

# 3 RING CIRCUS



## STANDARD OPERATING MANUAL

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Coastal Amusements, Inc.

1950 Swarthmore Ave. Lakewood, NJ 08701

+1 (732) 905-6662

[sales@coastalamusements.com](mailto:sales@coastalamusements.com)

<http://www.coastalamusements.com>

# INTRODUCTION

*3 RING CIRCUS* is a video amusement redemption game where the player spins the reel, attempting to stop on the BONUS panel and win the progressive bonus. Other panels pay out various amounts of tickets.



## 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.**

## 3 RING CIRCUS 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 up in the menu and to increment values

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

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

## MAIN MENU

### *PRICING ADJUSTMENTS*

#### *FREE PLAY*

*(ON/OFF) [default: OFF]*

When set to ‘ON’ the mechanical meters will be disabled, no tickets will be paid, and ‘FREE PLAY’ will be displayed on the screen. One of the coin switches will need to be activated to initiate a game, either by attaching an external switch or using coins/tokens.

#### *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 into 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.

## **TICKET VALUE**

**(\$0.001 TO \$0.10, \$0.001 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.*

## **CREDIT VALUE**

**(\$0.10 TO \$5.00) [default: \$0.25]**

Set this option to the monetary value of one credit for accurate bookkeeping stats.

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

## **PAYOUT ADJUSTMENTS**

### **ENABLE PAYOUT (ON/OFF) [default: ON]**

Setting this to off will prevent the ticket dispenser from dispensing tickets (or the card system from receiving wins). All other game features will remain the same.

### **MAXIMUM MYSTERY VALUE (20-150) [default: 100]**

This setting determines the maximum value awarded for landing on the mystery panel.

### **PANEL SELECTION (1-15) [default: 1]**

This value is only to be changed if you are changing the actual reel panels on the machine. It will already be set correctly from the factory.

## **GAME ADJUSTMENTS**

### **VOLUME (0-100) [default: 50]**

This option sets the main volume during game play.

### **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 attract mode, than game play.

### **GAME TIMEOUT (10-90) [default: 30]**

This determines how many seconds to wait for a fast enough spin before enacting the timeout option (next item).

### **TIMEOUT OPTION (AUTO-SPIN, END CURRENT GAME) [default: AUTO-SPIN]**

If the player runs out of time, the game will either auto-spin the reel or end the game.

### **SPIN REELS IN ATTRACT**

**(ON, OFF) [default: OFF]**

If set to 'ON', the game will occasionally spin the reels in attract mode.

### **DIFFICULTY**

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

This sets the difficulty of the game.

## **BONUS ADJUSTMENTS**

### **BONUS RESET VALUE**

**(100-99999) [default: 1000]**

This is the starting value of the progressive bonus.

### **BONUS MAXIMUM**

**(100-99999) [default: 99999]**

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).*

### **PLAYS TO INCREMENT BONUS**

**(1-10) [default: 1]**

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

### **BONUS INCREMENT VALUE**

**(1-10) [default: 1]**

This option controls how much the progressive bonus will increase with the number of games played (set in the previous option).

**PAGE ONE AUDITS**

	CURRENT	LIFETIME
COIN CHUTE 1 CREDITS	0	0
COIN CHUTE 2 CREDITS	0	0
DBV CREDITS	0	0
TOTAL CREDITS	0	0
FREE PLAYS	0	0
PAID PLAYS	0	0
TOTAL GAMES PLAYED	0	0
AVERAGE SPIN TIME	0	0
AUTO-SPINS	0	0
GAME TICKETS		
MYSTERY TICKETS	0	0
TOTAL TICKETS	0	0
AVERAGE TICKETS	0	0
BONUS TICKETS	0	0
BONUS HITS		
BONUS HITS %	0%	0%
BONUS TICKET %	0%	0%
OPERATING %	0%	0%

## **PAGE TWO AUDITS**

	CURRENT	LIFETIME
PANEL 1 (BONUS) HITS	0	0
PANEL 2 HITS	0	0
PANEL 3 HITS	0	0
PANEL 4 HITS	0	0
PANEL 5 HITS	0	0
PANEL 6 HITS	0	0
PANEL 7 HITS	0	0
PANEL 8 HITS	0	0
PANEL 9 HITS	0	0
PANEL 10 HITS	0	0
PANEL 11 HITS	0	0
PANEL 12 HITS	0	0
PANEL 13 HITS	0	0
PANEL 14 HITS	0	0
PANEL 15 HITS	0	0
TOTAL HITS	0	0

These screens will show all bookkeeping information.

## **DIAGNOSTICS**

### **AUDIO TEST**

These options test the speaker output.

### **I/O TEST**

In this test, you can dispense tickets (and test the ticket meter), spin the reel, and test the coin meter.



### **LED TEST**

This test will allow you to turn on and off the white LEDs and check the colors of the RGB LEDs.

### **REEL TEST**

This test will allow you to check that the reel panels are in the correct locations, and that the arrows are correctly aligned with the center of the panels.

### **REEL BREAK IN**

This test is for factory use only.

### **RESTORE FACTORY SETTINGS**

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

### **CLEAR CREDITS**

Selecting this will clear all credits on the game.

### **CLEAR TICKETS**

Selecting this will clear all tickets owed on the game.

### **RESET BONUS**

This option will let you reset the progressive bonus.

### **EXIT WITHOUT SAVING**

Exit the menu without saving any changes.

### **SAVE AND EXIT**

Save any changes made and exit the menu.

# How to adjust spin duration

Yellow Station



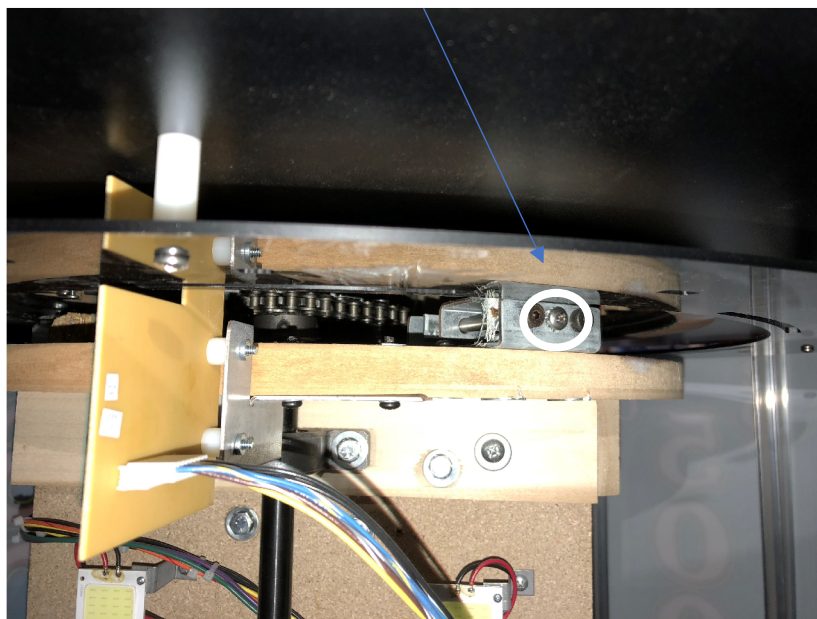
Remove Score Panel



## Adjusting screw

Tighten = Shorten spin time

Loosen = Lengthen spin time



Repeat for Blue and Red Stations