THE BALLOON GAME

STANDARD OPERATING MANUAL

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INTRODUCTION

THE BALLOON GAME is a video amusement redemption game where the player tries to get as many balloons as possible past the spikes by shifting the spikes out of the way. If enough balloons are collected, the player may win the Bonus (if enabled).

SAFETY NOTICE

This Manual describes how to set up and use this product. It is intended to instruct operator and qualified maintenance personnel to safely and correctly operate the machine. Make sure to follow all the safety and warning instructions described to prevent injury or damage to the machine.

- Before connecting the machine to the main power source, verify that the voltage is correct to avoid fires or electric shock.
- DO NOT touch the plug with damp hands.
- To avoid electric shock and short circuit, DO NOT expose the power cord or ground wire across walkways.
- To avoid fires, DO NOT place any flammable objects close to the power cord.
- When plugging/unplugging the power cord, make sure to hold the plug. DO NOT pull on the power cord.
- In the event of a frayed or broken power cord, please contact your dealer for replacement.
- DO NOT use fuses or parts that are not recommended by the manufacturer.
- DO NOT disassemble, change or modify the machine without authorization. Inappropriate handling of the machine may cause damage to the machine and injury to players and spectators.
- Please check and maintain the machine regularly.
- Standing or climbing on the machine is prohibited to avoid injury

● *Coastal Amusements reserves the right to change or revise this publication at any time without prior notification.*

POWER SOURCE

IMPORTANT!

MACHINE MUST BE CONNECTED TO A GROUNDED POWER SOURCE OF 120 VOLTS AC.

MACHINE MUST HAVE GROUND CONNECTION FOR PROPER OPERATION AND USER SAFETY PROTECTION.

DO NOT OPERATE EQUIPMENT WITH GROUND LEAD CUT OFF POWER CORD.

THE BALLOON GAME MENU OPTIONS

Press the ***Menu*** button to enter the system set up and then use the following buttons to navigate through the menus:

ATTENDANT – Use to move down in the menu and to decrement values

UP – Use to move up in the menu and to increment values

MENU / SHIFT – Use to select a menu item, and to set item values

MAIN MENU

VOLUME

(0-100) [default: 50]

This option sets the main volume of the game.

GAME ADJUSTMENTS

ATTRACT SOUND
(ON/LOW VOLUME/OFF) [default: ON]

Select whether or not you want attract sound on, off, or at a lower volume in the idle mode, than game play.

LINKED UNIT NUMBER
(OFF, MASTER, 2-10) [default: OFF]

Use this option when you want to link multiple games together to share the progressive bonus. One game must be set as the master. The other games must be set to unique numbers (2-10). Any settings that are changed on the master game will transfer to all other linked games. Most settings on the slave games will be disabled.

CHANCES
(1-3) [default: 1]

This option will set how many times the player can pop a balloon.

DIFFICULTY
(EASY, MEDIUM, HARD) [default: MEDIUM]

This sets the difficulty of the game.

TICKET BONUS
(OFF, 1-20) [default: 10]

Setting this to a number value will cause balloons to randomly carry a ticket with them, which will be awarded to the player if the balloon is not popped. The ticket value will be picked at random by the game software and can be any value from 1 to the value set.

BALLOONS FOR PROGRESSIVE
(10-100) [default: 60]

This will determine how many balloons are required to be collected to win the progressive bonus.

PRICING ADJUSTMENTS

FREE PLAY

(ON/OFF) [default: OFF]

Select 'ON' to allow game to be started by pressing the 'SHIFT' button.

CARD PLAY

(ON/OFF) [default: OFF]

Select 'ON' if you are using a card swipe device.

CREDITS TO START

(1-10) [default: 2]

Set this option to the number of credits needed to start one game.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

COIN CHUTE 1 CREDITS

(1-10) [default: 1]

This option controls how many credits are given for each coin inserted in to coin mech 1.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

COIN CHUTE 2 CREDITS

(1-10) [default: 1]

This option controls how many credits are given for each coin inserted in to coin mech 2.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

DBV CREDITS

(1-10) [default: 4]

This option sets the number of credits given when a dollar bill ($1.00) is inserted.

VALUE OF TICKET

($0.005 TO $0.05, $0.005 increments) [default: $0.01]

This option should be set to the cash value of one ticket.

Note: This setting must be accurate in order to correctly calculate the overall percentage payout of the game.

VALUE OF GAME

($0.25 TO $5.00) [default: $0.50]

Set this option to the monetary cost of a game for accurate bookkeeping stats.

Note: This setting must be accurate in order to correctly calculate the overall percentage payout of the game.

TICKET ADJUSTMENTS

TICKET DISPENSE

(ON/OFF) [default: ON]

Setting this to off will prevent the ticket dispenser from dispensing tickets. All other game features will remain the same.

