

Coin's Fortune Set Up Config

[GEORGIA]

Clear of Score at Game Over	Cleared
	Not Cleared
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Jackpot Score Increment Speed	High
	Low

Payout Ratio	55%
	60%
	65%
	70%
	75%
	80%
	85%
Play Max.	90%
	10
	16
	32
Play Min. for Bonus	64
	8
	16
Play Min. for Game Start	32
	1
	8
	10

Coin A Ratio	1 coin 1 credit
	1 coin 2 credit
	1 coin 4 credit
	1 coin 5 credit
	1 coin 8 credit
	1 coin 10 credit
	1 coin 20 credit
	1 coin 25 credit
Key In Ratio (Times by Coin A Ratio)	X 5
	X10
	X20
	X50
Coin C Ratio (Times by Coin A Ratio)	X 5
	X10

Coin's Fortune



Ticket / Token Value	1 Ticket 1 credit
	1 Ticket 2 credit
	1 Ticket 4 credit
	1 Ticket 5 credit
	1 Ticket 10 credit
	1 Ticket 15 credit
	1 Ticket 20 credit
	1 Ticket 25 credit
	1 Ticket 40 credit
	1 Ticket 50 credit
	1 Ticket 60 credit
	1 Ticket 75 credit
	1 Ticket 80 credit
	1 Ticket 100 credit
1 Ticket 200 credit	
1 Ticket 500 credit	

Credit Limit	Unlimited
	100,000
	50,000
	40,000
	30,000
	20,000
	10,000
5,000	
Credit Limit Display	Displayed
	Undisplayed
Coin In Limit	20,000
	10,000
	5,000
	1,000
Hopper Limit	Unlimited
	1,000
	500
	300

Control Panel Type	A
	B
	C
	D
Hopper / Dispenser Output Micro Switch	Active High
	Active Low
Hopper / Dispenser Payout	Automatically
	Payout SW
Type of Key Down (Key Down Value)	A Unit of Digit
	Each 1 pt (1:1)
	Each 10 pts (10:1)
	Each 100 pts (100:1)
Type of Win Odds Transfer to Credit	A Unit of Digit
	Normal
Ticket Interface Board	Used (Key Down Value=Each Ticket/Token Value)
	Not Used

Coin's Fortune



Double Up Game	On
	Off
Skill Stop	On
	Off
Quick Stop	On
	Off
Card Kind	Symbol Card
	Normal Card
Ticket Printer	Dispenser
	Ticket Printer
Select Printer	CITIZEN
	ITHACA

Game Count to Issue Ticket	On
	Off
Score to Issue Ticket	On
	Off
Play Score	Permitted
	Not Permitted
Display Clock	Displayed
	Undisplayed

Coin's Fortune



CONNECTION

72pin Edge Connector

A [Parts Side]	PIN	B [Solder Side]
Video Red	1	Video Green
Video Blue	2	Video Sync.
Speaker	3	Sp.Gnd.
	4	
	5	
	6	
SW. Ticket Out	7	
SW. Ticket Notch	8	
SW. Start	9	
SW. Small [Black]	10	
SW. Play	11	
SW. Take	12	
SW. Double Up	13	
	14	
	15	
SW. Big [Red]	16	
	17	
SW. Coin A In	18	SW. Key In
SW. Coin C In	19	SW. Coin D In [Token]
SW. Analyzer	20	SW. Confirm [Test]
SW. Payout	21	SW. Key Down
SW. Hopper / Ticket Empty	22	SW. Hopper / Ticket Micro
Counter Coin A In	23	
Counter Key In	24	
Counter Coin C In	25	
Counter Coin D In [Token]	26	
Counter Hopper / Ticket Out	27	Counter Lack of Hopper
Counter Key Down	28	
Lamp Start	29	
Lamp Small [Black]	30	
Lamp Play	31	
Lamp Take	32	
Lamp Double Up	33	
Lamp Big [Red]	34	
	35	
Gnd.	36	Gnd.

20pin Edge Connector		
A [Parts Side]	Pin	B [Solder Side]
Gnd.	1	Gnd.
Gnd.	2	Gnd.
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
Counts	6	
Ticket Control	7	
	8	
Gnd.	9	Gnd.
Gnd.	10	Gnd.

Connector V depends on Spec of voltage. Please connect +5V or +12V.

※ Please make Hopper Empty on 22pin Parts Side of Edge Connector 72pin sure to connector to Gnd, in doesn't have switch.