UserGuide
CyberPunch

USER GUIDE

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https://slimlukegames.com/user_guides

1. Safety Precautions

Read Before Using

To ensure the safe usage of this product, carefully read and understand these instructions before operating your game. Save these instructions for future reference.

⚠DANGER

- This equipment works under high voltage which can cause electrical shock. Only qualified personnel should service the machine.

- Read the entire manual before using the machine. The following guide is intended for the users, operators, and the personnel in charge of the operation of the machine. Be sure to keep this manual close to the machine.

⚠WARNING

- High voltage can cause electric shock. Turn off or unplug power before servicing.

- When unplugging the machine from electrical outlet, always grasp the plug, not the cord.

- Always connect the machine to grounded electrical outlet.

⚠CAUTION

- The wiring system is under voltage that is safe in normal use but may be harmful while improper use.

- Always use digital multimeter, logic tester or oscilloscope for testing integrated circuits.

- Do not connect or disconnect any of the integrated circuits while the machine is turned ON.

- Do not subject the machine to extreme temperature variations.

Before turning the power on

After receiving the shipment, inspect the product thoroughly to ensure that it has been shipped with care. Before turning the power on, please check:

- the cabinet for damage or shifting that may have occurred during shipping;
- if power supply meets machine electrical requirements;
- if all wires linked correctly and securely connected to each other;
  Notice: If coupled in an incorrect manner, the connection will not be made accurately and it could cause not only irreparable damage to the machine, but also is a potential fire hazard.
  Warning: DO NOT INSERT CONNECTORS FORCIBLY.
- if all the cables, including power cables, are undamaged;
- if all of the accessories listed in package contents were provided;
- if all doors/lids can be opened with the accessory keys;
- if doors/lids can be firmly closed;
- if the coin box key opens the coin box.

2. Package Contents

Open the package and make sure that all items are included:

- Body assembly,
- Set of service keys,
- Service keyboard (inside the machine),

If anything from the list above is missing, please contact your sales representative for help immediately.

3. Technical Specifications

Operating size

Height: 265 cm / 104.5 in

Width: 79 cm / 31.5 in

Depth: 165 cm / 65.0 in

Weight: 235 kg / 520 lbs

Shipping size

Height: 210 cm / 83.0 in

Width: 79 cm / 31.5 in

Depth: 122 cm / 48.0 in

Weight: 235 kg / 520 lbs

Electrical requirements

Voltage: 90 V – 240 V

Frequency: 50 Hz – 60 Hz

Power Consumption: 350 W

Extensions

Compatible with most popular currency acceptors and ticket dispensers.

Display

Resolution: Full HD (1920 x 1080 pixels)

Size: 31.5 in

Sound

System: Stereo speaker system

Amplifier: High-efficiency audio amplifier

Software features

Digital ticket and currency counters.

Advanced operator settings.

Volume adjustment for standby and game.

Attraction mode.

Free-play mode.

Other features

Players avatar capturing.

Safety glass, 8mm thick.

Full LED illumination.

RGB LED controller.

Copyright and Fair Use notice

Our program uses animations that are protected by copyright. These animations are used under the principles of FAIR USE for purposes such as parody. If you are a copyright holder and have any concerns about the use of animations in this program, please contact us, and we will make every effort to address any issues.

4. Installation

Notice: Before proceeding, ensure the machine is not damaged and all accessories are present.

1. Transport the machine to the desired location.
   Warning: Do not install the machine in areas that may obstruct evacuation routes during an emergency.
   Caution: Do not place any objects on top of the machine, as this may cause damage.

2. Assemble the upper section of the machine. Secure it using the designated mounting screws and connect all required cables according to their connectors. Ensure that all fasteners are properly tightened and all connectors are fully seated.

3. If the machine has been exposed to cold temperatures, allow it to acclimate for approximately 30 minutes before powering it on to ensure proper operation of electronic components.

4. Close the machine, connect the power cable to a suitable power outlet, and turn the power switch to the **ON** position.

5. Open the service door to adjust volume and game settings as needed.

5. Settings

Volume adjustment

The operator menu allows you to set different volume levels for:

- Standby mode
- Gameplay
- Announcements

The machine is also equipped with a master volume adjustment knob. To access it:

1. Open the front service door.
2. Locate the electronics board inside the machine.
3. Use the control knob on the board to adjust the master volume of the machine's audio amplifier.

