

Classic Edition

(Version 1.6E)

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	EXTRA - STOP 1		4
5	EXTRA - STOP 2	EXTRA - ALL STOP	5
6	EXTRA - STOP 3		6
7	TICKET OUT BUTTON - panel		7
8	TICKET NOTCH - 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 IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR - 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 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

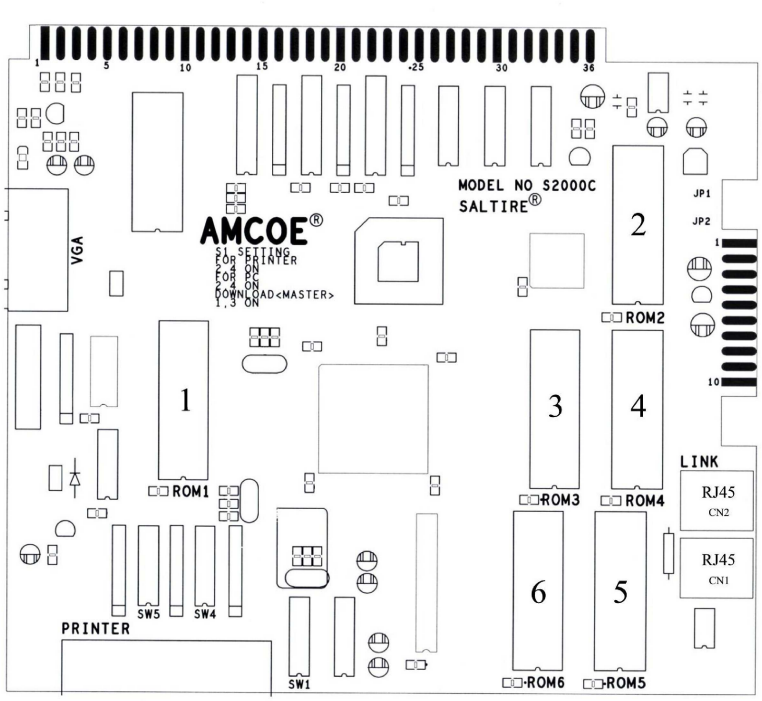
* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION

STOP BUTTONS: SELECT SHARED BUTTON OR EXTRA BUTTON CONFIGURATION.

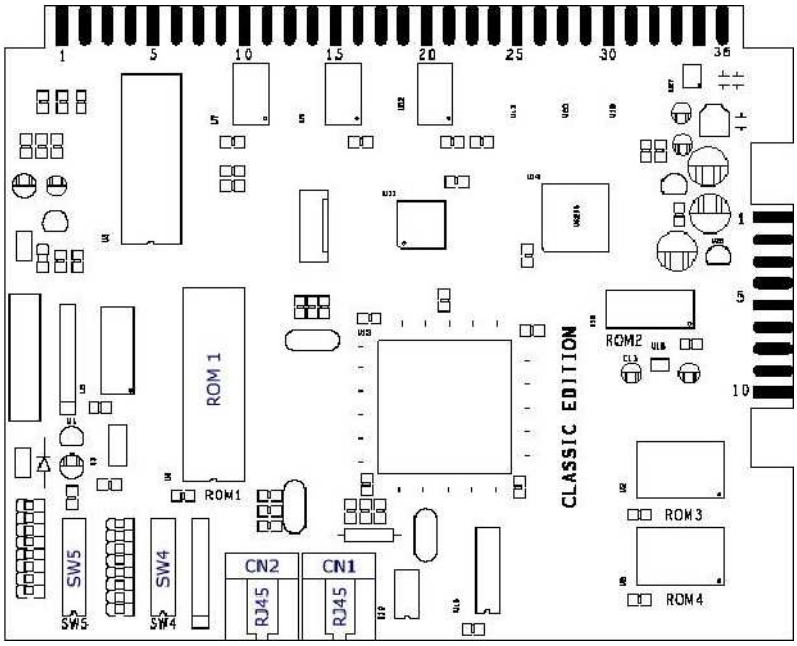
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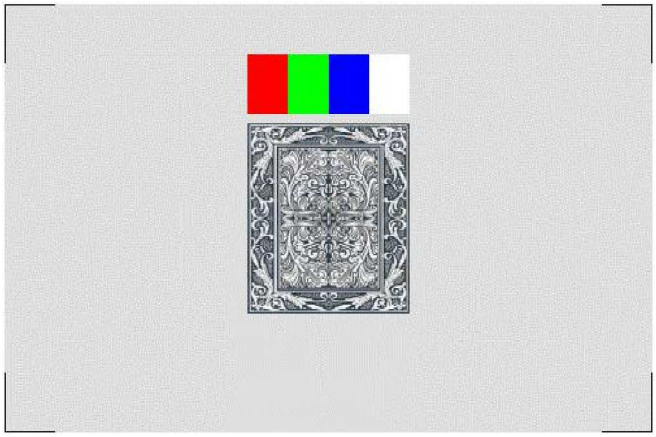
FULL FORMAT XVGA and CGA on S2000C board. COMPACT FORMAT CGA on Classic Edition dedicated board.
Printer and PC download functions are available in full format board only.



Classic Edition Compact Format board is a valued platform designed primarily to combine the best and the most popular games together with communication capability, enhanced performance, and to make it a more cost-effective investment. The 2 communication ports on the board (using RJ45 connectors) are mainly for linking with other Classic Edition / S2000 / S2000C boards.

