JM
JACKMANTECH

USER MANUAL

FISHING CHALLENGE

Thank you for choosing our product!

Our machines have been designed in such way, that their use and possible service won't cause problems even for unskilled staff. We have made every effort to ensure that our devices are safe to use. Nevertheless, everyone should familiarize themselves with our short instruction that will allow to safely install and use our machines.

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Important Safety Instructions

- Read and follow these instructions to use your Video Amusement Game safely.
- All metal parts are connected together and the machine must be plugged into the socket with earthing AC 230 V 50 Hz.(or 110 V for US version)
- Do not use this apparatus near water.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus that produce heat.
- Protect the power cord from being walked on or pinched, particularly at plugs and at the point where they exit from the apparatus.
- Protect power cord from exposure to liquids and moisture.
- Refer all servicing to qualified service personnel.
- Tempering with electronic components while machine is switched on may cause electric show, injury or death.

- Unless proper precautions are used by a qualified personnel, machine should be switched off while service area is accessed.
- Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- This apparatus has an on/off switch. To disconnect this apparatus from power, you must turn off the machines and disconnect the power cord.
- Make sure the power cord is always easily accessible.
- The Video Amusment Game is for indoor use only.
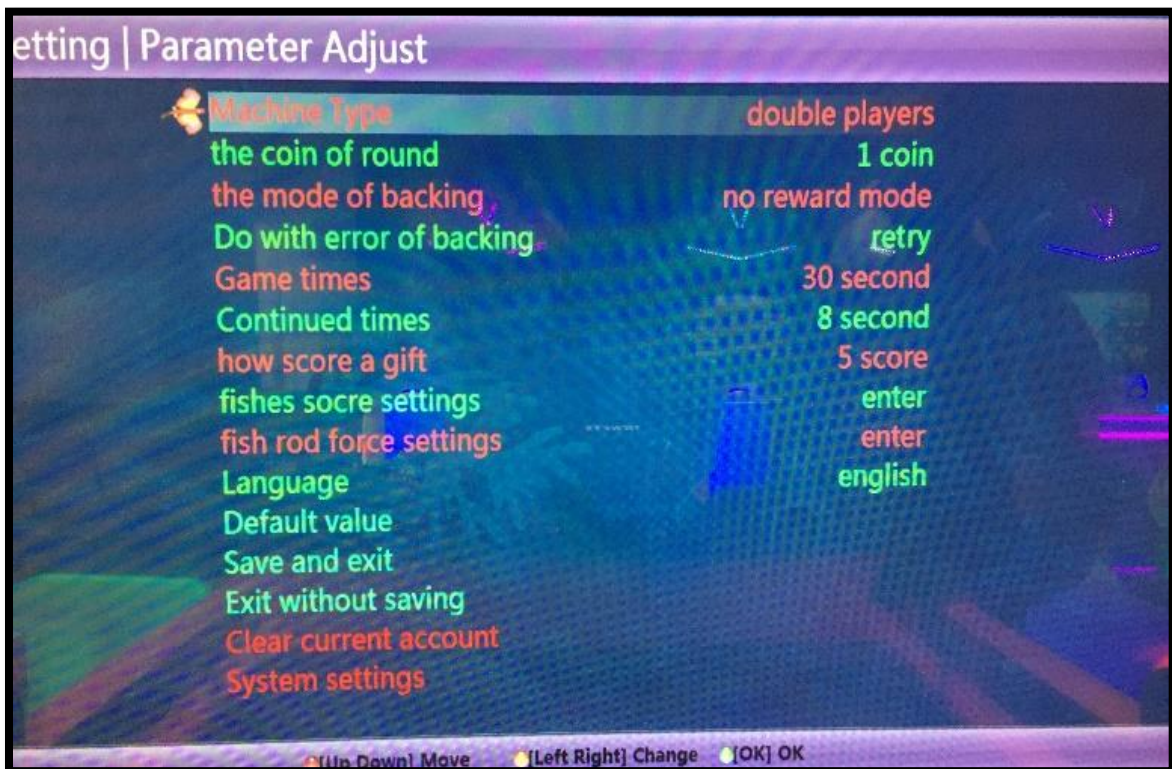
1. GAME BOARD SETTING

