



# USER'S MANUAL



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## 01. GENERAL REMARKS

### INTRODUCTION

STREET MAGIC is a fully computerized coin-operated machine used for amusement and entertainment. It is not a redemption machine.

STREET MAGIC may be used in amusement parks and other places of entertainment. Magic Play made sure all the components used for production as well as the machine itself are made of best quality components and are safe for both in-and outdoor use.

### SAFETY

**READ THIS INSTRUCTION CAREFULLY BEFORE YOU USE THE MACHINE OR DO MAINTENANCE**

#### WARNING

**Safety precautions that must be taken to avoid a potential risk of injury:**

Players should not play after drinking alcohol.

Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine.

To prevent electrical shock, the game must be connected to a grounded electrical outlet.

#### CAUTION

**Precautions that must be taken to avoid damage to equipment.**

**The following Warnings and Cautions should be heeded when operating STREET MAGIC:**

Maintenance and repair operations should be carried out only by suitably skilled and qualified persons.

To maintain the safety of the machine, and the warranty, use only approved parts. The use of other parts or non-approved modifications to the machine could be hazardous, and might void your warranty.

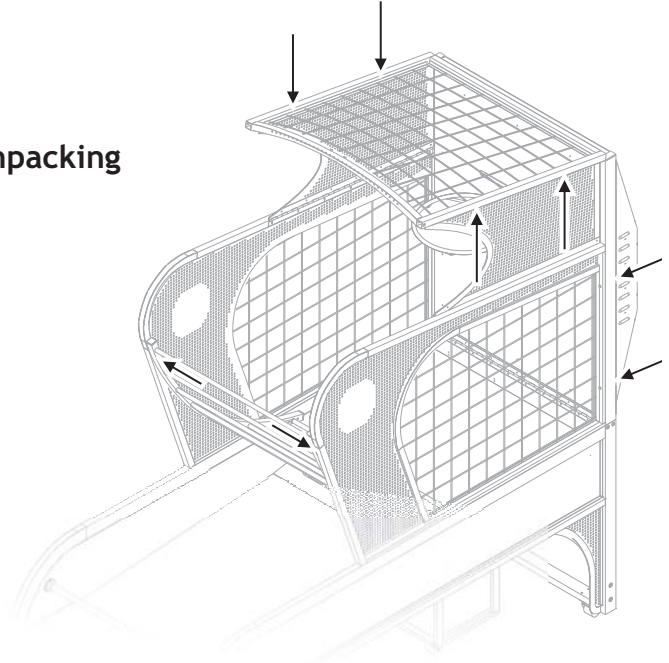
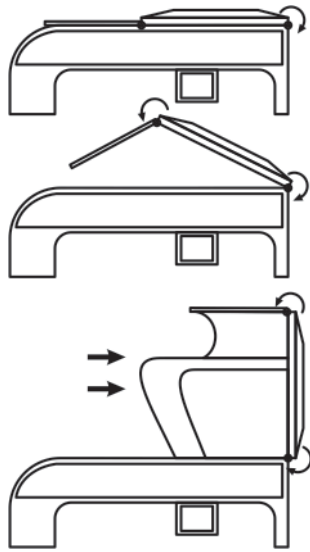


## 02. USAGE AND SETTINGS

### START-UP INSTRUCTIONS

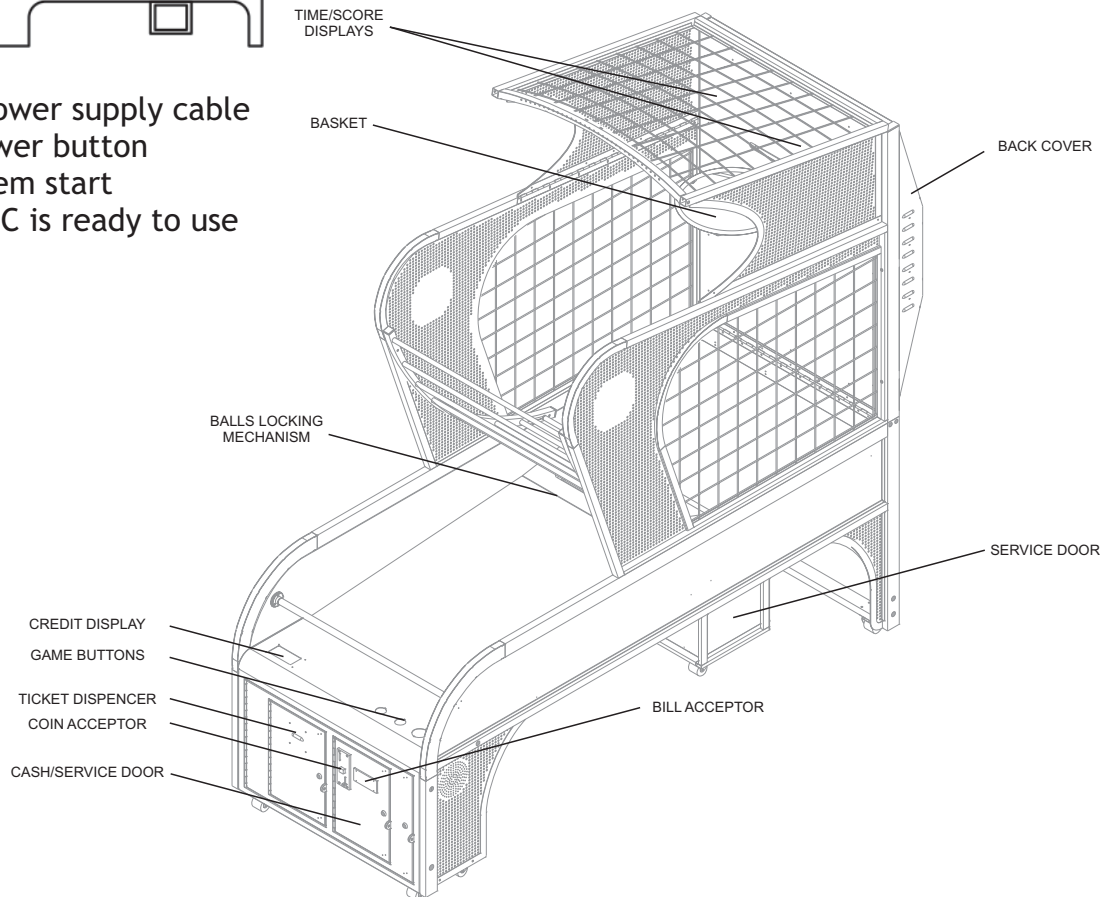
Apply these instructions after delivery and unpacking

