OPERATION MANUAL FOR
WORLD BOXING CHAMPIONSHIP

Getting Started for the First Time !

Please take a moment to read this manual before turning on your “Big Tummy” game for the first time.

After removing the game from its carton, please make sure that the machine is placed on an even or level area. Do not raise or angle the machine. Move the machine with great care.

Plug the power cord into an AC outlet and turn on the main power switch located on the back lower right hand side. The fluorescent light of the machine will light up and background music will start to play.

Check the “Game Adjustments” section to make sure that the machine is set up properly.

Load the machine with tickets or cola (in cans).

Your new “Big Tummy” is now ready to play!

To Play

1. Insert a coin in the coin slot located on the front (3 credits per game).

2. After a coin is being inserted, the contender "Big Tummy" will move to the front automatically. When "Big Tummy" stops and gives out a sound signal, these then indicates it is ready for player's first punch. If for predetermine time, "Big Tummy" is not being punched, it will first move backwards automatically, then move forwards to the front again for player's second punch.

3. Power of each punch is indicated by the pointer and the corresponding score (i.e. weight: kgs) is recorded on the scoreboard. Score of first punch is shown on the "1" display screen, score of second punch is shown on "2" display screen and score of third punch is shown on the "3" display screen. Whereas the sum up score of three punches are shown on the "TOTAL SCORE" display screen. Depends on the score, player(s) will be classified as one of the followings :

   Flyweight contender
   Featherweight contender
   Lightweight contender
   Welterweight contender
   Middleweight contender
   Heavy weight contender

4. The "Big Tummy" game has two different versions that have exclusives payout characteristics. The two versions are :

   Ticket version
   Cola version

   Ticket version can be changed to cola version by replacing the Ticket Dispenser with a Cola Dispenser, vice versa. Whereas both versions can be changed to the third version – **Free game version** by dip switch adjustments whereby neither tickets nor cola but free game will be rewarded (Read game adjustments section).

5. **Basic payout** after three punches are completed :

After three punches are completed,

For ticket version :
Ticket(s) is rewarded to player(s) after three punches are completed. Number of ticket to be rewarded depends on total score of three punches (this is known as the basic payout). How much score one can get depends on how hard one can punch (Harder punches are rewarded with higher scores).

For cola version :
No basic payout.

For free game version :
No basic payout.

6. **Bonus payout** when total score of three punches exceeds highest score :

If the sum up score of three punches exceeds the highest score, the cheer up background sound and the bonus payout switch will be activated. Bonus payout(s) may be in different forms as follows （Depends on game adjustments）:

Bonus ticket(s)
Cola
Free game

When sum up score of three punches exceeds the highest score,

For ticket version :
Bonus ticket(s) will be rewarded to player(s) if total score of three punches exceed the highest score. If the free game payout is enabled, besides winning bonus ticket(s), player(s) is also rewarded with one free game (Free game will only be granted once for each game). However, if the free game payout is disabled, only bonus ticket(s) will be rewarded.

For cola version :
Cola can be rewarded to player(s) according to different schemes as follows :

i. Given that the free game payout is enabled, when total score of three punches exceeds the highest score and that the last two digits of the total score is equal to 0, player(s) will be rewarded with a **can of cola** plus **one free game**.

ii. Given that the free game payout is enabled, when total score of three punches exceeds the highest score, player(s) will then be rewarded with a **can of cola** plus **one free game**

iii. Given that the free game payout is disabled, when total score of three punches exceeds the highest score and that the last two digits of the total

score is equal to 0, player(s) will be rewarded with a **can of cola** only**.**

iv. Given that the free game payout is disabled, player(s) will be rewarded with a **can of cola** only when total score of three of three punches exceeds the highest score.

Note : Again for the aforesaid schemes, free game will only be granted once for each game.

For free game version :
Only free game will be rewarded to player(s) when total score of three punches exceed the highest score（Free game will only be granted once for each game）.

6. If “Big Tummy” has moved to the front but the player failed to give out first punch at the given time, the machine will automatically record first punch as FAULT punch (0 score) and set ready for player’s second punch. Again, if the player failed to give out second punch at given time, the machine will automatically record second punch as FAULT punch (0 score) and set ready for player’s third punch. If the player still failed to give out third punch at given time, the machine will automatically record third punch as FAULT punch (0 score), as a result the sum up score of the three punches displayed on the TOTAL SCORE displayed screen will be equal to 0.

7. To set up for new game manually, simply press the SERVICE button. This button is located inside the machine.

Game Adjustments

On the CPU board, located on the back inside wall, you will notice 2 banks of 8 dip switches labeled as SW1 and SW2. These are used for game adjustments. The dip switches from left to right are numbered 1 to 8, "ON" is in the up position. The followings are adjustable thru dip switch settings :

Difficulty

DIPSW1	1	2	Difficulty
*	OFF	OFF	Most easy
	ON	OFF	Easy
	OFF	ON	Difficult
	ON	ON	Most difficult

Version

DIPSW1	3	Version
*	OFF	Ticket version
	ON	Cola version OR Free game version

Note : When adjust for free game version, remember to disconnect all wires connected to the ticket dispenser or the cola dispenser.

Free Game

DIPSW1	4	Free Game
	OFF	Enable
*	ON	Disable

Bonus Ticket(s) Won for Breaking Highest Record (Total score > Highest score)

DIPSW1	5	6	Bonus Ticket(s) Won
*	OFF	OFF	20 bonus tickets
	ON	OFF	30 bonus tickets
	OFF	ON	40 bonus tickets
	ON	ON	50 bonus tickets

Highest score

DIPSW1	7	8	Highest Score
*	OFF	OFF	1250 points
	ON	OFF	1350 points
	OFF	ON	1450 points
	ON	ON	1550 points

* = Factory Settings

Score per Ticket

DIPSW2	1	2	3	Point(s)/ticket
	OFF	OFF	OFF	80 points/ticket
	ON	OFF	OFF	100 points/ticket
	OFF	ON	OFF	120 points/ticket
	ON	ON	OFF	140 points/ticket
	OFF	OFF	ON	160 points/ticket
*	ON	OFF	ON	200 points/ticket
	OFF	ON	ON	220 points/ticket
	ON	ON	ON	250 points/ticket

Payout Scheme for cola version

DIPSW2	4	Payout Scheme for cola version
*	OFF	Total score>Highest score, last two digits of the total score=0
	ON	Total score>Highest score

Number of token(s) needed to be inserted for One Single Game

DIPSW2	5	6	Number of token(s) needed to be inserted
*	OFF	OFF	1 token
	ON	OFF	2 tokens
	OFF	ON	3 tokens
	ON	ON	4 tokens

Awaiting time for Each Punch

DIPSW2	7	Awaiting Time
*	OFF	20 seconds
	ON	30 seconds

Minimum Score for cola Payout

DIPSW2	8	Minimum Score
*	OFF	1000 points
	ON	1100 points

* = Factory Settings