



Operator Manual



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SAFETY NOTICE



This Manual describes how to install, set up and use this product. It is intended to instruct operator and 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 mains supply, 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 plug. DO NOT pull on the power cord.
- In the event of frayed 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 will cause damage to the machine and injury threat to players and spectators.
- Please check and maintain the machine regularly.
- DO NOT use any other subject to hit the machine except the standard hammer/glove.
- Standing or climbing on the machine is prohibited to avoid any injury threat to players and spectators.
- Please contact and check with the distributor or Coastal before proceeding with any unprescribed operation.
- Coastal does not assume responsibility, either express or implied, for the correctness or completeness of this manual.
- Nor do they guarantee any merchantability or fitness for a particular purpose. Coastal reserves the right to change this publication at any time without obligation to notify anyone of such revisions or changes.



PART IDENTIFICATION

TWO-FACE



MR. FREEZE



THE JOKER



BATMAN GLOVE (x2)



HARLEY QUINN



RIDDLER



CATWOMAN

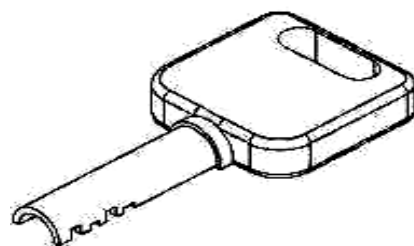


LIST OF COMPONENTS

1 - MANUAL



2 - 2735 KEYS



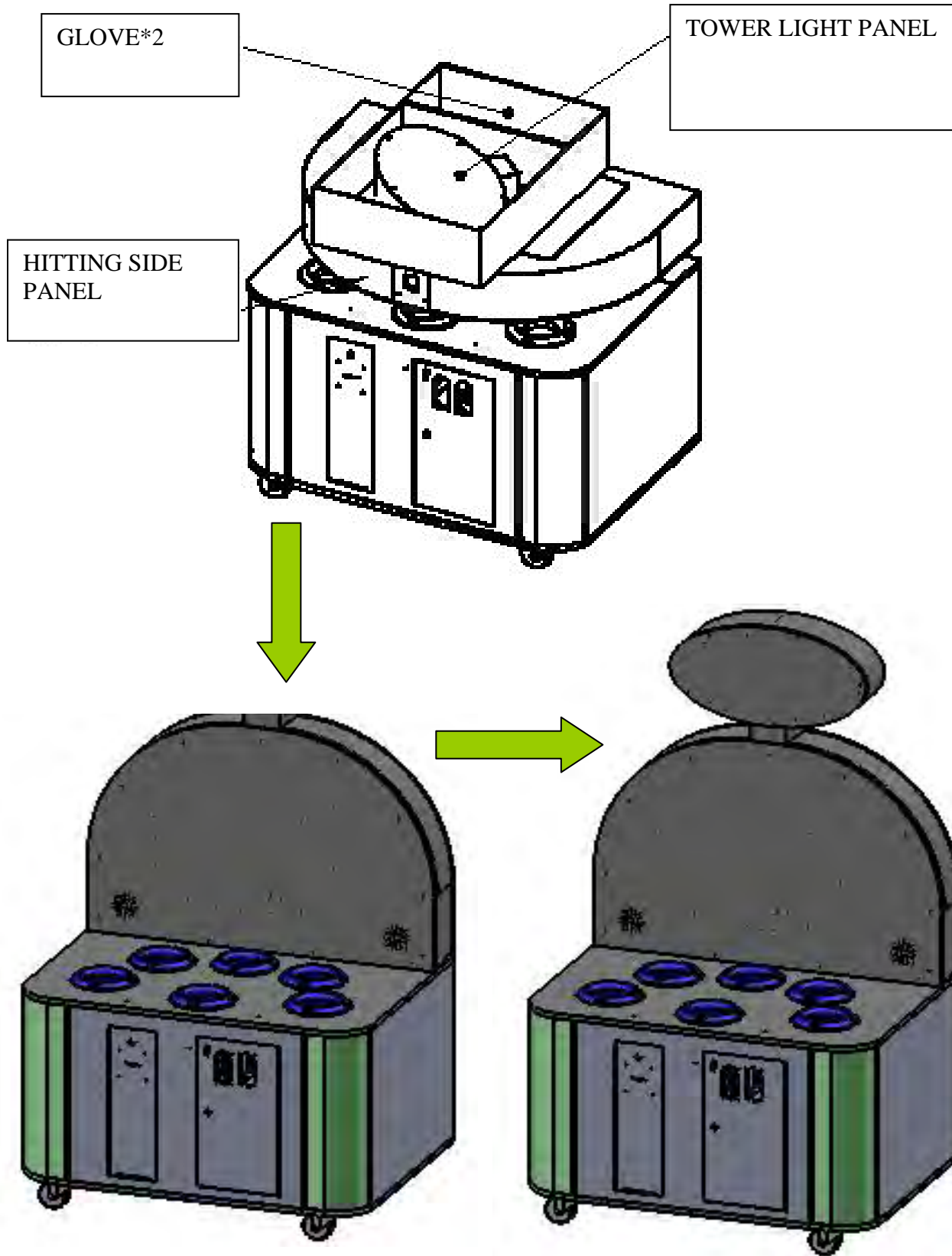
1 - POWER CORD



2 - BATMAN GLOVES



FABRICATION



IC IDENTIFICATION

PROGRAM: BAT_V4

SOUNDTRACK: BAT_SPE9

MUSIC: BAT_MU8

GAME INTRODUCTION

The "Batman" game is based on the classic struggle between good and evil, where the player (Batman) "bops" his arch-enemies, "Joker", "Riddler", "Mr. Freeze", "Catwoman", "Two-Face" and "Harley Quinn" with the "bat-glove" to score points.

If the player scores enough points, a bonus round will begin where the pace is faster and the score higher.

Game play experience is enhanced with a high-quality sound track, as well as voices for the "villains".

All functions such as score and time are easily programmable through dip switches.

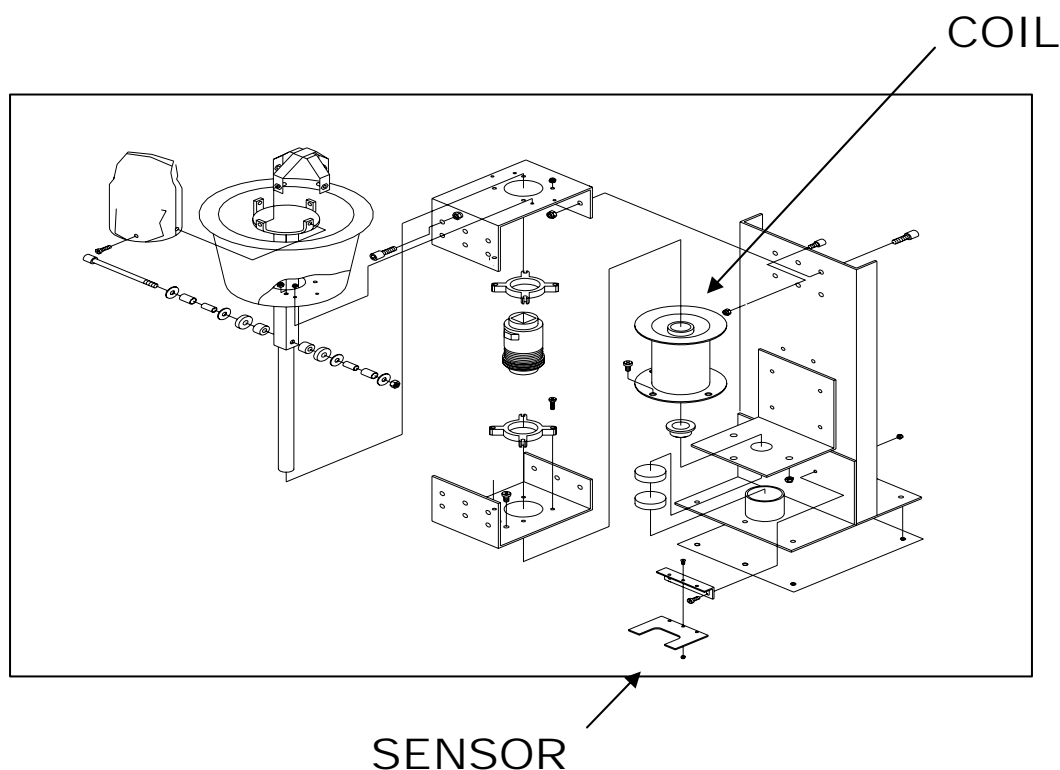
INSTRUCTIONS

BATMAN is a multi-level game with a Bonus Round. The player can enter the Bonus Round, by scoring higher than a pre-determined limit.

