



KICKPUNCHER

OPERATOR'S MANUAL



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INTRODUCTION:

KICKPUNCHER is a brand-new coin-operated amusement machine that measures the strength of a punch to the punching bag or kick to the kicker ball. KickPuncher is designed for use in Amusement Parks, Fairs, Pubs, Cinemas, Discos, Clubs, Sea Shore Resorts, Shopping Malls, etc. Your new Boxer machine has been designed to be fun and competitive all in one and has been built with the finest components available on the market today.

SAFETY:

Please read the entire operating instructions before using the device or doing maintenance for the first time.

Please keep this Manual.

The warranty does not cover damage resulting from improper use of the device without prior reading of the instructions.

WARNING

The device is powered with 120V/60Hz current. Always make sure the device is unplugged before you do any maintenance. Only authorized staff should perform any work on the device.

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 main cable against any damage. Oil and acid can damage the cable.

Use proper extension cables and do not overload power outlets.

Use only original spare parts.

Do not place the device near flammable liquids.

Make sure you place machine on a clean, smooth, and dry surface.

CAUTION

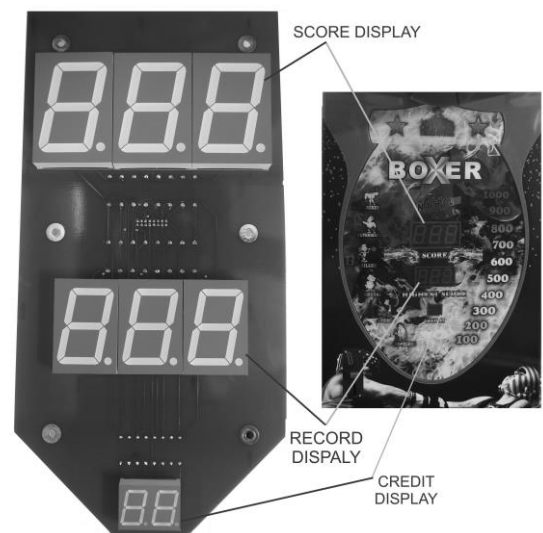
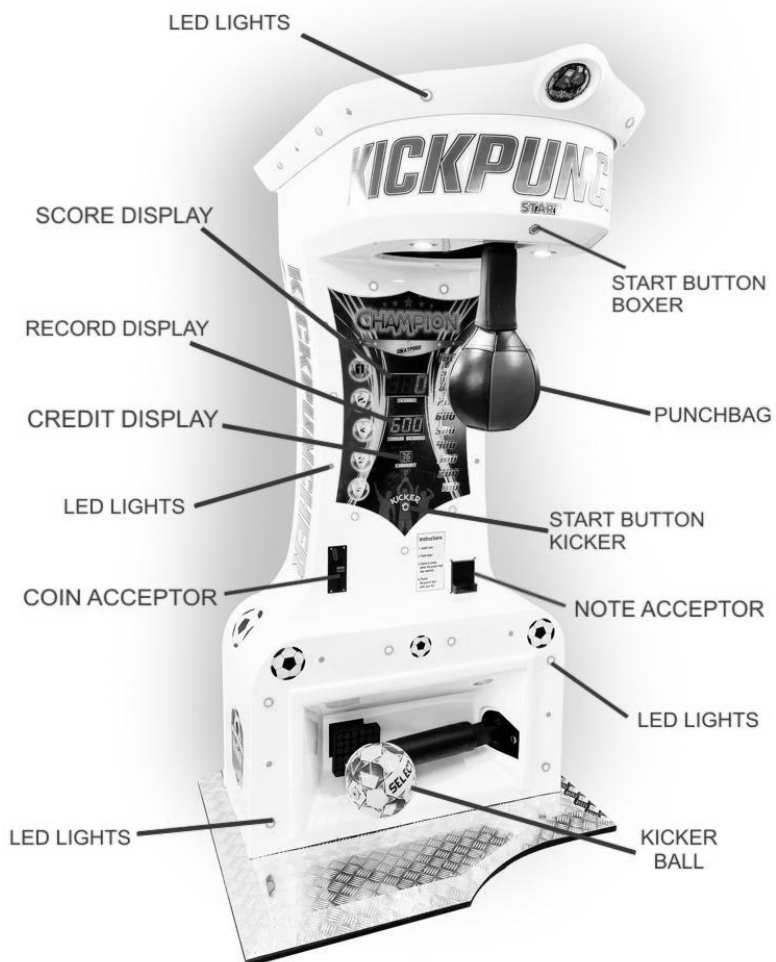
Precautions that must be taken to avoid damage to equipment. The following Warnings and Cautions should be needed when operating KICKPUNCHER device.

