

# TEMPLE RUN 2



## OPERATOR'S MANUAL

Version 1.1



COASTAL AMUSEMENTS, INC,



# INTRODUCTION

*Temple Run 2™* is an amusement redemption game in which the player tries to collect as many coins as possible in the time allowed, while running along a jungle path. The player must jump, duck, or turn to avoid obstacles.

Collecting enough coins will allow the character to use their “special power” by pressing the select button when the power meter is full. As a bonus, extra coins, tickets and time can be collected along the way.

There is also an optional “jackpot” worth a large amount of tickets. The player is awarded tickets based on how many coins and bonus objects 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 an outlet, 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 circuits, 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 a 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 to players and spectators.
- Coastal Amusements assumes no responsibility for the placement or operation of this game. 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.**

## MENU OPTIONS

Press the **MENU** button inside the coin door to enter the Main Set up Menu.

Use the trackball to navigate the menu items.

Press the **Select** button to select an option.

Use the trackball to modify the option.

Press the **Select** button to save that setting.

Use **NEXT PAGE** and **PREVIOUS PAGE** to advance through the menu.

Select **EXIT** when you complete the set up.

## SETTINGS

OPTION	VALUES (DEFAULT)	DESCRIPTION
GAME TIME	60-180 (75)	Number of seconds per game play and continue feature.
GAME DIFFICULTY	1-5 (3)	Adjusts game speed (1 = easy; 5 = most difficult)
GAME VOLUME	0-10 (7)	Game volume level
ATTRACT SOUND ENABLED	YES/NO (YES)	Sound during attract mode when active. <i>Note: does not affect sound in game play.</i>
ATTRACT SOUND	0-10 (5)	Attract volume level
TICKET DISPENSE	YES/NO (YES)	Game will dispense tickets when active
FLAT PAY	0-25 (0)	When set to a value, the game will pay that many tickets regardless of the number of coins collected. Mercy tickets and bonus tickets will be disabled.
MERCY TICKETS	0-10 (0)	Number of tickets awarded upon game start (in addition to tickets won during game play)
COINS PER TICKET	1-99 (40)	Number of coins the player must collect to win one ticket
INSTANT TICKET BONUS MAX	1-10 (5)	Sets the maximum value of the bonus ticket item that appears during game play. <i>Random value will range from 1 to the maximum set.</i>
NUMBER OF LIVES	0-5 (0)	Zero = infinite lives
JACKPOT FREQUENCY	1-3 (1)	Sets the number of times (frequency) that the Jackpot Icon will appear.
JACKPOT VALUE	50-5000 (500)	Sets the value of the jackpot.
RESTORE FACTORY SETTINGS		Restores the game settings to standard factory default values
RESET HIGH SCORE TABLE		Resets the high scores to original factory default values
CLEAR CREDITS		Clear all credits from the game
CLEAR TICKETS		Clear all pending tickets from the game

## PRICING

OPTION	VALUES (DEFAULT)	DESCRIPTION
CARD SWIPE	YES/NO (NO)	Set to YES if you are using a card swipe system. <i>Note: “Credits to Start” is ignored when “Card Swipe” is active.</i>
FREE TO PLAY	YES/NO (NO)	Set this option to allow game play without adding credits
CREDITS TO START	1-4 (2)	Number of credits needed to start a game.
COIN CHUTE 1 CREDITS	1-10 (1)	Number of credits given for coin inserted into coin mech 1
COIN CHUTE 2 CREDITS	1-10 (1)	Number of credits given for coin inserted into coin mech 2
DBV CREDITS	1-10 (4)	Number of credits give for a dollar bill inserted
DBV MAX \$	\$1-\$100 (\$20)	Maximum denomination of allowed bills
TKT MONETARY VALUE	\$0.01-\$1.00 (\$0.01)	Dollar value of one ticket
COST PER GAME	\$0.01-\$5.00 (\$0.50)	Dollar cost of one game

**INPUT TEST:** Use this test to check all input switches (attendant, select button) and the trackball. You can also test the coin mechanisms (which will increment the mechanical coin meter, but not record in the audits) and the bill acceptor (if installed). Press the menu button to exit this test.

**TICKET DISPENSER TEST:** If you select this test, the game will dispense 1 ticket and increment the mechanical ticket meter. Will not record in the audits.

**SOUND TEST:** The game will make a brief sound effect to test that the speakers and amplifier are working.

**LED TEST:** This test will flash the RGB LEDs on the sides of the marquee. It will light the red, green, and blue LEDs simultaneously. If you see any color other than white, then one or more LEDs may be defective.

## AUDITS

<u>CURRENT PERIOD</u>		<u>LIFETIME</u>	
COIN CHUTE 1	: 0	COIN CHUTE 1	: 0
COIN CHUTE 2	: 0	COIN CHUTE 2	: 0
DBV	: 0	DBV	: 0
TOTAL CREDITS	: 0	TOTAL CREDITS	: 0
CONTINUES	: 0	CONTINUES	: 0
FREE PLAYS	: 0	FREE PLAYS	: 0
GAME PLAYS	: 0	GAME PLAYS	: 0
PAID PLAYS	: 0	PAID PLAYS	: 0
GAME TICKETS	: 0	GAME TICKETS	: 0
BONUS TICKETS	: 0	BONUS TICKETS	: 0
JACKPOT TICKETS	: 0	JACKPOT TICKETS	: 0
TOTAL TICKETS	: 0	TOTAL TICKETS	: 0
AVERAGE TICKETS	: 0.0	AVERAGE TICKETS	: 0.0
PAYOUT PCT	: 0.0	PAYOUT PCT	: 0.0
JACKPOTS HIT	: 0	JACKPOTS HIT	: 0
JACKPOTS PCT	: 0.0	JACKPOTS PCT	: 0.0

### **CLEAR CURRENT AUDITS?**

*(Select to clear Current Audits)*

*(Lifetime audits cannot be cleared)*

## AUDITS (Page 2 of 2)

<u>CURRENT PERIOD</u>		<u>LIFETIME</u>	
Zack W	: 0	Zack W	: 0
Francisco M	: 0	Francisco M	: 0
Scarlett F	: 0	Scarlett F	: 0
Guy D	: 0	Guy D	: 0
Barry B	: 0	Barry B	: 0
Karma L	: 0	Karma L	: 0
Montana S	: 0	Montana S	: 0
Santa	: 0	Santa	: 0
Avg. Game Time	0:00:00	Avg. Game Time	0:00:00
Avg. Game Time/Cr.	0:00:00	Avg. Game Time/Cr.	0:00:00

**Characters:** Tracks the number of times each of the 8 characters is chosen by the player.

**Avg. Game Time** = the average play time of a game, including all continues.

**Avg. Game Time/Cr.** = the average play time (see above) divided by the number of credits.

# WIRING BLOCK DIAGRAM

