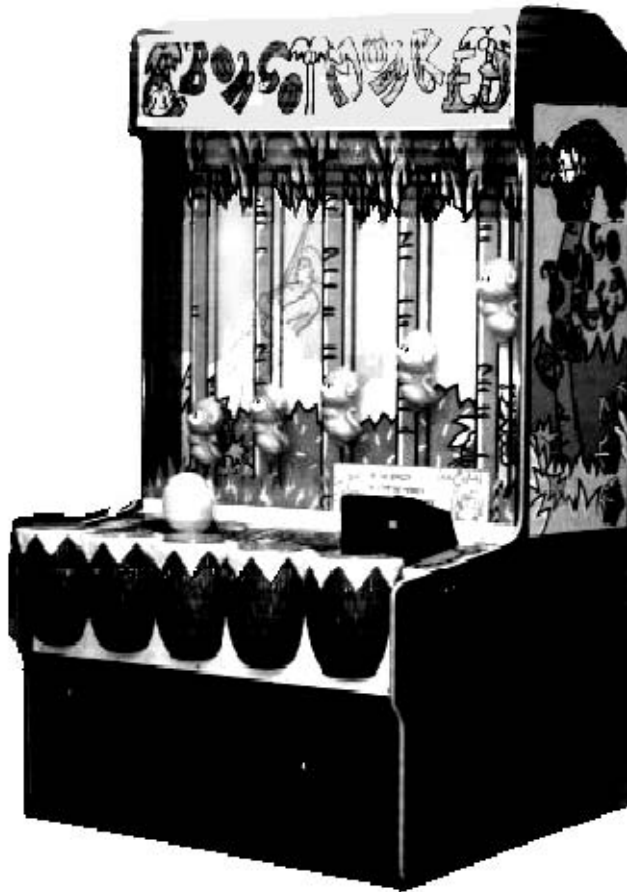


# **namco®**



## **BONGO MONKEY™**

### Operators Manual

**1. SPECIFICATIONS**

**POWER SUPPLY :-** 220/240volts AC

**TICKET DISPENSER :-** Coin Controls type C2000

**DIMENSIONS :-** 1205(w) x 895(d) x 1900(h)

**WEIGHT :-** 160kg.

**ACCESSORIES :-**

- Keys: (Cash Door) .....2
- (Coin Assy) .....2
- (Dispenser Door) .....2
- (Back Door) .....2ea
  
- Operators Manual ..... 1
  
- IEC mains Lead ..... 1

## **2. PRECAUTIONS**

### **2-1 Cautions When Installing.**

This game is designed for indoor use only. The game must not be installed outdoors or under the following conditions:-

- a. In areas directly exposed to sunlight, high humidity, direct water contact, dust, high heat or extreme cold.
- b. In locations that would present an obstacle in the case of an emergency, ie. near fire equipment or emergency exits.
- c. On an unstable surface or subject to floor vibration.

