

Crazy Tower Arcade

CZT-36-1001



ADRENALINE
aagames.com

Operation & Service Manual

Version 3.0

*** Read this manual before use**

General Remark

If you encounter any difficulties or if you need support on how to update and/ or install your Crazy Tower Arcade product, we invite you to contact your local distributor or reach us at support@aagames.com or by calling our support line +1-450-824-1671



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Chapter 01 - Preface

Please read this page before preparing your CrazyTower Arcade product for game play.

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be included throughout this manual.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety:

- Electronic components in the game cabinet run on 110V AC 60Hz (220V/ 50Hz in most of Europe, the Middle East and the Far East delivered units).
- To help prevent electric shock, plug the system into a properly grounded power source. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. We do recommend a 15A rated current or higher power cord.
- To help protect your system from sudden increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Keep your system far away from radiators and other heat sources.
- Do not block cooling vents.

Precaution for Game Operation

Adrenaline Amusements Inc. assumes no liability for injuries incurred while playing our games.

Operators should be aware that certain health and physical conditions may make people susceptible to injury when playing video games.

Safety



To avoid electrical shock, unplug the cabinet before performing installation or service procedures.

If a power cord is damaged, it must be replaced by the equivalent power cord available from your distributor.



Adrenaline Amusement Inc. assumes no liability for any damages or injuries incurred while setting up or servicing the cabinet. Only qualified service personnel should perform installation or service procedures.

Environmental Conditions

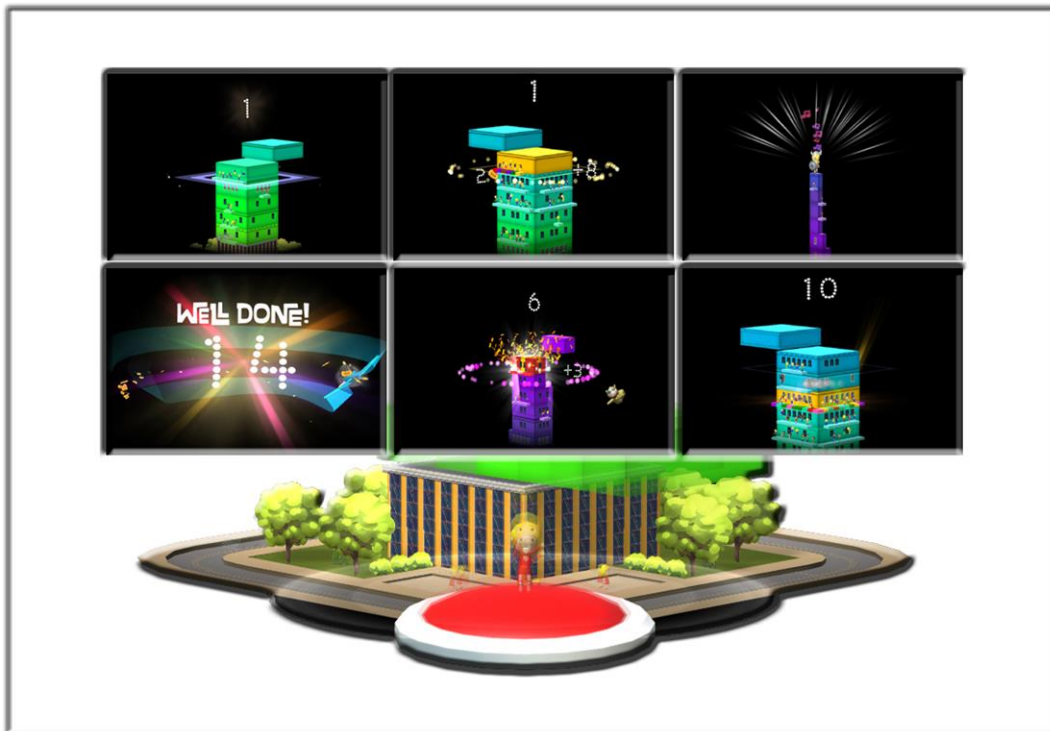
Cabinet is intended for indoor use only. Be sure to keep the cabinet dry and maintain operating temperatures of 59° - 86°F (15° - 30°C).

Chapter 02 - Game Features

Introducing the first holographic redemption game!
Playing an addictive game in a see-through 3D display.
Just out of this world!

How to Play

- Stack floors on top of each other to create the highest tower!
- Press a button to stack the current floor. Exceeding parts are chopped off. Missing completely the target put an end to the game.
- 100% Skill game.
- 4 players game play.



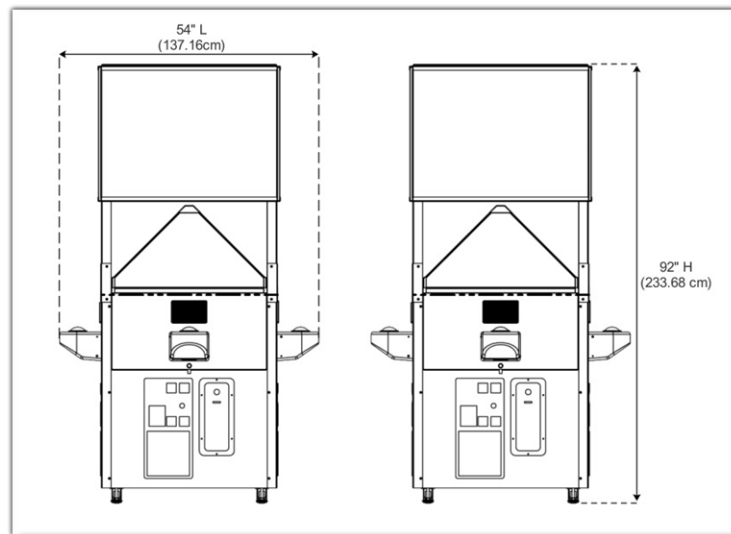
Chapter 03 – Unit Features

Hardware Features

- 4 Players Game
- Amazing hologram display with RGB LEDs animations.
- Optimized footprint; 4 players game in 20 sq²
- 100% Skill Game, challenge your friends!

Cabinet Facts

Cabinet Dimensions



Depth = 54" / 137.16 cm

Width = 54" / 137.16 cm

Height = 92" / 233.68 cm

Shipping Dimensions

Width = 42"

Depth = 42"

Height = 98"

Weight = 450lbs

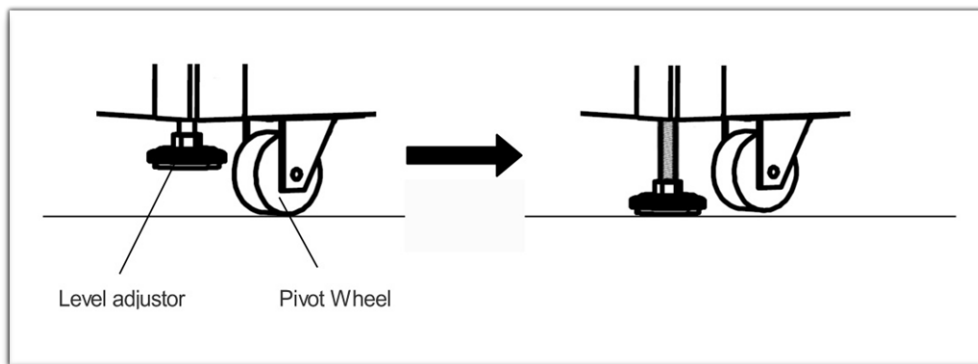
Voltage

Voltage	Operating
110V AC	3 AMP
220V AC	1.5 AMP

Chapter 04 – Unit Installation

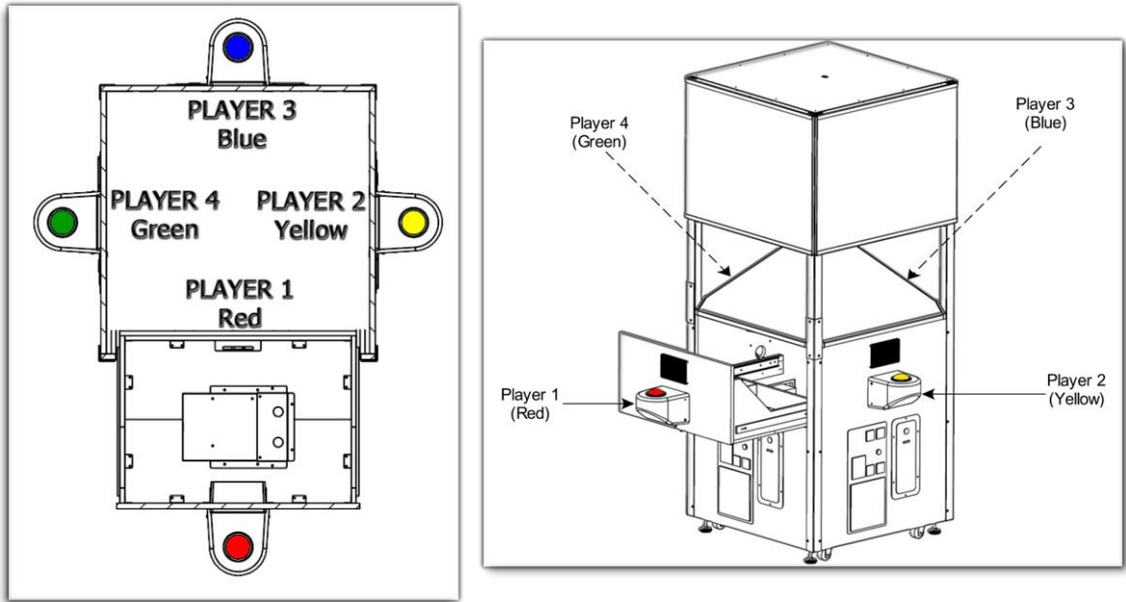
Assembling your Crazy Tower Unit

1. Carefully remove the Cabinet from the shipping container, giving you enough space.
2. Move the cabinet to the desired location.
3. Lower the four Level adjustors until the Pivot Wheels are slightly above the floor.



4. Each side has his specific button color onscreen; here are the player references that are assigned.

This is very important for any troubleshooting steps (Ref.: Troubleshooting Chapter).



Player 1 is the Red player; it's on the drawer side.

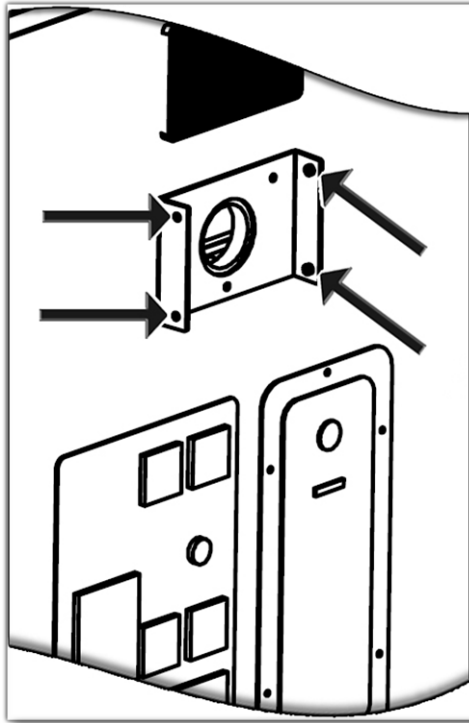
Player 2 is the Yellow player; it's on the right side when you are facing the drawer.

