

MANUFACTURER AND SELLER OF AMUSEMENT MACHINES

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SPEED RACE



I. INTRODUCTION

Speed Race is the name of new strength testing device. The device premiere took place at the company's stand during ATEI 2007 trade fair in London. It is the modern version of the strength testing device used formerly in amusement parks and funfairs. Electronic version of the device is equipped with load in the shape of car. As befits the 21st century, car pushing strength measurement is realised by electronic sensors and presented on multicoloured matrix display. Additionally, to make the Speed Racer more attractive, the interactive light ruler is installed along the car movement path. Besides the strength measurement also the best result is presented on the display and the record beating entry input is enabled. To adapt the device even more to the modern times, the company invented, that the car pushed by the competitor crashes in the end of the tunnel path and the device measures the car speed when it hits the wall.

II. TECHNICAL PARAMETERS

Height: 195 cm Width: 100 cm Length: 350 cm Total Weight: 360 kg

Power Supply: 220 - 240 V

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III. PARAMETERS CHANGE SPEED RACE - SETUP

Using the SETUP function switch the later machine behaviour can be modified.

Pushing START - Confirmation, enter the selected option

Pushing left / right buttons - Browsing the options

1. AUDIO.

- Audio settings. The range 0 - 10.

All The whole machine volume
 Logo The company logo volume
 Presentation The presentation volume
 Game The game volume

- The tones tunner. The range 0 - 10.

Bass Low tones
 Medium tones
 Treble High tones

- The presentation repeat time. The range up to 240 minutes.
- The device music style. Selection *POP / ROCK*.

2. GAME.

The password in option no. 25 is required to enter Game changes.

- The game settings

Volume - 7 - 8 Bass - 5 Medium - 10 Treble The presentation repeat time - 5 min Free Play - Off Strength - 100 % Record - 600 Credit - 0

- Coinbox settings

Channel 1 Pulses/Coin value Channel 2 Pulses/Coin value Channel 3 Pulses/Coin value Pulses/Coin value Channel 4

- Scanner settings

Channel 1 Pulses/Coin value Channel 2 Pulses/Coin value Channel 3 Pulses/Coin value Channel 4 Pulses/Coin value

- Free Play. Free of charge play option.

- Charged play 1

- Free of charge play

- Strength characteristic. The range 50% - 150%.

Value < 100 - Difficulty level - easier

Value 100 - Characteristics without changes *Value* > 100 - Difficulty level – more difficult

- Strength record setting. The range 500 950.
- Roulette result tollerance.
- The customer's password change.

Push START to enter password. Four digits are presented on the display.

Use left / right buttons to change the digits. Push START to accept the first digit and the same for the other digits.

3. COUNTERS

In this option the electronic counter status can be checked.

- Payoff number (XXXXXX) Number of the machine settlings

- Total counter (XXXXXXXXXX) Total electronic counter

- Payoff counter:

- Target BEAT-UP Number of beaten results in target

4. ADVERTISEMENT

In this option the advertisement designing is possible

- ADVT BOXER (max 78 characters) Boxer advertisement - ADVT STRENGTH (max 78 characters) Strength advertisement

ADVT TARGET (max 78 characters) Roulette (target) advertisement
 ADVT LOGO (max 15 characters) Name logo of the company
 ADVT PHONE (max 30 characters) Telephone no. advertisement

5. SERVICE

The machine operation is tested.

Display Display
Bag Punch ball
Light Halogen lamps

Coin Coinbox
Banknote Scanner
Key Keyboard

Counter Mechanical and electronical counter

Ticket Tickets

Check sum Audio and graphic memory test

Producer (Password) Producer's password Logo Off, Jakar, Ambasada, (...)

Flags