Operator menu navigation

To access the operator menu:

1. Use the service key to open the service door.
2. Locate the service keyboard.
3. Press **Button 2** to enter the operator menu.

Navigate through the operator menu as follows:

- Use **Button 8** to move up.
- Use **Button 2** to move down.

To confirm a selection, press **Button 5**.

To adjust values within the menu, use:

- **Button 4** to decrease values.
- **Button 6** to increase values.

Operator menu structure

■ **gameplay**

- ➡ **Language**: Switch between available languages for user interface and operator menu.
- ➡ **Score Correction**: Adjusts force multiplier for punch score calculation.
- ➡ **Force Unit**: Switch between kilogram-force and pound-force units.
- ➡ **Fake Broken Screen**: Enables an animation that simulates display malfunctions for a brief moment when a player's punch is exceptionally strong. This feature is designed to create an "I punched so hard that I broke the screen!" experience. However, we acknowledge that in some markets, it might lead to a negative player experience, so the operator can turn it off.
- ➡ **Leaderboard Score Lifetime**: Each leaderboard entry has a limited lifetime. Once it expires, the entry is automatically removed from local storage. You can adjust how long each entry stays before it's removed.

■ **credits**

- ➡ **Freeplay**: Enables gameplay without requiring credits.
- ➡ **Game Cost**: Defines the number of credits required to play a single game.
- ➡ **Payment Method**: Select the preferred payment method for user interface prompts:
  - • **Coin**
  - • **Swipe Card**
  - • **Bill**
- ➡ **Pulse Anti Cheat**: Adjusts the precision of signal measurement from the currency validator to prevent cheating. If set to OFF, the game will not check signal duration and will accept all incoming pulses as valid credits.

■ **sound**

- ➡ **Game Volume**: Adjusts the volume level during gameplay.
- ➡ **Standby Volume**: Sets the volume level while the machine is in standby mode.
- ➡ **Announcement Volume**: Controls the volume level for voiceover announcements during standby.

■ **rewards**

- ➡ **Extra Credit For Best Score**: Rewards the player with bonus credits for achieving the highest score in the leaderboard.
- ➡ **Reward Payout Hardware**: Enables or disables connected reward devices such as ticket dispensers, token hoppers, or coupon printers.
- ➡ **Reward Type**: Sets which type of reward is the machine using.
- ➡ **Reward Strategy**: Defines how the machine rewards player. Choose from:
  - • **Classic**: The number of rewards is directly proportional to the player's score.
  - • **Thresholds**: Rewards are awarded when predefined score thresholds are reached.
  - • **Fixed**: A fixed number of rewards is awarded, regardless of the player's score.
  - • **Precision**: A fixed number of rewards is awarded only if the player hits the exact target score.
- ➡ **Rewards Per Game**: If the Reward Strategy is set to **Fixed**, specifies the number of rewards the machine awards per game.
- ➡ **Points Per Single Reward**: Defines the ratio of points to rewards when the Reward Strategy is set to **Classic**.
- ➡ **Reward of Mercy**: Sets the minimum number of rewards awarded to a player, regardless of their score.
- ➡ **Best Score Reward**: Sets the number of rewards awarded to a player for beating the best score on the leaderboard.

- ➡ **Threshold Reward Settings**: If the Reward Strategy is set to **Thresholds**, specifies the number of rewards awarded for reaching certain point thresholds.
- ➡ **Precision Reward Settings**: If the Reward Strategy is set to **Precision**, specifies the number of rewards awarded for hitting certain point thresholds.

■ **camera**

- ➡ **Avatar Opt-out**: Allows players to opt out of avatar recording and uses one of the default animations instead.
- ➡ **Cartoon avatars**: By default, the machine uses popular animations as placeholders. To comply with local copyright laws, this feature can be disabled by the operator.

■ **attraction**

- ➡ **Announcement Delay**: Sets the time delay between standby announcement messages.
- ➡ **Strobe Effect Delay**: Sets the time delay between strobe flashes during standby mode.