Player 3 is the Blue player; it's the opposite side of the drawer.

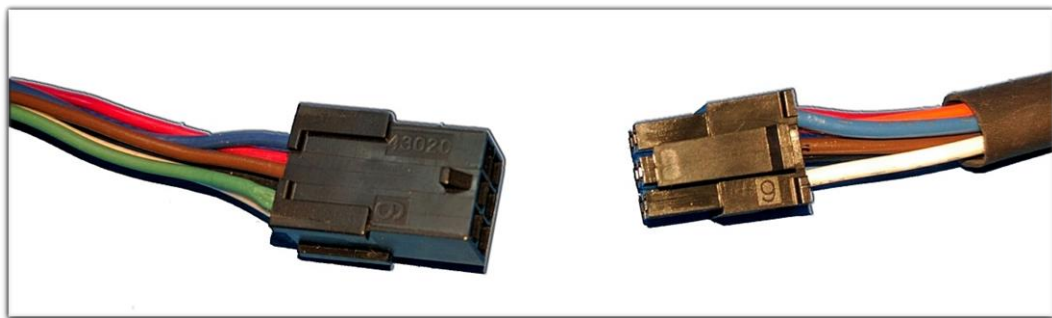
Player 4 is the Green player; it's on left side when you are facing the drawer.

- *You can install any player box to any positions now as they all have UFO RGB buttons. The player reference is for the physical setup & configuration.*

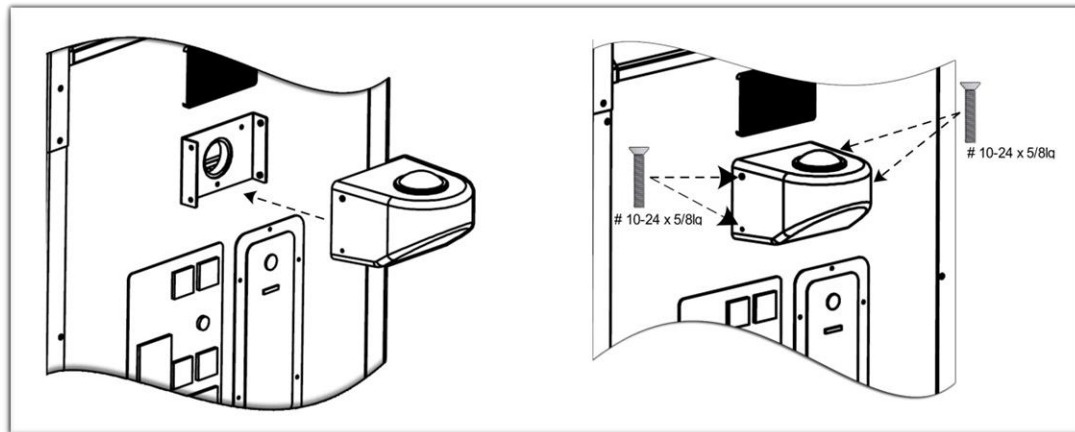
5. Locate the holes on the bracket that will hold in place the player boxes, two on each side.



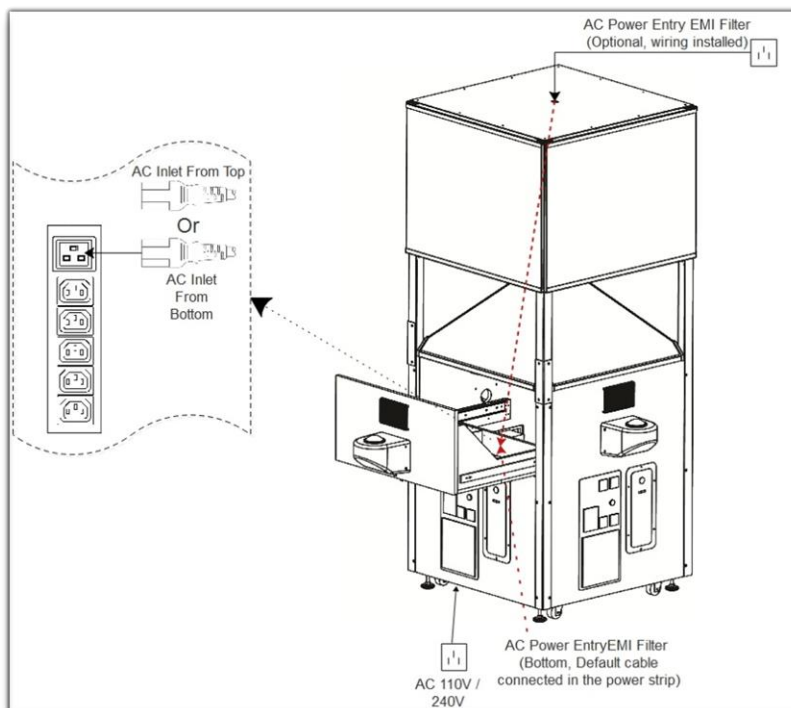
6. Before sliding the player box on the bracket, connect the cable from the cabinet to the cable inside the player box. It is a 6-Pins connector.



- When the cables are connected, gently slide the player box on the bracket until you see the holes alignment. Then, affix the 4 bolts 10-24 X 5/8lg and tighten them.



- Repeat the steps 4 to 6 for each player boxes.



- You can connect the AC cable from the wall to the unit by using one of the two available Power Entry EMI filter connectors.
The default AC Input cable connected to the main power strip is located under the cabinet.
The 2nd connector is on the top of the unit if you have a ceiling AC cable available. If you want to use the upper AC input, you will need to use the “AC From Top” cable in the drawer instead of the “AC From Bottom” cable.

Only 1 of them can be connected on the drawer power strip.

Chapter 05 – Operator Menu

Operator Menu

Access the Operator Menu by pressing the Operator button located inside the drawer on the I/O board directly.

Up/Down: *Scroll Up/Down & Increase/ Decrease Value*

Select Button: *Select/Deselect*



Operator Menu Version #	
Credits per game	4
Game Audio Volume	20
Attract Audio Volume	20
Ticket Value	1
Payment Type	Credits
Redemption Mode	ON
Redemption Unit Name	Tickets
Ticket Feed	End Game
Minimum Tickets	0
Bonus Value	1000
Average Game For Bonus	250
Ticket Per Block	0.3
Fixed Tickets	0
Internet Connection	ON
Station Reassignment	Update By USB
Configure WIFI	
Clear Credits	Game Stats
Resume Game	Quit Game

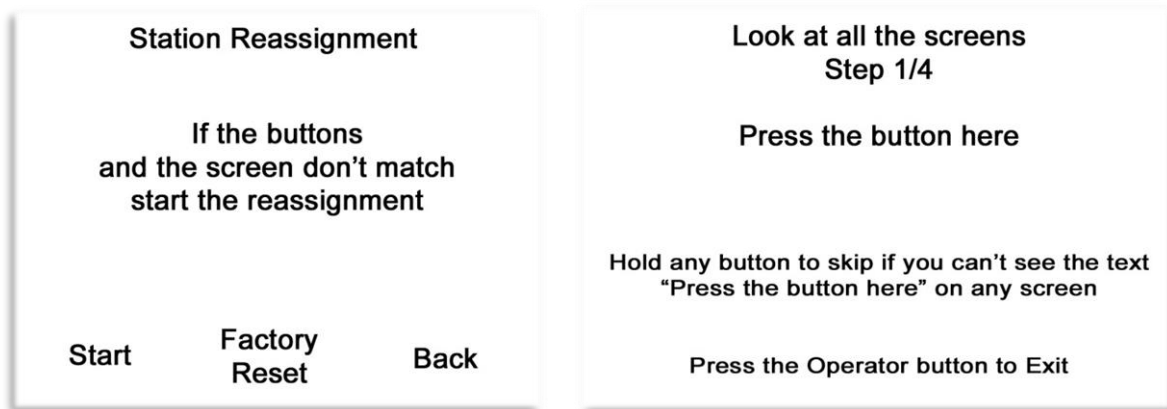
Operator Menu	Values	What it does
Credits Per Game	0 – 20	Adjusts the number of credits required to play. “0” sets the unit in free play mode.
Game Audio Volume	0 – 20	Adjusts the in-game audio volume. “0” will mute the game.
Attract Audio Volume	0 – 20	Adjusts the audio volume of the attract loop. “0” will mute the attract loop.
Ticket Value	1 – 2	Adjusts the value of physical tickets. Physical tickets are either worth “1” ticket or “2” tickets.
Payment Type	Credit / Card	Changes the credit type. “Credits” = Coins and “Card” = Card Reader. This will change the in-game text accordingly.
Redemption Mode	On / Off	Adjusts the Redemption availability.
Redemption Unit Name	Tickets/Coupons	Adjusts the in-game text accordingly.
Ticket Feed	Continuous / End Game	Adjusts the ticket distribution mode (Continuous: during the game; End Game: At the end of the game). <u>If you have a Card Reader please use END GAME.</u>
Minimum Tickets	0 – 20	Adjusts the minimum number of tickets per game.
Bonus Value	50 - 1000	Adjusts the number of tickets given when the Bonus is reached.
Average games for Bonus	10 - 1000	Sets how frequently the Bonus could be awarded.
Ticket Per Block	0.1 – 2.0	Adjusts the number of tickets given per floor added (Increment per 0.1).
Fixed Tickets	0 - 20	Adjusts the fixed number of tickets given per game.
Internet Connection	ON / OFF	Enable or Disabled the Internet Lookup Update. If you keep it enabled but do not connect the Internet to your unit you will have a 2m30s onscreen delay when the unit powers on.

Update By USB		Reboot the unit to update the game via a previously downloaded file copied on a USB flash drive.
Game Stats	N/A	Shows the Stats Screen.
Clear Credits	N/A	Resets the Inserted credits to 0 if more than 40 credits are entered.
Station Reassignment	N/A	To edit the button and player positions.
Quit Game	N/A	Exits the game and returns to the Windows desktop.
Resume Game	N/A	Exits the Operator Menu and returns to the game.

Station Reassignment

If the Coins and/or Speakers doesn't work for all 4 stations, you can do a *Factory Reset* to restore the 4 players positions.

