TOOTTFROOTT MANUAL







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P1. Game characteristic



- Win points or move points directly to times.
- When the game shows "7" randomly, it will win X2~X6 times.
- When the game win ", the highest is X150 times, and also send 1~4 lamps.
- 1111, win 🌉 🖺 🗳
- 2222, win 🎉 🏩
- 3333, win 🎑 🎑 🎑
- 4444, send 1~6 lamps
- 5555, send golden metal bonus, when you bet more, you can get more bigger bonus.
- 1 6666, special bonus
- When win 9999, it will win GLAND SLAM Bonus, you will win all 24 lamps.
- Win 💝

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|----|----|----|----|----|----|----|----|----|----|----|----|
| 98 | 97 | 96 | 95 | 94 | 93 | 92 | 91 | 90 | 88 | 85 | 80 |

| 1 | 2 | 3 |
|--------------|--|--------------------|
| ALL X100 | 777 x80 | ALL9 2 X200 |
| ALL RATE X90 | BAR BAR BAR X70 | ALL8 7 X100 |
| ALL X80 | BAR BAR BAR X50 | ALL7 X80 |
| ALL X60 | X30 | ALL6 7 X60 |
| ALL X40 | ⊘ ⊘ X20 | ALL5 7 X40 |
| ALL 📤 X40 | ♣ ♣ X18 | ALL4 7 X20 |
| ALL X40 | ○ ○ ○ X14 | ALL3 X5 |
| ALL X40 | X 10 | ALL2 X2 |
| ALL ANY X40 | any any X10 | ALL FRUITS X15 |
| | **** ******************************** | |
| | ॐ ॐ ~ _{X5} | |
| | ॐ ∼ ∼ _{X2} | |

Equipment packing introduction:

1.Equipment packing include

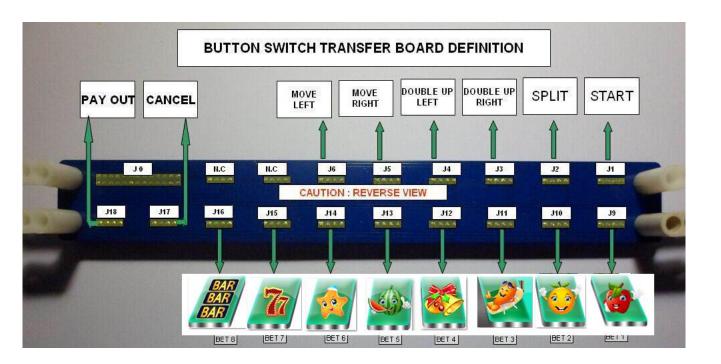
- Host box(PCB Board)* 1 pc
- Transfer stick (Control panel)*1 pc
- Wiring set *1 set
- Manual *1 pc

Acrylic:1 set

2.Host box(PCB)



2.Transfer stick





WIRING SET:

- *(A) AC type: The hopper use AC 100V~220V, SSR drive.
- *(D) DC type: The hopper use DC 24V. (SSR building)

According to the market, choose the different wiring set. A or D

P3. Wiring diagram

A. HOST BOX Socket XS1 Definition:

| Mang | Apple | 77 | Water | Key- | Start | Reserve | Counter- | +12V | Blank | Blank | GND | Blank |
|--------|--------|----|-------|------|-------|---------|-----------|------|-------|-------|-----|-------|
| 0 | | | melon | out | | | in Signal | | | | | |
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 21 | 23 | 25 |
| Double | Orange | BA | Star | Key- | Split | Reserve | Counter- | Blan | Blank | Blank | GND | Blank |
| Bell | | R | | in | _ | | out | k | | | | |
| | | | | | | | Signal | | | | | |

