FLY O'CLOCK
Operation Manual (v1.3)

Software version: 1.0.153

MAGIC PLAY SP Z O.O.

CHOCIMSKA 6, 62800 KALISZ, POLAND

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website: www.magicplay.pl

Serial number:_____

Distributor:_____

Date:_____

TABLE OF CONTENTS

Thank You for purchasing FLY O'CLOCK . 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.

<div style="background-color:red; color:white; text-align:center;">

READ BEFORE USE

</div>

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 <u>HAZARD SIGNS</u> 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 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 knowledge and experience should refrain from performing such work that this manual require or preform 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: 115 x 68 x 294cm
Weight: 200Kg

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)?
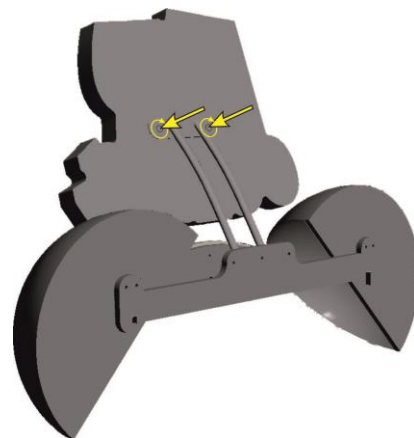
3. SETUP & INSTALLATION

- 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.
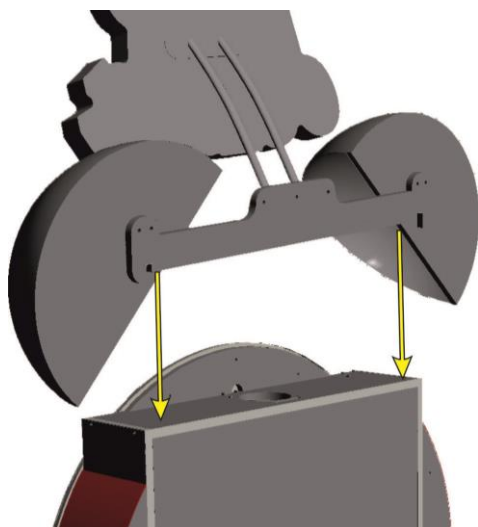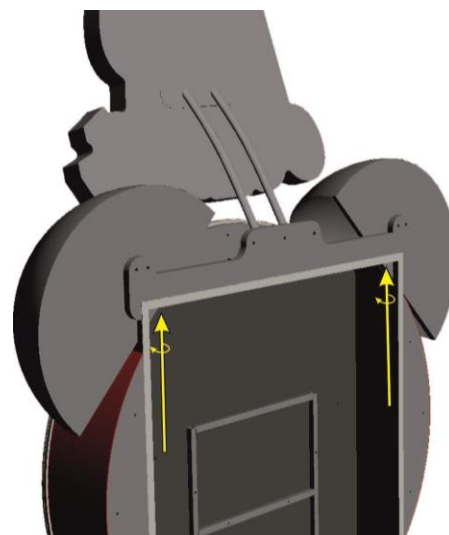
3.1 MARQUEE ASSEMBLY

1.
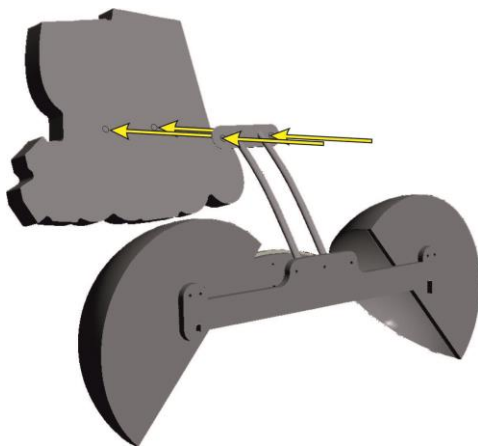
2.

3.

4.

