

JM

JACKMANTECH

USER MANUAL



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

WARNING:

Failure to follow these safety instructions could result in fire, electric shock, or other injury or damage.

- 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.
- Tampering with electronic components while machine is switched on may cause electric shock, injury or death.

WARNING:

Failure to follow these safety instructions could result in fire, electric shock, or other injury or damage.

- 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 machine and disconnect the power cord.
- Make sure the power cord is always easily accessible.
- The Video Amusement Game is for indoor use only.

1. GAME BOARD SETTINGS – WATER SHOOTER

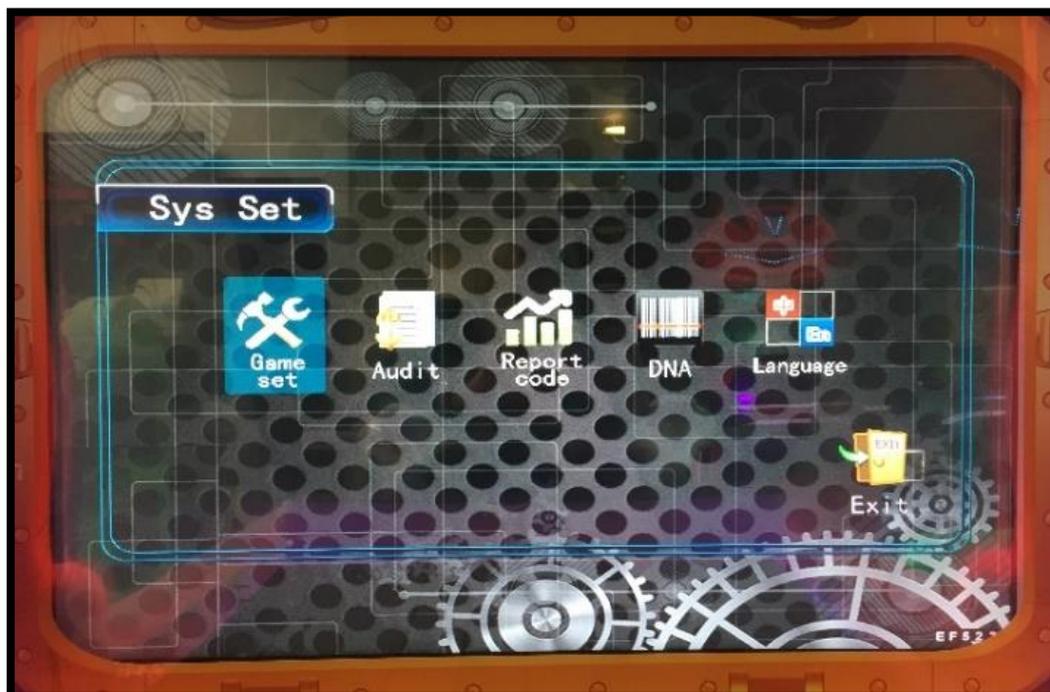
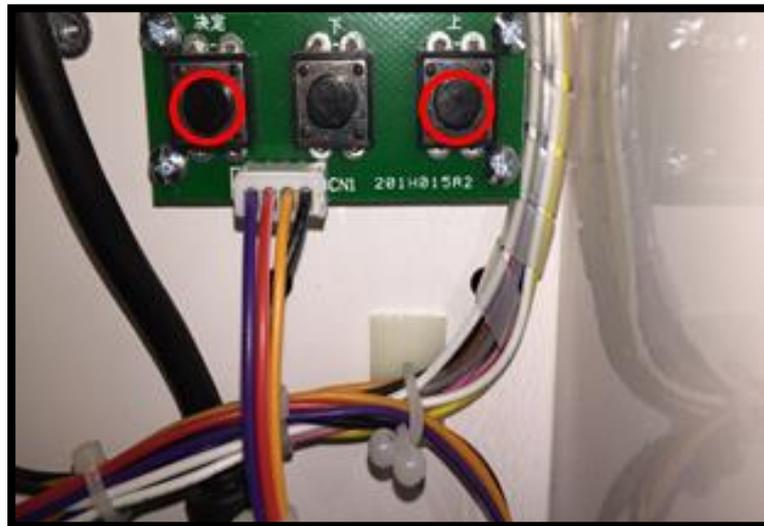
To enter settings mode on the game board press 1st and 3rd button at the same time for 3 seconds. To enter game board settings press OK on the first icon "game set".

