



SWEET SPINNER

Operation Manual (v1.0)

Software version: 1.8

MAGIC PLAY SP Z O.O.

CHOCIMSKA 6, 62800 KALISZ, POLAND

Phone/Fax: +48 62 753 21 88. e-mail: service@magicplay.pl

website: www.magicplay.eu

Serial number: _____

Distributor: _____

Date: _____



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Thank You for purchasing SWEET SPINNER. 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 (must be selected on power supplies)
Dimensions:	112 x 87 x 290 cm / 44 x 34 x 114"
Weight:	280KG / 618 lbs

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

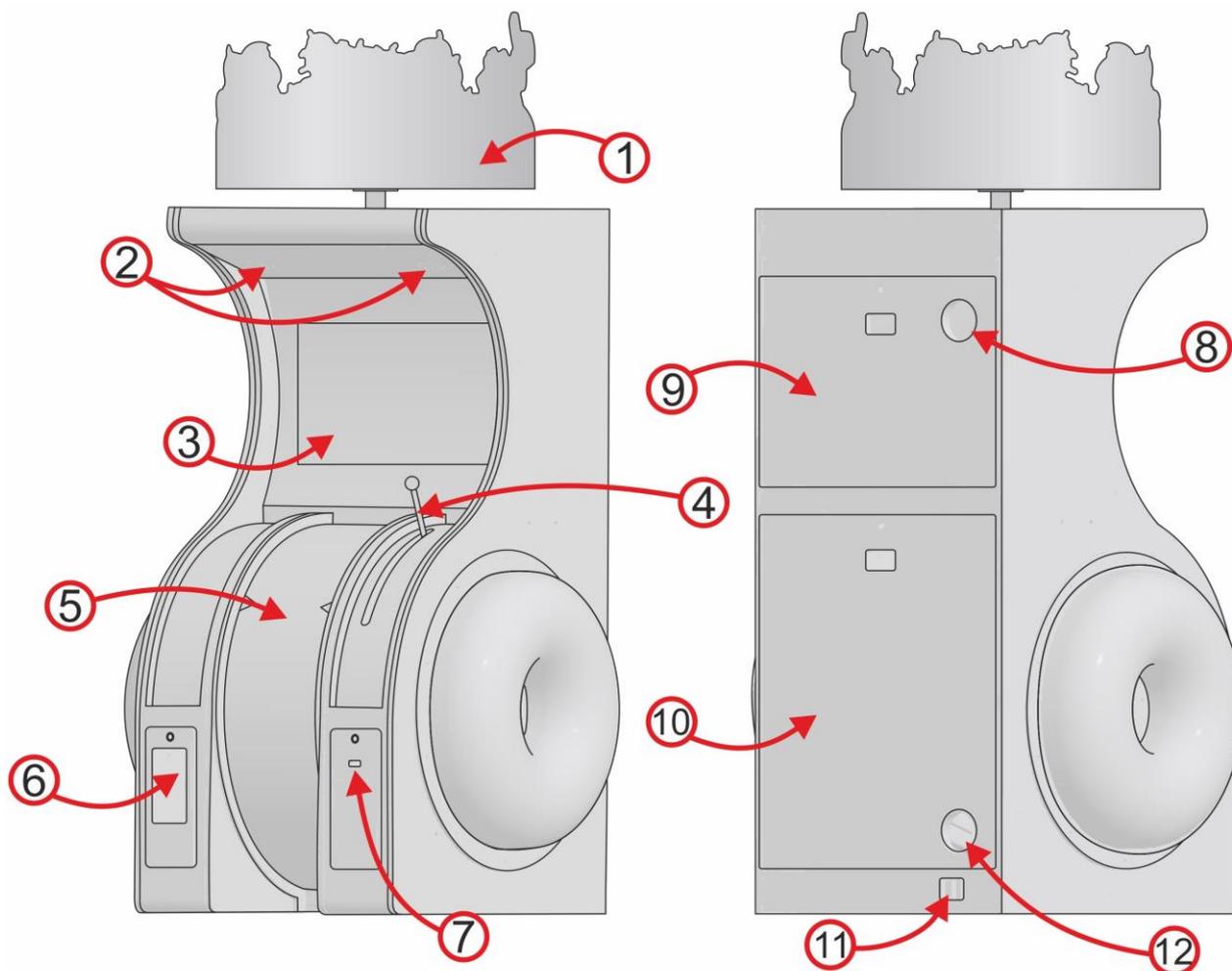
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- Can all doors/lids be opened with the accessory keys? Can doors/lids be firmly closed? Does the coin box key open the coin box(es)?

