

INSTRUCTIONS FOR FOOL THE GUESSER

SCALE ASSEMBLY AND SETUP

The scale comes crated as three major components that will need to be assembled before the Scale can be operated. After assembly will be the calibration of the Scale Weight Head by Weights & Measures, or if not required, by the operator. And last, is the Game Options Programming that will set the range of WIN/LOSS for the various games.

Step 1: ****Please note. On earlier Scale models there will be a cross support with a pole that will need to be installed before final assembly. To install this support, turn the platform over. Remove the two load cells that are located closest to the three large holes on the platform. These will be held into place by a total of four 1/2" nuts. Using a 3/4" wrench remove the four nuts and lift the load cells off of the studs. Remove the four tube spacers located underneath the load cells. Install the cross support with the pole going through the center of the three large holes. Be sure that the four mounting holes line up with the studs and slide over them. Once the cross support is in position re-install the four tube spacers, place the load cells back onto the studs and re-install the four 1/2" nuts. Then run the 6 pin connector through the center of the pole support.*

The three major components are the Scale Face, Pedestal & Weighing Platform.

Step 2: Assemble the Pedestal to the Weight Platform. The bottom of the Pedestal is identified by the power cord exit. This should be assembled on to the Weight Platform with the gasket and bolts supplied. The power cord exits the rear of the platform. There is one cable that needs to be run up the center of the Pedestal and will connect to the Weight Head.

Step 3: Assemble the Scale Face onto the top of the Pedestal. There will be 2 connectors plus the power cable poking out the top of the pedestal. Gently tuck these back down into the pole so they will not be in the way of the Scale Face being placed on top. This should be done with 3 people, two must hold the Scale Face while another guides the position and bolts the Scale face to the Pedestal.

Step 4: All connectors need to be plugged together to connect the Scale face to the Pedestal and Weighing Platform electronics. There will be a 9 pin Molex (Strobes), a 6 pin Molex (Load cells for Weight Head), and finally the Power Cable. The Power Cable must be plugged into the Circuit Breaker with both White wires on one side and both Black wires on the other side. There will be one black & one white wire already present on the breaker. Be sure that the Black wire you plug in is on the same side of the breaker as the existing Black wire. Then the White wire you plug in must be on the same side as the White wire already plugged in to the breaker. These wires must not be crossed. The GROUND (green) wires are connected with the blue Bullet Connector. BE SURE THE GROUND WIRE IS CONNECTED before turning on the game.

Once this accomplished, the Scale can be powered up and checked for proper operation. It is important that the scale be placed on a flat, level, and uniform surface to obtain accurate readings.

SCALE CALIBRATION

The American Hi'Striker Scale uses a commercial scale kit that can be calibrated by Weights and Measures in your locale if necessary. Or you can perform this set up yourself with a known weight such as 80 pound sacks of sand or cement. To do this follow the attached instruction sheet for the Scale Head. Note that there are 2 different function setups for this device. The first, which are F functions are preset at the factory and should not be change. The second, are the A functions which deal with the zero point and span functions, these are to be set by Weights and Measures or by your self after setup at the Scale site. If set by Weights and Measures, they will seal the access to the switch that allows for this calibration.

Note: When calibrating the zero point, be sure to include the removed back plate that give access to the Weight head by placing it on the platform so it's weight will be included.

GAME OPTIONS PROGRAMMING

To program the Scale Game Options, on power up you will have approximately 10 seconds to press the <GAME RESET> key to enter the programming mode. Doing so will cause " Sel Funct 1 to 9, Game Reset to Exit" to be displayed on the Scale face. Using the number keys, select the function to be viewed or programmed. Doing this will cause the display as follows. Use the +/- keys to adjust or review the function data.

The functions are defined as follows.

1. Internal or soft meter values are displayed.
 - Total Plays
Defined as the total games counter including weight, age, and month.
 - Total Prizes
Defined as the total prizes given including weight, age, and month.
 - Total Weight
Defined as the total weight games played.
 - Weight Prizes
Defined as the total weight prizes given.
 - Total Age
Defined as the total age games played.
 - Age Prizes
Defined as the total age prizes given.
 - Total Month
Defined as the total month games played.
 - Month Prizes
Defined as the total month prizes given.

Use the + / - keys to cycle through the Meter values.

2. Weight guess +/- Lbs.

- This defines the guess range of pounds that will be displayed after the guess is entered and the game is begun. This affects the win/loose displays and soft meters. Use the + / - keys to cycle through the weight range.

3. Age guess +/- Years.

- This defines the guess range of years that will be displayed after the guess is entered and the Age game is begun. This affects the win/lose displays and soft meter. Use the + / - keys to cycle through the year range.

4. Computer Sound Volume.

- This is the Sound volume of the computer generated sounds. At present this is only the keyboard sounds. The other game background sound volume is controlled by the master volume knob on the back of the game display. Use the + / - keys to cycle through the volume levels.

5. Strobe Test.

- This tests the strobes on the side of the scale pedestal. Use the + / - keys to cycle through the strobe numbers.

6. Display Tests.

- This tests the LED display. Use the + / - keys to start and stop the display test.

7. Scale Base Sections.

- This sets the height of the scale base. Use the + / - keys to increase or decrease this value. THIS IS NORMALLY SET TO 2 FOR THE STANDARD SCALE.

8. Sound Test.

- This test the various sound sources used in the game. . Use the + / - keys to cycle through the sources.

9. Message # to Edit.

- NOT IMPLEMENTED YET.

To Exit the program mode and enter the game operation mode use the <Game Reset> key at the "Sel Funct 1 to 9" display.

SCALE GAMES OPERATION

To play a game, select the game with either the <Weight Game>, <Age Game>, or <Month Game> keys.

The Weight Game:

To play the weight game, you must enter the weight guess before the player gets on the scale. Using the number keys on the key pad enter the weight guess and then press the <Enter> key. At this time the player can stand on the scale. It will then record his/her weight and indicate a WIN or LOSS

depending on the guess value. This display will continue for approximately 15 seconds and then reset itself. You can reset the game before this by pressing the <Game Reser> key.

The Age Game:

To play the Age game, you must put the player on the scale, with his'/hers' back to the display. Then you will enter the age guess using the numeric keys followed by <Enter>. At this point the display will indicate the guess and the +/- range value for a WIN LOSS. Then the player, not being able to see the guess, is asked to announce his/her age, you will now enter this value on the keypad followed by <Enter>. The game now displays a WIN/LOSS based upon the guess and the actual value input. The game continues to display this until the <Game Reser> key is used to reset the game.

The Month Game:

To play the Month game, you must put the player on the scale, with his'/hers' back to the display. Then you will enter the birth month guess using the numeric keys followed by <Enter>. The numbers used to enter the months are: 1 = January, 2 = February, 3 = March and so on, to enter October, November, December, simply enter 10, 11, or 12 followed by the <Enter> key. At this point the display will indicate the guess Month and + 2 / - 2 months around that month. This again is the WIN/LOSS range. Then the player, not being able to see the guess, is asked to announce his/her birth month. You now enter this value on the keypad followed by <Enter>. The game now displays a WIN/LOSS based upon the guess and the actual value input. The game continues to display this until the <Game Reser> key is used to reset the game.