

The Bishi Bashi Product & Setting Information



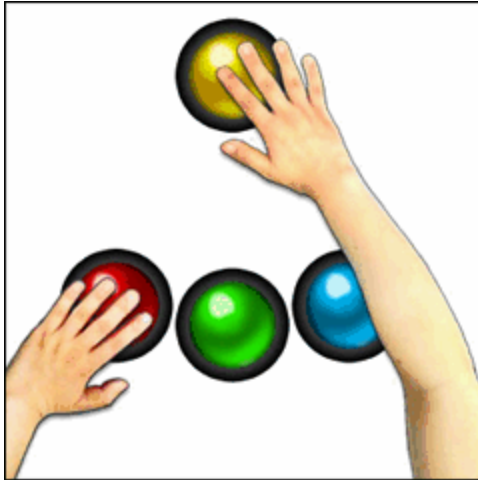
August 2010

Overview

- This presentation gives a brief overview of how the game and settings work.
- 3 x Player cabinet.
- Using Konami original characters.
- 30 x mini games each lasting approx. 30 to 45 seconds.
- Players have to work together to clear the stages and are then marked as a team!
- Ticket payout for each player (3 x ticket payouts) on the European Version.
- 37" LCD monitor.
- Cabinet Dims:
 - H = 1850 mm
 - W = 955 mm
 - D = 970 mm



Easy Game Play



Game play is very simple. Each player has 4 x coloured buttons. They use 3 x buttons in most of the game play and then have to press the START button to complete the rounds.

2 x Game Modes

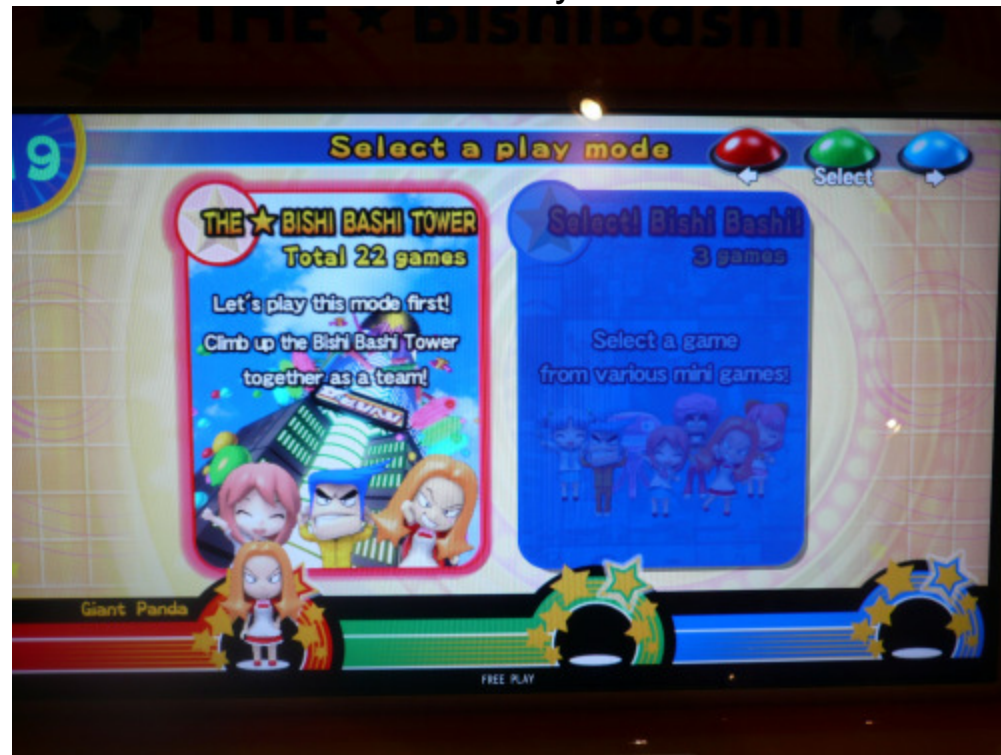
• Once the player has entered their coin they can select from one of 2 x Game Modes (as per the pic below):

1. Tower Mode:

- This is a story mode where the CPU selects the games that the player will play.
- Each player has a number of lives to play with and if the team performance is poor then team members will lose lives (see Tower Results info later).

2. Select Mode:

- The player can manually select the games they want to play.
- The number of levels can be set by the OP in the TEST MENU.



