

**Recommended Printers:**

Citizen iDP3551

Friction Feed, 40 Column, RS-232, International Character Set, 120VAC, character, w/battery backup, 7K buffer, Auto-cutter, and 2 color printing.

Ithaca 70 Series w/auto-cutter.

**DIP Switch Function Summary:**

Pulses in to equal 1 point

The "point" is an internal representation of the credits in divided by this number. Further processing may be done on this number by the next setting.

Each Point is worth

The above number of "points" is multiplied by this number to acheive the printed value. For example : setting the "pulses in equal to 1 point" to 100 and "each point is worth" to 5 makes 100 pulses in equal to 5 dollars or 5 points.

Points equal to

Is the printed point value going to be MONEY or POINTS.

Money equal to

If the above is set to MONEY then is the value DOLLARS or CENTS. This setting has no effect if points are equal to POINTS.

Use Custom Message

Turns the 3 line custom message, that can be entered with a computer or terminal, on or off. This is handy if the game is being moved to a new location and a terminal isn't available to change the message.

Use Date & Time

Turns on or off the printing of the date and time stored in the battery backed RAM.

Use Signature Line

Turns on or off the printing of the Customer Signature line. This setting is forced to ON anytime a "Law" is selected.

State Laws

Adds the listed states redemption law to the printed voucher.

Hand Count

Should the software count the number hands the player played and use that number as the maximum number of "points" to print out. The remaining credits will be returned to the game.

Hand Timeout

This is an idle timer that is running anytime there are hands played but the hand count signal is not active. This allows a player to add credits after a game over, or a bonus round being played not to dump the players hands.

Printer Type

Sets the board to take advantage of any special features a particular printer may have. For example if you are using the Citizens printer the board will use double sized and red printing for selected areas to make copycat printing more difficult.

**Goose-it DIP Switch Settings V3.00**

Function	Value	DIP Switch 1								DIP Switch 2								DIP Switch 3										
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8			
		<b>Pulses In To Equal 1 point</b>	1	0	0	0	0	0																				
	2	1	0	0	0	0																						
	4	0	1	0	0	0																						
	5	1	1	0	0	0																						
	8	0	0	1	0	0																						
	10	1	0	1	0	0																						
	15	0	1	1	0	0																						
	20	1	1	1	0	0																						
	25	0	0	0	1	0																						
	40	1	0	0	1	0																						
	50	0	1	0	1	0																						
	75	1	1	0	1	0																						
	100	0	0	1	1	0																						
	150	1	0	1	1	0																						
	200	0	1	1	1	0																						
	250	1	1	1	1	0																						
	400	0	0	0	0	1																						
	500	1	0	0	0	1																						
	1000	0	1	0	0	1																						
	2000	1	1	0	0	1																						
	2500	0	0	1	0	1																						
	5000	1	0	1	0	1																						
<b>Each Point Is worth (It's printed Value)</b>	1						0	0	0	0																		
	2						1	0	0	0																		
	5						0	1	0	0																		
	10						1	1	0	0																		
	15						0	0	1	0																		
	20						1	0	1	0																		
	25						0	1	1	0																		
	50						1	1	1	0																		
	75						0	0	0	1																		
	100						1	0	0	1																		
	150						0	1	0	1																		
	200						1	1	0	1																		
	250						0	0	1	1																		
	400						1	0	1	1																		
	500						0	1	1	1																		
	1000						1	1	1	1																		
<b>Multiple Vouchers</b>	No																											0
	Yes																											1

See Next Page



**Selection**

Be selected by setting the DIP Switches.

11-1 Setting DIP Switch DSI Left

No.	Function	OFF	On	Factory Setting
1	Auto Cutter	No	Yes	*1
2	International country switching	(Refer to table below)		Off
3				Off
4	Input Buffer	7K Bytes	2-lines	Off
5	Character Direction	Normal	Inverted	Off
6	CR Cord	CR	CR + LF	Off
7	Mode	Character	Graphic	*1
8	SEL/DESEL at Power On	Select	Deselect	Off



1) Serial interface only

No	Function	Off	On	Factory Setting
1	Word length setting	8 bits	7 bits	Off
2	Parity check	Yes	No	On
3	Parity condition	ODD	Even	Off
4	- Not Used -			
5	Baud rate setting (refer to the table below)			Off
6				On
7				On
8				Off

