Strike-a-Light (Batak) — User Manual

This manual applies to:

- custom batak reflex wall – bespoke made-to-order customized strike a light
- speed reaction game for event and tradeshow strike a light – batak – speed of light challenge
- strike a light – batak – basic speed challenge machine * RENTAL *
- strike a light – batak – MIDI size speed challenge machine black or white personalized
- strike a light – batak – small size speed challenge machine red with wallmount option
- strike a light – batak – speed challenge machine 160 cm

The Strike-a-Light (Batak) is a reaction and speed-challenge machine: illuminated buttons light up at random and the player presses each one as fast as possible. This manual explains safe use, commissioning, operation, programming and maintenance.

> **Caution:** never leave the machine running unattended, and never run it for more than 10 hours continuously. After a maximum of 10 hours, switch it off (unplugged) for at least one hour.

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It is the duty of such user or system integrator to carry out — in relation to the relevant specific application or use of the product — an adequate and complete risk analysis, evaluation and testing of the products.

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All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

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Other languages

This is the English user manual (or an automatic translation thereof). Manuals in other languages may be available on request.

Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS). These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

Duty cycle and cooling breaks

These machines are built for event and venue use, not uninterrupted operation. Their motors, power supplies, controllers and lighting generate heat, and running continuously lets that heat build up beyond the safe operating range. **Do not run the machine continuously for more than 4 hours. After every 4 hours of use, switch it off completely for at least 10 minutes, by disconnecting the power supply,** to let the components cool before resuming.

Overheating from exceeding this duty cycle can cause reduced performance, premature wear, component failure and, in some cases, a risk of fire or bodily harm. Damage or malfunction resulting from continuous operation beyond these limits, or from inadequate cooling breaks, is **not covered by warranty**. Always keep air inlets and outlets clear and unobstructed.

Support and service

For more information, service, technical support, ordering user manuals, or for any other questions,

please contact:
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Machine description

The Strike-a-Light is a reaction / speed-challenge machine (a “Batak”). The playing field has several illuminated buttons (usually 8–12) that light up at random; the player presses each lit button as fast as possible. When a button is hit, its light goes out and another lights up immediately. Miss a button, or press the wrong one, and you receive a penalty. The goal is to hit as many correct buttons as possible within a set time. Behaviour can be tuned in the user menu (see Programming).

Intended use

For entertainment use. The minimum age for use is 14; underage players should only use the machine under the direct supervision of a competent adult. Never leave the machine running unattended, and never run it for more than 10 hours continuously — after a maximum of 10 hours, switch it off (unplugged) for at least one hour.

Safety and risks

Operating the machine can involve risk. Before use, make sure everyone involved understands the risks and the machine’s limitations. Operation is never 100% predictable: depending on player behaviour and menu settings, rare situations may need immediate attention from a supervisor. A competent adult must always be able to intervene. Observe all national, regional and local safety regulations.

Specifications

Type	Reaction / speed-challenge machine (Batak)
Players	1, or 2 (one per side, shared score)
Buttons	Typically 8–12 illuminated buttons
Operating voltage	12 V (via the supplied adapter)
Controls	Remote control (numeric keypad)
Audio	SD card (music, sound effects, voice — replaceable)

Unpacking and preparation

1. Remove the Strike-a-Light from the wooden/steel crate (if applicable).

2. Remove all packaging materials (foam, plastic, cardboard).
3. Locate the matching remote control — it is used to adjust the settings.

Commissioning (turning on)

The Strike-a-Light runs on 12 V. Inspect the exterior, interior, components and power cord for damage — pay extra attention to loose or damaged parts. Do not connect the machine if anything is damaged. Once checked, plug the power cord into the back/bottom of the machine and into a suitable mains outlet. The machine starts automatically (you may hear a noise during start-up).

Operation

Buttons on the field light up at random; the player presses each lit button as fast as possible. Hitting a button turns it off and lights the next; a miss or wrong press gives a penalty. The aim is to hit as many correct buttons as possible within the time limit. One player progresses through levels (Level 1 easy, Level 2+ harder), or two players use one side each and share a score for cooperative / team play.

Programming (user settings)

Use the remote control to open and adjust the settings menu — each number key maps to a menu item. Most-used keys: **7** = decrease, **9** = increase, **8** = save.

Key	Setting
0	Error sounds on/off. Off = no sound for misses/errors and no penalty for a late press.
1	Round 1 goal — buttons to hit to pass Round 1 (1 correct button = 1 point).
2	Round 2 goal — buttons to hit to pass Round 2 (2 correct buttons = 1 point).
3	Round 3 goal — buttons to hit to reach Round 3 (3 correct buttons = 1 point).
4	Winning score — total points needed to win the game.
5	Button lighting speed — higher = slower/easier, lower = faster/harder.
6	Total game time — seconds a player has to complete the game.
7	Decrease the current value.
8	Save / confirm changes.
9	Increase the current value.
(+) / (−)	Volume up / down.
(») / («)	Next / previous music track.
Speaker button (top right)	Turn the music off.

Easy set-up tip: raise the threshold to advance to Level 2 (key 2) so players stay in Level 1, and lower the points needed to win (key 4) below that threshold — the game then ends before reaching

harder levels.

Audio / SD card: all audio (music, sound effects, voice) is on an SD card inside the machine. To change the language, music or spoken text, replace the file with your own recording — it **must keep the exact same file name and directory** as the original.

Maintenance

Service the machine every 4 hours of use, or at least once a week for light use. Visually inspect all internal and external wiring and mechanisms for damage, breakage or abnormal behaviour — energetic play can loosen buttons or pull on cables. Always switch off and unplug before maintenance.

Decommissioning (taking out of service)

Unplug the machine from the mains to disconnect it completely. Do not leave it unattended while connected to power.

Precautionary measures

- Supervise the machine at all times with a competent adult who can intervene.
- Never run it more than 10 hours continuously; rest it at least one hour (unplugged) afterwards.
- Switch off and unplug before any maintenance to avoid electric shock or short circuit.
- Do not disassemble, alter or modify the machine without our permission.
- Carry out the periodic maintenance above and follow our instructions for anything not covered here.