



MANUFACTURER AND SELLER OF AMUSEMENT MACHINES

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SPEED HUNTER

OPERATOR'S MANUAL



I. INTRODUCTION

Speed hunter is a brand new amusement machine on the market! It has been made from the best quality materials. The Speed Hunter can be placed indoor, ex. in shopping centres, clubs, playgrounds or discos. Every player has guaranteed great fun during playing this game.

All fun lovers are given a great opportunity to take part in an unforgettable car race. The main goal of the game is to drive the car successfully up to the finish line without crash. If the finish line is reached, prize will be won.

Player drive the car by moving the joystick. The car must follow exactly the middle of the road, as hitting crash barriers ends the race. At the beginning of the race, player chooses one out of three roads:

- left side road: race for Small Prize,
- middle road: race for Small Prize,
- right side road: race for Big Prize.

II. TECHNICAL PARAMETERS

<i>Height:</i>	<i>200 cm</i>
<i>Width:</i>	<i>70 cm</i>
<i>Lenght:</i>	<i>90 cm</i>
<i>Weight:</i>	<i>205 kg</i>
<i>Power supply:</i>	<i>220 – 240 V</i>
<i>Power consumption:</i>	<i>90 W</i>

!!! ATTENTION !!!

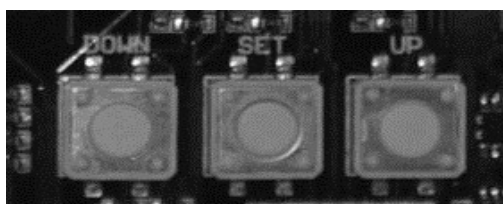
All metal parts are connected together and the machine must be plugged into the socket with ground terminal AC 230 V 50 Hz. Only this connection makes the game safe and the machine will work properly.



III. PRIMARY SETUP

To enter SETUP there have to be 0 credits on the machine.

Use buttons from the remote controller, situated behind the front door.



Press SET button to choose function.

All messages are shown on LCD display, on the front panel.

VOLUME DEMO – use buttons DOWN / UP to set demonstration volume

VOUME VOICE – use buttons DOWN / UP to set voice volume

VOLUME MUSIC – use buttons DOWN / UP to set music volume

VOLUME ALARM – use buttons DOWN / UP to set alarm volume

VOLUME WIN – use buttons DOWN / UP to set winning sound volume

VOLUME MP3 – use buttons DOWN / UP to set volume mp3 (up, down)

BASS MP3 – use buttons DOWN / UP to choose more or less bass line

TREBLE MP 3 - use buttons DOWN / UP to choose more or less trebles

Electronic Counter:

IN1: not possible to cancel – quantity of credits from the beginning

IN2: possible to cancel (by pressing buttons DOWN / UP) - quantity of credits after last cancellation

OUT1: quantity of wins (big prizes)

OUT2: quantity of wins (small prizes)

Not possible to cancel

CREDITS SETTINGS – FOR COIN AND BILL ACCEPTORS

Example - € (eur) coins,

We want the machine work with 0,50/1/2 € coins, and 5/10/20 € bills,
and counters will count money 1:1

0,50 € = 0,50 credit

1 € = 1 credit

2 € = 3 credits

5 € = 6 credits

10 € = 12 credits

20 € = 25 credits

For coins:

COIN CHN1: 0,50

Credits: 0,50

COIN CHN2: 1

Credits: 1

COIN CHN3: 2

Credits: 3

For bills:

BANK CHN1: 5

Credits: 6

BANKCHN2: 10

Credits: 12

BANK CHN3: 20

Credits: 25

Use buttons DOWN / UP to change value of coin and number of credits

Use button SET to move between channels (1 - 4) and Credits

The arrow means which position you can change at the moment

There are 4 channels for coin acceptor: COIN CHN2, COIN CHN3, COIN CHN4;
and for bill acceptor: BANK CHN1, BANK CHN2, BANK CHN3, BANK CHN4

FREE PLAY

Use buttons DOWN / UP to choose type of game

Off – free play mode off

On – free play mode on

TICKET DISP

IV. SPEED HUNTER SETUP

To enter SETUP there have to be 0 credits on the machine.

