

THE BOXER

The title 'THE BOXER' is rendered in a large, bold, outlined font. The letter 'O' contains a circular logo with a smiling face and the text 'CONEY ISLAND ARCADE'. The letter 'X' contains a silhouette of a boxer in a fighting stance. The word 'THE' is smaller and positioned to the left of the 'B'.

- Operator's manual -

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1. Game description

1.1 Game description

Box Club is a cleverness measuring machine which evaluates the player's box by scores and which is provided with picture and sound effects.

Min 1 and max 9 players can take part in the play.

When you hit you have to focus on the boxbulb.

Your hit will be evaluated on the monitor of the machine accompanied by a digitalized human voice.

The evaluation is carried out at a range from 0 to 999 according to the chosen style of play.

1.2 Styles of play

Selection of languages

The player can choose among 3 languages by the help of a red button placed on the right side of the machine. The English language is originally set. If you choose another language (Spanish or Italian) the machine automatically changes for the English version in 5 minutes after finishing the game.

Style of play STRENGTH

After selecting the desired language the machine automatically selects this style of play. Only one player can take part in this style of play. It is divided into as many rounds as many you have paid for.

Style of play competition

The machine evaluates the strength of the player's box by score. After the selection of language you step in by pressing the left side button. In this style of play competitors play by turns. The machine evaluates the strongest hit after each round and reports a partial result. In the second round the machine gives partial

result again and eventually in the third, last round, final results will be reported.

The winner of the competition always gets a bonus box which should be hit. To continue the competition the other participants have to buy credit scores again.

