

LOOSE CHANGE

**U.S. Standard; Software Version
Revision**

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LOOSE CHANGE

GAME DESCRIPTION

Loose Change is a one ball at a time, roll down game. The playfield is divided into 8 lanes that are assigned a coin value (from 1 to 50 cents) that is displayed on an LED prior to each roll and the object is to accumulate coins to a total of 99 cents. After each roll the player has the option to collect a ticket value based on his score or roll again to get closer to 99 cents and win more tickets. Tickets are awarded from 50 cents up to 99 cents based on the total amount of Loose Change.

The game ends automatically when the player hits 99 cents exactly or “busts” by accumulating coins over 99 cents.

OPTION: Loose Change games can be banked and used with an optional Progressive Bonus sign. Each game played will increase the 99 cent Bonus Win and will be awarded to the first player to score exactly 99 cents.

SWITCH SETTINGS & DIAGNOSTIC & DEMO MODES

Dip Switch 1 = DIAGNOSTIC MODE ON to enter Diagnostic mode.

Dip Switch 2 = DEMO MODE ON to enable Demo Mode.

Demo Mode will not operate mechanical meters or electronic meters that deal with money.

Coin Error sensing is disabled.

Game can be initiated by pressing flashing roll button in attract mode, or at the end of game.

Game will award a maximum of 10 tickets regardless of winner.

Dip Switch 3 is unused at this time.

Dip Switch 4 is unused at this time.

MENU

You can enter the menu mode when the game is in the attract mode by pressing the reset button. Upon release of the reset button the panel lights become active with the following functions:

ROLL = OPTIONS
COLLECT = ACCOUNTING
RESET = ATTRACT MODE

OPTIONS: will light the 2 panel lights. The option and its setting will be displayed on the gas plasma display. The following are the functions of the buttons:

ROLL = Increment through Options List
COLLECT = Increment value of item or toggle ON/OFF
RESET = Return to Main Menu

OPTIONS are as follows:

<u>OPTION</u>	<u>RANGE</u>	<u>FACTORY</u>
1. Coins per Credit	1 to 4	default 2
2. Maximum Tickets Awarded	20 – 4000 tickets	default 2000
3. Mercy Tickets	0 to 5	default 0
4. Sound in Attract	On/Off	default On

ACCOUNTING mode can be entered by pressing the COLLECT button in the main menu. The 2 panel buttons will light in this mode. Their functions are:

ROLL = Increment through the list
HOLD COLLECT AND PRESS ROLL = Clear All Accounting
RESET = Return to Main Menu

The accounting item and its value will be displayed on the gas plasma display. The accounting items list is as follows:

1. Coins In
2. Tickets Out
3. Attendant Tickets Out
4. 50 Cent Winners
5. 60 Cent Winners
6. 70 Cent Winners
7. 75 Cent Winners
8. 80 Cent Winners

9. 85 Cent Winners
10. 90 Cent Winners
11. 95 Cent Winners
12. 96 Cent Winners
13. 97 Cent Winners
14. 98 Cent Winners
15. 99 Cent Winners
16. Number of Busts

OPERATOR BUTTONS

This section describes the functions of the reset and attendant pay buttons.

RESET BUTTON:

In the attract mode, the reset button will provide entry into the main menu. It will also clear a coin error. In game play, the reset button will clear a coin error and also allow the operator to restart the ticket dispenser during an “out of tickets” condition.

ATTENDANT PAY BUTTON:

In the attract mode, the attendant pay button will allow the operator to manually release the balls should he choose to do so. In game play, the attendant pay button allows the operator to award tickets above the maximum tickets awarded amount.

Tickets will be recorded on the “tickets out” mechanical meter and “attendant tickets out” electronic meter and the game will return to attract mode.

DIAGNOSTICS

To enter diagnostic mode, set dip switch 1 to ON and powerup the game. The following list describes the tests in order of occurrence:

Cash Register LED displays located on the back glass will run a test in which each digit will count from 0 to 9. The test will start with the rightmost digit and work from right to left. At the conclusion of this test all displays will clear and be set to 0.

At this point, the diagnostics becomes interactive. The reset and attendant pay buttons, coin mech, panel lights and playfield switches become active. The following list describes the function of each button or switch.

1. Activat the COIN MECH switch and a 10 will appear on the leftmost cash register display.

2. Press the RESET button and a 13 will appear on the leftmost cash register display. Also, the ticket dispenser will dispense 3 tickets and both mechanical meters will increment by 3.
3. Press the ATTENDANT PAY button and a 14 will appear on the leftmost cash register display. Also, 1 ball will be dispensed from the ball release mechanism.
4. Press the ROLL button and an 8 will appear on the leftmost cash register display.
5. Press the COLLECT button and a 9 will appear on the leftmost cash register display. Also, the gas plasma display will enter a self-testing mode that displays its internal fonts and other test patterns. This test will continue until the power is turned off.
6. Activate a playfield switch either manually or with a ball and the display above the switch will display the lane number of the switch. The lanes are numbered 1 to 8 from left to right.
7. To return to the attract mode, turn power off, set dipswitch 1 to OFF and restore power.

ERROR CODES

<u>CODE</u>		<u>MALFUNCTION</u>
50, 51, 52	=	Ball release mechanism error.
10, 91, 92, 93, 99	=	Software Stack Error.
90	=	Ticket Jam.
96	=	Protected Ram Failure.

PAYOUT TABLE FOR LOOSE CHANGE

The following is the payout table for LOOSE CHANGE. It will payout 30 %.

<u>Score</u>	<u>Coins Per Game:</u>			
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>
50 ¢	1	2	3	4
60 ¢	2	4	6	8
70 ¢	3	6	9	12
75 ¢	4	8	12	16
80 ¢	5	10	15	20
85 ¢	6	12	18	24
90 ¢	8	16	24	32
95 ¢	12	24	36	48
96 ¢	16	32	48	64
97 ¢	20	40	60	80
98 ¢	25	50	75	100
99 ¢	50	100	150	200

- **The Factory Default Paytable is set to 2 Coins per Game.**

*** The following pages contain important technical information involving installation, maintenance and troubleshooting. Please refer to this information while installing Loose Change.**

**The following 3 pages contain information for set-up and installation of
LOOSE CHANGE**

NOTES:

**The following 16 pages contain technical information, schematics and
wiring diagrams concerning the ULTRA III circuit board
lane displays and gas plasma display used in**

LOOSE CHANGE

NOTES: