

# Triple Jack Set Up Config

Page 1	
Clear of Score at Game Over	Cleared
	Not Cleared
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Ave. Jackpot Score (Cherry/Bar/Seven)	400/800/1200
	800/1600/2400
	1000/2000/3000
	1600/3200/4800
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%
Bet Max.	90%
	10
	16
	32
Bet Min. for Any Bonus	64
	8
	16
	32

Page 3	
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
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

Page 4	
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
	1000
	500
	300

Page 5	
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)
Type of Win Odds Transfer to Credit	Each 100 pts (100:1)
	A Unit of Digit
	Normal
Ticket Interface Board	Used
	Not Used

Page 6	
Double Up Game	On
	Off
Type of Double Up Game	Hi-Lo 5 Cards
	Hi-Lo 3 Cards
	Red/Black
	Big/Small
Card Kind	Symbol Card
	Normal Card
Double Up Girl Display (Not Hi-Lo 5 Card)	Displayed
	Undisplayed
Card 7 Same No.	Even
	Lose
Ticket Printer	Dispenser
	Ticket Printer
Select Printer	CITIZEN
	ITHACA

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

# CONNECTION

<b>72pin Edge Connector</b>		
<b>A [Parts Side]</b>	<b>PIN</b>	<b>B [Solder Side]</b>
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. Black/Odds	10	
SW. Bet	11	
SW. Take Score	12	
SW. Double Up	13	
	14	
	15	
SW. 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 Empty	22	SW. Hopper Micro
Counter Coin A In	23	
Counter Key In	24	
Counter Coin C In	25	
Counter Coin D In [Token]	26	
Counter Hopper Out	27	Counter Lack of Hopper
Counter Key Down	28	
Lamp Start	29	
Lamp Small/Odds	30	
Lamp Bet	31	
Lamp Take Score	32	
Lamp Double Up	33	
Lamp Big	34	
	35	
Gnd.	36	Gnd.

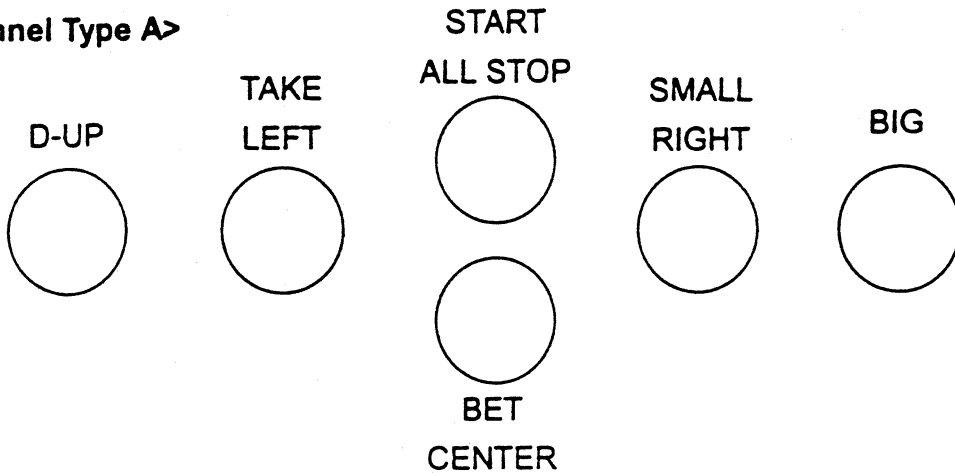
## 20pin Edge Connector

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.

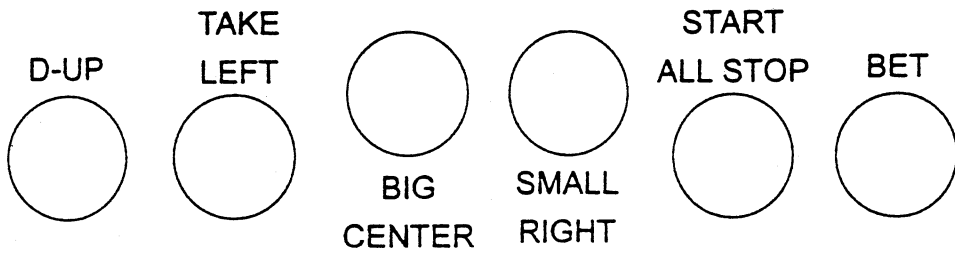
▼ Connector +V depends on Spec. of voltage. Please connect +5V or +12V.

# PANNEL TYPE

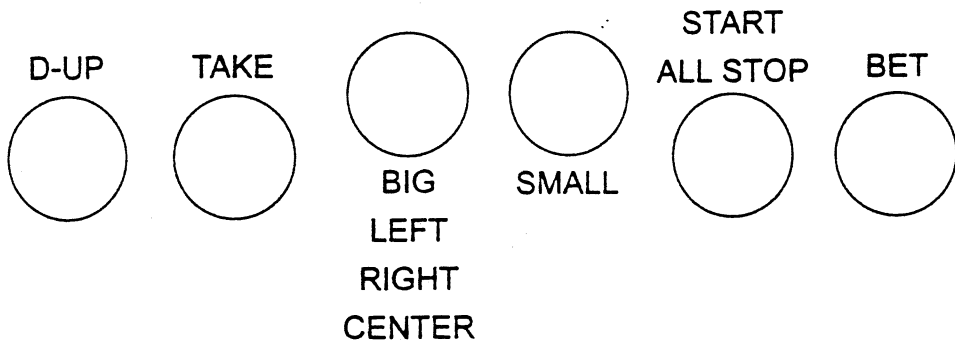
## <Pannel Type A>



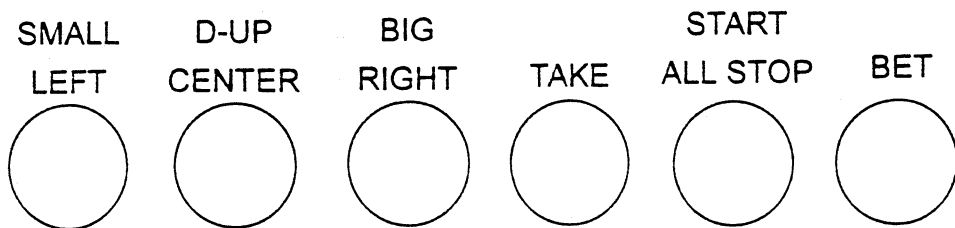
## <Pannel Type B>



## <Pannel Type C>



## <Pannel Type D>



# SETTING

## [ I ] 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	<table style="margin-top: 20px;"> <tr> <td>M : Month</td> <td style="padding-left: 20px;">01-12</td> </tr> <tr> <td>D : Day</td> <td style="padding-left: 20px;">01-31</td> </tr> <tr> <td>Y : Year</td> <td style="padding-left: 20px;">00-99</td> </tr> <tr> <td>H : Hour</td> <td style="padding-left: 20px;">00-23</td> </tr> <tr> <td>M : Minute</td> <td style="padding-left: 20px;">00-59</td> </tr> </table>	M : Month	01-12	D : Day	01-31	Y : Year	00-99	H : Hour	00-23	M : Minute	00-59
M	D	Y	H	M																	
00	00	00	00	00:00																	
M : Month	01-12																				
D : Day	01-31																				
Y : Year	00-99																				
H : Hour	00-23																				
M : Minute	00-59																				
<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;">BET</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	BET	←	→	INC	DEC	ENTER	END	<p>Selectable character display.</p> <p>← Button and Function Display</p>								
TAKE	D-UP	BIG	SMALL	START	BET																
←	→	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.
BET	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  BET
  ←   →   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.
BET	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	BET
←	→	INC	DEC	ENTER	END

Validation No. in 16 Digits.

0-9999999999999999

Selectable character display.

← Button and Function Display

##### ② Buttons

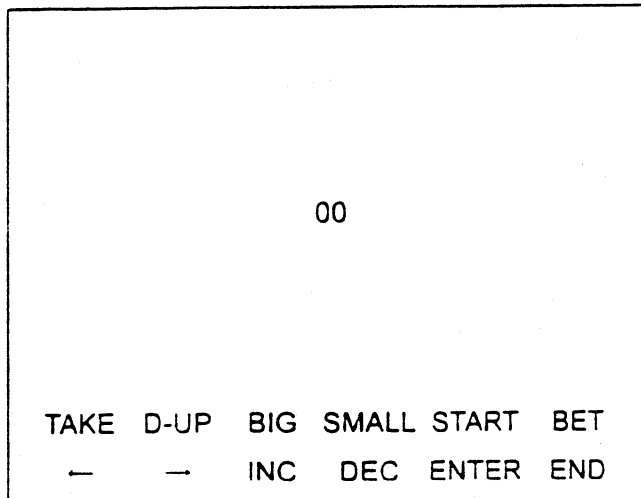
Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Ticket Validation Number.
BET	END	End setting.

##### 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.
BET	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  BET  
←      →    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 Masseurage.
BET	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.

## [ II ] 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 BET button to enter Printer setting mode.
- (4) Please refer [ I ]-2~[ I ]-6 for each setting.

## [ III ] After RAM clear

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

## [ IV ] 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.

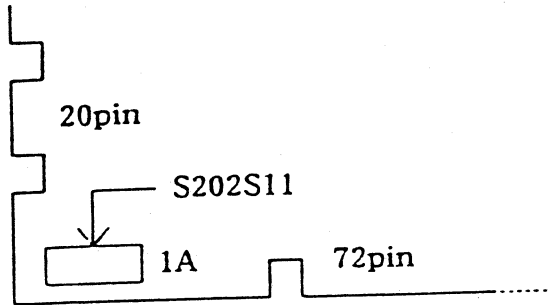
- a. ON : To be cleared when game is over.
- b. OFF : Not cleared when game is over.

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

by SET UP CONFIG-Page7.

[V] 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

