

MONKEY MANIA



AN AMUSEMENT/REDEMPTION VIDEO GAME
(Revision: 09-10-12)

STANDARD VERSION

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TABLE OF CONTENTS

GAME DESCRIPTION	3
SETTINGS AND ACCOUNTING	3
MAIN MENU OPTIONS	4
PRICING	4
BASIC SETTINGS	4
AUDITS	4
DIAGNOSTICS	4
RESET CREDITS	4
RESET TICKETS	4
RESTORE FACTORY SETTINGS	4
PRICING MENU	5
CARD SWIPE	5
CREDITS TO START	5
CREDIT VALUE	5
TICKET DISPENSER	5
TICKET MONETARY VALUE	5
WINNER TICKETS (2 PLAYER GAME)	5
LOSER TICKETS (2 PLAYER GAME)	5
WINNER TICKETS (1 PLAYER GAME)	5
LOSER TICKETS (1 PLAYER GAME)	5
BASIC SETTINGS	6
VOLUME	6
ATTRACT SOUND	6
WATER IN ATTRACT MODE	6
SECOND PLAYER WAIT TIME	6
GAME START COUNTDOWN	6
GAME PLAY TIME	6
AUDITS	7
DIAGNOSTICS	8
SWITCH/LAMP TEST	8
TICKET DISPENSER TEST	8
WATER PUMP TEST	8
VIDEO	8
AUDIO	8
SOFTWARE REVISIONS	8

MONKEY MANIA

GAME DESCRIPTION

Monkey Mania is a 1 or 2 player video based amusement/redemption water race game, in which 2 players compete against each other (or 1 player against the computer) in a fast-paced race down a jungle river. The player(s) must shoot a stream of water at the target as it lights. As the race proceeds, the lights flash faster and faster. The player must shoot the lighted target “in rhythm” to keep the monkey rowing down river. The better the player shoots the target “in rhythm” the faster the monkey will row. The first monkey to cross the finish line is the winner!

SETTINGS AND ACCOUNTING

Enter the main set up menu by pressing the **MENU** button, located inside the front door.
To move **down** through menu options, or to **increase** any option value, press the **DOWN/INC** button.
To move **up** through menu options or to **decrease** any option value, press the **RESET** button.
Press the **MENU** button to **select** an option and to **save** any changes made to that option.

Access Main Set up Menu:	MENU BUTTON
Move up through menu options:	RESET BUTTON
Move down through menu options:	DOWN/INC BUTTON
Select option for adjustment:	MENU BUTTON
To increase selected option:	DOWN/INC BUTTON
To decrease selected option:	RESET BUTTON
To save an adjustment:	MENU BUTTON

MAIN MENU OPTIONS

PRICING

Adjust coin and ticket options.

BASIC SETTINGS

Adjust game timing, attract mode options, and sound volume.

AUDITS

Records coins in, tickets out, games played and payout percentages.

DIAGNOSTICS

Check audio, video, switches, ticket dispenser, meters, and I/O board.

RESET CREDITS

Clear all credits accumulated on the game.

RESET TICKETS

Clear all tickets waiting to be paid.

RESTORE FACTORY SETTINGS

Reset all options to factory default values.

PRICING MENU

CARD SWIPE

Set to **ON** if a swipe card reader is installed.
Default Value: OFF (Options: **ON / OFF**)

CREDITS TO START

Numbers of credits needed to start game.

Note: If Card Swipe is active (ON), Credits to Start will automatically default to 1, regardless of the value set below.

Default Value: 2
(Options: 1-8)

CREDIT VALUE

Dollar amount for the value of one credit.

Note: This value is used to calculate income and game pay percentages in "Audits".

Default Value: \$0.25
(Options: \$0.25 to \$2.00)

TICKET DISPENSER

Enable and disable ticket dispenser.

Default Value: ON (Options: **ON / OFF**)

TICKET MONETARY VALUE

Monetary value of one ticket (in dollars).

Note: This value is used to calculate income and game pay percentages in "Audits".

Default Value: \$0.01
(Options: \$0.001 to \$0.05)

WINNER TICKETS (2 PLAYER GAME)

Number of tickets paid to the winning player in a 2 player game.

Default Value: 20
(Options: 1-200)

LOSER TICKETS (2 PLAYER GAME)

Number of tickets paid to the losing player in a 2 player game.

Default Value: 10
(Options: 0-200)

WINNER TICKETS (1 PLAYER GAME)

Number of tickets paid to the winning player in a 1 player game.

Default Value: 15
(Options: 1-200)

LOSER TICKETS (1 PLAYER GAME)

Number of tickets paid to the losing player in a 1 player game.

Default Value: 10
(Options: 0-200)

BASIC SETTINGS

VOLUME

Adjust game volume.

