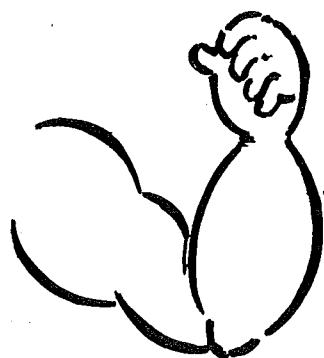


ARM WRESTLING

SERVICE MANUAL

PATENT PENDING



MANUFACTURER
IKEMOTO SHATAI KOGYO CO.,LTD

ARM WRESTLING

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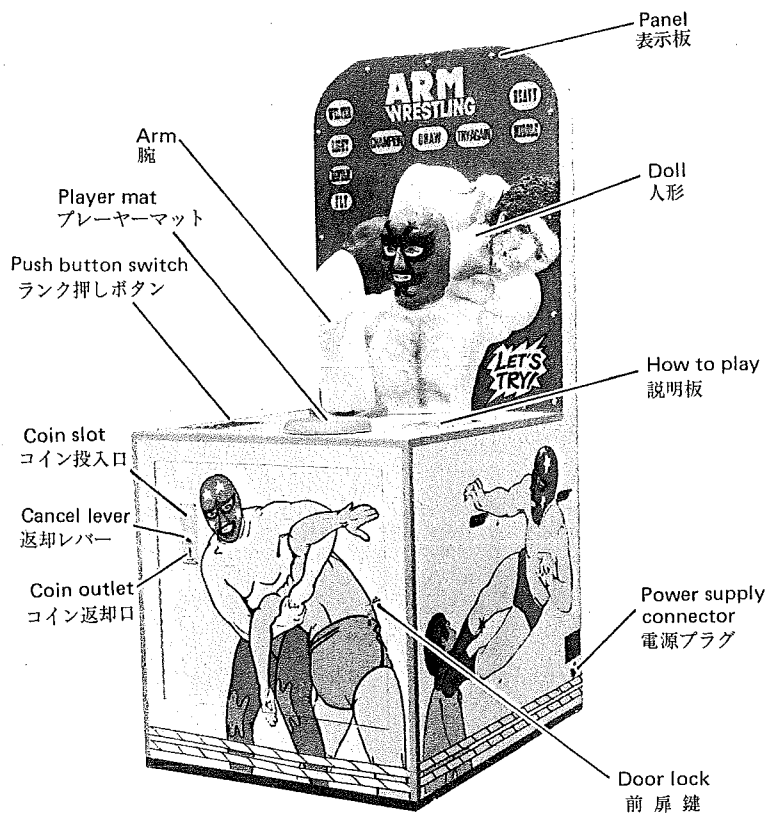
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パーツリスト

Basic specifications 基本仕様

Coin 使用硬貨	100円
Recommended price 価格設定	1 ~ 4 100円×1~4
Game setting ゲーム数設定	1 ~ 4 4ゲーム
Weight 重量	130 kg
Power supply 電源電圧	AC 100/115V 50Hz/60Hz
Control voltage 制御電圧	DC12V
Power consumption 消費電力	143W
Motor 駆動源	Reversible geared motor リバーシブル・モーター
Dimension 寸法	Width 800m/m x length 1,020m/m x height 1,850m/m 巾 奥 高

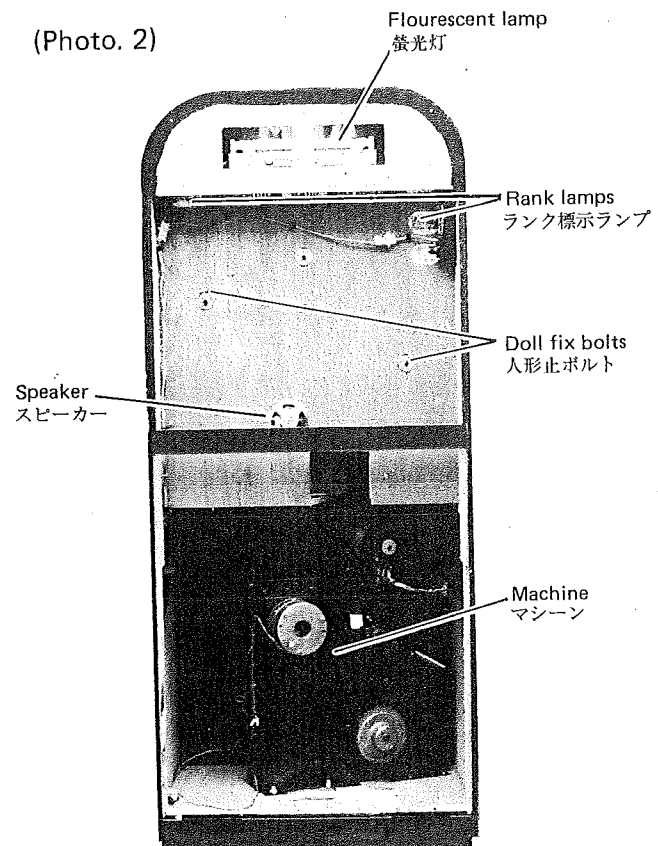
Outer shape 外形

(Photo. 1)

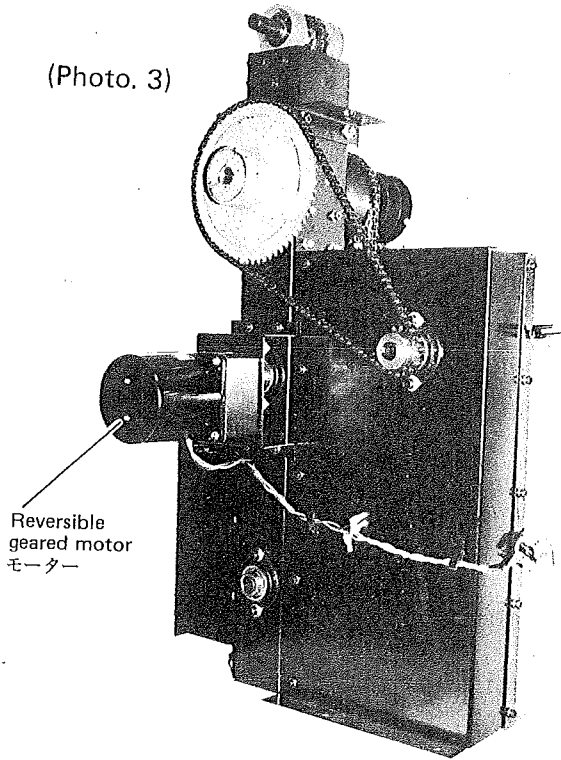


Names of key parts 各部の名称

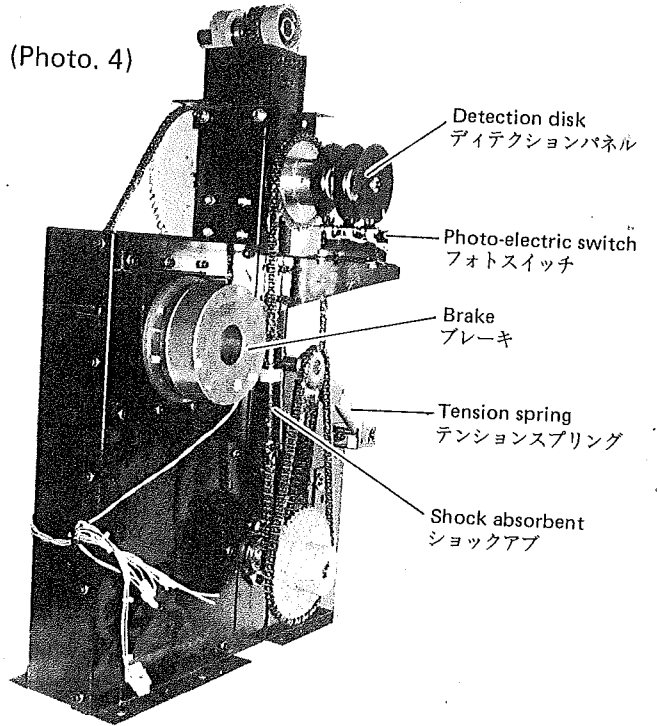
(Photo. 2)



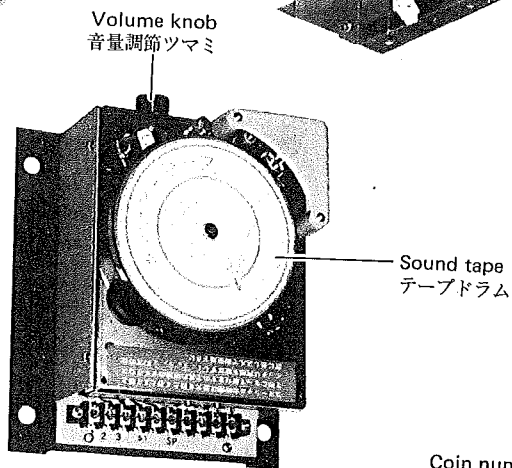
(Photo. 3)



