Coastal Amusements Inc.

Version: 1.0 ST 12/17/19

Shipping Dimensions	Width	Depth	Height	Weight
Dial Pallet	30" (76 cm)	77" (196 cm)	81" (206 cm)	500# (227 kg)
Player Console Pallet	32" (81 cm)	46" (117 cm)	58" (147 cm)	340# (154 kg)

Assembled Dimensions	Width	Depth	Height
Single Game Assembled	72" (183 cm)	52" (132 cm)	138" (351 cm)

BOARDWALK BIG SPIN

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INTRODUCTION

BOARDWALK BIG SPIN is an amusement redemption game where the player spins an arrow in order to try and land on the BONUS spot. They are awarded the amount of points that the arrow points to when it stops spinning.

SAFETY NOTICE

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

- 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.

- 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 game and injury to players and spectators.

- Please check and maintain the game regularly.

- Standing or climbing on the game is prohibited to avoid injury

SAFETY INTERLOCK SWITCH

THIS MACHINE IS EQUIPPED WITH TWO (2) SAFETY INTERLOCK SWITCHES TO PREVENT DAMAGE OR INJURY WHEN THE GAME IS OPEN.
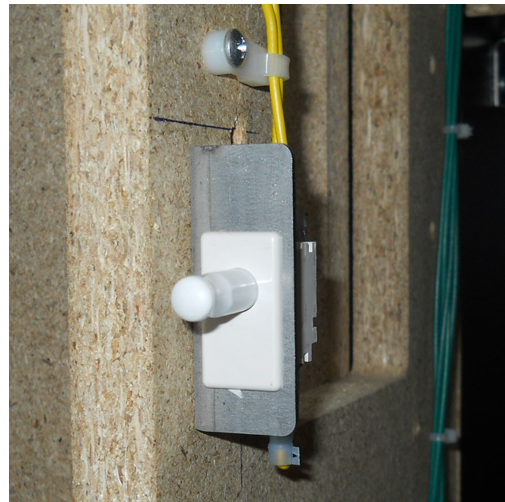
DO NOT BYPASS THESE SAFETY FEATURES!!

The switches behind the **lower rear door** and the **upper rear door** prevent the arrow motor from operating when the door is removed.
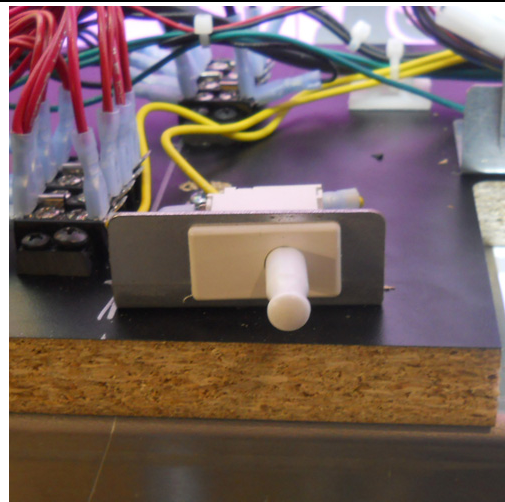
Make sure all doors are installed before attempting to play a game, otherwise the game will not work correctly.

The photos below show the location of the interlock switches.

|	
LOWER DOOR SWITCH	
UPPER DOOR SWITCH	

POWER SOURCE

IMPORTANT!

GAME MUST BE CONNECTED TO A GROUNDED POWER SOURCE.

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

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

TECHNICAL INFORMATION:

1. The "brains" of the game are a Raspberry Pi v-3 minicomputer nested in a custom I/O board, which controls all lights, motors, and audio. The O/S and game software reside in a micro SD card plugged into the Raspberry Pi. The Pi-I/O board also has its own microprocessor that controls all the multi-color addressable LEDs.

2. **Audio:** Audio comes from the 3.5mm (1/8 inch) stereo jack on the Pi-I/O board, NOT the Raspberry Pi despite that it has its own jack as well. Volume is adjustable from the menu as well as the volume knob on the amplifier. Typically, the amplifier is set to some fixed point, and volume is adjusted from the menu.

