

BOXER

USER'S MANUAL



magic play
AMUSEMENT MACHINES MANUFACTURER



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INTRODUCTION

BOXER is a fully computerized coin-operated punching machine used for amusement and entertainment. The BOXER comes manufactured with four games; adult, baby, human vs. computer and tournament mode. It is not a redemption machine; however it may go with a ticket printer to attract more customers. BOXER may be used in bars, pubs, amusement parks and other places of entertainment. Magic Play offers BOXER machines with graffiti or in plain colors. Magic Play 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 OR DO MAINTENANCE

WARNING

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

The machine is powered with 120V/60Hz current. Always make sure the machine is unplugged before you do any maintenance. Only authorized staff may carry out any work on the machine. Under no circumstances should any plug or connector be pulled out or disconnected when the power is on.

Make sure the plug and socket are properly grounded. Protect the mains cable against any damage. Oil and acid can damage the cable.

Use proper extension cables and do not overload power sockets.

Use only original spare parts.

Do not place the machine near steams or inflammable liquids.

Make sure you place it on clean and smooth surface.

CAUTION

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

- Always punch the central part of the inflated punch-bag.
- Never punch the upper part of the punch-bag, the arm of the release mechanism or the display glass. It may cause injuries.
- It is strictly prohibited to kick the machine, hit with a bat or any other item.



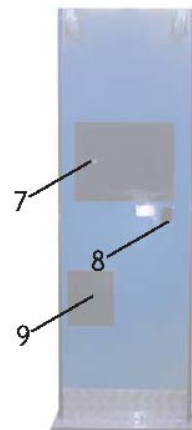
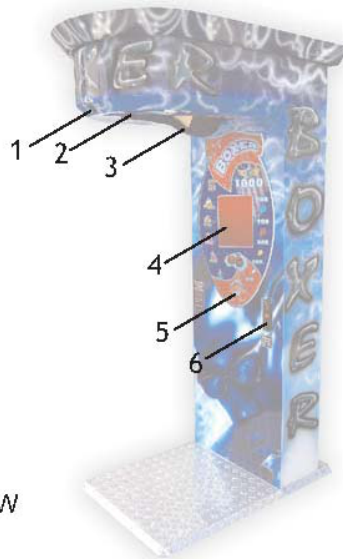
1. Start button
2. Ball release mechanism
3. Ball
4. Front glass and display
5. Power/speed buttons
6. Coin acceptor
7. Service door
8. Plug-in AC socket
9. Cash door

Dimensions:

Height: 220 cm / 87"
 Width: 70 cm / 28"
 Length: 130 cm / 52"
 Weight: 140 kg / 308 lbs

Power supply: 230 V
 Power consumption: max. 150 W / average 30 W

± 30W



START-UP INSTRUCTIONS

Apply these instructions after delivery and unpacking

- Fasten the rooftop using 4 bolts (attached).
- Connect the power cord.
- Switch on power button at the back of the machine.
- Boxer is ready to use.

pic.1

GAMEPLAY

- insert coin/coins to the coin acceptor or note/notes into a bill acceptor
- select game mode using FUNCTION keys
- press the "START" button
- wait for ball release
- hit the ball
- watch your score at display
- compare your score with hi-score

SOLO MODE:

Normal mode

HUMAN VS. COMPUTER:

Human player can play against computer player.

- press "START" button
- hit the ball
- wait for computer player score
- compare your score with computer

TOURNAMENT MODE:

Multiplayer mode, one training hit and three tournament rounds.

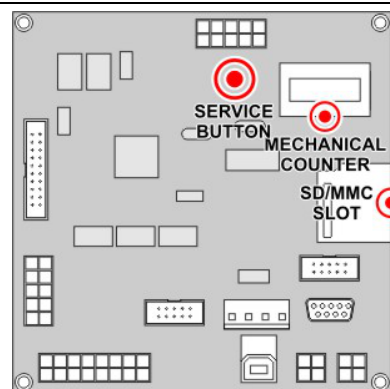
Each player need to put money for three games.

