SUPER MONKEY BALL

Contents

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Precautions

First, we would like to thank you for choosing our product. We hope you will read the manual before use to maintain user safety and ensure proper operation of the product. In this manual you will find product features, precautions and some simple troubleshooting methods. Please keep this manual in case of future problems or accidents.

Notice

◎ After assembly, please check to ensure wires are in the proper positions.

◎ After set up is completed, you can plug in and turn on the machine.

◎ Turn off the machine before moving to prevent damage.

.Product Check-list

Before using the product, please ensure the product content is correct. If anything is missing please contact us. Please also ensure all attached parts are included.

Item Name	Location	Quantity
Manual	Envelope	1
Power Cable	Inside Machine	1
Cash Box Key	Envelope	1
Service Door Key	Envelope	1

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.Product Specifications

1. Product Specifications

Item	Specifications
Size	W840 × D810 ×H1870mm
Weight	95kg
Power Supply	AC230V 50HZ~60HZ **Depending on Outlet Label**
Max Power Consumption	265W
Fuse	5A(20mm)
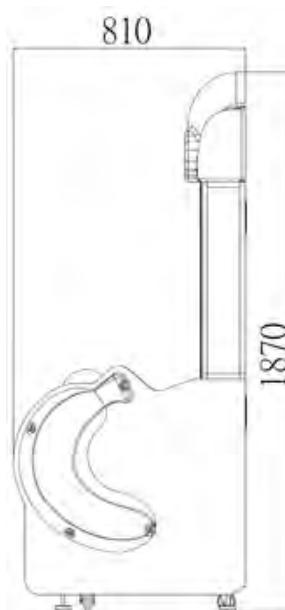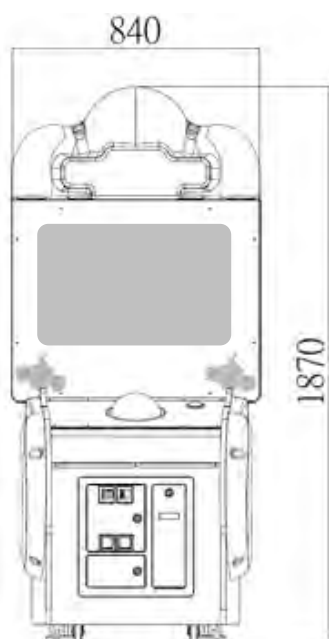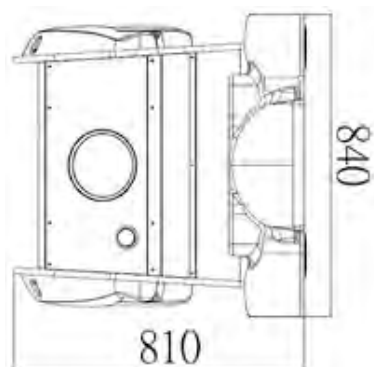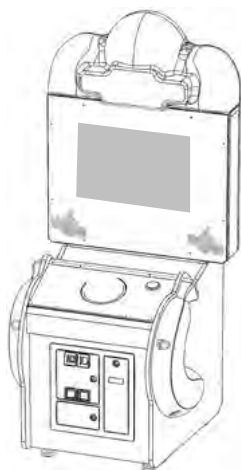
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2. Introduction of Product Appearance