3. SETUP & INSTALLATION

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

3.1 DEVICE AND IMPORTANT ELEMENTS



- 1. marquee
- 2. speakers
- 3. display
- 4. lever
- 5. game wheel
- 6. coin/bill acceptor, cashbox and service buttons
- 7. tickets output, ticket container door

- 8. cooling fan
- 9. service door – LCD display acces
- 10. service door – PCB and wheel acces
- 11. power input
- 12. cooling fan

3.2 PLAY ZONE

This machine requires space for playing and for maintenance as shown below.
Leave space around the game upon installation:

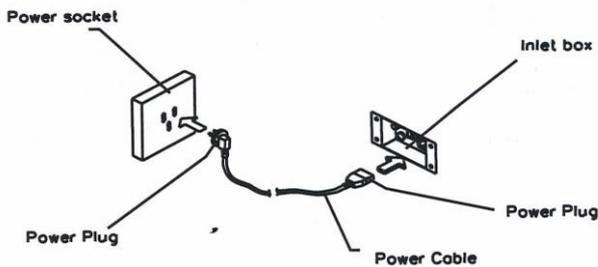
Service area: 50cm
Play area: 100cm

3.3 CONNECTING POWER

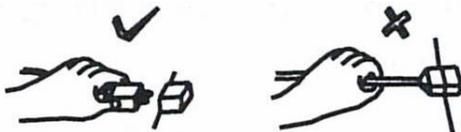
IMPORTANT!

POWER SUPPLY ADJUSTS AUTOMATICALLY TO 115V OR 230V

- Machines electrical system (power supplies and display) will adjust 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):



To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.



Ensure that nothing rests on the power cord and that it is not located where it can be stepped on or tripped over.



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

```
#####
#                               #
#   Sweet Spinner launcher     #
#   Magic Play (c) 2020 | v1.01 #
#                               #
#####KK##

-> Check system volume... OK
-> Check for USB flash drive with update file...
-> Update found!
Path: /media/magicplay/7A77-9B77/SweetSpinner_auto_update.zip.v18
!!! UPDATING Sweet Spinner SOFTWARE. DO NOT TURN OFF THE MACHINE !!!
-> Check update file... OK
-> Delete old backup... OK
-> Make fresh backup... OK
-> Install update... █
```

7. After update process detach your USB memory stick



```
#####  
#                               #  
#   Sweet Spinner launcher     #  
#   Magic Play (c) 2020 | v1.01 #  
#                               #  
#####KK##  
  
-> Check system volume... OK  
-> Check for USB flash drive with update file...  
-> Update found!  
Path: /media/magicplay/7A77-9B77/SweetSpinner_auto update.zip.v18  
!!! UPDATING Sweet Spinner 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.
```

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 Sweet Spinner 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 F10 or F12 keyboard button till you will see „Please select boot device” pop-up window. ATTENTION: Some screens may not display this dialog box, you will see „No signal” pop-up.



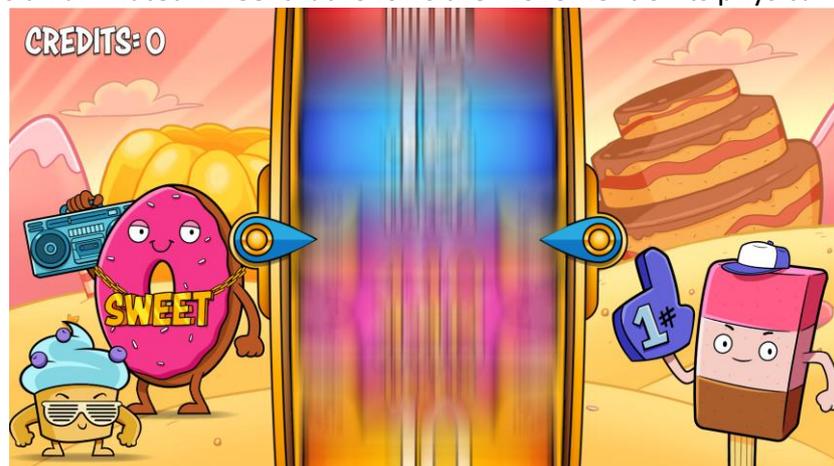
5. Using keyboard arrows, select **USB Flash Drive** and accept it by pushing ENTER
Don't worry if you don't see this pop-up. Your USB drive is always at the 3rd position. Push two times DOWN ARROW on keyboard and hit ENTER. Then you will see the recovering screen.
6. Now all the process will automatically 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

