TUTTI FRUITTI

A skill based video game

OPERATOR MANUAL

VERSION TUTTI.D.1.0.1

COASTAL AMUSEMENTS INC.

TABLE OF CONTENTS

GAME DESCRIPTION

Tutti Fruitti is a skill based video game where the player must identify and touch the matching symbols in line to win. The player must compete against the clock for maximum win values. *The faster you play, the more you win!*

POWER SOURCE

IMPORTANT! **MACHINE MUST BE CONNECTED TO A GROUNDED POWER SOURCE OF 120V. MACHINE MUST HAVE GROUND CONNECTION FOR PROPER OPERATION AND USER SAFETY PROTECTION. DO NOT OPERATE EQUIPMENT WITH GROUND LEAD CUT OFF POWER CORD. SHOULD LOCATION NOT HAVE A GROUNDED OUTLET, CONTACT A QUALIFIED ELECTRICIAN.**

NOTE: As a guideline, never connect the unit to a circuit that supplies power to freezers, coolers, or other powerful equipment. Keep the machine clear of any dripping or splashing liquids.

TOUCH SCREEN CARE & MAINTENANCE

The touch screen is affixed to the front of the monitor and must be calibrated to the picture. Any variations in the position of the picture displayed by the monitor require adjustment. It is recommended that the touch screen be calibrated periodically and whenever the machine has been moved or serviced. ***The touch screen must be calibrated with the front cabinet door in the closed position***.

Touch screens are durable and reliable. However the touch screen does require reasonable care when transporting the machine to prevent any damage to the screen.

The touch screen can be cleaned with a damp cloth and Isopropyl Alcohol or household glass cleaners. **DO NOT USE** vinegar based or abrasive cleaning products.

CABINET MAINTENANCE

Clean cabinet with a damp cloth and mild detergent. Apply cleaner to the cloth and not the machine. Liquids will damage the electronics in the machine.

CIRCUIT BOARD HANDLING

Before handling any electronic boards, make sure that you are properly grounded to avoid electrostatic discharge (ESD). All power needs to be disconnected before any service is to be performed. Double check all connections before powering the game on after servicing.

NOTE: ONLY QUALIFIED TECHNICAL PERSONNEL SHOULD SERVICE THIS GAME.

SYSTEM SETUP

System Setup Screen

Enter the system setup screen by using the key switch on the side of the cabinet, nearest the front of the game. The second key switch will take you directly to screen calibration. The third switch is used to clear 'out of ticket' and 'attendant pay' errors. From this screen you can access the operator adjustable features and check bookkeeping. The next pages will explain the different sections:

BOOKS – Displays all accounting and percentage information.

GAME OPTIONS – Allows adjustment to all game features.

RESTORE FACTORY DEFAULTS - Restores all Factory settings.

CLEAR CREDIT - Clear all credits stored in game.

CALIBRATE - Calibrate the touch screen. Door must be closed.

SOUND - Adjust the sound volume.

CLOCK - Adjust the system date/time. Must set to local time when received.

LINK – Adjust settings for linking games to progressive bonus sign.

EXIT SETUP - Return to game play mode.

BOOKS

GAME BOOKS

	CURRENT	LIFE
Plays	20	20
Points Won	198	198
Points Per Ticket	3	3
Tickets Paid	66	66
Attendant Tickets Paid	0	0
Current Operating %	16.50 %	16.50 %
Gross Income	$ 4.00	$ 4.00
Ticket Value Won	$ 0.66	$ 0.66
Net Income	$ 3.34	$ 3.34
Price Per Play	$ 0.20	$ 0.20
Average Ticket Value Per Play	$ 0.03	$ 0.03

CLEAR CURRENT BOOKS

Bookkeeping Screen

Plays = the total number of points played.

Points Won = the total number of points won.

Points Per Ticket = calculated from the values entered in Game Options.

Tickets Paid = the total number of tickets paid out to the player.

Attendant Tickets Paid = the number of tickets paid by the attendant if the payout exceeded the maximum value set.

Current Operating Percentage = the percentage of gross income given out as tickets.

5

BOOKS (cont.)

Gross Income = the total of all the money received by this game.

Ticket Value Won = the value of all tickets that have been paid out.

Net Income = the Gross Income minus the value of the tickets paid.

Price Per Play = the value you set in GAME OPTIONS.

Average Ticket Value Per Play = the value of the average number of tickets given out per play.

The **CLEAR CURRENT BOOKS** button will reset the **CURRENT records**. *The LIFE records cannot be reset*.

EXIT will return you to the SYSTEM SETUP screen.

GAME OPTIONS (PAGE 1/3)

System Option Screen – Page 1

CARD SWIPE SYSTEM: Set this to ON if you are using a card swipe system.

PLAYS PER GAME: Sets the number of plays (rounds) given for each game purchased.