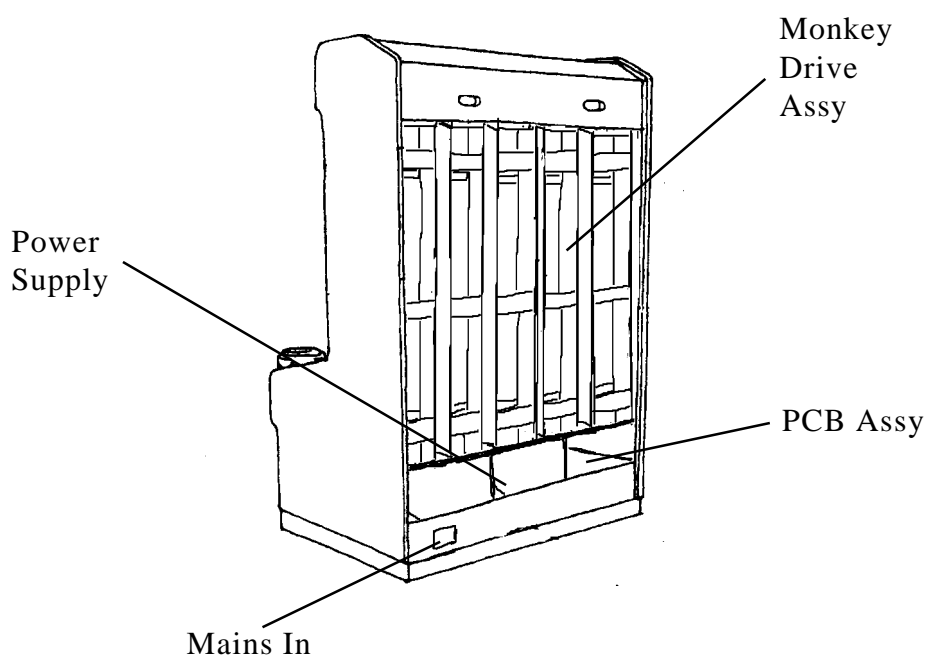
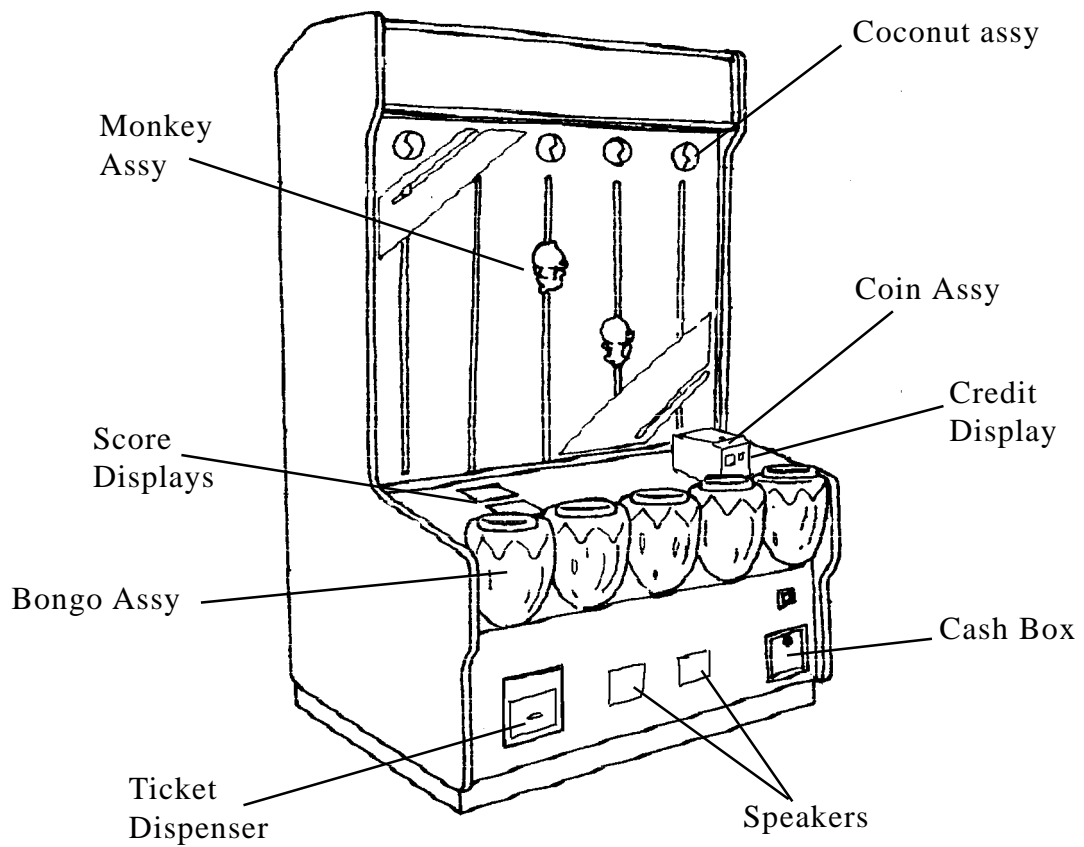
### **2-2 Caution when Handling.**

- a. AC power must always be turned OFF, and the game disconnected, before replacing any parts or connecting/disconnecting connectors.
- b. When unplugging the game from an electrical outlet, always grasp the plug, not the mains lead.
- c. The machine must be earthed with a securely connected earthed plug.
- d. Care must be taken at all times to avoid electric shock when inspecting or adjusting the game.

### **2-3 When Transporting.**

- a. Do not subject the game to physical shock when transporting or moving it.
- b. Always return the levellers to the UP position before moving the machine.
- c. Take care not to rope any moulded (plastic) parts when transporting.