SWEET SPINNER is a ticket redemption game in which the player uses a lever to move a circle containing fields of different scoring.



After speeding up, the wheel spins for a while and the player no longer has any influence on its spinning. The LCD screen shows an animated wheel that follows the movement of its physical counterpart.



After the right time, depending on the force with which the player pulled the lever, the wheel stops and the arrows on the housing and the animation on the screen indicate the number of tickets won by the player.



After that, tickets are issued.

Three of the fields on the wheel are bonus fields, on which the number of tickets to be obtained is displayed, and their value increases with each subsequent game in which the wheel does not stop on the bonus field.



In the event that such a field is indicated, the player receives a much larger number of tickets.



If there are no tickets in the tray, the player will see an appropriate message on the screen and the game will not be possible.

5. GAME OPTIONS

5.1 MENU ACCES AND NAVIGATION

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

Use UP/PREVIOUS (green) and DOWN/NEXT (red) buttons to navigate in the menu. Use SERVICE/ENTER (black) 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			
Game Version: 1.XX	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
	WheelPositionOffset	0-1000	Set in-game wheel position offset (correction)
GAME SETTINGS	MINIMUM VELOCITY TO START	1-300	Minimum strenght to count a spin as a game
	SMALL VALUE	1-1000	Tickets for small value
	RED FIELD	1-1000	Tickets for red field value
	BLUE FIELD	1-1000	Tickets for blue field value
	GREEN FIELD	1-1000	Tickets for green field value
	ORANGE FIELD	1-1000	Tickets for orange field value
	IDLE TIMER	Off / GameOver / AutoSpin	60s play inactivity reaction: Off: No action GameOver: coin loss AutoSpin: spin the wheel with built in demo motor
GAME SETTINGS → BONUS SETTINGS	BONUS 1/2/3 MIN	1-1000	Ticket bonus for 1/2/3 screen MIN(start) value
	BONUS 1/2/3 MAX	1-1000	Ticket bonus for 1/2/3 screen MAX value
	BONUS 1/2/3 ADD	1-100	Add value to bonus value every game when player don't win bonus.
	RESET BONUS 1/2/3		Reset bonus values to MIN level
CREDIT SETTINGS	FREE PLAY	ON / OFF	Free play, no credits needed
	COIN TYPE	ELECTRICAL / PULSE	Acceptor type: newer electrical or classic pulse
	GAME PRICE	1-20	How many credits needed to play 1 game
	COIN PULSE VALUE	1-10	Value of PULSE coin acceptror
	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
	BILL PULSE VALUE	1-100	Value of PULSE bill acceptror
	RESET CREDITS		Reset in-game credits
TICKET SETTINGS	TICKETS	ON / OFF	
	TICKET VALUE	1, 2	Change won tickets value
	CLEAR UNDISPENSED TICKETS	(X)	Clear undispensed tickets.
COUNTERS	RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS GIVEN	Total tickets given
		TICKETS WON	Total tickets won
		RESET	Reset values
	NON-RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS GIVEN	Total tickets given
TICKETS WON		Total tickets won	
STATS	AVERAGE TICKETS WIN		Average tickets win per game
	AVERAGE PLAY TIME		Average play time in seconds
	BONUS 1/2/3 WIN COUNT		Count of bonus win



5.3 RECOMMENDED SETTINGS

PAYOUT ~10 TICKETS/GAME

BONUS 1 MIN	50
BONUS 1 ADD	1
BONUS 1 MAX	200
BONUS 2 MIN	25
BONUS 2 ADD	1
BONUS 2 MAX	50
BONUS 3 MIN	25
BONUS 3 ADD	1
BONUS 3 MAX	50

