



Owner's Manual R7

RealSoccer™ Junior Soccer Simulator
Model VSSRSJ02

- Input Voltage 230VAC
- Power consumption 600 W
- Replacement fuses: 10A, 250V 5mmx20mm fast acting
- Weight: 700 lbs
- Class I
- Isolating step down transformer 230VAC -115VAC only



WARNINGS

- ⚠ Heavy unit, care must be taken when moving and lifting***
- ⚠ This unit must be connected to a protective earth / ground***
- ⚠ The unit must be connected to an easily accessible all pole disconnecting device***
- ⚠ The unit should only be serviced by authorized personnel***
- ⚠ Danger, internal high voltages***

Record your product serial number for warranty service

Serial Number:

RealSoccer™ Game Installation Guide

V7 Updated August 3rd, 2006

PLEASE READ THIS ENTIRE DOCUMENT BEFORE BEGINNING INSTALLATION. IF YOU HAVE ANY QUESTIONS, CONTACT VISUAL SPORTS SYSTEMS BEFORE BEGINNING INSTALLATION.

RealSoccer™

77.75" tall (1.98 m), 65" wide (1.65m), 49" deep (1.24m)

A complete RealSoccer™ game is shown. Before attempting to remove the game from the shipping skid, remove any shipping screws that may have been installed through the black carpet into the skid.

Use four people to move the game off the skid onto your floor. Use caution as the game is heavy.

When the system is plugged in for the first time, you may need to manually start the monitor with the remote control (stored in the back). Once started, the system can be shut down by cutting power. The unit will restart when power is restored.

Note there is a metal lip on the front edge of the game that provides a ramp for the soccer ball. This part is installed backwards for shipping purposes – **MAKE SURE TO REMOVE AND REVERSE THIS LIP BEFORE USE.** Each system ships with one extra soccer ball should the original wear out.

An optional green carpet may also be installed in front of the game.

Maintenance

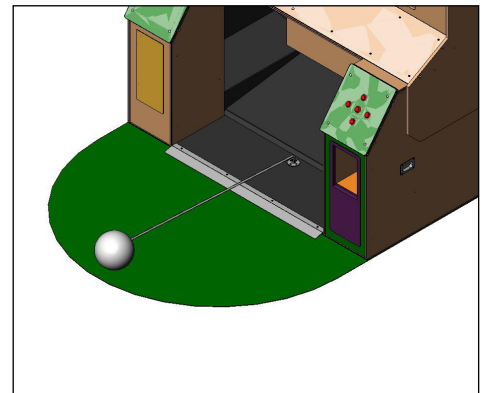
In order to function properly, the carpet inside the game cabinet must be kept clean and free of debris. Small pieces of paper, dust & trash can all interfere with proper tracking of the soccer ball. Occasional vacuuming of this area is recommended.

The marquee light is a standard 4' fluorescent fixture. If the bulb has reached the end of its life, replace it with a similar part.

The display uses DLP technology which has at its core a high intensity bulb. Over time the bulb brightness (and thus the display brightness) will be reduced until it reaches the end of its life. The bulb can easily be replaced by following the instructions provided with the display. Only use bulbs that have been supplied by the original manufacturer of the display.

Service

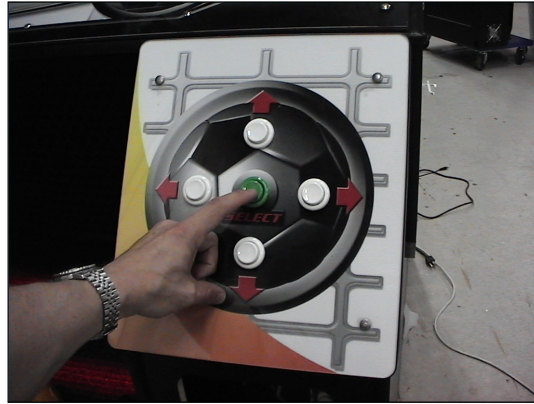
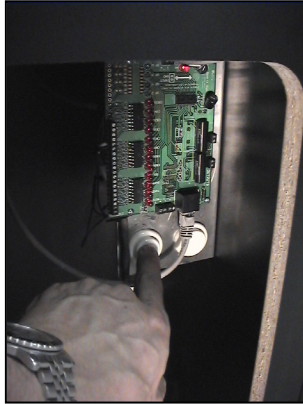
For questions not answered in this manual, refer to the distributor of your system.



