Amcoe Inc.

Around The World
(Version 1.3R CGA)

MANUAL

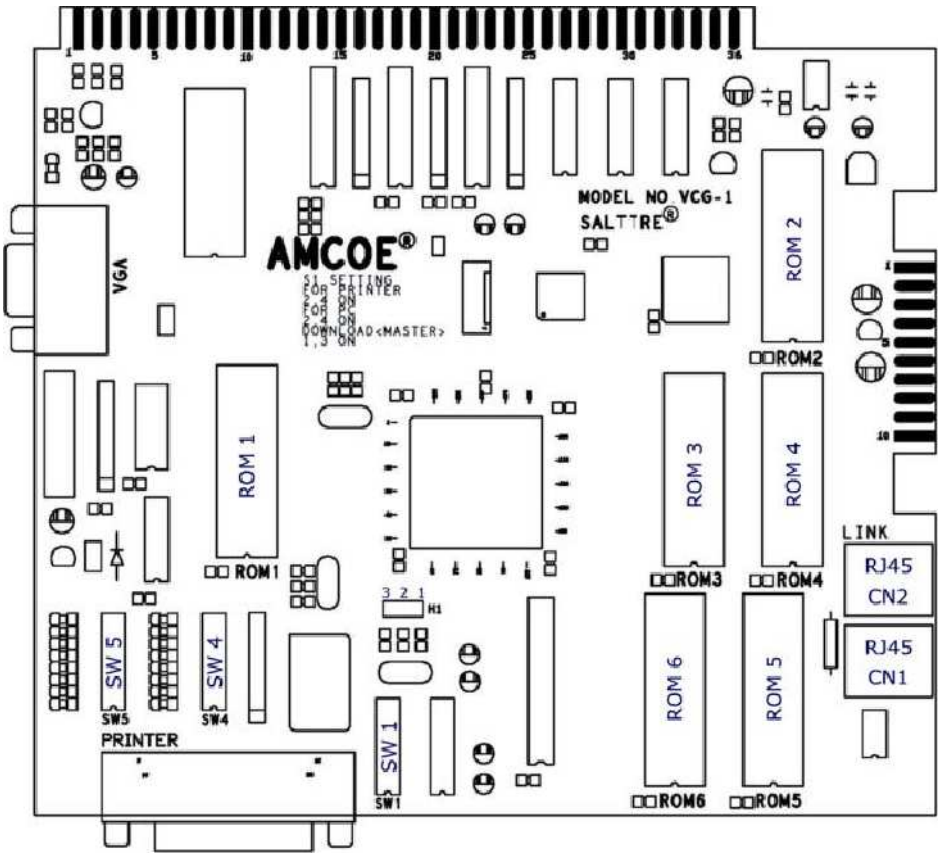
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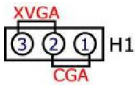
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PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4	EXTRA - STOP 1		4
5	EXTRA - STOP 2	EXTRA - ALL STOP	5
6	EXTRA - STOP 3		6
7	TICKET OUT BUTTON – for ticket dispenser direct drive		7
8	TICKET NOTCH – ticket dispenser		8
9	**START / TAKE**		9
10	**STOP 2 / SMALL** (SHARED)		10
11	**PLAY**		11
12	**STOP 3 / TAKE** (SHARED)		12
13	**STOP 1 / DOUBLE** (SHARED)		13
14			14
15			15
16	**ALL STOP / BIG** (SHARED)		16
17			17
18	COIN 1 IN (point value reference)	NOTE IN	18
19	SERVICE IN	COIN 2 IN	19
20	ACCOUNT	CONFIRM / SET UP	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER / INTERFACE - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN 1 IN METER		23
24	NOTE IN METER		24
25			25
26	COIN 2 IN METER		26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	**START / TAKE** LAMP	EXTRA - ALL STOP LAMP	29
30	**STOP 2 / SMALL** LAMP (SHARED)	EXTRA - STOP 1 LAMP	30
31	**PLAY** LAMP	EXTRA - STOP 2 LAMP	31
32	**STOP 3 / TAKE** LAMP (SHARED)	EXTRA - STOP 3 LAMP	32
33	**STOP 1 / DOUBLE** LAMP (SHARED)		33
34	**ALL STOP / BIG** LAMP (SHARED)		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
STOP BUTTONS: SELECT SHARED BUTTON OR EXTRA BUTTON CONFIGURATION.