- connect all parts of the machine together
- connect the wires connectors together



connect the power supply cable

- press the power button
- wait for system start
- STREET MAGIC is ready to use





## MENU AND SETTINGS

Open service door and press "SERVICE BUTTON".  
 Wait for "P01" command on front panel display  
 Use "START" button to select and confirm  
 Use "MULTI" and "SELECT" to move between menu levels  
 and, change settings value.

### MENU SCHEME

Menu level	Option	Values
P-01	Game volume	0 ... 100 %
P-02	Demo sound volume	0 ... 100 %
P-03	Time between demo sounds	0 ... 30 min.
P-04	Game time	0 ... 300 sec.
P-05	Coin settings:	
CH1...CH5	Coin Channel settings	0.10, 0.20, 0.25, 0.50, 1 ... 99
Bon	Bonus settings	0.10, 0.20, 0.25, 0.50, 1 ... 99
MUL	Bill Validator settings	0.10, 0.20, 0.25, 0.50, 1 ... 99
C.AC	Coinmech activation	ON/OFF
b.AC	Bill Valid. Activation	ON/OFF
P-06	High score	1 ... 999
P-07	Ticket dispenser activation	ON/OFF
P-08	Software credit counter -erasable	
P-09	Software credit counter - unerasureable	
P-10	Service game	
P-11	Tests:	
	Software version	
	Display test	
oP1	Basket optical sensor status	ON/OFF
oP2	Ball mech. opt. sens. status – closed	ON/OFF
oP3	Ball mechanism opt. sensor status - open	ON/OFF
Mot	Ball release mechanism (MULTI / SELECT)	OPEN - "Ope" / CLOSED - "Clo"
LAM	Lamp test (MULTI / SELECT)	ON/OFF
tEM	Pcb temperature	xx.x oC
oP.L	Basket position - LEFT SIDE	ON/OFF
oP.C	Basket position - CENTER	ON/OFF
oP.P	Basket position - RIGHT SIDE	ON/OFF
PoS	Basket drive test	"P-L" - LEFT, "P-P" - RIGHT, "P-C" - CENTER
P-12	Free Play	ON/OFF
P-13	Linking options -	
Adr	setting up basket serial address	001 ... 016
P-14	Ball release mechanism mode	
b.bA.	Ball release mech. - not active	oFF
on1	Ball release mech. - active after each game	on1
on2	Ball release mech. - active after all credits are finished	on2
P-15	Basket movement activation level	0 ... 250





## GAMEPLAY

- insert coin/coins to the coin acceptor or note/notes into a bill acceptor
- check the credits on credits display
- if there is more then one credit, press "SELECT" button to add new players
- press "START" to start game
- wait for balls
- throw the balls into the basket after sound signal
- watch the time and score on displays over the basket
- player recive 2 points for every successful hit
- in last 10 seconds of the game player recive 3 points for every successful hit
- compare your score with hi-score

## FRONT PANEL



## TIME AND SCORE DISPLAYS





## 03. MAINTENANCE & TROUBLESHOOTING

Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine!

### MAINTENANCE

Remember to check machine connections and to carry out machine test from time to time.

### TROUBLESHOOTING AND TYPICAL MALFUNCTIONS

MALFUNCTION	SOLUTION
Machine will not start	Check the power cord Check the machine connections Check the main fuse (picture below)
No sound	Check the volume level Check the speakers connection
Balls releasing mechanism is not Working	Check the "START" button switch Check the balls releasing mechanism



## 04. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the MAGIC PLAY STREET MAGIC MACHINE will be free from defects in electronics (motherboard, coin acceptor and bill acceptor) and ball-release mechanism for a period of two years from the date of shipment. Warranty terms do not cover parts not included above.

### **Definition of defect:**

Regarding mechanism: it will be considered as defective if unwelding or breaking takes place during the warranty period. It does not include scratching or rubbing out of any metal part which results from heavy usage of a mechanism.

Regarding electronics: 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, unauthorised connection or modifications.

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

- Repair the defective part by means of telephone support or depot service at no charge for parts of labor.
- Replace the defective part with a comparable product which may be new or refurbished.

### **Provided that:**

- Magic Play is informed of the defect immediately after it occurred. The faulty part should be dispatched to Magic Play as soon as possible.
- Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.
- 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 LOSSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!**

BUYER \_\_\_\_\_

DATE \_\_\_\_\_

SERIAL NUMBER \_\_\_\_\_

SELLER \_\_\_\_\_





DATE OF DELIVERY .....  
REPAIR DATE .....  
REPAIR DETAILS .....

SIGNITURE .....

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DATE OF DELIVERY .....  
REPAIR DATE .....  
REPAIR DETAILS .....

SIGNITURE .....

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