PAYOUT ~40 TICKETS/GAME

BONUS 1 MIN	250
BONUS 1 ADD	10
BONUS 1 MAX	500
BONUS 2 MIN	200
BONUS 2 ADD	5
BONUS 2 MAX	400
BONUS 3 MIN	200
BONUS 3 ADD	5
BONUS 3 MAX	400

PAYOUT ~20 TICKETS/GAME

BONUS 1 MIN	100
BONUS 1 ADD	5
BONUS 1 MAX	500
BONUS 2 MIN	50
BONUS 2 ADD	5
BONUS 2 MAX	100
BONUS 3 MIN	50
BONUS 3 ADD	5
BONUS 3 MAX	100

PAYOUT ~50 TICKETS/GAME

BONUS 1 MIN	250
BONUS 1 ADD	10
BONUS 1 MAX	500
BONUS 2 MIN	250
BONUS 2 ADD	10
BONUS 2 MAX	500
BONUS 3 MIN	250
BONUS 3 ADD	10
BONUS 3 MAX	500

PAYOUT ~30 TICKETS/GAME

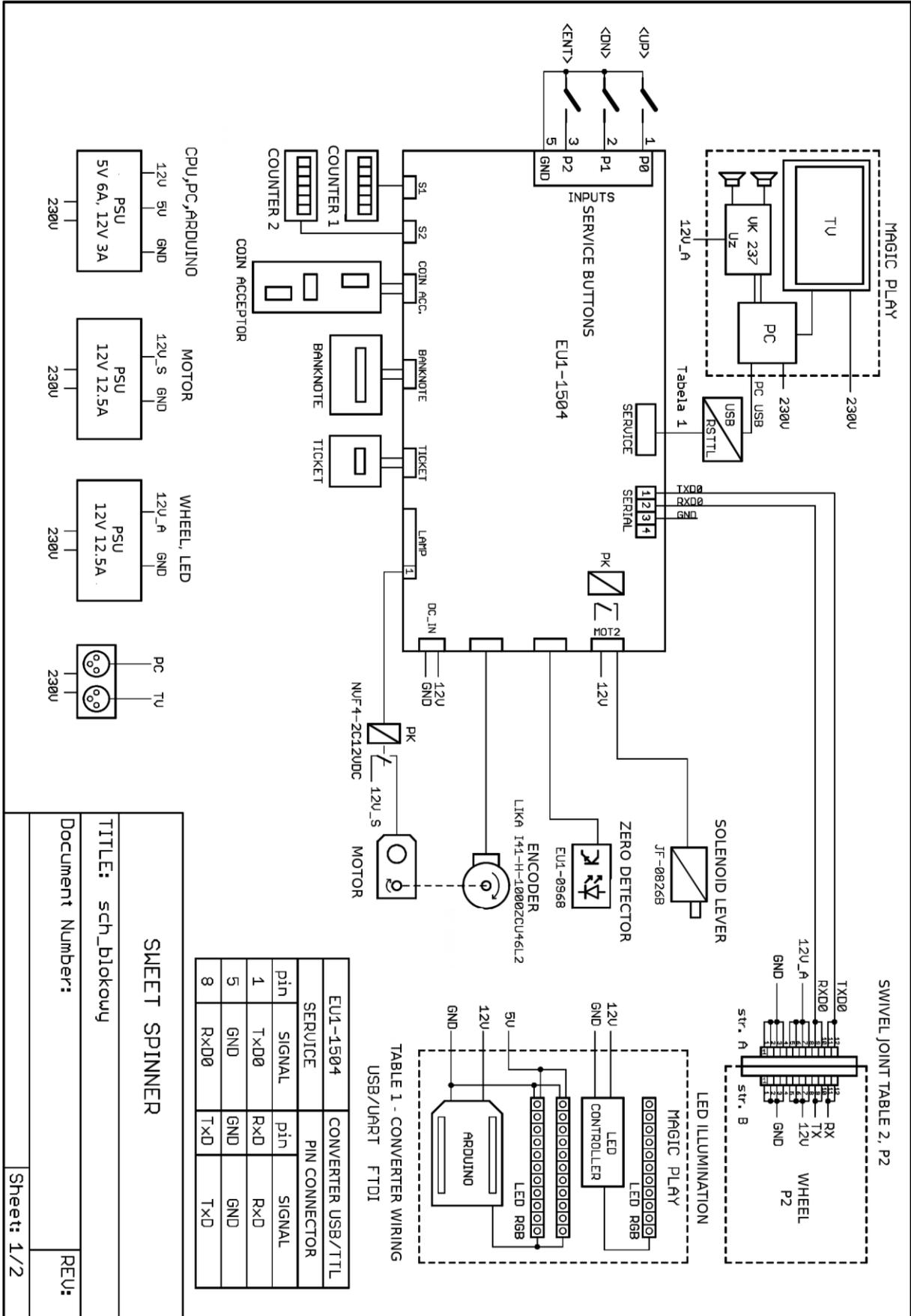
BONUS 1 MIN	250
BONUS 1 ADD	10
BONUS 1 MAX	500
BONUS 2 MIN	100
BONUS 2 ADD	5
BONUS 2 MAX	200
BONUS 3 MIN	100
BONUS 3 ADD	5
BONUS 3 MAX	200

