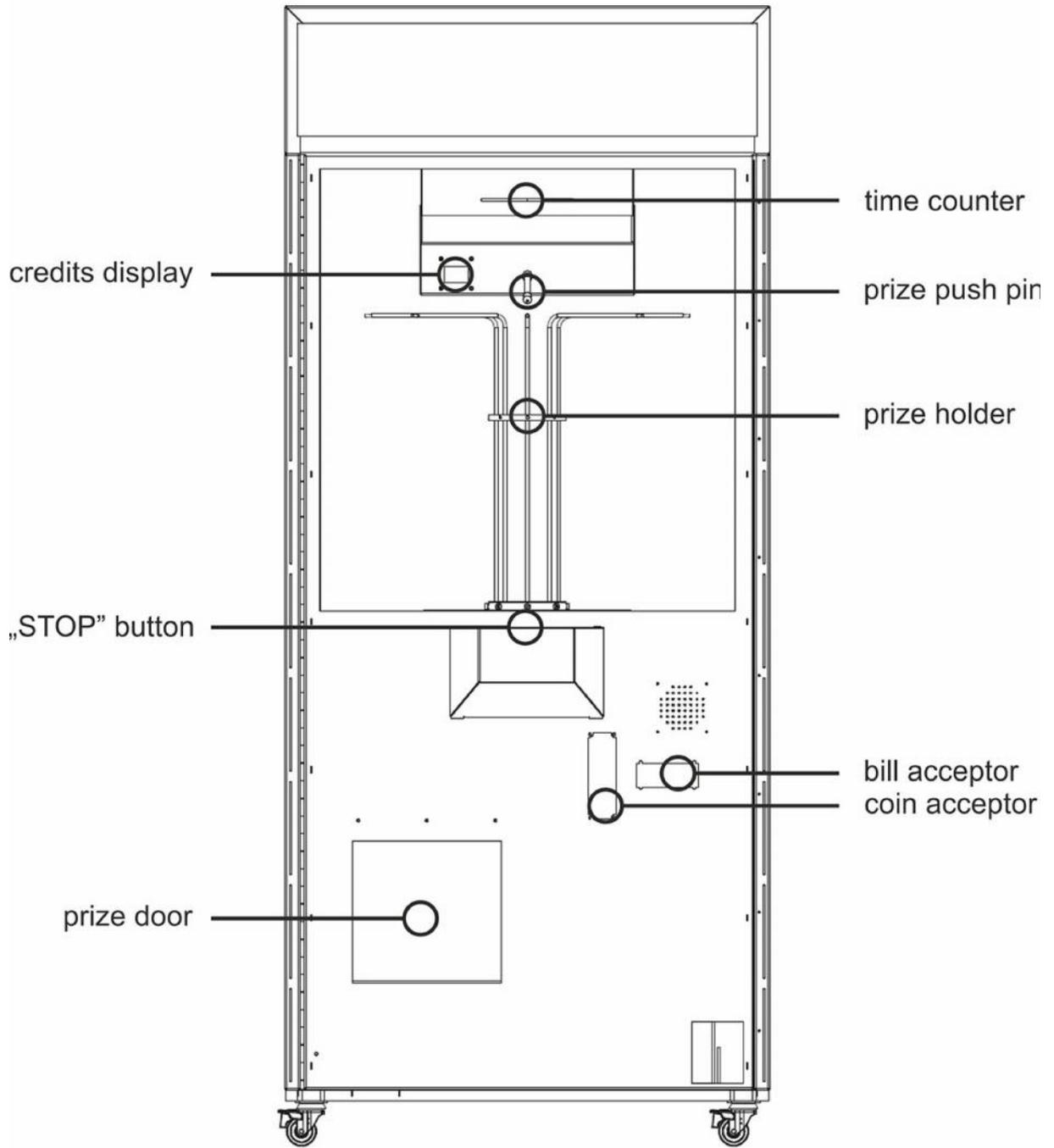


DROP THE PRIZE

USER'S MANUAL



MACHINE DESCRIPTION



HOW IT WORKS

The purpose of the game is to make the prize wheel stop right in front of the “prize pusher”, so that it will push the prize off the arm.

