DRIFTY CHASE
Operation Manual (v1.1)

Software version: 1.0.6

MAGIC PLAY SP Z O.O.

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website: www.magicplay.pl

Serial number:_____

Distributor:_____

Date:_____

Visit "SERVICE" section at www.magicplay.eu (www.magicplay.us for U.S. market) to check the availability
of the latest version of the manual

TABLE OF CONTENTS

Thank You for purchasing DRIFTY CHASE . 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.

READ BEFORE USE

INSPECT IMMEDIATELY AFTER TRANSPORTING THE PRODUCT

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 following:

• Check the cabinet for damage or shifting that may have occurred during shipping. Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?

• Are all the legs and adjusters/levelers/feet intact?

• Do the power supply voltage and frequency requirements meet with those of the location (110V/220V)?

• Are all wires linked correctly and securely connected to each other? 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. DO NOT INSERT CONNECTORS FORCIBLY.

• Check that the all the cables, including power cables, are undamaged. Do power cables or other wires have any splices, cuts, or dents?

• Have you been provided with all of the associated accessories?

• Can all doors/lids be opened with the accessory keys? Can doors/lids be firmly closed? Does the coin box key open the coin box(es)?

1. PACKAGE CONTENTS

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

No.	Name	Qty.	Note
1	Marquee set	1	
2	Marquee mounting screws	4	
3	Keys	3 sets	
4	User's manual	1	
5	Bill acceptor cover	1	
6	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.

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.
It is 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.

Do Not Touch 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 easily 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 knowledge and experience should refrain from performing such work that this manual require or perform tasks which 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.

2. SPECIFICATIONS

Rated power supply: 110 - 240V
Dimensions: 94 x 130 x 252 cm
Weight: 150Kg

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

Inspect Immediately after Transporting the Product 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 following:
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- Do the power supply voltage and frequency requirements meet with those of the location (110V/220V)? Are all wires linked correctly and securely connected to each other? 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. DO NOT INSERT CONNECTORS FORCIBLY.
- Check that the all the cables, including power cables, are undamaged. Do power cables or other wires have any splices, cuts, or dents?
- Have you been provided with all of the associated accessories?
- Can all doors/lids be opened with the accessory keys? Can doors/lids be firmly closed? Does the coin box key open the coin box(es)?
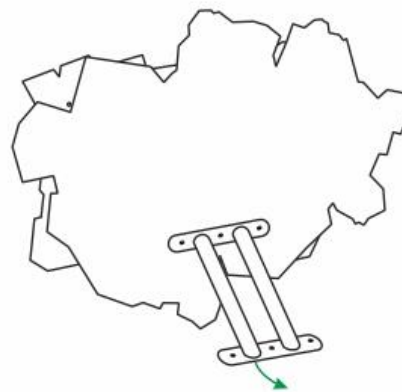
3. SETUP & INSTALLATION

