

# MAGIC HAMMER





FOR SOFTWARE VERSION 2.6

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## 01. GENERAL REMARKS

### INTRODUCTION

MAGIC HAMMER is a fully computerized coin-operated strength-testing machine used for amusement and entertainment. It is not a redemption machine. MAGIC HAMMER may be used in bars, pubs, amusement parks and other places of entertainment.

Magic Play made sure all the components used for production as well as the machine itself are made of best quality components and are safe for both in-and outdoor use.

### SAFETY

**READ THIS INSTRUCTION CAREFULLY BEFORE YOU USE THE MACHINE OR DO MAINTENANCE**

#### WARNING

**Safety precautions that must be taken to avoid a potential risk of injury:**

Players should not play after drinking alcohol.

Players should hit the cylinder only when it is in the correct position.

Players should be informed that they play at their own risk.

Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine.

To prevent electrical shock, the game must be connected to a grounded electrical outlet.

#### CAUTION

**Precautions that must be taken to avoid damage to equipment. The following Warnings and Cautions should be heeded when operating MAGIC HAMMER:**

Maintenance and repair operations should be carried out only by suitably skilled and qualified persons.

To maintain the safety of the machine, and the warranty, use only approved parts. The use of other parts or non-approved modifications to the machine could be hazardous, and might void your warranty.