3.2 DEVICE AND IMPORTANT ELEMENTS
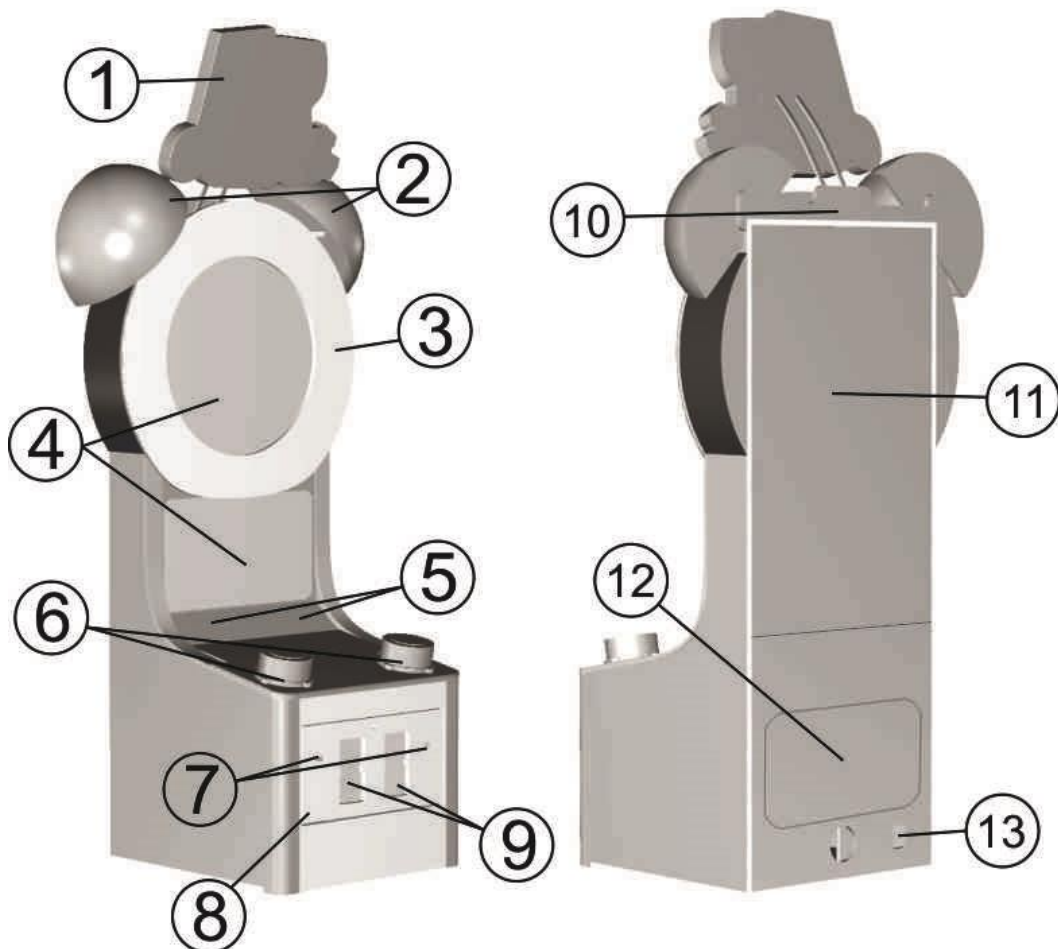
1. marquee
2. "bells"
3. display cover
4. 55" LED display
5. speakers
6. game panel with control buttons
7. tickets out
8. coin-bill acceptor

9. front service door - access to coin and bill acceptors, tickets feeder, mechanical counters and service button
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.
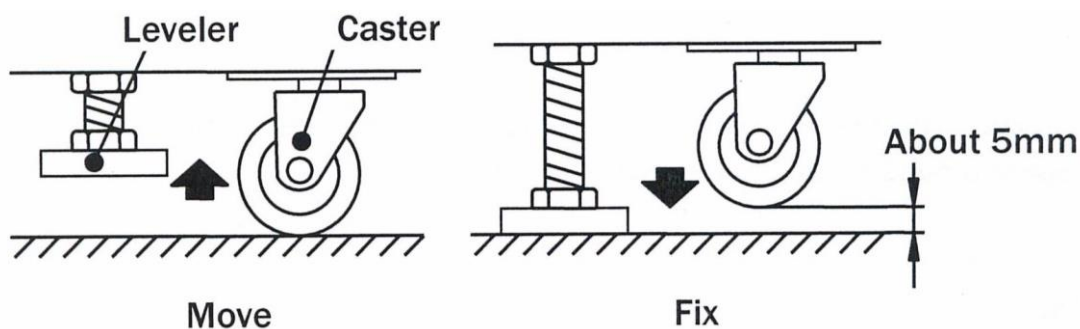
To fix the game, adjust the leveler down until it touches the floor, lifting the casters off the ground by 5mm. Repeat the same for all levelers.

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, 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.
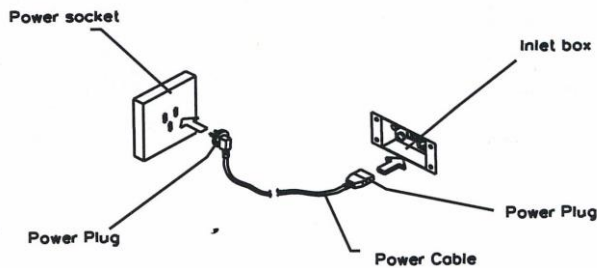
Connect the grounding conductor to the earth terminal (GND):

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.
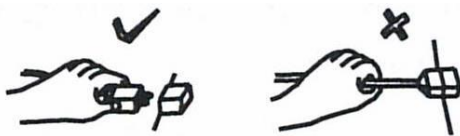
To prevent electric shock, do not touch the power plug when hand is wet.

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.

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 Fly O'Clock application by clicking the right mouse button. Tip: Game will propably exit after disconnecting one of USB plugs in 3rd step.
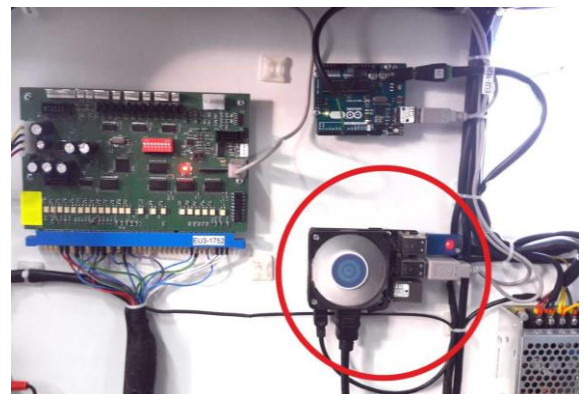
5. Click on SERVICE_ON app(see picture), confirm by clicking Execute on confirmation pop-up to run machine in Service Mode (wait for restart and Leave again Fly O'Clock app). Now you are in service mode, the screen is fitted in to the game clock.
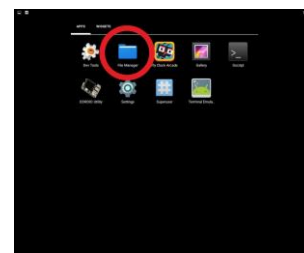