- Refer to IMPORTANT SAFETY INSTRUCTIONS 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.
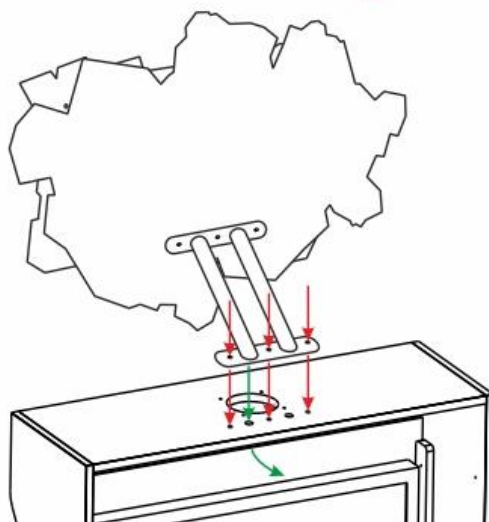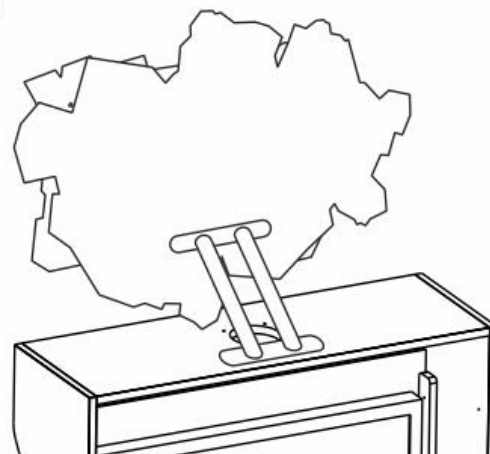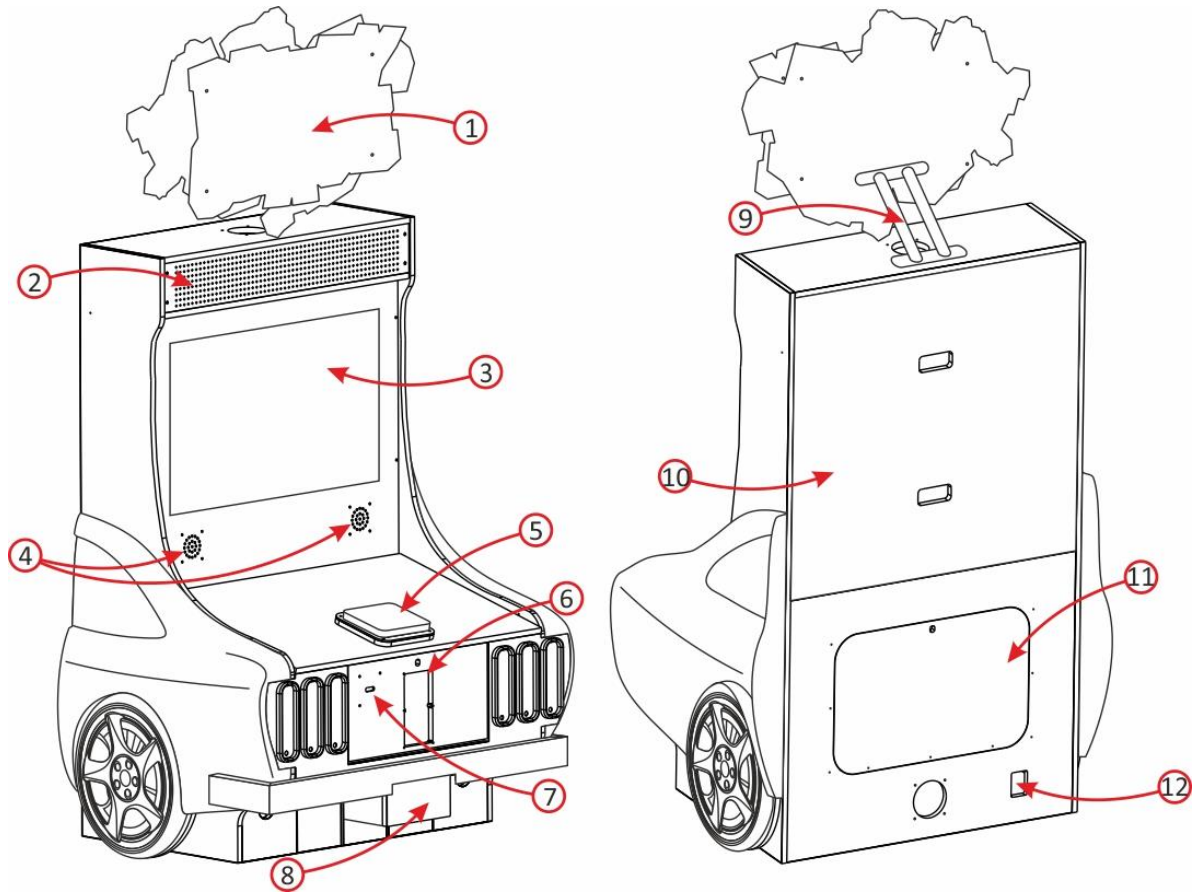
3.1 MARQUEE ASSEMBLY
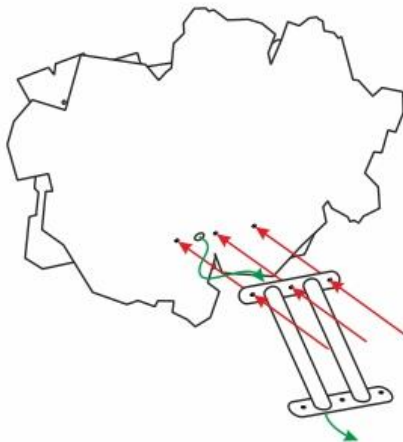
3.2 DEVICE AND IMPORTANT ELEMENTS

1. marquee
2. pixel display
3. 40" display
4. speakers
5. control button
6. coin-bill / acceptor
7. tickets out
8. cash box

9. marquee base
10. upper back door – acces to display and marquee
11. lower back door – acces to CPU board, I/O board and power supply
12. power socket

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.
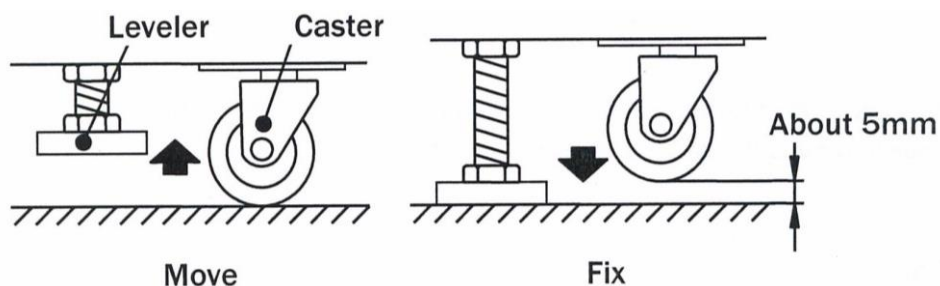
To fix the game, adjust the leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.