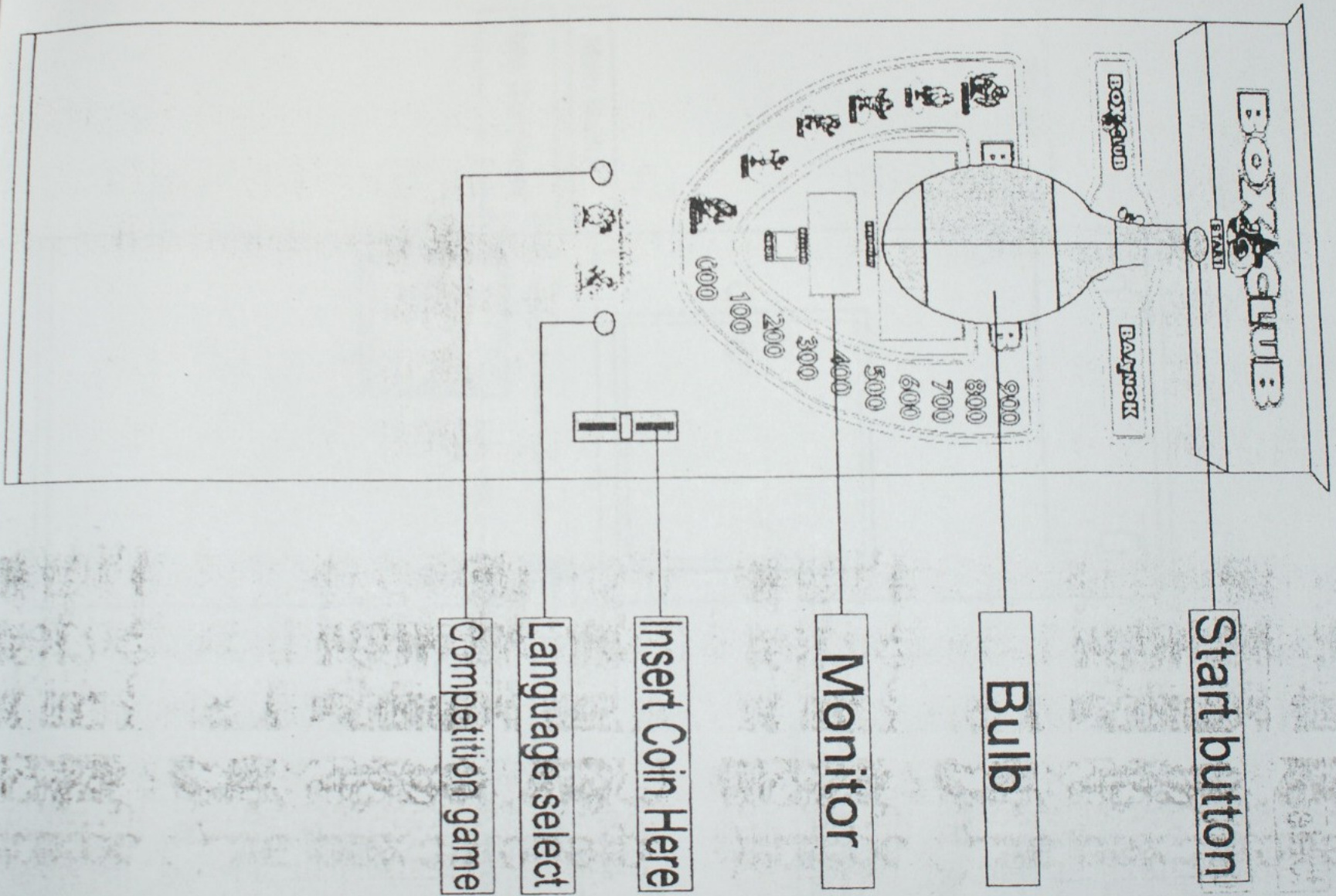
Bonus play

In the style of play **STRENGTH** the player gets a bonus game in case that he breaks the record set by another competitor which means one box for him. The winner of the style of play **COMPETITOR** gets a bonus game (one box).

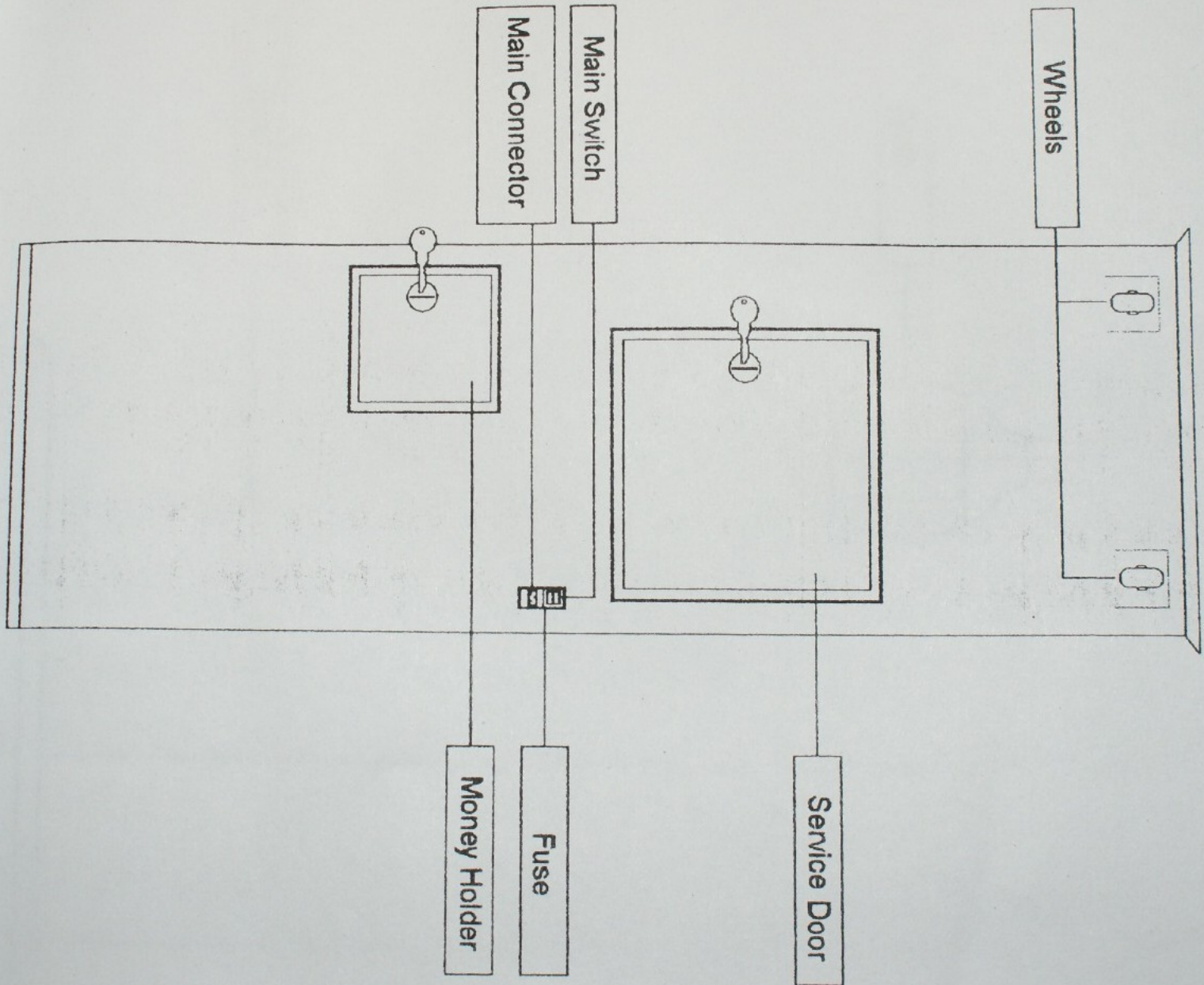
. Physical characteristics and outside of the machine

