



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** _____

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:		
<ul style="list-style-type: none"> • 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



- 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.
 - **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.
 - **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.

- **Be sure to turn off the power before working on the machine.** 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 need 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



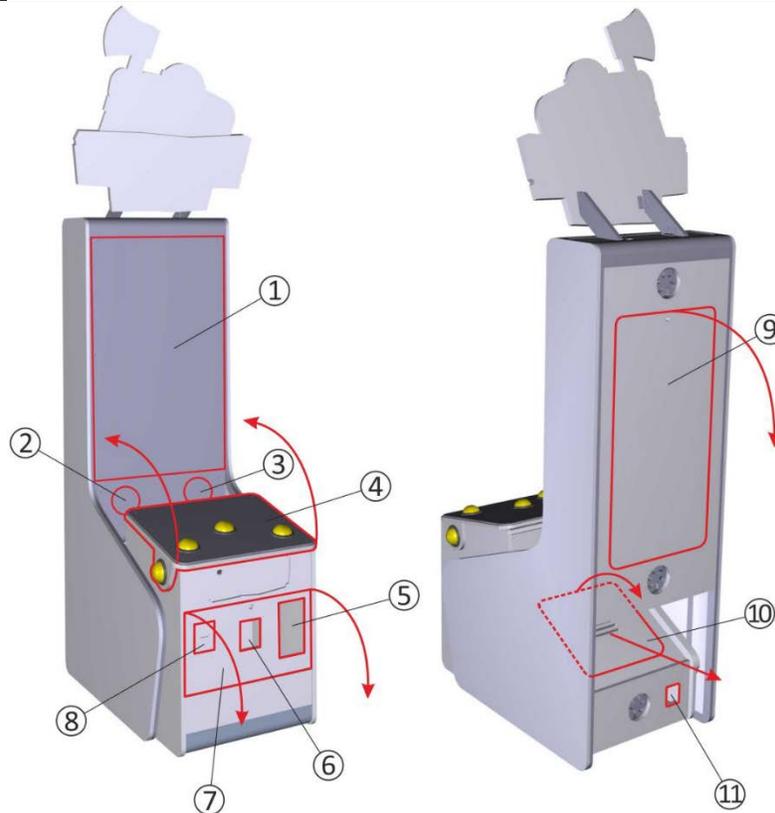
- Timberman Door Keys

*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
2. left speaker
3. right speaker
4. game panel with control buttons - access to buttons switches can be opened by unlocking clamps accessible via front service door
5. coin acceptor
6. bill acceptor

7. front service door - accesses coin & bill acceptors, tickets feeder, counters, and service button
8. ticket dispenser
9. upper back service door – access to display, speakers and marquee assembly
10. lower back service door – access to main board, I/O board, power supply, LED controller and wiring
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:



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.

Assembly – Step A Assemble the Unit

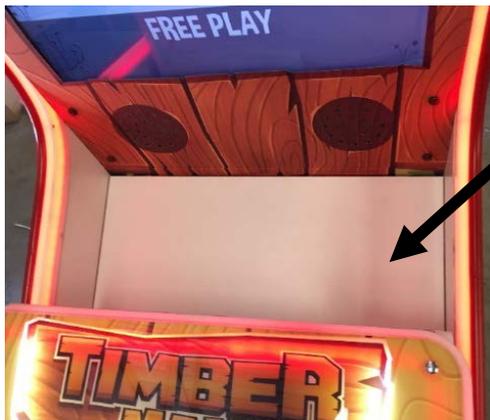
Unpack Timberman and parts from box and remove plastic wrap



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.

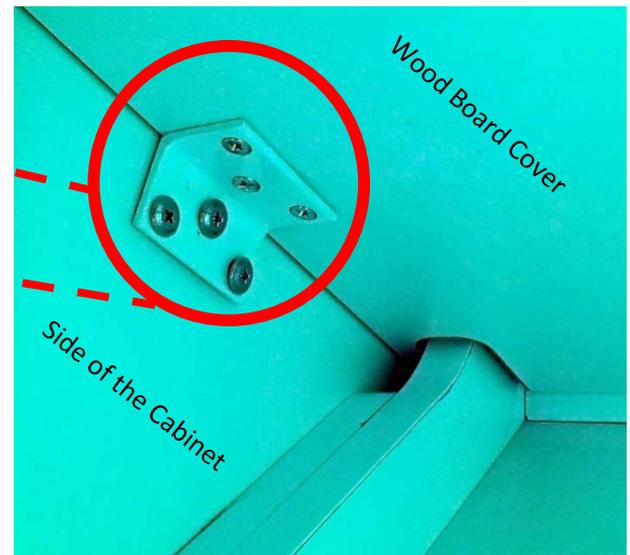
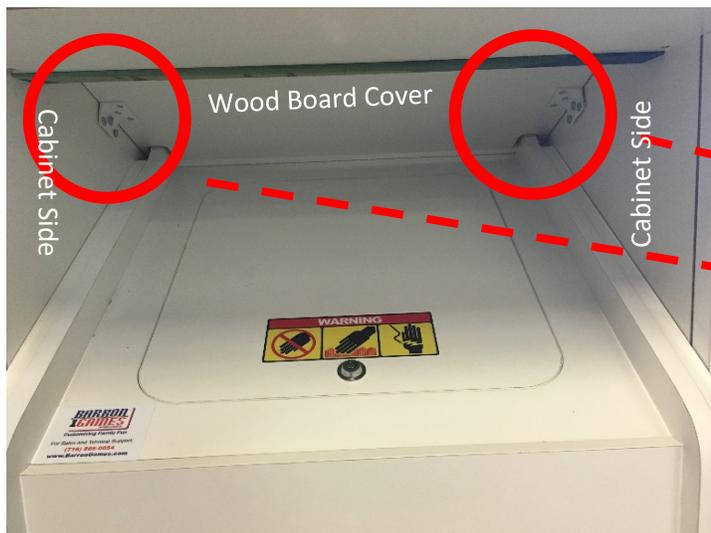


Assembly – Step A Assemble the Unit

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.