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

NOTICE

Make sure the machine is level with the ground and all the adjustable legs stick to floor closely.

</div>

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

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

IMPORTANT!

POWER SUPPLY ADJUSTS AUTOMATICALLY

</div>

- 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.
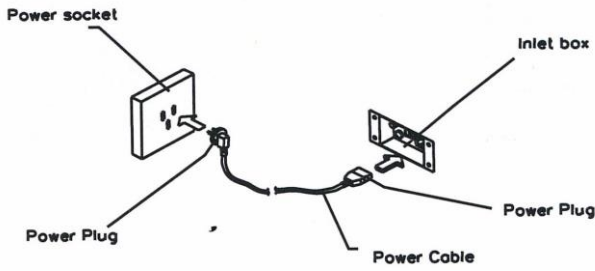
Connect the grounding conductor to the earth terminal (GND):
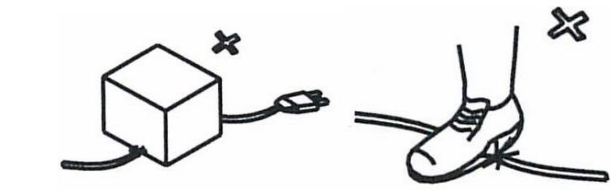
Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.

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.

4. ACTIVATION, UPDATE AND GAMEPLAY

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.

Game software is USB license dongle protected. Each unit is equiped with one dongle.

4.1. SOFTWARE UPDATE

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

1. Download .apk file provided by manufacturer/distributor and save it to a memory stick.

2. Open the lower rear service door and locate the CPU board (see picture)

3. Connect the memory stick and a computer mouse in free USB ports. Disconnect one of USB plugs if not enought USB ports are available. Remember to plug it back after update process!

4. Leave the Drifty Chase application by clicking the right mouse button. Tip: Game will probably exit after disconnecting one of USB plugs in 3rd step.
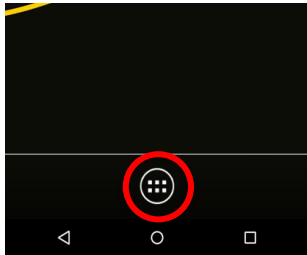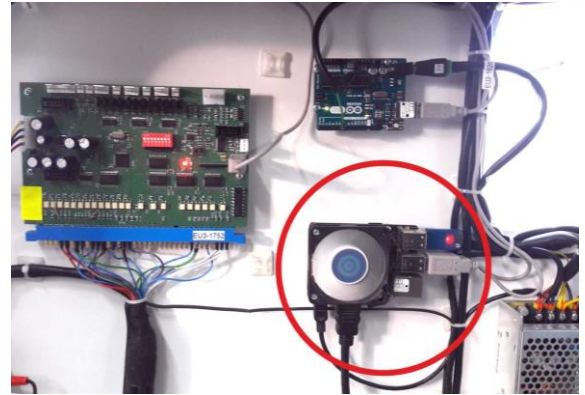
5. Go to application list in bottom center of the screen
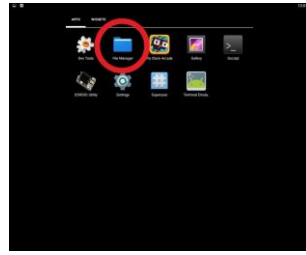
6. Click on FILE MANAGER app

7. Click on 3 parallel lines in left top corner to see disks listing
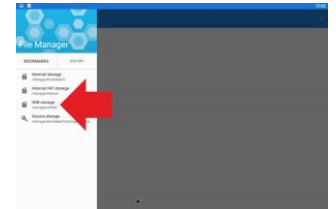
8. Select your USB storage from list
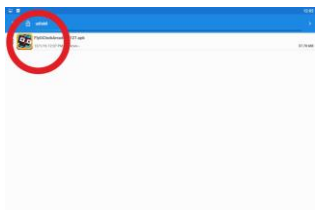
9. Locate and click the downloaded .apk file

10. Click INSTALL in the right bottom corner of the screen

11. Wait for installation complete. It may take a while.

12. At finish - disconnect USB mouse and flash drive, connect disconnected USB plugs in 3rd step and replug the machine. Done!

4.2 GAMEPLAY

To start the game insert coin into coin acceptor or banknote into bill validator. Press the DRIFT button to start the game. Instructions for players who are playing for the first time appears on the screen. Player can start the game just after in-game tutorial. Player's task is to turn at every intersection by pressing the DRIFT button to turn. You should do it so as not to hit the building or another car. Player can observe the progress of the game on the progress bar at the top of the screen. If player reaches the end of the route (the progress bar will be 100% full) he wins the ticket bonus (bonus value is set in the menu). Hitting the element of the environment causes the car to break and the game ends and the player receives the number of tickets collected until that moment.

5. GAME OPTIONS

5.1 MENU ACCES AND NAVIGATION

To acces menu press SERVICE/ENTER button, located in service door, at the lower front of the machine, next to the coin and ticket counters.

