



BANK A BALL

Operation Manual (v1.0)

Software version: 1.0

MAGIC PLAY SP Z O.O.

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Serial number: _____

Distributor: _____

Date: _____



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Thank You for purchasing BANK A BALL. 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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- 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.**

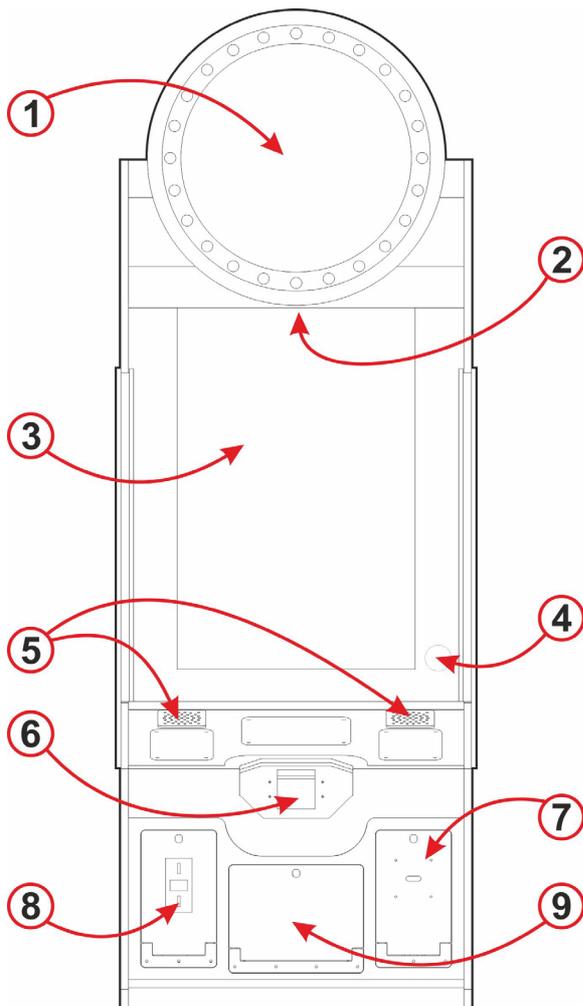


- Check that the all the cables, including power cables, are undamaged. Do power cables or other wires have any splices, cuts, or dents?
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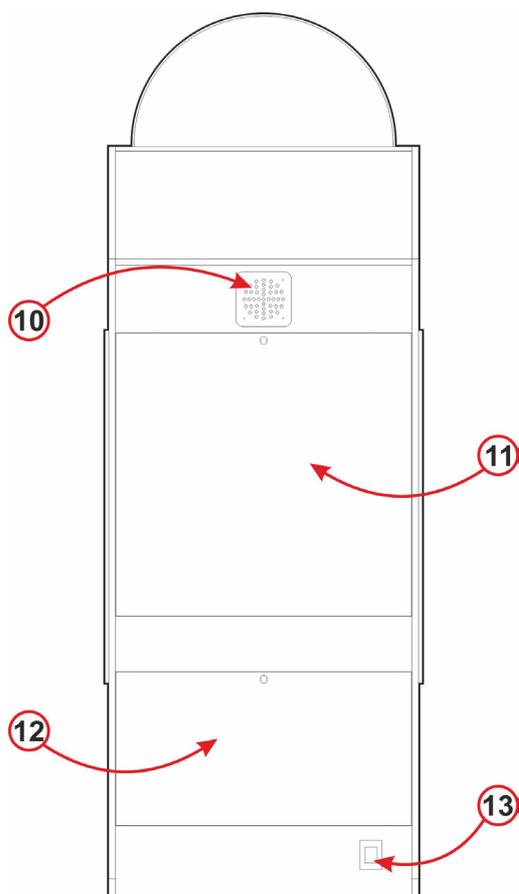
3. SETUP & INSTALLATION

- 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.

