QUBES ™

STANDARD OPERATING MANUAL

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INTRODUCTION

QUBES™ is a video redemption game where the player tries to navigate a continuously bouncing ball down the playfield while trying to avoid objects and open spaces. The ball is directed by pushing one button on the player control panel. Each time the button is pressed, the ball changes direction.

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.

QUBES™ - MENU OPTIONS

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

ATTENDANT – Move down the menu selections and increase values

RESET - Move up the menu selections and decrease values

MENU – Select a menu item and commit item values

MAIN MENU

GAME ADJUSTMENTS

GAME PLAY SOUND VOLUME

0 – 100

(DEFAULT = 80)

ATTRACT SOUND VOLUME

OFF, ON, LOW

(DEFAULT = LOW)

Controls the sound volume when game is in idle mode. If set to low, game will increase to full 'game play sound' when active.

QUBES FOR BONUS

200 – 500

(DEFAULT = 500)

Determines the number of Qubes required to win the bonus.

DIFFICULTY

EASY, MEDIUM, HARD

(DEFAULT = EASY)

Controls the increase in speed of the game play.

FENCE LEVEL

0 – 20

(DEFAULT = 10)

Controls the number of fences along the side of the playfield. This setting can be used, in conjunction with the 'Difficulty' setting to control the overall difficulty of the game.

BEST SCORE RESET VALUE

10 – 200

(DEFAULT = 200)

Controls the starting value of the Best Score bonus.

BEST SCORE RESET AT START UP

ON, OFF

(DEFAULT = ON)

When set to 'ON', the 'Best Score Value' will reset to the 'Best Score Reset Value' each time the game power is cycled.

CUBES FOR CHANCE

20 – 100

(DEFAULT = 100)

Controls the maximum number of qubes passed to allow additional (optional) chances.

NUMBER OF CHANCES

0 – 2

(DEFAULT = 2)

Controls the number of chances the player gets before reaching the "CUBES FOR CHANCE" value above.

PRICING ADJUSTMENTS

FREE PLAY
ON/OFF

(DEFAULT = OFF)

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

CARD PLAY
ON/OFF

(DEFAULT = OFF)

Select 'ON' when using a magnetic card device.

'Credits to Start' will automatically default to 1.

CREDITS TO START
1-10

(DEFAULT = 2)

Controls 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)

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)
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 $0.100
(DEFAULT = $0.005)
This option should be set to the actual 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
$0.10 TO $5.00
(DEFAULT = $0.50)
Set this option to the actual cost of one game play.

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

TICKET ADJUSTMENTS

TICKET DISPENSE
OFF, DURING GAME PLAY, AFTER GAME OVER
(DEFAULT = DURING GAME PLAY)

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

MINIMUM TICKETS

OFF, 0-10

(DEFAULT = 0)

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

TICKETS FOR BEST SCORE

0-100

(DEFAULT = 20)

Controls the number of tickets awarded when a player exceeds the current 'Best Score'.

TICKETS FOR GOLD COIN

1-5

(DEFAULT = 1)

Controls the number of tickets awarded each time a player lands on a gold coin.

QUBES PER TICKET

1 – 50

(DEFAULT = 10)

Controls the number of Qubes required to award ticket amount in next option.

TICKETS PER QUBE

1 – 10

(DEFAULT = 1)

Controls the number of tickets awarded each time a player lands the number of Qubes in the previous option.

PROGRESSIVE BONUS

INCREMENTS PER PLAY

1-10

(DEFAULT = 1)

Controls how much to increase the Bonus value by the number of plays set in the next option.

PLAYS PER INCREMENT

1-10

(DEFAULT = 1)

Controls the number of plays required to increase the Bonus by the amount in the previous option.

RESET VALUE

25-9999

DEFAULT = 500

Controls the starting value of the Bonus.

MAXIMUM

25-9999

DEFAULT = 9999

Controls the maximum value of the Bonus.

Setting Reset (minimum) and Maximum values to the same level, will cause the Bonus to be stable (non-progressive).

AUDITS

	CURRENT	LIFETIME
COIN CHUTE 1 CREDITS	0	0
COIN CHUTE 2 CREDITS	0	0
DBV CREDITS	0	0
TOTAL CREDITS	0	0
PAID PLAYS	0	0
FREE PLAYS	0	0
TOTAL PLAYS	0	0
GAME TICKETS	0	0
GOLD COIN TICKETS	0	0
BEST SCORE TICKETS	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 QUBES SCORED	0	0

**PRESS RESET TO CLEAR
CURRENT AUDITS**

DIAGNOSTICS

IO BOARD TEST

TESTS THE FOLLOWING FUNCTIONS:

TAP BUTTON & LED COLORS

(TESTS RGB LEDS**)**

LOCKOUTS   DBA ENABLED

(*OFF/ON – DEFAULT = ON*)

SCREEN ORIENTATION

(LEFT/RIGHT – DEFAULT = RIGHT)

RESET CREDITS

Selecting this will clear all credits on the game.

RESET TICKETS

Selecting this will clear all tickets owed on the game.

RESET BONUS

This option will let you reset the progressive bonus.

RESET BEST SCORE

YES/NO

Allows operator to reset the Best Score to the reset value.

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.