3. **Power**: There are three power supplies for the game. A 12 volt 29-ampere supply, and two 5 volt 100-ampere supplies. All supplies are UL rated and run on 110v or 220v 50/60 Hz mains. However, the operating voltage must be switched manually. The game draws 6.5 amperes (+ or-) from the mains @110 volts. The IEC-power filter/fuse/switch/connector is rated at 10 amps, 250 volts.
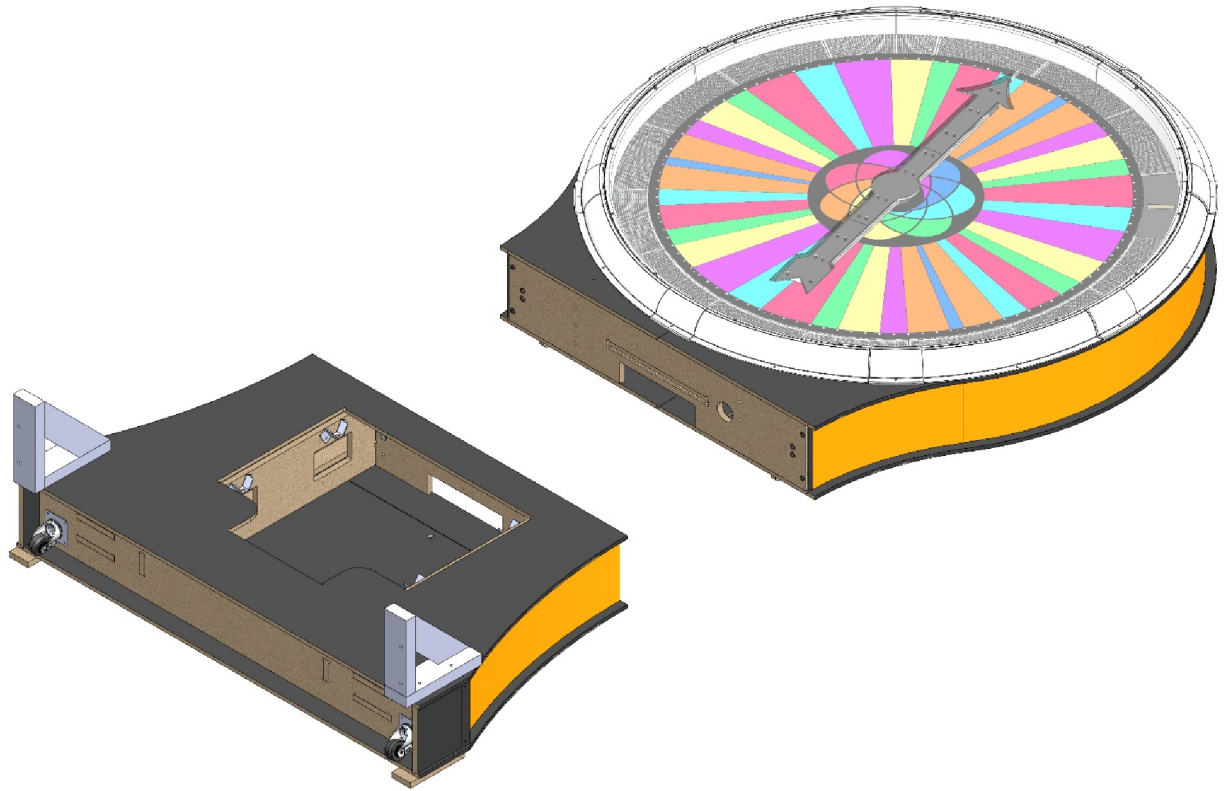
STEP1: SET DIAL AND BASE ON GROUND

HOLE LOCATIONS
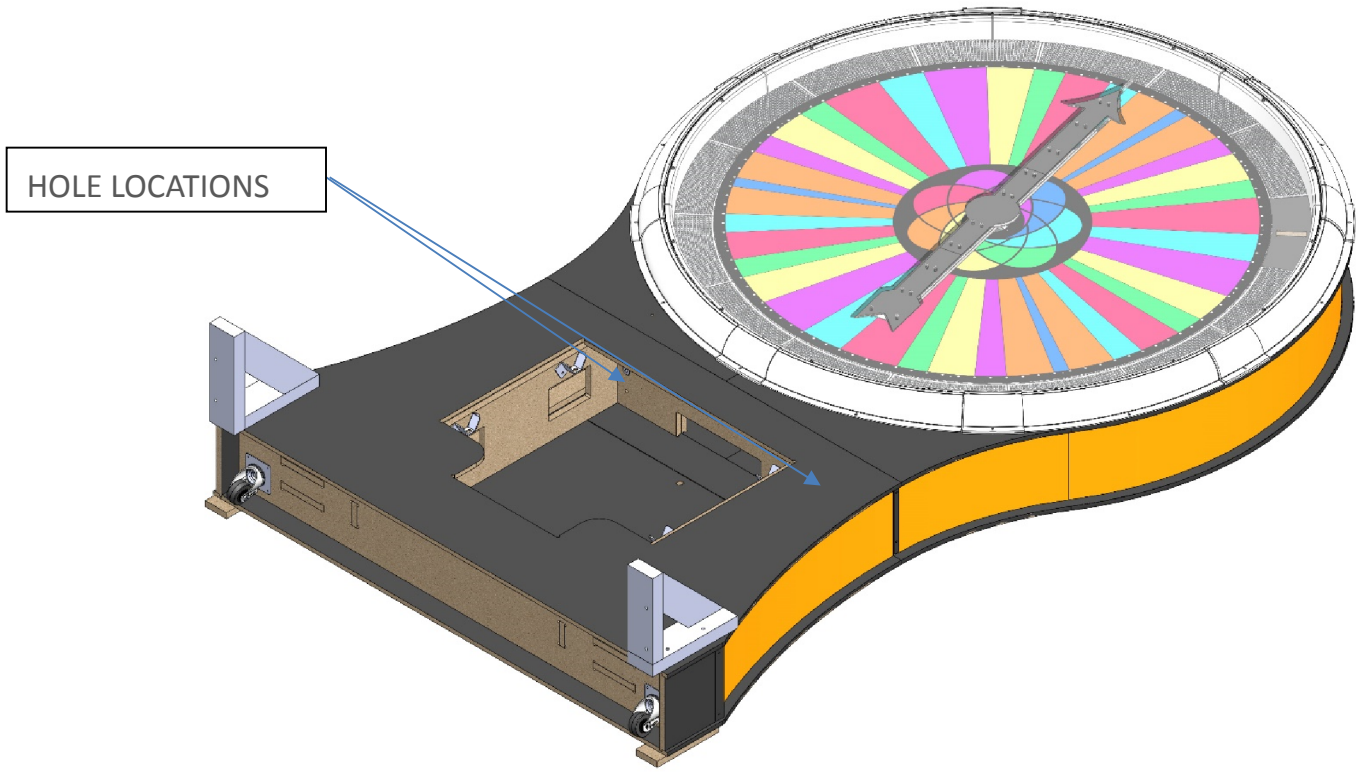
STEP2: PUSH BASE AND DIAL TOGETHER, INSTALL 4 X 5/16-18 X 2.000L SCREWS AND WASHERS THRU HOLES IN BASE UP IN TO DIAL

