



MANUFACTURER OF AMUSEMENT MACHINES
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BOXER CHAMPION MATRIX

operator's manual



CONTENTS

I	INTRODUCTION
II	TECHNICAL PARAMETERS
III	SAFETY CONDITIONS
IV	GAME OPTIONS
V	STRENGTH TEST 0-999
VI	A SCHEME OF ELECTRONIC BOARD
VII	CHANGING PARAMETERS
VIII	OPERATION GUIDELINES

I INTRODUCTION

BOXER CHAMPION MATRIX strength machine is an amusement device designed for using in amusement parks, festivities, cinemas, clubs, pubs, etc. The machine was made from the best materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

BOXER CHAMPION MATRIX is a profit-making device not paying the money prizes. It provides a possibility to choosing one of two games: STRENGTH TEST or ROULETTE.

II TECHNICAL PARAMETERS

DEPTH	without roof: 115 cm, with roof: 131 cm
WIDTH	without roof: 75 cm, with roof: 92 cm
HEIGHT	without roof: 211 cm, with roof: 225 cm
WEIGHT	135 kg
POWER SUPPLY	220-240 V

III SAFETY CONDITIONS

Whole machine is made from metal parts, which are connected together. To provide full safety of use, the machine must be plugged into the socket with ground terminal AC 230 V 50 Hz. Before plugging it to the electrical network it is necessary to check the condition of power supply cables and the plug. If the power supply cable is broken, it have to be changed. If in the socket or in the extension lead there is no bolt for earthing, the device should not be plugged, because the device probably will be damaged then.



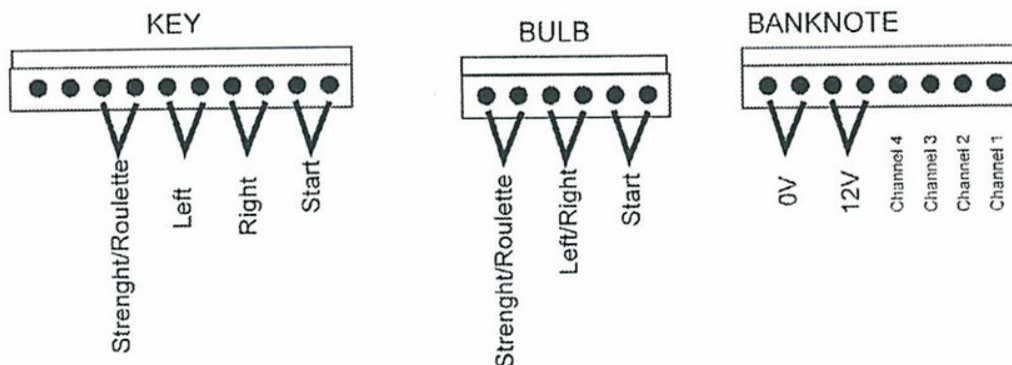
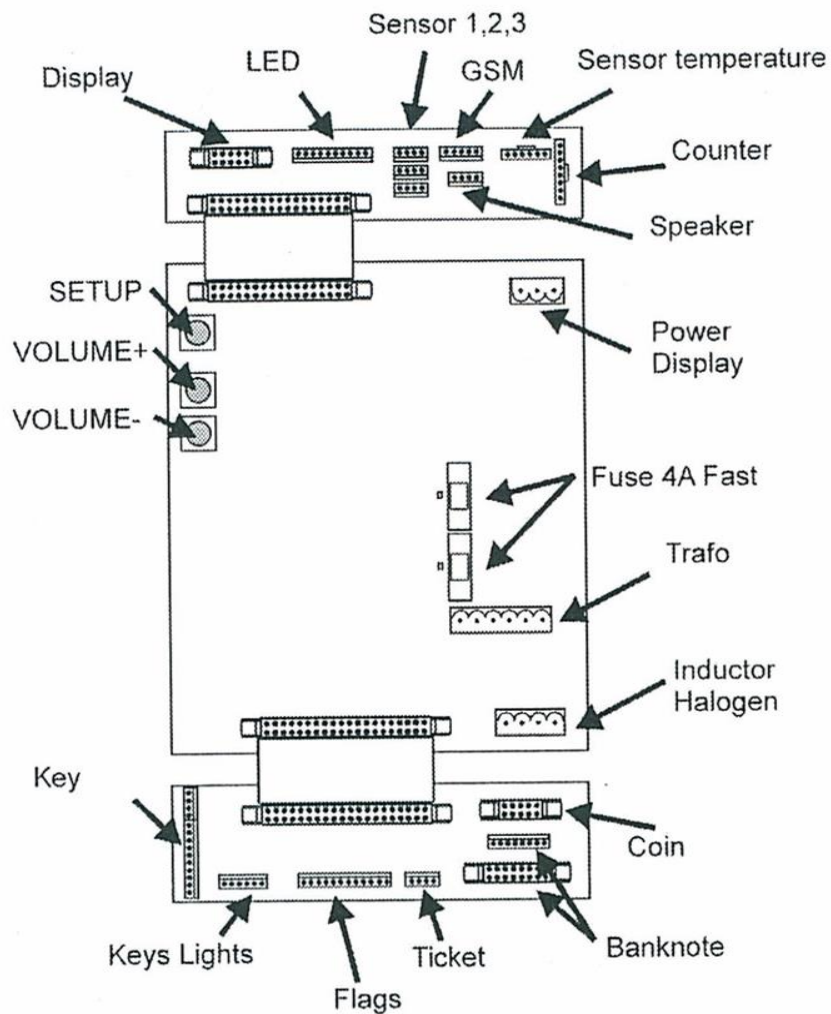
IV GAME OPTIONS

