

HOW TO PLAY “SPEED MASTER” - Let’s Keep It Easy -

The objective of Speed Master is simple. It’s basically a tic-tac-toe format.

Once you plug the game in you’ll notice two screens.

- One with nine symbols (main screen)
- Another to the right with 3 symbols (replacer screen)

Each of the 5 rows (3 vertical and 2 diagonal) have corresponding targets shown above them.

- Each target (or row of 3 symbols) has a “target button” below.
- The object is to create a tic-tac-toe winning combination.
- You do this by replacing “the entire row of 3 symbols” in the main screen with the 3 symbols in the replacer screen. Watch the screen in demo mode before you start game for an example of all 3 symbols being replaced.
- Target Button 1, 2, & 3 replaces that same numbered vertical row
- Target Button 4 & 5 replace the diagonal rows
- REMEMBER ALL 3 SYMBOLS GET REPLACED NOT JUST ONE!!!!
- Every play is a potential winner and it is definitely skill that wins

How to Play the Bonus Round

Once in a while you’ll have the opportunity to end up with the American flag in the “center box” of the main screen. This starts the bonus round.

- In the bonus round you’ll have “ONE MAIN SCREEN” but you’ll have 5 replacer screens to choose from. Take a look at the main screen and once you press “Start” the replacer screen will open up.
- If you like that replacer screen, press the correct target button for the win.
- If you think you can do better, hit “Skip” and the 2nd of 5 replacer screens will open. Again either hit play or skip. You have 5 to choose from.
- Once you skip, you cannot go back.
- Pay close attention to how many replacers you have.
- You must also watch the “Timer”. You are on a clock here!
- At the end of the bonus round it will tell you which screen was your best choice.

GOOD LUCK

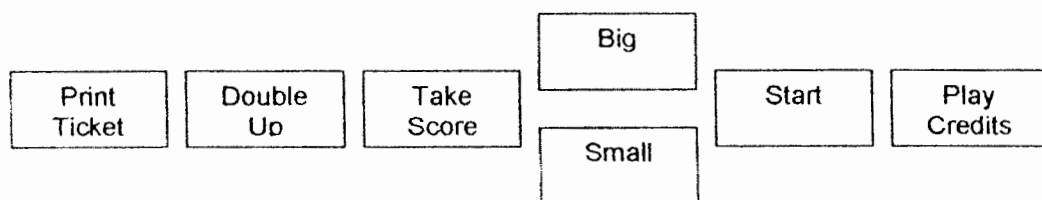
PARTS SIDE		SOLDER SIDE
Video Red	1	Video Green
Video Blue	2	Vide Sync
Speaker	3	Speaker Grown
	4	
	5	
	6	
Print Ticket Button	7	
Ticket Notch	8	
Start / Bonus / 2 Replace	9	
5 Replace	10	
Play Points / 1 Replace	11	
3 Replace	12	
Slidp	13	
	14	
	15	
4 Replace	16	
	17	
Coin In Switch	18	Key In Switch
	19	
Account Switch	20	Test Switch
Ticket Dispense Button	21	Key Out Switch
	22	Hopper Switch

Conversion of Cherry Master To Speed Master

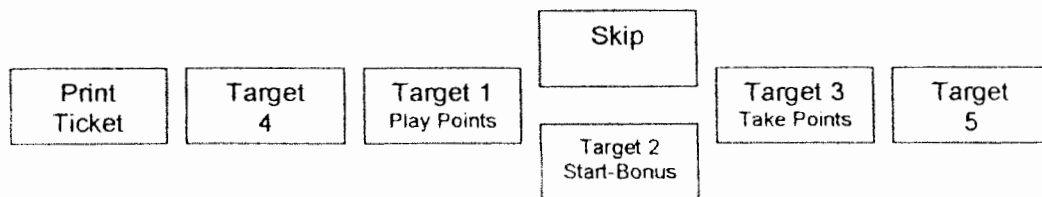
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1. Button Location: Cherry Master



Button Location: Speed Master



**** Button inserts can be found at the back of this book. Just cut them apart and place under the buttons. ******

2. 36 Pin Connector Changes: A pin-extracting tool is required.