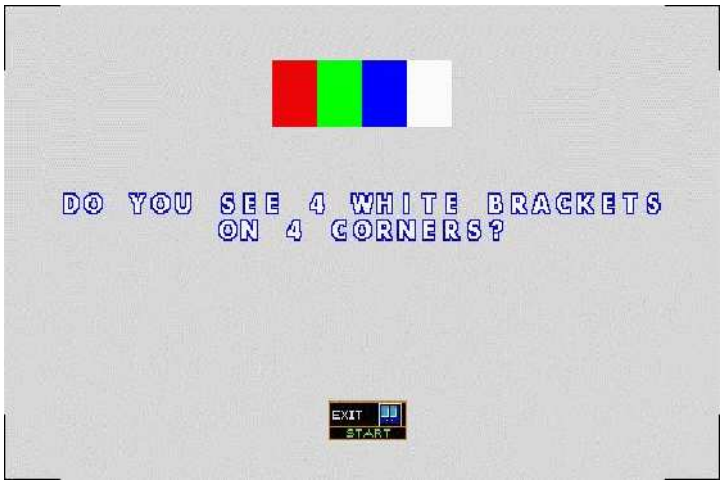




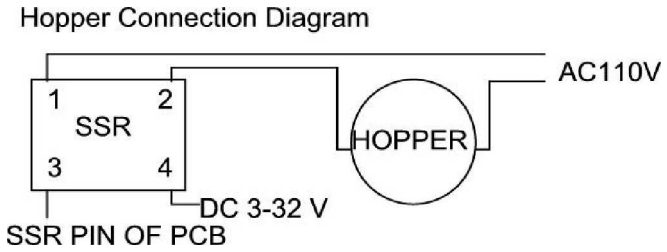
Hardware platform VCG-1 has two types of video output, CGA and XVGA. Jumper H1 (located near SW1) 1 & 2 connected is CGA output; 2 & 3 connected is XVGA output. When using CGA output, connect video output signals on the edge connector. When using XVGA output, use the standard VGA connector on the board; 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.

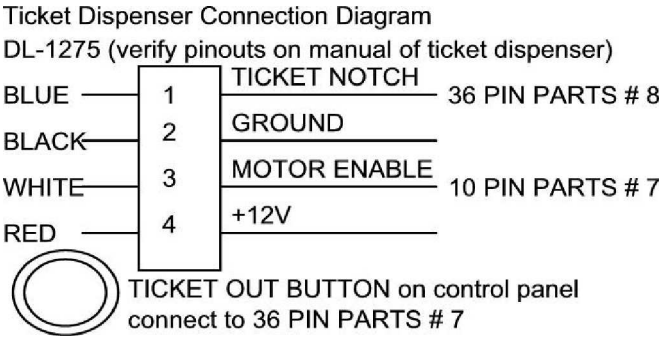
LINK
Link with all other AMCOE linkable platforms with CAT5 cable. LINK CN1 and CN2 are RJ45.

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.





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

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 have a unique ID. Monitor used must have an isolation transformer or built-in isolation circuit. Two or more units having the same ID or monitor without an isolation transformer will *DAMAGE* 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		OFF	OFF	OFF	OFF			
	UNIT 1		ON	OFF	OFF	OFF			
	UNIT 2		OFF	ON	OFF	OFF			
	UNIT 3		ON	ON	OFF	OFF			
	UNIT 4		OFF	OFF	ON	OFF			
	UNIT 5		ON	OFF	ON	OFF			
	UNIT 6		OFF	ON	ON	OFF			
	UNIT 7		ON	ON	ON	OFF			
	UNIT 8		OFF	OFF	OFF	ON			
	UNIT 9		ON	OFF	OFF	ON			
	UNIT 10		OFF	ON	OFF	ON			
	UNIT 11		ON	ON	OFF	ON			
	UNIT 12		OFF	OFF	ON	ON			
	UNIT 13		ON	OFF	ON	ON			
	UNIT 14		OFF	ON	ON	ON			
	UNIT 15		ON	ON	ON	ON			
NO USE	MUST BE								OFF

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

Please go to Confirm/Adjust Screen and following 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 on screen (**NOT** for all versions) are as follow:

LEVEL OF DIFFICULTY: Default is Level 6.
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)
COIN IN LIMIT: Set the total 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.

NEW SYSTEM = BET X Multiple (higher bet higher bonus); OLD SYSTEM = Point (bonus does not vary with bet)
BONUS 2 BASE: If progressive, start accumulating from BASE.
BONUS 2 MAX: Maximum level of BONUS 2. **(BONUS 3 always fixed at BONUS 2 MAX)**
BONUS 1 BASE: If progressive, start accumulating from BASE.
BONUS 1 MAX: Maximum level of BONUS 1.

BONUS MODE: (a) FIX AT MAX (b) PROGRESSIVE (c) VARY +/- MAX (default) = varying random (300)+/-of MAX selected.
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: Ticket Dispenser Direct Drive, Printer Direct, 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 1 TO POINT or CLEAR / TICKET UNIT as reference.
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. (Use Limit Win Version instead.)
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.
SHOW ACCOUNT: If no, there is no account information on Account Screen.
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 (default) or SLOW.
NO REEL SPIN: NO (default) or YES (no reel spinning).

HOLD FEATURE: NO (default) or YES – when a game is lost but there exists one or more favorable combination(s) to form possible winning(s) by retaining such combination(s), player is permitted, but not required, to hold one or two combinations for the next game.
AUTO PLAY OPTION: YES or NO (see explanation note (a) below)
(a) When **AUTO PLAY OPTION** is set to YES, player can press DOUBLE during wager mode to activate auto play mode. Auto play mode will not go into DOUBLE GAME and will play the same amount of points every game according to player's choice prior activation. Pressing any valid button (as in usual game play) in wager mode or take/double mode, *except stop buttons during spinning process*, will de-activate it. Red color "auto play" words will appear on screen when auto play mode is active. Auto Play merely replaces pressing START button repeatedly. In non-stop spinning, pressing stop buttons is still needed. When using HOLD FEATURE, auto play mode will be de-activated automatically.
USE DOLLAR VALUE SCREEN: NO (default) or YES (in Regular Version only).
MULTI LINER: **9,14,18** (default – player selectable) or **9,18** (player selectable) or **14 (only)** or **18 (only)**.
BONUS SYSTEM: OLD or NEW. (Version 1.1~)

The following are available in LIMIT WIN VERSION only:
WIN LIMIT: Default = (1) $5 & 10X (whichever is less) XT style. (2) $5 & 10X NSW (not show win point) XT style. (3) $5 & 10X (whichever is less) TX style. (4) $5 & 10X NSW (not show win point) TX style. (5) $5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)
HIT FREQ: Available in LIMIT WIN VERSION program only.

Additional selections not mentioned here might be available in some versions.
SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN LIMIT WIN VERSION.
Access the Link Control Unit (the program of the Link Control Unit must be Version 1.9 or newer): When in LINK, go to Account Screen. Press ACCOUNT button once will go to a download page. Account information of the entire Link System will be downloaded to the screen. After viewing, follow instruction on screen to (1) erase the recent record inside the Link Control Unit, if wanted to, or (2) exit.