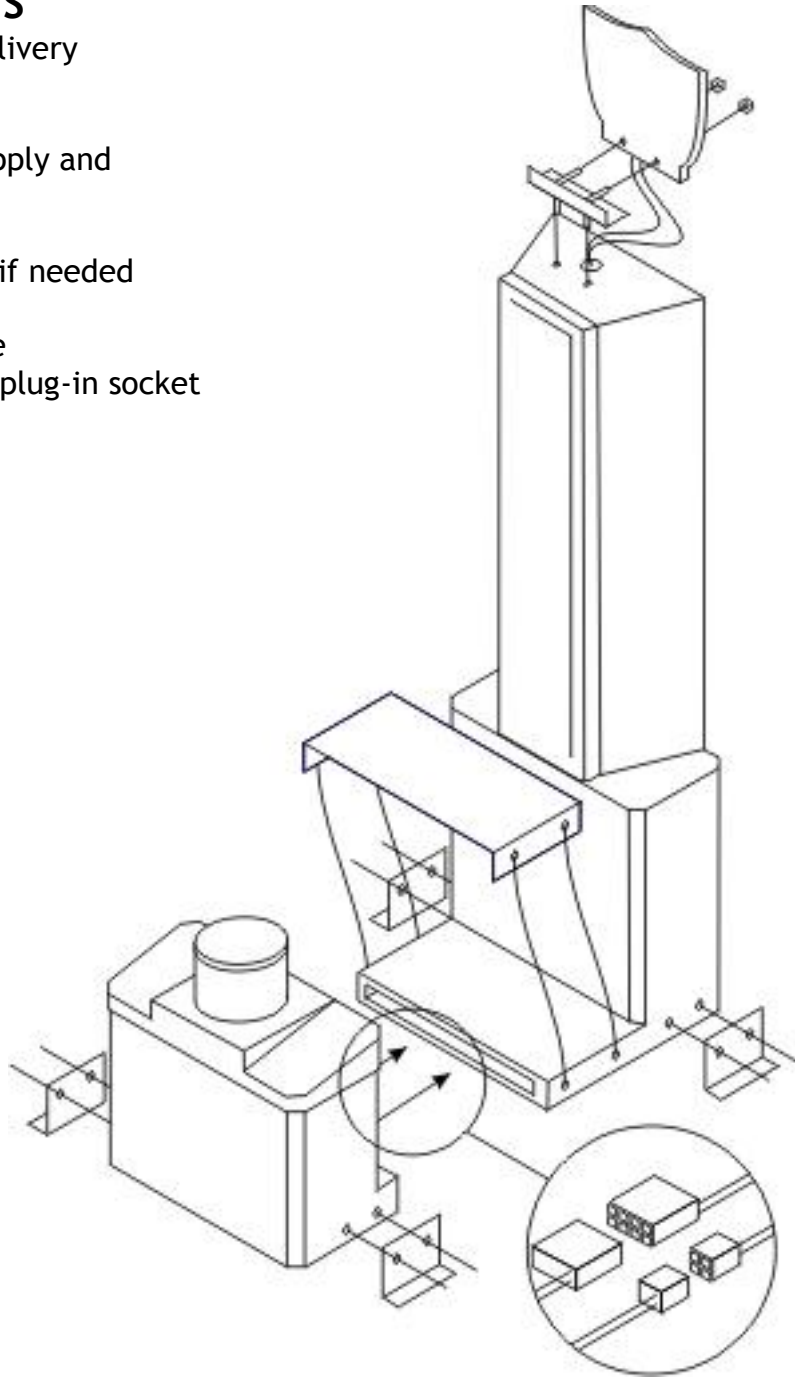


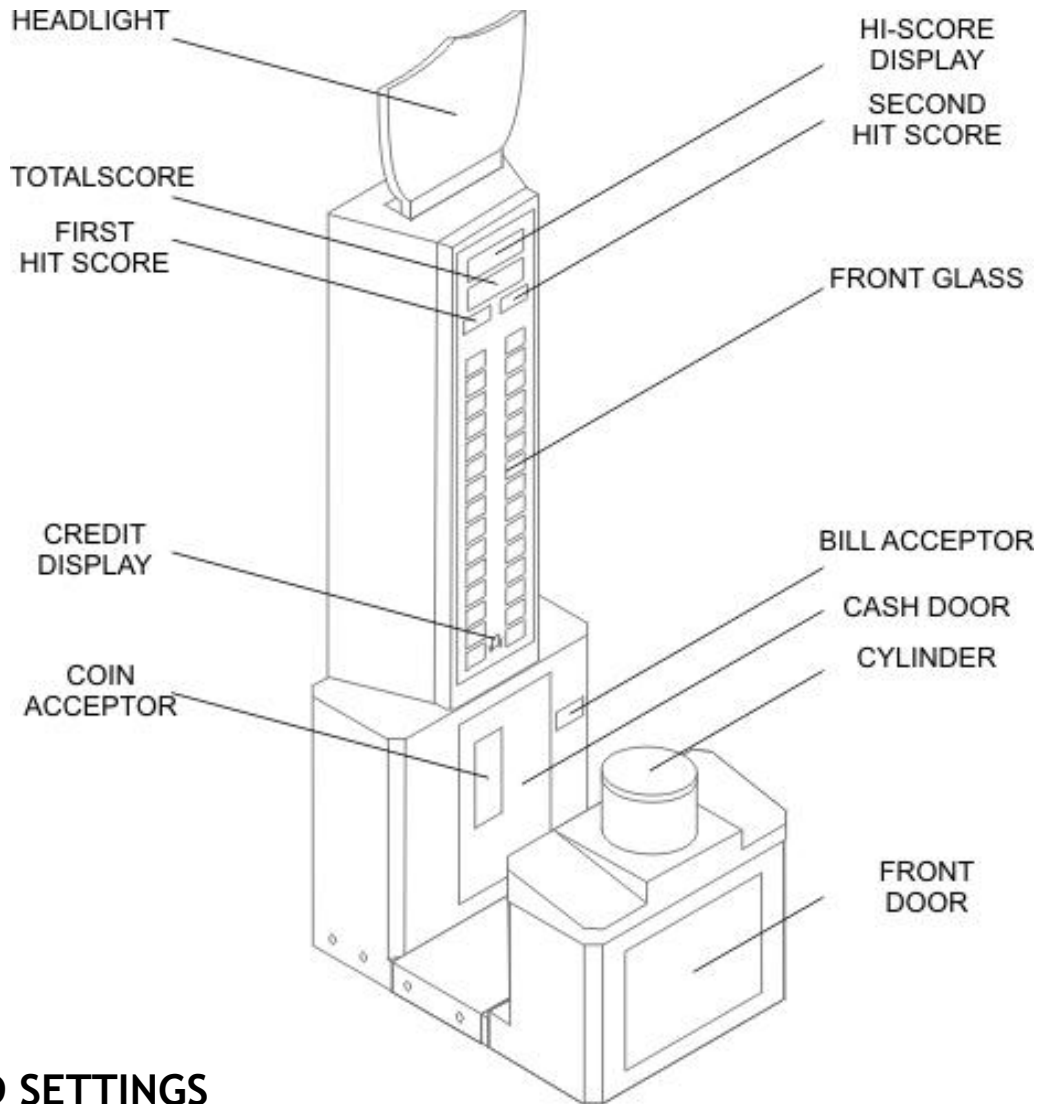
## 02. USAGE AND SETTINGS

### START-UP INSTRUCTIONS

Apply these instructions after delivery and unpacking:

- join front part with the tower (remember to connect power supply and optical sensor wires together)
- assembly middle plate
- assembly additional stabilizers if needed
- install headlight
- connect the power supply cable
- switch on the power button on plug-in socket
- wait for system start
- MAGIC HAMMER is ready to use





## MENU AND SETTINGS

Use REMOTE to access SETTINGS MENU.

(Remote should be connected next to mechanical counter, in coin acceptor door)

During "DEMO" mode, press and hold "ENTER" key.

Use "+" and "-" key to navigate between main menu levels.

Use "ENTER" key to enter chosen main menu level.

Use "ENTER" key again to exit menu level.

If menu level has sub-levels, use "ENTER" key to navigate between sub-menu levels.

In sub-menu level, use "+" and "-" keys to change settings (value or "on/off").





## MENU SCHEME

MENU LEVEL	FUNCTION	DISPLAY INFO	FUNCTION DESCRIPTION
P-01	GAME VOLUME		„game” volume level (0-100) - recommended 85
P-02	DEMO VOLUME		„demo” volume level (0-100) - recommended 75
P-03	DEMO REPEATING		„demo” repeating time (0-30) shown in minutes - recommended 5
P-04	GAME PRICING		coin acceptor channels
		CH1	xx.yy
		CH2	xx.yy
		CH3	xx.yy
		CH4	xx.yy
		CH5	xx.yy
		bIL	bill acceptor impulse multiplier - sets how many credits from one bill acceptor impulse
	bon	bonus settings	
P-05	DIFFICULTY LEVEL		difficulty level (1-20) - recommended 12
P-06	HIGH SCORE		hi-score settings (1-1998) for total score (two hits in one game)
P-07	TICKETS	tIC	ticket dispenser status
		oFF	oFF' - ticket dispenser off
		on	on' - ticket dispenser on
		tCr	tickets for one credit (0-50)
		HSC	high score ticket bonus (0-50)
			tickets score bonus
		Po1-Po5	tickets score levels (0-990) for one hit
		tC1-tC5	tickets for score levels (0-50) for one hit
			e.g. Po1 - 300, tC1 - 1 = one additional ticket for more than 300 points in one hit
			Po2 - 500, tC2 - 3 = three additional tickets for more than 500 points in one hit etc.
P-08	ERESABLE COUNTER	tot1	check erasable counter (0..999999)
			counter erasure - Press together <-> and <+>
P-09	NON-ERESABLE COUNTER	tot2	check non-erasable counter (0..999999)
P-10	TEST GAME		test game - without credits - one full game cycle -two hits
P-11	MACHINE TESTS		machine test - detailed test of the machine elements are performed by pressing <ENTER> button:
			displaying version number 'v x.y' e.g. 'v 2.0'
			display and LED's test
		t.SoL	cylinder releasing time - recommended 30-50 miliseconds
		SoL	solenoid test - press <+> to open the solenoid current status of steering signal is displayed as 'oFF' / 'on' message
		oPto	optical sensor test pushing the cylinder causes sensor test message 'on' on left display - first cylinder sensor status message 'on' on right display - second cylinder sensor status
		on/off on/off	Interrupt of cluster on one of the sensors should cause change of the message to 'oFF' <b>ATTENTION:</b> First You need to use "Solenoid Test" (SoL) and open the cylinder to test the optical sensors
	tEMP	main board temperature - shown In Celsius	
P-12	AUTO GAME		machine autotest - press <ENTER> to exit
P-13	FREE PLAY		free games
P-14	CYLINDER STABILISATION		time to full cylinder stabilisation (20-250) shown in milliseconds - recommended 250
P-15	OPTICAL SENSOR TYPE	CoPT	choose between optical sensor types (old - OPT_FAL/new - OPT_rIS)
End			exit to „DEMO” mode



