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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	EXTRA - STOP 1		4
5	EXTRA - STOP 2	EXTRA - ALL STOP	5
6	EXTRA - STOP 3		6
7	TICKET OUT BUTTON - panel		7
8	TICKET NOTCH - 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 IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR - 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 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 CONFIGURATION.

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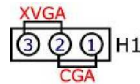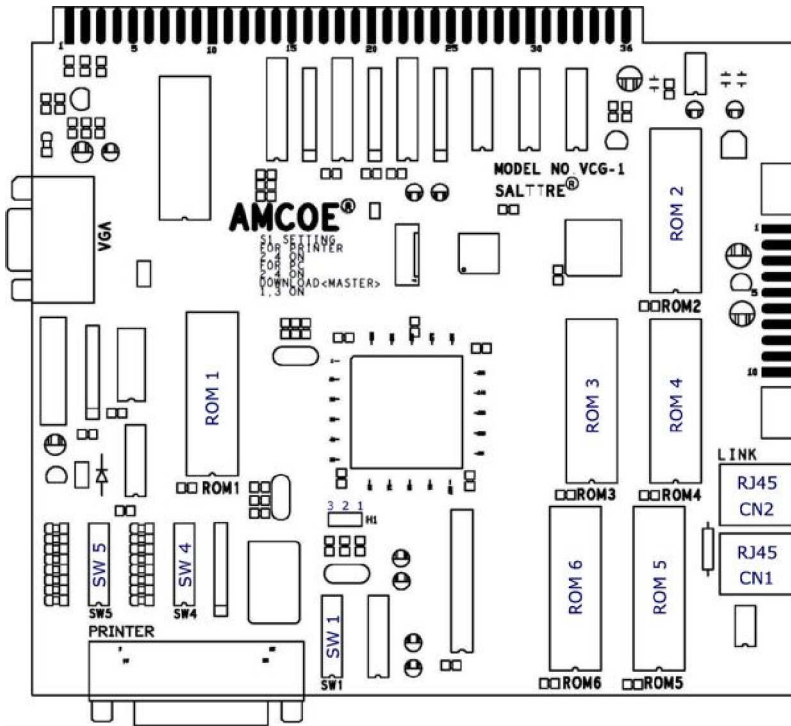
Full Format VCG-1 has two types of video output, CGA and XVGA. Jumper H1 (located near SW1) 1 & 2 connected is CGA output; 2 & 3 connected is XVGA output. When using CGA output, connect video output signals on the edge connector. When using XVGA output, use the standard VGA connector on the board; also, 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.

PRINTER
SW1 #2 & #4 ON is to enable the RS232 port for printer and/or PC download.
Printer and PC download functions are available in full format board only.

Compact Format board is a valued platform with communication capability, enhanced performance, and to make it a more cost-effective investment.
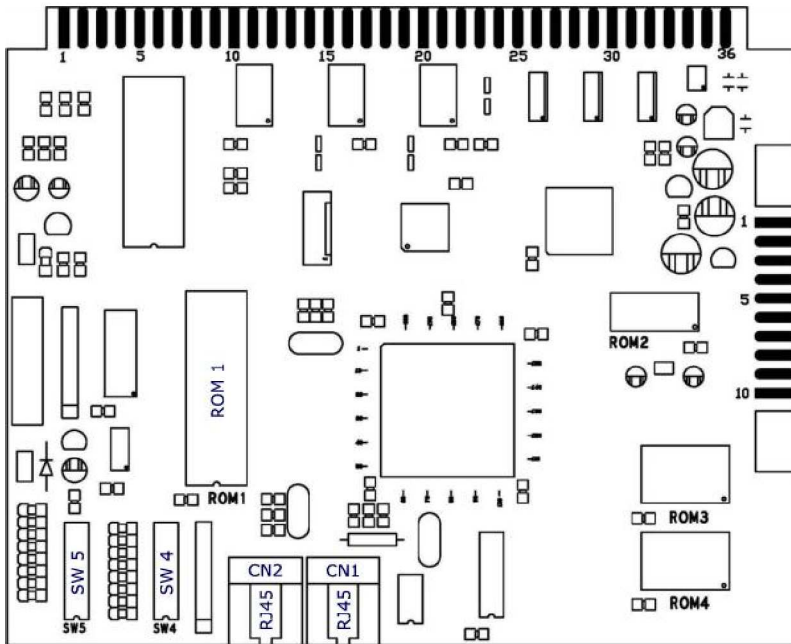
LINK
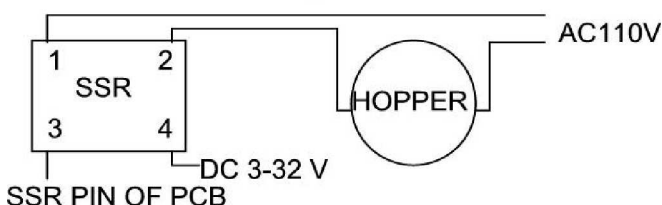Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

