



MANUFACTURER OF AMUSEMENT MACHINES

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SKILL TEST

operator's manual



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I INTRODUCTION

SKILL TEST 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.

SKILL TEST brings to players a lot of excitement and fun. The player controls moves of a rod nailed to electronic mechanism with caterpillar track. The rod moves in horizontal and vertical direction and the player controls it using two buttons placed on the control panel. The button released once stops the rod in particular plane. The goal of the game is to put the rod in chosen hole.

There are three levels of the game; a player chooses it by clicking the one of three buttons (A, B or C) on the control panel. Picking A level by A button the player tries to win the smallest prize. B level picked by B button gives to the player an opportunity to gain more attractive prize. C level, which the player chooses by pushing C button let him to fight for the most valuable prize. The player just pushing one of these buttons and after that can releases it immediately – the mechanism will go to the choosen level on its own, moving vertically, then it will stop and it will be awaiting for next move. Then, the player pushes GO button (mechanism will start to move horizontally), holds it, following it by eyes carefully, and releases it only then he or she will be sure that the rod will archieve the target surely – a chosen hole, what leads to win a prize.

II TECHNICAL PARAMETERS

DEPTH	80 cm
WIDTH	100 cm
HEIGHT	200 cm
WEIGHT	210 kg
POWER SUPPLY	100-240 V

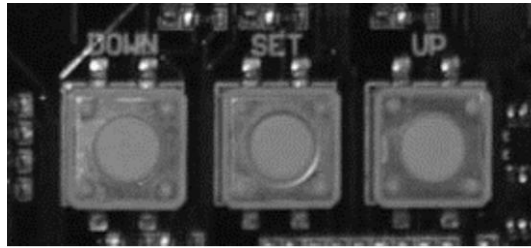
III SAFETY ADVICES

All metal parts are connected together and machine must be plugged into the socket with ground terminal AC 230 V 50 Hz. Only this connection makes the game safe and the machine will work properly.



IV PRIMARY SETUP

To enter setup, there have to be 0 credits on the machine! To navigate within the menu, use button SET. By clicking buttons UP and DOWN change the parameters.



SOUND SETTINGS

VOLUME DEMO (-/+) – a demonstration volume;

VOLUME VOICE (-/+) – a voice volume;

VOLUME MUSIC (-/+) – a music volume;

VOLUME ALARM (-/+) – uan alarm volume;

VOLUME WIN (-/+) – use DOWN / UP buttons to set winning sound volume;

BASS MP3 (-/+) – more or less bass line;

TREBLE MP3 (-/+) – more or less trebles line.

AN ELECTRONIC COUNTER SETTINGS

IN1 – quantity of credits from the beginning (no possibility to cancel);

IN2 – quantity of credits after last cancellation (a possibility to cancel by pressing DOWN / UP buttons);

OUT1 – quantity of wins – big prizes (no possibility to cancel);

OUT2 – quantity of wins – small prizes (no possibility to cancel).

CREDITS SETTINGS: A COIN AND A BILL ACCEPTOR

Example: You want to install in machine € (euro) currency.

To make the machine work with coins: 0,50€, 1€, 2€, 5€ and banknotes: 5€, 10€, 20€, 50€, and to make a counter count money 1:1, you should set credits like this:

0,50€ = 0,50 of credit

10€ = 12 credits

1€ = 1 credit

20€ = 25 credits

2€ = 3 credits

50€ = 62 credits

5€ = 6 credits

For a coin acceptor, as well as for a bill acceptor, there are 4 channels:

COIN CH1, COIN CH2, COIN CH3, COIN CH4 – designations for coin acceptor channels;

BANK CHN1, BANK CHN2, BANK CHN3, BANK CHN4 – designations for bill acceptor channels

Values set on channels should be like this:

COIN CHN1: 0,50

Credits: 0,50

COIN CHN2: 1

Credits: 1

COIN CHN3: 2

Credits: 3

COIN CHN4: 5

Credits: 6

BANK CHN1: 5

Credits: 6

BANK CHN2: 10

Credits: 12

BANK CHN3: 20

Credits: 25

BANK CHN4: 50

Credits: 62

1. Use DOWN / UP buttons to modify quantity of coins and credits.
2. Use SET button to navigate between channels (1-4) and credits.
3. An arrow shows, which position you are changing at the moment.

