



## PUNCH MACHINE „GHOST” – MANUAL

### 1. DESCRIPTION

The machine is designed for hitting using two hammers „heads” which spring up from the playfield. There are colour rings around “heads” which light random – the head which is exactly lighting must be hit but hitting the red lighting head cause that the player loose 1 live or gets foul points (see OPTIONS OP38 and OP39).

The score depends of the speed of hitting and is displayed on the middle display.

### 2. CHARACTERISTIC

- The machine is water resistant – it is designed both for indoor and outdoor using.
- Score board includes:
  - PLAYER (shows the score)
  - RECORD (the best score, various for each level of the game)
  - TIME (time of the game)
  - Credit display / number of points for the single hit
- Electronic coin acceptor
- Electronic and mechanic counter of games
- Colour LED lights around the playfield
- Adjustment of the “head’s” spring intensity
- Adjustment of volume
- Leg levelers
- Dismantle landing (version for children)
- Power supply ~230V 50 Hz with the earth
- Power: demo mode 18W // during the game max 130 W

### 3. ASSEMBLING MANUAL

The parcel contains:

- complete assembled cabinet
- landing
- 1 set of key (6 pcs) to the front door and the back cover of the cabinet
- 1 set of key to the cash-box (2 pcs) attached to the cash –box
- 2 pcs of M6x20 screw (lamp assembling)
- 2 pcs of M6x20 screw with pads M6 (landing assembling)

1. Unpack the parcel
2. Unscrew the lamp
3. Turn up the lamp to the proper position and screw up with 6 conical screws M6x20
4. Screw the landing to the cabinet with 2 imbus screws M6x20 with M6 pads
5. Plug on to the earth socket
6. Turn on the machine pressing the switch on the power supply



## ACTIVATE THE MACHINE

### **Attention!**

All metal parts are connected together and the machine must be plugged in the earth socket AC 230 V 50 Hz. Only this assembling makes the play safe and the machine works properly.

After plugging the machine to current turn on the switch on the power supply box.

### **3. GUIDANCE INSTRUCTIONS FOR THE SAFE USE OF "GHOST" MACHINE**

- a) The appliance should be connected only to a power supply provided with a differential switch.
- b) The appliance will be entirely disconnected from power supply when unplugged from the socket.
- c) Please ensure that the power supply cable does not come into contact with water.
- d) Please do not attempt to extend the power cable yourself. Extension cords should not be used.
- e) Where the appliance is used in the proximity of bodies of water, it must be fixed to the floor with the help of the steel cord supplied inside the table.
- f) The length of the power cable must not exceed the distance between the socket that the appliance is plugged into, and the edge of a body of water. Should this be the case, the cable must be shortened by rolling it in, and blocked inside the table with the help of the blocking clamp.
- g) The appliance must not be used when directly exposed to water (rain, flooding etc.). Should this happen, the appliance must be unplugged (remove the plug from the socket). Please only resume the game after the appliance has dried completely. The drying mode is activated by pressing the button on the power feeder and at the same time pressing and holding the START button (for around 10 seconds). Details of the drying process are provided in the programming menu.
- h) Given the harsh working conditions of the appliance the user is obliged to ensure the annual maintenance of the machine to be carried out by the manufacturer.

### THE „GHOST” MACHINE MAINTENANCE CHART

DATE	SERIAL NUMBER	DATE OF MAINTENANCE	REMARKS	SIGNATURE

- i) Non-compliance with the above instructions may put the health and life of the users of the appliance in danger. The manufacturer is not responsible for any accidents resulting from improper power supply connection and use of the appliance (inconsistent with the instruction).



## PLAYING

To start a play insert a coin (coins) into the coin acceptor. There will appear a number of credits at the display. Choose the level of difficulty and press the START button. The game will finish after a set time.

## 6. VOLUME

After opening the back door of the machine press the "+" button on the main board to turn up the volume and the "-" button to turn it down.

To adjust the volume of short sounds attendant to the hammer hitting use a small regulator placed in the right up corner of the interface which is hung up above the main board.

## 7. ADJUSTMENT OF THE "HEAD'S" SPRING INTENSITY

To adjust spring intensity change the position of a small fuse on the back-side of power supply:

- down position: minimum intensity
- middle position: standard intensity
- up position: maximum intensity

## 8. PROGRAMMING

The machine is default and ready to work. To change settings enter to programming MENU pressing "+" and "-" buttons on the main board simultaneously and keep pressing for 10 seconds. Machine will ask you to enter the CODE. Using "+", "-", and "OK" buttons **enter default code which is "1111"**. Now you can move to the option you want to programme (e.g. 01, 05, 17) by pressing "+" or "-" buttons accordingly. By pressing "OK" you confirm your entry to a given option. Press "+" or "-" button to change the setting of a given option. The new parameters are shown on the display board. By pressing "OK" you confirm changes. By pressing "+" or "-" buttons you can move to another option.