To enter settings mode on the game board use the small board inside to navigate:

1. UP

2. DOWN

3. +

4. −

5. OK
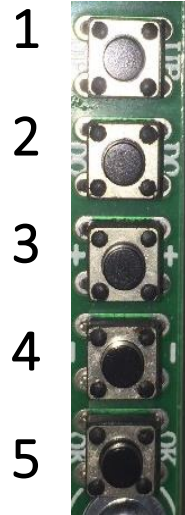
Enter setting mode by pressing OK for 10 seconds.

SETTINGS

etting | Parameter Adjust

Machine Type	double players
the coin of round	1 coin
the mode of backing	no reward mode
Do with error of backing	retry
Game times	30 second
Continued times	8 second
how score a gift	5 score
fishes socre settings	enter
fish rod force settings	enter
Language	english
Default value	
Save and exit	
Exit without saving	
Clear current account	
System settings	

[Up Down] Move   [Left Right] Change   [OK] OK

1. MACHINE TYPE

SINGLE PLAYER - game is originally set for 1 player and should remain unchanged

2. THE COIN OF ROUND

original setting of the machine is 1, and should remain unchanged. Actual number of coins enabling user to play a game is regulated in JM Operator Box

3. THE MODE OF BACKING

a) no reward mode: when playing game and reaching score, player do not receive any rewards - original settings of the machine

4. DO WITH ERROR OF BACKING

not apply – original settings of the machine

5. GAME TIMES

adjust desired duration (in seconds) of the single game after coin is inserted; recommended 60/90 seconds

6. CONTINUED TIMES

adjust time (in seconds) that next coin should be inserted to continue playing the same game and keep collecting the score (maximum 60 seconds; recommended 10 seconds)

7. HOW SCORE A GIFT

not apply; machine is not meant to give out any tickets/gifts

8. FISHES SCORE SETTINGS

enter the settings to regulate number of points player can receive by catching fishes from various levels (there are 6 layers + the lucky score - crab on the very bottom very rarely able to catch)

You can regulate the score from 1 to 50 (the lucky score from 100 - 5000)

9. FISH ROD FORCE SETTINGS

enter the settings to regulate the force rod is using when taking out fishes.

There is only 1 rod in this game; set up the force for each of the layer (there are 6 layers that can be modified; we recommend not exceeding 25 grade for the safety reasons)

