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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 1 IN (point value reference)	NOTE IN	18
19	SERVICE IN	COIN 2 IN	19
20	ACCOUNT	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	NOTE IN METER		24
25			25
26	COIN 2 IN METER		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

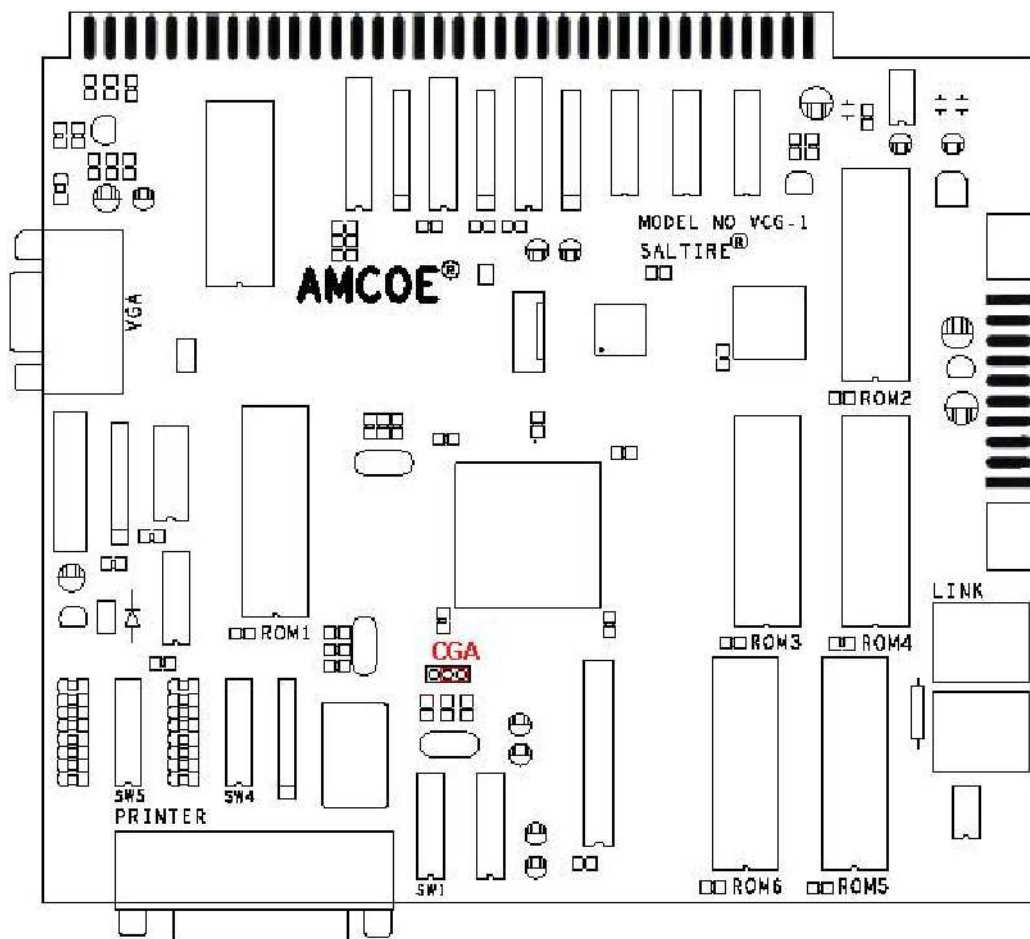
* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION

STOP BUTTONS: SELECT SHARED BUTTON OR EXTRA BUTTON CONFIGURATION.

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Hardware platform: Model
No. VCG-1



Hardware platform 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 used must match with the type of video output intended to be used.

LINK

Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

PRINTER

SW1 #2 & #4 ON is to enable the RS232 port for printer and/or PC download.

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.

MONITOR ADJUSTMENT

In the monitor adjustment screen, adjust sizes and positions such that the four (4) corner brackets (white color) are visible and close to the corners of the monitor. For CGA monitor, re-tuning of monitor sync may be required in order to obtain the best picture result.

