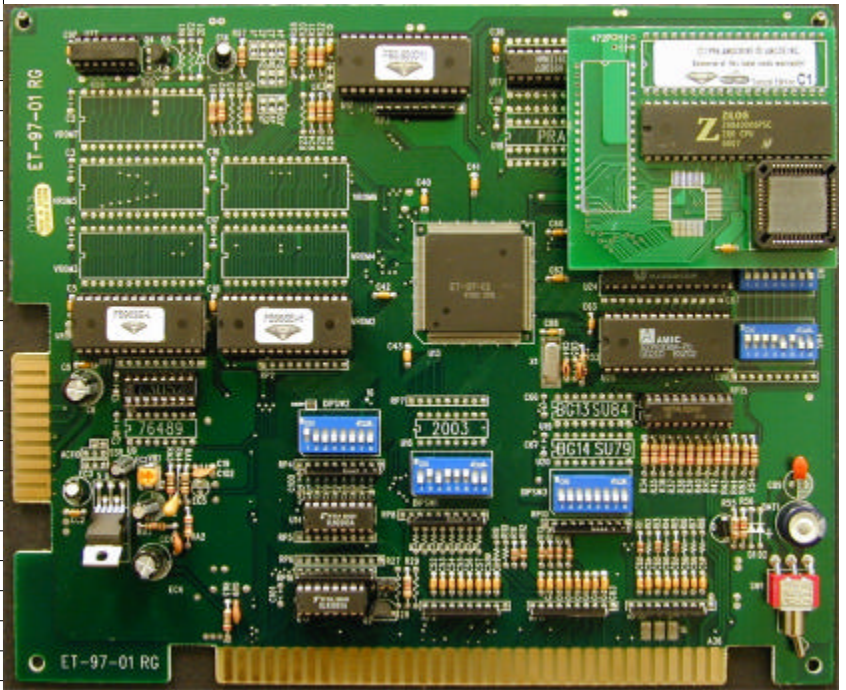


# New Cherry '96®/Fruit Bonus '96® (Special Edition)

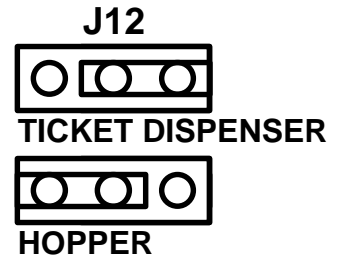
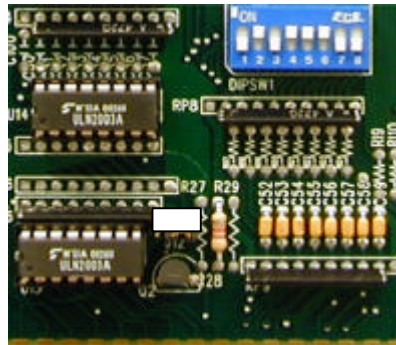
NEW CHERRY '96® NEW FRUIT BONUS '96® NEW CHERRY '96 SPECIAL EDITION® NEW FRUIT BONUS '96 SPECIAL EDITION®  
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PARTS SIDE	SOLDER SIDE
1 VIDEO RED	VIDEO GREEN 1
2 VIDEO BLUE	VIDEO SYNC 2
3 SPEAKER+	SPEAKER- 3
4	4
5	5
6	6
7 Ticket Out Button -on panel	7
8 Ticket Notch -from dispenser	8
9 START	9
10 SMALL / STOP 2	10
11 PLAY	11
12 TAKE / STOP 3	12
13 DOUBLE / STOP 1	13
14 (must not connect to anything)	14
15 (must not connect to anything)	15
16 BIG / ALL STOP	16
17	17
18 COIN IN	NOTE IN 18
19 SERVICE IN (SE3 ONLY)	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

