

Fruit Bonus '96 / New Cherry '96

DIP SWITCH 3		1	2	3	4	5	6	7	8
Minimum Play To Start	1	OFF	OFF						
	8	ON	OFF						
	16	OFF	ON						
	24	ON	ON						
Max Coin In & Note In Point	1,000			OFF	OFF				
	5,000			ON	OFF				
	10,000			OFF	ON				
	90,000			ON	ON				
Clear / Ticket Unit	1	No service in				OFF	OFF	OFF	
	5	Service In for no ticket feedback (do not use as excess feedback)				ON	OFF	OFF	
	10					OFF	ON	OFF	
	20					ON	ON	OFF	
	40					OFF	OFF	ON	
	80					ON	OFF	ON	
	100					OFF	ON	ON	
	200					ON	ON	ON	
Not Used	Off								
	On								ON

Max of All Fruit Bonus, Base of All Fruit Bonus, Max of 888 Bonus, and Base of 888 Bonus can be adjusted individually in Confirm screen; instructions are shown on Confirm screen.

If present Bonus Point is lower than newly changed Base, Bonus Point will be changed to new Base immediately. If present Bonus Point is higher than newly changed Base, new Base will be used only after Bonus hit.

If present Bonus Point is higher than newly changed Max, Bonus Point will be changed to new Max immediately.

Caution: Always set Max higher than Base

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Initial Bonus Setting After Reset (DIP SW 1-8):

	<u>All Fruit Base</u>	<u>All Fruit Max</u>	<u>888 Base</u>	<u>888 Max</u>
Type 1:	500	2,000	1,000	2,000
Type 2:	1,000	3,000	1,000	3,000

Suggestion: When Game Percentage is set below 65% use Type 1; when Game Percentage is set at 65% or above, use Type 2. After 1 – 2 times hit of each Bonus, observe situation and, if necessary, adjust without reset.

Factory setting is 65% with Type 2.

Although program is equipped with a sophisticated computation technique to attain as close as possible the same percentage as selected no matter how the Bonuses are set, it should be understood that only a balance of Game Percentage setting and Bonus setting could maintain the interest of play.

It is NOT recommended to reset board too often. To keep track of recent records, clear Present Record instead (follow instructions on screen) It is, however, necessary to reset board after Main Points Played has reached 1 million (approx.).

Changes In Version 2 (also in version 3.1)

In order to take care of various types of need in CLEAR, MANUAL TICKET DISPENSE, and AUTO TICKET DISPENSE, Version 2 has two changes in DIP SW selection.

- (1) DIP SW 2 – 3 is changed to select whether using Auto Ticket Dispense or not.
- (2) DIP SW 3 – 5, 6, 7 are used to select CLEAR / TICKET UNIT.

Usage:

(a) Auto Ticket Dispense OFF:

- (i) Manual Clear – Select CLEAR / TICKET UNIT to desired setting.
- (ii) Manual Ticket Dispense – Select CLEAR / TICKET UNIT to issue 1 ticket
Set Interface of Ticket Dispenser to 1 signal 1 ticket
Excess points feedback NOT connected

Example: CLEAR / TICKET UNIT = 80 (every 80 points is 1 ticket)

Points in game now = 623

Activate ticket dispenser, 7 signals are sent out, 7

tickets issued, $623 - (80 \times 7) = 63$ points remain in the game.

New Indication on Screen:

When Point in game (except 0) is less than CLEAR / TICKET UNIT, Point will be shown in smaller type yellow color, indicating Manual Clear or Manual Ticket Dispense not allowed. Otherwise, Point will be shown in normal larger type orange color, indicating Manual Clear or Manual Ticket Dispense Permitted. (If CLEAR / TICKET UNIT = 1, there is no change in color at all)

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(b) Auto Ticket Dispense ON:

Select CLEAR / TICKET UNIT to issue 1 ticket

Set Interface of Ticket Dispenser to 1 signal 1 ticket

Excess points feedback NOT connected

Points won will be collected to SCORE first. When points in SCORE equal to or exceed CLEAR / TICKET UNIT, signal(s) will be output automatically without activating any switch (same as above example; except remaining points in SCORE cannot be played).