You can select number of players by pressing "SELECT" button



MENU AND SETTINGS

- Use SERVICE button on the PCB to access MENU
- Look and listen to audio instructions.
- Use START button on the top of the machine to scroll down in the menu options
- Use FUNCTION keys on the left to enter option.
- Use FUNCTION KEYS as -/+ buttons to adjust values.
- In option where EXIT is not available use START button to exit an option.



pic. 2

MENU SCHEME

COLOR BOXER MENU						
1ST LEVEL	2ND LEVEL	DEFAULT SETTINGS	UNIT	MIN	MAX	DESCRIPTION
BASIC	GAME SOUND	70	%	0	100	GAME SOUND VOLUME
	DEMO SOUND	50	%	0	100	DEMO SOUND VOLUME
	DIFLEVEL	25	VALUE	1	10	DIFFICULTY LEVEL
	HI SCORE	350	POINTS	10	600	HIGH SCORE VALUE
	COUNTER0	0	CREDITS	0	999999	RESETTABLE COUNTER
	DEMOTIME	2	MINUTES	OFF	15	TIME BETWEEN MUSIC IN DEMO MODE
	HISC RESET	650	POINTS	0	900	DEFAULT HI SCORE VALUE
	HISC TIME	OFF	HOURS	OFF	48	TIME AFTER HI SCORE IS RESETTED
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
	VER XXX	I.E. VER 1.0				SHOWS SOFTWARE VERSION
ADVANCED	COUNTER1	0	CREDITS	0	999999	NON RESETTABLE COUNTER
	HI HITS	0	VALUE	0	999	HIGH SCORE HITS COUNTER
	FACTORY	0				KEYS '+' & '-' PRESSED TOGETHER RESTORE FACTORY SETTINGS
	BONUS	0	CREDITS	0	100	GIVES ONE EXTRA CREDIT AFTER SET VALUE
	BANKNOTE	0.25	CREDITS	OFF	100	BANKNOTE VALIDATOR SETTINGS
	COIN CH1	1	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH2	2	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH3	3	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH4	4	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH5	5	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH6	6	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	BALL TIME	120	MILISEC.	50	200	RELEASE MOTOR ACTION TIME
	BALL PULSE	2	PULSE	1	3	RELEASE MOTOR ACTION PULSES
	TICKET ON	OFF		OFF	ON	TICKET DISPENSER ON/OFF
	HISC TICKETS	10		0	50	TICKETS FOR HI SCORE
	1ST LEVEL FOR TICKETS	200		0	990	1 ST SCORE LEVEL FOR TICKETS
	TICKETS 1ST LEVEL	1		0	50	TICKETS FOR FOR 1ST SCORE LEVEL
	2ND LEVEL FOR TICKETS	400		0	990	2 ND SCORE LEVEL FOR TICKETS
	TICKETS 2ND LEVEL	2		0	50	TICKETS FOR FOR 2ND SCORE LEVEL
	3RD LEVEL FOR TICKETS	600		0	990	3 RD SCORE LEVEL FOR TICKETS
	TICKETS 3RD LEVEL	3		0	50	TICKETS FOR FOR 3 RD SCORE LEVEL
	4TH LEVEL FOR TICKETS	800		0	990	4 TH SCORE LEVEL FOR TICKETS
	TICKETS 4TH LEVEL	4		0	50	TICKETS FOR FOR 4 TH SCORE LEVEL
	5TH LEVEL FOR TICKETS	900		0	990	5 TH SCORE LEVEL FOR TICKETS
	TICKETS 5TH LEVEL	5		0	50	TICKETS FOR FOR 5 TH SCORE LEVEL
	GSM	OFF		OFF	ON	GSM MODEM ON OFF
	DEMO TEXT	MAGIC PLAY				DEMO TEXT EDITOR
	HI SCORE NAME	MASTER				HI SCORE DEFAULT TEXT EDITOR
	SERVGAME	OFF		OFF	ON	SERVICE GAME
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
TESTS	DIS TEST			ON	OFF	ELECTRONIC DISPLAY TEST
	LAMP TEST			ON	OFF	LAMPS TEST
	BALL TEST					KEY '+' RELEASE THE BALL
	COIN TEST					SHOWS COINS CHANNELS
	BANKNOTE TEST					BANKNOTE VALIDATOR TEST
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
EXIT	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU



COIN AND BANKNOTE SETTINGS

USE MENU>SETTING>PRICING to set game prices!