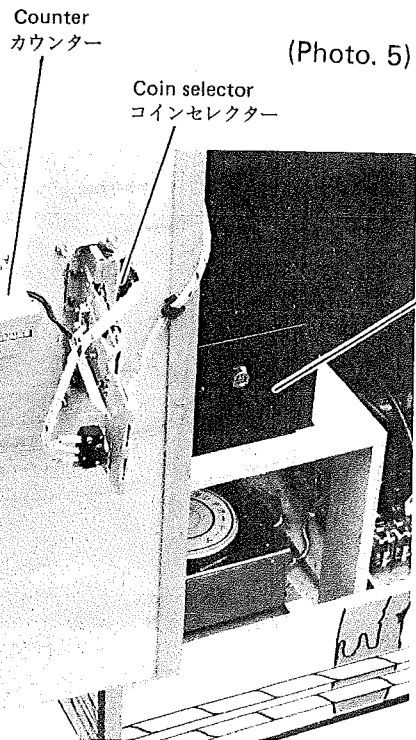
(Photo. 4)



(Photo. 7)

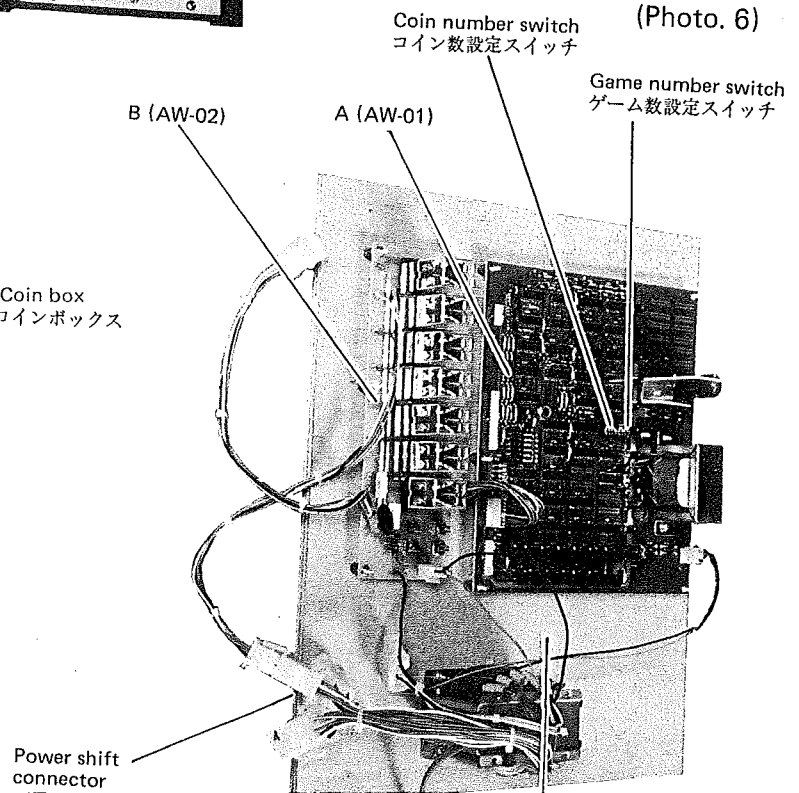


(Photo. 5)



Coin box
コインボックス

(Photo. 6)



Directions for use

使用方法

- a) Set the game number switch of the control board. (1 ~ 4 times)
ゲーム数設定を確認して下さい。(4ゲームまで可変出来ます)
- b) Set the coin number switch of the control board. (1 ~ 4 coins)
硬貨数設定を確認して下さい。(4ゲームまで可変出来ます)
- c) Connect power cord into a plug socket. AC V
電源コードをコンセントに差し込みます。
- d) After the fluorescent lamp is turned on, the machine is on the go.
ランプが点灯すればゲームが出来ます。
- e) Power of the machine is selectable to 4 grades with 1 ~ 4 connectors. (See Photo. 6)
機械の力を4段階に可変出来ます。

How to play

遊び方

- a) Insert one or more coins to the slot, and put your right arm's elbow on the red mat.
コインを入れて、右肘を赤いマットの上に置き、レスラーの手を握り、腕相撲の姿勢をとって下さい。
- b) Push a rank button switch which you try to challenge, then the lamp for the rank is turned on.
左手で適当なランクの押しボタンを押します。ランクの標示ランプが点灯し、ファンファーレが鳴り、ゲーム開始のゴングが鳴り終わりますと、腕が中央部より右側へ倒れてきますから、勝負して下さい。
according to the rank, then play the game.
- c) You can hear a cheer while you are in the game.
ゲーム中は歓声が鳴ります。
- d) In case of victory;
勝った場合 (ゲームをした人)
The (CHAMPION) lamp is turned on and the gong is rung repeatedly, 2 seconds later the (CNAMPION) ランプが点灯し、鐘が連打されます。約2秒間静止して腕は自動的に中央部へ戻ります。
arm returns to the center position.
The lamp (CHAMPION) remains as is until the next game is started.
次のゲームまで (CHAMPION) ランプは点灯したままです。
- e) In the case of defeated;
負けた場合 (ゲームをした人)
The (TRY AGAIN) lamp is turned on and the gong is rung once. 2 seconds later the arm (TPY-AGAIN) ランプが点灯し、鐘が1回なります。約2秒間静止して腕は自動的に中央部へ戻ります。
returns to the center position.
The (TRY AGAIN) lamp holds as is until the next game is started.
次のゲーム開始までランプは点灯したままです。
- f) In case of draw;
引き分けた場合
In case of putting up with the machine in 10 seconds, the arm stops and indicator lamp
約10秒間勝負がつかない場合は、腕が静止して引き分けとなり、(DRAW) ランプが点灯し鐘が数回なります。
(DRAW) is turned on. At that time the gong is rung 3 times.
2 seconds later the arm returns to the center position.
約2秒間静止して、腕は自動的に中央部へ戻ります。
- g) After the games (the presetted number is fixed with DIP switch on the control board), the
設定ゲーム終了後、ゲームオーバーのランプが点灯します。
indicator lamp (GAME OVER) is turned on.
* The brake works at every stop position of arm (win, center, defeated) and the motor stops.
一定の位置まで来ますと、ブレーキが働き、それ以上腕は下りません。更に安全装置が有りますので万
Besides the machine has mechanical safty stopper.
一機械が故障しても危険はありません。

For adjustment & inspection

調整方法及び点検上の注意

- a) Turn off the power supply first for adjustment and inspection.
電源を切らずに基板の点検修理は危険ですのでして下さい。
- b) Never touch the part of the machine in motion.

c) Use 30V 0.11A lamp for indicator lamps (every rank lamp, CHAMPION, DRAW & TRY 判定及びランクの標示ランプは30V用を使用して下さい。 AGAIN)

d) Oil to the chains and the bearings once year. チェーン及びメタル部分は年1回程度注油して下さい。

e) Adjustment of sound volume; 音量調整

Adjust the volume knob of the sound unit. (Photo. 7)

歓声音の調整は(Photo 7) テープデッキの音量調整ツマミを廻し調整して下さい。

f) The number of coins and games setting; ゲーム数及びコイン数の調整

Set the switches on the control board, be sure turning off the power switch.

制御基板(Photo 6) のディップスイッチで調整して下さい。この場合必ず電源をOFFにして下さい。



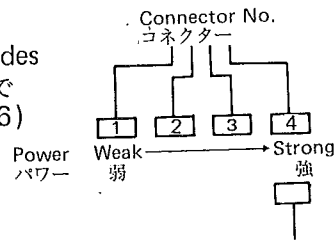
Dip switch
ディップスイッチ

Select one out of four.

設定する数をONにして下さい。(1回のみ)

g) Power shift; パワーの調整

It is possible to change the power strength among four grades 制御基板(Photo 6) のパワー切替コネクタを、接続替することで by changing the connectors at the control board. (Photo. 6) 4段階に可変できます。



