

VERSION 4

FRUIT BONUS 96 Special Edition™ NEW CHERRY '96 Special Edition™ Skill Cherry '97™

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4	EXTRA - STOP 1		4
5	EXTRA - STOP 2	EXTRA - ALL STOP	5
6	EXTRA - STOP 3		6
7	TICKET OUT BUTTON – for ticket dispenser direct drive		7
8	TICKET NOTCH – ticket dispenser		8
9	START / TAKE		9
10	STOP 2 / SMALL (SHARED)		10
11	PLAY		11
12	STOP 3 / TAKE (SHARED)		12
13	STOP 1 / DOUBLE (SHARED)		13
14			14
15			15
16	ALL STOP / BIG (SHARED)		16
17			17
18	COIN 1 IN (point value reference)	NOTE IN	18
19	SERVICE IN	COIN 2 IN	19
20	ACCOUNT	CONFIRM / SET UP	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER / INTERFACE - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	NOTE IN METER		24
25			25
26	COIN 2 IN METER		26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	START / TAKE LAMP	EXTRA - ALL STOP LAMP	29
30	STOP 2 / SMALL LAMP (SHARED)	EXTRA - STOP 1 LAMP	30
31	PLAY LAMP	EXTRA - STOP 2 LAMP	31
32	STOP 3 / TAKE LAMP (SHARED)	EXTRA - STOP 3 LAMP	32
33	STOP 1 / DOUBLE LAMP (SHARED)		33
34	ALL STOP / BIG LAMP (SHARED)		34
35			35
36	GND	GND	36

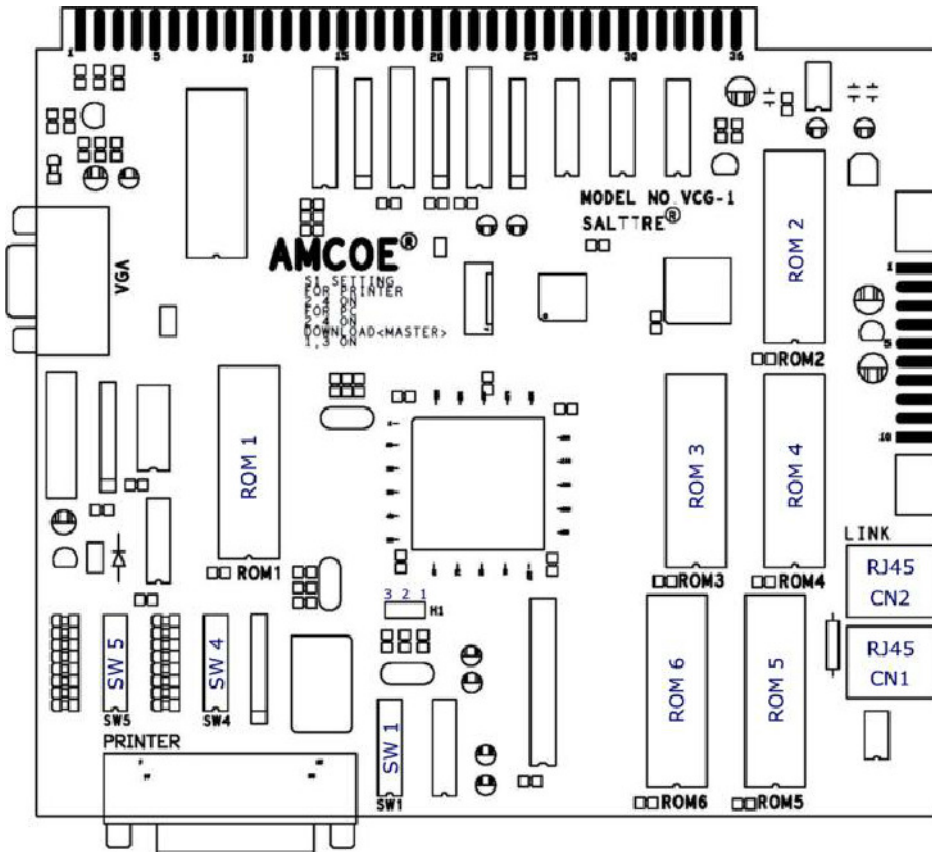
PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE		7
8	HOPPER SSR		8
9	GND	GND	9
10	GND	GND	10

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION. STOP BUTTONS: SELECT SHARED BUTTON OR EXTRA BUTTON.

