

# Boxer Standard

## OPERATOR'S MANUAL



### TABLE OF CONTENTS:

1. Introduction and Safety
2. Technical Data
3. Installation
4. How to Play
5. Technical Info
6. Motherboard Connections
7. Setup Mode
8. Credit Settings
9. Pinout Information and Diagrams
10. All Available Settings
11. Maintenance
12. Troubleshooting
13. Warranty and Service

**USER MUST FOLLOW ALL GUIDELINES INCLUDED IN THIS DOCUMENT FOR SAFE AND LONG-LASTING MACHINE USAGE.**

# 1. Introduction & Safety

Boxer Standard is a new arcade amusement machine which measures strength of the hit in the punching bag, designed for use in amusement environments.

Read the operating instructions before using the device or do maintenance for the first time. The warranty does not cover damage resulting from improper use of the device without prior reading of the instructions.

## Attention:

- Always make sure the device is unplugged before you do any maintenance.
- Only authorized staff can carry out any work on the device.
- Use only original spare parts.
- The device is powered with 220V-230V current.
- Under no circumstances should any plug or connector be pulled out or disconnected when the power is on.
- Make sure the plug and socket are properly grounded. Protect the main cable against any damage. Oil and acid can damage the cable.
- Do not place the device near steams or inflammable liquids. Make sure you place it on clean and smooth surface.

## Safety usage instructions:

- Before pressing the START button player must stand in front of the Boxer.
- After pressing the START button player must wait in front of the machine for the punching bag to be released from the upper position.
- After the punching bag is released, player should make a fist so the thumb would be on the outside of the pointing and the middle finger.
- The punch must be placed in the center of the punching bag.
- After the punch, a score would be displayed on the front panel.
- Follow the same instructions to the next game.

## Warnings when operating the device:

- Always punch the central part of the inflated punchball.
- Never punch the upper part of the punchball.
- Never punch uninflated punchball.
- Punch the punchball only by fist.
- It is prohibited to kick the punchball or the device.
- No side pushing, no running, no head butting.

# 2. Technical Data

## INSTALLED DIMENSIONS:

Height:	85 in / 216 cm
Width:	28 in / 71 cm
Length:	45 in / 114 cm
Weight:	265 lb / 120 kg
Power supply:	220V
Power consumption:	90 W

## SHIPPING WITH PALLET:

88 in / 224 cm
40 in / 102 cm
48 in / 122 cm
305 lb / 139 kg

### 3. Installation

Machine should be placed in vertical position and the base should be leveled. After plugging the machine to power outlet, it should be ready to use.

Make sure that there is 5 ft clearance on the sides and in front of the machine, so the player will not hit any objects after punching the bag.

The installer of the machine is responsible for defining the safe clearance.

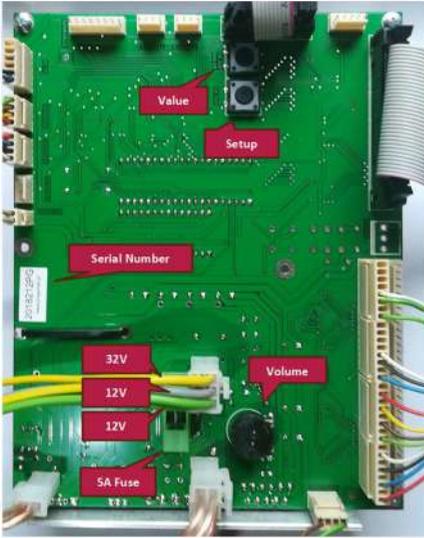
### 4. How to Play

1. Insert coins or notes into the coin or bill acceptor.
2. Press START button.
3. Wait for punchball release.
4. Hit the punchball with your fist.
5. Watch your score.
6. Compare your score with hi-score.
7. Repeat.