6. Go to application list in bottom center of the screen

7. Click on FILE MANAGER app icon

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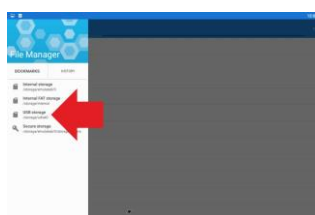
9. Select your USB storage from list
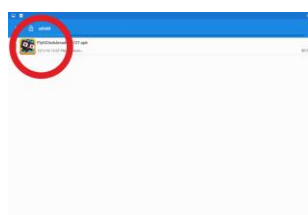
10. Locate and click the downloaded .apk file

11. Click INSTALL in the right bottom corner of the screen
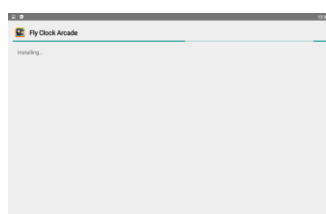
12. Wait for installation complete. It may take a while.

13. App updated, click on the circle at the bottom of the screen to back to machine desktop.

14. Run SERVICE_OFF app, confirm by clicking Execute on pop-up to leave Service Mode. Machine will reboot. Meanwhile disconnect USB mouse and flash drive, connect disconnected USB plugs in 3rd step. Done!

4.2 GAMEPLAY

Single player game

To start the game insert coin into coin acceptor or banknote into bill validator. Press the JUMP 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 JUMP button. After the countdown, you can start the game. Push JUMP button to jump around the clock. Avoid the clock hands. Every jump loads progress bar around the clock. Load the bar to 3, 6 and 9 o'clock to start TICKET FIESTA. In this mode clock hands are not moving and you get a ticket for every jump. Get to 12 o'clock for massive TICKET BONUS

4.3 RECOMMENDED SETTINGS

Tickets payout = ~25-30 tickets.
Change "GROUND TICKET MULTIPLIER" value to increase or decrease ticket payout. Example: 0.5 =~12-15 tickets.

TICKET SETTINGS	
TICKETS	V
GROUND TICKET MULTIPLIER	1.00
BIG WIN	500
MERCY TICKETS	5
PRINTER TICKET VALUE	1.00
GAMEPLAY SETTINGS	
FIESTA TIME 1	5
FIESTA TIME 2	6
FIESTA TIME 3	7

DIFFICULTY SETTINGS	
NUMBER OF CHANCES	2
FIESTA SPEEDUP 1	1.2
FIESTA SPEEDUP 2	1.3
FIESTA SPEEDUP 3	1.4

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.
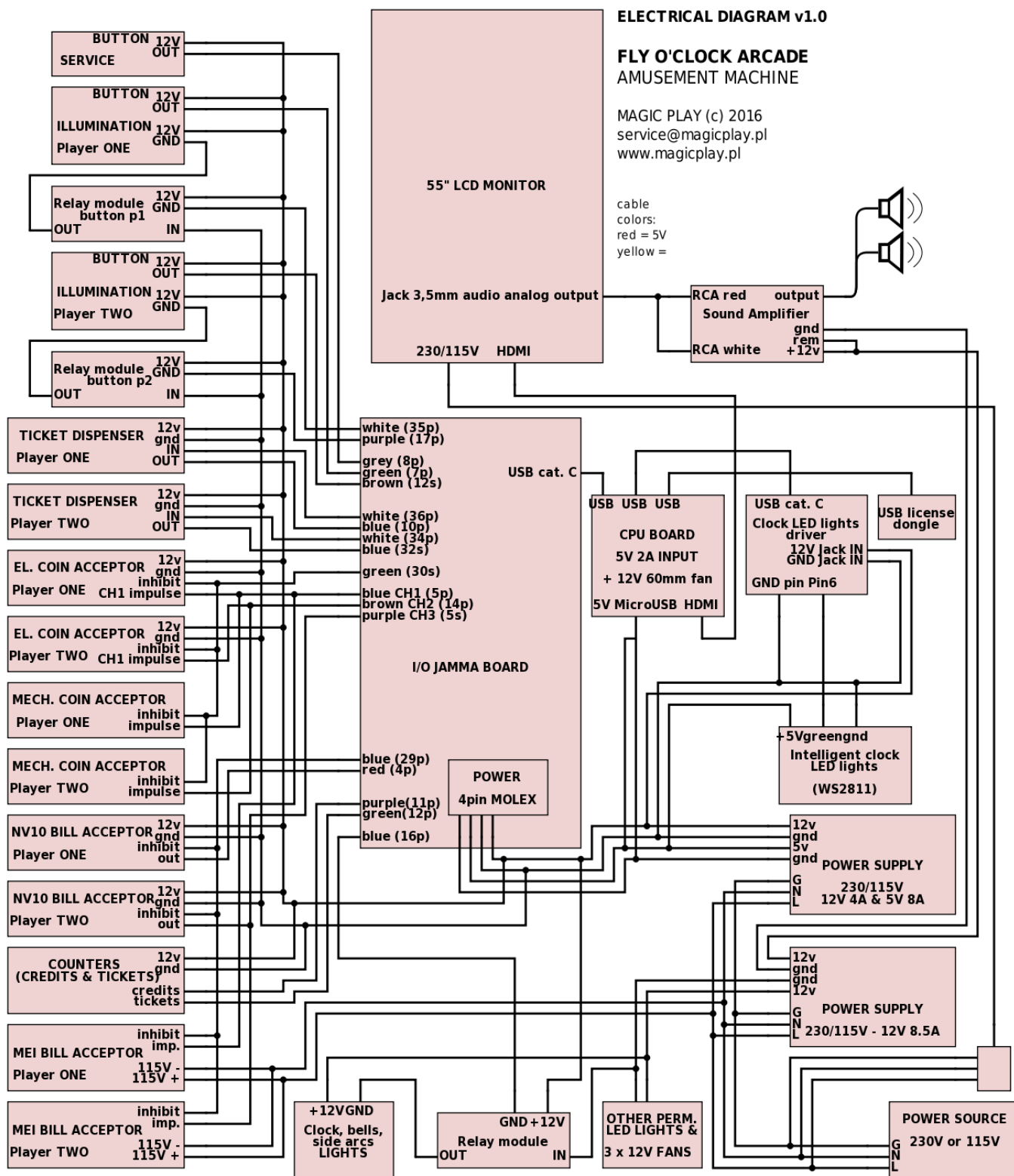
IMPORTANT!

