Funny Fruit

CADILLAC JACK

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INTRODUCTION

Funny Fruit is an exciting, fast paced game from Cadillac Jack, Inc. which allows the player to win 5 different ways. In other words there are 5 paylines in the game.
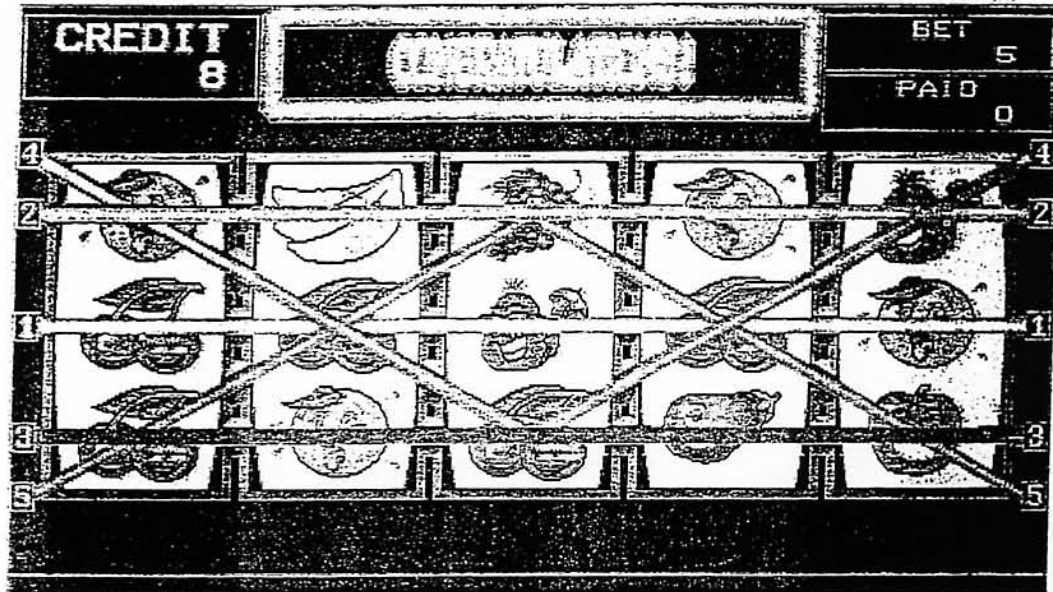
The picture above illustrates the 5 different ways to win. Lines 1-3 go straight across, while lines 4 and 5 are diagonal. Also, the winners can be from left to right as well as right to left.

Pineapple Bonus: Funny fruit has a bonus that is built around the pineapple. The bonus conditions are displayed at the top of the game screen. As the game is played the bonus conditions decrease as the player gets pineapples on the screen. For the bonus conditions to decrease the player must have the minimum bet for bonus. To get the bonus a player can get 3,4, or 5 pineapple anywhere on the screen. Once a player has decreased the bonus conditions to zero the player will go to the bonus round. A wheel appears and the players try to stop the wheel on the highest odds. The odds the player receives is multiplied times the player's bet.

Progressive Jackpot: The game also features a progressive jackpot. The progressive jackpot is built according to the credits played by the player. You may set the percent contributed to the jackpot as well as the maximum amount the jackpot will build to. The player is rewarded the jackpot if they are betting the minimum amount for the jackpot and have five Funny fruit symbols on an active pay line.

4

Recall Switch: This is a switch that can be wired to the outside of the game for an attendant that upon pressing will recall the last ten games played and the last ten tickets printed. The switch is located on 18 solder side on the edge connector and this should be connected to one side of a switch and the other side connected to a ground. When the switch is pressed the attendant will be given the option to recall the last ten games or last ten tickets or collections without giving access to critical information like the menu settings and book keeping. This switch is helpful if the operator does not want to give the location the key to the inside of the game. Also, this is useful in clearing up any disputes with players on collections or game play without a service call.

SOFTWARE

The software on the game is divided into two menus:
1. Statistics: this provides the accounting information and allows you to perform diagnostic test on the buttons.
2. Main: This allows you to set up the options on the game.

The menus can be accessed by pressing one of the two red buttons located inside the front, below the on/off switch. The top red button accesses the statistics menu while the bottom red button is used for the main menu. If you purchased a kit the Menu switch is located on 20 solder side of the 72 pin edge connector and the Statistics switch is located on 20 parts side.

