



THE HOUSE OF ZOMBIES

THE HOUSE OF ZOMBIES Operation Manual (v1.0)

Software version: 1.13

MAGIC PLAY SP Z O.O.

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Serial number: _____

Distributor: _____

Date: _____



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Thank You for purchasing THE HOUSE OF ZOMBIES. 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	Front-Middle part	1	
2	Back part	1	
3	Side walls	2	
4	Front columns	2	
5	Gate top	1	
6	Roof	1	
7	Marquee	1	
8	Keys	2 sets	
9	User's manual	1	
11	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:	246 x 110 x 254 cm / 97 x 43 x 100"
Weight:	195KG / 430 lbs

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, leveled surface
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

3.1 PLAY ZONE

This machine requires space for playing and for maintenance as shown below.

Leave space around the game upon instalation:

Service area: 50cm

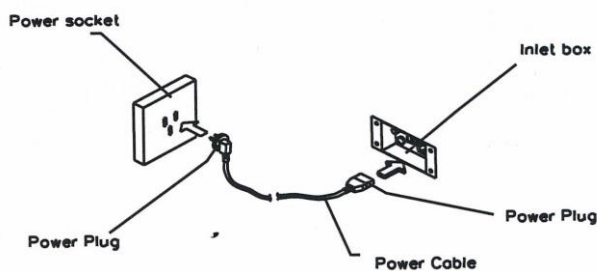
Play area: 100cm

3.2 CONNECTING POWER

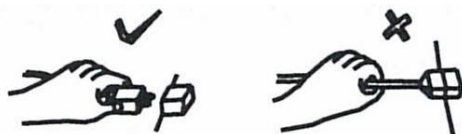
IMPORTANT!

POWER SUPPLY ADJUSTS AUTOMATICALLY TO 115V OR 230V

- Machines electrical system (power supplies 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):



To disconnect the game, grip the plug and pul lit 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.

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.
5. Turn ON your machine
6. Update file will be automatically detected and installed to your device

```
#####
#                               #
#   House of Zombie launcher   #
#   Magic Play (c) 2020 | v1.00 #
#                               #
#####KK##

-> Set screen rotation... OK
-> Check system volume... OK
-> Check for USB flash drive with update file...
-> Update found!
Path: /media/magic-play/DISK_IMG/HouseOfZombie_auto_update.zip.v113
!!! UPDATING House of Zombie SOFTWARE. DO NOT TURN OFF THE MACHINE !!!
-> Check update file... OK
-> Delete old backup... OK
-> Make fresh backup... OK
-> Install update... OK
```

