



CAR MECHANIC FLIPPER

Operation Manual (v1.1)

Software version: 1.51

MAGIC PLAY SP Z O.O.

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Serial number: _____

Distributor: _____

Date: _____



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Thank You for purchasing CAR MECHANIC FLIPPER . We hope you enjoy the product. The manual contains valuable information about how to operate and maintain your game machine properly and safely. 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 recommended 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 which 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 indicates 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 before continuing:



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 environment 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 humidity.
- 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.
- Vicinity 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:	120 x 95 x 260 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:

- 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?

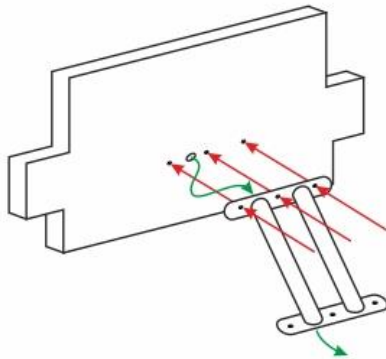
- Do the power supply voltage and frequency requirements meet with those of the location (110V/220V)? Are all wires linked correctly and securely connected to each other? If coupled in an incorrect manner, the connection will not be made accurately and it could cause not only irreparable damage to the 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)?

3. SETUP & INSTALLATION

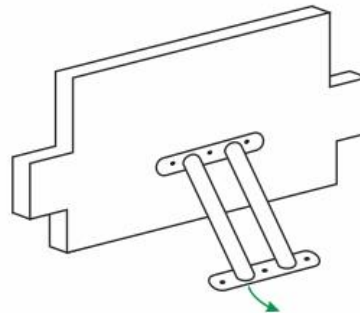
- Refer to IMPORTANT SAFETY INSTRUCTIONS for places to avoid
- Place the unit on dry level surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