Navigation within the menus is performed with the buttons on the game (Bet, Take Score, etc.). Each button's function is described at the bottom of the screen to help the owner setup the game.

STATISTICS MENU

The statistics menu is divided into pages and the information within these pages is easily accessible with the buttons on the control panel of the game. The statistics menu keeps accounting records for the master, period, and a two week /hourly record. To move through the pages the "Bet" and "Take" buttons are used. Also, there is a button diagnostic page within the menu which allows you to check the lights and switches on the buttons as well as the sound of the game. To exit the button page you have to press Big, Small, Deal in that order. When finished with the statistics menu you can go back to normal operation by pressing the red button under the On/Off switch.

Statistics Menu Pages

The first screen that appears after pressing the red button is the instructions screen. On the Instruction screen only when the Double button is pressed you can review the last 10 games played along with weather a ticket was printed and all bonuses that were rewarded.

The following page is the general statistics page. On the general statistics page the control and temp are listed. The temp can be cleared by pressing the Big button. Also, when the temp is cleared a ticket is printed (if attached) out for you records to assure no information is lost. The next 2 pages show the winning combinations and how many there were during Normal play (White number) and during the Fever mode (red number). The next page of the Statistics records the Bonus play and pool points.

The next 3 pages of the Statistics menu consist of a daily record of credits played and at what time during the day. Each of these screens can also be cleared by pressing the Big button and also a ticket is printed for your records. The final page of the menu is the button test button that was discussed earlier in this section.

MAIN MENU

The main menu can be accessed by pressing the bottom red button. The following is a description of each page and the options.

Instructions:
This is the first screen that appears when the bottom red button is pressed. The instructions are listed and the menu can be entered by pressing the Start button. ON THIS PAGE ONLY: If a printer is connected on the board you may print out all the menu settings by pressing the Double Up button.

Battery Backed Clock:
The battery backed clock is important in order for tickets to have the correct time and date. To set the clock use the Big button to move the arrow to selected field to be changed and then press the Small button to change the field. The date is entered in the form: Year/Month/Day and clock is in 24-hour format. It is very important to press the Double Up button after any changes have been made to the clock so that the new time and date will be entered into the memory of the game.

Access Codes:
This page allows you to control access to the statistics and main menus by setting security codes. This feature allows you to set a code which must be entered by the user in order to gain access to the statistics or main menu. Press the Big button to set the statistics menu code and press the Small button to set the main menu code. If a code is set then a screen will appear after pressing one of the red buttons and a correct code will have to be entered before access is granted. It is very important to remember your codes once set.

Page 1:

This page allows you to setup the options of the game.

Game Bet: allows you to set the minimum and maximum bet limit.
Minimum Bet For Bonus Play: Minimum bet needed to receive bonus points.
Style: Game percentage. Set 1-10. See page 19 of manual for percentages.
Winning Lamp: Tells the game at what value to activate the winning lamp. (if connected).
Winning Flash Number: Value at which lamp flashes.
Coin Jam Detection: Yes or No
Price per Credit: Credits per dollar.
Price per Slot #1: Sets the price per pulse of bill acceptor. See note below.
Price per Slot #2: For future use.
Price per Coupon: For future use.
IN Hardmeter Unit: Select the unit the IN hard meter will read in.
OUT Hardmeter Unit: Select the unit the OUT hard meter will read in.

NOTE:
The price per slot is set according to the number of pulses per dollar on the bill acceptor. For example, if the bill acceptor is set at 4 pulses per dollar then the price per Slot#1 is set to .25. The following is a list of possible settings for setting the credit value of the game...

Set to .01 per credit
For a Mars AL4 or GL5 to set the game for .01 per credit... First, set the price per credit to .01 and then the price per slot #1 to .25. Next, make sure that the dip switches on the bill acceptor are set to 4 pulses per dollar. (switch bank 2 on the bill acceptor 1-OFF 2-ON 3-ON 4-OFF). You will receive 100 credits per dollar.

Set to .5 per credit (DEFAULT SETTING)
For a Mars AL4 or GL5 to set the game for .5 per credit... First, set the price per credit to .5 and then the price per slot #1 to .25. Next, make sure that the dip switches on the bill acceptor are set to 4 pulses per dollar. (switch bank 2 on the bill acceptor 1-OFF 2-ON 3-ON 4-OFF). You will receive 20 credits per dollar.

Set to .25 per credit
For a Mars AL4 or GL5 to set the game for .25 per credit... First, set the price per credit to .25 and then the price per slot #1 to .25. Next, make sure that the dip switches on the bill acceptor are set to 4 pulses per dollar. (switch bank 2 on the bill acceptor 1-OFF 2-ON 3-ON 4-OFF). You will receive 4 credits per dollar

Set to 1.00 per credit
For Mars AL-4 or GL-5 to set the game to $1.00 per credit... First, set the price per credit to 1.00 and then the price per slot #1 to 1.00. Next, set the dip switches on switch bank 2 to 1-OFF 2-OFF 3-OFF 4-OFF (this sets the bill acceptor to 1 pulse per dollar). You will receive 1 credit per dollar

Page 2:

This page also allows you to setup the options of the game.

Sound Volume: Can be set from 1-15.

Bonus Sound Volume: Adjust the volume of the bonus round. Should be set higher than the sound volume to give an exciting effect to the bonus round.

Reset Access Codes: Should be on No if codes are used.

Reel/Door Speed: Sets the speed 1-15.

Spin Mode: Yes or No. Toggles between reels and doors.

Skill Stop: Yes or No. Can let the player stop each reel individually. This will only be effective when the spin mode is set to YES. The buttons will stop each reel. The buttons are as follows:

BIG-stops reel 1

SMALL-stops reel 2

DOUBLE UP-stops reel 3

Reel Skill Stop Displayed: If set to YES will display on screen which button stops which reel as described above.

Spin Time (sec): How long the reels spin after the start/deal button is pressed.(3-16 seconds). There is a special setting (17) which will make pressing the skill stop mandatory. If the spin time is set to 17 a skill stop must be pressed or the game will be void. Even if there is a winner on the screen the player MUST press a skill stop in order to receive their points.

Display Timer: Will display a timer on the screen that shows the spin time. This is so that the player may know how much time is left to press a skill stop before the reels stop automatically.

Door Sound: Select the sound off the doors.

Last Game Recall: If set to YES the player will be able to recall the last game played by pressing the BIG button.

Display Pay Tables: This will turn the pay tables on or off.

Auto Restart While Holding Start: If set to YES the player may hold their handd on the start button and the game will play. The start button will also take score.

Page 3:

Double Up: Allows the player to double his/her bet by choosing small (2-6 and Ace) or big cards (8-King). Note that seven is an even card.

Double Up Nude: Choose between five girls. Or you may choose to have no nude picture.

Progressive Feature: Yes or No.

Reset Progressive Value: When switched to YES it will reset the progressive back to the minimum value.

Progressive Minimum Bet: You may set the minimum bet that a player must have to win the progressive.

Contribution: Percentage of points played that are contributed toward the Progressive pot. Can be set at 1-5%.

Maximum Value: Sets limit on Progressive jackpot.

The minimum progressive value is set according to the menu settings. To win the progressive the player must have five Funny Fruit symbols on an active pay line an have bet the minimum bet for the game.

Page 4:

Collect Mode: Printer (print out tickets), Normal , Hopper, Ticket (used for ticket dispensers).

```
                CADILLAC JACK, INC
                   404-908-2094
                  TUCKER, GA 30084
        TERMINAL ID: 1   SERIAL NUMBER:  1

        DATE: 5-15-96              TIME 20:07
        CREDITS:4                  VOUCHER #1
        # OF TICKETS WON: 1

        This voucher is good for:

        $1.00

        ONE dollar
        and NO cent


        _____
        Customer



        _____
        Store Personnel

                Validation #79-95084
                Report subject to verification
```

Max From Hopper: Future use.

Coins Out/In Ratio: Future use.

Ticket Credit Value: This will set the credit value of the ticket.

Ticket Value: Sets the value of the ticket. If the game is in printer mode then one ticket will be printed out to represent multiple tickets. For example, if the ticket value is $5.00 and there are 80 credits on the game then one ticket will be printed out which looks like:

```
              CADILLAC JACK, INC
               404-908-2094
              TUCKER, GA 30084
       TERMINAL ID: 1   SERIAL NUMBER: 1

      DATE: 5-15-96              TIME 20:07
      CREDITS:80                 VOUCHER #1
      # OF TICKETS WON: 4

      This voucher is good for:

      $20.00

      Twenty dollars
      and NO cent


      _____

      Customer



      _____

      Store Personnel

           Validation #79-95084
        Report subject to verification
```

Notice the section labeled # tickets won is 4. The ticket value is upheld and this also saves printer paper.