- Always punch the central part of the inflated punchbag or kicker ball
- Never punch the upper part of the punchbag – the arm of the release
- Never kick the right part of the kicker ball the arm of the release
- Never punch unflated punchbag or kicker ball
- You can punch the punchbag only by fist
- You can kick the ball only by foot
- It is strictly prohibited to kick the punchbag and other parts than kicker ball

DIMENSIONS:

Height	215 cm
Width	130 cm
Depth	120 cm
Weight	160 kg
Power supply	220-240 V
Power consumption	90 W

TECHNICAL LAYOUT:



GAME PLAY:

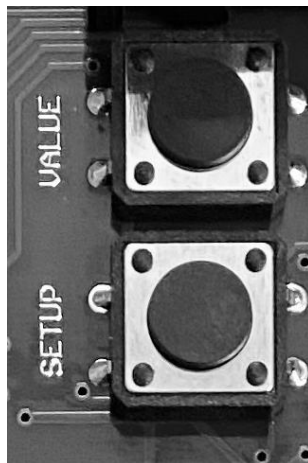
- Insert coin / coins to the coin acceptor or note / notes into a bill acceptor
- Press start button (Boxer or Kicker part)
- Wait for punchbag release or kicker ball release
- Hit the punchbag or kick the kicker ball
- Watch your score at the Score Display
- Compare your score with hi-score (Record Display)

SETUP (MAIN MENU):

SETUP Mode is only possible with no credits on the machine. Input to the SETUP Menu will be confirmed with the sound of "gong".

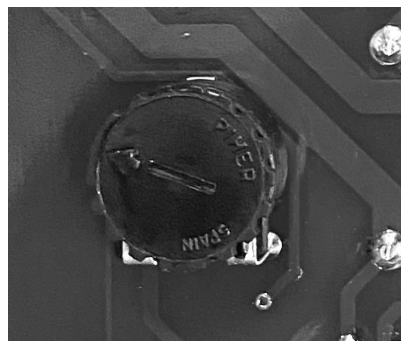
BUTTONS FUNCTION

SETUP - entrance to setup the device, change the channel and to approve changes to the settings.
VALUE - change the parameters of the option.



