PIGS MIGHT FLY

USER MANUAL

This manual is suitable for use in countries below:

USA

The UK

ASIA

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Simple Facts About The Machine

Machine Name : PIGS MIGHT FLY

Machine overall dimension : H1950mm x W760mm x L750mm

Machine Weight :160kg

Voltage : 120V, 2.2A, 60Hz for US

      : 230V, 1.3A, 50 Hz for the UK

      : for other countries, voltage depend on individual countries.

Power Consumption : 264W for US

                    299W for UK

LCD dimension : Standard 37 inches.

Force require to push the handle : 200 N (about 44.0 lbs).

Note : This machine is intended for indoor use only !

Introduction

This manual describes the information on handling and maintenance of PGIS MIGHT FLY manufactured by VS Electronic Assembly (Zhuhai) Co. Ltd. (authorized by SEGA SAMMY GROUP Japan). The machine must not be used for other improper purposes. Any adjustment procedures and maintenance service must be performed by a qualified engineer or technicians who are comprehensively understands the machine.

> **WARNING**
> **Observe the following safety precautions**
> **when operating this machine.**

✳ The main power switch of the machine is located at the bottom rear panel.

✳ Turn OFF the main power switch before cleaning, inspection, electrical components replacement, repair, or other procedures. Failure to comply this warning may cause accident as a result of electrical shock or malfunction.

✳ Operation on the electrical circuitry of the machine must be always performed by a qualified and trained technician.

✳ Make sure to avoid moisture and dust entering into the machine when it is open. Moisture and dust may be the source of electrical shock, mechanical failure and other errors.

✳ The description of this system manual should be correct and true to the best of our knowledge. Please contact us if there is any chance of defect, flaw, or missing information.

* For the event of water drips into the machine accidentally, please temporarily turn off the machine. Open the door on ticket dispenser and clean up any water that may drain into this enclosure.

✳ If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

Simple Maintenance Procedures

✽ Main "control panel" - Open the bottom rear panel (wooden), clean up any dust that may have collected over some times. We recommend the clean up be done minimum once a month.

✽ Billboard Area – Open up the rear panel (sheet metal), clean up any dust that may have collected on the billboard over some times. We recommend the clean up be done minimum once a month.

✽ Check the connection of all cables once every month.

✽ Remember to switch of all power supply before carrying out any maintenance.

Test & Service

Test button   : Enter test mode and carry out test item.

Service button   : Choose test item.

Volume Control button: Adjust volume/sound of the games.

Call the below phone number for further assistance:

1. USA   : SEGA AMUSEMENTS USA INC.
    Arthur Avenue, Elk Grove Village, IL 60007-5215, USA
    Tel : +1-847-364-9787 , +81-888-877-2669 (Toll Free)
    Fax : +1-847-427-1065

2. The UK   : SEGA AMUSEMENTS EUROPE Ltd.
    42 Barwell Businss Park, Leatherhead Road, Chessington,
    Surrey, KT9 2NY, United Kingdom
    Tel: +44(0)208-391 8090
    Fax: +44(0)208-391 8099

3. ASIA   : SEGA CORPORATION
    5F TRC Haneda Building, 2-13-1 Higashikojiya
    Ohta-ku, Tokyo 144-0033
    Telephone: +81-(0)3-6863-8401
    Facsimile: +81-(0)3-6863-8407

<u>Machine Installation</u>

The installation is simple. Follow the below procedures:

1. Lower down the M16 bolt (at the bottom of the machine) so that the whole machine sit firmly on the floor.
2. Connect the AC inlet with the cable provided to the power supply. Switch on the machine. The on-off button is located at the AC inlet (rear bottom).
3. The machine will then start up and initiate the program automatically.

The machine is now READY to be "PLAY".

Games Descriptions

The game is simple and easy to play.

What you need to do is just to insert your coin and press the start button. The arrow will move left and right. When the arrow is pointing at the target, press the handle once. The Pig will fly and shoot at the target. When the Pig hit the target, your scores will be shown on the screen.

Getting Started / How to play:

Insert coin/s. (The exact amount of coins is dependant on the Credit Board settings.)

Press the Start Button to start the game.
Watch the game introduction and how to play.
Press down on the See-saw controller to launch the Pig. Timing the launch will enable you to reach the Mother ship (Super Bonus), or hit multiple UFOs to win tickets.

In game there are tiers of UFOs with different ticket values and Pigeons that fly across the screen to obstruct the Pig's flight. At the top of the screen there is one Mother ship, which hitting will win the Super Bonus.

The Super Bonus value is dependant on the Game Settings.

Test Menu
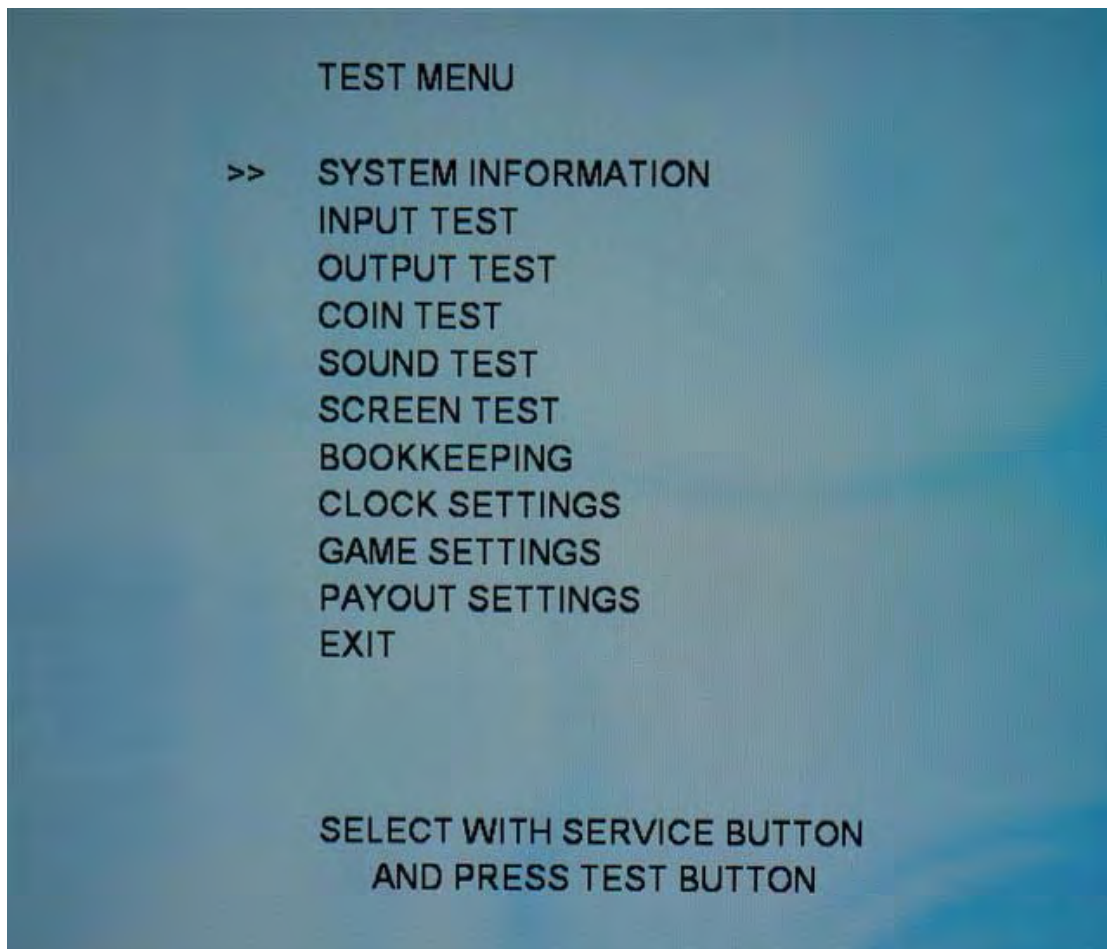
The Main Test Menu lists all of the available tests, each of which is explained in the following sections.
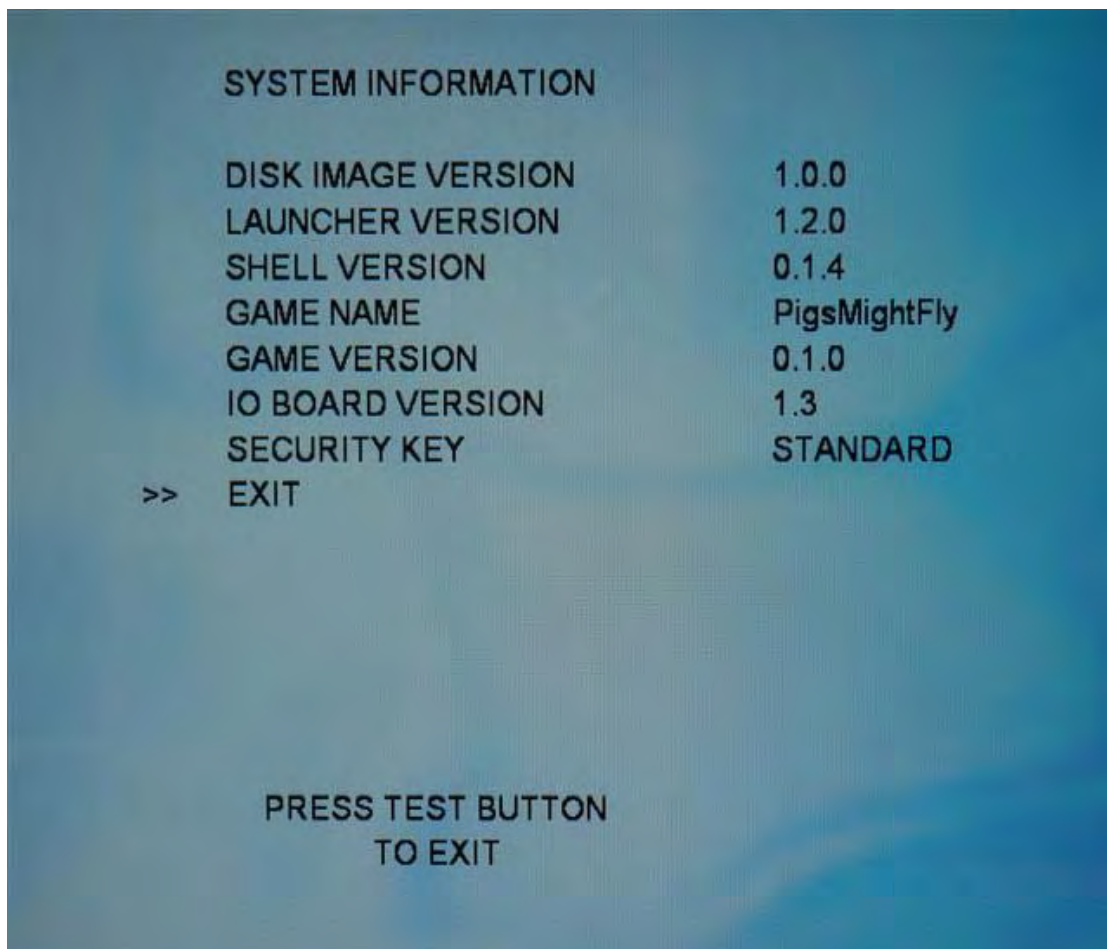
Use the Service button to move the Test Cursor to the next Test.