h) The relation of photo-electric switches. 光電スイッチの位置合せ。

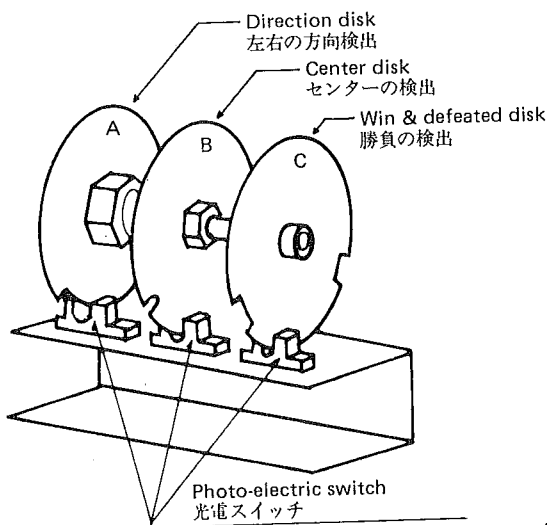


Photo-electric switch wiring

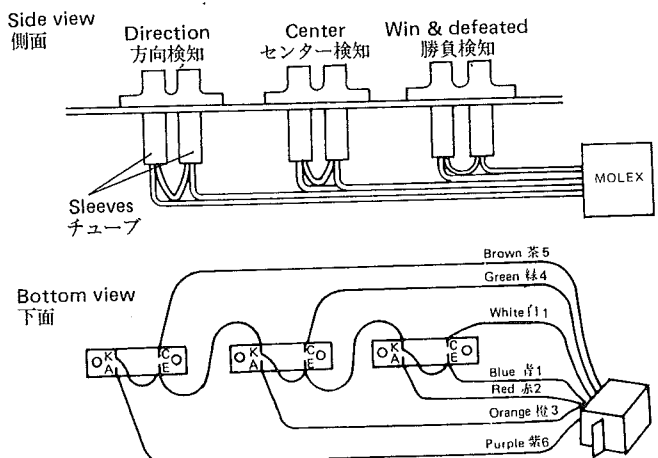


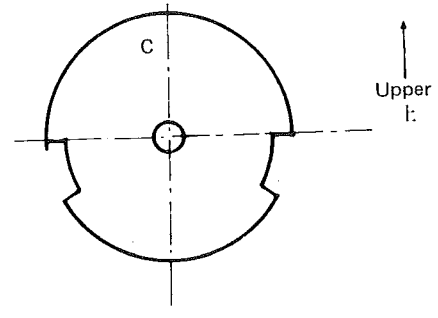
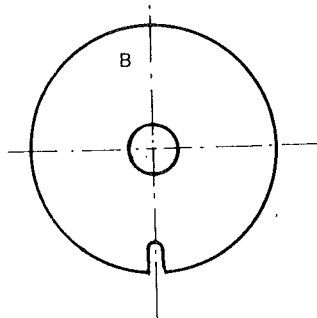
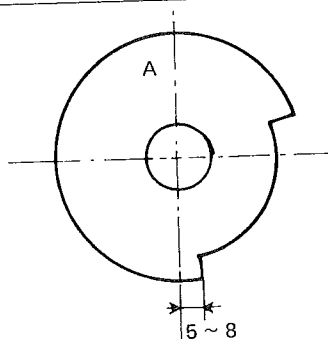
Figure shows without the sleeves. 実際にはチューブ有り。

2ESG3

Detection disk of direction
左右の方向検出板

Detection disk of center
センターの検出板

Detection disk of win & defeated
勝負の検出板

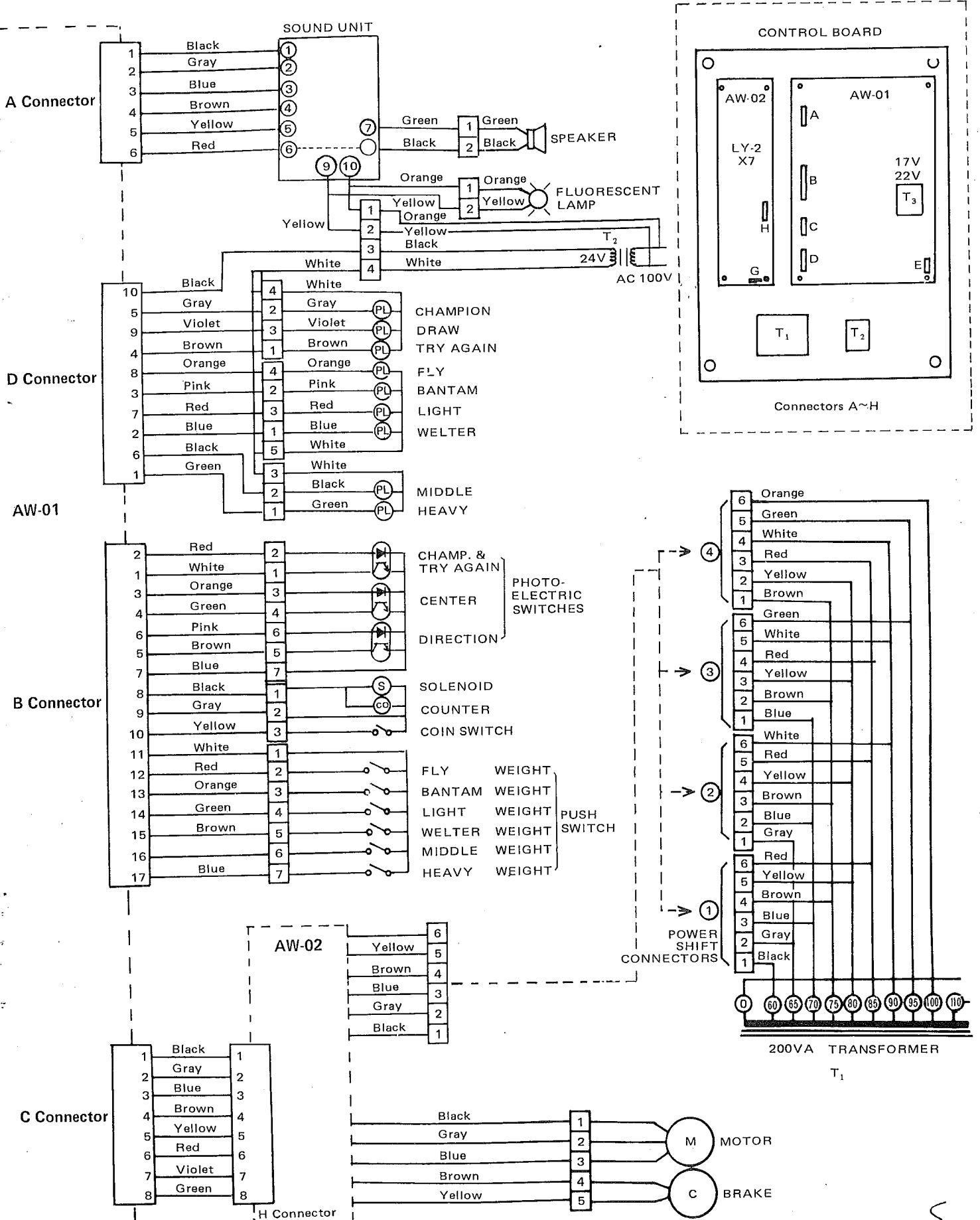


1) These disks show the state of the center stop position.

上図は検出板の形状と、アームがセンターで止っている状態での位置関係を示します。

2) The detection disks are fixed with bolts and nuts, so loosen them for the adjustment.