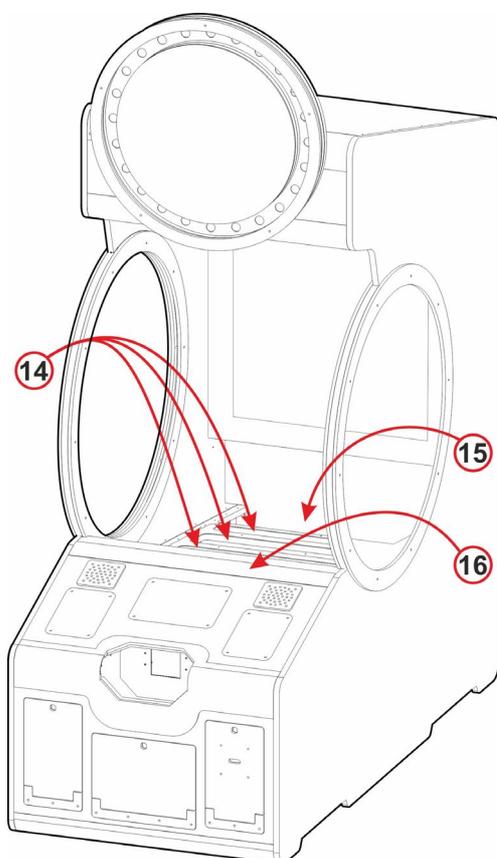
3.1 DEVICE AND IMPORTANT ELEMENTS



1. Marquee
2. Safety barrier sensors (inside the cabinet)
3. 43" display
4. Hit sensor location (behind glass cover)
5. Speakers
6. Ball out
7. Ticket dispenser, tickets container door
8. Coin acceptor, coin box door
9. PCB, power supply access



- 10. Cooling fan
- 11. Upper back service door (access to display and hit sensor)
- 12. Lower back service door (access to holes sensors)
- 13. Power input



- 14. Holes with sensors
- 15. Foul sensor
- 16. Ball dispensing mechanism



3.2 PLAY ZONE

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

Leave space around the game upon instalation:

Service area: 50cm

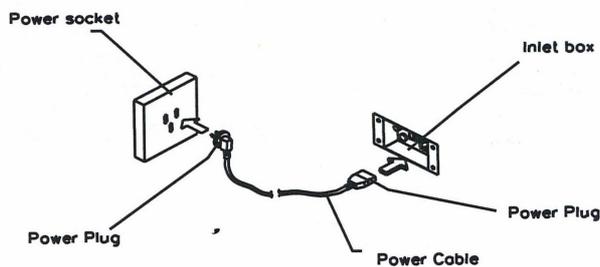
Play area: 100cm

3.3 CONNECTING POWER

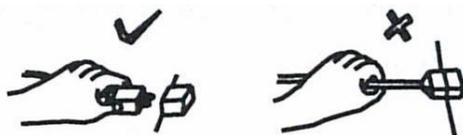
IMPORTANT!

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
7. After update process detach your USB memory stick
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 BANK A BALL machine.

ATTENTION!

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

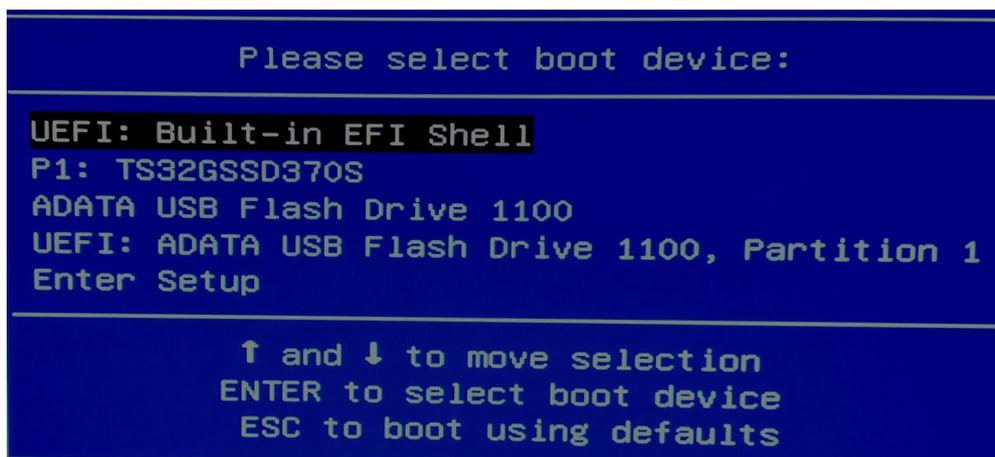
DO NOT CONNECT AND BOOT IT IN NORMAL COMPUTER!