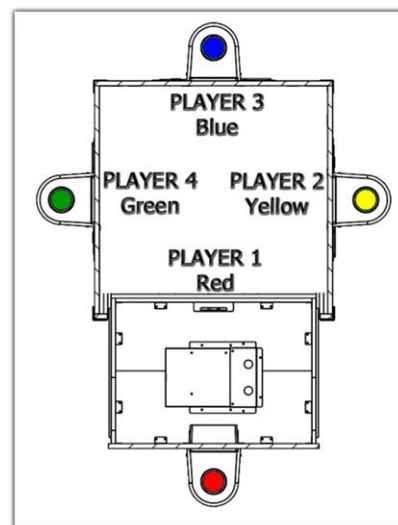
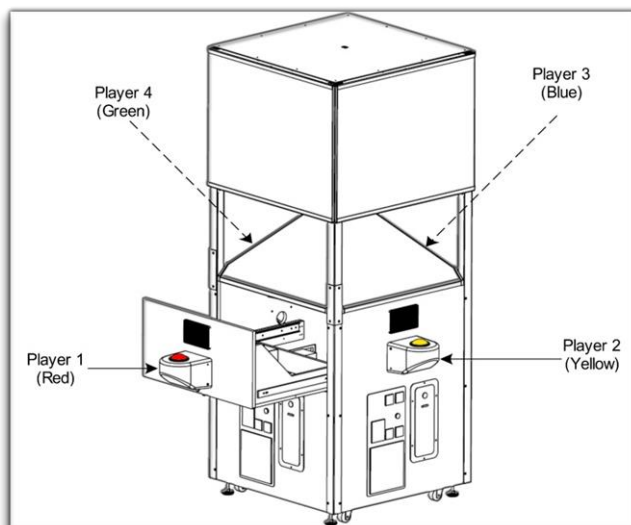
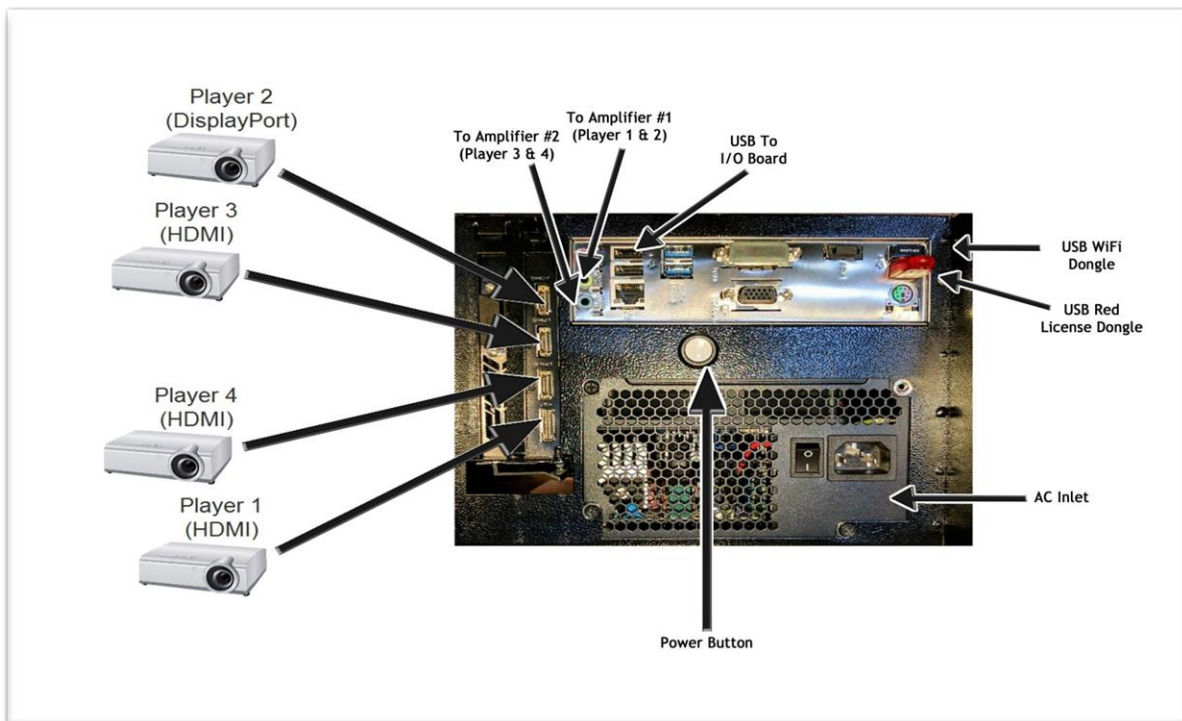
If you have a defective projector, during the time you are waiting the replacement, you can recalibrate the positions one by one by choosing Start and pressing each working station positions.



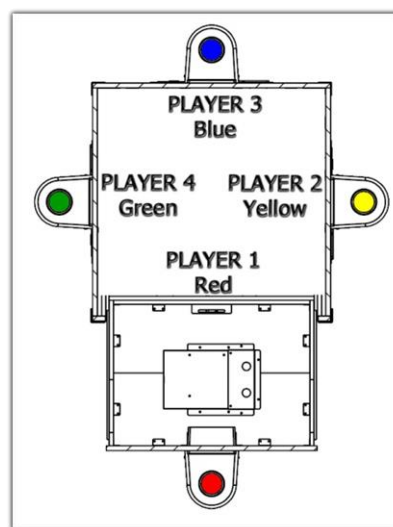
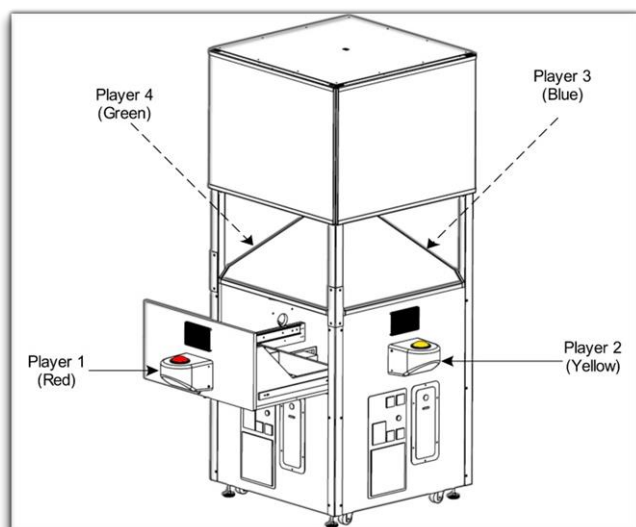
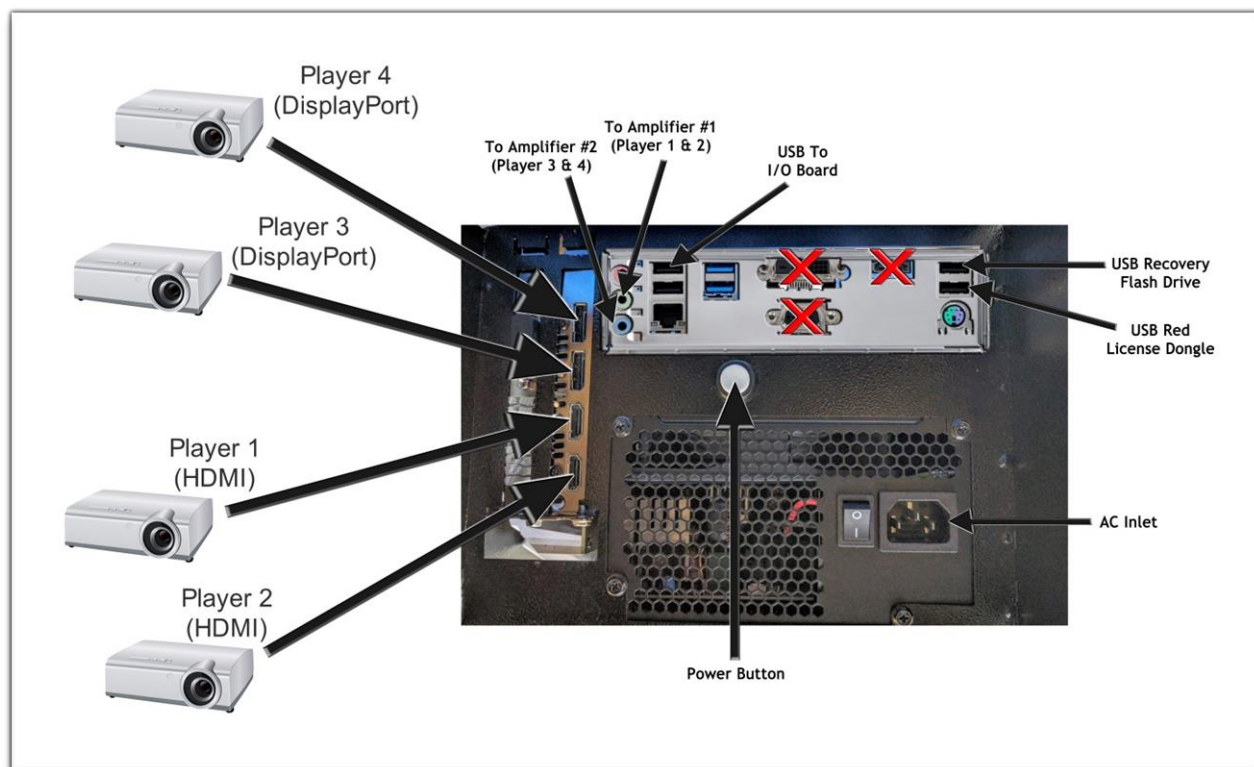
Chapter 06 - Service & Repair

Computer Connections

Version GTX 1050 video card



Version GTX 1060 video card



Troubleshooting

*** NOTE: When requesting a warranty replacement you will be asked to give the unit's serial number from the back of the unit.**

Video Troubleshooting

No Picture or Display Problem

There could be loose or faulty connections between a projector and the computer. Make sure the video cable is connected properly to both the computer and to the projector.

Verify that the projector is powered on by looking on the glass that doesn't display the game. You should see "HDMI / MHL – Searching". If not, try to power on the projector by using the remote or by pressing the power button on the projector.



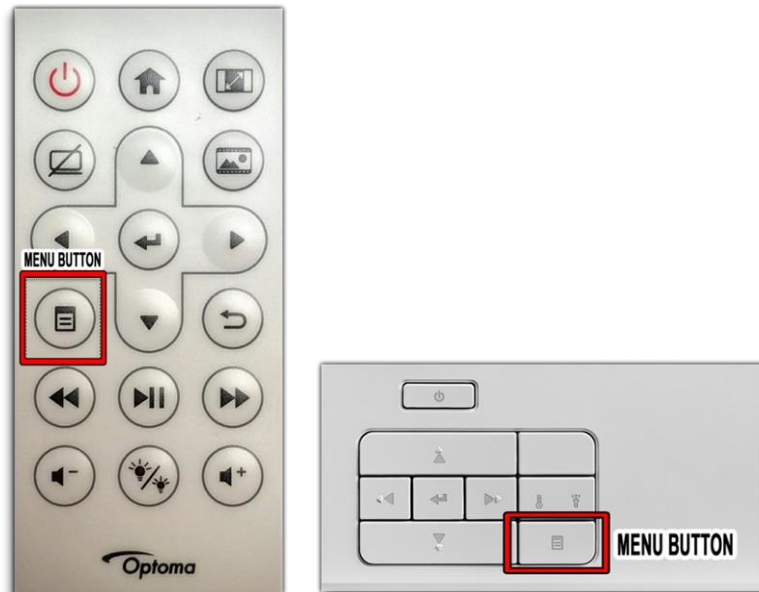
If the display in the glass seems to be offset or blurred, you can adjust the projector focus by turning the focus ring left or right. If you need to adjust the position, quit the game into Windows and refer yourself with the grey bar all around the desktop wallpaper and the vertical center one.