TEST ROD FORCE: choose the grade and start using the rod to check the actual force
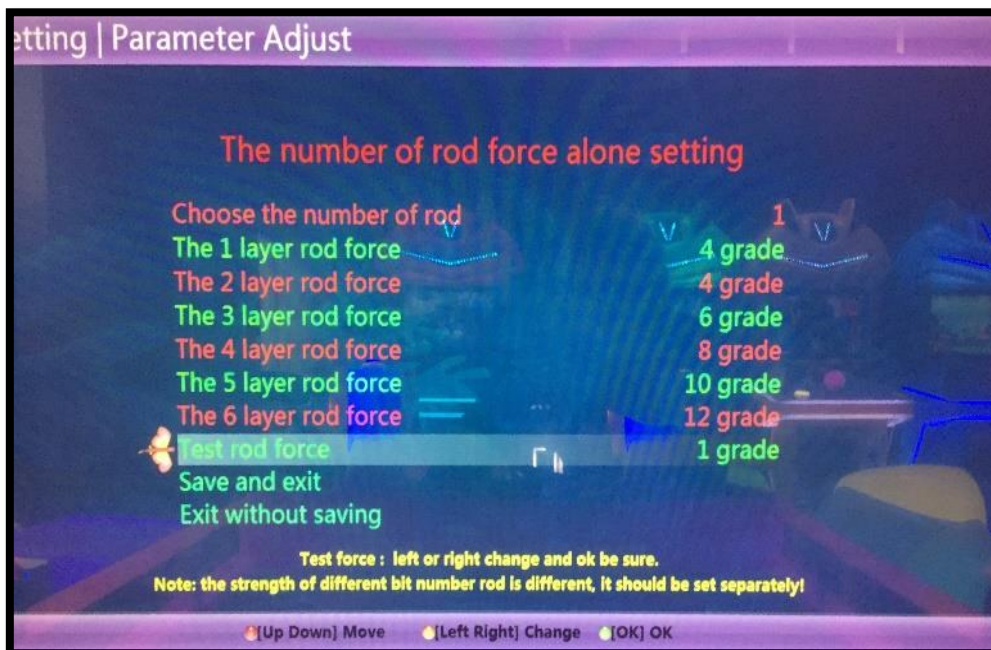
In the game there are 6 layers of fishes and animals, visible on the picture on the below:
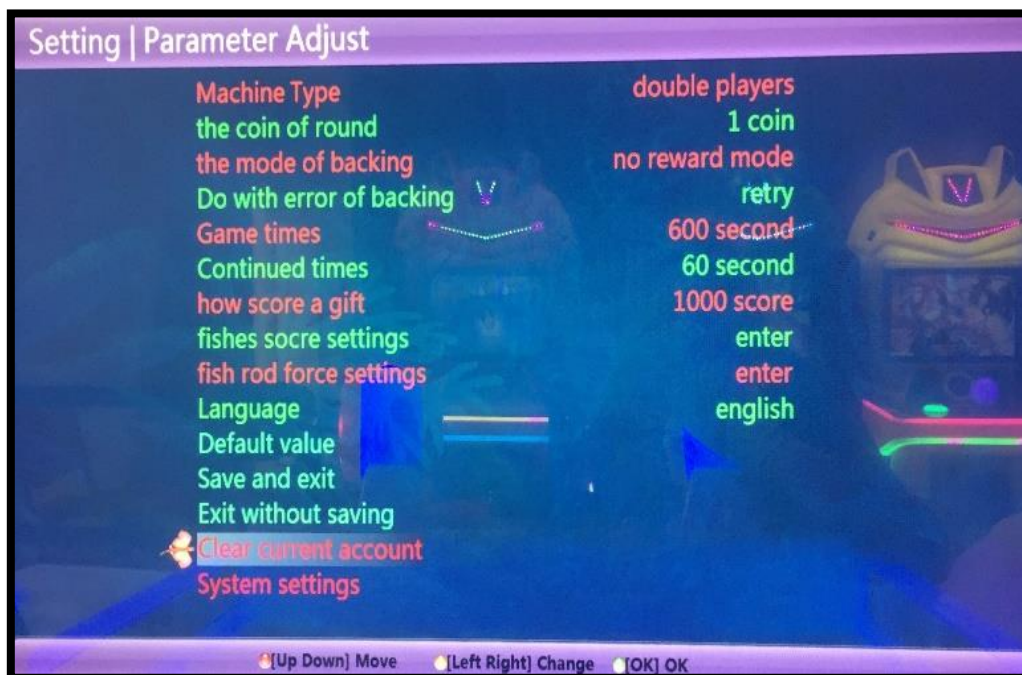