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Hardware platform VCG-1 has two types of video output, CGA and XVGA. Jumper H1 (located near SW1) 1 & 2 connected is CGA output; 2 & 3 connected is XVGA output. When using CGA output, connect video output signals on the edge connector. When using XVGA output, use the standard VGA connector on the board; also, monitor used has to support H-scan frequency 31.5kHz and V-scan frequency 120Hz or higher. ROM1 is the program ROM. ROM1 must match with the type of video output intended to be used.

LINK

Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

PRINTER

SW1 #2 & #4 ON is to enable the RS232 port for printer and/or PC

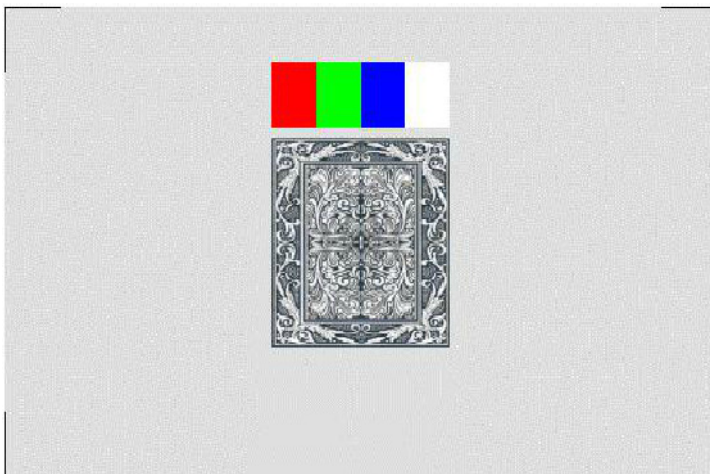
download.

MONITOR ADJUSTMENT

In the monitor adjustment screen, adjust sizes and positions such that the four (4) corner brackets (white color) are visible and close to the corners of the monitor. For CGA monitor, re-tuning of monitor sync may be required in order to obtain the best picture result.

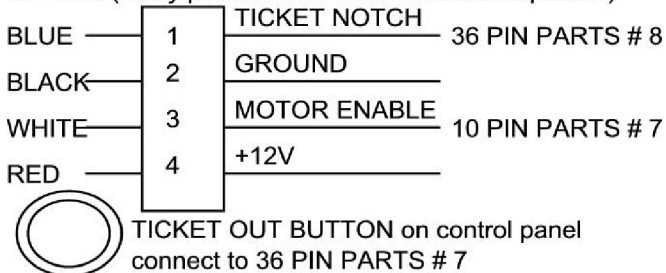
RESET

During power on checking, *before* counting down to 000, press Confirm Switch/Button (36 PIN SOLDER #20). Follow instructions on screen to reset (1) both Adjustment Selections and Data (bookkeeping) or (2) Data (bookkeeping) only.

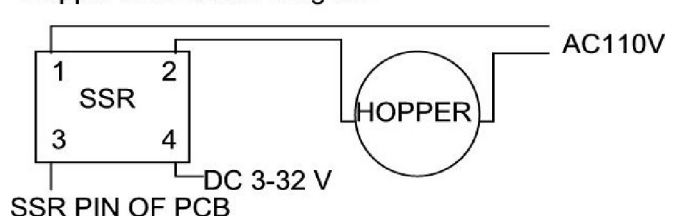


Ticket Dispenser Connection Diagram

DL-1275 (verify pinouts on manual of ticket dispenser)



Hopper Connection Diagram



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DIP SW 4		1	2	3	4	5	6	7	8
DUAL SUPPORT USE ONLY	CGA OUPUT XVGA OUTPUT		OFF ON						

DIP SW 5		1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE TAIWANESE MADE	OFF ON	For most monitors used in USA						
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS Each Unit in the Link System must have a unique ID. Monitor used must have an isolation transformer or built- in isolation circuit. Two or more units having the same ID or monitor without an isolation transformer will DAMAGE the board. (Link Control Unit and CAT5 patch cable required. To connect with older type 3 pin link connector, a small connector interface board is required. Just one is needed in the entire link system.)	NO LINK UNIT 1 UNIT 2 UNIT 3 UNIT 4 UNIT 5 UNIT 6 UNIT 7 UNIT 8 UNIT 9 UNIT 10 UNIT 11 UNIT 12 UNIT 13 UNIT 14 UNIT 15		OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON ON	OFF OFF ON ON OFF ON OFF ON OFF ON OFF ON OFF ON ON	OFF OFF OFF OFF ON ON ON ON ON ON ON ON ON ON ON	OFF OFF OFF OFF OFF OFF ON ON ON ON ON ON ON ON ON			
NO USE	MUST BE								OFF

All selections are made on screen except those listed in Dip SW 4 and 5.

