

# **FRUIT BONUS 2005**

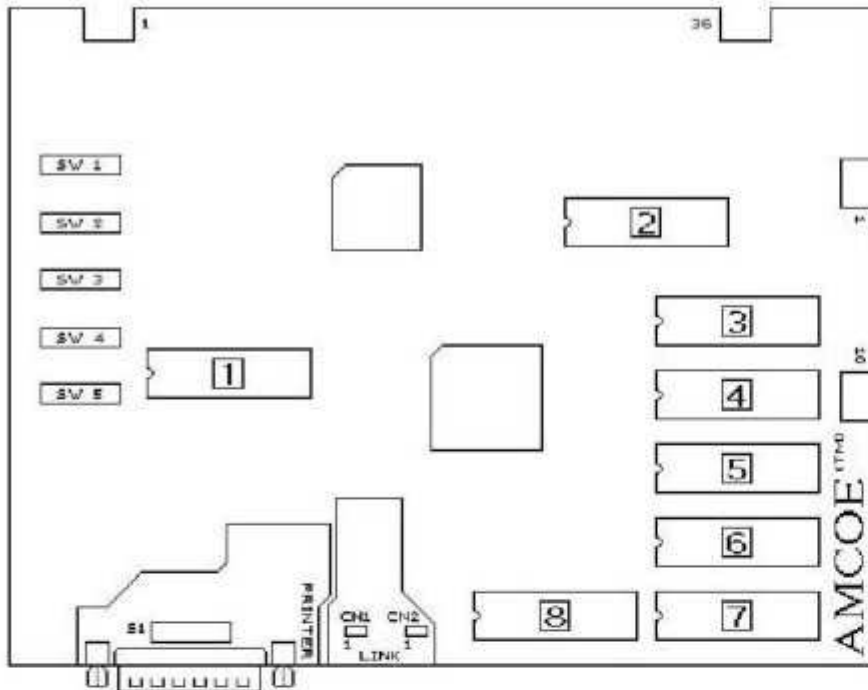
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PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			6
7	TICKET OUT BUTTON - panel		7
8	TICKET NOTCH - dispenser		8
9	<b>START</b>		9
10	<b>STOP 2 / SMALL</b>		10
11	<b>PLAY</b>		11
12	<b>STOP 3 / TAKE</b>		12
13	<b>STOP 1 / DOUBLE</b>		13
14			14
15			15
16	<b>ALL STOP / BIG</b>		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT / PRINTER SET UP	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER PRINT - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN IN METER		23
24	NOTE IN METER		24
25			25
26			26
27	HOPPER METER		27
28	CLEAR / TICKET / PRINTER METER		28
29	<b>START LAMP</b>		29
30	<b>STOP 2 / SMALL LAMP</b>		30
31	<b>PLAY LAMP</b>		31
32	<b>STOP 3 / TAKE LAMP</b>		32
33	<b>STOP 1 / DOUBLE LAMP</b>		33
34	<b>ALL STOP / BIG LAMP</b>		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

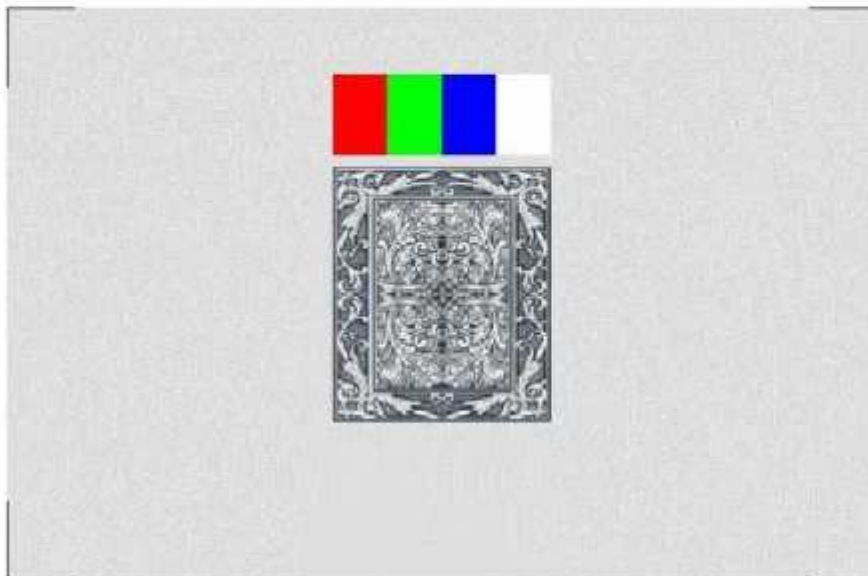
\* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)  
SHADED PIN OUTS ARE NOT AVAILABLE IN TEXAS VERSION

