

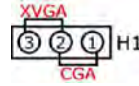
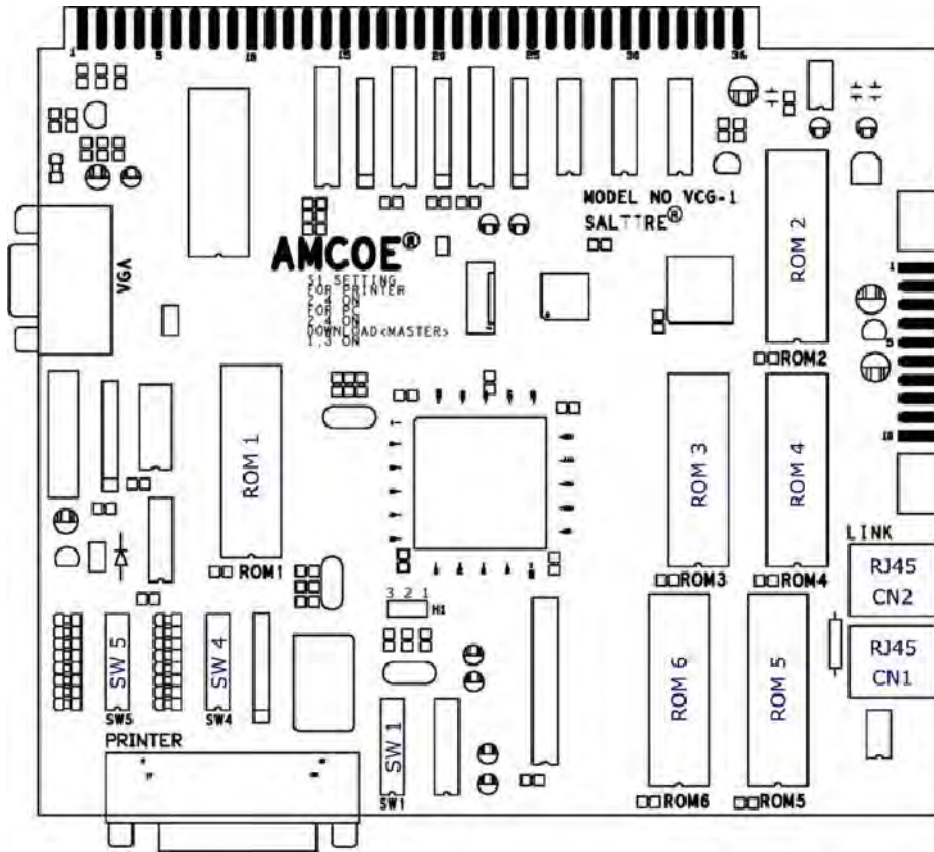
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PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			6
7	TICKET OUT BUTTON – for ticket dispenser direct drive		7
8	TICKET NOTCH – ticket dispenser		8
9	START / TAKE / ALL STOP (SHARED)		9
10	GAME RULES / STOP 4 / SMALL (SHARED)		10
11	PLAY / CHECK / STOP 1 (SHARED)		11
12	STOP 5 / TAKE (SHARED)		12
13	AUTO PLAY / STOP 3 / DOUBLE (SHARED)		13
14			14
15			15
16	STOP 2 / LINES / BIG (SHARED)		16
17			17
18	COIN 1 IN (point value reference)	KEY IN	18
19	SERVICE IN	COIN 2 IN	19
20	SERVICE MENU	SERVICE MENU	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER / INTERFACE - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	KEY IN METER		24
25			25
26	COIN 2 IN METER		26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	START / TAKE / ALL STOP LAMP		29
30	GAME RULES / STOP 4 / SMALL LAMP		30
31	PLAY / CHECK / STOP 1 LAMP		31
32	STOP 5 / TAKE LAMP		32
33	AUTO PLAY / STOP 3 / DOUBLE LAMP		33
34	STOP 2 / LINES / BIG LAMP		34
35			35
36	GND	GND	36

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE		7
8	HOPPER SSR		8
9	GND	GND	9
10	GND	GND	10

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)
 SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION

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Hardware platform VCG-1 has two types of video output, CGA and XVGA. Jumper H1 (located near SW1) 1 & 2 connected is CGA output; 2 & 3 connected is XVGA output. When using CGA output, connect video output signals on the edge connector. When using XVGA output, use the standard VGA connector on the board; also, monitor used has to support H-scan frequency 31.5kHz and V-scan frequency 120Hz or higher. ROM1 is the program ROM. ROM1 must match with the type of video output intended to be used.

LINK

Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

PRINTER

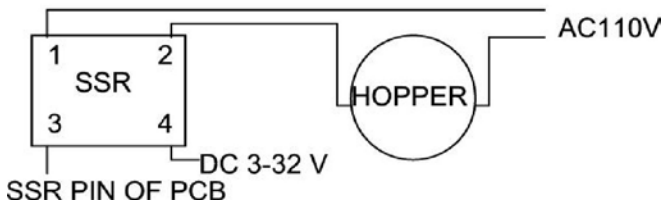
SW1 #2 & #4 ON is to enable the RS232 port for printer and/or PC download.



MONITOR ADJUSTMENT

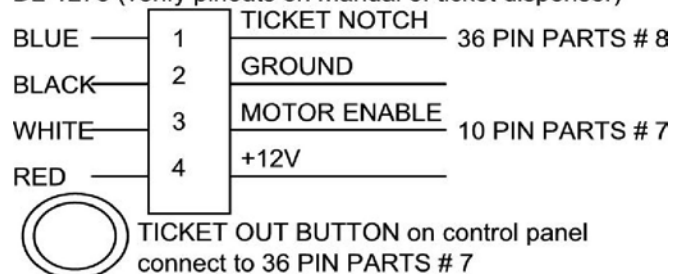
In the monitor adjustment screen, adjust sizes and positions such that the four (4) corner brackets (white color) are visible and close to the corners of the monitor. For CGA monitor, re-tuning of monitor sync may be required in order to obtain the best picture result.

Hopper Connection Diagram



Ticket Dispenser Connection Diagram

DL-1275 (verify pinouts on manual of ticket dispenser)



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DIP SW 4		1	2	3	4	5	6	7	8
DUAL SUPPORT USE ONLY	CGA OUPUT XVGA OUTPUT (CRT)		OFF ON						

All selections are made on screen except those listed in Dip SW 4 and 5.

Please go to SERVICE MENU Screen and enter SET UP page. Follow on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections that can be adjusted in SET UP page (**NOT** for all versions) are as follow:

- GAME LEVEL:** From LEVEL 1 to LEVEL 6 (LEVEL 1 = highest percentage; LEVEL 6 = lowest percentage)
- COIN 1 TO POINT:** It relates to 36-pin edge connector part side 18. 1 pulse in =? (Reference of the value of each point)
- COIN 2 TO POINT:** It relates to 36-pin edge connector solder side 19. 1 pulse in =?
- KEY IN TO POINT:** It relates to 36-pin edge connector solder side 18. 1 pulse in =? (Use key switch signal)
- POINT IN LIMIT:** Set the maximum limit after which no more point in through COIN 1 & 2 and KEY IN.
- MIN PLAY TO START:** Min point(s) required to start to play a game.
- MIN PLAY FOR BONUS:** Min points required in order to get features such as jackpots, free games, bonus games...etc.
- MAX PLAY EACH LINE:** Max points that can be played on each line.
- CLEAR / TICKET UNIT:** It relates to 36-pin edge connector part side 28. Each pulse out =? point(s).
- CLEAR / TICKET MODE:** It relates to above and regulates maximum how many pulse(s) out each game. Continuous = no limit.
- TICKET OUT:** Ticket Dispenser Direct Drive, Printer Direct, or Interface.
- HOPPER UNIT USE:** Use COIN 1, COIN 2 or CLEAR UNIT as reference.
- HOPPER LIMIT:** Until Empty, 1000 tokens, 500 tokens, 400 tokens or 300 tokens.
- USE SCORE:** If yes, "SCORE" will appear on screen. All points won will be collected to "SCORE". Default = NO.
- SCORE OUT:** Manual (default) or Auto.
- LIMIT SCORE PER GAME:** Limit SCORE per game play to 10 x PLAY or an equivalent of \$5 whichever is less.
- PLAY REMAIN SCORE:** Only when "SCORE" appears on screen. Play directly from "SCORE" when no point left in POINT column.
- COUNT GAME:** This is an advanced count game feature counting eligible pulses out based on TICKET MODE.
- NON-STOP SPIN:** If yes, manual stop is mandatory.
- SHOW ACCOUNT:** If no, cannot go into Account Info page from SERVICE MENU.
- AUTO PLAY OPTION:** If NON-STOP SPIN is set to YES, cannot use AUTO PLAY.
- DEMO MUSIC & SOUND:** YES (default) or NO.
- PRINTER COMMAND:** CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.
- GAME TYPE:** 25L & 14L, 25L Only or 14L Only.

This game is NOT linkable.

RESET PROCEDURES:

Dip Switch 4	6	7	8	
Normal Operation	OFF	OFF	OFF	
Reset All Data	ON	OFF	ON	Will not reset settings
Master Reset	ON	ON	ON	Reset settings and all data

To perform any of the above, power off first, set Dip Switch, power on. Follow on screen instruction.

Changing GAME LEVEL after 5000 Main Games will require reset of all data.

Reference of COIN 1 TO POINT:

COIN MODE	COIN 1 TO POINT	BILL ACCEPTOR SELECTION		\$1 = how many POINTS	LIMIT SCORE
		\$1 = 1 PULSE	\$1 = 4 PULSES		MAX \$5 = how many POINTS
\$0.25 = 1 PT.	1		YES	4	20
	4	YES			
\$0.10 = 1 PT.	10	YES		10	50
	5		YES		
\$0.05 = 1 PT.	20	YES		20	100
	50	YES			
\$0.02 = 1 PT.	25		YES	50	250
	100	YES			

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FRUIT BONUS 3G:

FRUIT BONUS 3G is the 3rd generation of the Fruit Bonus series.

It consists of two games, one 25 Liner and one 14 Liner. It can be played as a multi-game style such that the player can choose and switch to whichever game he wants to play. The operator can also set to use one game type. Each game has its own rules.

8 BONUS / 888 BONUS is using a new technique called "*varying progressive*".

It is a progressive bonus but at the same time it is also varying with the amount of play.

The bonus level starts from 100 times the amount of play and *accumulates* up to 1100 times the amount of play. Hitting **8 BONUS / 888 BONUS** is possible anywhere within the range. A line of three, four or five **8** in the 25 Liner will get **8 BONUS**; a line of **888** in the 14 Liner will get **888 BONUS**.

ALL FRUIT BONUS / CROSS GRAPE BONUS

Both all *mixed* fruits and all fruits of the *same* type are considered winning **ALL FRUIT BONUS** in the 25 Liner. Forming the shape of a cross (X) with GRAPE in the 14 Liner will win **CROSS GRAPE BONUS**.

ALL FRUIT BONUS / CROSS GRAPE BONUS is using "*random multiple*" of the amount of play. The range depends on the GAME LEVEL selected in SET-UP.

FREE GAMES

Three or more **FREE SPIN symbols** on the screen will get FREE GAMES. The number of free games is not fixed. In each free game, there can be a X2, X3, X4 or X5 symbol coming up. The normal win of that game multiplies the X? will become the total win of that game. The total win of all the free games added together will become the final win. Besides, every free game is guaranteed to win!

BONUS GAME

Three or more **DOG HOUSE symbols** on the screen will get BONUS GAME. The BONUS GAME uses the familiar scene of dogs dragging diamonds (*identified symbol*). In the 25 Liner, the winning points are based on the Line Odds and the dogs will bring out 13 to 15 (all) diamonds (*identified symbol*). There is NO All Fruit Bonus in the Bonus Game of the 25 Liner.

In the 14 Liner, there is a **Bonus Multiplier** of each type of *identified symbol*. The Bonus Multiplier will be shown on the screen when it comes to the Bonus Game. The winnings points will be the number of *identified symbol* X Bonus Multiplier X the amount of play. There is NO Cross Grape Bonus and the Line Odds, All Odds or Scatter Odds will not be counted.

In some versions, the dogs will bring out *any type of identified symbol, not limited to diamond only*.

RESPIN OF 8 IN MAIN GAME

In the main game only, *when not hitting 8 BONUS*, the symbol of **8** will re-spin to another symbol.

BIDIRECTIONAL WINNING LINE

Winning line is bi-directional.

Other information:

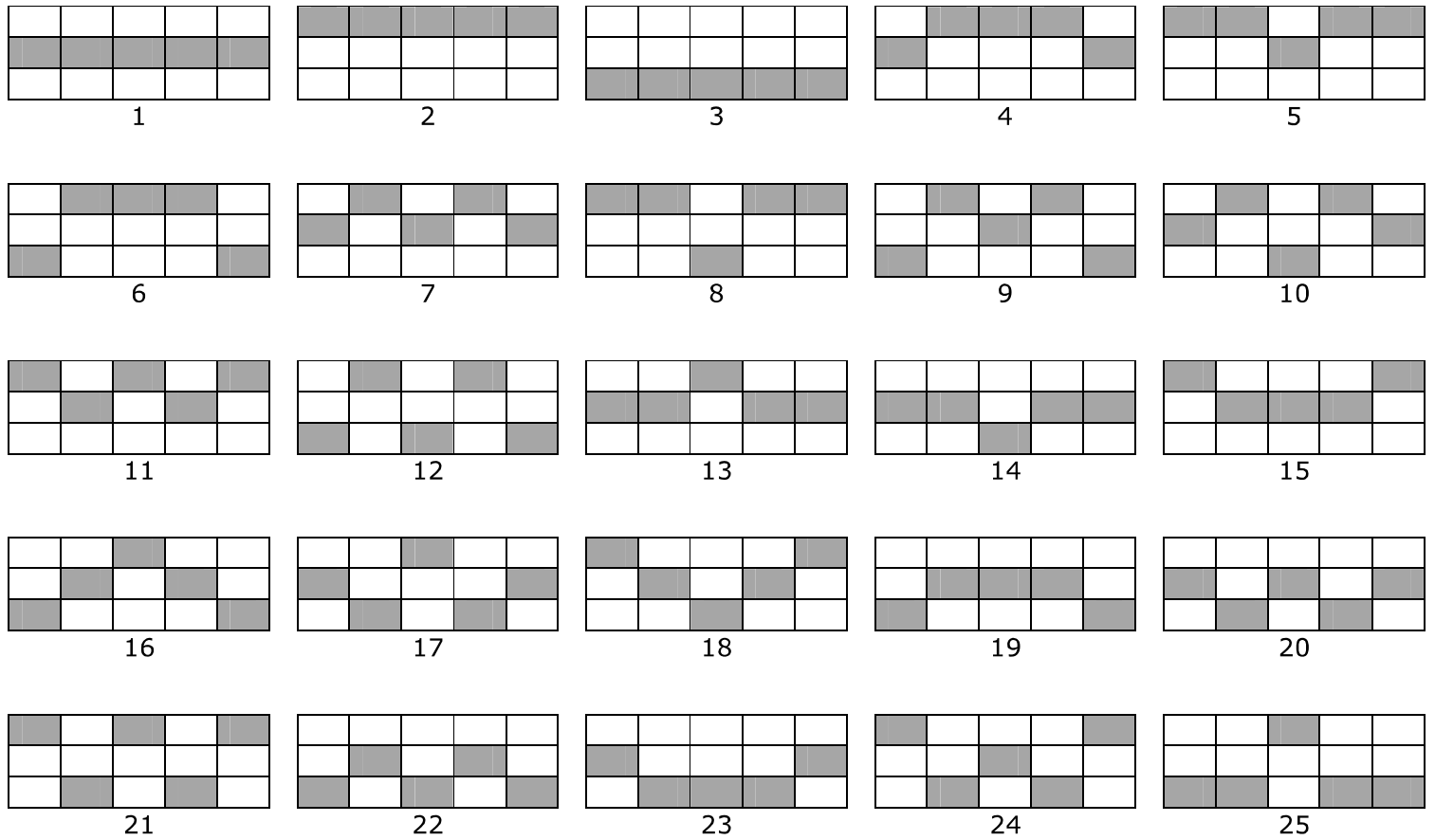
1/ Press PLAY button will always select all the lines. *After* pressing PLAY button repeatedly to a desired EACH (line) amount, you can press LINES button to switch to playing less lines with the EACH amount. However, playing *less* than all the lines, *regardless* of reaching MIN PLAY FOR BONUS, does not qualify for any bonus and feature.

2/ Digital meters in Account Info page:

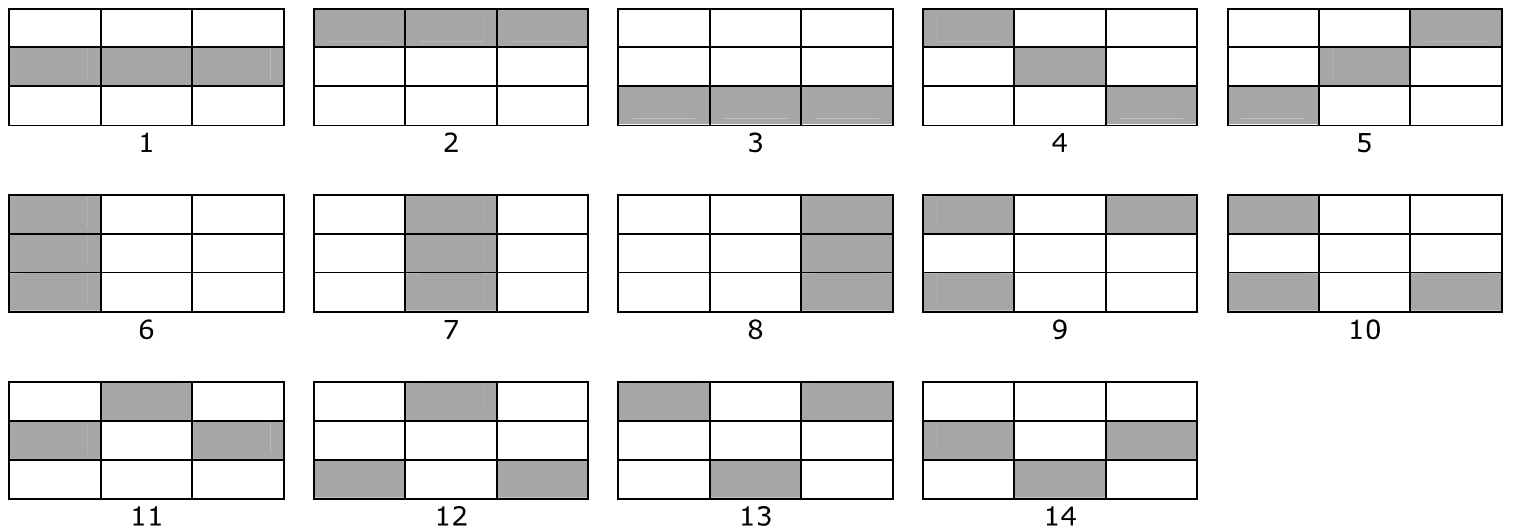
There are two 7-digit digital meters in the Account Info page. They begin with *random* figures of 7-digit when the game is first produced in the factory. These meters cannot be reset. The left hand side one accumulates points into the game and the right hand side one accumulates points out of the game.

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Line Configuration of the 25 Liner:



Line Configuration of the 14 Liner:



The 14 Liner is using a 3x3 reel format, which traditionally is for unidirectional 8 Liner. The objective of constructing a bi-directional 14 Liner is to raise game hit rate and create *new* win combinations that are uncommon in traditional 8 Liner. Played independently, the game hit rate of the 14 Liner is higher than that of the 25 Liner. The main game of the 14 Liner consists of Line Win, All Win and Scatter Win.

FRUIT BONUS 3G

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PUSH BUTTON LEGEND

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE
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ALL STOP START Take
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STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE
--	-----------------------------	--	---	------------------------------

ALL STOP START Take
--

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE
--	-----------------------------	--	---	------------------------------

ALL STOP START Take
--

STOP 1 PLAY Check	STOP 2 BIG	STOP 3 DOUBLE Auto Play	STOP 4 SMALL Game Rule	STOP 5 TAKE
--	-----------------------------	--	---	------------------------------

ALL STOP START Take
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Note: Buttons on control panel are also used to make selections in Service Menu; therefore, all six shall be installed.