3.1 MARQUEE ASSEMBLY

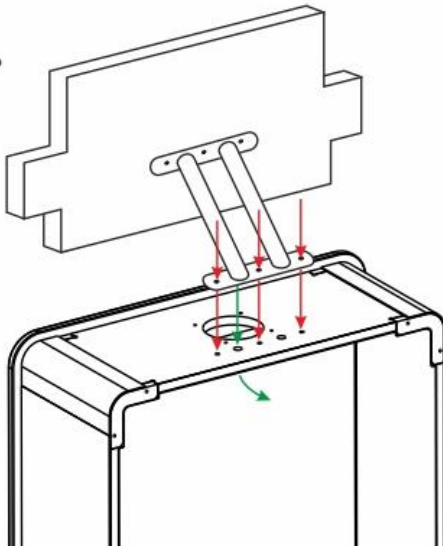
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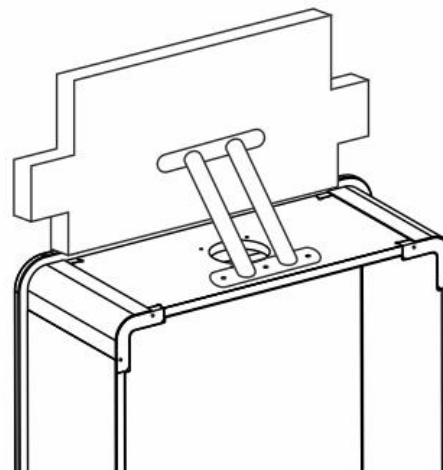
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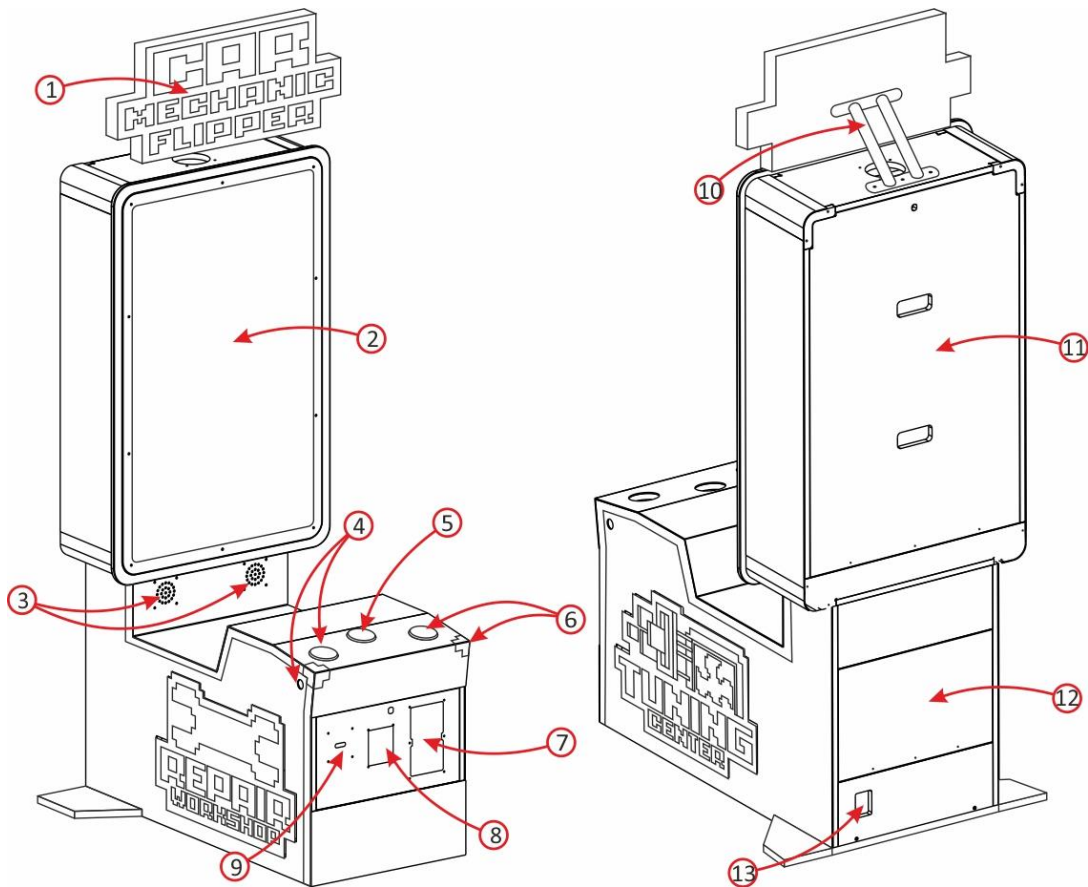


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3.2 DEVICE AND IMPORTANT ELEMENTS

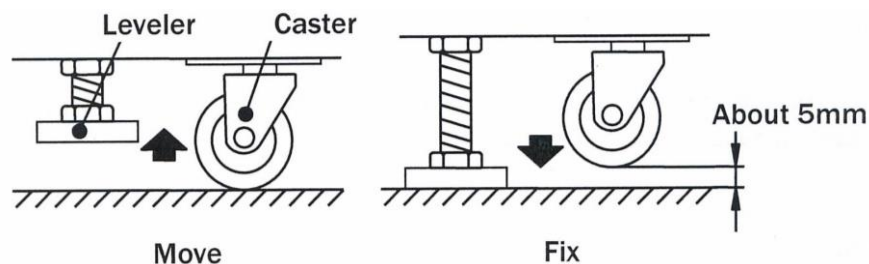


- 1. marquee
- 2. 50" display
- 3. speakers
- 4. "LEFT" buttons
- 5. "START" button
- 6. "RIGHT" button
- 7. coin acceptor
- 8. bill acceptor
- 9. tickets out

- 10. marquee base
- 11. upper back door – acces to display and marquee
- 12. lower back door – acces to CPU board, I/O board and power supply
- 13. 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.



NOTICE

Make sure the machine is level with the ground and all the adjustable legs 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

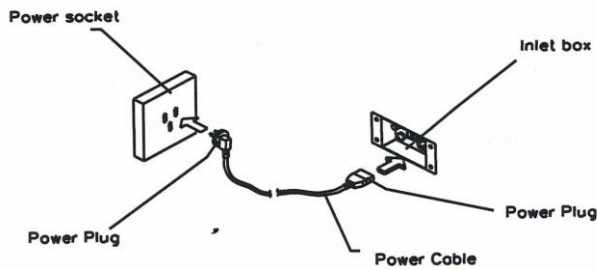
- Be careful not to damage the machine durning transport.
- The machine should be handled with care when brining it down from a high level.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent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



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 pull it 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 equipped with one dongle.





