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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 - panel		7
8	TICKET NOTCH - dispenser		8
9	**START / TAKE**		9
10	**STOP 2**		10
11	**PLAY**		11
12	**STOP 3 / TAKE**		12
13	**STOP 1**		13
14			14
15			15
16	**ALL STOP**		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT / PRINTER SET UP	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER PRINT - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN IN METER		23
24	NOTE IN METER		24
25			25
26			26
27	HOPPER METER		27
28	CLEAR / TICKET / PRINTER METER		28
29	**START / TAKE** LAMP		29
30	**STOP 2** LAMP		30
31	**PLAY** LAMP		31
32	**STOP 3 / TAKE** LAMP		32
33	**STOP 1** LAMP		33
34	**ALL STOP** 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		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)

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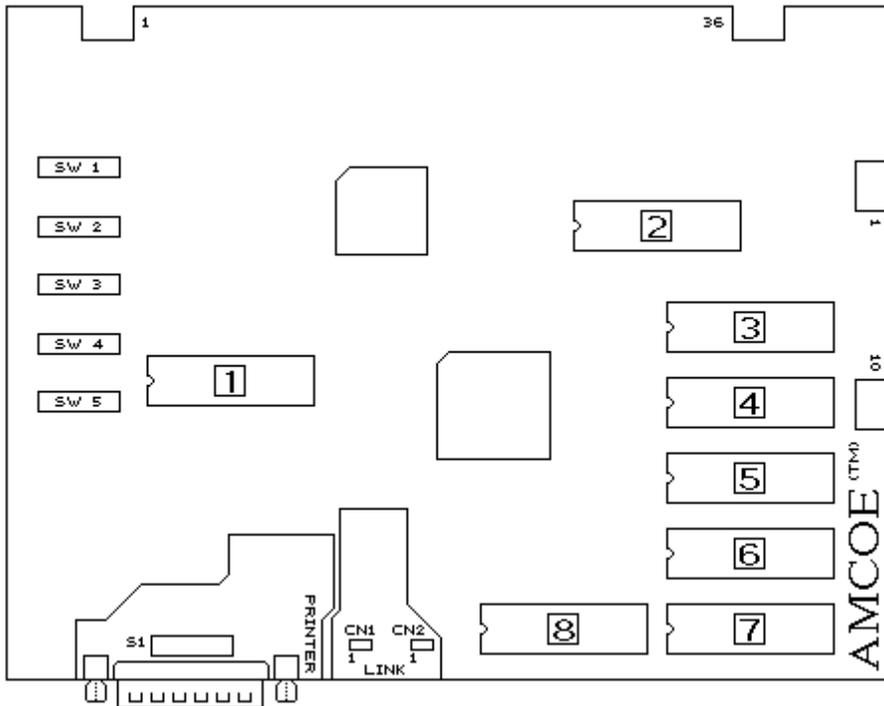
New S2000 board

The new S2000 board is a powerful platform designed to give sophisticated performance, special visual effects, finer resolutions, communication capabilities, and to make it a more cost effective investment.

There are 3 communication ports on the board. The RS232C is primarily used to drive printer to print tickets without any interface. It can also be used to download / upload data and instructions from / to PC. The other 2 communication ports (CN1 and CN2) are mainly for linking with other S2000 boards (and to central console with modem, if required). Application such as linking progressive bonus of all the machines together to display on screen in real time can be done efficiently. (SEE MANUAL OF LINKING)

To drive a printer to print ticket, simply connect with a 25 pin one-to-one cable to the serial port of the printer. Printer ticket set up can be done on screen (or download from PC - SEE MANUAL OF PC DOWNLOAD). Go to Account Screen and follow instructions. The following printer settings have to be adjusted on the printer: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.
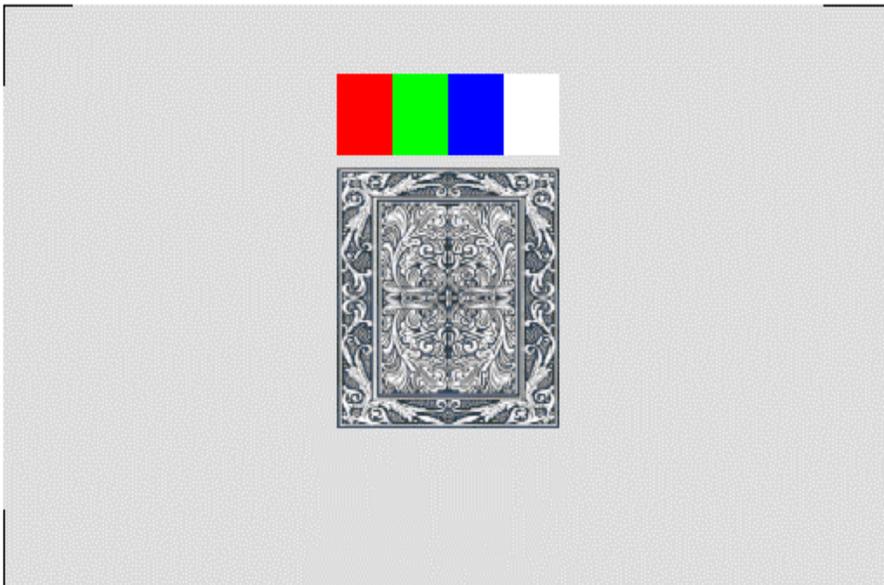
MONITOR ADJUSTMENT