*PRICE PER GAME: Sets the price of each game (group of plays/rounds).

*GAME PERCENTAGE: Sets the percentage of gross income paid back to the player as tickets.

*TICKET VALUE IN CENTS: Sets the value of a single ticket.

SKILL TIME: Sets the maximum time for each play/round (in seconds).

      *VALUE OF 1 PLAY and **POINTS PER TICKET** are calculated from the above settings indicated with an * and are there as a reference.

7

GAME OPTIONS (PAGE 2)

System Option Screen – Page 2

PROGRESSIVE BONUS TIME: Sets the minimum time needed to select 3 wilds and win the progressive bonus.

PROGRESSIVE BONUS RESET: Sets the minimum value of the progressive bonus after a win or if factory settings are restored.

PROGRESSIVE BONUS CAP: Sets the maximum value of the progressive bonus.

GAMES PER BONUS INCREMENT: Sets the number of coins or swipes needed to increment the bonus.

BONUS INCREMENT VALUE: Sets the amount to increase the bonus when the required coins/swipes are obtained.

ATTENDANT PAY THRESHOLD: Sets the maximum amount of tickets to be paid out directly by the game. All tickets in excess of that value must be paid by the attendant.

TICKETS EVERY PLAY: If set to "ON", tickets won are paid after each play/round. If set to "OFF", tickets are paid when all plays are completed.

GAME OPTIONS (PAGE 3)

System Options Screen – Page 3

SOUND IN ATTRACT: Turns sound and voice on or off in attract mode only. Both voice and sound are always on in game play.

CONTINUE FEATURE: If set to "ON", the player will have the option to insert more coins/swipes to continue in game play.
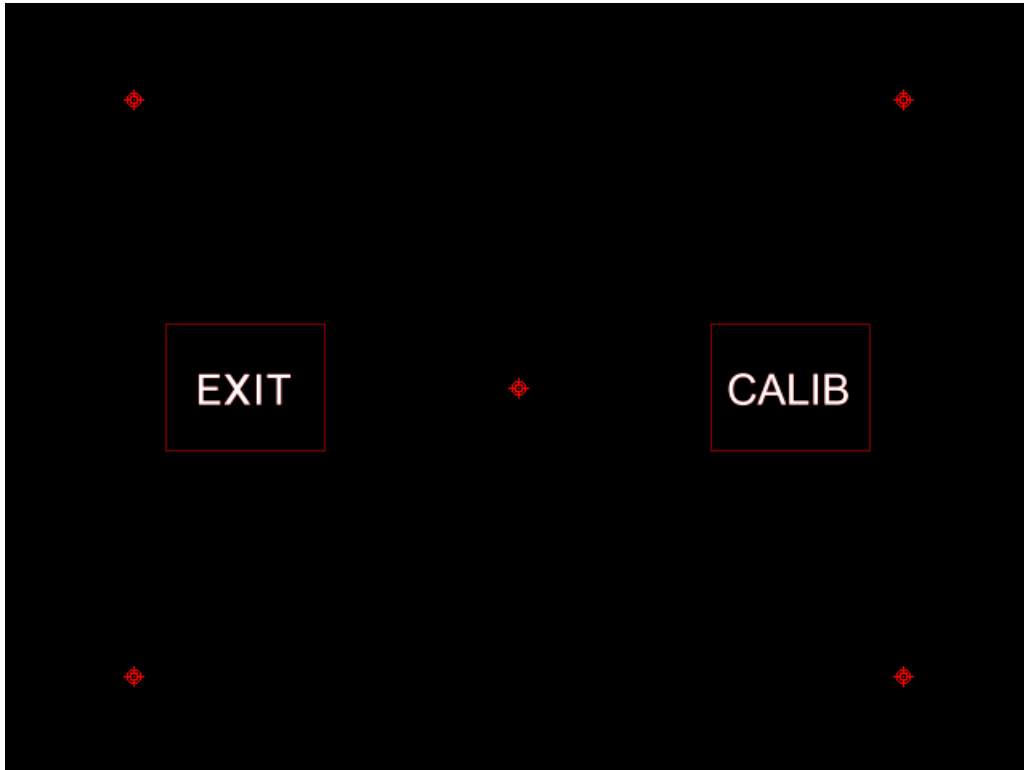
CONTINUE TIMER: Sets the number of seconds the player has to insert more coins/swipes to continue.

ALTERNATE SYMBOLS: If set to 'ON" game will play with "Jungle" symbols, in place of "Fruit" symbols.

ANIMATION: Choose whether you want the individual symbols squares to SPIN or FLIP.

COUPON PER TICKET: If on, the message "1 TICKET = 2 COUPONS" will be displayed on screen.