Lose Remaining Credits: When on Yes: The player can "knock off"(no ticket will be rewarded) any credits remaining that are below the ticket value. This is done by pressing Collect. When on NO: When the player presses collect the credits will remain on the screen.

Replays Allowed: When on Yes the credits won are given back to the player so that they can be replayed. When on No a second column is displayed as Points and points won are put in this column.

Max Number of Replays: This sets the maximum replays that a player may play. To increase the amount of replays the player has to win a game or insert more money.

High Five: This displays the top five scores on the screen and allows the top five players to enter their initials when the collect button is pressed.

Clear High Five: Clears the top five scores and initials.

Serial #: Can be used by the owner to identify individual games.

Terminal ID: Can be used by the owner to identify individual games.

Page 5:

Printer: Generic, Citizen IDP3541, Ithaca, Hecon, Epson TM-267II, Epson MP-260. The printer installed by Cadillac Jack is the Citizen IDP3541 and the game should be set to this. However, the game does support the other printers.

Blank lines before text: Set number of lines.

Blank lines after text: Set number of lines.

Text: Dollars, Credits, Points. This lets you choose the type of text that appears on the ticket. The default setting is dollars.

Max $: This sets the maximum amount that can be collected at one time. The ticket includes the statement "I have not won more than $_____ in the last 24 hours."

CADILLAC JACK, INC
404-908-2094
TUCKER, GA 30084
TERMINAL ID: 1   SERIAL NUMBER: 1

DATE: 5-15-96   TIME 20:07
CREDITS:4   VOUCHER #1
OF TICKETS WON: 1

This voucher is good for:

$1.00

ONE dollar
and NO cent

I have not won more than $1.00
in the last 24 hours.

_____
Customer

_____
Store Personnel

Validation #79-95084
Report subject to verification

Redemption: Yes or No. Prints tickets with the redemption text as follows.

CADILLAC JACK, INC
404-908-2094
TUCKER, GA 30084
TERMINAL ID: 1   SERIAL NUMBER: 1

DATE: 5-15-96   TIME 20:07
CREDITS:4   VOUCHER #1
OF GAMES: 1
OF TICKETS WON: 1

This voucher is good for:

$1.00

ONE dollar
and NO cent·
of goods and services at this
location only.
The value of the goods and services
is in accordance with the
O.C.G.A 16-12-35 D.E.F.
Merchandise or this voucher can
not be exchanged for or in part
money of any kind. Only
merchandise can be received.

I certify with my signature below
that no cash has been received
from playing this machine.

_____

Customer

_____

Store Personnel

Validation #79-95084
Report subject to verification

```
CADILLAC JACK, INC
404-908-2094
TUCKER, GA 30084
TERMINAL ID: 1   SERIAL NUMBER:  1

DATE: 5-15-96              TIME 20:07
CREDITS:4                  VOUCHER #1
# OF TICKETS WON: 1

This voucher is good for:

$1.00

ONE dollar
and NO cent

I am of the legal age of 21.
I have not won more than $1.00
in the last 24 hours.
In lieu of playing the above
credit games.  I request a refund.

Name:_____
Addr:_____
City:_____
State:_____ZIP:_____
Drivers Licence#:_____

_____
Customer


_____
Store Personnel

      Validation #79-95084
   Report subject to verification
         CJPLUS 1.25
```

Example of Address option ticket.

<u>Limit Win Per Hand</u>: When set to Yes sets the game up so that GA Law is upheld as given in the example below (next page).

<u>24 Hour MSG</u>: Prints the message "I have not won more than __ in the last 24 Hours." In the blank line the amount for the Max $ option will be printed.

<u>Signature Line</u>: Adds a signature line to the ticket.

<u>Address</u>: Prints out a form for the player to fill out with name, address and phone number.

<u>Law</u>: Provides the Georgia law string within the redemption text. Highlighted above.
      Can be changed so that the law string of your state can be entered on printer ticket.

Note: In Georgia the law does not allow for a player to win more than $5.00 in redemption value for each hand played.