All 4 sides displays “HDMI / MHL – Searching” - No power to computer.

- Verify that the computer is powered ON. Open the drawer; you should see the fans spinning.
- If not, press the WHITE Power Button on the computer.
- Make sure that the power plug is well connected and that the Power Supply switch is set to ON.

If a projector doesn't start automatically.



- Using the remote (Or directly on the projector) press the menu button.





- Using the arrows go to **Setup** and press Enter.



Menu		
Input Source	◀ HDMI / MHL ▶	
Volume	◀ 0 ▶	
Display Mode	◀ PC ▶	
Brightness	◀ 5 ▶	
Contrast	◀ 5 ▶	
Image		
Display		
Setup		
↔ Select	Exit	↵ Enter



- Verify that the settings are like those below

Setup	
Language	English
Boot-up Source	HDMI / MHL
Direct Power On	On
Sleep Timer	Off
Advanced	
Reset	
Ver.	C07
	C07
<div>  Select  Exit </div>	

Below are the other Projector Settings Screens as references


Image	
3D	Off
3D Sync Invert	Off
Format	Auto
Zoom	100%
Color Temperature	Medium
Color Space	Auto
Frequency	0
Phase	0
<div>  Select  Exit </div>	

Display	
Auto Keystone	On
Keystone	0
Projection	Abc
<div>  Select  Exit </div>	

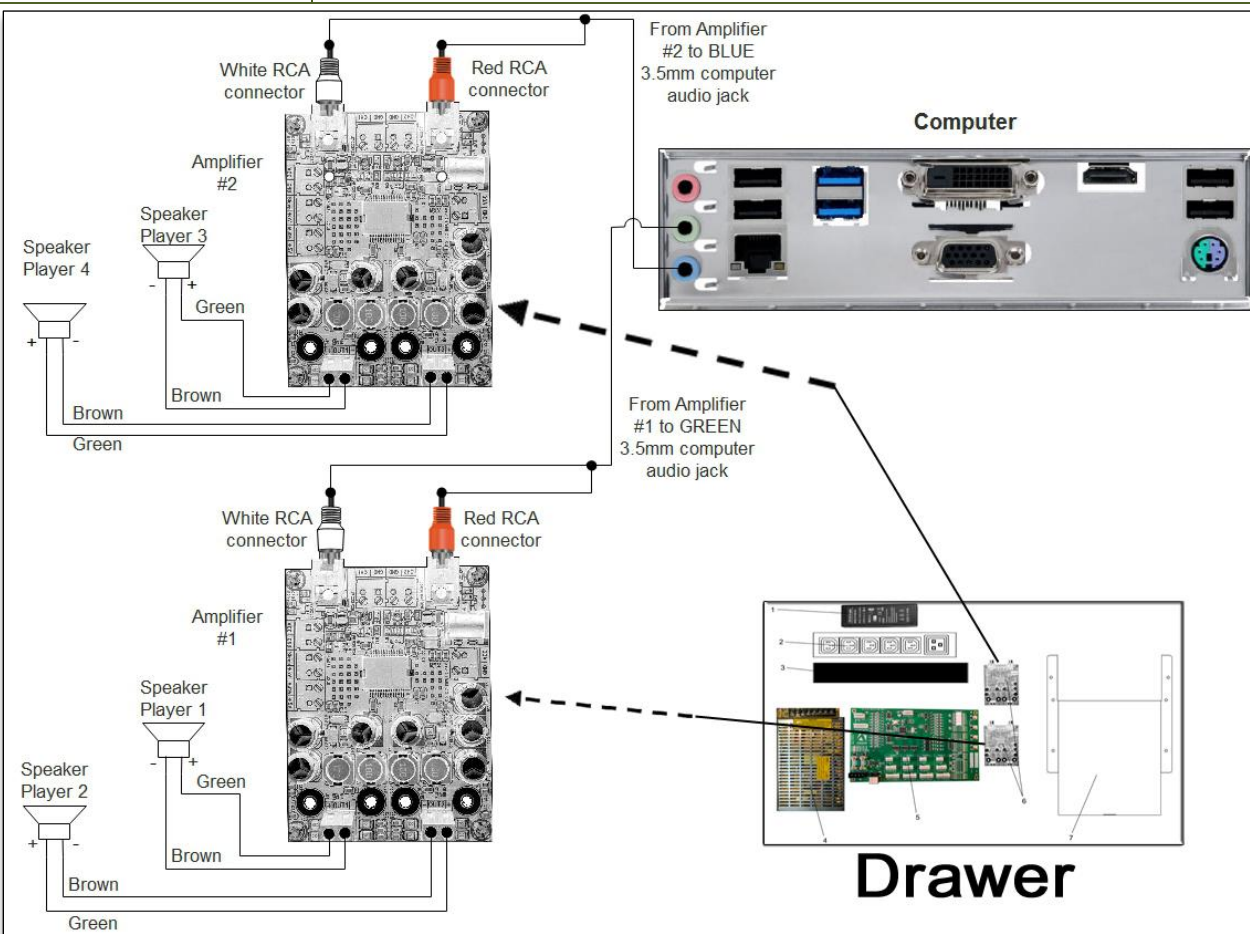
Advanced	
iDevice	Off
Mute	AV Mute
Saturation	10
Hue	0
<div>  Select  Exit </div>	

Audio Troubleshooting

Low Volume / No Sound

Increase the volume in the game by pressing the Operator Button and adjusting the volume options in the Operator Menu. You might also Quit the game to Windows desktop and increase the volume via the  Speaker icon on the bottom right of your screen.

Verify the wirings behind the speakers and in the amplifier. Verify that the 1/8" audio jack is plugged in the computer's sound input jack and that the other end RCA's are plugged in the sound amplifier. If a player doesn't have sound, refer to the wiring diagram below. Each amplifier controls 2 players. If the sound is not playing for the good player position, try to invert the Red & White RCA connectors on the amplifier.



Wireless Internet Configuration

Your network can be configured via Ethernet cable or Wireless.

If you have an Ethernet cable available to be plugged in, insert it into the motherboard LAN RJ45 connector.

If not, here's how to configure your wireless network with your own existing Wi-Fi network.

- Start the unit.

- There will be Adrenaline Amusements wallpaper with a 150 seconds delay before the attract mode shows up. It gives enough time for a wireless network to connect.

(This delay will be present on each reboot if you don't connect your unit to the Internet).*

- Open the coin door and press the Operator button.

- Choose Configure Wifi.

- Connect a USB keyboard.

- In the list of networks, click the network you want to connect to and click connect.

- Enter your security key.

Having your unit connected to the Internet includes free software live update!

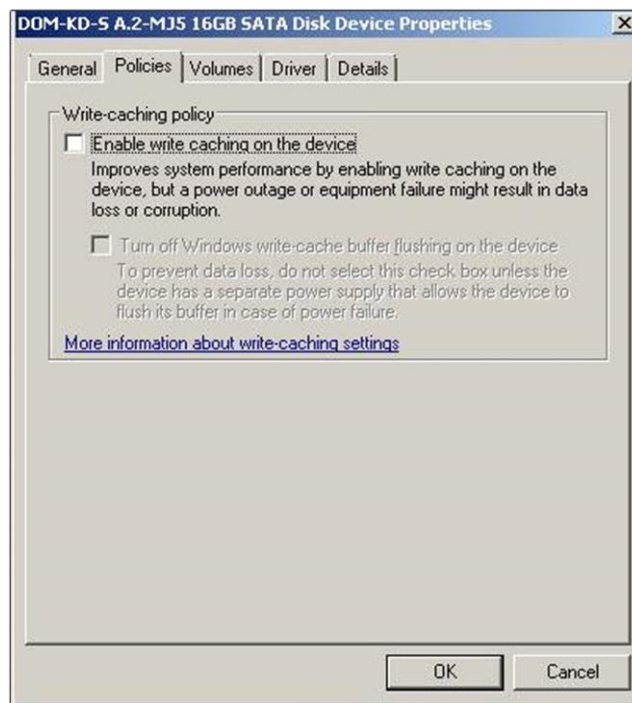
*If you do not connect your unit to the Internet, you can bypass the 150-seconds Internet lookup delay via the Operator Menu.

Operator Settings keeps resetting trouble

Operator Settings keeps resetting back to default values after powering off the breakers.

The Windows & SSD Device write cache needs to be disabled:

- Exit the game to Windows.
- Press on Start
- Right click on My Computer
- Choose Properties
- Click on Device Manager
- Expand Disk Drives
- Double click the 32GB Device (Not the USB drive if there is one)
- Go to Policies
- Remove the check in front of “Enable Write caching on the device” as seen below, press OK and then YES to reboot the computer. If it doesn’t ask to reboot the computer you need to do it by pressing Start, Restart.

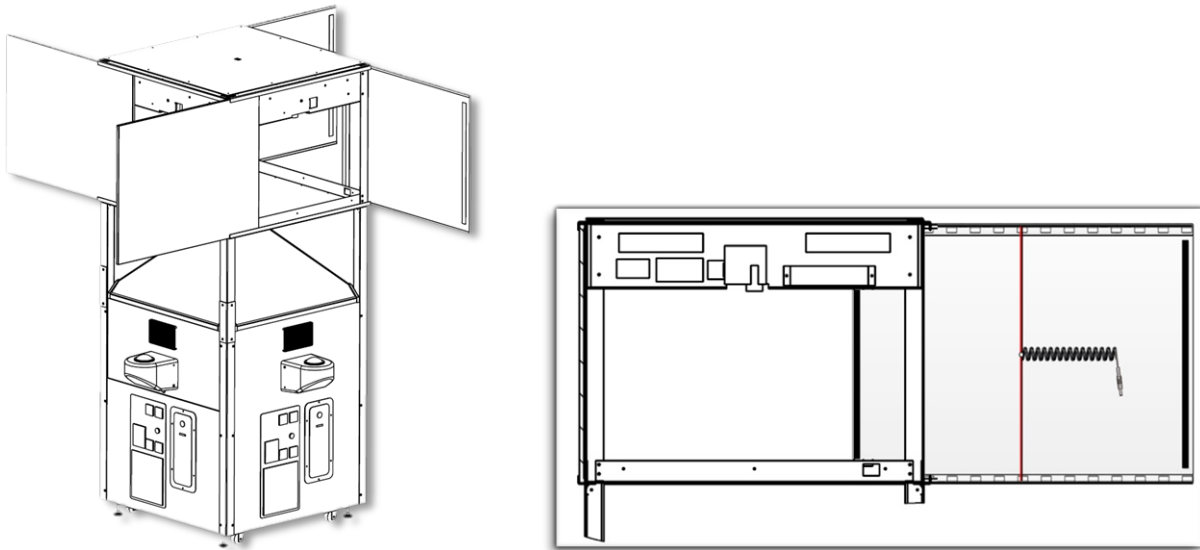


Headers & Projectors

If you need to access the projectors for adjustment or replacement, you will before need to unscrew the top screw to be able to slide the acrylic panel.

