

Skill Cherry '97

(Talking ver. sc3.52)

MANUAL

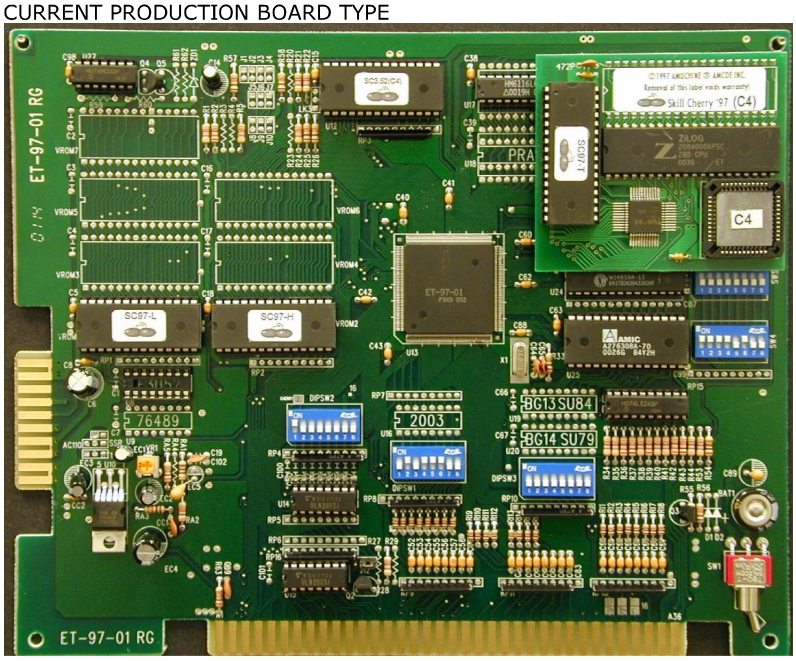
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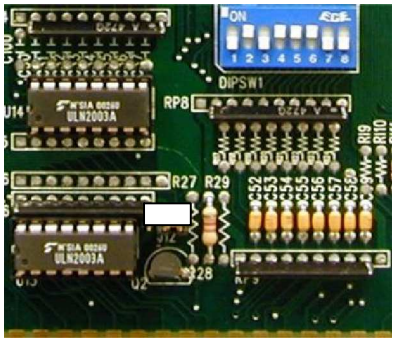
	PARTS SIDE	SOLDER SIDE	
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER+	SPEAKER-	3
4			4
5			5
6			6
7	**Ticket Out Button - on panel**		7
8	**Ticket Notch - from dispenser**		8
9	*START*		9
10	*SMALL / STOP 2*		10
11	*PLAY*		11
12	*TAKE / STOP 3 / SKILL HOLD 1*		12
13	*DOUBLE / STOP 1*		13
14	*(must not connect to anything)*		14
15	*(must not connect to anything)*		15
16	*BIG / ALL STOP / SKILL HOLD 2*		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT	CONFIRM	20
21	HOPPER PAY	CLEAR SWITCH	21
22		HP SW	22
23	COIN IN METER		23
24	NOTE IN METER	HPSSR TYPE B BD	24
25			25
26			26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	*START LAMP*		29
30	*SMALL / STOP 2 LAMP*		30
31	*PLAY LAMP*		31
32	*TAKE / STOP 3 LAMP*		32
33	*DOUBLE / STOP 1 LAMP*		33
34	*BIG / ALL STOP LAMP*		34
35			35
36	GND	GND	36

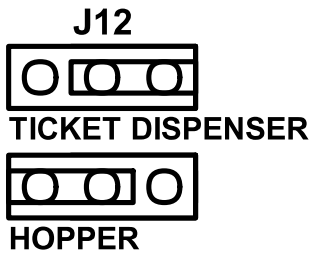
	PARTS SIDE	SOLDER SIDE	
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	**Ticket Dispenser Enable / HPSSR**		7
8			8
9	GND	GND	9
10	GND	GND	10

CURRENT PRODUCTION BOARD TYPE



JUMPER 12 POSITION: UNDERNEATH DIP SWITCH 1, CLOSE TO EDGE. MARK J12.