Note: \*1 Setting is variable, depending on the type of Printer

No.	USA	France	Germany	England
2	Off	On	Off	On
3	Off	Off	On	On

## Citizens IDP 3551 Printer Settings

### DIP Switch Settings

#### DIP Switch 1

No.	Function	On	Off	Factory Setting
DSW 1-1	Auto Cutter	Yes	No	On *1
DSW 1-2	International Characters	See Table Below		On *2
DSW 1-3		CMB Mode (IDP3530 System)	CBM 1 Mode (IDP 3540 System)	On *2
DSW 1-4	CBM Command			On *1
DSW 1-5				Off *1
DSW 1-6	CR Mode	See The Table Below		Off
DSW 1-7	Mechanism Type	Graphic	Character	Off
DSW 1-8	Buffer Size	6K Bytes	256 Bytes	On
DSW 1-9	Operation Mode	See Table Below		Off *3
DSW 1-10				Off *3

\*1, \*3 Depends on Type

\*2 Depends on destination

\*4 Effective only when CBM mode is selected with DSW 1-9 and 10.  
For details see **CBM Mode in Print Control Functions.**

#### DIP Switch 2

NO.	Function	On	Off	Factory Setting
DSW 2-1	Bit Length	8 bits	7 bits	On
DSW 2-2	Parity	No	Yes	On
DSW 2-3	Odd/Even	Odd	Even	On
DSW 2-4	Communications Mode	DTR/DSR XON/XOFF		On
DSW 2-5	Baud Rate	See Table Below		On
DSW 2-6				On
DSW 2-7				Off
DSW 2-8	Unused			Off

#### Baud rate

Baud rate	DSW2.5	DSW2.6	DSW2.7
150	OFF	OFF	OFF
300	OFF	OFF	ON
600	OFF	ON	OFF
1200	OFF	ON	ON
2400	ON	OFF	OFF
4800	ON	OFF	ON
9600	ON	ON	OFF
19200	ON	ON	ON

\* The DIP switch 2 is used only for the serial interface.

International Character Selection				Character Code Selection			
No.	DSW1.2	DSW1.3	DSW1.4	ESC/POS mode	CBM mode	Star mode	Star mode
Country				Code 437	CBM (Internationally)	Star (Internationally)	Star (Internationally)
USA	ON	ON	ON	Code 850	Code 850	Code 850	Code 850
France	OFF	ON	ON				
Germany	ON	OFF	ON				
U.K.	OFF	OFF	ON				
Denmark	ON	ON	OFF				
Sweden	OFF	ON	OFF				
Italy	ON	OFF	OFF				
Japan	OFF	OFF	OFF	Katakana	CBM (Japanese)	Star (Japanese)	Star (Japanese)

See the 'International Character Codes Table and Character Codes Table.'

#### CR mode (DSW1.6)

Mode	OFF	ON
CBM	CR+LF	CR
STAR	CR+LF	Ignored
ESC/POS	CR+LF	CR

#### Operation Mode (DSW1.9, DSW1.10)

Operation Mode	DSW1.9	DSW1.10
CBM	OFF	OFF
ESC/POS	ON	OFF
STAR	OFF	ON
STAR Auto cut	ON	ON

## Please Note

Citizen is now shipping IDP3551 Printers.  
Be sure which style you have before setting the DIP Switches

