

# **Blox Breaker**

BLX-65-1001



## Operation & Service Manual

Version 4.2

\* 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 Blox Breaker product, we invite you to contact your local distributor or reach us at <a href="mailto:support@aagames.com">support@aagames.com</a> or by calling our support line +1-450-824-1671

Adrenaline Amusements Team

Adrenaline Amusements 2273 Antonio-Héroux street Terrebonne, QC Canada J6X 4R3

## **Table of Contents**

## **Contents** General Remark......2 Table of Contents......3 Chapter 01 - Preface ......5 Chapter 02 - Game Features......7 Chapter 03 – Unit Features ......8 Hardware Features...... 8 Cabinet Facts 8 Chapter 04 – Unit Installation ......9 Mechanical Parts ......9 Chapter 05 – Operator Menu .......17 Chapter 06 – Service & Repair......20



#### Blox Breaker Manual V4.2

Replacing RGB LED PCBs	26
Wireless Internet Configuration	27
Operator Settings keeps resetting	28
Computer not powering at boot	29
Chapter 07 - Parts	32
Cabinet Parts	32
Computer & Electronics	35
Header & LEDs	36
Cabling	37
Misc. Parts	37
Wiring Harness	38
Chapter 08 – Diagrams & Schematics	39
I/O Board – Detailed Wiring	41
Tickets Wiring	43
Operator Menu Button Wiring	43
Speakers Wiring Colors	44
Power Distribution Schematics	45
Tray Assembly Schematics	47
Fuse Holders Schematics	48
RGB LED Schematics	49
Channel 1	50
Channel 2	51
Chapter 09 – Software Recovery	52
Chapter 10 – Card Reader	53
Limited Warranty Policies	54



## **Chapter 01 - Preface**

# Please read this page before preparing your Blox Breaker 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  $59^{\circ}$  -  $86^{\circ}$ F ( $15^{\circ}$  -  $30^{\circ}$ C).

#### **Operating & Voltage**

Voltage	Operating
110V AC	4.0 AMP
220V AC	2.0 AMP



# **Chapter 02 - Game Features**

Are you a sharp shooter?

Then feast your eyes and take aim into the virtual world of Blox Breaker.

#### **How to Play**

- Throw the balls on the screen to destroy boxes
- The ball's trajectory goes into the digital realm
- Destroy as many boxes as you can



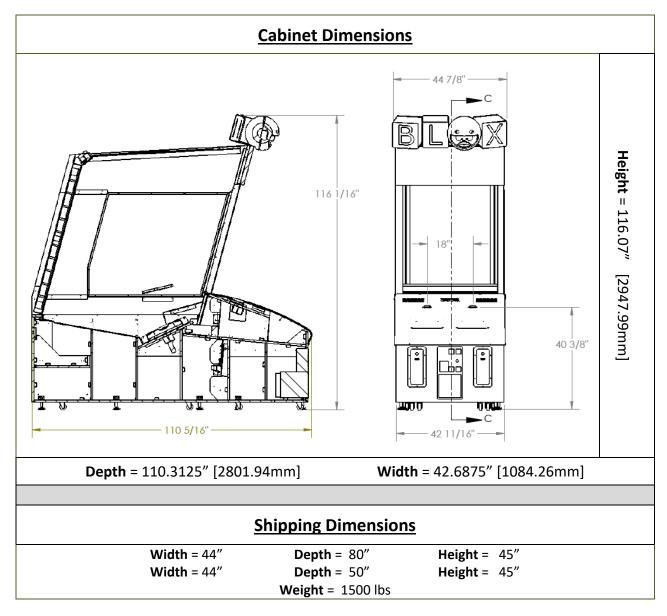


# **Chapter 03 – Unit Features**

#### **Hardware Features**

- 2 Players Game
- 65 inches LCD Screen
- Unique Ball Trajectory through screen Technology

#### **Cabinet Facts**



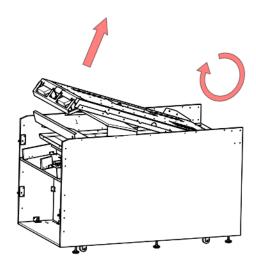


# **Chapter 04 – Unit Installation**

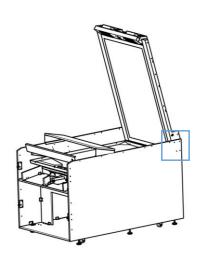
### **Assembling your Blox Breaker**

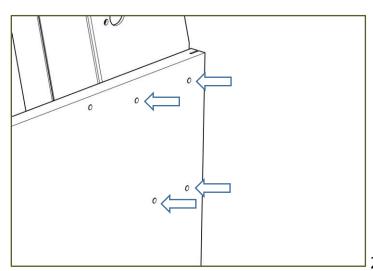
#### **Mechanical Parts**

1) Lift and straighten the screen assembly



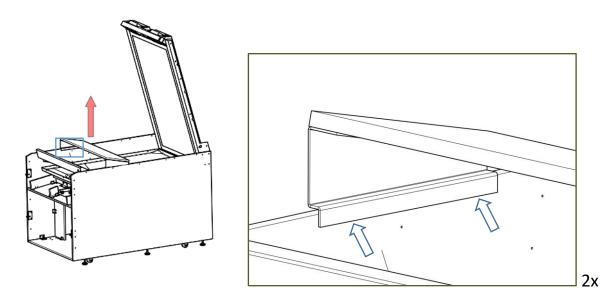
2) Secure the screen into a lifted position using #10-24 x  $1\frac{1}{4}$  philipps bolts. Repeat for the opposite side



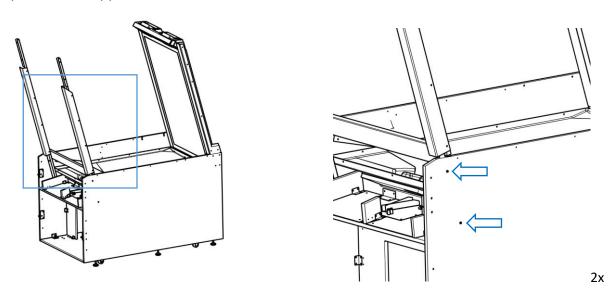


2x

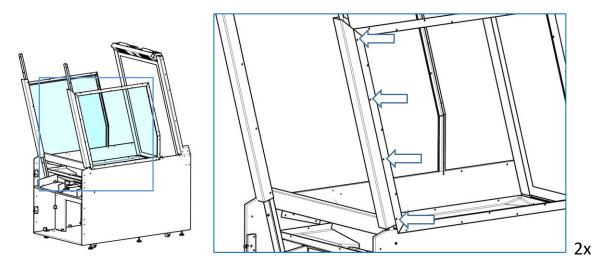
**3)** Remove fasteners from the screen support and remove the support assembly Repeat for the opposite side



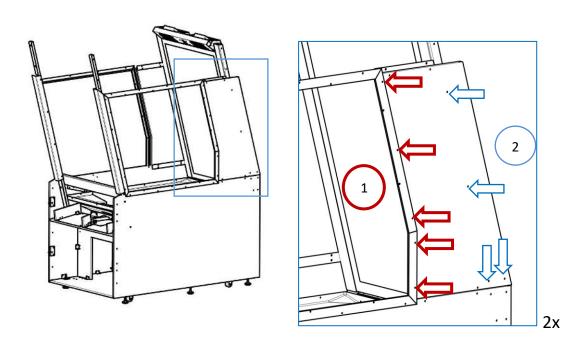
4) Install lateral posts and secure the window assembly with #10-24 x 1% philips bolts Repeat for the opposite side



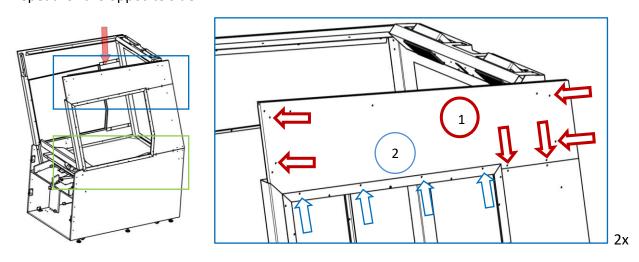
# **5)** Install the window assembly using Philipps pan ¾-8 screws Repeat for the opposite side