Upper Light

Screen

Speake

Track Ball

Coin Mech

Coin Mech Lock

Cash Box
Lock

Start Button

Ticket Box Lock

Ticket Box

Upper
Light
Door

Rediator

Upper
Service
Door

Radiator

Lower Service
Door

Power Switch, Fuse,
Power Cable Port
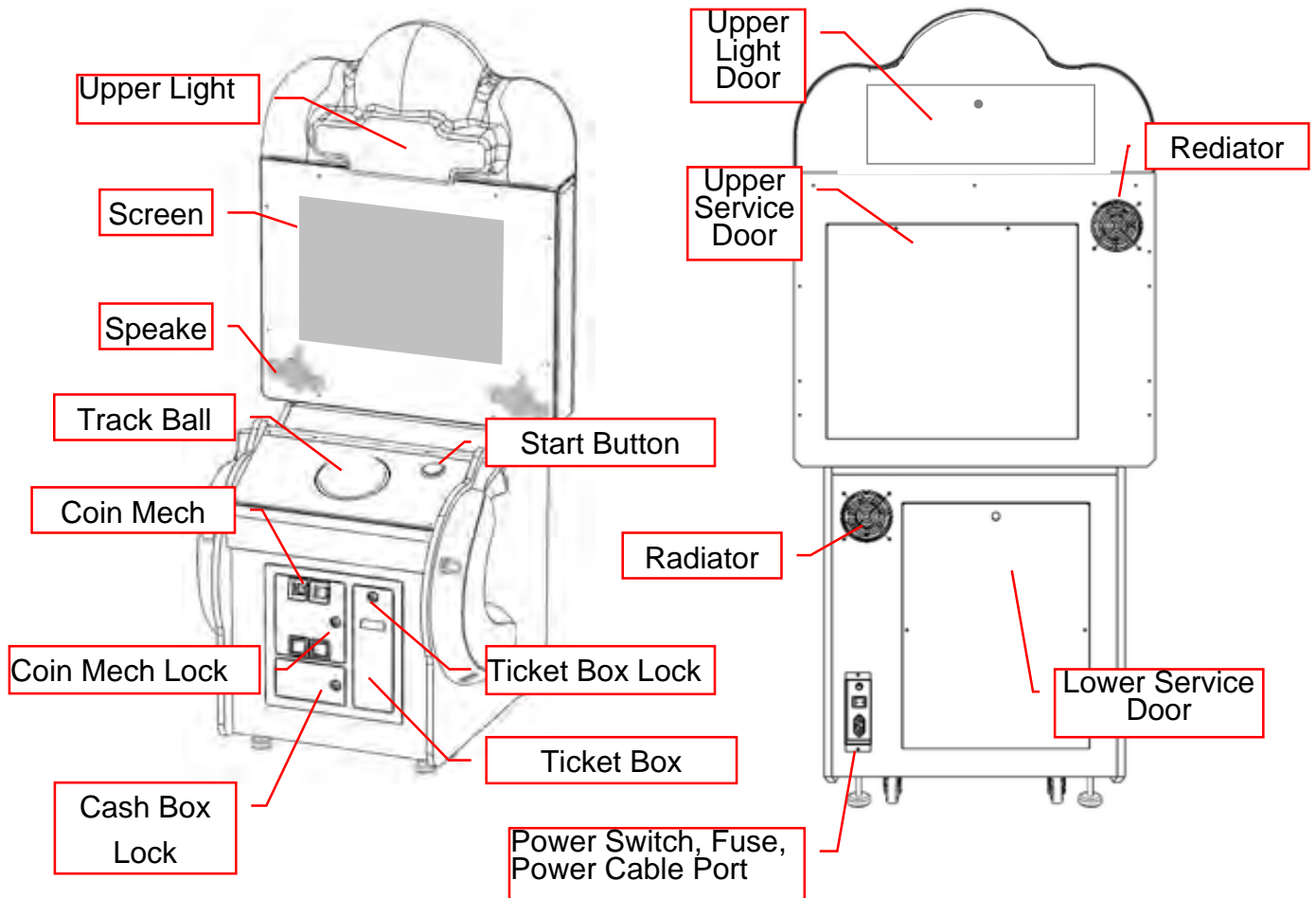
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.Product Set-up

1.Set-up Environment and Conditions

Set-up Environment	Indoors	Temperature Range 5 ～40 （32 ~140 ）
		Humidity 10%~70%

Product is meant for indoor use, please do not place it in the following locations:

1. Do not place near indoor swimming pools, bathrooms, where there is dripping water or high humidty.
2. Do not place in direct sunlight.
3. Do not place near machines with high temperatures.
4. Do not place next to emergency exits or safety equipment.
5. Do not place next to explosive or volatile chemicals.
6. Do not place on inclines.
7. Do not place where people must walk in order to avoid collisions and falling down.

2.Required Space for Set-up

- Due to players' need to stand or sit, leave a space of 80cm (Excluding walking space).
- Leave 10cm in rear for the power cable. (50cm for maintenance is preferred.)

10 cm
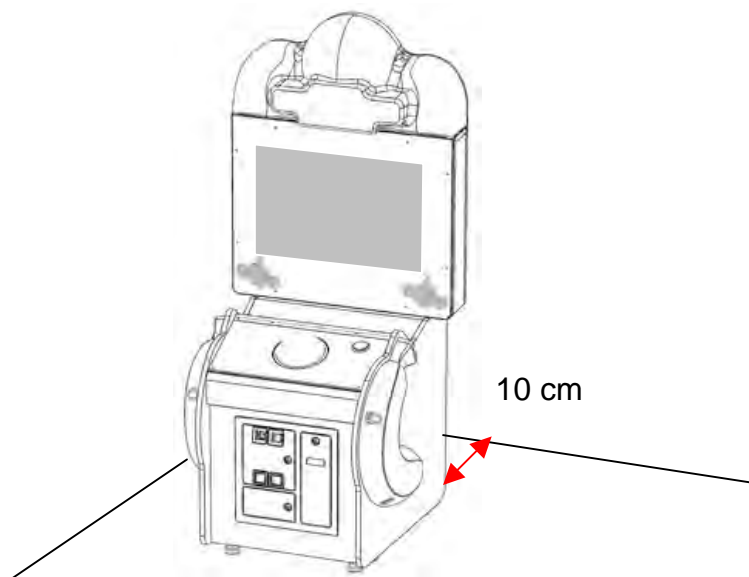
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.Turning On the Machine

1. Normal Start-up Procedure

Connect power cable.

Use the female connecter of the power cable that comes with the product and attach it to the power cable port. Ensure the voltage and current are as pictured below.