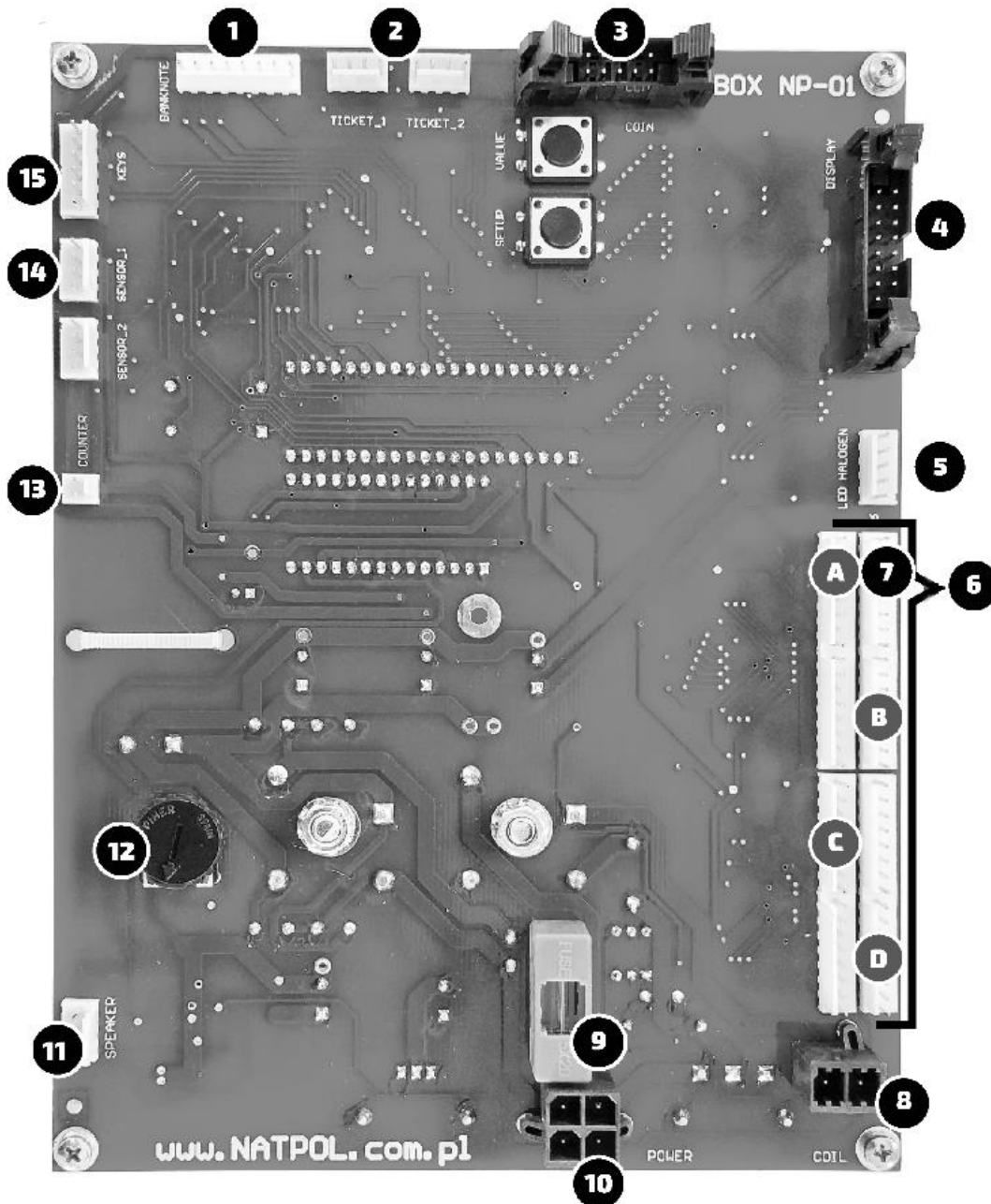
VOLUME

Potentiometer VOLUME VOICE – use potentiometer to set voice volume



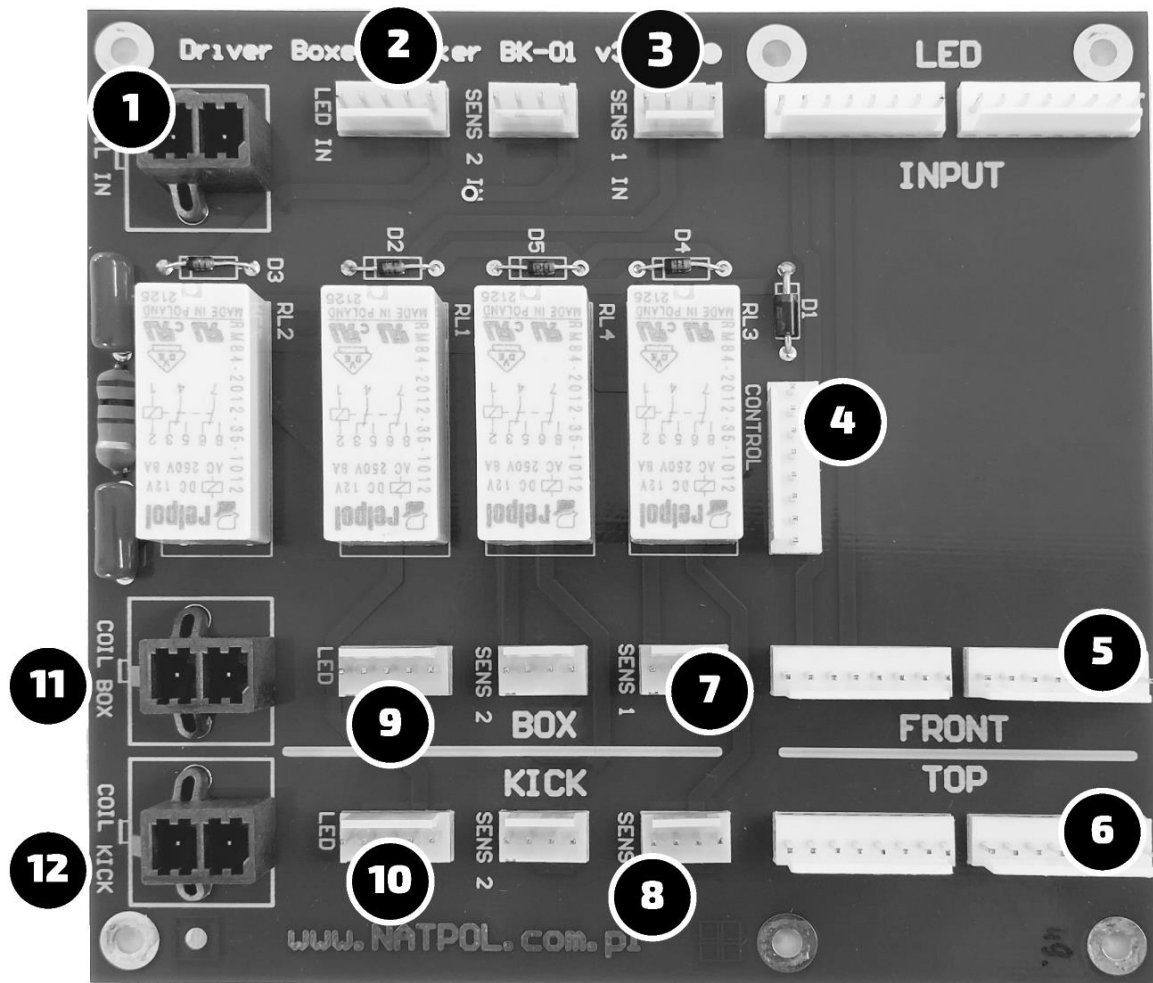
CABLES CONNECTION LAYOUT:

- **MAINBOARD**



- | | |
|--------------------------------------|-------------------------------------|
| 1. NOTE ACCEPTOR | 7. DRIVER POWER – TO DRIVER (4) |
| 2. TICKET DISPENSER | 8. ELECTROMAGNET – TO DRIVER (1) |
| 3. COIN ACCEPTOR | 9. FUSE PROTECTION |
| 4. DISPLAY | 10. POWER (TRANSFORMER) |
| 5. LED HALOGEN LAMPS – TO DRIVER (2) | 11. SPEAKER |
| 6. LED LIGHTS – GAME SCALE | 12. VOLUME POTENTIOMETER |
| A. ORANGE CABLE AS FIRST | 13. MECHANICAL COUNTER |
| B. GREEN CABLE AS FIRST | 14. OPTICAL SENSOR -- TO DRIVER (3) |
| C. PINK CABLE AS FIRST | 15. START BUTTON |
| D. RED CABLE AS FIRST | |

- DRIVER BOARD



1. ELECTROMAGNET – TO MAINBOARD (8)