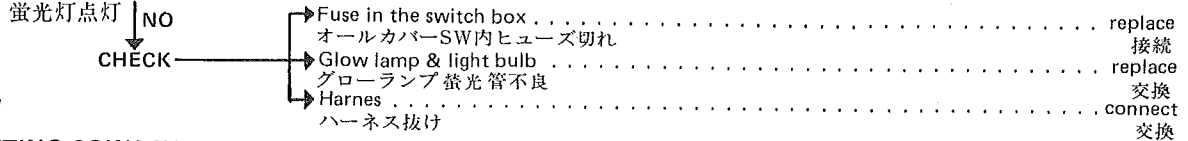
ARM wrestling wiring diagram



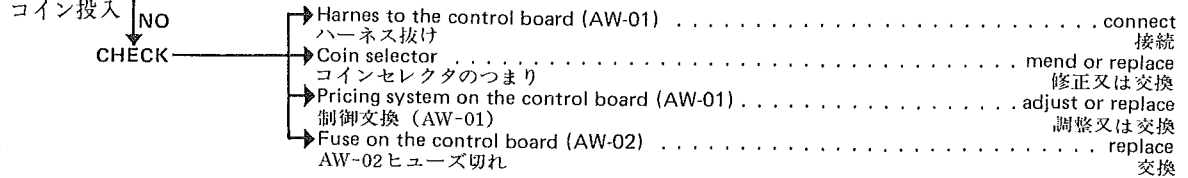
Trouble shooting 故障対策

1. POWER "ON" 電源投入

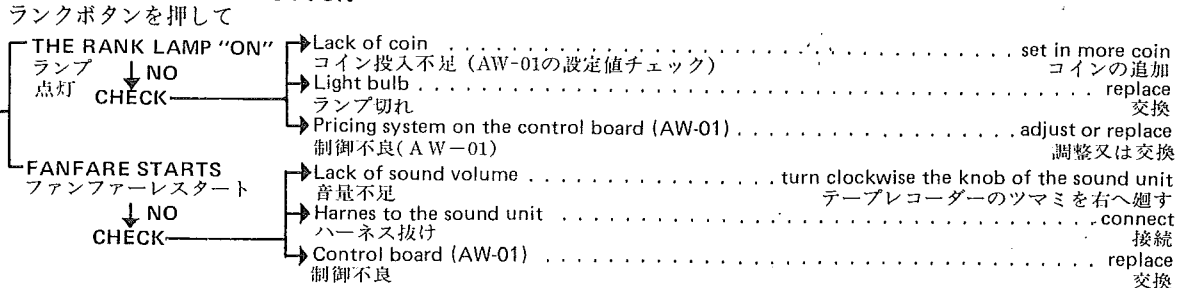
2. FLOURESCENT LAMP "ON" 蛍光灯点灯



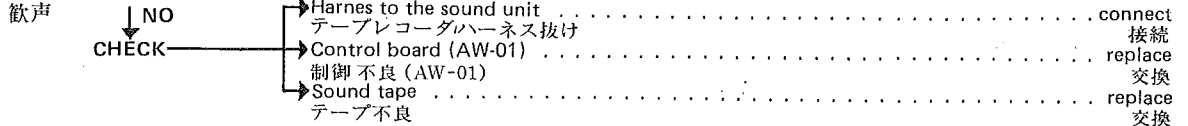
3. PUTTING COINS IN コイン投入



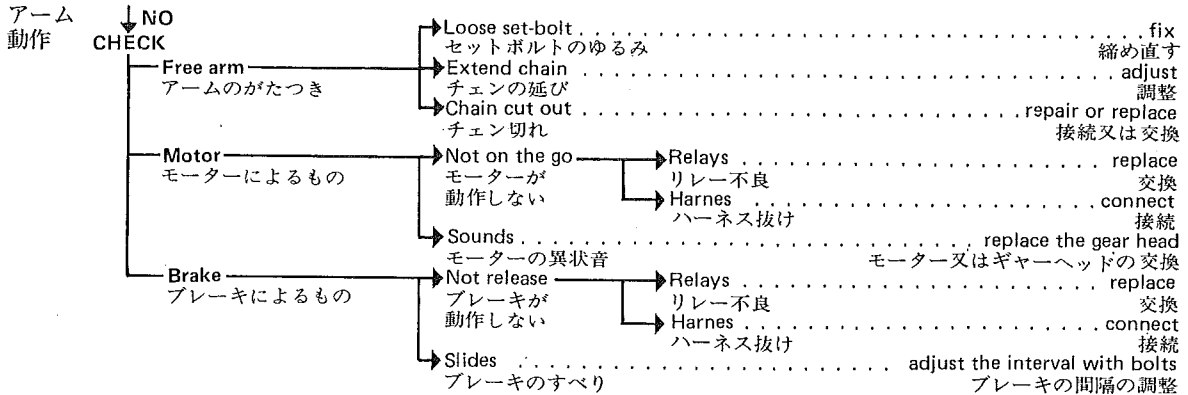
4. CHALLENGE WITH PUSH BUTTON ランクボタンを押して