Use the male connector of the power cable to plug into a suitable outlet (Please ensure the grounding wire is connected). Turn on the power (The machine is now operable).
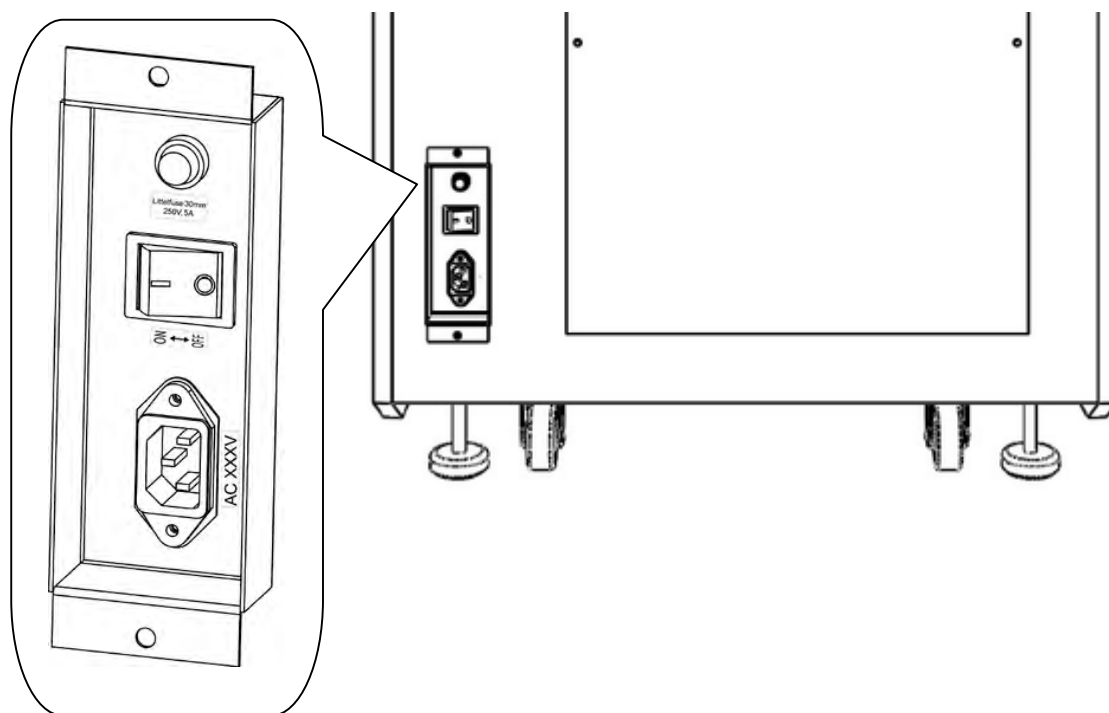
2. Fuse Replacement
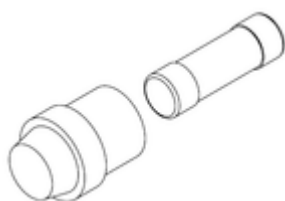
The main power fuse is located above the power switch, which is in the lower left side of the machine, please take out it by rotate and replace.

.Function Introduction

1. How to Play

If any different function is appeared than below description, it should be some malfunction issue so try to determine the cause of the failure to relieve the normal operation.

In Advertise mode, screen will repeat How to play, DEMO Movie and description of game world with the voices and BGM. You can set the Voices and BGM OFF on Advertise mode (No sound) in GAME TEST MODE.

OUT LINE OF GAME

"Super Monkey Ball Ticket Blitz" is Video redemption game which consisting with Main game and Jackpot game.

- Main game is aim the GOAL with control the Monkey Ball by TRACKBALL. Player can challenge the Jackpot game when reach the GOAL in limited time.
- Get BANANAS on the course to gain the ticket.
- Loose Life (Number of Monkey) when course out the Monkey Ball. Game over when Life is zero or over time. Game over also when end the Jackpot game.
- Ticket(s) will be paid out depends on game result.

How to Play

1. Insert Coin(s).
2. Press "START" button to start the game.
3. Control the Monkey Ball by TRACKBALL to aim the GOAL.
4. Machine will give ticket(s) after the game.

HOW TO PLAY · Screen progress

COIN INSERT SCREEN

1. Insert coin(s).
2. Press START button to start the game.

MAIN GAME SCREEN

1. Roll the Trackball and aim the GOAL. Get BANANAS during Course to gain tickets.
2. Loose LIFE (Monkey) when course out. Game over when LIFE is zero or time over.

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JACKPOT GAME SCREEN
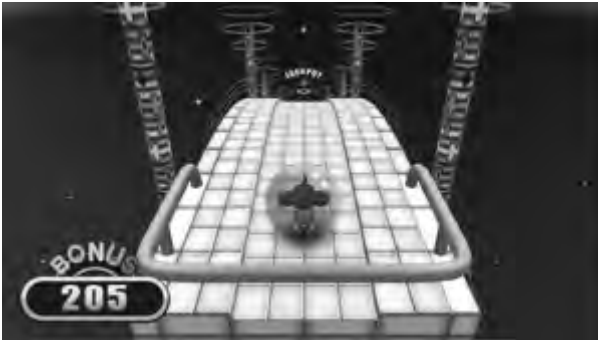
1. After GOAL in main game play, JACKPOT game will start.
   Roll the TRACKBALL to jump the Monkey Ball go into the GOAL RING.
   for JACKPOT and get big score.
2. Game will over either Monkey Ball reached into the GOAL RING or miss and
   fall down.