Use the small board inside to navigate:

LEFT BUTTON: CONFIRM

MIDDLE BUTTON: UP

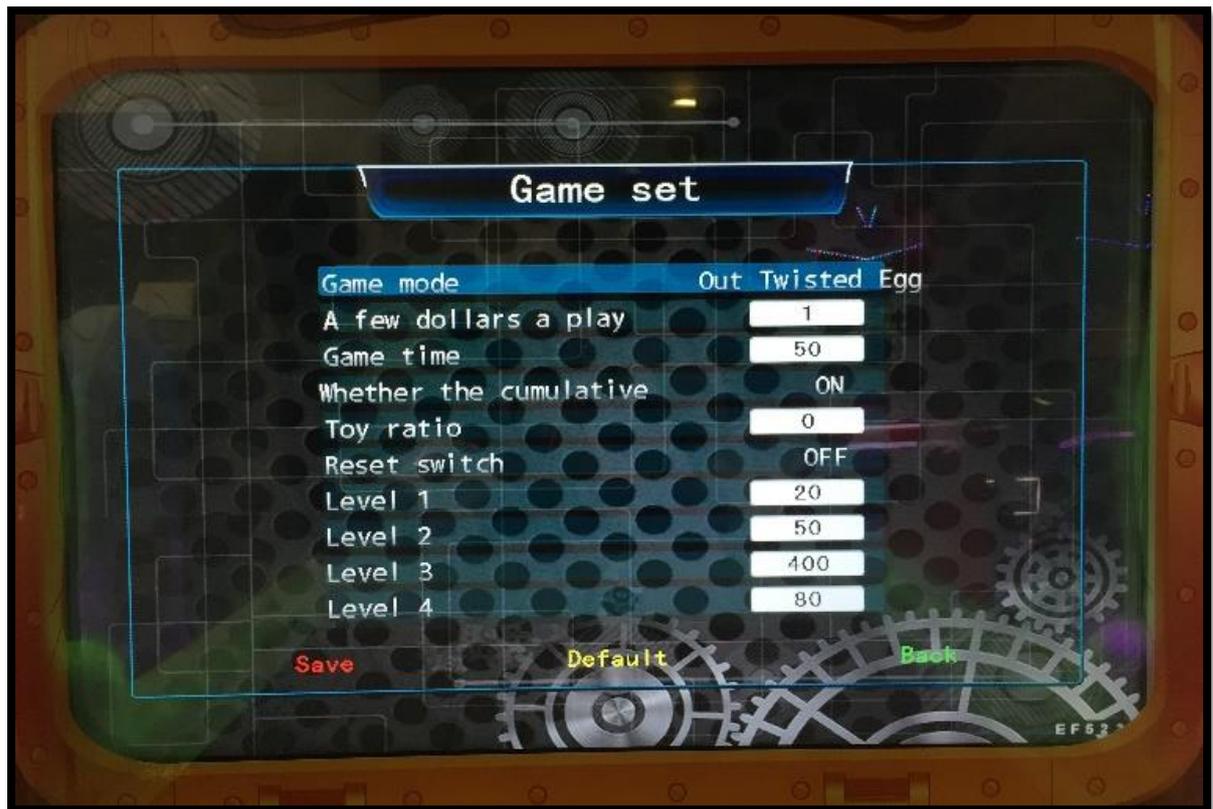
RIGHT BUTTON: DOWN





FOLLOWING INSTRUCTIONS WILL APPLY TO TICKET MODE:

1. **OUT LOTTERY TICKET** mode is set when owner is using tickets as a reward for the players.
2. **A FEW DOLLARS A PLAY** - original settings of the machine is 1 and should remain unchanged (actual coins required to play one game is regulated in JM Operator Box).
3. **LOTTERY RATIO** - modificate value of points (1 to 1500) each player needs to collect, to get 1 ticket at the end of the game.
4. **LEVELS (1-5)** - set here number of points that player needs to reach on certain level, to access next level (there are 5 levels, we recommend setting high value of points on level 3 (such as 200); machine will stop after 3 rounds - optimal time of the game).
5. **SPRAY TIME** - set the time in seconds (maximum 60, recommended 5) for how long you want the fog to be released for at the beginning of the game.

