BOXER

Strength Testing Amusement Game
By

PunchLine
DISTRIBUTIONS CORPORATION

Menu Set-Up
User Guide

GEO
MANUFACTURING CORPORATION

Important Safety Instructions

- Read and follow these instructions to use your Boxer Amusement Game safely.
- Do not use this apparatus near water.
- Do not install near any heat sources such as radiators, heat registers, stoves, or
- other apparatus that produce heat.
- Protect the power cord from being walked on or pinched, particularly at plugs and at the point where they exit
- from the apparatus.
- Protect power cord from exposure to liquids and moisture.
- Refer all servicing to qualified service personnel.
- Tempering with electronic components while machine is switched on may cause electric show, injury or death

- Unless proper precautions are used by a qualified personnel, machine should be switched off while service area
- is accessed.
- Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is
- damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to
- rain or moisture, does not operate normally, or has been dropped.
- This apparatus has an on/off switch. To disconnect this apparatus from power, you must turn off the machine
- and disconnect the power cord. Make sure the power cord is always easily accessible.
- The power cord included with this apparatus is for indoor use only.

Assembly instructions

A

B
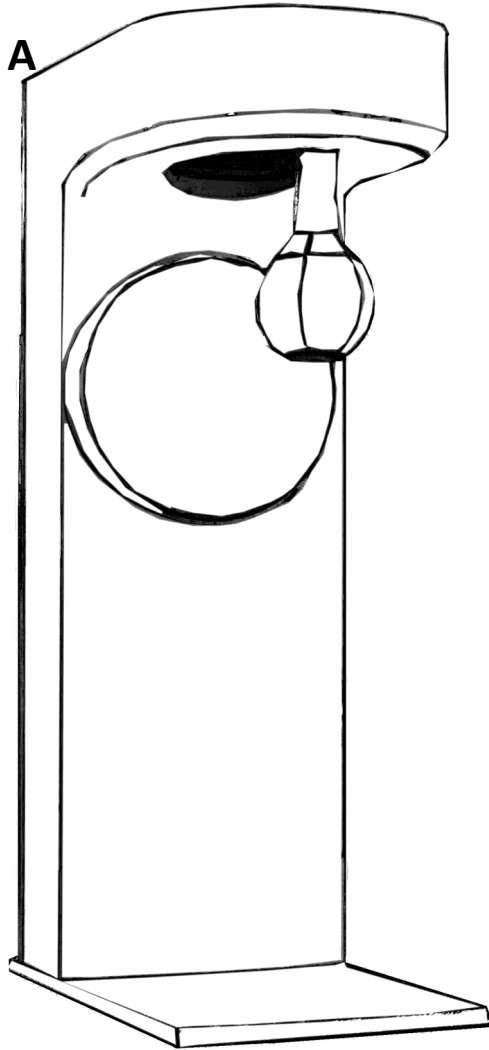
"Boxer" comes pre-assembled. The only parts that require assembly are LID (figure C.) and POWER CORD (Figure D.).

LID installation:

1. Remove the 4 nuts (Figure B.) which are screwed onto 4 bolts attached to the inside off the LID.
2. Place the LID horizontally on the top of the Boxer.
3. Align the four bolts with corresponding holes on the frame of the machine and lower the LID.
4. Lower the punching bag either by pressing "Start" button (insert credits first) or by choosing "bag release test" option in the game menu.
5. Screw on the nuts onto the bolts until the LID sits firmly on top of the game.