RESULT SCREEN

1. This screen will display the Clear time, Reached position on course map and
   QTY of BANANA.
2. All of these results are convened to number of ticket payout.
3. Do not advance to next screen until machine pays out ticket(s)

◆GAME OVER SCREEN

Display GAME OVER screen.   9

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2. Function Introduction and adjustment

◆**SYSTEM TEST MODE**

In the SYSTEM TEST MODE,the main activities include checking RINGWIDE information and actions and the setting of coin/credit.Also,a screen appears for checking screen adjustments.For details,see the RINGWIDE Service Manual,which is provided separately.

◆**GAME TEST MODE**

Press TEST to go to TEST MODE then screen displays SYSTEM MENU. Press SERVICE to select the GAME TEST MODE. Press TEST to display the TEST MODE MENU on the screen.

◆**GAME TEST MENU**
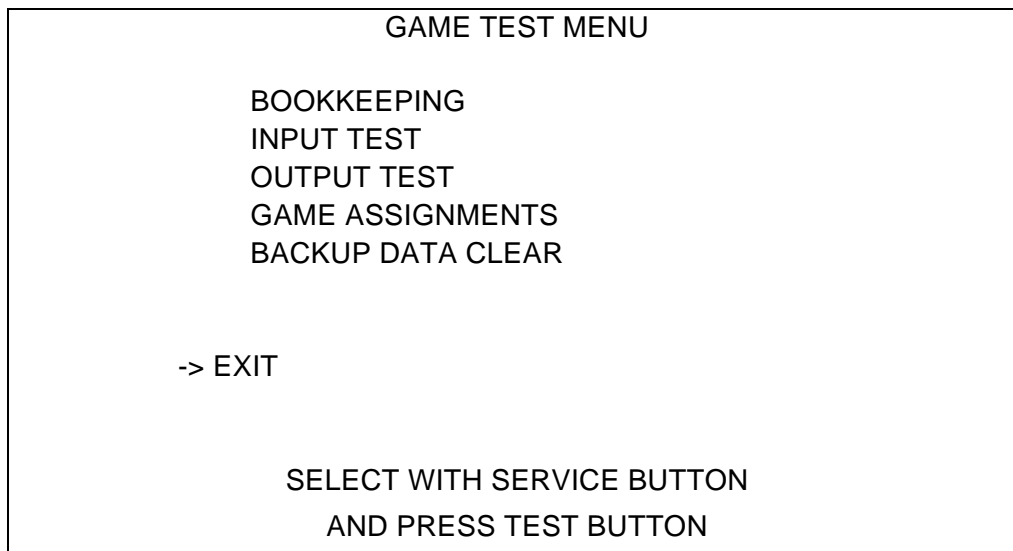
```
                    GAME TEST MENU

              BOOKKEEPING
              INPUT TEST
              OUTPUT TEST
              GAME ASSIGNMENTS
              BACKUP DATA CLEAR


        -> EXIT



              SELECT WITH SERVICE BUTTON
                AND PRESS TEST BUTTON
```

◆**How to control**

・Press SERVICE to chose contents.

・Press TEST to select the contents.

・Select EXIT then press TEST. End the GAME TEST MODE then back to SYSTEM TEST MENU.

◆**Description of each content**

BOOKKEEPING	View and check variety of game logs
INPUT TEST	Check the status of input device used in the game.
OUTPUT TEST	Check the status of output device used in the game.
GAME ASSIGNMENTS	Change and adjust various settings related to the game
BACKUP DATA CLEAR	Clear the log and game information data

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◆**BOOKKEEPING**

BOOKKEEPING 1/4	
COIN 1	0
COIN 2	0
TOTAL COINS	0
COIN CREDITS	0
SERVICE CREDITS	0
TOTAL CREDITS	0
PRESS TEST BUTTON TO CONTINUE	

◆**How to control**

Press TEST to go to next page.

◆**Description of each content**

COIN 1	The number of coin(s) which inserted from coin 1 entry.（Use this side only for normal operation）
COIN 2	The number of coin(s) which instead from coin 2 entry.
TOTAL COINS	Total number of coin(s) which inserted from coin 1 and coin 2.
COIN CREDITS	The number of credit(s) which generated by Coin in.
SERVICE CREDITS	The number of credit(s) which generated by SERVICE pressed.
TOTAL CREDITS	Total credit(s) added both of above credits.

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◆**BOOKKEEPING**

```
                      BOOKKEEPING 2/4


   NUMBER OF GAMES              0
   CONTINUES                    0
   STAGE CLEARED                0
   TOTAL TIME               0D 0M 0S
   PLAY TIME                0D 0M 0S
   AVERAGE PLAY TIME        0D 0M 0S
   LONGEST PLAY TIME        0D 0M 0S
   SHORTEST PLAY TIME       0D 0M 0S


          PRESS TEST BUTTON TO CONTINUE
```

◆**How to control**

Press TEST to go to next page.