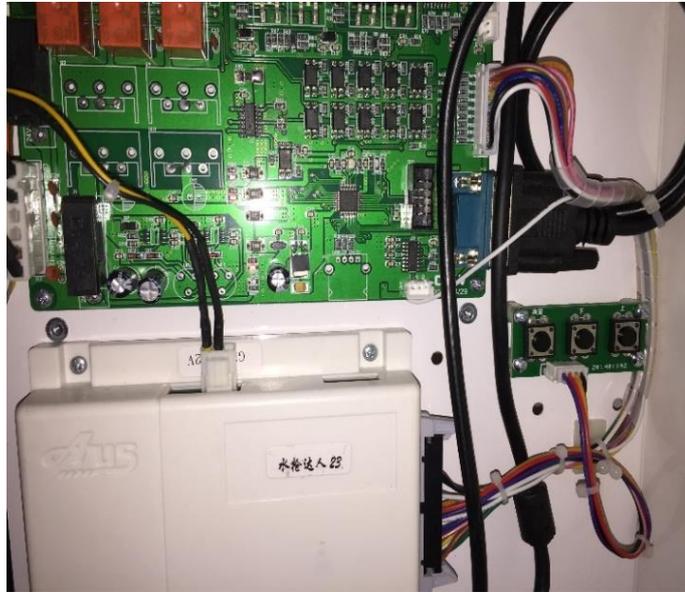


FOLLOWING INSTRUCTION WILL APPLY TO MACHINES WITH NO REWARDS GIVEN OUT:

1. **OUT TWISTED EGG** mode is basic setting of the machine.
2. **A FEW DOLLARS A PLAY** - original settings of the machine is 1 and should remain unchanged (actual coins required to play one game is regulated in JM Operator Box).
3. **GAME TIME** (in seconds) - set here the time of EACH ROUND after coin will be inserted by player. Number of rounds in a game is dependent - if a player reach certain amount of points another round will be played (explained in point. 7)
4. **WHETHER THE CUMULATIVE** - not apply, as the machine is not designed to give out gifts.
5. **TOY RATIO** - not apply, as the machine is not designed to give out gifts.
6. **RESET SWITCH** not apply.
7. **LEVELS (1-5)** - set here number of points that player needs to reach on certain level, to access next level (there are 5 levels, we recommend setting high value of points on level 3 (such as 200); machine will stop after 3 rounds - optimal time of the game.
SPRAY TIME - set the time in seconds (maximum 60, recommended 5) for how long you want the fog to be released for at the beginning of the game.

2. GUN CALIBRATION – WATER SHOOTER

To start water gun calibration take out the power supply cable from white game board box.



Game board will be turned off. Afterwards, plug the cable back into the box. And at the same time keep pressing MIDDLE BUTTON until the game board will turn on with calibration mode.





1. Gun (left) will start splashing water. Move the gun to the upper left corner, until is nable to move any further (go to maximum top left) Press middle button once finished.
2. Move the gun to the bottom right corner, until is unable to move any further (go to maximum down right). Press middle button once finished.
3. Pink circle will appear on the screen. Put the water stream towards center of the screen (for example girl's head). You need to navigate pink circle to be in exact same place as water stream. In order to do that use 2 (left & right) remaining buttons to navigate it do the right place. Once you finished moving right-left press middle button, that will enable you to navigate up-down, using 2 buttons. Once finished press middle button.
4. Right water gun will start splashing repet steps 3 to 5 to calibrate right gun.

3. FILLING WATER – WATER SHOOTER

This manual describes how to fill the water tank when necessary.

1. When the water level drops below the limit, the game will stop. Coins will no longer be accepted. A message will appear on the screen: **Beyond the water level lower limit.**



2. Fill up with 10l of demineralized water. Do not exceed this limit.



3. If you exceed the limit , the game will stop. Coins will no longer be accepted. A message will appear on the screen: **Beyond the upper water level**. Then, using a for example some cup pour the appropriate amount of water from the water tank.