**FRUIT BONUS 2005™ ©2004 AMCOE INC.****New S2000 board**

The new S2000 board is a powerful platform designed to give sophisticated performance, special visual effects, finer resolutions, communication capabilities, and to make it a more cost effective investment.

There are 3 communication ports on the board. The RS232C is primarily used to drive printer to print tickets without any interface. It can also be used to download / upload data and instructions from / to PC. The other 2 communication ports (CN1 and CN2) are mainly for linking with other S2000 boards (and to central console with modem, if required). Application such as linking progressive bonus of all the machines together to display on screen in real time can be done efficiently. (SEE MANUAL OF LINKING)

To drive a printer to print ticket, simply connect with a 25 pin one-to-one cable to the serial port of the printer. Printer ticket set up can be done on screen (or download from PC - SEE MANUAL OF PC DOWNLOAD). Go to Account Screen and follow instructions. The following printer settings have to be adjusted on the printer: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.



There are 4 color bands, a gray & white card, and 4 white corner brackets. The 4 color bands are (pure) red, green, blue, and white. Turn brightness on until background is no longer "black" and turn RGB to the lowest. Turn G up until flare comes out (like a shadow going outside the edge) on white; then, reduce gradually until the flare "just" disappears. Do the same thing with R and B one by one. Lastly, reduce brightness until background is "black".

**MONITOR ADJUSTMENT**

The resolutions of S2000 are 33.3% more than that of New Cherry '96. Sync, V-size, V-pos, H-pos,...etc. may have to be adjusted. After reset or existing Confirm Screen, a test screen (as left) will come up.

1/ Dip SW 5 # 1 - "OFF" Korean made (most USA brands) monitor; "ON" Taiwanese made.

2/ Adjust Sync to get a stable picture.

3/ Adjust V-size, V-pos, H-size, and H-pos such that all 4 white corner brackets (right-angle shape) can be seen and are a little bit away from the curving edges of monitor.

4/ Adjust color purity. Most monitors may look fine without further adjusting colors, but a re-adjustment will make sure true color representations, not only for the S2000 board but for all other games.

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DIP SW 5		1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE TAIWANESE MADE	OFF ON	For most monitors used in USA						
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS Each Unit in the Link System must has a unique ID. <u>Monitor used must has an isolation transformer or built- in isolation circuit.</u> Two or more units having the same ID or monitor without an isolation transformer will <i>DAMAGE</i> the board. (Link Control Unit and CAT5 patch cable required. To connect with older type 3 pin link connector, a small connector interface board is required. Just one is needed in the entire link system.)	NO LINK UNIT 1 UNIT 2 UNIT 3 UNIT 4 UNIT 5 UNIT 6 UNIT 7 UNIT 8 UNIT 9 UNIT 10 UNIT 11 UNIT 12 UNIT 13 UNIT 14 UNIT 15		OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON OFF ON	OFF OFF ON ON OFF ON ON OFF ON ON OFF OFF ON OFF ON ON	OFF OFF OFF OFF ON ON ON OFF ON ON ON ON ON ON ON ON	OFF OFF OFF OFF ON ON ON OFF ON ON ON ON ON ON ON ON			
NO USE	MUST BE								OFF

All selections are made on screen or by PC DOWNLOAD except those listed in Dip SW 5.

Please go to Confirm Screen and following on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Whenever the S2000 board is reset by toggle switch, default settings will be loaded. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections which can be adjusted on screen (**NOT** for all versions) are as follow:

**LEVEL OF DIFFICULTY:** Default is Level 6.

**COIN IN TO POINT:** It relates to 36 pin edge connector part side 18. 1 pulse in = ? (Only 5 and 25 in Texas Version. See Page 4.)

**NOTE IN TO POINT:** It relates to 36 pin edge connector solder side 18. 1 pulse in = ?

**COIN IN LIMIT:** Set the COIN IN limit.

**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 bonus features.

**MAX PLAY:** Max points which can be played in a game.

**EACH PLAY UNIT:** How many points per play.

**BONUS SYSTEM:** Use OLD or NEW Bonus System.

**FRUIT BONUS BASE:** The starting bonus point of Fruit Bonus at PLAY=240. Automatically calculate according to PLAY during game play.

**FRUIT BONUS MAX:** The maximum bonus point of Fruit Bonus at PLAY=240. Automatically calculate according to PLAY during game play.

**EIGHT BONUS BASE:** The starting bonus point of Eight Bonus at PLAY=240. Automatically calculate according to PLAY during game play.

**EIGHT BONUS MAX:** The maximum bonus point of Eight Bonus at PLAY=240. Automatically calculate according to PLAY during game play.

**BONUS ACCUMULATE:** Whether progressive bonus is in fixed mode or progressive mode.

**CLEAR / TICKET UNIT:** It relates to 36 pin edge connector part side 28. Each pulse out = ? Point(s).

**TICKET MODE:** It relates to above and regulates max ? pulse(s) out each game. Continuous = no limit.

**TICKET OUT:** It can be Printer Direct\*, Ticket Dispenser Direct Drive (TDDD), or Interface.

**PRINTER TYPE:** Use one central printer via Link Control Unit (VIA LINK) or individual printer installed in machine (USE SELF).

**PRINTER COMMAND:** CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.

**HOPPER UNIT USE:** Use COIN IN or CLEAR / TICKET UNIT as reference.

**CHANGE PASSWORD:** Select YES when you want to change User Defined Password. Factory Default = 123456

**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 10xplay or an equivalent of \$5 whichever is less. Recommend to use TX Version instead.

**PLAY REMAIN SCORE:** Only when "SCORE" appears on screen. Play directly from "SCORE" when no point in POINT column.

**COUNT GAME:** This is an advanced count game feature counting eligible pulses out based on TICKET OUT MODE.

**SHOW ACCOUNT:** If no, there is no account information on Account Screen.

**SHOW LAST WIN/SCORE:** Show the total points won in previous game or procedure (if during bonus features).

**WITHOUT ODDS TABLE:** Show odds table on screen or not. YES = do not show; NO = show.

**SKILL SPIN:** A non-stop spinning condition and manual stop is mandatory.

**REEL SPEED:** NORMAL OR SLOW.

**DOUBLE GAME:** Choose to have it or not.

**USE PASSWORD:** NO (default), YES.

**WIN LIMIT:** Default = \$5 & 10X (check whichever is less) or \$5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)

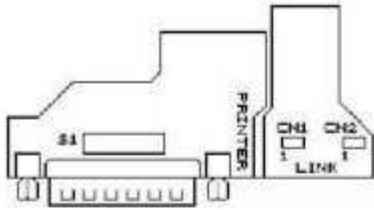
Additional selections not mentioned here may be available in some versions.

\* When using Printer Direct, please go to Account Screen then Printer Ticket Set Up. Remember to do Printer Ticket Set Up again after reset of board!

**IMPORTANT:** In order to be able to change selections, you must enter a valid password first. Otherwise, you can only view current selections. Obtain your Access Password from your supplier.

SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN TEXAS VERSION.

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	RS232C	1	2	3	4	5	6	7	8
Model S2000	PRINTER PORT &	OFF	OFF	ON	OFF	OFF	ON	OFF	OFF
Model S2000 A/B	PC DOWNLOAD	OFF	ON	OFF	ON	OFF	OFF	OFF	OFF

\*PRINTER: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.

(Dip SW settings of Citizen iDP3540/3541 = DS1 # 1,8 ON; DS2 # 2,5,6,7 ON)

(The alarm light of 3550/3551 has to be ON all the time in order to print. With above settings and program version 2.0~, 3540/3541/3550/3551 alarm light can be ON all the time)

In Printer Ticket Set Up, there are 3 entries which need to be done carefully. (Others are mainly text messages.)

**POINT VALUE:** It is the \$ value of each point. Immediately after reset, program will detect coin in setting and use the following COIN MODE table to assign the \$ value of each point. It can be changed If not using LIMIT SCORE.

**TICKET LIMIT:** Default is \$00.00, meaning no limit. The maximum \$ value of a single ticket can be limited from \$1 to \$99. (CAUTION: do not set TICKET LIMIT-except \$00.00-less than POINT VALUE.)

**PRINT \$ OR POINT ON TICKET:** Select between DOLLAR or POINTS (default).

### Adjust Ticket Setting and Game Setting by PC DOWNLOAD

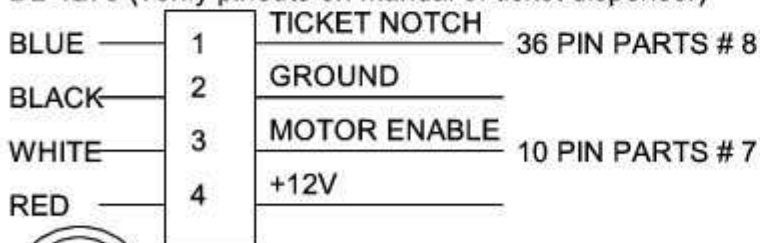
S2000 PC DOWNLOAD PROGRAM is distributed FREE. It runs on PC with Windows 95/98. You may obtain a free copy on a 3.5" disk or by downloading it from the internet\*. A HELP file will come up the first time you use it after installation. You will find all necessary information on how to adjust BOTH Ticket Setting and Game Setting of your board by PC. PC Download Program will be especially useful in printer ticket set up. Typing name, address, machine number....etc. will be much faster on a computer than through on screen input. On your S2000 board, go to Account Screen and press <DOUBLE> to go to PC download mode. Also, remember to set Dip SW S1 (near RS232C port) of your board to PC download mode during PC download. Press <TAKE> to exit PC download mode.

\* <http://www.amcoe.com>

COIN MODE	COIN IN SETTING	BILL ACCEPTOR SELECTION		\$1 = ? POINTS	LIMIT SCORE
		\$1 = 1 PULSE	\$1 = 4 PULSES		MAX \$5 = ? POINTS
\$1 = 1 PT.	1	YES		1	DO NOT USE
\$0.50 = 1 PT.	2	YES		2	10
\$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
	25		YES		
\$0.01 = 1 PT.	100	YES		100	500
			YES		

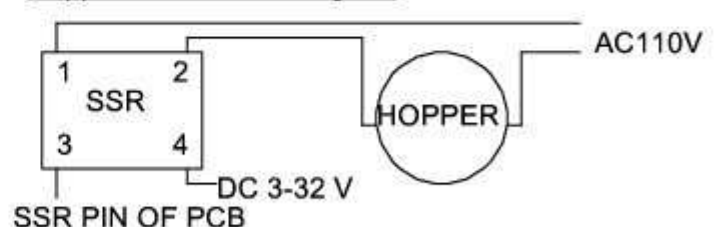
### Ticket Dispenser Connection Diagram

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



TICKET OUT BUTTON on control panel  
connect to 36 PIN PARTS # 7

### Hopper Connection Diagram



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Free Spin Game: In the Main Game, each ANYBAR-ANYBAR-ANYBAR line will get 4 Free Spin Games.