HOLE LOCATION BEHIND
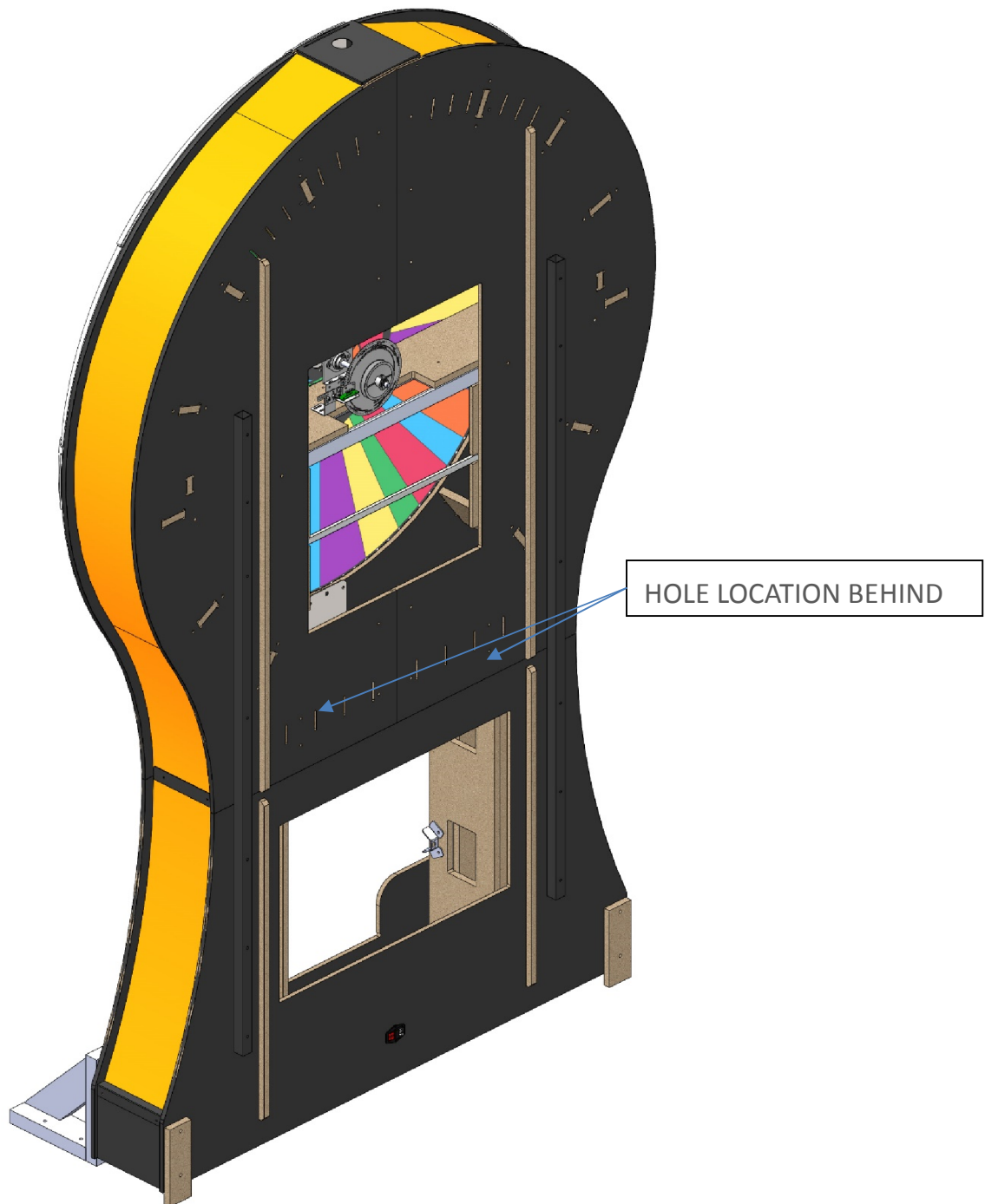
STEP 3: STAND BASE AND DIAL UP

STEP 4: INSTALL 2X 5/16-18 X 2.000L SCREWS THRU BRACKETS LOCATED INSIDE THE DIAL IN TO BASE
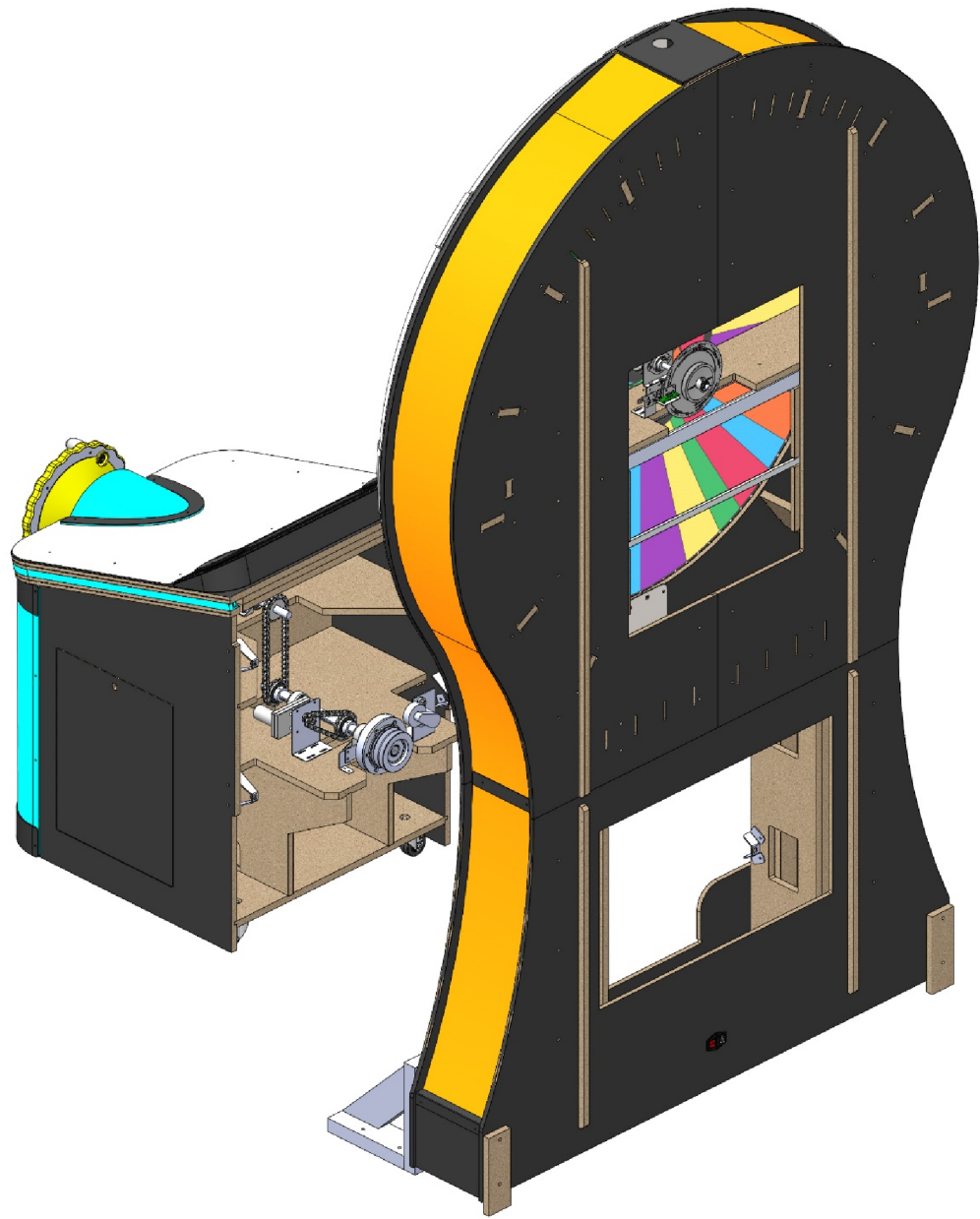
STEP 4: BRING CONSOLE OVER TO BASE AND DIAL