Change of the game option to STRENGTH TEST or ROULETTE is possible when the STRENGTH/ROULETTE key blinks. After the key is pushed, the information about current active game option will be displayed.

V STRENGTH TEST 0-999

Each punch costs the player 1 credit. After the coin is inserted, the player pushes START button. At this moment the punchball is automatically lowered. Halogen lamps on both sides of the punchball highlight the punch field. Then the machine measures the punch strength. After that the sound and light presentation begins and its sequence depends on the strength of the punch. Beating the record is rewarded by additional sound and light sequences as well as adding one extra credit. The best result in STRENGTH mode is 999.

VI A SCHEME OF ELECTRONIC BOARD



VII CHANGING PARAMETERS

Using the SETUP function key the way of operation can be changed. Pushing the keys on display glass (left or right) provides shifts to the required function: **AUDIO, GAME, COUNTERS, ADVERTISEMENT, GSM, SERVICE.**

START button is used to enter and to accept the appropriate function.

1. AUDIO

- volume (0-10)
 - all
 - logo
 - presentation
 - game
- equalizer (0-10)
 - bass
 - medium
 - treble
- sound presentation interval (0-240 minutes)
- audio style (rock/pop)

2. GAME

- set default (volume all = 7, bass = 8, medium = 5, treble = 10, sound presentation interval = 5 minutes, free play = off, strength = 100%, record = 600, credits = 0)
- coin (set channel) (pulse/credit 0-500/0-500)(password client)
 - channel 1 pulse/credit
 - channel 2 pulse/credit
 - channel 3 pulse/credit
 - channel 4 pulse/credit
- banknote (set channel)(password client)
 - channel 1 pulse/credit
 - channel 2 pulse/credit
 - channel 3 pulse/credit
 - channel 4 pulse/credit
- credit option (1-8)(password client)
- free play (on/off)
- strength (90-110%)
- record (500-900)
- target tolerance score (0-50)

- ticket
 - record (0-50)
 - (ticket = 0-50 only first record)
 - (premium: first record +2 credits, second and third record +1 credit)
 - target (0-50)
 - for example: random target = 300, score target = 300, ticket = 10,
random target = 300, score target = 302, ticket = 6,
random target = 300, score target = 296, ticket = 2,

 - for example: random target = 550, score target = 550, ticket = 5,
random target = 550, score target = 540, ticket = 1,
random target = 550, score target = 565, ticket = 0,

 - (premium: target score +2 credits, tolerance score +1 credit)

- score X, Y, Z [ticket=((score-X)/Y)*Z]
- credit ticket [ticket=credit]
- change password (old/new)

3. COUNTERS

- payoff number (XXXXXX)
- total counter (XXXXXXXXXX)
- payoff counter
 - last (XXXXXXXXXX)
 - current (XXXXXXXXXX)
- record beat-up (XXXXXX)
- target beat-up (XXXXXX)