TICKET FLAT PAY

(OFF, 1-10) [default: OFF]

Setting this to a number value will cause the game to pay out the pre-set amount of tickets, regardless of the number of balloons collected.

DISPENSE DURING GAME

(ON/OFF) [default: ON]

When set to ON, the game will pay tickets during game play. When set to OFF, the game will dispense tickets at the end of the game.

MINIMUM TICKETS

(OFF, 1-10) [default: OFF]

When set to a number value, the game will always pay at least that number of tickets.

BALLOONS

(1-10) [default: 1]

This value, along with the TICKETS value, will determine how many balloons are needed to win X amount of tickets.

TICKETS

(1-10) [default: 2]

This value, along with the BALLOONS value, will determine how many tickets are awarded

when X balloons are collected.

PROGRESSIVE BONUS

ALLOW PROGRESSIVE
(ON/OFF) [default: ON]

Set this to OFF to eliminate the progressive bonus.

RESET VALUE
(10-9999) [default: 1000]

This is the starting value for the progressive bonus.

MAXIMUM
(10-9999) [default: 9999]

The progressive bonus will never be higher than this value. *Setting Reset (minimum) and Maximum values to the same level, will cause the Bonus to be stable (non-progressive*).

INCREMENT PER PLAY
(1-10) [default: 1]

This option controls how much the progressive bonus will increase with each game played, in conjunction with the next option below.

PLAYS PER INCREMENT
(1-10) [default: 1]

This option controls how many plays are needed to increase the progressive bonus, in conjunction with the option above.

ATTENDANT PAY
(ON, OFF) [default: OFF]

If this option is on, a bonus winner will have to be paid manually by an attendant. There will be a message on the screen showing how many tickets are owed.

AUDITS

	CURRENT	LIFETIME
COIN CHUTE 1 CREDITS	0	0
COIN CHUTE 2 CREDITS	0	0
DBV CREDITS	0	0
TOTAL CREDITS	0	0
GAMES PLAYED	0	0
PAID PLAYS	0	0
FREE PLAYS	0	0
GAME TICKETS	0	0
INSTANT TICKET BONUS	0	0
BONUS TICKETS	0	0
TOTAL TICKETS	0	0
AVERAGE TICKETS	0	0
BONUS HITS	0	0
BONUS HITS %	0%	0%
BONUS TICKET %	0%	0%
CURRENT OPERATING %	0%	0%
AVERAGE GAME TIME	0	0
AVERAGE BALLOONS COLLECTED	0	0
AVG INSTANT TKT BONUS COLLECTED	0	0
BALLOONS SPAWNED	0	0
BALLOONS COLLECTED	0	0
BALLOONS POPPED	0	0
INSTANT TKT BONUS SPAWNED	0	0
INSTANT TKT BONUS COLLECTED	0	0

This screen will show all bookkeeping information.

RESET CREDITS

Selecting this will clear all credits remaining on the game.

RESET TICKETS

Selecting this will clear all tickets owed on the game.

RESET BONUS

This option will reset the progressive bonus.

DIAGNOSTICS

IO BOARD TEST

In this test, you can check the lighting, coin mech lockouts, bill acceptor, and the buttons, to make sure everything is working correctly.

LINK SYSTEM

In this test, you can check which games are connected to each other. You can also test increment the bonuses and simulate a bonus win.

AUDIO

100 HZ

1000 HZ

10000 HZ

STEREO

WHITE NOISE

These options test the speaker output.

MOTHERBOARD

MOTHERBOARD INFORMATION:
FOXCONN
H61MXE/-S/-V/-K
BIOS: 0
VIDEO: 0F0110DE
AUDIO: 26253842
NIC: 0D8D105B
SOFTWARE VERSION: V 0.9.9

This option will give you information about the hardware in the game.

RESTORE FACTORY SETTINGS

Selecting this option will restore all settings to factory default values.

EXIT WITHOUT SAVING

Exit the menu without saving any changes.