C

D

Installation instructions
NOTE TO THE OPERATOR:

In order for the game to be operated safely, the game has to be placed properly within the location.
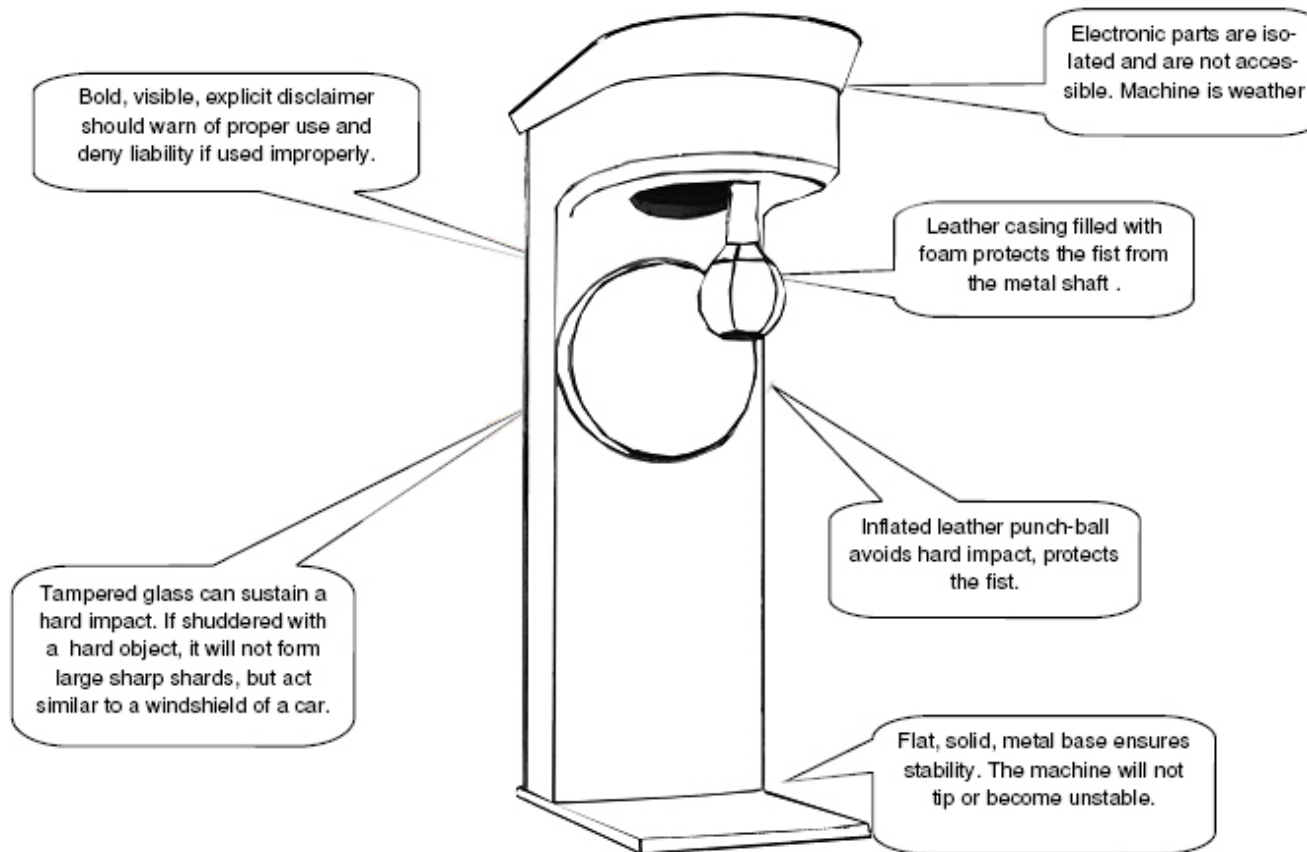We recommend that:
1. Machine is placed with its back against a wall.
2. The machine must be placed on flat, stable, level flooring surface, allowing no "wiggle" or "rocking" motion when machine is in use.
3. Allow at least 2 Meters (6'5") radius of unobstructed space around the machine for safe game play.
4. Do not place the game next to other amusement or vending equipment, furniture, kitchen or any other objects which may harm game user.
5. Affix included "Rules of the Game" sticker along with a Liability Disclaimer (sample provided) on the game.