Note: In any of the above cases, 1 meter count = CLEAR / TICKET UNIT. Account screen count will be equivalent to points count.

IMPORTANT: Turn off machine when changing DIP SWITCHES. Board must be reset after changing DIP SW 2-3 (Auto Ticket Dispense). Change CLEAR / TICKET UNIT does not need reset. See Confirm Screen to verify changes.

Changes In Version 3.1

- (1) Computation of certain part of the program redone to ensure more accurate percentage.
- (2) Coin In DIP SW settings are changed to cover all type of coin mode

COIN MODE	COIN IN SETTING (DIP SW 2 No4,5,6)	BILL ACCEPTOR SELECTION		\$1 = ? POINT
		\$1 = 1 PULSE	\$1 = 4 PULSES	
\$1=1PT	1	YES	---	1
\$0.50=1PT	2	YES	---	2
\$0.25=1PT	1	---	YES	4
\$0.25=1PT	4	YES	---	4
\$0.10=1PT	10	YES	---	10
\$0.05=1PT	5	---	YES	20
\$0.05=1PT	20	YES	---	20
\$0.01=1PT	25	---	YES	100
\$0.01=1PT	100	YES	---	100

- (3) Service In is added to 36 pin Edge Connector Parts Side pin #8. This pin is connected to NO TICKET FEEDBACK of ticket Dispenser interface board which can detect no ticket and feedback pulses when no ticket. DO NOT USE Service In as excess point feedback. When CLEAR / TICKET UNIT is set to 1, Service In does not work.

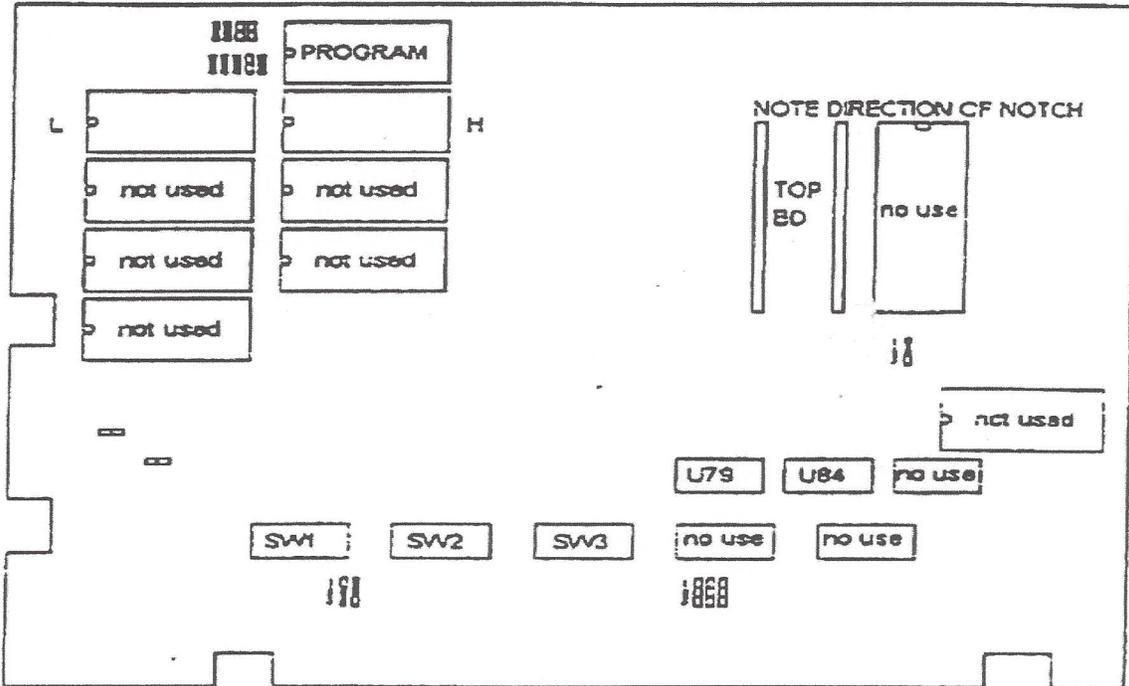
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Parts Side	No.	Solder Side
Video Red	1	Video Green
Video Blue	2	Video Sync
Speaker +	3	Speaker -
	4	
	5	
	6	
	7	
Service In (v3.1 only)	8	
Start	9	
Small / Stop 2	10	
Play	11	
Take / Stop 3	12	
Double / Stop 1	13	
	14	
	15	
Big / All Stop	16	
	17	
Coin In	18	Note In
	19	
Account	20	Confirm
Hopper Pay	21	Key Switch
Hopper Full Switch	22	Hopper Switch
Coin In Meter	23	
Note In Meter	24	HPSSR Type B BD
	25	
	26	
Hopper Meter	27	
Key Switch Meter	28	
Start Lamp	29	
Small / Stop 2 Lamp	30	
Play Lamp	31	
Take / Stop 3 Lamp	32	
Double / Stop 1 Lamp	33	
Big / All Stop Lamp	34	
	35	
GND	36	GND