◆**Description of each content**

NUMBER OF GAMES	The Play number of game.
CONTINUES	The number of continue.
STAGE CLEARED	The number of stage was cleared (GOAL)
TOTAL TIME	The total time of machine with power on.
PLAY TIME	Total play time.
AVERAGE PLAY TIME	The average play time per one game play.
LONGEST PLAY TIME	Longest play time per one game play.
SHORTEST PLAY TIME	Shortest play time per one game play.

◆BOOKKEEPING

```
              BOOKKEEPING 3/4


    TOTAL TICKETS OUT              0
    BONUSES WON                    0
    BONUSES TICKETS OUT            0
    AVERAGE TICKETS PER PLAY       0
    PAYOUT RATIO                   0%




          PRESS TEST BUTTON TO CONTINUE
```

◆How to control
Press TEST to go to next page.

◆Description of each content

TOTAL TICKETS OUT	The total number of tickets paid. *When MAXIMUM TICKETS NUMBER function is setting, ticket payout number which over the MAXIMUM TICKETS DISPENSE number will be added to TOTAL TICKETS OUT after press the RELEASE button.
BONUSES WON	The total number of successful games in JACKPOT game
BONUSES TICKETS OUT	The total number of tickets paid in JACKPOT game.
AVERAGE TICKETS PER PLAY	Average number of tickets per play.
PAYOUT RATIO	Ticket Payout Rate by income（NUMBER OF GAMES*CREDIT VALUE）. If the Payout Rate is over than 100, it will display "100%."

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◆BOOKKEEPING

BOOKKEEPING 4/4

TIME HISTOGRAM

0M00S~0M29S	0
0M30S~0M59S	0
1M00S~1M29S	0
1M30S~1M59S	0
2M00S~2M29S	0
2M30S~2M59S	0
3M00S~3M29S	0
3M30S~3M59S	0
4M00S~4M29S	0
4M30S~4M59S	0
OVER 5M00S	0

PRESS TEST BUTTON TO EXIT

◆How to control

Press TEST to go back to GAME TEST MENU.

◆Description of each content

TIME HISTOGRAM	Play time statistics

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◆INPUT Test

```
                        INPUT TEST


        TEST                    OFF
        SERVICE                 OFF
        RELEASE                 OFF
        VOLUME DOWN             OFF
        VOLUME UP               OFF
        START                   OFF
        TRACKBALL               X:0.00000 Y:0.00000


              PRESS TEST AND SERVICE
                 BUTTON TO EXIT
```

◆How to control

Press TEST and SERVICE to back to GAME TEST MENU.

◆Description of each content

TEST	Press TEST then display "ON" that is normal.
SERVICE	Press SERVICE then display "ON" that is normal.
RELEASE	Press RELEASE then display "ON" that is normal.
VOLUME DOWN	Press VOLUME DOWN then display "ON" that is normal.
VOLUME UP	Press VOLUME UP then display "ON" that is normal.
START	Press START button then display "ON" that is normal.
TRACKBALL	Roll the Trackball then number on screen will be changed that is normal.

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◆**OUTPUT Test**

```
                        OUTPUT TEST

        TICKET DISPENSE                  OFF
        START LAMP                       OFF
        TRACKBALL LED RED                OFF
        TRACKBALL LED GREEN              OFF
        TRACKBALL LED BLUE               OFF
        BANANA LED LEFT                  OFF
        BANANA LED RIGHT                 OFF
        CONTROL PNL BACK RED             OFF
        CONTROL PNL BACK GREEN           OFF
        CONTROL PNL BACK BLUE            OFF
        CONTROL PNL FRONT RED            OFF
        CONTROL PNL FRONT GREEN          OFF
        CONTROL PNL FRONT BLUE           OFF
     -> EXIT


          SELECT WITH SERVICE BUTTON
            AND PRESS TEST BUTTON
```

◆**How to control**

・ Press SERVICE to chose contents.

・ Press TEST to select the contents.

・ Select 「EXIT」 then press TEST to back to GAME TEST MENU.

◆**Description of each content**

TICKET DISPENSE	Test the Ticket dispenser function.
START LAMP	Test the lamp of START BUTTON.
TRACKBALL LED RED	Test the RED LED light under the trackball.
TRACKBALL LED GREEN	Test the GREEN LED light under the trackball.
TRACKBALL LED BLUE	Test the BLUE LED light under the trackball.
BANANA LED LEFT	Test the lights inside of left BANANA.
BANANA LED RIGHT	Test the lights inside of right BANANA.
CONTROL PNL BACK RED	Test the RED LED light back side of control panel.
CONTROL PNL BACK GREEN	Test the GREEN LED light back side of control panel.
CONTROL PNL BACK BLUE	Test the BLUE LED light back side of control panel.
CONTROL PNL FRONT RED	Test the RED LED light front side of control panel.
CONTROL PNL FRONT GREEN	Test the GREEN LED light front side of control panel.
CONTROL PNL FRONT BLUE	Test the BLUE LED light front side of control panel.