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.

MAIN MENU			
GAME VER. X.X.XXX	Check software version		
DEVICE SETTINGS	MUSIC VOLUME	0-100	Set music volume from 0 to 100
	SOUND EFFECTS VOLUME	0-100	Set sound volume from 0 to 100
	BACK		Return to main menu
CREDITS SETTINGS	FREE PLAY	ON/OFF	Free play, no credits needed
	ACCEPTOR TYPE	SINGLE/DUAL	Dual or single coin acceptor support.
	PAYMENT TYPE	COIN/BILLS	Changes the credit type. This will change the in-game text accordingly.
	BILLS FOR CREDIT		Set credis value
	COINS FOR CREDIT		Set credits value
	BACK		Return to main menu
TICKETS SETTINGS	TICKETS ON/OFF	ON/OFF	
	GROUND TICKET MULTIPLIER	0.25-4	Tickets payout multiplier
	TICKET VALUE	1, 2	Set ticket value - for tickets with double value
	BIG WIN	100-1000	Set ticket bonus
	MERCY TICKETS	1-100	Consolation tickets issued when a player wins nothing
	BACK		Return to main menu
GAMEPLAY SETTINGS	FIESTA TIME 1	5-15 s	Set length of first fiesta in seconds
	FIESTA TIME 2	5-15 s	Set length of second fiesta in seconds
	FIESTA TIME 3	5-15 s	Set length of third fiesta in seconds
	BACK		Return to main menu
DIFFICULTY SETTINGS	FIESTA SPEEDUP 1	1.0 – 3.0	Clock hands speed after first Fiesta
	FIESTA SPEEDUP 2	1.0 – 3.0	Clock hands speed after second Fiesta
	FIESTA SPEEDUP 3	1.0 – 3.0	Clock hands speed after third Fiesta
	BACK		Return to main menu
STATISTICS	COUNTERS	TICKETS WIN TOTAL	Total amount of won tickets
		TICKETS ISSUED TOTAL	Total amount od issued tickets
		NUMBER OF GAMES	Number of all played games
		TICKETS WIN P1	Tickets won by Player 1
		TICKETS WIN P2	Tickets won by Player 2
		TICKETS ISSUED P1	Tickets issued for Player 1
		TICKETS ISSUED P2	Tickets issued for Player 2
		CREDITS TOTAL	Total credits
		CREDITS P1	Player 1 credits
		CREDITS P2	Player 2 credits
	RESETABLE COUNTERS	CREDITS TOTAL	Total credits
		TICKETS ISSUED P1	Tickets issued for Player 1
		TICKETS ISSUED TOTAL	Total amount od issued tickets
		CREDITS P1	Player 1 credits
		TICKETS ISSUED P2	Tickets issued for Player 2
		TICKETS WIN P2	Tickets won by Player 2
		CREDITS P2	Player 2 credits
		TICKET WIN TOTAL	Total amount of won tickets
		GAMES	Number of all played games
		BACK	Return to main menu
	LOGS AND STATS	AVG TWO PLAYER DURATION	Avarage length of two player game
		AVG SINGLE PLAYER JUMPS	Avarage number of jumps in single player game
		AVG TWO PLAYERS JUMPS	Avarage number of jumps in two players game
		AVG SINGLE PLAYER TICKET WIN	Avarage number of tickets won in single players game
		AVG SINGLE PLAYER DURATION	Avarage length of single player game
		AVG SINGLE PLAYER TICKET WIN	Avarage number of tickets won in single players game
		MERCY TICKETS	Mercy tickets won
		TICKETS FOR BONUS	Tickets bonus won
		BACK	Return to main menu
	BACK	Return to main menu	
TESTS	TICKETS TO DISPENSE	1-100	Set number of dickets to dispense
	P1 DISPENSE 10 TICKETS		Dispens tickets in P1 dispenser
	P2 DISPENSE 10 TICKETS		Dispens tickets in P2 dispenser
	DIAGNOSTICS: AUDIO		Audio tes
	DIAGNOSTICS: LCD		Display test
	DIAGNOSTICS: LIGHTS		Lights test
	DIAGNOSTICS: LED_WHEEL		LED wheel test
	BACK		Return to main menu
EXIT	Exit menu		

