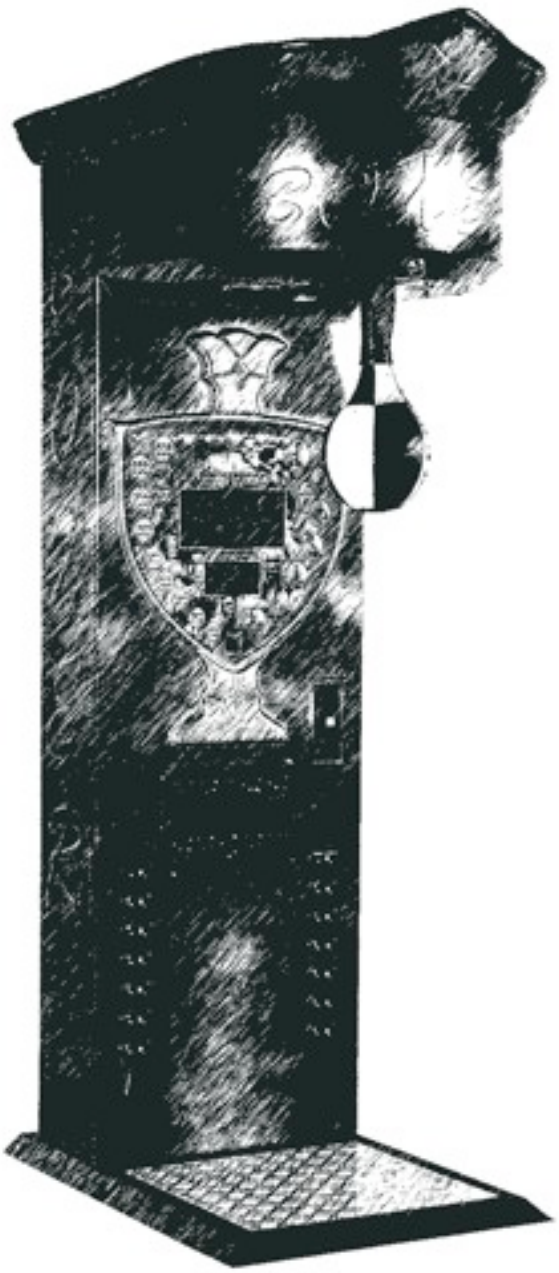
BOXER

User manual



KRISS SPORT

BOXER

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INTRODUCTION

Boxer is a fully computerized coin-operated strength-testing machine used for amusement and entertainment. Boxer may be used in bars, pubs, amusement parks and other places of entertainment.

Kriss-Sport made sure all the components used for production as well as the machine itself are made of best quality components and are safe for both in-and outdoor use.

SAFETY

READ THIS INSTRUCTION CAREFULLY BEFORE YOU USE THE MACHINE.

WARNING

Safety precautions that must be taken to avoid a potential risk of injury:

-Players should not play after drinking alcohol.

-Players should be informed that they play at their own risk.

-Switch off and disconnect the electrical power supply before opening doors or working on the machine.

-To prevent electrical shock, the game must be connected to a grounded electrical outlet.

CAUTION

Precautions that must be taken to avoid damage to equipment. The following Warnings and Cautions should be heeded when operating Boxer:

-Maintenance and repair operations should be carried out only by suitably skilled and qualified persons.

-To maintain the safety of the machine, and the warranty, use only approved parts. The use of other parts or non-approved modifications to the machine could be hazardous, and might void your warranty.

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Warranty terms

Kriss-Sport warrants that the Kriss-Sport Boxer will be free from defects in electronics (mainboard, power supply, coin acceptor and bill acceptor) and ball-release mechanism (in autoball spec.) for a period of two years from the date of shipment. Warranty terms do not cover parts not included above.

Definition of defect:

Regarding mechanism: it will be considered as defective if un welding or breaking takes place during the warranty period. It does not include scratching or rubbing out of any metal part which results from heavy usage of a mechanism.

Regarding electronics: it will be considered as defective if any connection between subcomponents on a particular board fails or any of them stops working itself. It does not include damages which occurred due to misuse, unauthorized connection or modifications.