PAYOUT ~60 TICKETS/GAME

BONUS 1 MIN	250
BONUS 1 ADD	20
BONUS 1 MAX	1000
BONUS 2 MIN	250
BONUS 2 ADD	10
BONUS 2 MAX	500
BONUS 3 MIN	250
BONUS 3 ADD	10
BONUS 3 MAX	500



6. ELECTRICAL DIAGRAM



EUI-1504 CONVERTER USB/TTL			
pin	SIGNAL	pin	SIGNAL
1	TXD0	RxD	RxD
5	GND	GND	GND
8	RxD0	TxD	TxD

SWEET SPINNER

TITLE: sch_biokowy

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REV:

Sheet: 1/2

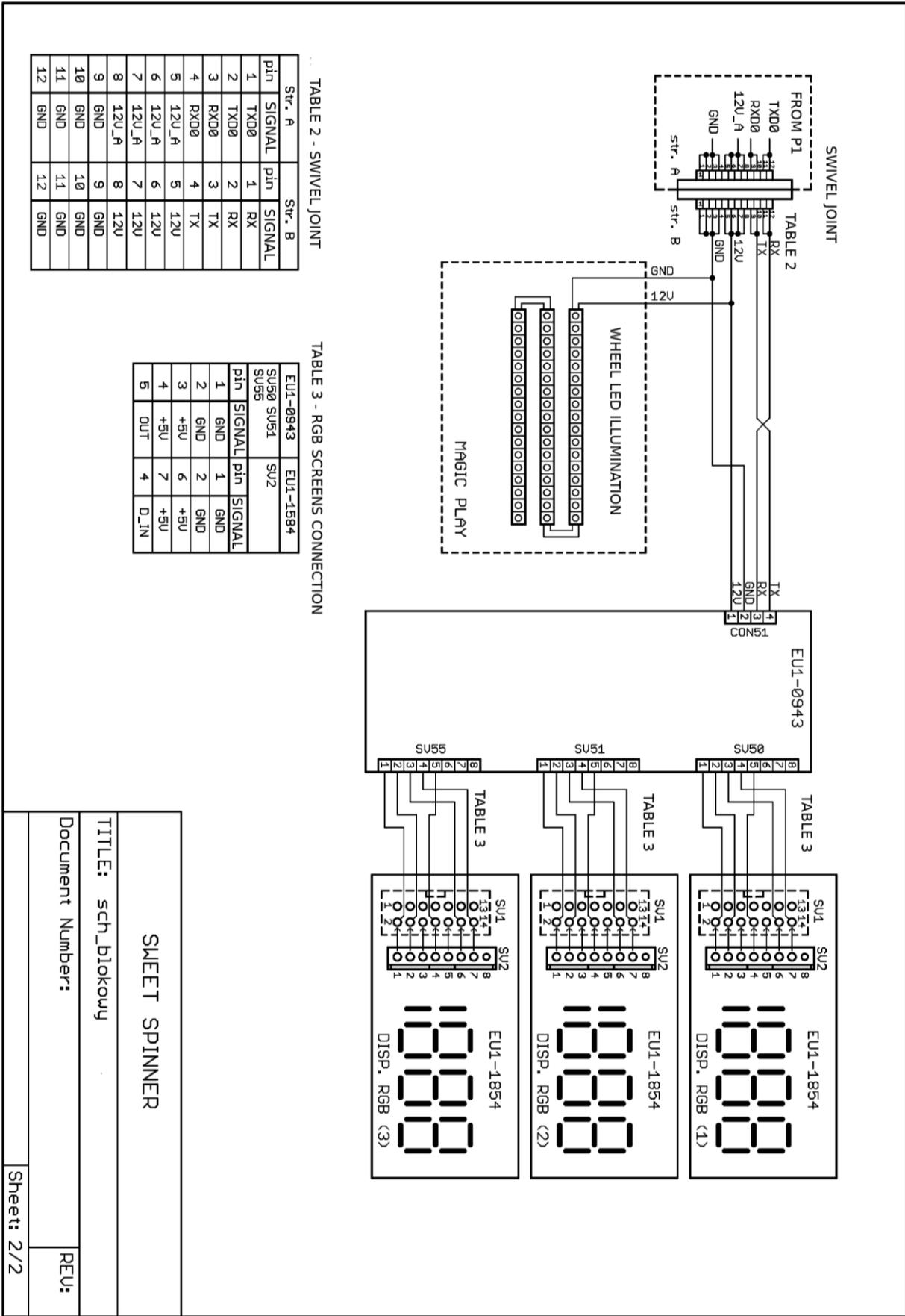


TABLE 2 - SWIVEL JOINT

Str. A	pin	Str. B	SIGNAL
1	TXD0	1	RX
2	TXD0	2	RX
3	RXD0	3	TX
4	RXD0	4	TX
5	12V_A	5	12V
6	12V_A	6	12V
7	12V_A	7	12V
8	12V_A	8	12V
9	GND	9	GND
10	GND	10	GND
11	GND	11	GND
12	GND	12	GND

TABLE 3 - RGB SCREENS CONNECTION

EU1-0943	EU1-1854
SU50	SU51
SU55	SU2
pin	SIGNAL
1	GND
2	GND
3	+5V
4	+5V
5	OUT
	D_IN

SWEET SPINNER

TITLE: sch_blokowy

Document Number:

REV:

Sheet: 2/2



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

Numbers on in-game wheel mismatch with physical wheel

1. Try to adjust WheelPositionOffset in Service Menu → DEVICE SETTINGS
2. Check wheel encoder wiring and housing – right side of wheel from rear service door
3. Replace wheel encoder

Game lever not spinning the wheel