HOLE LOCATIONS
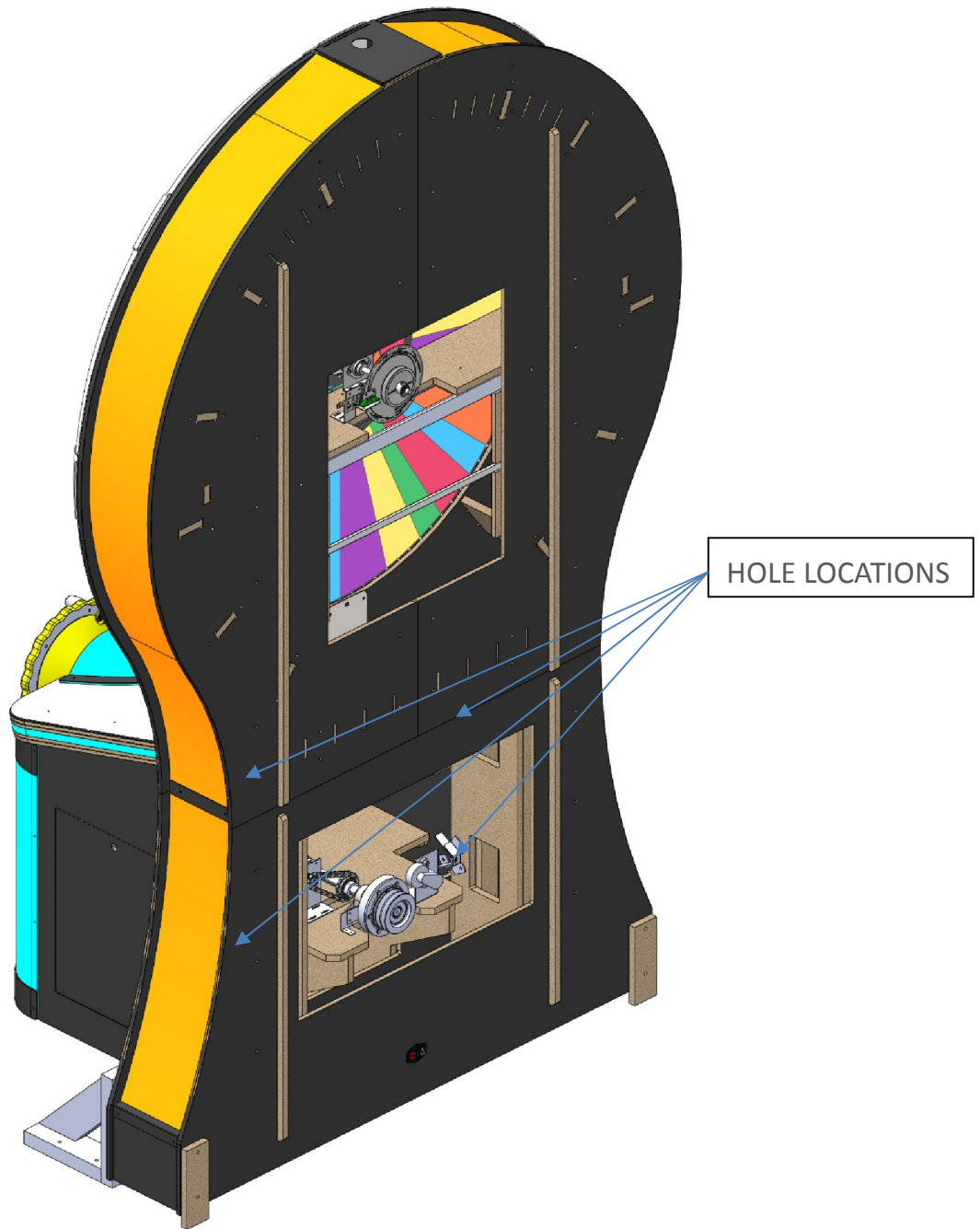
STEP 5: INSTALL CONSOLE WITH 4X 5/16-18 X .500L HEX BOLTS
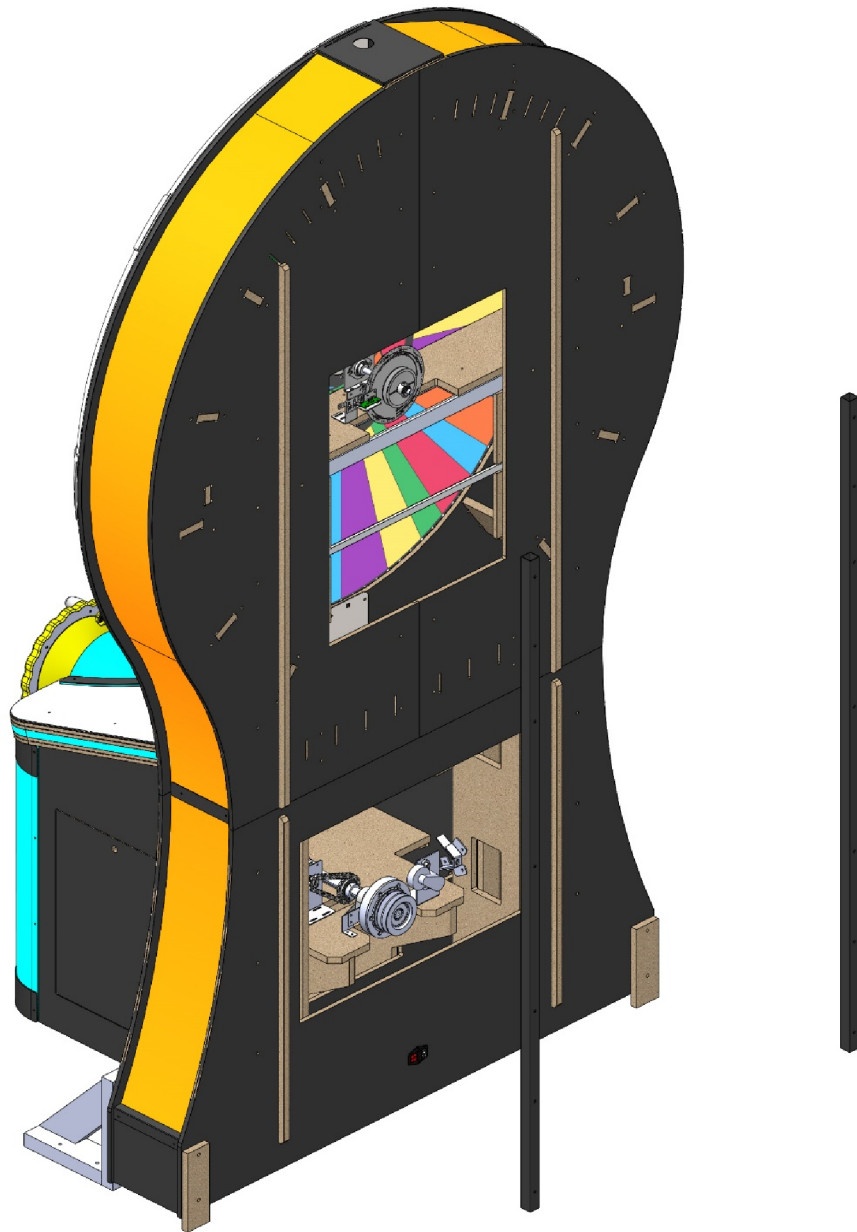
STEP 6: INSTALL SUPPORT TUBES WITH 14X 1/4-20 X 2.00L SCREWS