Should the product prove defective during the warranty period, Kriss-Sport, at its option, shall:

- Repair the defective part by means of telephone support or depot service at no charge for parts of labor.

- Replace the defective part with a comparable product which may be new or refurbished.

Provided that:

- Kriss-Sport is informed of the defect immediately after it occurred. The faulty part should she dispatched to Kriss-Sport as soon as possible.

- Kriss-Sport diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.

- Only parts recommended and approved by Kriss-Sport are covered by Kriss-Sport Terms of Warranty.

UNDER NO CIRCUMSTANCES SHALL KRISS-SPORT BE HELD RESPONSIBLE FOR LOSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!

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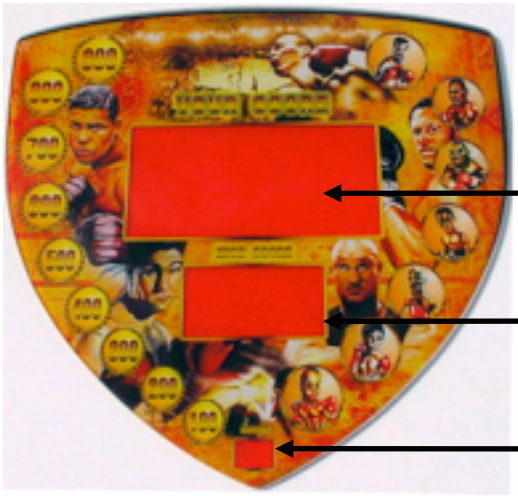
Machine description



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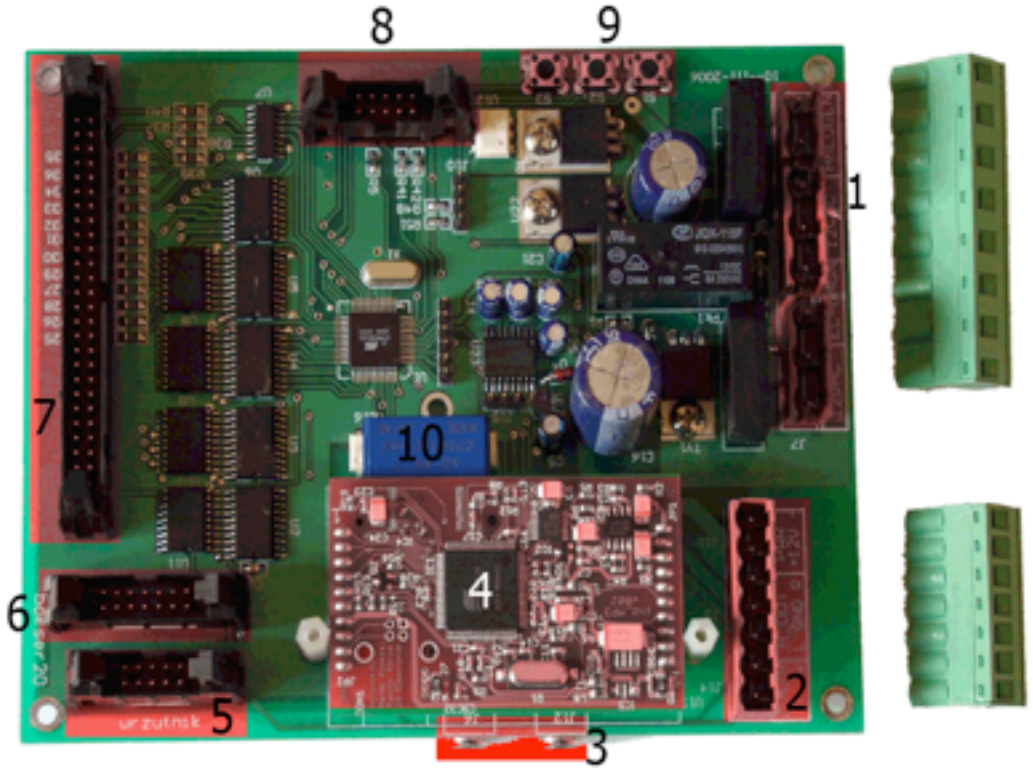
Main Board description



