BARRON GAMES
INTERNATIONAL
Customizing Family Fun

SKU#: BG-0048TM

Timberman

Instruction Manual

Assembly, Operation, and Care Instructions

Serial #:

Distributed By:

Sales Person:

Technical Service #:   **+1-716-866-0054**

V.122216

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)?

Package Contents		
Open the package and make sure all the items are included:		
• One (1) Body Assembly • One (1) Notched Wooden Cover • Plus, the following accessories:		
Qty.	**Part Name**	**Illustration**
1	Timberman Instruction Manual	
4 sets	Keys	
1	Marquee and 4 mounting screws	
1	LED Controller Remote	
1	Bill Acceptor Cover	
1	Coin Acceptor Cover	
2	Metal Mounting Brackets	
6	For Bracket - Wood Screws	
9	For Bracket - Tapping Screws	(only 6 needed)

Note: Parts are subject to change without notice. If any items are missing, please contact your sales representative for immediate assistance.

Safety Instructions

Danger
Electric
shock risk

- This equipment may contain hazardous voltage which can cause electrical shock. Only **qualified personnel*** should work inside the equipment.
  *Note: Keep reading for a list of qualified personnel.

- To maintain personal safety and the safe operation of this product, read the entire manual before using it. The following instructions are intended for the users, operators, and the personnel in charge of the operation of the machine. **Be sure to keep this manual close to the product or in a convenient place for future reference.**

IMPORTANT NOTICES

- This product is intended for indoor use only

- This is NOT a child's toy; adult supervision is required for children to play this game. Children under 3ft (roughly 90cm) in height should not approach the game while it is in use by another player.

- Do not sit, climb, or lean on the unit. Do not place anything, including people, on the unit.

- Do not drag the product when moving it, as this could damage the legs, levelers, or machine beyond repair.

- Do not place any food or drinks on the machine.

- This game features flashing lights which may not be suitable for photosensitive epilepsy.

Definition of Site Maintenance Personnel
or Other Qualified Individuals

⚠ **WARNING**

Servicing and maintenance work of the contents herein stated should be performed by the *SERVICEMAN* stipulated as per IEC Standard. Those who do not have technical expertise and knowledge other than the *SERVICEMAN* are not allowed to perform the work herein stated. Executing the aforementioned work by such non-technical personnel can cause serious accidents that may endanger life.

Replacing parts, maintenance inspections, and troubleshooting should be carried out by **Site Maintenance Personnel** or other **Qualified Professionals**. This manual includes directions for potentially dangerous procedures which should only be performed by professionals with appropriate and specialized knowledge.

The **Site Maintenance Personnel** or other **Qualified Professionals** mentioned in this manual are defined as follows:

- **Site Maintenance Personnel:** Individuals with experience in maintaining amusement equipment, vending machines, etc., working under the supervision of the owner and/or operator of this product. Maintenance Personnel frequently service machines within amusement facilities or similar premises by carrying out everyday procedures such as: assembly, maintenance inspections, and replacement of units or replaceable parts.

    o **Actions Approved for Site Maintenance Personnel:** Machine assembly, maintenance inspection, and replacement of units or replaceable parts.

- **Other Qualified Professionals:** Personnel employed by the amusement equipment manufacturer. Personnel may also have been involved in design, production, testing, or maintenance of said amusement equipment. This individual should have either graduated from a technical school or hold similar qualifications in electrical, electronics, or mechanical engineering.

    o **Actions Approved for Other Qualified Professionals:** Assembly, maintenance, inspection, and replacement of units or replaceable parts for amusement equipment and/or vending machines, including repair or adjustments of electrical, electronic, or mechanical parts.

Before Using This Product

Please be sure to read the following before using this machine, in order to ensure the safe operation of this product. The following instructions are intended for users, operators, and personnel in charge of the operation and maintenance of the machine. After carefully reading and sufficiently understanding the warning displays and cautions, please handle the machine appropriately. Be sure to keep this manual for future reference.

Qualified Personnel: Only personnel who have technical expertise should perform the work stated herein to avoid hazardous situations. The instructions state that site maintenance personnel should be the only personnel performing work. Please perform maintenance work in accordance with the stated instruction; provided instructions for maintenance work are to minimize risk and prevent accidents. Failing to perform work as stated within the Instruction Manual may potentially be dangerous to both maintenance personnel and users.

- **<u>Be sure to turn off the power before working on the machine</u>.** To prevent electric shock, be sure to turn the power off before carrying out any work that requires direct contact with the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual will state to do so.

- **Be sure to ground the Earth Terminal.** This is not required in the case where a power cord with earth/ground is used.

- **Ensure the power supply used is equipped with an Earth Leakage Breaker.** This product does not incorporate an Earth Leakage Breaker. Using a power supply which is not equipped with an Earth Leakage Breaker can cause a fire when or if earth leakage occurs.

- **Before installing the product, check for electrical specifications; the product must meet the requirements.** Ensure the product is compatible with the power supply voltage and frequency requirements of the location. Using any electrical specifications that are different from the designated specifications can cause a fire and/or electric shock.

- **Install and operate the product where appropriate lighting is available, allowing warning and safety labels to be read clearly.** To ensure customer safety, labels and printed instructions describing potentially hazardous situations are applied to places where risk for potential accidents are increased. If any label is peeled off, apply it again immediately.

Please contact Barron Games Technical Support at 1+716-866-0054 or email service@barrongames.com if you are in need of new stickers or parts.

Visit www.BarronGames.com for more information about Barron Games' Parts and Service Department.

INSTALLATION AND MAINTENANCE SAFETY

This product is an indoor game machine. **Do not install it outside.** Even indoors, avoid installing it in the places mentioned below, so as to avoid causing a fire, electric shock, machine malfunction, or even death. Do not install or maintain this product in/on/within/near:

- places subject to rain or water leakage, places subject to high humidity, or in the proximity of an indoor swimming pool, shower, steam room, etc.

- places subject to direct sunlight, places subject to high temperatures, or in the proximity of heat dispensing units or portable heating devices.

- places filled with inflammable gas, within the vicinity of highly flammable or volatile chemicals, or other hazardous materials.

- dusty places.

- sloped surfaces.

- places subject to any type of violent impact.

- the vicinity of anti-disaster solutions, such as fire exits and extinguishers.

- places where the operating (ambient) temperature range is not 5°C to 30°C (41°F to 86°F).

- places near water or spray from water (such as a jet wash, hot tub, or swimming pool).

To ensure maximum safety for the users and service personnel, ensure that where the product is operated has sufficient lighting to allow all safety labels to be read clearly. Operation under insufficient lighting is not advised.

⚠️ ASSEMBLY

Important Notes:

1. Read this Instruction Manual carefully before assembling or playing.

2. Ensure that there is sufficient space to place and shift the product prior to and during assembly.

3. **TWO strong adults are recommended to assemble the unit.**

4. Inspect and ensure all parts are securely attached before moving.

5. Please Note: Children and pets should be kept away from the assembly area. This product may contain small parts that could be a potential hazard during assembly for small children or animals.