Use UP/PREVIOUS and DOWN/NEXT buttons to navigate in the menu. Use SERVICE/ENTER to ENTER or CHANGE the option value or selection.

IMPORTANT!

REMEMBER THAT CHANGES IN THE SERVICE MENU CAN RELATE TO ELEMENTS SUCH AS THE COST OF THE GAME AND THE NUMBER OF WON TICKETS, AND WHICH MAY AFFECT THE EARNINGS OF THE DEVICE. MAKE SURE THAT THE CHANGES AND ENTERED VALUES ARE VALID.

5.2 SERVICE MENU

Drifty Chase v1.X.X	Indicates software version		
DEVICE SETTINGS	MUSIC VOLUME	0-100	Set music volume
	SFX VOLUME	0-100	Set effects volume
	DEMO VOLUME	0-100	Set demo volume
	DEMO FREQUENCY	10-200s	Set demo frequency
GAME SETTINGS	DIFFICULTY LEVEL	EASY/MEDIUM/HARD	Set game difficulty
	DRIFTS	40-100	Set game length
	EASY MODE DRIFTS	0-100	Set easy mode drifts
	EASY MODE RETRY	0-10	Set ease mode game retries
	EXTRA AUXILIARY ARROWS	ON / OFF	Additionally arrows after easy mode
	CAMERA	TOP / REAR VIEW	Change camera view: top or rear
CREDIT SETTINGS	FREE PLAY	ON / OFF	Free play, no credits needed
	GAME COST	1-10	How many credits needed to play 1 game
	CREDIT MECH	COIN / BILL	Select coin or bill acceptor
	COIN TYPE	ELECTRICAL / PULSE	Acceptor type: newer electrical or classic pulse
	COIN CH1 VALUE	1-10	Value of CH1 coin acceptror
	COIN CH2 VALUE	1-10	Value of CH2 coin acceptror
	COIN CH3 VALUE	1-10	Value of CH3 coin acceptror
	COIN PULSE VALUE	1-10	Value of PULSE coin acceptror
	BILL PULSE VALUE	1-10	Value of PULSE bill acceptror
TICKET SETTINGS	TICKETS	ON / OFF	
	TICKET MULTIPLIER	1-10	Multiplier won tickets, visible in game
	TICKET VALUE	1, 2	Change won tickets value
	BONUS VALUE	50 - 1000	Set ticket bonus
	FIXED TICKETS	0 – 100 (0=OFF)	Win always the same amount of tickets
	MERCY TICKETS	0 - 50	Free tickets at beggining of the game for everyone
	EXPECTED PAYOUT	0 – 200 (0 = OFF)	Automatic payout controller
	EXPECTED PAYOUT DIFF	0.0 – 2.0	Payout controller intensity
	TICKETS PER STAGE 1	1 - 20	Tickets for 1 stage of game
	TICKETS PER STAGE 2	1 - 20	Tickets for 2 stage of game
	TICKETS PER STAGE 3	1 - 20	Tickets for 3 stage of game
	TICKETS PER STAGE 4	1 - 20	Tickets for 4 stage of game
	TICKETS PER STAGE 5	1 -20	Tickets for 5 stage of game
	TICKETS PER STAGE 6	1 - 20	Tickets for 6 stage of game

COUNTERS	**NON-RESETABLE**	COINS	Total coins
		GAMES	Total games
		TICKETS GIVEN	Total tickets given
		TICKETS WON	Total tickets won
	RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS GIVEN	Total tickets given
		TICKETS WON	Total tickets won
STATS	AVERAGE DRIFTS		Average drifts per game
	AVERAGE PLAY TIME		Average play time per game
	AVERAGE TICKET WIN		Average tickets win per game
	BONUS TICKET COUNT		Tickets bonus won
	EASY MODE RETRIES		Easy mode retriees
TESTS	**INPUT**	PLAYER BUTTON	Check player button
		SERVICE BUTTON	Check service button
		UP BUTTON	Check service UP button
		DOWN BUTTON	Check service DOWN button
		COIN CH1	Coins on CH1
		COIN CH2	Coins on CH2
		COIN CH3	Coins on CH3
		BILL ACCEPTROR	Coins on BILL acceptor
	OUTPUT	TICKET DISPENSER	Dispens 10 tickets
		SCREEN TEST	Show screen test
CLEAR TICKETS AND CREDITS	CLEAR TICKETS AND CREDITS	CLEAR	Clear all not-used credits and tickets

5.3 RECOMMENDED SETTINGS

Tickets payout ~25-30 tickets

GAME SETTINGS	
DIFFICULTY LEVEL	EASY
DRIFTS	60
EASY MODE DRIFTS	10
EASY MODE RETRY	2
EXTRA AUXLIARY ARROWS	ON
CAMERA	REAR VIEW

TICKET SETTINGS	
TICKETS	ON
TICKET MULTIPLIER	1
TICKET VALUE	1
BONUS VALUE	1000
FIXED TICKETS	0
MERCY TICKETS	0
EXPECTED PAYOUT	0
TICKETS PER STAGE 1	5
TICKETS PER STAGE 2	10
TICKETS PER STAGE 3	12
TICKETS PER STAGE 4	16
TICKETS PER STAGE 5	18
TICKETS PER STAGE 6	20

6. MAINTENANCE, INSPECTION

6.1 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.