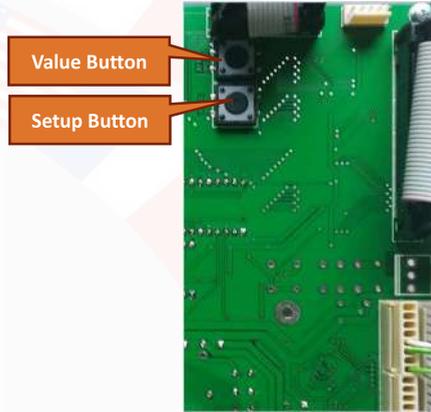


# 5. Technical Info

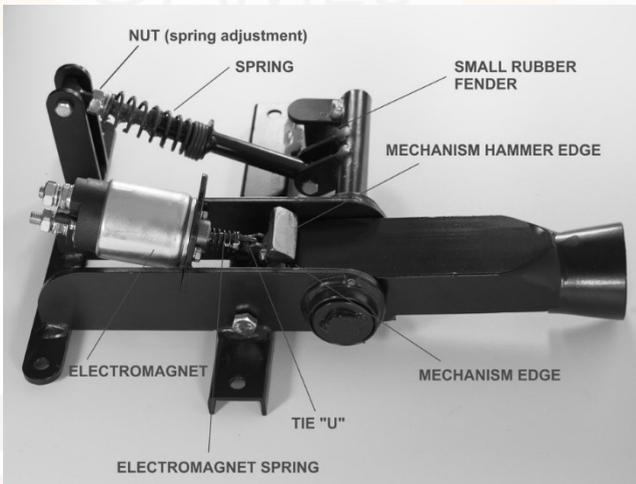
## MOTHERBOARD



## SETUP BUTTONS

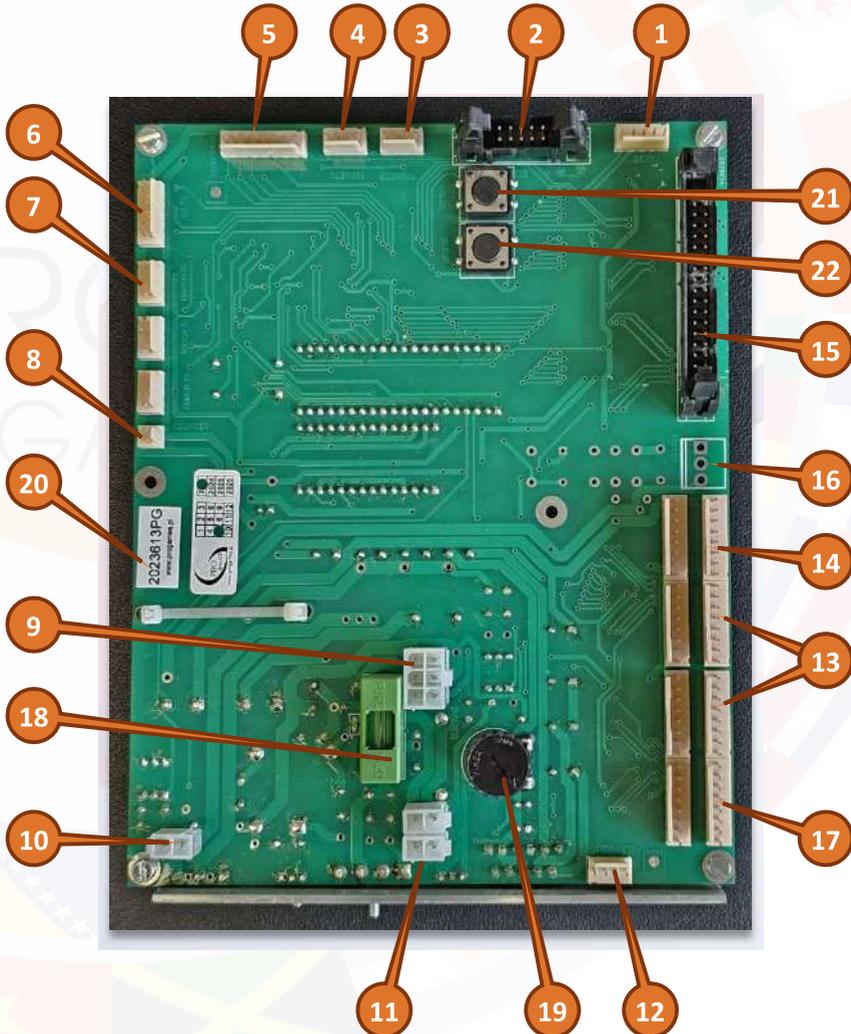


## PUNCHBALL MECHANISM SCHEME



## 6. Motherboard Connections

- |     |                      |     |                    |               |     |              |     |               |     |              |
|-----|----------------------|-----|--------------------|---------------|-----|--------------|-----|---------------|-----|--------------|
| 1.  | Power small displays | 12. | Speaker            |               |     |              |     |               |     |              |
| 2.  | Coin Mechanism       | 13. | Lights 0-900       |               |     |              |     |               |     |              |
| 3.  | Ticket 1             | 14. | Start light        |               |     |              |     |               |     |              |
| 4.  | Ticket 2             | 15. | Display            |               |     |              |     |               |     |              |
| 5.  | Bill Acceptor        | 16. | Gift power         |               |     |              |     |               |     |              |
| 6.  | Start                | 17. | Rooftop LED lights |               |     |              |     |               |     |              |
| 7.  | Sensor               | 18. | 5A Fuse            |               |     |              |     |               |     |              |
| 8.  | Counter              | 19. | Volume             |               |     |              |     |               |     |              |
| 9.  | Transformer          | 20. | 10.                | Electromagnet | 21. | Value button | 11. | Halogen light | 22. | Setup button |
| 10. | Electromagnet        | 21. | Value button       |               |     |              |     |               |     |              |
| 11. | Halogen light        | 22. | Setup button       |               |     |              |     |               |     |              |



## 7. Setup Mode

- Switch OFF the machine.
- Switch ON and immediately click SETUP button on mainboard; you should also hear a bell sound as confirmation.

