Yahtzee

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STANDARD OPERATING MANUAL

Rev. 3-11-15
(Software Version: 3-11-15)

Coastal Amusements, Inc.

INTRODUCTION

Yahtzee® is an amusement redemption game where the player tries to create a combination of 5 dice by popping balls in a playfield. The player gets 2 'pops' to obtain the best possible winning combination. There is also a Score Bonus where the player can win extra tickets by exceeding a pre-determined total value of all dice in 5 games.

⚠️ **SAFETY NOTICE** ⚠️

This Manual describes how to set up and use this product. It is intended to instruct operator and qualified maintenance personnel to safely and correctly operate the machine. Make sure to follow all the safety and warning instructions described to prevent injury or damage to the machine.

● Before connecting the machine to the main power source, verify that the voltage is correct to avoid fires or electric shock.

● DO NOT touch the plug with damp hands.

● To avoid electric shock and short circuit, DO NOT expose the power cord or ground wire across walkways.

● To avoid fires, DO NOT place any flammable objects close to the power cord.

● When plugging/unplugging the power cord, make sure to hold the plug. DO NOT pull on the power cord.

● In the event of a frayed or broken power cord, please contact your dealer for replacement.

● DO NOT use fuses or parts that are not recommended by the manufacturer.

● DO NOT disassemble, change or modify the machine without authorization. Inappropriate handling of the machine may cause damage to the machine and injury to players and spectators.

● Please check and maintain the machine regularly.

● Standing or climbing on the machine is prohibited to avoid injury

● *Coastal Amusements reserves the right to change or revise this publication at any time without prior notification.*

POWER SOURCE

IMPORTANT!

MACHINE MUST BE CONNECTED TO A GROUNDED POWER SOURCE.

MACHINE MUST HAVE GROUND CONNECTION FOR PROPER OPERATION AND USER SAFETY PROTECTION.

DO NOT OPERATE EQUIPMENT WITH GROUND LEAD CUT OFF POWER CORD.

YAHTZEE® MENU OPTIONS

Press the **Menu** button, located inside the coin door, to enter the system set up. Use the following buttons on the player control panel to navigate through the menus:

HOLD 1 – Use to move down in the menu and to decrement values
HOLD 2 – Use to move up in the menu and to increment values
POP – Use to select a menu item, and to set menu item values

MAIN MENU

VOLUME

(0-100) [default: 50]

This option sets the main volume of the game.

GAME ADJUSTMENTS

ATTRACT SOUND
(ON/LOW VOLUME/OFF) [default: ON]

Select whether or not you want attract sound on, off, or at a lower volume in the idle mode, than in game play.

POP TIMEOUT
(10-180) [default: 30]

This option sets the wait time before automatically popping the balls if the POP button is not pressed by the player.

SCORE BONUS TIMEOUT
(5-60) [default: 10]

This option will determine the wait time between games before automatically resetting the player scores in the 'Score Bonus'.

SMART DRAW
(ON, OFF) [default: ON]

SMART DRAW 'ON': The game will "pulse" the dice recommended to 'Hold' for the best winning combination. At the same time, the game will flash the corresponding 'Hold' buttons. The player must press the appropriate 'Hold' buttons before pressing 'Pop'.

SMART DRAW 'OFF': The game will "pulse" the dice *only* if a winning combination is present on the video, recommending to the player, to 'Hold' those dice. The player must press the appropriate 'Hold' buttons before pressing 'Pop'.

POP IN ATTRACT
(ON/OFF) [default: ON]

When this option is on, the balls will pop when the game is in demonstration mode, simulating game play.

LINKED UNIT NUMBER
(OFF, MASTER, 2-10) [default: OFF]

Use this option when you want to link multiple games together to share the progressive Yahtzee® bonus. One game must be set as the Master. The other 'slave' games must be set to unique numbers (2-10). When games are linked, you can make all adjustments to the Master game only. All information will be automatically transferred from the Master to the 'slaves'. There is no need to program each game in the link. Most settings on the 'slave' games will be disabled.

When linking 2 games, connect a CAT5(e) or CAT6 cable between the 2 motherboards. If linking more than 2 games, you must connect each game to a network switch / hub.

PRICING ADJUSTMENTS

FREE PLAY
(ON/OFF) [default: OFF]

Select 'ON' to allow game to be started by pressing the 'POP' button. No coins are necessary to start game.

CARD SWIPE
(ON/OFF) [default: OFF]

Select 'ON' if you are using a card swipe device. *This setting will automatically default the game to 1 credit to start.*

CREDITS TO START
(1-10) [default: 2]

Set this option to the number of credits needed to start one game.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

COIN CHUTE 1 CREDITS
(1-10) [default: 1]

Controls how many credits are given for a coin inserted in to coin mech 1.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

COIN CHUTE 2 CREDITS
(1-10) [default: 1]

Controls how many credits are given for a coin inserted in to coin mech 2.

