

Wild Jack Set Up Config

[Georgia Ver.]

Page1	
Clear of Score at Game Over	Cleared
	Not Cleared
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Max.Jackpot Score (2Cherry / Bell / 1BAR)	300-1,000
	400-1,500
	600-2,000
	1,000-3,000
Jackpot Ratio	High
	Low
Display of Jackpot Score	Progressive
	Fixed Score

Page2	
Payout Ratio	55%
	60%
	65%
	70%
	75%
	80%
	85%
	90%
Bet Max.	10
	16
	32
	64
Bet Min. for Any Bonus	8
	16
	32
Bet Min. for Game Start	1
	8
	10

Page3	
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	

Page4	
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

Page5	
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	Used
	Not Used

Page6	
Double Up Game	On
	Off
Skill Stop	On
	Off
Quick Stop	On
	Off
Card Kind	Symbol Card
	Normal Card
Ticket Printer	Dispenser
	Ticket Printer
Select Printer	CITIZEN
	ITHACA

Page7	
Game Count to Issue Ticket	On
	Off
Auto Ticket Dispense	On
	Off
Play Score	Permitted
	Not Permitted
Display Clock	Displayed
	Underplayed

[TEXAS]

Page 1	
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Max. Jackpot Score	300-1000
	400-1500
	600-2000
	1000-3000
Jackpot Score Increment Speed	High
	Low
Display of Jackpot Score	Progressive
	Fixed Score

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

Page 3	
Coin A Ratio	1 coin 1 credit
	1 coin 5 credit
	1 coin 25 credit
Key In Ratio (Times by Coin A Ratio)	X 4
	X20
	X40
Coin C Ratio (Times by Coin A Ratio)	X 4
	X20

Page3	
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	

Page4	
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

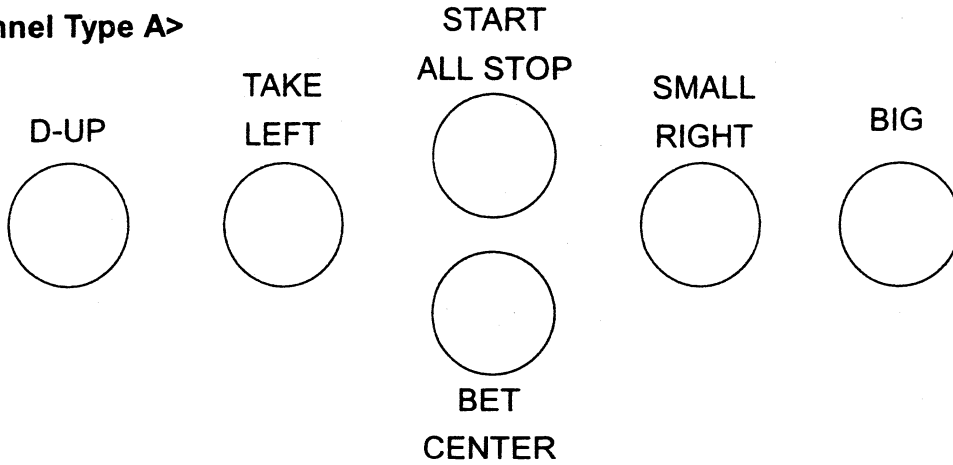
Page5	
Control Pannel Type	A
	B
	C
	D
Hopper / Dispenser Output Micro Switch	Active High
	Active Low
Type of Key Down (Key Down Value)	A Unit of Digit
	Each 1 pt (1:1)
	Each 10 pts (10:1)
Type of Win Odds Transfer to Credit	Each 100 pts (100:1)
	A Unit of Digit
Ticket Interface Board	Normal
	Used (Key Down Value=Each Ticket/Token Value)
	Not Used

Page 1	
Double Up Game	On
	Off
Skill Stop	On
	Off
Quick Stop	On
	Off
Card Kind	Symbol
	Normal
Ticket Printer	Dispenser
	Ticket Printer
Select Printer	CITIZEN
	ITHACA