⚠️ TOOLS NEEDED

- **Timberman Instruction Manual**

- **Allen Key Set**

- **Hand Drill**

- **Phillips Head Screw Driver**

- **Scissors**
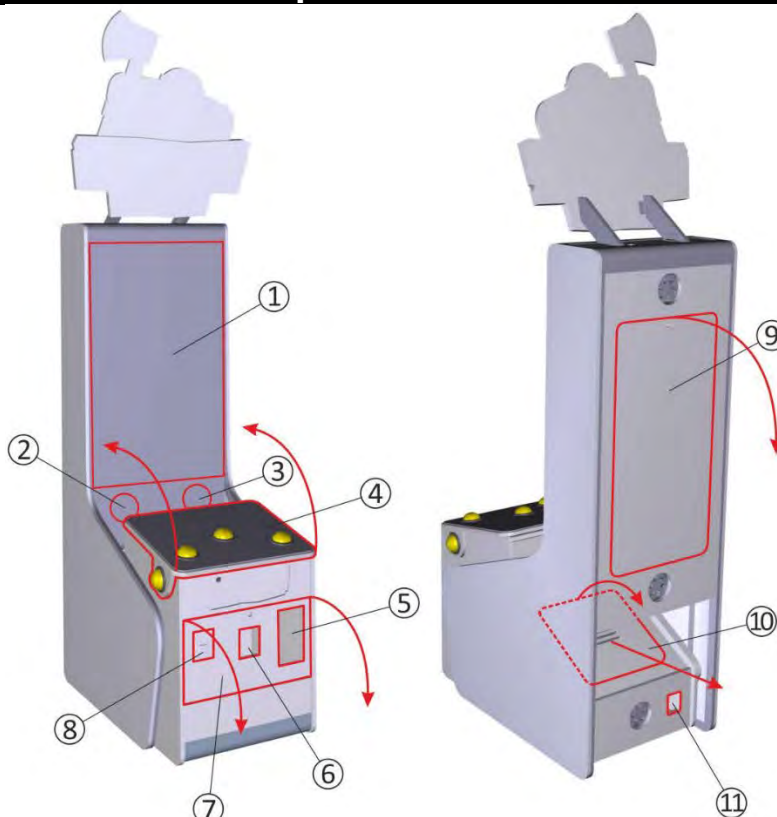
- **Timberman Door Keys**

*Note: Please retain the original packaging, so that it may be used for storage or transport later.

Specifications	
Rated Power Supply	110V - 240V
Dimensions	46" x 27" x 116"
Weight	331 lbs
Service Area	Approx. 1.5 ft
Play Area	Approx. 3.5 ft

This machine requires extra space for playing and for maintenance, please leave space around the game after installation.

Specifications

1. 42" LED display	7. front service door - accesses coin & bill acceptors, tickets feeder, counters, and service button
2. left speaker	8. ticket dispenser
3. right speaker	9. upper back service door – access to display, speakers and marquee assembly
4. game panel with control buttons - access to buttons switches can be opened by unlocking clamps accessible via front service door	10. lower back service door – access to main board, I/O board, power supply, LED controller and wiring
5. coin acceptor	
6. bill acceptor	11. power socket

Locate Important Safety Stickers

Instructions that require special attention are indicated by warning signs. Depending on the varying degree of hazard, the terms used are: NOTE, NOTICE, and WARNING.

- **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:

|	
WARNING	**High Voltage and Shock Hazard** High voltage can cause electric shock. Turn off/unplug power before servicing.
WARNING	**High temperature Hazard** This part may cause scalding. Do not touch. Surface may be hot.
WARNING	**Do Not Touch Hazard** This may be hot or can cause electric shock. Do not touch.

Assembly – Step Ⓐ   Assemble the Unit

Unpack Timberman and parts from box and remove plastic wrap
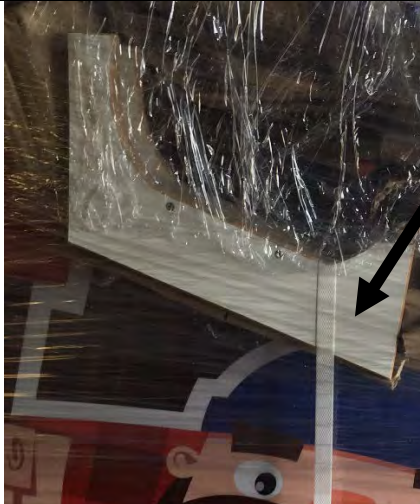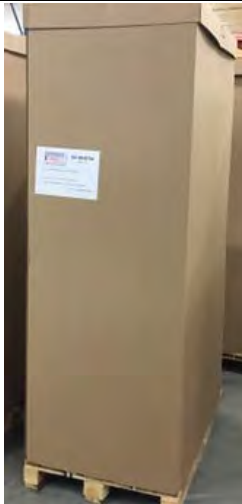
There are two L-shaped wood spacers (one on each side of the cabinet) that are **only for shipping & protection purposes**. They both may be discarded after unboxing.

Do not discard the flat notched board.
There is a wood board that needs to be installed from underneath the unit (accessed via the rear opening) with two (2) metal brackets.

To Install the Notched Wooden Board Protector Cover

This wood board protector sits in the space between the front of the unit and below the speaker/screen.

It is secured by two (2) metal mounting brackets, six (6) wood screws and six (6) tapping screws.

1. To begin, you will need the included two (2) metal mounting brackets and six (6) wood screws. Don't panic: extra screws may have been provided.

2. Screw the brackets into the middle of the shorter edge of the board. Mount the bracket on the side where the cover edges are rounded.

   These screws will be flush with the bracket once installed.

Assembly – Step Ⓐ   Assemble the Unit

After the brackets have been installed onto the wood board, insert the side with the cutouts and fit them into the protruding parts of the cabinet.

- The wood cover *may* hold without being screwed into the cabinet; however, **we strongly recommend screwing the cover to the brackets** and into the side of the unit for added stability.

- Utilize the six (6) tapping screws and drill them into the side of the unit where the bracket meets the cabinet. Three (3) tapping screws will be needed for each bracket.

