

Mystery J&B Georgia Ver. Set Up Config.

Clear of Score at Game Over	Cleared
	Not Cleared
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Max.Jackpot Score	1,200
	2,400
	3,000
	4,800
Jackpot Ratio	200:1
	300:1
	400:1
	500:1
Display of Jackpot Score	Fixed Score
	Progressive

Page 2	
Payout Ratio	55%
	60%
	65%
	70%
	75%
	80%
	85%
Play Max.	90%
	10
	16
	32
Play Min. for Any Bonus	64
	8
	16
Play Min. for Game Start	32
	1
	8
	10

Coin A Ratio	1coin 1 credit
	1coin 2 credit
	1coin 4 credit
	1coin 5 credit
	1coin 8 credit
	1coin 10 credit
	1coin 20 credit
	1coin 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
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
Key In Bonus	On
	Off

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

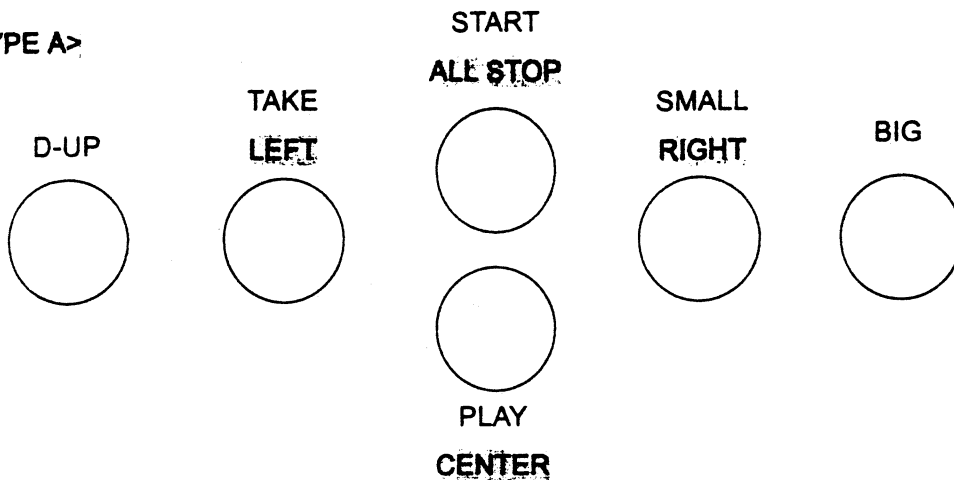
Page 6	
Control Panel Type	A
	B
	C
	D
Hopper / Dispenser Output Micro Switch	Active High
	Active Low
Hopper / Dispenser Payout	Automatically
	Payout SW
Type of Key Down (Key Down Value)	A Unit of Digit
	Each 1 pt (1:1)
	Each 10 pts (10:1)
	Each 100 pts (100:1)
Type of Win Odds Transfer to Credit	A Unit of Digit
	Normal
Ticket Interface Board	On (Key Down Value=Each Ticket/Token Value)
	Not Used

Page 7	
Double Up Game	On
	Off
Bonus Game Entry Condition	3 / 2 / 1
	6 / 3 / 1
	9 / 5 / 1
	12 / 7 / 1
Skill Stop	On
	Off
Quick Stop	On
	Off
Double Up Card Same No.	Even
	Lose
Ticket Printer	Dispenser
	Ticket Printer
Select Printer	CITIZEN
	ITHACA

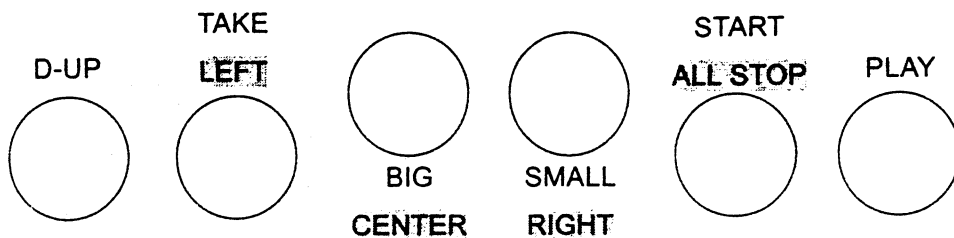
Page 7	
Game Count to Issue Ticket	On
	Off
Score to Issue Ticket	On
	Off
Play Score	Permitted
	Not Permitted
Display Clock	Displayed
	Undisplayed