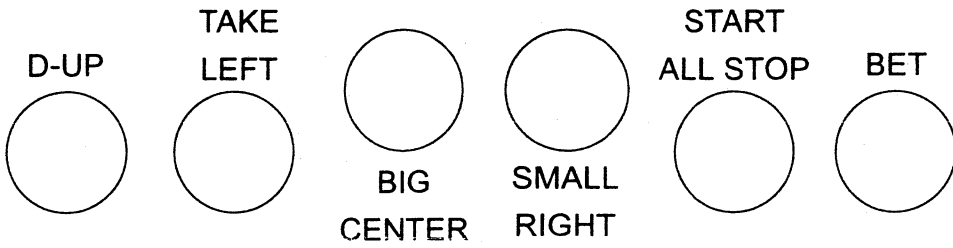
Page 2	
Display Clock	Displayed
	Undisplayed

PANNEL TYPE

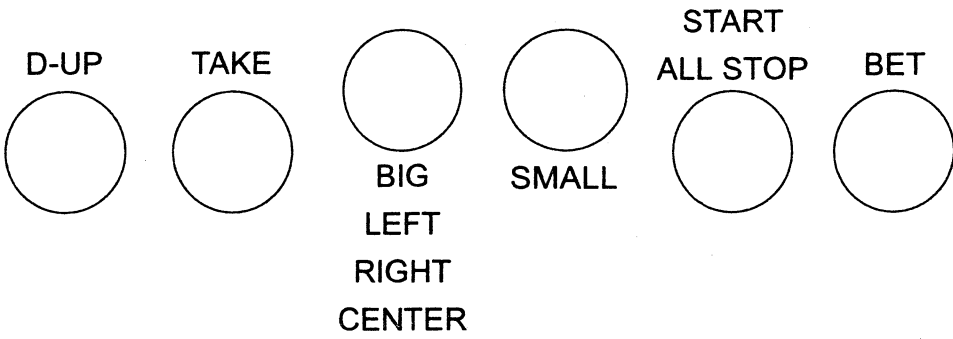
<Pannel Type A>



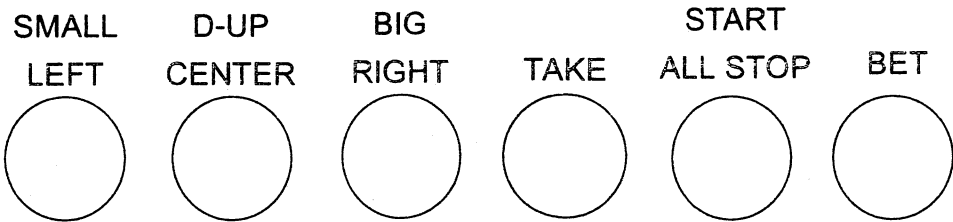
<Pannel Type B>



<Pannel Type C>



<Pannel Type D>



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. Bet	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 Bet	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

[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

M D Y H M 00 00 00 00:00					
TAKE	D-UP	BIG	SMALL	START	BET
←	→	INC	DEC	ENTER	END

M : Month 01-12
 D : Day 01-31
 Y : Year 00-99
 H : Hour 00-23
 M : Minute 00-59

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 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

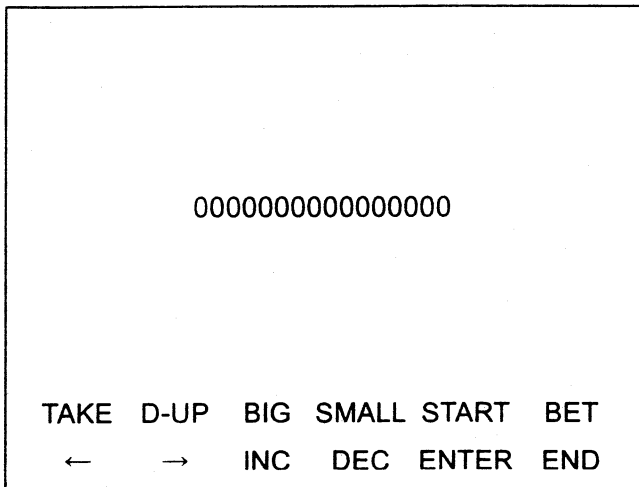
Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Location Information.
BET	END	End setting.