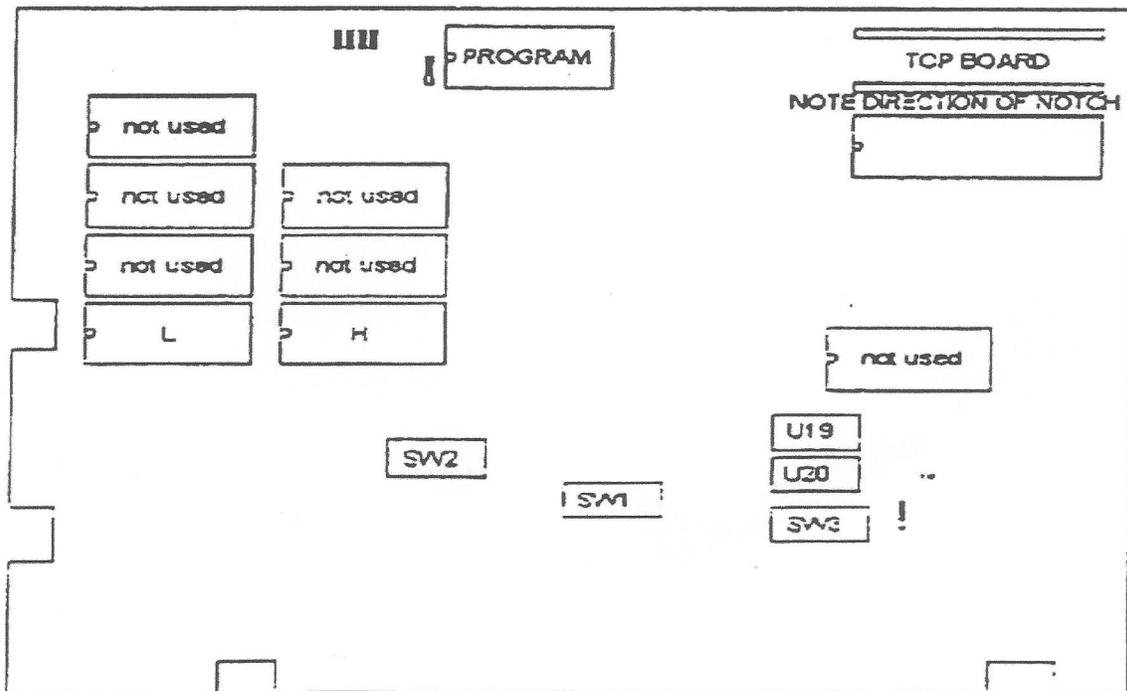
Parts Side	No.	Solder Side
GND	1	GND
GND	2	GND
+ 5 V	3	+ 5 V
+ 5 V	4	+ 5 V
+ 12 V	5	+ 12 V
+ 12 V	6	+ 12 V
HPSSR TYPE A BD	7	
	8	
GND	9	GND
GND	10	GND

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TYPE A BD



U79=U19 U84=U20



TYPE B BD