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

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DIP SW 1		1	2	3	4	5	6	7	8
GAME LEVEL (Level Of Difficulty)	Level 8	OFF	OFF	OFF					
	Level 7	ON	OFF	OFF					
	Level 6	OFF	ON	OFF					
	Level 5	ON	ON	OFF					
	Level 4	OFF	OFF	ON					
	Level 3	ON	OFF	ON					
	Level 2	OFF	ON	ON					
	Level 1	ON	ON	ON					
MAXIMUM PLAY	8				OFF	OFF	OFF		
	10				ON	OFF	OFF		
	24				OFF	ON	OFF		
	32				ON	ON	OFF		
	40				OFF	OFF	ON		
	48				ON	OFF	ON		
	64				OFF	ON	ON		
	80				ON	ON	ON		
MINIMUM PLAY FOR BONUS	8							OFF	OFF
	10							ON	OFF
	16							OFF	ON
	24							ON	ON

DIP SW 2		1	2	3	4	5	6	7	8
DOUBLE GAME	NO	OFF							
	YES	ON							
NON-STOP SPINNING	NO		OFF						
	YES		ON						
COIN IN	1			OFF	OFF	OFF			
	2			ON	OFF	OFF			
	4			OFF	ON	OFF			
	5			ON	ON	OFF			
	10			OFF	OFF	ON			
	20			ON	OFF	ON			
	25			OFF	ON	ON			
	100			ON	ON	ON			
NOTE IN	100						OFF	OFF	
	200						ON	OFF	
	500						OFF	ON	
	1000						ON	ON	
WARNING: THIS SWITCH MUST BE ALWAYS OFF									OFF

DIP SW 3		1	2	3	4	5	6	7	8
MIN PLAY TO START	1	OFF	OFF						
	8	ON	OFF						
	10	OFF	ON						
	16	ON	ON						
MAX COIN IN & NOTE IN POINT (no more coin in / note in but not affect w in points)	1000			OFF	OFF				
	5000			ON	OFF				
	10000			OFF	ON				
	90000			ON	ON				
CLEAR / TICKET UNIT SERVICE IN (EXCEPT 1)	1					OFF	OFF	OFF	OFF
	4					ON	OFF	OFF	OFF
	5					OFF	ON	OFF	OFF
	10					ON	ON	OFF	OFF
	15					OFF	OFF	ON	OFF
	20					ON	OFF	ON	OFF
	25					OFF	ON	ON	OFF
	30					ON	ON	ON	OFF
	40					OFF	OFF	OFF	ON
	50					ON	OFF	OFF	ON
	60					OFF	ON	OFF	ON
	75					ON	ON	OFF	ON
	80					OFF	OFF	ON	ON
	100					ON	OFF	ON	ON
	200					OFF	ON	ON	ON
	500					ON	ON	ON	ON

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DIP SW 4		1	2	3	4	5	6	7	8
CHECK ACCOUNT	NO	OFF							
	YES	ON							
SHOW IN CONFIRM SCREEN	PERCENTAGE		OFF						
	LEVEL OF DIFFICULTY		ON						
INITIAL BONUS SETTING AFTER RESET	TYPE 1			OFF	must reset program after change				
	TYPE 2			ON					
BONUS ACCUMULATION	NO				OFF	must reset program after change			
	YES				ON				
AUTO TICKET DISPENSE	NO	must reset program after change				OFF			
	YES					ON			
TICKET DISPENSE MODE	CONTINUOUS						OFF	OFF	OFF
	MAX 1 TICKET PER GAME						ON	OFF	OFF
	MAX 2 TICKETS PER GAME						OFF	ON	OFF
	MAX 3 TICKETS PER GAME						ON	ON	OFF
	MAX 4 TICKETS PER GAME						OFF	OFF	ON
	MAX 5 TICKETS PER GAME						ON	OFF	ON
	MAX 8 TICKETS PER GAME						OFF	ON	ON
	MAX 10 TICKETS PER GAME						ON	ON	ON

VERSION 3.51

DIP SW 5		1	2	3	4	5	6	7	8
Limit score of each game to max 10 x bet or $5.00	NO		OFF	(must also turn sw 4 # 5 ON)					
	YES		ON						
Play remaining score when no credit	NO			OFF	(sw 4 # 5 ON also)				
	YES			ON					
Reset remaining score to zero	NO				OFF	(sw 4 # 5 ON also)			
	YES				ON				
TICKET DISPENSE FROM SCORE	USE TDDD	(built-in)				OFF	(sw 4 # 5 ON)		
	USE INTERFACE					ON			
REEL SPEED (VERSION 2.3)	SLOW	Turn machine off and on after change.					OFF		
	FAST						ON		
TALKING (VERSION 2.1)	VERY LITTLE	Turn machine off and on after change.						OFF	
	FULL							ON	
COUNT GAME TO ISSUE TICKET	NO	Turn machine off and on after change.							OFF
	YES								ON

