

TEMPLE RUN™



OPERATOR'S MANUAL

Version 1.8.3 Build 444

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INTRODUCTION

Temple Run[™] 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. As a bonus, extra 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 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 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 PREV PAGE to advance through the menu.

Select EXIT when you complete the set up.

SETTINGS

OPTION	VALUES (DEFAULT)	DESCRIPTION
GAME TIME	30-120 (60)	Number of seconds per game play and continue feature.
GAME DIFFICULTY	1-5 (3)	Difficulty of game (1 = easy; 5 = most difficult)
VOLUME	0-20 (15)	Game volume level
ATTRACT SOUND	YES/NO (YES)	Sound during attract mode when active. <i>Note: does not affect sound in game play.</i>
TICKET DISPENSE	YES/NO (YES)	Game will dispense tickets when active
FLAT TICKET PAY	OFF, 1-25 (OFF)	When set to a value, the game will pay that many tickets regardless of the number of coins collected. Mercy tickets, bonus tickets and jackpot will be disabled.
MERCY TICKETS	0-10 (0)	Number of tickets awarded upon game start
COINS PER TICKET	1-200 (10)	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	1-5 (2)	Number of lives (chances) given in one game
JACKPOT FREQUENCY	OFF, 1-5 (1)	Sets the number of times (frequency) that the Jackpot Icon will appear.
JACKPOT VALUE	5-5000 (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 PLAY	YES/NO (NO)	Set this option to allow game play without adding credits
CREDITS TO START	1-10 (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 (\$5)	Maximum denomination of allowed bills
TICKET 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

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 COINS	: 0		TOTAL COINS	: 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		GAMES PLAYED	: 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
TICKET PAYOUT PCT	: 0.0		TICKET PAYOUT PCT	: 0.0
JACKPOTS HIT	: 0		JACKPOTS HIT	: 0

CLEAR CURRENT AUDITS?

When you select "CLEAR CURRENT AUDITS?", it will display a confirmation message. If you are sure to want to reset values, you must press the MENU button. Otherwise, you can just press the SELECT button. The lifetime audits will not be reset in either case.

AUDITS (Page 2 of 2)

<u>CURRENT PERIOD</u>		<u>LIFETIME</u>	
Guy Dangerous	: 0	Guy Dangerous	: 0
Scarlett Fox	: 0	Scarlett Fox	: 0
Barry Bones	: 0	Barry Bones	: 0
Karma Lee	: 0	Karma Lee	: 0
Montana Smith	: 0	Montana Smith	: 0
Francisco Montoya	: 0	Francisco Montoya	: 0
Zack Wonder	: 0	Zack Wonder	: 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 7 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.