All Pin Changes are on the parts side of the connector, Except Pin 21 is on the Component Side.

<u>Cherry Master</u>			<u>Speed Master</u>
Start	Pin 9	→	Pin 12
Small	Pin 10	→	Pin 9
Play Points	Pin 11	→	Pin 10
Take	Pin 12	→	Pin 11
Double Up	Pin 13	→	Pin 16
Big	Pin 16	→	Pin 13
**Print	Pin 21 Solder Side	→	Pin 7 Parts Side

** If you choose to use a D.U.C.K.E.Y Board to interface to the printer:

- Leave pin 21 in place on the solder side

- In the Menu: Select "System settings"

"Key in = 100"

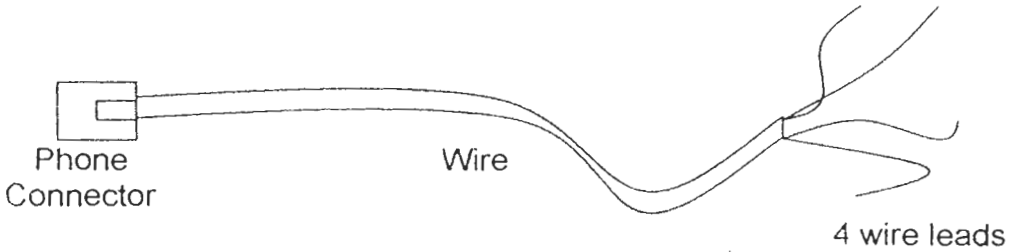
On the ducky board settings: "In Pulse = .25"

"Out Pulse = 1.00"

Skip to step #4.

3. Citizens Printer: Wiring Diagram

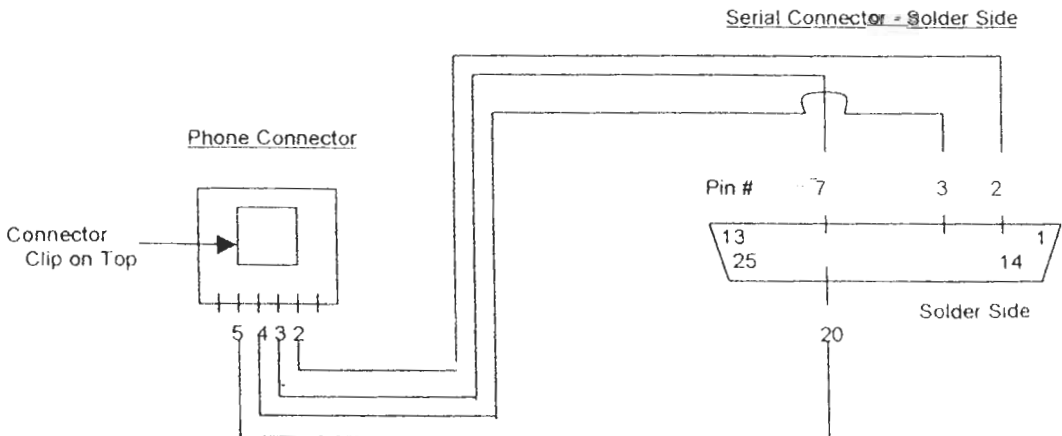
- A. Use a 4 or 6 wire Phone Extension Cord.
- B. Cut Wire to approximately 20" long.



C. Connect wires as follows: See Diagram also

Phone Connector Pin #	Connect to	Serial Connector Pin #
2	→	2
3	→	7
4	→	3
5	→	20

Wiring Diagram:
Speed Master board:



Citizens Printer: Switch Settings:

		<u>DIP 1</u>	<u>DIP 2</u>
Model #	3541	1 - on 2-8 - off	2,7 - on 1,3-6,8 - off
Model #	3551	1-4,6,8 - on 5,7,9,10 - off	1-4, 6,7 - on 5,8 - off

Ticket Dispenser: Deltronics 1275 Ticket Dispenser

Ticket Dispenser enable
Part side 7 on 10 pin connector

Ticket Dispenser Button parts side 21 of the 36 pin connector

Ticket Notch parts side 8 on the 36 pin connector

To set ticket values:

Set the ticket printer, and the ticket dispenser will follow that amount.