WALL

2 Meters / 6'5"

2 Meters / 6'5"

2 Meters / 6'5"
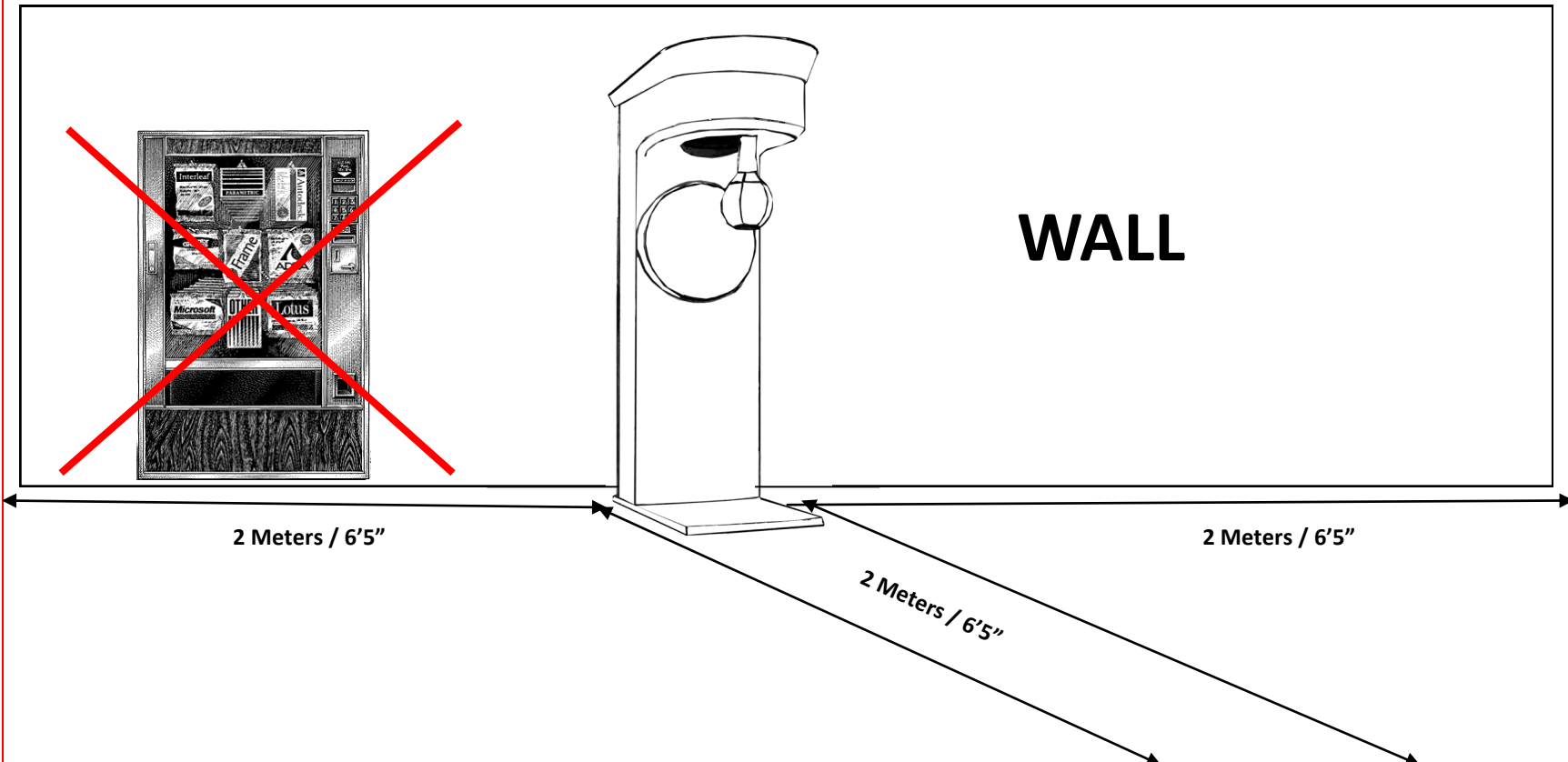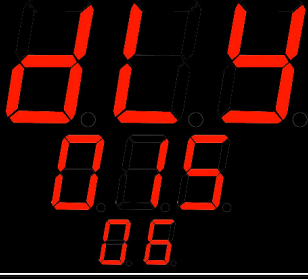
Safety Features

"Boxer" is safe for its players and surrounding audience if used properly. It has a stable foundation, soft leather punch-ball, protected release mechanism, properly illuminated play area etc.