2. LED HALOGEN LAMPS - TO MAINBOARD (5)
3. OPTICAL SENSOR – TO MAINBOARD (14)
4. DRIVER POWER – TO MAINBOARD – TO MAINBOARD (7)
5. LED LIGHTS FROM FRONT
6. LED LIGHT FROM TOP COVER
7. OPTICAL SENSOR BOXER
8. OPTICAL SENSOR KICKER
9. LED HALOGEN LAMPS BOXER
10. LED HALOGEN LAMPS KICKER
11. ELECTROMAGNER BOXER
12. ELECTROMAGNET KICKER

CREDIT SETTINGS:

MENU (SETUP) – POSITION 1 and 4 (position number is shown on the credit display)

1 to 4 – FOR COIN ACCEPTOR

5 to 7 – FOR NOTE ACCEPTOR

Value of coin / bill is shown on the score display (from 0,01 to 250)

Value of credit number is shown on the record display (from 0,01 to 100)

COIN ACCEPTOR is programmed for 0,50€, 1€, 2€, where: 0,50€ = 1 channel, 1€ = 2 channel, 2€ = 3 channel. Channel nb. 4 is not use

NOTE ACCEPTOR is programmed for 5€, 10€, 20€, where: 5€ = 5 channel, 10€ = 6 channel, 20€ = 7 channel.