 **Note:** Extra screws may be included.
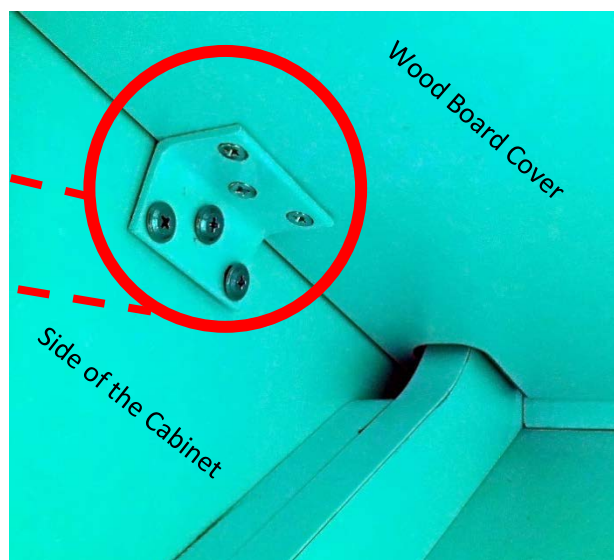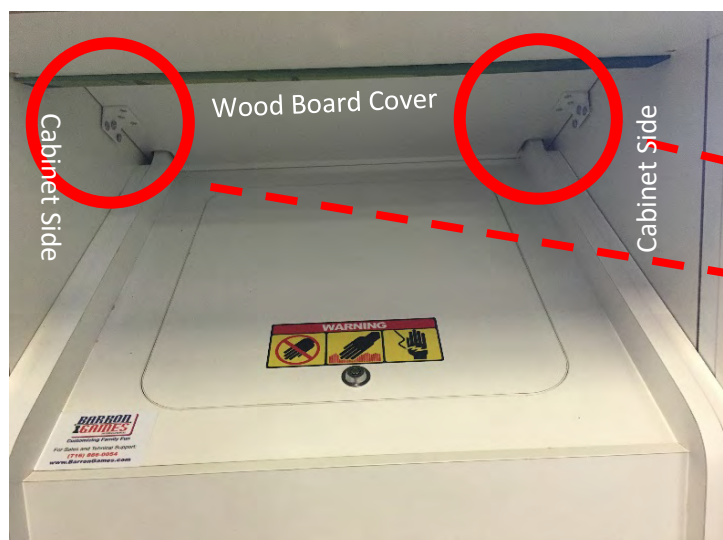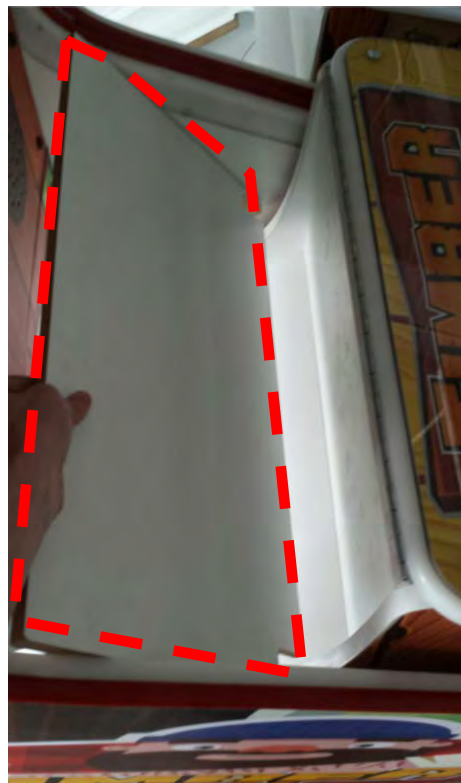
Assembly – Step ❸   Install the Marquee

- Two people are required to assemble the marquee sign

- A ladder or other platform at the back of the unit is also required

- Open the rear upper door
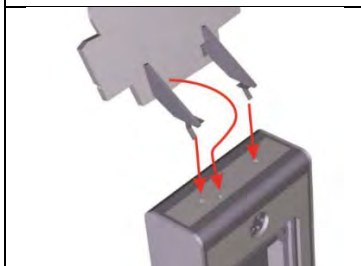
- Lift the marquee up, climb onto the platform, and place the marquee base brackets in the holes on top of the unit.

- Pass the backlight power cord through the hole.
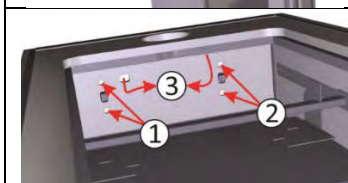
- Secure marquee using the marquee topper screws provided. Tighten the screws.

- Connect the power cable connectors.

Assembly – Step ❸   Level Adjustment

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.

- Adjust the leveler down until it touches the floor, lifting the casters off the ground by about 1/8"
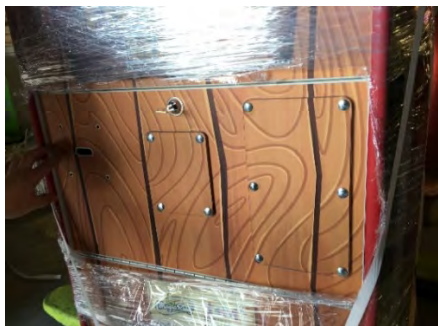
- Repeat the same for all levelers.

NOTICE: Make sure the machine is level with the ground & all adjustable legs are resting on the floor
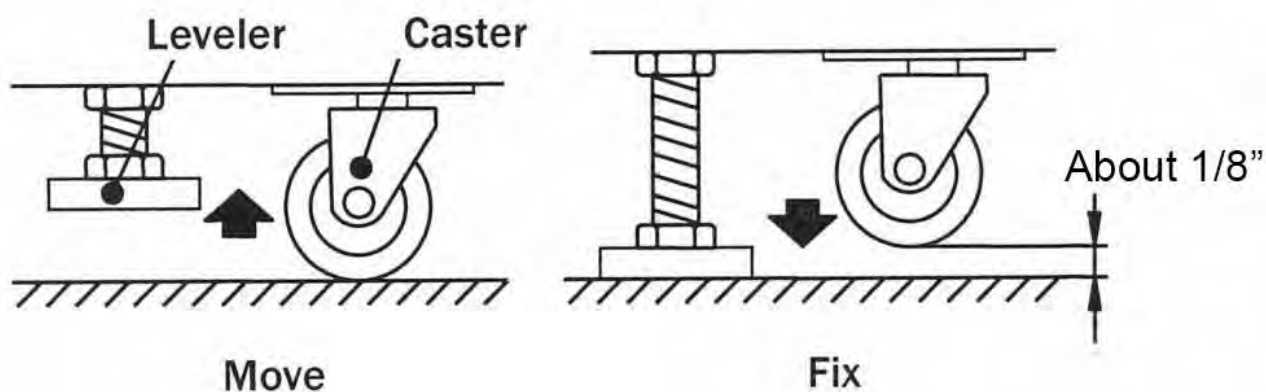
Assembly – Step ⓓ   Adding the Mechanisms

- After unboxing the unit, the front of the machine will look like this. The cavities from left to right include: ticket dispenser, dollar bill acceptor, and coin acceptor.
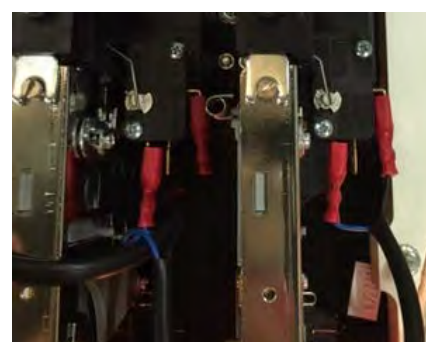

- **Left:** Install the ticket dispenser (plate facing down) using the four (4) bolts, washers, and nuts provided.