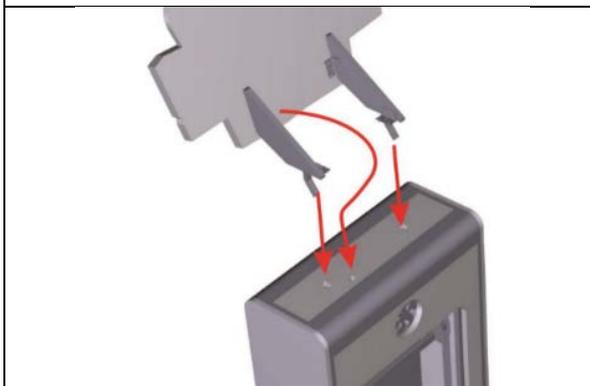
- The wood cover *may* hold without being screwed into the cabinet; however, **we strongly recommend screwing the cover to the brackets** and into the side of the unit for added stability.
- Utilize the six (6) tapping screws and drill them into the side of the unit where the bracket meets the cabinet. Three (3) tapping screws will be needed for each bracket.

Note: Extra screws may be included.

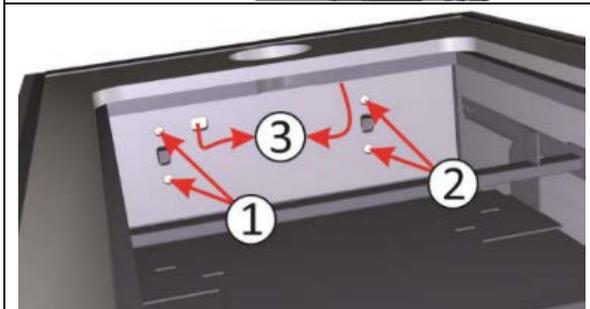


Assembly – Step B Install the Marquee

- 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.



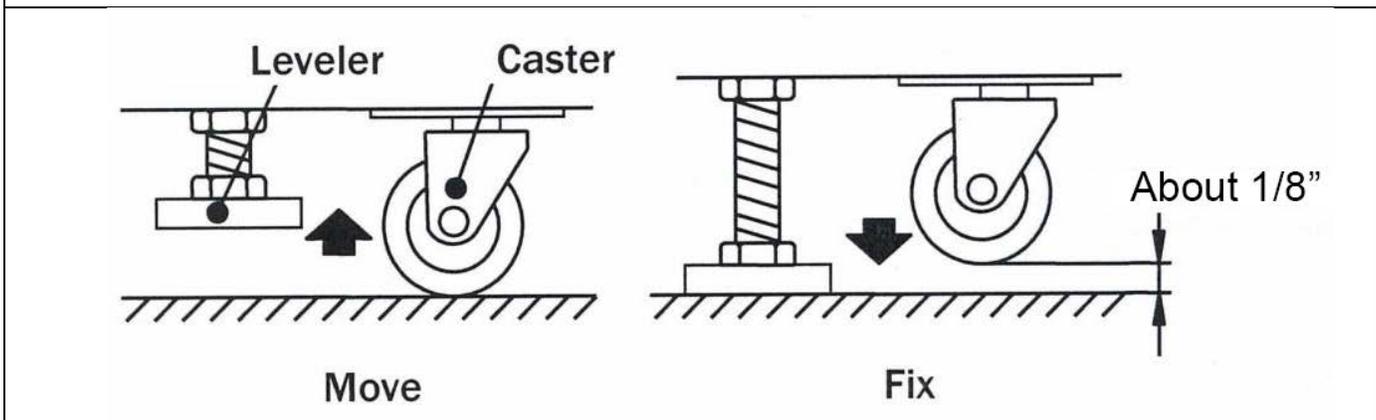
- Secure marquee using the marquee topper screws provided. Tighten the screws.
- Connect the power cable connectors.

Assembly – Step C 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.

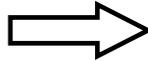
- Adjust the leveler down until it touches the floor, lifting the casters off the ground by about 1/8"
- Repeat the same for all levelers.

NOTICE: Make sure the machine is level with the ground & all adjustable legs are resting on the floor



Assembly – Step ① 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.



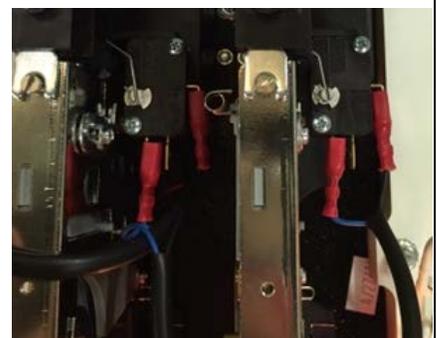
- **Left:** Install the ticket dispenser (plate facing down) using the four (4) bolts, washers, and nuts provided.



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



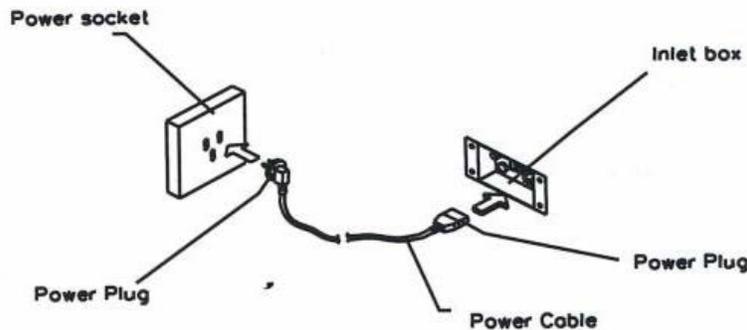
- **Right:** Install the coin acceptor according to the instructions on your model



Assembly – Step E Connecting the Power

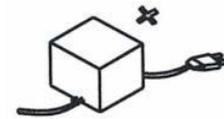
IMPORTANT: POWER SUPPLY ADJUSTS AUTOMATICALLY

- 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)

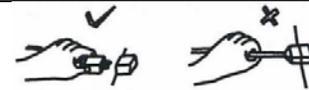


WARNING: Ensure no heavy objects rest on the power cord.

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, sometimes the game must be re-activated (in the case of replacement of some electronic components, etc.).

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 “release number” (see left) to service@barrongames.com . Your activation code is a series of sixteen numbers and letters separated by dashes.
 - Use *RIGHT AXE BUTTON* to select *NEXT*
 - *LEFT AXE BUTTON* to select *PREVIOUS*
 - Use *START BUTTON* to *ENTER*
 - Dashes are generated automatically

These instructions have been customized for units that have the newest CPU. If your CPU does not look like the one below (with a blue -stickered fan; Odroid model C2), please contact Barron Games for alternate instructions.

Please Note: You may have received additional accessories directly from the manufacturer to aid in the update process. **If you have received a USB drive from Barron Games, you do not have to download any additional files.** The .apk file described in these instructions has been pre-installed on the USB drive sent to you.

Installing a Software Update via USB

Tools Needed: a USB memory stick and a wired USB computer mouse

Before You Begin: If you were not provided with a USB drive from Barron, navigate to our website at <http://barrongames.com/software-updates>.

- Select your unit from the list of app games and then click on the update file (.apk) that corresponds to your machine. Most models will be CPU Version #2.
- Download the file and then copy the .APK file from your downloads folder onto the USB drive.
- Eject the USB drive properly to avoid corruption



1. Start with the game **powered off** (switch located above power input)
2. Open lower rear **service door** and locate the control processor
3. **Connect** the memory stick and a computer mouse into 2 free USB ports, near the fan on the CPU (see photo)
4. **Turn on** the machine. It may take several minutes to boot completely.
5. Leave the Timberman game application by **single-clicking the right mouse button**; this opens the Android control panel.



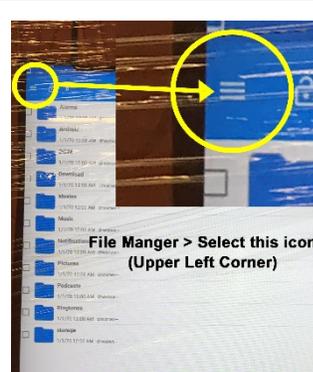
Installing a Software Update via USB



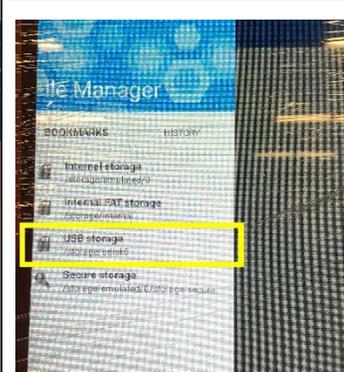
6. Go to the app list by clicking the circle at the bottom center of the screen. Take care to **choose the TOP CIRCLE**.



7. Click on the **FILE MANAGER** folder icon



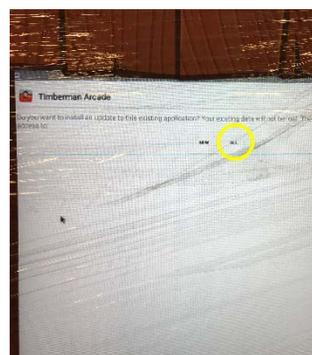
8. Select the icon in the upper left corner that looks like **three parallel lines**



9. Select your memory drive from the list (it should be listed as **"USB Storage"** or something similar)



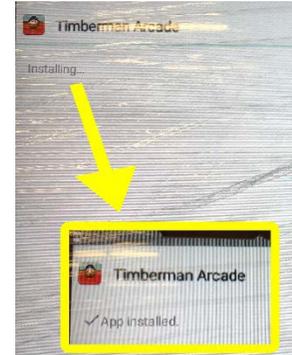
10. Locate and **click the .apk file** from your USB drive
- Take note of the file name to verify at update completion.



11. You will be prompted "Do you want to install an update to this existing ..." The default selection is new, **change the selection to ALL**.



12. In the lower right corner, select **"Install"**



13. The update may take a few minutes to complete. Wait until you are prompted with the dialogue box that informs you **the app has been installed**

14. When prompted, select **"Open"** in the lower right corner. If you accidentally select **"Done,"** it's okay.

(The open option just loads the app game, it needs to reboot anyway)



15. **Verify that your software has been updated.**

Use the "Service" button (behind the front panel) and the axe buttons to navigate to "stats and logs" in the operator settings



Installing a Software Update via USB

- At the bottom of the **Stats and Logs** page, the software **version should now match** the ending numbers of the .APK file name.
- For example, this update was called “**_timber_20161215.apk**” when we downloaded it. The update is called **Version 20161215** (see photo).
- Once the software has updated successfully, **turn off the power**.
- Remove** the USB mouse and USB memory stick.
- Restart** the machine by turning the power back on.
- Your update is complete. Congratulations!
- If you require assistance at any time, please email or call our service department and we will be happy to help you.



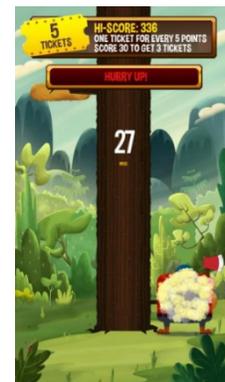
Software Updates

To find the latest updates and make sure you have the most up-to-date software, please visit the Timberman section of our online software updates page: <http://barrongames.com/software-updates>

Game Play

To Start the Game:

- Insert coins, tokens, bills or swipe point card (depending on accessories).
- Press the START button to start the game.
- 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.
- After the countdown, the game will start.
- Push **LEFT AXE** button to chop tree on the left side. Push **RIGHT AXE** button to chop tree on the right side.
- 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.
- Game Over:** Any contact with tree branches will end the game.
- 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.
- 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

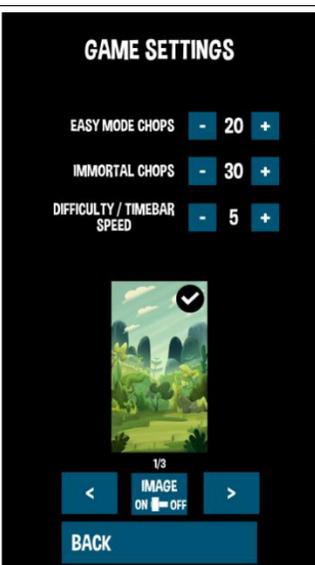
To access the settings menu:

- 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.



Menu	Setting	Options	Description	Notes	
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 Chops	0-100			
	Immortal Chops	0-100			
	Difficulty / Timebar	0-10			
	Background Settings	on/off	enable or disable the background of the game		
	Free Play	on/off			
Credits settings	default credits settings	DEFAULT USD	the preset settings credit for various currencies		
	default credits settings coin settings	DEFAULT EUR			
		DEFAULT PLN			
	coin settings bill settings	channel mode	on/off	on/off - enable or disable channel mode to use electrical changegiver	
		impulse mode	on/off	on/off - enable or disable pulse mode to use mechanical changegiver	
		channel settings		set the number of credits assigned to the changegiver channel	
	impulse settings		set the number credits corresponding to one pulse of the changegiver		
Tickets on/off	on/off	set the number of credit to one pulse of the payout	the possibility of enable or disable the issuance of tickets. Disable this option makes disappearance of any information and messages that are related with tickets		
Tickets settings	Tickets for score	tickets for every score	on/off	Enable or disable the option for the conversion of a number of points on a single ticket	
		1 ticket for every points	0-100	the number of points needed to gain a single ticket	
		tickets for score level	on/off	enable or disable the option to issue a given amount of tickets for exceeding a certain level of points	
		tickets for levels table		identify specific limits / levels point and the amount of the ticket for exceeding it	
	mercy tickets	0-100	determine the amount "consolation" tickets issued when a player wins nothing		
	Tickets for specials	full stripe bonus	0-100	specify the number of tickets issued every second when the player manages to achieve and maintain a bonus for speed	
		leaderboard tickets bonus		a table specifying the number of additional tickets for the player for entering the list of the best results between 1 and 8 place	
Divide by two		for tickets with double value			
Leader boards	generate random table		generates a random scoreboard where the "base value" is the base number of points and the "spread" is the minimum and		
	generate random table interval		specify time 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	Resettable	credit, won tickets, tickets issued, the number of games	Resettable counters of the device		
	Non resettable	credit, won tickets, tickets issued, the number of games	Non resettable counters of the device		
Logs and 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. play time (secs)		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 crossing the the levels scoring		
	tickets for speed bonus		the number of tickets earned for keeping the "speed bonus"		
Tests	tickets for leaderboard		number of tickets earned for entered into the list of tickets		
	mercy tickets		the number of tickets earned as a "consolation"		
	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		
Exit					

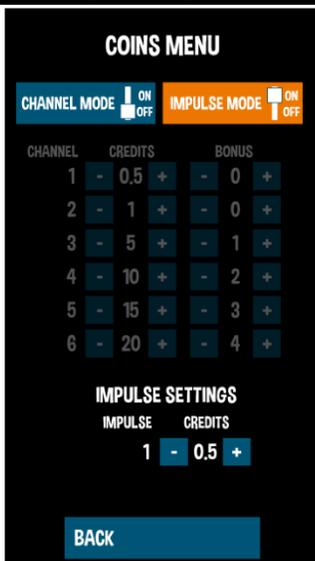
Navigating the Settings Menu

	<table border="1"> <tbody> <tr> <td>DEVICE SETTINGS</td> <td>Sound effects, and music volume settings</td> </tr> <tr> <td>GAME SETTINGS</td> <td>Beginner settings and background images</td> </tr> <tr> <td>CREDIT SETTINGS</td> <td>Game rewards, coin, and bill acceptors settings</td> </tr> <tr> <td>TICKET SETTINGS</td> <td>Tickets for final number of points, ticket settings for bonus & speed levels and other settings</td> </tr> <tr> <td>LEADERBOARDS</td> <td>Randomize leaderboard and leaderboard reset time settings</td> </tr> <tr> <td>COUNTERS</td> <td>Credits and tickets resetable and non-resetable counters</td> </tr> <tr> <td>STATS AND LOGS</td> <td>Games, average tickets for game, etc. statistics</td> </tr> <tr> <td>TESTS</td> <td>Machine components diagnostics</td> </tr> </tbody> </table>	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
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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																
	<table border="1"> <tbody> <tr> <td>SFX VOLUME</td> <td>Audio effects volume settings 0-100</td> </tr> <tr> <td>MUSIC VOLUME</td> <td>Music volume settings 0-100</td> </tr> <tr> <td>MUSIC 1, 2, 3 – ON/OFF</td> <td>Select a melody playing during the game</td> </tr> <tr> <td>LIGHTING</td> <td>Option is temporarily unavailable</td> </tr> </tbody> </table>	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								
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Navigating the Settings Menu