STEP 7: INSTALL MARQUEE SUPPORT TUBES WITH 4X ¼-20 X 2.000L SCREWS

STEP 8: ATTACH HAT BRACKETS TO MARQUEE WITH 8X #8-32 X .375L SCREWS

STEP 9: SLIDE MARQUEE OVER SUPPORT BRACKETS INSTALL 2X #8-32 X 2.00L SCREWS
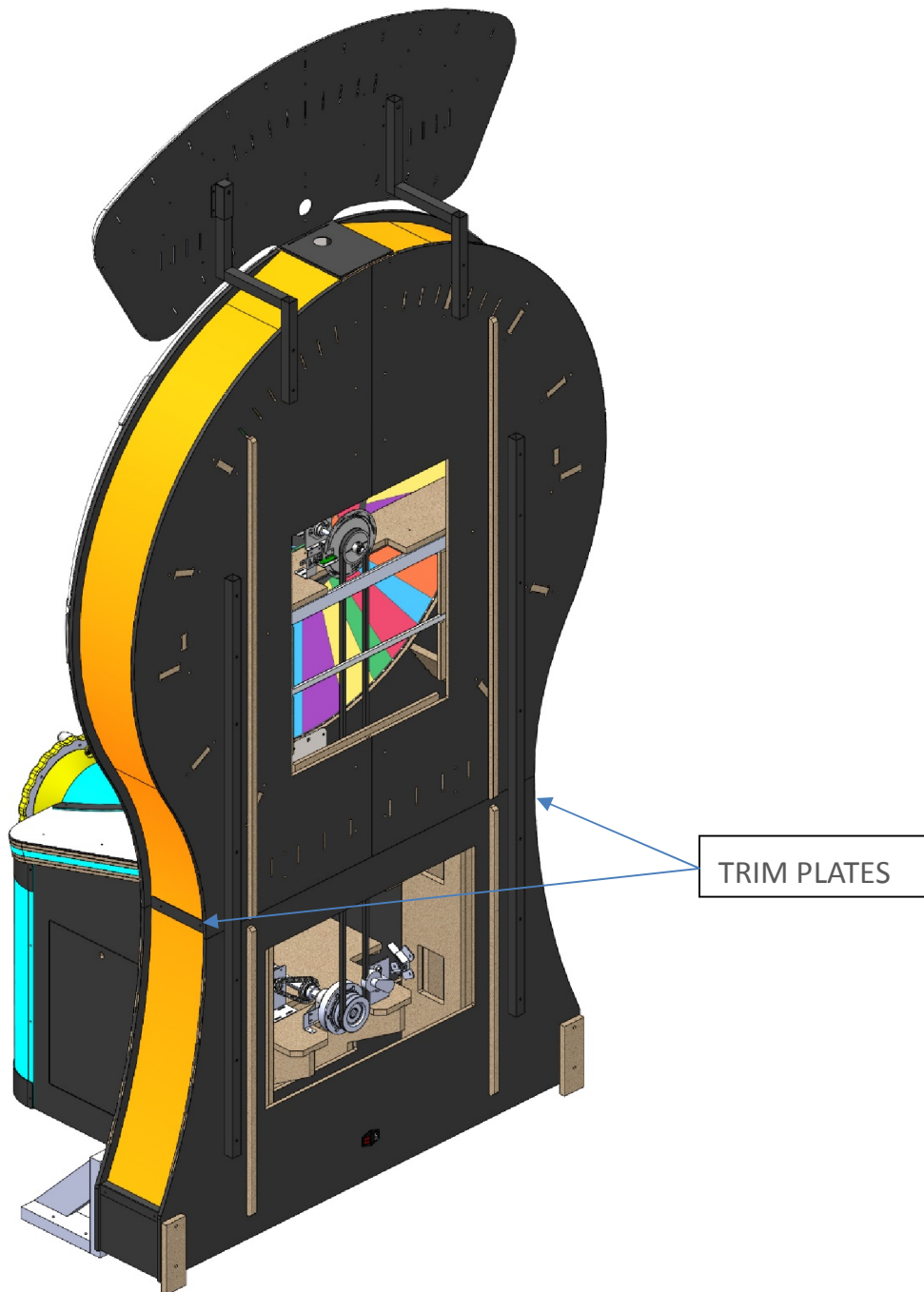
TRIM PLATES

STEP 10: INSTALL BELT BETWEEN PULLEY IN DIAL AND PULLEY IN CONSOLE

STEP 11: INSTALL SIDE TRIM PLATES AND 4X #8-32 X .375L SCREWS

50 POINTS!

INTERNET OPTIONS INSTRUCTIONS

Your machine's software contains an option to connect through the internet to Coastal Amusements. This will allow the game to report its accounting information and settings to us and suggest changes to improve income generation. It will also allow the game to receive any software updates / bug fixes without the need to have the software shipped to you. The next pages will explain how to enable this setup.

To enter the configuration screen, connect a USB keyboard to the Raspberry Pi. Then enter the menu and press the Escape key on the keyboard. You will the following on the LED console matrix display:


Under 'LOCATION NAME', type your store name and location for reference (i.e. Chuck E Cheese – Baltimore MD) and then press enter.

Note: There is a limit of 31 characters allowed in each field!