Dip SW5 is underneath the Top Board. They can be easily adjusted by using a small screwdriver or toothpick. **Do not** take off the Top Board to adjust. **Must reset board after change of program ROM.** All versions after those specified above will have similar functions included. **Switches not shown are not used and should be set at OFF.**

Features of Skill Cherry '97 Version 3.52

- ⇨ 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. (See explanation of Skill Hold)
- ⇨ Ticket Dispenser Direct Drive and "Ticket Empty" (no ticket) Detection. No interface board is required. A big savings and convenient way to use ticket dispenser. (See Connection Diagram of Ticket Dispenser Direct Drive) Revised TDDD can memorize last ticket out status when out of ticket and can continue to issue ticket after reload.
- ⇨ A wide range of Clear/Ticket Unit (how many points to issue 1 ticket) can be selected by Dip Switch.
- ⇨ Ticket Dispense Mode can be set to CONTINUOUS (issue all tickets when Ticket Out Button is activated), MAX 1,2,3,4,5,8, or 10 TICKETS PER GAME.
- ⇨ Auto Ticket Dispense (Version 3.51 and after has an option to choose using Ticket Dispenser Direct Drive or external interface.) When "ON", points won are collected separately to SCORE (will be on screen when Auto Ticket Dispense is "ON") first. When points in SCORE equal to or exceed Ticket Unit, ticket(s) will be dispensed as Ticket Dispense Mode selected. It is for no accumulation of points won back to POINTS for replay. (Also, see Limit Score to max 10 x Bet or $5.00)
- ⇨ Advanced Count Game feature. (See detail explanation)
- ⇨ Non-stop spinning replaces the old skill time spinning.
- ⇨ Bonus Accumulation can be set at "NO" (same as fixed Bonus), that means no increase and always equals to BASE selected, or "YES" which works in usual progressive manner.
- ⇨ Show maximum coin in limit has been removed. Instead LAST PLAY will be shown on screen. LAST PLAY is the bet of previous game. It can be used to verify whether minimum play for bonus condition is met in case there are symbols, which may constitute certain bonus conditions, are seen and bet has already been reset to zero. LAST PLAY is zero when coming from DEMO mode.
- ⇨ Check Account Screen has been simplified to show very basic information only. Instead, an automatic warning system is installed. When there is error in the program or mistake in computation, a message " ERROR - reset board now " will appear. When there is possibility of data overthrow, which will affect computation, a message " OVERTHROW - reset board now " will appear. By using version 3.51 and after users do not have to worry about when to reset board or shall it be reset. Only certain Dip Switch changes need to reset board (see Dip Switch diagrams), otherwise, reset when warning comes out. (Check account when PLAY (bet) is zero)
- ⇨ Dispense ticket from SCORE using TDDD or external interface. When using Auto Ticket Dispense, there is an option to use built-in TDDD (Ticket Dispenser Direct Drive - no interface required) to drive ticket dispenser or to use a printer interface (designed by the same designer and is available from major distributors) to drive printer.

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- ⇨ NEW **LIMIT SCORE TO MAX 10 X BET OR $5.00 WHICHEVER IS LESS**. Dip SW5 #2 and Dip SW4 #5 must be both "ON" in order to use this option. For every game play (count each single bet), including double & bonus games, regardless of win points, only a maximum of 10 x bet or a maximum of $5.00 equivalent whichever is less will be collected to SCORE. Any win point(s) in excess of permissible score will be added to CREDIT. Only points in SCORE can be redeemed for tickets; points in CREDIT can never be converted to tickets, they are used to play game only. Either Built-in TDDD or external interface can be used to dispense ticket. Dispense action must be activated manually; there is no auto ticket dispense action though Dip SW4 #5 is ON. (When both Dip SW5 #2 & Dip SW4 #5 are ON, program will discard auto ticket dispense action.) However, when there is no credit and SCORE exceeds ticket unit set, program will assume player has finished playing and will issue eligible ticket(s) automatically. (That is why operator has to choose Dip Switch selection between TDDD and interface.) Ticket Dispense Mode is usually set at CONTINUOUS and it is practically no need to count game. (If use interface, set interface 1:1 and set Ticket Unit)
- ⇨ At the end of game play, credit = 0 means end of playing to the program, remaining score can be reset to zero or kept on screen.
- ⇨ An option to play remaining score when no credit can also be selected. Play score is limited to Min Play For Bonus or less. Also, it must be noted that only remaining score, which will be less than one eligible ticket, can be played.