PASSWORD
SW4 #1 ON is default setting. SW4 #1 ON means **NO** password. SW4 #1 OFF means password required. The default password is 123456. It can be changed on the Confirm Screen. Reset actions cannot reset user-defined password.
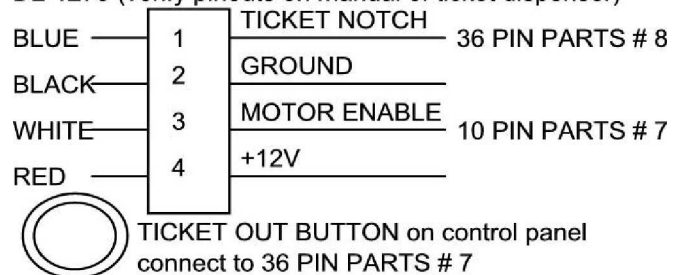
RESET
During power on checking, *before* counting down to 000, press Confirm Switch/Button (36 PIN SOLDER #20). Follow instructions on screen to reset (1) both Adjustment Selections and Data (bookkeeping) or (2) Data (bookkeeping) only.

Hopper Connection Diagram

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

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DIP SW 4		1	2	3	4	5	6	7	8
PASSWORD	REQUIRED	OFF							
	NOT REQUIRED	ON							
DUAL SUPPORT USE ONLY	CGA OUPUT		OFF						
	XVGA OUTPUT		ON						

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 Each Unit in the Link System must has a unique ID. Monitor used must has 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		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			
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 =? (Use as reference of the value of each point)

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 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.

EACH LINE PLAY: Select increment unit on a line play = 1 (default) to 10.

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). (Only in Full Format board.)

PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70. (Only in Full Format board.)

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

CHANGE PASSWORD: Select YES when you want to change User Defined Password. Factory Default = 123456

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 10xplay 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.

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 SPEED: NORMAL or SLOW (default).

DOUBLE GAME: YES (default) or NO.

HOLD FEATURE: YES (default) or NO (see explanation note below)

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 maybe available in some versions.

CAUTION: Factory is unable to retrieve your User Defined Password. You must remember it yourself.

WARNING: DO NOT PUT IN PROGRAM ROM THAT IS NOT DESIGNED FOR THIS GAME.

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.

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Celebrating the 10th anniversary of the famous New Fruit Bonus '96, we intended to design an entirely new Fruit Bonus type game that will out-perform the '96 and the others in the present standards and continue the legend for another decade. After a meticulous process of construction, elimination, comparison and selection of game features, details, graphics, sound effects, actions, and computation methods, the final product was eventually completed with great satisfaction, and expectation too. This final product is FRUIT BONUS '06 (10th anniversary).

Fruit Bonus '06 will be available in Full Format and Compact Format. Full Format will have printer (RS232) function.

Highlight of Game Features (Press SMALL to check game rules during wager mode.)

There are two (2) types of **FREE SPIN**. Free Spins are awarded when a FREE SPIN SYMBOL comes up in the Main Game, regardless of any winning or not. FREE SPIN SYMBOLS are resided on the main reel tracks and each has a different number of free spin chances attached to it.
1. Normal (BLUE) Free Spin:
   When a FREE SPIN SYMBOL comes up and there is **NO** "SUPER-BAR SYMBOL" on the screen, subsequent free spins will be in normal mode. In normal Free Spins, the reel tracks turn blue color and have the same types of symbol used in Main Game (less FREE SPIN SYMBOL).
2. BAR (YELLOW) Free Spin:
   When a FREE SPIN SYMBOL comes up **with** "SUPER-BAR SYMBOL" on the screen, subsequent free spins will be in BAR mode. In BAR Free Spins, the reel tracks turn yellow color and the symbols used will be GREEN-BAR, BLUE-BAR, RED-BAR, SUPER-BAR, and BLANK only. In addition to the winnings according to odds tables, *each* SUPER-BAR will be awarded an additional winning equals to the Total Bet. In short, Total additional winning = number of SUPER-BAR x Total Bet.

The great advantage and flexibility of the Free Spin structure in Fruit Bonus '06 are:
- Free Spin is no longer generated or related to any required winning combination in Main Game.
- Hold feature will no longer block or hamper the chance of getting Free Spin.
- There are more Free Spins; hence, a lot of actions. It is more gratifying in short term cycle.

BONUS GAME will be generated from the following three conditions in Main Game:
1. All Fruit (mixed types of fruit or same type of fruit) will get one Bonus Game.
2. Each 7-7-7 winning line will get one Bonus Game.
3. Each Diamond-Diamond-Diamond winning line will get one Bonus Game.