OTHER SETTINGS SETTINGS

FREE PLAY (ON / OFF) – free game (on / off);

TICKET DISPENSER – ticket dispenser settings

V AN ADVANCED SETUP

To enter setup, there have to be 0 credits on the machine! Press simultaneously DOWN and UP buttons to enter an advance setup. Using SET button, choose function.

RESET (back to factory settings) – press simultaneously DOWN and UP buttons. Then, press SET button to return to factory settings;

STATISTIC LINE – press simultaneously DOWN and UP buttons to check statistics – how many games won for how many games whenever played;

PRESENTATION TIME – use DOWN / UP button to set a presentation time;

HELP TO WIN DISTANCE – disactive;

CALIBRATION – a calibration of the device.

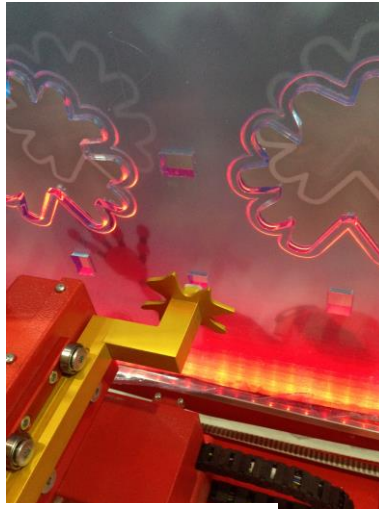
To do a calibration, go through steps below:

- 1) Press simultaneously DOWN and UP buttons. On the display placed on the control panel will appear a message:

CALIBRATION Y

KEY A&B&C&GO

Using A, B and C buttons you should put the rod in a position, which will make the rod able to reach square-shaped hole placed below and in the center of a front.



- A – the rod moves to right/left side
- B – the rod moves to up/down side
- C – the rod moves to front/back side

When the rod is placed in the hole already, confirm settings by pressing GO button.

- 2) The device starts to autocalibrate – the rod reaches holes placed vertically first, and later these placed horizontally.
- 3) If the rod does not reach any of holes, it is necessary to carry out all process of the calibration again.
- 4) After calibration, the following message appears on the display, placed on the control panel:

CALIBRATION OK

If the system was reseted (**SET DEFAULT**), it is necessary to calibrate the device again.

CALIBRATION TEST – checking the calibration correctness of the device.

- 1) Press simultaneously DOWN and UP buttons. The following message appears on the display, placed on the control panel:

CALIBRATION TEST
KEY GO

After pressing GO button half-automatical calibration test starts. Every move of the rod going towards every hole and towards its starting position has to be confirmed by pressing GO button.

- 2) After finished calibration test on the display placed on the control panel will appear a message:

CALIBRATION TEST OK

- 3) Turn of the device, unplugging it from the socket, and turn on again.

GIVE BALL BEFORE GAME OR NOT – use DOWN / UP buttons to decide whether the machine will give a capsule before the game or not