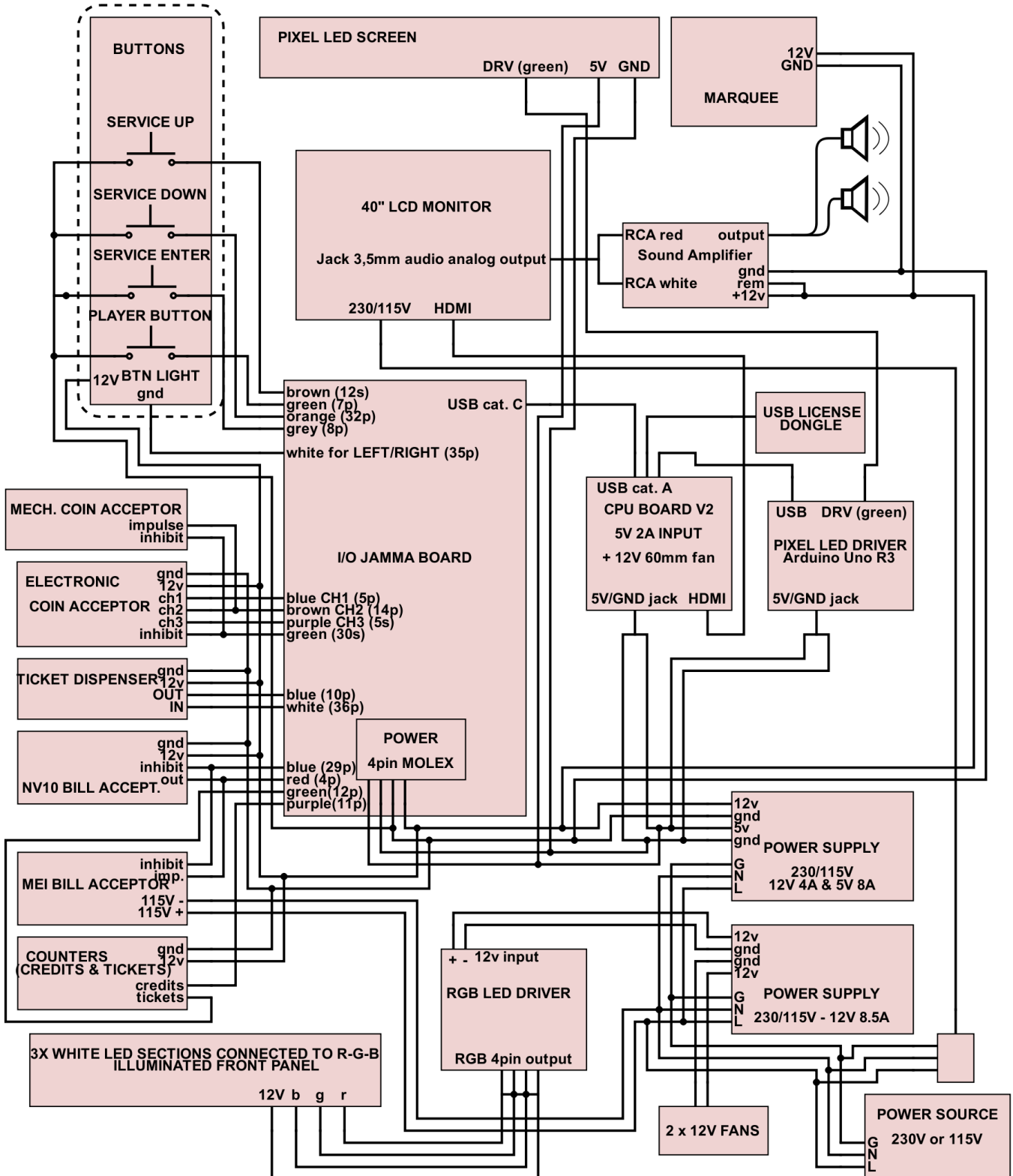Note : Parts and components require preventative maintenance to be kept running smoothly

6.1 ELECTRICAL DIAGRAM

ELECTRICAL DIAGRAM v1.0

DRIFTY CHASE
AMUSEMENT MACHINE

MAGIC PLAY (c) 2018
service@magicplay.pl
www.magicplay.pl

cable colors:
red = 5V
yellow = 12V
black = GND

BUTTONS

SERVICE UP

SERVICE DOWN

SERVICE ENTER

PLAYER BUTTON

12V BTN LIGHT
gnd

PIXEL LED SCREEN

DRV (green)   5V   GND

MARQUEE

12V
GND

40" LCD MONITOR

Jack 3,5mm audio analog output

230/115V   HDMI

RCA red   output
Sound Amplifier
RCA white   gnd
rem
+12v

brown (12s)
green (7p)
orange (32p)
grey (8p)

white for LEFT/RIGHT (35p)

