

# FRUIT HOLDER

## **USER MENU**

(USA version)

(2003/07/16)

**TURN-ON THE POWER & PRESS "CHECK" BUTTON  
TO ENTER SYSTEM SET**

**" PLAY " & " SKILL HOLD " BUTTON : ITEM MOVE**

**" DOUBLE " BUTTON : ENTER**

**" START " BUTTON : EXIT**

## Spiraled Stick.

This system increases setup fram for the spiraled stick.

Gift 1 points: It set points for 1th spiraled stick.

Gift 2 points: It set points for 2th spiraled stick.

Motor off delay time: It set MACRO SWITCH delay time for turn off motor.

Example:

You set up parameter.

1. Gift 1 points = 2000 points.
2. Gift 2 points = 5000 points.
3. PAYOUT = 100 points.

And

Credit = 7000 points.

When the players press key for 1th spiraled stick, they can get 3 gifts

( 1 GFIT = 2000 points ) and 10 coins.

If the players press key for 2th spiraled stick, they can get 1 gifts

( 1 GFIT = 5000 points ) and 20 coins.

## CONNECTOR (10 PIN)

PART SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
SSR	7	
	8	
GND	9	GND
GND	10	GND

### ODDS FOR SINGLE PLAY :

Figures	ALL 3	ALL 4	ALL 5
TOMATO	X 1	X 5	X 15
ORANGE	X 1	X 5	X 15
MANGO	X 2	X 10	X 20
WATERMELON	X 3	X 15	X 30
KI KI CAT	X 5	X 25	X 40
GOLDEN BELL	X 10	X 30	X 50
BANANA	X 20	X 60	X 100
STAR	X 30	X 90	X 150
7	X 1/3 BNS	X 1/2 BNS	ALL BNS
BAR	X 50	X 100	200

### ODDS FOR TOTAL PLAY:

Figures	ALL 15
TOMATO	X 100
ORANGE	X 100
MANGO	X 120
WATERMELON	X 120
KI KI CAT	X 150
GOLDEN BELL	X 150
BANANA	X 200
STAR	X 300
BAR	X 500
ALL FRUIT	X 10

## FEATURES

1. JOKER FIGURE CAN BE ANY FIGURES.
2. SUB-GAME: WHEN GET 3 SAME FIGURES VERTICAL, YOU CAN PLAY SUB-GAME. (TO GUESS SMALL OR BIG)
3. JOKER BONUS: 1 JOKER TO GET SCORE X 2  
2 JOKERS TO GET SCORE X 4
4. FREE RUN: 90 SECONDS FREE RUN, WHEN GET FIVE " 7 " FROM WHOLE FIGURES.
5. 7 BONUS: WHEN THREE " 7 " HORIZONTAL GET 1/3 BONUS;  
FOUR " 7 " HORIZONTAL GET 1/2 BONUS;  
FIVE " 7 " HORIZONTAL GET ALL BONUS.
6. ROBOT: GET TOTAL PLAY X 1.
7. KI KI CAT: FREE RUN AGAIN.
8. FRUIT BONUS: ALL FIGURES ARE FRUITS, GET SCORE X 10
9. ALL SAME FIGURES BONUS: GET SCORE LIKE ODDS.

## OPERATION INSTRUCTION:

- 1. ACCOUNT :** TURN ON THE POWER, PRESS " CHECK " BUTTON, SELECT **CHECK ACCOUNT** BY PRESS " PLAY " or " HOLD " BUTTON, THEN PRESS " DOUBLE " BUTTON TO ENTER CHECK ACCOUNT.  
  
" DOUBLE " BUTTON = TO NEXT PAGE  
" START " BUTTON = EXIT
- 2. GAME SETTING :** TURN ON THE POWER, PRESS " CHECK" BUTTON, SELECT **SET THE GAME** BY PRESS " PLAY " or " HOLD " BUTTON, THEN PRESS " DOUBLE " BUTTON TO ENTER SET THE GAME.
- 3. RESET:** YOU CAN RESET IN **GAME SETTING**, SELECT **RESET SYSTEM** THEN PRESS " DOUBLE " BUTTON TO RESET.

## ATTENTIONS :

1. DON'T RESET SYSTEM OFTEN.
2. CHANGE CONNECTOR 36 PIN OR 28 PIN:  
PRESS "CHECK" BUTTON, YOU CAN SEE "KEY 28" OR "KEY 36" ON RIGHT CORNER, PRESS "CHECK" BUTTON TO CHANGE.

## "CONNECTOR (36PIN)

PART SIDE		SOLDER SIDE
RED	1	GREEN
BLUE	2	SYNC
SPEAKER (-)	3	SPEAKER (+)
	4	
	5	
	6	
TICKET OUT	7	
HOPPER SW	8	
START	9	
SMALL	10	
PLAY / TAKE	11	
SKILL HOLD	12	
DOUBLE	13	
	14	
	15	
BIG	16	
	17	
COIN-IN	18	KEY-IN
	19	
CHECK / SET	20	TEST
	21	KEY-OUT
GND	22	HOPPER SW
COIN-IN COUONT	23	
KEY-IN COUNT	24	
	25	
	26	
TICKET OUT COUNT	27	
KEY-OUT COUNT	28	
START LAMP	29	
SMALL LAMP	30	
PLAY / TAKE LAMP	31	
SKILL HOLD LAMP	32	
	33	DOUBLE LAMP
	34	BIG LAMP
	35	
GND	36	GND

## GAME SETTING :

<b>PAY OUT RATE</b>	98%, 96%, 94%, 92%, 90%, 88%, 86%, 84%
<b>DOUBLE UP GAME</b>	DISABLE, EASY, NORMAL, HARD, VERY HARD
<b>MIN PLAY</b>	1, 2, 5, 10, 15, 20, 25, 30, 40, 50
<b>TOTAL MIN PLAY</b>	3, 6, 15, 30, 45, 60, 75, 90, 120, 150
<b>MAX PLAY</b>	10, 15, 20, 25, 30, 40, 50
<b>TOTAL MAX PLAY</b>	30,45, 60, 75, 90, 120, 150
<b>COIN IN</b>	1, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 500
<b>TICKET OUT</b>	1, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 500
<b>KEY IN</b>	1, 2, 4, 5, 10, 15, 20, 25, 40, 50, 75, 80, 100, 200, 500, 1000
<b>KEY OUT</b>	1, 2, 4, 5, 10, 15, 20, 25, 40, 50, 75, 80, 100, 200, 500, 1000
<b>KEY-IN LIMIT</b>	1K, 3K, 5K, 10K, 20K, 30K, 50K, 80K, 100K
<b>OVER POINT</b>	3K, 5K, 10K, 20K, 30K, 50K, 80K, 100K, 150K
<b>PAY OUT MODE</b>	MANUAL, AUTO
<b>BOUNDS SAVE LIMIT</b>	100, 200, 300, 500, 1K, 1.5K, 2K, 2.5K, 3K
<b>WIN POINT TO ...</b>	POINT, SCORE, SCORE AND PLAY FROM
<b>GAME COUNT MODE</b>	DISABLE, COUNT
<b>DISPLAY ODDS TABLE</b>	YES
<b>AUTO STOP</b>	YES, NO
<b>GAME MODE</b>	REGULAR, SKILL
<b>RESET SYSTEM</b>	PUSH "DOUBLE" KEY
<b>" PLAY " BUTTON= UP      " HOLD " BUTTON = DOWN</b> <b>" BIG " BUTTON = ADD      " SMALL" BUTTON = MINUS</b> <b>" START " BUTTON= EXIT</b>	