4.1. SOFTWARE UPDATE

To carry out software update USB memory stick is required.

1. Download .zip auto-update file provided by manufacturer/distributor and save it to main direcory of memory stick.
2. Turn OFF your machine
3. Open the lower rear service door and locate computer case
4. Connect the memory stick to free USB port ports.
5. Turn ON your machine
6. Update file will be automatically detected and installed to your device

```
#####
#                                     #
#   CAR MECHANIC FLIPPER launcher   #
#   Magic Play (c) 2017 | v1.2     #
#                                     #
#####KK##

-> Set screen rotation... OK
-> Check system volume... OK
-> Check for USB flash drive with update file...
-> Update found!
!!! UPDATING CAR MECHANIC FLIPPER SOFTWARE. DO NOT TURN OFF THE MACHINE !!!
█
```

7. After update process detach your USB memory stick

```
#####
#                                     #
#   CAR MECHANIC FLIPPER launcher   #
#   Magic Play (c) 2017 | v1.2     #
#                                     #
#####KK##

-> Set screen rotation... OK
-> Check system volume... OK
-> Check for USB flash drive with update file...
-> Update found!
!!! UPDATING CAR MECHANIC FLIPPER SOFTWARE. DO NOT TURN OFF THE MACHINE !!!
-> Check update file... OK
-> Delete old backup... OK
-> Make fresh backup... OK
-> Install update... OK
-> Update finished. Disconnect USB flash drive.
-> Booting game...
█
```

8. Done!

If update file is not detected: redownload and reupload file to the memory stick, check other USB flash drive. Preferred USB memory stick file system is FAT32.



4.2 SYSTEM RECOVERY

We are adding special USB auto-restore flash drive to every Car Mechanic Flipper machine.

ATTENTION!

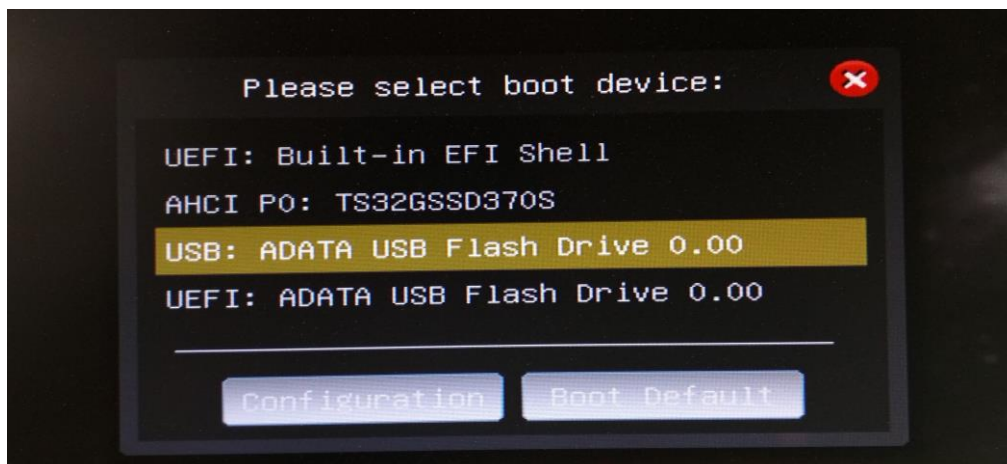
This flash drive WILL AUTOMATICALLY ERASE WHOLE COMPUTER HARD DISK, ALL MACHINE DATA WILL BE LOST! **DO NOT CONNECT AND BOOT IT IN NORMAL COMPUTER!**

If you replace hard disk or if you encounter system boot failures there is an ease way to recover your machine to factory state using this USB auto-restore backup.

You need only usb keyboard and the auto-restore usb flash drive. If you lost it, please contact your distributor for instructions.