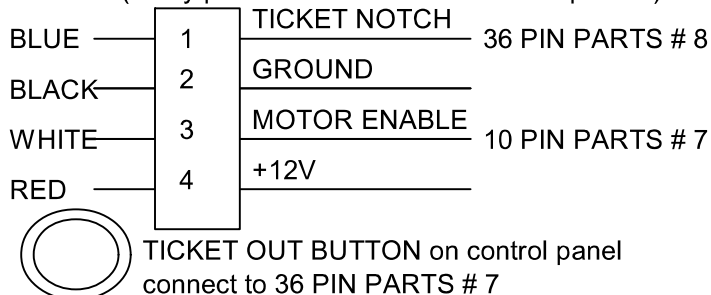
RESET

During power on checking, *before* counting up to 300, press Confirm Switch/Button (36 PIN SOLDER #20). Follow instructions on screen to reset (1) both

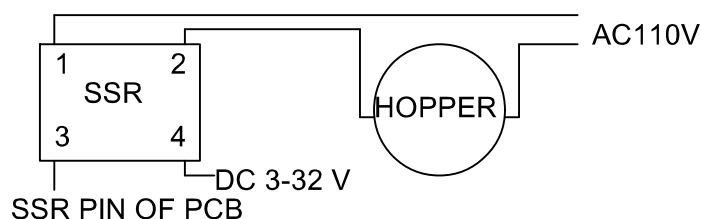
Adjustment Selections and Data (book-keeping) or (2) Data (book-keeping) only.

Ticket Dispenser Connection Diagram

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



Hopper Connection Diagram



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DIP SW 4		1	2	3	4	5	6	7	8
DUAL SUPPORT VERSION ONLY	CGA XVGA		OFF ON						

DIP SW 5		1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE TAIWANESE MADE	OFF ON	For most monitors used in USA						
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS <i>Each Unit in the Link System must have a unique ID.</i> <i>Monitor used must have an isolation transformer or built-in isolation circuit.</i> <i>Two or more units having the same ID or monitor without an isolation transformer will DAMAGE the board.</i> (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 UNIT 1 UNIT 2 UNIT 3 UNIT 4 UNIT 5 UNIT 6 UNIT 7 UNIT 8 UNIT 9 UNIT 10 UNIT 11 UNIT 12 UNIT 13 UNIT 14 UNIT 15		OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON	OFF OFF ON ON OFF ON ON ON OFF OFF ON OFF ON ON ON ON	OFF OFF OFF OFF ON ON ON ON OFF OFF ON ON ON ON ON ON	OFF OFF OFF OFF ON ON ON ON ON ON ON ON ON ON ON ON			
NO USE	MUST BE								OFF

All selections are made on screen 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. 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 total 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).

PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.

HOPPER UNIT USE: Use COIN 1 TO POINT 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 10 x PLAY or an equivalent of \$5 whichever is less. (Use LW Version instead.)

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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 (default) or SLOW.

DOUBLE GAME: YES (default) or NO.

NO REEL SPIN: NO (default) or YES (no reel spinning)

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

USE AS SKILL HOLD GAME: NO (default) or YES (version 1.3 and later)

The following are available in LIMIT WIN VERSION only:

WIN LIMIT: Default = \$5 & 10X (check whichever is less), \$5 & 10X NSW or \$5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)

HIT FREQ: 0, 2 (default), 4, 6, 8, 10, 12, 14. (Available in LIMIT WIN VERSION program only.)

Additional selections not mentioned here maybe available in some versions.

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.

MONEY MACHINE - A new game style with innovative and interesting features.

MAIN GAME MONEY MACHINE: On the left side of the screen, there is a big MONEY MACHINE. At the end of a game play, no matter winning or not, each Money Machine Symbol (MM Symbol) appeared will cause the big MONEY MACHINE to issue one ticket. There are several types of ticket.

- (1) Value Ticket: (fixed points) 10, 20, 50, 100, 200, 500, 1000, (total PLAY) X1, X2, X3, X4, X5. Fixed points value ticket is limited to 10 times of total PLAY. For example: in order to get a 1000 fixed points ticket, the total PLAY must be 100 or above. The max total PLAY of the game can be set to 240.
- (2) Free Spin Ticket: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 free spins. For example: there are 3 MM Symbols (not in winning line), the big MONEY MACHINE may issue one Free Spin Ticket of 5 free spins, one Value Ticket of X4, and one Free Spin Ticket of 10 free spins. Hence, there will $5 + 10 = 15$ free games coming next.
- (3) Blank Ticket: This is a ticket with nothing on it. Blank ticket will NOT be issued when there is a winning line of MM Symbol or there are 4 or more MM Symbols (because under such circumstances only Bonus Ticket will be issued).
- (4) Bonus Ticket: 1, 2, 3, 4, 5, 6 bonus chances. Whenever there is a winning line of MM Symbol or 4 or more MM Symbols, the big MONEY MACHINE will issue Bonus Ticket solely. Again, each MM Symbol will get one Bonus Ticket. Thus, when going into Bonus Game, the bonus chances are usually many.