Power Connector

+5 GND D.S. #1 D.S. #2 D.S. #3

Credit Return  
Master Harness  
P.8 parts side

Pulse In  
Cherry Master  
Harness P.28 parts

Coin 2

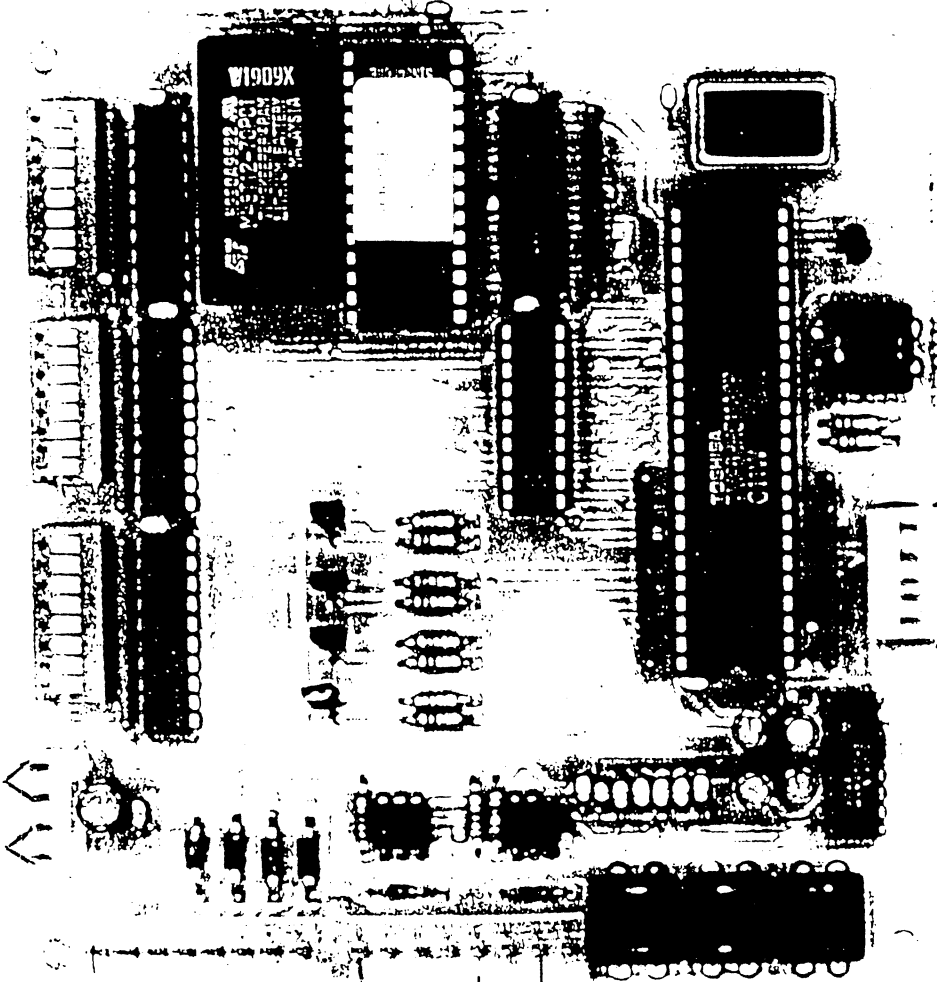
Coin 1

Function 1

Function 2

Function 3

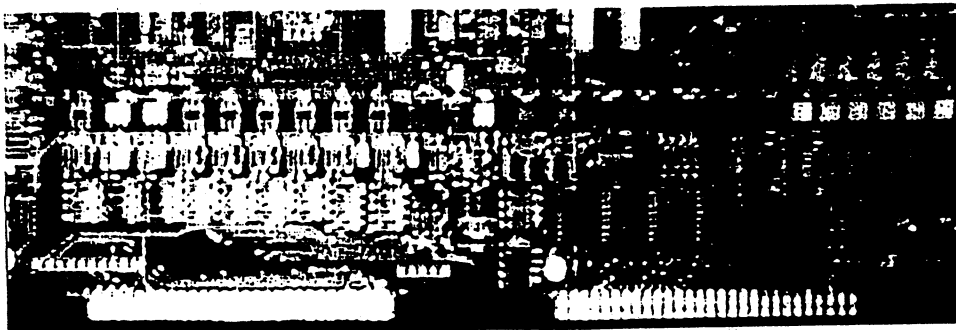
Serial  
Reset  
To Printer



# “Omega” coin meter output

Omega Board U59 PIN 2 == Pulse Output

U59 Pin 2



CITIZEN PRINTER  
1DP3541

# Voucher Samples

STATU LAWS Available.

GA, SC, TX - 10%

OTACC Available for  
A one time set up  
fee of \$25

EPSON PRINTER  
TMU 200

OTHER PRINTERS  
CAN BE SET-UP

pp\_point == 5  
pp\_mult == 5  
point\_equal == MONEY  
money\_value == DOLLARS  
use\_header == TRUE  
use\_date == TRUE  
law == GA  
signature == TRUE  
count\_hands == FALSE  
hand\_timeout == 2 minutes  
Printer type: CITIZEN

GOOSE-IT Printer Interface.  
Software Version V2.00  
Copyright 1997 RK5, Inc.  
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SERIAL # 97-0

Bookkeeping Data For :

SERIAL # 97-0  
DATE : 09-11-97 TIME : 17:04

RAW DATA

Total Pulses Received = 42  
Total Pulses Returned = 2  
Total Pulses Paid Out = 40

Coin\_1 in = 64  
Coin\_2 in = 69

PRINTED DATA

All Values Based On Current  
DIP Switch Settings  
\$40.00 PAID OUT  
PRESS BUTTON 1 TO CLEAR BOOKS.  
PRESS BUTTON 2 TO CONTINUE.

