http://www.hominggame.com/show_Product_en.asp?ID=278

- **Dinosaur Century Gun shooting video arcade game machine**

- Dimension：2350mm (L)*1722mm (W)*2548(H)

- Weight ：120kg

- Working voltage：220VAC/110V

- Power ：450W

- Brand Name：HomingGame

- Place Of origin：China

- Minimum Order Quantity：1 set

- Payment Terms：T/T,West Union,Cash

- Packing：safe package

- Delivery Time：7-15 days after receive deposit

- Type：gun shooting arcade game machine,gun shooting video game machine,gun shooting simulator game machine,arcade video game machine,simulator game machine,gun shooting redemption arcade game machine

Dinosaur Century Gun Version is lottery redemption game for vertical model 3D ,which is made of 3D ,55 inch screen in whole perspective. resolution radio is up to 1280*720 and 5.1 surround sound track ,the most support for four people to play at the same time , as many as 5 weapons to players to free switch with 4 Epsure 3d scene, 14 kinds characteristics of the dinosaur monster, and the game is set at unusually scene when switching use film level of the lens .And there are 3 kinds of powerful special weapons, multiple stories and

collective games for 4p to play .The way of droll dragon playing is humorous and interesting, which take you into a new game century.

Unique electronic coin systeml

A wide range of monstersl

Different styles scenel

Whole 3D productionl

Various weaponsl

Stronger special weaponsl

Raillery earth worm eggs playl

The movie version of the lensl

Rich storyl

The fierce hunting contestl

Technician Specification

Working voltage : 220VAC
Power rating : ≤450W
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Weight : 120kg

Basic playing method

Players put coin into the slit and then move gun- rocker to do run-home and press the shooting button to shoot the bullets ,press weapon switching key to change the weapon .There are 10 weapons ,each one is more powerful than before, consumption scores is increased according to weapon power. Players can gain experience and props reward after beat the monster. But it is very difficult to beat.

Operation
Players can aim at monsters by moving star corresponding to the screen through the mobile gun rocker. Shooting key use the weapon of choice for

shooting, and according to the current weapon bullet which need energy point to consume energy.

Weapon switching key is used to choose weapons, different weapons have different attacking frequency, attack range and different energy point corresponding to weapon bullet. There are 10 kinds weapon in the game, 1resist the minimum powerful weapon, 1 shooting bullet corresponding to 1 dot energy ,the rest can be done in the same manner,12 resist for the most powerful weapon, 1shooting bullet corresponding to 12 dot energy .

Special weapon

Special weapon key is used as shooting special weapon which players are accumulating energy by killing monster in the game.

Players can obtain certain energy after killed a monster in the game, When collecting enough energy, players get a stronger special weapon, there are 3 kinds of special weapons with powerful although they have different functions .

Weapon	Icon	Function
Thunderbolt		A wide range of weapons of mass destruction, A powerful shell fly to aim the goal, and form a violent explosion with scope of influence greatly after shooting it .
Destroyer		Powerful flame thrower, destroyer is a full energy lser beam . It is enough to destroy any creatures, continue to 3 seconds .
E box magazine		The system will automatically use after get E box magazine, players will have 6 seconds of free ammunition time, can heartily sprays .

Mini Game

Players will trigger lucky treasure box of props, screen corresponding to the location of the players appear on the three dragon eggs treasure box, click 3 buttons on the control console to choose and open the dragon egg treasure box, there are different amount of energy in 3 dragon eggs treasure box, respectively is 20, 40, 60. System automatically helps player to choose one treasure randomly after 10 seconds if the player does not actively select treasure box.

Transmigration plate lucky draw

The player will extract the soul of the monsters after kill a monster . It will start the transmigration plate lucky draw when players collect sufficient souls, and randomly selected one of the reward for rich rewards in transmigration plate lucky draw.

Reward	Icon	Function
200point energy		Players obtain directly 200 points energy for shooting bullet .
400point energy		Players obtain directly 400 points energy for shooting bullet .
Ratio * 2		Players kill monsters get energy points is that the original two times, and the effect lasts 30 s .
Ratio * 4		Players get energy points after killed monsters is quadruple than the original and the effect lasts 30 s .

Dragon egg

In the game, the monster in the sky is a great possibility of carrying dragon egg which contains energy, every monster kills a carry dragon egg, you can get the energy contained in dragon egg inside.

Hunting contest

Hunting contest is a multiplayers collective game, the players try to attack the monster screen. After the end of the game, players ranked according to the number of players kill monsters, and given the appropriate amount of reward according to the ranking .

The rules of the award are: Only reward the top two, the first award of the energy of 100 points, second place awards 50 points energy.

Beastmaster

There are 14 different types dinosaurs beastmasters in the game randomly. When the beastmasters occur , special voice will be along with . And the gold powder and the gold effect attract the players' attention .

Beastmaster is more hardly to be defeated than the general monsters. If the player defeats the beastmaster successfully , then can get twice prize than the monster and the effect that all the same type monsters dead . That is the prize that beat the monster .

For example :

There are one beast and two normal monsters in the game . If the gold beastmaster is defeated ,all the same monsters will die. then the player can get the points of gold monster and two normal monsters .

$$(100 \times 2) + 2 \times 100 = 400 points$$