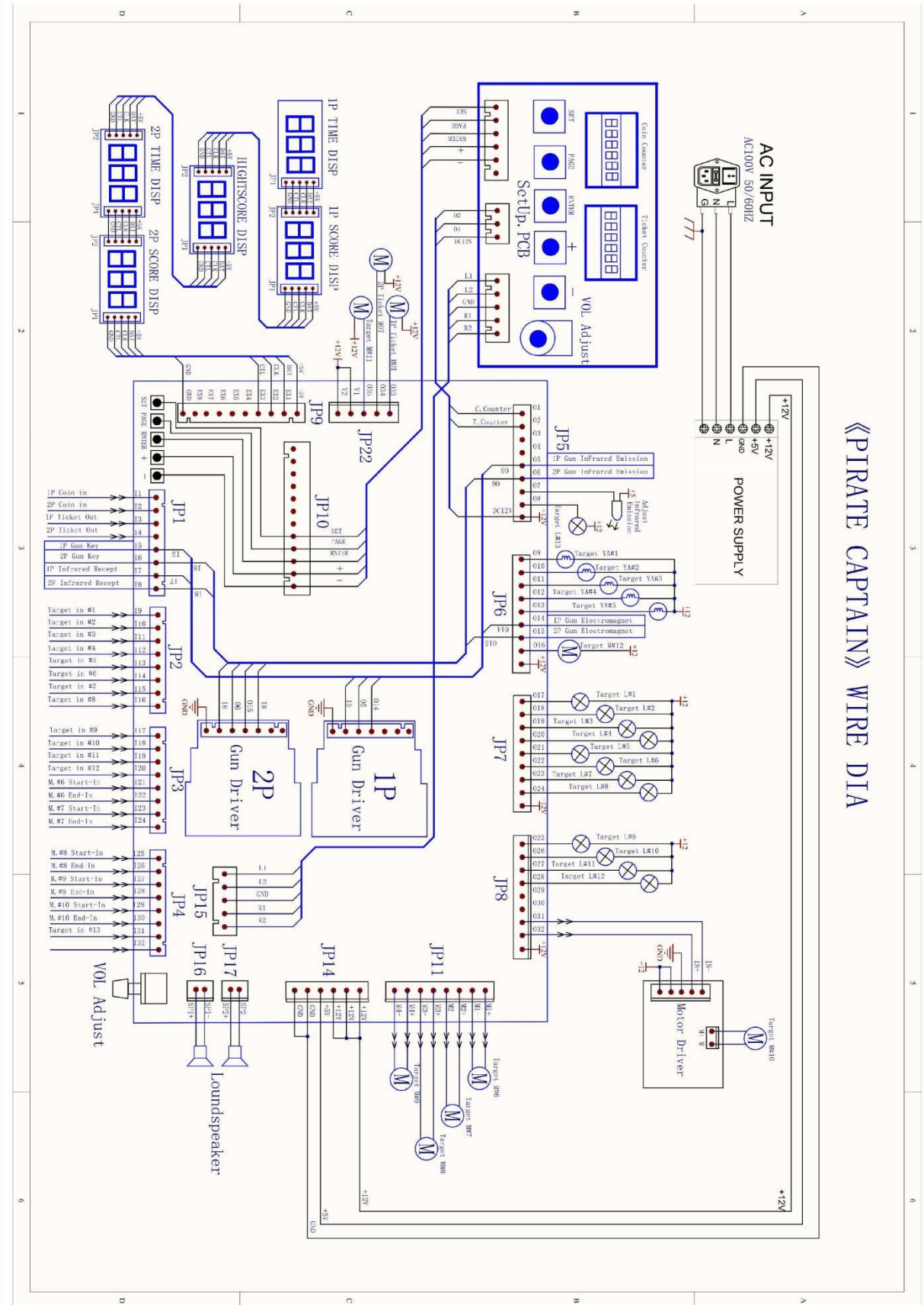
**Warning**  
This area is full of high voltage, there is the possibility of electric shock, operation before you must first cut off the power first.

SHUNDOO SIMPLIFIED AMUSEMENT EQUIPMENT CO., LTD	
NAME: PIRATE CAPTAIN	MAX POWER: 400W
MODEL: SP-13	MAX POWER: 1375W
S.N. PREFIX	FREQ: 50-60Hz
VOLTAGE: 220V	WELL: 2002. 11. 20
INDOOR MACHINE	FC P CE

**Warning**  
Here the anchor must contact and ground otherwise the machine will lose the danger of collapse.

AC 220V

# 9. Wire Dia



## SPARES AND SERVICE CONTACT INFORMATION

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**amusements international**

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