Use the Test Button to activate the Test high-lighted by the Test Cursor.

If the cursor is moved past the EXIT option, it will reappear at the top of the menu list.

Selecting EXIT will terminate the test routine menu and launch the current game application.

System Information

The System Information Test lists the revision numbers and names of currently installed system components.

Disk Image Version	Version number for the master hard disk image
Launcher Version	Version number of Shell Launcher program
Shell Version	Version number of Shell program
Game Name	Name of currently installed game

Game Version	Version number of currently installed game
IO Board Version	Version number of IO Board being used
Security Key	Type of Security Key installed

Input Test
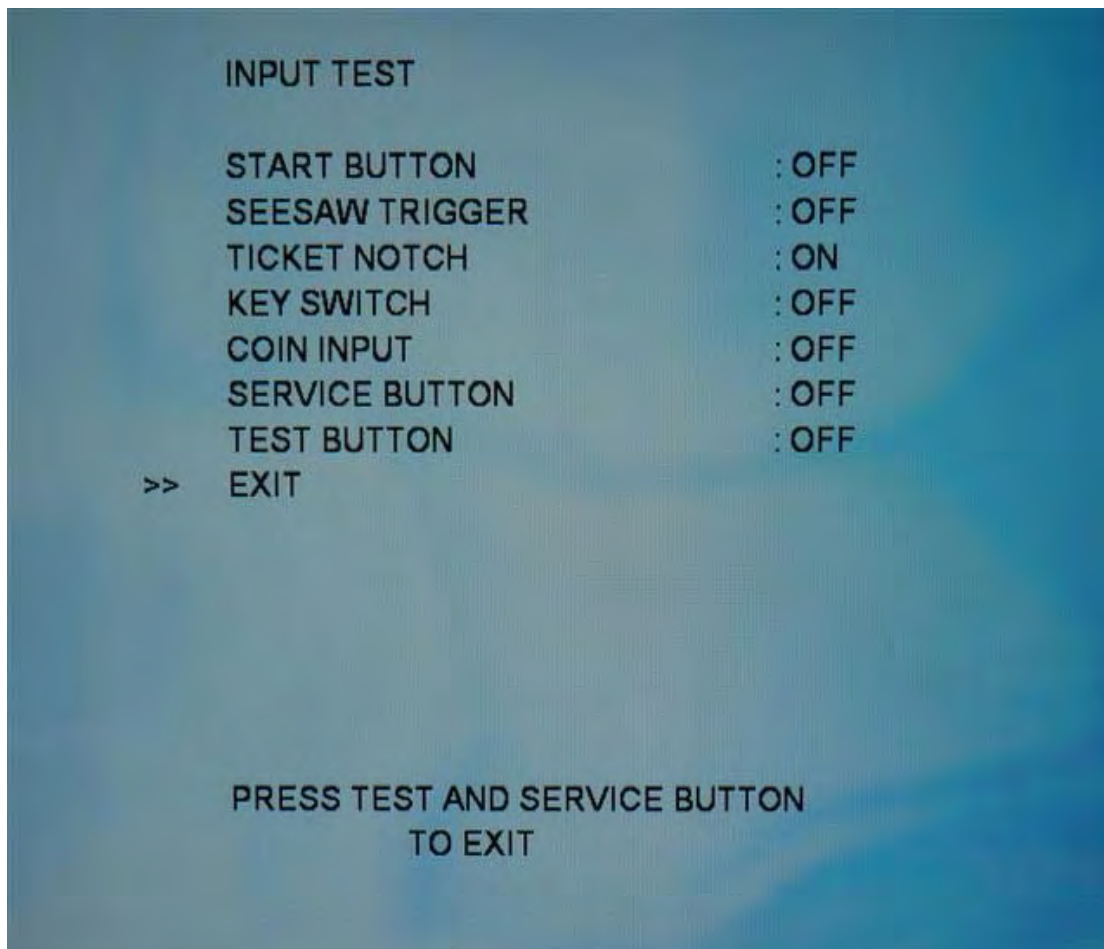
This Test is used to test the 'System Inputs' such as Seesaw Trigger and Start Button.
To implement the test, Operate each device listed and check the results on screen.

Start Button	ON = Pressed,	OFF = Not Pressed.
Seesaw Trigger	ON = Pressed,	OFF = Not Pressed.
Ticket Notch	ON = Pressed,	OFF = Not Pressed.
Key Switch	ON = Pressed,	OFF = Not Pressed.
Coin Input	ON = Coin signal from VTS,	OFF = No coin signal from

VTS.