This option will be automatically disabled when "Card Swipe" is set to 'On'.

DBV CREDITS
(1-10) [default: 4]

This option sets the number of credits given when a dollar bill is inserted.

VALUE OF TICKET
($0.005 TO $0.05, $0.005 increments) [default: $0.01]

This option should be set to the (cash) value of one ticket.

Note: This setting must be accurate in order to correctly calculate the overall percentage payout of the game.

VALUE OF GAME
($0.25 TO $5.00) [default: $0.50]

Set this option to the monetary cost of a game for accurate bookkeeping statistics.

Note: This setting must be accurate in order to correctly calculate the overall percentage payout of the game.

AVERAGE PAYOUT
(25% TO 50%) [default: 35%]

Set this option to the percentage you want the game to pay out on average.

A table at the bottom of the screen will show you the ticket payout for each

of the possible combinations, along with the average number of tickets that will be won for each game.

TICKET ADJUSTMENTS

TICKET DISPENSE
(ON/OFF) [default: ON]

Setting this to off will prevent the ticket dispenser from dispensing tickets. All other game features will remain the same.

YAHTZEE® *BONUS*

RESET VALUE
(10-9999) [default: 500]

This is the starting value of the number of tickets won for a Yahtzee® (five of a kind). *The Yahtzee bonus can be either progressive or fixed. See adjustments below.*

MAXIMUM
(10-9999) [default: 9900]

The Yahtzee® bonus will stop increasing when the set value is reached.

Setting the 'Reset Value' and 'Maximum Value' to the same number will make Yahtzee a fixed bonus, instead of a progressive bonus.

INCREMENT PER PLAY
(1-10) [default: 1]

This option controls the number of tickets the Yahtzee® bonus will increase with each game play.

PLAYS PER INCREMENT
(1-10) [default: 1]

This option controls the number of games that must be played to increase the Yahtzee® bonus based on the value defined in the previous option.

ATTENDANT PAY
(ON, OFF) [default: OFF]

If this option is on, a Yahtzee winner will have to be paid manually by an attendant. There will be a message on the screen showing how many tickets are owed.

SCORE BONUS

POINTS TO WIN
(95-125) [default: 99]

Determines the minimum point value needed over 5 games to win the Score Bonus.

Below is a chart showing the Bonus win frequency percentages of 5 game plays reaching the pre-determined values (when playing with the suggestions provided by the Smart Draw).

POINT VALUE	BONUS WIN FREQUENCY	POINT VALUE	BONUS WIN FREQUENCY	POINT VALUE	BONUS WIN FREQUENCY
95	28.7%	104	11%	113	1.7%
96	25.3%	105	9.7%	114	1.7%
97	22.6%	106	7.3%	115	1.3%
98	19.7%	107	5.3%	116	1%
99	17.7%	108	4%	117	1%
100	15%	109	2.3%	118	.67%
101	14.6%	110	2%	119	0.3%
102	13.3%	111	1.7%	120	0.1%
103	12.3%	112	1.7%	121+	< 0.05%

RESET VALUE
(10-9999) [default: 100]

This is the starting value of the number of tickets won for the 5 game Score Bonus. *The Score Bonus can be either progressive or fixed. See adjustments below.*

MAXIMUM
(10-9999) [default: 1000]

The Score Bonus will stop increasing when the set value is reached.

Setting the 'Reset Value' and 'Maximum Value' to the same number will make the Score Bonus a fixed bonus, instead of a progressive bonus.

INCREMENT PER PLAY
(1-10) [default: 1]

This option controls the number of tickets the Score Bonus will increase with each game play.

PLAYS PER INCREMENT
(1-10) [default: 1]

This option controls the number of games that must be played to increase the Score Bonus based on the value defined in the previous option.

ATTENDANT PAY
(ON, OFF) [default: OFF]

If this option is on, a Score Bonus winner will have to be paid manually by an attendant. There will be a message on the screen showing how many tickets are owed.

LINK BONUS
(ON, OFF) [default: OFF]

If this option is on, the 5 game Score Bonus value will be linked between all games connected to each other.

AUDITS

	CURRENT	LIFETIME
COIN CHUTE 1 CREDITS	0	0
COIN CHUTE 2 CREDITS	0	0
DBV CREDITS	0	0
TOTAL CREDITS	0	0
GAMES PLAYED	0	0
GAMES CONTINUED	0	0
PAID PLAYS	0	0
FREE PLAYS	0	0
GAME TICKETS	0	0
SCORE BONUS TICKETS	0	0
YAHTZEE BONUS TICKETS	0	0
TOTAL TICKETS	0	0
AVERAGE TICKETS	0	0
SCORE BONUS HITS	0	0
SCORE BONUS TICKET %	0%	0%
YAHTZEE BONUS HITS	0	0
YAHTZEE BONUS TICKET %	0%	0%
CURRENT OPERATING %	0%	0%
GAME RESULTS		
YAHTZEE	0	0
4 OF A KIND	0	0
FULL HOUSE	0	0
LARGE STRAIGHT	0	0
SMALL STRAIGHT	0	0
3 OF A KIND	0	0
TWO PAIR	0	0
CHANCE	0	0

This screen will show all bookkeeping information.