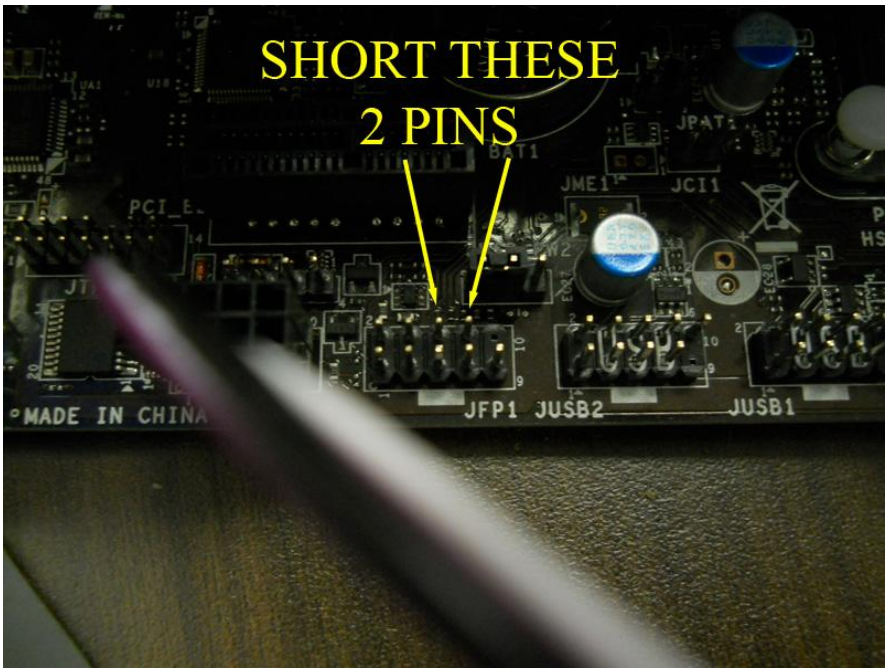
EXIT AND SAVE

Save any changes made and exit the menu.

INSTRUCTIONS FOR SETTING MOTHERBOARD BIOS

NOTE: This is only needed if the motherboard does not power up when the game is turned on!

1. Connect a keyboard to the motherboard.
2. Turn on power to the game.
3. Short the two pins (shown in the picture) to each other. The power supply should turn on the the CPU fan should start spinning.