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◆**GAME ASSIGNMENTS**

```
              GAME ASSIGNMENTS

     GAME MODE              TICKET REDEMPTION
     GAME DIFFICULTY        NORMAL
     GAME TIME              40
     MONKEY LIVES           UNLIMITED
     CONTINUE PLAY          UNLIMITED
     ATTRACT SOUND          ON


     RESET GAME ASSIGNMENTS


     TICKET SETTINGS

   -> EXIT


           SELECT WITH SERVICE BUTTON
             AND PRESS TEST BUTTON
```

◆**How to control**

・Press SERVICE to chose contents.

・Press TEST to select the contents.

・Select 「EXIT」 then press TEST to back to GAME TEST MENU.

◆**Description of each content**

GAME MODE	Set Ticket payout game or Arcade game (No ticket payout).
GAME DIFFICULTY	Set difficulty level (3 levels) > Only for Arcade game mode.
GAME TIME	Set Game time limit. (30 sec. to 90 sec. 10 sec. each）
MONKEYS LIVES	Set number of player.(Monkey)（Unlimited, 1,2,3,4 and 5）
CONTINUE PLAY	Set the Number of continues. (Unlimited, none,1,2,3,4 and 5)
ATTRACT SOUND	Set Volume level of demo sound. (4 kinds)
RESET GAME ASSIGNMETS	Set all back to Factory Setting on this page.
TICKET SETTINGS	Go to ticket setting.

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TICKET SETTINGS
ATTENTION!!!
We recommend BACKUP DATA CLEAR when the Ticket payout setting
and setting that related to Payout rate were changed because some time
cause confusion of BOOKKEEPING data.

```
                    TICKET SETTINGS

        FLAT TICKET PAYOUT            OFF
        MERCY TICKETS                 OFF
        MAXIMUM TICKETS               OFF
        DISPENSE DURING PLAY          OFF
        DISPENSE IN FREE PLAY         OFF

        RESET TICKET SETTINGS

        BONUS SETTINGS
        PAYOUT SETTINGS

        -> EXIT

            SELECT WITH SERVICE BUTTON
              AND PRESS TEST BUTTON
```

How to Control
・Press SERVICE to chose contents.
・Press TEST to select the contents.
・Select 「EXIT」 then press TEST to back to GAME TEST MENU.

Description of each content

FLAT TICKET PAYOUT	Regardless of the score, machine will dispense fixed number of tickets after game play.
MERCY TICKETS	Fixed number of ticket(s) will dispense when no score.
MAXIMUM TICKETS DISPENSE	Set Maximum number of ticket payout. (Message of PLEASE CALL ATTENDANT will be display when the ticket more than the setting were dispensed.)
DISPENSE DURING PLAY	Set Payout timing of ticket during game play. (After setting, the ERROR messages will be display when ticket payout during game play.)

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DISPENSE IN FREE PLAY	Set Ticket payout in Free play mode. (Can not choose and select when machine is not Free play mode)
RESET TICKET SETTINGS	Set all back to Factory Setting on this page.
BONUS SETTINGS	Go to BONUS setting.
PAYOUT SETTINGS	Go to Payout setting.

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BONUS SETTINGS

```
                      BONUS SETTINGS

     JACKPOT BONUS STAGE        ON
     BONUS INCREMENT            1
     BONUS RESET VALUE          500
     BONUS MAXIMUM              1000
     BONUS GAME                 ON

     RESET BONUS SETTINGS

     -> EXIT

         SELECT WITH SERVICE BUTTON
          AND PRESS TEST BUTTON
```

How to Control

· Press SERVICE to chose contents.

· Press TEST to select the contents.

· Select 「EXIT」 then press TEST to back to GAME TEST MENU.

Description of each content

JACKPOT BONUS STAGE	Set JACKPOT BONUS STAGE. (ON=Use or OFF=Not use)
BONUS INCREMENT	Set number of Progressive Bonus point to Jackpot Bonus per 1 play.
BONUS RESET VALUE	Set Default number of Jackpot Bonus.
BONUS MAXIMUM	Set Maximum number of Jackpot Bonus. This number must be the same as BONUS RESET VALUE, After setting, please EXIT first then back to this screen again to set this number.
BONUS GAME FREQUENCY	Set to "Use the Random number on Jackpot game" or not. (ON or OFF)
RESET BONUS SETTINGS	Set all back to Factory Setting on this page.