RESET CREDITS

Selecting this will clear all credits on the game.

RESET TICKETS

Selecting this will clear all tickets owed on the game.

RESET BONUS

This option will let you reset the Yahtzee and/or 5 game Score Bonus form its current value.

DIAGNOSTICS

IO BOARD TEST

In this test, you can check the lighting, coin mechs, ticket dispenser, meters, buttons, and the playfield to make sure everything is working correctly.

LINK SYSTEM

In this test, you can check which games are connected to each other. You can also test and increment the bonuses and simulate a bonus win.

AUDIO

100 HZ

1000 HZ

10000 HZ

STEREO

These options test the speaker output.

MOTHERBOARD

MOTHERBOARD INFORMATION:

FOXCONN

H61MXE/-S/-V/-K

BIOS: 0

VIDEO: 0F0110DE

AUDIO: 26253842

NIC: 0D8D105B

SOFTWARE VERSION: V 0.9.9

This option will give you information about the hardware in the game.

RESTORE FACTORY SETTINGS

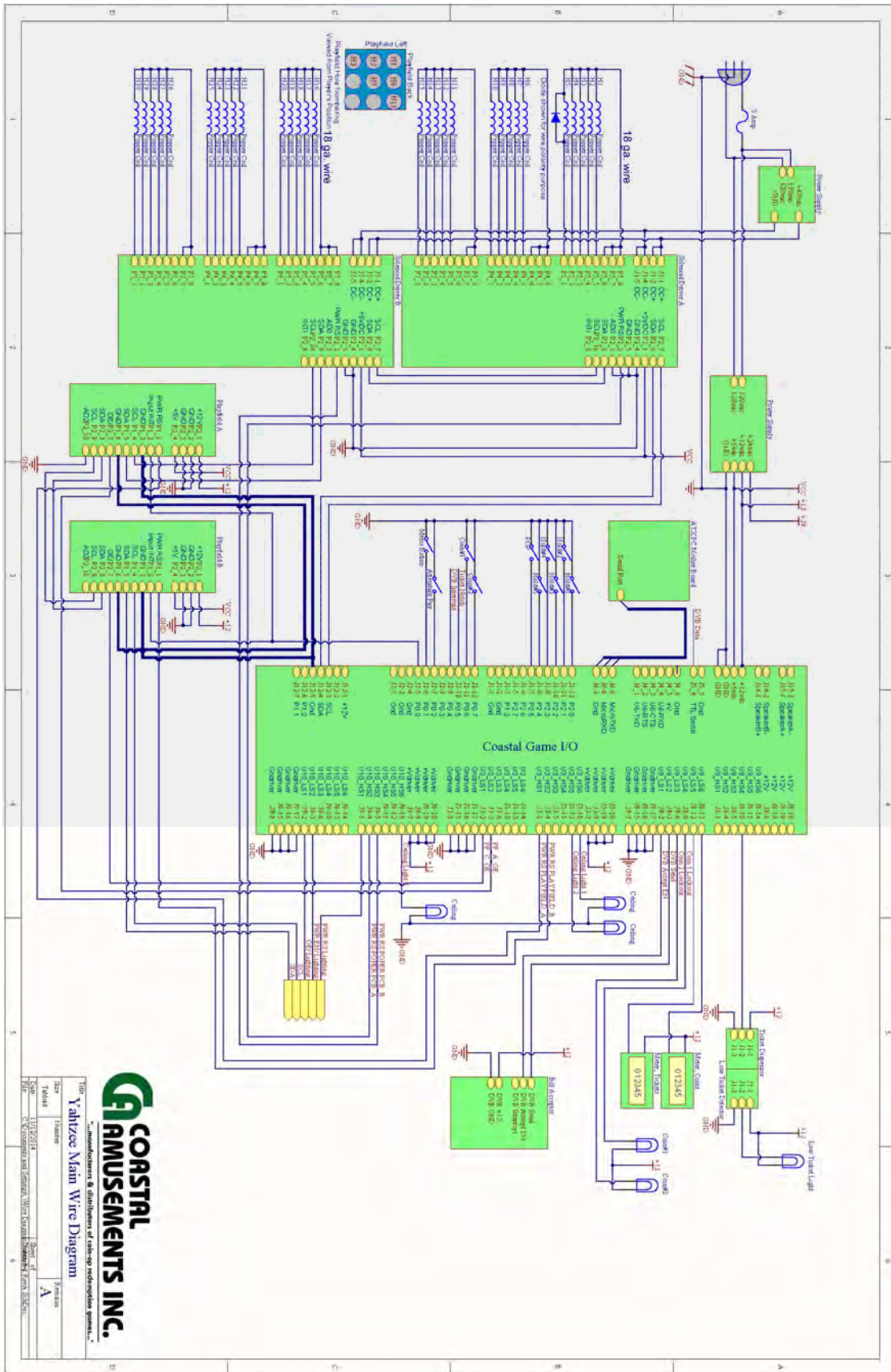Selecting this option will restore all settings to factory default values.