USB cat. C

**USB LICENSE
DONGLE**

MECH. COIN ACCEPTOR
impulse
inhibit

**ELECTRONIC
COIN ACCEPTOR**
gnd
12v
ch1
ch2
ch3
inhibit

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

I/O JAMMA BOARD

**USB cat. A
CPU BOARD V2
5V 2A INPUT
+ 12V 60mm fan

5V/GND jack   HDMI**

**USB   DRV (green)

PIXEL LED DRIVER
Arduino Uno R3

5V/GND jack**

TICKET DISPENSER gnd
12v
OUT
IN

blue (10p)
white (36p)

gnd
12v
inhibit
out
NV10 BILL ACCEPT.

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

**POWER
4pin MOLEX**

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

inhibit
imp.
MEI BILL ACCEPTOR p.
115V -
115V +

**COUNTERS
(CREDITS & TICKETS)**
gnd
12v
credits
tickets

12v
gnd
gnd
12v

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

**3X WHITE LED SECTIONS CONNECTED TO R-G-B
ILLUMINATED FRONT PANEL**

12V b g r

+ - 12v input

RGB LED DRIVER

RGB 4pin output

2 x 12V FANS
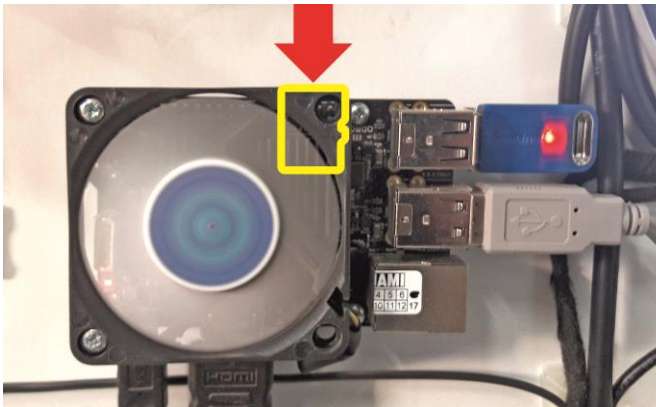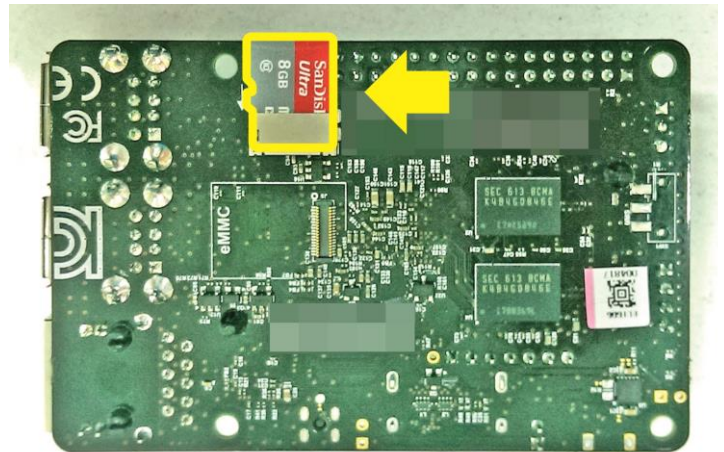
**POWER SOURCE
230V or 115V**
G
N
L

7. TROUBLESHOOTING

7.1 SYSTEM MICROSD CARD LOCATION

The MicroSD card is located at back of CPU board, near top-right installation screw. It is possible to pull it without CPU board disassembly. See picture.

CPU board front view

CPU board back view

7.2 „NO SIGNAL" ALERT ON SCREEN

1. Observe CPU board placed behind bottom rear service door when machine is plugged in.
RED LED light:
Solid: 5V power is on: OK
Blinking: Problems with power supply, check power supply (2nd point) or wiring connections or CPU board failure atleast.
No red LED light: No 5V power. Check power supply, check power supply voltage, check wirings and connections. CPU board failure is not common but possible.
BLUE light:
Solid RED LED light is required to see BLUE LED status!
Solid or no blue LED light: MicroSD Card/software failure. Put backup MicroSD card provided with machine and check results. There is a posibility to write image on old MicroSD card if it is not physically damaged.
Blinking: Normal operating state – everything seems to be ok with CPU board software.
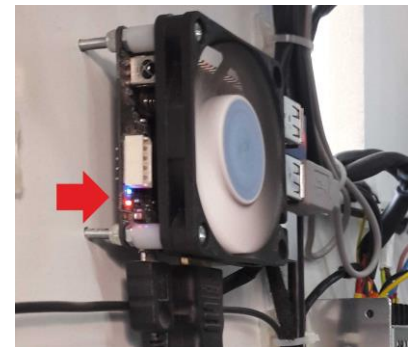
2. Check two power supplies placed behind bottom rear service door.
Solid green LED signal means: Everything is ok.
Blinking green LED signal means: Power supply failure.
a) Too low power load due disconnected some components of the machine
b) Short circuit in installation
No green LED signal means:
a) Power supply failure
b) No power on supply cable