### 3. MAJOR COMPONENTS

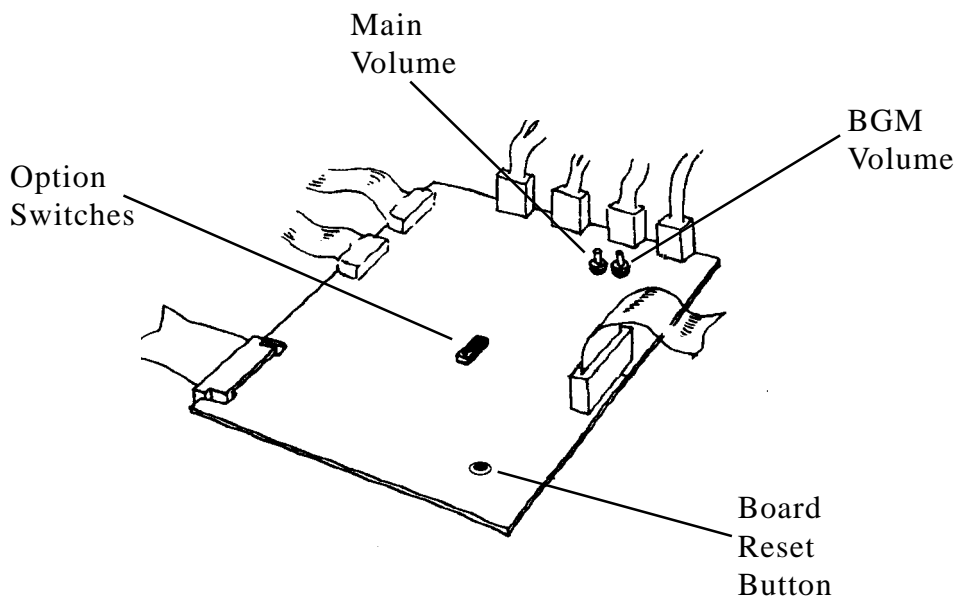


## 4. HOW TO PLAY.

- Insert coins to establish credit then press the credit dispense button once to start the game.
- Use the mallet to hit the bongo drum, in front of the monkey that moves, to stop the monkey climbing the tree. Hitting the bongo once will stop the monkey climbing, hitting the bongo repeatedly will cause the monkey to fall part of the way back down the tree.
- If a monkey reaches the coconut at the top of the tree the game is over.
- If you are able to stop the monkeys reaching the coconuts in the given time a period of extended play will be given.

## 5. ADJUSTMENTS

Volume, number of tickets dispensed, game difficulty and test are adjusted on the Main PCB Assy.



## 5-1 Price of Play

The price of play is adjusted with the switches on the Credit Dispense Board.

SWITCH BANK 1 (8 way)									
100p BONUS				STANDARD PRICE OF PLAY					
SW8	SW7	SW6	Bonus Credits	SW5	SW4	SW3	SW2	SW1	Price per Credit
0	0	0	0	0	0	0	0	0	5p
0	0	1	1	0	0	0	0	1	10p
0	1	0	2	0	0	0	1	0	15p
0	1	1	3	0	0	0	1	1	20p
1	0	0	4	0	0	1	0	0	25p
1	0	1	5	0	0	1	0	1	30p
1	1	0	6	0	0	1	1	0	35p
1	1	1	7	0	0	1	1	1	40p
				0	1	0	0	0	45p
				0	1	0	0	1	50p
				0	1	0	1	0	55p
				0	1	0	1	1	60p
				0	1	1	0	0	65p
				0	1	1	0	1	70p
				0	1	1	1	0	75p
				0	1	1	1	1	80p
				1	0	0	0	0	85p
				1	0	0	0	1	90p
				1	0	0	1	0	95p
				1	0	0	1	1	100p
				1	0	1	0	0	105p
				1	0	1	0	1	110p
				1	0	1	1	0	115p
				1	0	1	1	1	120p
				1	1	0	0	0	125p
				1	1	0	0	1	130p
				1	1	0	1	0	135p
				1	1	0	1	1	140p
				1	1	1	0	0	145p
				1	1	1	0	1	150p
				1	1	1	1	0	155p
				1	1	1	1	1	160p
<b>0 = OFF 1 = ON</b>				1 Credit 50p 3 Credits 100p					

SWITCH BANK 2 (6way)								
CREDIT PULSE SPEED			COIN SET			50p BONUS		
SW6	SW5	Pulse Length	SW4	SW3	Coin Ratio	SW2	SW1	Bonus Credits
0	0	70ms	0	0	10/20/50/10	0	0	0
0	1	100ms	0	1	5/10/25/100	0	1	1
1	0	130ms	1	0	1/4/10/20	1	0	2
1	1	160ms	1	1	1/5/10/20	1	1	3
<b>0 = OFF 1 = ON</b>			1 Credit 50p 3 Credits 100p					

