Minions™ Soccer

STANDARD OPERATING MANUAL

INTRODUCTION

Minions™ Soccer is an amusement redemption game where the player tries to score as many goals as possible in the time allowed by kicking the ball past Kevin, the goalie. If the player hits the flashing BONUS button moving inside the goal, they win bonus tickets! The player is awarded tickets based on the number of goals scored and bonus hits.

⚠ **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.

⚠️ **IMPORTANT WARRANTY INFORMATION!** ⚠️

The use of any soccer balls that were not supplied with the game or ordered from Coastal Amusements will void all warranties! Non-compliant soccer balls will likely cause damage to the goalie or other components!

MINIONS™ SOCCER 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]
Select 'ON' to allow the game to be played by connecting a switch to the credit input.

CARD PLAY
(ON/OFF) [default: OFF]
Select 'ON' if you are using a card swipe device. "Credits to Start" will be automatically defaulted to '1'.

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 1 CREDITS
(1-10) [default: 1]
This option controls how many credits are given for a coin inserted in to coin mech 1.

COIN 2 CREDITS
(1-10) [default: 1]
This option controls how many credits are given for a coin inserted in to coin mech 2.

DBV CREDITS
(1-10) [default: 4]
This option controls how many credits are given for one dollar inserted in an optional bill acceptor.

TICKET VALUE
($0.001 TO $0.10, $0.001 increments) [default: $0.01]
This option should be set to the 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 cost 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 (POINTS BASED 'OFF')

ENABLE PAYOUT
(ON/OFF) [default: ON]
Turning this option off will disable the payout of tickets.

MERCY TKT LINE
(OFF, 1-40) [default: OFF]
This is the minimum number of tickets paid, regardless of score.

TARGET TICKETS
(OFF, 1-100) [default: 10]
This amount of tickets will be paid when the target button is hit and not lit, if POINTS BASED is OFF.

COMP TICKETS
(OFF, 1-100) [default: 10]
This amount of tickets will be paid to the winner of a competition game (see 'LINK ADJUSTMENTS' for turning competition mode on).

PAYOUT ADJUSTMENTS (POINTS BASED 'OFF' ONLY)

TARGET TICKETS
(0-100) [default: 10]
This option sets the number of tickets won when the player hits the non-flashing bonus button.

GOALS	1	TICKETS	4
GOALS	2	TICKETS	10
GOALS	4	TICKETS	20
GOALS	6	TICKETS	30
GOALS	8	TICKETS	50
GOALS	10	TICKETS	100
GOALS	12	TICKETS	200
GOALS	OFF	TICKETS	500

The second page shows the settings for the minimum number of goals to win a certain number of tickets. The values must increase as you go down the list. If you set a goal value to 'OFF', all values below it will also be set to 'OFF'.

PAYOUT ADJUSTMENTS (POINTS BASED 'ON' ONLY)

PTS PER GOAL
(10-100) [default: 50]
This option sets the number of points scored when the player makes a goal.

PTS PER BUTTON
(10-500) [default: 100]
This option sets the number of points won when the player hits the bonus button.

PTS FOR TICKET
(10-100) [default: 10]
This option sets the number of points needed to dispense a ticket.

PTS FOR BONUS
(100-950) [default: 500]
This option sets the number of points needed to win the progressive bonus.

COMP TICKETS
(OFF, 1-100) [default: 10]
This amount of tickets will be paid to the winner of a competition game (see 'LINK ADJUSTMENTS' for turning competition mode on).

COMPETITION TIME
(0-30) [default: 5]
This is the number of seconds for additional games to coin up before starting competition mode. (see 'LINK ADJUSTMENTS' for turning competition mode on).

GAME ADJUSTMENTS

VOLUME
(0-100) [default: 50]
Sets the sound volume during game play.

ATTRACT SND
(OFF/LOW VOLUME/ON) [default: ON]
This sets the sound volume during attract mode only.

