

Fruit Bonus 2000 / New Cherry 2000

(Version 4.4E Dual)

MANUAL

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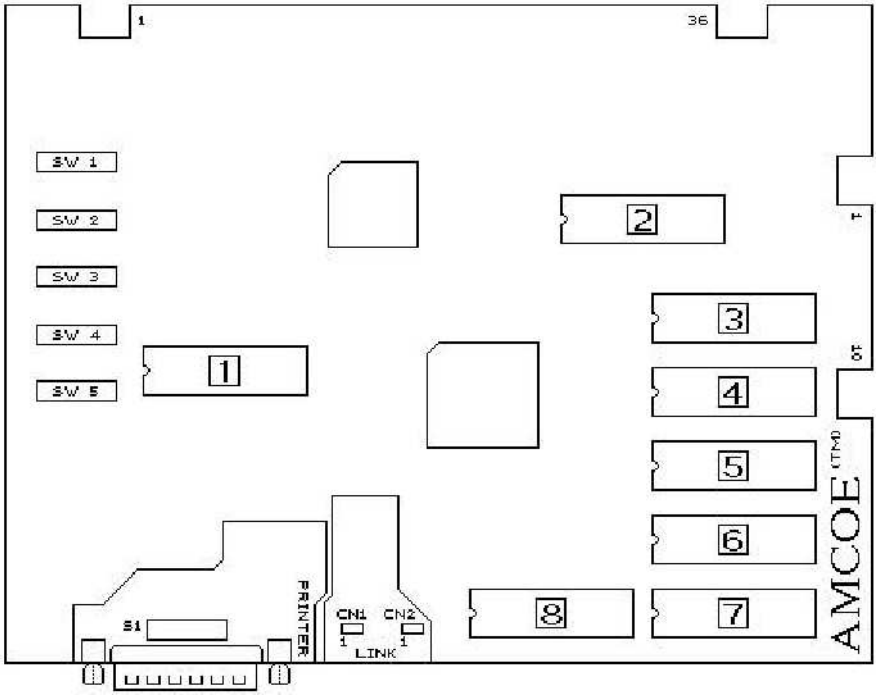
PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			6
7	TICKET OUT BUTTON - panel		7
8	TICKET NOTCH - dispenser		8
9	**START**		9
10	**STOP 2 / SMALL**		10
11	**PLAY**		11
12	**STOP 3 / TAKE**		12
13	**STOP 1 / DOUBLE / CHANGE**		13
14			14
15			15
16	**ALL STOP / BIG**		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	**START** LAMP		29
30	**STOP 2 / SMALL** LAMP		30
31	**PLAY** LAMP		31
32	**STOP 3 / TAKE** LAMP		32
33	**STOP 1/ DOUBLE / CHANGE** LAMP		33
34	**ALL STOP/ 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 TEXAS VERSION

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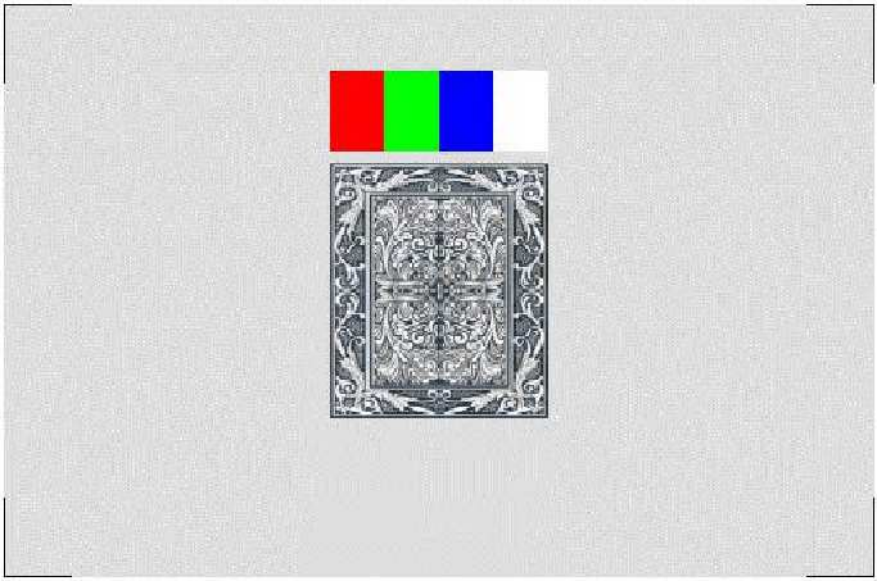


New S2000 board

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.



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.

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".