Thus, the maximum number of Bonus Games that can be generated from a single Main Game can be eight (8). In cases like All Diamond and All Seven, there will be eight (8) Diamond-Diamond-Diamond winning lines and 7-7-7 winning lines respectively.

Bonus Game itself is very unique, straightforward, and unlike anything seen before. It takes the format of reel spin. Bonus points are resided on the reel tracks. Bonus points on each reel track vary between 000 and 999. Since there are nine (9) reel tracks, the maximum Bonus Win Point can be 999 x 9 = 8990 (8991-1, one reel track is up to 998 only) in a single Bonus Game spin. And since there can be a maximum of eight (8) Bonus Game spins from a single Main Game, the possible total maximum Bonus Win Point can be 8990 x 8 = 71920 from a single Main Game. Actually, the frequency to go into Bonus Game is quite high. There is no need to rely on a single incident. Frequent Bonus Games can also accumulate quite a good amount of bonus points. However, *Bonus Win Point depends on Total Bet in the Main Game*. If Total Bet is small, Bonus Win Point will relatively be less. If Total Bet is high, Bonus Win Point will be higher.

WALKING DOG is a wild card.
At the end of a spin (except Bonus Game spin), regardless of any winning or not, a DOG **may** walk to one of the reel tracks to replace the symbol on that reel track. Walking DOG is a wild card. It will be used to form the highest possible winning combinations, including conditions to get Bonus Game.

HOLD FEATURE is default and recommended. Auto help hold can be activated and de-activated by pressing the DOUBLE button during wager mode.
If this feature is enabled, when there is no winning at the end of a Main Game play, the player is allowed, but up to his decision, to hold one to two sets of qualified symbol for the next game *if such set(s) is/are present on the screen*.
Qualified symbol set can be one of the following:
(1) a single SEVEN, (2) two symbols of the same type in a wager line, (3) two symbols of a *mixed group* in a wager line, (4) six or more symbols of the same type anywhere, (5) six or more symbols of a mixed group anywhere.
In Line Win, there is one mixed group. GREEN-BAR, BLUE-BAR, RED-BAR and SUPER-BAR form a mixed group.
In All Win, there are two mixed groups. In addition to the group used in Line Win, four kinds of fruit will form a mixed group as well.
HOLD FEATURE can improve the chance to get Bonus Game.

DOUBLE GAME (available in version 1.2 & after)
Double Game is not exactly a double up. It can be DOUBLE or TRIPLE. In Double Game, choose one of the two dogs to fetch an object from its doghouse. BONE is X3, HOT DOG is X2, FOOTBALL is X2, and BOOT is X0.
There is no limit of how many times to DOUBLE.

LINK BONUS: Link with other AMCOE linkable series games. All Mixed BAR is reserved for hitting the LINK BONUS. See the manual of LINK as well.

SPECIAL SELECTION: **USE DOLLAR VALUE SCREEN**: NO or YES
If YES, all points, including Link Bonus, will be displayed in dollar value style, either **3**<u>21</u> (underlining the cents) or **3.**21(decimal before cents), without $ sign. The program will use the following COIN IN reference table.

COIN MODE	COIN IN SETTING	BILL ACCEPTOR SELECTION		$1 = ? POINTS	LIMIT SCORE
		$1 = 1 PULSE	$1 = 4 PULSES		MAX $5 = ? 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			

What are the advantages of using dollar value screen?
1/ Using whatever value of each point is more flexible. For example: set bill acceptor to $1 = 1 pulse and Coin 1 = 50 and you will have a 2-penny machine. It will increase your income. Both the player and the attendant do not have to do any math work. When a dollar bill is inserted, it will display **1**<u>00</u> automatically.
3/ There is no need to set minimum bet to start and minimum bet for bonus to the multiple of the number of lines. Any selectable value can be used; just use dollar value as reference to pick what is the minimum bet to start / for bonus you like.
4/ Keep track of actual income in dollar value even when you have changed dollar value of each point during operation and even when USE DOLLAR VALUE SCREEN is selected NO.
5/ On Confirm/Set Up Screen, the dollar value of COIN 1…up to CLEAR/TICKET UNIT will be displayed for easy reference, even if you are NOT using dollar value screen.

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PUSH BUTTON LEGEND

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

WITHOUT HOLD FEATURE

ALL STOP BIG HOLD 1	STOP 1 DOUBLE Help Hold	STOP 2 SMALL	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	TAKE

WITHOUT HOLD FEATURE

TAKE START	ALL STOP	STOP 1	STOP 2	STOP 3
PLAY	BIG HOLD 1	DOUBLE Help Hold	SMALL	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.