6. ELECTRICAL DIAGRAM

BUTTON 12V OUT
SERVICE

BUTTON 12V OUT
ILLUMINATION 12V GND
Player ONE

Relay module 12V GND
button p1
OUT   IN

BUTTON 12V OUT
ILLUMINATION 12V GND
Player TWO

Relay module 12V GND
button p2
OUT   IN

TICKET DISPENSER 12v gnd IN
Player ONE   OUT

TICKET DISPENSER 12v gnd IN
Player TWO   OUT

EL. COIN ACCEPTOR 12v gnd inhibit
Player ONE   CH1 impulse

EL. COIN ACCEPTOR 12v gnd inhibit
Player TWO   CH1 impulse

MECH. COIN ACCEPTOR inhibit
Player ONE   impulse

MECH. COIN ACCEPTOR inhibit
Player TWO   impulse

NV10 BILL ACCEPTOR 12v gnd inhibit
Player ONE   out

NV10 BILL ACCEPTOR 12v gnd inhibit
Player TWO   out

COUNTERS 12v gnd
(CREDITS & TICKETS)
credits
tickets

MEI BILL ACCEPTOR inhibit imp.
Player ONE   115V - 115V +

MEI BILL ACCEPTOR inhibit imp.
Player TWO   115V - 115V +

+12VGND
Clock, bells, side arcs LIGHTS

GND +12V
Relay module
OUT   IN

OTHER PERM. LED LIGHTS & 3 x 12V FANS

55" LCD MONITOR

Jack 3,5mm audio analog output

230/115V   HDMI

white (35p)
purple (17p)
grey (8p)
green (7p)
brown (12s)

white (36p)
blue (10p)
white (34p)
blue (32s)

green (30s)

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

USB cat. C

I/O JAMMA BOARD

blue (29p)
red (4p)

purple(11p)
green(12p)
blue (16p)

POWER
4pin MOLEX

ELECTRICAL DIAGRAM v1.0

FLY O'CLOCK ARCADE
AMUSEMENT MACHINE

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

cable colors:
red = 5V
yellow =

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

USB USB USB
CPU BOARD
5V 2A INPUT
+ 12V 60mm fan
5V MicroUSB HDMI

USB cat. C
Clock LED lights driver
12V Jack IN
GND Jack IN
GND pin Pin6

USB license dongle

+5V green gnd
Intelligent clock LED lights
(WS2811)

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

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

POWER SOURCE
230V or 115V
G N L

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 nesessary.

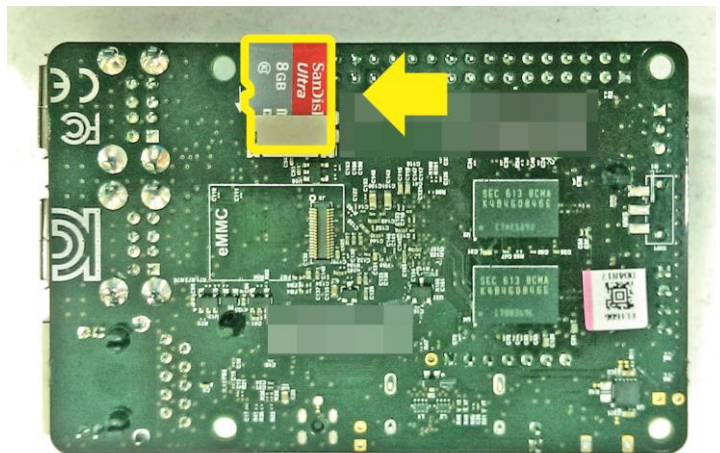Note : Parts and components require preventative maintenance to be kept running smoothly

8. TROUBLESHOOTING

8.1 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.
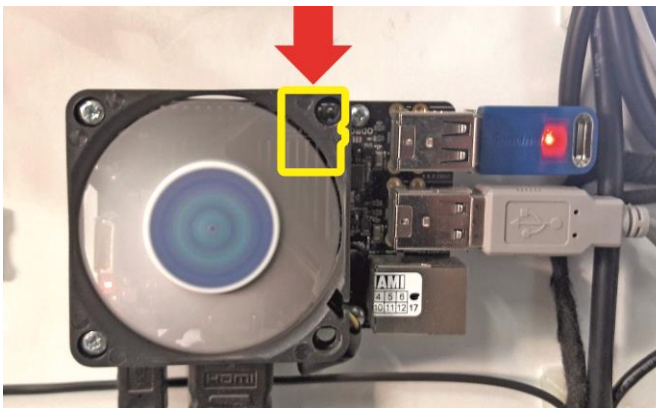
CPU board front view

CPU board back view

8.2 „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 cables

8.3 BLACK SCREEN WITHOUT COMMUNICATES

1. Check screen power plug

2. Check if the screen is turned ON:

Open big rear service door and check POWER LED signal.

Solid RED: means that TV is turned off (sometimes it could happen). If you see RED LED signal, click by the nearest button to turn it on(see picture) or use porovided tv remote.

No LED: Screen is ON and it working properly. Check input source using tv remote. Or no power supplied/screen failure.

3. Check CPU board (1st step of „No signal alert on screen")

8.4 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 Fly O'Clock application by clicking the right mouse
button. Tip: Game will propably exit after disconnecting one of USB plugs in 3rd step.

3. Click on SERVICE_ON app (see picture), confirm by clicking Execute on confirmation pop-up to run machine in Service Mode (wait for restart and Leave again Fly O'Clock app).
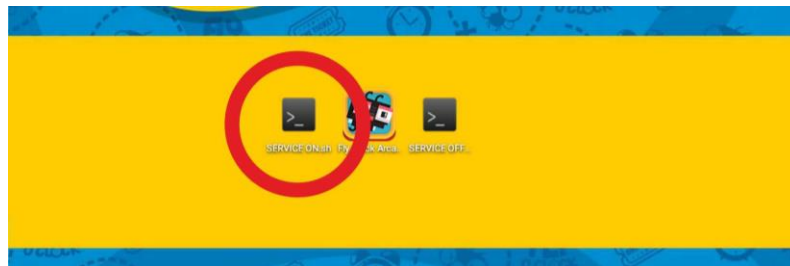
Now you are in service mode, the screen is fitted in to the game clock.

