

FRUIT BONUS 2010

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PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			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		10
11	PLAY		11
12	STOP 3 / TAKE		12
13	STOP 1 / DOUBLE		13
14	<i>(must not connect to anything)</i>		14
15	<i>(must not connect to anything)</i>		15
16	ALL STOP / BIG		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT	CONFIRM	20
21	HOPPER PAYOUT - panel	CLEAR	21
22	<i>(must not connect to anything)</i>	*HOPPER SWITCH - hopper	22
23	COIN IN METER		23
24	NOTE IN METER		24
25			25
26			26
27	HOPPER METER	<i>(must not connect to anything)</i>	27
28	CLEAR / TICKET METER		28
29	START / TAKE LAMP		29
30	STOP 2 / SMALL LAMP		30
31	PLAY LAMP		31
32	STOP 3 / TAKE LAMP		32
33	STOP 1 / DOUBLE LAMP		33
34	ALL STOP / BIG LAMP		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 / HOPPER SSR		7
8			8
9	GND	GND	9
10	GND	GND	10

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**ALL STOP
BIG**

**STOP 1
DOUBLE**

**STOP 2
SMALL**

**STOP 3
TAKE**

PLAY

START

DIP SW 1			1	2	3	4	5	6	7	8
GAME LEVEL	Level 8		OFF	OFF	OFF	(Hardest)				
	Level 7		ON	OFF	OFF					
	Level 6		OFF	ON	OFF					
	Level 5		ON	ON	OFF					
	Level 4		OFF	OFF	ON					
	Level 3		ON	OFF	ON					
	Level 2		OFF	ON	ON					
	Level 1		ON	ON	ON					
MAX PLAY	DIP SW5 #5 OFF	DIP SW5 #5 ON				OFF	OFF	OFF		
	8	10				ON	OFF	OFF		
	16	20				OFF	ON	OFF		
	24	30				ON	ON	OFF		
	32	40				OFF	OFF	ON		
		40				ON	OFF	ON		
		48				OFF	ON	ON		
		64				ON	ON	ON		
MIN PLAY FOR BONUS	8	10							OFF	OFF
	16	20							ON	OFF
	24	30							OFF	ON
	32	40							ON	ON

DIP SW 2			1	2	3	4	5	6	7	8
DOUBLE GAME	NO		OFF							
	YES		ON							
NON-STOP SPINNING	NO			OFF						
	YES			ON						
COIN IN	1					OFF	OFF	OFF		
	2					ON	OFF	OFF		
	4					OFF	ON	OFF		
	5					ON	ON	OFF		
	10					OFF	OFF	ON		
	20					ON	OFF	ON		
	25					OFF	ON	ON		
NOTE IN	100							OFF	OFF	
	200							ON	OFF	
	500							OFF	ON	
	1000							ON	ON	
WARNING: THIS SWITCH MUST BE ALWAYS OFF										OFF

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DIP SW 3		1	2	3	4	5	6	7	8
MIN PLAY TO START	DIP SW5 #5 OFF DIP SW5 #5 ON								
	1	OFF	OFF						
	8	ON	OFF						
	16	OFF	ON						
	24	ON	ON						
COIN IN & NOTE IN LIMIT	5000			OFF	OFF				
	10000			ON	OFF				
	50000			OFF	ON				
	90000			ON	ON				
CLEAR / TICKET UNIT (SERVICE IN)	1					OFF	OFF	OFF	OFF
	4					ON	OFF	OFF	OFF
	5					OFF	ON	OFF	OFF
	10					ON	ON	OFF	OFF
	15					OFF	OFF	ON	OFF
	20					ON	OFF	ON	OFF
	25					OFF	ON	ON	OFF
	30					ON	ON	ON	OFF
	40					OFF	OFF	OFF	ON
	50					ON	OFF	OFF	ON
	60					OFF	ON	OFF	ON
	75					ON	ON	OFF	ON
	80					OFF	OFF	ON	ON
	100					ON	OFF	ON	ON
	200					OFF	ON	ON	ON
500					ON	ON	ON	ON	

DIP SW 4		1	2	3	4	5	6	7	8
CHECK ACCOUNT	NO	OFF							
	YES	ON							
BONUS ACCUMULATION	NO	(Soft RESET)			OFF				
	YES				ON				
AUTO TICKET DISPENSE (Use SCORE)	NO	(Soft RESET)				OFF			
	YES					ON			
TICKET DISPENSE MODE	CONTINUOUS					OFF	OFF	OFF	
	MAX 1 TICKET PER GAME					ON	OFF	OFF	
	MAX 2 TICKETS PER GAME					OFF	ON	OFF	
	MAX 3 TICKETS PER GAME					ON	ON	OFF	
	MAX 4 TICKETS PER GAME					OFF	OFF	ON	
	MAX 5 TICKETS PER GAME					ON	OFF	ON	
	MAX 8 TICKETS PER GAME					OFF	ON	ON	
	MAX 10 TICKETS PER GAME					ON	ON	ON	

DIP SW 5		1	2	3	4	5	6	7	8	
LIMIT SCORE TO 10 X PLAY OR \$5.00 MAX	NO		OFF							
	YES		ON	(Must turn DIP SW4 #5 ON)						
AUTO TICKET DISPENSE MODE	DIRECT DRIVE			OFF						
	PULSE SIGNAL - INTERFACE			ON						
SHOW ODDS TABLES	SHOW	(Turn machine off and on after change)			OFF					
	NOT SHOW				ON					
Choose LEFT or RIGHT column of DIP SW1 & DIP SW3	LEFT					OFF				
	RIGHT					ON				
PLAY REMAIN SCORE (When no POINT left)	NO	(Must turn DIP SW4 #5 ON)					OFF			
	YES						ON			
RESET REMAINING SCORE (When game over)	NO	(Must turn DIP SW4 #5 ON)						OFF		
	YES							ON		
COUNT GAME	NO	(Turn machine off and on after change)							OFF	
	YES								ON	

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Soft RESET: In DEMO mode go to the ACCOUNT SCREEN, press **DOUBLE** and **TAKE** buttons together to reset the board. Set all the DIP SW before resetting the board.