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
$0.05 = 1 PT.	5		YES	20	100
	20	YES			
$0.02 = 1 PT.	50	YES		50	250
$0.01 = 1 PT.	25		YES	100	500
	100	YES			

SPECIAL SELECTION: **USE DOLLAR VALUE SCREEN** (in Regular Version only)
If YES, all points, including Link Bonus, will be displayed in dollar value style, either **3**21 (underlining the cents) or **3.**21(decimal before cents), without $ sign. The program will use the following table:

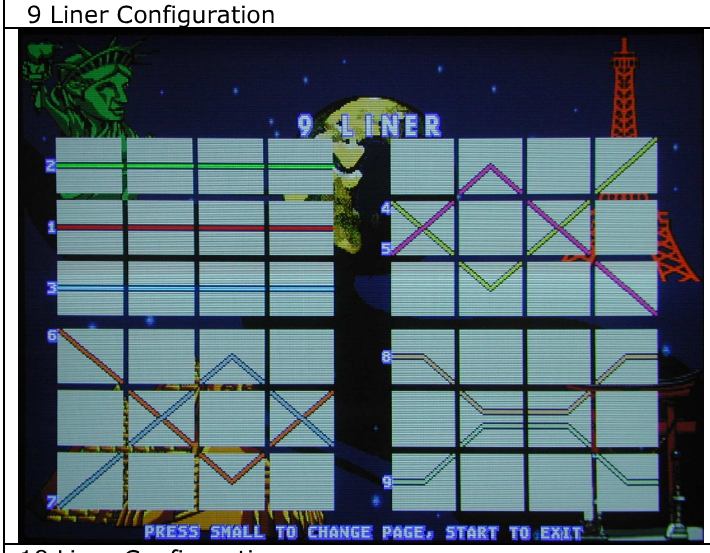
What are the advantages of using dollar value screen?
1/ In location where it is not flexible enough to deal with machines of different point values, using dollar value screen will eliminate the burden of calculation and classification.
2/ Using whatever value of each point is more flexible. For example: set bill acceptor to $1 = 1 pulse and Coin 1 = 50 and you will have a 2-penny machine. Both the player and the attendant do not have to do any math work. When a dollar bill is inserted, it will be displayed as **1**00 automatically.
3/ Keep track of actual income in dollar value even when you have changed the dollar value of each point during operation and even when USE DOLLAR VALUE SCREEN is selected NO.
4/ On Confirm/Set Up Screen, the dollar value of COIN 1…up to CLEAR/TICKET UNIT will be displayed as cross reference, even if you are NOT using dollar value screen.

Tip on setting Bonus Max – Set the Max of Bonus 2 higher than the Max of Bonus 1; keep them apart in the ratio of 5:3 (default) to 3:2. Bonus 3 is fixed at the Max of Bonus 2 (if not linking).

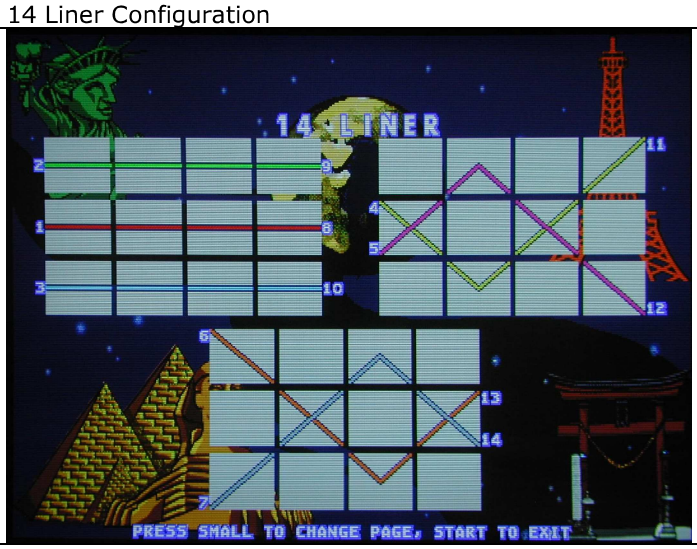
Dip Sw 4	6	7	8	
Normal Operation	OFF	OFF	OFF	
Reset Data Except Bonus	**ON**	**ON**	OFF	Will not reset settings and bonuses
Reset All Data	**ON**	OFF	**ON**	Will not reset settings
Master Reset	**ON**	**ON**	**ON**	Reset settings and all data
To perform any of the above, power off first, set dip switch, power on. Follow on screen instruction.				