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



Validation No. in 16 Digits.
0-9999999999999999

Selectable character display.

← Button and Function Display

② Buttons

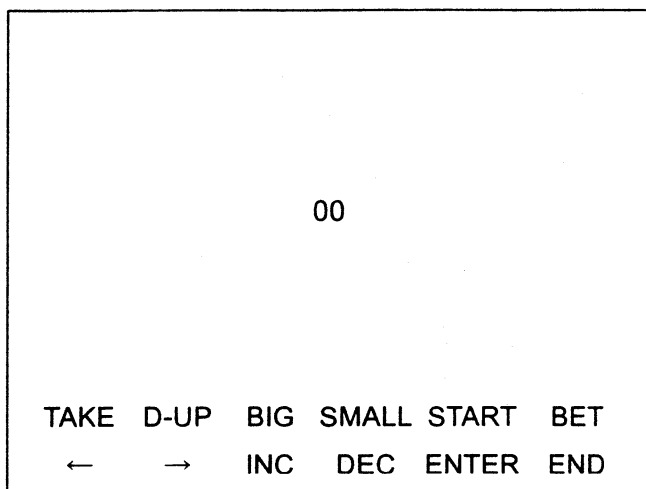
Button	Display	Function
TAKE	←	Move cursor to left.
D-UP	→	Move cursor to right.
BIG	INC	Increment.
SMALL	DEC	Decrement.
START	ENTER	Set Ticket Validation Number.
BET	END	End setting.

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 Massage Area

5 row

40 column

Selectable character display.

← Button and Fancion 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 Masseur.
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

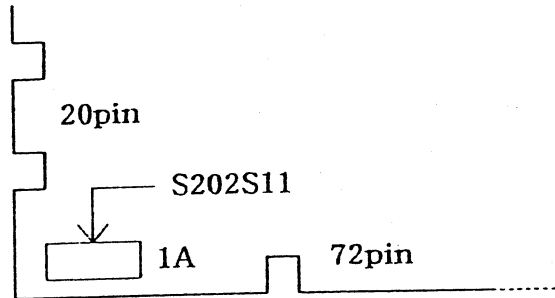
(1) Printer Specifications

- 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.

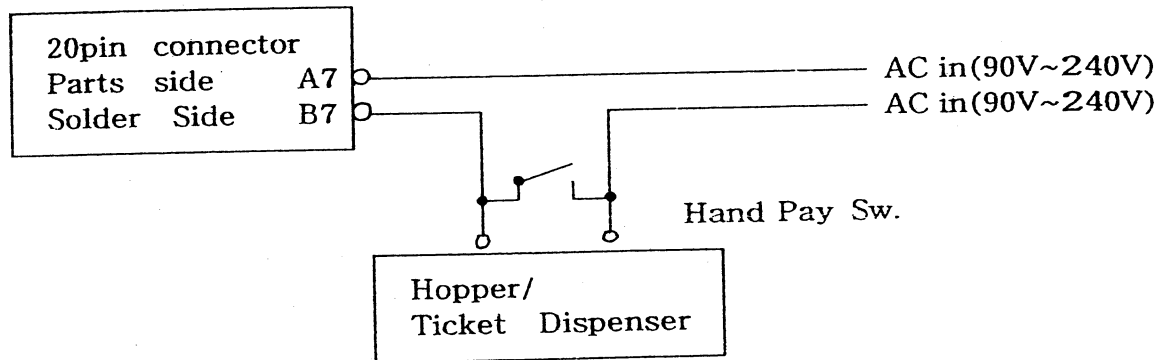
- (2) Can not use Hopper and Ticket Dispenser together.
- (3) Change Hopper/Ticket Dispenser or Ticket Printer by SET UP CONFIG-Page6.
- (4) Medal and/or Ticket are paid out by pressing Payout button by player.
 - a. Hopper/Ticket Dispenser : Medal/Ticket
 - b. Ticket Printer : Ticket
- (5) Rate
 - a. 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