■ **resets**

- ➡ **Rewards Dispensers**: Unlocks the reward dispensers if they are locked due to running out of rewards. Use after the operator refills the device.
- ➡ **Rewards Owed**: Resets the rewards owed counter after the operator manually awards player with what the machine owes due to empty reward device.
- ➡ **Short Term Credit Counter**: Resets the short-term credit counter.
- ➡ **Short Term Game Counter**: Resets the short-term game counter.
- ➡ **Short Term Reward Counter**: Resets the short-term reward counter.
- ➡ **Active Credits**: Resets the currently inserted credits.
- ➡ **Leaderboard Scores**: Resets the high scores leaderboard memory.
- ➡ **Leaderboard Avatars**: Removes avatars from the high scores leaderboard memory.
- ➡ **WiFi Configuration**: Removes connected WiFi networks from the memory.
- ➡ **Default Settings**: Restores the factory settings of the operator menu.

■ **diagnosis**

- ➡ **Audio/Video test**: Displays the display test pattern and plays test sound in a loop.
- ➡ **CAMERA test**: Displays live image from the avatar camera with the avatar crop border.
- ➡ **INPUT SIGNALS test**: Displays live states of the digital signal inputs.
- ➡ **PUNCHBALL MECHANISM test**: Moves the servo mechanism in both directions.
- ➡ **SEND LOGS**: Forces sending logs if the machine is online.
- ➡ **RESTART SYSTEM**: Reboots the machine.

■ **wifi**

- ➡ List displays available WiFi networks with the option to connect to them.
- ➡ **Search again for Wifi networks**: Refreshes list for wireless network in range.

■ **copyrights**

- ➡ Copyright information.

■ **other menu elements**

- ➡ **Credits (short term/long term)**: Erasable and non-erasable credits counter.
- ➡ **Games (short term/long term)**: Erasable and non-erasable money counter.
- ➡ **Rewards (short term/long term)**: Erasable and non-erasable tickets counter.
- ➡ **Game**: program name, program version, machine location.
- ➡ **S/N**: Serial number of the electronics board.
- ➡ **QR Code**: Scan the code with your mobile phone to access the latest version of this user guide.

6. Software Update

We are constantly improving our products, which means that occasionally a new software update will be available for your machine. The update may introduce new features, fix bugs, enhance the player experience, and improve the machine's profitability.

When a major software update is available, your sales representative may contact you, provide the software update package file, and assist you during the process. You can also download the update package yourself from our update server. Machines connected to the internet may additionally receive software updates automatically online, without requiring manual intervention.

Automatic updates

Notice: When an internet connection is available, the machine periodically checks for new software versions. The installation process is never initiated while the machine is in operation, ensuring uninterrupted gameplay and continuous availability of the machine.

1. If a new version is detected, the update package is downloaded in the background and staged for installation.

2. The update is installed the next time the machine is connected to power. During the installation process, a dedicated on-screen message informs about the update in progress.

3. No action is required from the operator.
   Warning: Do not interrupt the update procedure. Do not disconnect power or any accessories connected to the machine while the update is being performed.

4. After the update is completed, the machine automatically restarts and resumes normal operation.

USB update procedure

Warning: Always ensure you are using the correct update files for supported machines only. Updates are designed for specific game and software versions. Attempting to update an unsupported machine may result in the machine not working.

Notice: The update procedure may overwrite your machine's settings with factory defaults and reset the statistics history. Please ensure you record your settings before proceeding.

1. Open the service door and locate the service keyboard inside the machine.

2. Turn the power on and wait for the machine to fully load.

3. Press **Button 2** on the keyboard to enter the operator menu. In the bottom-right corner of the operator menu, you will see the currently installed software name and version.

4. Prepare an empty USB drive. It should be formatted with the FAT32 file system.

5. Unzip the update package and copy it to the root directory of the USB drive.

6. Turn off the machine and connect the USB drive to one of the free USB ports on the side of the electronics board.

7. Turn the machine on and wait for the update procedure to complete. You can observe the update process on the display.
   Warning: Do not interrupt the update procedure. Do not disconnect power or any accessories connected to the machine while the update is being performed.

8. After the update is complete, the machine will automatically start in normal operation mode.

9. Press **Button 2** on the keyboard to enter the operator menu and confirm that the machine is now running the new software version.

10. Turn off the machine and remove the USB drive.

11. Turn the machine back on.

12. Adjust operator settings if needed.

7. Maintenance

Warning: High voltage can cause electric shock. Turn off and unplug the power before servicing.

