Operation Manual (v1.1)

MAGIC PLAY SP Z O.O.

TABLE OF CONTENTS

Thank You for purchasing TIMBERMAN . We hope you enjoy the product.

The manual contains valuable information about how to operate and maintain your game machine properly and safetly. It is intended for the owner and/ or personnel in charge of product operation. Carefully read and understand the instructions.
If you need any help during instalation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, non-technical personnel should under no circumstance sttempt to service the machine. Contact your distributor or manufacturer for help.

PLEASE READ BEFORE USE

IMPORTANT SAFETY INSTRUCTIONS

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

Use this product only as described in this manual. Other uses not recomended may cause fire,
Electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations witch require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

NOTE: A NOTE indicates useful hints or information about product usage.
NOTICE: A NOTICE inticades potential damage to product and how to avoid the problem.
WARNING: A WARNING indicates a potential for product damage or serious personal injury.
I tis important to understand the meaning of the following HAZARD SIGNS befor contuning:

High Voltage and Shock Hazard:

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

High temperature Hazard:

This part may cause scalding.
Do not touch. Surface may be hot.

No Touching Hazard:

This may be hot or can cause electric shock.
Do not touch.

Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding enviroment from potential damage.

THIS PRODUCT IS AN INDOOR MACHINE ONLY!
DO NOT INSTALL OUTDOOR!

Avoid installing in the following places to prevent fire, electric shock, injury and/ or machine malfunctioning:

- Places subject to rain/ moisture, or places subject to high humidy.

- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.

- Places where inflammable gas may be present or in the vicinity of highly inflammable/ volatile chemicals or items that can easly catch fire

- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.

- Vicinty of fire exist, fire extinguishers.

WARNING!

Non-technical personnel who do not have technical knowlege and expertise should refrain from performing such work that this manual require or preform tasks wich are not explained in this manual. Failing to comply can cause severe accidents such as electric shock or other serious injuries.

WARNING: To reduce the risk of fire, electric shock or personal injury, unplug or disconnect the machine from the power supply before servicing.

Note: The contents of this manual may be updated without notice.

1. SPECIFICATIONS

Rated power supply: 110 - 240V
Dimensions: 115 x 68 x 294cm
Weight: 150Kg

NOTICE: After turning off the game, please wait at least 1 minute before restarting again.

2. PACKAGE CONTENTS

Open the package and make sure all the items are included:
- 1 x Body Assembly
- Following accessories

No.	Name	Qty.	Illustration	Note
1	Marquee	1		
2	Marquee mounting screws	4		
3	Keys	3 sets		
4	User's manual	1		
5	LED controler remote	1		
6	Bill acceptor cover	1		
7	Coin acceptor cover	1		

If any items are found missing, please contact your sales representative for help immediately.

NOTE: Part models are subject to change without notice.

3. SETUP & INSTALLATION

<div style="background-color:red;">

WARNING!

THIS PRODUCT IS AN INDOOR MACHINE ONLY!
DO NOT INSTALL OUTDOOR!

</div>

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid
- Place the unit on dry level surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

3.1 DEVICE AND IMPORTANT ELEMENTS
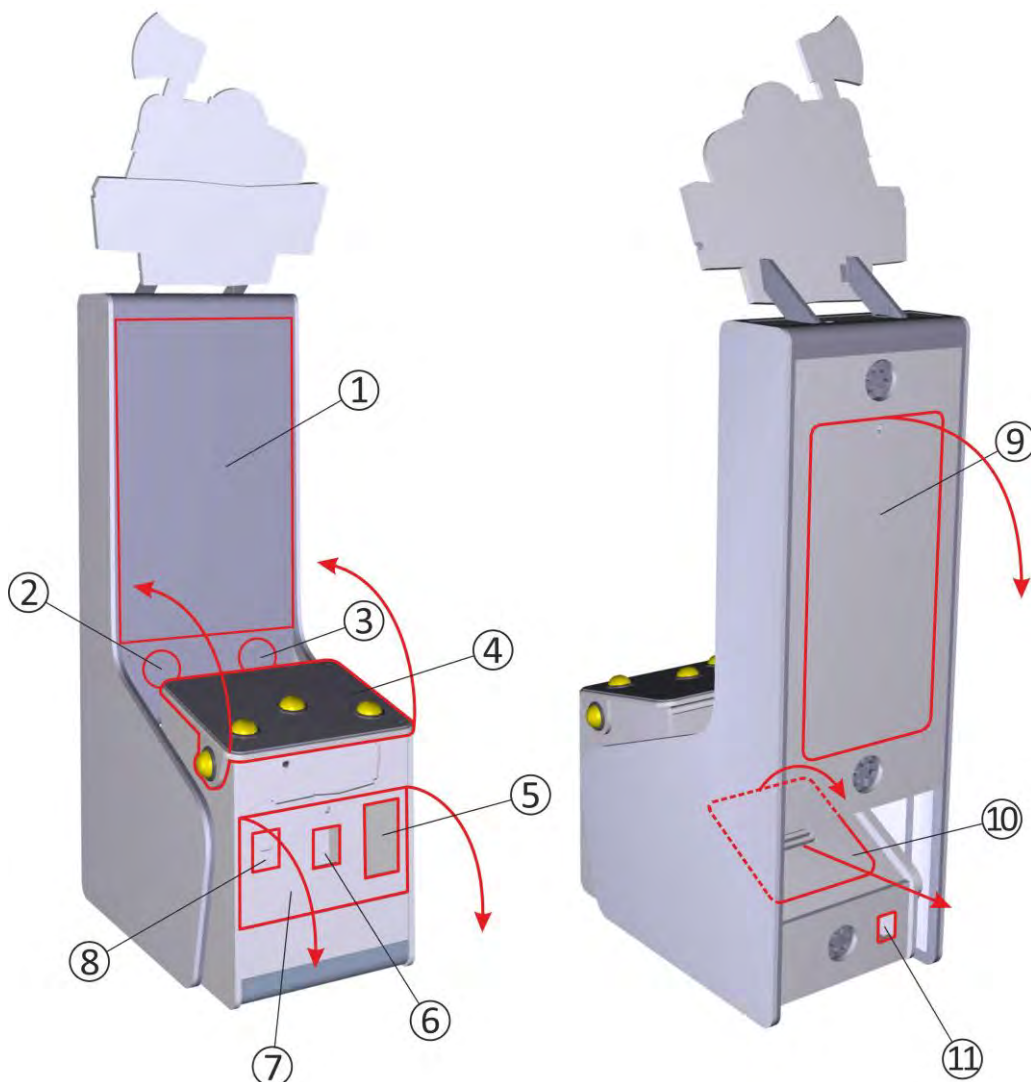
1. 42" LED display
2. left speaker
3. right speaker
4. game panel with control buttons – access to buttons switches – can be opened by unlocking clamps accessible through the front service door
5. coin acceptor
6. bill acceptor