7. After update process detach your USB memory stick

```
#####
#                               #
#   House of Zombie launcher   #
#   Magic Play (c) 2020 | v1.00 #
#                               #
#####KK##

-> Set screen rotation... OK
-> Check system volume... OK
-> Check for USB flash drive with update file...
-> Update found!
Path: /media/magic-play/DISK_IMG/HouseOfZombie_auto_update.zip.v113
!!! UPDATING House of Zombie 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 THE HOUSE OF ZOMBIES machine.

ATTENTION!

THIS FLASH DRIVE WILL AUTOMATICALLY ERASE WHOLE COMPUTER HARD DISK, ALL MACHINE DATA WILL BE LOST!

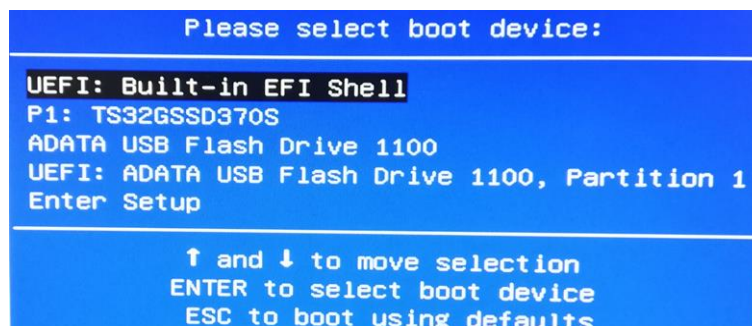
DO NOT CONNECT AND BOOT IT IN NORMAL COMPUTER!

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. 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

1. Insert a coin
2. Wait for the game to start
3. When the game starts, zombie characters will start to appear in the windows. The player's task is to hit the window when a zombie character is visible in it. For each hit on such a window, the player will receive the number of points shown on the plate that the creature is holding.
4. The object of the game is to score as many points as possible before the game time runs out.
4. Scored points fill the bar at the top of the playing field. If a player reaches the number of points described, they will receive a ticket bonus, the value of which is also shown next to the bar.

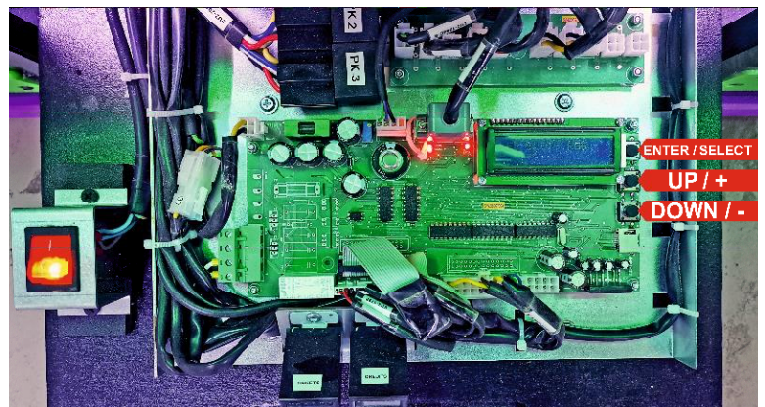


5. GAME OPTIONS

5.1 MENU ACCESS AND NAVIGATION

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

Use UP/+ and DOWN/- buttons to navigate in the menu. Use ENTER/SELECT to ENTER or SELECT 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
	FILTR BARRIER	0.1-5 s	Set alarm barrier sensitivity
GAME SETTINGS	DEMO INTERVAL	0-60 minutes	Set demo frequency
	GAME TIME	10-999 seconds	Set game time
	ZOMBIES FREQ.	3-60 seconds	Set zombie show frequency
	BONUS ZOMBIE FREQ.	1-50	Set bonus zombie show frequency
	ZOMBIES TIME	1-60	Set zombie show time
	EMPTY WINDOW VALUE	0-100	Set points for each hit at empty window
	ZOMBIE VALUE	0-500	Set points for each hit at zombie
	BONUS ZOMBIE VALUE	0-500	Set points for each hit at bonus zombie
CREDIT SETTINGS	SERVICE GAME	ON / OFF	Play service game, no credits needed
	GAME PRICE	1-20	How many credits needed to play 1 game
	CLEAR BILL/COIN		Reset game credits
	COIN CH1/PULSE VALUE	1-50	Value of CH1 and Pulse coin acceptor & for counters
	COIN CH2 VALUE	1-50	Value of CH2 coin acceptor & for counters
	COIN CH3 VALUE	1-50	Value of CH3 coin acceptor & for counters
	COIN CH4 VALUE	1-50	Value of CH4 coin acceptor & for counters
	BILL PULSE VALUE	1-200	Value of PULSE bill acceptor & for counters
TICKET SETTINGS	TICKET	ON / OFF	
	CLEAR UR. TICKETS		Reset undispensed tickets
	TICKETS DEVICE	- ENTROPY TD-963P - ENTROPY TD-963CR - YENOX YN-11 - HOPPER MKII - NO DISPENSER	default: ENTROPY TD-963CR
	TICKET VALUE	1, 2	Change won tickets value
	ZOMBIES TO BONUS	1 - 200	Minimum value for bonus win
	BONUS TICKET VALUE	0 – 999 tickets	Set ticket bonus value
