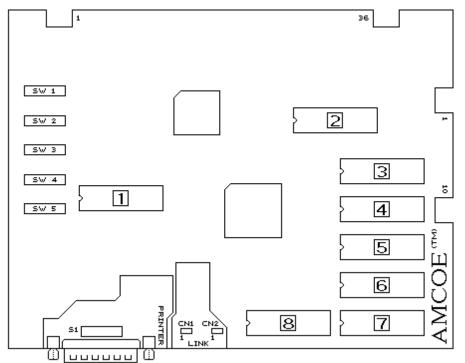
# SUPER FRUIT BONUS™ ©2002 AMCOE INC. PARTS SIDE SOLDER SIDE PIN

VIDEO RED	PIIN	PARTS SIDE	SOLDER SIDE	PIN
VIDEO BLUE   VIDEO SYNC   2   SPEAKER + SPEAKER - 3   SPEAKER + SPEAKER - 3   SPEAKER + 5   SPEAKER - 3   SPEAKER - 3   STOP 1 / HOLD 1   4   4   5   STOP 2 / HOLD 2   ALL STOP   5   STOP 3 / HOLD 3   6   6   TICKET NOTCH - dispenser   7   TICKET NOTCH - dispenser   8   START / TAKE   9   9   START / TAKE   9   9   START / TAKE   11   11   PLAY / HOLD 1   11   11   STOP 2 (SMALL)   10   11   PLAY / HOLD 3 (DOUBLE)   13   STOP 1 / HOLD 3 (DOUBLE)   13   STOP 1 / HOLD 3 (DOUBLE)   15   16   ALL STOP / HOLD 2 (BIG)   16   17   17   18   COIN IN   NOTE IN   18   19   SERVICE IN   19   SERVICE IN   19   SERVICE IN   19   SERVICE IN   19   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   21   HOPPER PAYOUT - panel   CLEAR / PRINTER PRINT - panel   21   22   COIN IN METER   23   COIN IN METER   24   MOTE IN METER   24   25   25   26   26   26   27   40   27   28   28	1	VIDEO RED	VIDEO GREEN	1
SPEAKER +   SPEAKER -   3   4   5TOP 1 / HOLD 1   4   5   5TOP 2 / HOLD 2   ALL STOP   5   6   5TOP 3 / HOLD 3   7   TICKET OUT BUTTON - panel   7   7   TICKET OUT BUTTON - panel   7   7   TICKET NOTCH - dispenser   8   9   5TART / TAKE   9   9   5TART / TAKE   9   9   5TOP 2 (SMALL)   10   11   11   12   STOP 3 / TAKE   12   13   STOP 1 / HOLD 3 (DOUBLE)   13   14   14   15   15   16   ALL STOP / HOLD 2 (BIG)   16   17   17   18   COIN IN   NOTE IN   18   19   SERVICE IN   19   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   20   HOPPER PAYOUT - panel   CLEAR / PRINTER PRINT - panel   21   COIN IN METER   22   23   COIN IN METER   24   NOTE IN METER   24   NOTE IN METER   25   26   26   27   HOPPER METER   26   27   27   28   CLEAR / TICKET / PRINTER METER   27   28   CLEAR / TICKET / PRINTER METER   29   START / TAKE LAMP   STOP 2 / HOLD 2 LAMP   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   35   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   35   36   GND   GND   36   50   50   50   50   50   50   50   5	2			2
STOP 1 / HOLD 1	3			
STOP 2 / HOLD 2				
6 TICKET OUT BUTTON - panel 7 TICKET NOTCH - dispenser 8 TICKET NOTCH - dispenser 9 START / TAKE 9 9 10 STOP 2 (SMALL) 11 12 STOP 3 / TAKE 112 STOP 1 / HOLD 3 (DOUBLE) 13 13 14 15 15 16 ALL STOP / HOLD 2 (BIG) 16 17 17 18 COIN IN SERVICE IN 19 SERVICE IN 19 SERVICE IN 19 SERVICE IN 19 ACCOUNT / PRINTER SET UP 19 CONFIRM / MONITOR SET UP 20 HOPPER PAYOUT - panel 21 *HOPPER SWITCH - hopper 22 23 COIN IN METER 24 NOTE IN METER 24 NOTE IN METER 24 NOTE IN METER 25 26 26 27 HOPPER METER 27 28 CLEAR / TICKET / PRINTER METER 28 START / TAKE LAMP STOP 1 / HOLD 1 LAMP 30 STOP 2 (SMALL) LAMP STOP 1 / HOLD 1 LAMP 30 STOP 2 (SMALL) LAMP STOP 2 / HOLD 2 LAMP 31 STOP 2 / HOLD 2 LAMP 31 STOP 3 / TAKE LAMP STOP 1 / HOLD 1 LAMP 32 STOP 3 / TAKE LAMP STOP 1 / HOLD 1 LAMP 32 STOP 2 / HOLD 2 LAMP 32 STOP 1 / HOLD 3 (DOUBLE) LAMP STOP 1 / HOLD 3 LAMP 32 STOP 1 / HOLD 3 (DOUBLE) LAMP STOP 1 / HOLD 3 LAMP 32 STOP 1 / HOLD 2 (BIG) LAMP 34 ALL STOP / HOLD 2 (BIG) LAMP 35 GND 36 GND 36 PIN PARTS SIDE SOLDER SIDE PIN GND 4 + 5V 4 + 5V + 5V 4 + 5V 4 + 5V + 5V 4 + 5V 5 + 5V 4 + 5V 7 TICKET DISPENSER ENABLE HOPPER SSR 8 9 GND GND GND 10 GND 10 GND 10 GND GND GND 10 GND GND GND 10 GND GND GND GND GN			ALL STOP	
TICKET OUT BUTTON - panel				
START / TAKE				
START / TAKE				
10   STOP 2 (SMALL)   10   11   PLAY / HOLD1   11   11   12   STOP 3 / TAKE   12   13   14   14   15   15   16   ALL STOP / HOLD 2 (BIG)   16   17   17   17   18   19   SERVICE IN   19   SERVICE IN   19   SERVICE IN   19   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   20   ACCOUNT / PRINTER SET UP   CLEAR / PRINTER PRINT - panel   21   22   *HOPPER PAYOUT - panel   *HOPPER SWITCH - hopper   22   23   COIN IN METER   24   25   25   25   25   26   27   HOPPER METER   26   27   ALL STOP LAMP   STOP 1 / HOLD 1 LAMP   29   27   28   CLEAR / TICKET / PRINTER METER   28   28   START / TAKE LAMP   ALL STOP LAMP   30   STOP 2 (SMALL) LAMP   STOP 2 / HOLD 2 LAMP   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   31   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 2 (BIG) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 2 (BIG) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   34   4 +5V   5 +12V   5 +12				