Please go to Confirm Screen and following on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections that can be adjusted on screen (**NOT** for all versions) are as follow:

LEVEL OF DIFFICULTY: Default is Level 6.

COIN 1 TO POINT: It relates to 36-pin edge connector part side 18. 1 pulse in =? (Reference of dollar value in regular ver.)

COIN 2 TO POINT: It relates to 36-pin edge connector solder side 19. 1 pulse in =?

KEY IN TO POINT: It relates to 36-pin edge connector solder side 18. 1 pulse in =? (Use key switch signal)

COIN IN LIMIT: Set the total COIN IN limit.

MIN PLAY TO START: Min point(s) required to start to play a game.

MIN PLAY FOR BONUS: Min points required in order to get bonus features.

MAX PLAY: Max points which can be played in a game.

FRUIT BONUS BASE: Individually adjusted from 500 up to 5000.

FRUIT BONUS MAX: Individually adjusted from 1500 up to 9000.

EIGHT BONUS BASE: Individually adjusted from 500 up to 5000.

EIGHT BONUS MAX: Individually adjusted from 1500 up to 9000.

BONUS ACCUMULATE: YES (progressive from Base to Max), NO (fixed at Max).

ADD TRIPLE 7 BONUS: NO, 2%, 3%, or 4%.

TRI 7 BONUS PT: Triple 7 Bonus is a fixed bonus and can be selected from 4000 up to 50,000 pts.

CLEAR / TICKET UNIT: It relates to 36-pin edge connector part side 28. Each pulse out =? point(s).

TICKET MODE: It relates to above and regulates max? pulse(s) out each game. Continuous = no limit.

TICKET OUT: Ticket Dispenser Direct Drive or Interface in Compact Format board. Printer Direct, TDDD or Interface in Full Format board.

PRINTER TYPE: Use one central printer via Link Control Unit (VIA LINK) or individual printer installed in machine (USE SELF).

PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.

HOPPER UNIT USE: Use COIN 1 TO POINT or CLEAR / TICKET UNIT as reference.

USE SCORE: If yes, "SCORE" will appear on screen. All points won will be collected to "SCORE". Default = NO.

SCORE OUT: Manual (default) or Auto.

LIMIT SCORE PER GAME: Limit SCORE per game play to 10 x PLAY or an equivalent of \$5 whichever is less. (Use LW Version instead.)

PLAY REMAIN SCORE: Only when "SCORE" appears on screen. Play directly from "SCORE" when no point left in POINT column.

COUNT GAME: This is an advanced count game feature counting eligible pulses out based on TICKET MODE.

SHOW ACCOUNT: If no, there is no account information on Account Screen.

SHOW LAST WIN/SCORE: Show the total points won in previous game or procedure (if during bonus features).

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WITHOUT ODDS TABLE: Show odds table on screen or not. YES = do not show; NO = show.

SKILL SPIN: A non-stop spinning condition and manual stop is mandatory.

REEL BOUNCE: YES (default) or NO.

DOUBLE GAME: YES (default) or NO.

GAME TYPE: FRUIT BONUS (default), NEW CHERRY, or SKILL CHERRY.

SKILL CHERRY TALKING: LESS (default) or FULL.