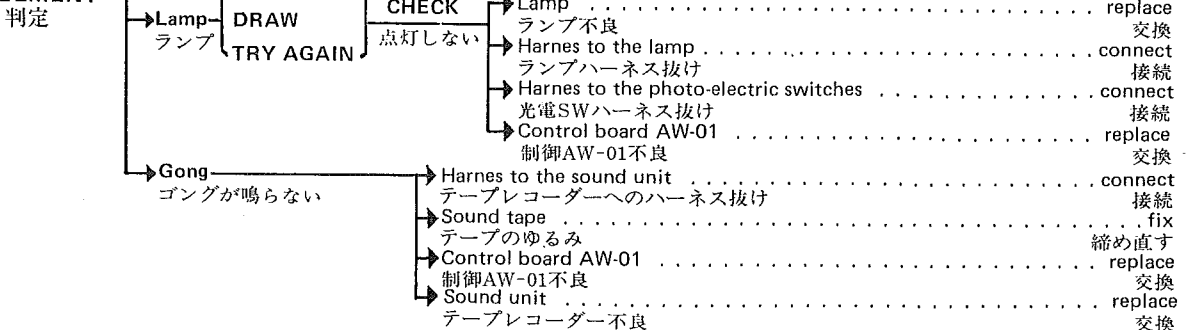
5. CHEER SOUNDS 歓声



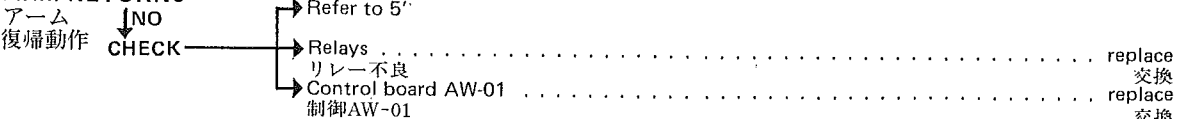
5. THE ARM MOOVES アーム動作



6. JUDGEMENT 判定



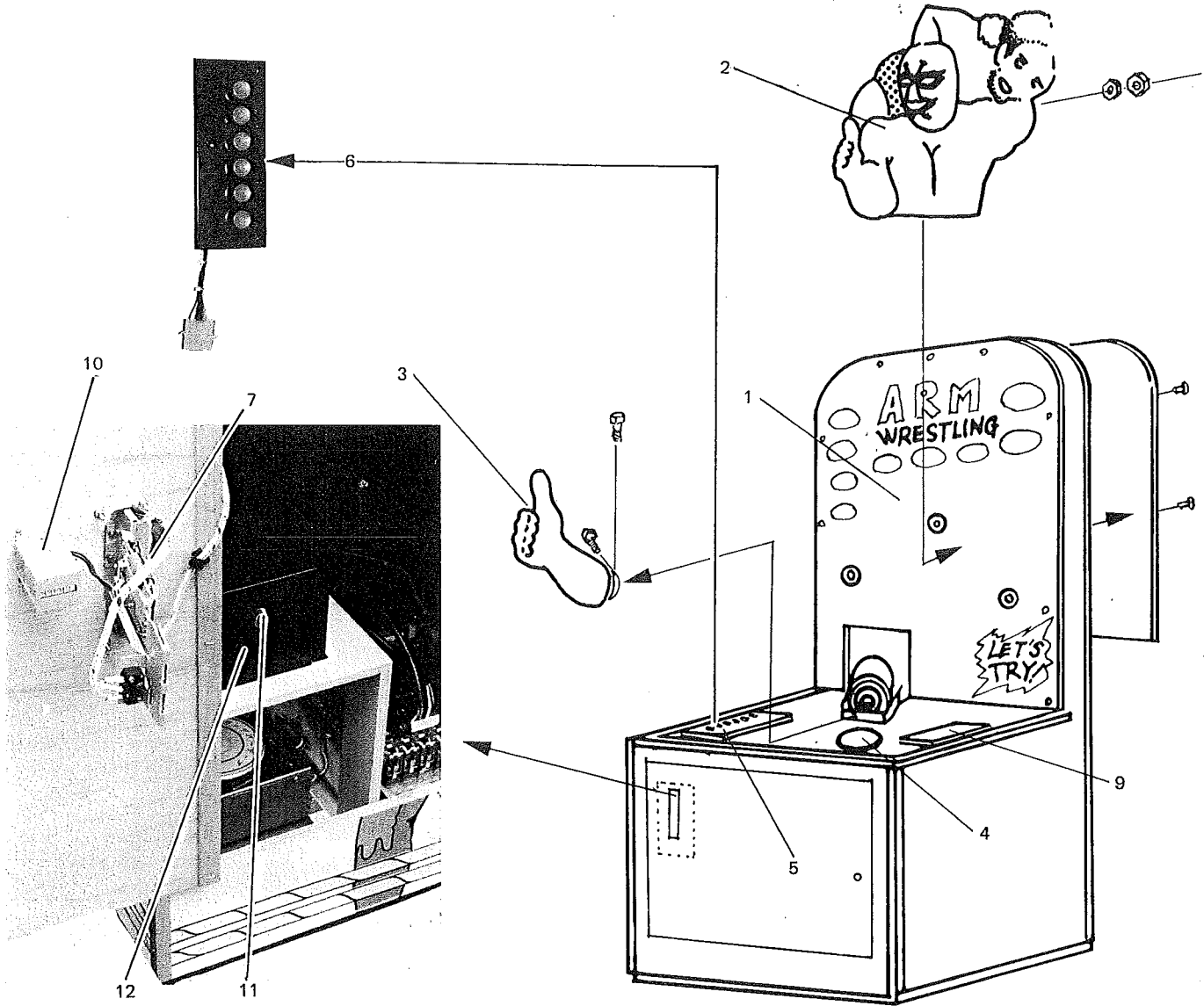
7. THE ARM RETURNS アーム復帰動作



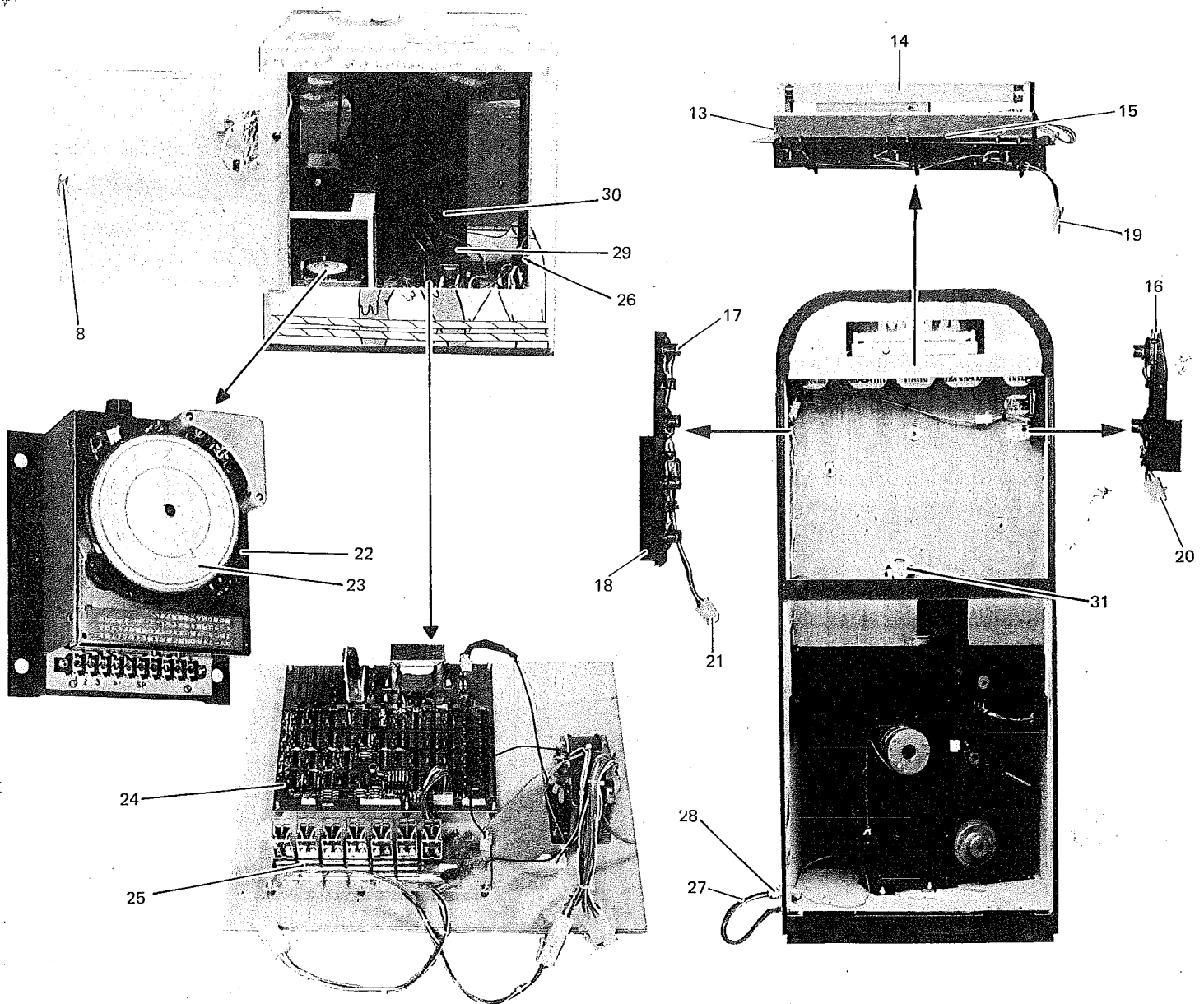
8. THE ARM STOPS AT THE CENTER POSITION アームが定位置で止まる



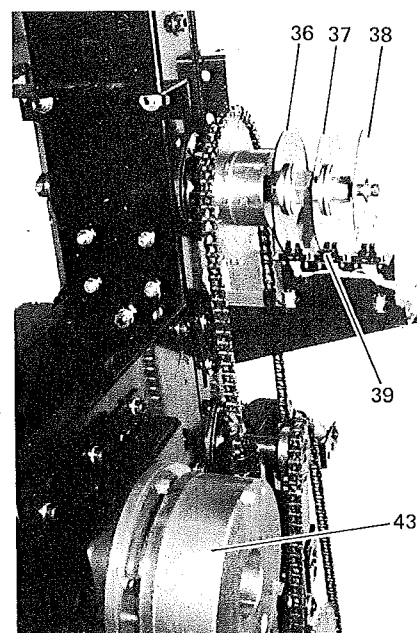
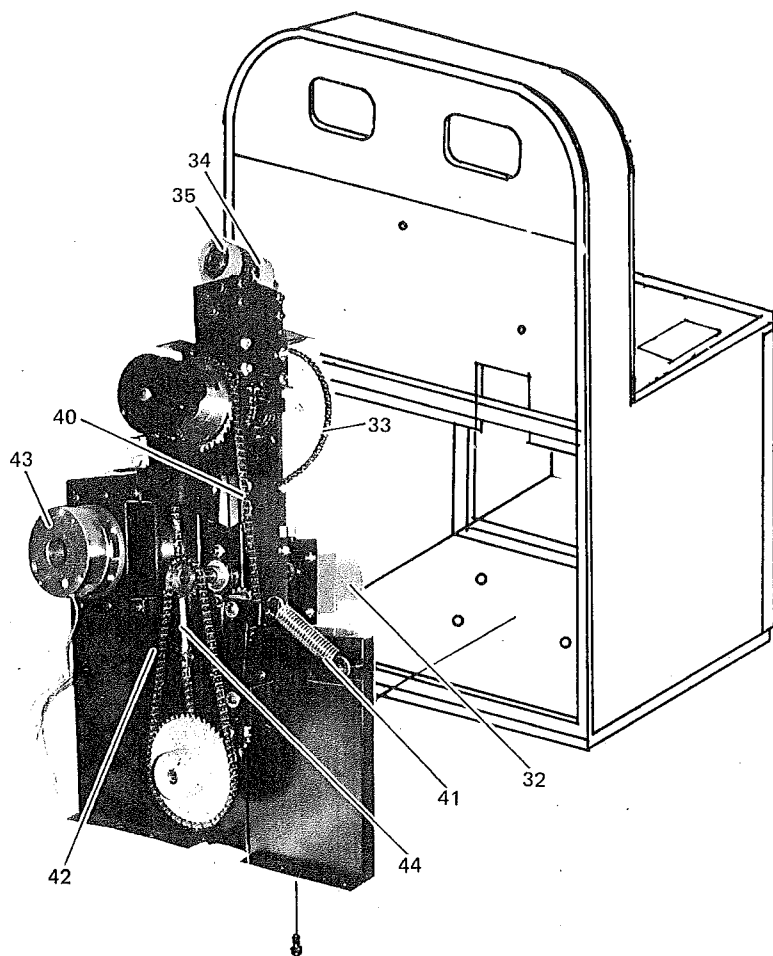
PARTS LIST



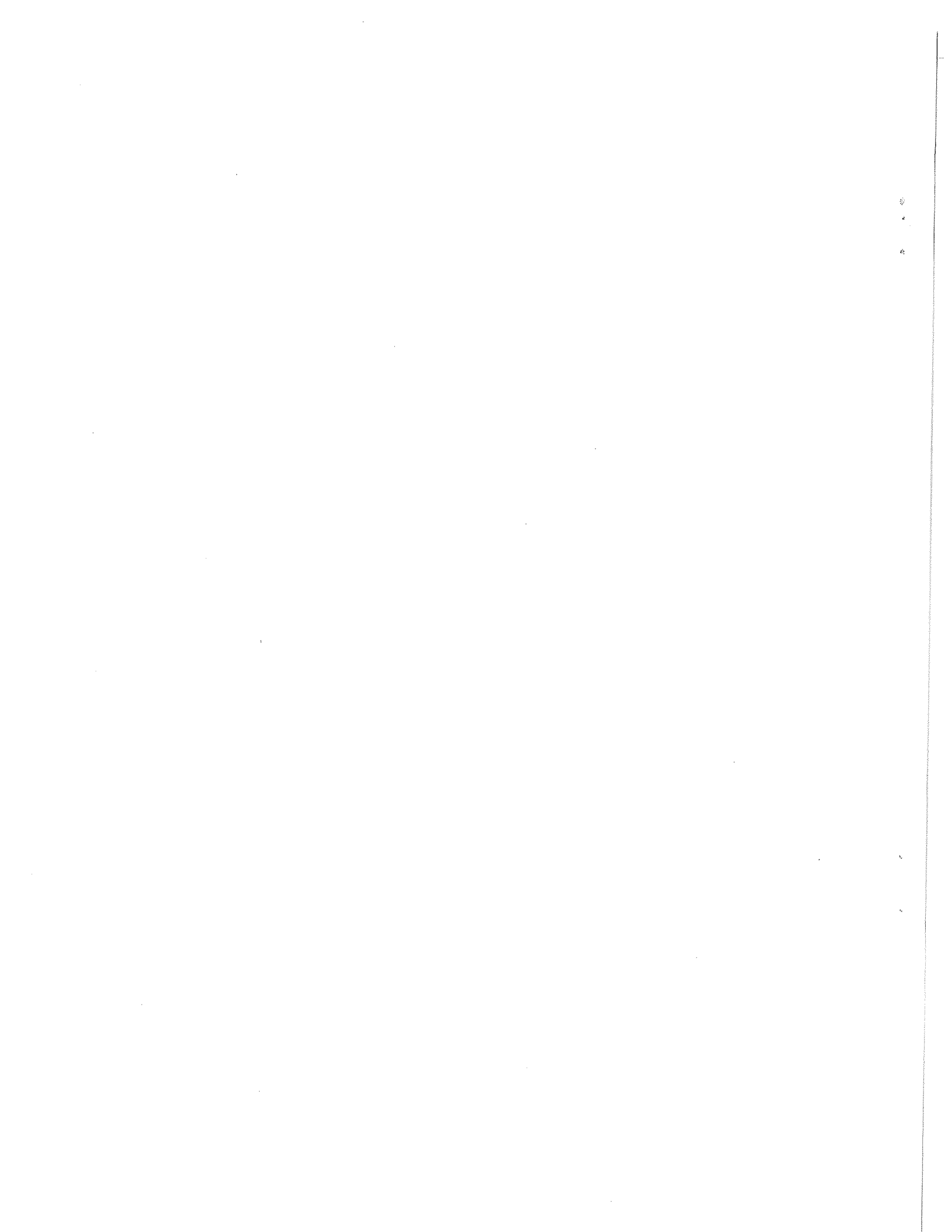
No.	Part No.	Parts Name	P/C	No.	Part No.	Parts Name	P/C
1	9061-1	Panel	1	6	9021-0	Push button switch assembly	1
	-2	Cap nut	9		-1	Micro switch	6
	-3	Spacer	9		-2	Push button	6
	-4	Wood screw 2.7φ	9	7	9022-1	Coin selector	1
2	9065-1	Doll	1		-2	Bolt (M4x20)	4
	-2	Bolt (M6x35)	3		-3	Plate washer	4
	-3	washer	3		-4	Spring washer	4
3	9066-1	Arm	1		-5	Nut	4
	-2	Bolt M6x15)	2		-6	Coin switch	1
4	9067	Player Mat	1	8	9031	Door lock assembly	1
5	9064-1	Rank plate	1	9	9062	Explanatory plate	1
	-2	Bolt (M4x20)	4	10	9023-1	Counter	1
	-3	washer	4		-2	Wood screw	4
	-4	Spring washer	4	11	9024	Lock assembly	1
	-5	Nut	4	12	9025	Coin box	1