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

OBJECTIVE

The goal of BANK A BALL is for the player to skillfully throw the ball so that it bounces off the designated area on the screen, known as the BOUNCE ZONE, and lands in one of the three available holes. These holes differ in color, size, and point value. The smallest hole, which is closest to the BOUNCE ZONE, awards the highest number of points, while the largest hole, located furthest away, gives the fewest points.

The challenge lies in making the ball hit the BOUNCE ZONE correctly and land in one of the holes. If the player fails to make the ball bounce off the BOUNCE ZONE or misses entirely, a FOUL is called. In the event of a foul, the player does not recover the ball, and it counts as a used turn. Each player is given a set number of balls, which represents the number of throws or turns they have. The number of balls available per game is configurable by the operator. The remaining balls are displayed as icons in the lower-right corner of the screen. Additionally, the player must complete each throw within a set time limit—if they take too long, a foul will also be declared.

GAMEFLOW

1. The player starts the game by inserting a coin/token or swiping their card through the reader. Once the payment is made, the game will begin, and the first ball will be dispensed.

2. The player should review the on-screen instructions. While waiting for the first ball, the player can read the on-screen instructions explaining the game's rules and bonus features.

3. After receiving the first ball, the player must throw it so that it first hits the BOUNCE ZONE and then lands in one of the illuminated holes.

- Each hole has a unique color and a corresponding point/ticket value, and these values can be adjusted by the operator:

- The smallest hole, closest to the screen and the BOUNCE ZONE, is the most valuable, awarding the highest number of points or tickets.

- The middle-sized hole provides a moderate number of points or tickets.

- The largest hole, furthest from the BOUNCE ZONE, awards the fewest points or tickets.

- When the player successfully lands the ball in a hole, the hole will flash, and the screen will display the points or tickets earned for that shot.



4. Special Bonus Mechanics:

The game includes bonus features that can help the player earn more points or tickets:

- JACKPOT

Hitting the green hole, closest to the screen, multiple times will fill the JACKPOT meter. If the player fills the meter by hitting this hole enough times, they will win a large ticket bonus.

- Consecutive Hits Multiplier:

Hitting the same colored hole on consecutive throws will activate a multiplier. For example, hitting the pink hole three times in a row will triple the points or tickets awarded for the third hit. This encourages players to aim for the same hole repeatedly to maximize their score.

5. Game End:

The game ends when the player has used all of their allotted balls. At this point, the player's total score or the number of tickets earned will be displayed on the screen. Once the game concludes, the player will receive the tickets they earned during gameplay.

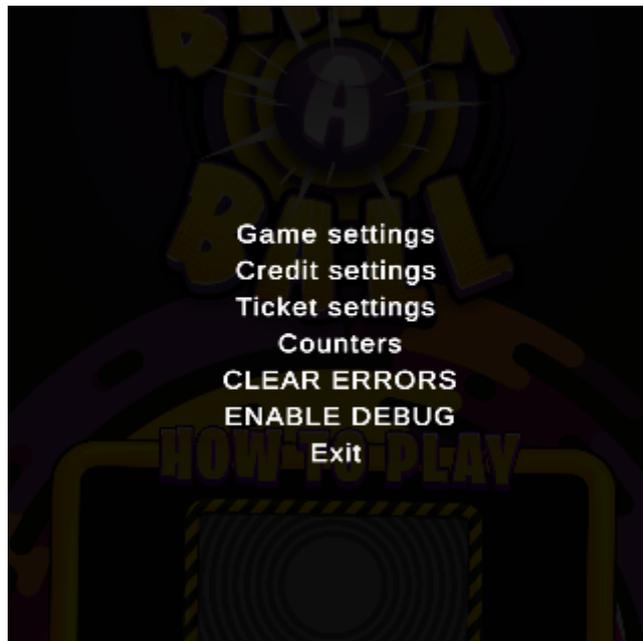


5. GAME OPTIONS

5.1 MENU ACCES AND NAVIGATION



To access menu press OK button at PCB located inside service door, at the middle front of the machine.