Service Menus

The service menus are accessed by **pressing the menu button which is on the input/output assembly behind the coin door.** After pressing this button, the service menu will appear onscreen. The other button on the input/output assembly is a **CONTINUE** button used to resume ticket dispensing if the dispenser runs out of tickets while paying out a customer's tickets.

The service menu is navigated using the white directional buttons and options are selected using the green select button.



The main branches of the service menu that will appear onscreen are:

System: Shows the serial number and allows changing of the date and time

Game Settings: Allows you to change the game difficulty, price, and scoring

Tournament: Allows you to setup and manage a single system tournament (cost to play, difficulty, prizes offered, statistics, etc)


Devices: Allows you to setup and diagnose the input and output devices (sound test, button test, tracking test, enable coin acceptors, etc)

Statistics: Shows how often the game is played, high scores, revenue, etc

Other: These are debugging options for Visual Sports

Setting up the game for your facility:

Time and Date - The system is shipped from the factory with the default system time and date settings. If required, you can change the time & date in the “**SYSTEM**” section of the service menu.

 **WARNING** - *Setting the date and time backward may temporarily invalidate the software license. This condition will clear up by the next day.*

To set up your payment devices:

RealSoccer™ can be configured in one of three modes: **Currency** (Mechanical & Electronic Coin acceptors), **Token** (Mechanical or Electronic Token acceptors) or **Swipe** (Swipe Card systems).

Go to the **Devices/Credit** menu and set the **Type** field to the appropriate credit type.

Go to the **Devices/Credit/Symbol** menu and set the currency symbol to the local currency symbol.

All currency is accumulated by the system in 1/100ths of the local currency. The **Token** and **Swipe** fields set the values of each in the local currency. The **Bill PPC** field sets the number of pulses per local currency to expect from a bill validator (e.g. set to 4 if your validator gives 4 pulses per dollar). The **C001 Map** field can be set to any value and is used to accommodate unusual currency denominations (e.g. 0.20 for a 20 cent coin).

Set the **Enabled** field to **Yes** to enable the credit device. It is now ready to use.

To set up a ticket dispenser:

Go to the **Devices/Ticket** menu. Set the **Minimum**, **Maximum**, **Score%**, and **Per Rank** fields. If a player is added to the “top ten” list, they receive a bonus based on the **Per Rank** setting. The number of tickets dispensed is calculated by:

Tickets = Score x Score % + Per Rank / Rank (if added to the “top ten” list)

Regardless of the result, a player will never receive more tickets than specified in the **Maximum** field, nor will they receive less than **Minimum**.

Example:

If your settings are: **Minimum** = 10, **Maximum** = 100, **Score %** = 10, **Per Rank** = 20
Then a player ends up with a score of 500 points and is 5th on the “Top Ten” list, they will receive 54 tickets.

Tickets = 500 * 10% + 20 / 5 = 54

Setting up a tournament for your facility:

The tournament feature allows you to run a single system tournament without having to be connected to the internet. You have complete control over the tournament start and stop date as well as the type of award.

There are three types of prizes: **fixed**, **progressive** and **gift**. The fixed and progressive types are cash prizes where the progressive prize pool grows with each tournament game that is played. The more tournament games that are played the greater the progressive prize will be. The gift prize type can be used when local laws prohibit cash prizes or when you want to run a “for fun” competition.

