King of the Hammer / High Striker — User Manual

This manual applies to:

- Hercules tower high striker premium – hammer strenght meter game
- High Striker Hammer Game – Hercules Strength Tower
- Rental – High Striker Hammer Game – Hercules Strength Tower



The King of the Hammer (high striker) measures the force and speed of a hammer blow on the anvil and shows the result in light, sound and a score. This manual covers safe installation (the machine is top-heavy and must be anchored), set-up, operation, the coin acceptor and the controller settings.

> **Caution:** this machine is top-heavy and subjects the floor to large forces — it MUST be placed on a flat, stable surface and anchored before use. Never leave it running unattended.

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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

Maximum continuous operating time: 10 hours. After a maximum of 10 hours, switch off and unplug the machine for at least one hour before resuming. Keep ventilation openings clear and follow the specified maintenance intervals. Machine-specific cooling instructions take priority. Reaction Ring machines require cooling breaks between sessions; the 10-hour limit does not permit continuous activation of their magnets.

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 “King of the Hammer” is intended for use as entertainment in the home and is not designed for commercial use. The minimum age for use is 12 years; underage players should only use the machine under the direct supervision of an adult. The game is based on the player’s agility and strength, and can be influenced by enabling and disabling options in the user menu.

Intended use

The “King of the Hammer” is intended for home entertainment use and is not designed or intended for commercial use. The minimum age for use is twelve; underage players should only use the machine under adult supervision. The machine and accessories such as the hammer are **not suitable for players with a medical condition or who are not physically fit**.

Unpacking and preparation

Follow the unpacking instructions carefully to avoid damage. **The machine is top-heavy and can fall over if used incorrectly.** Place it on a flat, stable surface that can support at least 1,500 kg per m² — the angular momentum of a hammer blow places large forces on the machine and the surface. Use side cutters or nail scissors to cut any tension straps (sometimes in hard-to-reach places); make sure machine parts cannot move while cutting and that electrical cables are not cut. Adjust the levelling feet so the machine is level in all directions and every foot sits flat on the surface. Then anchor the machine to the ground with **at least 6 M10 bolts** so it is completely fixed to the surface.

Risks when using the machine

Using this machine may involve risks that must be assessed by the owner, players, bystanders and those providing the equipment. The risks described in this manual are not a complete or exhaustive list.

Commissioning

The machine operates on 220 volts / 50 hertz. Inspect the outside and inside 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 keys, insert the connection cable into the back, plug into a proper socket, and switch on at the back. The machine starts up automatically.

Operation of the machine

By hitting the anvil with the supplied hammer, the machine measures the force and speed of the blow and shows the intensity through light, sound and a score — a harder hit gives a higher score. Scores can be influenced by settings in the user menu.

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 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 first: push the “replace coin” slider up in the direction of the “remove backward” arrow and place a coin under the slider (see images). 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 display. Only use coins 18–25 mm in diameter and 1.6–2 mm thick.

The coin acceptor.

Push the slider up and place a sample coin under it.

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 forces involved can loosen or jam parts, or pull on cables and mechanisms. Check the levelling feet so all feet sit flat and in contact with the surface, and that the machine is level in all directions. Always switch off and unplug before working inside.

Access to the controller

To reach the user menu, open the long front door with the score counters: first remove the 2 locking

screws (circled in the photo), then open the door with the enclosed key. Inside you will find the controller with a few operating buttons.



Remove the two locking screws (circled), then open the door with the key.

Setting the controller

Master volume

On the controller, adjust the volume by carefully turning the potentiometer left or right with a small screwdriver (circled in the photo).

Settings menu

Turn on the machine and, after 3 to 5 seconds, press button #1 once — the machine is now in programming mode and the settings are shown on the scoreboard. The leftmost digit of the bottom-left counter (1st) shows the menu-option number; the rightmost digit of the bottom-right counter (2nd) shows its value. Press button #1 until you see the menu option you want in the left counter, then use button #2 or #3 to change its value.



The controller: volume potentiometer (circled) and buttons #1–#3.



The scoreboard — menu option (1st counter) and value (2nd counter).

Menu #	Description	Value
1	Number of coins needed to play a game (0 = play for free)	0 to 9
2	Not applicable (used for tickets)	—
3	Difficulty of the game — the higher the number, the more difficult	1–5
4	Total number of coins inserted	(counter)
5	Total number of tickets issued	(counter)

Frequently asked questions

Can I turn the music off completely? Lower the master volume on the controller potentiometer; set it to minimum for silent operation.

Can the machine be set to “play for free”? Yes — set menu option 1 to 0.

My machine looks different — do I have the correct manual? Made for Arcade hammer machines use the same controller, so this manual applies; minor naming differences are possible due to version differences.

Precautionary measures

- Anchor the machine (6 × M10 bolts) on a flat surface rated for at least 1,500 kg/m² before use — it is top-heavy.
- Do not let players with a medical condition or who are not physically fit use the machine.
- 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.