# CopyCat

## Owner's Manual

DSM Sales & Manufacturing

Version 2

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# Game Overview



**CopyCat is based on one of the most popular and most played electronic games of the last thirty years; Simon by Hasbro. Now it is a prize redemption machine.**

When a person enters their money into the game of CopyCat their memory is challenged in order to win a great prize.

Once the game starts the four lights inside the cabinet begin a pattern that the player must follow. The player attempts to repeat the pattern that the computer has just given. If the player is good enough one light will be added to the pattern every successful repeat of the pattern. If the player repeats the pattern enough times they will then have the chance to take the small prize or continue with their pattern longer in order to win a grand prize.

There are some catches in the game however. There is a time limit for the player to push the buttons, the farther along the player gets, the shorter the time between the buttons gets. So the player must be quick.

Players will see the game as an easy win, but this game isn't so easy to win; however, players will find that, just like the original game of Simon, CopyCat is addictive and will keep their attention for hours. As players drop more and more money into this game, any owner of the game will realize that there is money to be made with every CopyCat game on location.

# Getting Started

This CopyCat game is ready to play right out of the box with factory preset defaults. However, if you wish to change any settings in how the game plays or how much it costs, follow these simple instructions through the setup process. But first, make sure that you find the following items inside the coin box.

> ➢ One door key.
>
> ➢ Instructions for your bill validator (if applicable).
>
> ➢ Nine security rods for the prize coils.
>
> ➢ Black power cord.

## Game Setup

1. Unscrew the leveling glides on the bottom of the machine to below the wheels to stop the game from rolling and give it more stability.

2. *Plug in the game.* Open back service door and lower front service door first. Find the power cord in the coin box and plug it both into the back of the machine and a power outlet. It is recommended that you use a surge protector if possible. **(This game is for indoor use only).**

3. *Turn on the game and setup.* If the game does not turn on immediately upon plugging the game in, check the power switch on the power strip and on the power supply itself. Then, inside the

front door and on the bottom-right side of the prize chute you will find three counters and one red button. Push the red button to put the game into setup mode.

## Setup Buttons

4. *Setup buttons.* Use the buttons on the front panel to set up the game. The red button increases the values and the green button decreases the values. The blue button advances you to the next step. *For a quick reference to game setup look at the setup quick reference guide.*

## "Choose Credits Per Play"

5. *"Choose credits per play."* You will hear these words as the first step. One coin is equal to one credit. A one dollar bill is worth 4 credits. (Eg. If you set the game for two credits it will require two coins to play the game.)

## "Choose Credits Per Bill"

6. *"Choose credits per bill."* Some people wish to give 5 credits for a dollar bill (if they have a bill validator). This entices more play of the game. If a player puts in a $5 bill they will receive 25 credits and thus 6 games instead of 5. If you do not have a bill validator this step does not apply.

## "Select Difficulty Level for Regular Play"

7. *"Select difficulty level for regular play."* There are 4 different levels of difficulty (1-4) for the regular play of this game. This is

for the first round only.  This will determine how fast the game leads the pattern and how long the player has to complete the pattern.  Control your payout with the difficulty level.  (Most owners will place very small prizes on coils one through six and allow many people to win this prize.)  <u>See the difficulty level table in this owner's manual to set the best difficulty level for you.</u>

### "Select Difficulty Level for Bonus Play"

8. *"Select difficulty level for bonus play."*  Just like before, as the difficulty level increases, the harder the game becomes and the less you will pay out.  There are ten different difficulty levels (1-10).  <u>See the difficulty level table in this owner's manual to set the best difficulty level for you.</u>

### "Select One for Teaser Sound or Zero for No Sound"

9. *"Select one for teaser sound or zero for no sound."*  The factory default is to have the sound on all the time.  If you leave this setting at one the music will play in the teaser mode.  However, if you choose zero, only the lights will flash during the teaser mode.

10. *Play the game once.*  Just to make sure that the game is working and that you understand how it works.

11. *Put prizes on the coils.*  It is recommended to use plastic wire ties to hold the prizes onto the coils.  Make sure to leave enough space in the loop so that the prize hangs loosely on the coil.  Also, place only one prize on every other turn of the coil so that only one prize will dispense per game.

