



MANUFACTURER AND SELLER OF AMUSEMENT
MACHINES

JAKAR, 44 – 240 Żory, ul. Fabryczna 10, Poland
Tel./fax. +48 32 435 79 22; www.jakar.pl
e-mail: sales@jakar.pl

HAMMER OLD



I. INTRODUCTION.

The „HAMMER” strength machine is the amusement device designed for play in bars, clubs, cinemas, festivities, amusement parks, etc. The machine is profit-making device not paying the money prizes.

The machine is designed and made from state of the art materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

II. TECHNICAL PARAMETERS

<i>Height</i>	<i>238 cm</i>
<i>Width</i>	<i>80 cm</i>
<i>Length</i>	<i>115 cm</i>
<i>Total weight</i>	<i>130 kg</i>
<i>Power supply</i>	<i>220 – 240 V</i>

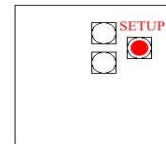
III. PARAMETERS CHANGE HAMMER - SETUP.

To enter SETUP turn-off the machine an holding SETUP key on the MAIN board turn it back on.

Switching between the SETUP items is realised by the following keys:

Confirmation of the selected option - SETUP button

Browsing the options - up/down button



1 - 6. Setting credits.

In option 1-3 set number of credits which shall be granted by the machine after a coin is inserted on the first, second and third coinbox channel. These are double options. The number of games (left display) and coin value (right display) related to the value may be set.

Example: Push SETUP, when small display is blinking the credit value shall be set, i.e. to 0,5. Confirm by pushing SETUP, then set the number of pulses related to 1. It means that inserting two coins on this channel gives 1 credit and 2 pulses on mechanical counter.

Options 4-6 relates to banknotes. Coding is realised the same way as above.

7. Record.

In this option the machine record value in the range 10 – 999 can be changed.

For that purpose *SETUP* shall be pushed, then the required record value shall be set with use of *up / down* button.

8. Test hardware.

Pushing appropriate buttons enables performing of the device operation test. After *SETUP* is pushed the following are tested:

- matrix display
- additional keys
- LED horseshoe
- LED plate
- Sensors (additional and plate)

9. Factory settings.

Pushing the *SETUP* button causes setting of setup options to factory settings.

Initial parameters are:

<i>CREDIT</i>	- 0
<i>PULSES</i>	- 1, 2, 5
<i>CREDITS</i>	- 1, 2, 5
<i>RECORD</i>	- 500
<i>PRESENTATION REPEAT TIME</i>	- 240 s = 4 min
<i>FREE PLAY</i>	- OFF
<i>CURRENT COUNTER</i>	- 0
<i>STRENGTH CHARACTERISTICS</i>	- 120

10. The presentation repeat time.

The option enables changing of the presentation repeat time. Set in seconds presents time, after which the music is played. Push *SETUP* then set the desired time and confirm.

11. Current counter.

This is the number of pulses recorded in the machine from last settling.
The current counter is reset after *SETUP* is pushed

12. Electronic counter.

This is information about number of pulses from the beginning of machine production.
The number cannot be deleted.

13. Resetting credits.

Push *START* to reset number of credits.

14. Free Play - free of charge play.

Push *SETUP*, switching through small display enables game parameters changing:

000 - Charged play

001 - Free of charge play

Confirm pushing *SETUP* after selection.

15 - 16. Ticket score options

17 – 19. Manufacturer’s options

20. Calibration.

The option enables setting of appropriate strength characteristics. The current strength characteristic value is presented on the left display - it may be changed by pushing *SETUP*.
The stright result is displayed on the right display.

Errors:

- counter disconnected