GAME LEVELS

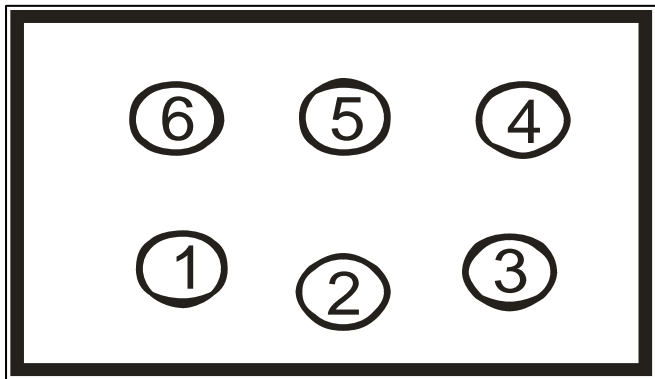
- Level 1 (Highest): 81 points and above.
- Level 2: 61~80 points.
- Level 3: 31~60 point.
- Level 4 (Lowest): 0~30 point.

HEAD/COIL SCHEMATICS



1. PUSHING OR PULLING ON HEADS WHILE IN GAME PLAY WILL NOT CAUSE A MALFUNCTION TO THE MACHINE.
2. MALFUNCTION OF 1 OR 2 HEADS WILL NOT AFFECT THE OTHERS.

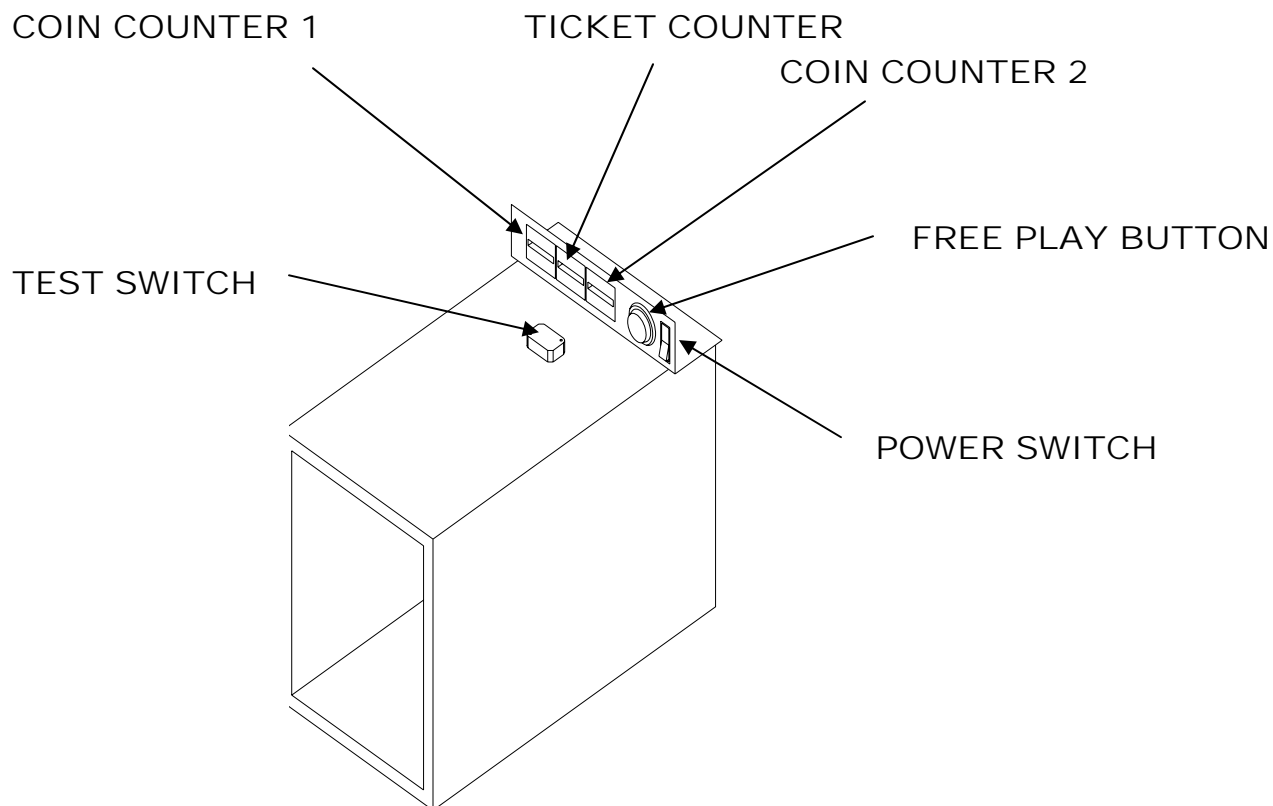
3. PRESS THE TEST BUTTON TO TEST THE HEADS. SEE "TESTING OF COILS" BELOW.
4. COILS HAVE THERMAL PROTECTION TO PREVENT OVERHEATING.

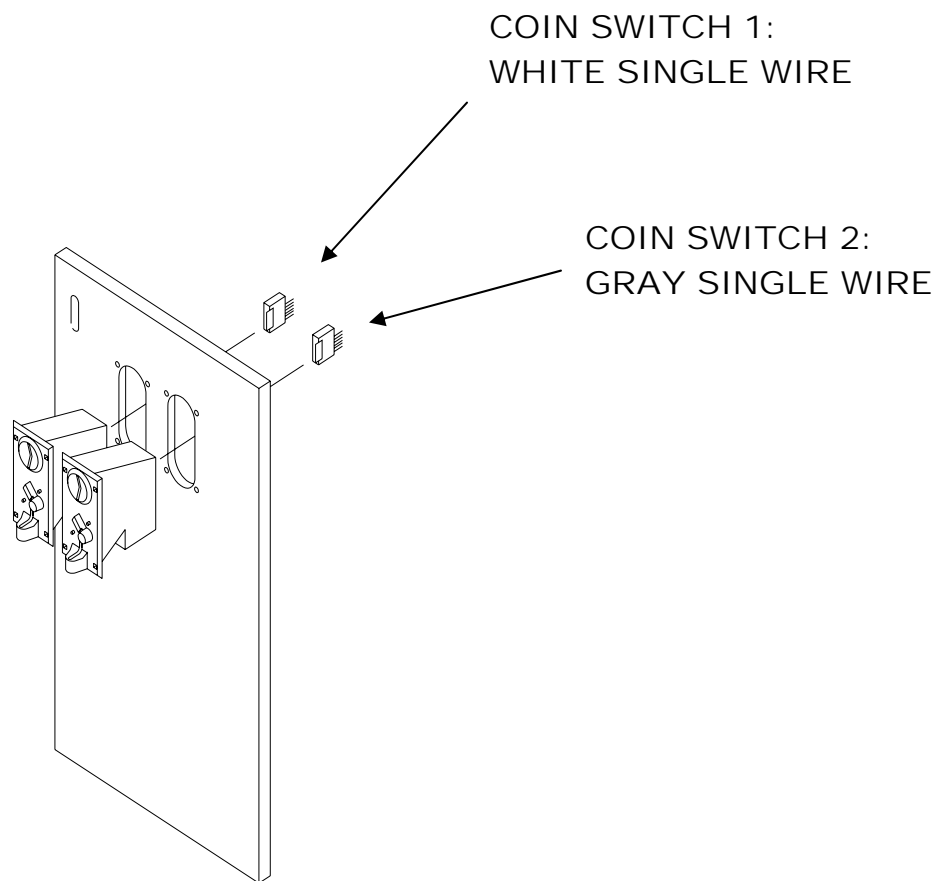


POSITIONS

1. RIDDLER
2. THE JOKER
3. TWO-FACE
4. CATWOMAN
5. MR. FREEZE
6. HARLEY QUINN

METER & SWITCH BRACKET





RESETTING SCORES

Press and hold "TEST" button while powering up the game.

Release "TEST" button. When display shows "222", all scores will be reset.

The new high score will be 10 points, last game score will be 0 points.

TESTING THE COILS

Press "TEST" during attract mode to start the coil and sensor testing.

STEP ONE: Coils leave all heads in down position.

Malfunction number (11-16) will display when coil is energized or sensor sees the head in the up position.

STEP TWO: Coils raise the heads up one by one, to test the head sensors.

Malfunction number (11-16) will display when coil is not working or sensor sees the head in the down position.

DIPSWITCH 1 SETTINGS

DIP SW1

1=ON 0=OFF

FUNCTION	PIN	1	2	3	4	5	6	7	8
COIN MECH #1 VALUE <small>(NUMBER OF CREDITS PER COIN INSERTED)</small>	1 CREDIT	0	0						
	2 CREDITS	1	0						
	4 CREDITS	0	1						
	5 CREDITS	1	1						
COIN MECH #2 VALUE <small>(NUMBER OF CREDITS PER COIN INSERTED)</small>	1 CREDIT			0	0				
	2 CREDITS			1	0				
	4 CREDITS			0	1				
	5 CREDITS			1	1				
CREDITS/GAME <small>(NUMBER OF CREDITS REQUIRED TO BEGIN ONE GAME)</small>	1 CREDIT					0	0		
	2 CREDITS					1	0		
	3 CREDITS					0	1		
	4 CREDITS					1	1		
COIN RECORD <small>(RECORDS COIN IF POWER IS INTERRUPTED)</small>	Y							0	
	N							1	
MUSIC IN ATTRACT MODE <small>(WILL NOT EFFECT SOUND DURING GAME PLAY)</small>	Y								0
	N								1

NOTE: YOU MUST RE-BOOT GAME FOR NEW SWITCH SETTINGS TO TAKE EFFECT.

DIPSWITCH 2 SETTINGS

DIP SW2

1=ON 0=OFF

FUNCTION	PIN	1	2	3	4	5	6	7	8
POINTS/TICKET <small>(NUMBER OF POINTS REQUIRED TO WIN ONE TICKET)</small>	5 POINT 1 TICKET	0	0	0					
	10 POINT 1 TICKET	1	0	0					
	20 POINT 1 TICKET	0	1	0					
	30 POINT 1 TICKET	1	1	0					
	40 POINT 1 TICKET	0	0	1					
	50 POINT 1 TICKET	1	0	1					
	60 POINT 1 TICKET	0	1	1					
	70 POINT 1 TICKET	1	1	1					
MERCY TICKET <small>(TICKET PAID IF MINIMUM SCORED NOT REACHED)</small>	0 TICKET				0				
	1 TICKET				1				
MAXIMUM TICKET PAY <small>(MAX. NUMBER OF TICKETS TO BE PAID REGARDLESS OF SCORE SETTING)</small>	UNLIMITED					0			
	20 TICKET					1			
COIN RECORD <small>(RECORDS COIN IF POWER IS INTERRUPTED)</small>	Y							0	
	N							1	
TICKET PAYOUT <small>(TURN TICKET DISPENSER OFF FOR AMUSE. ONLY PLAY)</small>	N								0
	Y								1

NOTE: BOLD FACE TYPE INDICATES FACTORY SETTINGS

NOTE: YOU MUST RE-BOOT GAME FOR NEW SWITCH SETTINGS TO TAKE EFFECT.