B. HOST BOX Socket XS2 Definition:

| Left | Cancel | Reser | SMA | Reser | Pay- | Hoppe | Button- | +12 | +12 | Blank | GN | Bla |
|------|---------|-------|-----|-------|--------|-------|---------|------|--------------|-------|----|-----|
| | | ve | LL | ve | out | r SSR | lamp | V | \mathbf{V} | | D | nk |
| | | | | | Signal | | | | | | | |
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 21 | 23 | 25 |
| Pay | Coin-in | BET | BIG | Right | Blank | Blank | Blank | Blan | +12 | +5V | GN | Bla |
| -out | | | | | | | | k | \mathbf{V} | | D | nk |

C. Transfer stick socket J0 definition:

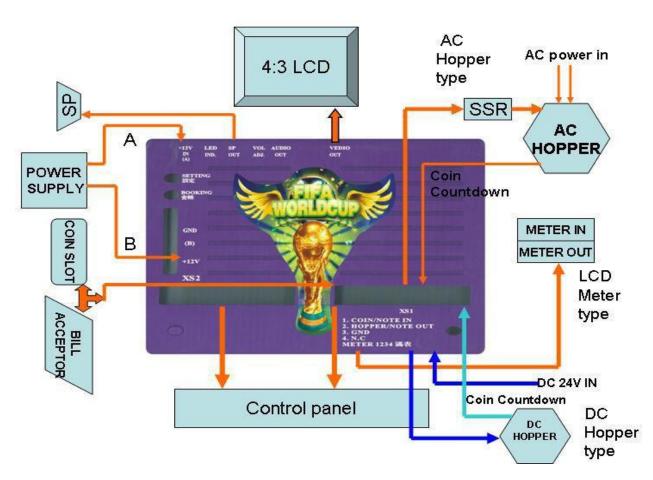
| GND | Button Light XS1-16 | XS2— 12 | XS2— 11 | XS2— 8 | XS2— 7 | XS2— 6 | XS2— 5 | XS2— 4 | XS2— 3 | XS2— 2 | XS2— 1 | N. C |
|-----|---------------------------|------------|------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------|
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 21 | 23 | 25 |
| GND | +12V | +12V | XS1—1 | XS1— | N. C | N. C |
| | | | | 2 | 4 | 5 | 6 | 7 | 8 | 9 | | |

D.Transfer sticks J1-J18 4 Pins definition:

| 1 | SIGNAL | TO BUTTON SWITCH |
|---|-----------|--------------------------|
| 2 | GND | TO BUTTON SWITCH |
| 3 | LIGHT-GND | TO BUTTON LIGHT NEGATIVE |
| 4 | LIGHT+12V | TO BUTTON LIGHT POSITIVE |

D. Wiring diagram:

FIFA WORLD CUP WIRING DIAGRAM



*Power in:

*There are two ways for power input: one is use power adapter of 12V connect to the (A) point.

Another way is use power supply; connect to the (B) point. Needs DC+12V, 5A or upper

*Speaker out:

There is building amplifier on Host box, use the plug to speaker directly.

*Or use the Audio out to the outside amplifier, when choose this mode speaker don't be used same time.

*Video out:

connect to LCD monitor, best suitable is 4:3 mode of LCD, but you can also use 16:9 LCD or LED monitor.

*Hopper out:

AC type: The wiring set has a SSR signal wire (RED Color) from

socket XS1 pin 14, needs to connect a +5V wire from Power supply.

DC type: Use the wire connects DC+24V, GND to J13 for input, and connects the output wire plug (J15) to the DC hopper, there is building SSR on the HOST BOX for the DC type. When use this mode, the wire of XS1 pin14 (AC SSR signal) should be cut.

Warning: Don't plug any AC power to the HOST BOX.

*Meter: LCD mode and Mechanical, wiring set contents a 4 pins wire, connect Host box to meter.

*Control panel: use the transfer stick to connect all button switches and lights.