Vertical magnets are installed on each side of the back acrylic panel to assure the position.

Do not slide the panel completely as you will have a Power Connector to unplug before removing the panel from the cabinet.



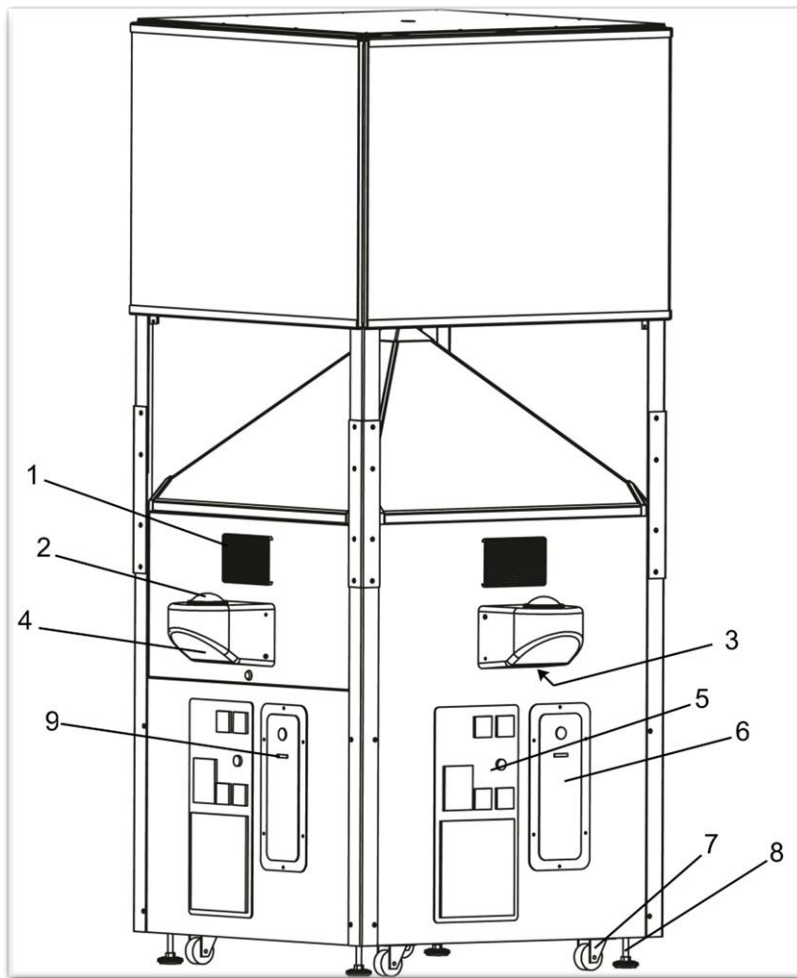
If you need to replace the Header LEDs, gently remove the black horizontal cover on both the top and bottom.

The LEDs can be removed by gently pulling them off the cover as they are installed by adhesive.

The new one can be installed by removing the adhesive cover under the new LEDs strip first.

Chapter 07 - Parts

Cabinet Parts

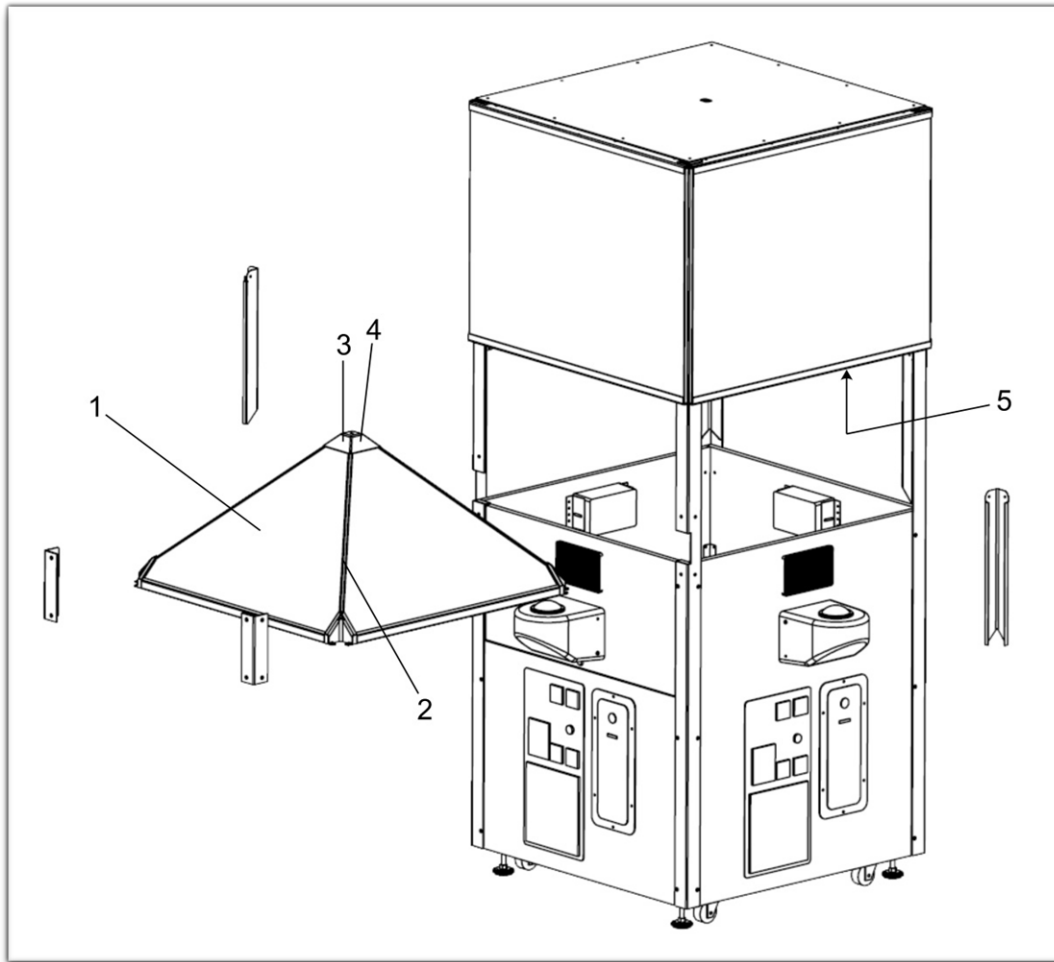


Ref	Part Description	Part #
1	Speakers 4"	ADR-50-9986-00
2	UFO RGB Button	ADR-75-0029-00
3	Fan 80mm +12V (3-Pins connector)	ADR-FAN-80MM-01
4	Thermoformed Player Box	CZT-05-1001
5	Coin Door Assembly	ADR-40-3000-06

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Chapter 07 – Parts

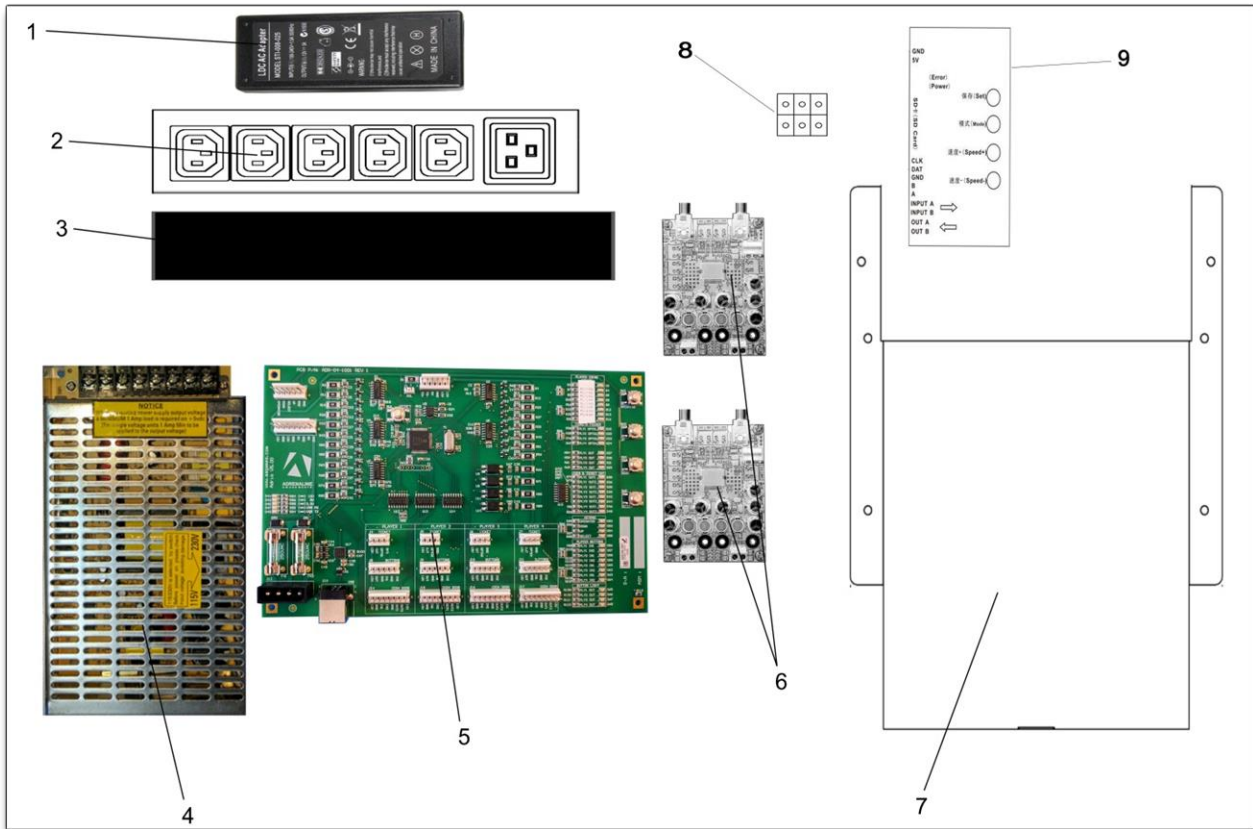
6	Ticket Door	ADR-40-0540-00
7	Pivot Wheel	INV-F25083
8	Level Adjustor	INV-62805K-39
9	Entropy 2000 Ticket dispenser	ADR-42-1337-00
	Grill 80mm	ADR-GRILLE-80MM
	Ticket Bin with Level Sensor	ADR-42-1015-00
	7-Digits Meter with bracket	ADR-42-08012-072
	Plastic Coin Container	INV-07-1011
	Sticker for Tap Button	FT-09-TAP
	Blank Coin Door (Optional)	ADR-0745-20
	Red LED Low Ticket	ADR-L20691-ND