4. If the bottom (green) float is not in the water, a message „Beyond the water level lower limit” will appear. If the red float rises up or is sunk, a message will appear „Beyond the upper water level”.



4. 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:

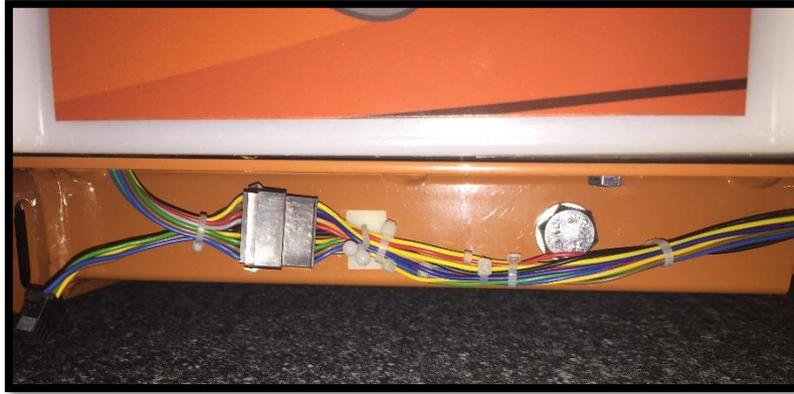




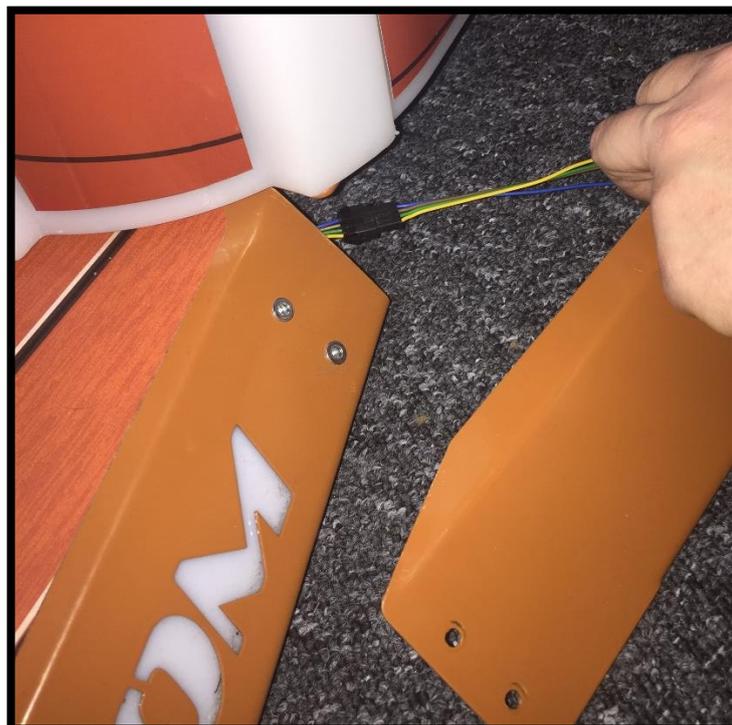
3. LEFT SIDE ONLY: connect main wires visible on the picture below together:



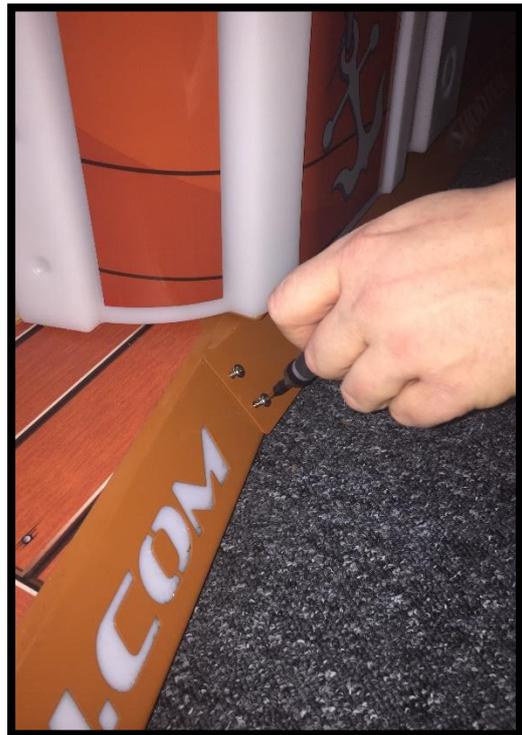
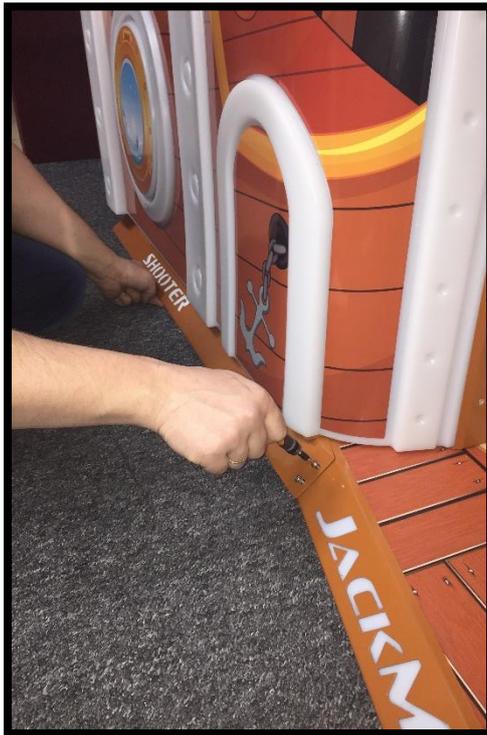
4. Wrap main wires around the plastic hook and connect small wires of the machines with the ones from the wing:



5. RIGHT SIDE ONLY: connect small wires visible on the picture below together:



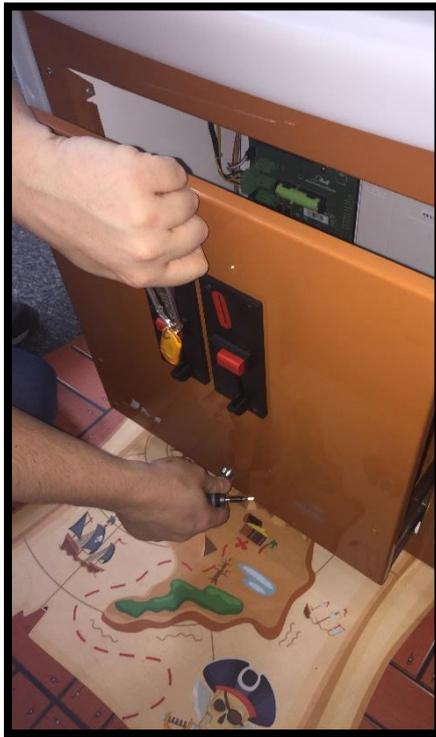
6. Join the wings (metal rods) to the machine. Use two small screws on each side:



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



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):



5. 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)

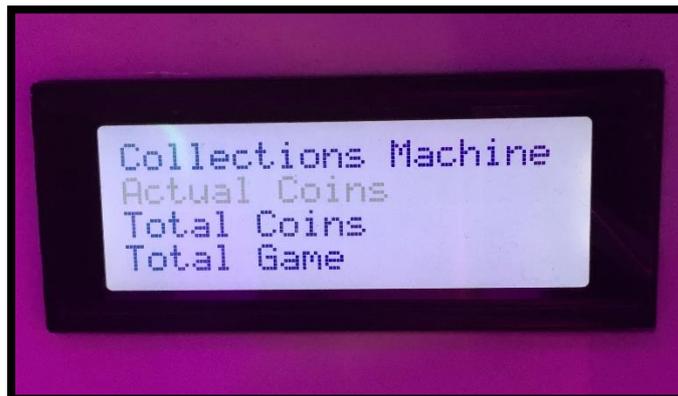


- amount of money machine has collected since last money collection will be displayed on the screen



- 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 REFRESH DATA



(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 MONEY



- 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 TEST COIN AND BILL ACCEPTOR



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 TEST GAME



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 TEST TICKET



(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)