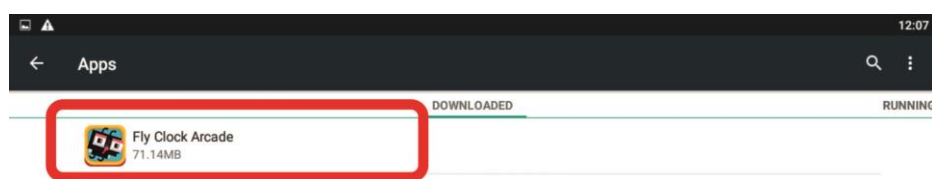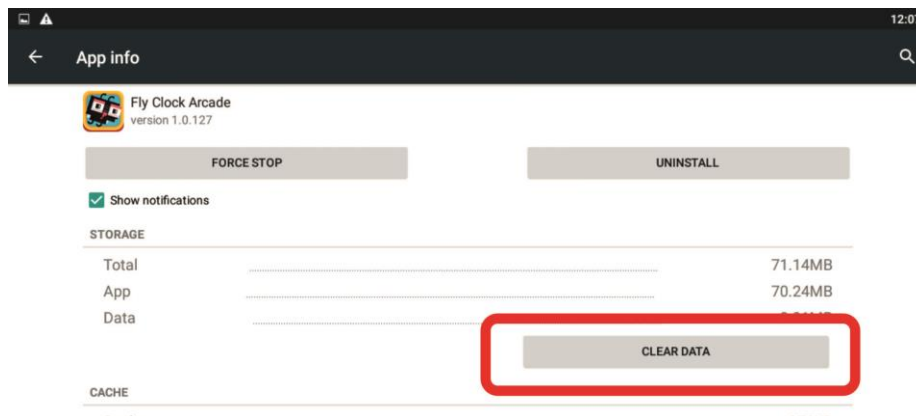6. Go to application list in bottom center of the screen
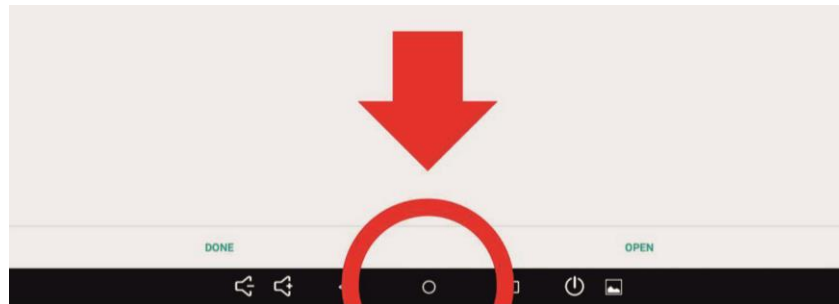

7. Select Settings
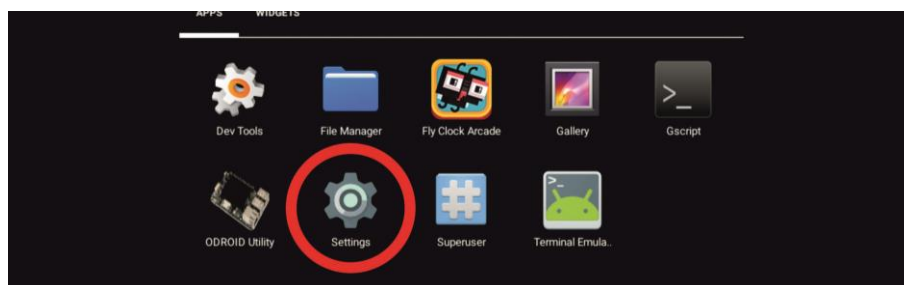
8. Select „Apps"
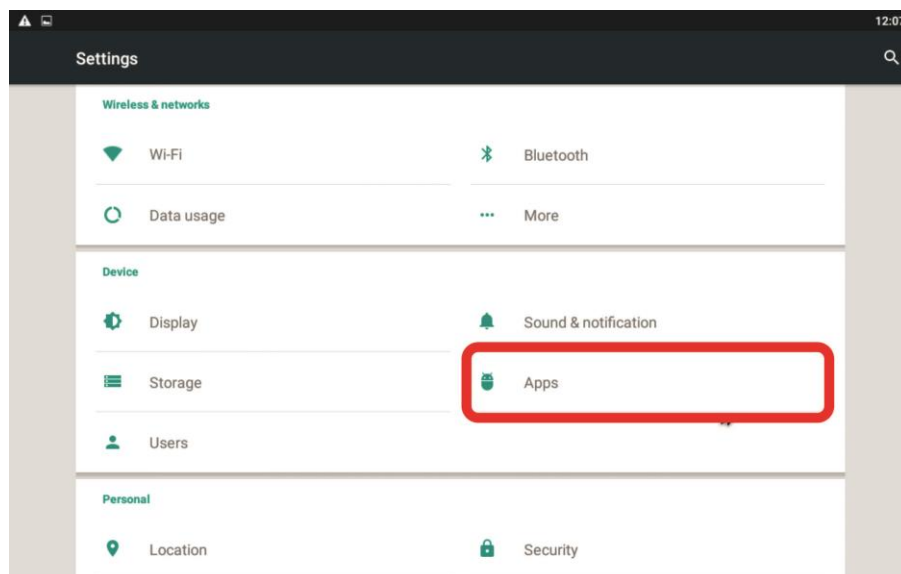
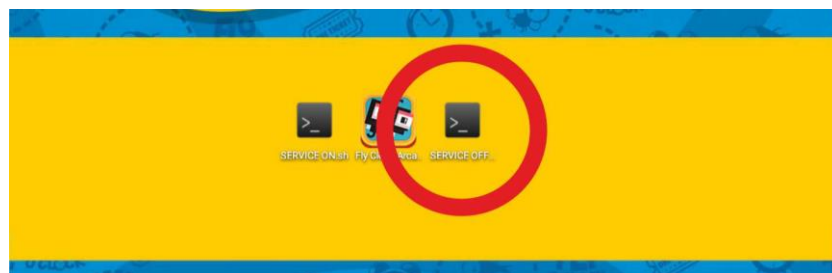9. Find and click on Fly O'Clock application