Pyramid Parts



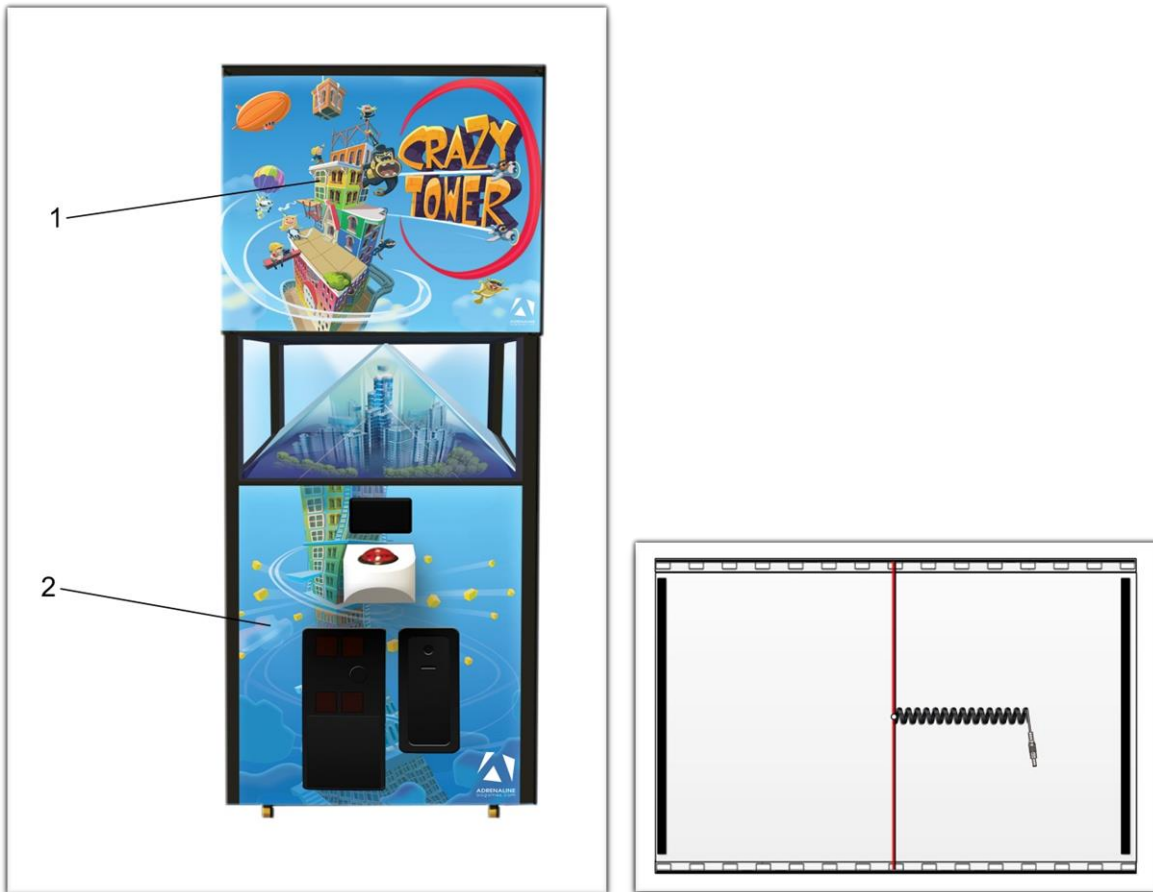
Ref	Part Description	Part Number
1	Oleo Phobic Coating Glasses	CZT-10-1001
2	Rubber for Windows Side	CZT-05-1003
3	Thermoformed Top Part 1	CZT-05-1005
4	Thermoformed Top Part 2	CZT-05-1006
5	Projector Canvas Black 3' X 3'	CZT-10-1002
	Canvas Snaps	CZT-05-1009
	Rubber Edge for Windows	CZT-05-1004
	Thermoformed Corners for Pyramid	CZT-05-1007
	Acrylic Cover for RGB LEDs	CZT-05-1012

Computer & Electronics



Ref	Part Description	Part Number
1	Power Adapter 12V / 5A	INV-14-0006
2	Outlet Power Bar IEC C13 5-Ports	INV-05-1242
3	Plastic Wiring Duct Cover 10"	INV-WD-2020-GY
4	Power Supply 130W +5V/15A +12V/4A	ADR-80-2010-00
5	I/O Board Version 5.01	ADR-04-1001
6	Audio Amplifier 2X15W	INV-14-0005
7	Crazy Tower Computer	ADR-11-1013
8	3 Circuits Barrier Block Connector	CZT-05-1013
9	Led Controller T-1000S	INV-14-1023
	LED Projector	CZT-10-1003
	USB Restore Flash Drive	ADR-11-2012
	SSD Hard Drive CrazyTower	INV-11-1017
	USB Wi-Fi Adapter	INV-TL-WN725N
	PC Case Fan 80mm	ADR-FAN-80MM
	RGB LEDs PCB	INV-14-1028-1029

Decal Prints & Header



Ref	Part Description	Part Number
1	Header Acrylic Panel	CZT-09-1001
2	Melamine Decal Panel	CZT-09-1002
	Melamine Decal Panel + Drawer Decal	CZT-09-1003
	Header LED with soldered wiring	CZT-14-1001

Cabling

Part Description	Part Number
2 Feet USB “AB” cable	INV-USB-AB1-02BK
Audio Cable 2X Male RCA to Male 3.5mm	INV-35MM-RCAE-06
Splitter 1-Female To 2-Males 2.1mm for Amplifier Power Supply in Drawer	TF-05-1223
Splitter 1-Female To 4-Males 2.1mm for Header LED Strip	ADR-1528-1455-ND
Power Cord IEC-C14 to IEC-C7 18AWG 3’	INV-PW-117-03
Power Cord IEC-C13 To IEC-C14 18AWG 2’	INV-PW-100-02
Power Cord Wall To Unit 14AWG 6’	INV-PW-105C-06
Power Cable IEC-C14 To IEC-C5 18AWG 3’	INV-PW-118-03
Power Cable IEC-C14 To IEC-C5 18AWG 6’	INV-PW-118-06
Power Cable NEMA 5-15P to IEC-C13 18AWG 12’	INV-PW-105-12
Power Cord IEC-C13 To IEC-C14 18AWG 12’	INV-PW-100-12
HDMI Cable 15’	INV-HDMI-140-15K
DisplayPort to HDMI AWG28 15’	INV-DP-HDMI-15

Wiring Harness

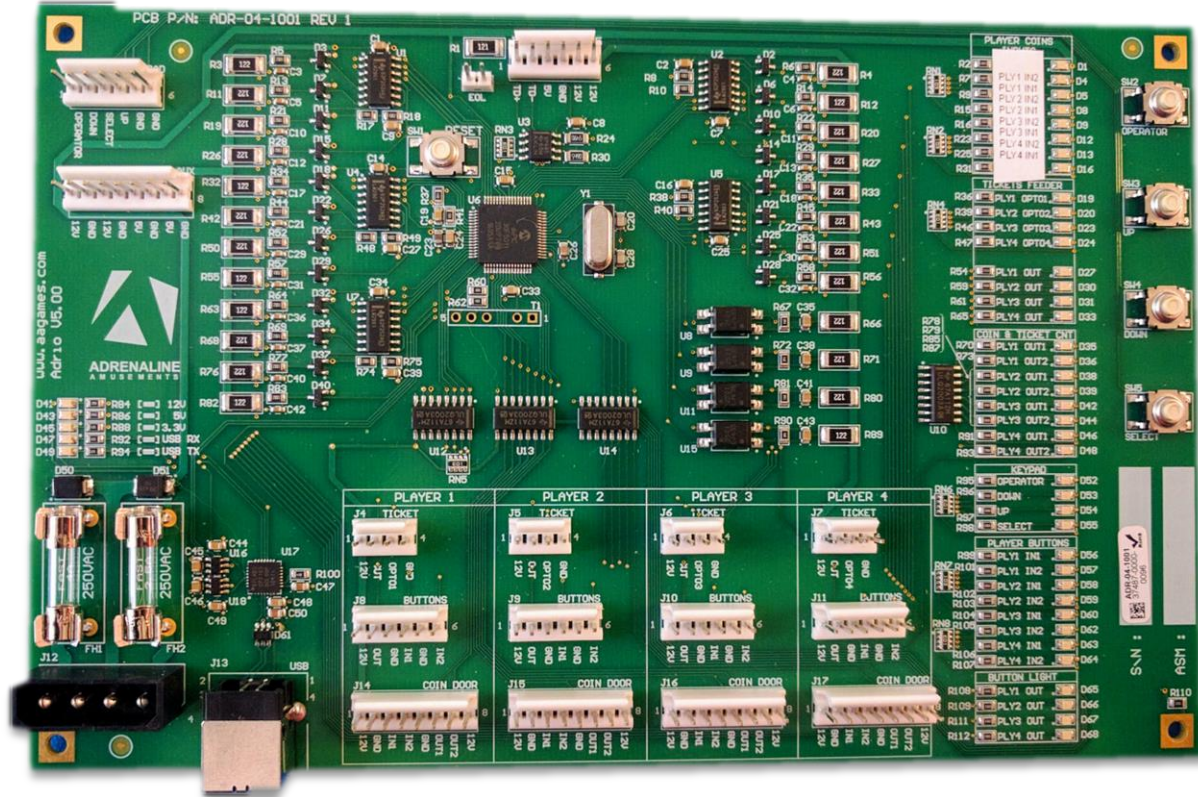
Part Description	Part Number
Harness for Operator Buttons in Drawer	CZT-03-OPRT
Harness for Power Supply +5V/+12V in drawer	CZT-03-0001
Harness for Power Supply To I/O Board	CZT-03-0002
Harness for Player Boxes (Button & Fan)	CZT-03-0003
Harness for I/O Board To Player-1	CZT-03-0004
Harness for I/O Board to Players 2-3-4 + Coin Door & Ticket Dispenser	CZT-03-0005
Harness for I/O Board to Player 1 Coin Door & Ticket Dispenser	CZT-03-0006
Harness for RGB LED Controller Power/Data	CZT-03-1007
Harness for RGB LEDs 4-corners	CZT-03-1008
Harness for Header Power	CZT-03-1009
Harness for PC Box Power Button	INV-03-4080

Misc. Parts

Part Description	Part Number
Bit Torx T-25	CZT-05-1011
Full Extension Drawer Slider Series 4500	CZT-05-1010
Power Entry EMI Filter	ADR-05-1241
Red Low Ticket LED	ADR-L20691-ND