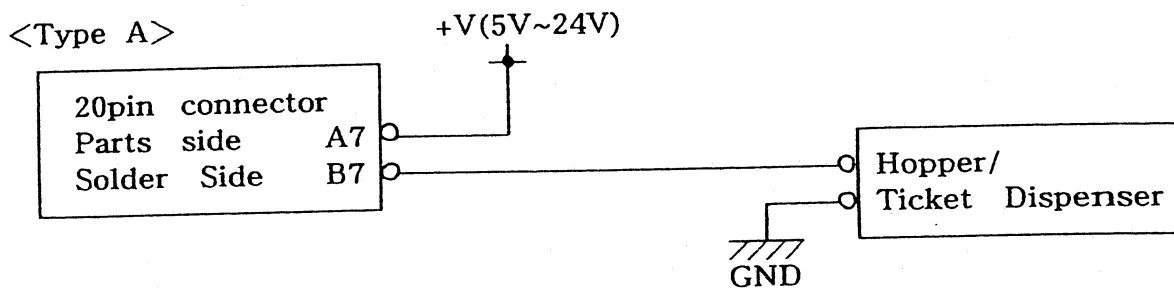


2. DC Drive

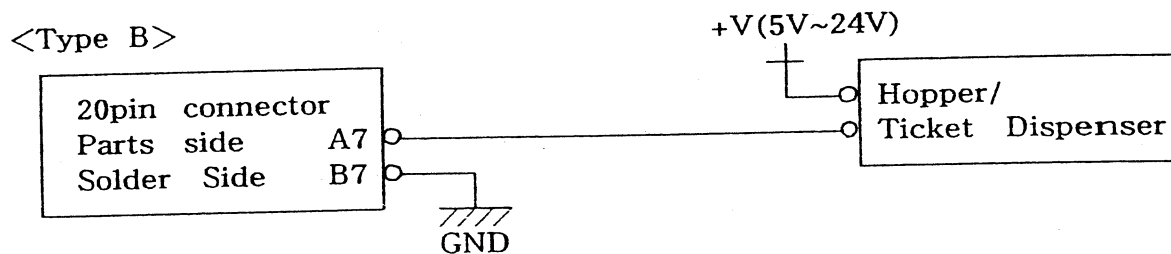
(1) Mount Photo Coupler (SHARP PC817 or fitted Photo Coupler) at location 1A on board. See Page 7 1-(1).