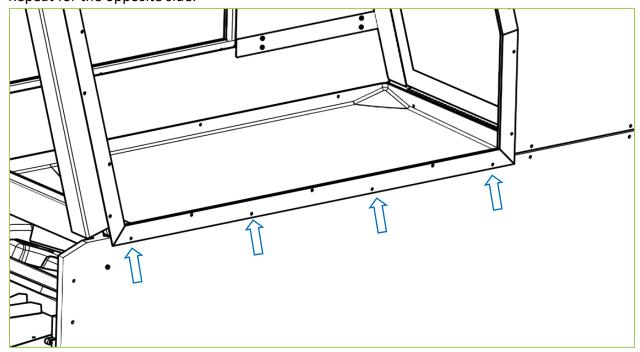
- **6)** Install the side panels
- 1) First, install the bolts window assembly with Philipps pan #8 x ¾ screws
- 2) Then, install the screen assembly with Phillips pan 10-24 x 1% bolts Repeat for the opposite side



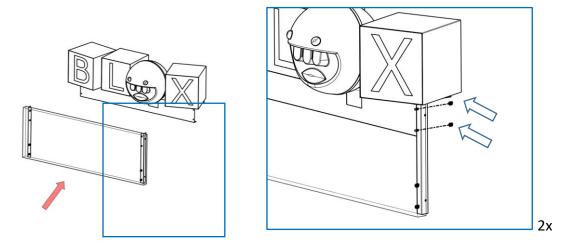
- **7)** Install upper side panels
- 1) Secure the metal brackets with Philipps pan 10-24 x 1¼ bolts
- 2) secure the window assembly with Philipps pan #8- $^{3}$ 4 screws. Repeat for the opposite side



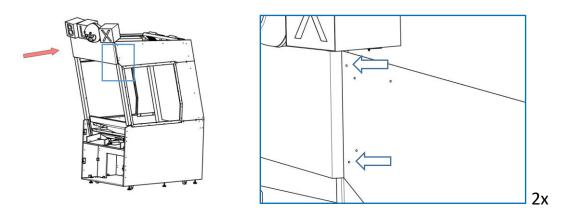
**8)** Install the lower bolts for the window assembly Repeat for the opposite side.



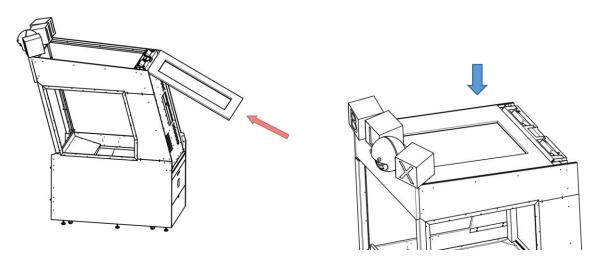
**9)** Assemble the header assembly and top display using Philipps 10-24 x 1% bolts for each side



10) Install the header assembly with the upper side panels and Philipps 10-24 x 1% bolts Repeat for the opposite side

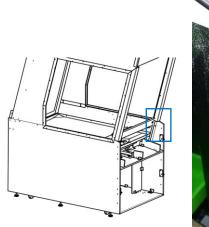


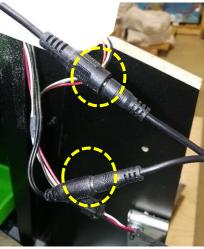
11) Install the ceiling light platform by sliding it from the back of the machine

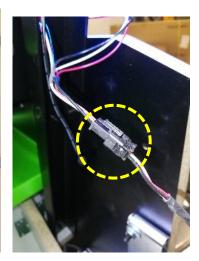


### **Electronic parts**

11) R/H: Plug the 2 power cables into their inputs and the LED Controllers together

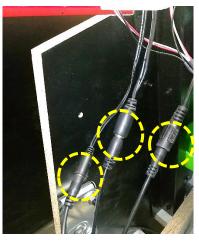




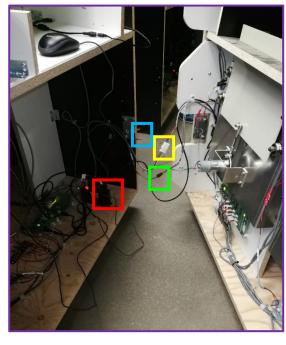


12) L/H: Plug the 3 power cables into their inputs and the LED Controllers together

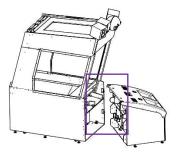








- **13)** Connect the 2 ends of the speaker's connector
- **14)** Connect the 2 ends of the ground wire connector
- **15)** Connect the USB cable from the dash assembly to the USB hub in the rear cabinet
- **16)** Connect the 2 Molex connectors

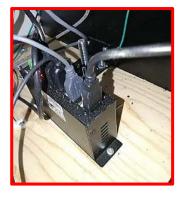


14)

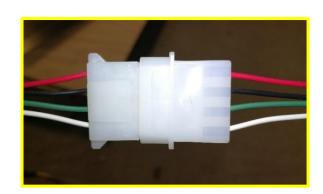


15)

13)

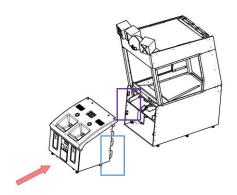


16)



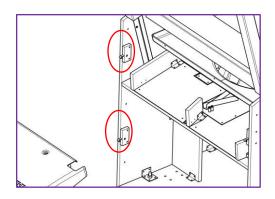
#### Closing and opening the cabinet

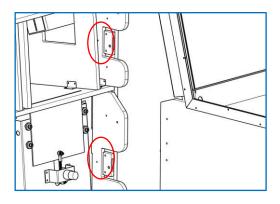
- 1) Make sure all 4 draw latches are aligned
- 2) Use the large Allen key to open or close the cabinet



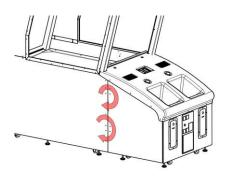


1) Draw latches to be aligned while assembling the two assemblies

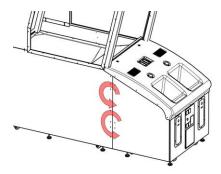




2) Turning motion for closing





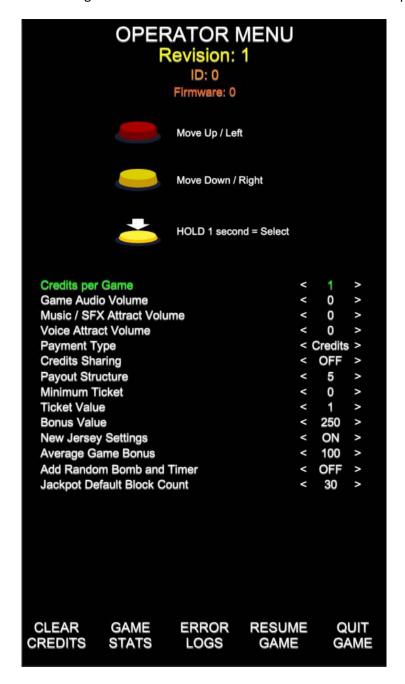


## **Chapter 05 – Operator Menu**

## **Operator Menu**

Access the Operator Menu by pressing the white operator menu button on inside the dash behind the middle door

Navigate through the menu using the 2 main dash buttons as shown on the screen capture below.