SHOW DOLLAR VALUE: YES or NO. (Regular Version)

COIN MODE	COIN 1 TO POINT	BILL ACCEPTOR SELECTION		\$1 = how many POINTS	LIMIT SCORE
		\$1 = 1 PULSE	\$1 = 4 PULSES		MAX \$5 = how many POINTS
\$0.25 = 1 PT.	1		YES	4	20
	4	YES			
\$0.10 = 1 PT.	10	YES		10	50
\$0.05 = 1 PT.	5		YES	20	100
	20	YES			
\$0.02 = 1 PT.	50	YES		50	250
\$0.01 = 1 PT.	25		YES	100	500
	100	YES			

The following are available in LIMIT WIN VERSION only:

WIN LIMIT: Default = (1) \$5 & 10X (whichever is less) XT style. (2) \$5 & 10X NSW (not show win point) XT style. (3) \$5 & 10X (whichever is less) TX style. (4) \$5 & 10X NSW (not show win point) TX style. (5) \$5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)

HIT FREQ: Available in LIMIT WIN VERSION program only.

Additional selections not mentioned here might be available in some versions.

SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN LIMIT WIN VERSION.

Access the Link Control Unit (the program of the Link Control Unit must be Version 1.9 or newer): When in LINK, go to Account Screen. Press ACCOUNT button once will go to a download page. Account information of the entire Link System will be downloaded to the screen. After viewing, follow instruction on screen to (1) erase the recent record inside the Link Control Unit, if wanted to, or (2) exit.

VERSION 4 – 3 games (selectable)

New Fruit Bonus '96 Special Edition Ver. 4, New Cherry '96 Special Edition Ver. 4, or Skill Cherry '97 Ver. 4



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	Version 4	FB96SE 3.63	CH96SE 3.63	SC97 3.52
Hardware Platform	VCG1 / CE	ET-97+Top Bd	ET-97+Top Bd	ET-97+Top Bd
Game(s) in board	3	1	1	1
Triple 7 Bonus	YES (option)	NO	NO	NO
Triple 7 Bonus Point (fixed)	From 4000, 6000,...50000 (selectable)	N/A	N/A	N/A
Triple 7 Bonus %	Selectable	N/A	N/A	N/A
All Fruit Bonus Base Level Highest	5000	3000	3000	3000
Eight Bonus Max Level Highest	9000	8000	8000	8000
All Fruit / Eight Bonus no accumulation fixed at	MAX	BASE	BASE	BASE
Adjust Base/Max Level	Accumulated range retained	Accumulated range ignored	Accumulated range ignored	Accumulated range ignored
Initial set up or change of Bonus Base/Max Level	Flexible and effective immediately	Limited and Base Level effective after hit	Limited and Base Level effective after hit	Limited and Base Level effective after hit
Use Score	Manual / Auto Out	Auto Out	Auto Out	Auto Out
Show Last Win	YES (option)	NO	NO	NO
Additional show dollar value	YES (option)	NO	NO	NO
Reset data without reset of existing Bonus Level (of All Fruit / Eight)	YES	NO	NO	NO
Other improvements	Max Bet 240, Larger selectable range in different items	Max Bet 80, less selectable range in different items	Max Bet 80, less selectable range in different items	Max Bet 80, less selectable range in different items
Link Ready	YES	NO	NO	NO
Link Bonus	All Bar (link control kit required)	N/A	N/A	N/A
Direct drive serial printer	YES (VCG1 hardware) / NO (CE hardware)	NO	NO	NO
Dual Support (CGA/XVGA CRT)	YES (VCG1 hardware) / NO (CE hardware)	NO	NO	NO

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PUSH BUTTON LEGEND

ALL STOP BIG	STOP 1 DOUBLE	STOP 2 SMALL check	STOP 3 TAKE
TAKE START	PLAY		

WITHOUT HOLD FEATURE

ALL STOP BIG HOLD 1	STOP 1 DOUBLE	STOP 2 SMALL check	STOP 3 TAKE HOLD 2
	PLAY	TAKE START	

WITH HOLD FEATURE

SHARED BUTTON CONFIGURATION

TAKE START	ALL STOP	STOP 1	STOP 2	STOP 3
PLAY	BIG	DOUBLE	SMALL CHECK	TAKE

WITHOUT HOLD FEATURE

TAKE START	ALL STOP	STOP 1	STOP 2	STOP 3
PLAY	BIG HOLD 1	DOUBLE	SMALL CHECK	TAKE HOLD 2

WITH HOLD FEATURE

EXTRA BUTTON CONFIGURATION

Note: The function of Hold 1 and Hold 2 is different. Both buttons shall be installed. Buttons on control panel are also used to make selections in Confirm/Adjustment Screen, Printer Setup Screen and Account Screen; therefore, at least all six buttons shown in shared button configuration shall be installed.