In general, it is quite simple. Each MM Symbol will get one ticket. When there are 1 to 3 MM Symbols and NO winning line of MM Symbol, Value Ticket, Free Spin Ticket and/or Blank Ticket will be issued. When there is a winning line of MM Symbol or there are 4 or more MM Symbols, only Bonus Ticket will be issued.

HOLD FEATURE IN MAIN GAME: This is a selectable option. *If this feature is enabled*, when there is no winning and no MM Symbol at the end of a game play, the player is allowed, but up to his decision, to hold one to two sets of qualified symbol for the next game. Qualified symbol set can be one of the following:

- (1) a single 7, (2) two symbols of the same type in a line, (3) two Single/Double/Triple Money Bag Symbols in a line, (4) five symbols of the same type anywhere, (5) five Single/Double/Triple Money Bag Symbols anywhere.
- The total PLAY of a new game started with held symbols cannot exceed the total PLAY of the previous game. Holding symbols for a new game has its advantage and disadvantage. The advantage is to enhance the probability of normal winning. The disadvantage is to reduce the appearance of MM Symbol because certain positions are being occupied.

FREE GAME MONEY MACHINE: Free games are derived from the Free Spin Ticket of the main game. Basically, a free game is similar in nature to a normal main game. Similarly, each MM Symbol will get one ticket. However, in a free game, Free Spin Ticket will NOT be issued; Value Ticket, Blank Ticket and/or Bonus Ticket can be issued. Also, holding symbols is not permitted in a free game.

BONUS GAME: In Bonus Game, the total number of chances is determined by the sum of the bonus chances on

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the Bonus Tickets issued in the Main/Free Game. On the screen of the Bonus Game, there are three big MONEY MACHINES. In each chance, every MONEY MACHINE will issue a Symbol Ticket, which is a ticket with Triple Money Bag, Double Money Bag, Single Money Bag, Melon, Plum, Orange or Cherry on it. It is similar to forming a winning line of three symbols. Actually, the line odds of the main game are being used to calculate the winning points with total PLAY as the multiple. As far as Cherry-Any-Any is concerned, this "imaginative" line is bi-directional; that means Cherry-Any-Any and Any-Any-Cherry are the same. Cherry-Any-Cherry is considered 2 winnings in both ways, thus X4. In the same manner, Cherry-Cherry-Any and Any-Cherry-Cherry are the same. The highest winning in a chance is 100 (a Triple Money Bag line) X total PLAY. Mathematically, the highest possible combined winning in a Bonus Game will be 100 X bonus chances X total PLAY. *Play the game and feel the excitement.*

DOUBLE GAME: Double Game is a new style. There is a ticket on the left side of the screen. This ticket has a number on it and is used as a comparison. The number on this comparison ticket is randomly generated in every stage of the Double Game. This number (for comparison) can be any value from 3 to 9. On the right side of the screen, there are three medium sized money machines. A blue color "CHECK" mark will jump on top of these machines in turn. The player is asked to select BIGGER or SMALLER than the comparison ticket. That means he has three choices and two decisions. When the player has pressed either BIG or SMALL, the machine with the "CHECK" mark on top of it will dispense a ticket out. On that (selected) ticket, there is a number on it as well. Compare the comparison ticket with the selected ticket against the choice of BIG or SMALL. For example: the comparison ticket is 5; the selected ticket is 7; the player has chosen BIG; that means the player wins. If he has chosen SMALL instead, he loses. After the selected machine has dispensed the selected ticket, the other two machines (not selected) will also dispense tickets subsequently to reveal the numbers contained in these two machines. Number on ticket (dispensed from money machine) can be from 1 to 11. If the selected ticket has the *SAME* number as the comparison ticket, it is considered a *TIE*; another stage will be given. There is no limit of how many stages the player can play. As long as he can keep on winning, he can continue until he decides to quit and then *take score*.

LINK BONUS: Link with other S2000 and S2000C series games. All mixed MONEY BAG is reserved for hitting the LINK BONUS. See the manual of LINK as well.

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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	STOP 1 DOUBLE	STOP 2 SMALL	STOP 3 TAKE/HOLD
	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	DOUBLE	SMALL	TAKE HOLD

WITH HOLD FEATURE EXTRA BUTTON CONFIGURATION