CALIBRATE

Calibration Screen

This screen is used to calibrate the touch screen to the picture. You can test the accuracy of the touch screen before you actually recalibrate it. If it is not necessary to recalibrate, press the EXIT box. If you need to recalibrate, press the CALIB box. Follow the on-screen instructions.

Note: You must calibrate the game with the door closed.

SOUND
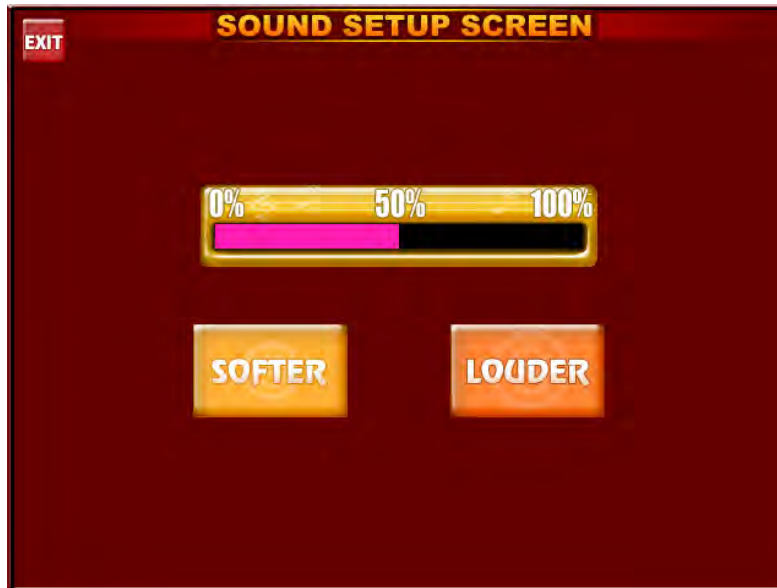
Sound Setup Screen

This allows you to set the volume of the game. Background music will play to let you hear the current volume setting. Use the SOFTER and LOUDER buttons to adjust the sound.

CLOCK

System Clock Screen

This screen is for adjusting the current date/time. Press the box you wish to change, and use the arrows to change the value. Press set when you are done.

Note: You must set the "Clock" to the current local time.

LINK

Link Screen

This screen is for setting up game ID numbers for the progressive sign.

The game that connects directly to the sign must be designated as MASTER. All other games linked must have unique ID numbers. Press SET after setting the ID number of the game. If the number has changed from a previous setting, the machine will do an automatic reboot.

Be sure to select the correct number of links, depending on how many games are linked together. 2 games linked only require one cat5 cable. More than two games will require an Ethernet hub/switch to connect games to each other.

DIAGNOSTIC TROUBLESHOOTING

Problem	Corrective Action	Comment
No power. Game not starting. No picture on monitor.	- Check that the power cord is connected to a live outlet. - Check that the power switch is turned **"ON"** - Check that the power supply's voltage select switch is set to the proper voltage.	- (Live Outlet) Is an outlet powered with electricity? - The power switch is located on the back of the power supply.
No video.	- Check that game power is on. - Check that the monitor is connected to the motherboard. - Check that the power is connected to the monitor and the motherboard. - Make sure that RAM is properly seated.	-
Poor picture.	- Adjust brightness, contrast, horizontal, and vertical controls.	- Monitor controls are located on the bottom rear of the monitor.
Touch screen does not work.	- Check that the touchscreen controller is connected to the COM1 and keyboard ports on the motherboard. - Make sure the screen has not been scratched. - Make sure no metal is touching the screen.	- The touchscreen is connected to COM 1 input on the motherboard. - If screen is scratched, it must be replaced. - If COM 1 is bad, the motherboard must be replaced.
Game displays memory error.	- Check that the RAM DIMM is installed/ seated correctly.	- The DIMM must be correctly seated for proper operation.
No sound. Volume too low or high.	- Adjust volume control. - Make sure speakers are plugged in.	- Enter system setup screen to adjust game volume.
"Boot disk failure" Insert system disk.	- Make sure Disk On Module is plugged in correctly on motherboard. - Check that hard drive power cable is connected.	-
Meter not advancing.	- Check connection at I/O board. - Replace coin meter.	-

<u>LIMITED WARRANTY</u>

Coastal Amusements, Inc. warrants this game free from defective material and workmanship for a period of six months from the date of purchase. The warranty covers all electrical components except fuses and printed circuit boards. Other items are covered by warranty periods from the original equipment manufacturers.

Warranty does not cover vandalism, misuse or operation outside specified field conditions, including improper electrical power connections, fire, or water damage.

Coastal Amusements products are carefully inspected and tested before being packed for shipment.

Coastal Amusements assumes no responsibility for damage once the product has left our facilities. Disputes regarding transport damage must be resolved with the shipping company(s).

SERIAL NUMBER _____

DATE OF PURCHASE _____

SOFTWARE VERSION _____