Example I – for position 1 (Coin Acceptor):

Score Display – 0,50

Record Display – 1

When you insert 0,50€ coin you will get 1 credit

Example II - for position 2 (Coin Acceptor):

Score Display – 1

Record Display – 2

When you insert 1€ coin you will get 2 credits

Example III - for position 5 (Bill Acceptor):

Score Display – 5

Record Display – 8

When you insert 5€ bill you will get 8 credits

CHANGING THE PARAMETERS OF KICKPUNCHER:

To enter the SETUP Mode, press the lower button (SETUP) located on the Main PCB.
Use the VALUE (upper) button to Navigate between options.

Button VALUE on the mainboard	- Navigate between different options
Button SETUP on the mainboard	- Changes the values of Particular options. - Accept changes

1 – 7	Display Record – Setting the number of credits for every coin. You can choose a particular value from the following ones: - 0,01 – 0,20 (set every 0,01) - 0,25 – 0,95 (set every 0,05) - 1 – 20 (set every 1) - 25 – 250 (set every 5) Channels: 1 – 4: for coins (4 channel is not use) 5 - 7: for note acceptor	Credit Set
12.	The time of the presentations (demo) repetition Display Score – change (from 5 to 60 minutes).	10 minutes
13.	The strength record (Hi Score) reset Display Score – setting the strength record to 550.	550
14.	The measurements of strength - change the power of punch Display Score - the change from 90 to 110 %	100%
15.	Electronic counter - counts the number of point from the beginning of the device usage.	0
16.	Current electronical counter – the number of gained points from the last reckoning of the device.	0
17.	Credits for testing – number of credits which you can add for device tests	0
18.	Basic parameters – setting the basic parameters The duration time of the presentation (demo) repetition - 10 minutes Record (Hi – Score) – 550 The measurements of strength - 100% Credits - 0	
20.	Free play mode 0 – OFF, 1 - ON	0

21.	Display Score The number of tickets machine issues after breaking the record. Change from 0 to 250.	
22.	Display Score Should the machine issue as many tickets as credits? 0 - No 1 - Yes	
23.	Display Score Money Insert How many tickets should be issued after putting any coin. Change from 0 to 250	
24.	Display Score Should the machine issued any tickets after reaching exact score? 0 – No 1 – Yes Score – Number of tickets: (1XX-2, 2XX-4, 3XX-6, 4XX-8, 5XX-11, 6XX-14, 7XX-17, 8XX-20, 9XX-23, 999-47)	
25.	Display Score Should the machine issued any tickets after reaching score X50? 0 – No 1 – Yes Score – Number of tickets: (150-5,250-7,350-9,450-11,550-14,650-17,750-20, 850-23,950-50)	
26.	Automatic record cancellation Display Score • 0 - OFF • 1 - Standard (the values of programs number 27, 28 and 29 are set as standard ones. • 2 -Set (sets the machine - the values is set automatically when changing the program number 27, 28, 29)	
27.	For the program number 26 The value of the gained record after which the play counter is activated. Display Score - The play counter is activated after reaching a particular value of record.	

