FLAMING 7 - CYBERDYNE SYSTEMS, INC.

DIP SW 1

		1	2	3	4	5	6	7	8
CREDITS OUT	NO CREDITS OUT	OFF	OFF						
	TICKET PRINTER	ON	OFF						
	HOPPER PAYOUT	OFF	ON						
	REMOTE CLEAR	ON	ON						
GAME SPEED	FAST GAME			OFF					
	SLOW GAME			ON					
LOCK UP ON 7 OR 8 OF A KIND	NO				OFF				
	YES				ON				
GRAPHICS TYPE	REGULAR FRUIT					OFF	OFF		
	NUMBERS					ON	OFF		
	CUSTOM OPTION #1					OFF	ON		
	CUSTOM OPTION #2					ON	ON		
PAY TABLE	9322 (93.27%) / 9325 (92.50%)							OFF	OFF
* SEE FOLLOWING	9323 (76.41%) / 9326 (90.45%)							ON	OFF
PAGES FOR NORMAL	9324 (69.68%) / 9327 (90.53%)							OFF	ON
AND SPECIAL ODDS	9321 (76.41%) / 9328 (90.60%)							ON	ON

DIP SW 2

		1	2	3	4	5	6	7	8
BONUS PAY %	1.00%	OFF	OFF	OFF					
	2.00%	ON	OFF	OFF					
*PERCENTAGE OF HOW	3.30%	OFF	ON	OFF					
QUICKLY THE INTERNAL	4.00%	ON	ON	OFF					
PROGRESSIVE	5.00%	OFF	OFF	ON					
ADVANCES	6.20%	ON	OFF	ON					
	8.30%	OFF	ON	ON					
	10%	ON	ON	ON					
INTERNAL	OFF				OFF				
PROGRESSIVE	ON				ON				
NOT USED	LEAVE OFF					OFF	OFF	OFF	OFF

DIP SW 3

		1	2	3	4	5	6	7	8
MAXIMUM BET	8	OFF	OFF						
	16	ON	OFF						
	32	OFF	ON						
	64	ON	ON						
COIN IN-TIME OUT	OFF			OFF					
	ON			ON					
DENOMINATION	$1.00				OFF	OFF	OFF		
	50 CENTS				ON	OFF	OFF		
	25 CENTS				OFF	ON	OFF		
	10 CENTS				ON	ON	OFF		
	5 CENTS				OFF	OFF	ON		
PROGRESSIVE	OFF							OFF	OFF
SIGN	SINGLE LEVEL							ON	OFF
*USE THIS SETTING ONLY	MULTI-LEVEL *							OFF	ON
IF USING EXTERNAL SIGN	TEST MODE							ON	ON

DIP SW 4		1	2	3	4	5	6	7	8
BUTTON LOCKOUT *	OFF	OFF							
	ON	ON							
LOCKOUT POLARITY	ACTIVE HIGH		OFF						
	ACTIVE LOW		ON						
PRINTER TYPE	EPSON 276A			OFF	OFF				
	STAR 300			ON	OFF				
	ITHACA 78			OFF	ON				
	CITIZEN 3541			ON	ON				
PAPER LOW	OFF					OFF			
SENSOR	ON					ON			
NOT USED	LEAVE OFF						OFF	OFF	OFF

* THIS FEATURE IS ONLY USED TO LOCKOUT THE BUTTON PANEL SWITCHES

SET BILL VALIDATOR DIP SWITCHES FOR 1 PULSE PER DOLLAR. WHEN YOU CHOOSE THE DENOMINATION WITH THE DIP SWITCHES ON THE BOARD. THE NEW SOFTWARE WILL KNOW HOW MANY CREDITS TO GIVE PER DOLLAR..

**NOTE: IN ORDER TO SET FOR PENNY PLAY YOUR BILL ACCEPTOR MUST BE ADUSTABLE TO 5 OR 10 PULSES PER DOLLAR.

POWER CONNECTOR

COMPONENT SIDE		PIN #	SOLDER SIDE	
)KER *	8 LINE GAME		8 LINE GAME	POKER *
	GROUND	1	GROUND	
	GROUND	2	GROUND	
	+.5 VOLTS D.C.	3	.+ 5 VOLTS D.C.	
	+.5 VOLTS D.C.	4	+ 5 VOLTS D.C.	
	+ 12 VOLTS D.C.	5	+ 12 VOLTS D.C.	
	NOTE #	6		
		7		
		8		
	GROUND	9	GROUND	
	GROUND	10	GROUND	

)TE # Whatever voltage is used for your meters, put the same voltage in here.

   * Poker board pinned the same as 8 Line Game on this connector.

CYBERDYNE PINOUT 8 LINE & POKER

	COMPONENT SIDE		PIN #	SOLDER SIDE	
ER -	8 LINE GAME		PIN #	8 LINE GAME	POKER
Video	RED VIDEO		1	GREEN VIDEO	Green Video
Video	BLUE VIDEO		2	SYNC (NEG. COMP.)	Sync
e >	SPEAKER POSITIVE		3	SPEAKER GROUND	< Same
			4		
			5		
			6		
e >	DROP DOOR SWITCH		7	CHANGE SWITCH	< Same
e >	LOGIC DOOR SWITCH		8	MAIN DOOR SWITCH	< Same
/ Draw	START SWITCH		9		
#2	LOW SWITCH		10		
	PLAY CREDIT SWITCH		11		
#4	TAKE SCORE SWITCH		12		
#3	DOUBLE UP SWITCH		13		
#1	HIGH SWITCH		14		
	BUTTON LOCKOUT		15		
#5	*Big To 14*		16		
			17		
e >	MARS IN (DBA INPUT) *18 →*		18	COIN " A " INPUT	< Same
e >	COIN " B " INPUT		19		
e >	BOOKEEPING SWITCH		20	STATS / SETUP SWITCH	< Same
e >	COLLECT SWITCH		21	*← 21*	
			22		
e >	COIN " A " METER		23		
e >	BELL		24	LOCKOUT MARS (DBA)	< Same
e >	TOWER LAMP		25		
e >	Credits WON Meter		26		
e >	Credits PLAYED Meter		27		
e >	COIN OUT METER		28		
/ Draw	START LAMP		29		
#2	LOW LAMP		30	*COLLECT LAMP ?*	
amp	PLAY CREDIT LAMP		31	PROGRESSIVE LINK	< Same
#4	TAKE SCORE LAMP		32		
#3	DOUBLE UP LAMP		33	TXD *GREEN WIRE FROM PRINTER*	
#1	HIGH LAMP		34		
>	DTR *BLUE WIRE FROM PRINTER*		35		
>	GROUND		36	GROUND	< Same