7. front service door - access to coin and bill acceptors, tickets feeder, mechanical counters and service button
8. ticket dispenser
9. upper back service door – access to display, speakers and marquee assembly
10. lower back service door – access to main board, I/O board, power supply, LED controller and wiring
11. power socket

3.2 MARQUEE ASSEMBLY

Two persons may be required for marquee assembly. To install the marquee you first need to open the rear upper door. Set a ladder or other platform on the back of the unit.
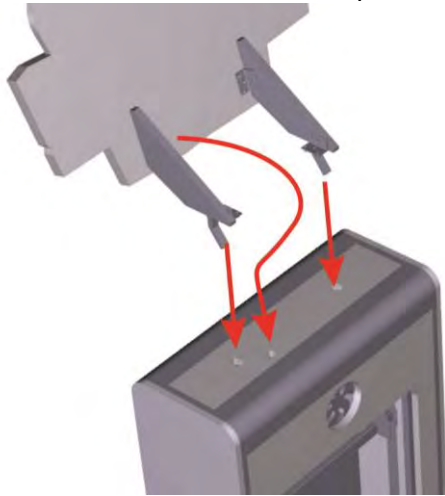
Raise the marquee up, climb onto the platform and place the marquee base brackets in the holes on top of the unit. Pass the backlight power cord through the hole.

Secure marquee by placing the screws in the holes (1 and 2). Tighten the screws. Connect the power cable connectors (3).

3.3 LEVEL ADJUSTMENT

Install this machine on flat surface. Adjust levers to lift casters off the ground to level the game.
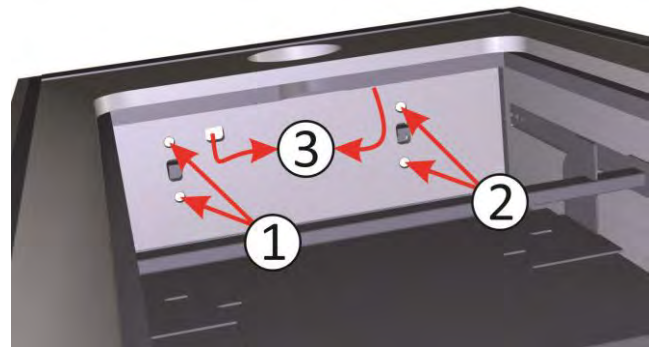If the game is installed on an unstable floor, it could cause a malfunction.

To fix the game, adjust the leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.
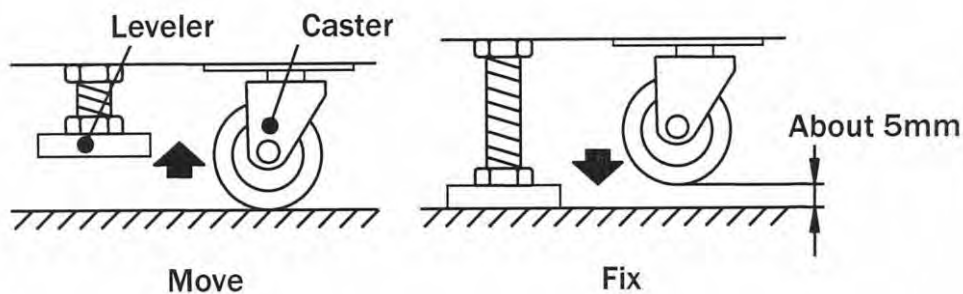
NOTICE: Make sure the machine is level with the ground and all the adjustable legs should stick to floor closely.

3.4 PLAY ZONE

This machine requires space for playing and for maintenance as shown below.
Leave space around the game upon instalation:
Service area: 50cm
Play area: 100cm

3.5 TRANSPORTING THE GAME

If you need to move the game, adjust the levelers back to an „up" position so the casters touch the ground.

NOTICE

- Be careful not to damage the machine durning transport.
- The machine should be handled with care when brining it down from a high level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, packkage the game properly to prevent damages

3.6 CONNECTING POWER

IMPORTANT: POWER SUPPLY ADJUSTS AUTOMATICALLY

- Machines electrical system (power supplys and display) will adjusts automatically to 230V or 115V voltage.
- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged.
- Avoid putting many loads on one electrical outlet as it could generate heat the fire resulting from overload.
- Connect the grounding conductor to the earth terminal (GND):
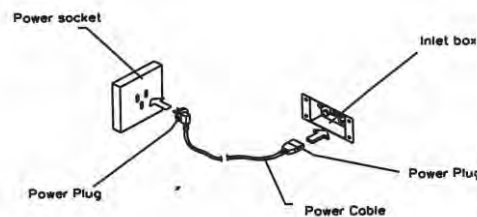
WARNING

Ensure no heavy objects rest on the power cord. Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.
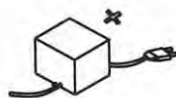
To disconnect the game, grip the plug and pul lit from the wall outlet. Never pull by the cord.
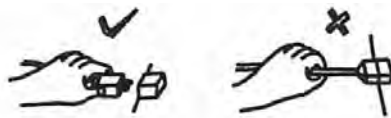
To prevent electric shock, do not touch the power plug when hand is wet.

Ensure that nothing rests on the power cord and that i tis not located where it can be stepped on or tripped over.

4. ACTIVATION, UPDATE AND GAMEPLAY

<table>
<tr><td>

IMPORTANT!

