

BOXING II MANUAL



Professtional boxing game machine.

CATALOGUE

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1. General Description (Functions and Characters)

BOXING II is a professional boxing machine. It is 2 games in 1 version. It can be a testing, training, entertainment machine for professional and amateur boxer. This machine has upgraded for several times in the development and testing stage, and has excellent performance in appearance design, product functions, safety protection and other aspects, making it a leader among similar products in the market. The **BOXING** machine focuses on the player's experience and safety. We overcome the technical difficulties, to record score accurately for punching strength, speed, reaction time and other values. At the same time, the internal structure of the machine is more reliable, more stable in designing, which can greatly improve the stability and life circle of the equipment. The internal electrical parts of the machine are made of CE certification products. The whole machine has passed EMC, LVD, ROHS test, and obtained CE, ROHS certificates.

2. Main structure and working principle



3. Spare Parts List

S/n	Name	Picture	Unit	Quantity	Remark
1	Key		Piece	2	Tied on the boxing target
2	Power plug		Piece	1	1.8 M/In coin collection box
3	Small wheel		Piece	2	be installed at bottom/ In coin collection box
4	Big wheel		Piece	2	be installed at Top/ In coin collection box
5	Photoelectric switch		Piece	1	Used for punch target induction testing
6	Data cable		Piece	1	Used for multiple machines online

4. Product Parameters

Nominal voltage : AC 110V-240V

Max current : AC 110V , 4.61A / AC 220V , 2.30A

Standby Power : 50W Max Power : 400W Power factor : 0.75

Full machine size : W85cm*D135cm*H230cm Net weight : 135Kg

Package size : W75cm*D135cm*H225cm Gross weight : 230Kg

5. Installation

Step 1 : Dismantle the wooden package ;

Step 2 : Stand the machine and make it steady.

Step 3 : Install the metal head with screws.

6. Game Instructions

6.1 Play Model- Match:

6.1.1 Single machine competition mode:

Insert coins to start game, players can choose a single/multi-player match.in which the number of multiplayer matches corresponds to the inserted coins. Players can choose [Power] or [Reflex] Model. The [Power] Model is to calculate how powerful player's punch is, and the [Reflex] Model is to punch in the shortest time after the machine's counting down.

After selecting the game Model, press the start button of boxing. Only one Model can be chosen during one game.Machine will record the highest score of N rounds as the final scroe and then give the prize to player.The highest scoring player in a multiplayer competition wins and receives a prize.

6.1.2 Multi machine connection mode:

The machine supports up to 6 online competitions, and these machines need to be connected using a data cable. When the first machine starts selecting multiplayer games, the machine enters the state of multiple online games, with 10 seconds per machine waiting for the following players to coin in and join. After the timeout, press the connected player to start the game.After entering the competition,Player1 can choose [Power] or [Reflex] Model. After selecting the game Model, press the start button of boxing. Only one Model can be chosen during one game.Machine will record the highest score of N rounds as the final scroe and then give the prize to player.The highest scoring player in a multiplayer competition wins and receives a prize.

6.2 Highest Record:

In single-player Model, the highest score record of boxing game will be displayed at the top left and top right of the panel. If player break the record, the new score will be recorded , and winner will get double prizes. In multi-player Model, there is no record score, just the player who get highest score win the game.

6.3 Gift Award:

At the end of each round of game, players are rewarded according to their medal level. Buyer can choose Coke prize version, twisted eggs prize version, and Ticket prize version when placing order. In the background menu, owner can set prize quantities corresponding to the medal, or close the prize exit.

6.4 Lucky Play Model:

Owner Select the lucky play Model in the background menu, and set the lucky number. Lucky playing Model is only refers to single player and power playing Model.If player's last number of score is same as the lucky number, then machine will issue prize to player. This play Model is suitable for carnival activities. It is attractive for players.

6.5 Background Setting Menu:



Setting /Confirmbuton

Up

Down

Volume adjuster

Press the "Set" button to enter the main menu, and press the "up"/" down " button to select the corresponding options; Press the "Confirm" button to enter the submenu and set the specific parameters.

6.5.1 Basic Parameter: regular game Settings.

- ※ N coins per game: 02 (Put N coins to start a game, N can be set as 1-99, default is "2")
- ※ N rounds per game: 02 (a game includes N rounds, N can be set as 1-10, default is "2")
- ※ Game time: 060 (for the following situations: Wait for inserting coins, wait for press the start button after insert enough coins, wait for punching after ball is ready. It can be set as 1-120 seconds, the default setting is 60 seconds)
- ※ Standby music: On (standby time, playing background music or voice, the default setting is "on")
- ※ Game volume: 15 (game volume adjustment in the menu, range is 0-30, default setting is "15")
- ※ Language: English (Voice can be simplified Chinese, Traditional Chinese or English)
- ※ Record-breaking Model: open (single player record-breaking can get double gift/Ticket, this can be closed)
- ※ Return

6.5.2 Difficulty setting: Adjust the game difficulty value.

- ※ Boxing Power Difficulty: 3 (Difficulty 1-5: 1 is the easiest, 5 is the hardest, default: 3)
- ※ Boxing Reflex Difficulty: 3 (Difficulty 1-5: 1 is the easiest, 5 is the hardest, default: 3)
- ※ Kicking Power Difficulty: 3 (Difficulty 1-5: 1 is the easiest, 5 is the hardest, default: 3) **-NO USE**
- ※ Kicking Reflex Difficulty: 3 (Difficulty 1-5: 1 is the easiest, 5 is the hardest, default: 3) **-NO USE**
- ※ Boxing Power Record: 100 (the highest initial value can be set to 100-999, the default value is 100, can be manually set)
- ※ Boxing Reflex Record: 1 (the initial value of the highest record can be set at 0.01-3, and the default value is 1, which can be manually set)
- ※ Kicking Power Record: 100 (the highest initial value can be set to 100-999, the default value is 100, can be manually set) **-NO USE**
- ※ Kicking Reflex Record: 1 (the initial value of the highest record can be set at 0.01-3, and the default value is 1, which can be manually set) **-NO USE**
- ※ Return