New Security program: Only above reset procedures can reset account information. Internal detection of abnormal figures will reset running data, which are separate from account data. This is to protect you from unpredicted sabotage. Settings will not be reset unless by Master Reset.

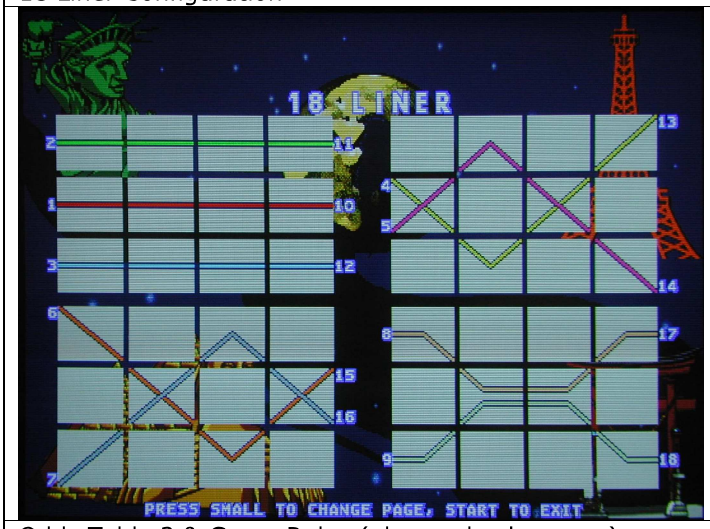
9 Liner Configuration



14 Liner Configuration



18 Liner Configuration



Odds Table 1 & Game Rules (please check screen)



Odds Table 2 & Game Rules (please check screen)





Statue Of Liberty – When a line of **Statue Of Liberty** is not formed and there is NO winning, any **Statue Of Liberty** *if being changed may have the chance to form winning combination* will be replaced by another symbol. *When only one Statue of Liberty on screen and even being changed to any symbol cannot form winning combination it will not be replaced.*

LINK BONUS - Link with other games of the S2000 family. **When linking, BONUS 3 will be altered to LINK BONUS** and will not follow the setting of BONUS 2 MAX.

PUSH BUTTON LEGEND

ALL STOP BIG	STOP 1 DOUBLE	STOP 2 SMALL check	STOP 3 TAKE
TAKE START	PLAY		

WITHOUT HOLD FEATURE

ALL STOP BIG HOLD 1	STOP 1 DOUBLE Help Hold	STOP 2 SMALL check	STOP 3 TAKE HOLD 2
	PLAY	TAKE START	

WITH HOLD FEATURE

SHARED BUTTON CONFIGURATION

TAKE START	ALL STOP	STOP 1	STOP 2	STOP 3
PLAY	BIG	DOUBLE	SMALL CHECK	TAKE

WITHOUT HOLD FEATURE

TAKE START	ALL STOP	STOP 1	STOP 2	STOP 3
PLAY	BIG HOLD 1	DOUBLE Help Hold	SMALL CHECK	TAKE HOLD 2

WITH HOLD FEATURE

EXTRA BUTTON CONFIGURATION

Note: The function of Hold 1 and Hold 2 is different. Both buttons shall be installed. Buttons on control panel are also used to make selections in Confirm/Adjustment Screen, Printer Setup Screen and Account Screen; therefore, at least all six buttons shown in shared button configuration shall be installed.