DEVICE SOFTWARE IS COPYRIGHT PROTECTED. COPYING AND DISTRIBUTION IS STRICTLY PROHIBITED. IT IS ALSO FORBIDDEN TO INTERFERE IN THE INTEGRITY OF SOFTWARE THROUGH MODIFICATION OR IMPLEMENTATION OF ANY CHANGES WITHOUT APPROVAL OF THE MANUFACTURER. ANY ATTEMPTS OF SOFTWARE CHANGES, OTHER THAN THOSE SPECIFIED BY THE MANUFACTURER MAY RESULT IN WARRANTY LOSS.

</td></tr>
</table>

4.1 ACTIVATION

The device is usually pre-activated , however, the activation process must be carried out, for example, in the case of replacement of some electronic components. To do this, turn on the device and copy version number displayed on the screen. Version number is a sequence of twelve digits and letters. Make sure that the code was rewritten correctly. The number should be sent to the address timberman@magicplay.pl in order to obtain the activation code. Activation code is a sequence of sixteen numbers and letters separated by dashes. Use RIGHT CUT BUTTON to select NEXT and LEFT CUT BUTTON to select PREVIOUS. Use START BUTTON to ENTER Dashes are generated automatically.

4.2. SOFTWARE UPDATE

To carry out software upgrade memory stick and USB computer mouse is required.

1. Download the .apk file and save it to a memory stick.
2. Open the lower rear service door and locate the control processor (see picture)
3. Connect the memory stick and a computer mouse in free USB ports.
4. Leave the Timberman application by clicking the right mouse button.
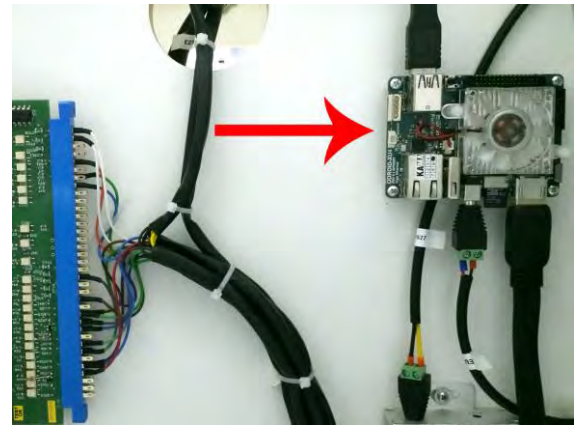
5. Go to application list in bottom center of the screen
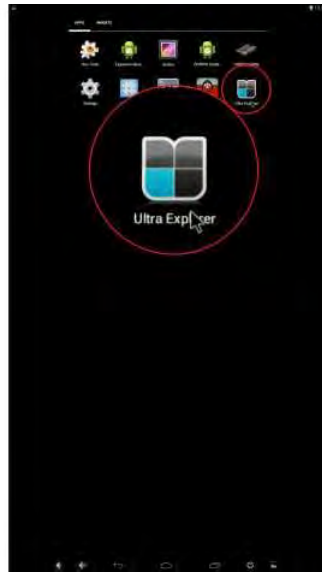
6. Click on ULTRA EXPLORER app icon

7. Select the source from which you want to install the update by clicking the "storage" in the upper left corner of the screen.

8. Select the memory stick on the list, described as usb2host, usb3host or similar

9. Locate and click the downloaded .apk file.

10. Click "Install" in the lower right corner of the screen.

11. Wait for the installation to complete. It may take a while
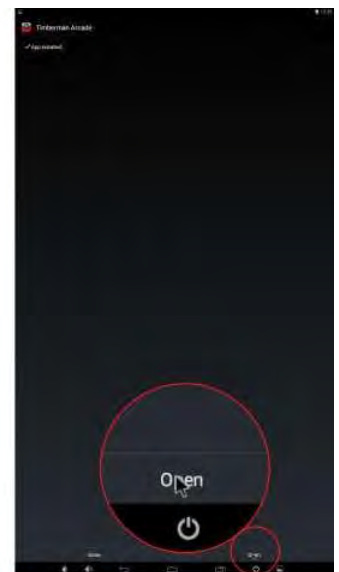
12. Click "Open" in the lower right corner of the screen

4.3 GAMEPLAY

To start the game insert coins in coin acceptor or banknote in bill validator. Press the START button to start the game. Instructions for players who are playing for the first time appears on the screen. You can skip this information by pressing the START button. After the countdown, you can start the game. Push CUT LEFT button to chop tree at the left side, push CUT RIGHT button to chop tree at the right side. You get a point for every cut. Each time for a given number of points you will get one ticket. Any contact of tree branches would result to game's over. The game will also end if the timer expires. However you can increase the timer by chopping the tree. If you cut fast enough, you can fill the time bar to the maximum level. Then, the time bar will change color from red to blue and you will receive bonus tickets.

5. GAME OPTIONS

5.1 MENU ACCES AND NAVIGATION

To acces menu press SERVICE BUTTON located in service door, at the lower front of the machine, next to the coin and ticket counters. Use game panel buttons to navigate in the menu. Use RIGHT CUT BUTTON to select NEXT (down or right) and LEFT CUT BUTTON to select PREVIOUS (up or left). Use START BUTTON to ENTER or CHANGE the option value or selection.