#### Blox Breaker Manual V4.2 Chapter 05 – Operator Menu

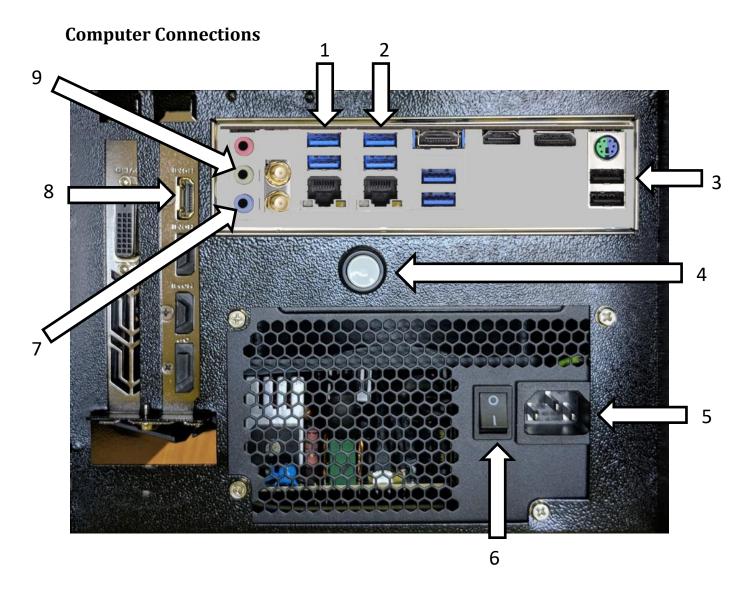
Operator Menu	<u>Values</u>	What It Does
Credits Per Game	1-20	Adjusts the number of credits required to play. "0" sets
		the unit in free play mode.
Game Audio Volume	0-20	Adjusts the in-game audio volume. "0" will mute the
		game.
Music/SFX Attract Audio	0-20	Adjusts the audio volume of the attract loop. "0" will
Volume		mute the attract loop.
Voice Attract Audio Volume	0-20	Adjusts the volume of the voice attract loop. "0" will
		mute the voice
Payment Type	Credit / Card	Changes the credit type. "Credits" = Coins and
		"Card" = Card Reader. This will change the in-game text
		accordingly.
Credit Sharing	On / Off	Adjusts the credit sharing option between each player.
1_2		(Off: Sharing Disabled // On: Sharing Enabled)
		If you have Card Readers (2X) please use OFF.
Payout Structure	1-10	Adjusts the ticket payout. Please see the payout structure
		on the next page.
Minimum Ticket	0-20	Adjusts the minimum number of tickets dispensed per
		play.
Ticket Value	1-2	Adjusts the value of physical tickets. Physical tickets are
		either worth "1" ticket or "2" tickets.
Bonus Value	100-2000	Number of tickets given by the machine when the
		jackpot block count is reached
New Jersey Settings	On/Off	If set to On, a message will be displayed if more than
	•	40 credits are inserted.
Average Game Bonus	50-1000	Average number of games needed to win the bonus. This
3.0		setting adjusts the difficulty and is calculated with the
		last 1000 games.
Add Random Bomb and	On/Off	Timer: Adds extra time when hit by a ball
Timer	21, 211	Bomb: Destroys the surrounding blocks when hit by a ball
Jackpot Default Block Count	25-50	Number of broken blocks needed to win the jackpot. This
		number is then auto adjusted by the "average game
		bonus"
Clear Credits		Resets the Inserted credits to 0 if more than 40 credits
		are entered.
Game Stats		Shows the Stats Screen.
Error Logs		Displays the previous errors
Resume Game		Exits the Operator Menu and returns to the game.
Quit Game		Exits the game and returns to the Windows desktop.
Quit Junic		and the Barne and retains to the windows desktop.

## **Payout Structure**

Tickets are awarded to the player depending on the number of blocs that they successfully break. There are 10 different payout structures. They can be selected in the operator menu.

Number of Broken Blocks	Payout Structure Setting 1	Payout Structure Setting 2	Payout Structure Setting 3	Payout Structure Setting 4	Payout Structure Setting 5
5-6 blocks	2	2	5	10	10
7-10 blocks	3	5	10	15	15
11-18 blocks	5	10	15	20	20
19-22 blocks	10	15	20	25	40
23- Jackpot	15	40	50	80	90
Jackpot (25-50)	Bonus Value				
Number of Broken Blocks	Payout Structure Setting 6	Payout Structure Setting 7	Payout Structure Setting 8	Payout Structure Setting 9	Payout Structure Setting 10
	Structure	Structure	Structure	Structure	Structure
Broken Blocks	Structure Setting 6	Structure Setting 7	Structure Setting 8	Structure Setting 9	Structure Setting 10
Broken Blocks 5-6 blocks	Structure Setting 6	Structure Setting 7	Structure Setting 8	Structure Setting 9	Structure Setting 10
5-6 blocks 7-10 blocks	Structure Setting 6  10  20	Structure Setting 7  15  25	Structure Setting 8 15 25	Structure Setting 9 25 30	Structure Setting 10 30 40
5-6 blocks 7-10 blocks 11-18 blocks	Structure Setting 6  10  20  30	Structure Setting 7  15  25  30	Structure Setting 8  15  25  40	Structure Setting 9 25 30 50	Structure Setting 10  30  40  80

# **Chapter 06 – Service & Repair**



<u>No</u> .	<u>Description</u>
1	USB Port to Windows License Dongle
2	USB Port to Camera
3	USB Port to USB Hub Inlet
4	Power Button
5	AC Inlet Power Supply
6	AC Power Switch
7	Blue Audio Jack 3.5 mm for Top Speakers
8	HDMI port to monitor
9	Green Audio Jack 3.5 mm for Dash Speakers

## **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			
	There might have loose or faulty connections between the monitor and the computer. Make sure the HDMI cable is connected properly in the computer connector and in the monitor connector.		
No Picture or Display Problem	Verify that the Computer is powered on.  The fan on the side of the computer case should be spinning as a reference, if it's not spinning press the Power Button on the front of the computer.		
Audio Troubleshoot	ing		
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 the amplifiers.  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.		

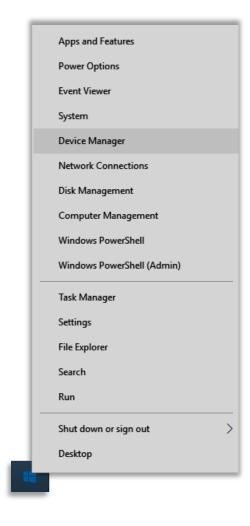
#### **RGB Led Troubleshooting**

If the RGB LEDs are not working properly verify that the RGB LED Controller is connected on a valid COM Port.

Press the Operator Button and Quit/Exit the game to Windows Desktop.

Connect a USB mouse.

Right-click on the windows flag on the bottom left corner and select Device Manager.



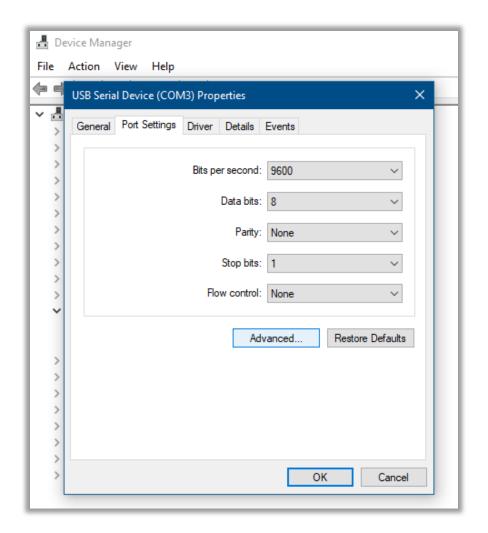
Expand the "Ports (COM & LPT)" line by clicking on the >.



Verify that the "USB Serial Device" is set between COM2 to COM9.

If it's outside this range, double-click on it to open its properties. Select the "Port Settings" Tab.

Click on "Advanced..."