	1. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	2. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	3. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	4. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	5. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	6. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	7. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win
	8. POINTS TICKETS	0-9999 points 0-999 tickets	Set threshold point for tickets win



COUNTERS	RESETABLE	CREDITS	Total coins
		GAMES	Total games
		TICKETS	Total tickets given
	NON-RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS	Total tickets given
STATS	AVERAGE SCORE		Show average score
	AVERAGE TICKETS WIN		Show average tickets win
	SPECIAL TARGET COUNT		Show how special target hits
	SPECIAL TARGET OPEN		Show how special target opens
	BIG WIN COUNT		Show bonus wins count
TESTS	INPUT DEVICES	BARRIER OPTO_1 OPTO_2 OPTO_3 OPTO_4	Check normal and special target optical sensors.
		COIN ACCEPTOR	Check coin acceptor
		BILL ACCEPTOR	Check bill acceptor
		SAFETY BARRIER	Check safety(alarm) barrier
	OUTPUT DEVICES	DISPLAY: - SCORE - TICK. BONUS - CREDITS - TIME - LINE LED TIME	Check displays
		ZOMBIES 1,2,3,4 TEST	Test ON/OFF ZOMBIE
		BALL LOCK	Check ball lock
		LED SLOTS RGB	Check RGB LED illumination for TARGET slots
		TICKET DISPENSER	Check ticket dispenser
	8. FACTORY SETTINGS		Reset to factory settings
	9. SAVE & EXIT		Save changes and exit



5.3 RECOMMENDED SETTINGS

~20 TICKETS/GAME KIDS ~10 TICKETS/GAME			
GAME SETTINGS			
GAME TIME	45 sec.		
BONUS GAME TIME	5 sec.		
ZOMBIES FREQ.	10		
BONUS ZOMBIE FREQ.	10		
ZOMBIES TIME	5 sec.		
EMPTY WINDOWS VALUE	50		
ZOMBIE VALUE	100		
BONUS ZOMBIE VALUE	500		
TICKET SETTINGS	VALUE	TICKETS	
TICKETS	ON		
TICKET VALUE	1		
ZOMBIES TO BONUS	50		
BONUS TICKET VALUE	500		
1. POINTS	0	5	
2. POINTS	400	10	
3. POINTS	1000	15	
4. POINTS	2000	20	
5. POINTS	2500	25	
6. POINTS	3000	35	
7. POINTS	4000	50	
8. POINTS	5000	70	

~45 TICKETS/GAME KIDS ~30 TICKETS/GAME			
GAME SETTINGS			
GAME TIME	50 sec.		
BONUS GAME TIME	10 sec.		
ZOMBIES FREQ.	7		
BONUS ZOMBIE FREQ.	7		
ZOMBIES TIME	5 sec.		
EMPTY WINDOWS VALUE	50		
ZOMBIE VALUE	100		
BONUS ZOMBIE VALUE	500		
TICKET SETTINGS	VALUE	TICKETS	
TICKETS	ON		
TICKET VALUE	1		
ZOMBIES TO BONUS	50		
BONUS TICKET VALUE	500		
1. POINTS	0	15	
2. POINTS	400	20	
3. POINTS	1000	25	
4. POINTS	2000	30	
5. POINTS	2500	40	
6. POINTS	3000	50	
7. POINTS	4000	70	
8. POINTS	5000	100	

~30 TICKETS/GAME KIDS ~17 TICKETS/GAME			
GAME SETTINGS			
GAME TIME	45 sec.		
BONUS GAME TIME	7 sec.		
ZOMBIES FREQ.	10		
BONUS ZOMBIE FREQ.	10		
ZOMBIES TIME	5 sec.		
EMPTY WINDOWS VALUE	50		
ZOMBIE VALUE	100		
BONUS ZOMBIE VALUE	500		
TICKET SETTINGS	VALUE	TICKETS	
TICKETS	ON		
TICKET VALUE	1		
ZOMBIES TO BONUS	50		
BONUS TICKET VALUE	500		
1. POINTS	0	10	
2. POINTS	400	15	
3. POINTS	1000	20	
4. POINTS	2000	25	
5. POINTS	2500	30	
6. POINTS	3000	40	
7. POINTS	4000	60	
8. POINTS	5000	80	

~60 TICKETS/GAME KIDS ~45 TICKETS/GAME			
GAME SETTINGS			
GAME TIME	60 sec.		
BONUS GAME TIME	10 sec.		
ZOMBIES FREQ.	5 sec.		
BONUS ZOMBIE FREQ.	5		
ZOMBIES TIME	5		
EMPTY WINDOWS VALUE	50		
ZOMBIE VALUE	100		
BONUS ZOMBIE VALUE	500		
TICKET SETTINGS	VALUE	TICKETS	
TICKETS	ON		
TICKET VALUE	1		
ZOMBIES TO BONUS	50		
BONUS TICKET VALUE	500		
1. POINTS	0	15	
2. POINTS	400	20	
3. POINTS	1000	25	
4. POINTS	2000	30	
5. POINTS	2500	40	
6. POINTS	3000	50	
