



OPERATOR'S MANUAL

COASTAL AMUSEMENTS, INC,



INTRODUCTION

Subway Surfers is an amusement redemption game in which the player tries to collect as many coins as possible in the time allowed, while running down subway tracks. The player must jump, duck, or switch tracks to avoid obstacles. Random power ups can be collected along the way. There is a BONUS than can be won by collecting the letters B O N U S. The player is awarded tickets based on how many coins were collected.



SAFETY NOTICE



This Manual describes how to 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.
- Standing or climbing on the machine is prohibited to avoid any injury threat to players and spectators.
- Coastal Amusements 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 Amusements reserves the right to change this publication at any time without obligation to notify anyone of such revisions or changes.

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. SHOULD LOCATION NOT HAVE GROUNDED OUTLET(S), CONTACT A QUALIFIED ELECTRICIAN.

MAIN MENU

Press the MENU button behind the coin door to enter the main menu. Use the joystick to move through menu items and press the start button to select an option. Use the joystick to modify the option and then press the start button to save that setting.

VOLUME

You can set the volume from 0 (OFF) to 20. The default setting is 10.

AUDITS

This page contains a summary of credits in, game plays, and tickets paid. It also shows the ticket payout percentage and BONUS hits and percentage.

	CURRENT	LIFETIME
Coin Chute 1 Credits	0	0
Coin Chute 2 Credits	0	0
DBV Credits	0	0
Total Credits	0	0
Game Starts	0	0
Continues	0	0
Free Plays	0	0
Paid Plays	0	0
Game Tickets	0	0
BONUS Tickets	0	0
Total Tickets	0	0
Average Tickets	0	0
Ticket Payout Percentage	0%	0%
BONUS Hits	0	0
BONUS Percentage	0%	0%

Press ATTENDANT to reset current audits
Press START or MENU to exit

RESET CREDITS

This screen shows how many credits remain on the game. Press the ATTENDANT button to reset the value to zero.

RESET TICKETS

This screen shows how many tickets are still owed to the player. Press UP on the joystick to resume paying tickets owed (if you had to refill tickets for example), or press the ATTENDANT button to clear the tickets owed. You can also press the ATTENDANT button in attract mode to pay out the remaining owed tickets.

RESET HIGH SCORES

This page shows the current high score table. Press the ATTENDANT button to reset it to the default values.

COIN ADJUSTMENTS

OPTION	VALUES (DEFAULT)	DESCRIPTION
Credits To Start	1-5 (2)	# of credits needed to start game
Coin Chute 1 Credits	1-20 (1)	# of credits given when coin is dropped in chute 1
Coin Chute 2 Credits	1-20 (1)	# of credits given when coin is dropped in chute 2
DBV Credits	1-20 (4)	# of credits given for \$1 bill
Coin Prompt	Insert Coin, Swipe Card (Insert Coin)	This text will be displayed on the bottom of the screen in attract mode
Free Play	ON, OFF (OFF)	Turns free play on or off
Ticket Value	0.005-0.100 (0.010)	Value of a ticket (in dollars)
Cost Per Game	0.01-2.00 (0.50)	Cost of 1 game (in dollars)

TICKET ADJUSTMENTS

OPTION	VALUES (DEFAULT)	DESCRIPTION
Ticket Dispense	ON, OFF (ON)	Controls whether or not the game pays out tickets
Coins Per Ticket	1-99 (20)	# of coins needed to be collected to award 1 ticket
Dispense While Playing	ON, OFF (ON)	Choose whether or not to pay tickets during game play
Minimum Tickets	OFF, 1-1000 (OFF)	The minimum # of tickets to be paid regardless of coins collected
Maximum Tickets	OFF, 1-1000 (OFF)	The maximum # of tickets to be paid regardless of coins collected
Bonus Coin Value	100-9999 (1000)	# of coins to be awarded when player collects all letters in BONUS

NOTE: If you want the game to pay out a flat amount of tickets every time, set both the minimum and maximum tickets values to that amount.

GAME ADJUSTMENTS

OPTION	VALUES (DEFAULT)	DESCRIPTION
Game Time in seconds	60-120 (75)	Number of seconds each game lasts
Player Chances	Infinite, 1-5 (Infinite)	# of lives given to player in each game
Difficulty	Easy, Medium, Hard (Medium)	Game difficulty (adjusts game speed)
Attract mode sound	Low Volume, ON, OFF (Low Volume)	The sound volume of the game in attract mode
Stop Timer At Death	ON, OFF (OFF)	The game timer will stop when a player dies if this setting is ON

INPUT/OUTPUT TEST

On this screen you can test the joystick, start button, ATTENDANT and RESET buttons, cabinet LEDs, coin mechanisms, and the ticket notch sensor. Each items name will turn green when the corresponding switch is closed.

If you hold down the START button while on this screen, you can also test the COIN and TICKET meters as well as test dispensing a ticket.

FACTORY RESET

If you enter this screen, you can hold down the ATTENDANT button to restore all settings to their original factory defaults. This will NOT clear the audits or the high scores.