- **Middle:** Install the DBA according to the instructions on your DBA's model
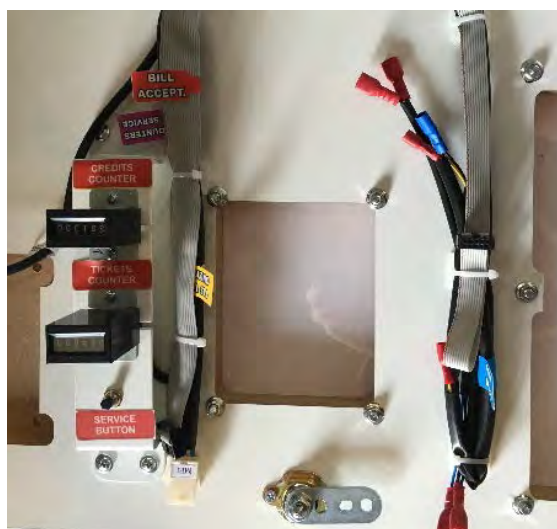
- **Right:** Install the coin acceptor according to the instructions on your model

Assembly – Step Ⓔ   Connecting the Power

IMPORTANT: POWER SUPPLY ADJUSTS AUTOMATICALLY

- Machines electrical system (power supplies & display) will adjust automatically to 220V/110V
- Do not plug the equipment power cables into an electrical outlet if the power cable is damaged
- Avoid putting too many loads on one electrical outlet, as it could result in an electrical fire
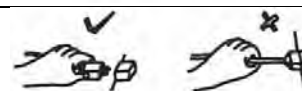- Connect the grounding conductor to the earth/ground terminal (GND)
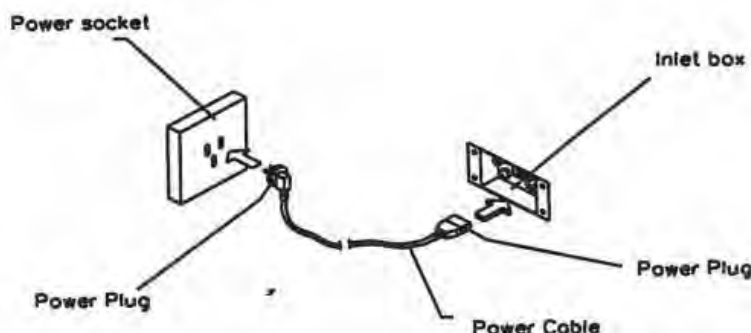
WARNING: Ensure no heavy objects rest on the power cord.

Check to make sure the game cabinet does not sit on the power cord as this could damage the cord and become hazardous.
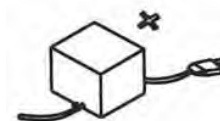
To disconnect the game, grip the plug and pull it from the wall outlet. Never pull by the cord.

Do not touch the power plug when hand is wet to prevent shock.

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

Software Activation

! IMPORTANT !

THE SOFTWARE ON THIS DEVICE IS COPYRIGHT PROTECTED.

COPYING AND DISTRIBUTING THIS SOFTWARE IS STRICTLY PROHIBITED. IT IS ALSO FORBIDDEN TO INTERFERE WITH THE INTEGRITY OF THE SOFTWARE VIA MODIFICATION OR IMPLEMENTATION OF ANY CHANGES WITHOUT PRIOR AUTHORIZATION BY THE MANUFACTURER. ANY ATTEMPTS TO CHANGE THE SOFTWARE, OTHER THAN THOSE SPECIFIED BY THE MANUFACTURER WILL RESULT IN WARRANTY LOSS AND IS HAZARDOUS.

Software Activation

This machine is typically pre-activated; however, in the event that the game must be re-activated (for example, in the case of replacement of some electronic components, etc.), please use this guide.

To Activate Your Software:

- Turn the machine on and copy the **version number** displayed on the screen. Your screen should look like the one on the left. The version number is a series of twelve characters (numbers and letters only).

- In order to obtain an **activation code**, send your version number to **timberman@magicplay.pl**. Your activation code is a series of sixteen numbers and letters separated by dashes.
  - Use *RIGHT CUT BUTTON* to select *NEXT*
  - *LEFT CUT BUTTON* to select *PREVIOUS*
  - Use *START BUTTON* to *ENTER*
 - Dashes are generated automatically.

Software Updates

Required: USB memory stick and a USB computer mouse

Before you begin: Determine which CPU you have in your device; there are two different styles. Each CPU version may have a different update, please check the software link at http://barrongames.com/software-updates. Please use the update file (.apk) that corresponds to the CPU model that you have in your machine.

1. Start with the game powered off.
2. Choose the option that best fits your CPU and download the .apk file. Save it to a USB drive
3. Open the lower rear service door and locate the control processor (see picture).
4. Connect the memory stick and a computer mouse in free USB ports
5. In the lower corner of the control processor, flip the small switch to the SD position to boot from the SD card. **Note:** remember to flip this switch back to MMC position after completing the upgrade.
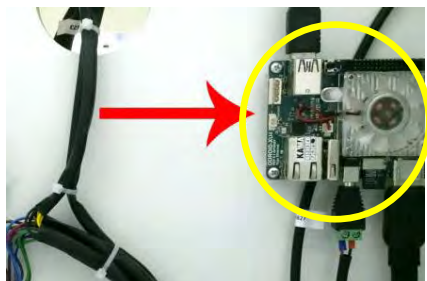
Software Updates

6. Turn on the machine. It may take several minutes to boot completely. You may notice 2 "errors" on your screen; however, if you wait a few moments, the application should begin (may take 60+ seconds).
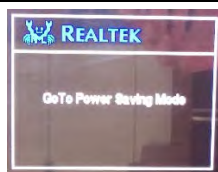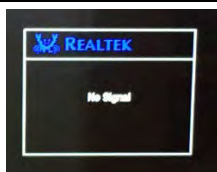
		ON SCREEN ERRORS MAY APPEAR: **"NO SIGNAL" or "GOTO POWER SAVING MODE"** Even if these error messages appear, continue waiting until the application boots up completely from the SD Card.

7. Leave the Timberman application by single-clicking the right mouse button; this opens the control panel.

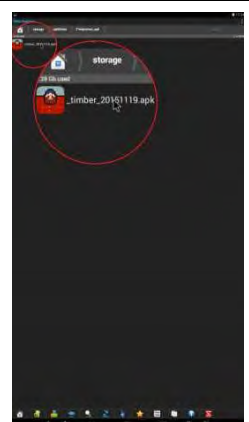|			
8. Go to the application list at the bottom center of the screen	9. Click on the ULTRA EXPLORER app icon	10. Select the memory stick you created by clicking the word "storage" at the upper left corner	11. Select your memory stick from the list (it will be listed as usb2host, usb3host or similar)
12. Locate and click the downloaded .apk file	13. Click "Install" in the lower right corner	14. Wait for the install. It may take a few mins.	15. Click "Open" in the lower right corner of the screen
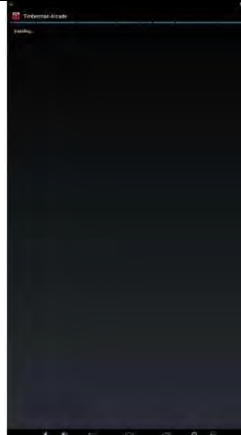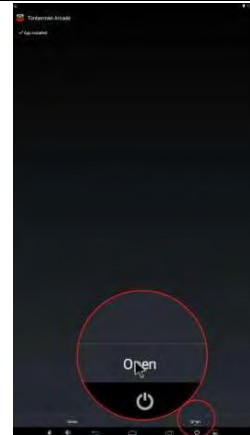
16. Shut down the machine and turn off the power. Remove the USB mouse and USB memory stick.

17. In the lower corner of the control processor, flip the small switch to the MMC position to boot normally.

18. Restart the machine. *Note*: to verify that your update succeeded, open the front panel and press the "service" button. Use the axe buttons to navigate left and right and the start button as enter. Select "Logs & Stats" from the service menu and the software version should match the name of the .apk file you installed.