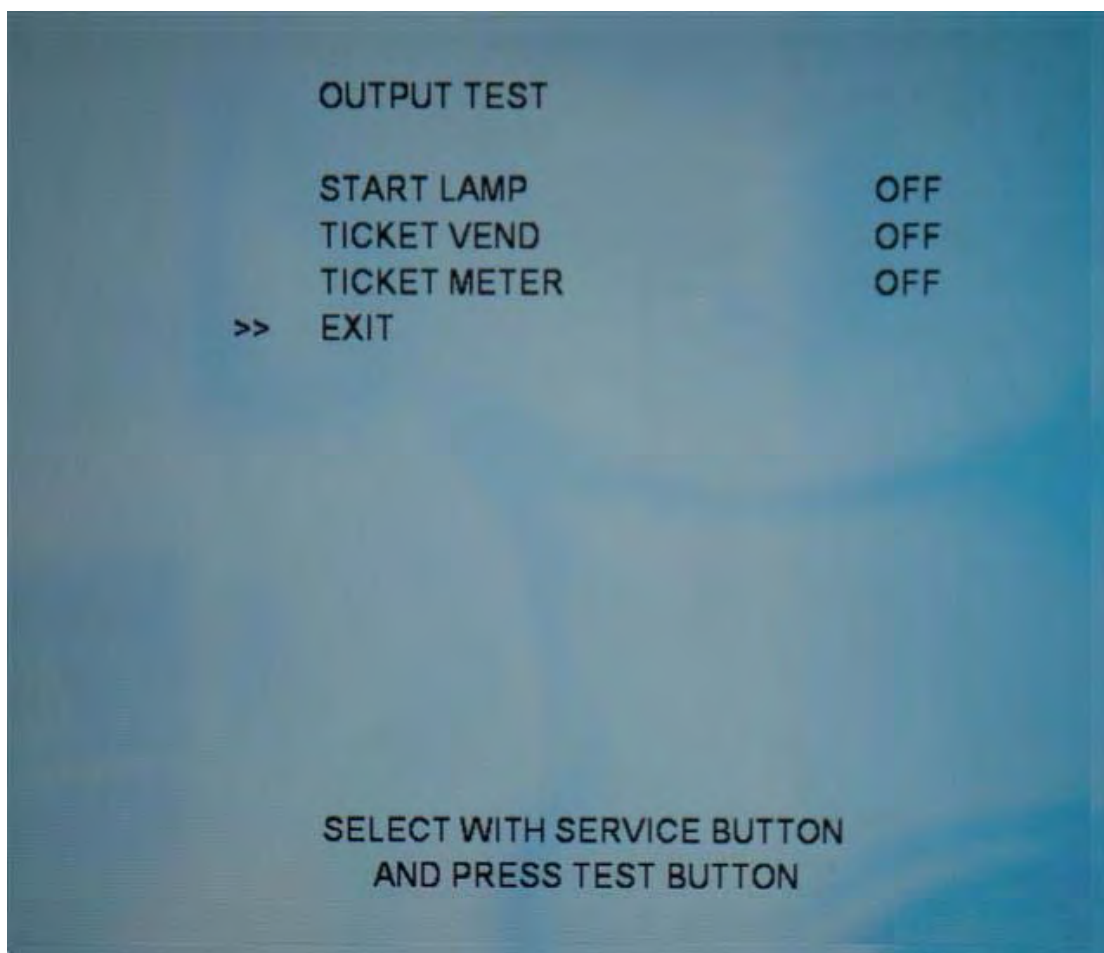| Service Button | ON = Pressed, | OFF = Not Pressed. |
| Test Button | ON = Pressed, | OFF = Not Pressed. |
| EXIT | Press the TEST and SERVICE buttons simultaneously to EXIT | |

Output Test

This Test is used to check System Output such as Lamps and Ticket

Use the Service Button to move the cursor to the desired test item.

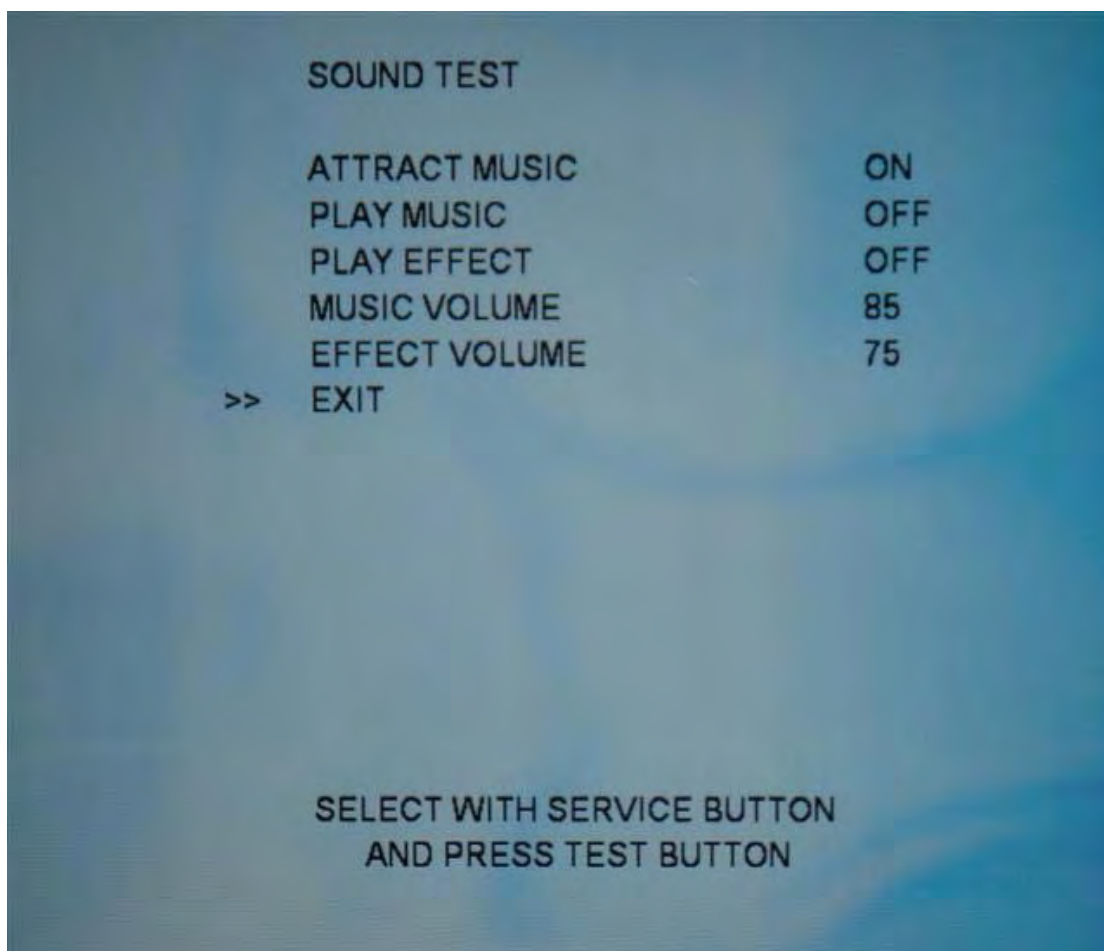Press the Test Button to enter the selected item.

Start Lamp	ON = Lamp ON, OFF = Lamp OFF
Ticket Vend	ON = Tickets Vend, OFF = Tickets do NOT Vend
Ticket Meter	Ticket Meter increase by 1 each ON/OFF cycle