11   PLAY / HOLD1   11   12   STOP 3 / TAKE   12   13   14   14   15   15   16   ALL STOP / HOLD 2 (BIG)   16   17   18   COIN IN   NOTE IN   18   19   SERVICE IN   19   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   20   HOPPER PAYOUT - panel   CLEAR / PRINTER PRINT - panel   21   *HOPPER SWITCH - hopper   22   23   COIN IN METER   24   NOTE IN METER   24   NOTE IN METER   25   25   26   26   26   27   HOPPER METER   27   28   CLEAR / TICKET / PRINTER METER   28   START / TAKE LAMP   STOP 1 / HOLD 1 LAMP   30   STOP 2 (SMALL) LAMP   STOP 2 / HOLD 2 LAMP   31   STOP 3 / TAKE LAMP   STOP 2 / HOLD 2 LAMP   31   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 3 (DOUBLE) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 3 (DOUBLE) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 3 (DOUBLE) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 1 / HOLD 3 (DOUBLE) LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   34   STOP 3 / HOLD 3 LAMP   34   STOP 3 / HOLD 3 LAMP   35   STOP 3 / HOLD 3 LAMP   36   STOP 3 / HOLD 3 LAMP   37   STOP 3 / HOLD 3 LAMP   38   STOP 3 / HOLD 3 LAMP   39   STOP 3 / HOLD 3 LAMP   30   STOP 3 / HO				
12   STOP 3 / TAKE   12   13   14   14   15   15   16   16   16   17   17   18   COIN IN   18   SERVICE IN   19   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   20   ACCOUNT / PRINTER SET UP   CLEAR / PRINTER PRINT - panel   21   *HOPPER SWITCH - hopper   22   23   COIN IN METER   24   ACCOUNT / PRINTER METER   24   25   25   26   26   27   ACCOUNT / PRINTER METER   27   28   CLEAR / TICKET / PRINTER METER   27   30   STOP 2 (SMALL) LAMP   STOP 1 / HOLD 1 LAMP   30   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   31   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   33   STOP 1 / HOLD 2 (BIG) LAMP   34   35   36   GND   GND   36   STOP 3 / TAKE LAMP   37   38   38   39   GND   GND   20   30   50   50   50   50   50   50   5		, ,		
13   STOP 1 / HOLD 3 (DOUBLE)		•		
14				
15		STOT 17 HOLD 3 (DOODLE)		
16				
17		ALL STOP / HOLD 2 (RIG)		
18		ALL STOP / HOLD 2 (BIG)		
19   SERVICE IN   19   20   ACCOUNT / PRINTER SET UP   CONFIRM / MONITOR SET UP   20   HOPPER PAYOUT - panel   CLEAR / PRINTER PRINT - panel   21   *HOPPER SWITCH - hopper   22   23   COIN IN METER   23   NOTE IN METER   24   25   26   26   26   26   27   4   4   27   28   CLEAR / TICKET / PRINTER METER   28   START / TAKE LAMP   ALL STOP LAMP   29   STOP 2 (SMALL) LAMP   STOP 1 / HOLD 1 LAMP   30   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   31   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   33   STOP 1 / HOLD 3 (DOUBLE) LAMP   STOP 3 / HOLD 3 LAMP   34   35   35   GND   GND   36   STOP 3 / TAKE LAMP   SOLDER SIDE   PIN   PARTS SIDE   SOLDER SIDE   PIN   PARTS SIDE   SOLDER SIDE   PIN   FIN   FIN   GND   GND   2   3   +5V   +5V   4   +5V   5   +12V   +12V   5   5   +12V   +12V   5   5   +12V   +12V   5   5   +12V   +12V   5   5   +12V   +12V   6   TICKET DISPENSER ENABLE   7   TICKET DISPENSER ENABLE   7   TICKET DISPENSER ENABLE   8   GND   GND   9   10   GND   GND   9   10   GND   GND   10   GND		COIN IN	NOTE IN	
ACCOUNT / PRINTER SET UP			NOTE IN	
HOPPER PAYOUT - panel   CLEAR / PRINTER PRINT - panel   21   22			CONFIDM / MONITOR CET UP	
The image is a second color of the image is a second color o				
COIN IN METER		HOPPER PAYOUT - panel		
