BREAKOUT®

STANDARD 1 PLAYER OPERATING MANUAL

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INTRODUCTION

Breakout® is a video amusement redemption game where the player tries to destroy as many bricks as possible in order to clear one of dozens of selectable levels. If the Bonus is enabled, then they can also try and catch the required number of stars to win it.

⚠ 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.

BREAKOUT® 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 down in the menu and to decrement values

UP – Use to move up in the menu and to increment values

MENU / ACTION 1 – Use to select a menu item, and to set menu item values

MAIN MENU

VOLUME

(0-100) [default: 50]

This option sets the main volume during game play.

GAME ADJUSTMENTS

ATTRACT SOUND
(ON/LOW VOLUME/OFF) [default: LOW VOLUME]

Select whether or not you want attract sound on, off, or at a lower volume than game play.

LINKED UNIT NUMBER
(OFF, MASTER, 2-10) [default: OFF]

Use this option when you want to link multiple games together to share the progressive bonus. One game must be set as the master. The other games must be set to unique numbers (2-10). Any settings that are changed on the master game will transfer to all other linked games. Most settings on the slave games will be disabled.

CHANCES
(1-3) [default: 3]

This option will set how many times a player can lose a ball.

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

This sets the difficulty of the game.

BRICK CLEAR BONUS
(OFF, 1-100) [default: 10]

Setting this to a number value will award the player X amount of tickets if all the blocks are destroyed on the level.

STARS FOR PROGRESSIVE
(3-15) [default: 10]

This will determine how many stars must be collected to win the progressive bonus.

PRIZE TICKET RANGE
(1-9) [default: 5]

This value sets an upper limit for the value of the falling bonus tickets.

ALLOW IN GAME JOIN-IN
(ON, OFF) [default: ON]

Not applicable in 1 player version.

ALLOW CONTINUE
(ON, OFF) [default: ON]

Setting this option to ON will allow a single player game to continue after running out of balls.

CONTINUE TIMER
(10-30) [default: 10]
The number of seconds that the continue game message remains on the screen.

PLAYFIELD SELECT TIMER
(5-30) [default: 15]
The number of seconds that the player has to select a level.

PRICING ADJUSTMENTS
FREE PLAY
(ON/OFF) [default: OFF]
Select 'ON' to allow game to be started by pressing the 'ACTION' button.

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'.

PLAYER DEDICATED COIN CHUTES
(ON, OFF) [default: OFF]
Not applicable in 1 player version.

DBV CREDITS
(1-10) [default: 4]
This option controls how many credits are given for each dollar inserted in a DBV.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

VALUE OF TICKET
($0.005 TO $0.05, $0.005 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.

VALUE OF GAME
($0.25 TO $5.00) [default: $0.50]
Set this option to the monetary cost of a game for accurate bookkeeping stats.

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

TICKET ADJUSTMENTS

TICKET DISPENSE
(ON/OFF) [default: ON]
Setting this to off will prevent the ticket dispenser from dispensing tickets. All other game features will remain the same.

TICKET FLAT PAY
(OFF, 1-10) [default: OFF]
Setting this to a number value will cause the game to pay out a pre-set number of tickets, regardless of how many bricks are destroyed.

DISPENSE DURING GAME
(ON/OFF) [default: ON]
When set to ON, the game will pay tickets during game play. When set to OFF, the game will dispense tickets at the end of the game.

MINIMUM TICKETS
(OFF, 1-10) [default: OFF]
When set to a number value, the game will always pay at least that number of tickets.

BRICKS
(1-10) [default: 5]
This value, along with the TICKETS value (below), will determine how many bricks are needed to win X amount of tickets.

TICKETS
(1-10) [default: 1]
This value, along with the BRICKS value (above), will determine how many tickets are awarded when X bricks are destroyed.

PROGRESSIVE BONUS

ALLOW PROGRESSIVE
(ON/OFF) [default: ON]
Set this to OFF to eliminate the progressive bonus.

RESET VALUE
(10-9999) [default: 1000]
This is the starting value of the progressive bonus. Select **RESET BONUS** after any changes to actually reset the value.

MAXIMUM
(10-9999) [default: 9999]
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*).

INCREMENT PER PLAY
(1-10) [default: 1]
This option controls how much the progressive bonus will increase with game, in conjunction with the next option below.

PLAYS PER INCREMENT
(1-10) [default: 1]
This option controls how many plays are needed to increase the progressive bonus, in conjunction with the option above.

ATTENDANT PAY
(ON, OFF) [default: OFF]
If this option is on, a bonus winner will have to be paid manually by an attendant. There will be a message on the screen showing how many tickets are owed.

LEVEL SETUP

On this screen, you can enable/disable individual levels by turning them on or off.

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
1P PLAYS	0	0
2P PLAYS	0	0
CONTINUES	0	0
TOTAL PLAYS	0	0
1P GAMES	0	0
2P GAMES	0	0
2P PLAYER %	0%	0%
GAME TICKETS	0	0
AWARD TICKETS	0	0
LEVEL CLEAR 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 GAME TIME	0	0
GAME OVER BY MISS	0	0
GAME OVER BY LEVEL CLEAR	0	0
GAME OVER BY BONUS	0	0

AUDITS (continued)

LEVEL	CURRENT	LIFETIME	LEVEL	CURRENT	LIFETIME
LEVEL 1	0	0	LEVEL 16	0	0
LEVEL 2	0	0	LEVEL 17	0	0
LEVEL 3	0	0	LEVEL 18	0	0
LEVEL 4	0	0	LEVEL 19	0	0
LEVEL 5	0	0	LEVEL 20	0	0
LEVEL 6	0	0	LEVEL 21	0	0
LEVEL 7	0	0	LEVEL 22	0	0
LEVEL 8	0	0	LEVEL 23	0	0
LEVEL 9	0	0	LEVEL 24	0	0
LEVEL 10	0	0	LEVEL 25	0	0
LEVEL 11	0	0	LEVEL 26	0	0
LEVEL 12	0	0	LEVEL 27	0	0
LEVEL 13	0	0	LEVEL 28	0	0
LEVEL 14	0	0	LEVEL 29	0	0
LEVEL 15	0	0	LEVEL 30	0	0

This screen will show all bookkeeping information.

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.

DIAGNOSTICS

IO BOARD TEST

In this test, you can check the lighting, coin mech lockouts, bill acceptor, and the buttons, to make sure everything is working correctly.

LINK SYSTEM

In this test, you can check which games are connected to each other. You can also test increment the bonuses and simulate a bonus win.

AUDIO

100 HZ
1000 HZ
10000 HZ
STEREO
WHITE NOISE
These options test the speaker output.

MOTHERBOARD

MOTHERBOARD INFORMATION:

FOXCONN

H61MXE/-S/-V/-K

BIOS: 0

VIDEO: 0F0110DE

AUDIO: 26253842

NIC: 0D8D105B

SOFTWARE VERSION: V 0.9.9

This option will give you information about the hardware in the game.

<u>RESTORE FACTORY SETTINGS</u>

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

<u>EXIT WITHOUT SAVING</u>

Exit the menu without saving any changes.

<u>EXIT AND SAVE</u>

Save any changes made and exit the menu.