6.5.3 Reward Setting: Adjust the value of game reward.

- ※ Award Setting: No prize (can choose gifts, Ticket, not out, default is "no prize")
- ※ Gift Reward: gifts quantities corresponding to different MEDAL.
 - Gift for King Prize: 2 (0-10 can be set, default is "2")
 - Gift for Golden Cup: 1 (0-10 can be set, default is "1")
 - Gift for Silver Cup: 0 (0-10 can be set, default is "0")
 - Gift for Gold Medal: 0 (0-10 can be set, default is "0")
 - Gift for Silver Medal: 0 (0-10 can be set, default is "0")
- ※ Ticket Reward: The quantities of tickets corresponding to different MEDAL.
 - Ticket for King Prize: 20 (0-100 can be set, default is "20")
 - Ticket for Golden Cup: 10 (0-100 can be set, default is "10")
 - Ticket for Silver Cup: 5 (0-100 can be set, default is "5")
 - Ticket for Gold Medal: 2 (0-100 can be set, default is "2")
 - Ticket for Silver Medal: 1 (0-100 can be set, default is "1")

※ Gift sensing: open (sensing and counting when prize out of cola, twisting egg, if close it, then it will not count prize out quantity)

※ Return

6.5.4 Lucky Model: Select lucky Model and set parameters.

※ Lucky Model: Off (The lucky Model is on, that is, the match Model is off. By default, the game is off.)

※ Lucky Unit Number: 3 (optional 0-9, default is "3")

※ Award Selection: no prize (can choose gifts, out of the Ticket, not out, default is "no prize")

※ Gift for Lucky Prize : 1 (optional 1-10, default 1)

※ Lucky Prize Ticket: 1 (optional 1-100, default 1)

※ Return

6.5.5 Game Accounts: View all accounts, and can clear current accounts.

※ Online Coin Collection : 0 (statistic of card payment or other digital payment, corresponding to 2nd coin connection of motherboard)

※ Offline Coin Collection: 1 (statistic of coin /bill acceptor payment, corresponding to 1st coin connection of motherboard)

※ Coins in Current Period: 1 (online + offline coins in current period)

※ Gifts in Current Period: 1 (Total gifts/Tickets in current period)

※ Total coins: 1 (all coins accumulated till now)

※ Total Gifts: 1 (accumulated quantity of Gifts/Ticket tickets in till now)

※ Clear Accounts (only can clear online and offline coins collection, current coins and gifts quantity)

※ Return

6.5.6 Restoring Factory Defaults: Restore parameter setting of factory defaults.

6.5.7 IO Status: Test and check all I/O devices on the mainboard to confirm the validity.

(The text of all untested items are blue, and the valid text of tested items are green.)

6.5.8 Save: After setting parameters, should save it (the color of text turns red after the Settings are successfully saved).

6.5.9 Exit: Exit the menu after saving the Settings and restart the device.

7. Precautions for equipment maintenance

7.1 Check the air pressure inside the ball target regularly (once a week). The air pressure inside the boxing target is 0.02-0.04MPa, and adjust it according to the player's boxing feeling.

7.2 Periodically (once a week) check whether all bolts of the boxing target are loose, including frame structure bolts, swing arm bolts, target bolts, etc.

7.3 Periodically (once a week) check whether lubricating oil is required for all friction parts in the boxing structure to ensure stable operation of the machine.

8. Trouble shooting

Error code	Error item	Solution
E01	Boxing ball bounce out error.	Check boxing target structure and solenoid
E02	(This item is only suitable for kicking game)	
E11	Boxing ball put back error.	Check the boxing release structure and solenoid
E12	(This item is only suitable for kicking game)	
E21	Tickets JAM ,please check tickets out device.	Check tickets exit device and solve the ticket jam
E22	Lack of tickets ,please supply tickets.	Supply tickets
E23	Lack of gifts ,please supply gifts.	Supply gifts
E31	Player quantity selection button error.	Check microswitch and wires connection of button
E32	Power/Reflex selection button error.	Check microswitch and wires connection of button
E33	(This item is only suitable for kicking game)	
E34	Boxing start button error.	Check microswitch and wires connection of button

9. Shipping, move and storage of machine

9.1 Shipping: we can pack machine as whole one or dismantle it for 2 parts. It needs to be packed by wooden frame or wooden case and with soft packaging inside. It can be shipped by land or by sea.

9.2 Moving: (1) The packaged machine can be moved by forklift. (2) If the whole machine needs to be moved during using, please take out and install the spare casters in the machine. After the upper cabinet door of back is opened, can install the big casters on the upper beam with holes; Then put machine backwards on the ground, and install small casters at the position of the base with holes; After installation, the whole machine can be lying flat on the ground, then it is easy for moving.

9.3 Storage of machine: The machine must be stored in a dry environment.

10. Dismantle,stop using and scrapping of machine

The device can be lowered backwards to the ground for dismantling;The main materials of themachine are fiber glass, metal, acrylic, wood, etc. After the expiration date, it shall be handled by the scrapping department and cannot be discarded randomly.

11. Machine emergency

If the machine encounters an emergency such as mechanical failure or fire, cut off the power supply before performing maintenance.