24       NOTE IN METER       24         25       26         27       HOPPER METER       27         28       CLEAR / TICKET / PRINTER METER       28         29       START / TAKE LAMP       ALL STOP LAMP       29         30       STOP 2 (SMALL) LAMP       STOP 1 / HOLD 1 LAMP       30         31       PLAY / HOLD 1 LAMP       STOP 2 / HOLD 2 LAMP       31         32       STOP 3 / TAKE LAMP       STOP 3 / HOLD 3 LAMP       32         33       STOP 1 / HOLD 3 (DOUBLE) LAMP       34         35       GND       GND       36         PIN       PARTS SIDE       SOLDER SIDE       PIN         1       GND       GND       2         3       +5V       +5V       4         4       +5V       +5V       4         5       +12V       +12V       5         6       +12V       +12V       5         7       TICKET DISPENSER ENABLE       7         8       HOPPER SSR       8         9       GND       GND       GND		COIN IN METER	*HOPPER SWITCH - hopper	
25				
26       26         27       HOPPER METER       27         28       CLEAR / TICKET / PRINTER METER       28         29       START / TAKE LAMP       ALL STOP LAMP       29         30       STOP 2 (SMALL) LAMP       STOP 1 / HOLD 1 LAMP       30         31       PLAY / HOLD 1 LAMP       STOP 2 / HOLD 2 LAMP       31         32       STOP 3 / TAKE LAMP       STOP 3 / HOLD 3 LAMP       32         33       STOP 1 / HOLD 3 (DOUBLE) LAMP       34         35       GND       GND       36         PIN       PARTS SIDE       SOLDER SIDE       PIN         1       GND       GND       1         2       GND       GND       2         3       +5V       +5V       4         4       +5V       +5V       4         5       +12V       +12V       5         6       +12V       +12V       6         7       TICKET DISPENSER ENABLE       7         8       HOPPER SSR       8         9       GND       GND       GND		NOTE IN METER		
27       HOPPER METER       27         28       CLEAR / TICKET / PRINTER METER       28         29       START / TAKE LAMP       ALL STOP LAMP       29         30       STOP 2 (SMALL) LAMP       STOP 1 / HOLD 1 LAMP       30         31       PLAY / HOLD 1 LAMP       STOP 2 / HOLD 2 LAMP       31         32       STOP 3 / TAKE LAMP       STOP 3 / HOLD 3 LAMP       32         33       STOP 1 / HOLD 3 (DOUBLE) LAMP       34         35       GND       GND       36         PIN       PARTS SIDE       SOLDER SIDE       PIN         1       GND       GND       1         2       GND       GND       2         3       +5V       +5V       +5V         4       +5V       +5V       +5V         5       +12V       +12V       5         6       +12V       +12V       6         7       TICKET DISPENSER ENABLE       7         8       HOPPER SSR       8         9       GND       GND       GND				
28         CLEAR / TICKET / PRINTER METER         28           29         START / TAKE LAMP         ALL STOP LAMP         29           30         STOP 2 (SMALL) LAMP         STOP 1 / HOLD 1 LAMP         30           31         PLAY / HOLD 1 LAMP         STOP 2 / HOLD 2 LAMP         31           32         STOP 3 / TAKE LAMP         STOP 3 / HOLD 3 LAMP         32           33         STOP 1 / HOLD 3 (DOUBLE) LAMP         34           35         35         35           36         GND         GND         36           PIN         PARTS SIDE         SOLDER SIDE         PIN           1         GND         GND         2           3         +5V         +5V         +5V           4         +5V         +5V         +5V           5         +12V         +12V         5           6         +12V         +12V         6           7         TICKET DISPENSER ENABLE         7           8         HOPPER SSR         8           9         GND         GND         GND           10         GND         GND         10				
START / TAKE LAMP				
STOP 2 (SMALL) LAMP   STOP 1 / HOLD 1 LAMP   30   31   PLAY / HOLD 1 LAMP   STOP 2 / HOLD 2 LAMP   31   32   STOP 3 / TAKE LAMP   STOP 3 / HOLD 3 LAMP   32   33   STOP 1 / HOLD 3 (DOUBLE) LAMP   34   35   35   GND   GND   36   SOLDER SIDE   PIN   1   GND   GND   1   2   GND   GND   2   3   +5V   4   +5V   4   +5V   5   +12V   5   6   +12V   5   6   +12V   7   TICKET DISPENSER ENABLE   TOUR AND   TOUR A				