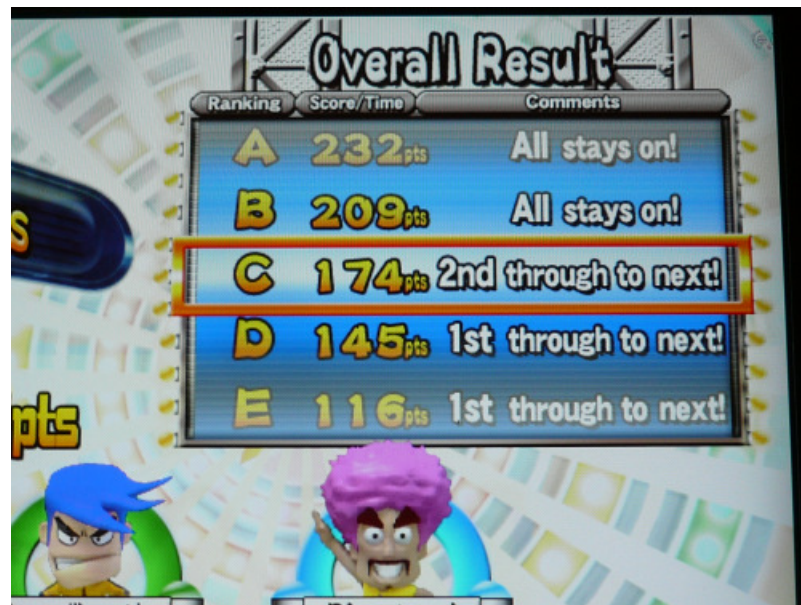
Target Score Info

- Once the player has selected the game they want to play (or the CPU selects the game they are to play on Tower Mode) they are shown a short clip of how to play and a list of the target scores and results as per the pic below. Please note that this is a team game therefore all players results are used in the calculation of the grade and ticket payout, not individual players e.g. good players results are lowered if they are playing with weaker players.



Tower Mode Results Page

- After playing a game in Tower Mode the players are shown the result page.
- Depending on the performance of the players they will be given a grade (from SSS to U).
- Along side the grade there is a “forfeit”, e.g. if the score is very bad (D Grade) then the 2nd and 3rd players will lose lives. It is possible to set the number of lives per player in the TEST MENU.



TEST MENU - Game Options

- The TEST SWITCH is located in the front coin door.
- You can see the modes are split into 2 and you can alter settings for each:
 - Story - Difficulty and number of lives per player.
 - Select – Number of stages per credit.
- Information on TICKET OPTIONS and GAME SWITCH are on the following pages.



TEST MENU – Ticket Options

- As the game works on a grading system it is possible to change the number of tickets paid for the grade achieved.
- This is done in the TICKET OPTIONS page on the GAME OPTIONS.
- It is possible to turn off the ticket payout all together (making the game a video only game).
- Or you can adjust the number of tickets per stage a player will win at each grade level as per the picture below.
- Remember to SAVE & EXIT when making any changes.



TEST MENU – Game Switch

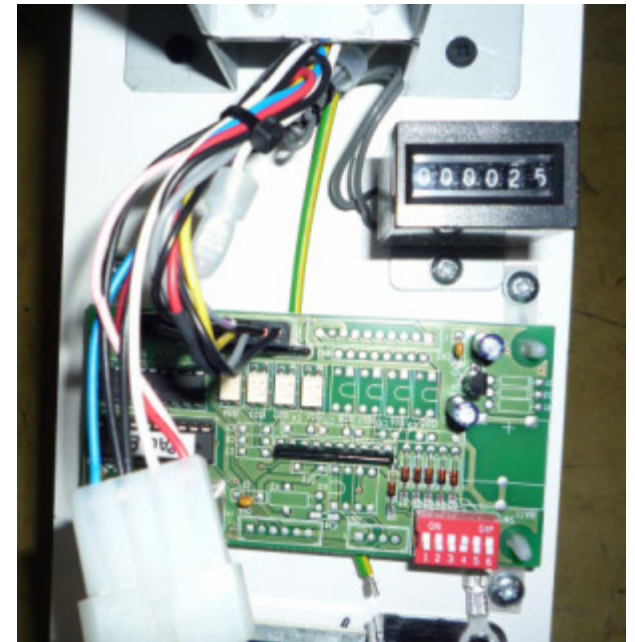
- It is possible to turn each game ON or OFF to the players e.g. TURN OFF means that they will not be able to select this game and the CPU will not select this for them.
- Some locations may request certain games to be switched off or you may feel some of the games are too complex for the local players.
- Simply enter the TEST MENU and go to GAME SWITCH and then scroll through the games turning them ON or OFF.
- Remember to SAVE AND EXIT when finished.



Other Settings – Ticket PCB

- Each of the player positions has a ticket unit.
- Next to the ticket unit is a small PCB with a bank of DIP Switches.
- It is possible to alter the payout of the machine using these switches as per the table below.

| SW1 | SW2 | SW3 | SW4 | |
|-----|-----|-----|-----|-----------------------|
| ON | ON | ON | ON | 1 PULSE = 50 TICKETS |
| OFF | ON | ON | ON | 1 PULSE = 25 TICKETS |
| ON | OFF | ON | ON | 1 PULSE = 20 TICKETS |
| OFF | OFF | ON | ON | 1 PULSE = 10 TICKETS |
| ON | ON | OFF | ON | 1 PULSE = 5 TICKETS |
| OFF | ON | OFF | ON | 1 PULSE = 4 TICKETS |
| ON | OFF | OFF | ON | 1 PULSE = 2 TICKETS |
| OFF | OFF | OFF | ON | 1 PULSE = 1 TICKET |
| ON | ON | ON | OFF | 2 PULSES = 1 TICKET |
| OFF | ON | ON | OFF | 4 PULSES = 1 TICKET |
| ON | OFF | ON | OFF | 5 PULSES = 1 TICKET |
| OFF | OFF | ON | OFF | 10 PULSES = 1 TICKET |
| ON | ON | OFF | OFF | 20 PULSES = 1 TICKET |
| OFF | ON | OFF | OFF | 25 PULSES = 1 TICKET |
| ON | OFF | OFF | OFF | 50 PULSES = 1 TICKET |
| OFF | OFF | OFF | OFF | 100 PULSES = 1 TICKET |



End

**If you need more information please
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