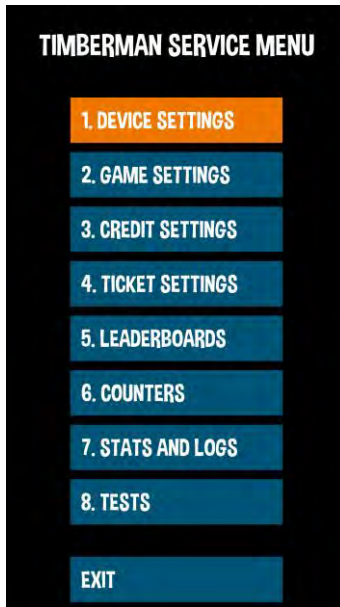| Main Menu			Description	
Device settings	Sfx volume	0-100	setting sound volume from 0 to 100	
	Music volume	0-100	setting music volume from 0 to 100	
	Music 1, 2, 3	on/off		
	Lights	on/off	option is temporarily unavailable	
Game settings	Easy mode chops	0-100		
	Immortal chops	0-100		
	Difficulty / Timebar seed	0-10		
	Background settings	on/off	enable or disable the background of the game	
	free play	on/off		
Credits settings	default credits settings	DEFAULT USD	the preset settings credit for various currencies	
	default credits settings coin settings	DEFAULT EUR		
		DEFAULT PLN		
		channel mode	on/off	on/off - enable or disable channel mode to use electrical changegiver
	coin settings bill settings	impulse mode	on/off	on/off - enable or disable pulse mode to use mechanical changegiver
		channel settings		set the number of credits assigned to the changegiver channel
		impulse settings		set the number credits corresponding to one pulse of the changegiver
			set the number of credit to one pulse of the payout	
	Tickets on/off	on/off	the possibility of enable or disable the issuance of tickets. Disable this option makes disappearance of any information and messages that are related with tickets	
Tickets settings	Tickets for score	tickets for every score	on/off	Enable or disable the option for the conversion of a number of points on a single ticket
	Tickets for score	1 ticket for every points	0-100	the number of points needed to gain a single ticket
		tickets for score level	on/off	enable or disable the option to issue a given amount of tickets for exceeding a certain level of points
		tickets for levels table		identify specific limits / levels point and the amount of the ticket for exceeding it
		mercy tickets	0-100	determine the amount "consolation" tickets issued when a player wins nothing

12

Tickets settings	Tickets for specials	full stripe bonus	0-100	specify the number of tickets issued every second when the player manages to achieve and maintain a bonus for speed
		leaderboard tickets bonus		a table specifying the number of additional tickets for the player for entering the list of the best results between 1 and 8 place
	Divide by two	for tickets with double value		
Leaderboards	generate random table	generates a random scoreboard where the "base value" is the base number of points and the "spread" is the minimum and maximum "scatter" of the results		
	generate random table interval	specify the time when to generate a random list of results, value 0 is disabling the random list generation		
	results	a list of 8 the highest scores with the option of removing each of them		
Counters	Resetable	credit, won tickets, tickets issued, the number of games		Resettable counters of the device
	Non resetable	credit, won tickets, tickets issued, the number of games		Non resetable counters of the device
Logs and stats	avg. Tickets for play	the average number of winning tickets per game		
	avg. Score for play	the average number of winning tickets per game		
	avg. Time for play (seconds)	the avarage duration of the game in seconds		
	tickets for score	number of tickets earned for points		
	tickets for score levels	the number of tickets earned for crossing the the levels scoring		
	tickets for speed bonus	the number of tickets earned for keeping the "speed bonus"		
	tickets for leaderboard place	number of tickets earned for entered into the list of tickets		
	mercy tickets	the number of tickets earned as a "consolation"		
Tests	input devices	validates input devices: coin acceptor, bill acceptor and push buttons		
	output devices	validates output devices: ticket dispenser		
	test audio	audio channels test		
	test video	display test		
Exit				

5.2 SERVICE MENU

	DEVICE SETTINGS	Sound effect, and music volume settings
	GAME SETTINGS	Begginers settings and background images
	CREDIT SETTINGS	Game prize, coin and bill acceptors settings
	TICKET SETTINGS	Ticket for points, ticket for levels and special ticket settings
	LEADERBOARDS	Random leader board and leaderboard reste time settings
	COUNTERS	Credits and tickets resetable and non-resetable counters
	STATS AND LOGS	Games, average tickets for game etc. statistics
	TESTS	Machine components diagnostics

5.3 DEVICE SETTINGS
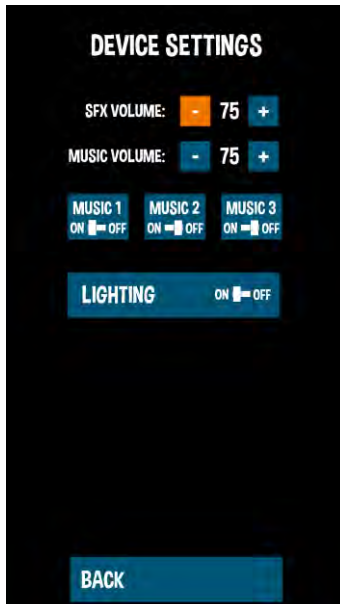
	SFX VOLUME	Audio effects volume settings 0-100
	MUSIC VOLUME	Music volume settings 0-100
	MUSIC 1, 2, 3 – ON/OFF	Select a melody playing during the game
	LIGHTNING	Option is temporarily unavailable

5.4 GAME SETTINGS
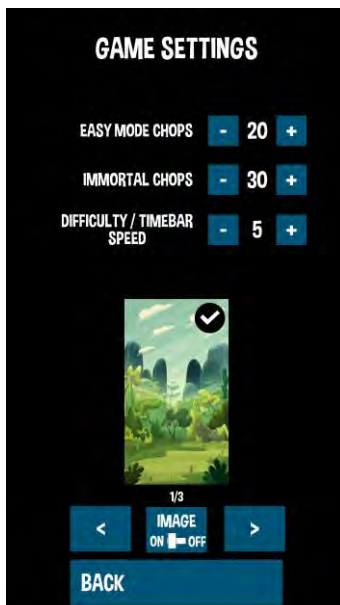
	EASY MODE CHOPS	Set the number of cuts during which the player gets hints on avoiding branches and after which time bar begins to drop
	IMMORTAL CHOPS	Set the number of cuts during which Timberman will be resistant to branches hits
	DIFFICULTY / TIMEBAR SPEED	Set how fast timebar will decrease. Values from 1 to 10. 1 is very easy and 10 is very hard
	BACKGROUND IMAGE	Enable or disable game background images