**YOU CAN ALSO ACCESS THE SETUP BY CLICKING AT THE SAME TIME SETUP BUTTON AND START BUTTON.**

- You are now in SETUP mode.
- To move in SETUP mode between channels (1 to 38) use the SETUP button.
- To change any value, use the VALUE button. If there are more values to change (Two displays) the order will go from top to bottom.
- If you changed parameters with VALUE button you always need to confirm with SETUP button, you will hear sound as confirmation.
- To save changes turn OFF the machine.

**VOLUME: USE POTENTIOMETER TO SET VOICE VOLUME.**

## 8. Credit Settings

**Channel 1 to 4:** For coin acceptor and/or card readers.

**Channel 5 to 8:** For bill acceptor and/or card readers.

- Value of coin is shown on Score Display.
- Value of credit is shown on Highest Score Display.
- Channels are shown on the Credit Display.

### **Example for channel 1 (Coin Acceptor):**

Score Display: 0.50

Highest Score Display: 1

Credits Display: 1

When you insert 2x 0,50 Euro you will get 1 credit.

### **Example for channel 5 (Note Acceptor):**

Score Display: 1

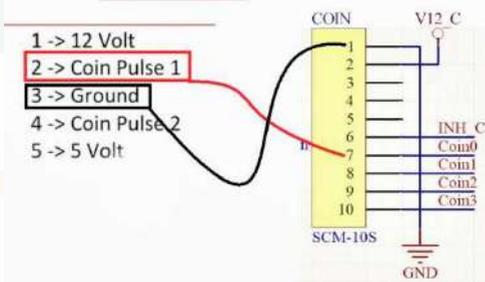
Highest Score Display: 1

Credit Display: 5

When you insert 5 Euro you will get 1 credit.

# 9. Pinout Information & Diagrams

## COIN MECHANISM / CARD READER



N°Pin	Meaning	N°Pin	Meaning
1	Gnd	6	Inhibit RM5
2	+ 12 - 24 Vdc	7	CH 1
3	CH 5	8	CH 2
4	CH 6	9	CH 3
5	Inhibit sorter	10	CH 4

PULSE DURATION = 100 MS  
 PULSE WIDTH = 100 MS

BOXER COIN SETTINGS = CHANNEL 1 TO 4

## 10. All available settings

Credit Display	Description	Score Display	Highest Score Display
1-4	Coin acceptor / Card Reader.	Value.	Number of credits.
5-8	Bill acceptor / Card Reader.	Value of bill.	Number of credits.
12	Time of presentation. (From 5 to 60 minutes)	10	
13	Display highest score.	600	
14	Strength level. From: 90% Easier to 110% Harder.	100	
15	Electronic counter from beginning.	0	20
16	Current Electronic counter. Resettable.	0	30
17	Load test credits after reset.	0	
18	Reset boxer to the basic parameters. Clicking VALUE button all options will be set to basic.	Time of presentation: 10 minutes Hi Score: 600 The strength: 100% Credits: 0	
19	Language options.	1.English 2.Español	
20	Free play mode.	1: ON 0: OFF	
21	Number of tickets for beating a record.	1-5	
22	Number of tickets for each credit.	1	
23	Number of tickets for each credit.	0	
24	Number of tickets for score (each 100)		
25	Multiplier of tickets from channel 24.	0	
26	Automatic setting of record.	1-Yes 2-No	
27		950	
28	Counter total games in the machine.		
29	Value of setting record.		

21-25: Ticket Channels.

26-27-28: Service Channels.

30 to 38: Gift Channels.

# 11. Maintenance

Every two weeks:

- Check the air pressure of the punchball.
- Check if the punchball is not rotating about its own axis.
- Check the position of the arm protector.
- Check all the connections on the motherboard.
- Check the level and balance of the machine.
- Check if the warning stickers are readable.

Every month:

- Check mounting cover screws and nuts.
- Check the lubrication of the mechanism.
- Check the display lights.
- Clean coin, bill acceptor or card reader.

## **MAINTENANCE RECOMMENDATIONS:**

### **Mechanism and regulating spring:**

All moving elements should be rubbed. Sprayed with WD-40 or grease.

If punching bag lowers slowly or too fast, should check if spring is properly stretched.