Progressive BONUS

Max of All Fruit Bonus, Base of All Fruit Bonus, Max of 888 Bonus, and Base of 888 Bonus can be adjusted individually in Confirm Screen. (Instructions are shown on Confirm Screen.)
If present Bonus Point is lower than newly changed Base, Bonus Point will be changed to new Base immediately. If present Bonus Point is higher than newly changed Base, new Base will be used only after Bonus hit.
If present Bonus Point is higher than newly changed Max, Bonus Point will be changed to new Max immediately.

Caution: Always set Max higher than Base.
Range of Base: 200, 300, 400, 500, 1000, 1500, 2000, and 3000.
Range of Max: 1000, 1500, 2000, 3000, 4000, 5000, 6000, and 8000.
Initial Setting by Dip Switch (Dip SW4 #3):

	All Fruit Base	All Fruit Max	888 Base	888 Max
Type 1:	500	2000	1000	2000
Type 2:	1000	3000	1000	3000

Suggestion: When Game Level is set below 6, use Type 1. When Game Level is set at 6 or above, use Type 2. After 1 - 2 times hit of each Bonus, observe situation and, if necessary, adjust without reset.
Factory setting is Game Level 6 with Type 2.
It is not recommended to reset board too often. To keep track of recent record, clear PRESENT RECORD instead (follow instruction on screen). It is, however, necessary to reset board after change of Game Level and certain settings (see Dip Switch Diagrams) and when warning comes out.

SKILL HOLD

What is Skill Hold?
When a game has no winning, player can hold a line with a pair of same symbol (similar to hold cards in poker game). Position being held in last game cannot be held again. SC97 can hold 2 lines.
Characteristics of SKILL CHERRY '97 Two Skill Hold (applicable to original program only):
In general, 2 Skill Hold enables player to have more control over the outcome of each game. Holding 1 line has only 1 target, not much. Holding 2 lines greatly changes the situation. First, there are various combinations to hold. Second, there are more targets, not just 2. Holding 4 corners (say, line 2 and 3) has 5 target areas to win. Holding 2 up and next 2 down vertically has 4. Holding 3 corners has 3. 2 lines of different pair of symbol can make up a lot of combinations to choose as well. Besides, it should be noted that not just target areas create chances. The outcome of the game is affected. What and how to hold change with every game. It demands mental skill. How to avoid self-blocking is the first thing to learn (more than 2 Skill Hold has a lot of useless self-blocking situations; thus not practical). Also, center reel is for POOL. Holding center reel unnecessarily is poor skill. Whether to hold symbols of higher odds or Bonus symbols is a consideration changing all the time.
Skill Hold will alter the natural cycle of a game. Sometimes, it will block natural winnings; sometimes, it may help to win. Skill Hold does not guarantee win. It only permits player to seek his advantage and improve his chance, same as following expert advice on Black Jack skill cannot guarantee a player to beat the table.

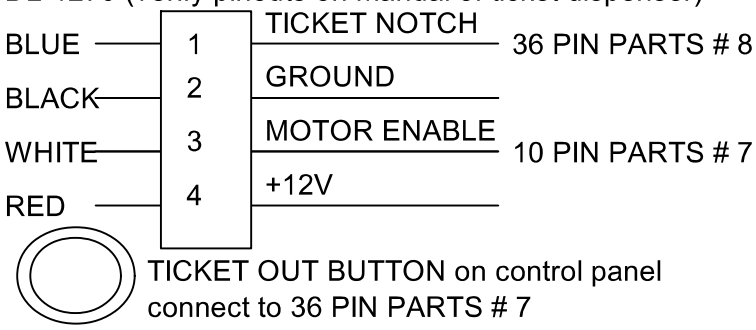
COIN MODE	COIN IN SETTING (DIP SW 2 NO.345)	BILL ACCEPTOR SELECTION		$1= ? POINT	MAX $5.00
		$1=1 PULSE	$1=4PULSES		
$1=1PT.	1	YES	---	1	DON'T USE
$0.50=1PT.	2	YES	---	2	10
$0.25=1PT.	1	---	YES	4	20
$0.25=1PT.	4	YES	---	4	20
$0.10=1PT.	10	YES	---	10	50
$0.05=1PT.	5	---	YES	20	100
$0.05=1PT.	20	YES	---	20	100
$0.01=1PT.	25	---	YES	100	500
$0.01=1PT.	100	YES	---	100	500

Version 3.51 program uses the above table (coin in settings) to determine how many points are equivalent to $5.00 value.