Contact manufacturer for details regarding coin and bill acceptor channels settings.

A) 1 GAME = \$1

CHAN 1- 0025

CHAN 2- 0050

CHAN 3- 0100

BANK - 0100

B) 1 GAME = \$ 0,50

CHAN 1- 0050

CHAN 2- 0100

CHAN 3- 0200

BANK - 0200

BONUS: MENU>SETTING>BONUS - Set BONUS to - 0500 to have 1 bonus game for 5 credits

UPDATES

SD CARD FORMATTING

REMEMBER: FORMATTING WILL ERASE ALL DATA FROM SD CARD - PLEASE COPY FILES FROM SD CARD TO PC BEFORE FORMATTING

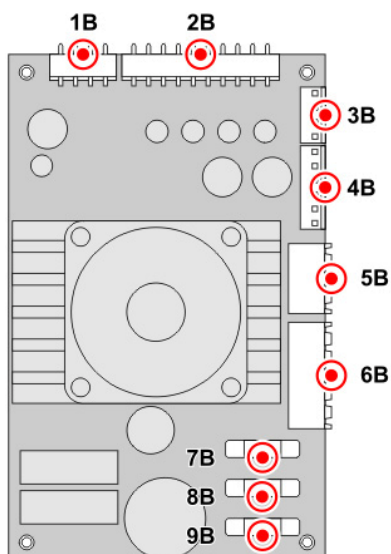
- 1) insert the SD card in the slot on the PCB (machine should be turned OFF)
- 2) switch the machine ON and wait for communicates EXIT/COPY/FORMAT on the display
- 3) use START button to scroll down to FORMAT and press FUNCTION KEYS together to start formatting.
- 4) wait until card is formatted
- 5) turn the machine OFF and remove the SD card from slot. Card is now ready to copy files on

SOFTWARE UPDATE

- 1) insert the SD card (with UPDATE file on it) in the slot on the PCB (machine should be turned OFF)
- 2) press SERVICE button on PCB and hold it
- 3) turn the machine ON, still holding the SERVICE button for about 2-3 seconds (four LEDs marked ABCD should go ON)
- 4) release the SERVICE button and wait until two LEDs in same color go OFF (approximately 5-10 secs.)
- 5) switch the machine OFF and remove the SD card
- 6) switch the machine ON

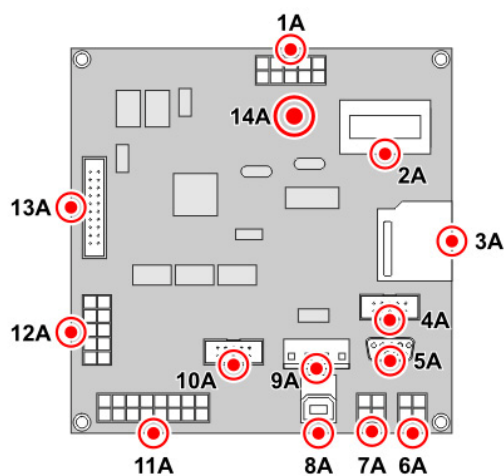


ELECTRONIC BOARDS



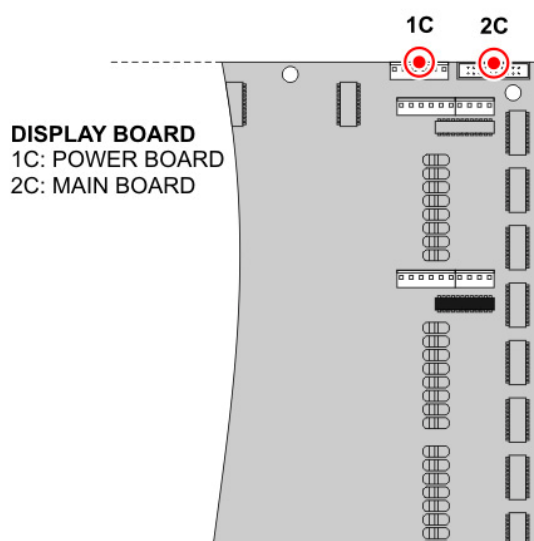
POWER BOARD

- 1B: SPEAKERS
- 2B: MAIN BOARD
- 3B: LED DRIVER
- 4B: DISPLAY
- 5B: RELEASING MECHANISM/
HALOGEN LIGHTS
- 6B: TRANSFORMER
- 7B: FUSE 1
- 8B: FUSE 2
- 9B: FUSE 3



