# Boxing-Ball (Punching) Machine — User Manual

**This manual applies to:**

- pro boxing ball machine – 1-6 players automatic flood lights + power or reflex mode



The boxing-ball (punching) machine measures a player’s striking power: insert a coin, the ball drops, and the player punches it for a score. This manual covers safe use, set-up, operation, the coin acceptor, maintenance and the settings menu.

> **Caution:** never leave the machine running unattended, and never run it for more than 10 hours continuously. After a maximum of 10 hours, switch it off (unplugged) for at least one hour.

# Contents

**Disclaimer** ..... 1
**Copyright** ..... 3
**Other languages** ..... 4
**Power supply and surge protection** ..... 4
**Duty cycle and cooling breaks** ..... 4
**Support and service** ..... 4
**Machine description** ..... 5
**Intended use** ..... 5
**Risks when using the machine** ..... 5
**Unpacking and preparation** ..... 5
**Commissioning** ..... 5
**Operation of the machine** ..... 6
**Taking the machine out of service** ..... 6
**Coin acceptor training** ..... 6
**Periodic maintenance** ..... 6
**How do I move through the menu?** ..... 7
**Menu options** ..... 7
**Precautionary measures** ..... 7

## Disclaimer

Made for Arcade makes no representations or warranties with respect to this manual and, to the maximum extent permitted by law, expressly limits its liability for any failure to conform to any warranty resulting from the replacement of this manual with another. In addition, Made for Arcade reserves the right to revise this publication at any time without obligation to notify any person of the revision.

The information in this documentation contains general descriptions and/or technical characteristics of the performance of the machine mentioned in this documentation. This documentation is not intended as a substitute for, and should not be used to determine, the suitability or reliability of this machine for specific user applications.

It is the duty of such user or system integrator to carry out — in relation to the relevant specific application or use of the product — an adequate and complete risk analysis, evaluation and testing of the products.

Please note: all images used in this manual are for illustrative purposes only and may differ from the actual product. This is because the colours, dimensions and other properties of the actual product may differ from the image.

Made for Arcade and/or its affiliates or subsidiaries are not responsible or liable for any misuse of the information contained in this document. If you have any suggestions for improvements or changes, or have found any errors in this documentation, please let us know.

All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

This machine is intended for entertainment purposes only. It is **not** intended for use for profit, for the wagering or payout of money, or for gambling or games of chance. Made for Arcade makes no representation or warranty that the use, installation or operation of this machine is permitted or lawful in any particular region, country, jurisdiction or venue. It is the sole responsibility of the buyer and/or end-user to ensure that their use of the machine complies with all applicable laws, regulations and licensing or permit requirements (including any gambling, gaming or amusement regulations).

## Copyright

Copyright © Made for Arcade. All rights reserved. No part of this documentation may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording, or other

electronic or mechanical methods, without the prior written permission of the publisher. Send a request to the publisher for permission.

## Other languages

This is the English user manual (or an automatic translation thereof). Manuals in other languages may be available on request.

## Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

**You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS).** These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

## Duty cycle and cooling breaks

**Maximum continuous operating time: 10 hours.** After a maximum of 10 hours, switch off and unplug the machine for at least one hour before resuming. Keep ventilation openings clear and follow the specified maintenance intervals. Machine-specific cooling instructions take priority. Reaction Ring machines require cooling breaks between sessions; the 10-hour limit does not permit continuous activation of their magnets.

Overheating from exceeding this duty cycle can cause reduced performance, premature wear, component failure and, in some cases, a risk of fire or bodily harm. Damage or malfunction resulting from continuous operation beyond these limits, or from inadequate cooling breaks, is **not covered by warranty**. Always keep air inlets and outlets clear and unobstructed.

## Support and service

For more information, service, technical support, ordering user manuals, or for any other questions,

please contact:
**Made for Arcade**
Besterdstraat 9a, 5051HH Goirle, The Netherlands
Email: service@madeforarcade.com · Web: madeforarcade.com

## Machine description

The punching-ball machine is intended for use as entertainment in the home and is not designed for commercial use. The minimum age for use is 12 years; underage players should only use the machine under the direct supervision of an adult. The player can also influence the game by switching various options on and off in the user menu.

## Intended use

The punching-ball machine is intended for entertainment use and is not designed or intended for commercial use. The machine must never be left in operation unattended — it should always be supervised by a competent adult. Never run it for more than 10 hours continuously; after a maximum of 10 hours, switch it off for at least 1 hour. The minimum age for use is twelve; underage players should only use the machine under adult supervision.