Under 'SSID', type in the wi-fi network name and then press enter. The following screen will be displayed:
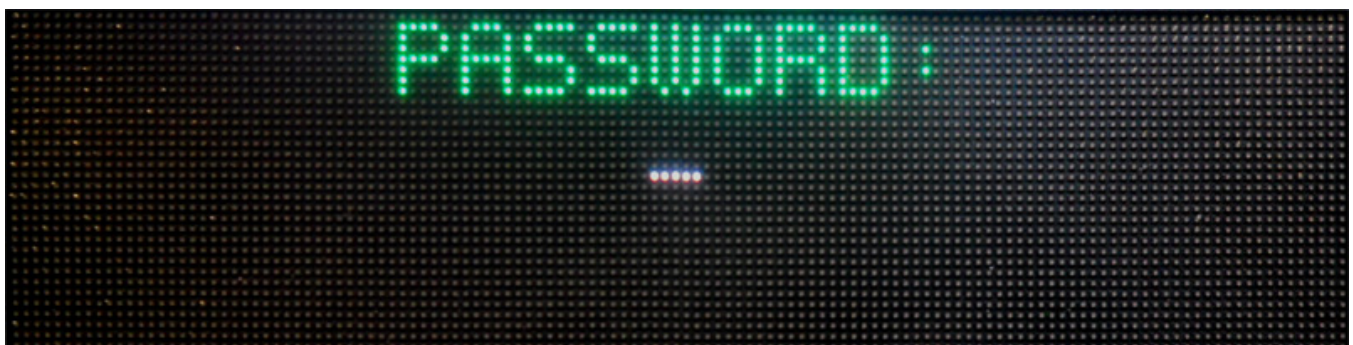
Type in your wi-fi password and then press enter.

After pressing enter, you will see this screen:

You can now remove the keyboard and reboot the game. Upon reboot, the game will then attempt to make an initial contact with our server.

If you have any questions, call Coastal Amusements at +1 (732) 905-6662. Support is available from 08:00 to 16:30 PM EST, Monday through Friday.

BIG BOARDWALK SPIN 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

SETTINGS

Setting	Options	Default	Description
FREE PLAY	ON/OFF	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. An external switch must be attached to one of the coin mech inputs to simulate a coin drop.
CARD PLAY	ON/OFF	OFF	Select 'ON' if you are using a card device instead of cash.
CREDS TO START	1-10	4	Set this option to the number of credits needed to start one game. *This option is disabled when "Card Swipe" is set to 'On'.*
COIN 1 CREDITS	1-10	1	This option controls how many credits are given for each coin inserted into coin mech 1. *This option is disabled when "Card Swipe" is set to 'On'.*
COIN 2 CREDITS	1-10	1	This option controls how many credits are given for each coin inserted in to coin mech 2. *This option is disabled when "Card Swipe" is set to 'On'.*
DBV CREDITS	1-10	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)	$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	$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.
ENABLE PAYOUT	OFF, ON	ON	Setting this to off will prevent the ticket dispenser from dispensing tickets.
PAYOUT %	20-60	30	This value determines the machine's payout percentage based on the cost of a game and the value of a ticket.
VOLUME	0-100	70	Volume level during game play.
ATTRACT SOUND	ON/LOW VOLUME/OFF	LOW VOLUME	Select whether or not you want attract sound on, off, or at a lower volume in the attract mode, than game play.
LOW TKT LIGHT	OFF, ON	OFF	When set to on, the console will light up in red when the machine is low on tickets.
GAME TIME	10-30	15	This setting determines how long before the arrow will automatically start spinning.
DIFFICULTY	EASY/MED/HARD	EASY	This option adjusts how fast the arrow must spin for a 'GOOD SPIN'.
BONUS RESET	100-9999	1000	This setting will determine the beginning value of the Bonus, after a win.
BONUS MAXIMUM	100-9999	9999	The setting determines the highest Bonus value. The progressive value will stop, once the set maximum is reached. Setting the Reset (minimum) value and the Maximum value to the same level, will cause the Bonus to be stable (non-progressive).
# OF BONUSES	1-3	1	Setting this value to 2 will set the lower right high value section to the Bonus value. Setting this to 3 will also change the lower left high value section.
PLAYS TO INC	1-10	1	This option controls how many plays are needed to increase the progressive bonus, in conjunction with the option below.
INC VALUE	1-10	1	This option controls how much the progressive bonus will increase with the number of games played (set in the previous option).
REBOOT RESET	ON/OFF	OFF	When set to on, the bonus will be reset to the set reset value when power to the game is cycled.
GAME NUMBER	OFF, MASTER, 2-10	OFF	The game that has a progressive sign attached to it must be set as the MASTER. Any other games linked will need to be assigned unique values of 2 through 10. Any game setting changes are only able to be set on the MASTER game, and they will transfer to the linked slave games (2-10).

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
GAME COUPONS	0	0
BONUS COUPONS	0	0
TOTAL COUPONS	0	0
AVERAGE COUPONS	0.00	0.00
BONUS HITS	0	0
BONUS HIT %	0.00%	0.00%
BONUS COUPON %	0.00%	0.00%
OPERATING %	0.00%	0.00%
SPIN TIMEOUTS	0	0
POSITION 1 HITS	0%	0%
POSITION 2 HITS	0%	0%
POSITION 3 HITS	0%	0%
POSITION 4 HITS	0%	0%
POSITION 5 HITS	0%	0%
POSITION 6 HITS	0%	0%
POSITION 7 HITS	0%	0%
POSITION 8 HITS	0%	0%
POSITION 9 HITS	0%	0%
POSITION 10 HITS	0%	0%
POSITION 11 HITS	0%	0%
POSITION 12 HITS	0%	0%
POSITION 13 HITS	0%	0%
POSITION 14 HITS	0%	0%
POSITION 15 HITS	0%	0%
POSITION 16 HITS	0%	0%
POSITION 17 HITS	0%	0%

POSITION 18 HITS	0%	0%
POSITION 19 HITS	0%	0%
POSITION 20 HITS	0%	0%
POSITION 21 HITS	0%	0%
POSITION 22 HITS	0%	0%
POSITION 23 HITS	0%	0%
POSITION 24 HITS	0%	0%
POSITION 25 HITS	0%	0%
POSITION 26 HITS	0%	0%
POSITION 27 HITS	0%	0%
POSITION 28 HITS	0%	0%
POSITION 29 HITS	0%	0%
POSITION 30 HITS	0%	0%
POSITION 31 HITS	0%	0%
POSITION 32 HITS	0%	0%
POSITION 33 HITS	0%	0%
AVERAGE GAME TIME	0.0	0.0

These screens will show all bookkeeping information. Pressing RESET on this screen will clear the current audits. A screen will appear asking to confirm that you want to do this.