Even though the product is safe, we recommend additional measures to avoid potential liability issues in case machine is misused by a player. The amusement machine should be properly inspected and maintained regularly. We also recommend displaying a visible explicit warning encouraging players to use the machine properly and highlighting that owner is not liable if the machine is misused.

Bold, visible, explicit disclaimer should warn of proper use and deny liability if used improperly.

Electronic parts are isolated and are not accessible. Machine is weather

Leather casing filled with foam protects the fist from the metal shaft .

Inflated leather punch-ball avoids hard impact, protects the fist.

Tampered glass can sustain a hard impact. If shuddered with a hard object, it will not form large sharp shards, but act similar to a windshield of a car.

Flat, solid, metal base ensures stability. The machine will not tip or become unstable.

ITEM NUMBER	DISPLAY	VOICE RESPONSE	APPLICATION	RANGE	DEFAULT VALUE	Notes
0	**Snd** **070** **00**	Sound volume	Adjust sound volume down by pressing "Setup 1" button and up by pressing "Setup 2" button. To mute sound, decrease value to "0".	0-100	70	Increase or decrease volume depending on the location and customer base. Keep in mind that the game plays voice responses and demo music during game and on its own.
1	**dif** **035** **01**	Difficulty level	Adjust game difficulty down by pressing "Setup 1" button and up by pressing "Setup 2" button. The higher the value, the more difficult it is to get a high score (e.g. 900).	0-50	35	Value is arbitrary and does not represent an actual pressure, strength or speed. Precision may vary between several units slightly.
2	**Gir** **100** **02**	Girl's Advantage	Adjust advantage of "Setup 2" mode over "Setup 1" mode. This will determine score difference of a punch with the same strength in "Setup 1" and "Setup 2" modes.	0-975	100	This setting is very rarely used and is there simply to give the option to adjust it for those who might consider such option important.
3	**Hib** **650** **03**	Boy's High Score	Resets current high score for "Setup 1" mode and determines what the high score value resets to. Press "Setup 1" and "Setup 2" buttons simultaneously to manually reset the High Score. Press "Setup 1" button to decrease and "Setup 2" button to increase default High Score.	0-975	650	Resetting high score is important for an operator as it encourages continued competition between players. Also note that default High Score will be used in "High Score Reset Time" option for automatic High Score Reset.
4	**Hig** **650** **04**	High Score Girls	Resets current high score for "Setup 2" mode and determines what the high score resets to. Press "Setup 1" and "Setup 2" buttons simultaneously to manually reset the High Score. Press "Setup 1" button to decrease and "Setup 2" button to increase default High Score.	0-975	650	Default High Score in this setting will be used in "High Score Reset Time" option for automatic High Score Reset. Also note, that "Setup 1" and "Setup 2" modes have separate High Scores.

