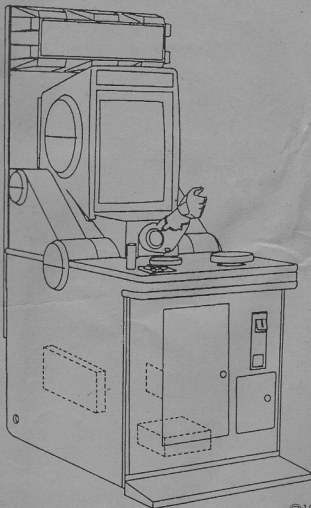


JALECO™



ARM CHAMPS II™



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200/220/240 VERSION

1. SPECIFICATIONS

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Arm	
Base	
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Driver PCB	

NON-JALECO PARTS

The use of non-Jaleco parts could compromise the safety of your game resulting in injury to you and the players. In addition, you may void the warranty if you substitute non-Jaleco parts in the game or modify any circuitry by installing kits or parts not supplied by Jaleco.

- 1. SP
- 1) Vo
- 2) Po
- 3) Mc
- 4) Dir
- 5) Ma
- 6) Co
- 7) Co
- 8) Acc

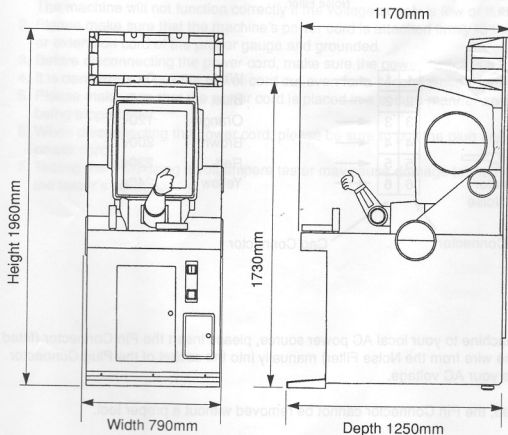
ATTE

Height 1960mm

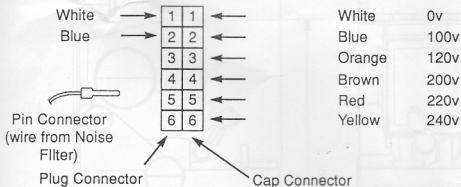
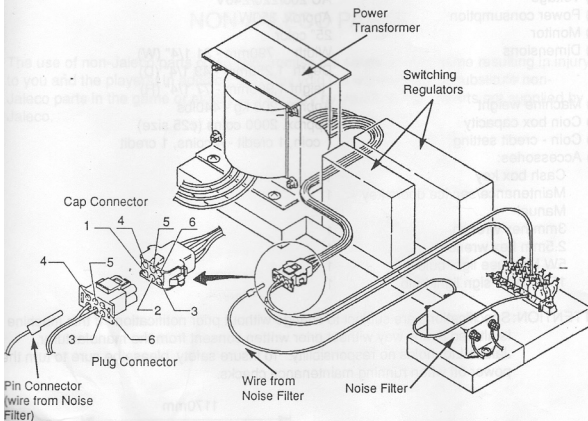
1. SPECIFICATIONS

1) Voltage	AC 200/220/240V
2) Power consumption	Approx. 350W
3) Monitor	25" screen
4) Dimensions	Width 790mm - 31 1/4" (W) Depth 1,250mm - 49 1/4" (D) Height 1,960mm - 77 1/4" (H)
5) Machine weight	Approx. 200 kg - 440lbs
6) Coin box capacity	Approx. 2000 coins (€25 size)
7) Coin - credit setting	1 coin, 1 credit - 4 coins, 1 credit
8) Accessories:	
Cash box key	1
Maintenance/service doors key	1
Manual	1
3mm hex wrench	1
2.5mm hex wrench	1
5W Marquee light bulb	1
15W "Win" sign light bulb	1

ATTENTION: Specifications are subject to change without prior notification. If this machine is altered in any way without prior written consent from the manufacturer, Jaleco Ltd. holds no responsibility. To insure safety, please be sure to turn the power off when running maintenance checks.



1-1 Power Transformer Wiring Diagram



To set the machine to your local AC power source, please insert the Pin Connector (fitted on the end of the wire from the Noise Filter) manually into the socket of the Plug Connector that matches your AC voltage.

Once inserted, the Pin Connector cannot be removed without a proper tool.

2. WARNINGS

2-1 Installation

This machine should be installed in the following locations:

1. Outdoor
2. In places with high humidity or high temperature
3. Places with high vibration such as near a motor
4. This machine should be installed in a well-ventilated place
5. This machine should be installed in a place where it will not be damaged by fire or other accidents

2-2 Transportation

Please do not touch the machine when it is being transported.

2-3 Operation

1. To ensure safety, please do not touch the machine when it is being operated or extended
2. Please do not touch the machine when it is being tested
3. Before using the machine, please read the manual carefully
4. It is dangerous to touch the machine when it is being tested
5. Please do not touch the machine when it is being tested
6. When the machine is being tested, please do not touch the machine
7. Testing the machine should be done in a well-ventilated place

2. WARNINGS

2-1 Installation

This machine is for use indoors. **CAUTION:** Do not place this machine in the following locations:-

1. Outdoors
2. In places where there is exposure to rain, leaks, or direct sunlight. In addition, damp or humid places, dusty places or near a heat source. Places of high temperature or places where the formation of dew is possible.
3. Places where this machine will cause a hazard to disaster-fighting efforts such as emergency exits, fire-fighting equipment and the like.
4. This machine must not be placed on an unstable surface or vibrating surfaces. In addition, any incline or any other surface which is not flat cannot be used.
5. This machine must not be placed near dangerous, flammable materials or volatile chemicals.

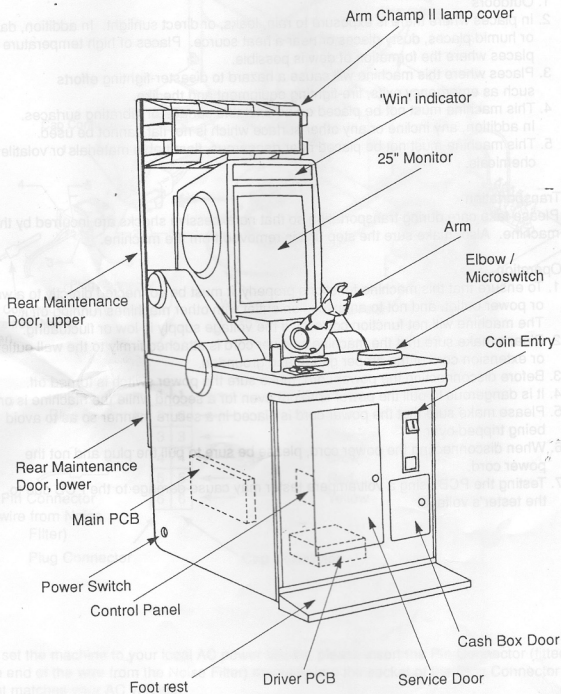
2-2 Transportation

Please take care during transportation so that no excessive shocks are incurred by the machine. Also, make sure the step unit is removed from the machine.

2-3 Operation

1. To ensure that this machine functions properly, it must be connected directly to a wall or power outlet, and not to an extension outlet with other machines running off it. The machine will not function correctly if the voltage supply is low or fluctuating.
2. Please make sure that the machine's power cord is attached firmly to the wall outlet or extension cord of the proper gauge and grounded.
3. Before disconnecting the power cord, make sure the power switch is turned off.
4. It is dangerous to pull the power cord out even for a second while the machine is on.
5. Please make sure that the power cord is placed in a secure manner so as to avoid being tripped over.
6. When disconnecting the power cord, please be sure to pull the plug and not the power cord.
7. Testing the PCB using a volt/ampere tester may cause damage to the PCB due to the tester's voltage.

3. MAIN CABINET PARTS



4. ASSEM

4-1 Main c
There
is at le

4-2 Step t
The s

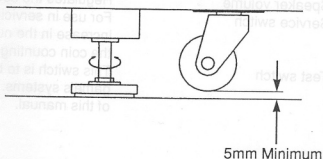
Cauti

M6 x

4. ASSEMBLY

4-1 Main cabinet

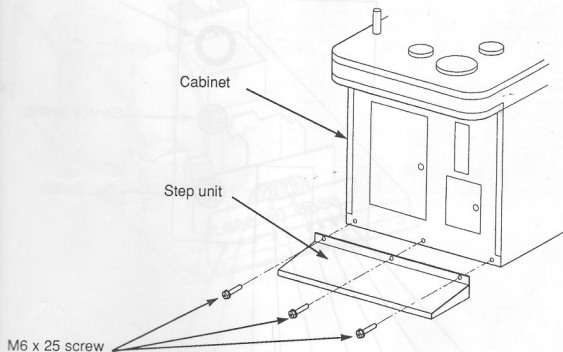
There are two adjusters located on the bottom of the machine. Please make sure there is at least a 5mm space between the wheels and the floor.



4-2 Step unit

The step unit should be firmly attached with 3 M6 X 25 screws as illustrated below.

Caution: Please remove the step unit before moving or transporting the machine. Failure to do so may cause damage to the floor, step unit, or cabinet.



5. MAIN CABINET PARTS

5. ADJUSTMENTS

5-1 Control panel

The adjustment switches are located in the inside of the service door to the left.

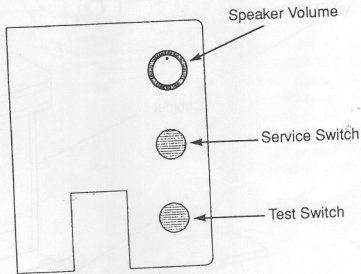
1. Speaker volume
2. Service switch

Regulates the sound volume

For use in servicing the coin counter, allows an increase in the number of credits without affecting the coin counting mechanism.

3. Test switch

This switch is to be used to run a check of the game's systems. Refer to "test mode", section 5-4 of this manual.

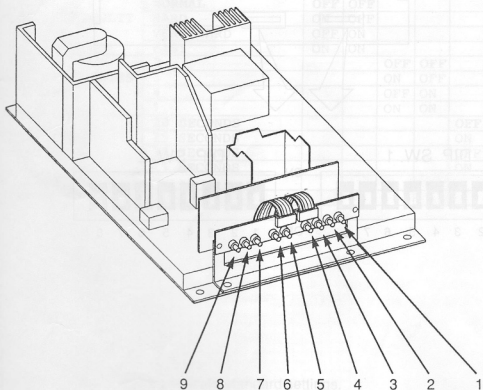


5.2 MON

1. Ve
2. Ve
3. H
4. H
5. C
6. B
7. B
8. G
9. R

5.2 MONITOR ADJUSTMENTS

1. Vertical Positioning
2. Vertical Hold (tracking)
3. Horizontal Positioning
4. Horizontal Hold (tracking)
5. Contrast
6. Brightness
7. Blue drive
8. Green drive
9. Red drive

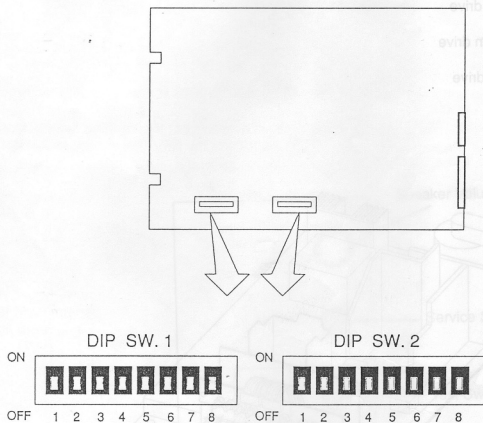


5-3 DIP SWITCH SETTINGS

To change the DIP switch settings of the game, open the front service door and the DIP switches are located on the Game PCB which is on the left side of the cabinet.

Caution: Please do not set the dip switches to settings other than those indicated in the DIP switch chart.

Be sure to turn off the machine before adjusting the DIP switches.



ARM CHAMPS II - DIP SWITCH SETTINGS (STANDARD)

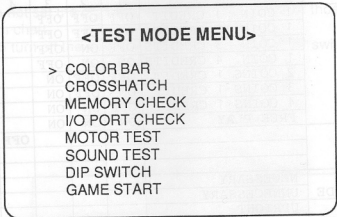
DIP SWITCH #1		1	2	3	4	5	6	7	8
COIN ENTRY #1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	2 COINS 1 CREDIT	OFF	OFF	ON					
	3 COINS 1 CREDIT	ON	OFF	ON					
	4 COINS 1 CREDIT	OFF	ON	ON					
FREE PLAY	ON	ON	ON						
TO BE SET AS SPECIFIED					OFF				
						OFF			
SOUND	NECESSARY						OFF		OFF
IN ATTRACT MODE	UNNECESSARY							ON	
ARM POSITION	UPRIGHT						--		OFF
IN ATTRACT MODE	DOWN								ON

DIP SWITCH #2		1	2	3	4	5	6	7	8
GAME DIFFICULTY	NORMAL	OFF	OFF						
	HARD	ON	OFF						
	VERY HARD	OFF	ON						
	EASY	ON	ON						
NUMBER OF TRIES PER GAME	2			OFF	OFF				
	3			ON	OFF				
	4			OFF	ON				
	1			ON	ON				
GAME TIME PER TRY	20 SECONDS					OFF	OFF		
	25 SECONDS					ON	OFF		
	30 SECONDS					OFF	ON		
	15 SECONDS					ON	ON		
TO BE SET AS SPECIFIED								OFF	
									ON

N.B. Bold letters or figures indicate standard settings.

5-4 TEST MODE

By pressing the test switch, the test mode screen will appear on the monitor. Press the select button to move the arrow to the desired test heading, then press the start button to execute the desired test. To return to the menu simply press start again.



1. Color bar

A color bar display for color adjustment to the monitor. Pressing start will reverse the order (as illustrated below). To return to the menu screen, press start.

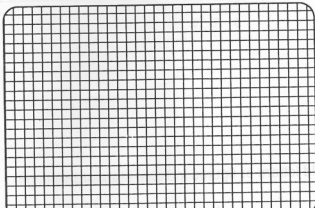
white	red	0F	green	blue
		0E		
		0D		
		0C		
		0B		
		0A		
		09		
		08		
		07		
		06		
		05		
		04		
		03		
		02		
		01		
		00		



white	red	00	green	blue
		01		
		02		
		03		
		04		
		05		
		06		
		07		
		08		
		09		
		0A		
		0B		
		0C		
		0D		
		0E		
		0F		

2. Crosshatch

This pattern will appear for monitor adjustment. To return to the menu, press start.



3. MEMORY CHECK

Checks the game's RAMs. Displays the addresses of the memory locations with errors. To return to the menu press 'Start' button.

<MEMORY CHECK CLEAR>

4. I/O port check

I/O PORT CHECK

BUTTON	LEVEL
HARD SW	: OFF
EASY SW	: OFF
SERVICE	: OFF
COIN 1	: OFF
COIN 2	: OFF
ELBOW SW	: OFF
CENTER	: OFF
L-LIMIT	: OFF
R-LIMIT	: OFF
ARM VOLUME	0000

Checks the switches and volume.

*Pressing the buttons or switches of the corresponding headings will change "OFF" to "ON".

*The heading 'center' will be "OFF" when the arm is in center position.

*The heading 'L-Limit' will be "ON" when the arm is pushed down to the left (win position) and the heading 'R-Limit' will be "ON" when the arm is pushed down to the right (lose position).

*The 'Arm Volume' will be "0000" in the center position.

*To return to the menu screen, press the start button.

5. Motor test

Checks the motor.

*Checks the movement from the win position (left) to the lose position (right).

*Returns to center position and then the menu screen will be displayed again.

6. Sound test

Checks the sound.

*Use the select button to select the desired sound.

*Press the start button to start the check.

*Then press the select button to return to the menu screen.

7. Dip switch Displays the current dip switch settings.
*To return to menu screen, press start.

<DIP SWITCH STATUS>

SHOOT 1	1 COIN 1 CREDIT
SHOOT 2	1 COIN 1 CREDIT
DEMO SOUND	ON
DEMO ARM	CENTER
GAME LEVEL	NORMAL
TRY	2
GAME TIME	20 SEC
COUNTRY	JAPAN

8. Game start Exits test mode and returns to the title screen.

6. HOW TO PLAY

1. Product

*This machine is an arm wrestling game where the opponent is displayed on a television screen.

A computer controls the motor and clutch so that the computer opponent's facial and verbal expressions and strength change according to the situation.

*Turning on the machine will run a memory test and motor test, then the title screen will be displayed and the machine will be operational.

*After inserting the coin(s), the select screen will appear where the player chooses one of the nine opponents using the select button, then presses start to begin.

*The machine is set so that there are two matches per play. However this can be adjusted to 1-4 matches per play by changing the dip switches.

*If the player wins, the player will automatically compete against the next stronger opponent. Therefore, within the set number of matches per play, the player can continue to move up in strength level.

*If the player loses or ties, according to the number of matches per play, the player will be able to have a rematch.

2. Game rules.

*A count of three will determine the winner after the arm is wrestled down.

*If a winner is not decided in the set amount of time, the match will be a tie. The machine is delivered with a tie time of 20 seconds. Changing the dip switches will allow times between 15-30 seconds at 5 second intervals.