Software Updates: To find the latest updates and make sure you have the most up-to-date software, please visit: http://barrongames.com/**software-updates/**

Game Play

To Start the Game:

1. Insert coins, tokens, bills or swipe point card (depending on accessories).

2. Press the START button to start the game.

3. Instructions for players who are playing for the first time will appear on the screen first. You can skip this step by pressing the START button.

4. After the countdown, the game will start.

5. Push **CUT LEFT** button to chop tree on the left side. Push **CUT RIGHT** button to chop tree on the right side.

6. A point is earned for every successful chop. The operator designates how many points will earn an adjustable number of tickets in the settings options.

7. **Game Over:** Any contact with tree branches will end the game.

8. **Game Over:** If the timer (also set by the operator in the setting menu) expires, the game will end. However, successful chops may increase the players time by earning a speed bonus. If you cut fast enough, you can refill the timer bar to the maximum level.

9. **Bonus Tickets:** After a long enough speed bonus, timer bar will change color (red to blue), indicating that the player is receiving a reward bonus and they will earn extra tickets (amount set by operator).

Game Options

To access the settings menu:

- Press the **SERVICE BUTTON** located inside the service door at the front of the machine, next to the coin and ticket mechanisms.

- Use game panel buttons to navigate in the menu.
    - RIGHT CUT BUTTON to select NEXT (down/right)
    - LEFT CUT BUTTON to select PREVIOUS (up/left).
    - START BUTTON to ENTER or CHANGE the option.
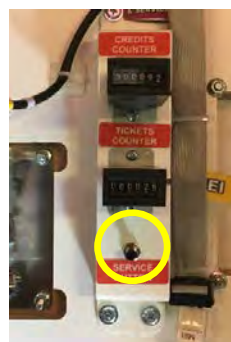
Game Options

A List of Adjustable Settings (See Section "Navigating the Settings Menu" to adjust these settings)

Category	Setting	Value	Description
Device Settings	SFX Volume	0-100	Setting Sound Volume from 0 to 100
	Music Volume	0-100	Setting Music Volume from 0 to 100
	Music 1, 2, 3	on/off	
	Lights	on/off	Option is Temporarily Unavailable
Game Settings	Easy Mode	0-100	Number of Chops
	Immortal Mode	0-100	Number of Chops
	Difficulty/Timebar seed	0-10	
	Background Settings	on/off	Enable or Disable the Background
	Free Play	on/off	
Credits Settings	Default Credits Settings	DEFAULT USD	The Preset Settings Credit
	Default Credits &	DEFAULT EUR	
	Coin Settings	DEFAULT PLN	
	Channel Mode	On/Off	channel mode (electrical changegiver)
	Impulse Mode	On/Off	pulse mode (mechanical changegiver)
	Coin Settings / Channel Settings		Set the number of credits assigned to the channel
	Bill Settings / Impulse Settings		Set the number credits to one pulse
			Set the Number of Credit to 1 Pulse of the Payout
Tickets Settings	Tickets On/Off	On/Off	Enable/Disable Issuance of Tickets
			Disabling this option will hide any information and messages related to tickets/rewards
	Tickets for Score / Tickets for Every Score	On/Off	Convert a number of points on a single ticket
	1 Ticket for Every Points	0-100	The number of points needed to earn a single ticket
	Tickets for Score / Tickets for Score Levels (Bonus Points ON/OFF)	On/Off	Issue a set amount of tickets for reaching a certain number of points
	Tickets for Levels Table (Bonus Points Parameters)		Identify specific levels (at a point threshold) and the number of tickets earned for reaching it
	Mercy Tickets		Number of "consolation" tickets issued
Tickets Settings	Tickets for Specials / Full Stripe Bonus	0-100	Tickets earned per second during a "Speed Bonus"
	Leaderboard Tickets Bonus	0-100	Number of additional tickets earned by achieving a high score (Top 8) on the leaderboard
	Divide by Two	Set for Tickets with Double Value	
Leader boards	Generate Random Table		Generates a random leaderboard where the "base value" is the base number of points & "spread" is the min. And max. "scatter" of the results
	Generate Random Table Interval		Specify the time when to generate a random list of results, value 0 is disabling the random list generation
	Results		A list of 8 the highest scores with the option of removing each of them
Counters	Resetable	Credit, won tickets, tickets issued, the number of games	Resettable counters of the device
	Non Resetable	Credit, won tickets, tickets issued, the number of games	Non resetable counters of the device
Logs & Stats	Avg. Tickets for Play	The average number of winning tickets per game	
	Avg. Score for Play	The average number of winning tickets per game	
	Avg. Time for Play (Seconds)	The average duration of the game in seconds	
	Tickets for Score	Number of tickets earned for points.	
	Tickets for Score Levels	The number of tickets earned for earning the "bonus points"	
	Tickets for Speed Bonus	The number of tickets earned for keeping the "speed bonus"	
	Tickets for Leaderboard	Number of tickets earned for entered into the list of tickets	
	Mercy Tickets	The number of tickets earned as a "consolation"	
Tests	Input Devices	Validates input devices: coin acceptor, bill acceptor, and push buttons	
	Output Devices	Validates output devices: ticket dispenser	
	Test Audio	Audio Channels Test	
	Test Video	Display Test	

Navigating the Settings Menu

	DEVICE SETTINGS	Sound effects, and music volume settings
	GAME SETTINGS	Beginner settings and background images
	CREDIT SETTINGS	Game rewards, coin, and bill acceptors settings
	TICKET SETTINGS	Tickets for final number of points, ticket settings for bonus & speed levels and other settings
	LEADERBOARDS	Randomize leaderboard and leaderboard reset time settings
	COUNTERS	Credits and tickets resetable and non-resetable counters
	STATS AND LOGS	Games, average tickets for game, etc. statistics
	TESTS	Machine components diagnostics

	SFX VOLUME	Audio effects volume settings 0-100
	MUSIC VOLUME	Music volume settings 0-100
	MUSIC 1, 2, 3 – ON/OFF	Select a melody playing during the game
	LIGHTING	Option is temporarily unavailable

	EASY MODE CHOPS	Set number of chops during which the player gets hints on avoiding branches and after which the time bar begins to drop (a practice mode)
	IMMORTAL CHOPS	Set the number of chops during which Timberman will be resistant to branch hits
	DIFFICULTY / TIMEBAR SPEED	Set how fast timer will decrease. Values from 1 to 10. 1 is very easy and 10 is very hard
	BACKGROUND IMAGE	Enable or disable game background images

Navigating the Settings Menu

CREDITS MENU

3.1. FREE PLAY ON/OFF
3.2. DEFAULT SETTINGS
3.3. COIN SETTINGS
3.4. BILL SETTINGS
CLEAR CURRENT CREDITS
BACK

FREE PLAY ON/OFF — Free play, no credits needed.

DEFAULT SETTINGS — Predefined credits settings for various currencies

COIN SETTINGS — Coin acceptor settings for impulse and channel modes

BILL SETTINGS — Bill acceptor settings

DEFAULT CREDITS

DEFAULT USD
DEFAULT EUR
DEFAULT PLN
BACK

DEFAULT USD — Predefined credit settings for US DOLLARS

DEFAULT EUR — Predefined credit settings for EURO

DEFAULT PLN — Predefined credit settings for POLISH ZLOTY

COINS MENU

CHANNEL MODE ON/OFF   IMPULSE MODE ON/OFF

CHANNEL	CREDITS	BONUS
1	0.5	0
2	1	0
3	5	1
4	10	2
5	15	3
6	20	4

IMPULSE SETTINGS
IMPULSE 1 CREDITS 0.5
BACK

CHANNEL MODE ON/OFF — CHANNEL MODE ON/OFF: for channel coin acceptors – can accept more than one type of coins/tokens. If channel mode is switched on, impulse mode turns off automatically.