10.   LANGUAGE

original language of the game is English and cannot be modified

11. DEFAULT VALUE

not apply

2. OPERATING INSTRUCTIONS – WATER SHOOTER

This manual is for putting together two parts of the game Water Shooter to one consistent playing part.
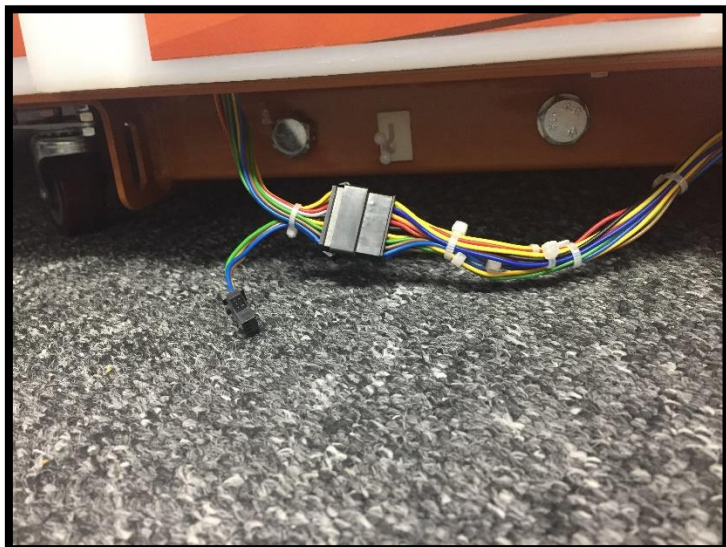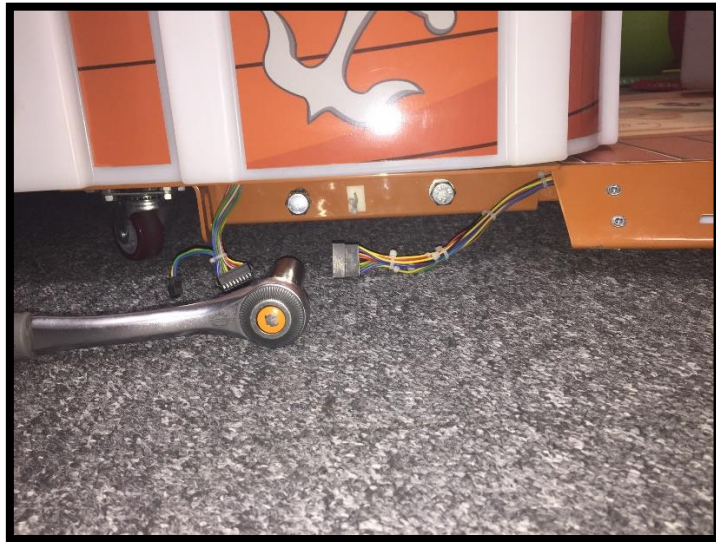
1. Slide the base right onto the machine:

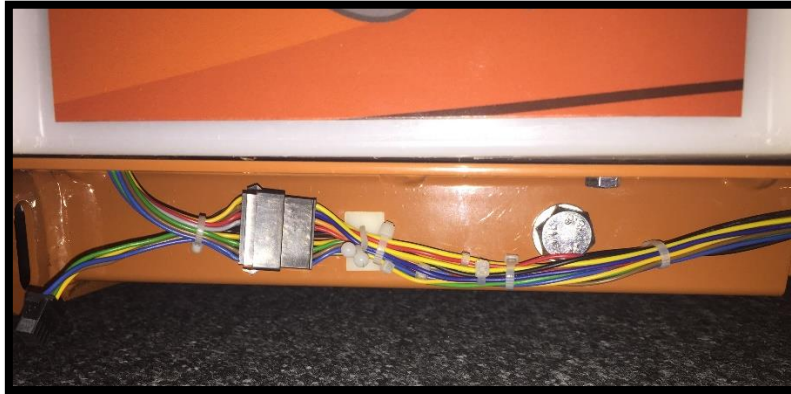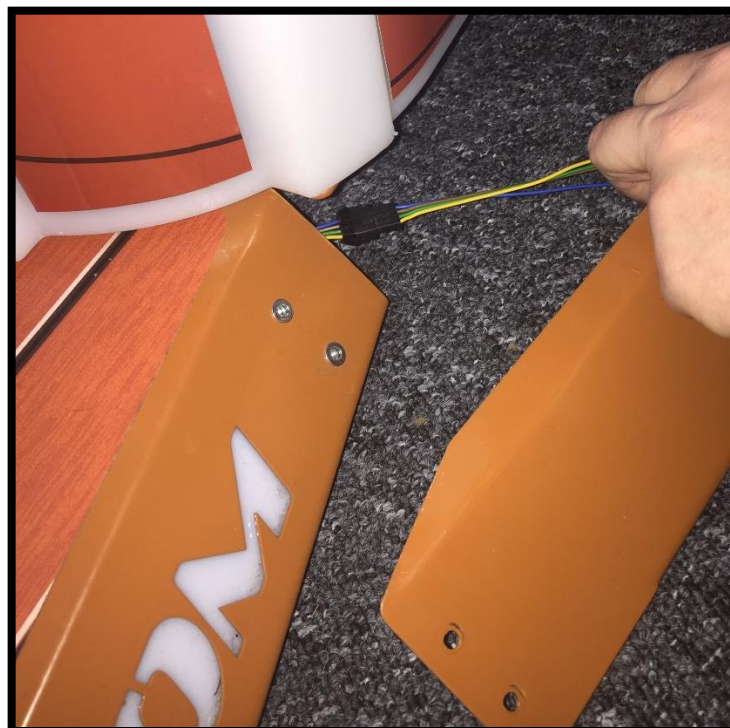2. Screw two large screws on both sides, connecting the machine with the base:

3. LEFT SIDE ONLY: connect main wires visible on the picture below together:
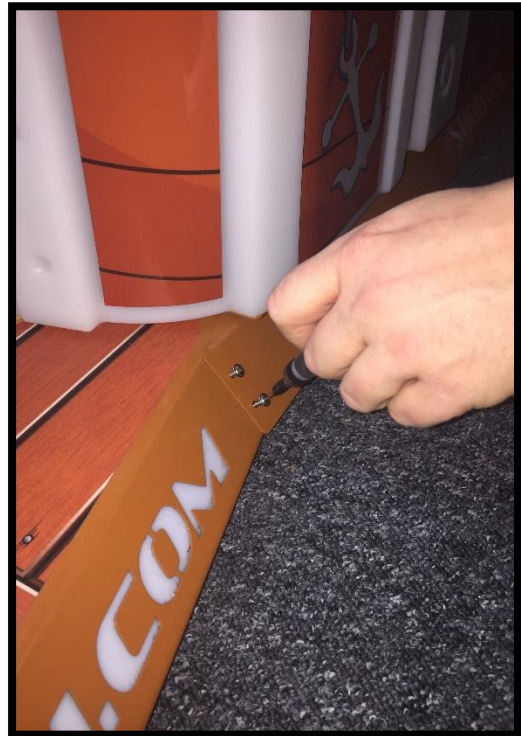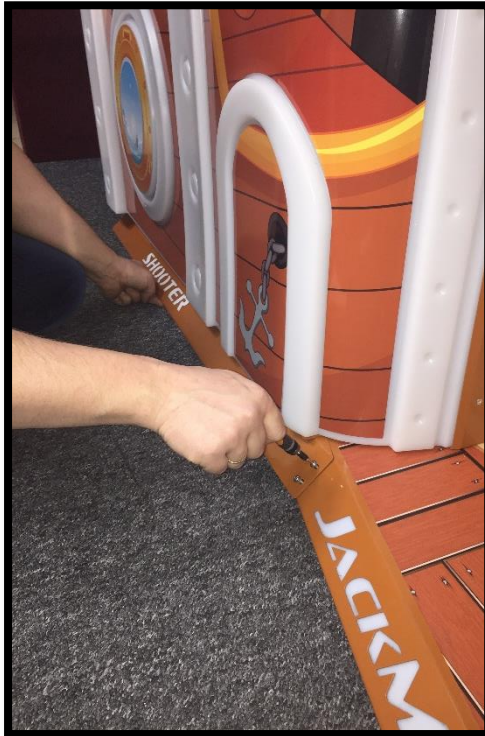
4. Wrap main wires around the plastic hook and connect small wires of the machines with the ones from the wing:

5. RIGHT SIDE ONLY: connect small wires visible on the picture below together:
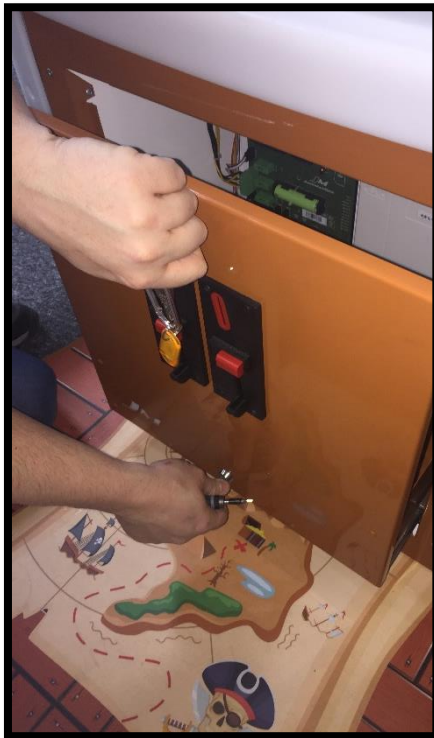
6. Join the wings (metal rods) to the machine. Use two small screws on each side:

7. Complete joining the wings by putting two small screws at the back of each side:

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8. Find the main cable in the money box of the machine:

9. Connect machine to electricity and fill up with *demineralized* water (MAXIMUM 21 LITRES – we recommend using slightly lower value):

3. CONSOLE SETTING

TOP BUTTON – refresh button, press it once you finished settings

BOTTOM LEFT – decrease value / go down

BOTTOM CENTRE – go to MENU / confirm

BOTTOM RIGHT – increase value / go up

1. COUNTERS

1.1 COLLECTIONS MACHINE

(process of taking out the money from the machine)

- the list of the employees entitled to cash collection will appear

- choose the name of the employee (to confirm press MENU button)

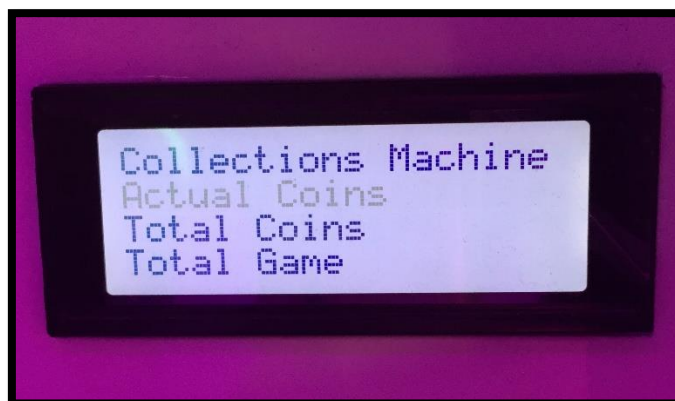- choose YES/NO (when choosing YES, data will be send to the application; process takes up to 15 seconds)

- amount of money machine has collected since last money collection will be displayed on the screen

- press MENU button to come back to main menu

1.2 ACTUAL COINS

(actual amount of money in the collector box at the moment; if the money has just been collected amount will be 0.00)
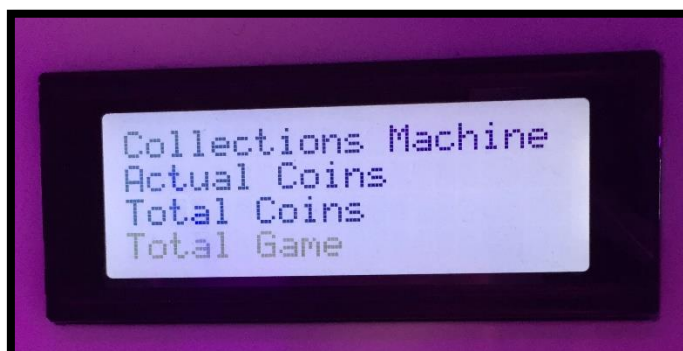
1.3 TOTAL COINS