No.	Part No.	Parts Name	P/C	No.	Part No.	Part Name	P/C		
	13	3033-0	Flourescent lamp assembly	1		-1	Sound unit	1	
			-1	Wood screw	6		-2	Spring washer	4
			-2	30V lamp	3		-3	Nut	4
	14	3034	Fluorescent lamp	1	23	3042	Sound tape	1	
			15	Stabilizer	1	24	3043-1	Control board A (AW-01)	1
	16	3031-0	L lamp assembly	1		#2	Transformer	1	
			-1	Wood screw	3		-3	Washer	6
			-2	30V lamp	2		-4	Spring washer	6
	17	3032-1	Socket	9		-5	Nut & spacer	6	
			-2	Bolt	18	25	3044-1	Control board B (AW-02)	1
			-3	Spring washer	18		-2	Relay LY-2	7
			-4	Nut	18		-3	Fuse	2
	18	3035-0	R lamp assembly	1		-4	Nut & spacer	6	
			-1	Wood screw	4	26	3045	Power switch	1
			-2	30V lamp	4	27	3046	Power cord	1
	19	3036	Harnes A	1	28	3047	Metal concent	1	
	20	3037	Harnes B	1	29	3048	Capacitor	1	
	21	3038	Harnes C	1	30	3049	Main harness	1	
	22	3041-0	Sound unit assembly	1	31	3050	Speaker	1	



No.	Part No.	Parts Name	P/C	No.	Part No.	Parts Name	P/C
32	4011-1	Motor	1		-4	Nut (M12)	1
	-2	Bolt	4	38	4023-1	Disk C	1
	-3	Spring washer	4		-2	washer	1
	-4	Nut	4		-3	Spring washer	1
33	4012-1	Chain No. 3	1		-4	Bolt (M6x15)	1
	-2	Joint	1	39	4024-0	Photo switch assembly	1
34	4013-1	Chain No. 4	1		-1	Photo switch	3
	-2	Joint	1		-2	Bolt (M3x15)	6
35	4014-1	Bearing unit	2		-3	Spring washer	6
	-2	Bolt	6		-4	Nut	6
	-3	washer	6	40	4031-1	Chain No. 2	1
	-4	Spring washer	6		-2	Joint	1
	-5	Nut		41	4032	Spring	1
36	4021-1	Disk A	1	42	4033-1	Chain No. 1	1
	-2	washer	2		-2	Joint	1
	-3	Nut (M18)	1	43	4034-1	Brake	1
37	4022-1	Disk B	1		-2	Spring washer	3
	-2	washer	1		-3	Nut	3
	-3	Spring washer	1	44	4035	Shcok ab	1





ARM WRESTLING

Ringkampf

LUCHA CON EL BRAZO

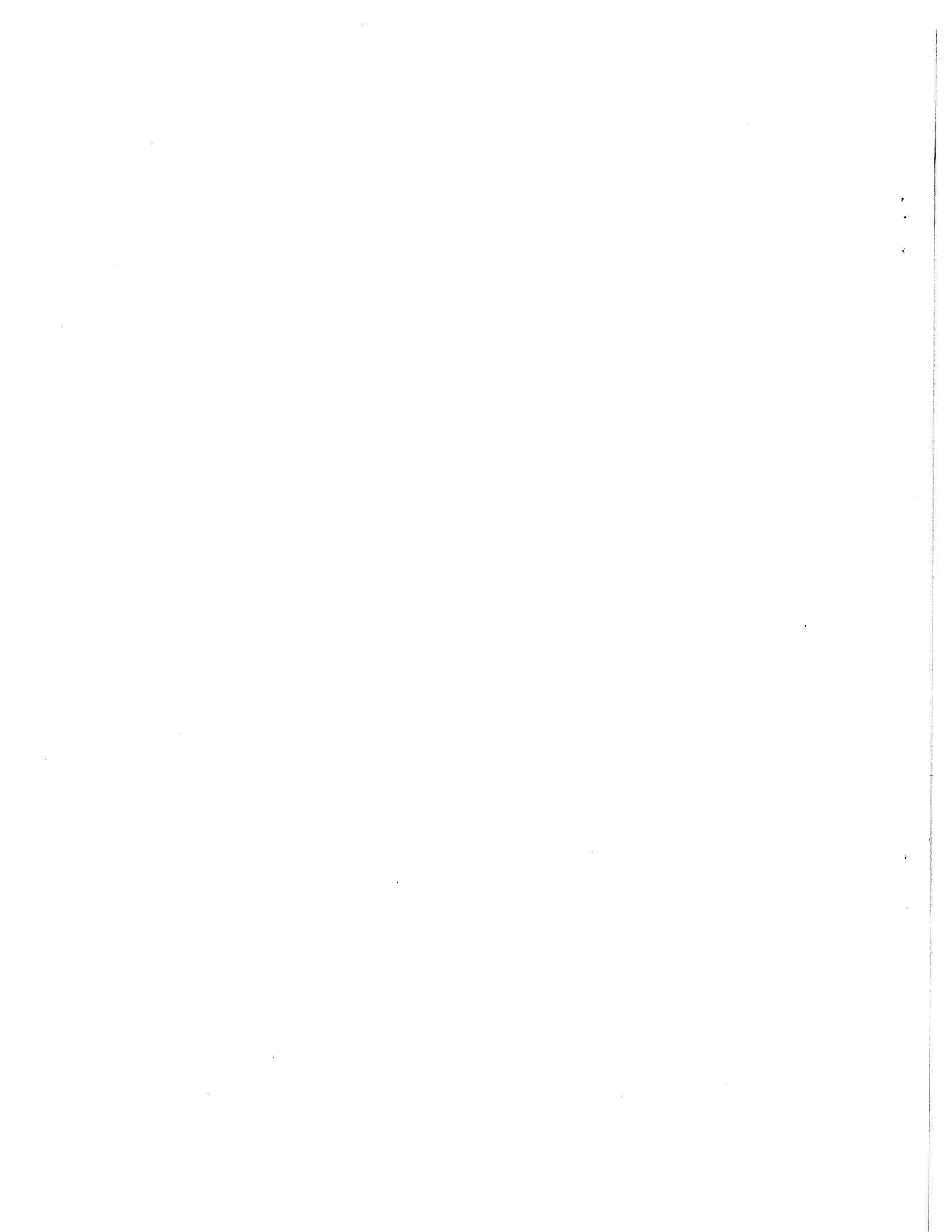
Can You Beat
the Heavy Weight?

Können Sie das Schwergewicht schlagen?
¿Puede usted batir el peso pesado?