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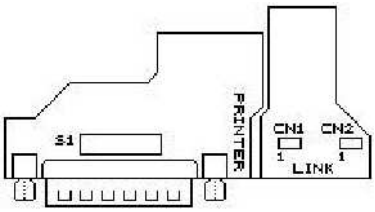
DIP SW 5		1	2	3	4	5	6	7	8
MONITOR TYPE	KOREAN MADE TAIWANESE MADE	OFF ON	for most monitors used in USA						
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS (Control board and link cables required. Program must be Link Version.)	NO LINK		OFF	OFF	OFF	OFF			
	UNIT 1		ON	OFF	OFF	OFF			
	UNIT 2		OFF	ON	OFF	OFF			
	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			
RESET DEFAULT	Regular / Texas								
	Coin=1, Clear=1 / Coin=5, Clear=50						OFF	OFF	
	Coin=5, Clear Unit=20						ON	OFF	
	Coin=5, Clear Unit=100						OFF	ON	
	Coin=25, Clear Unit=100						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.
BONUS BASE: The base point of progressive bonus.
BONUS MAX: The max point of progressive bonus.
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 OUT MODE: It relates to above and regulates max ? pulse(s) out each game. Continuous = no limit.
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.
TICKET OUT: It can be Printer Direct*, Ticket Dispenser Direct Drive (TDDD), or Interface.
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.
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.
SKILL SPIN: A non-stop spinning condition and manual stop is mandatory.
DOUBLE GAME: Choose to have it or not.
STATE: (for TX version only) Texas, Arkansas, Iowa.
GAME TYPE: (1) Playing both FB2000 and CH2000. Player selects at will. (2) Playing FB2000 only. (3) Playing CH2000 only.
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.
USE PASSWORD: NO (default), Service Only, Adjust Only, Service and Adjust.
REEL SPEED: NORMAL OR SLOW.
HOPPER UNIT USE: Use COIN IN or CLEAR / TICKET UNIT as reference.

* 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 & PC DOWNLOAD	OFF	OFF	**ON**	OFF	OFF	**ON**	OFF	OFF
Model S2000 A/B		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.)

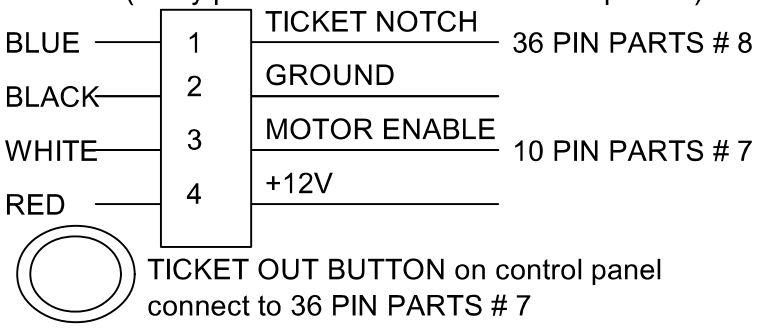
PRINT $ OR POINT ON TICKET: Select between DOLLAR or POINTS (default).

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

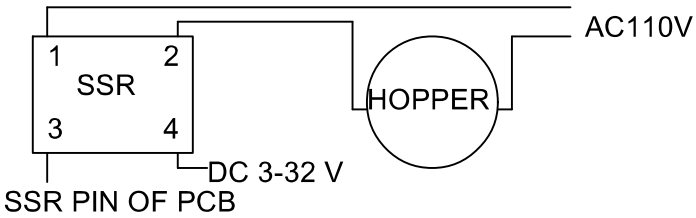
Ticket Dispenser Connection Diagram

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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Two games in one

Player has the option to play whichever game he wants, just stick to the one he likes or playing alternatively. Default setting is both games available to player; but, you can also adjust to either one game only. From testing, playing both games alternatively is far more exciting and interesting than just one game. Besides, you don't have to worry which one to keep more than another.

New Treasure Bonus

While both games maintain all the features of '96 Special Edition, a new bonus feature, Treasure Bonus, is added. Each Treasure Box (in Main Game of CH2000, in Main Game and Win Double Game of FB2000) will give one Treasure Wheel spin. The circular Treasure Wheel is divided into 8 sectors. Opposite sectors have same type of odds. Odds = x5, x10, x15, and x30 (of Total Play). When the wheel rests, whichever sector the pointer points at is the winning odds. Player can stop the wheel manually as well.

Link Bonus

You can link up to 15 units of FB2000 & CH2000 (and other S2000 series games) together to create a big progressive bonus. A control unit and link cables are required. For detail, please read manual of Linking. Basically, it is very simple, convenient, and cost effective. All mixed Bar is reserved as Link Bonus. Link Bonus Point will appear on screen of each unit in real time. The adjustment of the base, max, and rate of Link Bonus is done in the control unit.

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PUSH BUTTON LEGEND

START	DOUBLE STOP 1 CHANGE	ODDS TABLE STOP 2 SMALL	STOP 3 TAKE
	PLAY	ALL STOP BIG	

START	DOUBLE STOP 1 CHANGE	ODDS TABLE STOP 2 SMALL	STOP 3 TAKE
	PLAY	ALL STOP BIG	

START	DOUBLE STOP 1 CHANGE	ODDS TABLE STOP 2 SMALL	STOP 3 TAKE
	PLAY	ALL STOP BIG	

START	DOUBLE STOP 1 CHANGE	ODDS TABLE STOP 2 SMALL	STOP 3 TAKE
	PLAY	ALL STOP BIG	