STATE LAWS AND THE GAME

ALABAMA
To set the game up for Alabama law... First set the max # of replays to 25. Next, set the ticket value to $5.00. Then on the printer page in the main menu set the options: Redemption, Limit win per hand, Signature line, and law string to YES. Also, do not to forget to change the law string to the Alabama law string which applies.

GEORGIA
To set the game up for Georgia law... First, set the ticket value to $5.00. Next, on the printer page in the main menu set the options: Redemption, Limit win per hand, Signature line, and Law String to YES.

Note: In Georgia the law does not allow for a player to win more than $5.00 in redemption value for each hand played.

Example: If a player makes a $5.00 bet for 5 hands and has 5 wins, the award is a $25.00 redemption voucher.

        If a player makes a $10.00 bet for 5 hands and has 5 wins, the award is a $25.00 redemption voucher and $25.00 in play credit is left on the machine.

All vouchers must be signed by management prior to leaving the building.

TEXAS
To set the game up for Texas law... First, on the printer page in the main menu set the options: Redemption, Limit win per hand, Signature line, and Law String to YES. Also, do not forget to change the law string to the current Texas law string.

Note: In Texas the law does not allow for a player to win more than $5.00 in redemption value for each hand played.

Example: If a player makes a $5.00 bet for 5 hands and has 5 wins, the award is a $25.00 redemption voucher.

If a player makes a $10.00 bet for 5 hands and has 5 wins, the award is a $25.00 redemption voucher and $25.00 in play credit is left on the machine.

All vouchers must be signed by management prior to leaving the building.

Menu Page 6 (Operator's Name):

Set the location name using the buttons. Big moves the arrow up and down. Double moves the arrow left to right and Bet rotates the text on the line. Small changes the characters. Numbers and symbols are located after the alphabet.

PAGE 7:

Ignore Printer/Ticket/Hopper Error: This option allows the game to ignore printer/ticket/hopper errors and allows the game to still function. For example, if a printer jam occurs or the printer runs out of paper and the printer is unable to print with this option set to YES the game will still allow players to collect. If there is a printer jam when the player presses collect instead of receiving a ticket they will be asked to enter their name using the buttons on the game. When the player is finished they press the start/deal button. The amount of credits, the player's name and the time and date will be entered into the game's memory and will be displayed at the bottom of the screen during the demo mode (when there are no credits on the game). This will only display the last player to collect. The others will be stored in the menu on page 8 (up to 17 players).

Board Settings:

Dip switches 4,5,and 6 determine the pinout that the board will use during play. If you purchased a complete game or wiring harness from Cadillac Jack Inc. dip switches 4 and 5 must be **ON** and dip switch 6 must be **OFF**. If you are putting the Funny Fruit board in an old Cherry Master type game then determine which pinout best fits you game on the last page in this manual and set the dip switches according to the table at the bottom of the page.

Very important: Dip switch 8 must always be OFF for normal operation. If turned ON the board will reset when the game is turned on. Then the dip switch must be returned to the Off position for normal operation. Turning dip switch 8 On causes all menu items to return to the default settings causing a software reset.

Another reason the board may reset is because of voltage. The voltage on the board should be between 5.00 and 5.15 Volts. ALWAYS keep the voltage in this range. If the voltage is not between these settings then the board will reset.

When the board does reset the price per slot #1, #2, #3 will return to NONE. And the message "NEED SLOT ADJUSTMENT CALL ATTENDANT" will appear on the

screen. This will insure that no one can play the game if the board resets. This will prevent two things from happening. First, it will let you know the board did reset for some reason. The reason is usually the power supply needs adjustment (voltage between 5.00-5.15V DC). Also, there might have been a power surge which caused the board to reset (We recommend to always connect a surge protector to the game). Second, It will keep the players from playing the game at settings other than the ones that you choose. Because all the menu items go back to the default settings this may cause a conflict if your settings are different from the default (percentage, price per credit, etc.).

Very important: Dip switch 8 must always be OFF for normal operation. If turned ON the board will reset when the game is turned on. Then the dip switch must be returned to the Off position for normal operation. Turning dip switch 8 On causes all menu items to return to the default settings causing a software reset. The diagram below is of the CJ-8L board. On the diagram the EPROM and jumper positions are listed. Notice the EPROMS are labeled by letters. The jumpers are important to synchronize the board with the EPROMS. The jumpers should be set as follows.