Coin Test
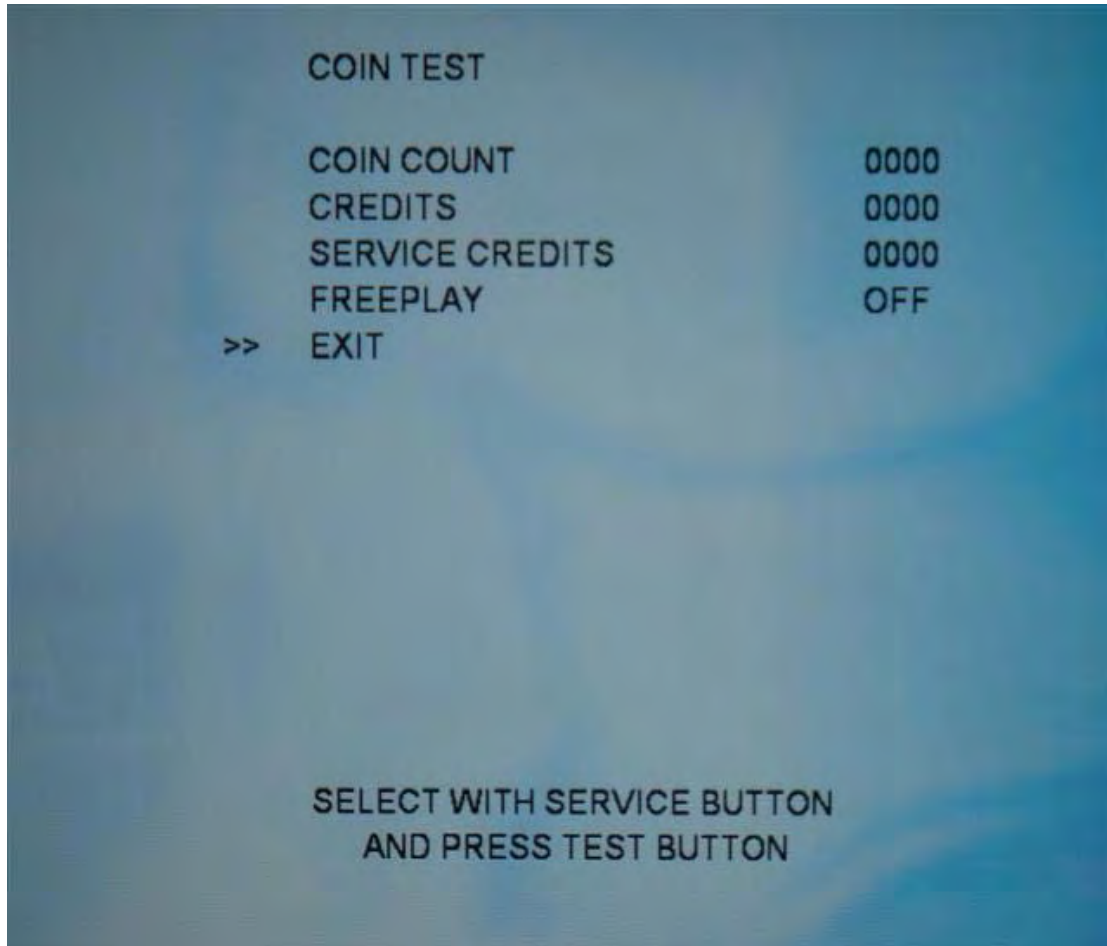
|	
Coin Count	Coin Count value from IO Board
Credits	Total number of Coin credits added to the system
Service Credits	Total number of Service credits added to the system
Freeplay	Changes game from Coin in play to Free to play

Sound Test


```
                SOUND TEST

           ATTRACT MUSIC            ON
           PLAY MUSIC               OFF
           PLAY EFFECT              OFF
           MUSIC VOLUME             85
           EFFECT VOLUME            75
      >>   EXIT




           SELECT WITH SERVICE BUTTON
             AND PRESS TEST BUTTON
```

This Test is used to set Audio Levels for the Game and Test the function of the Speakers.

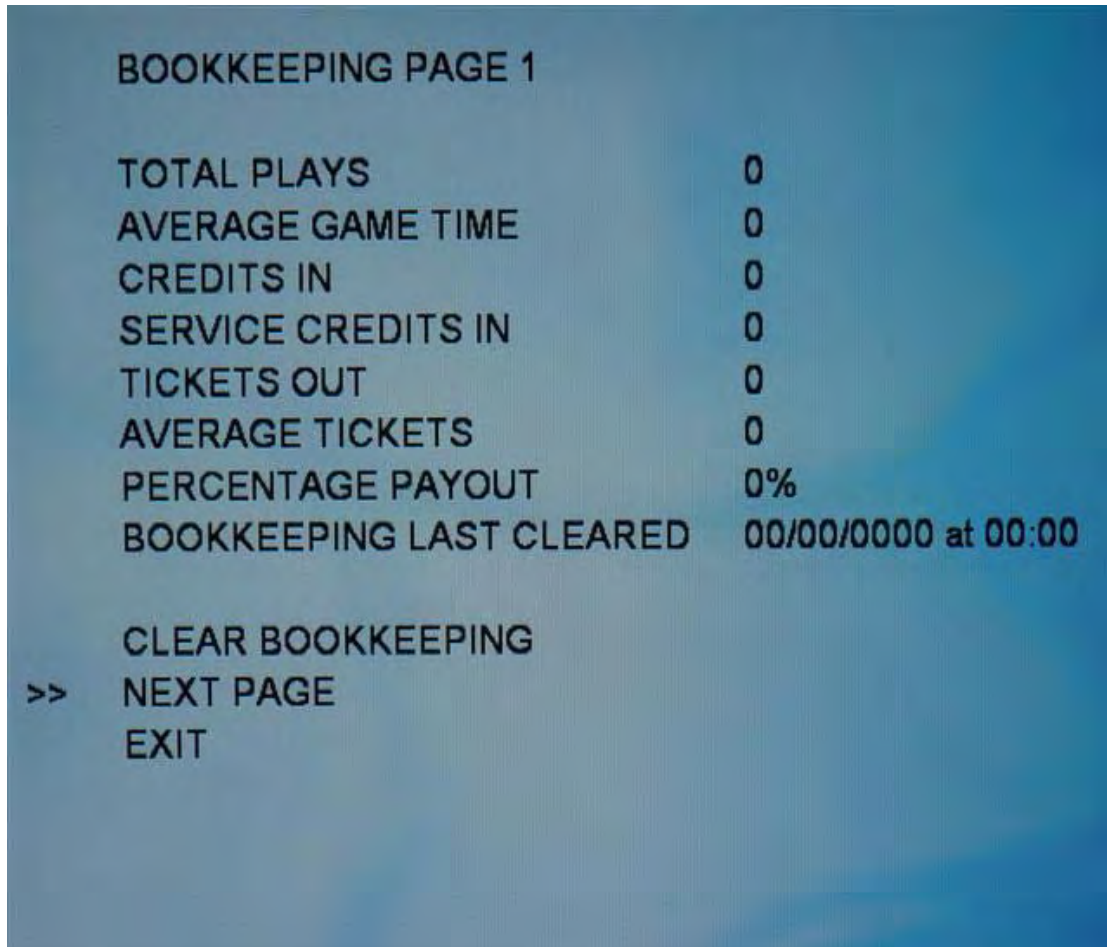|	
Attract Music	ON = Sound will be played in the Attract mode
	OFF = No sound in Attract mode
Play Music	ON = A test audio sample will be played
	OFF = Test audio sample is turned off
Play Effect	ON = A sound effect is played
	OFF = Sound effect is no longer played
Music Volume	00 to 95 – Volume level for in game Music audio
Effect Volume	00 to 95 – Volume level for in game Sound Effects

Screen Test
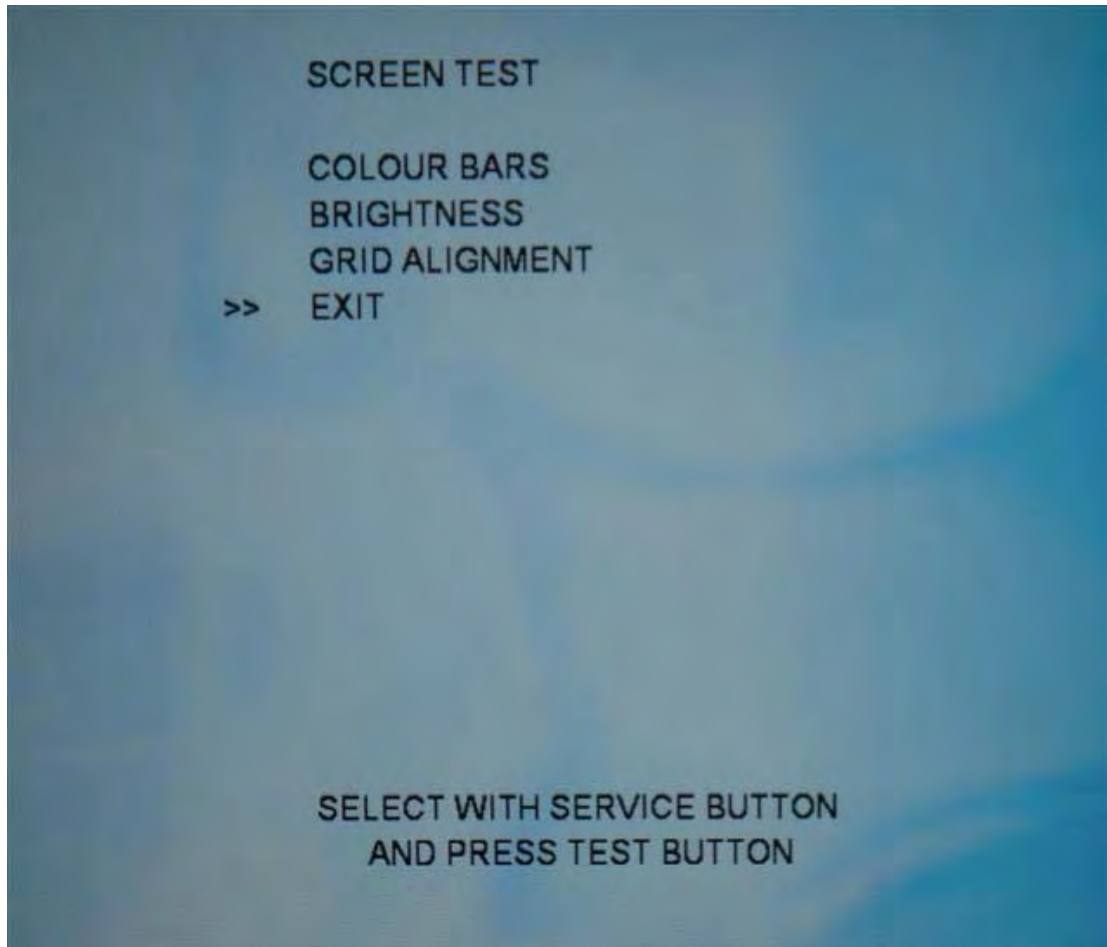
This Test is used to display various test patterns for the display screen.