ITEM NUMBER	DISPLAY	VOICE RESPONSE	APPLICATION	RANGE	DEFAULT VALUE	Notes
5	0.0.1 S.E.0. 05	Resettable Counter	Option displays counter value since last reset. Reset is done by pressing "Setup 1" and "Setup 2" buttons simultaneously.	0-999,999	0	Value uses both top and middle digits with a total of 6 digits (or 999,999 max. number). Display example to the left shows 1,570 punches since last reset. This option is useful for accountability or keeping track of specific events.
6	dL.Y 0.15 06	Demo Repeat Time	Option displays frequency of Demo melodies played (in minutes). Decrease demo frequency by pressing "Setup 1" button and increase it by pressing "Setup 2" button.	0-250	15	Demo tunes are only several seconds long and serve to attract public attention. Keep mindful that Demos may be irritating in a quiet location (e.g. bar during the day). One may increase Demo delay value to maximum or decrease volume.
7	H1.r 0.F.F. 07	High Score Reset Time	Adjusts delay of automated High Score reset time. This adjusts amount of hours machine needs to be IDLE (no buttons pressed) before High Score is reset to default value (e.g. 650). Turn on or increase by pressing "Setup 2" button, decrease or turn off "by pressing "Setup 1"	OFF-48	OFF	This is an important feature to encourage competition. Machine will never reset the High Score in the middle of the game or right after a game, as machine has to be idle for at least an hour before it will reset itself (when option is used).
8	d.1.S -.-.-. 08	Display Test	Test for Display LEDs. Press "Setup 2" button to turn on all of the Display LEDs.	-	-	LEDS will remain on for several seconds to conveniently test their functionality.
9	L.n.P -.-.-. 09	Lights Test	Test for Display lamps and play area illuminating LEDs. Press "Setup 2" button to start the test and "Setup 1" button to stop the test.	-	-	Display lights and play area illuminating LEDS will turn on in rotation. Test will continue until "Setup 1" button is pressed.

ITEM NUMBER	DISPLAY	VOICE RESPONSE	APPLICATION	RANGE	DEFAULT VALUE	Notes
10	bAL 8.8.8. 10	Ball Release Test	Tests release mechanism. Be mindful of the dropping Punch Ball. Press "Setup 2" button to activate the test. Manually lift the Punch Ball to repeat the test. If ball does not drop within allowable time, error message "Err" may appear on the screen. Message will rest upon proper release.	-	-	This is a convenient way to test and adjust release mechanism, without having to listen to voice responses. Ball Release Test does not affect electronic or mechanical counters.
11	Fir 1.79 11	Firmware Version	Display currently installed Firmware version.	-	-	Contact us for latest software version. Machine comes with latest software installed, but updates may become available in the future.
12	048 532 12	Total Counter	Displays Total non-resettable counter. Pressing "Setup 1" or "Setup 2" button will not affect this value.	-	-	Please note that counter is affected by tokens, coins and bills. Updating software may reset this counter. See Option #5 for other info.
13	Hih 082 13	High Score Hits	Displays number of times High Score has been set since previous reset. Reset this value by pressing "Setup 1" and "Setup 2" buttons simultaneously.	0-999	0	A high value may be indicating that Difficulty Level should be increased for location. Please note that beating High Score rewards player with a free game.
14	rES -.--- 14	Factory Settings	Resets machine to default factory settings. Press "Setup 1" and "Setup 2" buttons simultaneously to reset, if necessary.	-	-	This setting should only be used in case of a problem. Resetting to default factory settings may help with incorrectly adjusted settings (e.g. coin acceptor channel settings).