(2) Connection

* Active Low



or

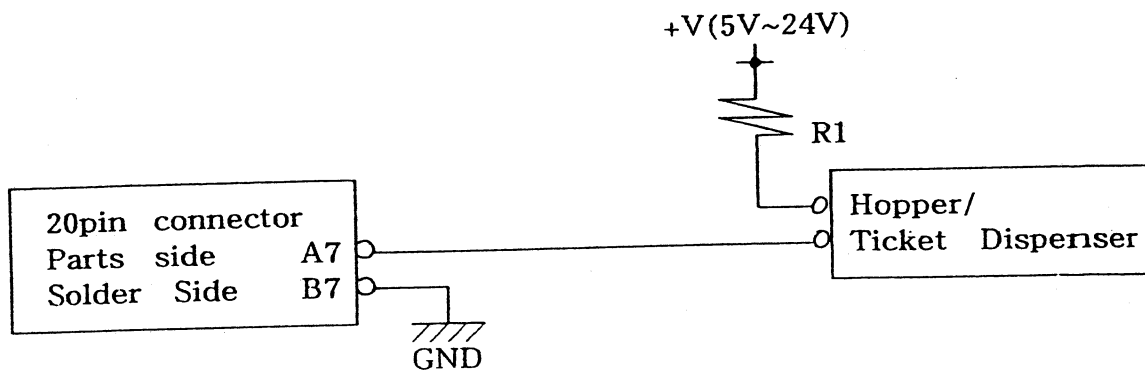


3. DC Signal Out

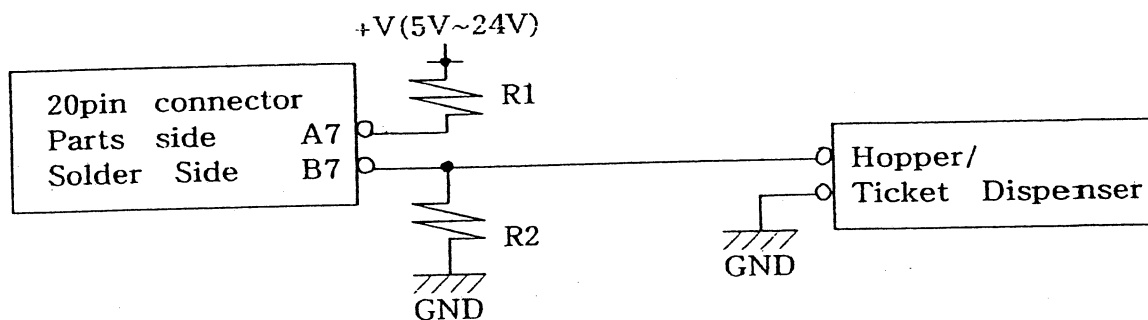
(1) Mount Photo Coupler (SHARP PC817 or fitted Photo Coupler) at location 1A on board. See Page 7 1-(1).

(2) Connection

* Active Low



* Active High



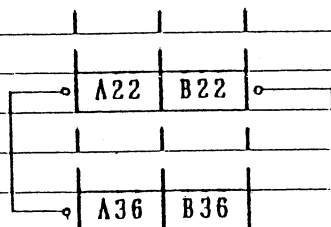
Ticket Dispenser Direct Drive Part 1
 (Interface Board Not Used)

I DELTRONIC LABS INC.
 MODEL DL-1275

- * DC Signal Drive (9page 3-1)
- * Active high Type (9page 3-2-B)

72pin Edge

Parts	Solder
A22	B22
A36	B36

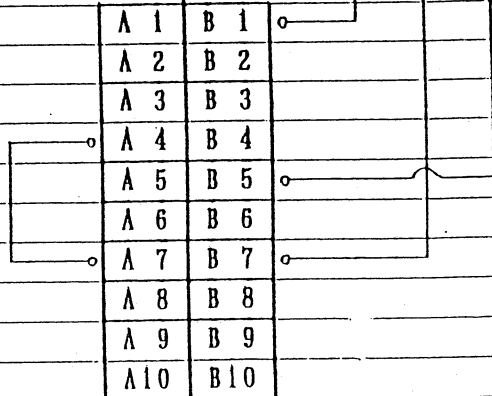


DELTRONIC
 DL-1275

- | | |
|---|-----------|
| 1 | Feed Back |
| 2 | GND |
| 3 | Enable |
| 4 | +12V |

20pin Edge

Parts	Solder
A 1	B 1
A 2	B 2
A 3	B 3
A 4	B 4
A 5	B 5
A 6	B 6
A 7	B 7
A 8	B 8
A 9	B 9
A10	B10



Ticket Dispenser Direct Drive Part 3
 (Interface Board Not Used)

YIIN WANG INDUSTRIAL CO., LTD.
 MODEL TB-400A

- * DC Signal Drive (9page 3-1)
- * Active high/low Type

A : Active Low (9page 3-2-A)

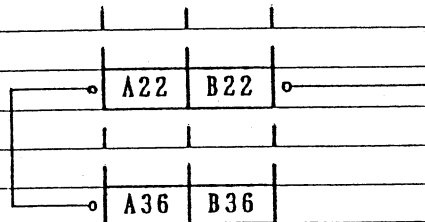
Switchs 0V-5V set 0V

NC-NO set NO (Hopper Micro OFF : Active Low)

set NC (Dip SW 2-7 ON : Active High)

