

# COPY CAT



Dimensions:  
21" x 20" x 67"  
160 lbs.

## Special Features

- Vends candy, gum, superballs, toy capsules, puzzle balls
- Consistent revenue
- Long location life
- Winner options: extra credit, bonus prize, free play
- Large vend capacity
- Sound effects
- Flashing lights
- Digital scoring
- Large storage space for prizes

It's Cat-egorically The  
Most Fun



Players see how good their memory skills are by repeating a sequence of lighted buttons & tones.

**FUN**  
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# **COPYCAT SET UP INSTRUCTIONS**

**CONTENTS:** Game Machine, Cabinet Base, Base Screws, Vending Options Sheet, Vending Product (Optional)

**TOOL USED:** 5/16 Nut Driver or Socket

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- STEP 1:** Install cabinet base by lifting machine over the top of the base. Slide the base forward and insert the base screws through the pre-drilled holes provided. Tighten each screw firmly.
- STEP 2:** Check compatibility of the product to the settings of the vending mechanism and vending chute as explained in the Vending Options Sheet.
- STEP 3:** Fill hopper with product. Unlock the top lid lock and fill hopper being careful to look for foreign objects or broken pieces of product that may lead to a jam in the vending mechanism or elsewhere.
- STEP 4:** Visual Inspection. Inspect the cabinet and wiring for any loose connections that may have occurred in shipment of your machine.
- STEP 5:** Power-up. Plug machine in and turn it on. A toggle switch is located at the rear of the machine.
- STEP 6:** Check Program Options. Your machine is set at a specific program for vend and play options at our factory. To check or reprogram your machine refer to the "Programming Options" sheet provided.
- STEP 7:** Enjoy your profits. This requires no manual or instructions.

**FOR ASSISTANCE CALL 1-800-747-1144**

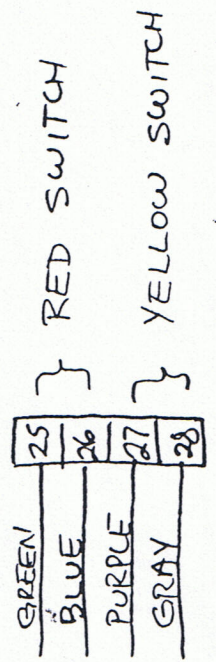
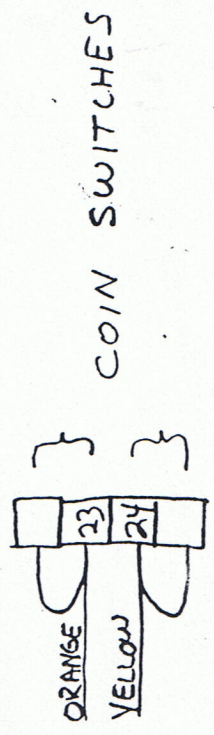
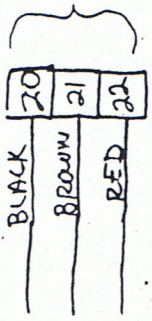
# **COPYCAT PROGRAMMING OPTIONS**

**TO SET PROGRAM PRESS SMALL BUTTON AT BOTTOM OF CONTROL BOARD. USE THE RED BUTTON ON THE FRONT PANEL TO INCREMENT THROUGH THE OPTIONS AND THE WHITE BUTTON TO CHANGE THE DEFAULT VALUE. THE OPTIONS AND DEFAULT VALUES ARE DISPLAYED ON THE FRONT READ - OUT.**