# Setup Quick Reference Guide

The game comes preset from the factory at recommended levels

| Vocal Command | Description | Choice | Factory Default |
|---|---|---|---|
| Choose Credits per Play | This adjusts how much the game costs (1 coin equals 1 credit | 0 credits (free play) to 8 credits | 2 credits |
| Select credits per bill | The game can give five credits for a dollar bill if desired and thus a free game for every $5 bill entered. | 1 to 6 | 5 credits |
| Select difficulty level for regular play | This is the difficulty level for obtaining one small prize | 1 to 4 | 2 |
| Select difficulty level for bonus round | This is the difficulty level for obtaining a large prize | 1 to 10 | 7 |
| Choose 1 for teaser sound or 0 for no sound | Turn the teaser sound on or off | 0 or 1 | 1 |

# Difficulty Level Table

| Difficulty Level | Winner |
|---|---:|
| **Regular Play** | |
| Level 1 | Approx. 1 every game |
| Level 2 | Approx. 1 every other game |
| Level 3 | Approx. every third game |
| Level 4 | Approx. every fourth game |
| **Bonus Play** | |
| Level 1 | Approx. 1 in 50 games |
| Level 2 | Approx. 1 in 100 games |
| Level 3 | Approx. 1 in 150 games |
| Level 4 | Approx. 1 in 200 games |
| Level 5 | Approx. 1 in 250 games |
| Level 6 | Approx. 1 in 300 games |
| Level 7 | Approx. 1 in 400 games |
| Level 8 | Approx. 1 in 500 games |
| Level 9 | Approx. 1 in 600 games |
| Level 10 | Approx. 1 in 800 games |

These payout levels are estimates based on history and odds.

It is the sole responsibility of the game owner to set the game difficulty for desired payout. DSM Sales & Manufacturing will not be held responsible for prizes dispensed before the desired time and will not refund money for prizes paid out or lost once the game is set on location.

# Game Play

## Round 1

In Round one the player has to repeat the pattern enough times in order to win a small prize. The lights follow a pattern set by the game and the player has to repeat that same pattern enough times to reach the small prize level. The pattern will increase by one light after each repeat until the player has completed ten lights and wins.

If the player successfully repeats the pattern then he has a choice to select a small prize or attempt longer patterns for a grand prize. The green button on the front of the cabinet will select a prize, and the red button will advance him to the next round.

## Round 2

If the player advances to the next round he will have to continue the pattern for six more lights to accomplish it, but he has to be quick. So now it is harder to finish the sequence. If the player wins the round by successfully repeating the complete pattern then he will be able to choose a grand prize.

# Audit Mode

Use this function to electronically audit the game's income and payout totals.

1. Press the Audit/History button (the blue button inside the lower front door) to enter the audit section of the software.

2. During the teaser mode, if the game is waiting for credits, the display will show zero. After pushing the Audit/History button however, the two digit display will read A indicating you have entered the audit mode.

3. Press the play button and follow the table to see what the numbers mean.

| Step | What the numbers mean. |
|------|------------------------|
| 1 | This represents the number of credits entered into the game. The numbers will flash through the total since the last reset. |
| | Press Play ↓ |
| 2 | This represents the total number of small prizes paid out since the last reset. |
| | Press Play ↓ |
| 3 | This represents the total number of large prizes paid out since the last reset. |
| | Press Play ↓ |
| 4 | This represents the total number of games played since the last reset |
| | Press Play ↓ |
| 5 | This represents the total number of bonus rounds played since the last reset. |
| | Press Play ↓ |

4. Once you have advanced through each step of the audit the display will read A again.

5. Press the Audit/History button anytime during the audit to exit the Audit mode and enter the History mode.

6. You can reset the audit numbers by turning the power to the game off, depressing and holding the audit button while powering up the machine. This will reset all five of the audit functions at once.

The Audit function of this game allows the owner of the machine to check the numbers that the operator has been reporting.

# History Mode

Use this function to see how the last ten games ended.