*If the time expires while in the middle of the count, then the winner will be determined and it will not be a tie.

ARM CHAMPION

3. Elbow switch

*A microswitch is built in the elbow cushion to monitor if the player's elbow is kept adequately on the cushion.

*The game will not begin unless the player's elbow is placed on the cushion. If the player's elbow is not on the cushion the screen will display a warning and a bell will sound.

If the warning is ignored, then the screen will display a countdown. When zero is reached, the screen will display, "Foul! You Lose!"

*If during play, the player does not have his elbow on the cushion for 3 seconds, the player will be disqualified and "Foul! You lose!" will be displayed.

4. Bonus game

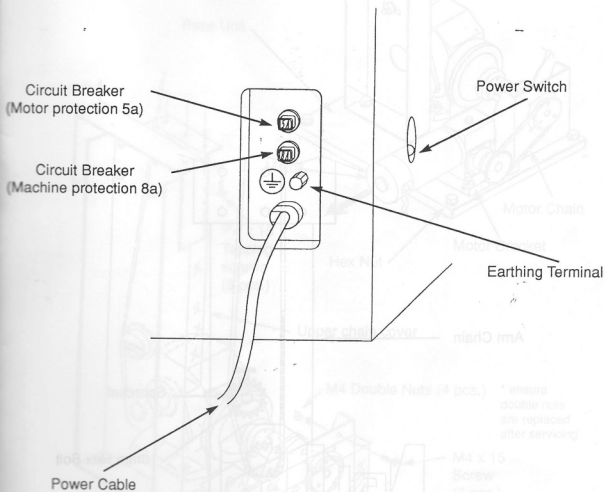
*Players who are able to win all the matches during one play will win a bonus match to test their strength.

*After the bonus match, if the player's strength is in the top twenty, then the player's name can be recorded in the top scores chart.

7. BASIC MAINTENANCE

7-1 Power unit

The power unit can be found on the lower back part of the cabinet. In the case where the circuit breaker blows, turn off the main switch, find the cause, push the circuit breaker, then restart.



7-2 CHAIN ADJUSTMENT

This machine is driven by a chain. If you notice some slack in the chain, please adjust the chain, using the following method:

Caution: NEVER ATTEMPT TO ADJUST THE CHAIN WITH POWER CONNECTED TO THE MACHINE. REMOVE THE POWER CORD FROM THE WALL SOCKET BEFORE MAKING ANY ADJUSTMENTS.

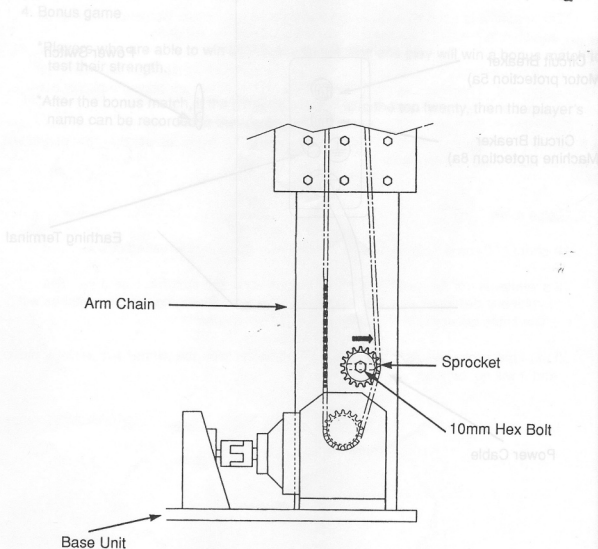
1. Adjusting the arm chain

*Open the (lower) maintenance door and in the front is the arm chain.

*First, loosen the 10mm hex bolt holding the sprocket ID.

*Then slide the sprocket ID in the direction of the arrow until there is no slack in the chain.

*Tighten the 10mm hex bolt.



ie adjust

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in the

2. Adjusting the motor chain

*Open the (lower) maintenance door, and at the base is the base unit.

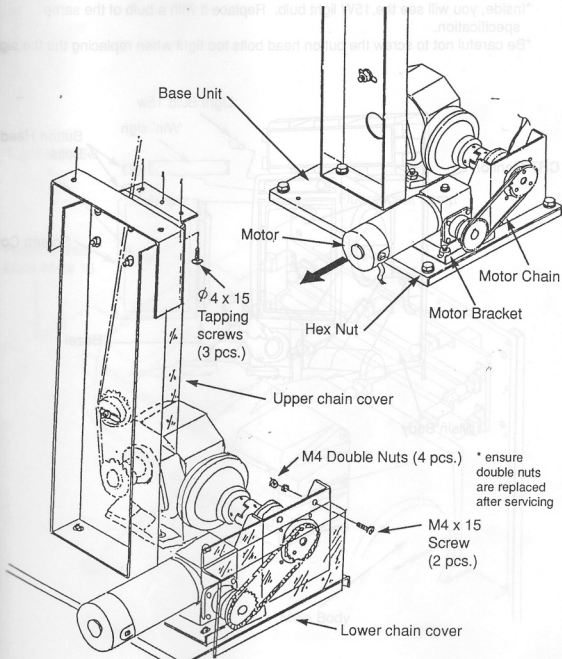
*As shown in the illustration, locate the motor chain.

*Loosen the four 8mm hex nuts holding the base bracket in place.

*Move the motor in the direction shown by the arrow until there is no slack in the chain.

*Fix the motor bracket by tightening the four 8mm hex nuts.