Press simultaneously buttons DOWN and UP to enter the SETUP.

Use SET button to choose function.

GIVE BALL BEFORE GAME OR NOT - use buttons DOWN / UP to choose whether the machine will give a capsule

RESET – back to factory settings - Press simultaneously buttons DOWN and UP. Then, press SET button to return to factory settings.

STATISTIC LINE - Press simultaneously buttons DOWN and UP to check statistics, how many wins for how many games played

PRESENTATION TIME - use buttons DOWN / UP to set the presentation time

CALIBRATION

Press simultaneously buttons DOWN and UP.

Then, press SET button.

Calibration will start automatically.

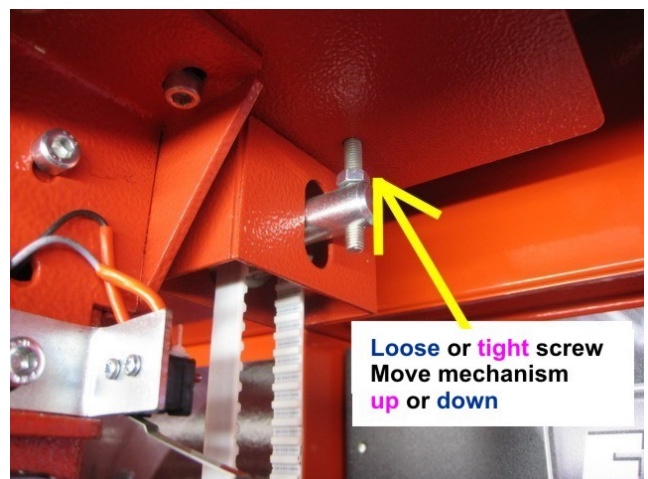
You can receive some instructions on the LCD display, what to do during calibration:

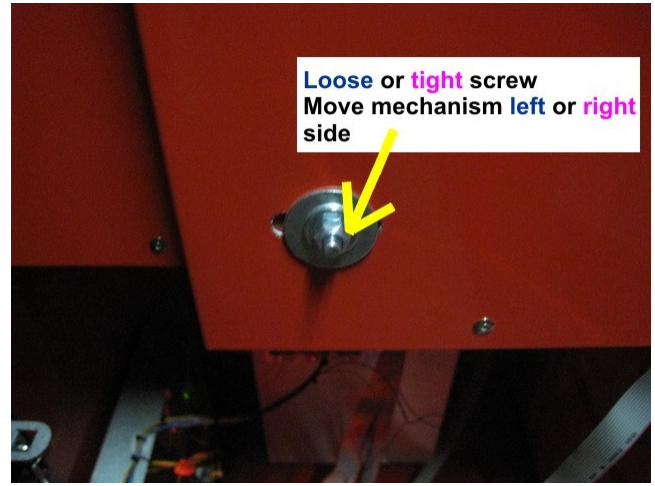
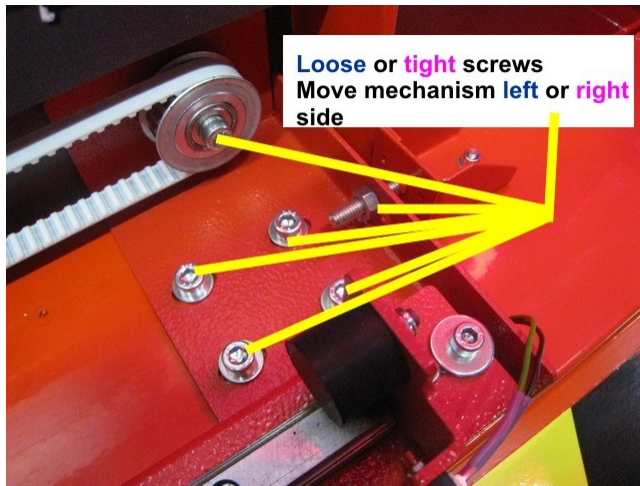
Loosen the belt Y or increase to 12,8V – please loosen vertical belt (loosen screws on attached photo, and move a little bit the whole mechanism down)

