

**PRELIMINARY**

**PRODUCT: MARATHON RUNNER**

Code : K0355

**USER MANUAL**



MP GROUP S.r.l Via Carlo Boetti n. 16 REGGIO EMILIA (IT)

tel. +39 0522-273601 fax +39 0522-273606

e-mail : pprandi@mpgroup-italy.com; sruggerini@mpgroup-italy.com



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## **1 GENERAL INFORMATION**

### **1.1 THE AIM OF THE MANUAL**

This manual is produced by the manufacturer and constitutes an integral part of the equipment supplied with the machine.

The information contained in this manual is aimed at the user who will be in charge of the machine it accompanies.

The user is the person, organisation or company that has bought or hired this machine and intends to put it to the use for which it was designed.

### **NOTE**

The machines referred to by the trade name in the cover, may sometimes differ one from the other for a few aesthetic details.

### **1.2 MACHINE AND MAUNFACTURER'S IDENTIFICATION DATA**

- A) Machine serial number
- B) Power supply voltage (V) 110 / 220 V.
- C) Frequency (Hz) 50- 60 Hz
- D) Absorption (A) 16 A a 12 V.
- E) Maximum absorbed power (Kw) < 500 Watt

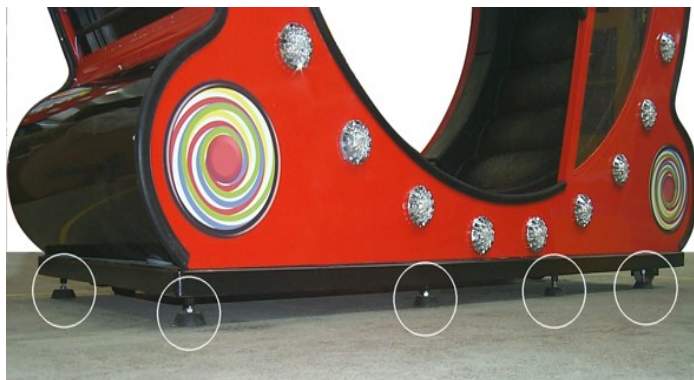
## 2. PRODUCT ILLUSTRATION AND GENERAL WARNINGS

As shown in the picture, the ride is made up of two elements:

- a) the Column, where the electronic equipment is installed:  
the Display, the Coin acceptor, the Panic button, the Loudspeaker, etc..
- b) the Wheel, which is the true ride.

The Wheel is equipped with two safety handles which operate the brake motors if a player let one or both of them go while the ride is working.

When installing the machine, it must be positioned on a levelled/plain surface to prevent the body from twisting and causing other potential malfunctioning. The machine has four pairs of feet: two pairs are external and two are central. First, manually screw the two central pairs in order to make them go up and not to touch the ground. Then, unscrew the external pairs of feet, until they touch the floor and are perfectly levelled as the plain surface. Now, you can manually unscrew the central feet, until they touch the ground and are properly levelled as the floor. Check once again if this positioning allows the machine to be levelled.



### 3. RIDE DESCRIPTION

To start playing, go into the wheel, grab the two handles located onto the side supports and gradually start to run; on the displays in the column, the following details will be shown :

The ride time left, on the middle display.

The score obtained during the ride, on the lower display.

The best score obtained in the last 20 minutes, on the higher display.

After those 20 minutes, the score on the higher display automatically resets to a pre-set and pre-settable value.

**Pic. 1**



The two handles, placed on both sides (see Pic. 1), have a safety function. When someone grabs them, two green lights turn on inside the ride signalling that play is allowed and the brakes are being released. If during the play, one or both handles are let go, the lights turn off and the ride starts to slow down quickly until it stops completely. The loudspeaker emits a beep sound and warns to catch a firm hold of the handles to start the ride again.



#### **4. SETTING RIDE TIME AND PRICE**

The ride time is pre-set by the manufacturer to 60" and it is modifiable within a range included between 0" and 999".

The price of a ride is pre-set to 1 Euro by the manufacturer and it is shown on the lower display.

The price too can be modified.

To modify these parameters, refer to the following proceeding:

#### **Instructions to set play parameters**

**It is possible to set the following parameters:**

***Standard Menu:***

1. Price per ride.
2. Time per ride (in seconds).
3. Jingle time (in seconds).
4. Score to be reached to get the bonus (supplementary issuing of tickets + medal).
5. Automatic record score (pre-set at programmable intervals).
6. Tickets issued per ride.
7. Tickets issued at the bonus.
8. Record lifetime (in minutes).

***Technical Menu:***

1. Channel values for electronic and mechanical coin acceptors.
2. Time duration (in seconds) of partial credit inserted.
3. Handle Test.

