

CopyCat

Ticket Owner's Manual



INSPIRED BY SIMON
DSM Sales & Manufacturing



Version 1

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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 ticket redemption machine.

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

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 can earn bonus tickets or even the jackpot of 100 tickets.

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 and one coin box key.
- Instructions for your bill validator (if applicable).
- Black power cord.
- Ticket dispenser manual.

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

each of the four doors you will find two counters a blue button and one red button. Push the red button to put the game into setup mode. You must setup each side individually.

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”

7. *“Select difficulty level.”* There are 10 different levels of difficulty (1-10) for the 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. See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select Number of Tickets Per Step”

8. *“Select number of tickets per step.”* This setting allows the operator to determine how many tickets are given out for every successful light the player adds to the pattern. See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select Number of Tickets Per Bonus Threshold”

9. *“Select number of tickets per bonus threshold.”* This setting allows the operator to determine how many tickets are given out at the bonus threshold in the middle of the playfield board. See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select One for Teaser Sound or Zero for No Sound”

10. *“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.
11. *Play the game once.* Just to make sure that the game is working and that you understand how it works.
12. *Put tickets in the bins.* Remember to insert the tickets into the ticket dispenser correctly. Inside the coin boxes you will find the manuals for the ticket dispensers.

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	This is the difficulty level for game play	1 to 10	4
Select number of tickets per step	This determines your payout per added light the player achieves	1 to 10	3
Select number of tickets per bonus threshold	This determines how many tickets are awarded at the bonus threshold	1 to 10	1
Choose 1 for teaser sound or 0 for no sound	Turn the teaser sound on or off	0 or 1	1



Difficulty Level and Payout Tables

Difficulty Level	# of Steps to Reach Jackpot
Regular Play	
Level 1	12 Steps
Level 2	13 Steps
Level 3	14 Steps
Level 4	15 Steps
Level 5	16 Steps
Level 6	17 Steps
Level 7	18 Steps
Level 8	20 Steps
Level 9	22 Steps
Level 10	24 Steps

Tickets per Step		Tickets per Bonus	
Setting	# of Tickets per Step	Setting	# of Tickets Per Bonus
1	1/5 of a ticket	1	4
2	1/4 of a ticket	2	5
3	1/3 of a ticket	3	6
4	1/2 of a ticket	4	7
5	1 ticket	5	8
6	2 tickets	6	9
7	3 tickets	7	10
8	4 tickets	8	11
9	5 tickets	9	12
10	6 tickets	10	13

Game Play

Game Play

During game play the player's goal is to repeat the pattern enough times to reach the jackpot. The pattern will increase by one light after each repeat until the player has completed enough lights to win the jackpot or has lost.

If the player misses a light he or she has three chances to complete the pattern. After those three chances have past, the two digit display will show how many tickets have been won and countdown until all tickets won have been dispensed.

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 tickets paid out
Press Play ↓	
3	This represents the total number of games 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. 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.

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.

Chances to mess up

If the player messes up during game play they are told to try again and the pattern repeats right where they left off. This occurs twice before they are no longer able to mess up and still continue.

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.



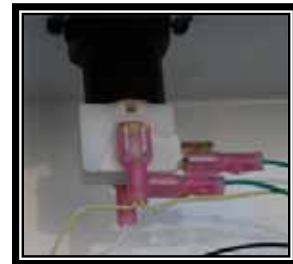
2. I am not getting any sound during game play.

- 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 tickets do not dispense correctly.

- a. Check the wires for the ticket dispenser both at the ticket dispenser and on the main board. Push the small button on the ticket dispenser to see if there is power to the ticket dispenser. If so, make sure the tickets are loaded properly.

5. 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.

6. How do I change the fluorescent bulb?

- a. **Make sure that the power is turned off** to the game before changing the bulbs. You can then change the bulb (Use an F20 T12, 18" bulb) within the machine.

7. 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.

8. 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 (Simm 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-1171
CC Playfield Circuit Board	DSM-1172
CC Display Board	DSM-1073
Coin Mech	Varies by coin
ICT Bill Validator	Varies by currency
Mars Bill Validator	Varies by currency
12V/5V Power Supply	P456-4000
Green Play Button	
Blue Play Button	
Yellow Play Button	
Red Play Button	
Button Light Bulbs	DSM-0035
Red Competition Button	53901010
Blue Competition Button	53901012
Power Strip	P9P609-3
Speaker	DSM-0023
Caster (wheel)	PRE2005ZN-3R
Glide (levelor)	GA-100-15
Input Power Plug	693-6100.3100
Power Cord	DSM-1034