Colour Bars   Displays vertical colour bars for colour balance correction

Brightness   Displays graduated greyscale for brightness adjustment

Grid Alignment   Displays grid for screen size alignment

Bookkeeping

This Test displays the bookkeeping meters, it consists of 3 pages.

Bookkeeping Page 1


```
BOOKKEEPING PAGE 1

TOTAL PLAYS                    0
AVERAGE GAME TIME             0
CREDITS IN                    0
SERVICE CREDITS IN            0
TICKETS OUT                   0
AVERAGE TICKETS               0
PERCENTAGE PAYOUT             0%
BOOKKEEPING LAST CLEARED     00/00/0000 at 00:00


     CLEAR BOOKKEEPING
>>   NEXT PAGE
     EXIT
```

Total Plays	Total number of games played
Average Game Time	Average time in milliseconds per game
Credits In	Total number of coin credits inserted
Service Credits In	Total number of service credits inserted
Tickets Out	Total number of tickets dispensed
Average Tickets	Average number of tickets dispensed per game
Percentage Payout	Percentage of tickets dispensed for all games
Bookkeeping Last Cleared	Date and time the bookkeeping was last cleared

Use the Service button to navigate, and the Test button to action changes of the following options

Clear Bookkeeping	Clears all Bookkeeping data
Next Page	Shows Bookkeeping Page 2

Bookkeeping Page 2
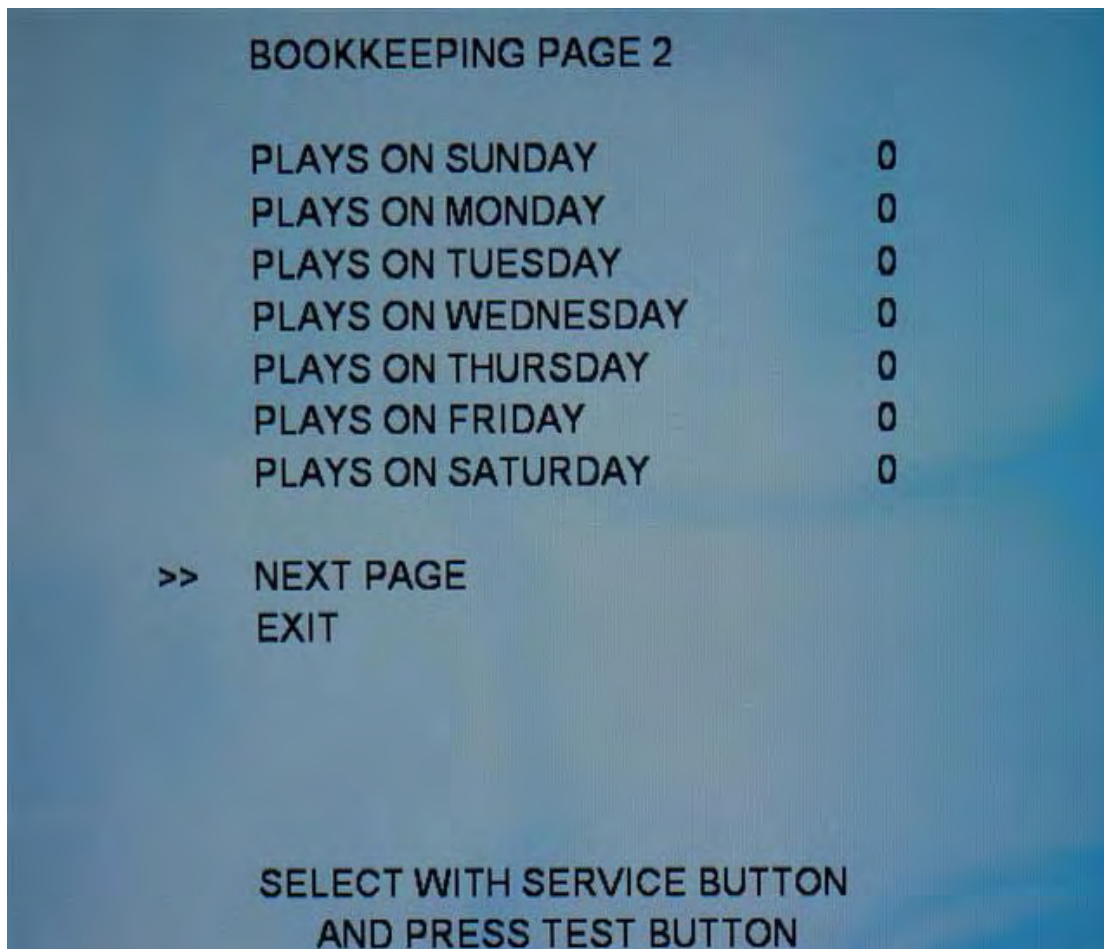

Plays On Sunday	Total number of plays on a Sunday
Plays On Monday	Total number of plays on a Monday
Plays On Tuesday	Total number of plays on a Tuesday
Plays On Wednesday	Total number of plays on a Wednesday
Plays On Thursday	Total number of plays on a Thursday
Plays On Friday	Total number of plays on a Friday
Plays On Saturday	Total number of plays on a Saturday

Use the Service button to navigate, and the Test button to action changes of the following options