The building up of the machine is steel framework covered by a painted, plastic material reinforced with fibreglass. The seating is made of an anti-slip aluminium treading-sheet (lamina). Its height can be adjusted by the help of two rubber seating situated on the back part of the machine. The covering of the monitor is a see-through plexi. Its back part is covered by a coloured foil.

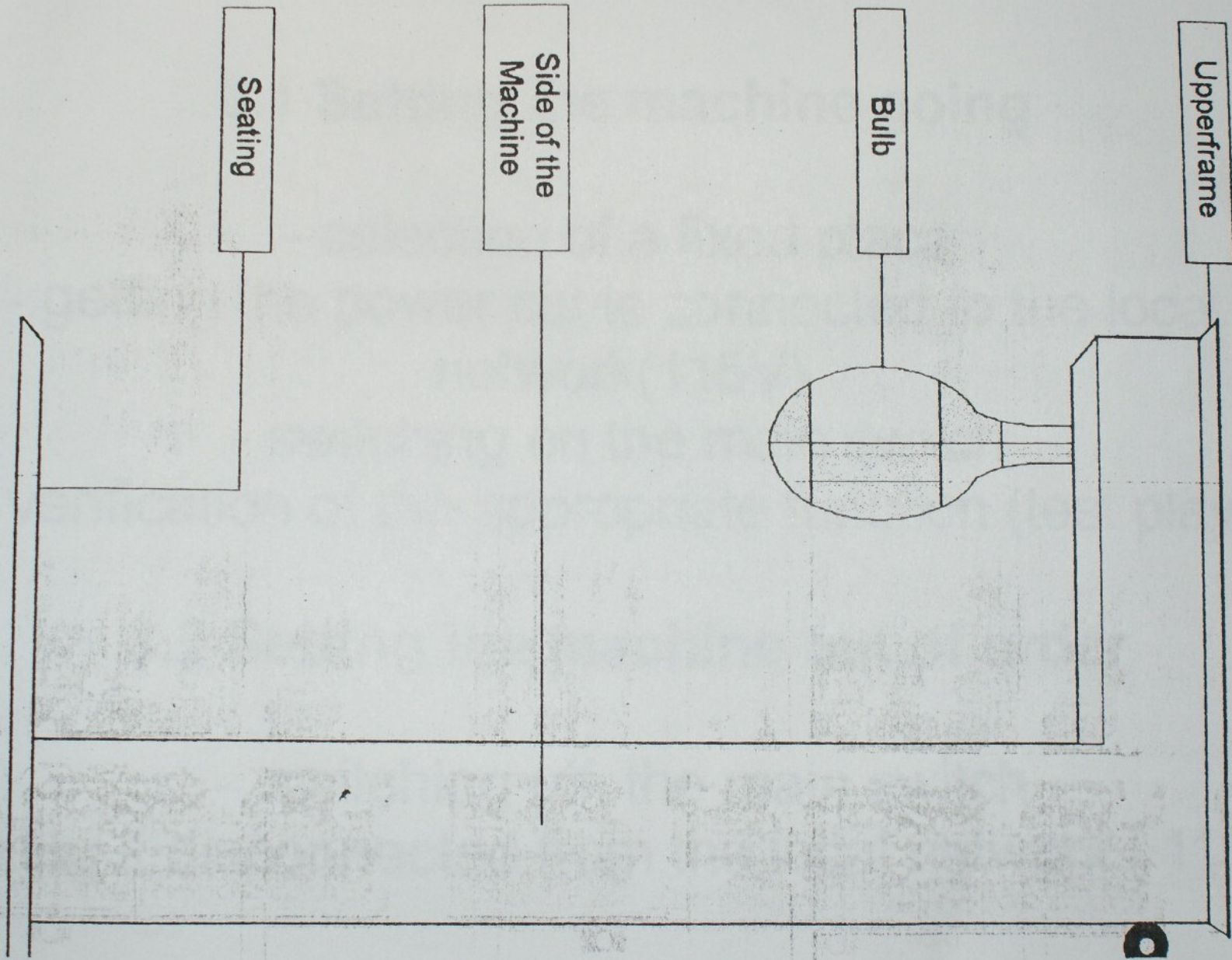
The machine front-wise



The machine back-wise



The machine sideways



3. Functions

3.1 Setting the machine going

- selection of a fixed place
- getting the power cable connected to the local network(115V)
- switching on the main switch
- verification of the appropriate function (test play)