72pin Edge

Parts	Solder
A22	B22
A36	B36

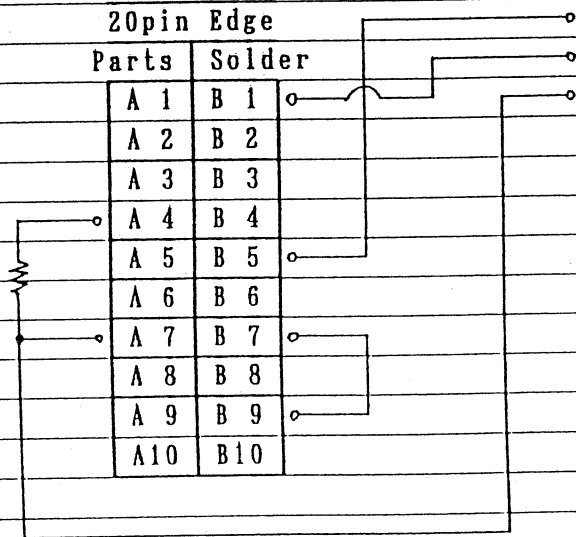


YIIN WANG
 TB-400A

20pin Edge

Parts	Solder
A 1	B 1
A 2	B 2
A 3	B 3
A 4	B 4
A 5	B 5
A 6	B 6
A 7	B 7
A 8	B 8
A 9	B 9
A10	B10

R
 1K



1	
2	OUT
3	+12V
4	GND
5	IN

Ticket Dispenser Direct Drive Part 4
(Interface Board Not Used)

II YIIN WANG INDUSTRIAL CO., LTD.
MODEL TB-400A

- * DC Signal Drive (9page 3-1)
- * Active high/low Type

B : Active High (9page 3-2-B)

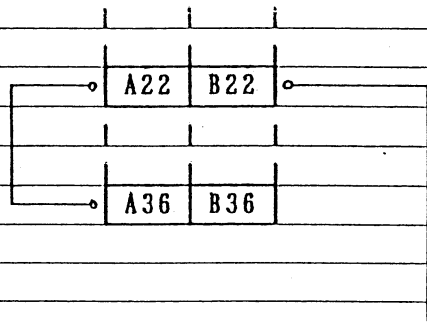
Switchs 0V-5V set 5V

NC-NO set NO (Hopper Micro OFF : Active Low)

set NC (Dip SW 2-7 ON : Active High)

72pin Edge

Parts	Solder
A22	B22
A36	B36

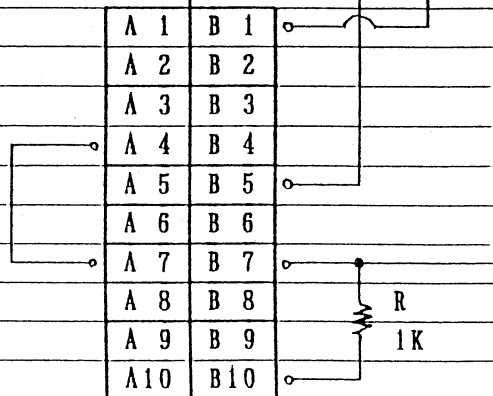


YIIN WANG
TB-400A

1	
2	OUT
3	+12V
4	GND
5	IN

20pin Edge

Parts	Solder
A 1	B 1
A 2	B 2
A 3	B 3
A 4	B 4
A 5	B 5
A 6	B 6
A 7	B 7
A 8	B 8
A 9	B 9
A10	B10



R
1K

Wild Jack Set Up Config

[Georgia Ver.]

Clear of Score at Game Over	Cleared
	Not Cleared
Infinite Spin	Infinite
	Normal
Reel Speed	High
	Low
Max.Jackpot Score (2Cherry / Bell / 1BAR)	300-1,000
	400-1,500
	600-2,000
	1,000-3,000
Jackpot Ratio	High
	Low
Display of Jackpot Score	Progressive
	Fixed Score

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