- Use paper towels and window cleaner to clean the machine.
- Do not apply window cleaner or any other liquid directly onto the machine. Instead, apply it to the paper towel.

Refilling tickets

1. Open the service door.
2. Insert tickets and feed the ticket dispenser.
   Notice: There is a button on the side of the ticket dispenser to activate the mechanism and properly feed the dispenser.
3. Close the service door.
4. Confirm that the ticket dispensers have been refilled by one of the following methods:
- Press **SPACE** on the service keyboard.
- Press **000** on the service keyboard.
- Press **Button 2** to enter the Operator Menu, go to **Resets**, and select the "**Ticket Dispensers REFILLED**" option.

Checking counters

1. Open the service door.
2. Locate the service keyboard and press **Button 2** to enter the operator menu.
3. At the bottom-left of the Operator Menu, you will see the tickets and games counters.

8. Troubleshooting

Below you will find solutions to the most common problems. If your issue is not listed or if you require further assistance, please contact technical support at service@arcadebee.com and support@arcadebee.com.

Restore default settings

If you have made changes in the operator menu and wish to return to the factory defaults, follow these steps:

1. Turn the machine power on and wait for the machine to fully load.
2. Open the service door and locate the service keyboard.
3. Press **Button 2** on the service keyboard to enter the operator menu.
4. Use **Button 2** and **Button 8** to highlight the "**Resets**" menu. Press **Button 5** to enter the "Resets" menu.
5. Use **Button 2** and **Button 8** to highlight "**Default Settings**." Press **Button 5** to confirm.
6. Highlight "**Back**" and press **Button 5** to exit the "Resets" menu.
7. Use **Button 2** and **Button 8** to highlight "**Exit**" and press **Button 5** to exit the operator menu.
8. The machine should now use the factory default settings.

Sound issues

Check the following:

1. Is the master volume knob set correctly?

2. Are the volume levels in the operator menu set correctly?

3. Are both speakers connected properly?

4. Is the sound output plug (**J1**) connected properly?

5. Is the 3.5mm jack plug connected properly?

6. Is the red LED next to the master volume knob turned on?

Display issues

Check the following:

1. Is the machine powered on?

2. Is the display powered on?

3. Is the electronics board powered on?

4. Is the HDMI cable connected properly at both ends?

5. Is the display set to the correct HDMI input?

Ticket dispenser

Check the following:

1. Is the ticket dispenser connected properly?

2. Is the ticket dispenser jammed with tickets?

3. Does the ticket dispenser work when pressing the yellow ticket feeding button on its side?

Currency acceptor

Check the following:

1. Is the currency acceptor connected correctly?

2. Is the currency acceptor jammed?

3. Does the currency acceptor validate currency properly?

4. Is the Game Cost option in the operator menu set correctly?

Button

Check the following:

1. Is the button wiring connected properly at both ends?

2. Is the microswitch installed correctly in the button?

Electronic board schematics
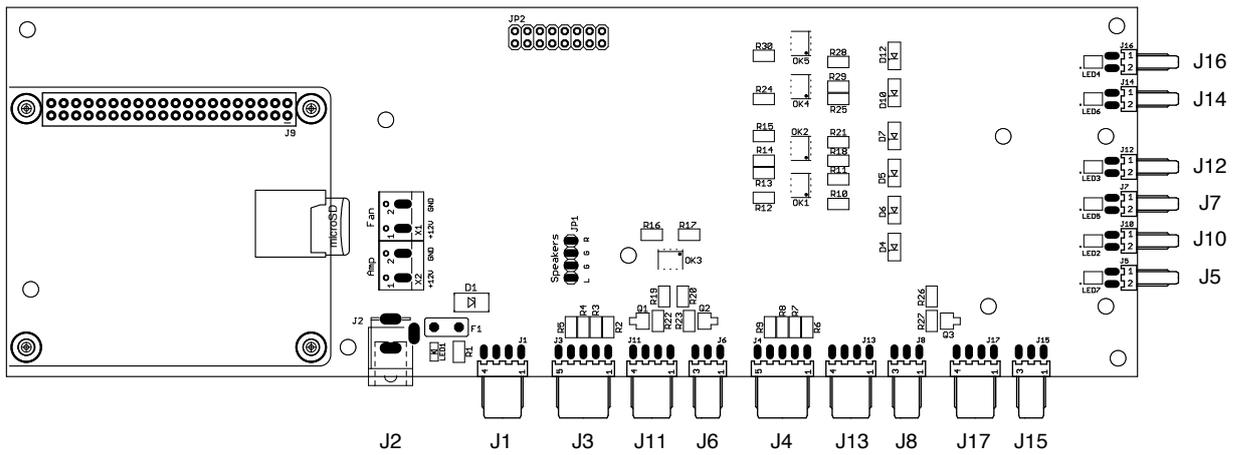
J2 - Power supply 12V