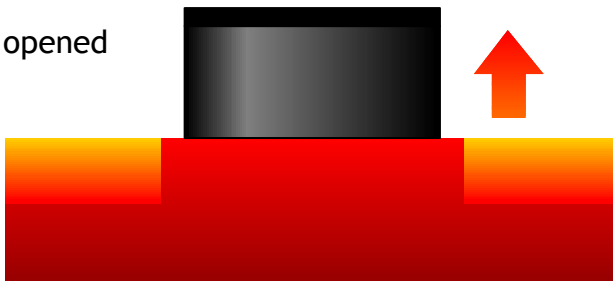
## GAMEPLAY

- A) Insert coin/coins into the coin acceptor or note/notes into a bill acceptor.
- B) Wait for discharge of cylinder
- C) Hit the cylinder, using hammer
- D) Watch Your **FIRST SCORE** on the display
- E) Wait for second discharge of cylinder
- F) Make second hit
- G) Check your **SECOND SCORE** and the **TOTAL SCORE**

“Cylinder” closed



“Cylinder” opened



## FRONT GLASS AND DISPLAYS

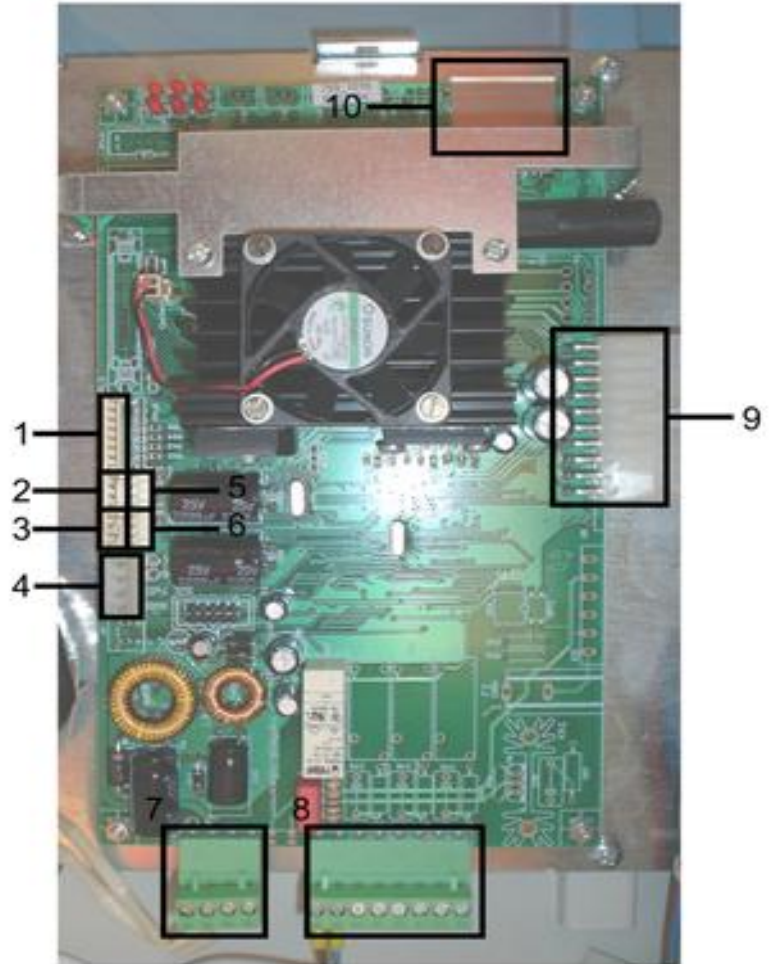
1. High score display
2. Total score (first hit + second hit)
3. First and second hit displays
4. LEDs
5. Credits display