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PAYOUT SETTING

```
                    PAYOUT SETTINGS

      CREDIT VALUE                  1.00
      TICKET MONETARY               0.01
      TICKET POINT VALUE            1

      TARGET PAYOUT RATIO           30%

      RESET PAYOUT SETTINGS

      -> EXIT

            SELECT WITH SERVICE BUTTON
             AND PRESS TEST BUTTON
```
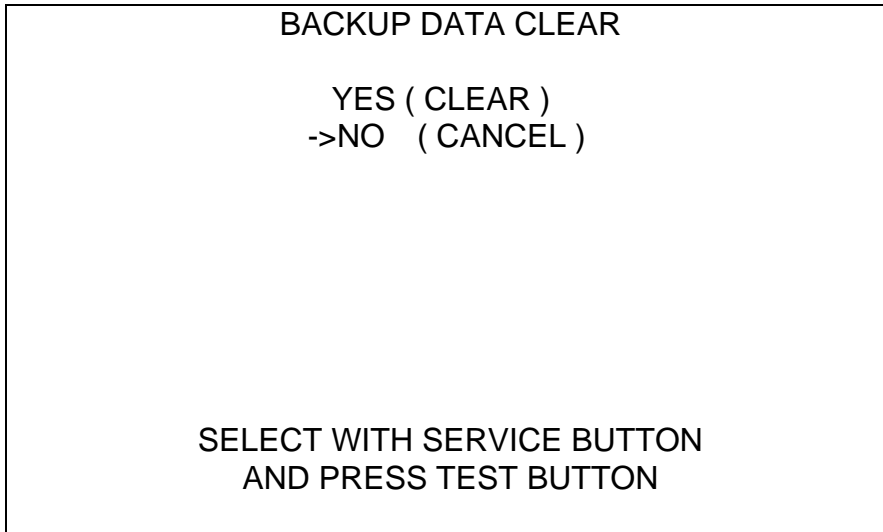
How to Control

・Press SERVICE to chose contents.

・Press TEST to select the contents.

・Select 「EXIT」 then press TEST to back to GAME TEST MENU.

Description of each content

| CREDIT VALUE	Set play fee. (by 0.01）
TICKET MONETARY VALUE	Set Ticket Value. (0.01～0.05）
TICKET POINT VALUE	Set Point Ticket (1 or 2) TOTAL TICKET OUT is the total number multiply this number.
TARGET PAYOUT RATIO	Set Ticket payout rate which you expect.（20% ～40%）
RESET PAYOUT SETTINGS	Set all back to Factory Setting on this page.

BACKUP DATA CLEAR

```
                BACKUP DATA CLEAR

                  YES ( CLEAR )
              ->NO   ( CANCEL )






             SELECT WITH SERVICE BUTTON
              AND PRESS TEST BUTTON
```

How to Control

Select contents and press TEST . Refer below.

Description of each content

YES (CLEAR)	Back up data will be deleted. Screen will display message of COMPLETED when completed. Press TEST to return to GAME TEST MODE.
NO (CANCEL)	Not clear Back up data and back to GAME TEST MODE.

```
                BACKUP DATA CLEAR




                   COMPLETED




             PRESS TEST BUTTON TO EXIT
```
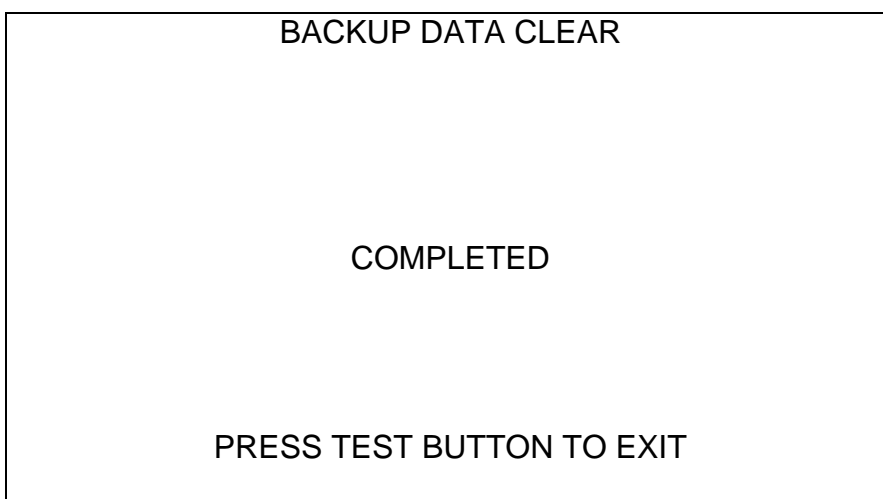
BACK UP DATA CLEAR SCREEN （initialization completed）

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.Troubleshooting

"Super Monkey Ball Ticket Blitz" game will check all settings during software and device initializing time. And also check any trouble appeared on device that connected to cabinet.

WARNING message will appear when setting wrong or device issue.
WARNING message and details are below.

ERROR MESSAGE FOR TICKET PAYOUT FUNCTION
ATTENTION!!   When the machine shut OFF the power during of ticket payout because below error appears, remaining numbers of tickets will be paid out after re-start the machine.

 TICKET DISPENSER：TICKET EMPTY MESSAGE

This message will be displayed immediately in game mode if the tickets are not filled and set in ticket BIN & Dispenser.
Refer the contents of TICKET SET UP or TICKET FILL to fill the ticket.
Fill tickets and press RELEASE button to back normal.

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TICKET DISPENSER：TICKET JAM MESSAGE

This message will appear when ticket(s) are jammed on TCIKET DISPENSER. Refer TICKET JAM action to remove jammed tickets(s) from TICKET DISPENSER. After remove jammed tickets then fill the tickets correctly then press RELEASE button to back normal.

(MAXIMUM TICKETS DISPENSE attention screen)

This message will be appeared when the ticket payout numbers over the number that set at MAXIMUM TICKETS DISPENSE. Verify the ticket number on screen then press RELEASE button to back normal.