<p>CREDITS MENU</p> <p>3.1. FREE PLAY <input checked="" type="checkbox"/> ON <input type="checkbox"/> OFF</p> <p>3.2. DEFAULT SETTINGS</p> <p>3.3. COIN SETTINGS</p> <p>3.4. BILL SETTINGS</p> <p>CLEAR CURRENT CREDITS</p> <p>BACK</p>	<p>FREE PLAY ON/OFF Free play, no credits needed.</p> <hr/> <p>DEFAULT SETTINGS Predefined credits settings for various currencies</p> <hr/> <p>COIN SETTINGS Coin acceptor settings for impulse and channel modes</p> <hr/> <p>BILL SETTINGS Bill acceptor settings</p>																					
<p>DEFAULT CREDITS</p> <p>DEFAULT USD</p> <p>DEFAULT EUR</p> <p>DEFAULT PLN</p> <p>BACK</p>	<p>DEFAULT USD Predefined credit settings for US DOLLARS</p> <hr/> <p>DEFAULT EUR Predefined credit settings for EURO</p> <hr/> <p>DEFAULT PLN Predefined credit settings for POLISH ZLOTY</p>																					
<p>COINS MENU</p> <p>CHANNEL MODE <input checked="" type="checkbox"/> ON <input type="checkbox"/> OFF IMPULSE MODE <input checked="" type="checkbox"/> ON <input type="checkbox"/> OFF</p> <table border="1"> <thead> <tr> <th>CHANNEL</th> <th>CREDITS</th> <th>BONUS</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>- 0.5 +</td> <td>- 0 +</td> </tr> <tr> <td>2</td> <td>- 1 +</td> <td>- 0 +</td> </tr> <tr> <td>3</td> <td>- 5 +</td> <td>- 1 +</td> </tr> <tr> <td>4</td> <td>- 10 +</td> <td>- 2 +</td> </tr> <tr> <td>5</td> <td>- 15 +</td> <td>- 3 +</td> </tr> <tr> <td>6</td> <td>- 20 +</td> <td>- 4 +</td> </tr> </tbody> </table> <p>IMPULSE SETTINGS</p> <p>IMPULSE CREDITS</p> <p>1 - 0.5 +</p> <p>BACK</p>	CHANNEL	CREDITS	BONUS	1	- 0.5 +	- 0 +	2	- 1 +	- 0 +	3	- 5 +	- 1 +	4	- 10 +	- 2 +	5	- 15 +	- 3 +	6	- 20 +	- 4 +	<p>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.</p> <hr/> <p>CHANNEL MODE SETTINGS Set how many games/credits will be launched by single pulse from channel 1 to 6</p>
CHANNEL	CREDITS	BONUS																				
1	- 0.5 +	- 0 +																				
2	- 1 +	- 0 +																				
3	- 5 +	- 1 +																				
4	- 10 +	- 2 +																				
5	- 15 +	- 3 +																				
6	- 20 +	- 4 +																				

Navigating the Settings Menu

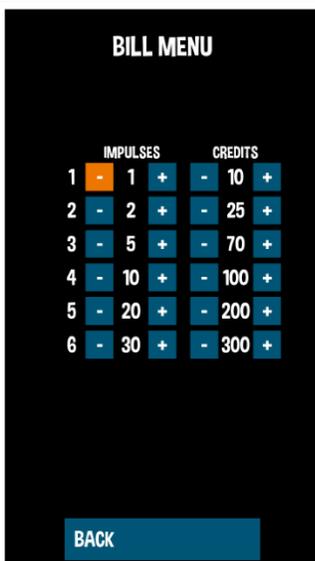


IMPULSE MODE ON/OFF

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 SETTINGS

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



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

TICKETS FOR EVERY SCORE ON OFF

1 TICKET FOR EVERY POINTS: - 5 +

TICKETS FOR SCORE LEVEL ON OFF

	SCORE	TICKETS
1	30	3
2	50	5
3	100	10
4	200	20
5	300	30
6	400	40
7	500	50
8	600	60

MERCY TICKETS - 0 +

BACK

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

TICKETS SPECIALS

FULL STRIPE BONUS (EVERY SECOND) - 1 +

LEADERBOARD TICKETS BONUS

PLACE	TICKETS
1	25
2	20
3	18
4	15
5	12
6	10
7	8
8	5

BACK

FULL STRIPE BONUS

Set how many tickets player will receive for achieving and maintaining the speed bonus bar

LEADERBOARD TICKET BONUS

Table specifying number of bonus tickets for entering the best results list

RESULTS SETTINGS

GENERATE RANDOM TABLE

BASE VALUE - 300 + SPREAD - 50 + GENERATE

GENERATE RANDOM TABLE INTERVAL

DAYS - 0 + HOURS - 0 + APPLY

RESULTS

1. JULIA	344	REMOVE
2. RODIX	336	REMOVE
3. TIMB6	332	REMOVE
4. CIARA	318	REMOVE
5. ELLI	310	REMOVE
6. ANNA	298	REMOVE
7. JOHN3	270	REMOVE
8. LIZA	258	REMOVE

BACK

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

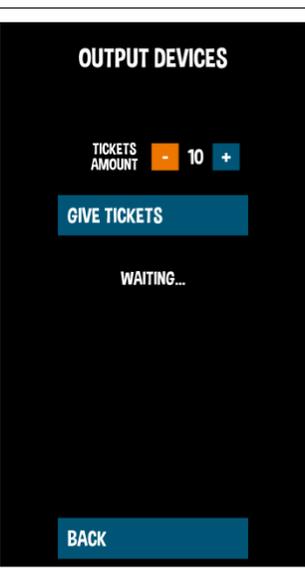
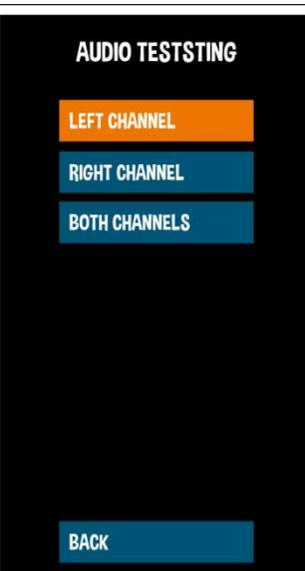
LEADERBOARD EDITOR

List of 8 the highest scores with the option of removing each of them

Navigating the Settings Menu

<p>COUNTERS</p> <p>RESETABLE:</p> <p>CLEAR CREDITS: 0</p> <p>CLEAR TICKETS WON: 0</p> <p>CLEAR TICKETS GIVEN: 0</p> <p>CLEAR PLAYS: 0</p> <p>NON-RESETABLE:</p> <p>TOTAL CREDITS: 0</p> <p>TOTAL TICKETS WON: 0</p> <p>TOTAL TICKETS GIVEN: 0</p> <p>TOTAL PLAYS: 0</p> <p>BACK</p>	<p>RESETABLE COUNTERS Credit, win tickets, tickets issued, the number of games</p> <hr/> <p>NON-RESETABLE COUNTERS Credit, win tickets, tickets issued, the number of games</p>
<p>LOGS AND STATS</p> <p>AVG. TICKETS FOR PLAY: ?</p> <p>AVG. SCORE FOR PLAY: ?</p> <p>AVG. TIME FOR PLAY (SECONDS): ?</p> <p>CLEAR TICKETS FOR SCORE: 0</p> <p>CLEAR TICKETS FOR SCORE LEVELS: 0</p> <p>CLEAR TICKETS FOR SPEED BONUS: 0</p> <p>CLEAR TICKETS FOR LEADERBOARD PLACE: 0</p> <p>CLEAR MERCY TICKETS: 0</p> <p>RELEASE NUMBER: 20151119</p> <p>BACK</p>	<p>AVG. TICKETS FOR PLAY average number of tickets earned for points</p> <hr/> <p>AVG. SCORE FOR PLAY average number of tickets earned for score levels</p> <hr/> <p>AVG. TIME FOR PLAY average duration of the game</p> <hr/> <p>TICKET FOR SCORE number of tickets earned for points</p> <hr/> <p>TICKETS FOR SCORE LEVELS number of tickets earned for score levels</p> <hr/> <p>TICKETS FOR SPEED BONUS number of tickets earned for SPEED BONUS (full time bar)</p> <hr/> <p>TICKETS FOR LEADERBOARD PLACE number of tickets earned for leaderboard entry</p> <hr/> <p>MERCY TICKETS number of mercy tickets</p>
<p>TESTSTING</p> <p>8.1 INPUT DEVICES</p> <p>8.2 OUTPUT DEVICES</p> <p>8.3 TEST AUDIO</p> <p>8.4 TEST VIDEO</p> <p>BACK</p>	<p>INPUT DEVICES Validates input devices: coin acceptor, bill acceptor and push buttons</p> <hr/> <p>OUTPUT DEVICES Validates output devices: ticket dispenser</p> <hr/> <p>TEST AUDIO Audio channels test</p> <hr/> <p>TEST VIDEO Display test</p>

Navigating the Settings Menu

	<table border="1"> <tbody> <tr> <td>COIN ACCEPTOR</td> <td>To check, insert a coin into the coin acceptor. The screen will display information about the channel on which the coin was accepted</td> </tr> <tr> <td>BILL ACCEPTOR</td> <td>To check, insert a bill into the bill acceptor.</td> </tr> <tr> <td>BUTTON 1</td> <td>Press START button to check</td> </tr> <tr> <td>BUTTON 2</td> <td>Press LEFT CUT button to check</td> </tr> <tr> <td>BUTTON 3</td> <td>Press RIGHT CUT button to check</td> </tr> <tr> <td>BUTTON 4</td> <td>Press SERVICE button to check</td> </tr> </tbody> </table>	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 button to check	BUTTON 3	Press RIGHT CUT button to check	BUTTON 4	Press SERVICE button to check
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LEFT CHANNEL	Check left audio channel												
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Navigating the Settings Menu

VIDEO TESTSTING	
RED	Display red color
GREEN	Display green color
BLUE	Display blue color
WHITE	Display white color
BACK	

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:

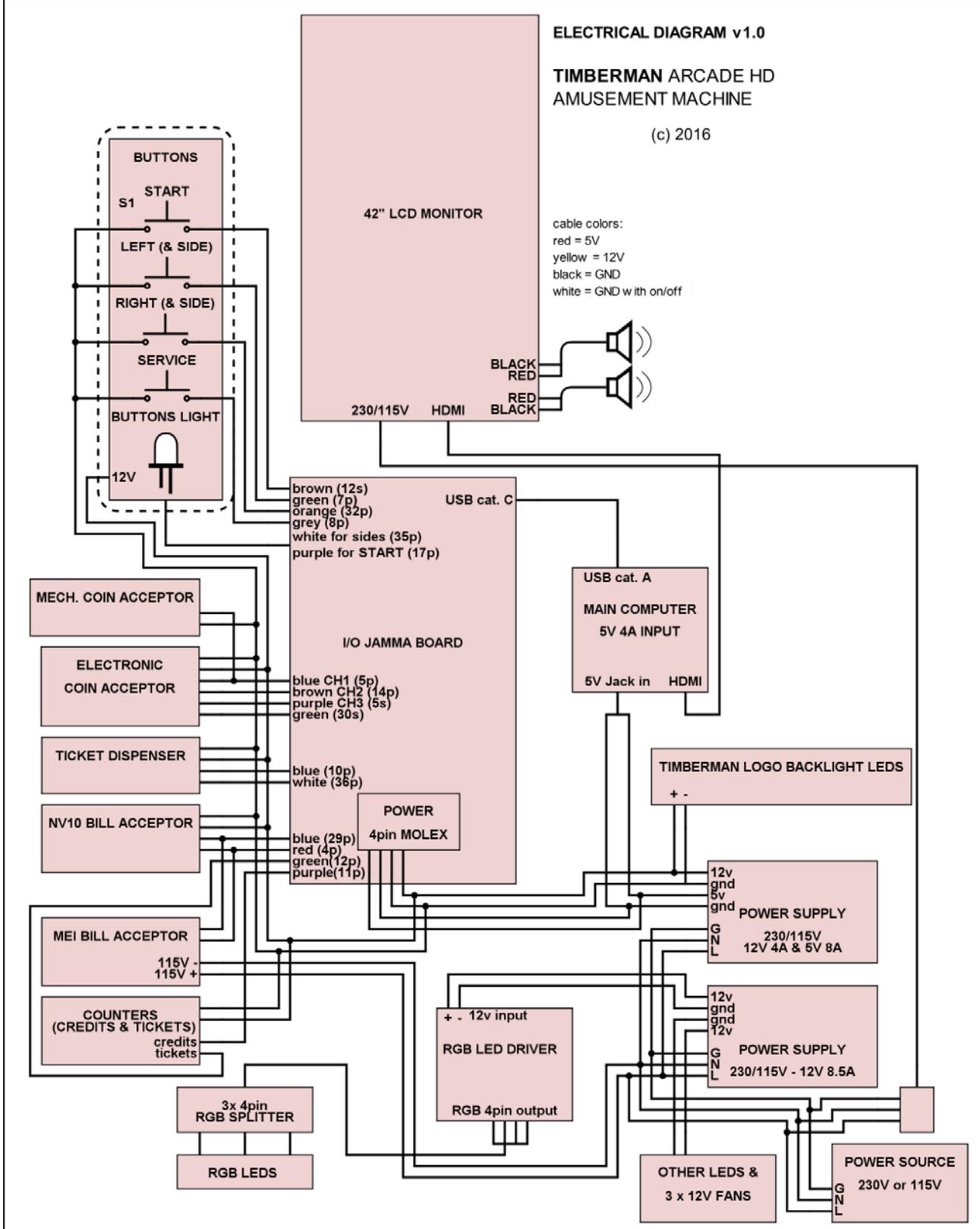
- Press the SERVICE BUTTON located inside the service door. The service door can be found at the lower front of the machine, next to the coin and ticket counters.
- Use game panel buttons to navigate in the menu.
 - RIGHT AXE BUTTON to select NEXT (down/right)
 - LEFT AXE BUTTON to select PREVIOUS (up/left).
 - 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



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.**

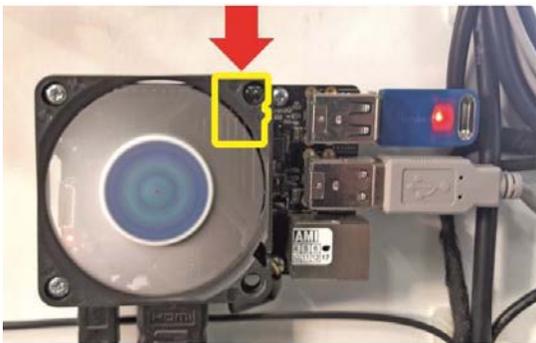
Troubleshooting

Having trouble assembling your new machine?

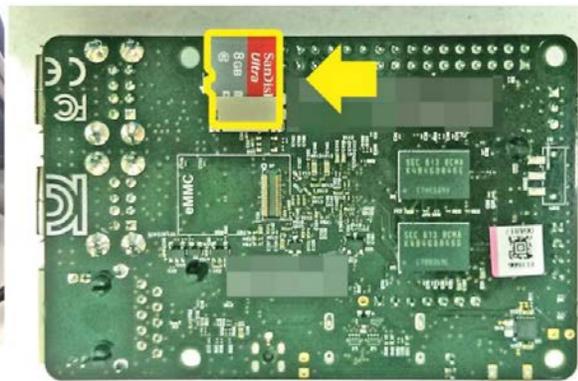
Call our experts in the **Parts & Service Department** at **1+716-866-0054** or email Service@BarronGames.com and we will be happy to assist you! We also have a live chat available on our website at www.BarronGames.com.

Locating the MicroSD Card on the Central Processing Unit (CPU):

The MicroSD card is located at the back of the CPU Board, near the upper right installation screw. It is possible to remove the card without disassembling the CPU Board (see photos).



CPU board front view



CPU board back view

What version of the software do I have?

Determine which version of the software you are operating by pressing the “service button” inside the front service panel. In the photo below, located at the bottom of the service options menu, you can see the version number is “20161215.”



To ensure you have the most updated software, please visit:

<http://barrongames.com/software-update>

“No Signal” alert on your screen? Try this:

While the machine is plugged in and powered on, open the lower rear service door. Locate the CPU board and observe if there are any lit LEDs (see photo).

1) RED Light (should be solid):

- Solid:** Indicates 5V power is on: system functions are normal
- Blinking:** Indicates an issue with the power supply. Check power supply (2nd point) and all wiring connections. Could mean wiring issues or possible CPU failure.
- Off:** If there is no red light, there is no 5V power. Check the power supply, power supply voltage, and all wiring connections. Power supply failure likely; CPU failure is not common, but possible.