4. Notes on Game Board:

- A. When the printer fails, an error message will be displayed on the screen and the game will beep continuously. Game will be out of order. Tell Location to unplug the game (to stop the beeping), and call for service. The game must be rebooted and printer cleared of jam in order for the game to resume play.
- B. While programming the User Message:
 - 1. The space is found after the letter z.
 - 2. The first and second time through the Character set, the letters will both show on screen as Upper Case letters. However, the printed ticket will show the first time through as Upper Case letters, and the second time through as Lower Case letters.
 - 3. There is an error in the character set that is displayed on the screen. There are two periods that are displayed. The first period will be printed out as an asterisk on the ticket, the second period will print out as a period.
- C. “Over Point Limit” error message - If you put a maximum point limit on in the system setting screen (we use 50,000 points or \$500.00) and a player exceeds that amount, the game will display the “Over Point Limit” error message and the game will beep continually. The game will be out of order until the game board is reset or the point limit is raised. Tell location to call for service, and unplug the game.

To reset the game board, go into the menu,

Select - “System Settings”

Select - “Data Reset” (by pressing Skip + Replace 4)

Upon exiting the menu, the game board will reset (it will not change other settings) and the game will be in play mode.

5. System Settings:

Our Speed Master Boards are no being set up before shipping to our suggested settings. The changes we have made to the system settings are listed below.

RECOMMENDED SYSTEM SETTINGS

DIFFICULTY LEVEL	(1 or 2) (Level 1 = 95% & Level 2 is = 90%)
PLAY MIN.	(25, 50, 75, 100, 125, 150, 175, 200)
PLAY MAX.	(25, 50, 75, 100, 125, 150, 175, 200)
MIN. VALUE OF BONUS	(100 - 300) X Play Max
MAX. VALUE OF BONUS	(500 - 1500) x Play Max
PROGRESSIVE SPEED OF BONUS	(1/50 - 1/225)
POINTS LIMIT	(100, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 2000, 3000, 4000, 5000) x Play Max
COIN IN UNIT	(1, 5, 25, 100)
KEY IN UNIT	(10, 20, 40, 50, 80, 100, 200, 250, 400, 500, 800, 1000, 1250, 1500, 2000, 5000)
TICKET UNIT	(10, 20, 40, 50, 80, 100, 200, 250, 400, 500, 800, 1000, 1250, 1500, 2000, 5000)
COIN IN	(ON, OFF)
PAY OUT	(BY TOKEN, BY TICKET, OFF)
KEY IN	(ON, OFF)
KEY OUT	(ON, OFF)
PRINTER	(ON, OFF)
PRINTER FOR REMAINING POINTS	(YES, NO)
REPLACE TIME	(5-69) Seconds
BONUS ROUND REPLACE TIME	(10-74) Seconds
DOOR SPEED	(Very Fast, Fast, Medium, Slow, Very Slow)
\$1=	(4, 20, 25, 50, 75, 100, 125, 150, 175, 200) Points
TARGET HINTS	(ON, OFF)
MAIN GAME	(5) TARGETS
BONUS POT	(20, 50, 75, 100, 125, 150, 175, 200)
DEMO SOUND	(ON, OFF)

SET PRINTER AMOUNT AND TICKET DISPENSER WILL FOLLOW

DEFAULT SETTING IS FOR 1¢ PER POINT. THIS IS THE RECOMMENDED SETTING.

CONNECTOR(10PIN)

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
(1) Ticket Dispenser Enable	7	
(2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(1) This pin is normal low. When it enable is +5V.

(2) This pin is connected with the solder side 24th pin of connector 36 pin.

6 Pin Phone Wire For Ticket Printer

- 1 - not in use
- 2 - TXD
- 3 - Ground
- 4 - RXD
- 5 - DTR
- 6 - not in use

**Print
Ticket**

**Target
4**

**Target 1
Play Points**

Skip

Target 2

Start- Bonus

**Target 3
Take Points**

**Target
5**