

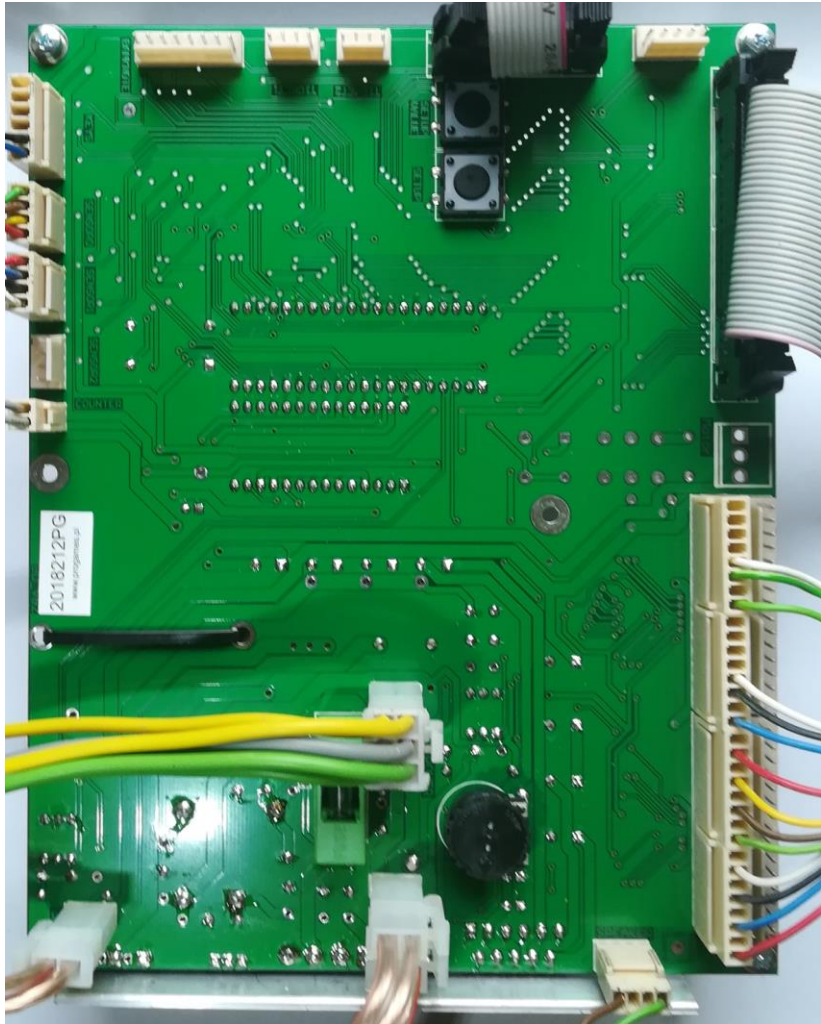
BOXER MACHINE MANUAL



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MAINBOARD



SETUP MODE ACTIVATION

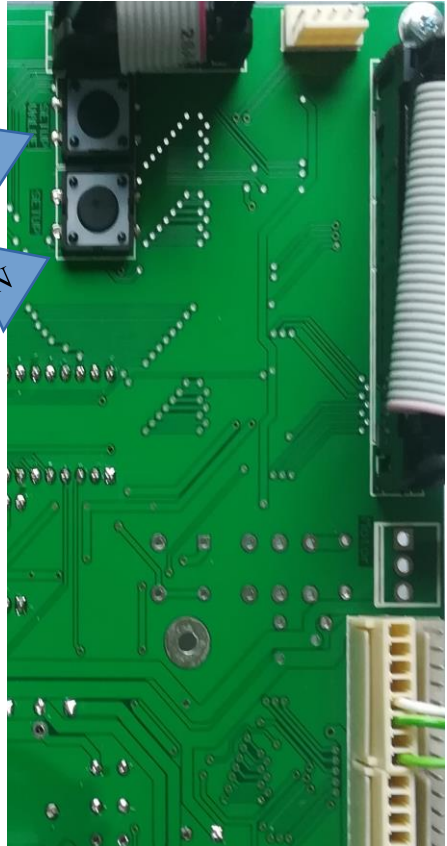
- 1. Switch off machine**
- 2. Switch on and immediately click „SETUP” button on mainboard***
- 3. You are now in setup mode (you should also hear „BELL SOUND” as confirmation.**

*** Another possibility to go into setup mode is to click at the same time „SETUP” button and START button (that one responsible for releasing punchball)**

HOW TO OPERATE IN SETUP MODE

VALUE BUTTON

SETUP BUTTON



IMPORTANT NOTE!

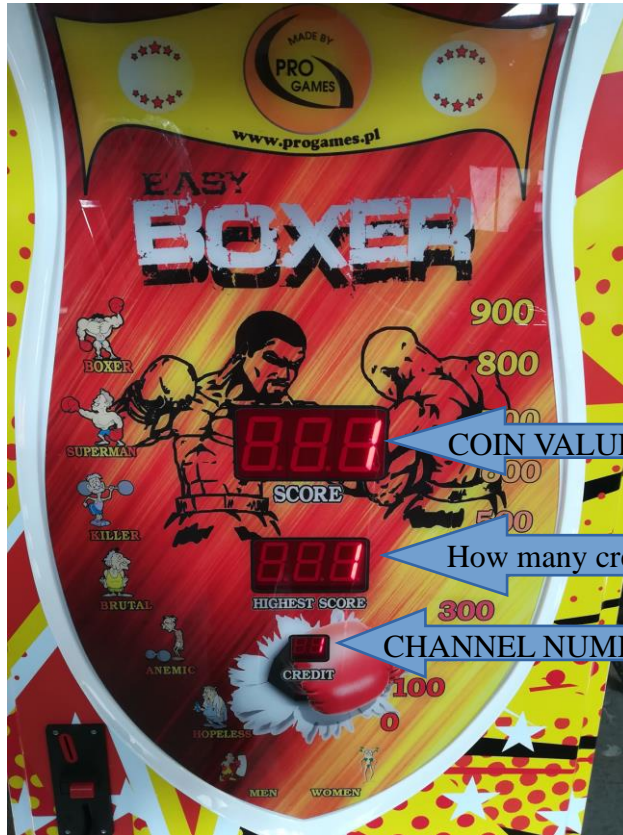
Before you move to next pages, here is what you need to know before you change any of settings.