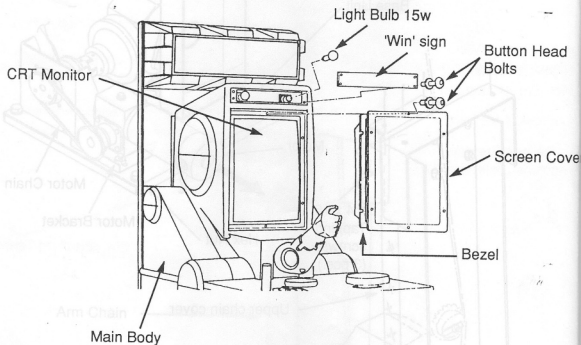
CAUTION: Be sure to replace the chain covers for future safety.



7-2 CHAIN ADJUSTMENT

7-3 REMOVING THE SCREEN COVER AND CHANGING THE WIN SIGN LIGHT BULB

1. Removing the screen cover and bezel.
 - *By removing the 6 button head bolts (M4 X 15) the screen cover can be removed.
 - *When replacing, be sure not to screw the button head bolts in too tight, otherwise the screen cover may break.
2. Changing the light bulb in the 'win' sign
 - *By removing the 4 button head bolts (M4 X 15), the 'win' sign can be removed.
 - *Inside, you will see the 15W light bulb. Replace it with a bulb of the same specification.
 - *Be careful not to screw the button head bolts too tight when replacing the the sign.

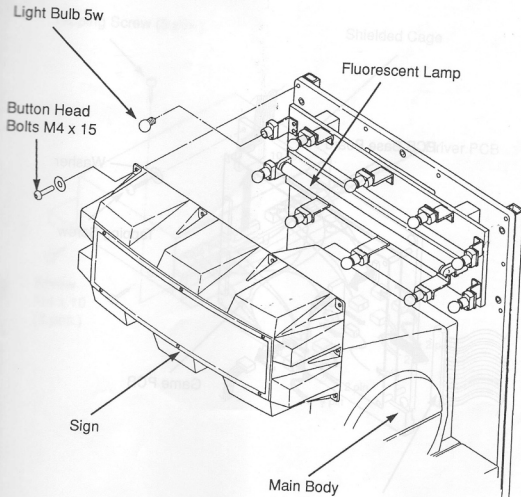


BULB 7-4 ARM CHAMPS II LAMP COVER

*By removing the 10 button head bolts (M4 X 15) the lamp cover can be removed.

*Remove and replace the burnt out light bulbs (5W) or fluorescent light.

*When replacing, be careful not to screw the button head bolts in too tight or the lamp cover may break.

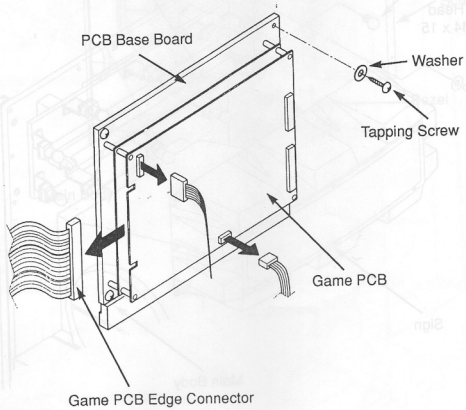


7-5 REMOVING THE GAME PCB AND DRIVER PCB

1. Removing the game PCB

- *Upon opening the service door, you will see the game PCB affixed to the left side.
- *Disconnect the 6P, 5P, and card edge connector.
- *After removing the 4 tapping screws, the game PCB can be removed.

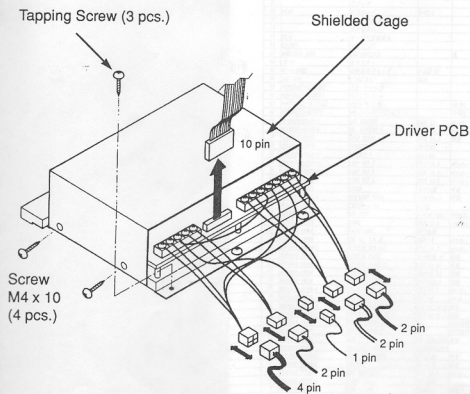
Caution: Always make sure the machine is turned off before attempting to remove the PCB.