(amount of money machine has collected since the beginning of creation)

1.4 TOTAL GAMES

(number of games machine has played since the beginning of creation)

2. SETUP MACHINE

2.1 <u>REFRESH DATA</u>

(any data that was set up, changed or adjusted will be loaded onto the game from JM Operator/to JM Operator after pressing chosen button; process takes up to 15 seconds)

2.2 VOLUME

- NO CREDIT (volume of machine when it is not in use)

- GAME (volume of machine during game played)

- PRESENTATION (volume of machine during presentation – after setting up the time, every couple of minutes machine turns on and plays short sequence that invites people to use the machine)

2.3 TIME

- PRESENTATION (change time; period of time in minutes machine will turn on every x minutes and play a short sequence that invites people to use the machine)
- GAME LED (change time; period of time after machine received money for LED lights to return to its original state – duration of the LED sequence)

2.4 <u>MONEY</u>

- COIN 1 (process of changing the coin acceptor)

Each of the channels has been programmed for different coin.

Channel 1 (EDIT) – how many coins (and of which kind) has to be inserted to play 1 game; there are 7 channels for possible set-up

- BILL/BANK 1 (process of changing the bill acceptor – ONLY APPLIES IF THERE IS PRICE BOX ATTACHED TO THE MACHINE)
- COIN 2 – not apply
- BILL/BANK 2 – not apply
- FREEPLAY OFF/ON (after changing basic front coin acceptor for front coin acceptor with a button)

After choosing ON, FREEPLAY mode will be activated - machine will play games without receiving any money

2.5 TICKET/GIFT

- GAME BOARD OFF/ON (after pressing ON settings from the game board will apply to the device)

- MANUAL OPTION: 1 game - .. tickets (choose the number of tickets the player will receive after 1 game played)

2.6 PASSWORD (NOT APPLY)

3. TEST MACHINE

3.1 <u>TEST COIN AND BILL ACCEPTOR</u>

After inserting a coin, machine reads the coin and displays the value of it on the screen

(PLEASE NOTE that the coin put inside during the TEST is not changing "TOTAL COINS" and "ACTUAL COINS" value of the machine – is not accountable)

3.2 <u>TEST GAME</u>

After choosing this option, 1 credit will be added automatically and the game will be played. Choose this option for checking the functionality of the game, buttons and all the parts involved (PLEASE NOTE that this credit will not be accountable to "TOTAL GAMES" value)
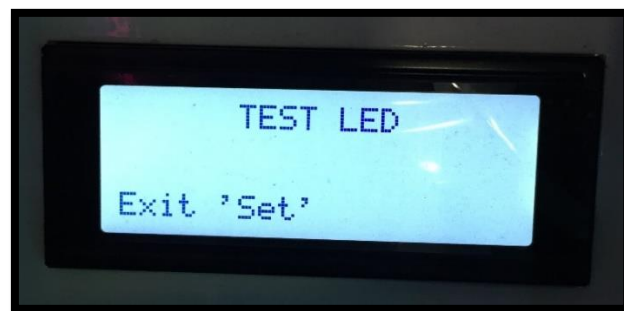

3.3 <u>TEST TICKET</u>

(not apply to the machines without the price box)

3.4 TEST LED

After choosing this option, each and every LED light will be turned ON and checked for proper functionality in 3 colors

3.5 INFO

- OWNER (displays information about the owner of the machine)
- JM MASTER (displays serial number and software version of the master)
- JM CONSOLE (displays serial number and software version of the console)
- JM ID1
- JM ID2

- SET MACHINE (displays serial number, name and color of the machine)

- BATTERY CONSOLE (displays voltage, condition and charging level of the battery in volts)