Tighten the belt Y or reduce to 12,2V – please tighten vertical belt (tighten screws on attached photo, move a little bit the whole mechanism up)

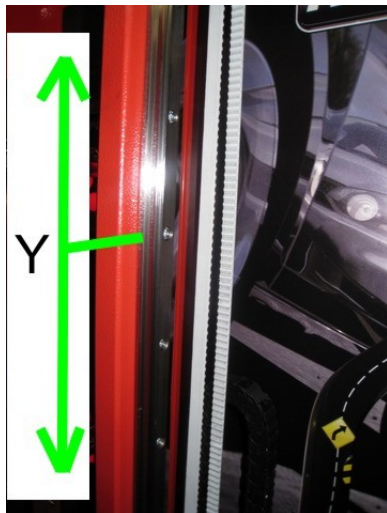
Loosen the belt X or increase to 12,8 V – please loosen horizontal belt (loosen screws on attached photo, and move a little bit the whole mechanism to left side)

Tighten the belt X or reduce to 12,2V – please tighten horizontal belt (tighten screws on attached photo, move a little bit the whole mechanism to right side)

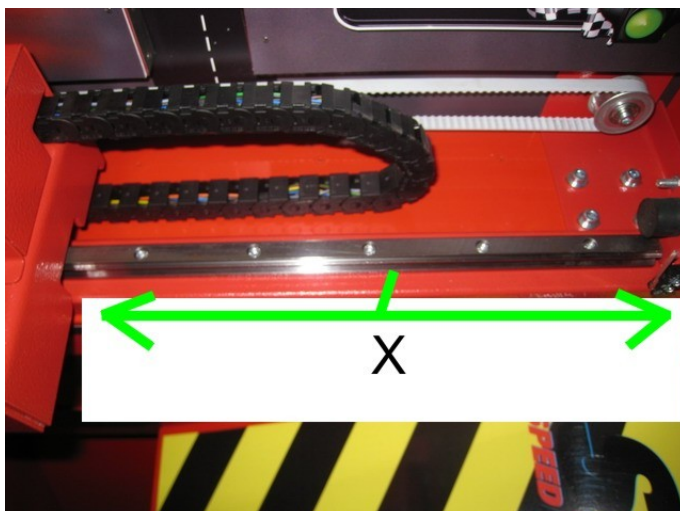




Apply grease on m. Y and repeat calibration



Apply grease on m. X and repeat calibration



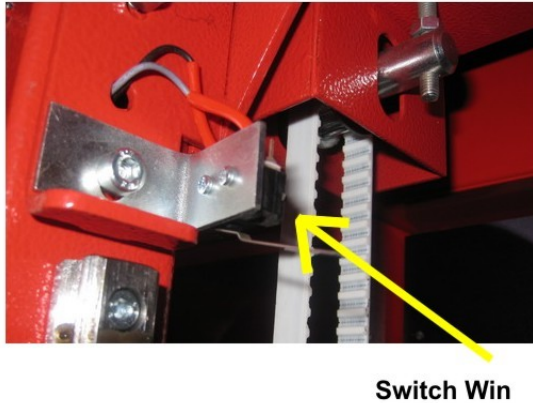
When calibration will be finished on the LCD display you will see “CALIBRATION OK”.
Then, switch off and switch on the machine.

V. ERRORS

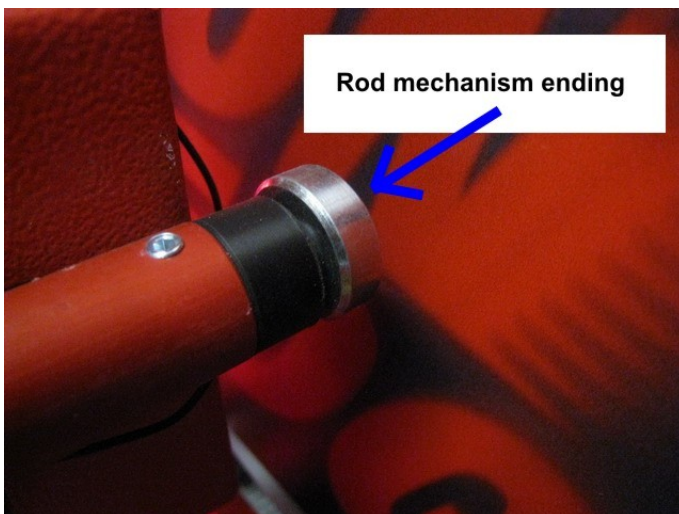
ER 1 – Tilt

ER 2 – Prize sensor tilt

ER 3 – Switch Win (mechanism does not reach position “UP”)