The resolutions of S2000 are 33.3% more than that of New Cherry '96. Sync, V-size, V-pos, H-pos,...etc. may have to be adjusted. After reset or existing Confirm Screen, a test screen (as left) will come up.

1/ Dip SW 5 # 1 - "OFF" Korean made (most USA brands) monitor; "ON" Taiwanese made.

2/ Adjust Sync to get a stable picture.

3/ Adjust V-size, V-pos, H-size, and H-pos such that all 4 white corner brackets (right-angle shape) can be seen and are a little bit away from the curving edges of monitor.

4/ Adjust color purity. Most monitors may look fine without further adjusting colors, but a re-adjustment will make sure true color representations, not only for the S2000 board but for all other games.

There are 4 color bands, a gray & white card, and 4 white corner brackets. The 4 color bands are (pure) red, green, blue, and white. Turn brightness on until background is no longer "black" and turn RGB to the lowest. Turn G up until flare comes out (like a shadow going outside the edge) on white; then, reduce gradually until the flare "just" disappears. Do the same thing with R and B one by one. Lastly, reduce brightness until background is "black".

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DIP SW 5		1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE	OFF	for most monitors used in USA						
	TAIWANESE MADE	ON							
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS (Control board and link cables required. Program must be Link Version.)	NO LINK		OFF	OFF	OFF	OFF			
	UNIT 1		ON	OFF	OFF	OFF			
	UNIT 2		OFF	ON	OFF	OFF			
	UNIT 3		ON	ON	OFF	OFF			
	UNIT 4		OFF	OFF	ON	OFF			
	UNIT 5		ON	OFF	ON	OFF			
	UNIT 6		OFF	ON	ON	OFF			
	UNIT 7		ON	ON	ON	OFF			
	UNIT 8		OFF	OFF	OFF	ON			
	UNIT 9		ON	OFF	OFF	ON			
	UNIT 10		OFF	ON	OFF	ON			
	UNIT 11		ON	ON	OFF	ON			
	UNIT 12		OFF	OFF	ON	ON			
	UNIT 13		ON	OFF	ON	ON			
	UNIT 14		OFF	ON	ON	ON			
	UNIT 15		ON	ON	ON	ON			
RESET DEFAULT	Coin=1, Clear Unit=1						OFF	OFF	
	Coin=5, Clear Unit=20						ON	OFF	
	Coin=5, Clear Unit=100						OFF	ON	
	Coin=25, Clear Unit=100						ON	ON	
NO USE	MUST BE								OFF

All selections are made on screen or by PC DOWNLOAD except those listed in Dip SW 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. Whenever the S2000 board is reset by toggle switch, default settings will be loaded. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections which can be adjusted on screen (**NOT** for all versions) are as follow:
LEVEL OF DIFFICULTY: Default is Level 6.
COIN IN TO POINT: It relates to 36 pin edge connector part side 18. 1 pulse in = ?
NOTE IN TO POINT: It relates to 36 pin edge connector solder side 18. 1 pulse in = ?
COIN IN LIMIT: Set the 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.
ANIMAL BONUS BASE: The base point of progressive bonus.
ANIMAL BONUS MAX: The max point of progressive bonus.
BONUS ACCUMULATE: Whether progressive bonus is in fixed mode or progressive mode.
CLEAR / TICKET UNIT: It relates to 36 pin edge connector part side 28. Each pulse out = ? Point(s).
TICKET OUT MODE: It relates to above and regulates max ? pulse(s) out each game. Continuous = no limit.
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.
TICKET OUT: It can be Printer Direct*, Ticket Dispenser Direct Drive (TDDD), or Interface.
SHOW ACCOUNT: If no, there is no account information on Account Screen.
WITHOUT ODDS TABLE: Show odds table on screen or not. YES = do not show; NO = show.
LIMIT SCORE PER GAME: Limit SCORE per game play to 10xplay or an equivalent of $5 whichever is less.
PLAY REMAIN SCORE: Only when "SCORE" appears on screen. Play directly from "SCORE" when no point in POINT column.
COUNT GAME: This is an advanced count game feature counting eligible pulses out based on TICKET OUT MODE.
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.
**USE PASSWORD**: NO (default), Service Only, Adjust Only, Service and Adjust.
HOPPER UNIT USE: Use COIN IN or CLEAR / TICKET UNIT as reference.
ALSO USE START BUTTON TO TAKE: YES or NO.

* When using Printer Direct, please go to Account Screen then Printer Ticket Set Up. Remember to do Printer Ticket Set Up again after reset of board!
IMPORTANT: In order to be able to change selections, you must enter a valid password first. Otherwise, you can only view current selections. Obtain your Access Password from your supplier.

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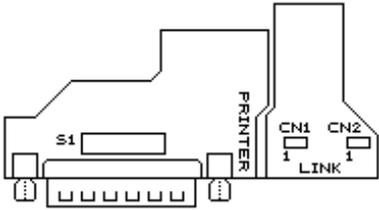
	RS232C	1	2	3	4	5	6	7	8
Model S2000	PRINTER PORT &	OFF	OFF	**ON**	OFF	OFF	**ON**	OFF	OFF
Model S2000 A/B	PC DOWNLOAD	OFF	**ON**	OFF	**ON**	OFF	OFF	OFF	OFF

*PRINTER: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.
(Dip SW settings of Citizen iDP3540/3541 = DS1 # 1,8 ON; DS2 # 2,5,6,7 ON)
(The alarm light of 3550/3551 has to be ON all the time in order to print. With above settings and program version2.0~, 3540/3541/3550/3551 alarm light can be ON all the time)
In Printer Ticket Set Up, there are 3 entries which need to be done carefully. (Others are mainly text messages.)
POINT VALUE: It is the $ value of each point. Immediately after reset, program will detect coin in setting and use the following COIN MODE table to assign the $ value of each point. It can be changed If not using LIMIT SCORE.
TICKET LIMIT: Default is $00.00, meaning no limit. The maximum $ value of a single ticket can be limited from $1 to $99. (CAUTION: do not set TICKET LIMIT-except $00.00-less than POINT VALUE.)
PRINT $ OR POINT ON TICKET: Select between DOLLAR or POINTS (default).

### Adjust Ticket Setting and Game Setting by PC DOWNLOAD

S2000 PC DOWNLOAD PROGRAM is distributed FREE. It runs on PC with Windows 95/98. You may obtain a free copy on a 3.5" disk or by downloading it from the internet*. A HELP file will come up the first time you use it after installation. You will find all necessary information on how to adjust BOTH Ticket Setting and Game Setting of your board by PC. PC Download Program will be especially useful in printer ticket set up. Typing name, address, machine number....etc. will be much faster on a computer than through on screen input. On your S2000 board, go to Account Screen and press <DOUBLE> to go to PC download mode. Also, remember to set Dip SW S1 (near RS232C port) of your board to PC download mode during PC download. Press <TAKE> to exit PC download mode.
* http://www.amcoe.com

COIN MODE	COIN IN SETTING	BILL ACCEPTOR SELECTION		$1 = ? POINTS	LIMIT SCORE
		$1 = 1 PULSE	$1 = 4 PULSES		MAX $5 = ? POINTS
$1 = 1 PT.	1	YES		1	DO NOT USE
$0.50 = 1 PT.	2	YES		2	10
$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			
$0.01 = 1 PT.	25		YES	100	500
	100	YES			

Ticket Dispenser Connection Diagram

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

BLUE — 1 — TICKET NOTCH — 36 PIN PARTS # 8
BLACK — 2 — GROUND
WHITE — 3 — MOTOR ENABLE — 10 PIN PARTS # 7
RED — 4 — +12V
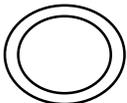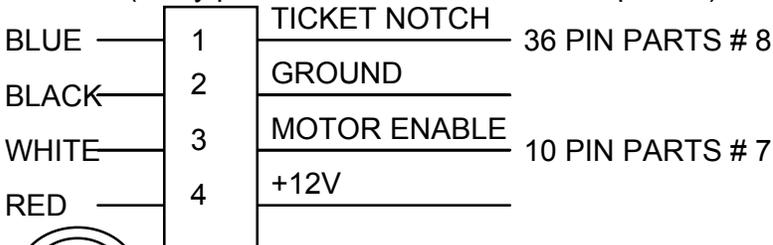
TICKET OUT BUTTON on control panel
connect to 36 PIN PARTS # 7