P4. Game setting:

1. There are two ways to operate this item

HAND BOX

A. Use control panel's button:

*Host box's setting key: Enter/Confirm

*Host box's booking key: select up

*Panel's bet 3: select down

*Panel's bet 2: degrees reduce (-)
*Panel's bet 1: degrees increase (+)

B. Use hand box to control (Show as picture):

*Up key: Select up

* Down key: Select down

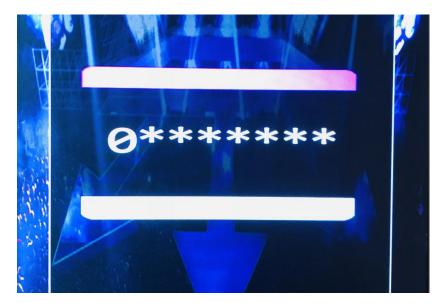
*Left key: degrees increase (+)
*Right key: degrees reduce (-)
*Right down key: Confirm/ Setting



Picture 01

2. Enter the Setting

Press "Setting" key for 3 seconds, will enter the following screen (picture 01). If do not set the password, please select (Return) back to the background. Enter the correct password will enter the Setting interface.



3. Configuration

Enter the "setting" page (picture 02)

Adjust the:

- *parameters setting
- *Decoding Adjust
- *Accounts
- *Decode
- *System
- *Exit

Picture 02



Picture 03

4.Parameter setting

Enter the "parameter setting" page (picture 03). *Select item and change the degrees to you wish. The default of Points of Note in is "0" Item needs to change before working if you need.

Modify coin and Level

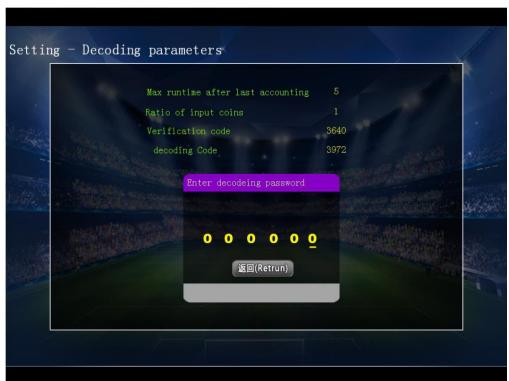
must be reset Account.



Picture 04

5.Decoding setting

This item is for cooperation style machine, sell style machine please ignore. The procedure is: *Enter the "Decoding parameters" page. *Power on the decoder *select "link" item *select "Accounting" *select "decoding" then input all data as shown on the screen (picture 04). It will get a password; input to the main set, if the password Correct it will show: "Success" and flash on. *Next you have to make



6.Check Account

"Accounting"

*Enter to "Check Account "page (picture 05).

*Input default password * Will see all of the accounts: Total profit, last profit, Current profit, Scores Added, Scores reduced, Coins input, Coins output, Lottery.

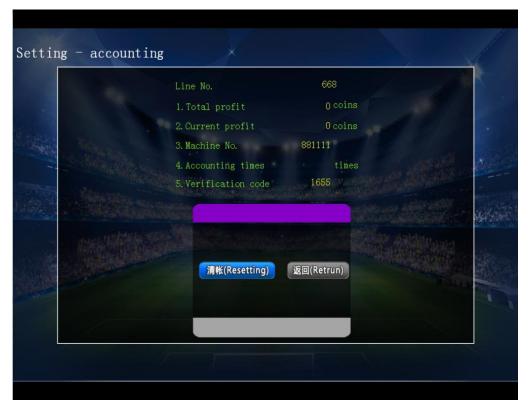
Picture 05



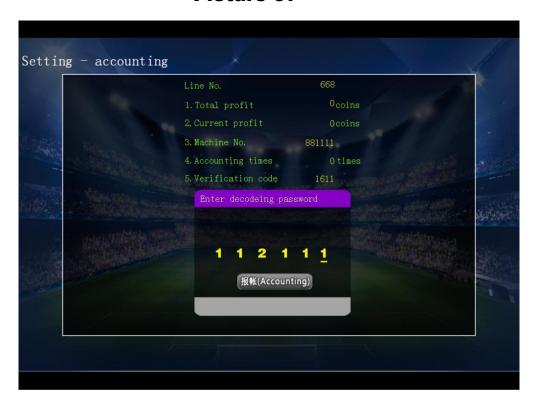
Picture 06

7.Reset account

Enter the "reset accounting" page (Picture 06)
*Select "Accounting" to reset all data or
*Select "Return" to Background