3.2 Setting the machine out of order

- switching off the main switch
- getting it disconnected from the local network (115 V)

3.3 Test option

Test option, which you can reach after switching on the 2 switches in the control panel is composed of 13 items.

You select the desired item by the help of buttons Strength (Up) and Quickness (Down). You can step in the desired item by pressing the START button.

Options

st Nr	Description	Possible value
1	Show credit counter (x 0,25 \$)	0-65535
2	Test alla display & bulb	All On/Off
3	Play all sound	1-228
4	Test coil	On/Off
5	Test halogen	On/Off
6	Test opto sensor	On/Off
7	Test ALBERICI	Off/-0,5/-1,0/-2,0
8	Set hit power	50,60,...100...140,150
9	Clear player credit	x/0
10	Set player credit to 10	x/10
11	Set demo sound time	0,1,2,...,255 (0=Off)
12	Set bonus game time	0,5,10,...,250 (0=Off)
13	Clear record	xxx/000
14	Set demo volume	30%,40%,...,100%
15	Set game volume	30%,40%,...,100%
16	Set credit number for line 1 (0,25 \$)	0.5,1,2,3,...,10
17	Set credit number for line 2 (1 \$)	1,2,3,...,10
18	Set credit number for line 3 (2 \$)	1,2,3,...,10

3.4 Failure possibilities prevention of troubles

Inadequate power supply:

- Verification of the local network
 - breaking of cable (**115 V**)
- verification of the main connector of the machine
 - verification of the main switch
 - verification of the fuse

Inadequate working of the monitor:

- elimination of a possible contact failure
- (Select the 2. item in the TEST option and run the test)

3.5 Maintenance of the machine

- greasing of moving service parts
- clearing of electrical connections
- use of contact spray (in case of contact trouble)

In case of any unresolvable failure please contact the manufacturer or the closest service.

Manufacturer:

Pitt Bt.

6500 Baja, Dózsa György út 175.

Tel:06-30156-542

E-mail:pittbt@mailbox.hu

Www.pigallegame.com

Www.coneyislandarcade.com

3.6 Warranty

- Full warranty for the control panel
except the IC sound
- 6 month warranty for the metal and moving
service parts (except the ball)

The warranty is available only in case of correct use!

3.7 Supply of service parts

- in case of any failure the manufacturer supplies the
required service parts in 48 hours
- local service on demand
- spare parts are available on demand
(for extra money)

The manufacturer maintains the right for every possible modifications without giving additional information in advance.

Component table

Main seating, main switch	-
TOROID transformer	EHT 300-H
GRAETZ bridge	KBPC1502
Control panel	-
Electromechanical counting mechanism	GX-06RL
Switch rele	963747-10
Electromagnet	-
SPOT 12V/20W (outside illumination)	CT 2113
OPTO gate	-
Loud-speaker	SALBC130
Result displaying lamp range 12V/1.2W	-
Monitor	-
button	-

Inadaquate working of the bulb:

- it is recommended to put some grease on the metal surfaces between the hammer and the ballholder in every 3 week ,but in case of current use you can repeat this weekly.
- verification of the hanging up
- verification of the inpuller roll
- you have to control the pressure of the bulb filled with air

Function button failures :

- verification of the button contact

Inadequate working of coin insertor:

(elimination of a possible stop of coins in the channel
Choose item 7 in the TEST option and run the test.)

Troubles originating from outside illumination:

- elimination of a possible contact flaw
- change of spot bulb

Sound troubles :

- verification of loudspeaker contact
- failure of loudspeaker

Choose item 3 in the TEST option and run the test)

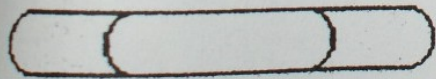
Fuses

Changing the fuses:

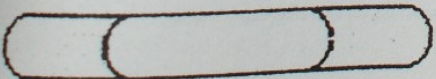
The network fuse is between the main switch and the network connection. To change the fuse, remove the plastic cover.