14

5.5 CREDITS SETTINGS
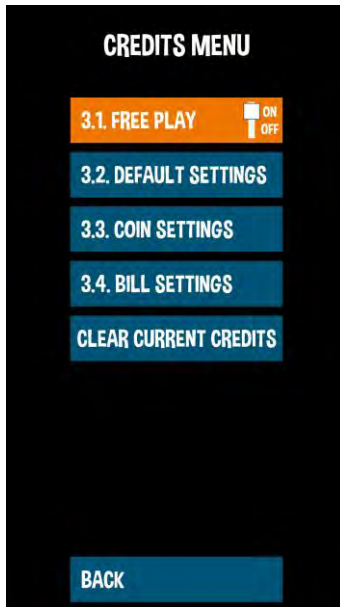
CREDITS MENU 3.1. FREE PLAY ON/OFF 3.2. DEFAULT SETTINGS 3.3. COIN SETTINGS 3.4. BILL SETTINGS CLEAR CURRENT CREDITS BACK	FREE PLAY ON/OFF	Free play, no credits needed.
	DEFAULT SETTINGS	Predefined credits settings for various currencies
	COIN SETTINGS	Coin acceptor settings for impulse and channel modes
	BILL SETTINGS	Bill acceptor settings
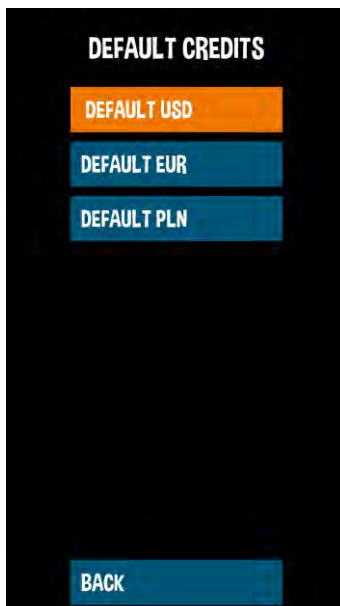
DEFAULT CREDITS DEFAULT USD DEFAULT EUR DEFAULT PLN BACK	DEFAULT USD	Predefined credit settings for US DOLLARS
	DEFAULT EUR	Predefined credit settings for EURO
	DEFAULT PLN	Predefined credit settings for POLISH ZLOTY
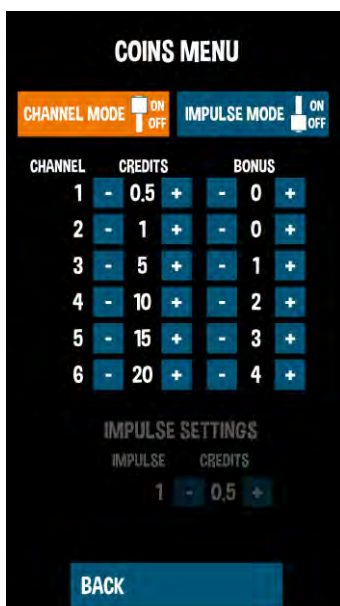
COINS MENU	CHANNEL MODE ON/OFF	CHANNEL MODE ON/OFF: for channel coin acceptors – can accept more than one type of coins/tokens. If channel mode is switched on, impulse mode turns off automatically.
	CHANNEL MODE SETTINGS	Set how many games/credits will be launched by single pulse from channel 1 to 6

CHANNEL MODE / IMPULSE MODE

CHANNEL	CREDITS	BONUS
1	0.5	0
2	1	0
3	5	1
4	10	2
5	15	3
6	20	4

IMPULSE SETTINGS

IMPULSE	CREDITS
1	0.5

BACK
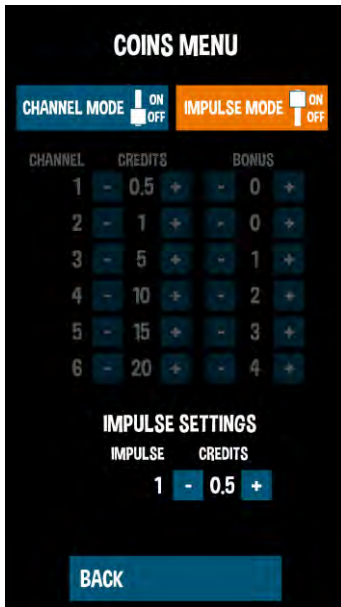
IMPULSE MODE ON/OFF	IMPULSE MODE ON/OFF: for impulse or mechanical coin acceptors – accepts only one type of coins/tokens. If pulse mode is switched on, channel mode turns off automatically.
IMPULSE MODE SETTINGS	Set how many games/credits will be launched by single pulse from coin acceptor
BILL SETTINGS	Set how many games/credits will be launched by pulses from bill acceptor.

5.6 TICKETS SETTINGS
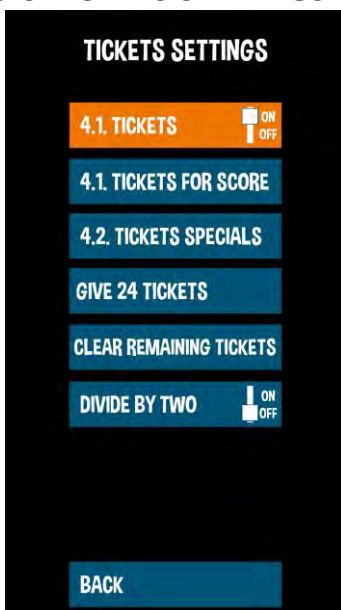
TICKETS ON/OFF	Tickets support enabled or disabled. All in-game tickets information will be unavailable when OFF
TICKETS FOR SCORE	Tickets ratio settings for points scored and number of tickets for score levels
TICKETS SPECIALS	Tickets for speed bonus and leaderboard place
GIVE ### TICKETS	Dispense outstanding tickets. NOTE: tickets will also dispense automatically when inserted into the ticket dispenser
CLEAR REMANING TICKETS	Clear ticket due
DIVIDE BY TWO ON/OFF	Turn on if you value each ticket as 2 tickets

TICKETS FOR SCORE ON/OFF	Enable or disable the option for the conversion number of points to a single ticket
	Set how many points a player must earn to get a ticket
TICKETS FOR SCORE LEVELS	Enable or disable the option to issue a given amount of tickets for exceeding a certain number of points
	Set how many tickets player will receive for reaching this score
MERCY TICKETS	Set how many "consolation" tickets will be given when the player wins nothing

FULL STRIPE BONUS	Set how many tickets player will receive for achiving and maintaning the speed bonus bar
LEADERBOARD TICKET BONUS	Table specifying number of bonus tickets for entering the best results list