PANEL TYPE

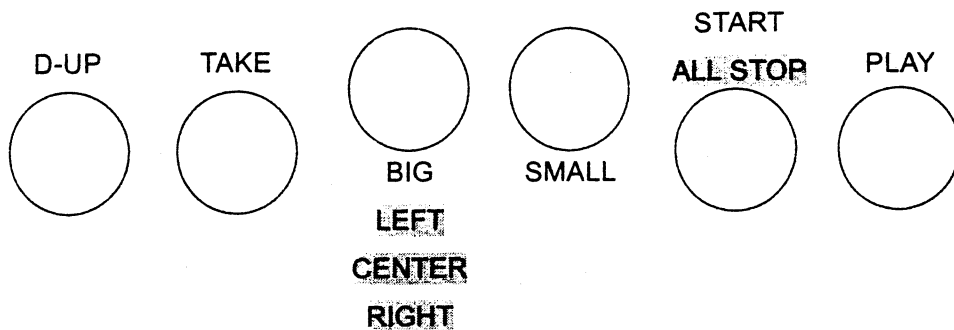
<PANEL TYPE A>



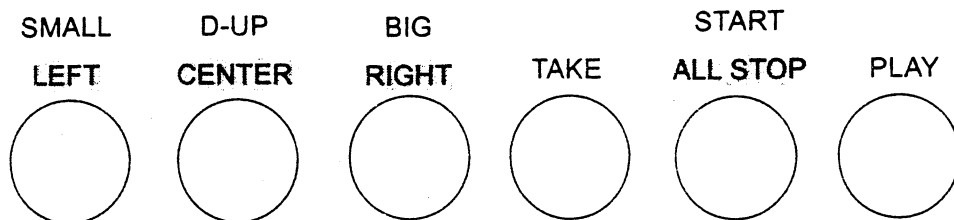
<PANEL TYPE B>



<PANEL TYPE C>



<PANEL TYPE D>



*When Skill Stop Off, it doesn't work neither All Stop nor each line Stop.

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	
	7	
SW. Service	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	Hopper / Ticket Drive Signal
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
Counter +V	6	
Hp. Control	7	Hopper
	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.

SETTING

[1] Real Time Clock and Ticket Issue Printer setting

1. By turning a Test Sw on, the scene is shifted to "TEST MENU" screen.
 By pressing the "D-UP" button during "TEST MENU" screen, it is shifted to "SET UP CONFIG" screen.
 By pressing the "START" button during "SET UP CONFIG" screen, it is shifted to "SET UP CONFIG" screen.

2. Real Time Clock setting

(1) Display

<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 0 10px;">M</td> <td style="padding: 0 10px;">D</td> <td style="padding: 0 10px;">Y</td> <td style="padding: 0 10px;">H</td> <td style="padding: 0 10px;">M</td> </tr> <tr> <td style="padding: 0 10px;">00</td> <td style="padding: 0 10px;">00</td> <td style="padding: 0 10px;">00</td> <td style="padding: 0 10px;">00</td> <td style="padding: 0 10px;">00:00</td> </tr> </table>	M	D	Y	H	M	00	00	00	00	00:00	<p>M : Month 01-12</p> <p>D : Day 01-31</p> <p>Y : Year 00-99</p> <p>H : Hour 00-23</p> <p>M : Minute 00-59</p> <p>Selectable character display</p>		
M	D	Y	H	M									
00	00	00	00	00:00									
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 0 10px;">TAKE</td> <td style="padding: 0 10px;">D-UP</td> <td style="padding: 0 10px;">BIG</td> <td style="padding: 0 10px;">SMALL</td> <td style="padding: 0 10px;">START</td> <td style="padding: 0 10px;">PLAY</td> </tr> <tr> <td style="padding: 0 10px;">←</td> <td style="padding: 0 10px;">→</td> <td style="padding: 0 10px;">INC</td> <td style="padding: 0 10px;">DEC</td> <td style="padding: 0 10px;">ENTER</td> <td style="padding: 0 10px;">END</td> </tr> </table>	TAKE	D-UP	BIG	SMALL	START	PLAY	←	→	INC	DEC	ENTER	END	<p>← Button and Function Display</p>
TAKE	D-UP	BIG	SMALL	START	PLAY								
←	→	INC	DEC	ENTER	END								

(2) Buttons

Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Month / Day / Year on Real Time Clock.
PLAY	END	End setting.

(3) Operation

- (1) Move cursor to setting point.
- (2) Change number by INC / DEC.
- (3) Repeat (1)~(2) for any setting or change.
- (4) Press ENTER when all of setting is completed.

3. Location Information setting

(1) Display

```

*****
  _DYNA_CASINO_HALL_
  _   HIRANO   _
  _  OSAKA  JAPAN  _
*****

TAKE D-UP  BIG  SMALL  START  PLAY
 ←   →   INC  DEC  ENTER  END
  
```

Information Area

5 row

20 column

Selectable character display

← Button and Function Display

(2) Buttons

Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Location Information.
PLAY	END	End setting.

(3) Operation

- (1) Move cursor to setting point.
- (2) Select character by INC / DEC.
- (3) Set the character by pressing "ENTER".
- (4) Repeat (1)~(3) for any setting or change.
- (5) Press END when all of setting is completed.

4. Ticket Validation Number setting

(1) Display

0000000000000000					
TAKE	D-UP	BIG	SMALL	START	PLAY
←	→	INC	DEC	ENTER	END

Validation No. in 16 Digits
0-9999999999999999

Selectable character display

← Button and Function Display

(2) Buttons

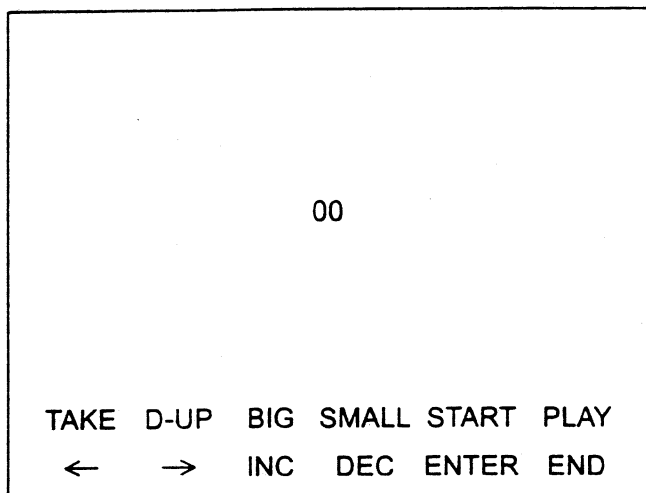
Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Ticket Validation Number.
PLAY	END	End setting.

(3) Operation

- (1) Move cursor to setting point.
- (2) Change number by INC / DEC.
- (3) Set the character by pressing "ENTER".
- (4) Repeat (1)~(3) for any setting or change.
- (5) Press END when all of setting is completed.

5. Machine Number setting

(1) Display



Machine No. in 2 Digits
00-99

Selectable character display

← Button and Function Display

(2) Buttons

Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Machine Number.
PLAY	END	End setting.

(3) Operation

- (1) Move cursor to setting point.
- (2) Change number by INC / DEC.
- (3) Set the character by pressing "ENTER".
- (4) Repeat (1)~(3) for any setting or change.
- (5) Press END when all of setting is completed.