4. Press the delete key multiple times while it is booting up to enter the BIOS menu.

5. Select the SETTINGS option (just press ENTER)

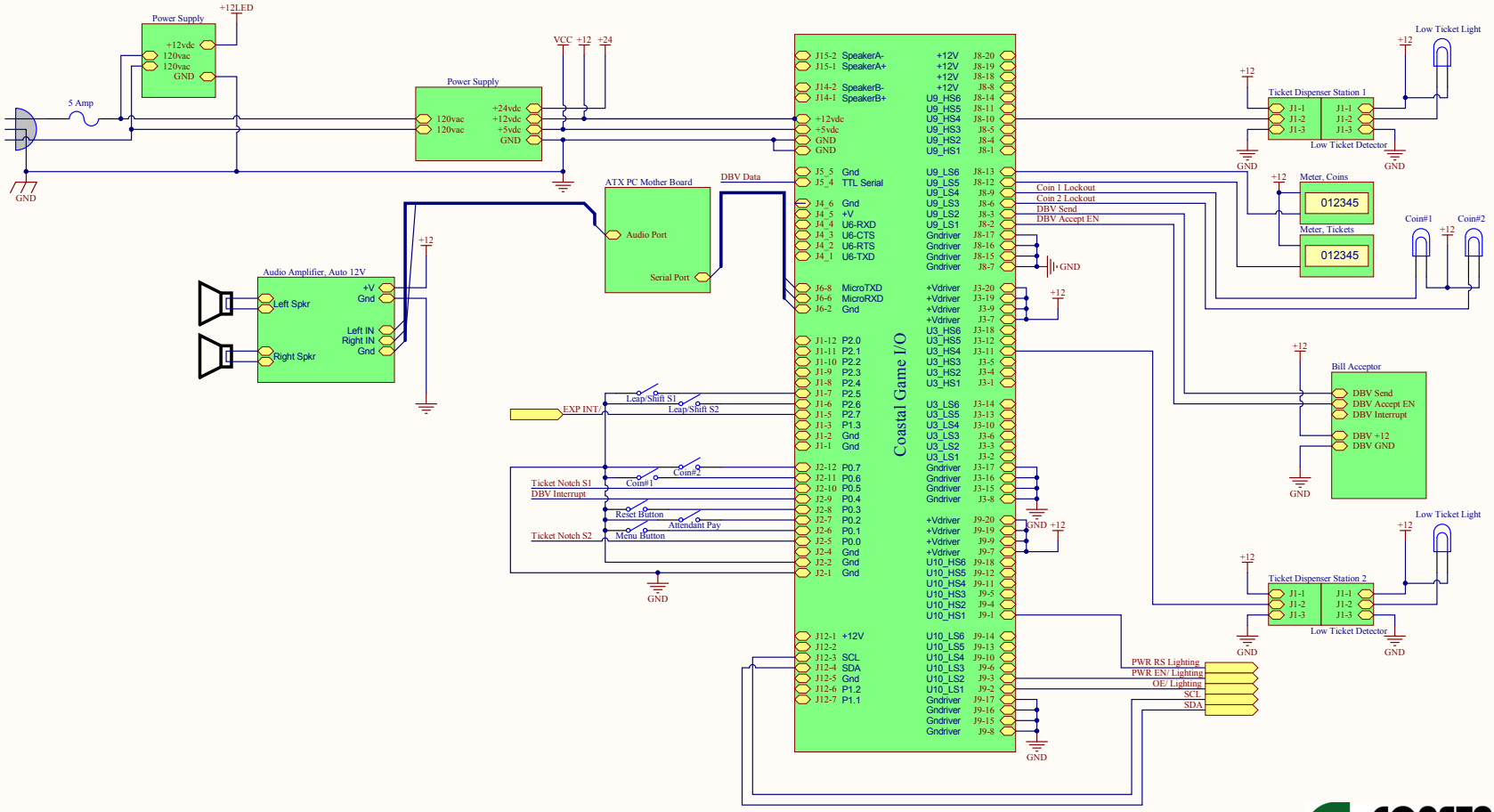
6. Select Advanced

7. Select Power Management Setup

8. Select Restore after AC Power Loss

9. Select Power On

10. Press the ESCAPE key twice to return to the top menu. Select Save & Exit.



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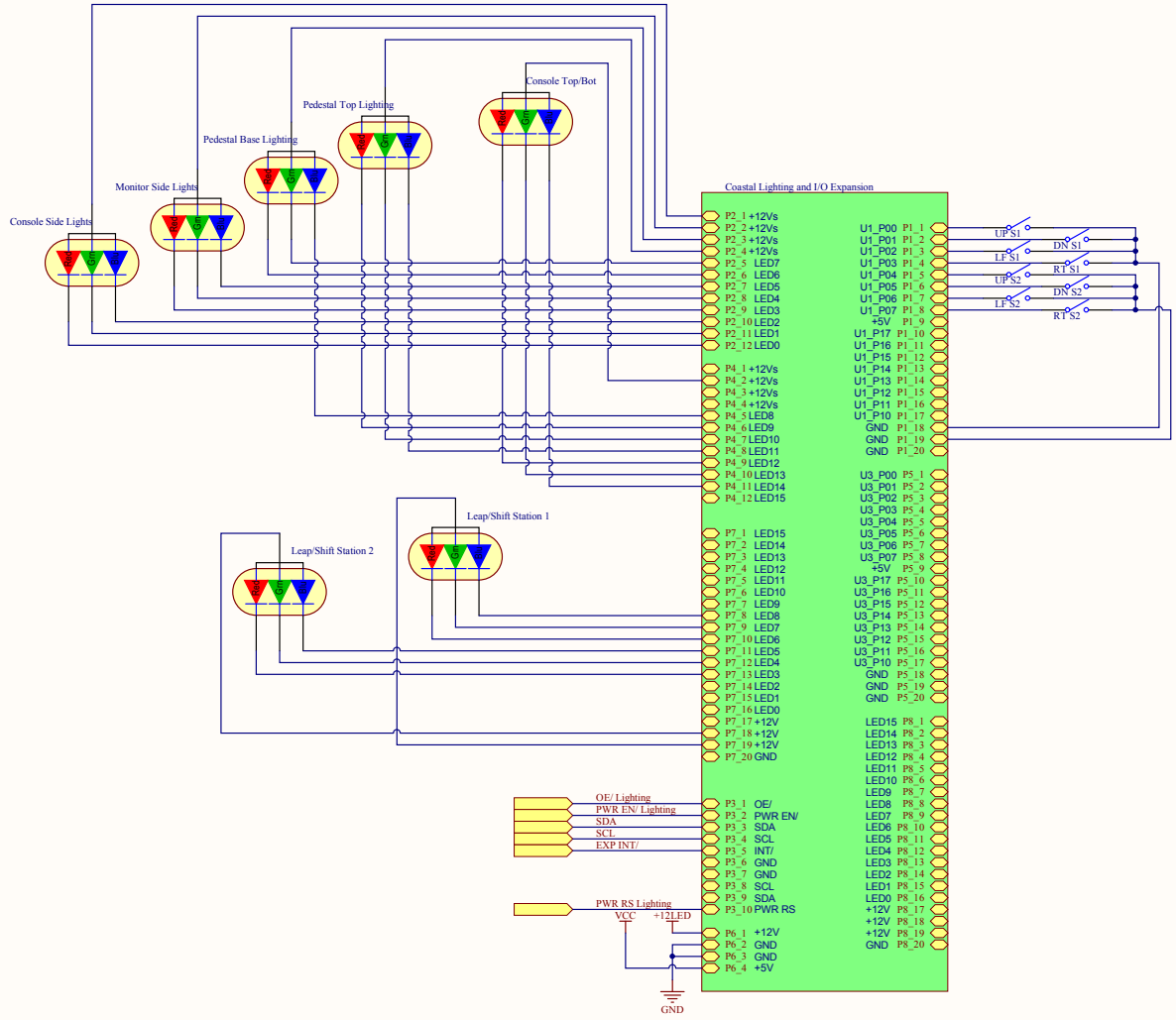

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