● BASIC SPECIFICATIONS
★ Wichtige Angaben
■ ESPECIFICACIONES BASICAS

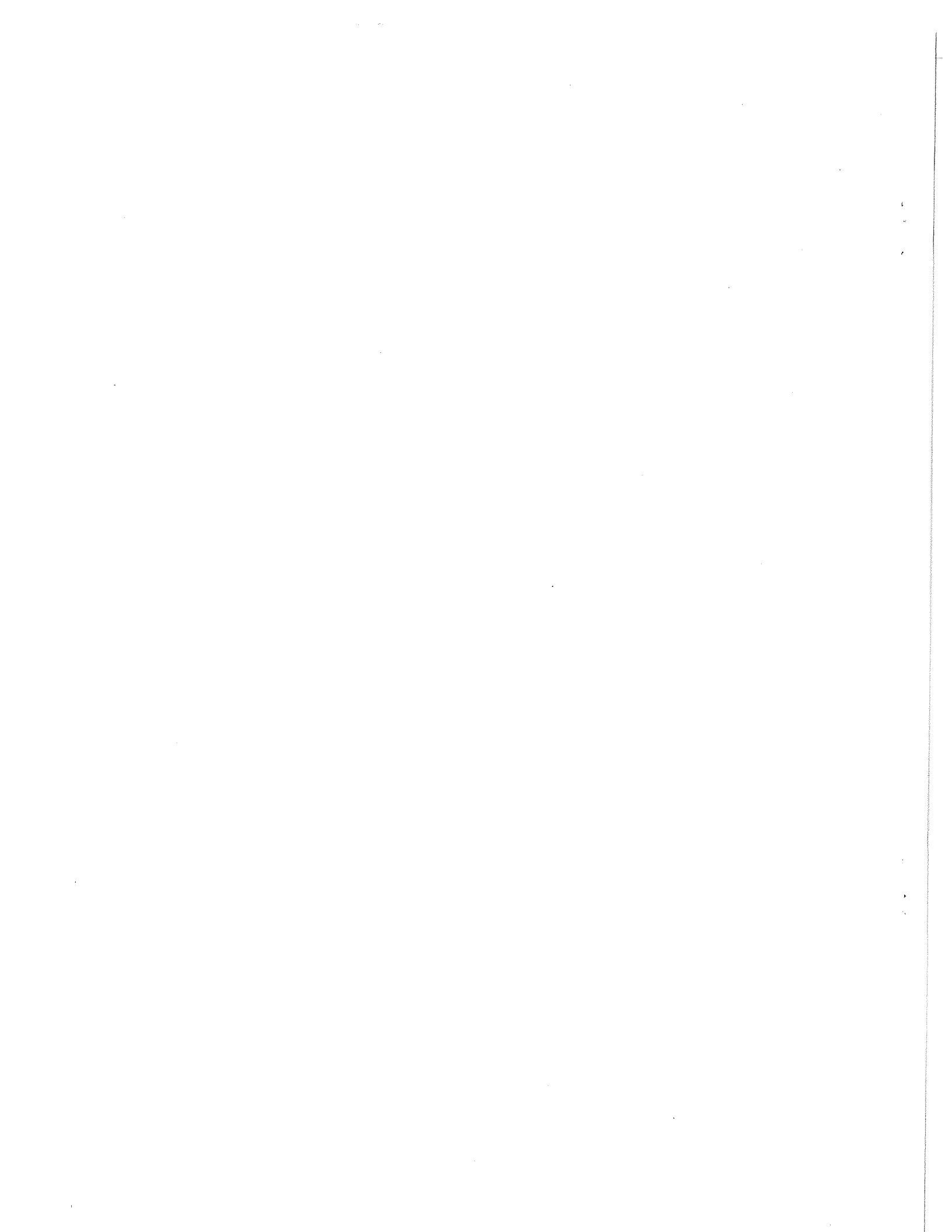
COIN USED Verwendete Münzen Moneda usada
1 COIN ONLY nur eine Münze Sólo 1 moneda
NUMBER OF COINS Anzahl der Münzen Número de monedas
1 - 4 COINS 1 - 4 Münzen 1-4 monedas
RANKS Gewichtsklasse Rangos 6 RANKS 6 Klassen 6 rangos
SOURCE VOLTAGE Spannung Tensión de origen
ALTERABLE veränderlich Alterable
APPEARANCE Größe Apariencia
800(W)x1040(D)x1850(H) 800(B)x1040(T)x1850(H) (mm) 800(An.)x1040(P)x1850(Al.)
WEIGHT Gewicht Peso 130 KG

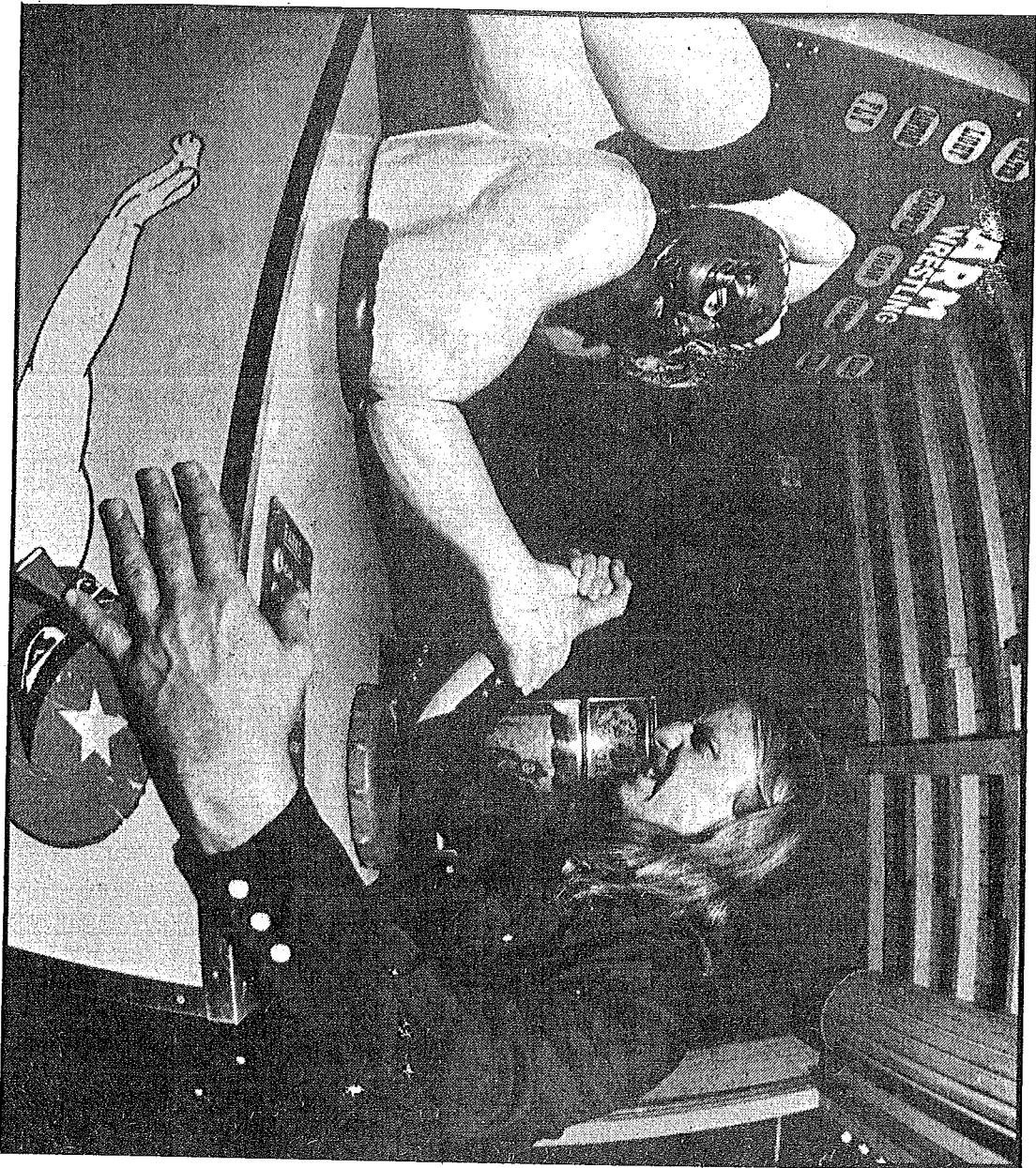
Patent: Now under application for the
U.S.A., KINGDOM, FRANCE, WEST-GERMANY patent, etc.



THE WESTERN LOOK







The Register/Robert Shaul

Man vs. machine

It's not Petaluma, the arm-wrestling capital of the country, but the Balboa Pavilion Arcade where Michael Tillemma puts his strength on the line against the "solid" biceps of "Gorgeous George." For 25 cents a round, all comers can challenge George's raw machine strength in classes from flyweight to heavyweight.

TWO TIE FOR FIRST Masked Marvel takes on all-comers in a carnival arm wrestling contest

A-6—HIGH COUNTRY LIFE

Wed., Aug. 6, 1980

“Who was that masked man...?”