ERROR MESSAGE FOR TICKET PAYOUT FUNCTION

◆TRACKBALL：TRACKBALL COMMUNICATAION ERROR SCREEN

DISPLAY	ERROR 1001 TrackBall Controller is not connected to main board
CAUSE	This error message will appear when some malfunctions on TRACKBALL. ・Loose or bad connection of TRACKBALL connenctor. ・Wrong wiring of TRACKBALL. ・Malfunction of TRACKBALL ASSY it self.
Solution	Refer page of ELECTRICAL WIRING DIAGRAM on manual to verify the connector connections around of TRACKBALL. If still NG, shut Main Power OFF then contact SEGA office where shows information details on this manual or your Distributor where you purchased.

.Electrical Wiring Diagram
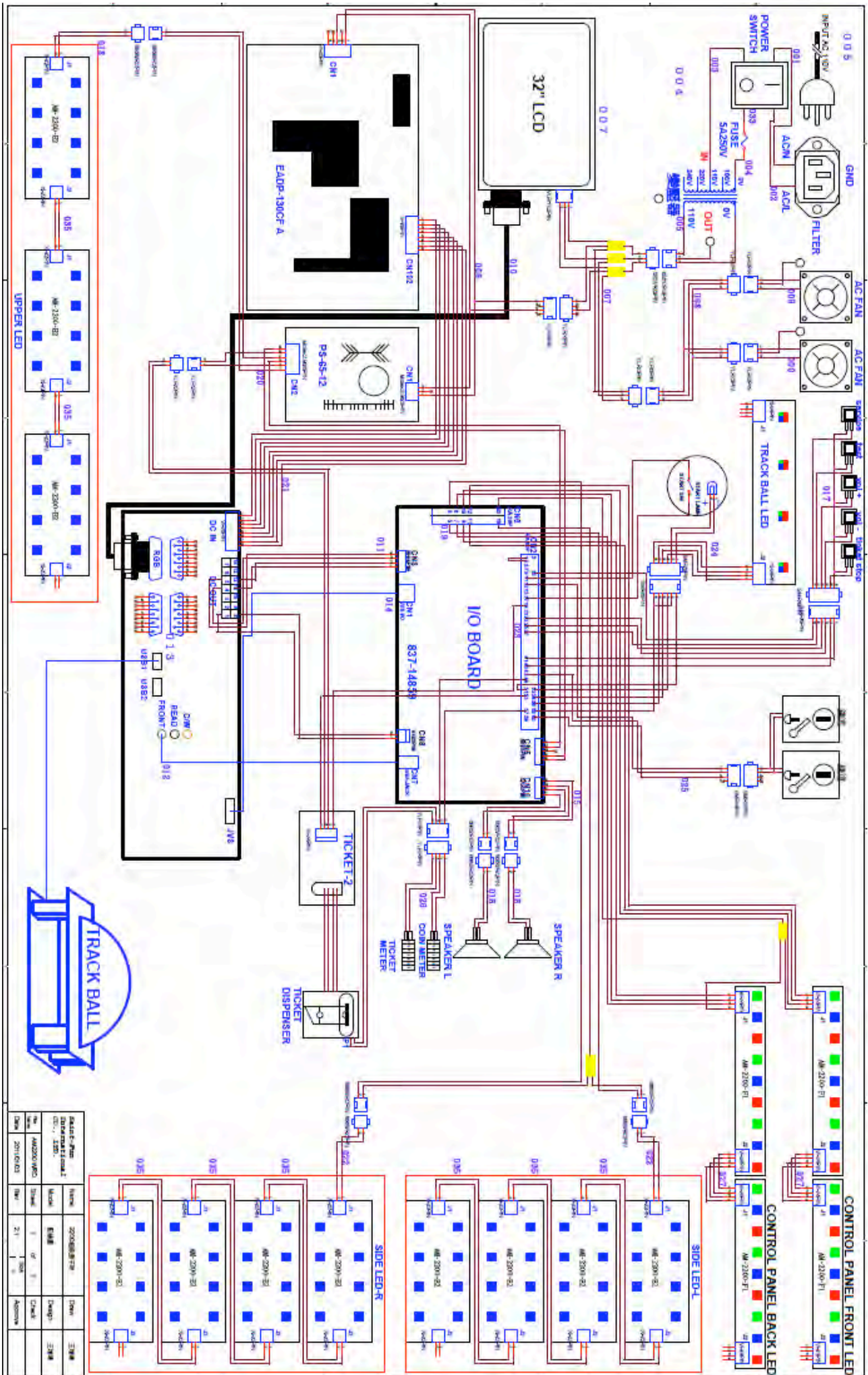
.Cleaning and Maintenance

■Please keep the machine clean. The exterior is touched by players, resulting in it getting dirty, so please use neutral cleaners on surface.

■ Please regularly clean the machine to maintain appearance.

■ Machine Exterior: Use stain removers or detergents to clean and remove stains.

■ Acrylic Parts: Use glass-cleaning detergent to clean.

■The appliance is not suitable to be installed in an area where water jet could be used

■The appliance must not be cleaned by a water jet.

■Moving parts inside the appliance, turn off the power before getting into the appliance.

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