1. Insert coin.
2. The music starts to play and the playing time starts (10 seconds standard).
3. Press the stop button when the hook of the prize container is exactly in front of the blinking “prize pusher”.
4. You have won the prize when the prize is pushed off the arm and falls into the tray.
5. If you don't push the stop button during playing time, the wheel will stop automatically and the pin will extend. Then the next game will start, or new coins will have to be inserted.

When you have chosen to play with a profit ratio of, for example, 1 win in 30 games, the game will only pay out when you have pressed the stop button at exactly the right time. Therefore, it is possible that you will win the prize after 40 games.

If you have chosen to use the prize help option in the PC software, you can choose to have the player win only a small prize, or, by keying-in a password, to win first prizes, too. This requires the player to push the stop button at the right moment, or the chance of winning will expire. In the latter case, the prize help will have to be entered all over again.



FUNCTIONING

Prize Dropper game is easy to install with a pc or laptop with Windows 7 / XP / Vista and a USB cable.

- The profit ratio can be set from 1 to 1990, 1 meaning a prize every game and 1990 meaning a prize after 1990 games.(with the pc program, ratio can be set From 1 to 10.000)
- The player can win the prize when the “STOP” button is pressed at the exact right time, or else it is moved up to the next game.
- The number of games per coin is adjustable.
- The playing time per game is adjustable.
- Music and sounds are easy to change.
- A complete overview of income and expenditure in amount and percentage.
- Data are recorded in the machine’s memory and can be read at any time with a pc or laptop.
- A maximum of 40 machines can be controlled simultaneously with 1 laptop or PC.

SETTINGS

- The machine has a test mode in which the wheel can be perfectly aligned to the “prize pusher” (turn up dipswitch 1).
- Consequently, every separate spoke can be moved into position (turn up dipswitch 1 and 4).
- In case of error please turn up dipswitch 2. Then turn off the power and turn it back on after 1 minute. The machine will start again with factory settings.

PRIZE SETTINGS

- The prize settings can be done using the pc program or by using dipswitch 3.
- The dipswitch 3 option can only be used when your PCB has firmware version 8 or later. You can find the version up right on the PCB, or by using diagnostics in the Happy Wheel software.
- Dipswitch 3 should be enabled when using manual programming of the stops!

Setting the number of stops manually:

- Enable dipswitch 4. Make sure dipswitch 3 is also enabled.
- Use the “stop” button to change the settings. It increases by 10
- Stops each time. When you reach 100 stops, the first led of the time Limit will light up. When you reach 200, the second led will light up.
- The maximum of stops is 1490. Then it will start from 0.
- When done, disable dipswitch 4 and the machine will start in play mode.

When the number of stops is set to 200 for example, a prize will drop after an average of 200 games. The player still has to stop at the right position, otherwise it drops to the next game.

PRIZE SPOKES ADJUSTMENT

Push up dipswitch 1. The wheel will turn and stop at spoke 1, this is the starting position. The spoke has to be exactly underneath the “prize pusher”. If it deviates, the sensor at the back of the wheel has to be pushed to the left or the right. Press the stop button again to test if it is perfectly aligned. You may have to try several times to reach the right position.

Push up dipswitch 1 and 4 to test each separate spoke. The wheel will turn and stop at spoke 1. It should stop directly underneath the “prize pusher”. The prize pusher will continuously be pushing in and out. Push the stop button when the pin has contracted and hold it until the wheel starts turning again. The wheel will now stop at spoke 8. It should be directly underneath the “prize pusher”. If there is any slight deviation, you can turn it or slightly bend it until it is perfectly aligned. Press the stop button again to check the other spokes.

After this, you should push all dipswitches down. (except no 3. When using the manual version) The game will now continue in game mode. If the machine does not automatically continue in game mode, please switch off the power and turn it back on again after 1 minute.

If there are large deflections in several spokes, you should contact your supplier.

OTHER INFORMATION

Drop The Prize comes with a software package for the machine's operating system and settings. Windows 7, XP or Vista is vital.

The software comes in five standard languages, Dutch, English, French, German and Spanish but can be provided in any language, if desired.

The software has an extensive help file that can be accessed at any time.

If you have internet access you can pass on any error messages directly from the help application, so that we can provide you with service as soon as possible.