- 1. To move in setup mode between channels you using SETUP button. (moving from channel 1 up to channel 30)**
- 2. To change any of value you need to use VALUE button (if there is more values to change – two displays – the order will go from top)**
- 3. If you changed parameters with VALUE button you ALWAYS need to CONFRIM it with SETUP button (you will hear sound as confirmation.**
- 4. If you have two displays with values each time you change value you need to confirm. If you don't want to change any of values just confirm with SETUP button.**

SETTINGS OF BOXER MACHINE

CHANNEL 1 - 4

SETTING OF COIN ACCEPTOR



*** Machine on the picture showing:**
1 euro (for example) = 1 credit

CHANNEL 5-8

SETTING OF BILL ACCEPTOR



***Machine on the picture showing:**
10 euro (for example) = 20 credits

CHANNEL 20
FREE PLAY MODE



1 – FREE PLAY ON
0 – FREE PLAY OFF

ALL AVAILABLE SETTINGS

<u>Channel number</u>	<u>Description</u>	<u>Display 1</u>	<u>Display 2</u>
<u>1-3</u>	<u>Channel of coin acceptor.</u>	<u>Value of coin</u>	<u>How many credits machine should award</u>
<u>4-8</u>	<u>Channel of bill acceptor</u>	<u>Value of bill</u>	<u>How many credits machine should award</u>
<u>12</u>	<u>Setting time of presentation</u>	<u>Time from 5 minutes to 60 minutes.</u>	
<u>13</u>	<u>Setting Man or Women strength (if available)</u>	<u>Setting of the man starting record.</u>	<u>Setting of women starting record.</u>
<u>14</u>	<u>Setting strength level</u>	<u>Change value from 90% - each punch will give higher score 100% - each punch will give lower score</u>	
<u>15.</u>	<u>Electronic counter</u>	<u>Showing how much machine earn</u>	<u>Continuation of previous display</u>
<u>16.</u>			
<u>17.</u>	<u>Loading of test credits</u>	<u>Amount of credits you would like to get after reset.</u>	
<u>18.</u>	<u>In this option if you click „VALUE“ all options will be set to basic.</u>	<u>Click „VALUE“ button to apply basic settings</u>	
<u>19.</u>	<u>Language options:</u>	1. <u>English</u> 2. <u>Customer language</u>	
<u>20.</u>	<u>Setting Free Play Mode</u>	<u>Change value from 1 or 0</u> 1- <u>Yes</u> 2- <u>No</u>	
<u>21</u>	<u>Number of tickets for beating a record</u>	<u>1-5</u>	
<u>22</u>	<u>Number of tickets for each credit</u>	<u>1</u>	
<u>23</u>	<u>Number of tickets for each coin</u>	<u>0</u>	
<u>24</u>	<u>Number of tickets for score (each 100)</u>		
<u>25</u>	<u>Multiplier of tickets from channel 24</u>	<u>0</u>	
<u>26</u>	<u>Automatic setting of record</u>	1- <u>Yes</u> 2- <u>No</u>	
<u>27</u>		3-	
<u>28</u>	<u>Counter of games in machine</u>		
<u>29</u>	<u>Value of setting record</u>		
<u>30.</u>	<u>Standard or six player</u>	<u>1 – six player</u> <u>0 - standard</u>	

Technical parameters

Height:	215 cm
Width:	70 cm
Depth:	110 cm
Weight:	120 kg
Power supply:	220-240 V
Power consumption:	90 W

ATTENTION!

All metal parts are connected together and the machine must be plugged into the socket with ground terminal AC 230 V 50 Hz.

Only this connection makes the game safe and the machine will work properly.



PROGAMES company guarantees efficient operation of the device in conformity with technical operation data included in the manual.

Guarantee period : **1 year from the date of sale.**

The guarantee will be respected only if the damaged device will be delivered (presented) to the service together with the guarantee certificate and description of damage.

The guarantee card is not valid when the type of device, serial number, date of sale and legible seal with signature of seller are not depicted. Any changes, blurs, wipes on the guarantee card will result in its cancellation.

Guarantee covers free service and replacement of the damaged spare parts. The damaged spare parts, which are replaced on guarantee, are the property of Progames Company.

The cost of transporting spare parts is to be covered by Customer.

Guarantee is valid on the following components:

- main board (PCB),
- displays,
- boxer/kicker mechanism,
- coin acceptor,
- cables,
- electromagnet,
- damages caused during process of production.

Guarantee does not cover mechanical damages as well as those caused by inappropriate service, inappropriate operation disasters and random events.

Guarantee does not cover the natural exploitation of spare parts such as: light bulbs, punch balls, bumpers.

The guarantee rights do not include the Customer's right to demand repayment of the estimated profits lost because of the damage.

If a device is not working properly after fifth service, customer has right to get the new one.



GUARANTEE CERTIFICATE

Name of device:.....

Serial number:.....

PCB number:.....

Customer name:.....

Order Proforma/Invoice no.:.....

Sale date:.....

Stamp and signature of ProGames Poland: