



MANUFACTURER AND SELLER OF  
AMUSEMENT MACHINES

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# THE BOXER KING

*machine manual*



## I. INTRODUCTION

The „**BOXER KING**” 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 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

<i>Height</i>	<i>215 cm</i>
<i>Width</i>	<i>120 cm</i>
<i>Length</i>	<i>140 cm</i>
<i>Total weight</i>	<i>150 kg</i>
<i>Power supply</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 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. PARAMETERS CHANGE „BOXER KING” - SETUP

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

<i>Pushing START</i>	<i>- Confirmation, enter the selected option</i>
<i>Pushing up / down buttons</i>	<i>- Browsing the options</i>

### 0. Exit from setup.

This option is also the coinbox test. By inserting a coin it is possible to check its value and number of received credits.

### 1. Basic parameters.

- The presentation repeat time – 5min.
- Record set to 700.
- Strength characteristic to 5.
- Credit – 0.
- Free Play Off

Push *START* to confirm the parameters.

## 2. Electronic counter.

This is information about number of pulses from the beginning of machine production, position W2. The number cannot be deleted.

## 3. The machine settling – current result.

This is the number of pulses recorded in the machine from last settling. To display current value of the counter the *START* button shall be pushed. The counter status from the last settling is displayed on middle display.

## 4. Resetting the current counter.

Push *START* to reset number of current counter. When 0 appears on the display it means that the function was accepted.

## 5. The number of beaten records.

On the display appears number which means amount of beaten records.

## 6. Resetting the beaten records counter.

Push *START* to delete number of beaten records.

## 7. Resetting the strength record.

Push *START* to reset strength record. Now the strength record is 700, this number is constant, steady in basic parameters.

## 8. Resetting credits.

Push *START* to reset number of credits.

## 9. Free Play - free of charge play.

Push *SETUP*, switching through small display enables game parameters changing:

000 - Charged play

001 - Free of charge play

Confirm pushing *SETUP* after selection.

## 10. The presentation repeat time.

The option enables changing of the presentation repeat time. Set in seconds presents time, after which the music is played. Push *SETUP* then set the desired time and confirm. 0 means the presentation is off.

## 11 – 13 . Setting credits.

This function allows to decide which coin value (large display) will be equal to 1 credit (small display). Using *START* change the value. **(PASSWORD, option 25!)**

*Example:* Push *START*, when the small display blinks, the credit value for i.e. 1 shall be set.

Confirm by pushing *START*, then the pulse value equal to 0,5 shall be set.

It means that inserting two coins on this channel results in 1 credit and 2 pulses.

## 14 – 16. Setting credits.

Settings credits for banknotes. Coding is realised the same way as above.

**(PASSWORD, option 25!)**

## 17. Strength characteristic.

The option can be entered by pushing *START*, then switching using up / down buttons.

Value < 1

Value - 5

Value > 10

- Difficulty level - easy

- Difficulty level - medium

- Difficulty level - difficult

## 18. Password.

Push *START* to enter password. Number 100 is displayed on upper display. Use *up / down* buttons to change it. Push *START* to accept first digit, the same with other digits. To enter programme from 11 – 18 it is necessary to enter a password.

## 19. Password change.

The password is set by the customer. The same setting procedure as in the item above. In case of forgetting password is a chance to change it only at Jakar's company.

## 20. The machine hours of operation.

This information shows the number of punches struck on the machine.

## 21. Test hardware.

Pushing appropriate buttons enables performing of the device operation test. After *SETUP* is pushed lighting are tested.

## 22. Automatic resetting the number of beaten records.

**(PASSWORD, option 25!)**

0 - Off

1 - On – means the options 23, 24, 25 are switched on and the parameters are basic.

## 23. Fall into 22.

You can choose the number of record after which the game counter will turn on. For example number 950.

**(PASSWORD, option 25!)**

## 24. Fall into 22.

The game counter. (0-50) You can set number of the game after which the record of the machine (set by client or producer) will bring back.

**(PASSWORD, option 25!)**

## 25. Fall into 22.

The value of beaten record. The number of beaten record will be set automatically after played definite number of the games. ( First someone have to beat the record.)

**(PASSWORD, option 25!)**

*Example : After reach the record equal or higher than 950 and played on machine 15 times the record will automatically set to value 700. Setting the parameters take place during the presentation. The presentation has to be turned on. ( option 10 )*

## 26. The number of credits for the beaten record.

In those option you can set number of credits which will be given to the player who beat the record. You can choose between 0 and 5.

**(PASSWORD, option 25!)**

## 27. Encouragement to the game.

In that option you can set time of going down the punch ball as encouragement to the game. You can set the option from 0 (switched off) to 120 minutes.

Errors:

ERR – 0 – COUNTER DISCONNECTED

ERR – 1 – MOTOR DISCONNECTED