Call RK5, Inc.  
1-800-360-1960  
For "Really Killer Systems"  
(Custom Message Example)

SERIAL # 97-0 Voucher # 4

DATE : 09-11-97 TIME : 16:56

This voucher is good for :  
\$30.00  
worth of goods and services at  
this location ONLY.

I certify with my signature that  
the value of goods and services is  
in accordance with Chapter 47 of  
the Texas Penal Code.

CUSTOMER :

CONFIDENCE NUMBER : 33-1817

Call RK5, Inc.  
1-800-360-1960  
For "Really Killer Systems"  
(Custom Message Example)

SERIAL # 97-0 Voucher # 5  
DATE : 09-11-97 TIME : 16:56

This voucher is good for :  
\$30.00  
worth of goods and services at  
this location ONLY.

The value of the goods and services  
is in accordance with the OCGA  
16-12-35 DEF. Merchandise or this  
voucher can not in kind or in part  
be exchanged for money of ANY type.  
ONLY merchandise can be received.

I certify with my signature that  
I have received no money from the  
playing of this machine.

CUSTOMER :

CONFIDENCE NUMBER : 32-18655

CONFIDENCE NUMBER : 42-16938

CUSTOMER :

This voucher is good for :  
\$40.00  
worth of goods and services at  
this location ONLY.

SERIAL # 97-0 Voucher # 1  
DATE : 09-11-97 TIME : 17:04

Call RK5, Inc.  
1-800-360-1960  
For "Really Killer Systems"  
(Custom Message Example)

## GOOSE-IT AND PRINTER TROUBLESHOOTING

SWITCHES BY THE PAPER ROLL ARE NOT MADE. IF THE SLIDE RELEASE FOR THE PAPER IS NOT COMPLETELY FLUSH WITH THE EDGE OF THE PRINTER BODY IT WILL NOT MAKE THE SWITCH ACTIVATE.

### TICKETS PRINTED FOR WRONG VALUE

> CHECK SETTINGS OF DIP SWITCHES BETWEEN GOOSE-IT AND MAINGAME BOARD. EACH GAME BOARD SETS UP DIFFERENTLY AND THE GOOSE-IT THEREFORE SETS UP DIFFERENTLY TO ACHIEVE THE TYPE TICKET YOU WANT- e.g. 100 PTS = \$5.00, 500PTS. = \$5.00. (NOTE: IT HELPS TO RUN COPIES OF THE GOOSE-IT DIP SWITCH SHEET AND RECORD THE SETTINGS NEEDED FOR EACH TYPE GAME BOARD, e.g. CHERRY MASTER, CHERRY 96, POKER GAMES, ETC.)

> SOME GAME BOARDS SET FOR MONEY INSTEAD OF POINTS TO ACHIEVE THE PROPER VALUE TICKET. e.g. A CHERRY 96 BOARD SET TO PLAY PENNIES WILL PRINT A TICKET FOR 45,655 POINTS WHEN SET TO PRINT OUT POINTS, BUT CHANGING THE GOOSE-IT SETTING TO DOLLARS WILL GIVE YOU THE PROPER VALUE TICKET- \$5.00 FOR 500 POINTS.

### NO CREDIT RETURNS

> BE SURE THAT YOU ARE ACTUALLY CONNECTING TO A SERVICE INPUT ON THE EDGE CONNECTOR. SOME GAME BOARDS HAVE A SLIGHTLY DIFFERENT PINOUT, AND SOME NO SERVICE IN. IN THAT CASE YOU WOULD NEED TO USE ONE OF THE ALTERNATE COIN IN CONNECTIONS.

> IN SOME CASES, THE MAIN GAME BOARD MAY USE 12 VDC OPTOS. IN THIS CASE IT IS NECESSARY TO CUT THE DIODE D1 ON THE GOOSE-IT BOARD TO ALLOW THE RETURN TO OPERATE. AN EXAMPLE OF SUCH A CASE IS THE TREASURE CITY BOARD.

**PLEASE NOTE!** IF YOU ARE USING THE GOOSE-IT FOR BOOK-KEEPING HARD METERS SHOULD NOT BE USED. IF YOU MUST USE HARD METERS, USE **5 VOLT METERS ONLY.** 12 VOLT METERS MAY CAUSE DAMAGE TO THE GOOSE-IT. **ALWAYS INSTALL A DIODE ACROSS THE METER CONNECTIONS.** THE BANDED END OF THE DIODE IS INSTALLED **TOWARD** THE VOLTAGE CONNECTION.