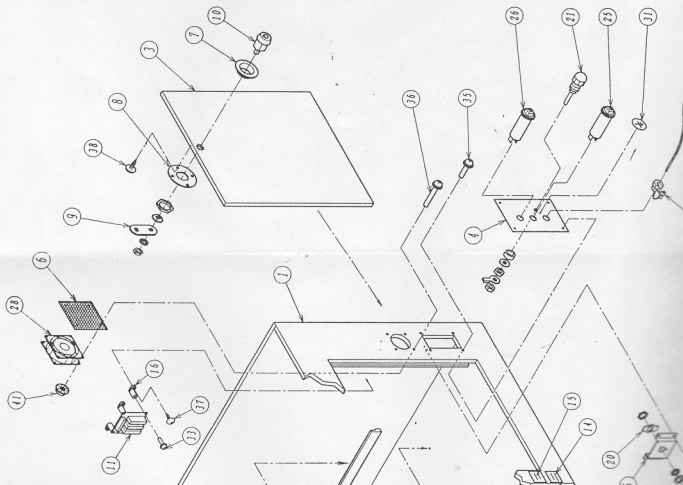
2. Removing the driver PCB

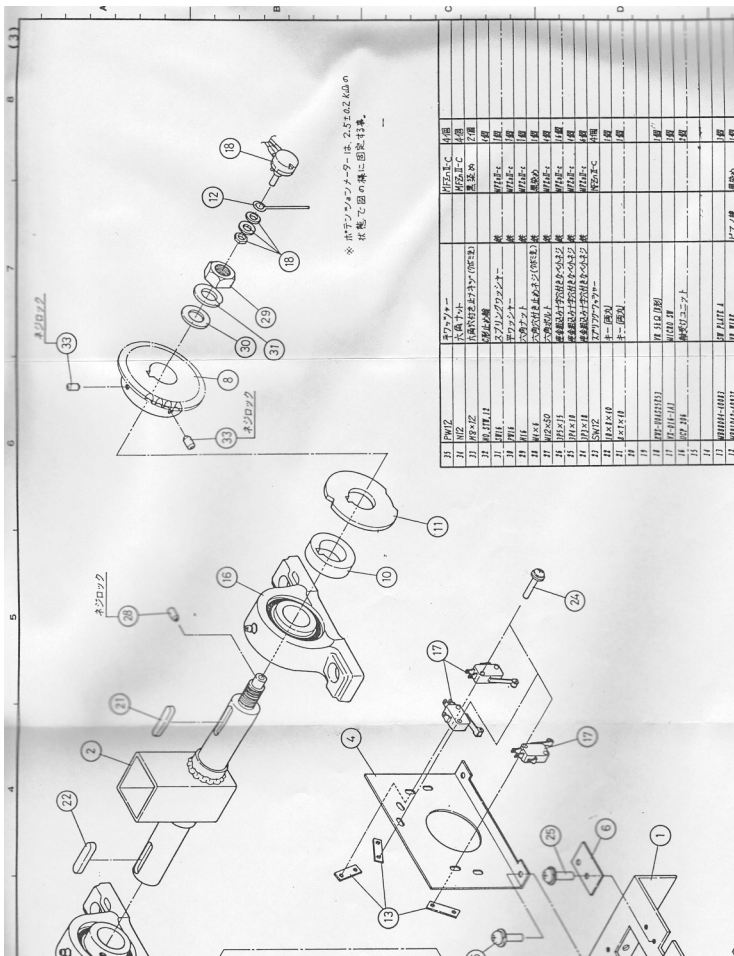
- *After opening the service door, you will see the shielded cage on the floor.
- *Disconnect the 6 connectors.
- *After removing the 3 tapping screws, the shielded cage can be removed.
- *Remove the 4 screws and take away the cover of the shielded cage.

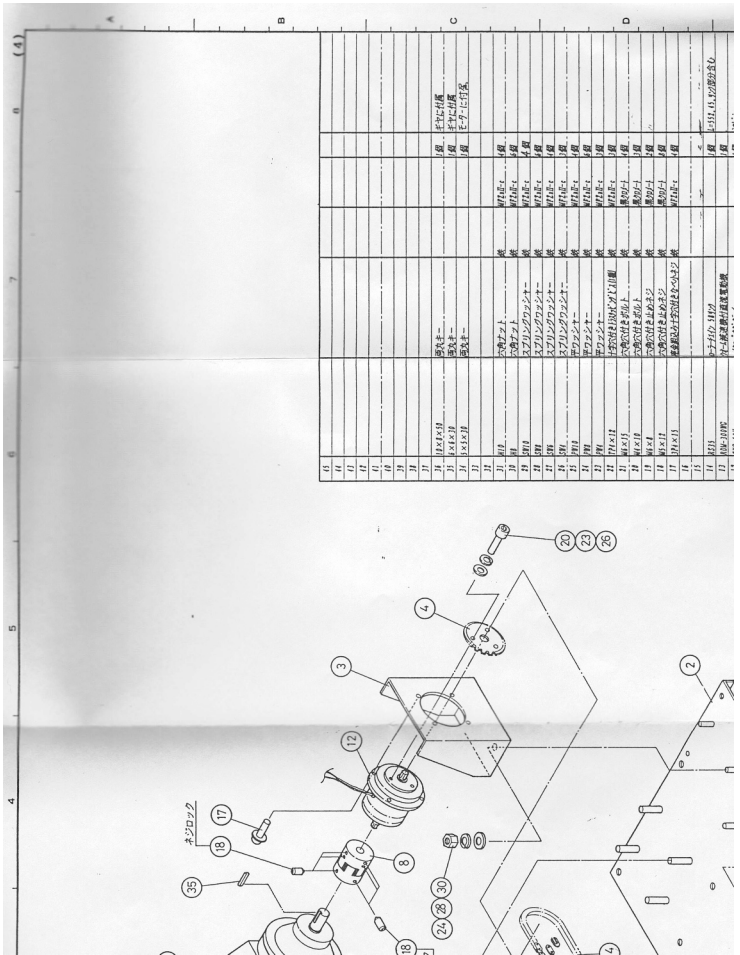
Caution: Be sure to turn the power off before attempting to remove the shielded cage.



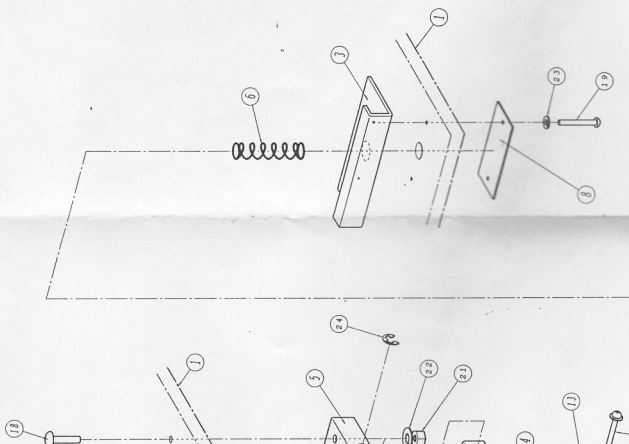
品番	品名	仕様	単位	数量
01	94-XZP	TOPPLER STBY/201	1個	1
02	01-62-34Q	BASE BOARD	1個	1
03	018 990084-40204	2xPS 5.0VDC	1個	1
04	018 990042-41044E	3xPS 5.0VDC	1個	1
05	018 990042-41044E	3xPS 5.0VDC	1個	1
06	018 990042-41044E	3xPS 5.0VDC	1個	1
07	018 990042-41044E	3xPS 5.0VDC	1個	1
08	018 990042-41044E	3xPS 5.0VDC	1個	1
09	018 990042-41044E	3xPS 5.0VDC	1個	1
10	018 990042-41044E	3xPS 5.0VDC	1個	1
11	018 990042-41044E	3xPS 5.0VDC	1個	1
12	018 990042-41044E	3xPS 5.0VDC	1個	1
13	018 990042-41044E	3xPS 5.0VDC	1個	1
14	018 990042-41044E	3xPS 5.0VDC	1個	1
15	018 990042-41044E	3xPS 5.0VDC	1個	1
16	018 990042-41044E	3xPS 5.0VDC	1個	1
17	018 990042-41044E	3xPS 5.0VDC	1個	1
18	018 990042-41044E	3xPS 5.0VDC	1個	1
19	018 990042-41044E	3xPS 5.0VDC	1個	1
20	018 990042-41044E	3xPS 5.0VDC	1個	1
21	018 990042-41044E	3xPS 5.0VDC	1個	1
22	018 990042-41044E	3xPS 5.0VDC	1個	1
23	018 990042-41044E	3xPS 5.0VDC	1個	1
24	018 990042-41044E	3xPS 5.0VDC	1個	1
25	018 990042-41044E	3xPS 5.0VDC	1個	1
26	018 990042-41044E	3xPS 5.0VDC	1個	1
27	018 990042-41044E	3xPS 5.0VDC	1個	1
28	018 990042-41044E	3xPS 5.0VDC	1個	1
29	018 990042-41044E	3xPS 5.0VDC	1個	1
30	018 990042-41044E	3xPS 5.0VDC	1個	1
31	018 990042-41044E	3xPS 5.0VDC	1個	1