Example: Running a Tournament (Progressive Type)

Go to the **Tournament** menu. The **Status** field should be “INACTIVE” if a tournament is not currently running. If the **Status** field is “ACTIVE” then select “End”.

Go to the **Settings** menu. Change the **Name** field to an appropriate tournament name. Change the **Type** field to “Progressive”.

Go to the **Duration** menu and set the start/stop date and times.

Select **Done** and go to the **Rules** menu. Set the **Cost/Play** (1/100ths of local currency), the game **Mode**, game **Level**, number of **Shots**, and **Time** (if Mode is Time). Select **Done** and go to the **Prize** menu.

In progressive tournament play, you have the option of “seeding” the prize pool to start it at a non-zero number or starting it at \$0.00. Set the **Revenue%** to the portion of revenue you would like to direct into the prize pool.

In tournament play you have the option to select the number of winners (1 – 5). To do this set the percentage of the prize pool that should go to each winner. Any position you don’t want to use should be set to 0%. For example, if you want to run a “winner takes all” tournament, you would set position 1 to 100% and the other four positions to 0%. Regardless of how many winners you want to have, the total percent MUST add up to 100%. The prizes are calculated as follows:

1st: Revenue x Revenue% x Prize1%

2nd: Revenue x Revenue% x Prize2% etc.

To start the tournament, go to the **Tournament** menu, set **Enabled** to **Yes** and select **Begin**. The **Status** field should change to “ACTIVE”. Select **Done** and **Done** again to exit the Service menus.

Press the down button and the tournament status screen should come up. The Details/Status text will indicate if the tournament is “Pending”, “Active”, or “Ended”. When the tournament status is “Active” a tournament cost/play message will cycle at the bottom and a trophy icon will flash in the top right corner of the screen.

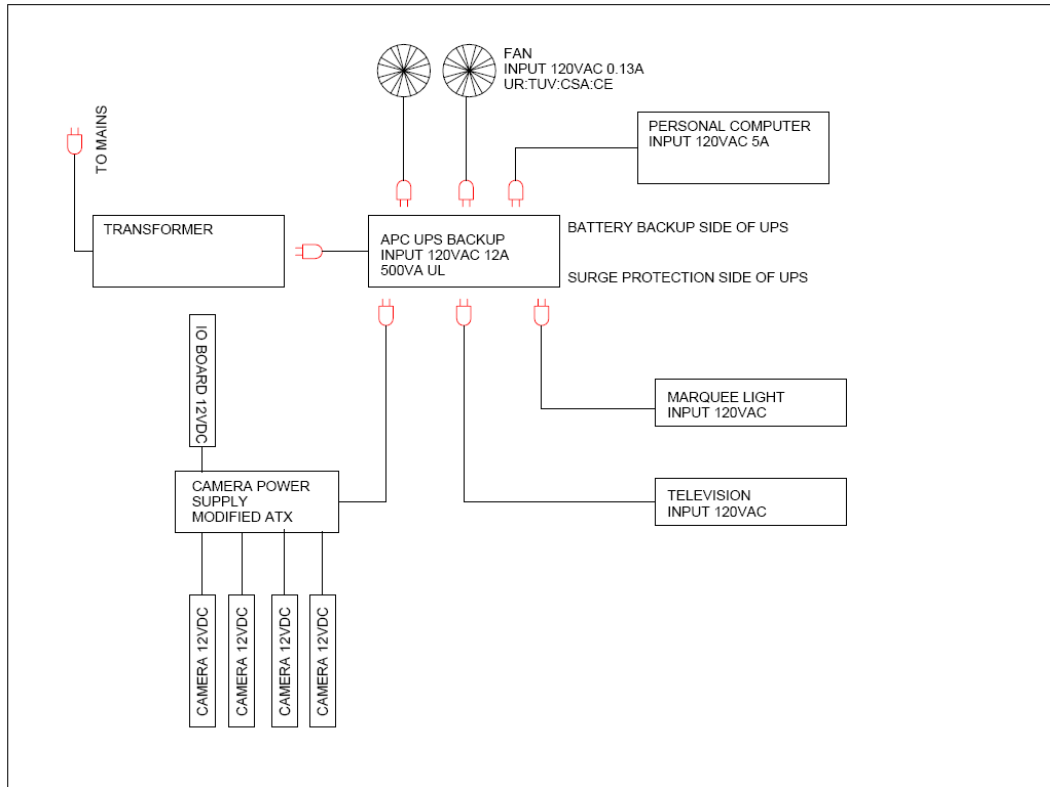
To view the tournament statistics, go to the **Tournament/Statistics** menu. The statistics for the currently active tournament can be viewed in the Current menu. The statistics for the last tournament run can be viewed in the Last menu. The lifetime tournament statistics can be viewed in the Total menu.