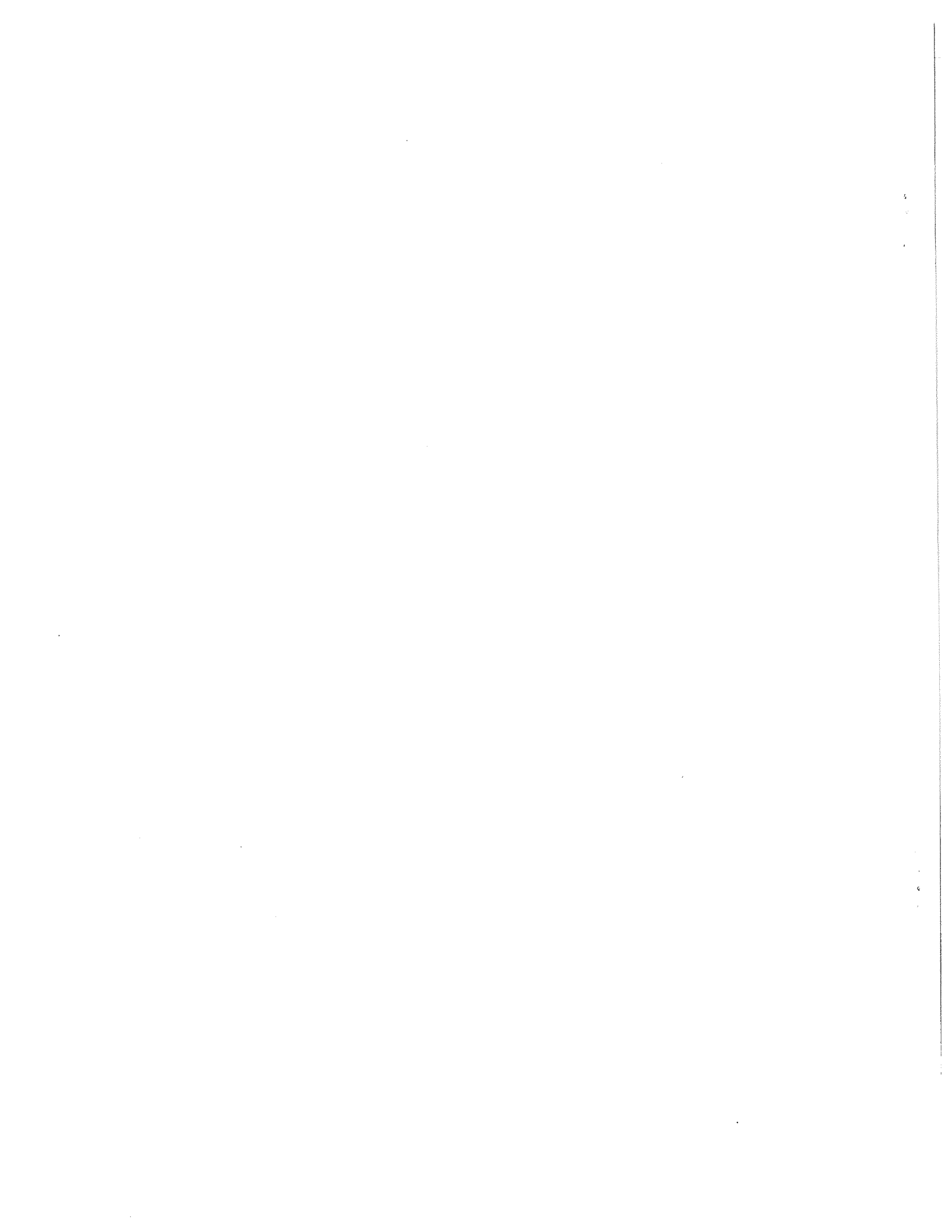
That was a familiar question circulating during last week's Old Miners Days carnival in which all challengers could face off in arm wrestling competition against the Masked Marvel, a mechanical contraption used primarily to test ones strength.

Throughout the week, some 20 challengers tested their strength against the Masked Marvel and they were in turn ranked according to the number of times they successfully defeated their opponent.



RePlay March 1981 pg. 96

MACHO, MACHO — That 'Arm Wrestling' game marketed by Vending International, Inc. (San Juan Capistrano, Calif.) has really taken the players' fancy in many tavern stops. Originally considered an arcade item, the hit unit is cooking up watering holes — certainly in those country & western bars and clubs that seem to be replacing discos in many areas. Take the giant Gilley's establishment in Pasadena, Texas, for example. VIC's Jerry Vick says they've got six 'Arm Wrestlers' on location there now, and another six on order. This is the spot used in the 'Urban Cowboy' movie (which made the mech-



Playing the Free Enterprise Game

By Jerry Carroll

Multi-millionaire Chase Revel peeled off his plaid suitcoat yesterday at Brooks Hall, spread his feet spud in yellow leather and prepared to square off against yet another Financial Opportunity.

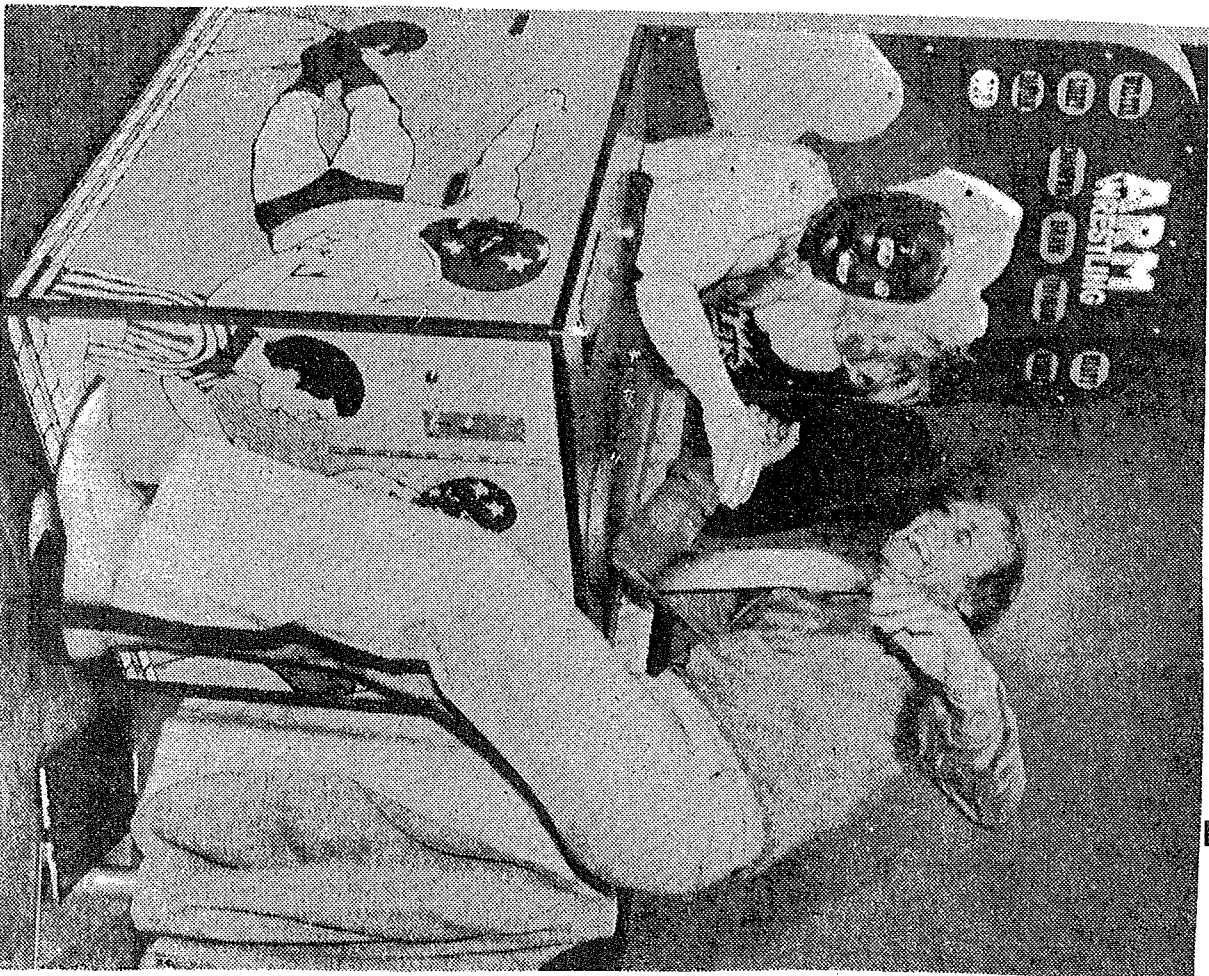
It was represented on this occasion by a coin-operated vending machine that had a Masked Marvel on top extending a plastic hand and arm as an invitation to arm wrestle. Tests of strengths ranged from flyweight to heavyweight.

"Put it on flyweight, would you?" Revel said in a low voice. A man is conscious of saving face in these matters.

Notwithstanding this precaution, the Masked Marvel put the magnate down three times in a row before the knot of people that always magically forms whenever humiliation seems in the offing.

"Jeez," Revel complained, his face the color of boiled tomatoes and a sheen of perspiration on his forehead reflecting the lights overhead. "What does heavyweight do, throw you out of the hall?"

"It's the ideal macho machine for the macho '80s," boomed Jerry Vick, marketing director of Vending International Corp., which could put the machine in your tavern or arcade.



Business wizard Chase Revel couldn't win at arm wrestling against the Masked Marvel, a money-making gadget for bars

By John O'Hara

Replay August 1980 pg. 26

MACHO MAN (macho machine?) — It looks like the coin business has tapped the "macho" in male players with the 'Arm Wrestling' machine from Vending International. Sales Manager Jerry Vick says the device (on which you actually arm wrestle a mechanical arm) is making collection history (one spot, over \$1,000 in a week, Jerry says). Actually, \$300 is not uncommon for a weekly gross on the machine, Jerry says, and as word gets around the trade, those unit sales have been just great. The machine got a half-page story in the July 26th San Francisco Chronicle showing Chase Revel playing it (he lost). The Saddlerack Club in San Jose (one of the country's biggest "cowboy-style" locations) has one. They put a hat on the machine's "man" and call him "the masked cowboy." Now it looks like Gilley's in Pasadena, Texas will be offering Jerry's game (they have two on order). Gilley's was the location for much of John Travolta's 'Urban Cowboy' movie, but the "real star" of that film was the mechanical bronco bull (macho) at Gilley's which Travolta and others attempt to ride. This has to be the ultimate "kiddie ride" but don't let your kiddies get near it. It's a beauty!

Ch. B. Smith

F. H. C.

20 1/2

7 24