1. Check lever solenoid and voltages (12V), lubrication is useful in long-term usage.
2. Check lever gear

Bonus screen not working

1. Check test values on screens when starting machine – 100 - 200 - 300
2. Check swivel joint – left side of wheel from rear service door
3. Check bonus screens
4. Check main board

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 60GB SSD or equivalent HDD is required and follow chapter 4.2 „Recovering your machine”

I/O BOARD error or GAME BOARD error

1. Check USB connections between boards and MiniPC
2. Check Boards power and power supply units
3. Board is broken – replace

„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

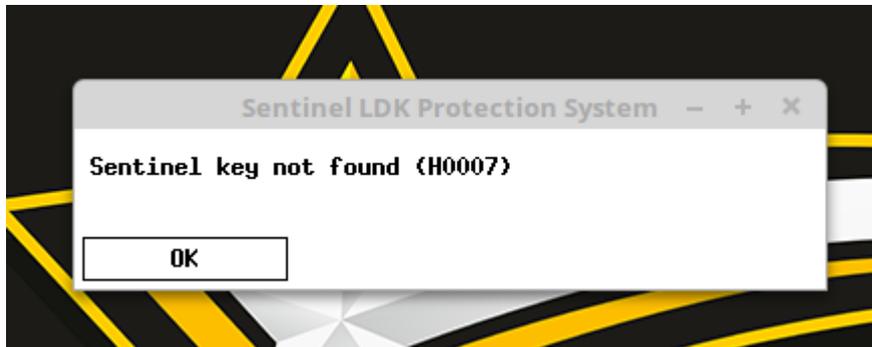
1. Possible problems with acceptors firmware
2. Check wirings for acceptors
3. No USB connection between I/O board and computer
4. Try to restart your machine

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

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 SWEET SPINNER game will be free from electrical and mechanical defects 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.

Address: Chocimska 6

62800 Kalisz, POLAND

Phone: +48 62 753 21 88

Website: www.magicplay.eu