When a player scores high enough to be added to the tournament ranking, they will be prompted to enter their initials as well as a pin code. They must remember this code to claim their prize. To verify a winner after the tournament has ended, go to the **Tournament/Statistics/Current** menu and select the prize slot the player is claiming. The player must now enter their pin code to verify they are entitled to the prize. If the password is “Accepted” then a ‘V’ will appear at the end of the prize slot.

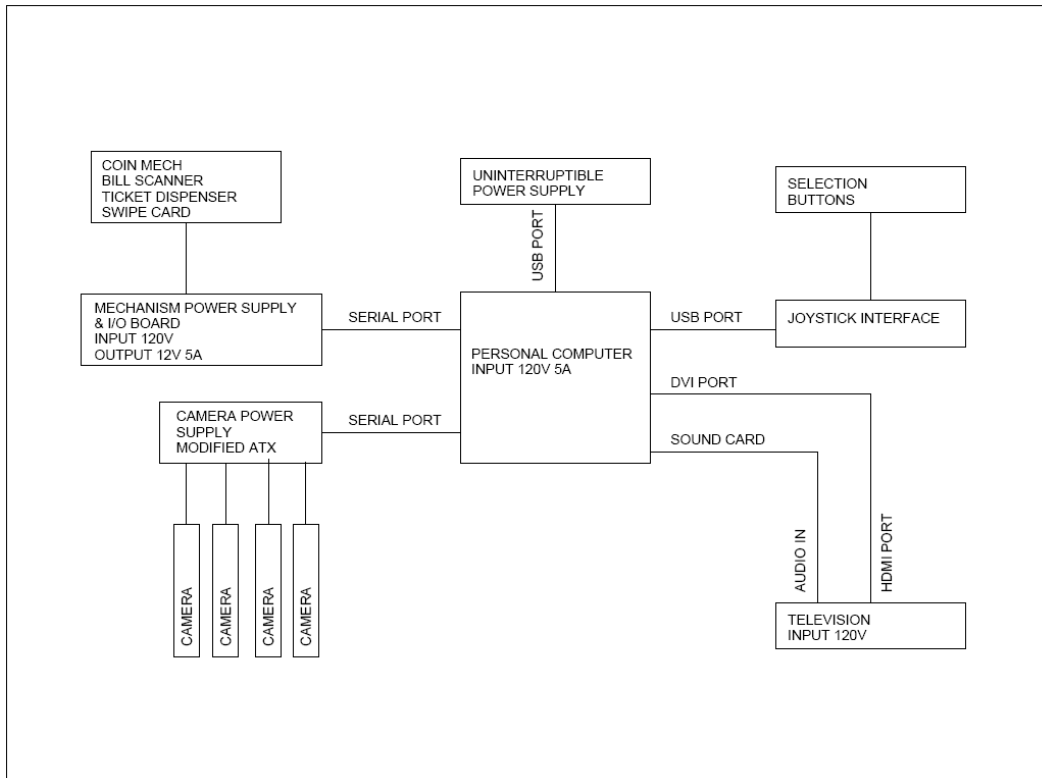
To end a tournament, go to the **Tournament/Statistics/Current** menu. Check that all required prize slots have been validated. Select “**Done**” and “**Done**” again. Select **End** and the **Status** field will change to “INACTIVE”. The prizes that were validated will be added to the **Tournament/Statistics/Total/Payout** total.