To confirm new settings and escape from MENU press and hold OK button during 10 seconds.

### **IMPORTANT:**

After entering the programming system all unused credits will be cancelled (they will be counted by the meters).

### OPTIONS IN PROGRAMMING MENU:

0P 00 – SERIAL NUMBER.

0P 01 – TOTAL CASH

Not-delete counter (not possible to change).

0P 02 – DAILY CASH

Delete counter. To delete counter pres "OK", "+", "OK" buttons.

0P 03 – LANGUAGE

0P 04 – GOALS NUMBERS

(Not activated)

0P 05 – GAME TIME

Maximum game time (0 - 58 min 50 sec.; 00-no limit)



**0P 06 – DISPLAY BRIGHTNESS**

**0P 07 – VOLUME (1 – 99)**

**0P 08 – TYPE OF MUSIC**

Type of music during the game.

**0P 09 – POMP TEST**

(Not activated)

**0P 10 – LAMP TEST**

(Not activated)

**0P 11 – OPTICAL SENSOR TEST**

(Not activated)

**0P 12 – DISPLAY TEST**

**0P 13 – AUTOSTART TIME**

This is time after which another game is starting automatically (in case there are any left credits).

AUTOSTART TIME is active if OP 18 setting is “AUTO”

**0P 14 – LAMP TIME OFF**

Setting how long the lamp is on after finishing the game (0 min, 0 sec, - the lamp is on all the time)

**0P 15 – MUSIC INTERV.**

Setting the time between short music plays when there is no credits (demo mode)

**0P 16 – IMPULSE FACTOR**

Signal multiplication of coin selector (in most reasons should be set 1).

**0P 17 – GAME COST**

Price of the game – how many impulses send from coin selector is necessary to get one credit (game) (01 – 99; 00 - free plays - coin selector doesn't accept the coins).

**0P 18 – AUTOSTART**

There are two settings:

“AUTO” – if there are any left credits after finishing the game another game starts automatically after time which is set in OP 13.

“NOR” – to start another game the player has to push the START button.

**0P 19 – MENU CODE**

Makes possible to change the default enter code to MENU.

In case of loosing the new code please contact the producer or a distributor.

**0P 20 – CHANNEL SETTING**

Settings for coin selector working in serial mode. The first two digits on the display show number of impulses after which the bonus is given. The next two digits show the value of the bonus.

**0P 21 – COIN SELECTOR TEST**

When you put the coin to the coin selector display shows which PIN and how many impulses go to the CPU board.

**0P 22 – DRYING**

(Not activated)

**0P 23 – DRYING TIME**

(Not activated)

**0P 24 – LED BLINK**

(Not activated)

**0P 25 – LED BLINKING MODE**

(Not activated)



**0P 26 – MOISTURE SENSOR**

(Not activated)

**0P 27– DEAFULT SET**

**0P 28 – SOUND DEFAULT SET**

**0P 29 – LIGHT LEVEL (0-99)**

**0P 30 – PUCK DETECT**

(Not activated)

**0P 31 – TEMPO**

(Not activated)

**0P 32 - RECORD**

Possibility to change the value of the record

**0P 33 – GHOST VALUE (01 – 99)**

Number of points given for a single hit.

**0P 34 – RECORD – DECREASE**

Setting time after which the record is decreased automatically (minutes)

**0P 35 – RECORD – DECREASE**

Setting the value of a disposable record decreasing in points (1 – 100)p

**0P 36 – RECORD – DECREASE**

Setting the value to which to the record is automatically decreased (minimum)

**0P 37 – INTRODUCE**

**0P 38 – GOOD GHOST (turn on / turn off)**

Possibility to activate option “good ghost” to the each level of difficulty

[1];[2];[3]. When this option is activated the red ring is lighting around the “head” (random) - if the player hit red lighting “head” he loose live or points.

**0P 39 – HITTING THE “GOOD GHOST”**

- 1 hit takes 1 live (5 lifes = game over)
- Loosing points from 01 to 100 for each hit

**0P 40 – BONUS RECORD (turn on / turn off)**

The player gets bonus game after achieving the record

**0P 41 – GHOST DEMO TIME**

Setting the time between “heads” springs in DEMO mode (no credits)

**0P 42 – WELCOME**

(Not activated)