Procedure:

1. Turn OFF your machine
2. Connect keyboard and USB auto-restore flash drive to free USB ports of machine computer
3. Turn ON your machine
4. Immediately push multiple times F11 keyboard button till you will see „Please select boot device” pop-up window



5. Using keyboard arrows, select USB: USB Flash Drive 0.00 and accept it by pushing ENTER
6. Now all the process will automatically restore data to your machine and automatically reboot the computer. This process will take about 15 minutes to finish.
7. When the game starts normally, disconnect USB auto-restore memory stick and hold it for the next time.



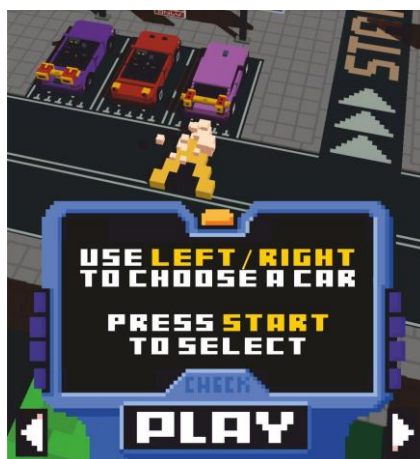
4.3 GAMEPLAY

Single player game

To start the game insert coin into coin acceptor or banknote into bill validator.



Wait for the cars to park in the parking lot. Select the car using the LEFT and RIGHT buttons, confirm with the START button.



When the car enters the start line, press and hold the START button to launch the car on the game field.



Use the LEFT and RIGHT buttons to control the flippers. When the car is refueled and located in the city, you can control it. Press LEFT to turn left and right to TURN right. Push the LEFT and RIGHT simultaneously so that the car go straight.

5. GAME OPTIONS

5.1 MENU ACCES AND NAVIGATION

To access 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

MAIN MENU			
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
	ENTER SERVICE MODE		Enter to system desktop
GAME SETTINGS	LIVES	1-6	Set player lives per game
CREDIT SETTINGS	FREE PLAY	ON / OFF	Free play, no credits needed
	CREDIT MECHANISM	COIN / BILL	Select coin or bill acceptor
	COIN TYPE	ELECTRICAL / PULSE / CARD	Acceptor type: newer electrical or classic pulse. CARD works as PULSE.
	GAME PRICE	1-20	How many credits needed to play 1 game
	COIN CH1 VALUE	1-10	Value of CH1 coin acceptor
	COIN CH2 VALUE	1-10	Value of CH2 coin acceptor
	COIN CH3 VALUE	1-10	Value of CH3 coin acceptor
	COIN PULSE VALUE	1-10	Value of PULSE coin acceptor
	BILL PULSE VALUE	1-100	Value of PULSE bill acceptor
TICKET SETTINGS	TICKETS	ON / OFF	
	TICKET VALUE	1, 2	Change won tickets value
	TICKETS MERCY	0 - 50	Free tickets at beginning of the game for everyone
	FIXED TICKETS	0 – 100 (0=OFF)	Win always the same amount of tickets
	TICKET MODE	FORSCORELEVELS / FORSCORE	Choose between two reward systems: for 10 defined score levels, or for calculated in-game points
		FOR SCORE LEVELS: X POINTS = X TICKETS	X tickets for points levels. Point levels: 100, 500, 1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000. Points values are constant.
		FORSCORE: 1 TICKET = X POINTS [10-500]	1 TICKET is given for every X points
		FORSCORE: MAX = X [0=OFF]	Define MAX ticket payout per game when FORSCORE rewarding is enabled
RESETABLE COUNTERS	COINS		Total coins
	GAMES		Total games
	TICKETS GIVEN		Total tickets given
	TICKETS WON		Total tickets won