6. Disclaimer setting

(1) Display

```

_THIS_VOUCHER_GOOD_FOR_REDEMPTION_ONLY_
IN_ACCORDANCE_WITH_OCGA_16-12-35_DEF.
THE_VALUE_OF_THIS_VOUCHER_CANNOT_IN_KIND_
OR_IN_PARY_BE_EXCHANGED_FOR_MONEY_OF_ANY
KIND_ONLY_MERCHANDISE_CAN_BE_RECEIVED.

TAKE  D-UP  BIG  SMALL  START  PLAY
←    →    INC  DEC  ENTER  END
    
```

Disclaimer Message Area

5 row

40 column

Selectable character display

← Button and Function Display

(2) Buttons

Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Disclaimer Message.
PLAY	END	End setting.

(3) Operation

- (1) Move cursor to setting point.
- (2) Select character by INC / DEC.
- (3) Set the character by pressing "ENTER".
- (4) Repeat (1)~(3) for any setting or change.
- (5) Press END when all of setting is completed.

[2] Power On

Check Real Time Clock whenever Power is turned ON.

- (1) If Real Time Clock data assumed correct, enter the game.
- (2) If Real Time Clock data assumed not correct, Real Time Clock setting is display. Check the time and if it is correct, press button to complete.
- (3) If Real Time Clock data is wrong, Real Time Clock setting is displayed. After correcting the time, press PLAY button to enter Printer setting mode.
- (4) Please refer [1]-2~[1]-6 for each setting.

[3] After RAM clear

- (1) When turn the Power ON, Execute from [2]-2.

[4] Others

(1) Printer Specifications

- a. Printer : CITIZEN ID5341 and ITHACA MOD70.
- b. Interface : Serial Asynchronous (EIA : RS232C)
9600bps, 8 Data bit, no Parity, 1 Stop bit
X On / Off, DC1(11h) On
DC3(13h) Off
- c. Cable : IBM PC / AT, 9pin Reversed.

(2) Can not use Hopper and Ticket Dispenser together.

(3) Change Hopper / Ticket Dispenser or Ticket Printer by SET UP CONFIG-Page6.

(4) Medal and / or Ticket are paid out by pressing Payout button by player.

- a. Hopper / Ticket Dispenser : Medal / Ticket
- b. Ticket Printer : Ticket

(5) Rate

- a. Hopper / Ticket Dispenser : By SET UP CONFIG-Page3 Token / Ticket Value.
- b. Ticket Printer : By SET UP CONFIG-Page3 Token / Ticket Value.

(6) Game Count to be cleared whenever turn Power ON or Game is Over

(Turned Attraction Mode).

(7) Score clear is selected by SET UP CONFIG-Page1.

- a. ON :To be cleared when game is over.
- b. OFF : Not cleared when game is over.

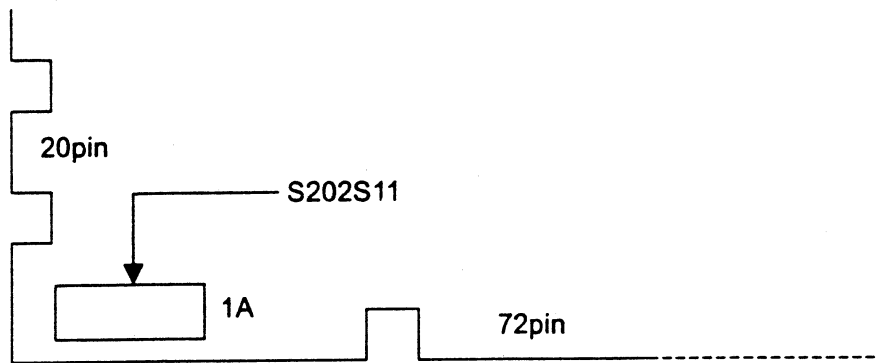
(8) Real Time Clock can be displayed in Main game. Selectable

by SET UP CONFIG-Page7.