7.3 BLACK SCREEN WITHOUT COMMUNICATES

1. Check screen power plug
2. Check if the screen is turned ON:
3. Check CPU board (1st step of „No signal alert on screen")

## 7.4 PROBLEMS WITH TICKET DISPENSING, GAME CRASHING/FREEZING, SETTINGS ARE NOT SAVED

Caution: This will erase your game settings/electrical counters and stats! Game will need to be configured if default settings does not fit your requirements
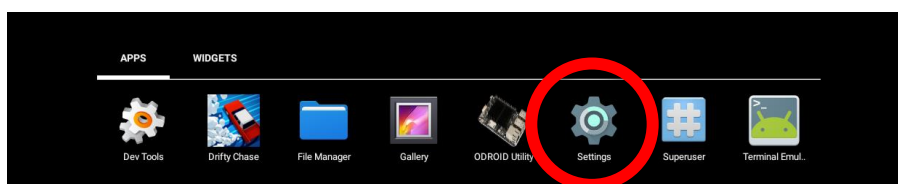
1. Open the lower rear service door, locate the CPU board (see picture) and plug USB mouse.

2. Leave the Drifty Chase application by clicking the right mouse button.

3. Go to application list in bottom center of the screen
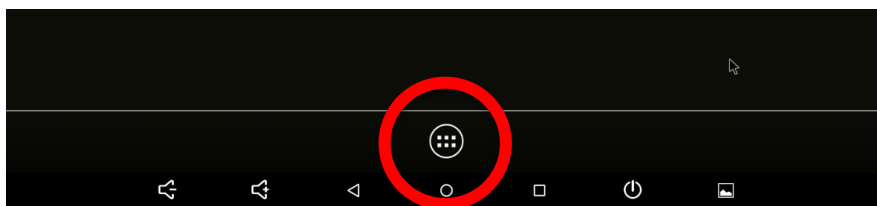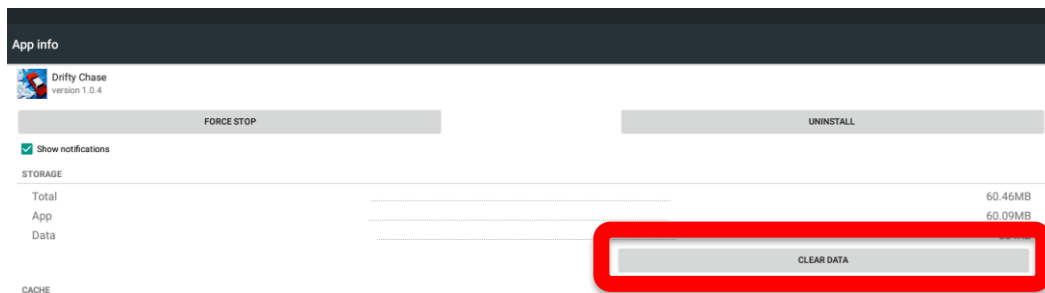

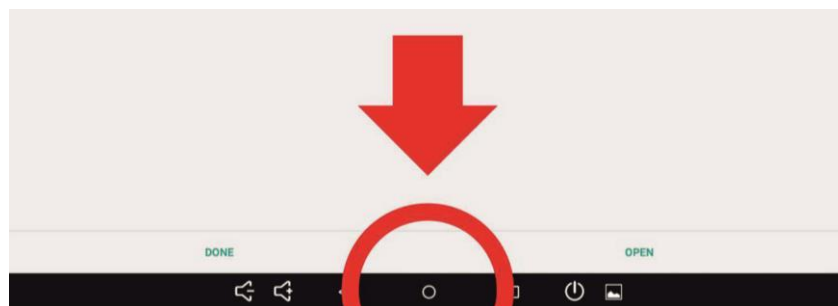4. Select Settings

5. Select „Apps"
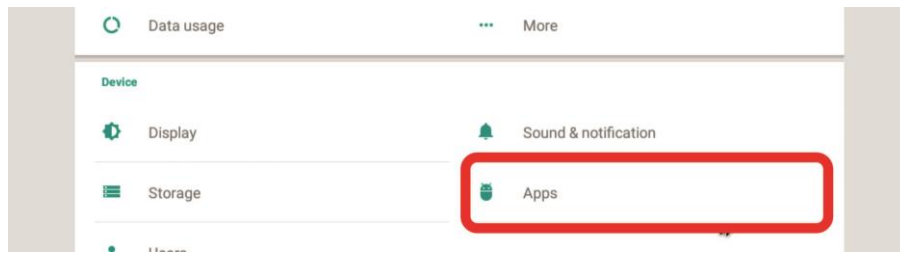
6. Find and click on Drifty Chase application
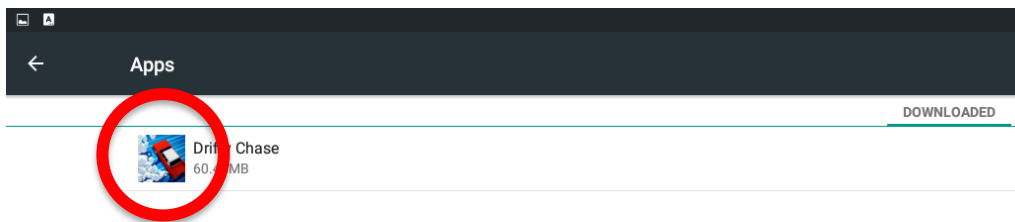
7. Click „CLEAR DATA"

