DokoDoko Quick Start

2026-10-06 edition | Windows venue PC | No internet required | Full manual: **Guide** at the bottom of TOP or **More** → **Guide** in the left menu

The first time (once only)

☐ **0. Extract the zip and place the license** — right-click the downloaded zip → **Properties** → check **Unblock** → OK (no more Windows warnings). Right-click the zip → **Extract All** and put the **DokoDoko** folder inside anywhere you like (avoid Program Files; it cannot start from inside the zip). Save the `license.json` from our email to the **Desktop or Downloads** (do not re-save it with Notepad). Step 1 below loads it automatically. "The publisher could not be verified" → **Run**; "Windows protected your PC" → **More info** → **Run anyway**

Preparation checklist (top to bottom, before the show)

☐ **1. Start** — double-click `Start_DokoDoko.bat`. A black window minimizes and the browser opens the **TOP screen** (if not, type the `http://localhost:xxxx/` address from the black window). The first time, click "Allow access" in the firewall prompt

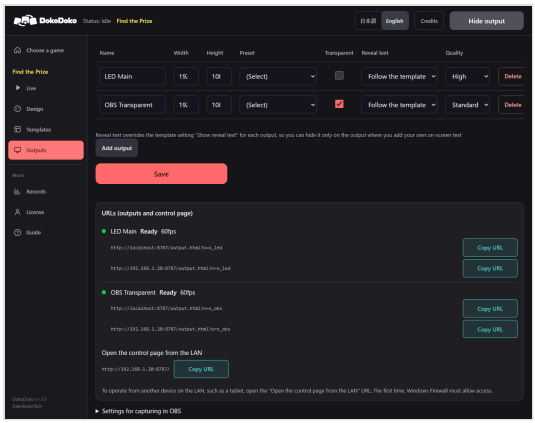
☐ **2. Choose a game** — on TOP press **"Let's play this →"** on **Find the Prize** (one prize, guess where it is) or **Prize Pick** (three prizes, the guest keeps what is under the chosen cover). The left menu appears and **Live** opens

☐ **3. Copy the output URL** — left menu **Outputs** → **URLs (outputs and control page)**. Press **Copy URL** on the line of the output you use (e.g. LED Main); every line has its own button and copies exactly that URL. The `localhost` line for this PC, a LAN address line for another PC (with several, the one on the same network as the board PC). Use the port shown in the application

☐ **4. Show it at the venue** — full-screen browser: open the URL in Chrome / Edge and press `F11`. OBS: add a **Browser** source with the URL, width and height as in Outputs, FPS Custom 60, and turn OFF "Shutdown source when not visible" and "Refresh browser when scene becomes active" (also listed under **Settings for capturing in OBS**)

☐ **5. Apply the look** — left menu **Live** → choose a **Template** → **Apply template** (only while the status is Idle). Check **Duration (sec)** and **Difficulty**. Find the Prize: **Prize start position** and **Winning position**. Prize Pick: the names under **Prizes inside** and **Where it ends up**. To change the look, edit and save in **Design** (Prize Pick: the prize names under **Three prizes**); rename, duplicate or delete saved templates in **Templates**

☐ **6. Confirm Ready** — under **Output status** the output you use says **Ready** (green). If it says Not connected, open the URL again. The audience language is **Design** → **Display language** (separate from the header language buttons)



The control page and **Show preview** reveal the winning position. Show only the output page to the venue.

Run the show and recover

One round

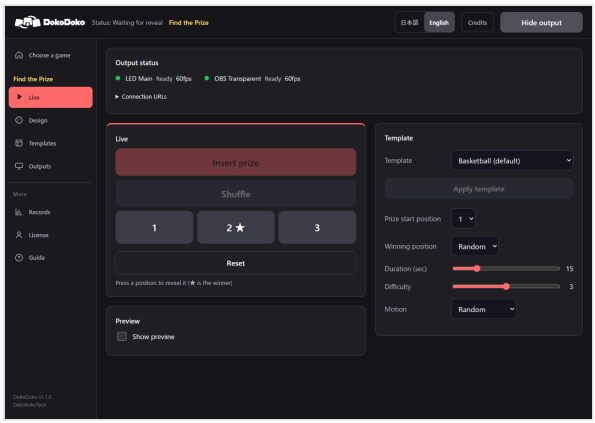
☐ **Insert prize** → wait for the animation (status **Ready**)

☐ **Shuffle** → wait (status **Waiting for reveal**)

☐ Open with **1**, **2**, **3** — Find the Prize marks the winner with ★ (operator only). Prize Pick shows the **prize name** under each button, so open the number the guest chose (no ★)

☐ **Reset** for the next round

Disabled buttons are dimmed and the line below explains why. "⋯ is live right now. You cannot run this game from this screen." means the other game is applied: press **Go to that game** or apply a template of this game.



Hide the output and finish

☐ **Hide output** in the header hides the venue picture (the red **Show output** brings it back). The game does not pause

☐ To finish, hide the output and close the black **DokoDoko Server** window, or double-click `Stop_DokoDoko.bat` in the folder and press `Y` at the confirmation. Closing the browser alone does not stop the app (the venue browser does not close on its own — close it by hand)

Quick troubleshooting

Symptom	First check
Blank / Not connected	Is the output URL open? Is the output hidden? In OBS right-click the browser source → Refresh
Tablet cannot connect	Same Wi-Fi / LAN as the PC; use the **Open the control page from the LAN** URL, not localhost. Allow the firewall once
Slow animation (Low fps)	In Outputs lower that output's Quality to Standard or Light. Close previews and heavy apps
Buttons disabled	Is the status Idle (Apply template works only then)? If the other game is live, press Go to that game
Names show as "Prize 1"	The template was edited after being applied. Press Apply template again
No connection after restart	Check the address and port in the black window and update the output URL. Progress is restored within 6 hours

☐ **DokoDoko will not start** (the browser does not open) — check whether the license period has ended, and read the message left in the black window. Save the `license.json` from our email to the Desktop or Downloads and double-click `Start_DokoDoko.bat` again (Detailed Manual 12.6)

☐ How many rounds you have run is shown in the left menu under **More** → **Records**. You can export it as CSV

☐ App version and delivery details are under **More** → **License**. Read this screen out loud when you contact us

Rehearse one full round before the show and check the result text. For detailed settings, recovery, backup and the Prize Pick chapter, open the **Detailed Manual** from **Guide** at the bottom of TOP or **More** → **Guide** in the left menu (it opens in a new browser tab). Both HTML and PDF work offline.

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