Key Master — User Manual

This manual applies to:

- key master game 15 slot key control *RENTAL*
- key master prize vending & product dispenser game – aim the key to win

The Key Master is a skill prize machine: the player lines up a moving key with a prize bay and pushes it forward, trying to pass it fully through the keyhole to release the prize. This manual covers safe use, set-up, operation, the coin acceptor and the prize-bay settings menu.

> **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. Never switch the machine off while it is still loading.

Contents

Disclaimer 1
Copyright 3
Other languages 4
Power supply and surge protection 4
Duty cycle and cooling breaks 4
Support and service 4
Machine description 5
Intended use 5
Risks when using the machine 5
Unpacking and preparation 5
Commissioning 5
Operation of the machine 6
Taking the machine out of service 6
Coin acceptor training 6
Periodic maintenance 6
Setting up the machine (settings menu) 6
Precautionary measures 7

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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.

Please note: all images used in this manual are for illustrative purposes only and may differ from the actual product. This is because the colours, dimensions and other properties of the actual product may differ from the image.

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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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Besterdstraat 9a, 5051HH Goirle, The Netherlands
Email: service@madeforarcade.com · Web: madeforarcade.com

Machine description

The Key Master is a prize machine intended for home entertainment use and not designed for commercial use. The minimum age for use is 14 years; underage players should only use the machine under the direct supervision of an adult. The player can influence the game by toggling options on and off in the user menu.

Intended use

The Key Master is intended for domestic entertainment use and is not designed or intended for commercial use. The machine must never be left in operation unattended — it must always be supervised by a competent adult. Never run it for more than 10 consecutive hours; afterwards switch it off for at least 1 hour. The minimum age for use is fourteen; underage players must only use the machine under adult supervision.

Risks when using the machine

Putting the machine into operation may entail certain risks. Ensure everyone involved is aware of the risks and the machine’s limitations before use. The machine is never 100% predictable: depending on player behaviour, the coins inserted and the menu settings, exceptional situations may arise that need immediate attention — for example a coin getting stuck, or improper use. A competent adult must always supervise and be able to intervene immediately. Never run it for more than 10 consecutive hours; afterwards switch it off completely for at least 1 hour with the plug removed.

Unpacking and preparation

1. Remove the Key Master from the wooden crate (if applicable).
2. Remove all packaging materials such as foam, plastic or cardboard.
3. Locate the key(s) (or take them out of the packaging).
4. Open the doors with the corresponding key and remove any loose products from the machine — for example prize capsules, flyers or business cards. Always check the coin box as well.

Commissioning

The Key Master operates on 100/220 volts. Inspect the exterior and interior of the machine and the

power cord for defects or damage — open all panels and doors and check for damage or loose connections. Do not connect the machine if anything is damaged. Close and lock all doors and panels with the enclosed key(s), insert the power cord into the back/bottom of the machine, plug into a working socket, and switch on at the back. The machine starts automatically (you may hear a sound during start-up).

Operation of the machine

The Key Master is a popular attraction at fairs, amusement arcades, sports bars and events. The player uses the controls to line a moving key up with a prize bay and pushes it forward; if the key passes fully through the keyhole, the prize is released. The number of coins required per game and the difficulty and position of each prize bay are set in the user menu.

Taking the machine out of service

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

Coin acceptor training

The coin acceptor is either empty or already trained for Made for Arcade coins. If it is empty and the machine is not set to free play, place a sample coin: push the “replace coin” slider up in the direction of the “remove backward” arrow and place a coin under the slider. When a coin is inserted, the acceptor compares it with the sample; if they match, the coin goes to the cash drawer and a credit is added on the menu. Only use coins 18–25 mm in diameter and 1.6–2 mm thick.

Periodic maintenance

Follow the periodic maintenance instructions carefully to prevent damage. Service the machine every 4 hours of use, or at least once a week for light use.

Visual inspection of cabling and mechanisms

Check all internal parts for damage, breakage and abnormal behaviour — the unpredictable movement of the mechanisms combined with unpredictable play can cause prizes to get stuck or pull on cables and mechanisms. Always switch off and unplug before working inside.

Setting up the machine (settings menu)

To open the door, pull the tab upwards while pulling the door towards you. For extra security you can fit a small padlock to the tabs to lock the door.

To open the settings menu, press the **red button** after opening the door, then look at the display. The display shows the default password (with no modifications); press the button next to the display to open the menu. Click on the category you want to adjust, such as the difficulty level for winning a prize. **Do NOT change the “push rod” setting.**

Prize-bay difficulty & coordinates

You can set the difficulty level for each individual prize bay. Under the menu option **“coordinate”**, you can set the X-axis and Y-axis of every prize bay:

1. Use the joystick to navigate to the desired prize bay (for example Bay A).
2. Set the X and Y coordinates by moving the key with the joystick.
3. Test that the key is positioned correctly by pressing the push button — the key moves forward; check that it passes through the hole.
4. If successful, hold the push button down long enough for the key to move fully forward. Only then navigate to another prize bay with the joystick.

Never switch the machine off while it is still loading.

Precautionary measures

The machine is intended for indoor use only and is not designed for outdoor placement. When installing indoors, avoid:

- Wet spots.
- Flammable materials.
- Uneven surfaces.
- Blocking emergency exits, fire extinguishers or other emergency equipment — keep them easily accessible.
- Places with heavy vibration.

Do not make any changes to the machine, and always switch it off during maintenance or when leaving it unattended — ensure the power supply is completely disconnected — to prevent electric shock or short circuit.