Hopper Connection Diagram

SSR PIN OF PCB
DC 3-32 V
HOPPER
AC110V
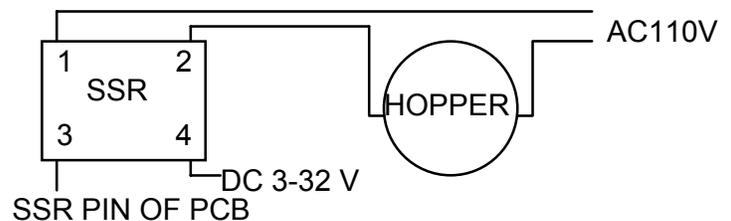
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<u>Game Features:</u>

An interesting skill game for all locations. Nine symbols will come out one by one and player can choose to put each of them in any blank space available. The objective, of course, is to form and maximize possible winning combinations. To speed up the process and aid the player, the first five symbols will be placed by a computer program. Same as the player, the computer program (for placing the symbols) will not know which symbol will come out next. It thinks as if a real player is considering the situation and uses certain strategies to put the first five symbols. The player puts the remaining four symbols by himself. To help the not so skillful player, there is a HELP button. If player cannot decide where to put a symbol, he can press HELP and the computer program will place that symbol for him. However, it is only a suggestion and player can still move it to anywhere he wants. When there are few spaces left, it is more difficult to decide, even by the computer program. That is why human intervention for the last four symbols is more important.

1/ In the main game, there is a special ANY ANIMAL symbol, which stands for any fruit in a 3-Animal-line win and all-9-Animal win. It does not stand as DOG-ANY- ANY and DOG-DOG-ANY.

2/ There are FOUR progressive bonuses, namely All Tiger, All Gorilla, All Cat, and All Dog.

3/ BAR BONUS GAME: Each Bar Line = 5 chances.

4/ GOLD COIN BONUS: Each Gold Coin Line = 3 chances.

5/ SILVER COIN BONUS: Each Silver Coin Line = 3 chances.
Features and bonus games are simple and straight forward. Everything is self-explanatory on screen. Play the game for a while or look at demo pages to have a better understanding of the game. There is NO double game.

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START TAKE	DONE STOP 1 HEAD	MOVE STOP 2 TAIL	HELP STOP 3 TAKE

PLAY
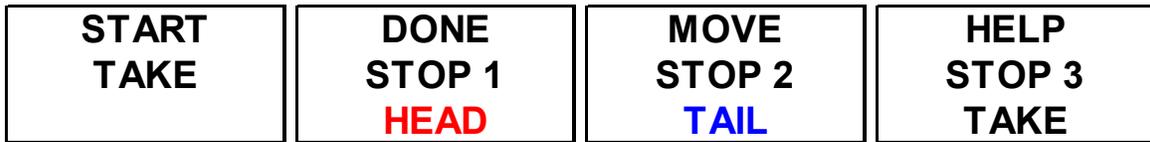
START BUTTON ALSO ACTS AS TAKE BUTTON

START TAKE	DONE STOP 1 HEAD	MOVE STOP 2 TAIL	HELP STOP 3 TAKE

PLAY

START	DONE STOP 1 HEAD	MOVE STOP 2 TAIL	HELP STOP 3 TAKE

PLAY
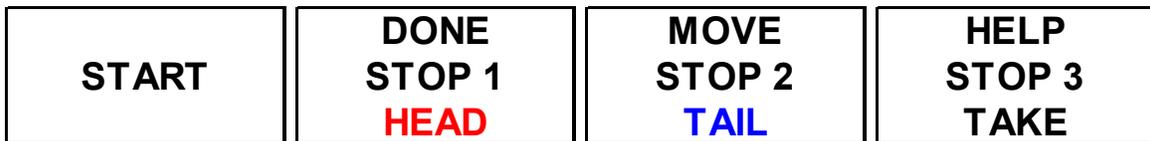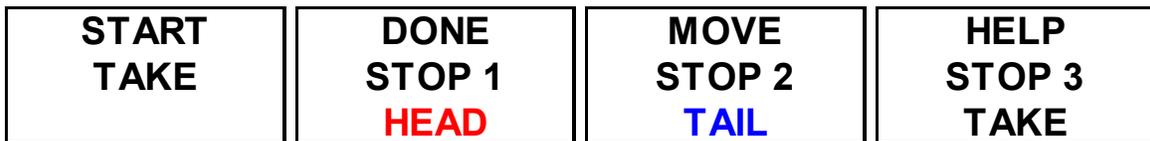
SEPARATE START BUTTON AND TAKE BUTTON

START	DONE STOP 1 HEAD	MOVE STOP 2 TAIL	HELP STOP 3 TAKE

PLAY