

FROGGIT

Owner's Manual



DSM Sales & Manufacturing



Version 2

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Game Overview



Froggit is the next best game to reach the prize-redemption market.

As is easily seen by walking up to the game, Froggit appears to be an easy win. Great prizes are at stake for a player who enters their money and think that they can make it to the center of the ring. But, just like a whirlpool, the closer to the center the player reaches, the faster the game becomes.

Froggit has great eye-appeal sitting on location. It's attractive sounds and its fabulous graphics catch the player's attention; however, the real show-stopper is the large ring that brightly calls to all people within its reach. After just 10 seconds of watching the lights dance during the attract mode, the player knows how to play the game and what's more, they "know" how to beat the game as well.

The money keeps pouring in as players continue, determined that they are going to win the jackpot prize. Players repeatedly drop more and more money into the game so as they get more and more confident that they can beat this game.

Getting Started

This Tic Tac Toe 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. Once the machine is in its final resting place, lock the casters to prevent its moving further.
2. *Plug in the game.* Open back service door and lower front maintenance 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. **(This game is for indoor use only).**

3. *Turn on the game and setup.* Inside the coin door you will find three counters, a red button, and one blue 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 yellow button increases the values and the blue button decreases the values. The green button in the center 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 10 different levels of difficulty (1-10) for the regular play of this game. This is

for the first seven rings only and the small prizes. This will determine how fast the lights cycle around the ring. You also control your payout with the difficulty level. (Most owners will place very small prizes on the small prize coils and allow many people to win this prize.) See the difficulty level table in this owner's manual to set the best difficulty level for you.

“Select Difficulty Level for Bonus Play”

8. *“Select difficulty level for bonus play.”* Just like before, as the difficulty level increases and the harder the game becomes, the less you will pay out. Again, there are ten different difficulty levels (1-10). 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”

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.

“Choose Prize Motor Configuration”

10. *“Choose prize motor configuration.”* Select which prize motors are set as small prize motors and which are set for grand prize motors. The operator can set which motors are going to be assigned to dispense small prizes and which motors are going to be assigned to dispense grand prizes. This allows ultimate control of the prizes within the machine.

11. *Play the game once.* Just to make sure that the game is working and you understand it, play the game once or several times.
12. *Put prizes on the coils.* Open the top front maintenance door. 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 10	2
Select difficulty level for bonus round	This is the difficulty level for obtaining a jackpot 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
Choose prize motor configuration	This determines which motors are assigned to be small prize or grand prize	1 to 10	4



Difficulty Level Table

Difficulty Level	Winner
Regular Play	
Level 1	Approx. 1 every game
Level 2	Approx. every other game
Level 3	Approx. every third game
Level 4	Approx. every fourth game
Level 5	Approx. every fifth game
Level 6	Approx. every sixth game
Level 7	Approx. every seventh game
Level 8	Approx. every eighth game
Level 9	Approx. every ninth game
Level 10	Approx. every tenth 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.

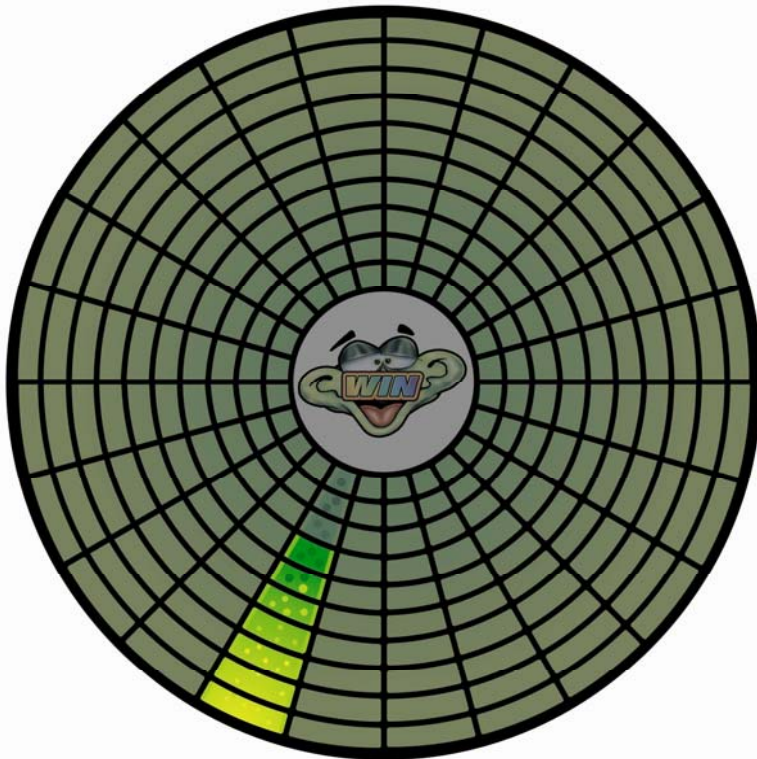
It is the sole responsibility of the game owner to set the game difficulty for desired payout. DSM Sales & Manufacturing will not be held responsible for prizes dispensed before the desired time and will not refund money for prizes paid out or lost once the game is set on location.