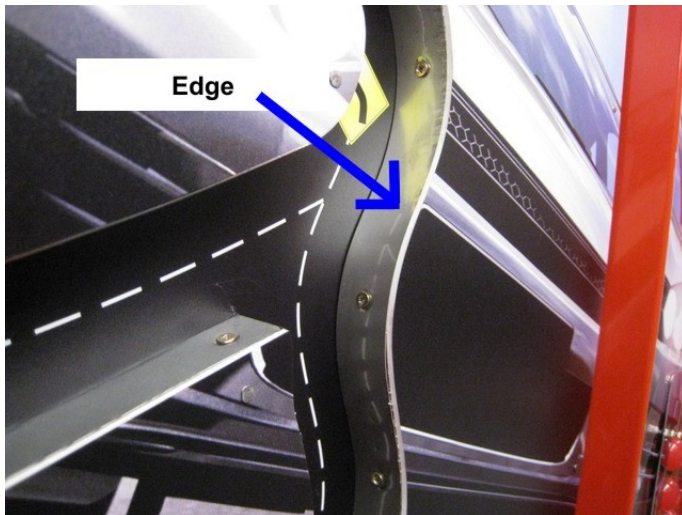


ER 4 – Disconnected cable from rod ending or mechanism is blocked mechanically

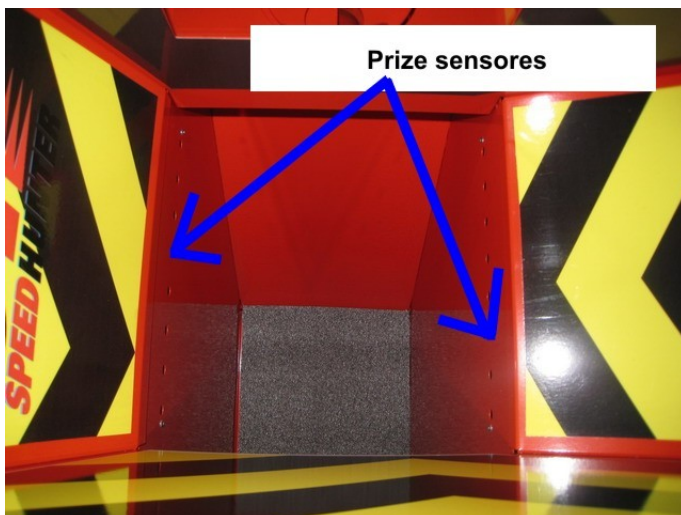


ER 5 – machine is miscalibrated

ER 6 – prize is won, but blocks are still on (cable from rod ending is disconnected or cable from edge is disconnected)



ERROR Sens 03 (Cz.Na) – prize sensors do not work correctly (please clean them, check cable connection)



IMPORTANT:

ERRORS 4, 5, and 6 will block the machine. It must be unblocked manually by operator

VII. HOW TO PUT THE PRIZES ON THE PRIZE ARMS



Prize Arm with locking pin inside



Locking Pin



Hanging Ties

1. Unscrew the Locking Pin, by turning it in a clockwise direction.
2. Remove the locking pin by pulling it all the way out.
3. Put plastic hanging tie on each prize, so they will hang on the loop made with it.
4. First prize to be won, should be positioned on the first spiral, at the front.
5. Space the prizes apart on the arm, by every 2-3 spirals.
6. Reinsert the locking pin, and tighten it by turning it in anti-clockwise direction.
7. Make sure the locking pin stays above hanging ties.