

Reaction Ring — User Manual

This manual applies to:

- [reaction ring™ – falling sticks speed game catching agility carbon black magnet drop](#)
- [reaction ring – catch the sticks – speed testing game *rental*](#)
- [reaction ring – FULLY PERSONALIZED OPTION – falling stick catching game magnet drop catcher](#)
- [reaction ring™ – falling stick catching game – EX RENTAL](#)
- [reaction ring™ – falling stick catching game – white magnet drop catcher](#)



The Reaction Ring is a reaction and speed game where electromagnets drop sticks at random and the player must catch them before they fall; this manual covers set-up, operation, coin training, the settings menu and maintenance.

Caution: Place the machine on a flat, stable surface and mind the moving electromagnets and falling sticks (pinch points); supervise players, and only connect it to a proper mains supply with the doors locked.

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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,

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Machine description

The Reaction Ring is a game of skill where the player steps into a ring and the machine drops sticks or other objects to be caught, in random order and at random times. It features 6 difficulty settings, 10 speed levels, 1- or 2-player modes, single or multiple simultaneous drops, and intelligent MP3 audio playback.

Intended use

The Reaction Ring is intended for entertainment use at home, at events and at venues under supervision. The minimum age for use is twelve years; underage players should only use the machine under the supervision of an adult.

Safety warnings

Follow these safety warnings to avoid injury or damage to the machine.

Stability

Always place the Reaction Ring on a stable, level surface to prevent it from falling over or being pulled off a table. The machine weighs approximately 24–30 kg and can be dangerous if it is not installed correctly.

Suffocation

Take care with small keys and other machine parts, as they may pose a choking or swallowing hazard. Keep them out of the reach of children and store them safely when not in use.

Hearing damage

The Reaction Ring can produce loud noises that may damage your hearing. Do not stand too close to the speakers and do not turn the volume up too loud.

Electrocution hazard

Take care when opening the machine doors. For your own safety, always remove the plug from the socket before opening a door — there may be exposed live parts inside that could cause electric shock, injury or death if touched. Close and lock the doors with the supplied key before inserting the plug into

the socket.

Gaming addiction

Playing games can be addictive and may lead to health problems. If you experience symptoms such as fatigue, insomnia or irritability, seek professional help.

Commissioning the machine / preparation

Follow the unpacking instructions carefully to avoid damage. The Reaction Ring operates on 220/240 volts / 50 Hz. Inspect the outside and inside of the machine and the power cord for defects or damage — open all panels and doors and pay particular attention to damaged or loose connections of electrical wiring and components. Do not connect the machine if the machine, wiring, components or connection cable are damaged.

Close and lock all doors and panels with the enclosed keys. After checking, insert the supplied connection cable into the back of the machine, plug it into a proper socket, and switch on at the back. The machine then starts up automatically.

Operation of the machine

The machine offers a selection of games of varying difficulty and speed. The background music can be changed, and you can set whether to play with coins or for free.

Once the machine is running, the 10 electromagnets are activated and the sticks (poles) can be hung. Start a game with the large START button on the centre column. The countdown timer runs from 3 to 1, after which the sticks begin to fall. When the game is over the screen flashes — press the START button again to reactivate the electromagnets.

Coin training

The coin acceptor is either empty or has already been trained on Made for Arcade coins. If it is empty and the machine is not set to free play, a sample coin must first be placed in the coin acceptor:

1. Open the back of the machine with the corresponding key.
2. On the right you will see a slider with a blue sticker. Carefully lift it up.
3. There is a shallow slot at the bottom — slide a coin into it while holding the slider up.
4. With the coin in the slot, slowly and carefully lower the slider onto the coin.
5. Close the back of the machine again with the corresponding key.
6. Finally, drop a coin of the same type through the coin slot on the side of the machine.

When a coin is inserted, the acceptor compares it with the sample coin. If they match, the coin is sent to the cash drawer and a credit is added on the user display. Only insert coins with a diameter of 18 to

25 mm and a thickness of 1.6 to 2 mm.

Quick settings via the remote control

Different game variants can be selected directly with the remote control:

- **"1"** — starts the game in 1-player mode.
- **"2"** — starts 1-player mode with increased difficulty.
- **"3"** — starts 2-player mode.
- **"TEST"** — sets the difficulty level (1 = easy, 6 = difficult).
- **"FF »"** — reduces the time between stick drops.
- **"« REV"** — increases the time between stick drops.
- **"9"** — restores the factory setting (display shows 1698).
- **"+" / "-"** — sets the volume between 0 and 26 (see also F7).
- **"PAUSE"** — pauses the music.
- **"»|"** — next track; **"|«"** — previous track.
- **"PAUSE"** or the START button — returns to the game menu.