31         PLAY / HOLD 1 LAMP         STOP 2 / HOLD 2 LAMP         31           32         STOP 3 / TAKE LAMP         STOP 3 / HOLD 3 LAMP         32           33         STOP 1 / HOLD 3 (DOUBLE) LAMP         33           34         ALL STOP / HOLD 2 (BIG) LAMP         34           35         GND         GND           36         GND         GND           1         GND         GND           2         GND         GND           3         +5V         +5V           4         +5V         +5V           5         +12V         +12V           6         +12V         +12V           7         TICKET DISPENSER ENABLE         7           8         HOPPER SSR         8           9         GND         GND           10         GND         GND			ALL STOP LAMP	
32         STOP 3 / TAKE LAMP         32           33         STOP 1 / HOLD 3 (DOUBLE) LAMP         33           34         ALL STOP / HOLD 2 (BIG) LAMP         34           35         35           36         GND         GND           1         GND         GND           2         GND         GND           3         +5V         +5V           4         +5V         +5V           5         +12V         +12V           6         +12V         +12V           7         TICKET DISPENSER ENABLE         7           9         GND         GND           10         GND         GND		STOP 2 (SMALL) LAMP	STOP 1 / HOLD 1 LAMP	30
33 34 ALL STOP / HOLD 2 (BIG) LAMP 35 36 GND  PIN PARTS SIDE  SOLDER SIDE  PIN  1 GND GND 1 2 GND GND 3 GND 2 3 +5V 4 +5V 5 +12V 5 6 +12V 7 TICKET DISPENSER ENABLE 7 HOPPER SSR 9 GND GND 3 GND 3 34 3 35 3 35 3 35 3 35 3 35 3 35 3 35	31	PLAY / HOLD 1 LAMP	STOP 2 / HOLD 2 LAMP	31
34       ALL STOP / HOLD 2 (BIG) LAMP       34         35       35         36       GND       GND         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	32	STOP 3 / TAKE LAMP	STOP 3 / HOLD 3 LAMP	32
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	33	STOP 1 / HOLD 3 (DOUBLE) LAMP		33
SOLDER 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	34	ALL STOP / HOLD 2 (BIG) LAMP		34
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	35			35
1       GND       GND       1         2       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	36	GND	GND	36
1       GND       GND       1         2       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	DIN	DARTE CIRE	COLDED CIDE	DIN
2       GND       2         3       +5V       +5V         4       +5V       +5V         5       +12V       +12V         6       +12V       +12V         7       TICKET DISPENSER ENABLE       7         8       HOPPER SSR       8         9       GND       GND         10       GND       GND	PIN	PARTS SIDE	SOLDER SIDE	PIN
3       +5V       +5V       3         4       +5V       4       +5V       4         5       +12V       +12V       5       6       +12V       +12V       6       7       TICKET DISPENSER ENABLE       7       7       8       HOPPER SSR       8       8       9       GND       GND       9       9       10       GND       10	1	GND	GND	1
3       +5V       +5V       3         4       +5V       4       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	2	GND	GND	2
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				
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				
6       +12V       +12V       6         7       TICKET DISPENSER ENABLE       7         8       HOPPER SSR       8         9       GND       GND       9         10       GND       GND       10				
7         TICKET DISPENSER ENABLE         7           8         HOPPER SSR         8           9         GND         GND         9           10         GND         GND         10				
8       HOPPER SSR       8         9       GND       GND       9         10       GND       GND       10			1120	
9 GND GND 9 10 GND GND 10				
10 GND GND 10			CND	