VI HOW TO PUT PRIZES ON PRIZE ARMS CORRECTLY

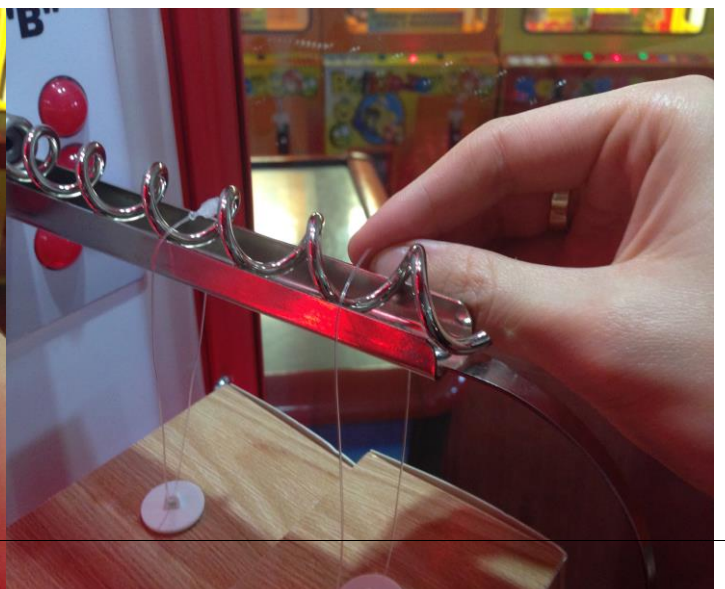
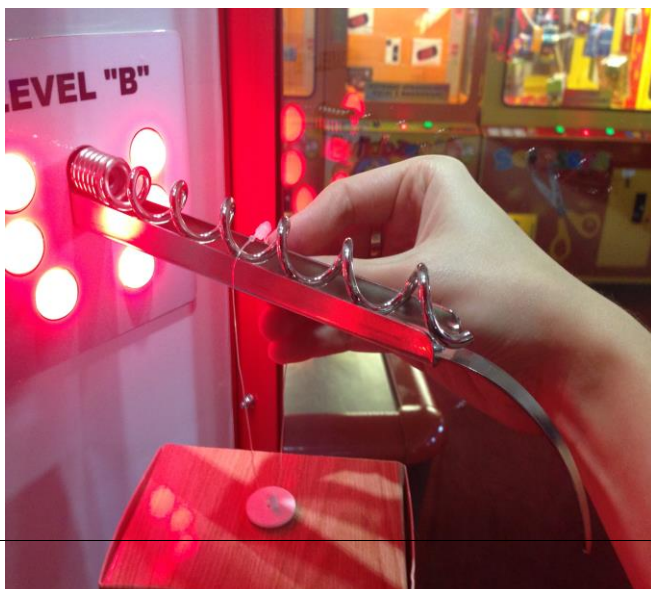
1. To put the prize on prize arm, unscrew the locking pin from the spiral by turning it in a clockwise direction.



2. To make putting prizes easier, fit the locking pin to the prize arm and define, above which loop a colorful sticker will be placed.



3. Put prizes on appropriate loops, starting from this one, which should fall on the end. Remember that the first prize should be placed on the first loop of the spiral, marked by colorful sticker, counting from the beginning, and the next have to be placed two loops further – exactly in spaces marked by colorful stickers.



4. After placing prizes reach the locking pin over hanging ties supporting prizes and screw the locking pin into the prize arm by turning it in anti-clockwise direction.



5. Pay attention to the fact, if all prizes are hanging within a loop marked by colorful sticker.



6. Properly hanging prizes.



Prizes placed improperly (and prizes in dimensions more than 155 x 120 x 90 mm) may cause losses for operator. Prizes are placed improperly, when they are hanging:

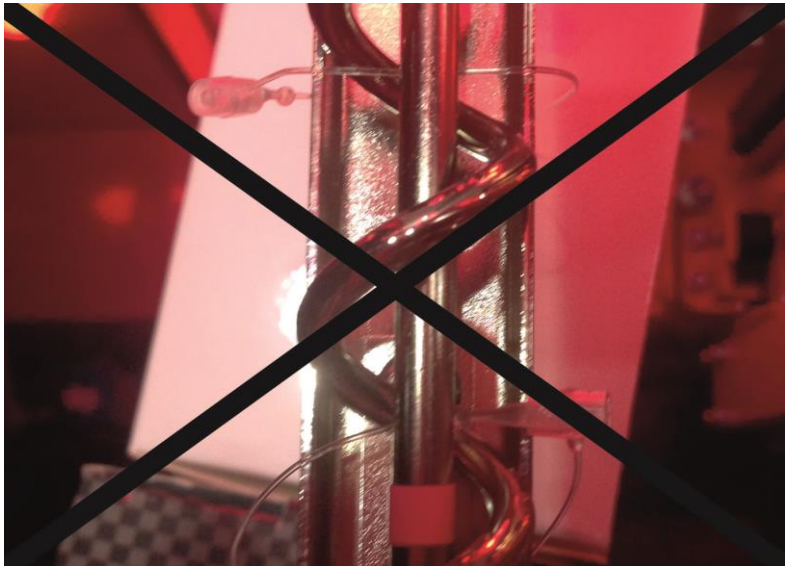
1) above the locking pin;



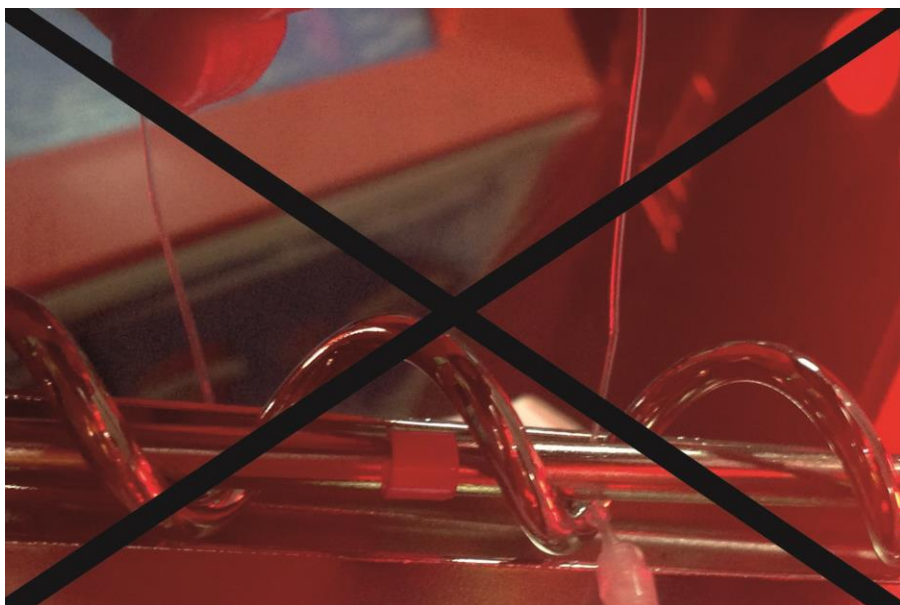
2) below the locking pin and below the spiral;



3) too close to each other (on neighbouring loops);



4) below the locking pin and on the loop, but on loops non-marked with sticker.



VII TYPES OF ERRORS APPEALING ON THE DISPLAY

1) Errors, which can occur during game mode:

ERROR 1

TILT alarm is starting because of shaking the device.

ERROR 2

Alarm connected with sensors (so-called sensor-award) placed within a prize basin are starting because of try of stealing prizes through this basin.

ERROR 3

Sensor-award does not work (broken diodes, unplugged cables etc.);

ERROR 6

A situation, when prize has been won regardless of blocks set previously (f. ex. when some piece of plexi in the front broke); the device let a player to win this one prize but after that it is blocking itself and remains blocked until service intervention. To unblock the device after support provided by service, you should press SET button on the remote controller. The device keeps in memory a scheme of blocks but after unblocking it counts them from the beginning.

2) Errors, which can occur during calibration process or calibration test:

ERROR Z1

The rod has been screwed too tightly to the mechanism, so its moving in front/back sides is very hard.

ERROR Z2

A switch in the rod is broken or pushed inside.