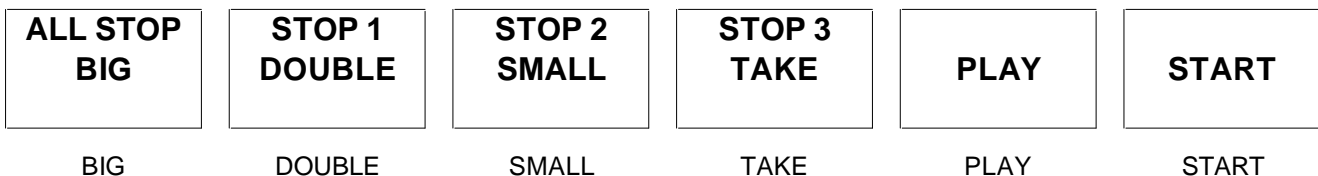
CURRENT PRODUCTION BOARD TYPE



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



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



# New Cherry '960/Fruit Bonus '960 (Special Edition 3.62)

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<b>DIP SW 1</b>		1	2	3	4	5	6	7	8	
GAME PERCENTAGE (Level Of Difficulty)	55% Level 8	OFF	OFF	OFF						
	60% Level 7	ON	OFF	OFF						
	65% Level 6	OFF	ON	OFF						
	70% Level 5	ON	ON	OFF						
	75% Level 4	OFF	OFF	ON						
	80% Level 3	ON	OFF	ON						
	85% Level 2	OFF	ON	ON						
	90% Level 1	ON	ON	ON						
dip sw 5 # 5 off	8	10	dip sw 5 # 5 on		OFF	OFF	OFF			
	16	20			ON	OFF	OFF			
	24	30			OFF	ON	OFF			
	32	40			ON	ON	OFF			
	40				OFF	OFF	ON			
	48				ON	OFF	ON			
	64				OFF	ON	ON			
	80				ON	ON	ON			
MINIMUM PLAY FOR BONUS	8	10	dip sw 5 # 5 on						OFF	OFF
	16	20							ON	ON
	24	30							OFF	ON
	32	40							ON	ON

<b>DIP SW 2</b>		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
<b>WARNING: THIS SWITCH MUST BE ALWAYS OFF</b>										OFF

<b>DIP SW 3</b>		1	2	3	4	5	6	7	8	
MIN PLAY TO START	1	OFF	OFF	dip sw 5 # 5 on						
	8	10	ON							OFF
	16	20	OFF							ON
	24	30	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						

# New Cherry '960/Fruit Bonus '960 (Special Edition 3.62)

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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	change				
BONUS ACCUMULATION	NO			OFF	must reset program after change				
	YES			ON	change				
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	

DIP SW 5		1	2	3	4	5	6	7	8
LIMIT SCORE TO 10 X PLAY OR \$5.00 MAX	NO		OFF						
	YES		ON	(must turn Dip Sw 4 # 5 ON also)					
USE PRINTER	NO (use TDDD)			OFF	(use AUTO TICKET DISPENSE)				
	YES			ON					
SHOW GAME NAME & ODDS TABLES	SHOW			OFF	must reset program after change				
	DONT SHOW	(fixed at Level 8)		ON					
Choose Left or Right Column of dip sw 1 & 2	LEFT			OFF					
	RIGHT			ON					
Play SCORE w hen no POINT left	NO	(use AUTO TICKET DISPENSE)			OFF				
	YES				ON				
Reset remaining SCORE to zero w hen game over	NO	(use AUTO TICKET DISPENSE)			OFF				
	YES				ON				
ADVANCED COUNT GAME	NO	Turn machine off and on after change							OFF
	YES								ON

Switches not shown are not used and should be set at OFF.

Adjust Dip Sw 5 with care. Turn off machine and use a small screwdriver to change switch position.

## Special Edition 3.61

What are new in Special Edition 3.6?

1/ 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.

2/ USE PRINTER: 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.

3/ TICKET DISPENSE MODE has been expanded to give 8 different selections. (See dip sw 4 #678)

4/ 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 3.6 users do not have to worry about when to reset board or shall it be reset. Only certain dip sw changes need to reset board (see dip sw diagrams), otherwise, reset when warning comes out. (Check Account when PLAY (bet) is zero)

What is new in version 3.61? Dip Sw 5 # 2 and Dip Sw 4 # 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. Both Built-in TDDD and external interface can be used to dispense ticket. Dispense action must be activated manually; there is no auto ticket dispense action though dip sw 4 # 5 is ON. (When both Dip Sw 5 # 2 & Dip Sw 4 # 5 are ON, program will discard auto ticket dispense action.) 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)

# New Cherry '960/Fruit Bonus '960 (Special Edition 3.62)

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## Standard Features:

### 1/ AUTO TICKET DISPENSE:

Auto Ticket Dispense does not affect the use of Ticket Dispense Mode and Advanced Count Game Feature.