Other fuses:

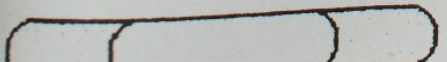
By opening the service door you can access three additional fuses which are inside of the service panel door on the right side, one below the other.



- electromagnetic fuse



- fuse for the light



- fuse for the control panel

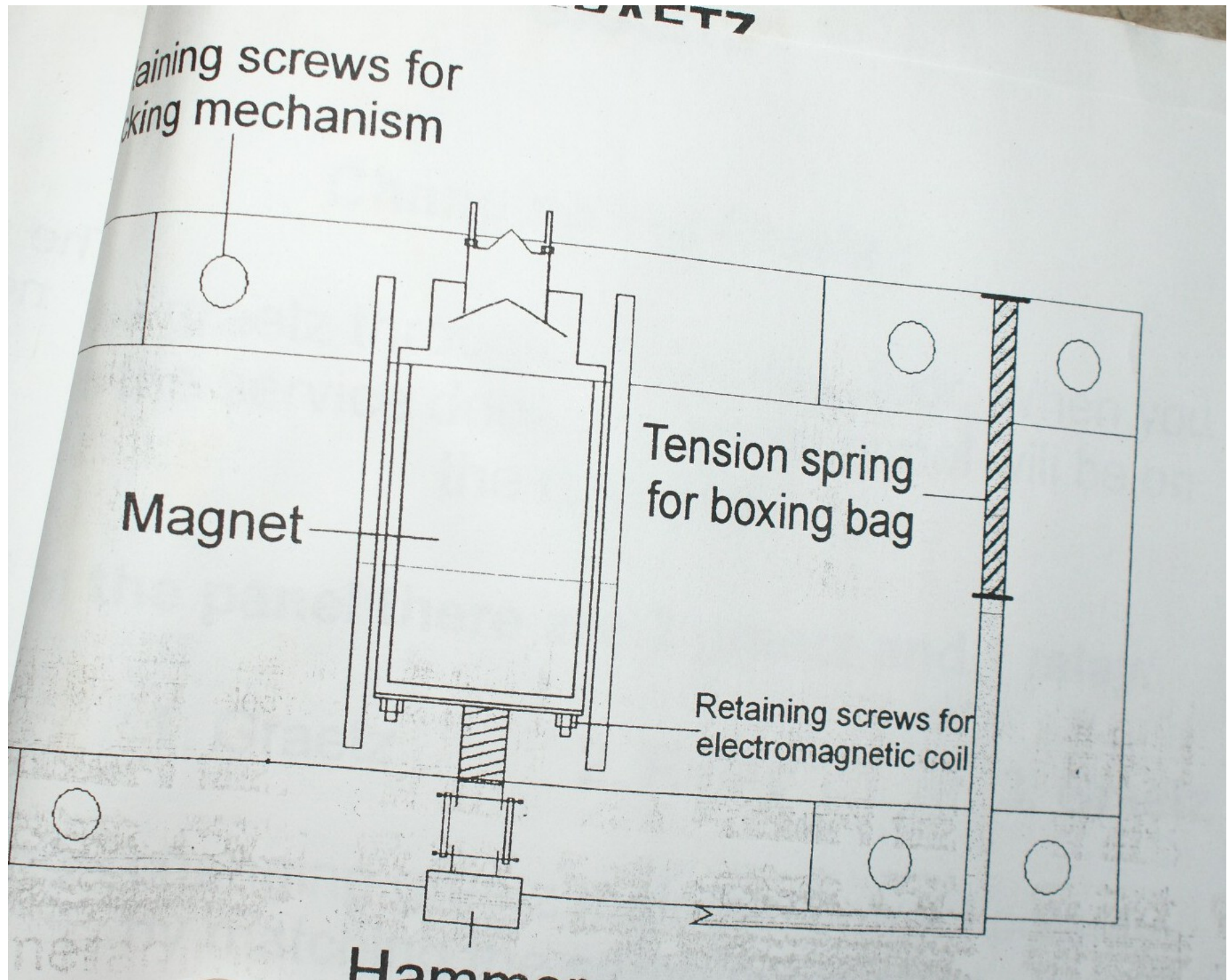
Retaining screws for
locking mechanism

Magnet

Tension spring
for boxing bag

Retaining screws for
electromagnetic coil

Hammer



Changing the Graetz :

Access graetz through the service door. When you open the service door, the graetz panel will be on the right side.