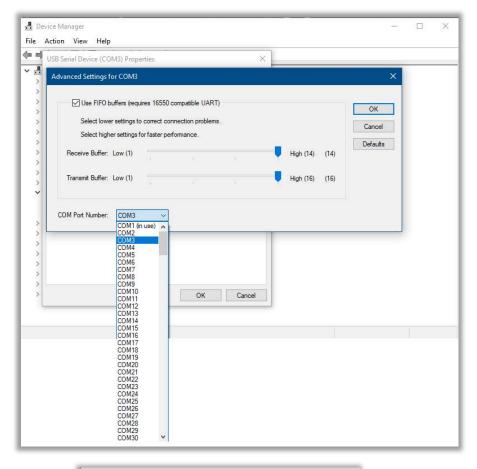


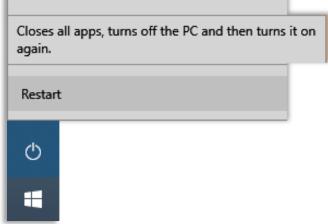
Click on the COM Port Number scrolling menu and select COM9.

Click on OK.

Click on OK again.

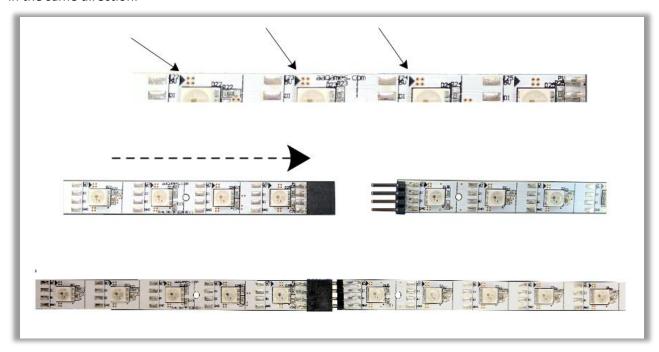
Close the Device Manager window and restart Windows.





## **Replacing RGB LED PCBs**

If you need to replace the building RGB LED PCBs, verify the connections so that the arrows point always in the same direction.



#### **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 service door and press the Operator button.
- -Choose Exit/Quit to Windows.
- -Connect the provided USB hub and into it the USB keyboard and mouse.
- Open Connect to a Network by clicking the network icon ( in the lower right corner of the screen.
- -In the list of networks, click the network you want to connect to and click connect.
- -Enter your security key.
- -Once connected, double-click the GameLauncher shortcut on the desktop.

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

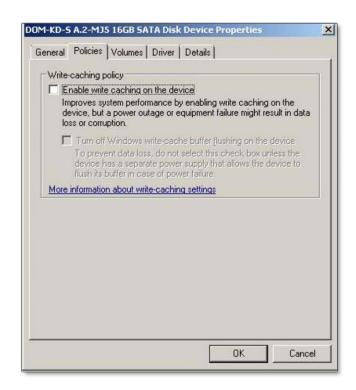
\*If you do not connect your unit to the Internet, you can double-click the Disable\_Network shortcut on the Windows desktop to bypass the 150seconds Internet lookup delay.

#### **Operator Settings keeps resetting**

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 SSD Hard Drive 60Gb or 120Gb 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.



#### Computer not powering at boot

If your computer is not powering on by itself at boot you'll need to verify the Bios Setting.

- -Power off the computer.
- -Plug a USB keyboard and a USB mouse.
- -Press the power button on the computer.

Press and hold on the keyboard until you see the Bios screen.



-Press on F6 or using a mouse click on advanced on the top right corner.

-Click on Advanced tab and then click on Chipset Configuration.



-Go to the bottom of that page, click/select the line Restore AC Power Loss , click on the drop box where it displays "Power Off" and select Power On.



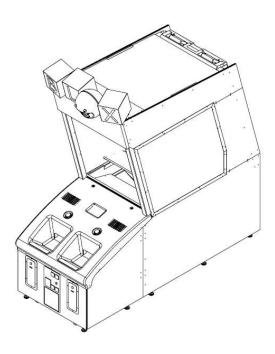
-On your keyboard press on and then click on OK to confirm and save the settings.

Or go to the Exit tab, click save and Exit.



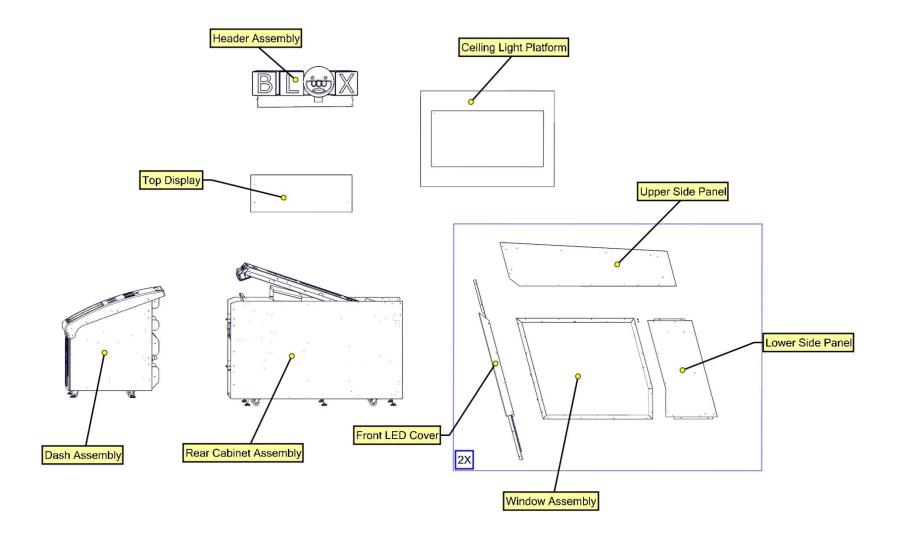
# **Chapter 07 - Parts**

## **Cabinet Parts**



Part Description	Part #
Dash Assembly	BLX-02-0002
Rear Cabinet Assembly	BLX-02-2000
Front LED Cover	BLX-08-1005
Window Assembly	BLX-08-1002
Lower Joint	BLX-01-1043
Screen Support	BLX-01-1005
Lower Side Panel	BLX-02-8000-01
Upper Joint	BLX-01-1042
Upper Side Panel	BLX-02-8000-02
Ceiling Light Platform	BLX-02-1010
Header Assembly	BLX-01-4000
Top Display	BLX-08-5000

#### **Major Structural Parts**

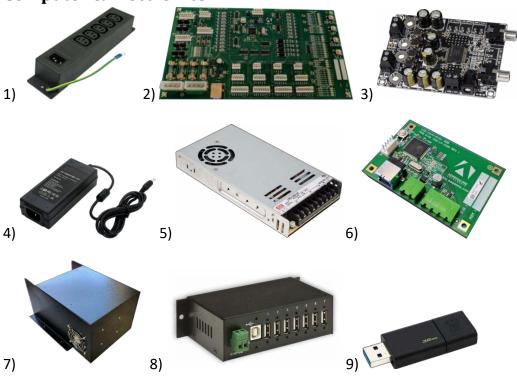


#### Blox Breaker Manual V4.2 Chapter 07 – Parts

#### **Other Cabinet Parts**

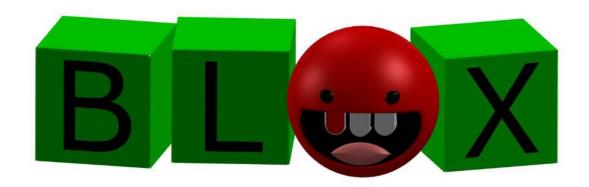
Part Description	Part #
Monitor 65" with Safety Glass and Cases	RAM-10-0001
Coin Door Assembly with 2 Upper Mech Holder & Blank Bottom Door	ADR-40-3000-06
7-Digits Meter with bracket	ADR-42-08012-072
Speakers 4"	ADR-50-9986-00
Red Large Button with microswitch /LED	ADR-75-L012-600
Yellow Large Button with microswitch /LED	ADR-75-L012-155
Wheel General Duty Rubber Caster	INV-F25083
Leveling Mount	INV-62805K-39
Fan 120mm	ADR-FAN-120mm
Fan 80mm	ADR-FAN-80MM-01
Grill 120mm	ADR-GRILLE- 120MM
Grille, 80mm	ADR-GRILLE-80MM
Multi-Stage Filter 6A	ADR-817-1321-ND
Male R2/R5 Concealed Butt-Joint Panel Fastening Latches, Part: R5-0074-07	INV-R5-0074-07
Female R2/R5 Concealed Butt-Joint Panel Fastening Latches, Part: R5-0079-07	INV-R5-0079-07
Door Assembly With 2 Upper Mech Holder, 1 Validator Cut Out, Blank Bottom Door	ADR-40-3000-06
Cam Lock for Panel Thickness up to 23 mm	ADR-14-2010