CAUTION: DO NOT USE TOGGLE SWITCH TO RESET THE BOARD!

Go to Confirm Screen to adjust followings:

MAX of ALL FRUIT BONUS:

500, 1000, 2000, 3000, 5000, 8000, 10000, 15000, 20000, 25000, 30000, 35000

BASE of ALL FRUIT BONUS:

500, 1000, 2000, 3000, 5000, 8000, 10000, 20000, 30000

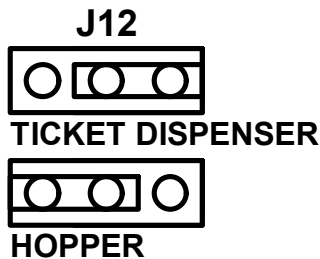
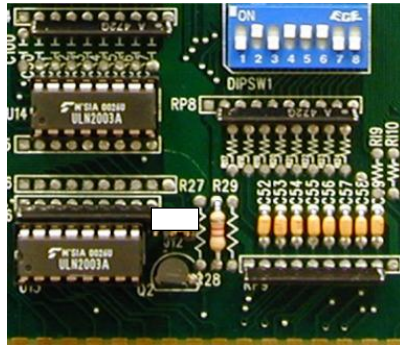
MAX of 888 BONUS:

500, 1000, 2000, 3000, 5000, 8000, 10000, 15000, 20000, 25000, 30000, 35000

BASE of 888 BONUS:

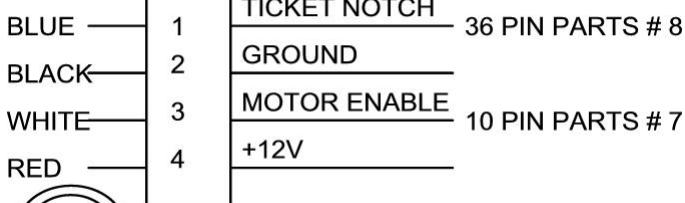
500, 1000, 2000, 3000, 5000, 8000, 10000, 20000, 30000

When Bonus Accumulation is set at NO, bonus point stays at BASE of BONUS.

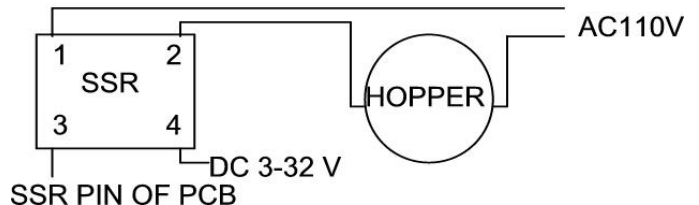


Ticket Dispenser Connection Diagram

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



Hopper Connection Diagram



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

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FEATURES HIGHLIGHT:

Minimum Play For Bonus required.

Progressive or fixed ALL FRUIT BONUS – a wide selection range to suit different needs. Start from X3 and X1 is the last one time (hitting ALL FRUIT) to get the bonus.

Progressive or fixed 888 BONUS – a wide selection range to suit different needs. A winning line of three 8 will get the bonus. More than one line of 888 still gets the same bonus points.

MAX of BONUS:

500, 1000, 2000, 3000, 5000, 8000, 10000, 15000, 20000, 25000, 30000, 35000

BASE of BONUS:

500, 1000, 2000, 3000, 5000, 8000, 10000, 20000, 30000

Fixed Bonus will stay at BASE of BONUS.

Unlike '96, there is no fixed initial settings, can adjust whatever desired.

BAR BONUSES

GREEN BAR BONUS starts at 20 free games.

BLUE BAR BONUS starts at 15 free games.

RED BAR BONUS starts at 10 free games.

Each winning line of DIAMOND will add 5 free games to GREEN BAR BONUS, 2 free games to BLUE BAR BONUS and 1 free game to RED BAR BONUS simultaneously. Maximum accumulation of each type is up to 90 free games.

MELON BONUS

Each winning line of MELON will get one DOG dragging MELON chance. Number of MELON x 5 x Total Play will be the award of that chance.

CHERRY BONUS

Each winning line of (three) CHERRY will get one DOG dragging CHERRY chance. Number of CHERRY x 5 x Total Play will be the award of that chance. Every DOG dragging CHERRY chance is guaranteed to get no less than 5 CHERRIES.

Reset of board is by soft reset. In DEMO mode go to the ACCOUNT SCREEN, press **DOUBLE** and **TAKE** buttons together to reset the board. Set all the DIP SW before resetting the board.

CAUTION: DO NOT USE TOGGLE SWITCH TO RESET THE BOARD!