BAR Bonus Game: Each BAR1-BAR1-BAR1 line will get 7 BAR Bonus Games; each BAR2-BAR2-BAR2 line will get 9 BAR Bonus Games; each BAR3-BAR3-BAR3 line will get 11 BAR Bonus Games.

BELL Bonus Game: Winning BELL-BELL-BELL line twice will get 2 BELL Bonus Games.

Doghouse Bonus: In the Main Game or Free Spin Game, each DOGHOUSE-DOGHOUSE-DOGHOUSE win line will get one Doghouse Bonus Game. In a Dog Bonus Game, there are 6 chances for the dog to fetch an object. Each object has a value. A Doghouse Bonus Game ends only when the dog fetches a boot. The value of each object is shown on screen.

Diamond Bonus: In the Main Game or Free Spin Game, each DIAMOND-DIAMOND-DIAMOND win line will get one Diamond Bonus Game. In a Diamond Bonus Game, nine dogs will run then, one by one, each will drag out either a diamond or nothing.

Re-spin of 8: In the Main Game or Free Spin Game, any reel that comes up with an **8** and does not form winning combination will re-spin again. In the re-spin, any symbol other than **8** may come out.

All Fruit Progressive Bonus: Bonus point varies with PLAY level (New Bonus system) besides gradual accumulation (if Bonus Accumulation = YES). In the Main Game or Free Spin Game, all 9-mixed Fruits will get this bonus.

888 Progressive Bonus: Bonus point varies with PLAY level (New Bonus system) besides gradual accumulation (if Bonus Accumulation = YES). In the Main Game or Free Spin Game, one or more **888** win line(s) will get this bonus.

Double Game: There are 5 cards, meaning 5 chances. Pick one card using TAKE button from bottom cards and choose bigger or smaller than the indicated top card. Joker card at bottom always win.

LINK BONUS: Link with other S2000 and S2000C series games. All Mixed BAR is reserved for hitting the LINK BONUS. See the manual of LINK as well.

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PUSH BUTTON LEGEND

<b>ALL STOP</b> <b>BIG</b>	<b>STOP 1</b> <b>DOUBLE</b>	<b>STOP 2</b> <b>SMALL</b>	<b>STOP 3</b> <b>TAKE</b>
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<b>TAKE</b> <b>START</b>	<b>PLAY</b>
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START BUTTON ALSO ACTS AS TAKE BUTTON

<b>ALL STOP</b> <b>BIG</b>	<b>STOP 1</b> <b>DOUBLE</b>	<b>STOP 2</b> <b>SMALL</b>	<b>STOP 3</b> <b>TAKE</b>
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<b>PLAY</b>	<b>TAKE</b> <b>START</b>
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SHARED BUTTON CONFIGURATION

<b>TAKE</b> <b>START</b>	<b>ALL</b> <b>STOP</b>	<b>STOP 1</b>	<b>STOP 2</b>	<b>STOP 3</b>
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<b>PLAY</b>	<b>BIG</b>	<b>DOUBLE</b>	<b>SMALL</b>	<b>TAKE</b>
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START BUTTON ALSO ACTS AS TAKE BUTTON

<b>TAKE</b> <b>START</b>	<b>ALL</b> <b>STOP</b>	<b>STOP 1</b>	<b>STOP 2</b>	<b>STOP 3</b>
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<b>PLAY</b>	<b>BIG</b>	<b>DOUBLE</b>	<b>SMALL</b>	<b>TAKE</b>
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EXTRA BUTTON CONFIGURATION