<sup>\*</sup> HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)
SHADED PIN OUTS ARE NOT AVAILABLE IN TEXAS VERSION

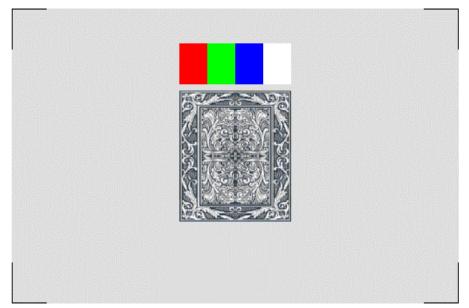


#### New S2000 board

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".

DIP SW 5			1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE		OFF for most monitors used in USA							
MONITOR TIPE	TAIWANE	SE MADE	ON							
	NO I	INK		OFF	OFF	OFF	OFF			
	UNI	T 1		ON	OFF	OFF	OFF			
	UNI	T 2		OFF	ON	OFF	OFF			
	UNI	T 3		ON	ON	OFF	OFF			
	UNI	T 4		OFF	OFF	ON	OFF			
	UNI	T 5		ON	OFF	ON	OFF			
UNIT ID SETUP FOR	UNI	T 6		OFF	ON	ON	OFF			
PROGRESSIVE LINK BONUS (Control board and link cables	UNIT 7			ON	ON	ON	OFF			
required. Program must be Link	UNIT 8			OFF	OFF	OFF	ON			
Version.)	UNIT 9			ON	OFF	OFF	ON			
,	UNI	Γ 10		OFF	ON	OFF	ON			
	UNI	Γ 11		ON	ON	OFF	ON			
	UNIT 12			OFF	OFF	ON	ON			
	UNIT 13			ON	OFF	ON	ON			
	UNIT 14			OFF	ON	ON	ON			
	UNI	Γ 15		ON	ON	ON	ON			
	Regular	Texas								
	Coin=1, Clear=1	Coin=5, Clear=50						OFF	OFF	
RESET DEFAULT	Coin=5, Clear Unit=20							ON	OFF	
	Coin=5, Cle	ar Unit=100						OFF	ON	
	Coin=25, Cle	ear Unit=100						ON	ON	
NO USE	MUS	T 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 = ? (Only 5 and 25 in Texas Version. See Page 4.)