1. First plug (more on page 7)
2. Second Plug (more on page 7)
3. Sensor outlet
4. MP3 Player
5. Bill-acceptor plug
6. Not used
7. Displays plug
8. Start button plug
9. Control buttons
10. Memory card

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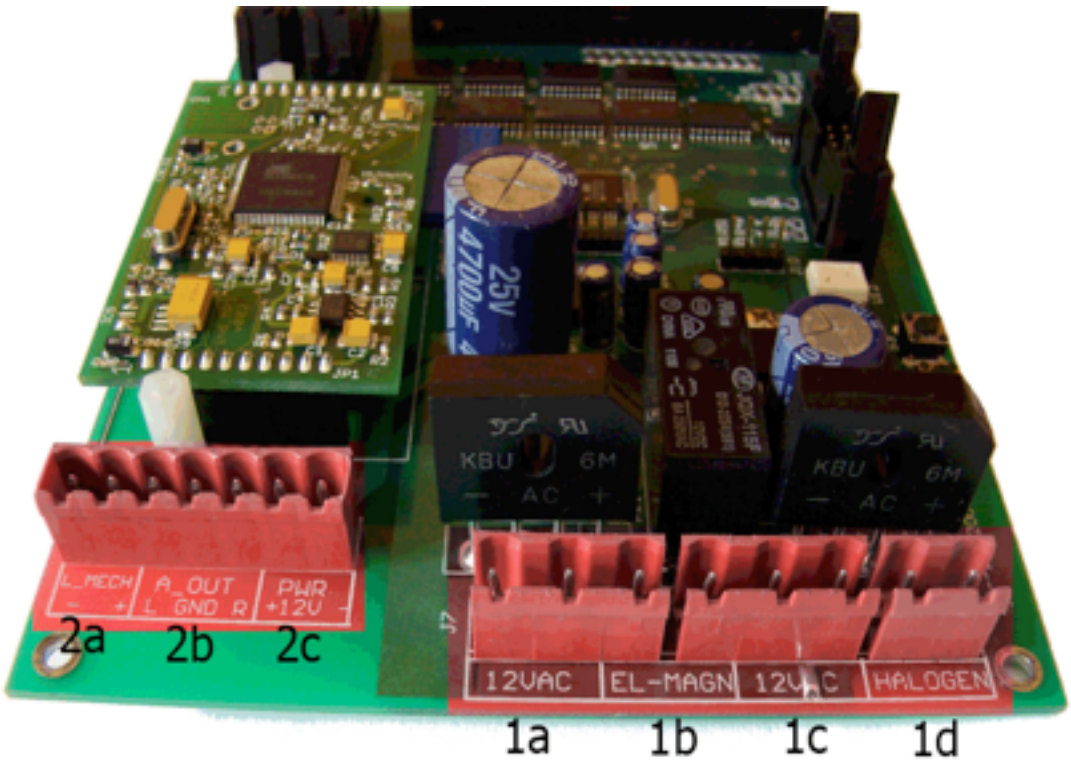
Main Board description



2a. Mechanical counter

2b. Audio out

2c. 12V DC power out (for amplifier)