Chapter 08 – Diagrams & Schematics

I/O board ADR-04-1001 Rev. 1

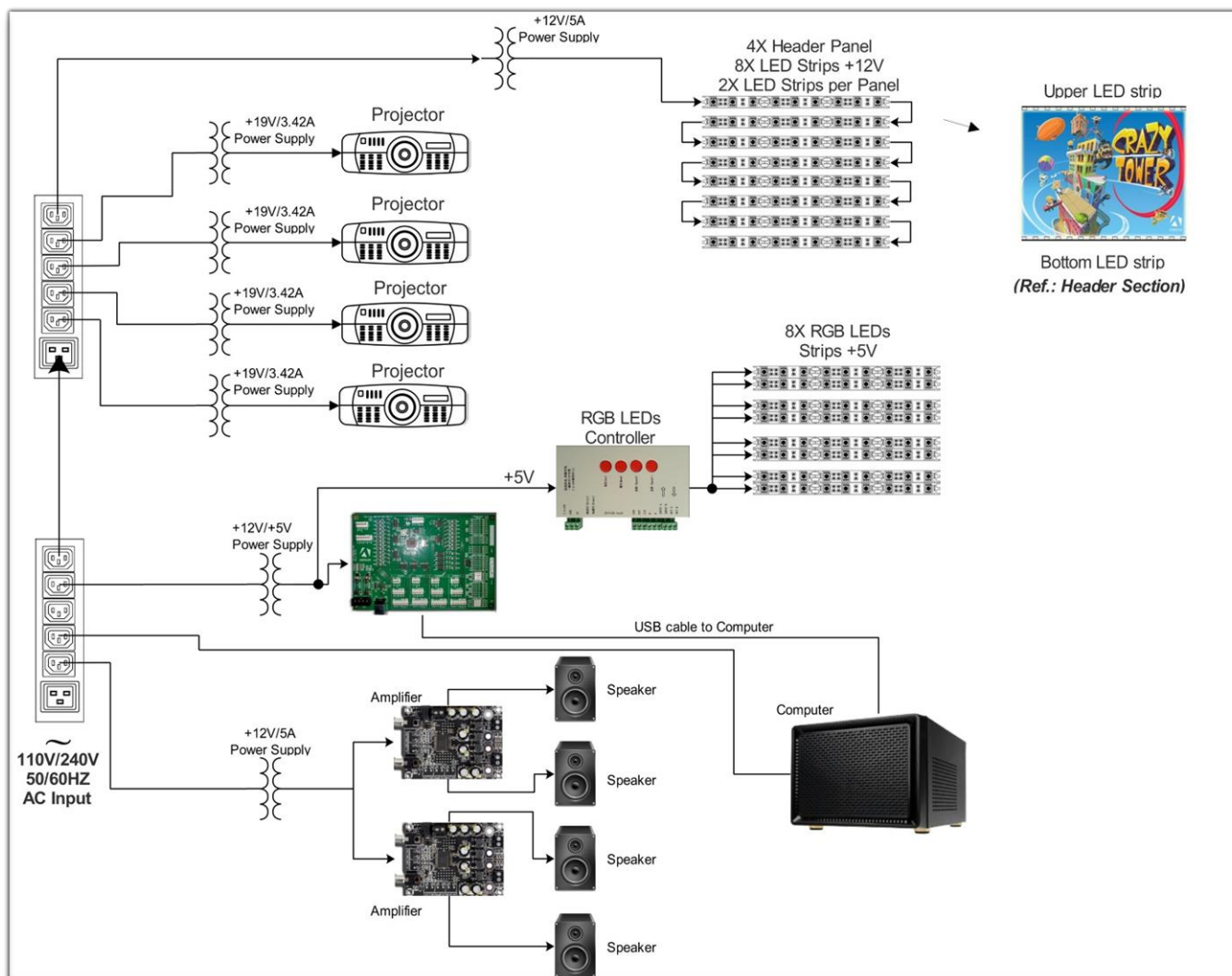


<u>J1</u>	<u>J2</u>	<u>J3</u>	<u>J4</u>
No Use	Keypad 1. (Blue) Enter 2. (Green) Down 3. (Red) Select 4. (White) Up 5. (Black) GND 6. No Use	No Use	Player 1 Ticket 1. (Red) +12V 2. (White) OUT 3. (Green) OPTO1 4. (Black) GND
<u>J5</u>	<u>J6</u>	<u>J7</u>	<u>J8</u>
Player 2 Ticket 1. (Red) +12V 2. (White) OUT 3. (Green) OPTO2 4. (Black) GND	Player 3 Ticket 1. (Red) +12V 2. (White) OUT 3. (Green) OPTO3 4. (Black) GND	Player 4 Ticket 1. (Red) +12V 2. (White) OUT 3. (Green) OPTO4 4. (Black) GND	Player 1 Buttons 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use

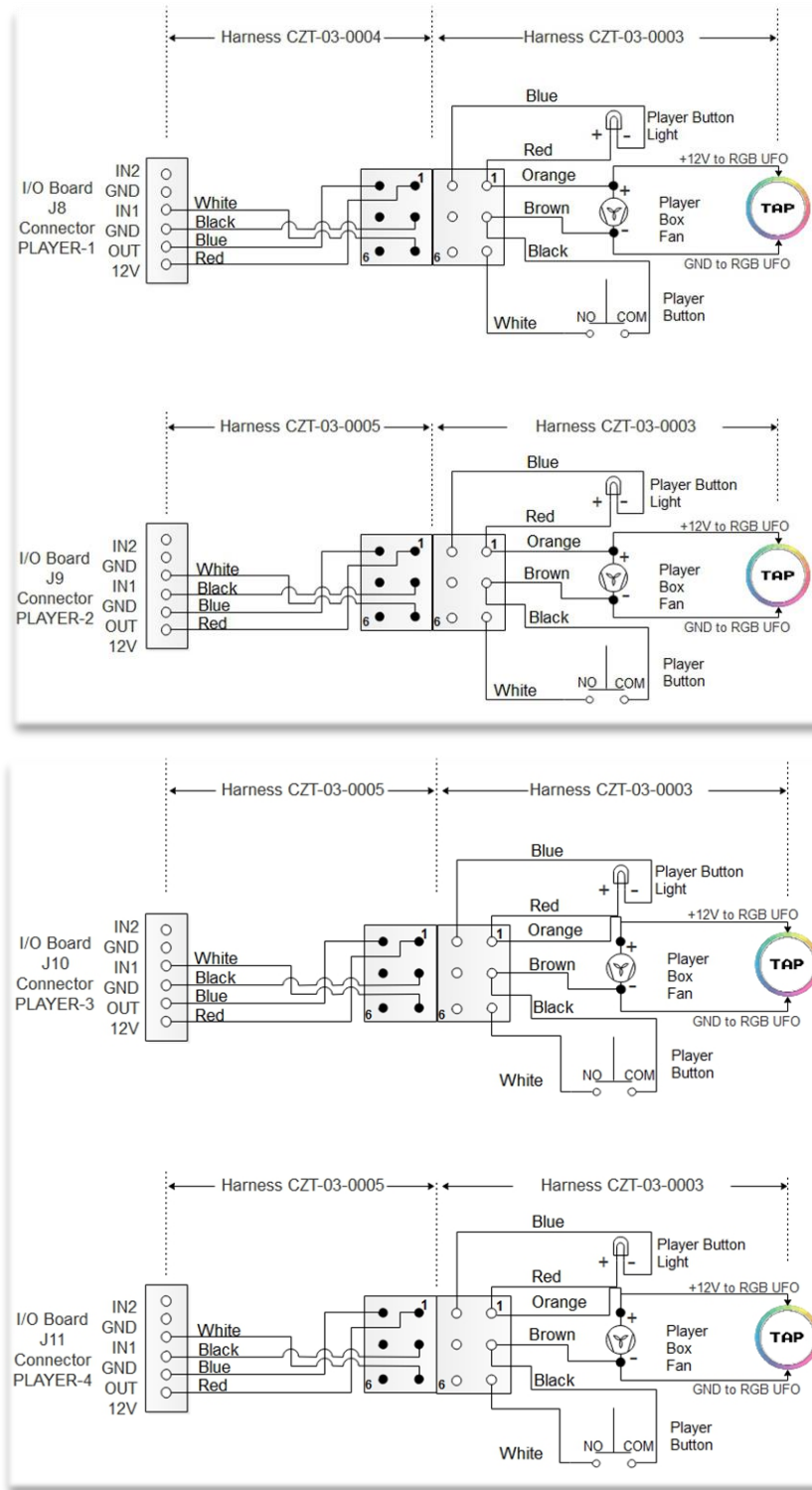
<u>J9</u>	<u>J10</u>	<u>J11</u>	<u>J12</u>
<u>Player 2 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use	<u>Player 3 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use	<u>Player 4 Buttons</u> 1. (Red) +12V 2. (Blue) OUT 3. (Black) GND 4. (White) IN1 5. No Use 6. No Use	<u>5V/12V Input DC</u>

<u>J13</u>	<u>J14</u>	<u>J15</u>	<u>J16</u>
<u>USB To Computer</u>	<u>Coin Door Player-1</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V	<u>Coin Door Player-2</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V	<u>Coin Door Player-3</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V
<u>J17</u>			
<u>Coin Door Player-4</u> 1. (White) +12V 2. (Black) GND 3. (Red) IN1 4. (Yellow) IN2 5. (Blue) GND 6. (Brown) OUT1 7. (Orange) OUT2 8. (Green) +12V			

Power Distribution Schematics

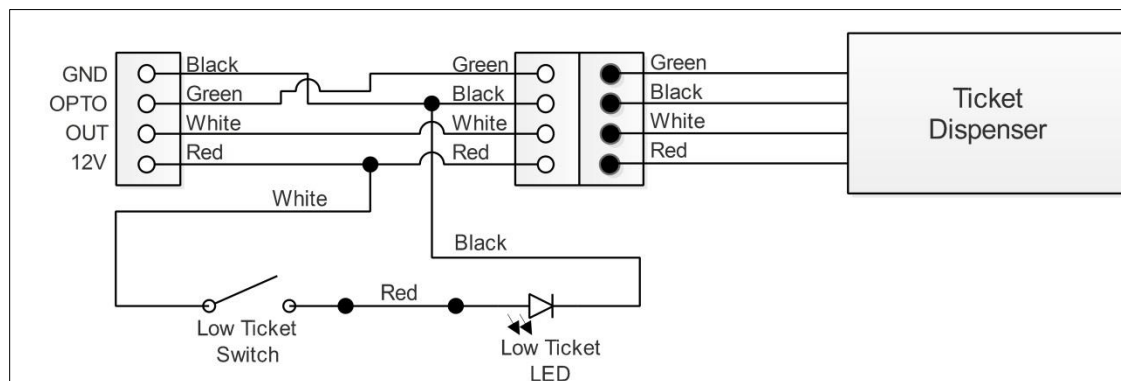
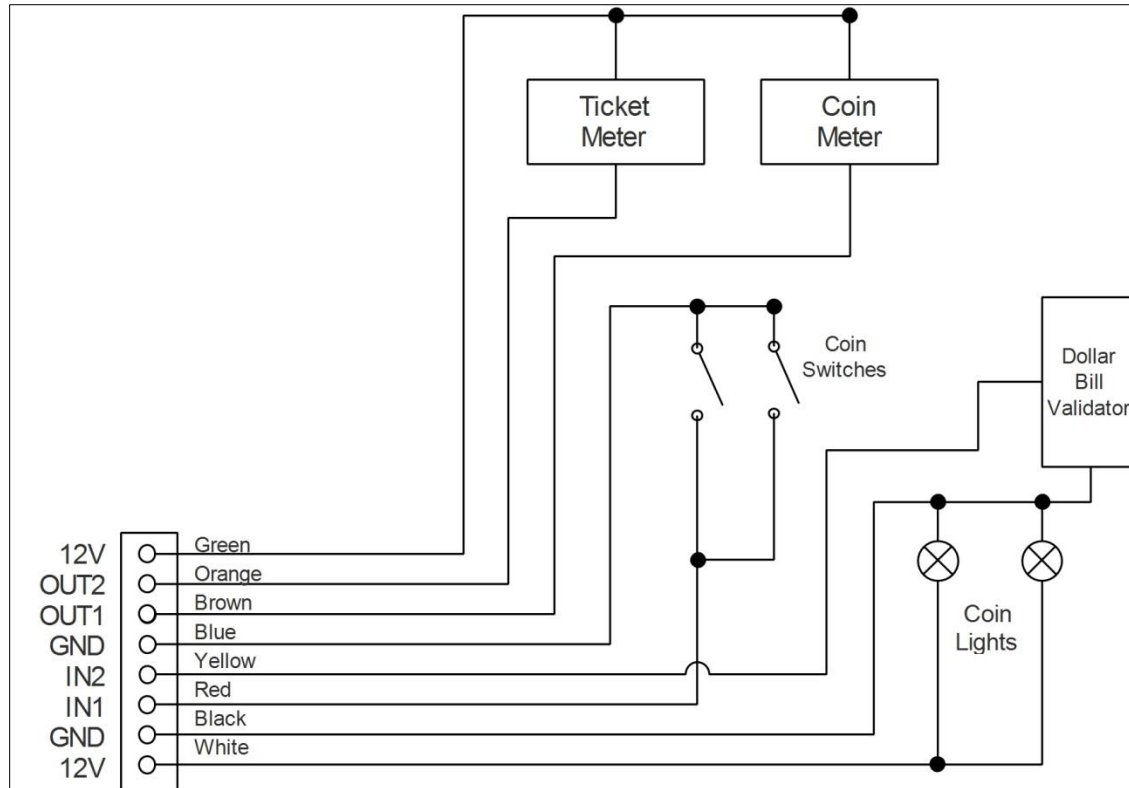