## **Computer & Electronics**



Ref	Part Description	Part Number
1	Power Bar IEC5GLM	INV-05-1242
2	I/O Board – 4 Players/Motors – Ver. 5.0	ADR-04-1003-BLX
3	2X15 Watt Class D Audio Amplifier Board	INV-14-0005
4	+12V / 5A Power Supply for Sound Amplifiers	INV-14-0006
Г	+5V/300W Power Supply	SF-14-0010
5	+12V/320W Power Supply	INV-05-1248
6	RGB LEDs Controller	INV-14-1030
7	PC Box For Blox Breaker	ADR-11-1018
8	7-Ports USB Hub Powered	INV-11-1021
9	Restore Usb Key Blox Breaker, 16 Go, 3.0.	ADR-11-2013-BLX
	Terminal Cover For Power Supply RSP-320-5 And RSP-320-12	ADR-TBC-09
	Yellow Dongle	TF-04-1212
	Hard Drive For Blox Breaker	INV-11-1027-BLX
	Green Terminal Block, 4 Positions, Part : ED1719- ND	ADR-ED1719-ND
	Yellow Large Round Button with Led White Lamp	ADR-75-L012-155
	Red Large Round Button with Led White Lamp	ADR-75-L012-600
	Entropy 2000 Ticket Dispenser	ADR-42-1337-00
	Kit For Motor 12V and Harness Assembly	INV-15-0005-Kit

### **Header & LEDs**



Part Description	Part Number
Header 'Breaker' Kit, Blox Breaker	BLX-08-5000-Kit
PCB Assembly with 6x LEDs, include WS2813A, Modify For Blox Breaker	INV-14-1028-03
PCB Assembly with LEDs For Corner, include WS2813A, Crazy Tower	INV-14-1028
Orange LED Strip, 1 Meter, 6mm, Blox Breaker, Part : YGL-LB5730OC-12V	BLX-14-0001
White LEDs Cable For Cubes And Sphere, Blox Breaker, Part: RL-3528D120W08-12V	BLX-14-0002
White LEDs Cable For 'Breaker' Header, Blox Breaker, Part: RL-3528D129W08-12V	BLX-14-0003
LED Controller RGB	INV-14-1030
Front Right LED Polycarbonate Cover, Blox Breaker, Part: BLX-08-1005-R	BLX-08-1005-R

## Cabling

Part Description	Part Number	
Straight Barrel Power Cable, 2.1mm, 6', 18AWG	ADR-839-1163-ND	
Power Cord, IEC-C14 to IEC-C7 (2-Prong) SPT-2, 18AWG, 3'	INV-PW-117-03	
Molded Audio Cable, 3.5mm Male To 2x RCA Male, 6'	INV-35MM-RCAE-06	
HDMI Cable, 8'	INV-HDMI-140-08K	
Power Cord, PDU to CPU, IEC-C13 To IEC-C14, 18AWG, 3'	INV-PW-100-03	
Power Cord, PDU To CPU, IEC-C13 To IEC-C14, 18AWG, 8',TFX	INV-PW-100-08	
Power Cord, Wall To Unit, 14AWG, 6'	INV-PW-105C-06	
Cable Power Splitter, C14 to 2x C13, 1'	INV-PW-200B-01	
Cable USB 3.1, Type C Male To A Male	INV-USB-323-10	
Cable Usb 2.0 'AB', 2'	INV-USB-AB1-02BK	
Cable Usb 2.0 'AB', White, 3'	INV-USB-AB1-03	
Cable Usb 2.0 'AB', Black, 10', TFX	INV-USB-AB1-10BK	
Barrel Power Cable, Male-Female, 4', Blox Breaker	BLX-03-0023	
Main Power Cable, Blox Breaker	BLX-03-0027	

## Misc. Parts

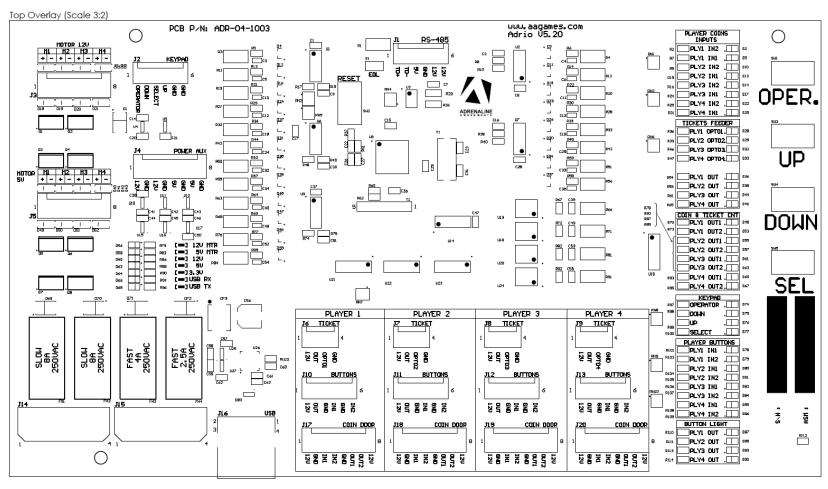
Part Description	Part Number	
Power Entry EMI Filter	ADR-05-1241	
Windows 10 Licence, Part : 6EU-00035	ADR-6EU-00035	
Red Ball, Blox Breaker	BLX-05-0001	
Yellow Ball, Blox Breaker	BLX-05-0002	
Intel Depth Camera, Blox Breaker	BLX-10-0001-PROG	
PCB For Step Motor Drive, Blox Breaker	BLX-04-0002	
PCB For Color Sensor, Blox Breaker	BLX-04-0003	
PCB For 2 Digits Display, Blox Breaker	BLX-04-0004	

## **Wiring Harness**

Part Description	Part Number	
Connector For LEDs Spinner, Part : S1143E-04- ND	SF-05-0014	
Barrel Connector Wire "Y", 2.1mm Female to 2 x 2.1mm Male, 300mm, LED Header, Fruit Ninja Part : CN-DCF-2M	TF-05-1223	
Harness IO Board To Buttons	BLX-03-0001	
Harness Controller RGB To LED RGB	BLX-03-0002	
Harness Power Supply 5V To Fuse Holder	BLX-03-0003	
Harness Power Supply 12V To Fuse Holder	BLX-03-0004	
Harness Fuse Holder To Power Controller LEDs	BLX-03-0005	
Harness Fuse Holder To PCB Drive	BLX-03-0006	
Harness For Power Motor 12V	INV-15-0005-Mod	
Harness Pc Box Power To Front Cabinet	BLX-03-0008	
Harness IO Board To Motor Sensor	BLX-03-0010	
Harness For Monitor Speakers	BLX-03-0011	
Harness For Audio Ampli To Front Cabinet	BLX-03-0012	
Harness For Front Speaker To Rear Cabinet	BLX-03-0013	
Harness For PSU Power	BLX-03-0014	
Harness For IO Board To Digit Display	BLX-03-0015	
Harness For IO Board Power To Rear Cabinet	BLX-03-0016	
Harness For Header To Fuse Holder	BLX-03-0017	
Harness For Power Audio Ampli	BLX-03-0018	
Harness For Fuse Holder To Orange LEDs	BLX-03-0019	
Harness For Solenoid To Motor Drive	BLX-03-0020	
Harness For Stepper Motor To Motor Drive	BLX-03-0021	
Harness For RGB Splitter	BLX-03-0022	
Harness For Coin MEC	BLX-03-0024	
Harness For Operator Menu	BLX-03-0025	
Harness Ground For Front Cabinet	BLX-03-0026	
Harness For Color Sensor To Drive	BLX-03-0028	
Harness For Ticket Dispenser, (J2)&(J6)	FT-03-4030	
Harness For PC Box	INV-03-4080	