#### **Access to setting menus:**

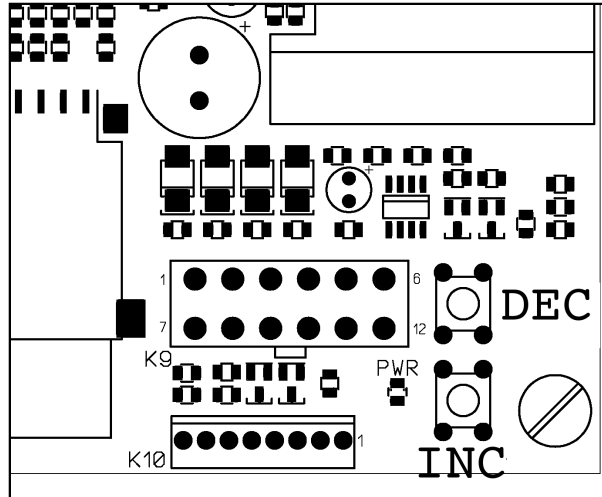
**Standard Menu:** press setting key (PROG) for two seconds and release it.

**Technical Menu:** press setting key (PROG) for at least five seconds and release it.

#### **Selection inside the menus:**

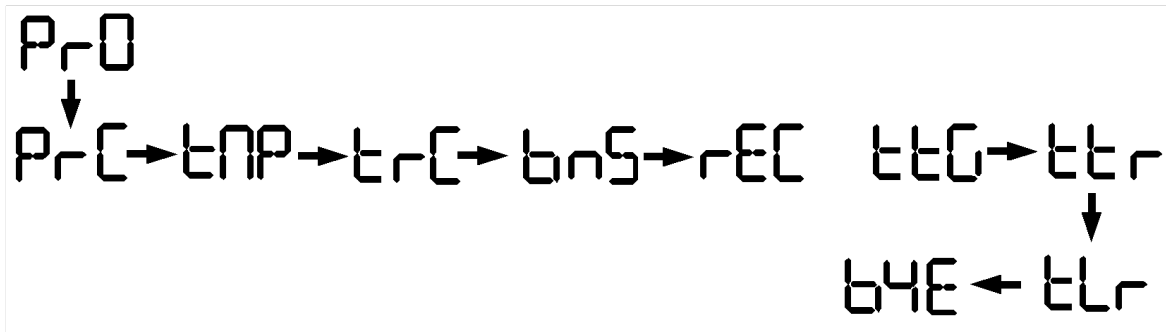
The PROG key allows to confirm the displayed value and to go on to the next item; the INC and DEC keys allow to increase and decrease the item value.

MAIN BOARD LAY OUT



WARNING: The " PROG " key is not located on the main board. It has been positioned inside the Column, next to the board.

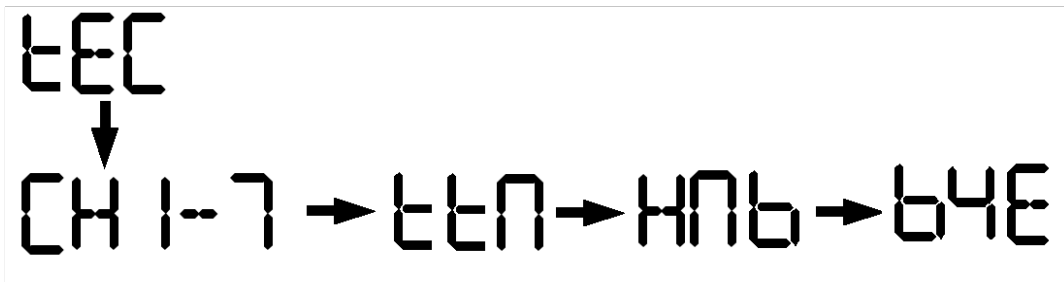
Standard Menu:



- PRO – “Programming menu”
- PRC – Price
- TMP – Ride time (in seconds)
- TRC – Jingle time duration (in seconds)
- BNS – Bonus score; it allows to issue a medal or tickets
- TTG – Tickets per ride; set to 0 NOT to issue tickets
- TTR – Tickets per bonus obtained; set to 0 NOT to issue tickets
- TLR – Record lifetime, after which the value returns to the one that was pre-set



**Technical Menu:**



CH1-7 – Setting channel value for electronic (1-6) and mechanical (CH7) coin acceptor  
TTN – Time (in seconds) of partial credit inserted  
HND – Electronic handle Test



## 5. INSTRUCTIONS:

The main board in the column controls the following time devices:

- a) Ride time ( it starts when tokens are inserted ).
- b) Wheel speed ( and it can also update the Record display ).
- c) It controls and operates the breaking system during the ride and at the end of the ride time.
- d) It controls medal and/or tickets emission ( tickets are issued for any ride played and when a certain bonus is reached).
- e) It controls the type of coins inserted for every play and the coin counter.  
It also allows to programme the price of every single play.
- f) It controls the sound effects ( which are not modifiable ).
- g) It controls the safety handles.