28.	For the program number 26 The game counter Display Score - indicates the number of games after which the record is cancelled.	
29.	For the program number 26 The record value will be set after playing on the machine a particular number of times (number 28) and reaching an appropriate record. Example: Pr:26=1; Pr:27=950; Pr:28=20; Pr:29=600; If you reach the record which is higher than 950 and play afterwards more than 20 times the record is automatically lowered to the value of 600 The cancellation happens during presentation. It is necessary that the machine has the presentation activated (program number 12)	
30.	Developer option	

MAINTENANCE:

RECOMMENDED – EVERY TWO WEEKS

- Check the air pressure of the punchbag / kicker ball – **NO MORE than 2psi**
- Check if the punchbag / kicker ball is not rotating about its own axis
- Check the position of the arm protectors (Pad)
- Check all of the connections on the main board / driver. Re seat if necessary
- Check the level/ balance of the machine

RECOMMENDED – EVERY MONTH

- Check mounting cover screws / nuts
- Check the lubrication of the mechanisms
- Check the display lights
- Clona note acceptor
- Clean coin acceptor

Maintenance of mechanism and regulating spring

Periodically (once a month or more) all moving elements should be rubbed/ sprayed with grease or machine oil. If punching bag or kicker ball lowers slowly or too fast, check if spring is properly stretched. Spring can be adjusted with nut that is on the front left side.

Manual punchbag / kicker ball reposition

In case the punching bag is vibrating too much (or if it is rotating around its own axis), the top nut located on the punching bag screw should be tightened (loosen the lower nut first) until the bag is not rotating any more.

In case the kicker ball is vibrating too much (or if it is rotating around its own axis), the nuts located on the kicker arm back screw should be tightened until the kicker ball is not rotating any more.

TROUBLESHOOTING AND TYPICAL MALFUNCTIONS:

MAINBOARD IS NOT FUNCTIONING

- Check all fuses
- Check the connection between power supply and the main board

NO SOUND

- Check the volume potentiometer
- Check connection between speaker and main board

DISPLAYS IS NOT FUNCTIONING

- Check connection between displays and main board

COIN ACCEPTOR OR NOTE ACCEPTOR ARE NOT FUNCTIONING

- Check for clog or jam
- Check for dust and dirt
- Check connection between coin / note acceptor and main board

BUTTON START IS NOT FUNCTIONING

- Check connection between button and main board
- Check button switch

NO LIGHTING (LEDs, HALOGENS)

- Check main board fuses
- Check bulbs and replace if faulty

MECHANISM

PUNCHBAG / KICKER BALL NOT RELEASE

- Mechanism is blocked on the edge. Unlock manually and lubricate hammer edge
- Check ball release solenoids (it should make sound “clack-clack” when start button is pressed)
- Check optical sensor connection with main board
- Check if the optical sensor is in straight position
- Check if the start button is working

PUNCHBAG / KICKER BALL IS NOT LOCK THE UP POSITION

- Lubricate the hammer edge
- Check if spring is properly stretched (use the nut on the end of the spring to adjust proper position)

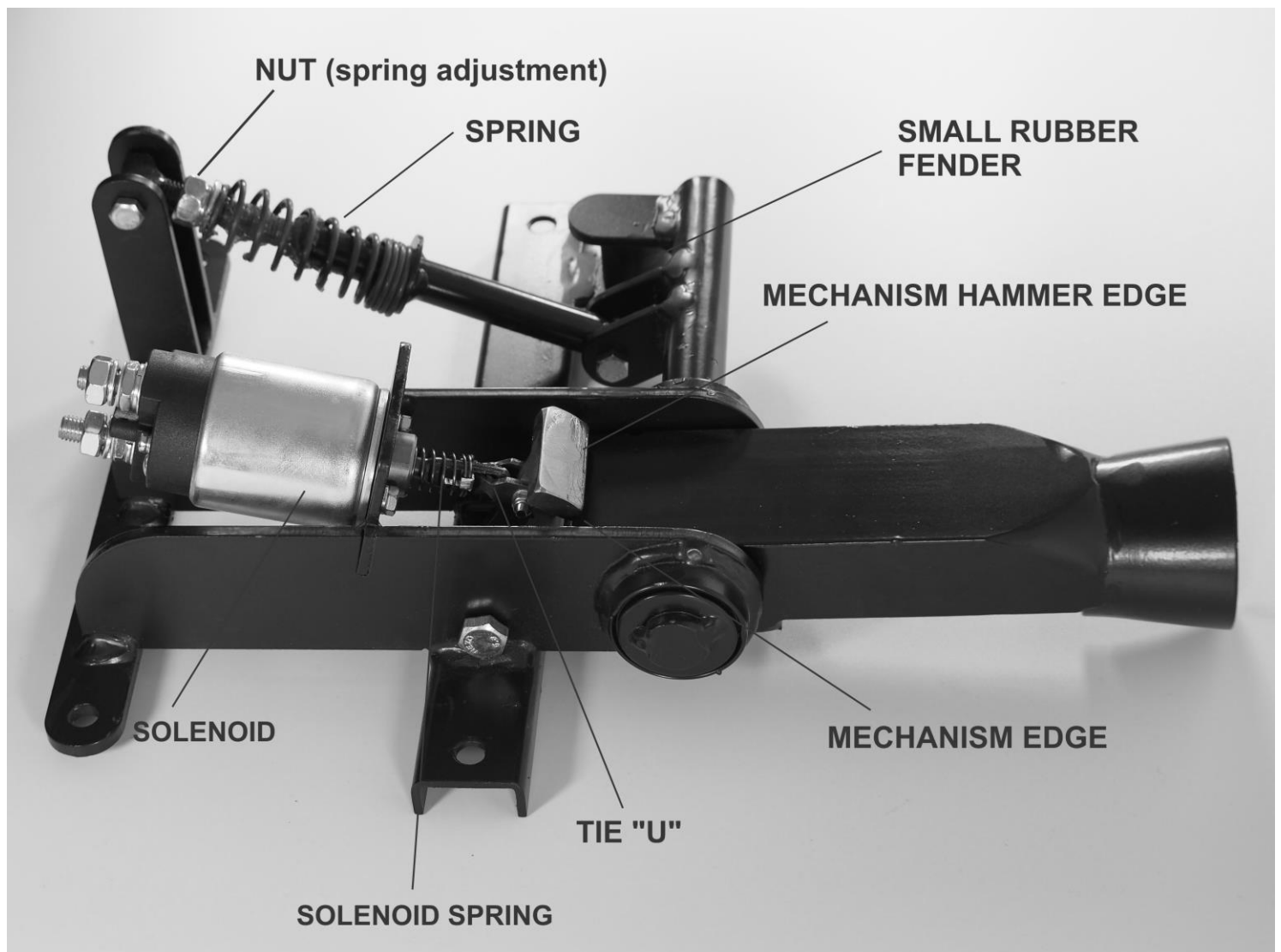
PUNCHBAG / KICKER BALL IS STOP ON HALF WAY OR CLOSE IMMEDIATELY AFTER OPEN

- Check if spring is properly stretched (use the nut on the end of the spring to adjust proper position)

LEDs NOT WORKING

- Check cable connection with mainboard and between led lights
- Check remote control (must be switch ON)

MECHANISM ASSEMBLY:



WARRANTY TERMS:

1. MABO company guarantee's the efficient operation of this device, in conformity with the technical operation data included in the manual.
2. WARRANTY Period: 1 year from the date of sale.
3. Damaged components under warranty must be shipped back to MABO or Authorized Distributor within the Warranty period and with completed WARRANTY card.
4. The WARRANTY card is not valid without type of device, serial number, date of sale and legible seal with signature of seller. Any changes, blurs, wipes in warranty card will result in its cancellation.
5. WARRANTY includes replacement of damage parts. The damaged parts replaced under Warranty are the property of MABO Company.
6. Shipping of spare parts is at the Customer's expense.
7. WARRANTY is valid on the following components:
 - main board (PCB)
 - display
 - mechanism
 - coin mechanism
 - cables
 - solenoid
 - damages caused during process of production
8. WARRANTY does not cover mechanical damage as well as those caused by inappropriate service, inappropriate operation, natural disasters, or random events.
9. WARRANTY does not cover natural wear and tear of spare parts like light bulbs, punch bag, rubber bumpers or bladder.
10. The WARRANTY rights do not include the Customer's right to demand repayment of profits lost because of the damage.

WARRANTY CARD

Name of the device:

Type / model:

Serial number of device:

Serial number of PCB:

Name of Buyer:

Invoice number:

Date of sale:

Seller's stamp and sign