## **Chapter 08 – Diagrams & Schematics**

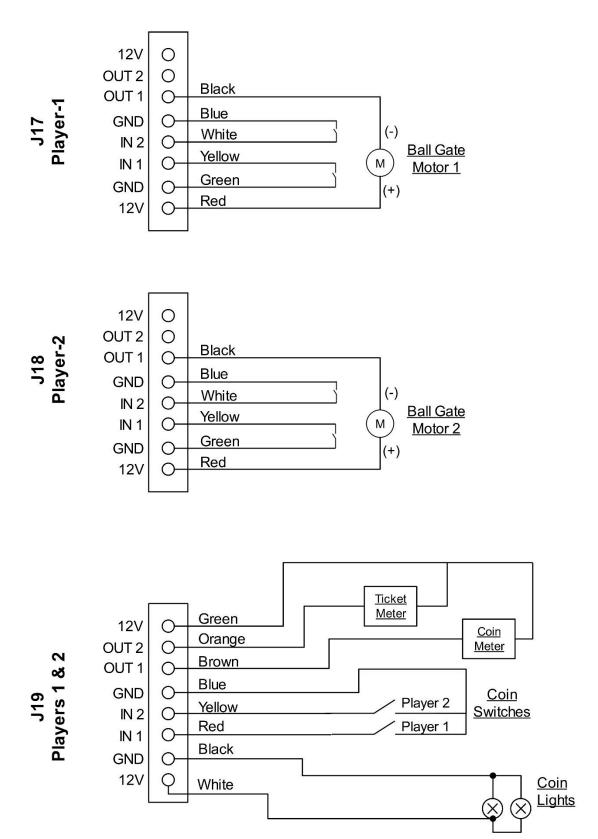
I/O Board ADR-04-1003

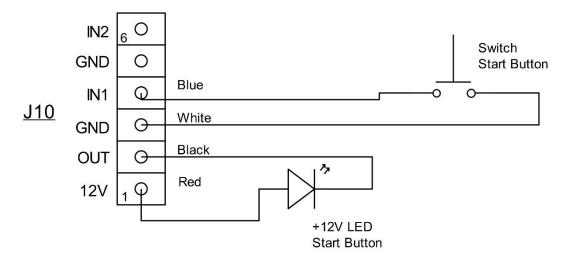


#### Blox Breaker Manual V4.2 Chapter 08 – Diagrams & Schematics

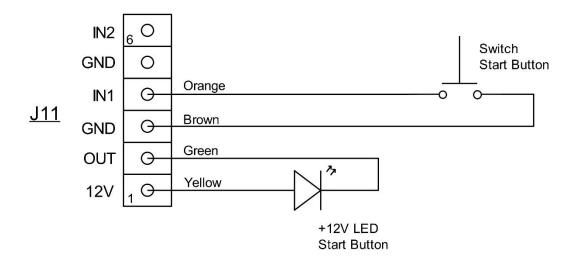
Display   Keypad   No Use   No Use   No Use	<u>J1</u>	<u>J2</u>	<u>J3</u>	<u>J4</u>
2. (Blue) TD- 3. (Red) 5V 4. (Black) GND 5. (Yellow) 12V 6. Not connected 4. Not Connected 5. Not connected 6. (Black) GND  15	<u>Display</u>	<u>Keypad</u>	No Use	No Use
3. (Red) SV 4. (Black) GND 5. (Yellow) 12V 6. Not connected 6. (Black) GND    15	1. (White) TD+	1. (Red) Operator		
4. (Black) GND 5. (Yellow) 12V 6. Not connected 6. (Not connected 6. Not use    15	2. (Blue) TD-	2. Not Connected		
S. (Yellow) 12V	3. (Red) 5V	3. Not Connected		
15   16   17   18   19   10   11   12   13   13   14   15   16   17   18   19   10   17   18   11   17   18   19   10   17   18   19   10   17   18   19   10   17   18   19   10   17   18   19   120   18   19   10   10   10   10   10   10   10	4. (Black) GND	4. Not Connected		
15	5. (Yellow) 12V	5. Not Connected		
No Use	6. Not connected	6. (Black) GND		
No Use				
Player 1   1. (Red) +12V   1. (White) +12V   2. (Blue) OUT   3. (Green) OPTO1   4. (Brown) GND   4. (Black) GND   4. (Black) GND   4. (Black) GND		<b>—</b>	_	
No Use	<u>No Use</u>	Player 1 1. (Red) +12V 2. (Blue) OUT 3. (Green) OPTO1	Player 2 1. (White) +12V 2. (Yellow) OUT 3. (Orange) OPTO1	<u>No Use</u>
No Use				
1. (Red) +12V   2. (Black) OUT   3. (White) GND   3. (Brown) GND   4. (Blue) IN1   5. Not Connected   6. N	<u>J9</u>	<u>J10</u>		<u>J12</u>
No Use	<u>No Use</u>	1. (Red) +12V 2. (Black) OUT 3. (White) GND 4. (Blue) IN1 5. Not Connected	<ol> <li>(Yellow) +12V</li> <li>(Green) OUT</li> <li>(Brown) GND</li> <li>(Orange) IN1</li> <li>Not Connected</li> </ol>	<u>No Use</u>
No Use				
1. (White) +12V   1. (Green) GND   2. (Black) GND   3. (Red) +5V				_
Coin Door Player-1         Coin Door Player-2         Coin Door Player-3         No Use           1. (Red) +12V         1. (Red) +12V         1. (White) +12V           2. (Green) GND         2. (Green) GND         2. (Black) GND           3. (Yellow) IN1         3. (Yellow) IN1         3. (Red) IN1           4. (White) IN2         4. (Yellow) IN2         4. (Yellow) IN2           5. (Blue) GND         5. (Blue) GND         5. (Blue) GND           6. (Black) OUT1         6. (Brown) OUT1         6. (Brown) OUT1	No Use	<u>No Use</u>	<ol> <li>(White) +12V</li> <li>(Green) GND</li> <li>(Black) GND</li> </ol>	USB To Computer
Coin Door Player-1         Coin Door Player-2         Coin Door Player-3         No Use           1. (Red) +12V         1. (Red) +12V         1. (White) +12V           2. (Green) GND         2. (Green) GND         2. (Black) GND           3. (Yellow) IN1         3. (Yellow) IN1         3. (Red) IN1           4. (White) IN2         4. (Yellow) IN2         4. (Yellow) IN2           5. (Blue) GND         5. (Blue) GND         5. (Blue) GND           6. (Black) OUT1         6. (Brown) OUT1         6. (Brown) OUT1	1,-	14.5		
1. (Red) +12V       1. (Red) +12V       1. (White) +12V         2. (Green) GND       2. (Green) GND       2. (Black) GND         3. (Yellow) IN1       3. (Yellow) IN1       3. (Red) IN1         4. (White) IN2       4. (White) IN2       4. (Yellow) IN2         5. (Blue) GND       5. (Blue) GND       5. (Blue) GND         6. (Black) OUT1       6. (Black) OUT1       6. (Brown) OUT1				
2. (Green) GND       2. (Green) GND       2. (Black) GND         3. (Yellow) IN1       3. (Yellow) IN1       3. (Red) IN1         4. (White) IN2       4. (White) IN2       4. (Yellow) IN2         5. (Blue) GND       5. (Blue) GND       5. (Blue) GND         6. (Black) OUT1       6. (Black) OUT1       6. (Brown) OUT1				<u>INO USE</u>
3. (Yellow) IN1       3. (Yellow) IN1       3. (Red) IN1         4. (White) IN2       4. (White) IN2       4. (Yellow) IN2         5. (Blue) GND       5. (Blue) GND       5. (Blue) GND         6. (Black) OUT1       6. (Black) OUT1       6. (Brown) OUT1	1		i i	
4. (White) IN2       4. (White) IN2       4. (Yellow) IN2         5. (Blue) GND       5. (Blue) GND       5. (Blue) GND         6. (Black) OUT1       6. (Brown) OUT1	, ,		· · · · ·	
5. (Blue) GND       5. (Blue) GND         6. (Black) OUT1       6. (Black) OUT1    5. (Blue) GND 6. (Brown) OUT1				
6. (Black) OUT1 6. (Black) OUT1 6. (Brown) OUT1			-	
7 Not Connected   7 Not Connected   7 (Orange) OLIT2	7. Not Connected	7. Not Connected	7. (Orange) OUT2	
8. Not Connected 8. Not Connected 8. (Green) +12V			, , ,	
5.1151 55.1151	3. Hat connected	3. Not connected	3. (Sicell) 112V	