2) BLUE Light (should be blinking):

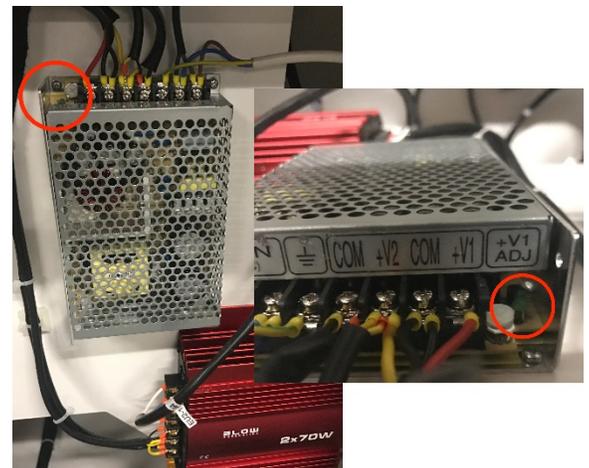
Important Note: a SOLID RED LIGHT IS REQUIRED in order to see ANY BLUE LED status

- Solid:** Indicates a MicroSD card/software failure. Insert the backup MicroSD card that was provided with the machine and check the status again. If the card is not damaged beyond repair, it may be able to be reused. Please call or email our technicians to assist you.
- Blinking:** Indicates normal operating state. Everything is functioning normally with CPU board.
- Off:** Lack of blue light indicates a possible MicroSD card/software failure. Insert the backup MicroSD card that was provided with the machine and check the status again. If the unit does not return to normal operating status with the new MicroSD card, CPU board failure is the likely problem. Please call or email our technicians to assist you.

If the LEDs on the CPU are functioning (red = solid, blue = blinking) and you are still receiving a “no signal” error, check the two power supplies inside the rear lower access panel door. Look for a green LED.

3) GREEN Light (should be solid):

- Solid:** System functions are normal
- Blinking:** Indicates a failure with the power supply. Power supply could mean too low a power load due to disconnected components in the machine or a short circuit in the installation.
- Off:** Lack of green light indicates a failure with the power supply. There is no power on supply cables.



Black Screen without any communication:

While the machine is plugged in and powered on, open the lower rear service door. Locate the CPU board and observe if there are any lit LEDs.

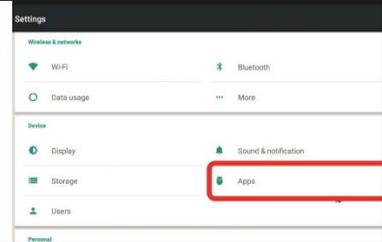
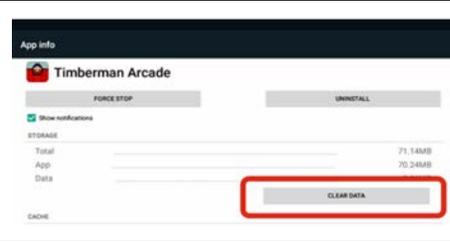
- 1) Check the power plug for the monitor/tv screen and that the screen is on.
- 2) Open the upper rear access door and check the **MONITOR POWER LED** (red) signal located at the upper left corner of the interior of the cabinet at the red arrow in the picture attached.
 - a. **Solid:** Indicates the TV/Monitor is turned off. If you see a click the button nearest the red LED to turn it on or use the provided remote control.
 - b. **Off:** If there is no red light, and the screen is on and working properly, check the "input source" using the remote. This could also indicate a power supply or screen failure
- 3) Check CPU function. (Follow troubleshooting "no signal alert" steps).



Problems with Ticket Dispensing, Game Crashing/Freezing (or settings are not saving)

CAUTION: THIS FIX WILL ERASE YOUR GAME SETTINGS/ELECTRICAL COUNTERS AND GAME STATISTICS! The game will need to be "reconfigured" if the factory default settings do not fit your requirements.

Factory Reset		
		
<ol style="list-style-type: none"> 1. Open the lower rear service door, locate the CPU Board and plug in a USB mouse 2. Leave the Timberman App by clicking the right mouse button. 	<ol style="list-style-type: none"> 3. Go to the app list at the bottom center of the screen (the top circle) 	<ol style="list-style-type: none"> 4. Select Settings

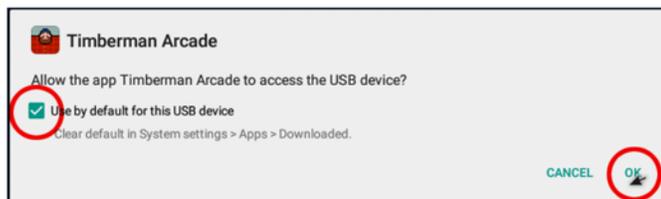
<h2>Factory Reset</h2>		
		
5. Select "Apps"	6. Find and click on the Timberman application	7. Select "Clear Data"
		
8. After the app refreshes, click on the circle at the bottom of the screen to exit back into the game application.	9. Disconnect the USB mouse and reconfigure the operator settings to your desired adjustments.	

Problems with Coin Acceptors/Bill Acceptors

- 1) This problem could indicate issues with firmware from mechanisms manufacturer
- 2) Check all wirings for acceptors to ensure they are intact and connected snugly.
- 3) Not accepted permission to access USB device for I/O Board (See "buttons coins/ not working)

Buttons/Coin Mechanisms not Working

- 1) Check wiring connections to I/O Board
- 2) If the CPU board is new, the I/O Board or LED Driver connected should ask you confirm USB access permission to use the USB device. Check everything as described below. Select use by default then click "OK" (often 3 confirmation clicks are required).



- 3) If you accidentally press CANCEL after selecting the checkbox for "Use Default" – follow the steps from (Problems with ticket dispensing, game crashing/freezing, settings not saved) and additionally select DEFAULTS. Run Timberman app from the desktop and follow step 2 from this section.

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



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.

Kalisz, 04.01.2016
place and date

MAGIC PLAY Sp. z o.o.

ul. Chocimska 6, 62-800 Kalisz
tel. +48 62 753 21 88, fax +48 62 767 03 98
NIP 618-19-89-956 REGON 251010194

.....
stamp and signature of authorized person



Barron Games International
84 Aero Drive, Suite 5
Buffalo, NY 14225

Phone: +1.716.866.0054

Fax: +1.716.630.0055

Email: sales@barrongames.com

www.BarronGames.com

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please contact Barron Games at:

+1.716.866.0054

service@BarronGames.com