MAIN BOARD

- 1A: OPTICAL SENSOR
/START BUTTON
- 2A: MECHANICAL COUNTER
- 3A: SD/MMC SLOT
- 4A: INPUT CONNECTOR 1
- 5A: INPUT CONNECTOR 2
- 6A: BILL ACCEPTOR
- 7A: TICKET DISPENSER
- 8A: INPUT CONNECTOR 3 (USB)
- 9A: LED DRIVER
- 10A: COIN ACCEPTOR
- 11A: POWER BOARD
- 12A: FUNCTION KEYS
- 13A: DISPLAY
- 14A: SERVICE BUTTON



- DISPLAY BOARD**
 1C: POWER BOARD
 2C: MAIN BOARD



MAINTENANCE

GREASING

Remember to dismantle the mechanism spring and grease the piston inside (A) every three times you do the maintenance (pic. 1).

Remember to grease movable parts in ball releasing mechanism. This operation must be carried out from time to time.

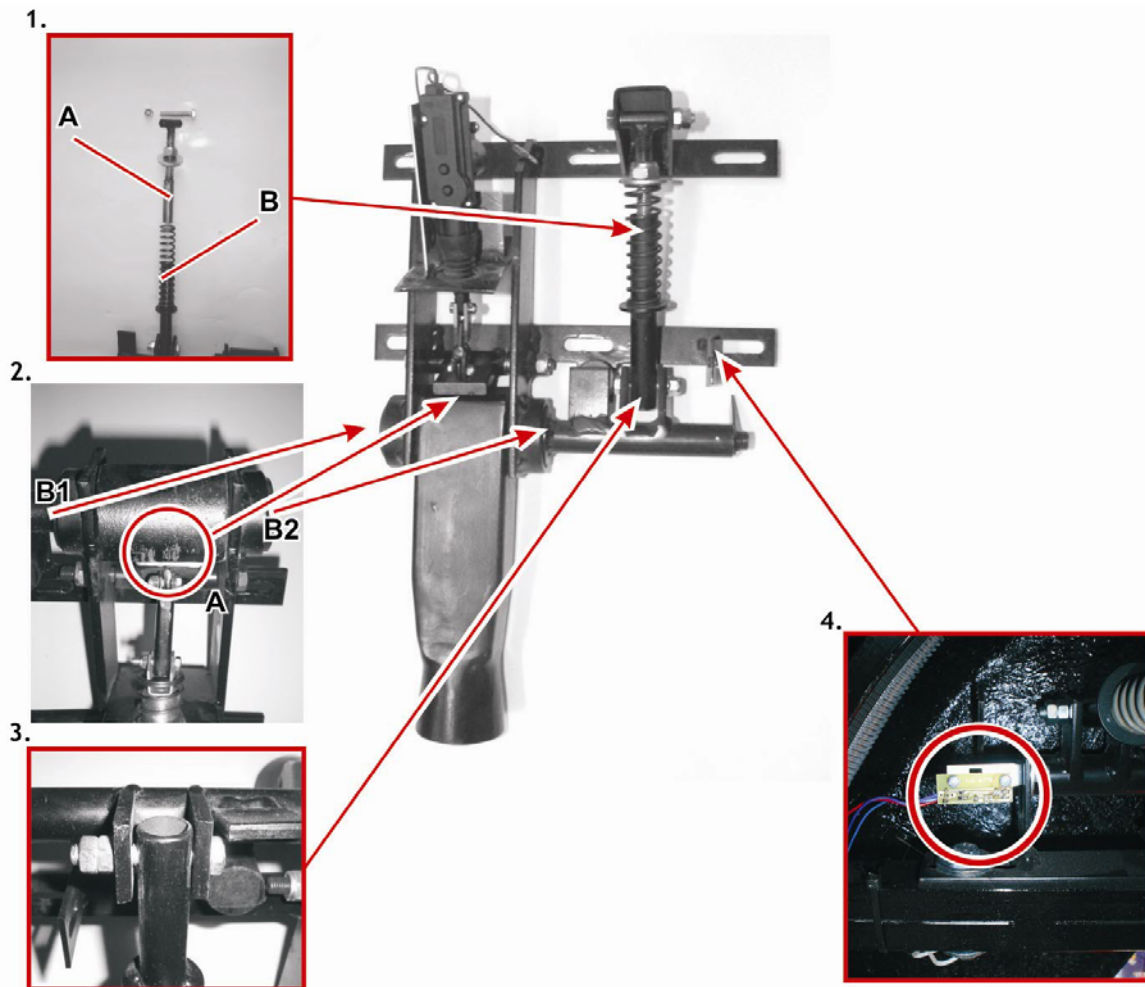
PUMPING

Remember to pump the latex bladder inside the leather ball from time to time. This operation should be carried out when the ball is down. The bladder should be pumped to a level where it does not cause injuries to the player when hitting it.

BALL SPRING ADJUSTMENT

Adjust the spring (pic. 1) using the nut to a level where it allows the ball comes down easily. This operation must be carried out from time to time.

Pic.6





TROUBLESHOOTING AND TYPICAL MALFUCTIONS

A. SOUND: No sound	
	<ul style="list-style-type: none"> a. Check the volume control b. Check the speakers connection
B. DISPLAY: One of dots, lines on the display is blank.	
	<ul style="list-style-type: none"> a. Replace the display board and contact manufacturer
C. MECHANISM: Ball stops half way when pressing START	
	<ul style="list-style-type: none"> a. Adjust the spring (pic. 6- p.1/B). Grease movable parts.
D. MECHANISM: Ball does not release	
	<ul style="list-style-type: none"> a. Mechanism has blocked on edge (pic. 6- p.2/A). Unlock manually and polish this edge b. Motor or optical sensor (pic.6- p.4) is out of order. Replace the sensor or mechanism and contact service. c. BALL fuse on power board is damaged. Replace the fuse (see pic. 3- p.3) d. IN BALL / IN HALL wires are damaged. Replace the wires. (see pic. 3- p.6) e. Check if START button is connected properly