Next Page   Shows Bookkeeping Page 3

Bookkeeping Page 3
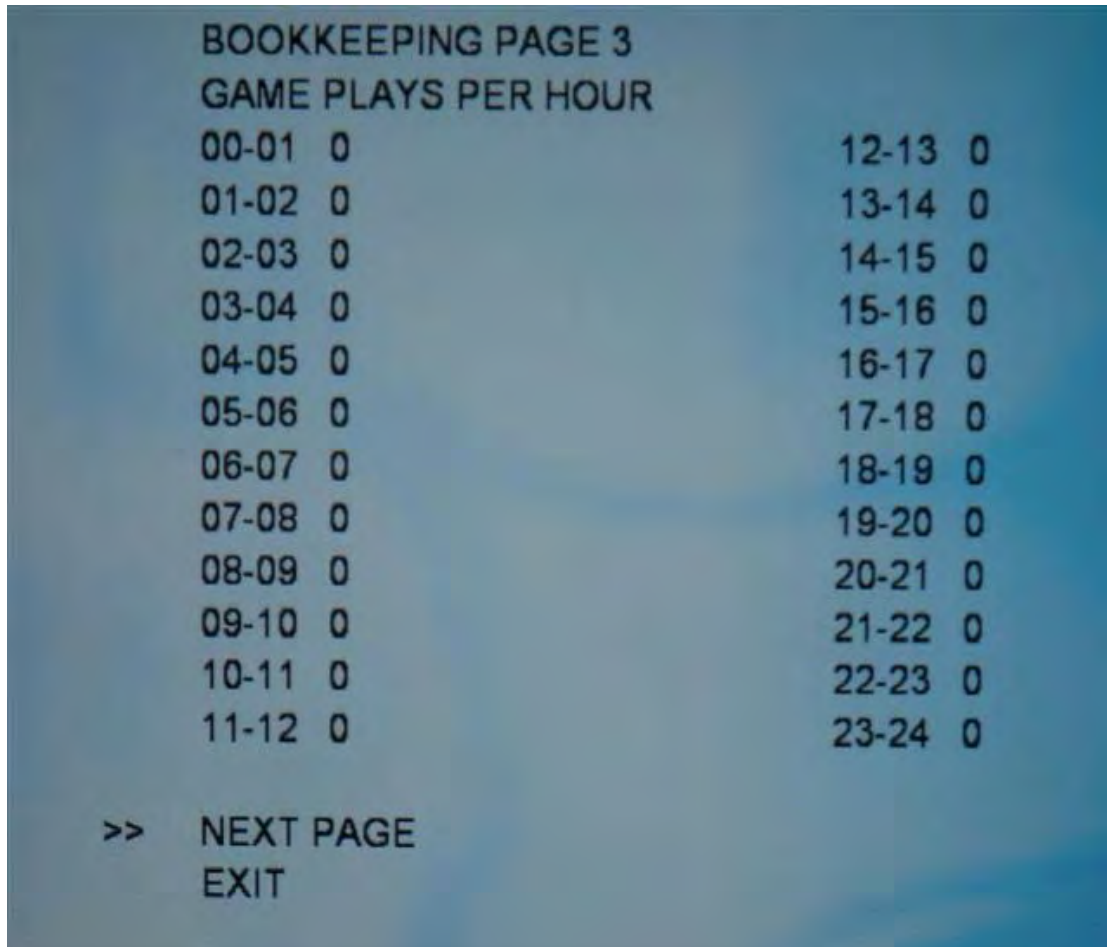
This Test displays a total of games, broken down into hours a day.

Each hour is logged separately in 24 hour format therefore
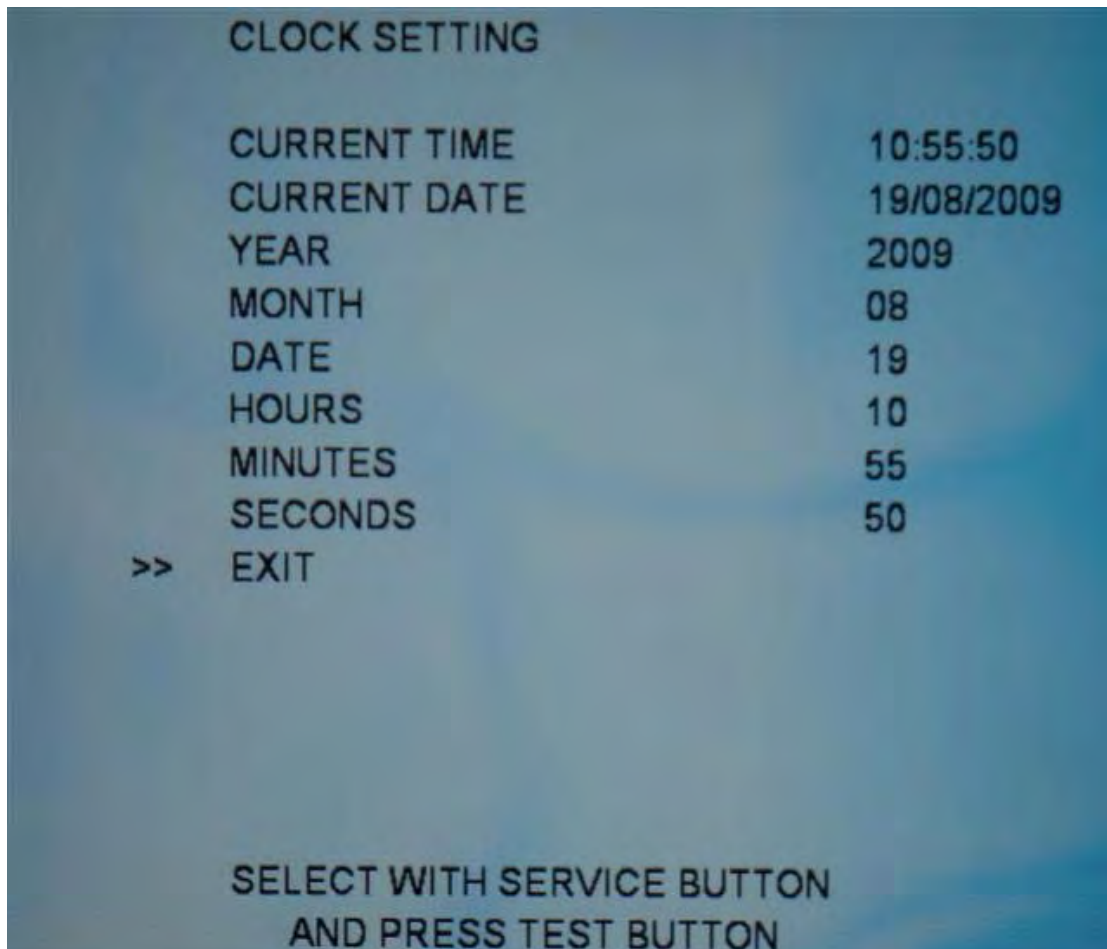
00-01 logs games between 12am and 1am

01-02 logs games between 1am and 2am

       and so on

23-24 logs games between 11pm and 12am

Next Page   Returns you to the Test Menu

Clock Setting

This Test is used to set the PC's real time clock facility

Use the Service button to navigate, and the Test button to action changes to the follow options.

* "Current Time" and "Current Date" can not be selected and change after changing the below options

Current Time	Current time in 24 hour format HH:MM:SS
Current Date	Current date in format DD/MM/YYYY
Year	2005 to 2050 – Year setting
Month	1 to 12 – Month setting
Date	1 to 31 – Date setting (max value month dependant)
Hours	00 to 23 – Hours setting

Minutes	00 to 59 – Minutes setting
Seconds	00 to 59 – Seconds settings

Game Settings
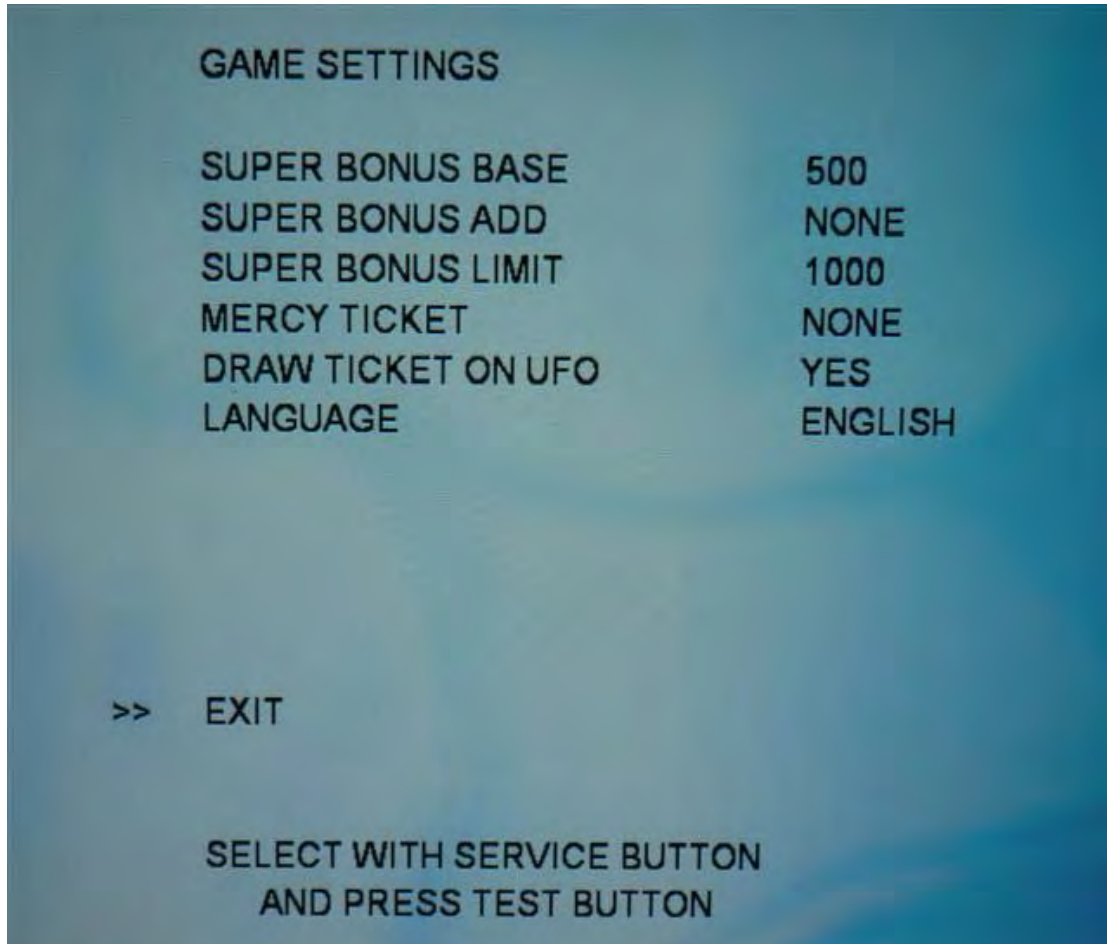
This Test is used to set various game parameters.

