

# The Simpsons Soccer



## STANDARD OPERATING MANUAL

Rev. 9-4-12

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Coastal Amusements, Inc.



# INTRODUCTION

*The Simpsons Soccer* is an amusement redemption game where the player tries to score as many goals as possible in the time allowed by kicking the ball past Homer, the goalie. The player is awarded tickets based on the number of goals scored.



## **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.**

# SIMPSON'S SOCCER MENU OPTIONS

Press the *Menu* button to enter the system set up and then use the following buttons to navigate through the menus:



ATTENDANT

MOVE UP  
IN MENU

INCREMENT  
OPTION



ERROR RESET

MOVE DOWN  
IN MENU

DECREMENT  
OPTION



MENU

SELECT OPTION

## MAIN MENU

### VOLUME

**(0-100) [default: default: 50]**

This option sets the main volume of the game.

### PRICING

#### **CARD SWIPE**

**(ON/OFF) [default: OFF]**

Select 'ON' if you are using a card swipe device. "Credits to Start" will be automatically defaulted to '1'.

#### **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**

**(OFF, 1-10) [default: 1]**

This option controls how many credits are given for a coin inserted in to coin mech 1.

### **COIN CHUTE 2 CREDITS**

**(OFF, 1-10) [default: 1]**

This option controls how many credits are given for a coin inserted in to coin mech 1.

### **MAXIMUM CREDITS**

**(1-99) [default: 99]**

This option sets the maximum number of credits stored in the game.

### **TICKET POINT VALUE**

**(1-5) [default: 1]**

Set this option to the point value of your tickets.

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

### **TICKET MONETARY VALUE**

**(\$0.001 TO \$0.10, \$0.001 increments) [default: \$0.01]**

This option should be set to the value of one ticket.

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

### **COST PER 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 TABLE**

#### **(GOALS: 1-50, TICKETS: 0-200)**

NO GOALS		2 TICKETS
GOALS:	4	6 TICKETS
GOALS:	7	10 TICKETS
GOALS:	10	14 TICKETS
GOALS:	13	20 TICKETS
GOALS:	16	30 TICKETS
GOALS:	19	50 TICKETS
GOALS:	22	100 TICKETS
GOALS:	25	250 TICKETS

These eight settings can be customized for any number of goals and tickets.

*Note: All subsequent values must be higher than the previous values in each row.*

## **BASIC SETTINGS**

### **ATTRACT SOUND**

**(ON/LOW VOLUME/OFF) [default: ON]**

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

### **GAME TIME**

**(10-90) [default: 30]**

This option sets the duration of one game play.

### **TICKET DISPENSE**

**(ON/OFF) [default: ON]**

Turning this option off will disable the ticket dispenser.

*Note: Use this option to play the game in amusement only, “High Score” mode.*

### **FLAT TICKET PAYOUT**

**(OFF, 1-10) [default: OFF]**

Setting this option will pay a pre-selected number of tickets, regardless of goals scored.

### **CONTINUOUS PAY TICKETS**

**(ON/OFF) [default: ON]**

When this option is on, tickets will be paid as soon as they are won. When this option is off, tickets will be paid at the end of the game.

### **RESET SCORES ON POWERUP**

**(ON/OFF) [default: ON]**

Setting this option to ON will reset high scores when power is cycled.

*Note: This feature only applies if the ticket dispense is turned disabled.*

### **RESET HIGH SCORES**

Selecting this option will set all high scores to the default values.

### AUDITS

	CURRENT	LIFETIME
COIN CHUTE 1	0	0
COIN CHUTE 2	0	0
TOTAL COINS	0	0
FREE PLAY STARTS	0	0
GAMES PLAYED	0	0
TICKETS DISPENSED	0	0
AVERAGE TICKETS	0	0
TICKET PAYOUT VALUE	0%	0%
AVERAGE SCORE	0	0
TIME ON	0Y 0D 00:00:00	0Y 0D 00:00:00
PLAY TIME	0Y 0D 00:00:00	0Y 0D 00:00:00

This screen will show all bookkeeping information.

### **DIAGNOSTICS**

#### **SWITCH TEST**

RESET	BALL RELEASE OPEN
ATTENDANT	BALL RELEASE CLOSED
MENU	BALL SENSOR
GOAL1	BILL ACCEPTOR
GOAL2	BLOCK
GOAL3	COIN 1
GOAL4	COIN 2
GOAL5	TICKET NOTCH

IO REVISION 04 12 12 14 17

IO SYS FLAGS 00

Engage any of these switches to test if they are working correctly.

## **TICKETS**

Press the attendant button to dispense a ticket (for testing purposes).

## **OUTPUTS (ON/OFF)**

CABINET 1

CABINET 2

CABINET 3

CABINET 4

CABINET 5

LOCKOUTS

HOMER

Selecting these will turn on the corresponding lights / rotate the goalie.

## **COUNTERS**

Press the *attendant* button to increment the coin meter.

Press the *reset* button to increment the ticket meter.

## **GATE TEST**

PRESS *ATTENDANT* BUTTON TO SEND GATE OPEN

PRESS *RESET* BUTTON TO SEND GATE CLOSE

BALL RELEASE OPEN: (ON/OFF)

BALL RELEASE CLOSED: (ON/OFF)

LAST REQUEST: (OPEN/CLOSE)

GATE TIMER: 0

STATUS: (OPEN/CLOSE) (OK/TIMEOUT)

You can use this to test the ball gate.



## **VIDEO**

COLOR BARS  
CONVERGENCE  
WHITE  
RED  
GREEN  
BLUE

These options will display graphics on the monitor to check video output.

## **AUDIO**

100 HZ  
1000 HZ  
10000 HZ  
STEREO

These options test the speaker output.

## **MOTHERBOARD**

MOTHERBOARD INFORMATION:

FOXCONN  
G41MX 2.0/G41MX-K 2.0  
BIOS: 0

VIDEO: 06E410DE  
AUDIO: 0DC1105B  
NIC: 0DC1105B

SOFTWARE VERSION: V 0.9.4

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

### **RESTORE FACTORY SETTINGS**

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

### **RESET CREDITS**

This option will reset credits to zero.

### **RESET TICKETS**

This option will remove any tickets that are owed.

### **UPDATE**

This option is used to update the software using a USB stick.

### **EXIT WITHOUT SAVING**

Exit the menu without saving any changes.

### **EXIT AND SAVE**

Save any changes made and exit the menu.

# SOCCER GAME BLOCK DIAGRAM