E. MECHANISM: Ball does not lock.	
	<ul style="list-style-type: none"> a. Mechanism got locked in the open position. Unlock manually and polish edge (on pic. 6- p.2/A). b. Mechanism has worn out and needs to be replaced. Contact distributor for pricing on mechanism.
F. LIGHTS: No halogen lights.	
	<ul style="list-style-type: none"> a. Check the HALL fuse on the power board (see pic.3- p.3- 1) b. Check the halogen. Replace it if faulty.



TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the MAGIC PLAY BOXER MACHINE will be free from defects in electronics (motherboard, sound board, power board, coin acceptor) and the ball-release mechanism for a period of two years from the date of delivery.
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, Magic Play, at its option, shall:

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

2. Replace the defective part with a comparable product which may be new or refurbished.
Provided that

1. Magic Play is informed of the defect immediately after it occurred. The faulty part should be dispatched to Magic Play or its authorized distributor as soon as possible.

2. Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.

3. Only parts recommended and approved by Magic Play are covered by Magic Play Terms of Warranty.

**UNDER NO CIRCUMSTANCES SHALL MAGIC PLAY SP. Z O.O. BE HELD
RESPONSIBLE FOR LOSSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE
TO THE MACHINE!**

BUYER _____
DATE _____
SERIAL NUMBER _____
SELLER _____



DATE OF DELIVERY	
REPAIR DATE	
REPAIR DETAILS	
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SIGNITURE	

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We declare that Magic Play BOXER machine conforms to 73/23/EEC-PL, 93/68/EECPL, 89/336/EEC-PL, 91/263/EEC-PL, 92/31/EEC-PL, PN-EN 50106:2000/A2:2002, PN-EN 60335-1:2004, PN-EN60335-2-82:2004(U), PN-EN 61000-33:1997/A1:2002(U)

Magic Play Sp. z o.o.
ul. Chocimska 6, 62-800 Kalisz
POLAND
www.magicplay.eu