Default Value: 50
(Options: 0-100)

ATTRACT SOUND

When set to **ON**, there will be sound during attract mode.

Default Value: ON
(Options: ON / OFF)

WATER IN ATTRACT MODE

Setting this function to **ON**, water will occasionally shoot from the bananas in attract mode.

Default Value: OFF
(Options: ON / OFF)

SECOND PLAYER WAIT TIME

Number of seconds to wait for a second player to insert coins and join game.

Default Value: 5 seconds
(Options: 3-10)

GAME START COUNTDOWN

Number of seconds before game will start.

Default Value: 3 seconds
(Options: 3-10)

GAME PLAY TIME

Number of seconds for one game play cycle.

Default Value: 20 seconds
(Options: 10-50; in 5 sec. increments)

GAME DIFFICULTY

Sets the difficulty level of a one player game. **EASY** mode will have the player always win. **MEDIUM** mode gives him an average chance to win, and **HARD** mode is most difficult.

Default Value: MEDIUM
(Options: EASY, MEDIUM, HARD)

AUDITS
(Sample Screen)

	<u>CURRENT</u>	<u>LIFETIME</u>
COINS IN	108	456
1 PLAYER GAMES	14	84
2 P[AYER GAMES	20	72
TOTAL GAMES PLAYED	34	156
FREE STARTS	0	0
TICKETS DISPENSED	567	2394
AVERAGE TICKETS PER GAME	16	15
PAYOUT PERCENTAGE	32%	30%

This (sample) screen above shows the audit information that is available to the operator.

PRESS THE RESET BUTTON TO CLEAR CURRENT AUDITS.

PRESS THE MENU BUTTON TO EXIT THIS SCREEN.

DIAGNOSTICS

SWITCH/LAMP TEST

Use this option to test the paddles, reset switches, and coin switches as well as all lamps and rope lights.

TICKET DISPENSER TEST

Pressing the **DOWN/INC** button will dispense three tickets from the left ticket dispenser and increment the ticket meter by 3. Pressing the **RESET** button will dispense three tickets from the right ticket dispenser and increment the ticket meter by 3.

WATER PUMP TEST

Press **DOWN/INC** to activate left banana pump and shoot water. Press **RESET** to activate right banana pump and shoot water. Shoot at targets to test target switches with water stream. Target will light if stream activates switch properly. Press **MENU** to return to diagnostic menu.

VIDEO

Use these screens to adjust monitor color and position if necessary.

AUDIO

Use these options to test speaker setup.

SOFTWARE REVISIONS

This option will show you the main program software version as well as the I/O PCB software version.

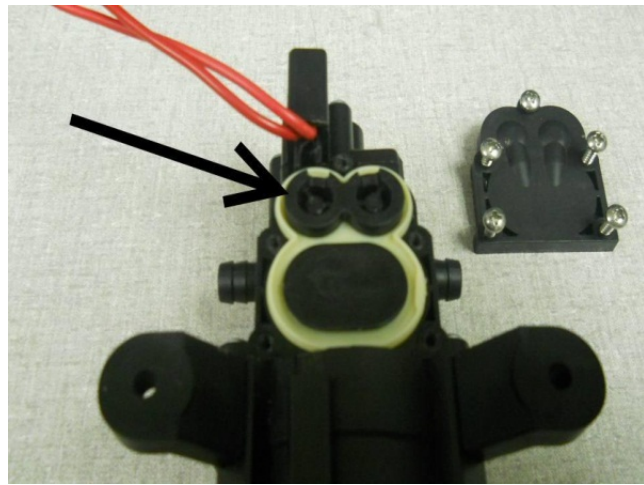
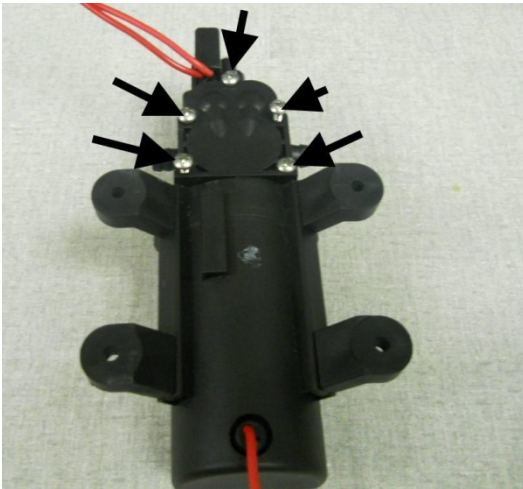
"MONKEY MANIA"

WATER PUMP MAINTENANCE

Before beginning pump maintenance, check to be sure there is 12VDC power to the pumps at all times.

1. Turn the pump over and remove the 5 Phillip head screws.

2. Carefully remove the diaphragm cover.



3. Carefully remove both diaphragms and clean with light soap and water. Re-install and test.