1a. 12V AC main power in

1b. Electromagnet

1c. 12V AC power in

1d. Halogen lighting

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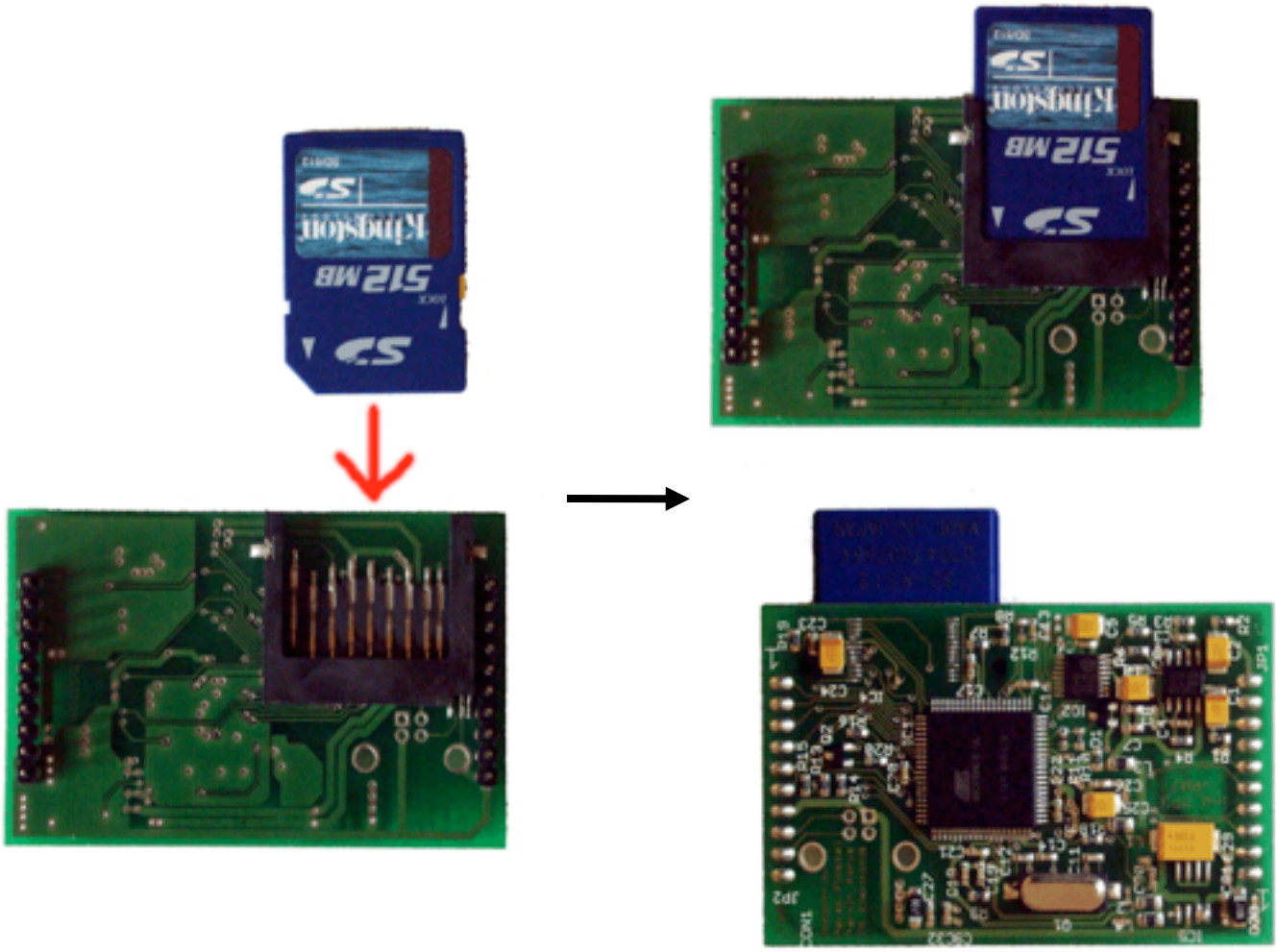
Main Board description

S1 = Enter and next functions by the menu numbers

S2 = **-** (previous)

S3 = **+** (next)

Memory card installation



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Menu Setting

		Difficulty Level. With this function you can quick and easy change difficulty level. (001 Easy, 002 Medium, 003 Hard) Default: 002
		Game Volume Level Adjusting. (001- 031) Default: 022
		Low Tones Adjusting. (001- 031) Default: 024
		High Tones Adjusting. (001- 031) Default: 022

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Menu Setting

		Free Play Mode. While Free Play mode is on machine will not wait for credits. (ON/0FF) Default: OFF
		Maximum Score Limit. With this feature you can set maximum score that can not be broken. (500 – 999) Default: 999
		High Score Reducer. This function is reducing High Score in time. Select number of hours of machine work. (001-120) For reducing record to 000 press S2 and S3 and hold for 3 seconds. Default: 004
		Demo Sequence Delay. Whit this function you can change delays between Demo Sequences. (001 – 099 minutes) Default: 015