DIPSWITCH 3 SETTINGS

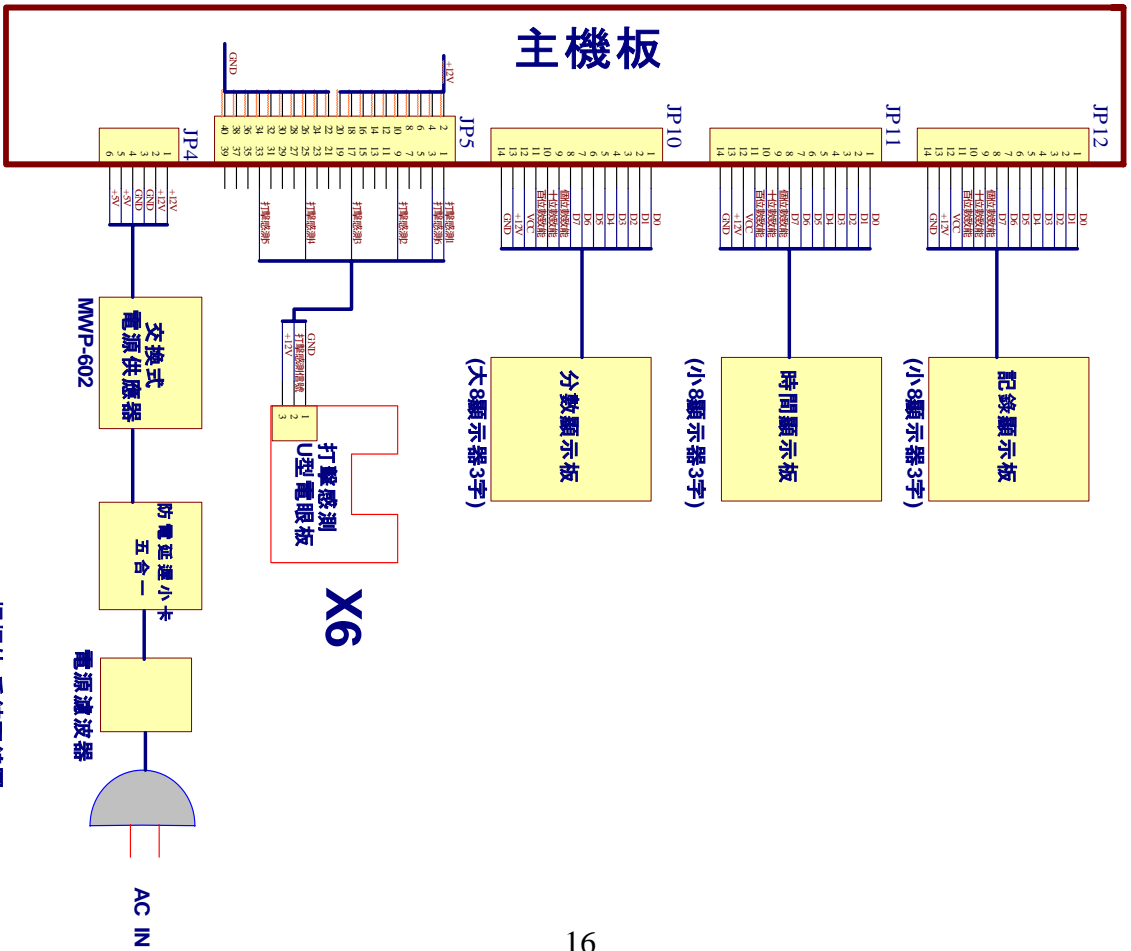
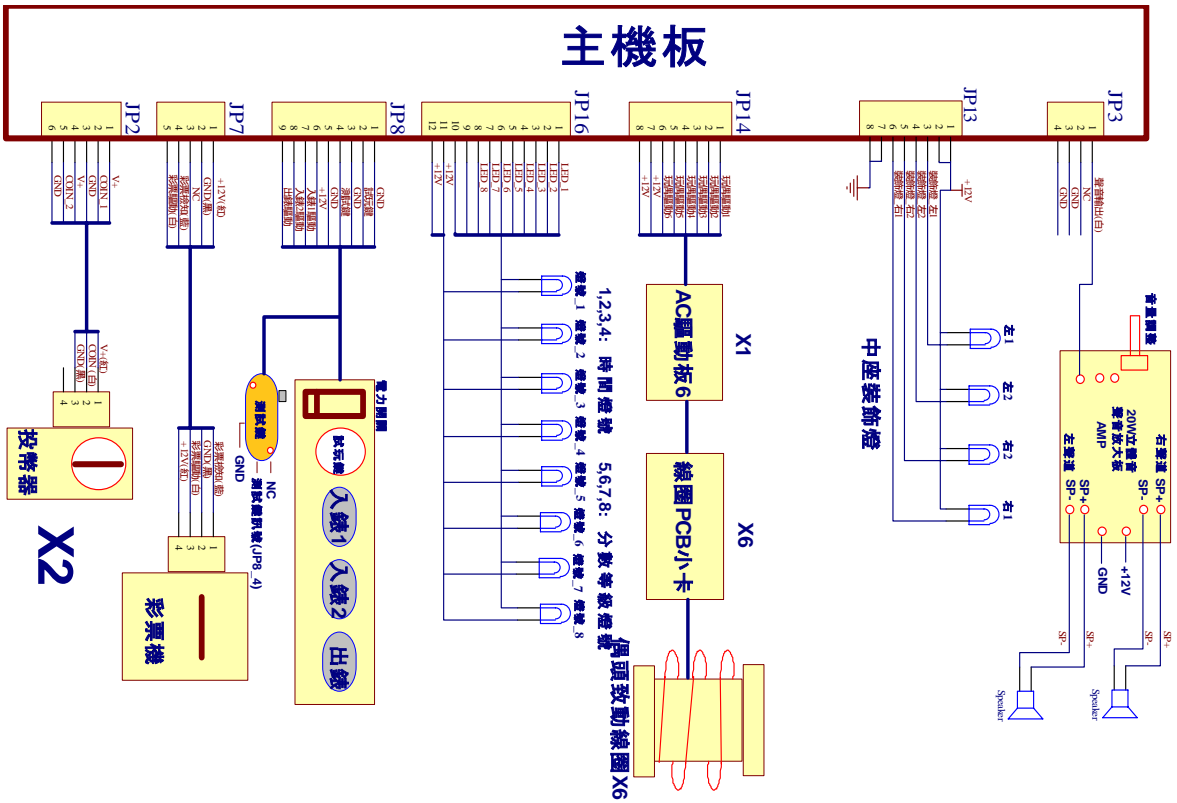
DIP SW3

