

Stop the Clock — 10-Second Challenge — User Manual

This manual applies to:

- [10 second challenge, stop the clock timing game, wall mounted, customized](#)
- [Branded Trade Show timer Game – Stop the Clock Totem](#)



A reaction and timing game in which the player tries to stop a running timer at exactly 10.00 seconds; this manual covers safe set-up, operation, the remote-controlled settings menu, audio and maintenance.

Caution: place the totem on a stable, level surface and mind the mains supply; always switch off and unplug the machine before opening it or carrying out any maintenance.

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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 Stop the Clock (10-Second Challenge) is a reaction and timing game. A timer runs and the player tries to stop it at exactly the target number — by default 10.000 seconds. If the stop time falls within the allowed window, the machine registers a win, plays a success sound and (optionally) triggers a connected prize device.

The minimum age for use is 12 years; underage players should only use the machine under the direct supervision of an adult. The operator can influence the game by enabling and disabling various options in the user menu — difficulty, win odds, target number, the number of digits shown, and the sounds and music.

Intended use

The Stop the Clock is intended for entertainment use at events, venues and in the home, always under supervision. The machine must never be left in operation unattended — it should always be supervised by a competent adult. Never run it for more than 10 consecutive hours; after a maximum of 10 hours, switch it off for at least one hour. The minimum age for use is twelve; underage players should only use the machine under adult supervision.

Risks when using the machine

Using or commissioning the machine may involve certain risks. Before use, ensure everyone involved is aware of the risks and the machine's limitations. The machine is never 100% predictable: depending on player behaviour and the menu settings, exceptional situations may arise that need immediate attention — for example a push button that gets stuck, or improper use by a player. A competent adult must always supervise and be able to intervene immediately. Never run the machine for more than 10 consecutive hours; afterwards switch it off completely for at least one hour with the plug removed.

Unpacking and preparation

1. Carefully remove the Stop the Clock from the wooden crate or box, if applicable.
2. Remove all packaging materials such as foam, plastic or cardboard.
3. Fit any loose parts, such as the base plate and push button.

Commissioning

The machine works on 100/220 volts — 140 watts. 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 electrical wiring and components. 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 suitable socket, and switch on at the back. The machine starts up automatically; the motor may move once during start-up.

Operation of the machine

The Stop the Clock is a machine where the player must press the push button to stop the timer exactly on the target number. When a game starts (by coin or start button) the timer begins to count up; the player presses the button again to stop it. If the stop time is within the allowed window the machine plays a win sound; otherwise it plays a fail sound. The machine then returns to its ready/attract state. The number of coins required per game and other aspects are set in the user menu.

Hardware at a glance

- **Front display** — 3, 4, 5 or 6 digits (configurable).
- **IR receiver** — on the right-hand side of the display window; aim the remote here.
- **Memory card slot** — holds the MP3 files for background music and sound effects.

When idle the unit enters attract/sleep mode automatically and wakes on a button press or coin.

Using the remote

All settings are made with the infra-red remote. Always aim it at the right-hand side of the display, where the IR receiver is located.

Remote key	Function
MENU	Enter and step through the settings pages (the F... menus).
TEST	Confirm or enter a sub-setting, or cycle through choices (commonly used to set difficulty).
+ / –	Change the current value.
RETURN	Save and exit the current menu.
Prev / Next	Change the background track while music is playing.
Number keys (0–9)	Used in some prompts, such as entering a custom target.

Settings menu

Each setting below is reached with the remote. Make your change with + / – (or TEST where noted), then press RETURN to save.

Setting	Description	How to set
Difficulty	How strict the timing window must be (independent of win odds). Press TEST once to show C2 . **, where ** is the level.	Press TEST repeatedly to cycle levels 0-9; wait ~3 seconds or press RETURN to save.
Win odds / payout ratio	A global cap on how often the unit will award a win — e.g. 5:1 means at most one win every five plays, even if the player's timing hits the window.	Press MENU once (display shows F5 . 1), press + to select a ratio from 5:1 up to 999:1, then RETURN.
Challenge target / mode	The number players aim for. Choose one of 19 presets (e.g. 10.000, 5.20, 7.07, 8.88, 12.12, 13.14 and holiday/lucky-number themes) or set your own.	Press MENU until F2**** shows, use + / - to scroll modes, then RETURN. For a custom value, choose Custom, press TEST, set each digit with + / -, press TEST to move on, then RETURN.
Display digits	How many digits are shown, e.g. 10.00, 10.000 or 8.8888.	Press MENU until F3 6 shows (the number is the current digit count), use + / - to choose 3, 4, 5 or 6, then RETURN.
Background music (F4)	Background music during the challenge — 6 loop options.	Press MENU to reach F4, use + / - to select, then RETURN.
Success sound (F5)	Sound played on a win — 3 options.	Press MENU to reach F5, use + / - to select, then RETURN.
Fail sound (F6)	Sound played on a miss — 3 options.	Press MENU to reach F6, use + / - to select, then RETURN.
Volume	Master volume (the C1 value), 0-30.	Press + / - while idle or while music is playing.

Difficulty levels (approximate): 0 = impossible (no win window); 1-3 = extremely hard (± 0.001 – 0.005 s); 4-6 = hard to medium (± 0.01 – 0.05 s); 7-9 = easy (± 0.1 up to about ± 0.7 s). Difficulty sets the skill window; win odds set a hard cap. A high difficulty does not force a win — the win-odds cap can still block it until the ratio is met.

Suggested starting configuration (events and fairs)

- **Digits:** 4 (shows 10.00) or 5 (10.000) for extra drama.
- **Difficulty:** 5 (medium; a roughly ± 0.02 s feel).
- **Win-odds cap:** 10:1 (at most one win per ten attempts).
- **Mode:** 10.00 / 10.000, or a thematic number such as 5.20, 8.88 or 12.12.
- **Sounds:** a short loop that does not become annoying, with volume (C1) around 15-20.

Replacing the audio (MP3 files)

You can choose the built-in sounds in the menu, or replace the MP3 files on the memory card:

1. Power off the game and remove the memory card.
2. Put the card in a PC card reader. You will typically see two folders: **01** = sound effects (win/lose/short cues) and **02** = background music.
3. File names must be three-digit numbers: 001 .mp3, 002 .mp3, and so on. The controller plays by

index, so keep the naming consistent.

4. Safely eject the card, refit it, and power on.

If the file names or folders do not match, the unit will not play audio.

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 wiring and mechanisms

Check all internal parts for damage, breakage and abnormal behaviour. The push button may stick due to the unpredictability of the player. Always switch off and unplug the machine before working inside.

Troubleshooting

- **Remote not working** — stand directly in front, aim at the right-hand side of the display, replace the batteries, and check there is no bright IR interference.
- **No audio** — check the volume (C1) and the speaker connection, then check the card contents, folder names and file numbers.
- **Too many or too few winners** — increase or decrease the difficulty, and/or tighten the win odds (a larger ratio).
- **Cannot hit a custom number** — make sure the display digits match the number you want to show (e.g. 6 digits for 8.88888), then re-enter the custom target.

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 interrupted. Do not leave the machine unattended while it is connected to the power supply.

Precautionary measures

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

- Damp or wet areas.
- Proximity to flammable materials.
- Sloping or uneven surfaces.
- Blocking emergency exits, fire extinguishers or other emergency equipment — keep them easily accessible.

- Locations subject to heavy vibration.

Do not modify the machine without our permission. Always switch off the machine, as described above, during maintenance or whenever it is left unattended, to avoid electric shock or short circuit.