1. When you press the Audit/History button to leave the audit mode you will automatically enter the History mode and the display will read H indicating that you have entered the History mode.

2. Again, press the Play button to advance to the most recent game played. Then you can use the red and green buttons on the front panel (just like setup) to move up or down through the last ten games. The CopyCat lights will show how the game ended. The thermometer in the middle of the playfield will show where the player ended during the game. If the small prize bulb is lit and nothing above it then the player won a small prize, but if the grand prize bulb is lit then the player won a grand prize. If the lights end between the prize bulbs or below the small prize bulb the player did not win a prize. If the player won a prize then the light next to that prize coil will be lit showing that prize was dispensed. Use the table below to see what the display on the game indicates.

| Step (Displayed) | Game |
| --- | --- |
| 1 | The most recent game played |
| 2 | $2^{nd}$ to last game played |
| 3 | $3^{rd}$ to last game played |
| 4 | $4^{th}$ to last game played |
| 5 | $5^{th}$ to last game played |
| 6 | $6^{th}$ to last game played |
| 7 | $7^{th}$ to last game played |
| 8 | $8^{th}$ to last game played |
| 9 | $9^{th}$ to last game played |
| 10 | $10^{th}$ to last game played |

3. Once you have advanced through all ten of the last ten games played the game will return to play mode and the display will show zero.

4. To exit the History mode push the Audit/History button at any time during the history function.  The game will then return to the tease mode awaiting credits to play.

5. If you reset Audit the History remains.  The History should never erase unless you reprogram the software chip.  If there are no games in the History, the CopyCat board will not show anything in the thermometer. This means that no games have been stored yet.

# Additional Features

The following features are in the design of the machine for your convenience.

### Tilt Meter

Inside the machine is a tilt meter that will sound a buzzer as soon as the machine is tipped in any direction. This is a security feature to warn of attempted theft or vandalism. When the alarm sounds, it will not interrupt the play of the game, only sound an alarm. This does not replace the need for the security rods on the prize coils.

### Audit Function

This allows the owner of the machine to perform an audit of all money coming into the machine and all prizes being paid out.

### History Function

This allows an attendant to see what the outcome of the last ten games has been. This will show if a winner has occurred within the past ten games.

### Free game

If the game is set to give 5 credits per bill and the game is set at $1 per play then a player will receive a free game for every $5 bill put into the machine.

### Continuation of the Game

If the player messes up on the bonus round he or she has the option to enter more credits and continue where they left off. This option is not available during free play to prevent continuous play at demonstrations of the game.

## Prizes

The prize coils are designed to give the player an opportunity to win small prizes or take large prizes. Merchandising of this machine is the key to its success. If players see prizes that are very desirable as grand prizes they will attempt to play for the grand prize repeatedly. So, putting in prizes that are very enticing (eg. IPOD, DVD players, Gameboys, etc.).

It is also important to make sure that you stay within the weight requirements for the prizes on the coils. It is recommended that you do not exceed more than three pounds on each of the grand prize coils and one pound on each of the small prize coils.

Just remember that it is important to make it well worth the while of the player to play the game repeatedly. If the prizes are not enticing, the players will not continue to play the game and the key is to get the players to play more than once.

# Service and Troubleshooting

**Call your dealer for technical support issues.**

**Or call DSM at (800) 738-8618 and ask for customer service.**

1. **The coins do not register as credits.**

   a. Open the coin door and make sure that all the wires are connected properly. Next check those same wires and make sure that they are connected to the main board on the control panel.

2. **I am not getting any sound during game play.**

   a. Make sure that the volume is turned up. There is one volume knob next to the main circuit board. Make sure it is not turned all the way down. Also, check to make sure that the wires are attached to the speaker.

3. **When I push a button the game does not begin.**

   a. Check to make sure that the wires are connected to the button inside the lower front door.
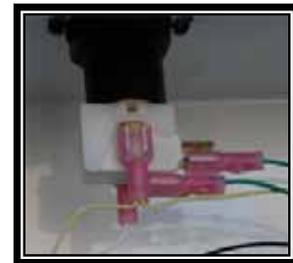
4. **The prize will not fit down the chute.**

   a. You have to put in prizes that will fit down the exit chute otherwise they will not vend. If you are wondering whether the prize will fit, try putting it down the chute and then reaching in the door from the front to retrieve it.