NON-RESETTABLE	COINS		Total coins
	GAMES		Total games
	TICKETS GIVEN		Total tickets given
	TICKETS WON		Total tickets won
STATS	AVERAGE SCORE		Average score per game
	AVERAGE PLAY TIME		Average play time per game
	AVERAGE TICKET WIN		Average tickets win per game
TESTS INPUT DEVICES	LEFT OR SERVICE UP BUTTON		Check player button
	SERVICE BUTTON		Check service button
	RIGHT OR SERVICE DOWN BUTTON		Check service UP button
	COIN CH1		Check service DOWN button
	COIN CH2	COIN CH1	Coins on CH1
	COIN CH3	COIN CH2	Coins on CH2
	BILL ACCEPTOR	COIN CH3	Coins on CH3
BILL ACCEPTOR		Coins on BILL acceptor	
TESTS OUTPUT DEVICES	GIVE 10 TICKETS		Dispens 10 tickets
	GIVE 1 TICKET		Dispens 1 ticket
	SCREEN TEST		Display screen test
CLEAR TICKETS AND CREDITS	CLEAR TICKETS AND CREDITS	CLEAR	Clear all not-used credits and tickets

5.3 RECOMMENDED SETTINGS

Tickets payout ~20-30 tickets

GAME SETTINGS

LIVES 3

TICKET SETTINGS

TICKETS MERCY 5

TICKETS FIXED 0

TICKET MODE FORSCORELEVELS

100 POINTS 10 TICKETS

500 POINTS 15 TICKETS

1000 POINTS 20 TICKETS

2000 POINTS 30 TICKETS

3000 POINTS 35 TICKETS

4000 POINTS 40 TICKETS

5000 POINTS 50 TICKETS

6000 POINTS 75 TICKETS

7000 POINTS 100 TICKETS

8000 POINTS 200 TICKETS



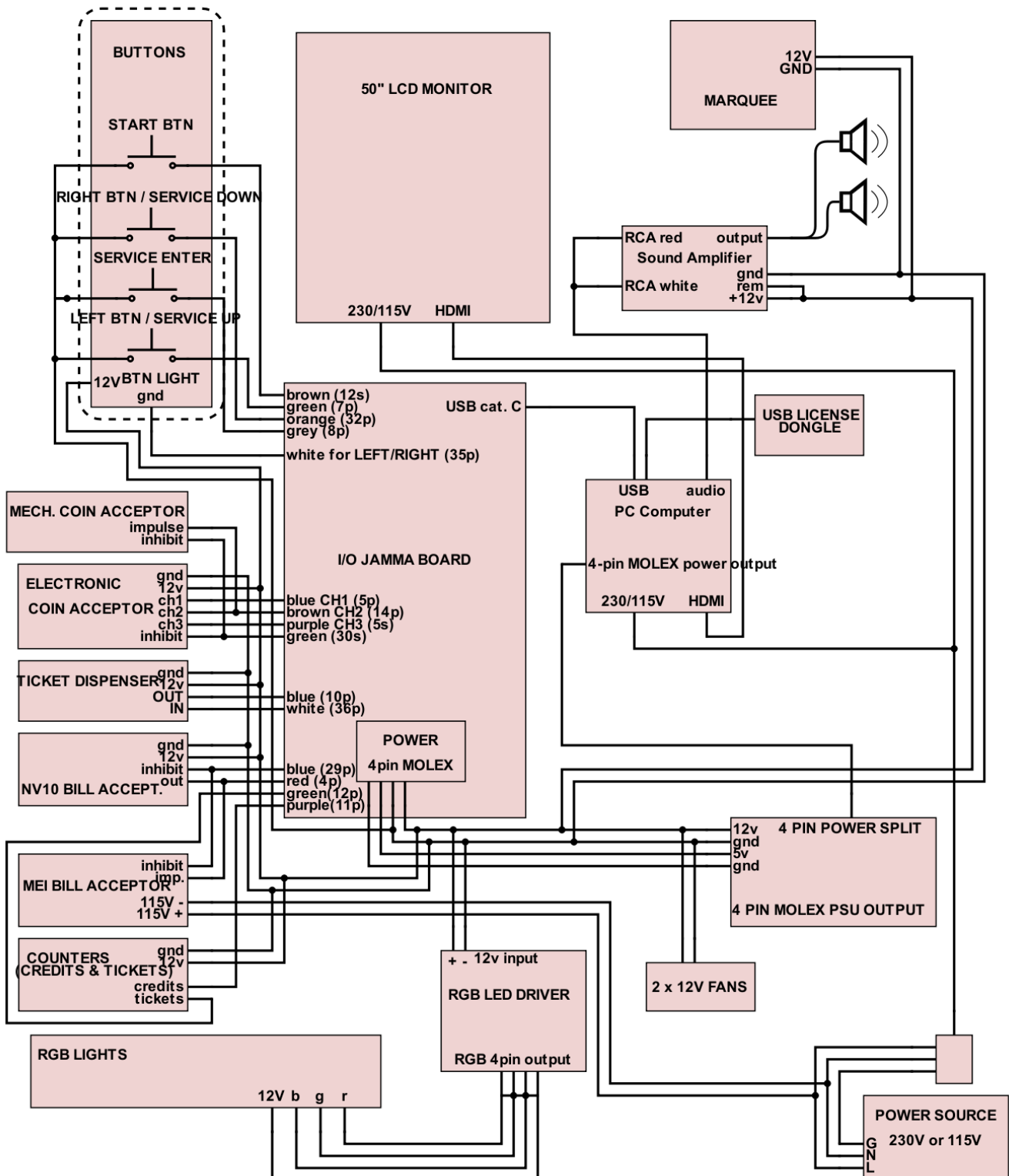
6. ELECTRICAL DIAGRAM

ELECTRICAL DIAGRAM v1.0

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

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

CAR MECHANIC FLIPPER
 AMUSEMENT MACHINE





7. MAINTENANCE, INSPECTION

7.1 SAFETY CHECK

Check the points listed before operating the machine. These checks are necessary 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 necessary.

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

8. TROUBLESHOOTING

Enter debugging mode

Game is equipped in service debug mode. It helps to resolve some problems with buttons, connections. When game boot's normally, use computer keyboard and push Ctrl + D to see in-game debug output.