### **Punchball manually releases:**

You must reach over the bag and find the mechanical hammer holding the entire arm in position. Then using your thumb press the hammer which is under compression by a spring behind it and the bag should be free to come down.

### **Replacement of punchball:**

Lower the bag arm as in the play mode and ready to punch. Take off the front protection and unscrew the top nut using 19 mm wrench (use wrench with a ratchet). This will release the bag assembly.

In case the punchball is vibrating too much or if it is rotating around its own axis, the top nut located on the punchball screw should be tightened (loosen the lower nut first) until the bag is not rotating any more.

To install a new punchball first make sure that the tension nut is taken off and the second nut is screwed all the way on the bolt. Otherwise, the second bolt will prevent the bag from properly tightening of the assembly. Insert the bag in its place, replace the tension nut and tighten it until the bag cannot be twisted by manual tests. To test this, grab the bag in your arm and simply use your body's weight to try to twist the bag on the bolt's axis.

If it is secured tight enough, then finish by unscrewing the second nut until it tightens on the metal arm.

### **Replacement of punchball bladder:**

To replace inner bladder of the punchball, should untie rope, take out old insert and replace it with a new rubber bladder. A special attention must be paid to the location of the bladder valve. The valve must be placed in the opening of the leather cover.

### **Main switch fuse replacement:**

Locate the power cord connection on the back of the machine. The fuse can be found hidden between the power cord socket and the main ON/OFF switch. To replace it use a flat screwdriver to pry open the fuse holder and pull it out.

## **12. Troubleshooting**

### **MAINBOARD IS NOT FUNCTIONING**

- Check all fuses.
- Check the connection between power supply and the main board.
- Check power cable.

### **NO SOUND**

- Check the volume potentiometer located on the motherboard.
- Check connection between speaker and main board.
- Check speaker.

### **DISPLAYS IS NOT FUNCTIONING**

- Check connection between displays and main board.

### **COIN OR NOTE ACCEPTOR ARE NOT FUNCTIONING**

- Check if it is not jammed.
- Check for dust and dirt.
- Check connection between coin / note acceptor and main board.

### **BUTTON START IS NOT FUNCTIONING**

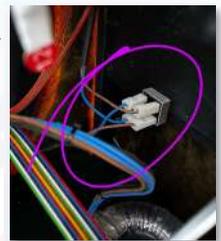
- Check connection between button and main board.
- Check button switch.

### **NO LIGHTING (LEDS, HALOGENS)**

- Check main board fuses.
- Check bulbs and replace if faulty.

### **MECHANISM PUNCHBALL NOT RELEASE**

- Make sure the 4 wires by the main board area are well connected. →
- Mechanism is blocked on the edge. Unlock manually and polish the edge.
- Check electromagnet (it should make sound “clack-clack” when start button is pressed)
- Check if the start button is working.
- Check optical sensor connection with main board.
- Check if the optical sensor is in straight position.



### **PUNCHBAG IS NOT LOCK**

- Check if spring is properly stretched (use the nut on the end of the spring to adjust proper position)
- Polish the edge.

### **PUNCHBAG IS STOP ON HALFWAY OR CLOSE IMMEDIATELY AFTER OPEN**

- Check if spring is properly stretched (use the nut on the end of the spring to adjust proper position)

# 13. Warranty

PRO-GAMES guarantees efficient operation of the device in conformity with technical operation data included in the manual.

**WARRANTY PERIOD: 1 (ONE) YEAR FROM THE DATE OF SALE.**

Warranty covers free service and replacement of the damaged spare parts. Must be delivered to the service department with the warranty certificate and description of damage.

The cost of shipping the part/s is covered by the customer.

The damaged spare parts, which are replaced on guarantee, are the property of Pro-Games LLC.

**Components under warranty:**

- Motherboard.
- Displays.
- Boxer/kicker mechanism.
- Bill acceptor.
- Cables.
- Electromagnet/Solenoid
- Any damages caused during process of production.

Warranty does not cover mechanical damages caused by inappropriate use, service, operation, disasters, and any random events.

The natural use of spare parts such as light bulbs, bladder, punchballs, kicker balls, and bumpers are not cover by this warranty.

The warranty does not include the customer's right to demand repayment of the estimated profits lost because of the damage.



# WARRANTY CERTIFICATE

**Model of device:** \_\_\_\_\_

**Serial number:** \_\_\_\_\_

**Motherboard number:** \_\_\_\_\_

**Customer name:** \_\_\_\_\_

**Invoice no.:** \_\_\_\_\_

**Sale date:** \_\_\_\_\_

**Stamp of Pro-Games Poland:**

DATE \_\_\_\_\_

STAMP \_\_\_\_\_