8. App refreshed, click on the circle at the bottom of the screen to back to machine desktop.

9. Disconnect USB mouse. Game need to be configured.

7.5 PROBLEMS WITH COIN ACCEPTORS/BILL ACCEPTORS

1. Possible problems with acceptors firmware
2. Check wirings for acceptors
3. Not accepted permission to acces USB device for I/O board (see „Buttons/coins not working")

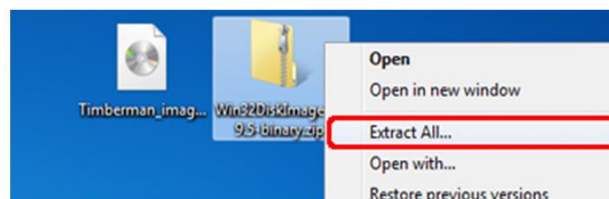## 7.6 BUTTONS/COINS MECH NOT WORKING

1. Check wiring connections to I/O board
2. If new CPU board, I/O board or LED driver connected you will be asked to confirm USB Access permission to USB device. Check everything as described on picture below. Check use by default[...] → click OK. Often three times this pop-up occur.
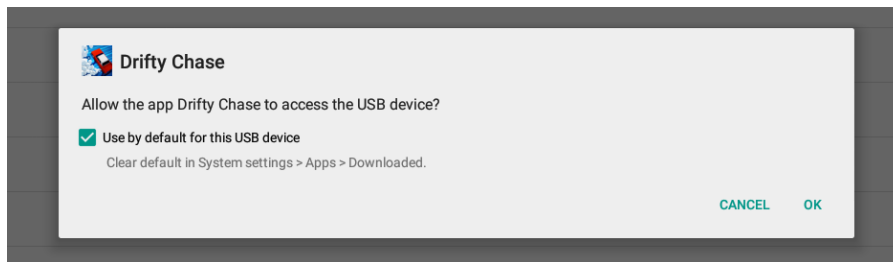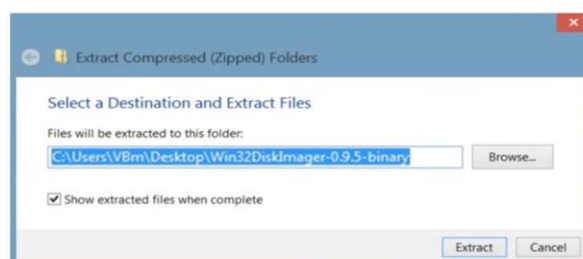

3. If You accidently press CANCEL after selecting checkbox for „Use default..." follow steps from (Problems with ticket dispensing, game crashing/freezing, settings are not saved) and addicionally click **CLEAR DEFAULTS at step 10**! Run Timberman from desktop and follow step 2 from this section.

7.7 MICROSD CARD REPAIR TUTORIAL for Windows OS

1. Download Win32 Disk Imager (link)
https://sourceforge.net/projects/win32diskimager/files/Archive/Win32DiskImager-0.9.5-binary.zip/download

2. Extract downloaded program

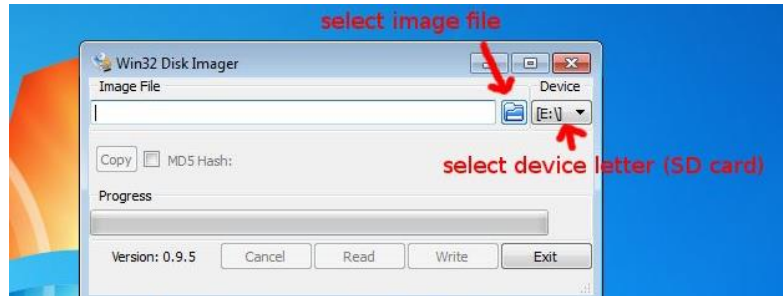3. Select extract location and click extract

4. Insert Micro SDCard (8GB SDHC Class 10) from your CPU board or new into your card reader and run Win32DiskImager

5. Select provided image file and select proper device letter (CPU board Micro SD card)

6. When image file and drive letter is selected properly, click "Write" and wait for finish. Put SD card back into CPU board unit and turn the machine on. Solid RED and blinking BLUE LED light on CPU board means that everything is ok. (refer to other "Troubleshooting" steps)

8. TERMS OF WARRANTY

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

- Display
- CPU board
- I/O board
- Power supplies
- 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!

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