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 POINT for replay.

Remaining Score, usually less than Clear / Ticket Unit, can be reset to zero when game is over (Dip Sw 5 #7 ON).

Play SCORE means when no POINT any SCORE left before reaching eligible dispense action can be used to play game. (Dip Sw 5 # 6 ON)

### 2/ TICKET DISPENSER DIRECT DRIVE - no interface required.

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.

### 3/ ADVANCED COUNT GAME FEATURE - see page 5.

## PROGRESSIVE BONUSES:

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.

Cauton: 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 sw (Dip Sw 4 No. 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 Percentage is set below 65%, use Type 1. When Game Percentage is set at 65% or above, use Type 2. After 1 - 2 times hit of each Bonus, observe situation and, if necessary, adjust without reset.

Factory setting is 65% with Type 2.

Although program is equipped with a sophisticated computation technique to attain as close as possible to the percentage selected no matter how the Bonuses are set, it should be comprehended that only a balance of Game Percentage setting and Bonus setting could maintain the interest of play.

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 Percentage and certain settings (see Dip Sw Diagrams) and when warning comes out.

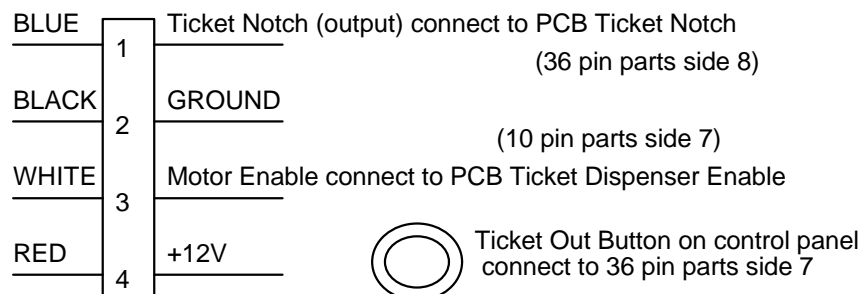
## NEW!

COIN MODE	COIN IN SETTING (DIP SW 2 NO.345)	BILL ACCEPTOR SELECTION		\$1= ? POINT	MAX \$5.00
		\$1=1 PULSE	\$1=4 PULSES		
\$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

NEW Version 3.61 has an option to limit maximum score per game. It is fixed at a maximum of 10 times of Play or a maximum equivalent to \$5.00 point whichever is less. The Program uses the above table (coin in setting) to determine how many points are equivalent to \$5.00 value.

## Connection of Ticket Dispenser

### DL-1275



# New Cherry '960/Fruit Bonus '960 (Special Edition 3.62)

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## Advanced Count Game Feature (Dip Sw 5 #8 ON)

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 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 Sw 4 #6 #7 #8) selected to determine how many clear / ticket units can be issued per game played. Auto Ticket Dispense (Dip Sw 4 #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?

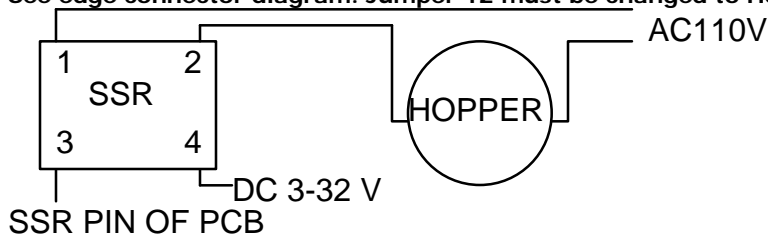
In case of Clear Switch with interface board, feedback through Service In (interface board 1 signal 1 pulse) will put points back to machine but NOT games deducted. This is a security measure to ensure Count Game can only be accumulated through actual game play and no other means.

In case of TDDD, dispensing will stop automatically when out of ticket. Version 3.6 has a revised TDDD, which 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 must be changed to Hopper SSR position.



WARNING: REMOVAL OF ORIGINAL STICKERS ON BOARD VOIDS WARRANTY.

PUSH BUTTON LEGEND