5.7 LEADERBOARDS
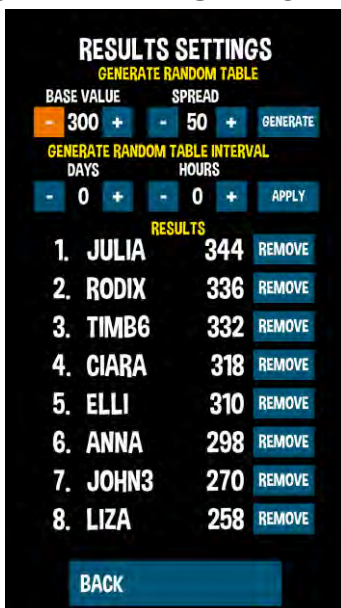
RANDOM LEADERBOARD GENERATOR	Generates a random scoreboard where the "base value" is the base number of points and the "spread" is the minimum and maximum "scatter" of the results
RANDOM LEADERBOARD GENERATOR INTERVAL	Specify the time when to generate a random list of results, value 0 is disabling the random list generation
LEADERBOARD EDITOR	List of 8 the highest scores with the option of removing each of them
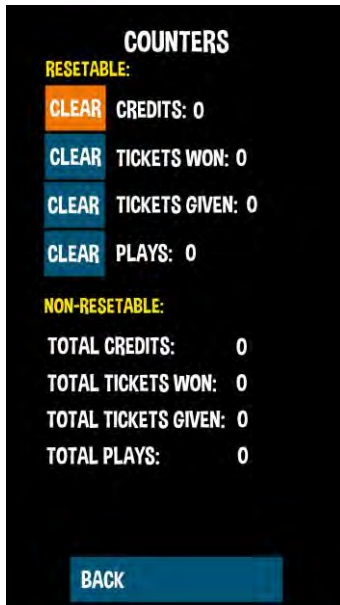
17

5.8 COUNTERS

RESETABLE COUNTERS	Credit, win tickets, tickets issued, the number of games
NON-RESETABLE COUNTERS	Credit, win tickets, tickets issued, the number of games

5.9 LOGS AND STATS
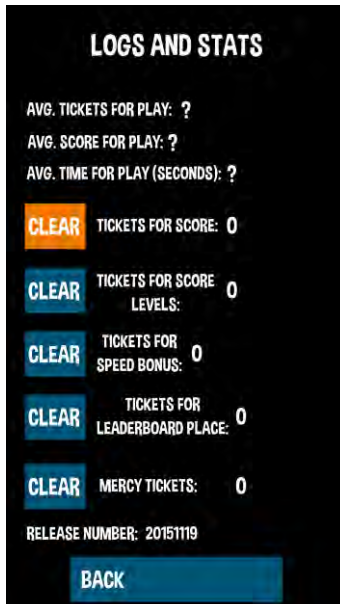
AVG. TICKETS FOR PLAY	average number of tickets earned for points
AVG. SCORE FOR PLAY	average number of tickets earned for score levels
AVG. TIME FOR PLAY	average duration of the game
TICKET FOR SCORE	number of tickets earned for points
TICKETS FOR SCORE LEVELS	number of tickets earned for score levels
TICKETS FOR SPEED BONUS	number of tickets earned for SPEED BONUS (full time bar)
TICKETS FOR LEADERBOARD PLACE	number of tickets earned for leaderboard entry
MERCY TICKETS	number of mercy tickets

5.10 TESTS
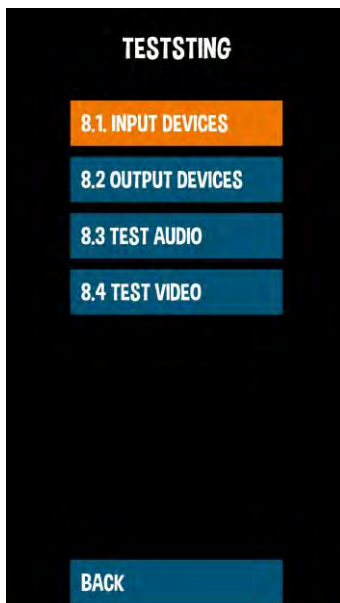
INPUT DEVICES	Validates input devices: coin acceptor, bill acceptor and push buttons
OUTPUT DEVICES	Validates output devices: ticket dispenser
TEST AUDIO	Audio channels test
TEST VIDEO	Display test

INPUT DEVICES	COIN ACCEPTOR	To check, insert a coin into the coin acceptor. The screen will display information about the channel on which the coin was accepted
COIN ACCEPTOR: WAITING...	BILL ACCEPTOR	To check, insert a bill into the bill acceptor.
BILL ACCEPTOR: WAITING...		
BUTTON 1: WAITING...	BUTTON 1	Press START button to check
BUTTON 2: WAITING...	BUTTON 2	Press LEFT CUT buton to check
BUTTON 3: WAITING...	BUTTON 3	Press RIGHT CUT buton to check
BUTTON 4: WAITING...	BUTTON 4	Press SERVICE buton to check
BACK		
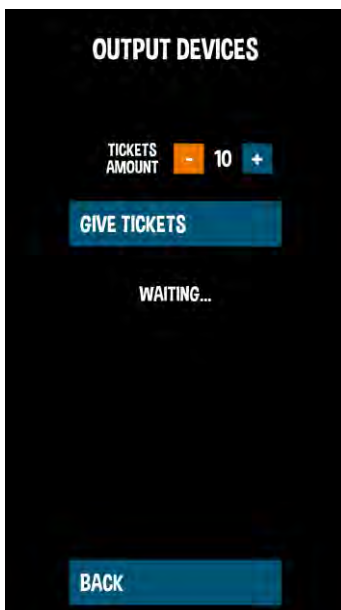
OUTPUT DEVICES	GIVE TICKETS	Dispense specified amount of tickets
TICKETS AMOUNT − 10 +		
GIVE TICKETS		
WAITING...		
BACK		
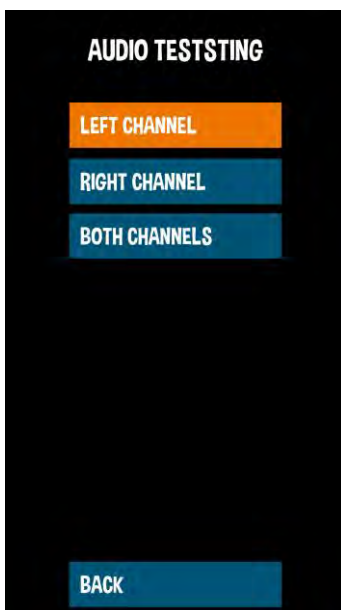
AUDIO TESTSTING	LEFT CHANNEL	Check left audio channel
LEFT CHANNEL		
RIGHT CHANNEL	RIGHT CHANNEL	Check right audio channel
BOTH CHANNELS		
	BOTH CHANNELS	Check both channels simultaneously
BACK		