Use + (plus) and - (minus) buttons to navigate in the menu. Use OK 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		
Game board: 1.XX	Indicates game board version		
GAME SETTINGS	GAME VOLUME	0-100	Set music volume
	DEMO VOLUME	0-100	Set demo volume
	BALL TIME	10-60	Set game time
	GAME BALLS	2-9	Set game difficulty
CREDIT SETTINGS	FREE PLAY	ON / OFF	Free play, no credits needed
	GAME PRICE	1-10	How many credits needed to play 1 game
	COIN CH1	1-10	Value of CH1 coin acceptor
	COIN CH2	1-10	Value of CH2 coin acceptor
	COIN CH3	1-10	Value of CH3 coin acceptor
	CLEAR COINS DUE		Reset in-game credits
TICKET SETTINGS	TICKETS	ON / OFF	
	TICKET FOR GREEN	1-100	Set tickets for ¼ level
	TICKETS FOR BLUE	1-100	Set tickets for level
	TICKETS FOR PURPLE	1-100	
	BALLS TO BIG WIN	1-9	
	BIG WIN TICKETS	1-1000	Set Tickets win bonus for finish game
	CLEAR TICKETS DUE	(X)	Clear undispensed tickets.
COUNTERS	RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS	Total tickets given
		BIG WIN COUNT	Total Big Wins
		TICKETS/GAME	Average tickets/game won.
		RESET	Reset values
	NON-RESETABLE	COINS	Total coins
		GAMES	Total games
		TICKETS	Total tickets given
		BIG WIN COUNT	Total Big Wins
		TICKETS/GAME	



5.3 RECOMMENDED SETTINGS

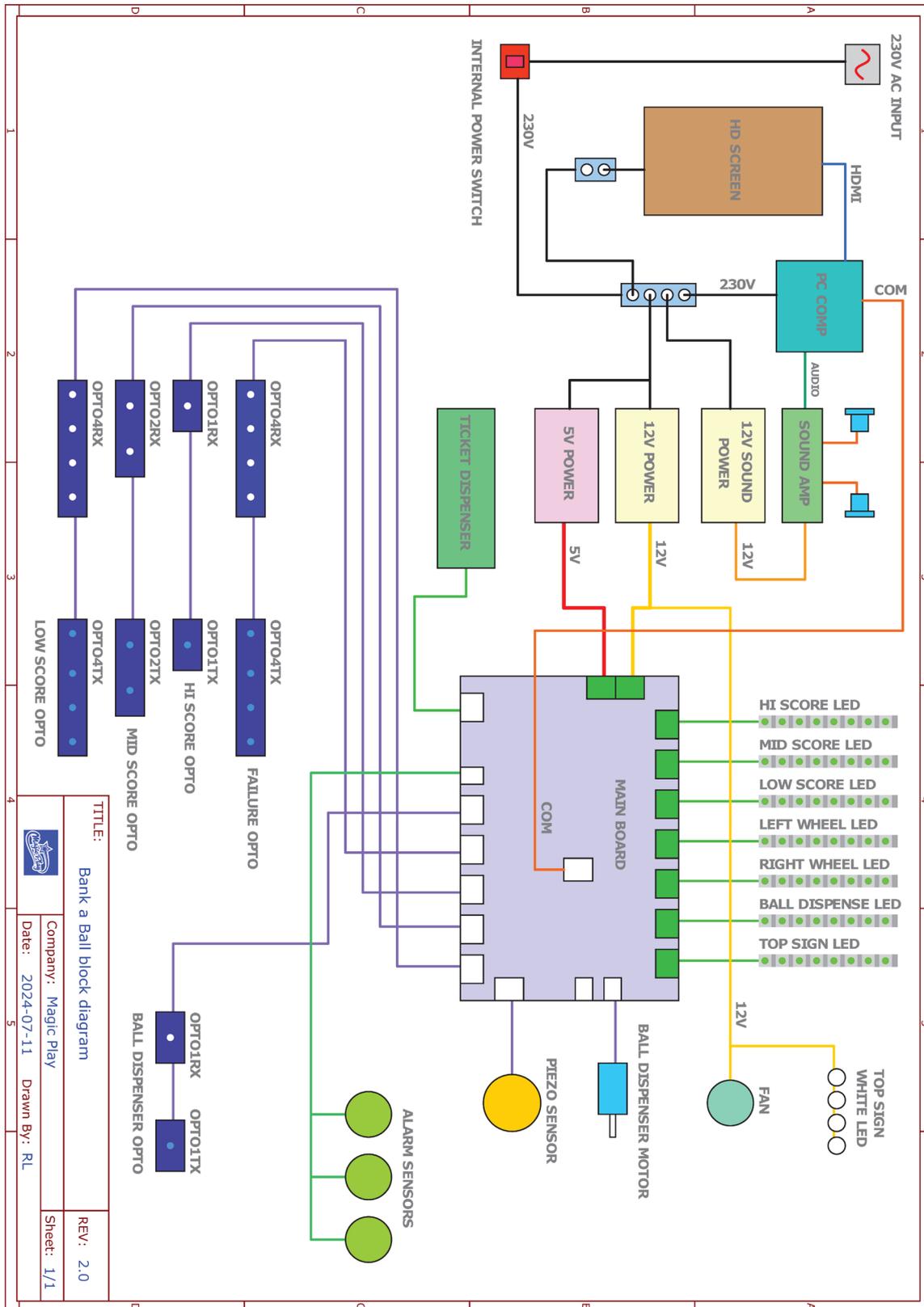
20 TICKETS/GAME	
GAME BALLS	8
TICKET FOR GREEN	4
TICKETS FOR BLUE	2
TICKETS FOR PURPLE	1
BALLS TO BIG WIN	5
BIG WIN TICKETS	500