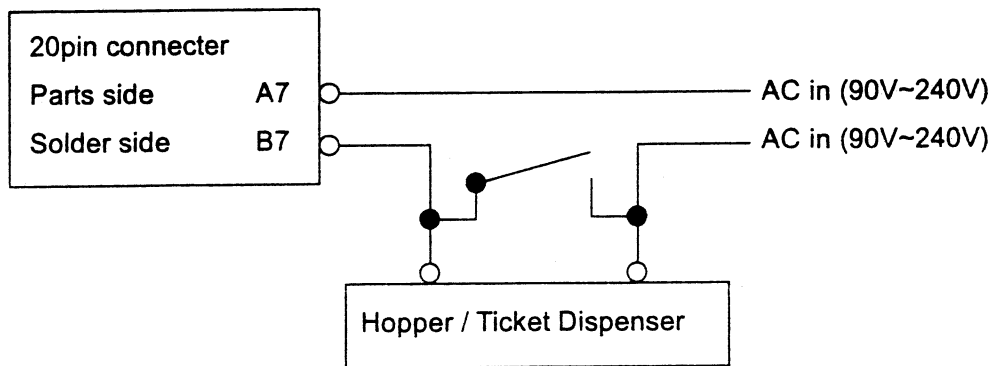
[5] Hopper / Ticket Dispenser Connection

1. AC Drive (Motor Direct)

- (1) Mount Solidstate Relay (SHARP S202S11 or fitted solidstate relay) at the location on the board.