> ALSO IN SOME CASES WHERE YOU ARE USING THE GOOSE-IT FOR YOUR MAIN BOOKKEEPING AND INSTALLING AN EQUALIZER IN LINE YOU MUST ADD DIODES TO THE EQUALIZER CONNECTIONS OF J2, AGAIN WITH THE BANDED END TOWARD THE VOLTAGE CONNECTION. WITH NO DIODES THE METERS WILL GIVE A HALF CLICK ON POWER-UP AND NOT FUNCTION. SOME OF THE KNOWN BDS. THAT WILL DO THIS ARE THE TRIPLE JACK, MAGICAL

## **GOOSE-IT AND PRINTER TROUBLESHOOTING**

**ODDS. MYSTERY J AND B. THIS PROBLEM WILL BE FIXED ON THE  
REMAINDER OF THE EQUALIZERS, BUT YOUR EXISTING BDS MAY NEED TO BE  
MODIFIED.**

# GOOSE-IT AND PRINTER TROUBLESHOOTING

## SECTION 1: COMMON PROBLEMS

### > LOSES DATE AND TIME:

RESET AND DUMP RAM MEMORY WITH BUTTONS 1&3. RESET TIME AND DATE. TRY UNIT AND SEE IF PROBLEM REOCCURS.

ALSO CHECK THE +5 VOLTSUPPLY. IT MAY BE EITHER TOO HIGH OR TOO LOW FOR THE GOOSE-IT.

### > PRINTS "RAM ERROR" ON POWER UP:

DUMP RAM MEMORY WITH BUTTONS 1&3, THEN HIT RESET

### > PRINTER KEEPS PRINTING PD. ON POWERUP:

RESET THE GOOSE-IT BOARD, THEN DUMP MEMORY ON PRINTER BY HOLDING BOTH BUTTONS ON THE FRONT AND TURNING UNIT OFF, THEN BACK ON. PRINTER SHOULD PRINT ONE TICKET OF GARBAGE FIGURES THEN GO BACK TO OPERATING CORRECTLY.

CHECK WIRES FROM PRINTER TO GOOSE-IT BOARD TO BE SURE THAT THE CONNECTIONS ARE GOOD AND INSTALLED PROPERLY.

### > PRINTER DOES NOT CUT PAPER:

CHECK GOOSE-IT SETTINGS TO BE SURE IT IS SET FOR THE PROPER PRINTER STYLE. (e.g. CITIZEN, EPSON, ETC.)

CHECK THE PRINTER DIP SWITCHES TO BE SURE THAT THE PRINTER IS SET-UP TO CUT.

> IF YOU ARE REPLACING A DUCKY BOARD WITH A GOOSE-IT BOARD, YOU WILL NEED AN ORIGINAL CITIZEN PRINTER ROM TO REPLACE THE CUSTOM ROM INSTALLED IN THE PRINTER FOR THE DUCKY.

> IF YOU ARE GETTING AN EXCESSIVE NOISE MESSAGE ON POWER UP, WAVES ON YOUR MONITOR, ETC, CHECK TO SEE IF A FLOURESENT LIGHT HAS BEEN INSTALLED IN THE MACHINE. SIMPLY DISABLE THE LAMP-- TURN IT OFF, UNPLUG IT, UNINSTALL IT.

## SECTION 2: NO TICKETS PRINTED

> CHECK +5 VOLTS ON THE GOOSE-IT J2 TO BE SURE THERE IS VOLTAGE TO THE BOARD.

> CHECK WIRES TO THE GOOSE-IT BOARD TO BE SURE THEY ARE PROPERLY INSTALLED AND A GOOD CONNECTION EXISTS ON THE CONNECTORS.

> IS THE POWER SWITCH ON THE PRINTER TURNED ON?

> CHECK THE PAPER INSTALLATION IN THE PRINTER TO BE SURE IT IS INSTALLED PROPERLY, PAPER ROLL SEATED PROPERLY AND PAPER NOT JAMMED.

> CHECK TO SEE THAT THE PRINTER IS CONNECTED TO THE SERIAL PORT, NOT THE POWER PLUG- J2.