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Ticket Dispenser Connection Diagram

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



When connecting ticket dispenser, check manual of ticket dispenser. Colors may be different from above diagram. Thickness, width, and paper quality of ticket can affect accurate counting. Crumpled and used tickets cannot be used.

Version 3.1 and after with Advanced Count Game Feature & new TDDD

Advanced Count game feature is used to regulate how many Clear / Ticket Units can be issued per game played.
In older version of Count Game Feature (version 3.0 & previous), it is fixed at 1 unit per game played. However, Advanced Count Game Feature is more flexible. It works in both Clear Switch out (interface board) and Ticket Dispenser Direct Drive (TDDD). It reads Ticket Dispense Mode (Dip SW4 #6 #7 #8) selected to determine how many Clear / Ticket Units can be issued per game played. Auto Ticket Dispense (Dip SW4 #5 - using SCORE) can also be used with Advanced Count Game Feature.

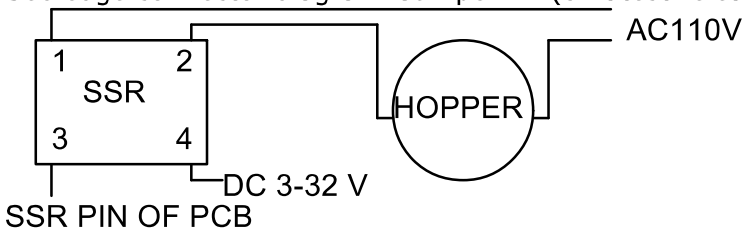
Example 1:
Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 10; Points = 1234.
When activate Clear Switch or Ticket Out Button, 10 games x 5 tickets = max 50 tickets out, 50 tickets x 20 = 1000 points. Points left = 1234-1000 = 234; Count Game = 0.
Example 2:
Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 53; Points = 1234.
When activate Clear Switch or Ticket Out Button, 53 games x 5 tickets = max 265 tickets out, 265 tickets x 20 = 5300 points. However, Points is only 1234, less than eligible out. Thus, 1234 / 20 = 61 tickets; 60 tickets = 12 games; last 1 ticket = 1 game. Total 61 tickets out and 13 games deducted. Please note that the 13th game only gives out 1 ticket. (Always remember Max 5 tickets per game means it can be less but not over 5) Points left = 14. Count Game = 40.
Example 3:
Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = ***YES***; Count Game = 53; ***Score*** = 185. (Use TDDD only)
Whenever ***Score*** equals to or greater than Clear / Ticket Unit, ticket dispenser will be activated automatically.
185 / 20 = 9 tickets; 5 tickets = 1 game; last 4 tickets = 1 game. Total 9 tickets out and 2 games deducted. Points left = 5. Count Game = 51.

The above examples use Max 5 tickets per game to illustrate the flexibility of Advanced Count Game Feature. It would be much simpler if using Max 1 ticket per game. However, there is actually a slight difference in choosing Max 5 tickets per game with Clear / Ticket Unit = 20 and Max 1 ticket per game with Clear / Ticket Unit = 100.
If there is only 80 points and player really wants to quit, the first combination will justify both the player and certain regulations; the second one is to enforce only the maximum permitted.

What happens if running out of ticket during dispensing?
In case of Clear Switch with interface board, feedback through Service In (interface board 1 signal 1 pulse) will put points back to machine but NOT games deducted. This is a security measure to ensure Count Game can only be accumulated through actual game play and no other means.
In case of TDDD, dispensing will stop automatically when out of ticket. **SC97 Version 3.1 and after has a revised TDDD that can memorize the status of dispensing**. When tickets are reloaded (machine off & on again) a message "CONTINUE LAST TICKET OUT?" will be shown. Press Ticket Out Button again to continue last ticket out process (better done by attendant; press START will skip the process and erase memory of last dispensing status). This newly added function is very useful in Count Game and Max 5 or 10 tickets per game.
Auto Ticket Dispense = YES will continue last ticket out automatically after reloading tickets (machine off & on again).

Hopper Connection

See edge connector diagram. Jumper 12 (of latest release) must be changed to Hopper SSR position.



WARNING: REMOVAL OF ORIGINAL STICKERS ON BOARD VOIDS WARRANTY.

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PUSH BUTTON LEGEND