- (2) Connection



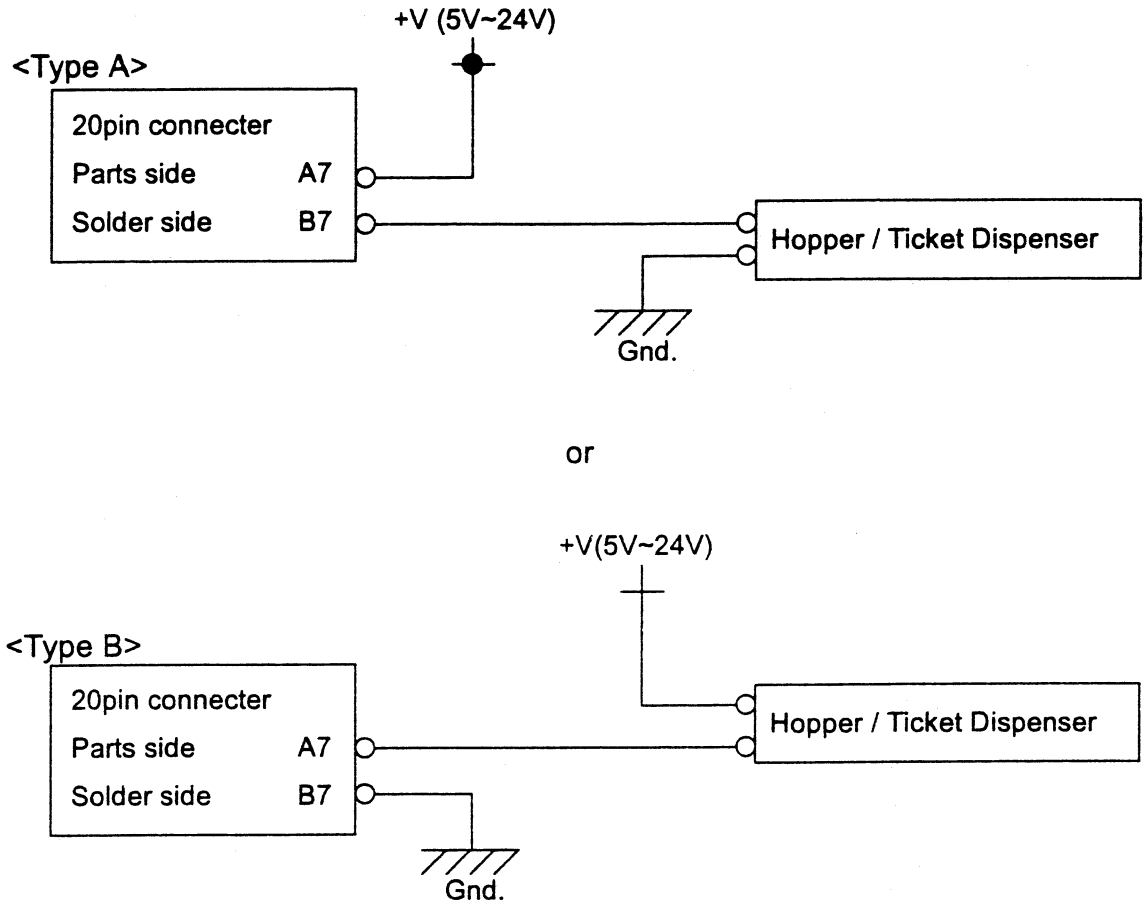
2. DC Drive

(1) Mount Photo Coupler(SHARP PC817 or fitted Photo Coupler) at location 1A on board.

See Page 3 1-(1).

(2) Connection

* Active Low



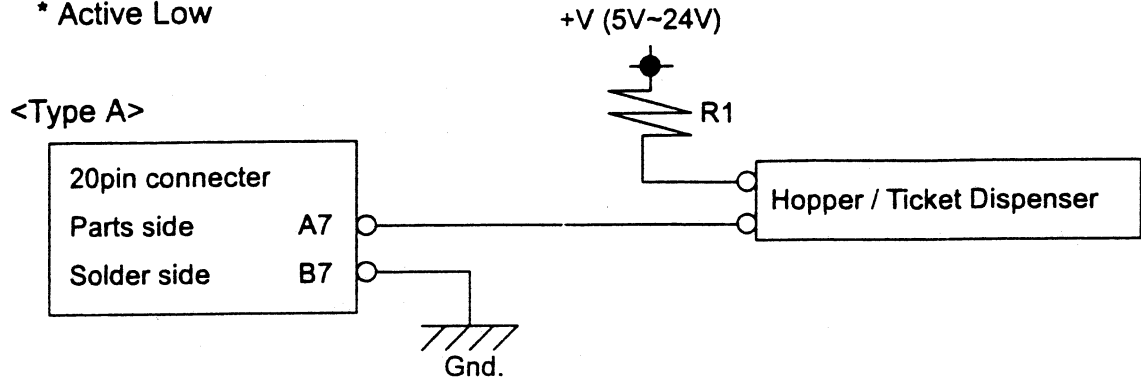
3. DC Signal Out

(1) Mount Photo Coupler (SHARP PC817 or fitted Photo Coupler) at location 1A on board.

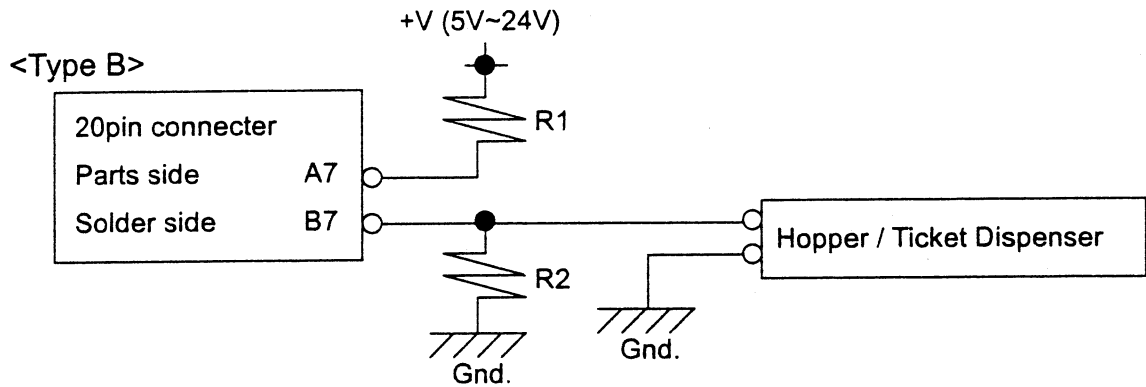
See Page 3 1-(1).

(2) Connection

* Active Low



* Active High



[6] Ticket Dispenser Direct Drive (Interface Board)

(1) DELTRONIC LABS INC.

MODEL DL-1275

* DC Signal Drive (Page 5 3-1)

* Active high Type (Page 5 3-2-B)