**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. **FRUIT BONUS BASE**: The base point of progressive bonus. **FRUIT 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. Recommend to use TX Version instead

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.

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

STATE: (for TX version only) Texas, Arkansas, Iowa.

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.

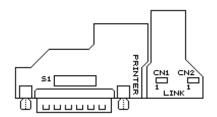
ALSO USE START BUTTON TO TAKE: YES or NO.

REEL SPEED: NORMAL OR SLOW.

SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN TEXAS VERSION.

<sup>\*</sup> 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!

<sup>&</sup>lt;u>IMPORTANT</u>: 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.



	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 version  $2.0\sim$ , 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

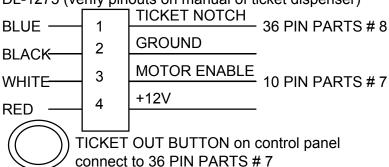
S2000 PC DOWNLOAD PROGRAM is distributed FREE. It runs on PC with Windows 95/98. You may obtain a free copy on a 3.5" disk or by downloading it from the internet\*. A HELP file will come up the first time you use it after installation. You will find all necessary information on how to adjust BOTH Ticket 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

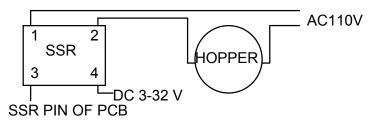
COIN MODE	COIN IN SETTING	BILL ACCEPT	OR SELECTION	\$1 = ? POINTS	LIMIT SCORE
COIN MODE	COIN IN SETTING	\$1 = 1 PULSE	\$1 = 4 PULSES	\$1 - : FOINTS	MAX \$5 = ? POINTS
\$1 = 1 PT.	1	YES		1	DO NOT USE
\$0.50 = 1 PT.	2	YES		2	10
\$0.25 = 1 PT.	1		YES	4	20
\$0.25 = 1 FT.	4	YES		7	20
\$0.10 = 1 PT.	10	YES		10	50
\$0.05 = 1 PT.	5		YES	20	100
\$0.05 = I FT.	20	YES		20	100
\$0.01 = 1 PT.	25		YES	100	500
φυ.υ1 – 1 P1.	100	YES		100	500

#### Ticket Dispenser Connection Diagram

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



#### **Hopper Connection Diagram**



- 1/ In the main game, there is a special SUPER FRUIT symbol, which stands for any fruit in a 3-fruit-line win and all-9-fruit win. It does not stand as CHERRY-ANY- ANY and CHERRY-CHERRY-ANY.
- 2/ There are FOUR progressive bonuses, namely All Melon, All Plum, All Orange, and All Cherry.
- 3/ BAR BONUS GAME: Single Bar Line = 5 chances; Double Bar Line = 7 chances; Triple Bar Line = 9 chances.
- 4/ GOLD COIN BONUS: Gold Coin Line = 3 chances.
- 5/ SILVER COIN BONUS: Silver Coin Line = 3 chances.
- 6/ FREE SPINS: Mixed Bar Line = 5 free spins; Bell Line = 5 free spins. In FREE SPINS, Mixed Bar Line and Bell Line will not be counted again to give further free spins. However, all other bonuses are counted and given as usual.
- 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.

PUSH BUTTON LEGEND

START TAKE	PLAY HOLD 1 HEAD	ALL STOP HOLD 2 TAIL	STOP 1 HOLD 3
	STOP 2	STOP 3 TAKE	
	START BUTTON ALSO	ACTS AS TAKE BUTTON	
START TAKE	PLAY HOLD 1 HEAD	ALL STOP HOLD 2 TAIL	STOP 1 HOLD 3
	STOP 2	STOP 3 TAKE	
START	PLAY HOLD 1 HEAD	ALL STOP HOLD 2 TAIL	STOP 1 HOLD 3
	STOP 2	STOP 3 TAKE	
	SEPARATE START BUT	TON AND TAKE BUTTON	
START	PLAY HOLD 1 HEAD	ALL STOP HOLD 2 TAIL	STOP 1 HOLD 3
		STOP 3	