Picture 07



"Success" flash under the sub screen and going to the Start page automatically.

Picture 08

8. System setting

This item can make "Change password"
*Enter the "system setting"
(picture 08) page
*Input correct password.



Picture 09

Are you change the password?

E(Yes) **E(No)***

Picture 10

*Appears "Are you change The password" page. (Picture 09) *Choose the "YES"

- *Appears "Enter new password" Page (picture 10)
- * Fill new password.



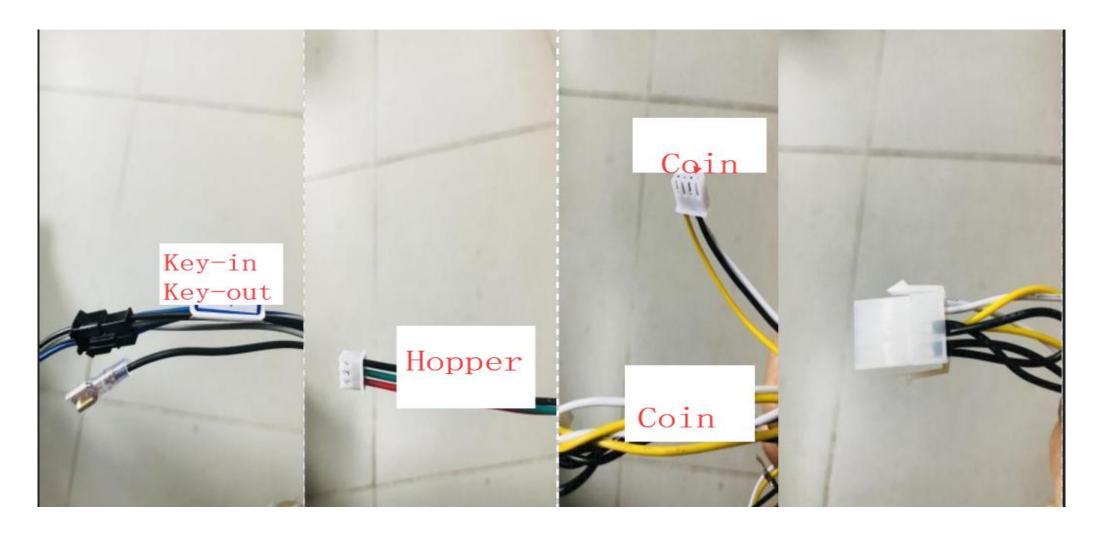
TOOTY FROOTY WIRING DIAGRAM

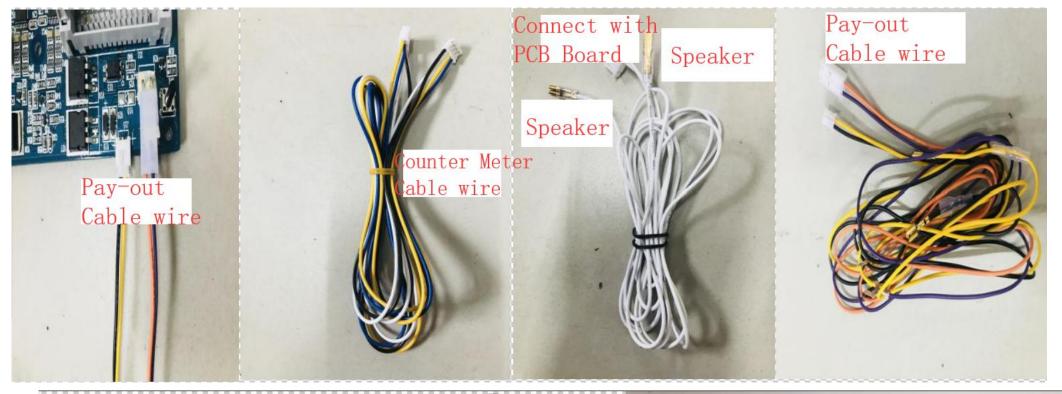




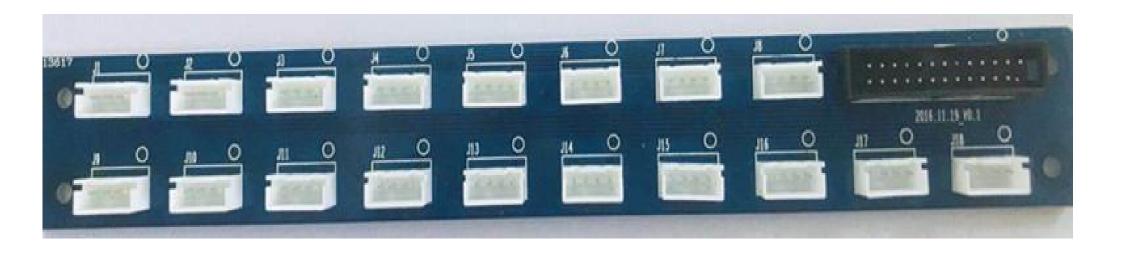