> CHECK TO SEE THAT YOU CONNECTED THE COIN WIRES TO THE PROPER PIN NUMBER OF J1- P.5 OR P.7

## **GOOSE-IT AND PRINTER TROUBLESHOOTING**

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REMAINDER OF THE EQUALIZERS, BUT YOUR EXISTING BDS MAY NEED TO BE  
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## GOOSE-IT AND PRINTER TROUBLESHOOTING

> CHECK THAT THE PULSE IN WIRE IS CONNECTED PROPERLY AND IS THE CORRECT WIRE. e.g. ON CHERRY MASTER TYPE GAMES THE PULSE IN SHOULD BE CONNECTED TO P 28 WIRE, THE OUT METER PULSE.

> PRINTER PRINTS PD--- AND RUNS CONTINUOUS ON POWER UP. HOLD DOWN BOTH SWITCHES ON THE PRINTER THEN TURN IT OFF AND BACK ON. THE PRINTER SHOULD PRINT A TICKET OF GARBAGE TO CLEAR THE BUFFER. RESET THE GOOSE-IT BOARD, TRY AGAIN.

ALSO CHECK THE BAUD RATE SETTING ON THE PRINTER. IT MAY BE SET INCORRECTLY.

> TRY USING THE COIN IN METER WIRE FOR CREDITS CONNECTION INSTEAD OF THE REGULAR COIN WIRE. ( 8-LINE TYPE GAMES P.23)

> IF YOUR GAME IS SET TO PLAY FOR PENNIES RATHER THAN NICKLES, BE SURE THAT THE CONNECTION FOR PULSES OUT IS IN THE PROPER POSITION. SOME GAMEBOARDS USE DIFFERENT CONNECTIONS FOR THE PULSES OUT ON DIFFERENT COIN SETTINGS

> IF YOUR GAME BOARD IS SET TO PLAY FOR PENNIES ALSO BE SURE THAT YOUR COIN IN WIRE IS ALSO IN THE PROPER POSITION IN THE EDGE CONNECTOR. e.g. CHERRY MASTER TYPE GAMES THE COIN IN WIRE IS MOVED TO P.19 ON THE SOLDER SIDE FOR PENNY OPERATION.

> IF YOU ARE USING A HANDS COUNT FEATURE, ONLY ONE FEATURE CAN BE USED. IF YOUR MAIN GAME BOARD HAS THE FEATURE ENABLED, THEN DO NOT ENABLE IT ON THE GOOSE-IT, OR VICE-VERSA. AN EXAMPLE OF THIS IS THE CHERRY 96 TYPE BOARDS THAT COUNT THE POINTS OUT FOR A TICKET INSTEAD OF THE INTERFACE BOARD DOING THE COUNTING.

> WHEN CONNECTING THE HANDS COUNT FEATURE TO THE START LAMP AND THE LAMPS ARE 5 VOLT INSTEAD OF 12 VOLT , YOU MUST INSTALL THE JUMPER AT W1 TO GET A CORRECT HANDS COUNT. W1 IS LOCATED BETWEEN THE TWO 6PIN ICS ON THE GOOSE-IT JUST ABOVE THE 2-8 PIN HEADERS

> IF YOUR MAIN GAME BOARD IS GOING TO COUNT POINTS OUT FOR A TICKET, THEN SET YOUR GOOSE-IT TO A ONE TO ONE SETTING. IF BOTH BOARDS ARE SET TO COUNT THE POINTS YOU WON'T GET A TICKET. AGAIN, THE CHERRY 96 TYPE BOARDS ARE A GOOD EXAMPLE.

> IF YOU ARE NOT GOING TO HOOK UP THE HANDS COUNT FEATURE, BE SURE NOT TO ENABLE IT ON THE GOOSE-IT.

> IF YOU ARE USING THE HANDS COUNT FEATURE, BE SURE THAT THE HANDS COUNT LAMP IS WORKING, AND THAT YOU ARE CONNECTING TO THE LAMP SIGNAL NOT THE VOLTAGE SIDE OF THE LAMP.

> CHECK THE PRINTER VERSION NUMBER- THE CITIZEN 3541 AND 3551 SET DIFFERENTLY. YOUR GOOSE-IT INSTRUCTIONS INCLUDE SETTINGS FOR BOTH VERSIONS ON PAGES 9 AND 10.

> IF THE PRINTER BEEPS 4 TIMES, PAUSES, THEN BEEPS AGAIN 4 TIMES WHEN YOU TRY TO PRINT A TICKET, CHECK THE PAPER ROLL TO BE SURE IT IS INSTALLED PROPERLY. THE BEEP IS SIGNALING THAT THE