



MANUFACTURER AND SELLER OF  
AMUSEMENT MACHINES

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# THE BOXER & THE KICKER MATRIX



## I. INTRODUCTION

The „**BOXER MATRIX**” / „**KICKER MATRIX**” strength machine is the amusement device designed for play in bars, clubs, cinemas, festivities, amusement parks, etc. The machine is profit-making device not paying the money prizes.

The device provides possibility of two games selection: punch strength test and ROULETTE. The machine is designed and made from state of the art materials and parts available on the market. Components of the device are compliant with the safety standards, what is confirmed by CE certificate.

## II. TECHNICAL PARAMETERS

	<b>BOXER</b>	<b>KICKER</b>
<i>Height:</i>		<i>173 cm</i>
- <i>without roof</i>	<i>221 cm</i>	
- <i>with roof</i>	<i>225 cm</i>	
<i>Width :</i>		<i>133 cm</i>
- <i>without roof</i>	<i>75 cm</i>	
- <i>with roof</i>	<i>92 cm</i>	
<i>Length :</i>		
- <i>without roof</i>	<i>115 cm</i>	
- <i>with roof</i>	<i>131 cm</i>	
- <i>without ball</i>		<i>66 cm</i>
- <i>with ball</i>		<i>80 cm</i>
<i>Total weight :</i>	<i>135 kg</i>	<i>125 kg</i>
<i>Power supply :</i>	<i>220 – 240 V</i>	<i>220 – 240 V</i>

## III. PUNCH STRENGTH TEST

The punch strength test is active when the light over *STRENGTH* button is lit. In other case the button *STRENGTH* shall be pushed. Each punch costs the player 1 credit.

After the coin is inserted, the player pushes *START* button. At this moment the punch ball is automatically lowered. The halogen lamps at both sides of the punch ball light the punch field. After a blow in the punch ball/ball 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.

## IV. ROULETTE

The roulette mode is active after the „*HIT THE TARGET*” button is pushed.

Then the *ROULETTE* text is presented on the matrix display. Each punch costs the player 1 credit. After the coin is inserted, the player pushes *ROULETTE* button, and *START* button after the text is presented on the display. At this moment the punch ball is automatically lowered. The halogen lamps at both sides of the punch ball light the punch field. The number is presented, which shall be achieved by hitting the punch ball/ball with appropriate strength. After stroke in the punch ball/ball the machine measures the punch strength. After the indicated number is achieved, the player is rewarded. The sound and illumination presentation begins.

## V. PARAMETERS CHANGE „BOXER/KICKER MATRIX” - SETUP

Using the SETUP function switch the later machine behaviour can be modified.

*Pushing START* - Confirmation, enter the selected option  
*Pushing left / right buttons* - Browsing the options

### 1. AUDIO.

- Audio settings. The range 0 – 10.
  - All The whole machine volume
  - Logo The company logo volume
  - Presentation The presentation volume
  - Game The game volume
  
- The tones tuner. The range 0 – 10.
  - Bass Low tones
  - Medium Medium tones
  - Treble High tones
  
- The presentation repeat time. The range up to 240 minutes.
- The device music style. Selection *POP / ROCK*.

### 2. GAME.

The password in option no. 25 is required to enter Game changes.

- The game settings
  - Volume - 7
  - Bass - 8
  - Medium - 5
  - Treble - 10
  - The presentation repeat time - 5 min
  - Free Play - Off
  - Strength - 100 %
  - Record - 600
  - Credit - 0
  
- Coinbox settings
  - Channel 1 Pulses/Coin value
  - Channel 2 Pulses/Coin value
  - Channel 3 Pulses/Coin value
  - Channel 4 Pulses/Coin value
  
- Scanner settings
  - Channel 1 Pulses/Coin value
  - Channel 2 Pulses/Coin value
  - Channel 3 Pulses/Coin value
  - Channel 4 Pulses/Coin value
  
- Free Play. Free of charge play option.
  - 0 - Charged play
  - 1 - Free of charge play