Use the Service Button to navigate, and the Test to action changes to the following options.

Super Bonus Base	This sets the minimum starting value of tickets paid out when the Super Bonus is won.
	Options: 10, 20, 50, 100, 200, 300, 500
Super Bonus Add	This mode increases the Super Bonus value each play by

the option chosen.

E.g. Super Bonus Add set to "2" each play the Super Bonus will increase by 2.

Options: *None, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

*Setting Super Bonus Add to "None" will turn off this mode and the value of Super Bonus Base value is used

Super Bonus Limit

Set the maximum amount of tickets to be paid out when the Super Bonus is won. When used with Super Bonus Add mode, tickets will start from Super Bonus Base value setting and increment by the value of Super Bonus Add mode until the Super Bonus Limit Value is reached.

Options: 10, 20, 50, 100, 250, 500, 750, 1000

Mercy Ticket

Mercy tickets are awarded to the player regardless of if s/he hits a target. If the player hits a target they are still awarded the Mercy tickets in addition to the tickets won in game, unless Super Bonus is won.

Options: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Draw Ticket On UFO

This feature places a numerical ticket value on the UFO. The "Mystery UFOs" simply have a question mark (?) on them.
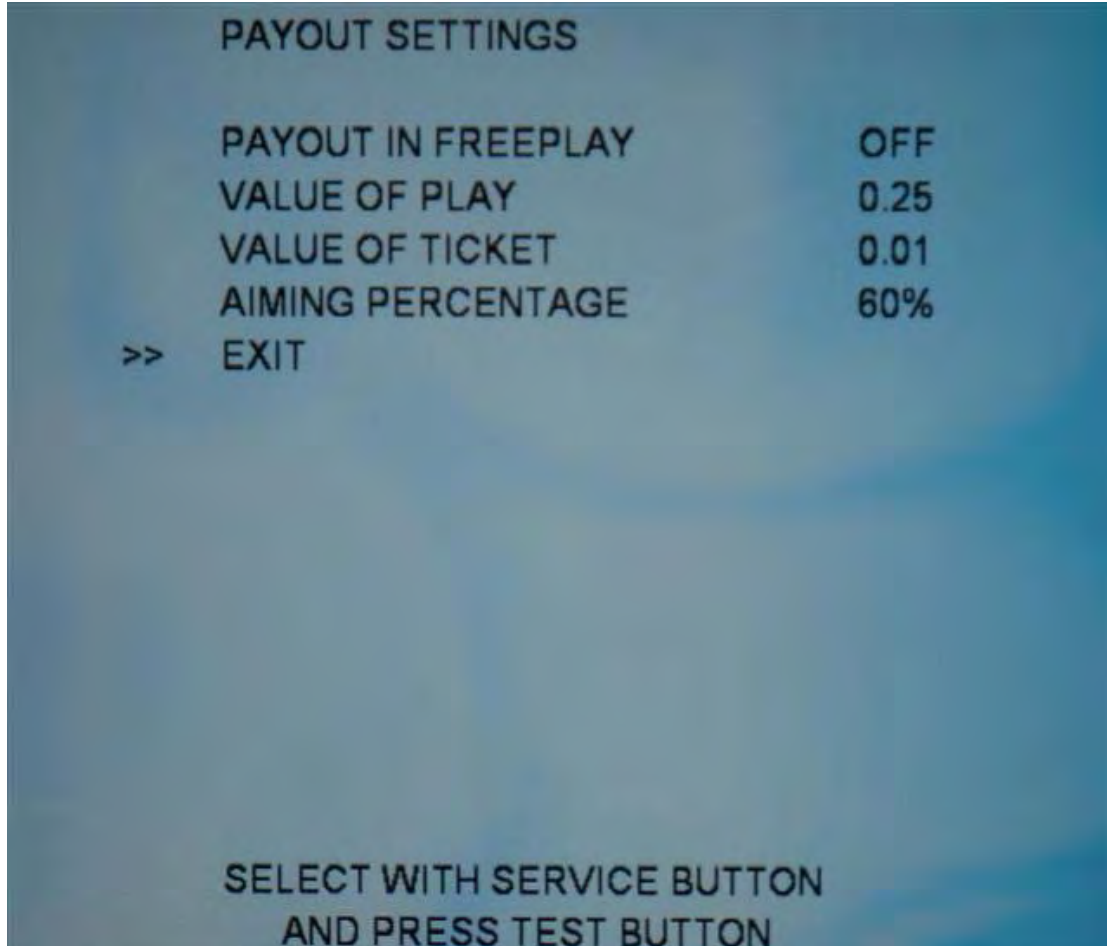
Options: ON = Draw Ticket on UFO on

OFF = Draw Ticket on UFO off

Language

This option changes the language for in game instructions.

Options: English, Russian, Spanish

Payout Settings

```
            PAYOUT SETTINGS

            PAYOUT IN FREEPLAY        OFF
            VALUE OF PLAY             0.25
            VALUE OF TICKET           0.01
            AIMING PERCENTAGE         60%
     >>     EXIT




            SELECT WITH SERVICE BUTTON
            AND PRESS TEST BUTTON
```

This Test is used to set ticket Payout parameters.

Payout In Freeplay   Enables/Disables ticket payout in Freeplay

                                                    Options:

                                           ON = Tickets in Freeplay will be awarded

                                           OFF = Tickets in Freeplay will NOT be awarded

                                           *Default setting for this should be OFF

Value Of Play   This setting should be the same as the Credit Board.

                                           If you change the VALUE OF PLAY you will need to

change the Credit Board settings. Please note changing the Credit Board setting WILL NOT change VALUE OF PLAY settings, or vice versa.