7. POINTS	4000	75	
8. POINTS	5000	100	



6. MAINTENANCE, INSPECTION

6.1 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

7. TROUBLESHOOTING

Ticket dispensing is not working

1. Check Ticket settings in service menu and make sure that they are turned ON, and proper ticket dispenser is selected
2. Check ticket dispenser wiring and connections
3. Check ticket dispenser

Coin acceptor/bill acceptor is not working

1. Check Credit settings in service menu and make sure that everything is set properly
2. Check coin/bill acceptor wiring and connections
3. Check coin/bill acceptor

No sound

1. Check Device settings in service menu
2. Check speakers wiring and connections

Alarm is full time on

1. Make sure that the surface of „FOUL” sticker is free of any kind things
2. Check three optical sensors placed just behind BONUS TARGET POINTS and TICKET TARGET POINTS displays. Optical sensor photo:



tip 1: diode 1 light ON: sensor detected barrier interruption
tip 2: diode 1 light OFF: no barrier interruption

3. If nothing is physically braking barrier, but the #1 Light is ON then make regulation with #2 Screw: right to increase, left to decrease range of sensor
4. If regulation is not possible: replace faulty sensor



Ball lock mechanism not working and it is always open/close

1. Run test procedure from service menu
2. Check wiring and connections
3. Check possible collisions inside ball lock mechanism
4. Check motor

Zombie slot is not detecting objects

1. Run test procedure from service menu and break barrier by hand
2. Check wiring and connections
3. Working barrier module should blink with 2 green LED and 1 red LED
4. Swap sensor modules and check results

Tip: every sensor module have own adressation and it's not important where you connecting it. It will always have the same Hole number in system.

Zombie slot LED lighting is not working

1. Run test procedure from service menu
2. Check wiring and connections
3. Check or replace LED lights module

Plugged in and nothing happened

1. Check power wiring
2. Check power supplies placed behind front-central doors – green LED light means OK
3. Check power supplies voltage-input settings. You need to chose between 115/230V before being operational. We set it to default voltage for country of machine destination.
4. Check main board or replace

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 BBOARD 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



8. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the THE HOUSE OF ZOMBIES game will be free from electronical 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 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!**

Magic Play sp. z o.o.

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500

0-399

5

400-999

10

1000-1999

15

2000-2499

20

2500-2999

25

3000-3999

35

4000-4999

50

5000-...

70



50

500

0-399

10

400-999

15

1000-1999

20

2000-2499

25

2500-2999

30

3000-3999

40

4000-4999

60

5000-...

80



50

500

0-399

15

400-999

20

1000-1999

25

2000-2499

30

2500-2999

40

3000-3999

50

4000-4999

70

5000-...

100



50

500

0-399

15

400-999

20

1000-1999

25

2000-2499

30

2500-2999

40

3000-3999

50

4000-4999

75

5000-...

100