Wiring Diagrams

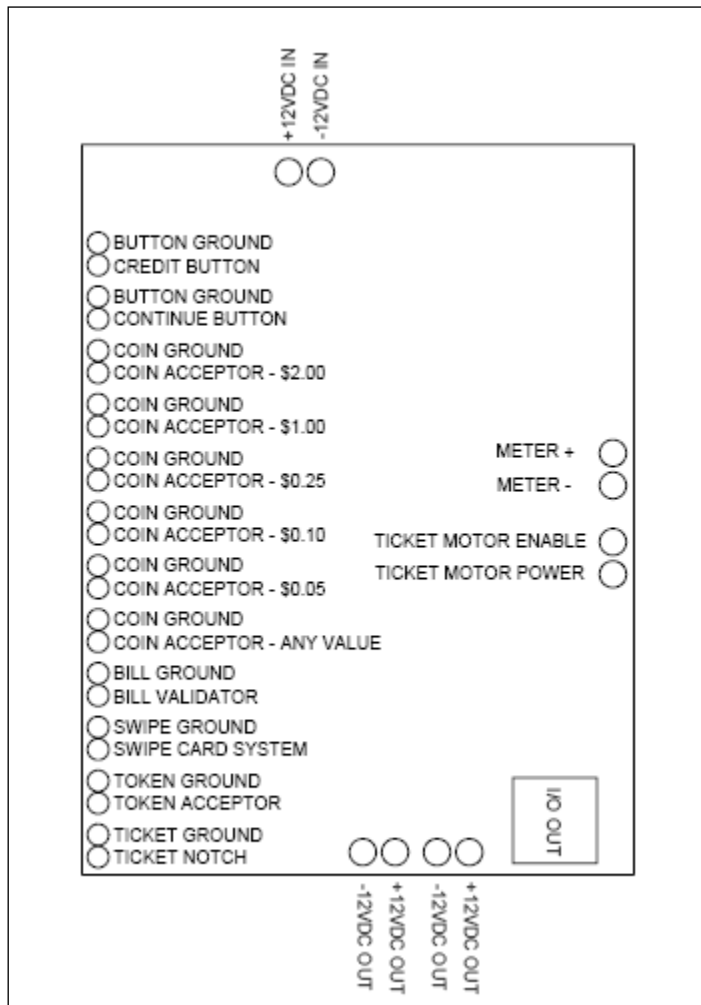
Power:



Data:



I/O Board (behind coin door):



This is a representation of the I/O board behind the coin door. It is a universal interface for all types of validators. Together with the PC it also acts as an accumulator.

To hook up a device, connect the wires to the appropriate connectors as indicated in the diagram. There is an LED beside each pair of connectors that will flash when a signal is received on that line.

Examples:

For a \$0.25 US coin acceptor, connect the normally open pins of a coin switch to the pins "**COIN ACCEPTOR - \$0.25**" & "**COIN GROUND**"

For a £1 coin acceptor, connect the normally open pins of a coin switch to the pins "**COIN ACCEPTOR - \$1.00**" & "**COIN GROUND**"

For a ticket dispenser, attach the appropriate four wires from your dispenser to: "**MOTOR POWER**", "**MOTOR ENABLE**", "**NOTCH**", & "**GROUND**". A harness is pre-installed for Deltronics ticket dispensers.

A coin meter may be attached to the pins "**METER +**" & "**METER -**". The meter will advance one click each time the START button is used to begin a game. Because normal games and tournament games can be set to different prices, the meter does not count currency in, but rather games played. Free games given using the "**FREEPLAY**" function in the service menu will not be counted, but free games played by increasing the number of credits through "**GAME SETTINGS / CREDIT**" will be counted.