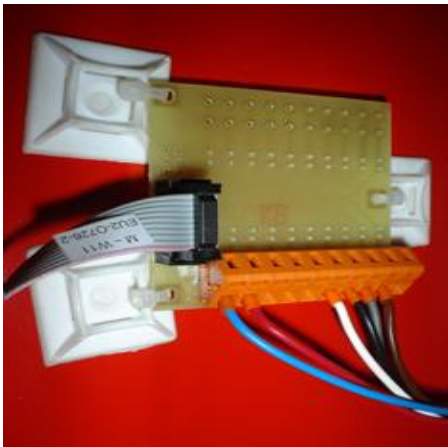


## MAIN BOARD

1. Coin acceptor connector
2. Optical sensor connector
3. Signal connector
4. Display power and operating connector
5. Banknote acceptor connector
6. Ticket dispenser connector
7. Power input connector
8. Solenoid control connector
9. Main control connector
10. SD (Secure Digital) card slot



Direct coin acceptor connector



Remote connector







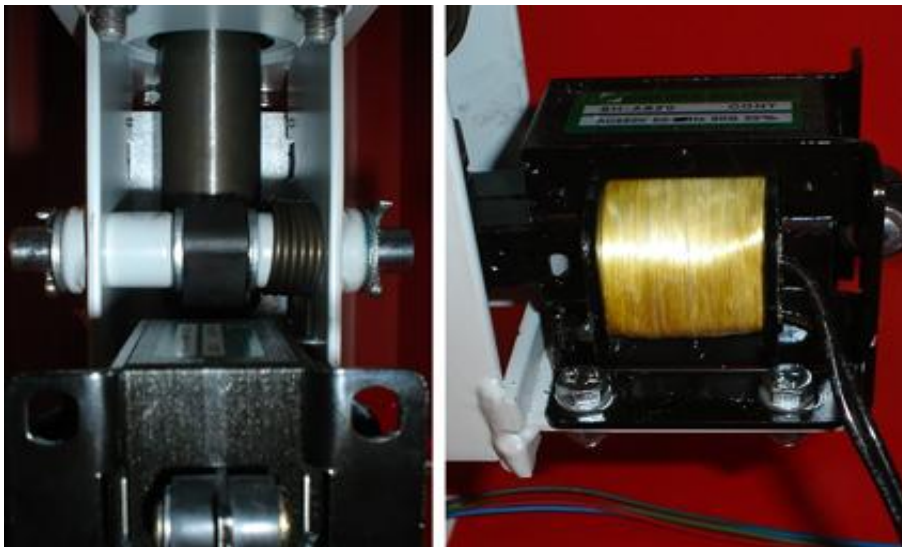
## 03. MAINTENANCE & TROUBLESHOOTING

Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine!

### MAINTENANCE

Greasing:

Remember to grease movable parts in ball releasing mechanism. This operation must be carried out from time to time.



Cylinder release mechanism and mechanism solenoid

### TROUBLESHOOTING AND TYPICAL MALFUNCTIONS

MALFUNCTION	SOLUTION
Machine will not start	Check the power cord Check the power socket fuse
No sound	Check the speakers connection Check the volume level
Cylinder is not releasing	Check the cylinder releasing mechanism and the solenoid
No lights on the front glass	Check the wiring. Replace the faulty LEDs
ERROR 1	Make “optical sensor test” in service mode>P-11>oPto. If test result is incorrect, check the wiring and/or replace optical sensor



## 04. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the MAGIC PLAY HAMMER MACHINE will be free from defects in electronics (motherboard, power supply card, coin acceptor and bill acceptor) and ball-release mechanism for a period of two years from the date of shipment. Warranty terms do not cover parts not included above.

### **Definition of defect:**

Regarding mechanism: it will be considered as defective if unwelding or breaking takes place during the warranty period. It does not include scratching or rubbing out of any metal part which results from heavy usage of a mechanism.

Regarding electronics: 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, unauthorised connection or modifications.

**Should the product prove defective during the warranty period, Magic Play, at its option, shall:**

- Repair the defective part by means of telephone support or depot service at no charge for parts of labor.
- Replace the defective part with a comparable product which may be new or refurbished.

### **Provided that:**

- Magic Play is informed of the defect immediately after it occurred. The faulty part should be dispatched to Magic Play as soon as possible.
- Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.
- 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!**

BUYER \_\_\_\_\_

DATE \_\_\_\_\_

SERIAL NUMBER \_\_\_\_\_

SELLER \_\_\_\_\_



DATE OF DELIVERY .....
REPAIR DATE .....
REPAIR DETAILS .....
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