Interface for host S1, green for host S2, red for split interface









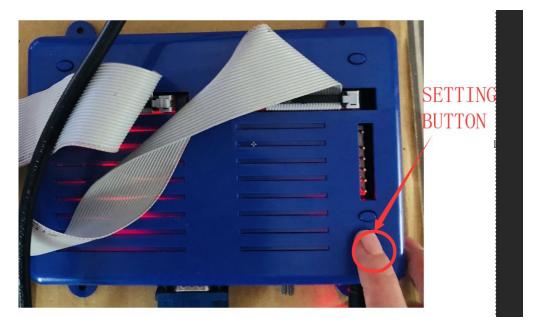
J1-Start J2-SPLIT J3-Big J4-Small J5-Right shift J6-Left shift J7-BET J9-apple J10-orange J11-mango J12-Double Bell J13-Watermelon J14-Star J15-77 J16-BAR J17-Cancel J18-PAYOUT

OPERATION INSTRUCTION OF TOOTY FROOTY

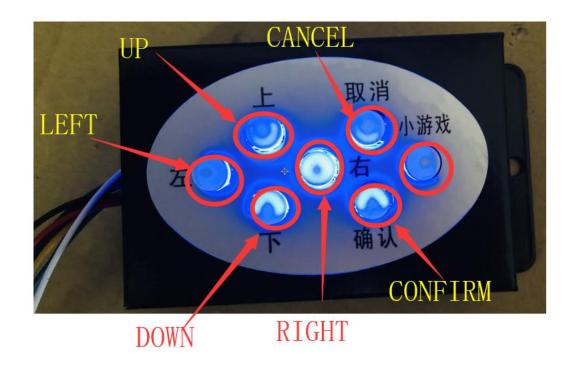
1. SYSTEM SETTING:

To press "SETTING" key on the board as following photo and enter the setting page, it will show you to enter your password, you can use hand box to enter the password, then press "CONFIRM" key on the HAND BOX. To press CHECK

ACCOUNT/UP,STAR/CONFIRM,MANGO/DOWN,ORANGE/LEFT,APPLE/RIGHT to operate.