CHANNEL MODE SETTINGS — Set how many games/credits will be launched by single pulse from channel 1 to 6

Navigating the Settings Menu

COINS MENU

CHANNEL MODE `ON/OFF` IMPULSE MODE `ON/OFF`

CHANNEL	CREDITS	BONUS
1	0.5	0
2	1	0
3	5	1
4	10	2
5	15	3
6	20	4

IMPULSE SETTINGS

IMPULSE CREDITS

1 0.5

BACK
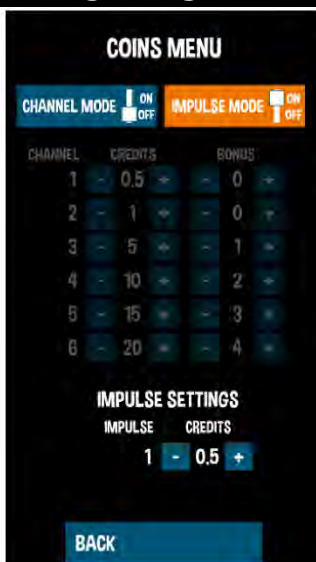
IMPULSE MODE ON/OFF

IMPULSE MODE ON/OFF: for impulse or mechanical coin acceptors – accepts only one type of coins/tokens. If pulse mode is switched on, channel mode turns off automatically.

IMPULSE MODE SETTINGS

Set how many games/credits will be launched by single pulse from coin acceptor

---

BILL MENU

	IMPULSES			CREDITS	
1	- 1 +		- 10 +	
2	- 2 +		- 25 +	
3	- 5 +		- 70 +	
4	- 10 +		- 100 +	
5	- 20 +		- 200 +	
6	- 30 +		- 300 +	

BACK

BILL SETTINGS

Set how many games/credits will be launched by pulses from bill acceptor.

TICKETS SETTINGS

4.1. TICKETS `ON/OFF`

4.1. TICKETS FOR SCORE

4.2. TICKETS SPECIALS

GIVE 24 TICKETS

CLEAR REMAINING TICKETS

DIVIDE BY TWO `ON/OFF`

BACK

TICKETS ON/OFF

Ticket dispenser enabled/disabled. All in-game ticket information will be unavailable when OFF

TICKETS FOR SCORE

Tickets ratio settings for points scored and number of tickets for score levels

TICKETS SPECIALS

Tickets for speed bonus and leaderboard place

GIVE ### TICKETS

Dispense outstanding tickets. NOTE: tickets will also dispense automatically when inserted into the ticket dispenser

CLEAR REMANING TICKETS

Clear ticket due

DIVIDE BY TWO ON/OFF

Turn on if you value each ticket as 2 tickets

Navigating the Settings Menu

TICKETS FOR SCORE ON/OFF	Enable or disable the option for the conversion number of points to a single ticket
	Set how many points a player must earn to get a ticket
TICKETS FOR SCORE LEVELS	Enable or disable the option to issue a given amount of tickets for exceeding a certain number of points
	Set how many tickets player will receive for reaching this score
MERCY TICKETS	Set how many "consolation" tickets will be given when the player wins nothing

FULL STRIPE BONUS	Set how many tickets player will receive for achiving and maintaning the speed bonus bar
LEADERBOARD TICKET BONUS	Table specifying number of bonus tickets for entering the best results list

RANDOM LEADERBOARD GENERATOR	Generates a random scoreboard where the "base value" is the base number of points and the "spread" is the minimum and maximum "scatter" of the results
RANDOM LEADERBOARD GENERATOR INTERVAL	Specify the time when to generate a random list of results, value 0 is disabling the random list generation
LEADERBOARD EDITOR	List of 8 the highest scores with the option of removing each of them

Navigating the Settings Menu
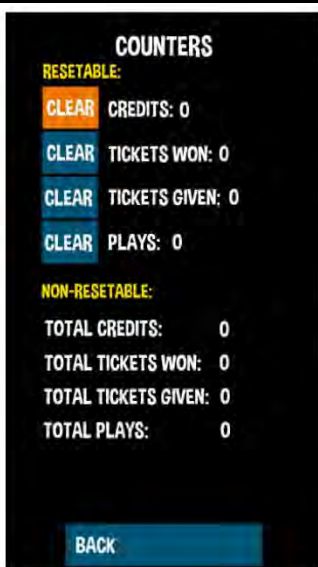
COUNTERS

RESETABLE:
CLEAR CREDITS: 0
CLEAR TICKETS WON: 0
CLEAR TICKETS GIVEN: 0
CLEAR PLAYS: 0

NON-RESETABLE:
TOTAL CREDITS: 0
TOTAL TICKETS WON: 0
TOTAL TICKETS GIVEN: 0
TOTAL PLAYS: 0

BACK

RESETABLE COUNTERS	Credit, win tickets, tickets issued, the number of games
NON-RESETABLE COUNTERS	Credit, win tickets, tickets issued, the number of games

LOGS AND STATS

AVG. TICKETS FOR PLAY: ?
AVG. SCORE FOR PLAY: ?
AVG. TIME FOR PLAY (SECONDS): ?
CLEAR TICKETS FOR SCORE: 0
CLEAR TICKETS FOR SCORE LEVELS: 0
CLEAR TICKETS FOR SPEED BONUS: 0
CLEAR TICKETS FOR LEADERBOARD PLACE: 0
CLEAR MERCY TICKETS: 0
RELEASE NUMBER: 20151119

BACK
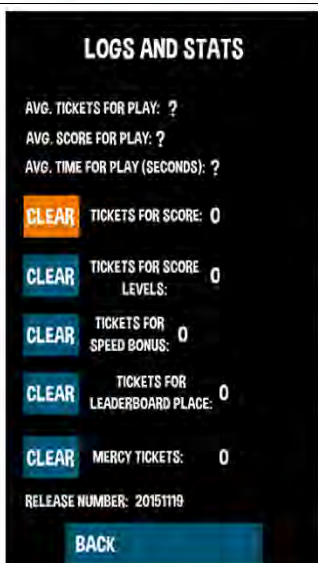
AVG. TICKETS FOR PLAY	average number of tickets earned for points
AVG. SCORE FOR PLAY	average number of tickets earned for score levels
AVG. TIME FOR PLAY	average duration of the game
TICKET FOR SCORE	number of tickets earned for points
TICKETS FOR SCORE LEVELS	number of tickets earned for score levels
TICKETS FOR SPEED BONUS	number of tickets earned for SPEED BONUS (full time bar)
TICKETS FOR LEADERBOARD PLACE	number of tickets earned for leaderboard entry
MERCY TICKETS	number of mercy tickets

TESTSTING

8.1. INPUT DEVICES
8.2 OUTPUT DEVICES
8.3 TEST AUDIO
8.4 TEST VIDEO

BACK

INPUT DEVICES	Validates input devices: coin acceptor, bill acceptor and push buttons
OUTPUT DEVICES	Validates output devices: ticket dispenser
TEST AUDIO	Audio channels test
TEST VIDEO	Display test

Navigating the Settings Menu

INPUT DEVICES

COIN ACCEPTOR: WAITING...
BILL ACCEPTOR: WAITING...
BUTTON 1: WAITING...
BUTTON 2: WAITING...
BUTTON 3: WAITING...
BUTTON 4: WAITING...