30 TICKETS/GAME	
GAME BALLS	9
TICKET FOR GREEN	5
TICKETS FOR BLUE	2
TICKETS FOR PURPLE	1
BALLS TO BIG WIN	4
BIG WIN TICKETS	500

40 TICKETS/GAME	
GAME BALLS	9
TICKET FOR GREEN	5
TICKETS FOR BLUE	4
TICKETS FOR PURPLE	2
BALLS TO BIG WIN	4
BIG WIN TICKETS	1000



6. ELECTRICAL DIAGRAM





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

IMPORTANT!

**ENABLE DEBUG MODE IN SETTINGS MENU, PLAY AND WATCH SYSTEM LOGS ON SCREEN FOR INFORMATIONS
FOR OUT-OF-GAME OPTICAL SENSORS DEBUG: PUSH TEST BUTTON ON MAIN BOARD WHEN POWERED UP AND CHECK GAME INPUTS. WHEN OPTO IS TRIGGERED, LED COLOR WILL CHANGE.**

Always foul

1. Vibration sensor is not working properly (ball hit at screen is not recognized)
2. One of opto is triggered all the time – opto failure, check DEBUG MODE

Balls are not recognized by sensors

1. Optical sensor failure
2. Main board failure

Balls are not dispensed

1. Check ball dispenser motor
2. Main board failure

Balls dispenser keeps giving more than 1 ball + ball dispenser timeout error on screen

1. Check ball dispenser optical sensor

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 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

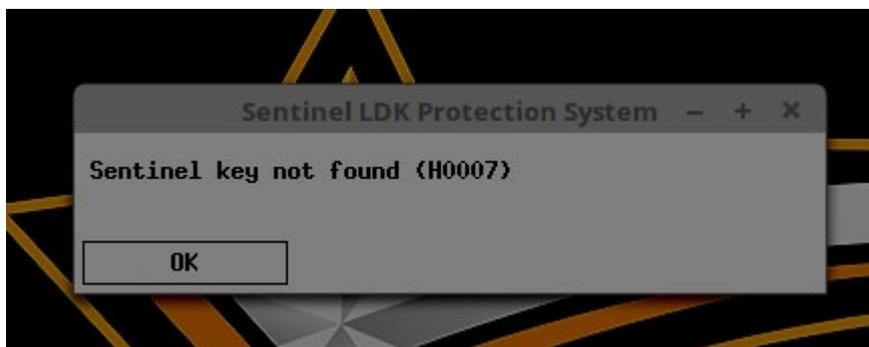
1. Possible problems with acceptors firmware
2. Check wirings for acceptors
3. No USB connection between I/O board and computer
4. Try to restart your machine

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 BANK A BALL 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!

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