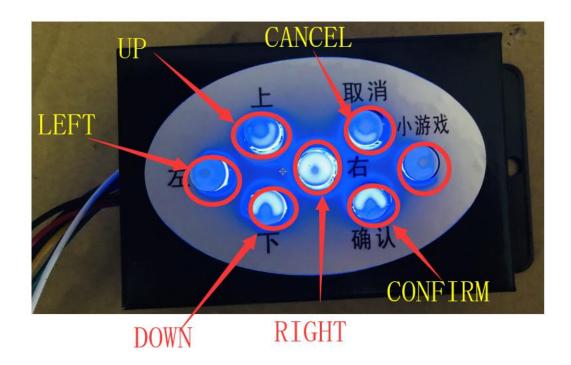


Suggestion: it is more convenient to use handle box to operate.



2. PARAMETER ADJUSTMENT:

Enter parameter setting page, you can use handle box or push button to adjust. To press Check Account/UP,STAR/CONFIRM,MANGO/DOWN,ORANGE/LEFT,APPLE/RIGHT to operate. It is easy to use hand box to move and operate.



Save: to save the parameters which you have adjusted and exit to return to setting page.

Factory default value: to recover to factory value.

Back: To return to setting page.

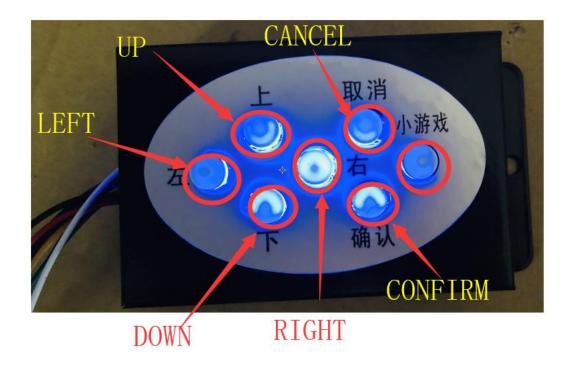
3...For company type of machine, you should use remote control to set the parameter and get password.

Decoding: you can use remote control to adjust the valid date, coin rate. If you adjust coin rate, you should decode and init the pc board for twice.

- Power on remote control
- Enter the machine number
- Enter the line number
- Enter check sum number
- Enter feature number
- Enter the days or coin rate, then you can get the password.

To press Check Account/UP,STAR/CONFIRM,MANGO/DOWN,ORANGE/LEFT,APPLE/RIGHT to operate.

It is easy to use hand box to move and operate.



Suggestion: it is more convenient to use handle box to operate.

Note: this is valid for the company type of game board. The company style game board can be used in remote control.

- 4. You can set difficult level and limitation credits of machine in the setting system.
- 5. Business type machine and Company type machine can be switched in the setting system, after you switch, please make sure to clear all records (account). For business type of machine you can set difficult level and limitation credits of machine in the setting system. But for company type of machine, you can set the limitation date by a remote control.
 - **6. CONNECTOR method: Support buttons and Joystick**

7. CONNECTION DIAGRAM

XS 1:

| Mango | Apple | 77 | Watermelon | Key-out | Start | Reserve | Counter-in Signal | +12V | Blank | Blank | GND | Blank |
|----------------|--------|-----|------------|---------|-------|---------|-----------------------|-------|-------|-------|-----|-------|
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 21 | 23 | 25 |
| Double Bell | Orange | BAR | Star | Key-in | Split | Reserve | Counter-out Signal | Blank | Blank | Blank | GND | Blank |

XS 2:

| Left | Cancel | Reserve | SMALL | Reserve | Pay-out Signal | Hopper SSR | Button-lamp | +12V | +12V | Blank | GND | Blank |
|---------|---------|---------|-------|---------|-------------------|---------------|-------------|-------|------|-------|-----|-------|
| 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |
| 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 21 | 23 | 25 |
| Pay-out | Coin-in | BET | BIG | Right | Blank | Blank | Blank | Blank | +12V | +5V | GND | Blank |