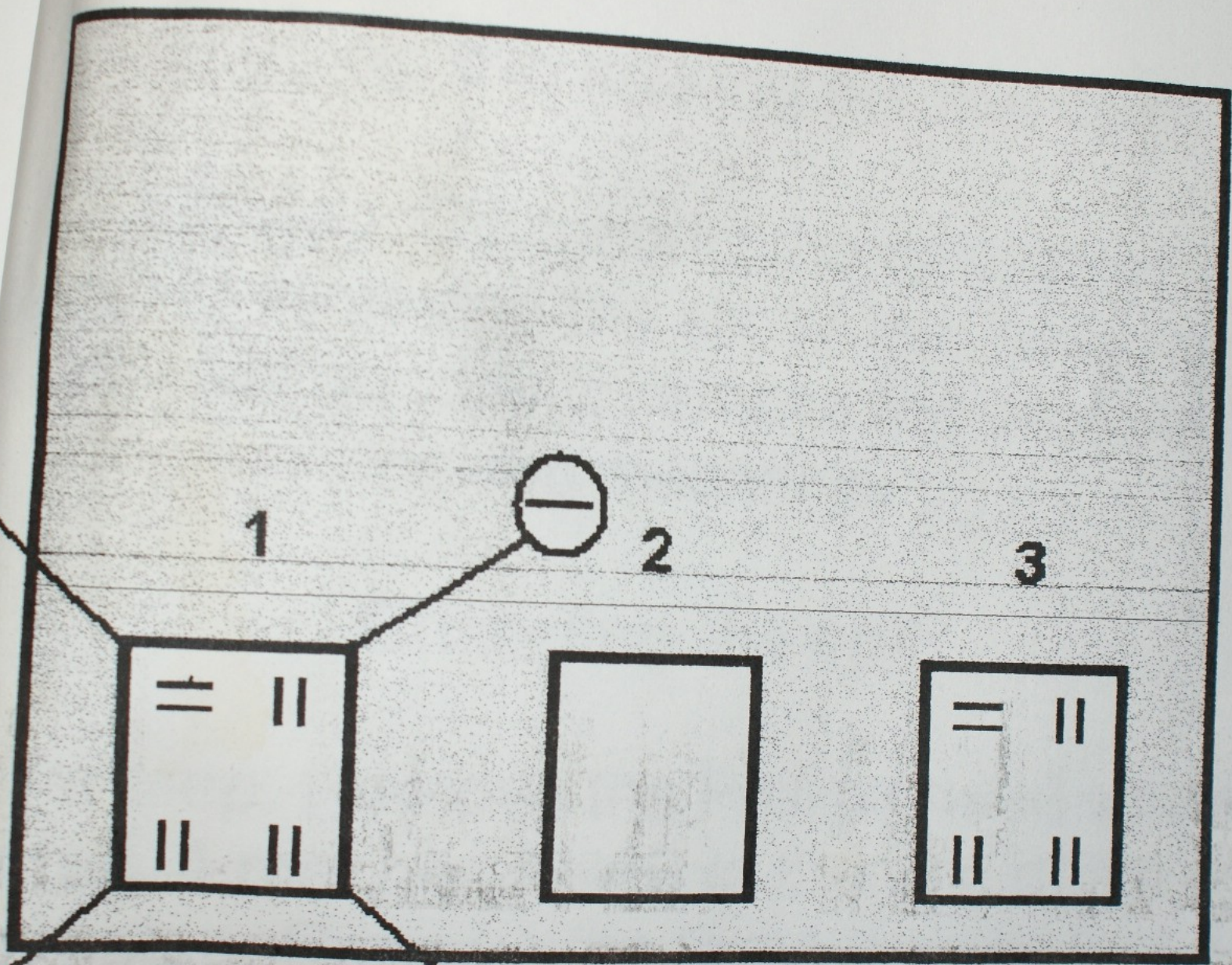
On the panel there are 2 graetz and 1 relay.

1. Graetz

2. Relay

3. Graetz

When changing graetz maintain correct polarity
by match:



Locking mechanism

Changing the locking mechanism:

1st step: Disconnect the opto gate.
2nd step: By removing the six 17 mm retaining screw you will be able to remove the complete locking mechanism.

Changing the coil:

1st step: Remove the Phillips head screw (with a lock nut, 4 mm hex head) at the end of the magnet.
2nd step: Remove the three screws that are in a triangle pattern at the bottom of the coil.

Changing the hammer:

hammer is on the bracket connected to the magnet, held in place by the Phillips head screw (8 mm nut, 4 mm hex head).