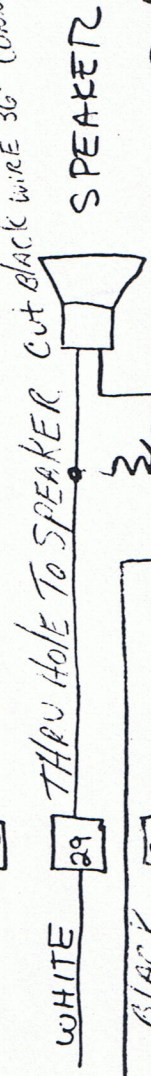
- 1. COINS ACCEPTED**
- 2. PRIZES VENDED**
- 3. CREDITS (MISSES TO END GAME)**
- 4. POINTS FOR EXTENDED PLAY**
- 5. EXTRA CREDITS FOR EXTENDED PLAY**
- 6. SCORE FOR FIRST PRIZE VENDED**
- 7. SCORE FOR SECOND PRIZE VENDED**
- 8. SCORE FOR MULTIPLE PRIZE VENDING**
- 9. SCORE FOR FREE GAME**
- 10. NUMBER OF COINS REQUIRED**
- 11. MOTOR OFF TIME WHILE VENDING**
- 12. MOTOR ON TIME WHILE VENDING**
- 13. NUMBER OF TICKETS PER PRIZE WON  
(TICKET GAME ONLY)**
- 14. ATTRACT MODE - TICKETS ONLY**
  - 0 = NO ATTRACT**
  - 1 = ON 5/OFF 25**
  - 2 = ON 15/OFF 45**

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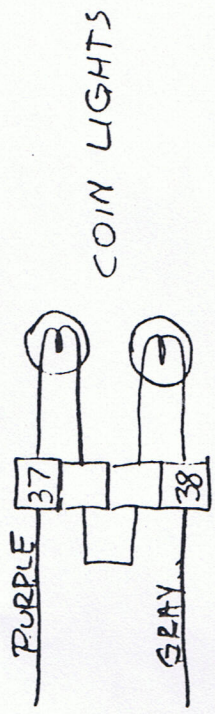
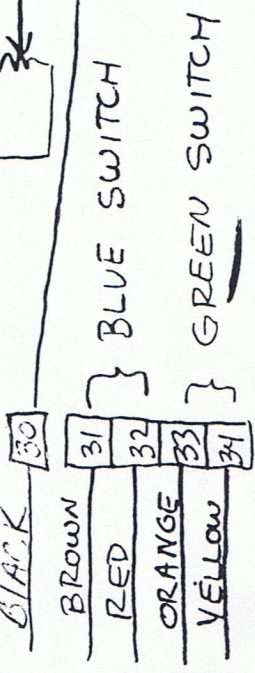
VEND DONE SENSOR (Not used on ticket game)



Cut BLACK WIRE 36" Connect to #8 on Terminal plug.



