

USER'S MANUAL

TURBO, SPARK, STONE CAR and BUGGY CAR



TURBO



SPARK



BUGGY CAR



STONE CAR

USER'S MANUAL:

TURBO, SPARK, JULIETTA, STONE AND BUGGY CAR CAR

Access to the control panel through a service door located in the kiddie ride cockpit.

After the power is turned on the LCD display displays message:

"BUJAK v x.yy" - where x.yy represents the software version number

"Credit: XXX" - current credits

1. MENU NAVIGATION



Use <+> , <-> , <F> keys for menu navigation. Settings are displayed on the LCD display.

2. MENU SETTINGS

a) to enter MENU press and hold <F> key until the ">>MENU,, message appears

b) use <+> and <-> keys to select setting

c) use <F> key to enter or set setting value

- use <+>, <-> keys to change the setting value

- use <F> key to confirm

d) to exit the menu go to 12. EXIT_MENU and press <F> key

The values of all parameters and settings are stored in non-volatile EEPROM memory.

1. Counter 1- resettable counter

- counter reset – press <+> <-> keys together until counter reset to zero value

2. Counter 2 – non-resettable counter

3. Volume DEMO (0..100 %) – set DEMO mode sound volume

4. Volume GAME (0..100 %) - set GAME mode sound volume

5. TIM_BR_DEMO (1..60 min) - set the time between music tracks in DEMO mode

6. TIM_GAME (1..25 min) - set the time of the game (rocking)

7. COIN ACCEPT. – coin acceptor settings

CH_1 (0.0 .. 25.0) - channel 1 coin value, number of pulses for the counter

CH_2 (0.0 .. 25.0) - channel 2 coin value, number of pulses for the counter

CH_3 (0.0 .. 25.0) - channel 3 coin value, number of pulses for the counter

CH_4 (0.0 .. 25.0) - channel 4 coin value, number of pulses for the counter

Cr. CH_1 (0.0 .. 25.0) - channel 1 credits value

Cr. CH_2 (0.0 .. 25.0) - channel 2 credits value

Cr. CH_3 (0.0 .. 25.0) - channel 3 credits value

Cr. CH_4 (0.0 .. 25.0) - channel 4 credits value

After Cr. CH_4 value approval software will return to MENU

IMPORTANT!

CH_1..CH_4 values should correspond exactly to the real coin values.

CH_1..Cr. CH_4 values correspond exactly to the values of credit, which allows you to add bonuses.

Example

If the game price (8. GAME PRICE) is set to 1.0, and we want to have 3 games (bonus) after inserting coin 5.0, the channel CH_x corresponding to coin with a value of 5.0, set the CH_x = 5.0 and Cr. CH_x = 3 which corresponds to 3 credits.

Electromechanical and electronic counters count values are set in CH_1..CH_4!

8. GAME PRICE (0.0 .. 25.0) - game price, setting the value of 0.0 sets the "FREE PLAY" mode, which allows you to play without credit. Start the game in Free Play mode by pressing the START button.

9. Copy SD Card – copy .mp3 files from the microSD card / SDHC to DATA FLASH memory. When copying files, display shows the progress of the copy process (0..100%).

After copying the files, SD card can be removed from the slot.

10. Start option - select the mode of the game launch (if credits are available)

„MANUAL”- game starts by pressing START button

„AUTO” – game starts automatically

11. Set V_min (0..100 %) - set the minimum speed of the motor

If the machine is equipped with a gas pedal it is possible to smoothly change the speed of motor from V_min to V = 100%, during the game.

ATTENTION !

If kiddie ride is not equipped with a control system (optical sensor with a shield 50 imp.), the value must be set to V_min = 100%

12. EXIT_MENU – MENU exit

3. MODES SETTINGS

a) MENU – parameter settings – see pt. 2.

b) DEMO – demo mode. DEMO1..DEMO4 sounds are played back repeatedly during demo with interval set in menu 5

- If the accumulated amount is equal to 0 START button is illuminated continuously and pressing the START button generates PUTM.mp3 with information that coin need to be insert to play.

- If the accumulated amount is > 0 but less than the price of the game (8 GAME PRICE) START button flashes.

Pressing the START generates PUTM.mp3 with information that another coin need to be insert.

- Collection of an amount equal to 8. GAME PRICE machine go to GAME MODE.

c) GAME - 3 modes are possible: MANUAL, AUTO, MANUAL FREE_PLAY - starting every game after pressing the <START> - button light flashes

AUTO – game starts after the credit

FREE_PLAY - active mode if the parameter 8. GAME PRICE is set to 0. It allows you to play without the credits, acts as MANUAL mode.