Players Wiring

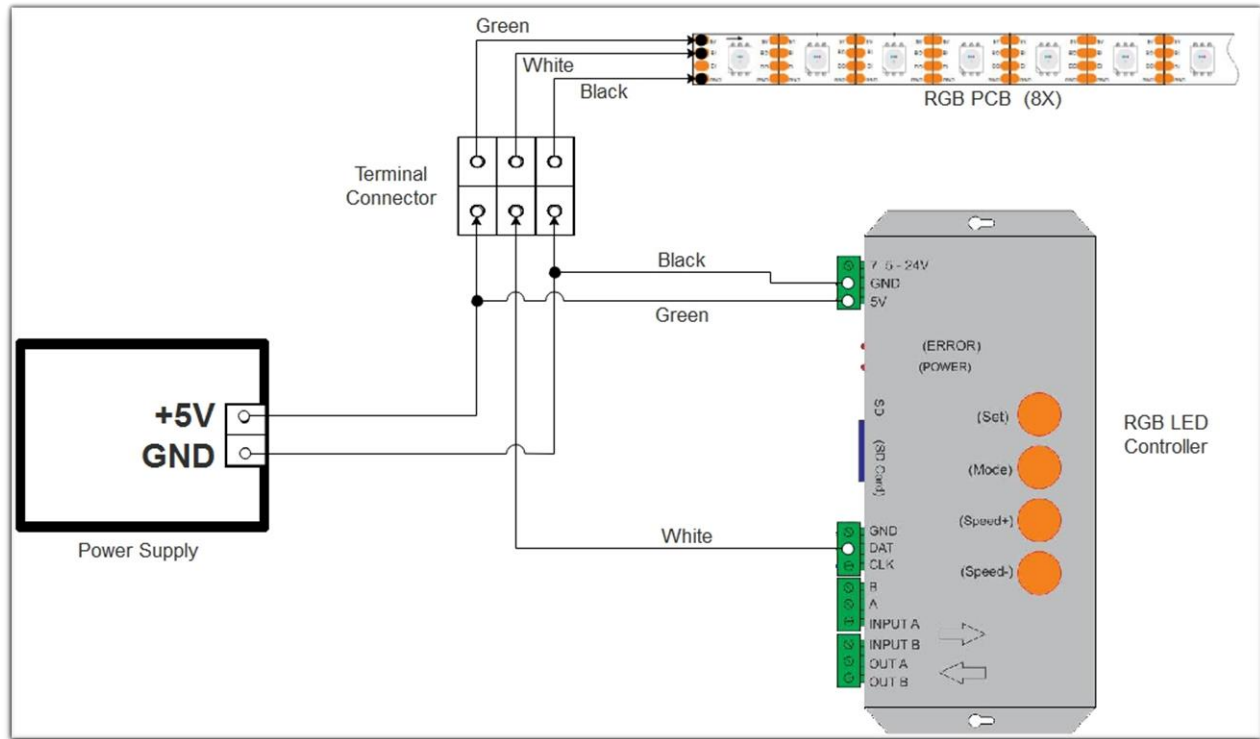


Coins & Ticket Wiring

The wiring is the same for each player. The difference is that Player-1 (Drawer) uses harness CZT-03-0006 while Players-2-3-4 uses harness CZT-03-0005.



RGB LED Wiring



Chapter 09 – Software Recovery

If your unit software needs to be restored please follow those instructions.

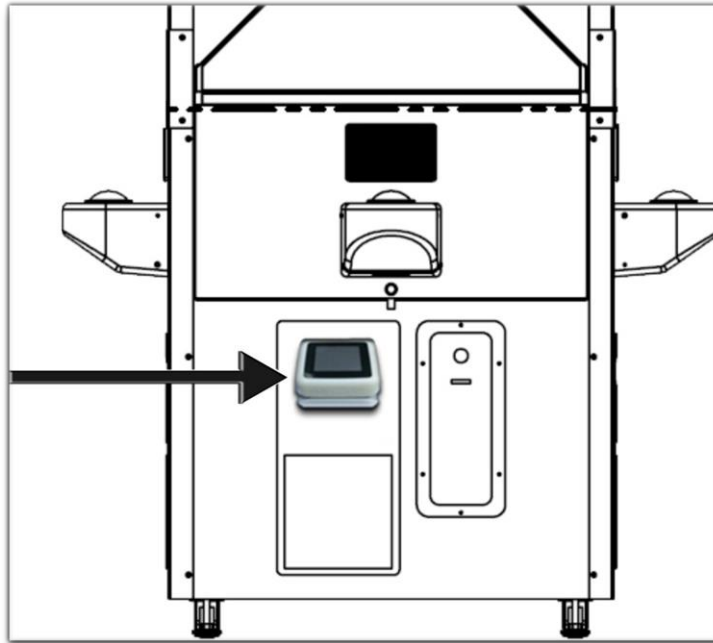
- Connect a USB keyboard to the motherboard.
- Connect the provided USB Recovery flash disk is in a **Black** USB port.
- Power on the unit and press F8 on the keyboard to display the boot menu.
- Choose the UEFI: USB device ~16GB

The process takes 25-30minutes and the unit will reboot back in the game at the end. The Wireless credentials will need to be re-entered and Operator settings will be back at the default ones.

Chapter 10 – Card Reader

If you use a card reader system, it is important to follow those instructions.

You need to install 4 card readers, one for each player. You need to buy the optional Black Door to install. Configure your Operator settings as seen on page 13-14.



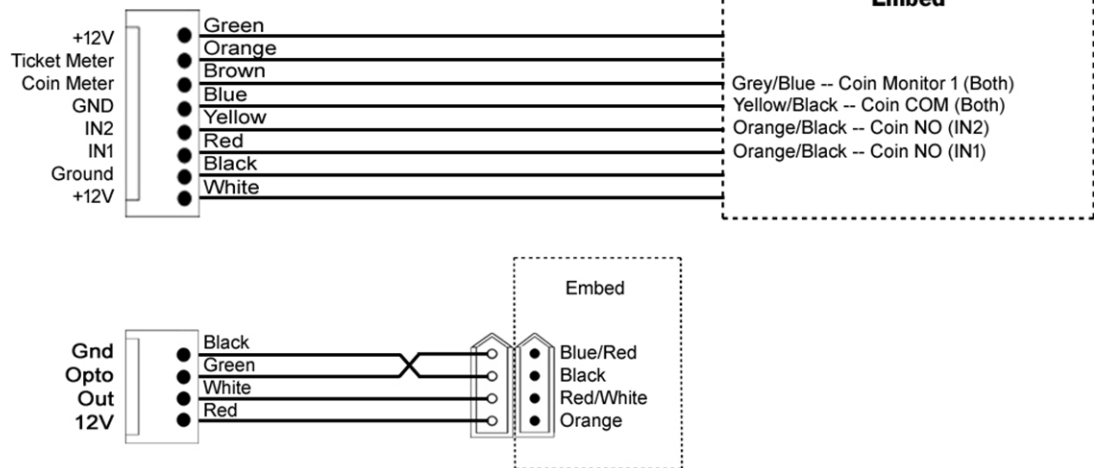
Embed System

If you are using an Embed system, you need to connect your harnesses to Adrenaline Amusements I/O board & harnesses. You should refer to the Embed instructions manual for wiring pin-out but here's Embed V5 example:



Pin	Wire Color	Signal	I/O	Pin	Wire Color	Signal	I/O
1	Orange	12 VDC	I	2	Orange	12 VDC	I
3	Black	Ground	O	4	Black	Ground	O
5				6			
7	Orange/Black	Coin NO	O	8	Yellow/Black	Coin COM	O
9	Grey/Blue	Coin Monitor 1	I	10	Grey/Black	Coin Monitor 2	I
11	Blue/Red	Game Notch 1	O	12			
13	Blue	Ticket Notch 1	I	14			
15	White	Ticket Drive 1	O	16			
17	White/Red	Game Drive 1	I	18			

I/O Board



The Embed settings are Standard except:

- Ticket Mech Type: Dumb DC
- Drive Polarity: Positive
- Notch Polarity: Negative
- Game ticket notch width = 10
- Game ticket notch spacing = 15
- Game Drive Threshold = 1.5V
- Notch Pulse = 60ms
- Ticket Space = 240ms
- Drive Debounce = 40ms

Limited Warranty Policies

Customers must provide the unit serial number when claiming any warranty request.

Adrenaline Amusements (AAGames) warrants this Arcade unit (Including accessories) against defects in material or workmanship as follows:

This unit has 1 year warranty against defective hardware from date of delivery.

Other than abuse or improper servicing, Adrenaline Amusements covers at no charge the replacement parts including standard shipping.

Customers have 30 days from delivery date to return back the defective equipment at their fees or they will be billed automatically.

Improper servicing or abuse will VOID existing warranties.

All warranty request needs to be validate with our technical support department.

After the 1 year warranty, Adrenaline Amusements offers repairs & sales services options. Please contact the technical support department for information.

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