+5V  
Pin 8 of  
P1

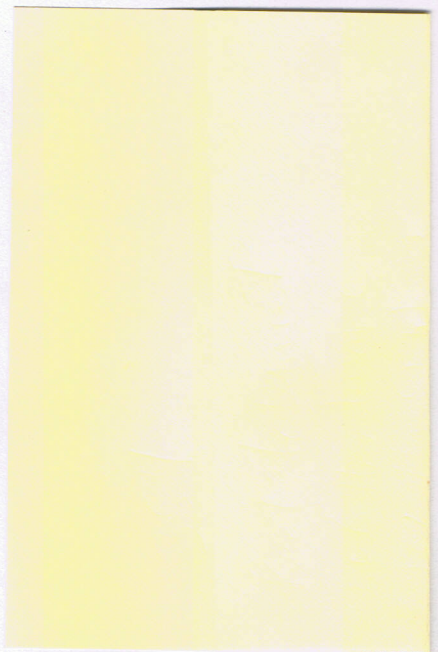
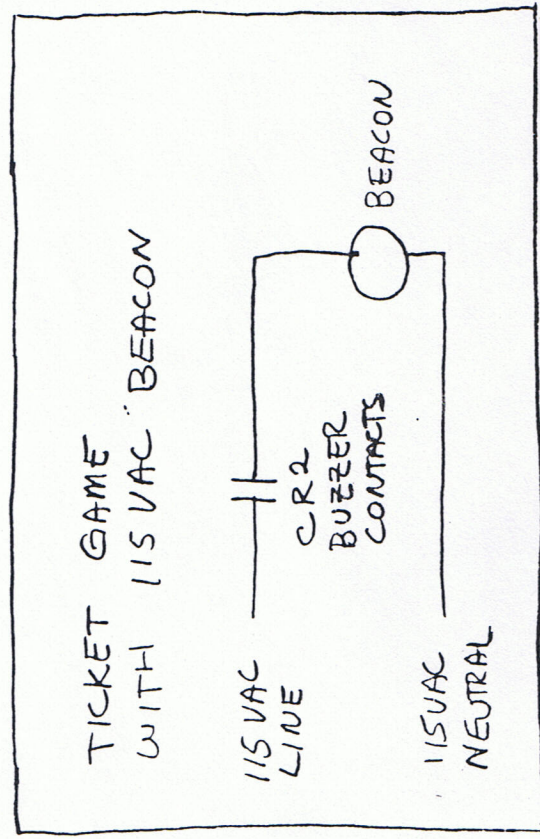
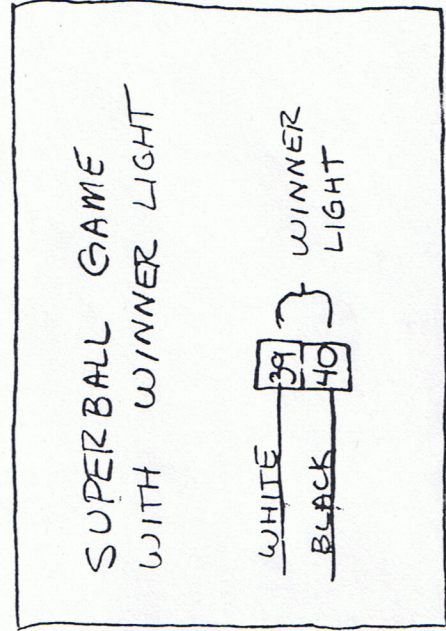


# #30 Black to TOKI LMB

Cut WHITE WIRE 22"

CONNECT TO #6 ON TERMINAL PLUG  
 STRIP LIGHT WIRE (S)  
 GREEN/PURPLE/WHITE  
 BLACK/BLUE

G Y R B





## WARRANTY REGULATIONS FOR FUN INDUSTRIES, INC.

All electronic components - including wiring harnesses, buttons, switches, transformers, digital countdowns, electronic eyes, solenoid, and printed circuit boards - are under factory warranty for 120-days, commencing 1-week from factory shipment date for all domestic shipments. If shipment is international, warranty shall commence 21-days after factory shipping.

Warranty will not cover normal wear and tear items such as light bulbs, or mechanical parts such as springs, firing pins, knobs, kicker feet, steering wheels, pedals, seats, cabinets, glass, plexiglass and targets.

All mechanical guns for vending games are warranted for 120-days.

Labor to repair any game is not covered by this warranty.

## RETURN PARTS AND SPARES POLICY

All returned parts must have a RAN # (Return Authorization Number), or they cannot be accepted and credited to your account.

No warranty part will be exchanged for a replacement part until the defective part has been returned to Fun Industries. Advance shipping of warranty replacement parts will not be permitted without prior approval.

All warranty parts, non-warranty parts and spare parts must be paid in full prior to shipping. Open credit is not available for parts replacement. If advanced replacement shipping is pre-approved, payment must be made by a credit card prior to shipping. Upon receipt of the defective part, a credit memo will be issued against the charges placed on the credit card.

It is the responsibility of all customers to prepay shipping charges back to Fun Industries for warranty and non-warranty parts. Fun Industries will pay standard, ground domestics UPS shipping charges when returning warranty parts back to the customer. Shipping charges of non-warranty parts and spare parts are the responsibility of the customer. Customers requesting Overnight Delivery, 2nd Day Service or any other form of special shipping for warranty parts will be responsible for all shipping charges.