4. ADVERTISEMENT

- ADVT BOXER (max. 78 characters)
- ADVT STRENGTH (max. 78 characters)
- ADVT TARGET (max. 78 characters)
- ADVT LOGO (max. 15 characters)
- ADVT PHONE (max. 30 characters)

5. GSM (GSM ver. PCB.soft)(password client)

- GSM (on/off)
- name boxer (XXXXXXXXXX)
- PIN (XXXX)
- number phone boxer
- phone
 - master 1
 - phone number
 - day of the week (Monday-Sunday, every hour)
 - time
 - master 2
 - phone number
 - day of the week (Monday-Sunday, every hour)
 - time
 - service 1
 - phone number
 - service 2
 - phone number
- clock
 - time
 - day of the week (Monday-Sunday)
- send SMS service producer
 - #ADVTB<ADVERTISEMENT max. 78 characters>(Boxer)*
 - #ADVTS<ADVERTISEMENT max. 78 characters>(Strength)*
 - #ADVTR<ADVERTISEMENT max. 78 characters>(Target)*
 - #ADVTT<ADVERTISEMENT max. 78 characters>(Target)*
 - #ADVTP<PHONE NUMBER max. 30 characters>*

#RECORD<900>(500-900)
#STRENGTH<100>(90-110%)
#DAYM1<YYNNNNYN>(Monday-Sunday, everyhour)(YYNNNNYN=Monday,Tuesday,Sunday)
#DAYM2<NNNNNNNY>(NNNNNNNY=everyhour)
#HOURM1<14>
#HOURM2<10>
#REPORT<?>
#DEFAULT<>(set default)
#POWER<ON>
#POWER<OFF>(blocked boxer)
#TIME<12:50,1>(time, weekday{1=Monday, 2=Tuesday, ..., 7=Sunday})
#PRODUCER<>(send SMS producer service information)

Report:

BMJ_MP3:
name box
SMS: XXXXX
payoff: XXXXXX
total: XXXXXX
payoff nr: XXXXX
record: XXX
beat-up: XXXXX
strength: XXX%
target: XXXXX
ID: XXXXXXXXXXXXXXXXXXXX

Payoff report:

BMJ_MP3:
name box
last payoff: XXXXXXXXXXXX
payoff: XXXXXX
total: XXXXXX
payoff nr: XXXXX
ID: XXXXXXXXXXXXXXXXXXXX

5. SERVICE

- display
- bag
- light
- coin
- banknote
- key
- counter (password client)
- ticket (password client)
- check sum (test data and flash memory)
- producer (password)
 - logo (off, Jakar, Ambasada, PrimeTime, Dartex, Arabic)
 - flags (0-USA+UK, 1-USA, 2-UK, 3-Australia, 4-Canada, 5-New Zealand, 6-South Africa, 7-USA+Slovakia, 8-USA+Greece)

flags option	1	2	3	4	5	6	7	8
0	USA+UK	Italy	Poland	Russia	Czech	Germany	France	Spain
1	USA	Italy	Poland	Russia	Czech	Germany	France	Spain
2	UK	Italy	Poland	Russia	Czech	Germany	France	Spain
3	Australia	Italy	Poland	Russia	Czech	Germany	France	Spain
4	Canada	Italy	Poland	Russia	Czech	Germany	France	Spain
5	New Zealand	Italy	Poland	Russia	Czech	Germany	France	Spain
6	South Africa	Italy	Poland	Russia	Czech	Germany	France	Spain
7	USA+Slovakia	Italy	Poland	Russia	Czech	Germany	France	Spain
8	USA+Greece	Italy	Poland	Russia	Czech	Germany	France	Spain

VIII OPERATION GUIDELINES

Adjustment of the mechanism. The punchball and its lowering mechanism are based on the lever construction. The punchball is one arm of the lever. The second arm is loaded with a spring as a counterbalance. It considerably reduces wear of the lifting mechanism. If the punchball is not lowered, it means that the mechanism must be adjusted by tightening or loosening the nut, which changes the tension of the spring. Additionally all the elements of the mechanism can be sprinkled with WD40.

- 1. Cleaning** – bigger scratches and defects can be removed by i.e. Tempo abrasive compound. The standard cleaning can be carried out by using Pronto furniture cleanser.
- 2. Transport** – the appliance is equipped with built-in wheels, which considerably makes machine moving easy.