## 5-2 Option Switches

FUNCTION	DESCRIPTION	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
GAME DIFFICULTY	EASY	0							
	HARD	1							
ATTRACT MODE	OFF		0						
	ON		1						
TEST MODE	TEST OFF			0					
	TEST ON			1					
TICKET ON CREDIT	1 TICKET				1				
	NO TICKET				0				
TICKET PAYOUT SCORE LEVELS	2 TICKETS AT 25 POINTS					0	0	0	0
	2 TICKETS AT 30 POINTS					1	0	0	0
	3 TICKETS AT 35 POINTS					0	1	0	0
	3 TICKETS AT 40 POINTS					1	1	0	0
	4 TICKETS AT 50 POINTS					0	0	1	0
	4 TICKETS AT 55 POINTS					1	0	1	0
	6 TICKETS AT 65 POINTS					0	1	1	0
	6 TICKETS AT 70 POINTS					1	1	1	0
	7 TICKETS AT 80 POINTS					0	0	0	1
	7 TICKETS AT 85 POINTS					1	0	0	1
	8 TICKETS AT 85 POINTS					0	1	0	1
	8 TICKETS AT 90 POINTS					1	1	0	1
	9 TICKETS AT 90 POINTS					0	0	1	1
	10 TICKETS AT 90 POINTS					1	0	1	1
NO SETTING					0	1	1	1	
NO SETTING					1	1	1	1	

## 5-3 Volume Adjust

The volume is adjusted on the Main PCB Board. Adjust the BGM volume control to set the balance between background music and voice, then adjust Main volume for desired overall volume.

## 5-4 Test Mode

Each time the machine is switched on it will automatically carry out a routine to check the operation of the up/down motors and the opto sensors for each monkey. If a motor error is detected the score display will show 'Er' and the high score display will show the number of the faulty assembly e.g '1'. If an opto error is detected the score display will show 'Er', and the high score display will show the number of the faulty assembly e.g. 'o1'. The assemblies are counted from left to right when viewed from the front of the machine.

The test mode is entered with DIP switch 3 on the PCB, see above.

- Turn the machine off, and switch DIP switch 3 On, then turn the machine back on.
- The score display shows test number. Hitting bong 5 will advance to the next test.
- When testing has been completed turn the machine off and reset DIP switch 3 OFF

Test 1

All score/high score display segments are flashing.

Test 2

All controlled lamps will be illuminated.

Test 3

The monkey lift motors will travel to the top and then to the bottom in sequence.

Test 4

All the monkey swing motors will operate.

Test 5

Each time bongo five is operated the next sound will be activated. Operate bongo four to advance to the next test.

Test 6

The ticket dispenser will dispense five tickets.

Test 7

A sound will be produced each time a bongo is pressed or released to test the bongo switches.

**Turn the machine off, reset DIP switch 3 to OFF, to return to normal game mode**

### **5-5 Bongo Switch Adjust**

1. Remove 4 x M4 Screws, retaining the bongo drum body to the front panel, and lift off the drum body.
2. Lift off the drum head.
3. Alter the height of the microswitch by adjusting the microswitch retaining nuts.

### **5-6 Ticket Refill**

Open the ticket dispenser door to gain access to ticket holder.



## 6. PARTS

### CABINET

DESCRIPTION	PART No
Fluorescent Lamp Diffuser	45000003
Fluorescent Tube 33"	64500024
Top Flash Perspex	30000013
Front Perspex	39000016
Coconut Lamp Cover	45000004
Coconut Lamp 12v 3w Wedge	64000034
Play Panel Perspex	33000008
Speaker Grille	45000009
Loudspeaker 4 1/2" 20 watt	62000006
Credit Dispense Board	81000111
Credit Dispense Display Board	81000112
Side Decal L & R	40000014
Ticket Dispenser C2000	67000007
Credit Dispense Button -MPB green	60200233
Panel Mount Meter	65000002
Service Button	60000059
Back Drop Display Decal	40000017
Schaffner Mains Filter Assy	66000016
5A 20mm Quick-Blo Fuse	63500601
Soft Mallet	88700016

### DRUM ASSY

DESCRIPTION	PART No
Bongo Top Vac-Form	45000020
Black Sponge - 80 x 80 x 20	45000021
Black Sponge - Round	45000022
Black Sponge - 50 x 30 x 25	45000024
Rubber Washer M8	45000025
Coil Spring	45000028
Micro Switch	45000030

### MONKEY DRIVE & SWING MOTOR ASSY

DESCRIPTION	PART No
Coconut Micro Switch - Lever Type	60000078
Circlip - 6mm	45000037
Black Sponge - 50 x 30 x 25	45000038
Circlip - 8mm 'E' type	45000042
Circlip - 5mm	45000045
Grub Screw - M4 x 5	26300285
Swing Motor and Gearbox	45000049
Monkey Fixing Spring Clip	45000054
Spiral Shaft Bearing	45000075
Black Sponge - 40 x 40 x 40	45000056
Motor Limit Microswitch - Lever Type	60000079
Opto Sensor	88300893
Grub Screw - M5 x 5	26300559
Timing Belt	45000071
Timing Pulley	45000070
Drive Motor and Gearbox	45000072
Spiral Shaft	45000066

# 7. SCHEMATIC