## Risks when using the machine

Using or commissioning the machine may involve certain risks. Before use, ensure everyone involved is aware of the risks and the machine’s limitations. The machine is never 100% predictable: depending on player behaviour, the products placed in the machine and the menu settings, exceptional situations may arise that need immediate attention — for example a coin that gets stuck, or improper use by a player. A competent adult must always supervise and be able to intervene immediately. Never run it for more than 10 consecutive hours; afterwards switch it off completely for at least 1 hour with the plug removed.

## Unpacking and preparation

1. Carefully remove the punching-ball machine from the wooden crate (if applicable).
2. Remove all packaging materials such as foam, plastic or cardboard.
3. Locate the key(s) (or remove them from the packaging).
4. Open the doors with the corresponding key and remove any loose products from the machine — for example prize capsules, flyers or business cards.

## Commissioning

The machine works on 100/220 volts — 140 watts. Inspect the outside and inside of the machine and the power cord for defects or damage — open all panels and doors and pay particular attention to damage or loose connections of wiring and components. Do not connect the machine if anything is damaged. Close and lock all doors and panels with the enclosed key(s), insert the connection cable at the back/bottom of the machine, plug into a proper socket, and switch on at the back. The machine starts up automatically (you may hear noise during start-up).

## Operation of the machine

The boxing-ball machine is a popular attraction at fairs, amusement arcades, sports bars and events. It is an interactive machine designed to measure a person's striking power. After a coin is inserted, the ball comes down and the player punches it; the machine scores the hit. The number of coins needed per game and other aspects are set in the user menu.

## Taking the machine out of service

Turn off the switch at the back of the machine and remove the plug from the socket so the power supply is completely interrupted. Do not leave the machine unattended while it is connected to the power supply.

## Coin acceptor training

The coin acceptor is either empty or already trained for Made for Arcade coins. If it is empty and the machine is not set to free play, a sample coin must first be placed in the acceptor: push the "replace coin" slider up in the direction of the "remove backward" arrow and place a coin under the slider (see image). When a coin is inserted, the acceptor compares it with the sample coin; if they match, the coin is sent to the cash drawer and a credit is added on the menu. Only insert coins with a diameter of 18 to 25 mm and a thickness of 1.6 to 2 mm.



Push the slider up and place a sample coin under it to train the coin acceptor.

## Periodic maintenance

Follow the periodic maintenance instructions carefully to prevent damage. Service the machine every 4 hours of use, or at least once a week for light use.

### Visual inspection of cabling and mechanisms

Check all internal parts for damage, breakage and abnormal behaviour. The unpredictable movement of the mechanisms combined with the unpredictability of the player can cause parts to get stuck or inadvertently pull on cables and mechanisms. Always switch off and unplug before working inside.

## How do I move through the menu?

The machine has a user menu to personalise the experience. To access it, open the door with the key, then press **button 1** to enter the menu. Use the four buttons in the back of the machine to navigate — buttons **1, 2, 3 & 4** are **select/confirm, down, up & back**. The menu is shown on the display.

- Press button 1 to go to the next function setting (e.g. A001 → A002).
- Press button 2 to decrease a function's parameter (e.g. A004 0002 → A004 0001).
- Press button 3 to increase a function's parameter (e.g. A004 0001 → A004 0002).
- Press button 4 to go back in the menu (e.g. A002 → A001).



The control board: the LCD menu and the four navigation buttons (1–4) in the back of the machine.

## Menu options

| Setting | Description | Parameters |
|---|---|---|
| Coins | Number of coins needed to play a game | 0000–9999 |
| Time | Number of seconds the player has to hit the punching bag | 0000–9999 |
| Tickets | — | — |
| Difficulty | Difficulty of the punching bag — the higher the number, the harder you must hit for a higher score | 0001–9999 |
| Records | Number of times played | (display) |
| Language | Set the language | English, Japanese / Chinese |
| Reset | Reset all records to 0 | — |



Coin, Time, Tickets, Difficulty.



Records, Language, Reset.

## Precautionary measures

The machine is intended for indoor use only and is not designed for outdoor placement. When installing indoors, avoid:

- Damp or wet areas.
- Proximity to flammable or volatile materials.
- Sloping or uneven surfaces.
- Blocking emergency exits, fire extinguishers or other emergency equipment.
- Locations subject to heavy vibration.

Switch off the power during repairs to avoid electric shock or short circuit. Do not disassemble, alter or modify the machine without our permission, and carry out regular inspection and maintenance.