EXIT WITHOUT SAVING

Exit the menu without saving any changes.
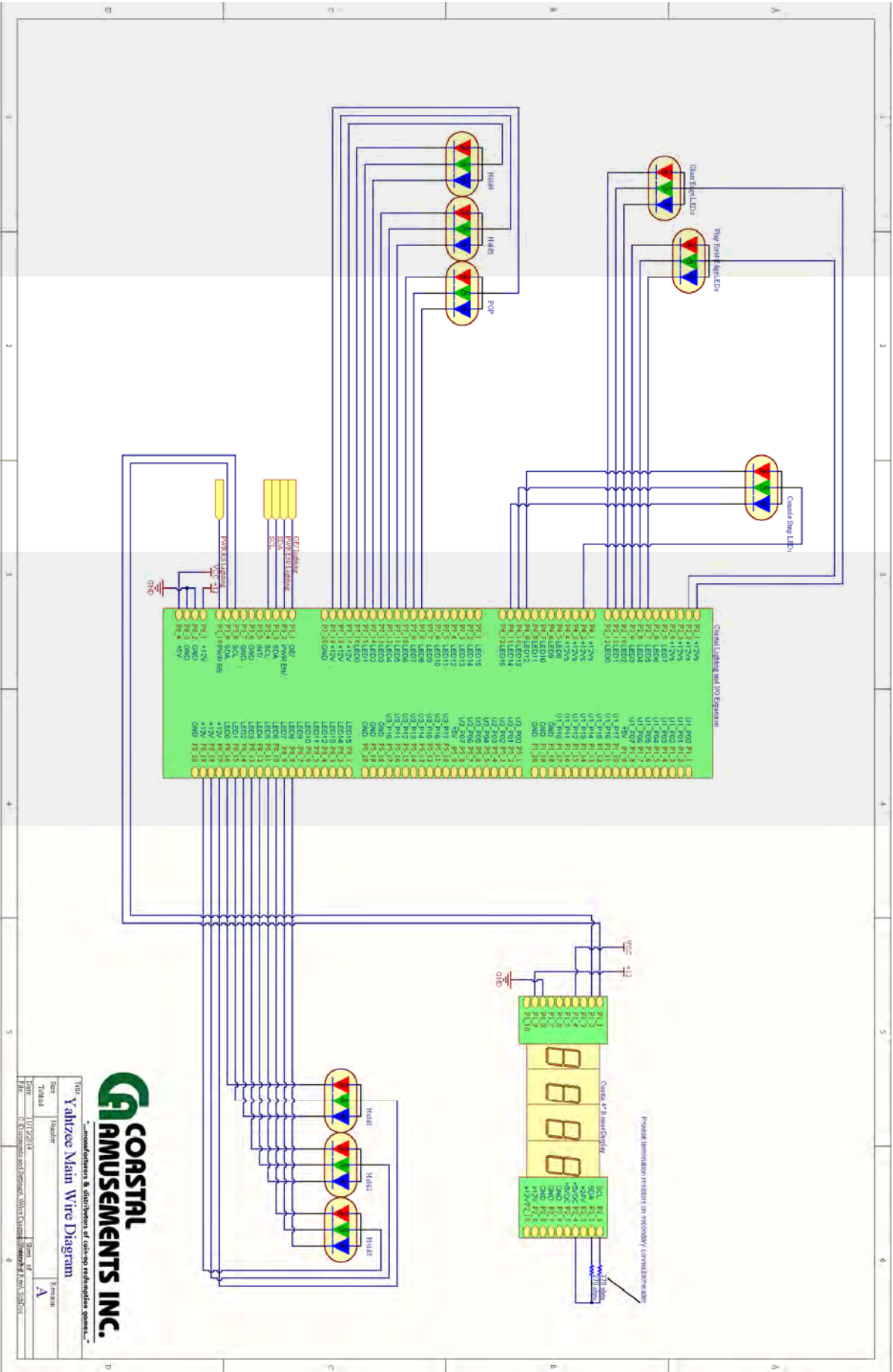

EXIT AND SAVE

Save any changes made and exit the menu.

YAHTZEE BLOCK DIAGRAM

Title: Yahtzee Main Wire Diagram