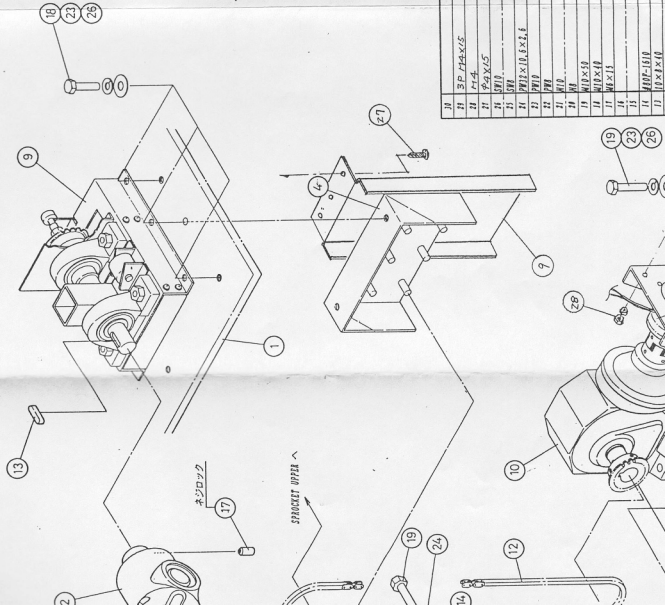




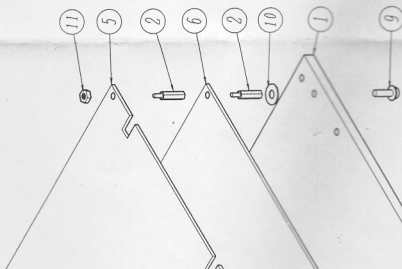
(5)



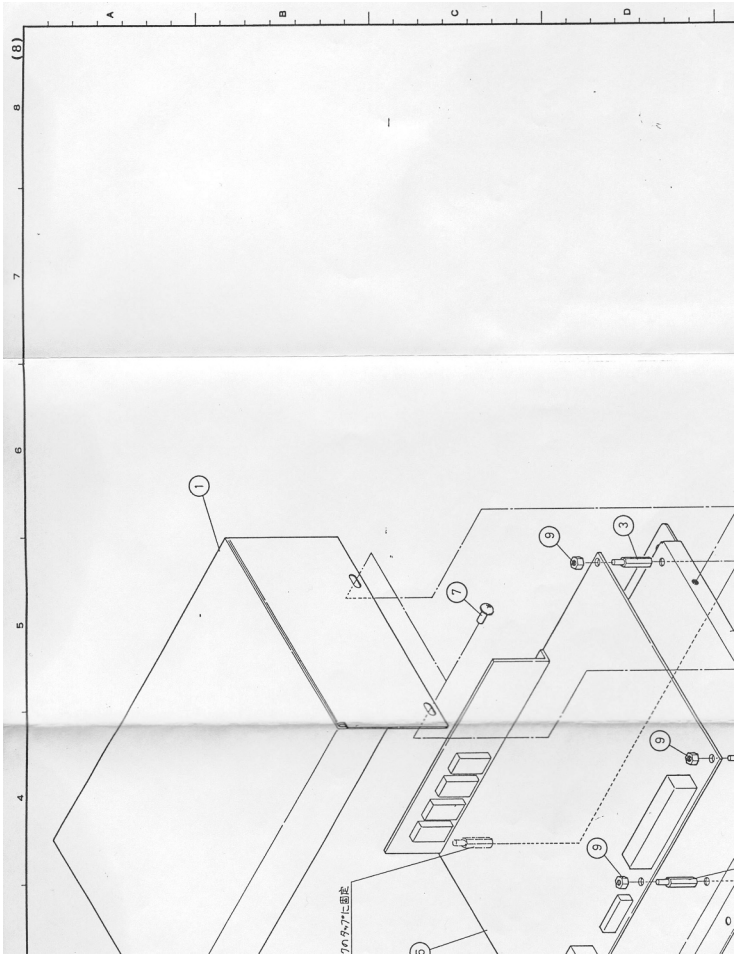
25									
24	φ6.7		1/16	鋼	ナット	ナット	ナット	ナット	ナット
23	φ6		1/16	鋼	ナット	ナット	ナット	ナット	ナット
22	φ6		1/16	鋼	ナット	ナット	ナット	ナット	ナット
21	φ6		1/16	鋼	ナット	ナット	ナット	ナット	ナット
20	φ1.1x10			鋼	ナット	ナット	ナット	ナット	ナット
19	M×10			鋼	ナット	ナット	ナット	ナット	ナット
18	M×15			鋼	ナット	ナット	ナット	ナット	ナット
17	10×10			鋼	ナット	ナット	ナット	ナット	ナット
16	10×10			鋼	ナット	ナット	ナット	ナット	ナット
15	10×10			鋼	ナット	ナット	ナット	ナット	ナット
14				鋼	ナット	ナット	ナット	ナット	ナット
13	10×10			鋼	ナット	ナット	ナット	ナット	ナット