19
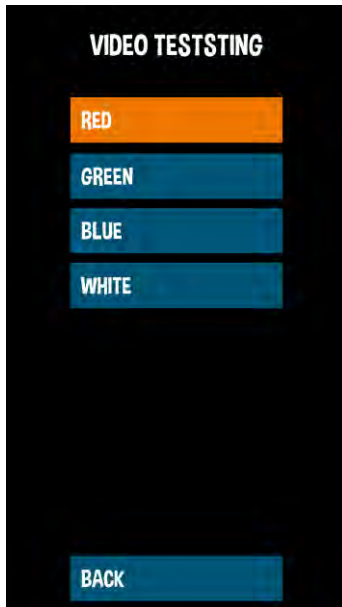
RED	Display red color
GREEN	Display green color
BLUE	Display blue color
WHITE	Display white color

6. RECOMMENDED TICKETS SETTINGS

MENU			
GAME SETTINGS			GAME SET.
EASY MODE CHOPS	30		
IMMORTAL CHOPS	60		
DIFFICULTY/TIMBER SPEED	5		
IMAGE	ON		
TICKET FOR SCORE			TICKET SETTINGS
TICKETS FOR EVERY SCORE	YES		
ONE TICKET FOR EVERY POINTS	10		
TICKETS FOR SCORE LEVEL	YES		
SCORE	TICKETS		
65	5		
110	10		
150	15		
200	20		
300	30		
400	40		
500	50		
600	60		
MERCY TICKETS	0		
TICKET SPECIALS			
FULL STRIPE BONUS(SECONDS)	0,5		
LEADERBOARD TICKET BONUS			
PLACE	1	25	
PLACE	2	20	
PLACE	3	18	
PLACE	4	15	
PLACE	5	12	
PLACE	6	10	
PLACE	7	8	
PLACE	8	5	
TICKETS IN DEMO MESSAGE VALUE	1000		

7. MAINTENANCE, INSPECTION

7.1 SAFETY CHECK

Check the points listed before operating the machine. These checks are nessessary for safe machine operation:

1. Try to run the game before operation each day.

2. Conduct monthly routine checks of game components to ensure good working condition

3. Check the machine regularly for dust and clean when nessessary.

Note : Parts and components require preventative maintenance to be kept running smoothly

8. SPARE PARTS LIST

Part no.	Part
Electronic parts	
TMB-101	42" LED display
TMB-102	Main board
TMB-103	I/O board
TMB-104	12V 5V power supply
TMB-105	12V power supply
TMB-106	RGB LED driver and remote controler
TMB-107S	"Start" button with switch
TMB-107L	"Left cut" button with switch
TMB-107R	"Right cut" button with switch
TMB-107A	Button LED light
TMB-108	Speaker
TMB-109	Power socket with fuse
TMB-110	Power cord
TMB-111	12cm 12V cooling fan
TMB-112	Mechanical counter
TMB-113	Service button
Wiring	
EU2-1595	Button switches and lights wiring
EU2-1596	Counters and service button wire
EU2-1597	RGB LED extension wire
EU2-1598	Ticket dispenser wire
EU2-1308-2	I/O board to Main Board USB wire
EU2-1599	Coin acceptor wire
EU2-1600	LED power wire
EU2-1607	Bill acceptor wire
EU2-1608a	Cooling fan wiring
EU2-1626	Main Board power wire
EU2-1627	RGB LED controller power wire
EU3-1628	I/O board wiring
EU2-1629	I/O board power wire