Display view

Various settings are shown on the bottom line of the display as numbers. Read the 4 digits from left to right:

- **1st digit — challenge mode:** 1 = 1-player game, 2 = 1-player advanced game, 3 = 2-player game.
- **2nd digit — hint display:** 0 = a hint shows which stick will fall, 1 = hints hidden.
- **3rd digit — speed (0-9):** 0 = fastest, 9 = slowest.
- **4th digit — difficulty (1-6):** 1 = easy, 6 = difficult.

User menu settings

Electrocution hazard: there is a risk of electric shock from open doors on a machine connected to the mains. Do not touch electrical wiring, plugs or connections.

The machine is programmed using the supplied remote control (the easy method), or with the large push button on the central column. Both methods are described below.

Change settings with the remote control

Aim the remote control at the display. For a better connection you can also open the back of the machine with the supplied key to reach the game controller, which carries a receiver for the remote control.

- Press **"MENU"** on the remote control to set parameters.

- Use the “+” and “-” keys to change a parameter.
- Use the “**RETURN**” arrow to save and return.

Menu #	Function	Value
F0	Number of sticks (8, 10 or 12)	8
F1	Game mode — 1: sticks fall in a random pattern; 2: sticks fall in the order set at F2/F3; 3: sticks fall according to the factory setting	2
F2	Choose one of 10 pre-programmed drop sequences	1-10 (1)
F3	Difficulty — 1: 0.5–1.5 s between drops; 2: 0.2–1 s, two sticks at 0.2 s apart; 3: 0.2–1 s, two at 0.1 s and two at 0.2 s apart; 4: 0.1–1 s, three at 0.2 s apart; 5: 0.1–1 s, two groups with no interval; 6: double sticks fall together at 0.5–1 s apart	1-6 (3)
F4	Time interval — 0: 0.1 s, 1: 0.2 s, 2: 0.3 s, 3: 0.5 s, 4: 0.7 s, 5: 1 s, 6: 1.5 s, 7: 2 s, 8: 3 s, 9: 5 s	0
F5	Hint during play (shows which stick will fall) — 1 = on, 0 = off	1
F6	Not applicable	—
F7	Volume of the sound	0-26 (20)
F8	Music while playing	1-6 (5)
F9	Automatically switch to MP3 — 1 = automatic, 2 = no	1
FA	Remote control on/off — 1 = remote control works, 2 = remote control is not read	1
FB	Coin system — 1 = play for free, 2 = scanner (not used), 3 = pay to play	1
FC	Number of coins needed to play	3
FD	Number of games given for the payment set at FC	2

Change the music or system sounds

The circuit board holds a micro SD card. Remove the card and replace the existing MP3 files as desired. File names must begin with a 3-digit number, for example “001 music”:

- **001** — music played while the sticks are falling.
- **002** — music played after the game.
- **003, 004 ...** — additional tracks.

When not playing

If no game is being played, the machine automatically plays the welcome music from the SD card after a while. The music plays 10 times, after which the machine goes into sleep mode.

Setting without the remote control

If menu setting “FA” is set to “2”, the remote control no longer works and the machine must be programmed with the large push button:

- If the machine is on, turn it off and wait 10 seconds.
- Start the machine while holding the **START** button; release it after 3 seconds.

- The screen now shows menu option “F0”.
- Press the START button to change the option.
- If the button is not pressed, the machine automatically jumps to the next menu option after 3 seconds (“F1”, and so on).
- After all menu options have been completed, the machine automatically goes into standby mode.
- Tip: to re-enable the remote control, set option “FA” to “1”.

Maintenance

Keep the machine clean and inspect it regularly. Always switch off and unplug the machine before opening any door or working inside. Check the electromagnets, sticks and wiring for damage, breakage or abnormal behaviour, and make sure all parts move freely without jamming or pulling on the cables.

Taking the machine out of service

Turn off the switch on the back of the machine and remove the plug from the socket so the power supply is completely interrupted. Do not leave the machine unattended while it is connected to the power supply.

Specifications

Size	150 cm wide × 150 cm deep × 205 cm high
Current	220/240 volts — 1.1 A
Weight	30 kg
Payment system	Coin insert included free games
Speaker system	4" front-mounted speaker
Audio	Built-in amplifier
Temperature zones	Storage 5-30°C, working 5-30°C
Number of players	1 player / 2 players
Controllers	Remote control, START button