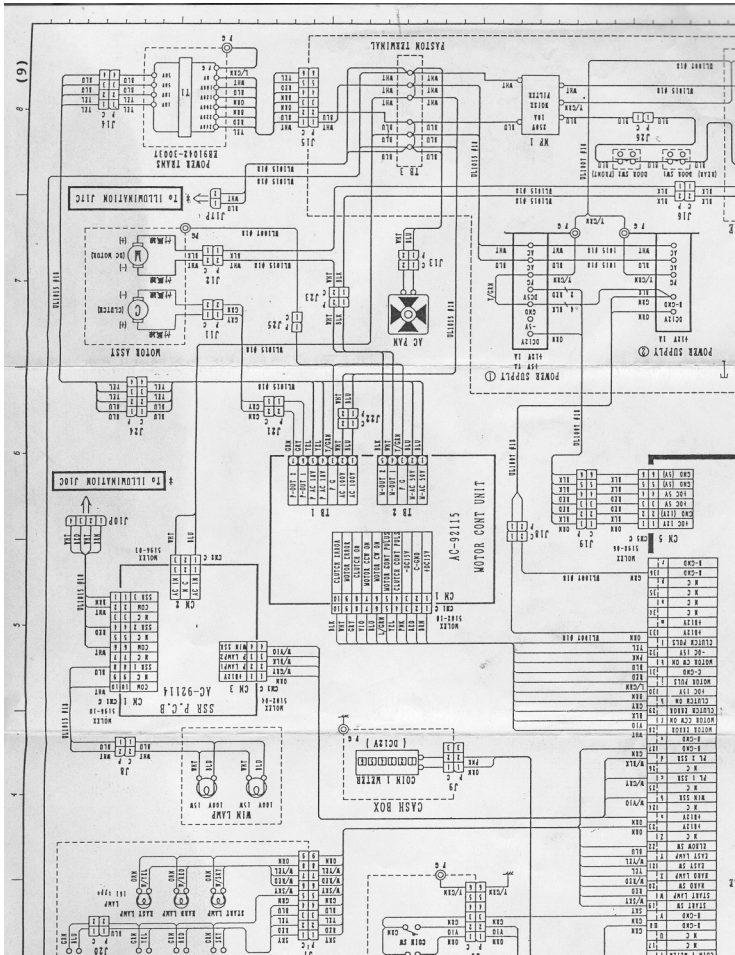


10	SPROCKET	⑩ 鋼	鋼	9	Z	9700L T ₇ ト
11	シャフト	11 鋼	鉄	9	4	
12	シャフト	12 鋼	鉄	9	3	
13	シャフト	13 鋼	鉄	9	110	
14	シャフト	14 鋼	鉄	9	110	
15	シャフト	15 鋼	鉄	9	110	
16	シャフト	16 鋼	鉄	9	110	
17	ネジロック	17 鋼	鉄	9	110	
18	シャフト	18 鋼	鉄	9	110	
19	シャフト	19 鋼	鉄	9	110	
20	シャフト	20 鋼	鉄	9	110	
21	シャフト	21 鋼	鉄	9	110	
22	シャフト	22 鋼	鉄	9	110	
23	シャフト	23 鋼	鉄	9	110	
24	シャフト	24 鋼	鉄	9	110	
25	シャフト	25 鋼	鉄	9	110	
26	シャフト	26 鋼	鉄	9	110	
27	シャフト	27 鋼	鉄	9	110	
28	シャフト	28 鋼	鉄	9	110	
29	シャフト	29 鋼	鉄	9	110	
30	シャフト	30 鋼	鉄	9	110	
31	シャフト	31 鋼	鉄	9	110	
32	シャフト	32 鋼	鉄	9	110	
33	シャフト	33 鋼	鉄	9	110	
34	シャフト	34 鋼	鉄	9	110	
35	シャフト	35 鋼	鉄	9	110	
36	シャフト	36 鋼	鉄	9	110	
37	シャフト	37 鋼	鉄	9	110	
38	シャフト	38 鋼	鉄	9	110	
39	シャフト	39 鋼	鉄	9	110	
40	シャフト	40 鋼	鉄	9	110	
41	シャフト	41 鋼	鉄	9	110	
42	シャフト	42 鋼	鉄	9	110	
43	シャフト	43 鋼	鉄	9	110	
44	シャフト	44 鋼	鉄	9	110	
45	シャフト	45 鋼	鉄	9	110	
46	シャフト	46 鋼	鉄	9	110	
47	シャフト	47 鋼	鉄	9	110	
48	シャフト	48 鋼	鉄	9	110	
49	シャフト	49 鋼	鉄	9	110	
50	シャフト	50 鋼	鉄	9	110	



15	XF6-10727								
14	XF6-10727	777147-7	50P, I=40						1個
13	XF6-10729	777147-7	34P, I=40						1個
12									
11	WI	六角ナット	鉄	MF2017-c					4個
10	W5	平ワッシャー	鉄	MF2017-c					4個
9	3P4×10	4番銀目十字穴付き金メッキ	鉄	MF2017-c					4個
8									
7									
6	EP91042-20033	GP-9189 P.C.B. Assy	06J P.C.B.						1個





ILLUMINATION BILLBOARD