BACK
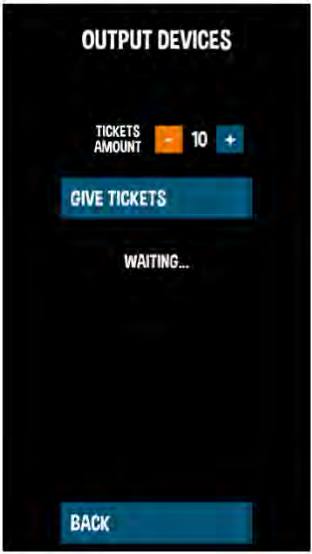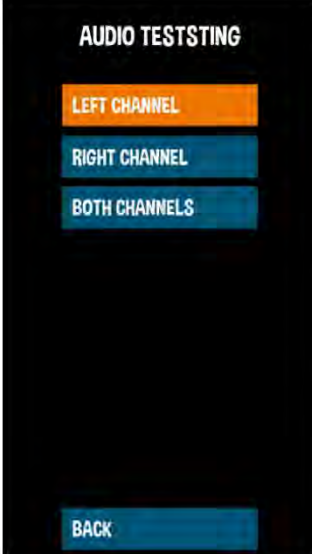
COIN ACCEPTOR	To check, insert a coin into the coin acceptor. The screen will display information about the channel on which the coin was accepted
BILL ACCEPTOR	To check, insert a bill into the bill acceptor.
BUTTON 1	Press START button to check
BUTTON 2	Press LEFT CUT buton to check
BUTTON 3	Press RIGHT CUT buton to check
BUTTON 4	Press SERVICE buton to check

OUTPUT DEVICES

TICKETS AMOUNT − 10 +
GIVE TICKETS
WAITING...

BACK

GIVE TICKETS	Dispense specified amount of tickets

AUDIO TESTSTING

LEFT CHANNEL
RIGHT CHANNEL
BOTH CHANNELS

BACK

LEFT CHANNEL	Check left audio channel
RIGHT CHANNEL	Check right audio channel
BOTH CHANNELS	Check both channels simultaneously

Navigating the Settings Menu

RED	Display red color
GREEN	Display green color
BLUE	Display blue color
WHITE	Display white color
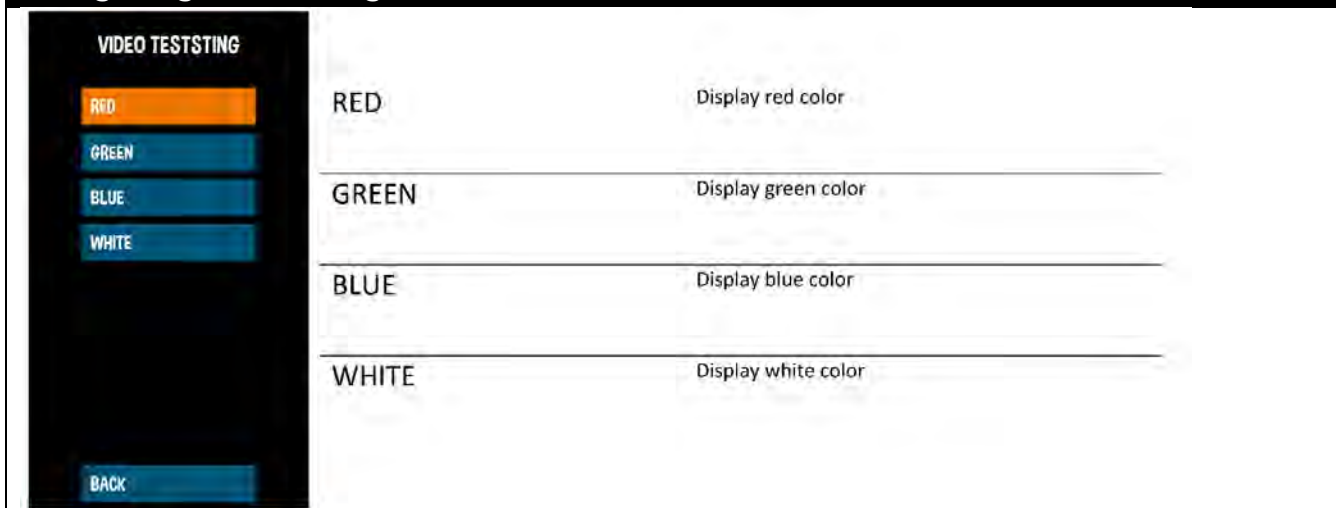
Recommended Settings for Youth and Adults

Note: There are separate settings recommended by the manufacturer for both youth and more-skilled adult players. Select settings that are most applicable to you and your customers.

To access the settings menu:

- Press the SERVICE BUTTON located inside the service door. The service door can be found at the lower front of the machine, next to the coin and ticket counters.

- Use game panel buttons to navigate in the menu.

  - RIGHT CUT BUTTON to select NEXT (down/right)

  - LEFT CUT BUTTON to select PREVIOUS (up/left).

  - START BUTTON to ENTER or CHANGE the option value or selection.

To locate the manufacturer's recommended settings, please visit:
http://barrongames.com/settings/timberman

Electrical Diagram

ELECTRICAL DIAGRAM v1.0

TIMBERMAN ARCADE HD
AMUSEMENT MACHINE

(c) 2016

42" LCD MONITOR

cable colors:
red = 5V
yellow = 12V
black = GND
white = GND with on/off

BUTTONS

START
S1

LEFT (& SIDE)

RIGHT (& SIDE)

SERVICE

BUTTONS LIGHT

12V

BLACK
RED

RED
BLACK

230/115V   HDMI

brown (12s)
green (7p)
orange (32p)
grey (8p)
white for sides (35p)
purple for START (17p)

USB cat. C

MECH. COIN ACCEPTOR

ELECTRONIC
COIN ACCEPTOR

I/O JAMMA BOARD

blue CH1 (5p)
brown CH2 (14p)
purple CH3 (5s)
green (30s)

USB cat. A

MAIN COMPUTER
5V 4A INPUT

5V Jack in   HDMI

TICKET DISPENSER

blue (10p)
white (36p)

TIMBERMAN LOGO BACKLIGHT LEDS
+ -

NV10 BILL ACCEPTOR

POWER
4pin MOLEX

blue (29p)
red (4p)
green(12p)
purple(11p)

12v
gnd
5v
gnd   POWER SUPPLY

G
N   230/115V
L   12V 4A & 5V 8A

MEI BILL ACCEPTOR

115V -
115V +

COUNTERS
(CREDITS & TICKETS)
credits
tickets

+ - 12v input

RGB LED DRIVER

RGB 4pin output

12v
gnd
gnd
12v

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

3x 4pin
RGB SPLITTER

RGB LEDS

OTHER LEDS &
3 x 12V FANS

POWER SOURCE
230V or 115V
G
N
L

After Installing the Game

1. Check the voltage regularly to avoid a short circuit or potential fire. Do not overload the circuit.

2. Keep the power cord out of areas with busy foot traffic to ensure the safety of users and the machine.

3. Keep children away from all power sources and power supply units. Children should always be under adult supervision while using the machine. Young children under 2ft (roughly 60cm) in height should not operate this machine.