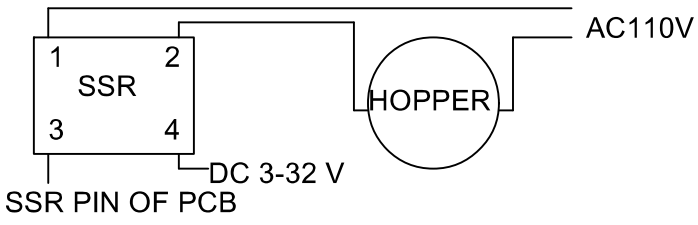
Classic Edition board can be password protected. Password is *user defined*. It must be 6 digits. There is no toggle switch for reset on the board. Reset is divided into two parts, either reset both Adjustment and Data or Data only. Certain situations require reset action, such as after change of program or program error. Password is needed to reset and to change on screen adjustments. User Password, Power On count, In Meter and Out Meter will not be reset. In Meter and Out Meter are 6 digits, working exactly the same as mechanical ones.





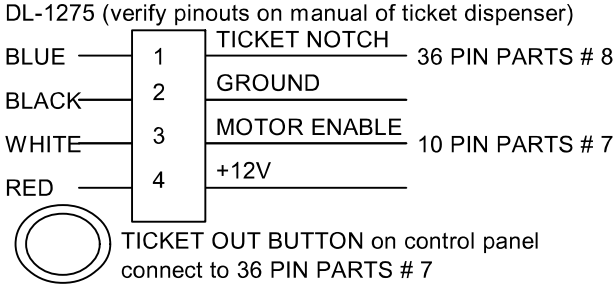
MONITOR ADJUSTMENT (CGA mode)

Hopper Connection Diagram



Ticket Dispenser Connection Diagram

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



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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. Monitor used must has 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 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. 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 IN TO POINT: It relates to 36-pin edge connector part side 18. 1 pulse in =? (Only 5 and 25 in LIMIT WIN 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 LINE PLAY: Select increment unit on a line play = 1 (default) to 10.
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: YES (progressive from Base to Max), NO (fixed at Max).
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 or Interface in Compact Format board. Printer Direct, TDDD or Interface in Full Format board.
PRINTER TYPE: Use one central printer via Link Control Unit (VIA LINK) or individual printer installed in machine (USE SELF). (Only in Full Format board.)
PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70. (Only in Full Format board.)
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. (Use LW 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.
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 (default).
REEL BOUNCE: YES (default) or NO.
DOUBLE GAME: YES (default) or NO.
GAME TYPE: FRUIT BONUS; NEW CHERRY; SKILL CHERRY; FB & CH; FB & SC; CH & SC; FB & CH & SC (default).
SKILL CHERRY TALKING: LESS (default) or FULL.
WIN LIMIT: Default = $5 & 10X (check whichever is less), $5 & 10X NSW or $5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)
HIT FREQ: 0, 2 (default), 4, 6, 8, 10, 12, 14. (Available in LIMIT WIN VERSION program only).
Additional selections not mentioned here maybe available in some versions.
CAUTION: Factory is unable to retrieve your User Defined Password. You must remember it yourself.
WARNING: DO NOT PUT IN PROGRAM ROM THAT IS NOT DESIGNED FOR THIS GAME.
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.

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What is Classic Edition?
Classic Edition is a collection of the 3 most popular games designed by AMCOE INC. There are 3 games on the board and player can switch to play any one at any time. Classic Edition is linkable and has more selections, including choice of old (original) or new (high) bonus system.
The original style and format of each game are preserved with careful enrichment so as to give the player a familiar yet refreshed look. Further fine-tuning in the program has been done to ensure the Classic Edition will match and out-perform the regular one.

The 3 games in the Classic Edition are: NEW FRUIT BONUS '96 Classic Edition, NEW CHERRY '96 Classic Edition and SKILL CHERRY '97 Classic Edition.

Features of NEW FRUIT BONUS '96 Classic Edition
BAR Bonus Game: Each ANYBAR-ANYBAR-ANYBAR line will get 5 BAR Bonus Game; Each REDBAR-REDBAR-REDBAR line will get 9 BAR Bonus Games; each BLUEBAR-BLUEBAR-BLUEBAR line will get 11 BAR Bonus Games; each GREENBAR-GREENBAR-GREENBAR line will get 12 BAR Bonus Games.

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.

Features of NEW CHERRY '96 Classic Edition
CHERRY Bonus Game: Winning CHERRY-CHERRY-ANY 3 times or CHERRY-CHERRY-CHERRY 1 time will get 1 CHERRY Bonus Game.

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

1 BAR Bonus Game: Each BAR1-BAR1-BAR1 line will get 7 BAR1 Bonus Games.

Features of SKILL CHERRY '97 Classic Edition
2 Skill Hold: When no winning, player can hold 2 lines with a pair of same symbol. 2 separate buttons are used, each working independently, to select various possible combinations.

CHERRY Bonus Game: Winning CHERRY-CHERRY-ANY 3 times or CHERRY-CHERRY-CHERRY 1 time will get 1 CHERRY Bonus Game.

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

1 BAR Bonus Game: Each BAR1-BAR1-BAR1 line will get 7 BAR1 Bonus Games.

Common Features of all 3 games:

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** winning 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. *The style of Skill Cherry '97 Classic Edition is different from the other two.*

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

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

START BUTTON ALSO ACTS AS TAKE BUTTON

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

SHARED BUTTON CONFIGURATION

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

START BUTTON ALSO ACTS AS TAKE BUTTON

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

EXTRA BUTTON CONFIGURATION