The following is a list of the paytables showing the average number of tickets won per game.

The paytable is chosen by calculating cost of game, value of ticket, and payout percentage.

Slice	30 Tickets	35 Tickets	40 Tickets	45 Tickets	50 Tickets	55 Tickets	60 Tickets	65 Tickets
1	4	4	4	4	4	4	4	4
2	BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	BONUS
3	4	4	4	4	4	4	4	4
4	20	24	20	20	20	40	50	50
5	28	32	32	40	50	50	60	70
6	24	28	24	30	30	30	40	40
7	36	40	40	50	80	80	70	90
8	32	36	36	40	70	70	60	80
9	24	28	24	30	40	40	50	50
10	28	32	32	50	60	60	70	70
11	20	24	20	20	20	30	40	40
12	6	6	6	6	6	6	6	6
13	400	400	500	500	500	500	500	500
14	6	6	6	6	6	6	6	6
15	20	24	20	20	20	40	50	50
16	28	32	32	40	50	50	60	70
17	24	28	24	30	30	30	40	40
18	36	40	40	50	80	80	70	90
19	32	36	36	40	70	70	60	80
20	24	28	24	30	40	40	50	50
21	28	32	32	50	60	60	70	70
22	20	24	20	20	20	30	40	40
23	8	8	8	8	8	8	8	8
24	200	200	250	250	250	250	250	250
25	8	8	8	8	8	8	8	8
26	20	24	20	20	20	40	50	50
27	28	32	32	40	50	50	60	70
28	24	28	24	30	30	30	40	40
29	36	40	40	50	80	80	70	90
30	32	36	36	40	70	70	60	80
31	24	28	24	30	40	40	50	50
32	28	32	32	50	60	60	70	70
33	20	24	20	20	20	30	40	40

DIAGNOSTICS

CLEAR CREDITS	Selecting this will clear all credits on the game that are less than the amount needed for one play. If you need to clear all credits while a game is in play, press the RESET button during the game and the credits will be cleared.
CLEAR TICKETS	Selecting this will clear all tickets owed on the game.
RESTORE FACTORY SETTINGS	Selecting this option will restore all settings to factory default values.
HARDWARE TESTS	This menu will let you test the audio, inputs, and outputs of the machine.
RESET BONUS	This option will let you reset the progressive bonus to the minimum value you have set.
EXIT WITHOUT SAVING	Exit the menu without saving any changes.
SAVE AND EXIT	Save any changes made and exit the menu.

MAINTENANCE

The following maintenance suggestions will help ensure that the game operates properly at all times.

TROUBLESHOOTING

1. **NO POWER**: Make certain the game is plugged into the mains and the mains are "live". Make certain the power part of harness (white 16-gauge wires with 2-pin Molex connector) at the console has been connected and the interlock switch in the console is in the up (on) position. Check rear power module to be certain the switch is on. Check fuse inside power module, replace if damaged.

2. **FLASHING ARROW**: When you first turn on the game, it checks that everything is working properly. If the game does not go into attract mode, you may see the wheel arrow flashing a certain color. Here is an explanation of what the different colors mean:

RED: A flashing red arrow means that the console display did not initiate a connection to the main board.

BLUE: A flashing blue arrow means that the settings database is invalid for the game version. This occurs if you link 2 games with different game version numbers, or the database has gotten corrupt. Cycling power on the machine will reset the database (which sets all settings to factory default).

If you have any questions or comments, please our service department at +1 732 905 6662. We are open Monday through Friday 09:00 – 16:30 EST (USA).

FACTORY WARRANTY

Coastal Amusements, Inc. warranties all parts and components in new games. All parts and components are warranted against material defects and workmanship as follows:

- Proprietary Electronic Hardware: 180 days
- Monitors: 180 days
- Other (non-proprietary) Electronic Hardware: 90 days
- Mechanical Components and Motors: 90 days

Coastal Amusements, Inc. will not be responsible to furnish parts, components or service under warranty if:

- Game components or parts have failed through normal wear and tear.
- Game components or parts have failed because of abuse or abnormal operation.
- Game components or parts have failed do to damage caused by improper service, or service performed by unqualified or unauthorized personnel.
- Game components or parts have failed do to arbitrary or unauthorized modification.

Certain procedures must be followed to ensure the game parts and components are covered under warranty and that proper credit is issued for returned parts and components as follows.

- Customer must provide a valid serial number for the game to be serviced.
- An RMA number must be obtained from our customer service staff for all warranty parts.
- The RMA number must appear on the return shipping carton in order to ensure proper credit.
- Coastal will replace the defective parts with new or factory reconditioned parts.
- Defective parts covered under warranty must be returned within 30 days.
- Defective parts returned after 30 days and before 60 days will incur a 25% restocking charge.
- Defective parts returned after 60 days will receive no credit.