



MANUFACTURER OF AMUSEMENT MACHINES

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ARM WRESTLER

operator's manual



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I INTRODUCTION

ARM WRESTLER strength machine is an amusement device designed for using in amusement parks, festivities, cinemas, clubs, pubs, etc. The machine was made from the best materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

ARM WRESTLER is the profit-making device not paying the money prizes. In this game player can measure his or her strength by arm wrestling. The player can choose a level of the game, which will be appropriate for himself or herself, by clicking one of the buttons: MAN or STRONG MAN.

II TECHNICAL PARAMETERS

DEPTH	140 cm
WIDTH	120 cm
HEIGHT	215 cm
WEIGHT	150 kg
POWER SUPPLY	220-240 V

III GAME OPTIONS

MAN	for beginners and medium-advanced players
STRONG MAN	for professional, advanced players

One credit is equal to one game.

IV HAND PARAMETERS CHANGE - SETUP

To enter setup, turn off the machine holding SETUP button on the main board, and after that turn the machine on again.

You can switch between setup options by buttons:

START	confirming selected options
MAN / STRONG MAN	navigating through the options

OPTIONS 1-6: SETTING CREDITS

OPTIONS 1-3: by these options you can set the number of credits which shall be given by the machine after inserting the coin to the first, second and third coinbox channel. These are double options. The number of games (upper display) and coin

value (middle display) related to the value may be set.

Example:

Press START button, then the credit value shall be set, i.e. to 0,5 (upper display). Confirm it by pushing SETUP button, then set the number of pulses (middle display) related to 1. It means that inserting two coins in this channel gives 1 credit and 2 pulses on mechanical counter.

OPTIONS 4-6: these options relate to banknotes. You can set them in the same way like you set coins.

OPTION 7: RECORD

In this option the record value of the machine in the range 10-999 can be changed. To do this, press START button, then the required record value shall be set by using MAN / STRONG MAN buttons.

OPTION 8: HARDWARE TEST

Pressing appropriate buttons enables performing of the operation test of the device. By pressing SETUP you will check: matrix display, keys and keys highlight. By pressing START you will check: sensor, motor and lamps highlight and halogen lamps.

OPTION 9: FACTORY SETTINGS

Pressing START button you will enter the factory settings.

Initial parameters are:

CREDIT	0
PULSES	1, 2, 5
CREDITS	1, 2, 5
RECORD	500
PRESENTATION REPEAT TIME	240s = 4 min
FREE PLAY	off
CURRENT COUNTER	0
STRENGHT CHARACTERISTIC	100
SENSOR SENSIVITY	deactivated
GAME TIME	5 s

OPTION 10: THE PRESENTATION REPEAT TIME

This option enables changing of the presentation repeat time. Set in seconds the presentation time, after which the music is will be played. Pressing START you will confirm time, which you need.

OPTION 11: CURRENT COUNTER

This is the number of pulses recorded in the machine from the moment of the last change of settings. The current counter can be reseted, when START is pressed.

OPTION 12: ELECTRONIC COUNTER

This is an information about number of pulses from the beginning, when the machine was produced. This number cannot be deleted.

OPTION 13: RESETTING CREDITS

Press START to reset the number of credits.

OPTION 14: FREE PLAY

This is the game, which is free of charge. Push START, then switch through small display, what enables to change game parameters:

0 0 0	charged game
0 0 1	free of charge game

Confirm it, pressing START after selecting option, which you need.

OPTIONS 15-17: TICKET SCORE OPTIONS

OPTION 18: LANGUAGE CHANGE OPTIONS

0 0 0	English
0 0 1	Polish

OPTION 19: GAME MODE

This is an option, which makes choosing the particular functions easier.

0 0 0	option MAN and STRONG MAN
0 0 1	option MAN
0 0 2	option STRONG MAN

OPTION 20: CALIBRATION

By this option you can set the arm in appropriate position. On the display will appear messages, what then need to be confirmed by pressing START.

Attention!

The hand shall be holded until the next message is showed on the display.

move hand to minimum	set the hand in lost position
move hand to maximum	set the hand in won position
move hand to center	set the hand in center position

OPTION 21: ELBOW POSITION SENSOR

In this option you can set parameters of the sensor under elbow.

sensor deactivated	0
sensor activated	from 1 to 10 (1 – maximum sensivity; 10 – minimum sensivity)

OPTION 22: STRENGTH CHARACTERICTIC

To enter this option, press START, then switch using MAN / STRONG MAN buttons.

value 100	characteristics without changes
value <100	difficulty level - easier
value >100	difficulty level – more difficult

OPTION 23: GAME TIME

By this option you can set game time in seconds in range from 5s to 15 s.

POSSIBLE ERRORS:

- counter disconnected