Game Play

Round 1

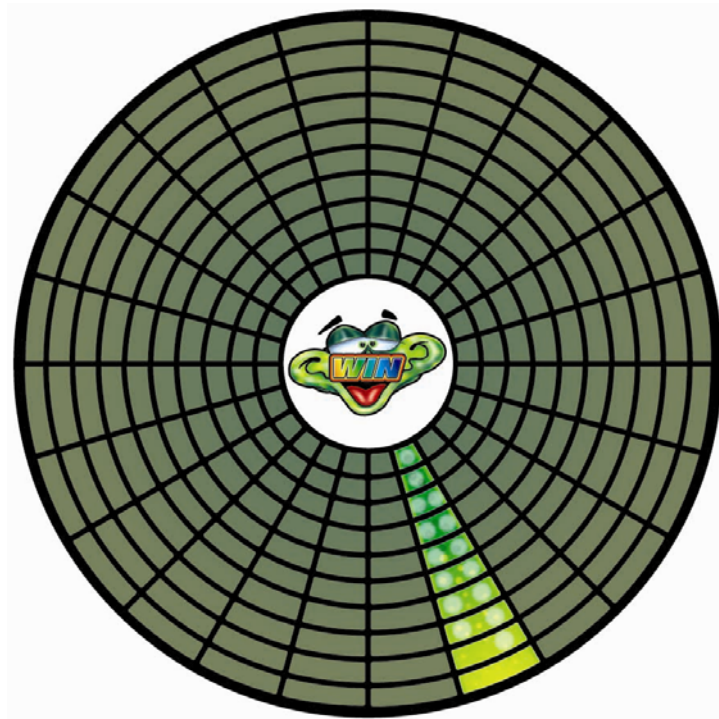
In round 1 the player is attempting to line up the segments to get all the way to the small prize win ring (ring 7). They do this by pushing the green play button to stop the lights from rotating around the ring and attempting to line up the segments all the way to the center of the playfield.

If the player successfully makes it to the seventh ring they will then have the choice to continue playing the game for a jackpot prize or take a small prize and end their game.



Round 2

If the player chooses to advance into the bonus round, they have only three more rings left to make it to the tenth ring and line up the segments all the way to the center. If they reach the center of the playfield, they can choose a jackpot 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 ↓	