On the left side of the Column there is a panic button. When it is pushed, it controls the motors which operate the breaking system until the ride is stopped; after 30" the ride automatically sets the "Ready" mode.

It is advisable to stick to the following proceedings:

**Any coin / token must be inserted only when the ride is not working, otherwise they will be returned.**

If only one coin / token is needed to start the ride, do not insert more because credit is not cumulative.

## 6. MAINTENANCE:

**WARNING:** The machine is equipped with two safety microswitches; one is located on the back panel of the column, while the other is on the access hatch to the wheel. When performing any maintenance operation, if electric supply has not been disconnected, and one of the hatches is opened, the safety microswitch will cut off the power voltage.

Maintenance must be performed to the following parts:

**Linear Actuators:** Lubricate the actuator helical screw at least every 6 months.

**Brake cable :** Six-monthly visual check of the status of the cable

**Brake pad :** Six-monthly visual check of the pad wear.

**Cushion replacing :** This is an extraordinary maintenance operation to be performed just in case of breaking of one or more cushions; to carry out this service operation, please follow these instructions:

a) Unbolt the three screws that keep the hatch closed ( see Pic. 1 )

Pic. 1



b) Open the hatch and remove it from the machine ( Pic. 2 )

Pic. 2



c) Grab hold of the wheel with both hands and make it turn until the belt on which cushions are bolted is in good sight. ( Pic. 3 )

Pic.3



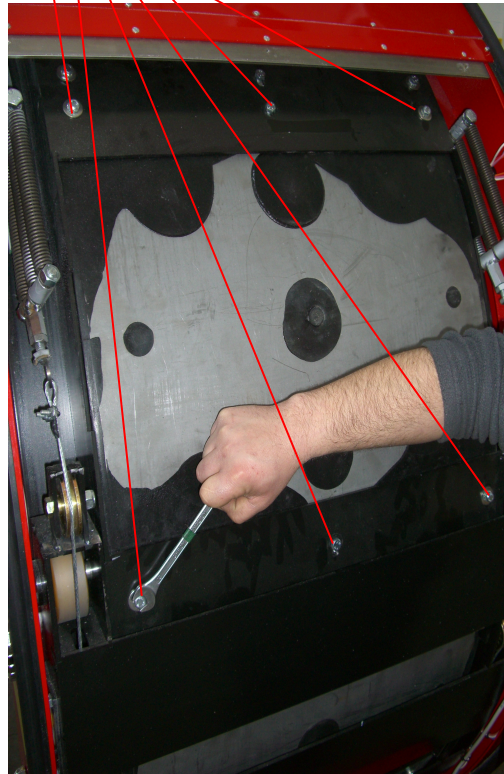
d) Unbolt the six bolts, as shown in Pics. 4 and 4a.

Pic. 4



Cushion bolts

Pic. 4a



e) At this stage, cushions have been unbolted completely from the wheel support and can be pulled out by pushing them from outside inward.

f) To mount a new cushion, repeat the procedure backwards



## **7. SAFETY**

### **7.1 GENERAL WARNINGS**

Make sure that child and attendee maintain a proper behaviour both during the ride and while stepping into and out of the machine.

Make sure the electric supply cable of the machine does not obstruct the way.

In case of fire do not extinguish with water. Use extinguishers.

Do not use naked flames as means of lighting.

The staff appointed to movement, repair and maintenance operations must be qualified to perform these tasks.

It is prohibited to carry out weldings and other modifications to the machine.

### **7.2 UNFORSEEN DANGERS**

Despite all compliance with safety rules and proper use of the machine, as described in this manual, a few other risks may arise. The most likely to occur is the accidental fall of the machine.

- a ) make sure the child has caught a proper hold of the safety handles before he starts to run.
- b ) make sure the child does not step into or out of the ride while the machine is working.
- c ) make sure the child has not been left alone into the ride or close to it, both wether the machine is working or not.
- d ) keep close and guard the child during the stages of the ride  
In case of need, attendees shall ask promptly for the user's or staff's assistance.



UNDER CONSTRUCTION



UNDER CONSTRUCTION



UNDER CONSTRUCTION



## **9. WARRANTY**

The machine is supplied under the conditions valid at the time of purchase.

The machine must not be tampered with.

Any attempts at disassembly or modifications by the user will cause cancellation of warranty.

### **9.1 APPLICABLE STANDARDS AND LAWS**

The rules and laws applied are indicated in the declaration of conformity attached to the manual.

### **9.2 INFORMATION TO ASK FOR TECHNICAL ASSISTENCE AND TO ORDER SPARE PARTS**

In the event of breakdowns or faults which must be dealt with by qualified technicians and to order spare parts, please contact the manufacturer directly, whose address and phone number are reported on page 1, specifying the details shown on the identification plate of the product.

### **9.3 MANUAL REVISION**

Any modification to the present manual implies a new revision.