Two 12VDC outputs are provided at the bottom of the I/O board to drive coin door lights or other accessories.

Note:

*12VDC power must be supplied to the 12VDC IN connector for the I/O board to function.
A network cable must be attached from I/O OUT to the game PC for the I/O board to function.*

Service Menu Map:

| | | | | | | |
|----------------------|-------------------|-----------------|-----------------|-------------------|-------------------|------------|
| SYSTEM | Serial Number | | DEVICES | VIDEO | Test Pattern | |
| | Date | | | AUDIO | Test Speakers | |
| | Time | | | TRACKING | Enabled | |
| GAME SETTINGS | Credit | | | | Test Accuracy | |
| | Cost per play | | | | Calibrate Plane 1 | |
| | Shots | | | | Calibrate Plane 2 | |
| | Clock | | | | Plane 1 X 0 | |
| | Time | | | | Plane 1 Y 0 | |
| | DIFFICULTY | Kiddie Track | | | Plane 2 X 0 | |
| | | BEGINNER | Min Distance | | Plane 2 Y 0 | |
| | | | Min Speed | CREDIT | Enabled | |
| | | | Distance Weight | | Type | |
| | | | Speed Weight | | Symbol | |
| | | AMATEUR | Min Distance | | Bill PPC | |
| | | | Min Speed | | C\$0.01 Map | |
| | | | Distance Weight | | Token | |
| | | | Speed Weight | | Swipe | |
| | | PRO | Min Distance | TICKET | Enabled | |
| | | | Min Speed | | Minimum | |
| | | | Distance Weight | | Maximum | |
| | | | Speed Weight | | Score % | |
| | | | | | Per Rank | |
| TOURNAMENT | Enabled | | | INPUT | JOYSTICK | Position 0 |
| | Status | | | | | Position 1 |
| | Begin | | | | | Position 2 |
| | End | | | | | Position 3 |
| | SETTINGS | DURATION | Start Date | | | Button 0 |
| | | | Start Time | | | Button 1 |
| | | | End Date | | | Button 2 |
| | | | End Time | | | Button 3 |
| | | RULES | Cost per play | | I/O | Token |
| | | | Mode | | | Swipe |
| | | | Level | | | Bill |
| | | | Shots | | | C\$0.01 |
| | | | Time | | | C\$0.05 |
| | | PRIZES | Name | | | C\$0.10 |
| | | | Start | | | C\$0.25 |
| | | | Revenue % | | | C\$1.00 |
| | | | Player 1-5 % | | | C\$2.00 |
| | STATS | CURRENT | Plays | | | I/O U |
| | | | Revenue | | | I/O V |
| | | | Prize Slots | OUTPUT | I/O L | |
| | | LAST | Plays | | I/O M | |
| | | | Revenue | | Set | |
| | | | Payout | STATISTICS | LIFETIME | Time |
| | | TOTAL | Plays | | | Play |
| | | | Revenue | | | Revenue |
| | | | Payout | | | Tickets |
| OTHER | Date format | | | CURRENT | Start | |
| | Ballout | | | | Time | |
| | Debug | | | | Play | |
| | | | | | Revenue | |
| | | | | | Tickets | |
| Freeplay | | | | HIGH SCORE | Top ten scores | |

Game Settings / Credit: This shows the number of credits on the system. You can pre-load the game with credits if you wish to let people play for free.

Game Settings / Difficulty / Kiddie Track: When enabled, this settings allows very slow shots to produce a reaction on the screen. If small children are playing, you may want to enable this setting.

Freeplay: When selected, the service menu will immediately exit and allow one free game.

Devices / Input / Joystick / Position 0,1,2,3: This is used to test the white directional buttons on the front of the game.

Devices / Tracking: Do not make any changes to this section. It is for high level service only.

Game Settings / Difficulty / Beginner / Min Speed, Min Distance, etc: These are used to calculate game scores. There is no need to change the default values.