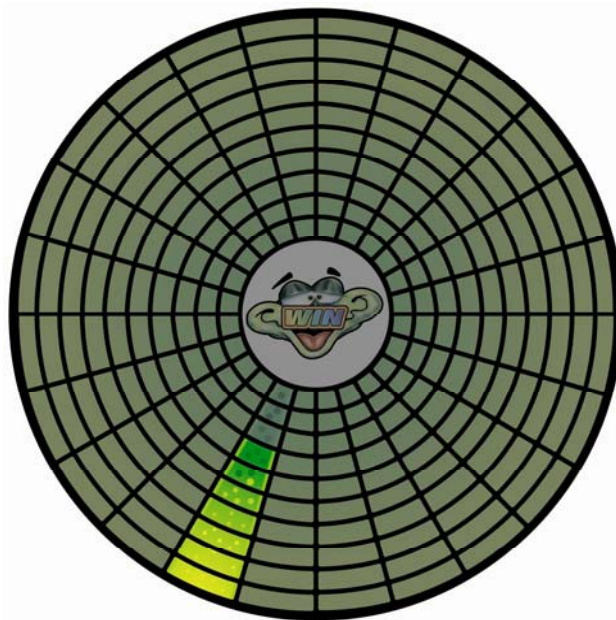
4. Once you have advanced through each step of the audit the display will read A again.
5. Press the Audit/History button anytime during the audit to exit the Audit mode and enter the History mode.
6. You can reset the audit numbers by turning the power to the game off and then powering up the machine again while holding the audit button. 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 yellow and blue buttons on the front panel to move up or down through the last ten games. The playfield lights will show how the game ended. You will see just how far the player lined up the segments correctly. If the player did not reach the winning rings then they did not win a prize.



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 main PIC. If there are no games in the History, the playfield board will show no lights at all. This means that no games have been stored yet, but once ten games have been played, this will never occur again.

Test Mode

This mode serves two purposes. One is to test the motors and drivers. The other is to disable a prize motor temporarily if it is malfunctioning.

1. Enter the test mode by pushing the setup button immediately followed by the audit button. You will then see a **t** on the two digit display. Push the play button to advance into the motor test mode.
2. After you push the play button you will see **1n** on the display and motor 1 will begin to turn. You can now disable this motor from selection by a game player if you choose by pushing the prize select button. If you do this, you will see a **1f** on the display. From that point on, motor one will not be selectable by the player.
3. If you do not wish to disable the motor, then push the play button again to continue on to motor two where you will see **2n** on the display. Motor one will turn off and motor two will begin to turn. In this way, you can test all the motors.
4. Remember as you do this, that if your prize coils have prizes hanging on them, they will fall off if you let the motor run long enough.

Additional Features

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

Tilt Meter (small version only)

Inside the machine is a tilt meter that will sound an alarm 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.

Audit Function

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



Prizes

First open the top front maintenance door(s) to insert prizes. Make sure the game is not running while loading the prizes on the coils.

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.

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.



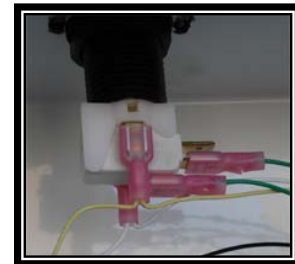
2. I am not getting any sound during game play.

- 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 the Play 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 on the coil below 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.

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. The Advance button or the Select A Prize button are not working.

- a. Make sure the wires are connected to the switch on the button as well as at the main circuit board.

9. 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.

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. Unplug the blue and white wires attached to the leads on the motor.
Remove the four nuts holding the motor assembly in place, then pull the motor through the playfield panel out the back. 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.



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 Froggit Serial #: _____

The PIC 4 digit check sum number (the largest chip on the main circuit board *example (FROG c39b)*): _____

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 #
Froggit Main Circuit Board	DSM-1071a
Playfield Circuit Board	DSM-1078
O Strip Circuit Board Set (2 Prize Sensor Boards)	DSM-1074
Credit Display Board	DSM-1073
Prize LED Board	DSM-1075
Prize Motor	DSM-2563
110V Power Strip	P9P609-3
220V Power Strip	742W-15/20
TTT Prize Door	DSM-1068
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	0001G
Blue Ellipse Button	PULELLBLU
Yellow Ellipse Button	PULELLGIALLO
Button Light Bulbs	DSM-0035
Red Competition Button	53901010
Blue Competition Button	53901012
Speaker	DSM-0023
Caster (wheel)	PRE2005ZN-3R
Input Power Plug	693-6100.3100
Power Cord	17500

Wire Diagram

This image is also shown inside the back of the machine and shows where the different wires plug onto the board. Each connector at the end of the cables is marked with the same codes you see on this diagram.