System failure, errors on the screen, operating system won't boot or SSD (hard disk) drive failure

1. First try to restart your machine
2. Follow 4.2 chapter: „Recovering your machine”
3. If SSD drive is broken: replace it. Minimum 30GB SSD or equivalent HDD is required and follow chapter 4.2 „Recovering your machine”

„No signal” alert on screen

1. Check machine computer state. Turn it on by button if not started automatically.
2. Check monitor „source” and make sure that is pointing to HDMI interface
3. Try to restart your machine

Black screen without communicates

1. Check screen power plug
2. Check the screen is on:
try to push power button and watch if something changes
3. Check HDMI cable connections
4. Try to restart your machine



Problems with coin acceptors/bill acceptors

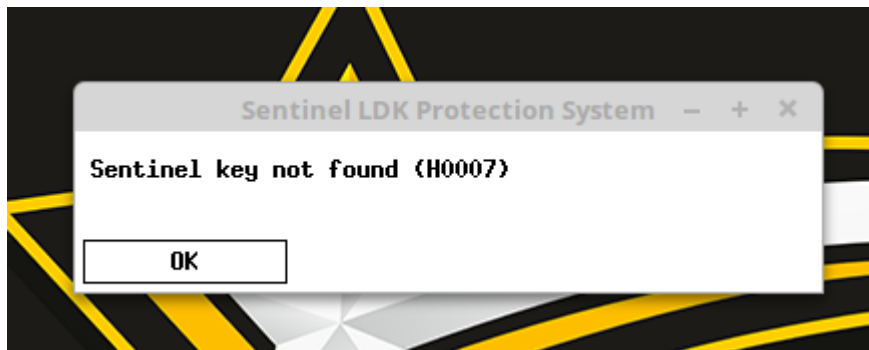
1. Possible problems with acceptors firmware
2. Check wirings for acceptors
3. No USB connection between I/O board and computer
4. Try to restart your machine
5. Check debug output (Enter debugging mode Ctrl +D)

Buttons/coins mech not working

1. Check wirings and power connections
2. No USB connection between I/O board and computer
3. Try to restart your machine
4. Check debug output (Enter debugging mode Ctrl +D)

Sentinel key not found

1. Licence key is not connected to internal USB port or it's corrupted.
(the key is inside the computer case, solid red led light means that licence key is working)



2. Try to restart your machine.



9. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the CAR MECHANIC FLIPPER 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 or 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 LOSSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!

Magic Play sp. z o.o.

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