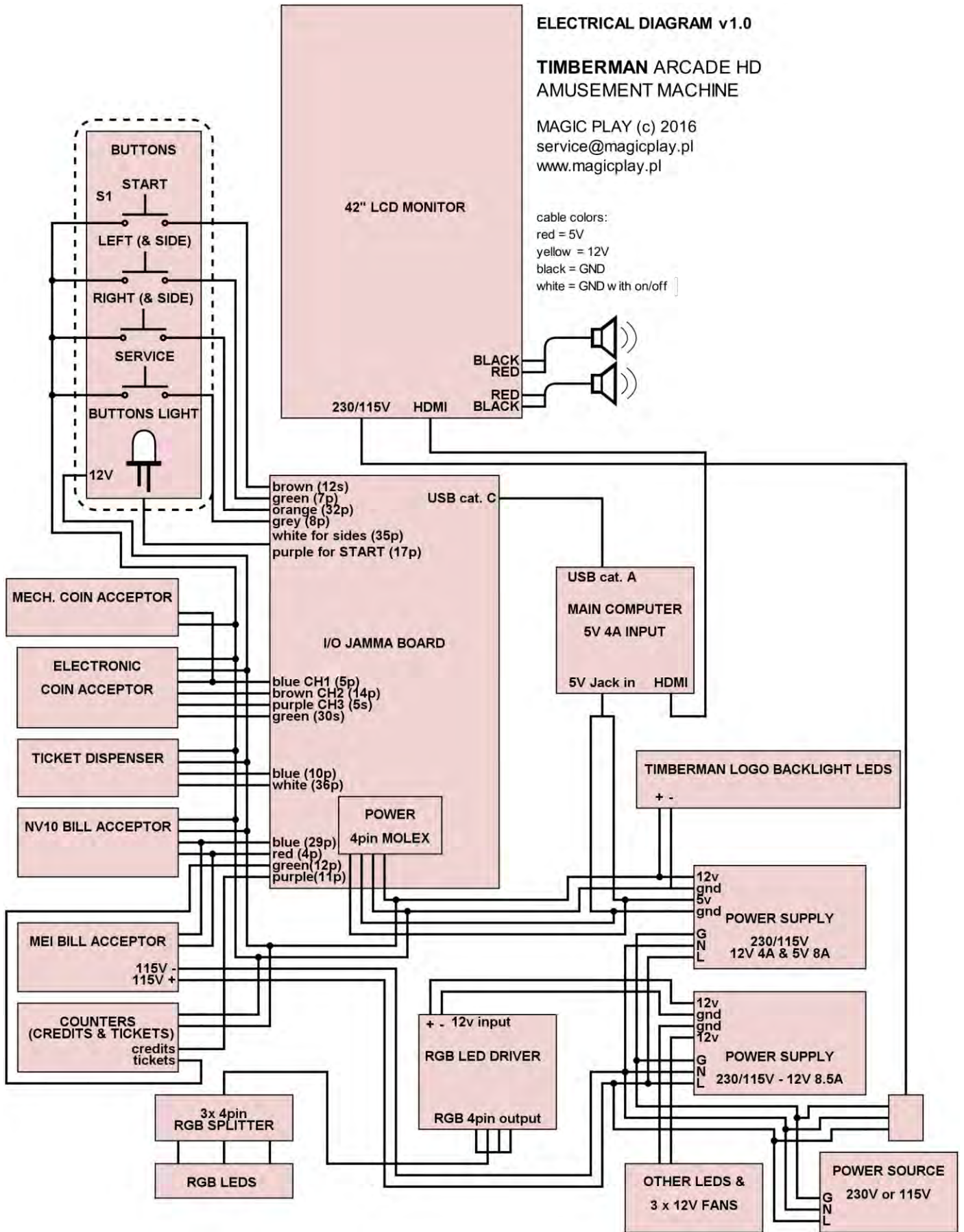| Part no.	Part
EU2-1630-1	Socket to power supply wire
EU2-1630a-2	Power supply extension
EU2-1644	Speakers wiring
TMB-113	3m HDMI cord
Deacals and decorative	
TMB-301	Display cover with decal
TMB-302	Front panel cover
TMB-303	Lower front logo
TMB-304L	Left side sticker
TMB-304R	Right side sticker
TMB-305	Base front sticker set
TMB-306L	Base left side sticker
TMB-306R	Base right side sticker
TMB-307	Marquee complete
TMB-307-T	Timberman marquee plexi
TMB-307-B	Timberman logo marquee letters
TMB-308T	Upper display aluminium profile with sticker
TMB-308M	Lower display aluminium profile with sticker
TMB-308B	Lower front aluminium profile with sticker
TMB-309	Front panel with LED's
TMB-310B	Bill acceptor cover
TMB-310C	Coin acceptor cover
TMB-311	Electronic coin acceptor mounting panel
Mechanical parts	
TMB-401	Base wheel
TMB-402	Leg leveler
TMB-403	28mm lock with keys
TMB-404	Fan cover
TMB-405	Tickets holder
TMB-406	Cashbox
TMB-407	Front panel fastener

9. ELECTRICAL DIAGRAM

ELECTRICAL DIAGRAM v1.0

TIMBERMAN ARCADE HD
AMUSEMENT MACHINE

MAGIC PLAY (c) 2016
service@magicplay.pl
www.magicplay.pl

cable colors:
red = 5V
yellow = 12V
black = GND
white = GND with on/off

42" LCD MONITOR

BLACK
RED
RED
BLACK

230/115V   HDMI

BUTTONS
START
S1
LEFT (& SIDE)
RIGHT (& SIDE)
SERVICE
BUTTONS LIGHT
12V

brown (12s)
green (7p)
orange (32p)
grey (8p)
white for sides (35p)
purple for START (17p)

USB cat. C

USB cat. A
MAIN COMPUTER
5V 4A INPUT
5V Jack in   HDMI

MECH. COIN ACCEPTOR

ELECTRONIC
COIN ACCEPTOR

TICKET DISPENSER

NV10 BILL ACCEPTOR

I/O JAMMA BOARD

blue CH1 (5p)
brown CH2 (14p)
purple CH3 (5s)
green (30s)

blue (10p)
white (36p)

POWER
4pin MOLEX

blue (29p)
red (4p)
green(12p)
purple(11p)

MEI BILL ACCEPTOR
115V -
115V +

COUNTERS
(CREDITS & TICKETS)
credits
tickets

3x 4pin
RGB SPLITTER

RGB LEDS

+ - 12v input
RGB LED DRIVER
RGB 4pin output

TIMBERMAN LOGO BACKLIGHT LEDS
+ -

12v
gnd
5v
gnd   POWER SUPPLY
G   230/115V
N   12V 4A & 5V 8A
L

12v
gnd
gnd
12v
G   POWER SUPPLY
N   230/115V - 12V 8.5A
L

OTHER LEDS &
3 x 12V FANS

POWER SOURCE
230V or 115V
G
N
L

22

10. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the TIMBERMAN game will be free from defects in electronics for a period of 12 months from the date of delivery.
Warranty covers:

- Display
- Main board
- I/O board
- Power supplys
- LED driver
- LED lighting

Warranty terms do not cover parts not included above.

Definition of defect:

It will be considered as defective if any connection between subcomponents on a particular board fails or any of them stops working itself. It does not include damages which occurred due to misuse, unauthorized connection or modifications.

Should the product prove defective during the warranty period, Magic Play, at its option, shall:

1. Repair the defective part by means of telephone support or depot service at no charge for parts of labor.
2. Replace the defective part with a comparable product which may be new or refurbished.
Provided that
1. Magic Play is informed of the defect immediately after it occurred. The faulty part should be dispatched to Magic Play or its authorized distributor as soon as possible.
2. Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.
3. Only parts recommended and approved by Magic Play are covered by Magic Play Terms of Warranty.

UNDER NO CIRCUMSTANCES SHALL MAGIC PLAY SP. Z O.O. BE HELD RESPONSIBLE FOR LOSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!