Inner pole - +12V

Outer ring - GND

J1 - Audio output

Pin 1 - Left channel

Pin 2 - Left channel GND

Pin 3 - Right channel GND

Pin 4 - Right channel

JP2 - Mechanism servo control

Pin 1 - Move servo backward

Pin 2 - GND

Pin 3 - Move servo forward

J3 - Buttons

Pin 1 - Mechanism closed position detection

Pin 2 - Mechanism open position detection

Pin 3 - Avatar Opt-out button

Pin 4 - Start button

Pin 5 - GND

J4 - Buttons

Pin 3 - Avatar Opt-out button

Pin 4 - Start button

Pin 5 - GND

J6/J8/J15 - Currency validators

Pin 1 - +12V

Pin 2 - Pulse (GND 100ms)

Pin 3 - GND

J11/J13/J17 - Ticket dispensers

Pin 1 - +12V

Pin 2 - Ticket Notch

Pin 3 - Enable

Pin 4 - GND

9. Warranty Terms and Conditions

a) All of Arcade Bee products are deigned and manufactured according to best standards and they guarantee high quality, simplicity of use and assembly. In case of any trouble we advise to read the instruction and information published in technical support section on our website: https://arcadebee.com/.

b) Warranty rights are entitled to purchasers of Arcade Bee products and are based on an invoice or receipt. Arcade Bee products are under warranty for:

- 24 months starting from the date of purchase made by consumers for non-commercial use,
- 12 months starting from the date of purchase made by company for a commercial use.

c) In case the product appears to be faulty Arcade Bee hereinafter called Arcade Bee, will organize repair in order to restore the functionality of the product.

d) If any defects due to faulty materials and / or workmanship appears during the warranty period Arcade Bee will arrange repair free of charge. Repair in the first place is organized through consultation by telephone or e- mail and sending spare parts to replace defective items. In case of replacement of parts / components the beginning of the warranty period for this part shall be the original date of purchase. Arcade Bee warranty covers only products used for their intended purpose according to the information published in the manual.

e) Beneficiary of the warranty is not entitled to claim compensation of the lost benefits for the period in which the unit under warranty fails to operate properly. Arcade Bee is not responsible for any damage to property or person caused by improper use of the Arcade Bee products.

f) Arcade Bee warranty does not apply in the following cases:

- purchasing documents have been altered in any way or made illegible,
- model and / or serial number (if available) has been altered, removed or defaced,
- repairs or modifications have been made without consulting Arcade Bee service department,
- product is used contrary to its purpose,
- damage is caused by improper use of the product or environmental conditions do not comply with the recommended operation,
- damage is caused by improper connection of equipment, additional equipment or accessories other than those recommended by Arcade Bee,
- the damage was caused by an external force (including lightning, surges in the power supply, fire, natural disaster)or during transport,
- the product is defective due to the decline in the quality of items that are subject to natural wear and tear or damage to the parts subject to natural scratching,
- natural wear and tear of consumable parts or accessories such as lighting, gaskets, pucks, mallets, hammers or contacts,
- defects or damage caused by accident, rollover, product's fall, mechanical damage caused by the users intentionally abusing physical force in the game,
- defects and damage resulting from improper use of accessories to play,
- defects or damage due to changes in the original form and/or function of the product specified in the product's manual - defects caused by incorrect connection, use, or storage of the product.

g) Any defect should be reported in writing, or via e-mail sent to the Arcade Bee service department immediately, not later than seven days from the date of detection. Complaints made of non-compliance procedures and time limits set forth in this warranty will void the warranty and will not be considered.

h) Removal of identified defects must be made within not more than 14 days from the date of notification to Arcade Bee service department. If it happens that due to the incorrect diagnose of failures problem remains unsolved, a 14-day period is counted again from the date of re-application.