ITEM NUMBER	DISPLAY	VOICE RESPONSE	APPLICATION	RANGE	DEFAULT VALUE	Notes
15	bon OFF 15	Bonus Settings	Bonus means number of credits required to be inserted in a row for an extra credit. Increase or turn on this feature by pressing "Setup 2" button; decrease or turn off by pressing "Setup 1" button. Encourages spending by the player	OFF-99	OFF	E.g.#1 if your game is set at $1 per game, and Bonus Setting set at 5, every time $5 bill is inserted or $5 worth of coins is inserted in a row player will get an extra credit. E.g.#2: ¢50 a game and Bonus 2 gives 3 credits for $1.
16	ChO 0.25 16	Bill Acceptor Settings	Displays # of pulses required for 1 credit given via Bill Acceptor. Adjust value up by pressing "Setup 2" and down by pressing "Setup 1". Note available decimal places.	OFF-999	0.25	Value depends on programming of Bill Acceptor. E.g. If Bill Acceptor sends 4 pulses per $1 bill, value set at 0.25 will give 1 credit per dollar. Bill Acceptor set at 1 pulse per dollar Ch0 needs to be set at 1 to give 1 credit.
17-22	Ch1 0.01 17	Coin Acceptor Settings	Displays # of pulses required for 1 credit given via Coin Acceptor. Adjust value up by pressing "Setup 2" and down by pressing "Setup 1". Note available decimal places.	OFF-999	0.25	Note that various coins/tokens are programmed on different channels (1-6), hence values need adjustment for each coin programmed accordingly. Default value may vary depending on locale.
23	bAL 0.10 23	Ball Release Time	Displays length of each Ball Release Pulse milliseconds. Adjust value up by pressing "Setup 2" button and down by pressing "Setup 1" button.	5-40	10	Length of Ball Release Pulse determines how long hinge of the Release Mechanism will be in elevated position. Increasing this value may sometime solve minor flaws in Release Mechanism performance (due to friction etc).
24	PUL 003 24	Ball Release Pulses	Displays number of Release Pulses on each Punch Ball drop attempt. Adjust value up by pressing "Setup 2" button and down by pressing "Setup 1" button.	1-3	3	While value set at 3, Mechanism attempts to drop the Punch Ball 3 times, instead of just 1. It decreases the odds of a malfunction due to friction, rust, unbalanced mechanism, but also affects wear and tear of the unit.

ITEM NUMBER	DISPLAY	VOICE RESPONSE	APPLICATION	RANGE	DEFAULT VALUE	Notes
25	S.E.r. OFF 25	Service Game	Turn Service Game Mode (or Free-play Mode) by pressing "Setup 2" Button. Machine will return to Normal Mode after it is restarted.	OFF-ON	OFF	Service Game is used for Free Play (e.g. an event) or for Testing or Repair. It does not affect electronic or mechanical counters. Machine will remain in Service Game Mode until restarted.
EE	- - - - - - EE	Exit	For operator convenience, Exit points have been place at various locations through the Menu. Pressing "Setup 2" button while on "EE" screen will reboot the machine and apply any settings changed while using the Menu.	-	-	Please note, it is necessary to use Exit function to apply any adjustments made in the Menu, as they may not be applied otherwise.

Technical Specifications:

Dimensions:

Height: 7'0" Feet / 230 cm

Width: 2'3" Feet / 125 cm

Depth: 3'5" Feet / 110 cm

Weight: 266 lbs / 125 kg

Power:

Input voltage: Europe 200-240 VAC / North America 110-120 VAC

Max. power consumption: 75 W

Transformer output: 12 VAC

Warranty Information

This product comes with limited one year parts replacement warranty (12 months since the time of original purchase from Punch Line Distribution).

Warranty covers replacement or repair of mechanical or electrical parts of the game. Parts covered under warranty do not include parts damaged as a result of vandalism, physical damage or incorrect installation.

We do not cover shipping charges associated with parts replacements as they vary on destination and service type.

Please contact us for all of your service and warranty questions via email at info@punch-line.info or visit our website at www.punch-line.info for appropriate phone numbers.

Regards,

PunchLine Distributions Corp.

WARNING!
USE THIS AMUSEMENT DEVICE AT YOUR OWN RISK!

BY PRESSING THE START BUTTON
YOU EXPRESSIVELY AND
VOLUNTARILY ASSUME THE RISK OF ANY
INJURY SUSTAINED WHILE USING THIS DEVICE
WHETHER OR NOT CAUSED BY THE NEGLIGENCE
OR OTHER FAULT OF THIS LOCATION
INCLUDING, BUT NOT LIMITED TO EQUIPMENT
MALFUNCTION FROM WHATEVER CAUSE OR
ANY OTHER FAULT ON THIS LOCATION.

PRESS START TO ACKNOWLEDGE THIS
WARNING AND CONTINUE