Options: 0.01, 0.02, 0.05, 0.10, 0.20, 0.25, 0.30, 0.50, 1.00, 2.00

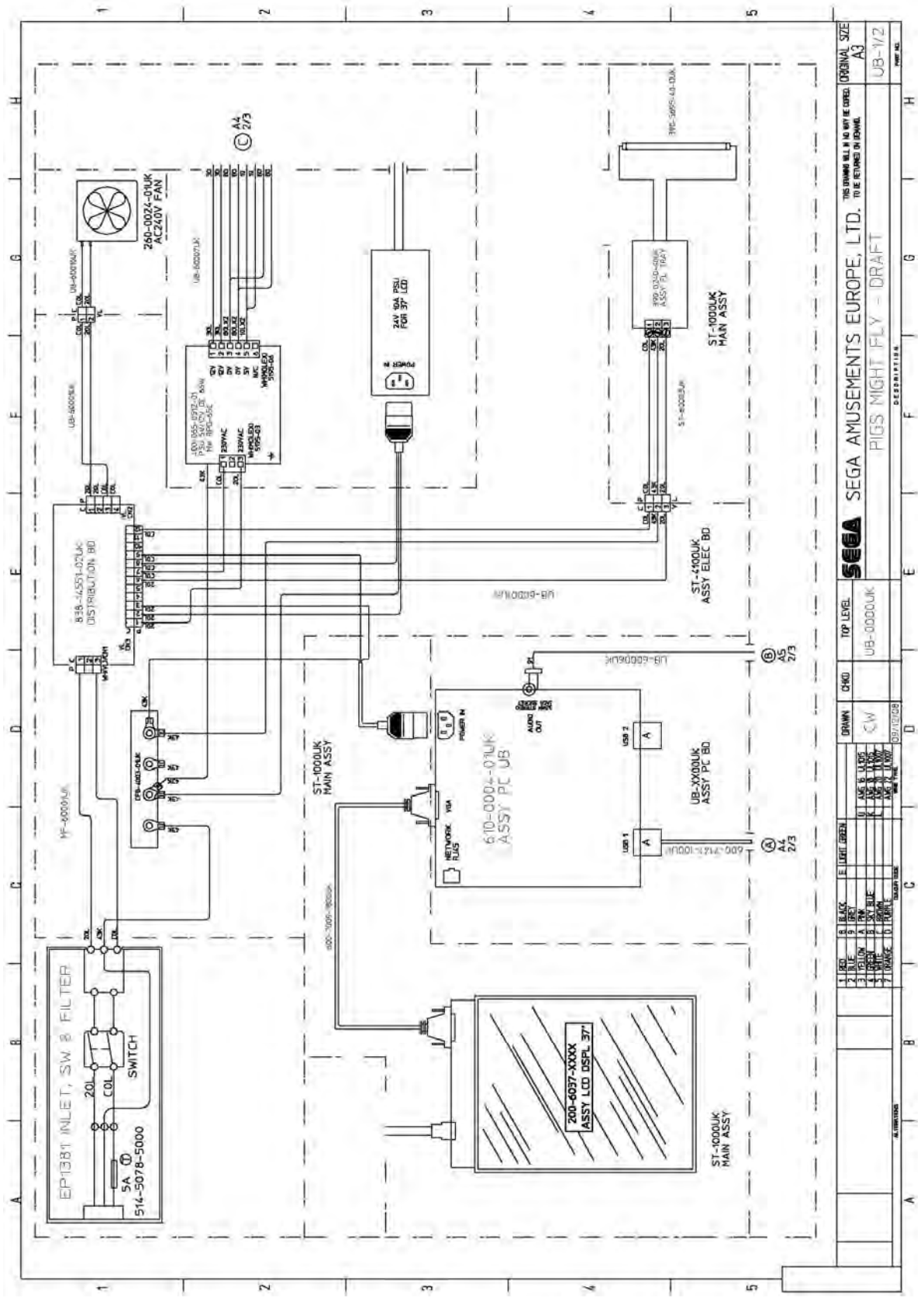Value Of Ticket

This sets the cash value of 1 ticket.

Options: 0.01, 0.02, 0.03, 0.04, 0.05, 0.06, 0.07, 0.08, 0.09, 0.10, 0.20, 0.25, 0.50, 1.00, 2.00
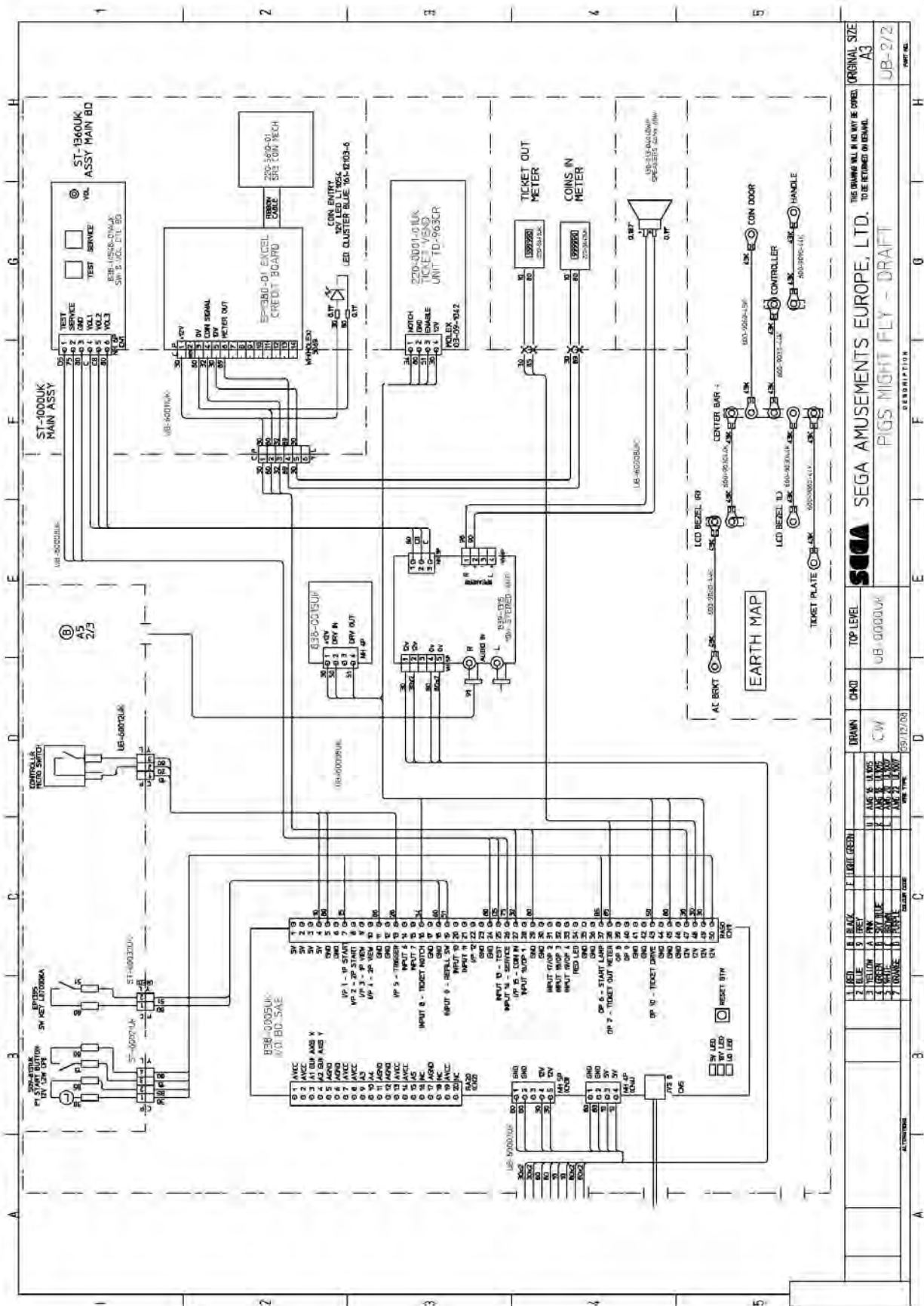
Aiming Percentage of payout

The Aiming Percentage uses the settings from Value Play and Value of Ticket to calculate a rough guide.

Options: 20%, 25%, 30%, 35%, 40%, 45%, 50%, 55%, 60%

Wiring Diagram

Design Related Parts

UB-1302UK

UB-1021UK

UB-1022UK

UB-1028UK (RIGHT)
UB-1027UK (LEFT)

UB-2007UK

UB-2001UK

UB-1026UK (RIGHT)
UB-1025UK (LEFT)

UB-1023UK

Part List

ASSEMBLY NUMBER	ASSEMBLY NAME	QUANTITY
UB-1001UK	ASSY MAIN CABINET	1
UB-1001-01-DUK	ASSY DOOR FRONT	1
610-9500UK-01	ASSY COIN BOX DOOR	1
UB-1150UK	ASSY INPUT SWITCH	1
UB-2500UK	ASSY CONTROLLER	1
UB-1019-01UK	MICROSWITCH ASSY	1
UB-2001UK	PLATE CTRL PNL	1
UB-2007-01UK	START BUTTON ASSY	1
200-6037-LGP	ASSY LCD LGP	1
UB-1006-01UK	BEZEL LCD RIGHT ASSY	1
UB-1007-01UK	BEZEL LCD LEFT ASSY	1
UB-1300UK-01	ASSY TOP BOX	1
UB-1350UK-01	ASSY FAN	1
MF-0400UK	ASSY AC UNIT	1
UB-1001-01-CUK	ASSY DOOR BACK	1

UB-1300UK-01

UB-1350UK-01

UB-1007-01UK

200-6037-LGP

UB-1006-01UK

UB-2500UK

UB-2007-01UK

UB-1150UK

UB-1001UK

UB-1001-01-DUK

610-9500UK-01

UB-1001-01-CUK

MF-0400UK
(IN BACK SIDE)