10. Click „CLEAR DATA"

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

12. Run SERVICE_OFF app, confirm by clicking Execute on pop-up to leave Service Mode. Machine will reboot. Meanwhile disconnect USB mouse. Game need to be configured.


8.5 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")

8.6 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.
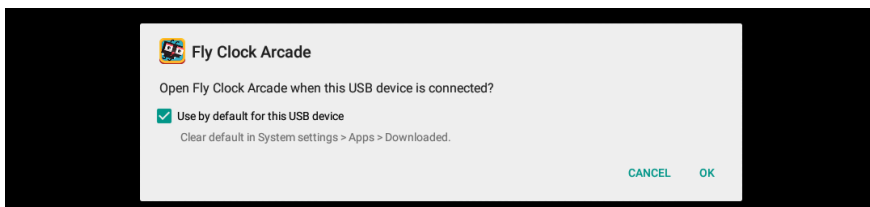
3. If You accidently press CANCEL after selecting checkbox for „Use default..." follow steps from (Problems with ticket dispensing, game crashing/freezing, settings are not saved) and addicionally click **CLEAR DEFAULTS at step 10**! Run Fly O' Clock from desktop and follow step 2 from this section.

8.7 GAME EXITING AFTER SPLASHSCREEN WITHOUT ERROR OR „SENTINEL KEY NOT FOUND" ALERT

1. Check your USB Dongle licence key!
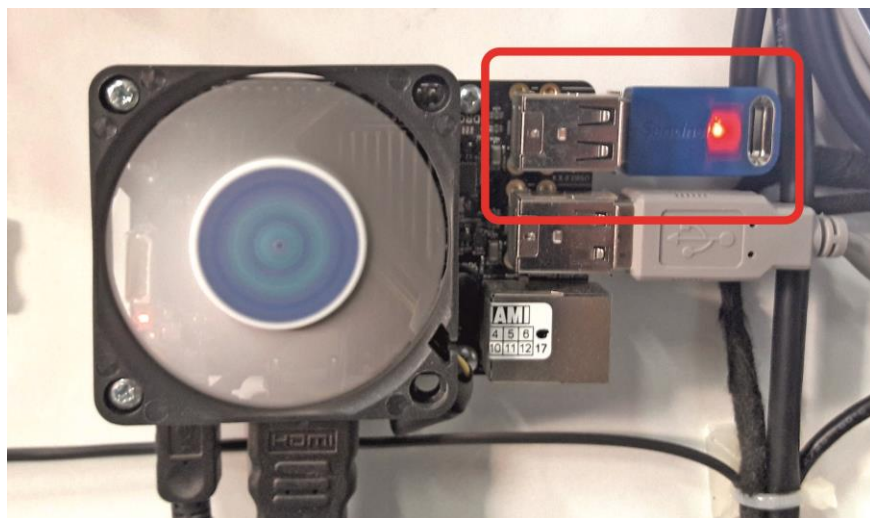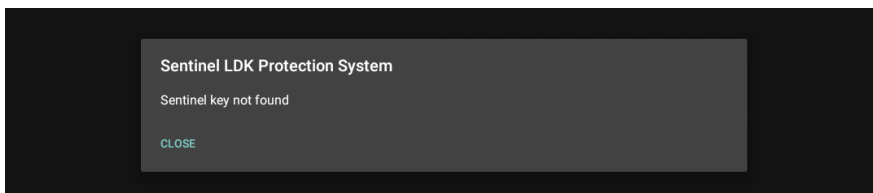
8.8 MICROSD CARD REPAIR TUTORIAL for Windows OS
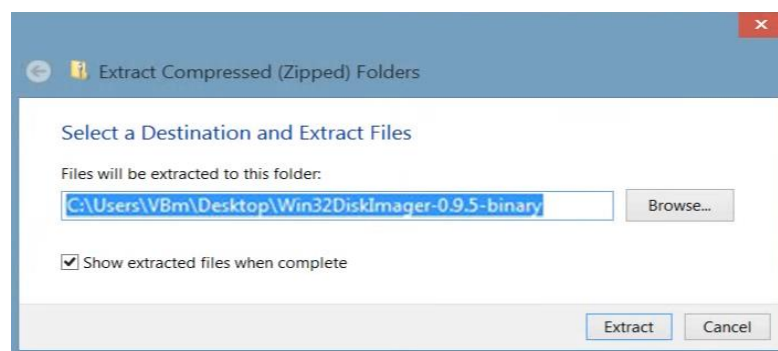
1. Download Win32 Disk Imager (link)
https://sourceforge.net/projects/win32diskimager/files/Archive/Win32DiskImager-0.9.5-binary.zip/download
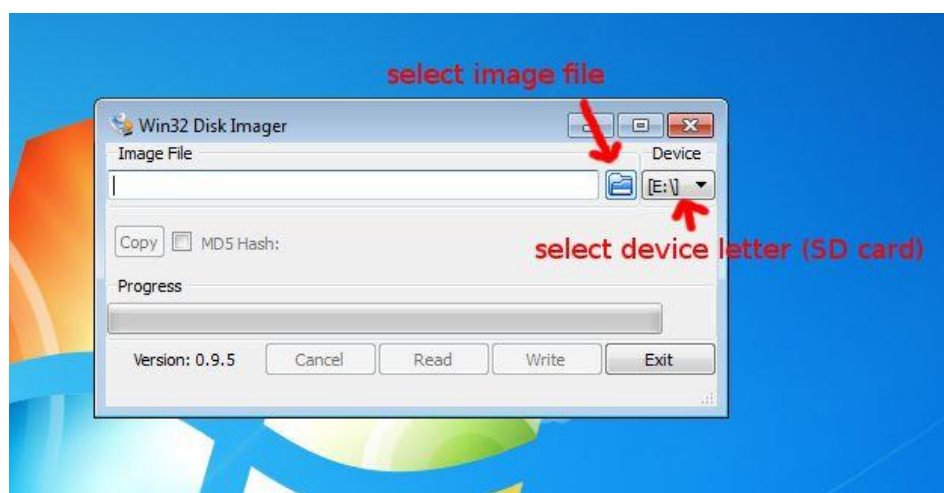
2. Extract downloaded program

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
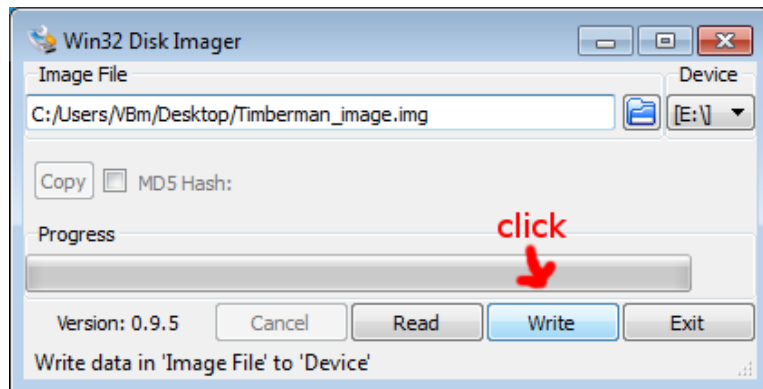

5. Select provided image file and select proper device letter (CPU board Micro SD card)

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)

9. PARTS LIST

Part no.	Part	Details
Electronic parts		
FOC-101	55" LED display	
FOC-102	CPU board	
FOC-SD	Backup SD card	
FOC-110	I/O board	
FOC-103	LED driver	
TMB-104	12V 5V power supply	230/115V auto switch
TMB-105	12V power supply	230/115V auto switch
FOC-104B	Complete P1 (blue) button set	including LED's, switches and buttons
FOC-104R	Complete P2 (red) button set	including LED's, switches and buttons
TMB-108	Speaker	2 in each unit
FOC-105	Wheel LED small	112 in each unit
FOC-106	Wheel LED big	8 in each unit
TMB-109	Power socket with fuse	
TMB-110	Power cord	
TMB-111	12cm 12V cooling fan	2 in each unit
TMB-112	Mechanical counter	2 in each unit
FOC-108	Service buttons set	set of 3
FOC-109	Amplifier	
Wiring		
EU1-1756	Button lights	
EU1-1757 1	Coin acceptor wire - PLAYER 1	
EU1-1757 2	Coin acceptor wire - PLAYER 2	
EU1-1758	Mechanical counters and service buttons wire	
EU2-1607 1	Bill acceptor wire - PLAYER 1	
EU2-1607 2	Bill acceptor wire - PLAYER 2	
EU2-1629	I/O board power	
EU2-1644-2	Speakers connection	
EU2-1647 1	Ticket dispenser wire - PLAYER 1	
EU2-1647 2	Ticket dispenser wire - PLAYER 2	
EU2-1759B	Power socket wire	
EU2-1763	1,5 m power wire	
EU2-1769A	Power wire (bottom lights and lower back fan)	
EU2-1773-2	Light power wire (clock edge, arcs and bells)	
EU2-1776	Clock LED wire	
EU2-1777	Light power wire (marquee, front panel)	
EU2-1778	LED driver power wire	
EU3-1752	I/O board wire set	
EU2-1308-2	I/O board to Main Board USB wire	
TMB-113	3m HDMI cord	
Deacals and decorative		
FOC-301	Front panel cover	
FOC-302L	Left side sticker	
FOC-302R	Right side sticker	
FOC-303	Panel sticker set	
FOC-304	Marquee complete	
FOC-305 LB	Left (blue) aluminium profile with sticker	
FOC-305 RR	Right (red) aluminium profile with sticker	
FOC-306	Coin acceptor cover	set of two
Mechanical parts		
TMB-311	Electronic coin acceptor mounting panel	2 in each unit
TMB-401	Base wheel	4 in each unit
TMB-402	Leg leveler	4 in each unit
TMB-403	28mm lock with keys	5 in each unit
TMB-404	Fan cover	2 in each unit
TMB-405	Tickets holder	2 in each unit
TMB-406	Cashbox	2 in each unit

10. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the FLY O'CLOCK 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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