i) Parts removed as a part of warranty service remain the Arcade Bee property and beneficiary of the warranty is obliged to return them immediately (in person at the Arcade Bee premises or by sending by a courier at their own cost). Failure to return the exchanged part within 30 days of the dispatch of spare parts / repair will form the basis for the invoice in the sum of the equivalent of spare parts.

j) For warranty repair shall be considered only repair of a defective product made in the warranty period and under the conditions of this warranty. Any other activities such as: maintenance, periodic inspection, adjustment, checking and cleaning of the product will not be treated as a warranty repair.

k) Product is not under the warranty in case of:

- failure to report defects immediately upon discovery, but not later than seven days from the date of detection,
- failure to follow product's manual in the operation, maintenance and adjustment of the product,
- failure to comply with the mandatory terms of guarantee of the product,
- any modification of the Product without the prior consent of the Arcade Bee.

l) Arcade Bee has the right to refuse warranty service if the purchaser is in arrears with payments, regardless of their title, in particular default of payment for goods delivered by Arcade Bee to the Purchaser or service provided by Arcade Bee. In the case referred to in this section, Arcade Bee may refuse to perform any services under the guarantee and is exempt from liability to the purchaser under warranty.

m) Only products purchased directly from Arcade Bee or its authorized dealers are under warranty. Further disposal of the product does not transfer rights under this warranty to a subsequent purchaser.

10.GDPR Compliance

General Information

Machine processes a limited set of gameplay-related data. The following categories are collected:

- Game results (punch strength, score, weight class),
- Animated avatars generated from short video recordings,
- Machine serial number,
- Timestamp of the game session.

No sensitive personal data (such as biometric identifiers, addresses, or financial data) is collected.

Player Notification

Players are clearly informed about data recording and have the option to opt out:

- A notice on the protective padding reads:
  "This machine records a short video of the player to create an animated avatar for the leaderboard. If you do not consent to being recorded, simply press the OPT-OUT button before punching the bag. By continuing without opting out, you agree to the use of your image for display on the machine's high score screen."

- Before each punch, the screen shows "Press to skip photo" with arrows pointing to the opt-out buttons above the display.

GDPR Principles

Machine follows all core GDPR principles:

- Lawfulness, fairness, and transparency - players are notified and can opt out.
- Purpose limitation - data is used only for gameplay, leaderboards, and optional sharing.
- Data minimization - only essential data is processed.
- Accuracy - data is stored as provided without alteration.
- Storage limitation - avatars and results are retained only for defined durations.
- Integrity and confidentiality - secure transfer and restricted access.
- Accountability - internal procedures and logs ensure compliance.

Video Storage and Lifetime

Machine Local Storage

- Avatars are stored locally for a default lifetime of 24 hours.
- Since the machine does not have a real-time clock, if permanently offline, timekeeping is based on actual powered-on time.
- Operators may reset the entire leaderboard or avatars only (scores are preserved).

Remote Web Server (Online Leaderboard)

- Avatars are mirrored on the online leaderboard.
- When an avatar is removed from the machine, the server also stops displaying it.
- If a player shares their result via social media (Facebook, WhatsApp, X), the server retains the avatar for 2 days to keep the shared link active.

Leaderboard Merger Device

- Mirrors the leaderboard of connected machines.
- When an avatar expires on the source machine, it is also removed from the Leaderboard Merger.

Storage Access and Display

Avatars may be displayed on the machine screen, leaderboard merger displays, and the online leaderboard. The website allows users to download their avatar as an MP4 video.

Direct file access is restricted to the administrator.

QR Codes

Two types of QR codes are used:

- Default QR Code - links to the machine's leaderboard.
- Targeted QR Code - shown for 12 seconds after a punch, linking to the player's individual result page.

Data Security

All data is stored on secure servers located in the EU or other GDPR-compliant jurisdictions. Communication uses HTTPS/TLS encryption. Server access is restricted to authorized personnel only.

Data Subject Rights

Withdrawal of consent is available through the opt-out mechanism.

Players have the right to access, rectify, or delete their data, withdraw consent, and lodge complaints with the relevant Data Protection Authority.

Certification

Machine is not certified by a third party. Compliance is ensured through documented internal processes and adherence to GDPR obligations.

Contact Information

For GDPR inquiries, contact: support@kriss-sport.com