4. Regular maintenance should be performed on the machine to ensure that it is clean, smooth, and debris-free (see section "Care and Maintenance").

5. Do not use any sharp instruments on any part of the machine, as it may cause irreparable damage.

6. Remove and replace any piece or part that becomes damaged.

7. Turn off the game and have it inspected by an electrician or service technician if it is operating abnormally.

8. Contact an electrician or service technician if your product experiences the following:
   - Power Failure
   - Liquid or Objects Found Near/Inside Electronic Components
   - Abnormal Sounds

9. Use the leg adjusters to level the machine if necessary.

10. Use caution while transporting.

11. Do not use outdoors or in damp areas.

Care and Maintenance

1. Use a soft cloth (microfiber cloth is strongly recommended), and household cleaner. **DO NOT USE CLEANSERS CONTAINING BLEACH.**

2. Dust, grime, and other debris can collect inside the body of your machine over time. Vacuum out the inside cavities frequently. **NEVER ATTEMPT** to clean the interior while operating.

3. Clean any dirt or debris from the main PC Board with a soft brush or dry cloth. **NEVER USE WATER OR OTHER LIQUIDS.** Always be sure to turn off or unplug the machine before opening the PC Board panel.

4. Periodically check functionality of the coin mechanisms and empty coin boxes.

5. Perform maintenance work in accordance with these instructions. **Be sure to always turn POWER OFF before servicing the machine.**

Troubleshooting

Having trouble assembling your new machine?

Call our experts in the **Parts & Service Department at 1+716-866-0054 or email Service@BarronGames.com** and we will be happy to assist you! We also have a live chat available on our website at www.BarronGames.com.

Software keep freezing up? Try this:

1) Find the I/O board and connect the USB cable to the bottom-oriented USB port in Mini PC. Use the USB 2.0, the one with the white port inside instead of the blue port connection; as marked in photos below.
2) Changing to the white-port connection will help with instability issues, because the white-port connection uses a more stable USB controller driver than the blue one uses.
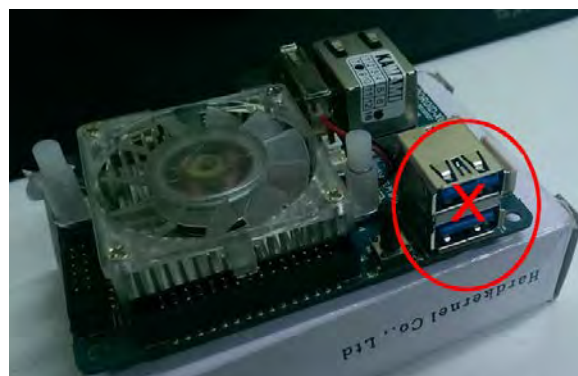
Quick Links

Software Updates: http://barrongames.com/software-updates
Recommended Settings: http://barrongames.com/settings/timberman

Parts List: Timberman
SKU#: BG-0048TM

Part no.	Part	Part no.	Part
Electronic Parts		EU2-1630-1	Socket to power supply wire
TMB-101	42" LED display	EU2-1630a-2	Power supply extension
TMB-102	Main board	EU2-1644	Speakers wiring
TMB-103	I/O board	TMB-113	3m HDMI cord
TMB-104	12V 5V power supply	**Decals and Decorative**	
TMB-105	12V power supply	TMB-301	Display cover with decal
TMB-106	RGB LED driver and remote controller	TMB-302	Front panel cover
TMB-107S	"Start" button with switch	TMB-303	Lower front logo
TMB-107L	"Left cut" button with switch	TMB-304L	Left side sticker
TMB-107R	"Right cut" button with switch	TMB-304R	Right side sticker
TMB-107A	Button LED light	TMB-305	Base front sticker set
TMB-108	Speaker	TMB-306L	Base left side sticker
TMB-109	Power socket with fuse	TMB-306R	Base right side sticker
TMB-110	Power cord	TMB-307	Marquee complete
TMB-111	12cm 12V cooling fan	TMB-307-T	Timberman marquee plexi
TMB-112	Mechanical counter	TMB-307-B	Timberman logo marquee letters
TMB-113	Service button	TMB-308T	Upper display aluminum profile with sticker
Wiring		TMB-308M	Lower display aluminum profile with sticker
EU2-1595	Button switches and lights wiring	TMB-308B	Lower front aluminum profile with sticker
EU2-1596	Counters and service button wire	TMB-309	Front panel with LED's
EU2-1597	RGB LED extension wire	TMB-310B	Bill acceptor cover
EU2-1598	Ticket dispenser wire	TMB-310C	Coin acceptor cover
EU2-1308-2	I/O board to Main Board USB wire	TMB-311	Electronic coin acceptor mounting panel
EU2-1599	Coin acceptor wire	**Mechanical Parts**	
EU2-1600	LED power wire	TMB-401	Base wheel
EU2-1607	Bill acceptor wire	TMB-402	Leg leveler
EU2-1608a	Cooling fan wiring	TMB-403	28mm lock with keys
EU2-1626	Main Board power wire	TMB-404	Fan cover
EU2-1627	RGB LED controller power wire	TMB-405	Tickets holder
EU3-1628	I/O board wiring	TMB-406	Cashbox
EU2-1629	I/O board power wire	TMB-407	Front panel fastener

CE

DECLARATION OF CE COMPLIANCE

Magic Play sp. z o.o. hereby declare that the following product is in conformity with the requirements of the following directives:

2004/108/EC FOR ELECTROMAGNETIC COMPATIBILITY (EMC)
AND 2006/95/EC FOR LOW VOLTAGE (LVD)

Product: **Arcade Amusement Game**

Model: **TIMBERMAN**

Manufacturer: **Magic Play sp. z o.o., Chocimska 6, 62800 Kalisz, Poland, tel. +48 62 753 21 88**

Type: **Household and Similar Electrical Appliances - Safety - For Amusement Machines and Personal Service Machines**

Application of: **Directive 2004/108/EC for Electromagnetic compatibility (EMC) and 2006/95/EC for Low Voltage (LVD)**

This product is compatible with following norms:

Emissions:

    PN-EN 50561-1:2013-12
    PN-EN 55014-1:2012
    PN-EN 61000-3-2:2014-10
    PN-EN 61000-3-3:2013-10

Immunity:

    PN-EN 55014-2:2015-06
    PN-EN 61000-4-2:2011
    PN-EN 61000-4-3:2007/A2:2011
    PN-EN 61000-4-11:2007
    PN-EN 61000-4-5:2014-10
    PN-EN 61000-4-11:2007

Safety:

    PN-EN 60335-2-82:2004

Any modification of the product, unwarranted by Magic Play sp. z o.o., will nullify this declaration.

MAGIC PLAY Sp. z o.o.
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tel. +48 62 753 21 88, fax +48 62 767 03 98
NIP 618-19-89-956 REGON 251010194
KRS 0000207959

Kalisz, 04.01.2016
place and date

stamp and signature of authorized person

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