GAME TIME
(20-60) [default: 30]
This sets the game play timer.

DOLL ROTATE
(OFF/ON) [default: ON]
With this option on, the goalie will rotate occasionally in attract mode.

BTN FLASH TIME (POINTS BASED 'OFF' ONLY)
(1.00-3.00, by .25) [default: 1]
This option sets how many seconds the 'BONUS' button will flash for the opportunity to win the Big Bonus.

OF FLASHES (POINTS BASED 'OFF' ONLY)
(1-3) [default: 3]
This option sets how many times the 'BONUS' button will flash during a single play.

POINTS BASED
(OFF/ON) [default: OFF]

With this option on, goals are worth a set amount of points. Hitting the flashing button also pays a set amount of points. Tickets are awarded for every 'x' points, and the big bonus is won when a set amount of points are scored.

When this option is off, there are different tiers of goals need to win 'x' amount of tickets. The big bonus is won if the bonus button is hit while it is flashing.

BONUS ADJUSTMENTS

RESET VALUE
(100-9999) [default: 1000]
This option sets the bonus reset value.

MAXIMUM
(100-9999) [default: 9999]
This option sets the maximum bonus value.

 # PLAYS TO INC.
(1-10) [default: 1]
This option sets the number of games needed to be played to increment the bonus value.

BONUS INC. VALUE
(1-10) [default: 1]
This option sets how much to increase bonus value when the number of plays in the previous option is played.

LINK ADJUSTMENTS

COMPETITION TIME
(OFF, 1-30) [default: OFF]
This option is the number of seconds to wait for other linked games to start. Those games will start at the same time, and the highest score will receive the value set in 'COMP TICKETS' in the payout menu.

PROG BONUS SIGN
(OFF/ON) [default: OFF]
Turn this option on if you have connected a progressive bonus sign.

GAME #
(OFF, MASTER, 2-10) [default: OFF]
If you have a progressive bonus sign connected to a machine, that machine MUST be set as MASTER. All other linked games must have unique game numbers. All game settings MUST be set on the MASTER game, as they will be disabled on the SLAVE games.

AUDITS

COIN CHUTE 1 CREDITS		GAME TICKETS	
	0	0	0	0
COIN CHUTE 2 CREDITS		BONUS TICKETS	
	0	0	0	0
DBV CREDITS		COMP TICKETS	
	0	0	0	0
TOTAL CREDITS		TOTAL TICKETS	
	0	0	0	0
FREE PLAYS		AVG TICKETS	
	0	0	0.0	0.0
PAID PLAYS		TARGET HITS	
	0	0	0	0
TOTAL PLAYS		BIG BONUS HITS	
	0	0	0	0
		BIG BONUS HIT %	
		0.00%	0.00%
		OPERATING %	
		0.00%	0.00%

These screens will show all bookkeeping information. Current values are on the left, and lifetime values are on the right. To clear current values, press the attendant button in any audit screen.

DIAGNOSTICS

This screen will show you the game version number and date, and also the local IP address that the game uses if the internet connection is setup. It also has the following three menus:

AUDIO TEST

In this menu, you can test the speaker output and the stereo configuration.

I/O TEST

This menu lets you test the goal sensors, the goalie mic, the ball gate motor and switches, the goalie / bonus button motors, and the bonus button switch.

LED TEST

This menu lets you test all of the white and RGB lighting on the cabinet.

RESTORE DEFAULTS

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

CLEAR CREDITS

This option will reset credits to zero.

CLEAR TICKETS

This option will remove any tickets that are owed.

CLEAR AUDITS

This option is used to set all current audits to zero.

RESET BONUS

This will reset the progressive bonus to the currently set reset value.

INTERNET OPTIONS

Set the game up to connect to the internet. See the instructions in the next section on how to set it up.

<u>*EXIT WITHOUT SAVING*</u>

This will exit the menu without saving any recently changed values.

<u>*SAVE AND EXIT*</u>

This will save all changed settings and exit the menu.