1=ON 0=OFF

FUNCTION	PIN	1	2	3	4	5	6	7	8
GAME TIME FIRST LEVEL (STANDARD GAME PLAY)	30 SECOND	0	0						
	40 SECOND	1	0						
	50 SECOND	0	1						
	60 SECOND	1	1						
GAME TIME SECOND LEVEL (BONUS LEVEL GAME PLAY)	10 SECOND			0	0				
	20 SECOND			1	0				
	30 SECOND			0	1				
	40 SECOND			1	1				
MIN. SCORE FOR BONUS LEVEL PLAY (MIN. SCORE REQUIRED TO REACH BONUS PLAY)	40					0	0		
	50					1	0		
	60					0	1		
	80					1	1		
BONUS SETTING (METHOD TO REACH BONUS LEVEL)	BY SPECIFIC HEAD (RANDOM HIT SEQUENCE)							0	
	BY SCORE (MUST REACH MINIMUM SCORE; SEE ABOVE)							1	
AUTO RUN (CYCLE HEADS WITHOUT PLAYING GAME; FOR TEST PURPOSES ONLY)	N								0
	Y								1

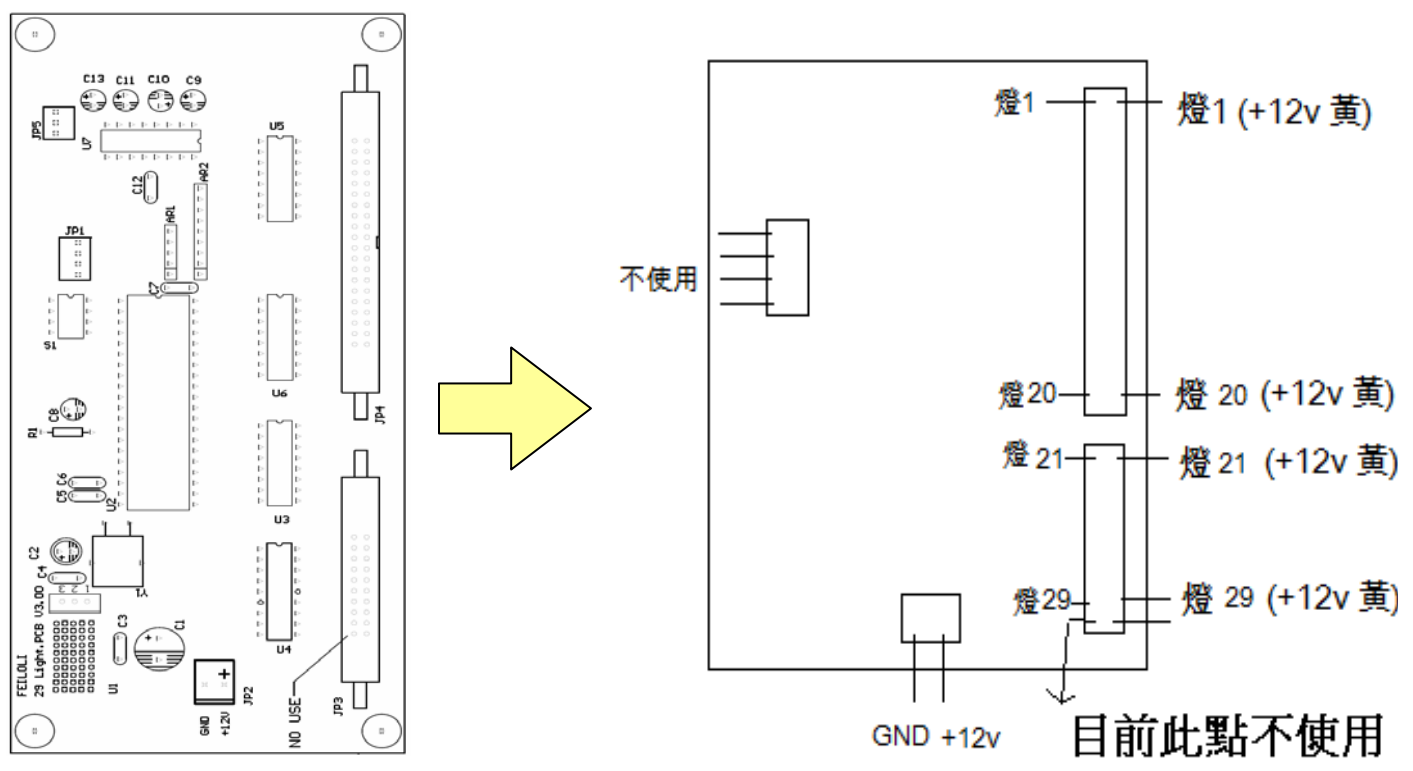
NOTE: YOU MUST RE-BOOT GAME FOR NEW SWITCH SETTINGS TO TAKE EFFECT.

WIRING DIAGRAM

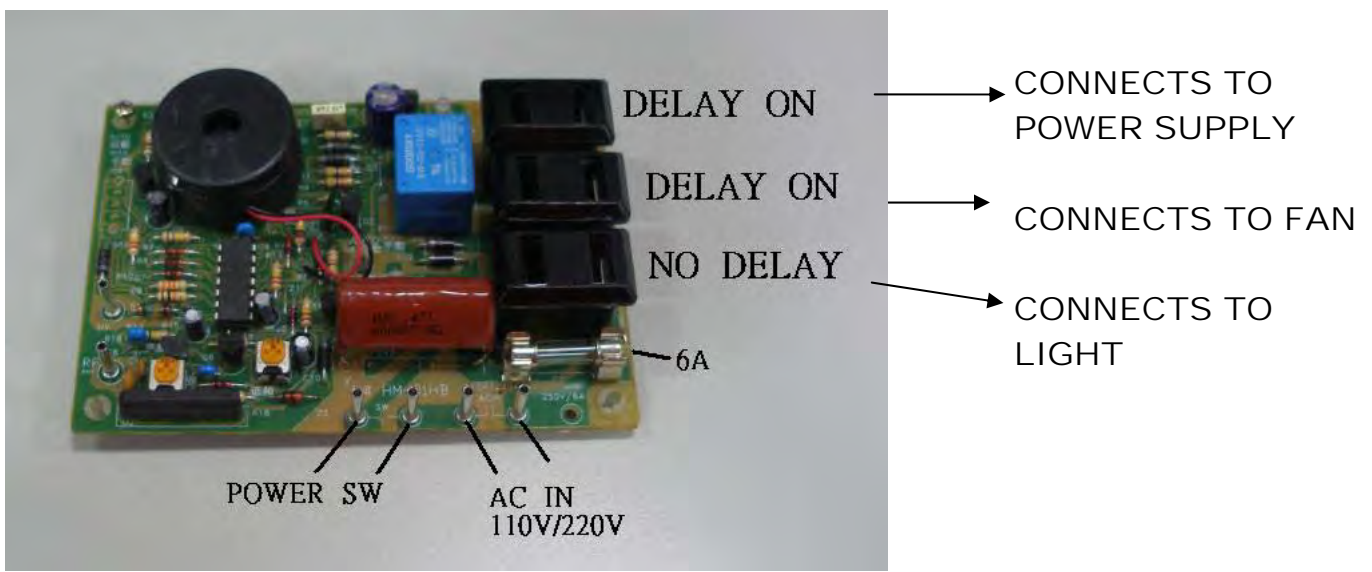


蝙蝠俠-系統配線圖

WIRING OF 29 LIGHT PCB



WATCHDOG PCB CONNECTIONS



TROUBLESHOOTING

ERROR CODE	REASON	SOLUTION
1	Coin Meter 1	(1)Check wire. (2)Replace the Meter.
2	Coin Meter 2	(1)Check wire. (2)Replace the Meter.
3	Ticket Meter	(1)Check wire. (2)Replace the Meter.
4	Coin Selector 1	(1)Check wire. (2)Replace the selector.
5	Coin Selector 2	(1)Check wire. (2)Replace the selector.
6	Memory Card	Replace PCB.
7	Ticket Machine	Refill ticket bin.
8	Link Game Unavailable	Reset the machine as Auxiliary when give the alarm.
9		
10		
11	Coil Set No.1 Error	(1)Check set No.1 and sensor. (2)Replace the sensor.
12	Coil Set No.2 Error	(1)Check set No.2 and sensor. (2)Replace the sensor.
13	Coil Set No.3 Error	(1)Check set No.3 and sensor. (2)Replace the sensor.
14	Coil Set No.4 Error	(1)Check set No.4 and sensor. (2)Replace the sensor.
15	Coil Set No.5 Error	(1)Check set No.5 and sensor. (2)Replace the sensor.
16	Coil Set No.6 Error	(1)Check set No.6 and sensor. (2)Replace the sensor.