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Menu Setting

		Credit Setting for First Channel of Coin Acceptor. (0.10 – 100 credits) EXAMPLE: a) FOR 1$ GAME = 4 COINS 0,25$ SET 0.25 (CREDIT) b) FOR 0,5 $ GAMES = 2COINS 0,25$ SET 0,5 (CREDIT)
		Credit Setting for Second Channel of Coin Acceptor. (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAME = 2 COINS 0,5$ SET 0,5 (CREDIT) b) FOR 0,5$ GAMES = 1 COIN 0,5$ SET 1.00 (CREDIT)
		Credit Setting for Third Channel of Coin Acceptor. (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAMES = 1COIN 1$ SET 1.00 (CREDIT) b) FOR 0,5$ GAME = 1 COIN 1$ SET 2.00 (CREDITS)
		Credit Setting for First Channel of Bill Acceptor. (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAME = 1 BILL 1$ SET 1.00 (CREDIT) b) FOR 0,5$ GAME = 1 BILL 1$ SET 2.00 (CREDITS)

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Menu Setting

		Credit Setting for Second Channel of Bill Acceptior. (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAME = 1 BILL 5$ SET 5.00 (CREDITS) b) FOR 0,5$ GAME = 1 BILL 5$ SET 010 (CREDITS)
		Credit Setting for Third Channel of Bill Acceptor. (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAME = 1 BILL 10$ SET 010 (CREDITS) b) FOR 0,5$ GAME = 1 BILL 10$ SET 020 (CREDITS)
		Credit Setting for Fourth Channel of Bill Acceptor (0.10 – 100 CREDITS) EXAMPLE: a) FOR 1$ GAME = 1 BILL 20$ SET 020 (CREDITS) b) FOR 0,5$ GAME = 1 BILL 20$ SET 040 (CREDITS)
		Counter Setting for First Channel of Coin Acceptor. SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR FIRST CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR 0.25$ SET 0.25

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Menu Setting

		Counter Setting for Second Channel of Coin Acceptor. SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR SECOND CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR 0.5$ SET 0.50
		Counter Setting for Third Channel of Coin Acceptor. SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR THIRD CHANEL OF COIN ACCEPTOR (0.10 – 500) FOR 1$ SET 1.00
		SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR FIRST CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR 1$ SET 1.00
		SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR SECOND CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR 5$ SET 5.00

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Menu Setting

		SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR THIRD CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR 10$ SET 010
		SETTINGS FOR MONEY (OR PAID CREDITS) COUNTERS FOR Fourth CHANEL OF BILL ACCEPTOR (0.10 – 500) FOR 20$ SET 020
		Power Correction for First Level of Difficulty (PLL 001). Default: 020 (-99 – 99) 099 - easy 050 - medium -99 - hard
		Power Correction for Second Level of Difficulty (PLL 002). Default: 060 (-99 – 99) 099 - easy 050 - medium -99 - hard

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Menu Setting

		Power Correction for Third Level of Difficulty (PLL 003). Default: -30 (-99 – 99) 099 - easy 050 - medium -99 - hard
		Money counter erasable memory. To reset press and hold S2 and S3 buttons for 3 seconds. 001 on score display and 1.25 on hi-score display = 11.25$ 001 on score display and 125 on hi-score display = 1125$
		Money counter non-erasable memory.
		Credit counter erasable memory. To reset press and hold S2 and S3 buttons for 3 seconds.

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Menu Setting

		Credits counter non-erasable memory.
		Bonus credits erasable memory. To reset press and hold S2 and S3 buttons for 3 seconds.
		Bonus credits non-erasable memory.
		Address of GSM module.

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Menu Setting

		Restoring factory settings. (YES/NO)
		Ready to use. Standard game screen (Score, Record, Credit) will appear after going through whole menu options.

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How to play the game

1. Insert coin/coins into the coin acceptor or note/notes into a bill acceptor.
2. Press Start Button.
3. Wait for the ball to come down
4. Hit the ball
5. Watch Your score on the display