The duration of the game is set in the 6th TIM_GAME. During the game, you can use the buttons KEY1..KEY4 (depending on the equipment of the machine) which generates the appropriate sounds MP3 associated with buttons.

d) additional equipment

GAS pedal:

If the GAS pedal is connected : pressing the pedal produces sound GAZ.mp3 and gradually increases the speed of the rocking of parameter 11. Set V_min to 100%, depending on the time you press the pedal. Releasing the pedal causes a gradual deceleration values 11. Set V_min

BRAKE pedal:

If the BRAKE pedal is connected: pressin the pedal generates sound HAMULEC.mp3 and gradually reduces the speed of the rocking to 0 value - stop. Releasing the pedal to increase the speed parameter 11. Set V_min

4. PREPARATION OF A MICRO SD / SDHC

There should be a sound pack on SD / SDHC memory card (bit rate max. 128 kbit / sec). The files should have the following names, depending on the number of buttons used (KEY1..KEY4) and the use of the BRAKE and GAS pedal:

COIN.mp3 - the sound of coins insert

DEMO1.mp3 - audio playback in DEMO mode DEMO2.mp3 - audio playback in DEMO mode

DEMO3.mp3 - audio playback in DEMO mode DEMO4.mp3 - audio playback in DEMO mode

EXIT.mp3 - sound played at the end of the game

GAZ.mp3 - the sound played with GAS pedal

HAMULEC.mp3 - the sound played with BREAKE pedal.

KEY1.mp3 - sound associated with a KEY1 button - START (eg. The sound of the horn)

KEY2.mp3 - sound associated with a KEY2 button

KEY3.mp3 - sound associated with a KEY3 button (BRAKE pedal)

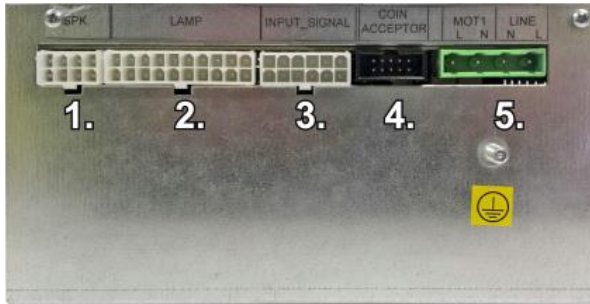
KEY4.mp3 - sound associated with a KEY4 button (GAS pedal)

PLAY.mp3 - sound played during the game

PUTM.mp3 - sound played when pressing the START button KEY1 or coin, if inserted amount is less than the price of the game

START.mp3 - the sound activated after the start of the game

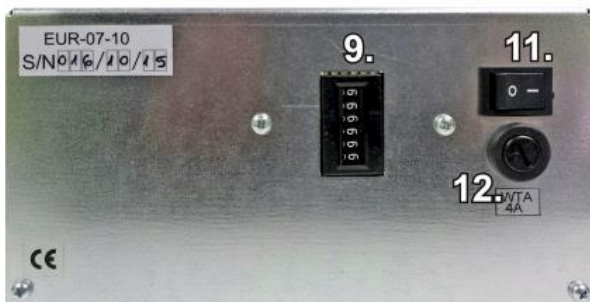
5. DRIVER



1. Speakers output
2. Lights output
3. Optical sensor output
4. Coin acceptor input
5. Motor power (pin 1-2) and power output 230V (pin 3-4)



6. Micro SD slot
7. Service buttons
8. Menu display



9. Mechanical credits counter
10. Power button
12. 4A fuse

UPDATES AND MODIFICATIONS:

All kinds of changes and updates are carried out by the manufacturer's service.

LIGHTING:

Depending on the model, Magic Play kiddie rides, are equipped with two kinds of lights.

- a. 12V - 3-5W, E-14
- b. 12V - 3-5W, E-10

TROUBLESHOOTING:

- a. The machine does not start, no power:
 - Check the power cord or power source
- b. No sound:
 - Check the volume level.
- c. No illumination:
 - Check the condition of the bulbs
 - Check the wiring through which the lights are connected

Buyer:
Date:
Serial number:
Seller:

TERMS OF WARRANTY:

The Magic Play company warrants MAGIC PLAY kiddie ride for a period of one year from the date of delivery to the recipient. The guarantee does not cover damage to bulbs, bulbs covers and kiddie ride body. In case of damage to the elements covered by the warranty within the warranty period, the company Magic Play:

- 1: provide assistance in repairing the damaged element through telephone service or needed parts shipment
- 2: replace damaged component for similar, new or used, part

The guarantee will be made if:

- 1: The manufacturer is informed of the defect immediately after its occurrence. The defective part must be immediately delivered to the manufacturer.
- 2: The manufacturer will check if the error has not been caused by misuse, unauthorized modification, repair, setup or testing.
- 3: Guarantee covers parts recommended and accepted by the manufacturer only. Magic Play shall not be liable for the financial loss and accidental damage to the machine.

DECLARATION OF CE CONFORMITY:

We hereby declare that: steel frame, fiberglass casing, lights and electronics used in the production of Magic Play KIDDIE RIDE CAR machines conform to the following norms and regulations:
73/23/EEC-PL, 93/68/EEC-PL, 89/336/EEC-PL, 91/263/EEC-PL, 92/31/EEC-PL, 93/68/EEC-PL, PN-EN 50106:2000/A2:2002, PN-EN 60335-1:2004, PN-EN60335-2-82:2004(U), PN-EN 61000-3-3:1997/A1:2002(U)

KALISZ, 2016-04-03