## I/O Board - Detailed Wiring



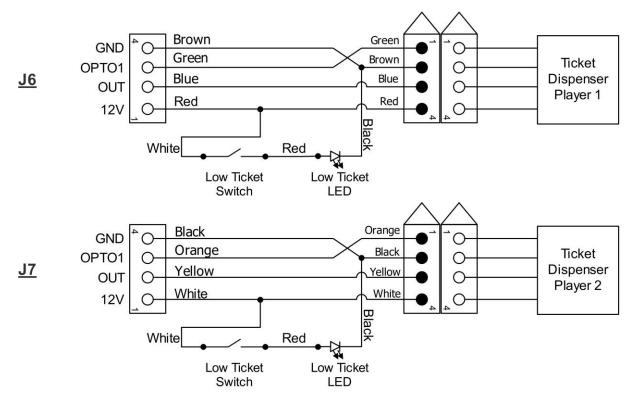


Player 1

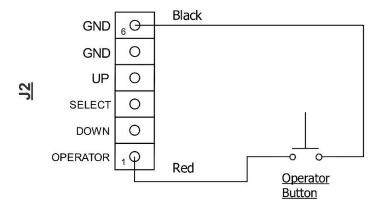


Player 2

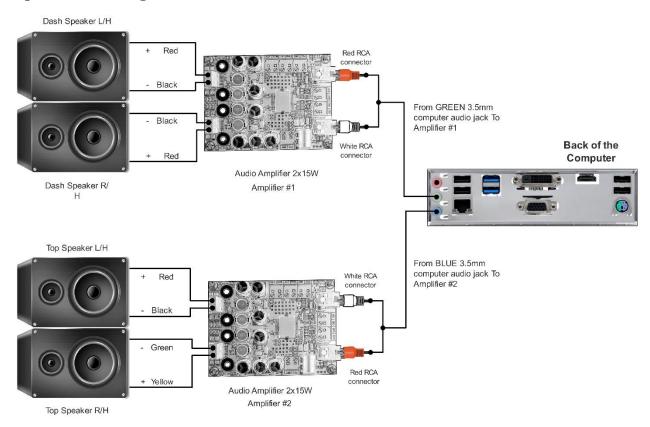
## **Tickets Wiring**

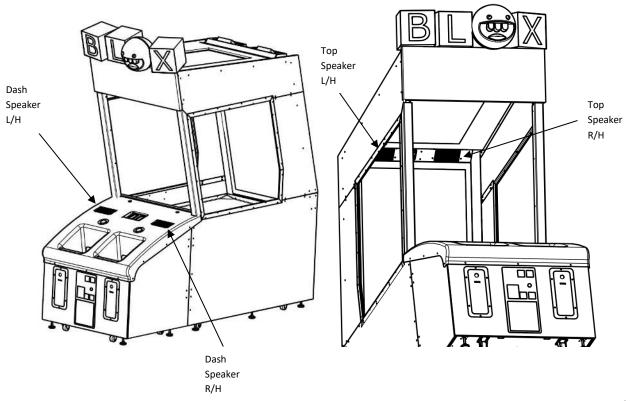


## **Operator Menu Button Wiring**

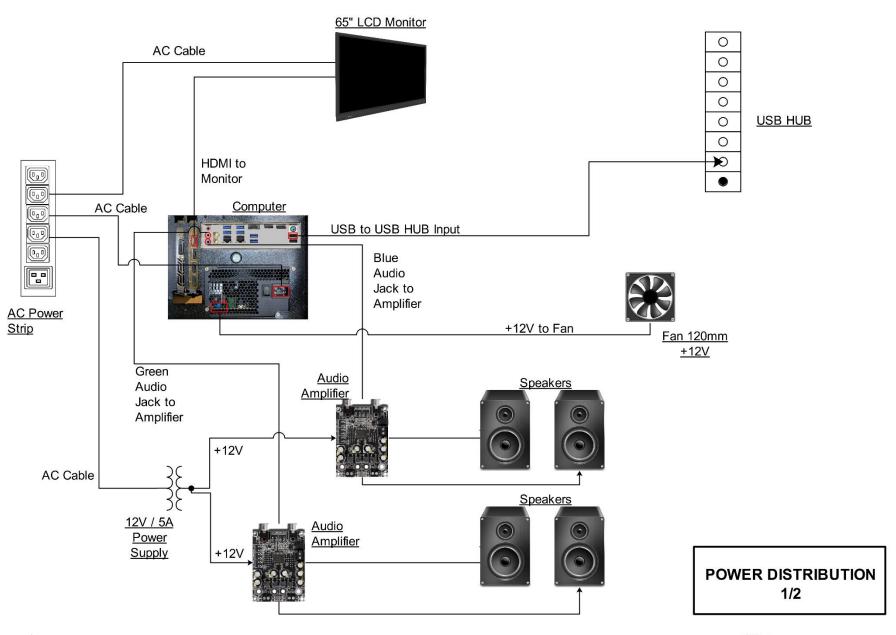


## **Speakers Wiring Colors**



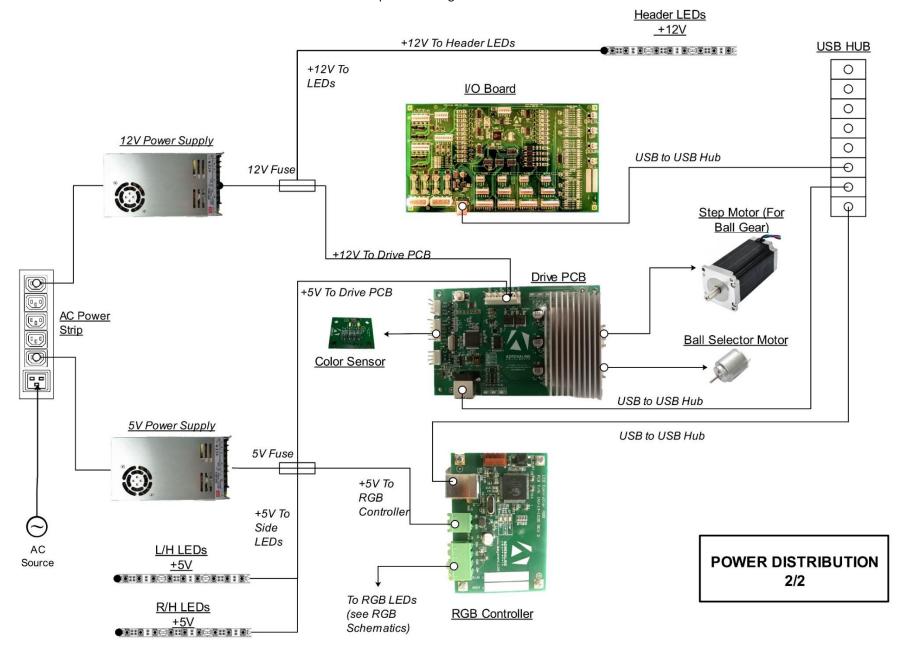


## **Power Distribution Schematics**





#### Blox Breaker Manual V4.2 Chapter 08 – Diagrams & Schematics

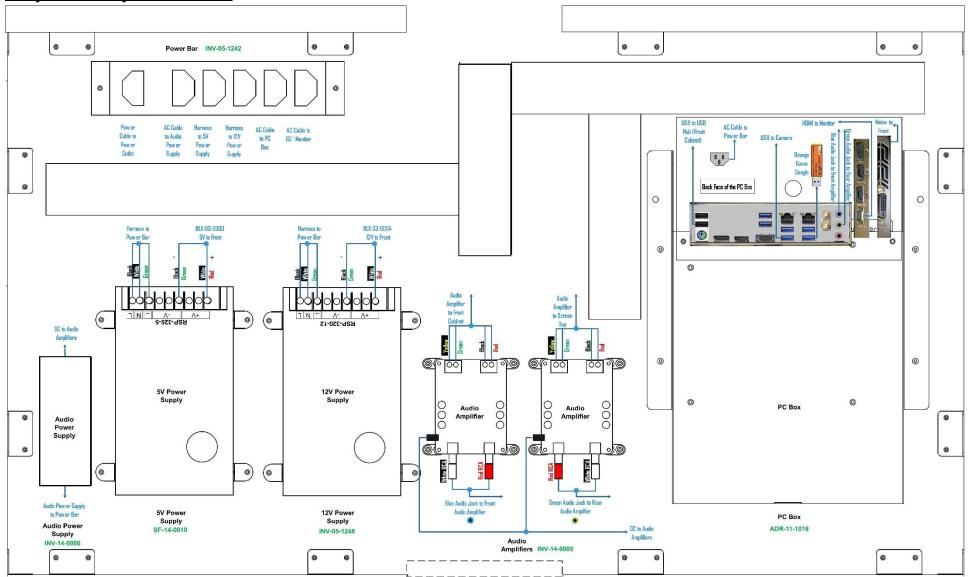






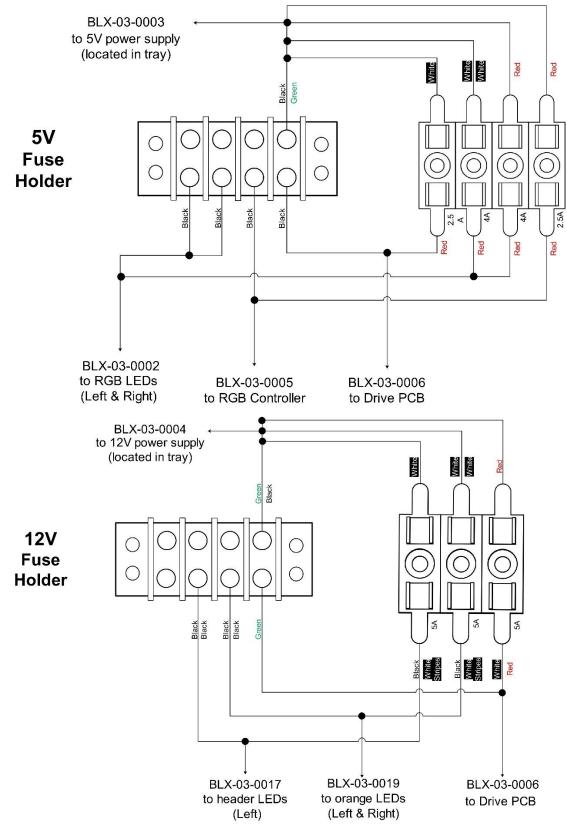
#### Blox Breaker Manual V4.2 Chapter 08 – Diagrams & Schematics

## **Tray Assembly Schematics**



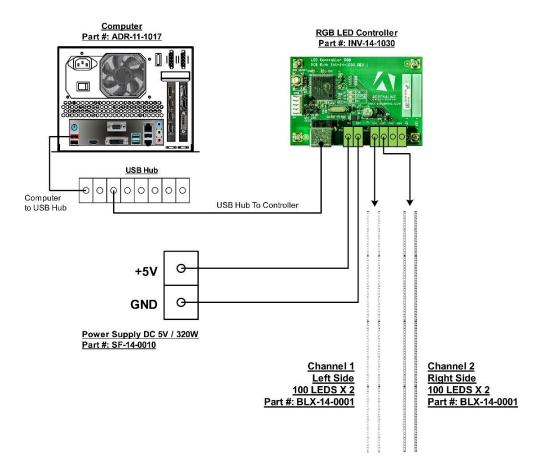


## **Fuse Holders Schematics**





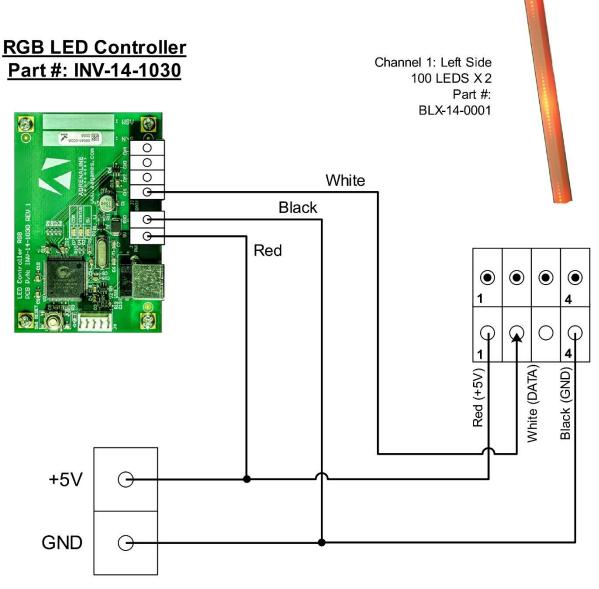
## **RGB LED Schematics**



Each side has 2 strips of RGB PCB LED assembly Each strip has 100 LEDs BLX-14-0001



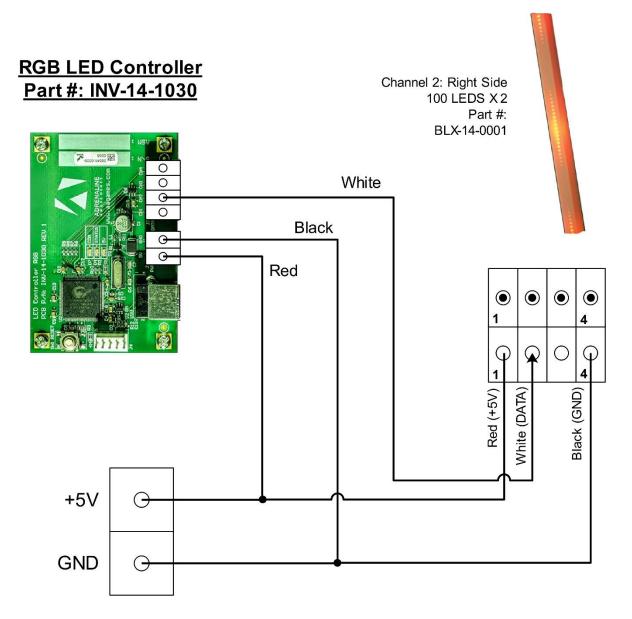
## **Channel 1**



Fuse Glass 4A Part #: ADR-507-1231-ND



### **Channel 2**



Fuse Glass 4A
Part #: ADR-507-1231-ND



## **Chapter 09 – Software Recovery**

If your unit's 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 <u>Blue</u> USB port.
- Power on the unit and press F11 on the keyboard to display the boot menu.
- Choose the <u>UEFI: USB device ~16GB</u>

The process takes 25-30 minutes 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 to the default ones.



## **Chapter 10 – Card Reader**

Configure your Operator settings as seen in Chapter 5 - Operator Menu.

## **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.

The typical Embed settings are *Standard* except:

-Ticket Mech Type: Dumb DC

-Drive Polarity: Positive

-Notch Polarity: Negative

-Game ticket notch width = 6 (60ms)

-Game ticket notch spacing = 24 (240ms)

-Game Drive Threshold = 15 (1.5V or 1500mV)

-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.

We offer an advanced replacement program and the customers have 30 days from delivery date to return back the defective equipment at their fees or they will be charged automatically for the replacement parts.

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.

Adrenaline Amusements
2273 Antonio-Héroux street
Terrebonne, QC
J6X 4R3 Canada
+1.450.824.1671