5. **The prizes do not fall off the coils.**

   a. If the prizes are hung too tightly on the coils then they will not come off the end of the coil. Also, if the prizes are too large and rest on the coil below there is a chance they will hang up and not drop down.

6. **The prize motor does not turn, or it turns the wrong way when I win a prize.**

   

   a. Look on the back of the playing field and make sure that the wires are connected to the motor correctly and to the main circuit board. If the motor is turning backwards switch the leads at the motor.

7. **The prize motor does not stop when a prize falls.**

   a. Check the wires on the two boards attached to the prize box. Make sure they are connected. Also, make sure the optic sensor wires are connected at the main board. If this does not solve the problem, make sure the sides of the prize box are absolutely straight.

8. **How do I change the button light bulbs?**

   a. Twist the switch counter-clockwise and pull the socket out. The bulb will just pull out and you can push another one in.

9. **How do I change the front fluorescent bulb?**

   a. **Make sure that the power is turned off** to the game before changing the bulbs. On each side of the light fixture is one wing nut. Loosen this wing nut and slide the whole fixture toward the prize coils. You can then change the bulbs (Use F20 T12, 24" bulbs) with ease and slide the fixture back into place. Tighten the wing nuts when finished.

**10. How do I replace the power strip?**

    a. **Unplug the machine first.** Undo the nuts on either side of the power strip to remove the strip itself. Then unsolder or cut off the wires at the input plug on the back of the machine. Remember which color of wire attaches to which terminal.

    b. On the new power strip, cut the plug off and strip the insulation off of the three stranded wires inside the machine. Solder the wires into the same positions on the input plug. Place the power strip on the wall and reattach the bracket to hold it to the wall.

**11. How do I replace a prize motor?**

    a. Follow these directions in order. Unplug the blue and white wires attached to the leads on the motor. Unscrew the prize coil from the front of the motor and the security rod if attached. Unscrew the two screws at the corners of the motor on the back and remove the motor. Then place the new motor in its place.

**12. How do I clean the machine?**

    a. Turn off power before cleaning of the machine. *DO NOT USE A WATER JET TO CLEAN THIS MACHINE.* Use a damp rag and a general cleaner to keep the machine looking good. Remember that a clean machine is more enticing and makes more money.

## 🕐 **Your Machine's Personal Information**

It is important to write down all important information of this individual unit in case you need it later.


Your dealer support phone number and contact:_____


Your CopyCat Serial #:_____


The PIC 4 digit check sum number (the largest chip on the main circuit board *example (Simn A 4b28)*): _____


The sound chip code (2nd to largest chip on main circuit board): _____


Door Key #:_____


Coin Box Key #:_____

# Replacement Parts

Not all possible parts are listed on this sheet.  Call your dealer to order parts.

| Part | Part # |
|------|--------|
| CC Main Circuit Board | DSM-1071 |
| CC Playfield Circuit Board | DSM-1076 |
| Prize Optic Boards (2 per set) | DSM-1080 |
| CC Display Board | DSM-1073 |
| CC Prize LED Board | DSM-1075 |
| CC Prize Motor | DSM-2563 |
| CC Prize Coil | DSM-1173 |
| CC Prize Rods | DSM-1185 |
| CC Prize Door | DSM-1168 |
| Coin Mech | Varies by coin |
| ICT Bill Validator | Varies by currency |
| Mars Bill Validator | Varies by currency |
| 12V/5V Power Supply | DSM-2240 |
| Green Play Button | DSM-2301 |
| Blue Play Button | DSM-2309 |
| Yellow Play Button | DSM-2310 |
| Red Play Button | DSM-2308 |
| Button Light Bulbs | DSM-0035 |
| Red Competition Button | DSM-2304 |
| Blue Competition Button | DSM-2305 |
| Power Strip w/ input plug | DSM-1034a |
| Speaker | DSM-0023 |
| Caster (wheel) | DSM-2463 |
| Power Cord | DSM-1036 |