JP 5 040
JP 6 27C040
JP 7 040
JP 8 020+
JP 9 040
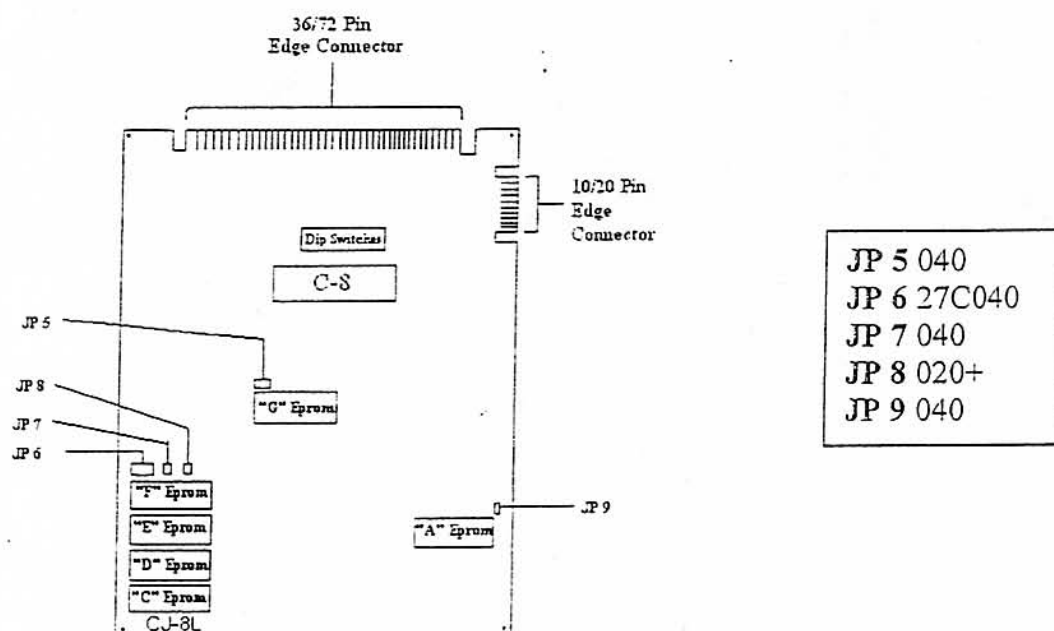
Trouble Shooting:

Printer: Printer Error when trying to print a ticket: Check to make sure paper is loaded properly. Also, make sure there a two solid green lights on the front of the printer. If one light is flashing then the paper is not loaded properly. The release arm of the printer must be flush with the left side of the printer. Also, Check to make sure the setup of the game

is correct (Collect Mode: printer and Printer: Citizen). Also, make sure that dip switch #5 on bank two is turned ON inside the printer front cover.

VERY IMPORTANT: When changing the paper you need to reset the printer. To do this you need to hold down both black buttons while turning the printer ON. This resets the cutter on the printer.

<u>Other:</u> Most other problems stem from the setup of the game just check to make sure that the game is setup properly to fix an other problems.

PINOUTS

DEDICATED GAMES:
On the following page is a list of the four pinouts that are supported by the CJ-8L board. The pinout labeled CJL-74 is the pinout used for the Funny Fruit dedicated games and for all harnesses purchased from Cadillac Jack, Inc.

CONVERSION KITS:
The most common pinout for customers converting the Old Cherry Master games is the CJ 8L-6. This pinout is the standard 6 button pinout used in the more common Cherry games.

Simply set the dip switches on the board to the pinout that matches the game you are converting by using the table at the bottom of the last page.

PRINTER CABLE:

Italic writing indicates Cadillac Jack wire colors.

GREY/WHITE *Printer Ready/Busy* 26 solder side-------Pin 20
PURPLE *TxD* 27 Solder side-------------------------------- Pin 3
PINK *RxD* 35 Solder side--Pin 2
BLACK *Ground* 36 Solder side--------------------------------Pin 7

TICKET DISPENSER HARNESS:

The Cadillac Jack CJ-8L board does **NOT** require any Yogi boards or Interface boards in order to run a ticket dispenser. The ticket dispenser can be wired directly to the edge connector as follows:

<u>Ticket count switch (notch output):</u> 22 solder side on the 72-pin edge connector
<u>Ticket motor enable:</u> 8 solder side on the 20-pin edge connector

<u>Power (12 Volts DC):</u> 5 Parts side on the 20-pin edge connector or any the corresponding power for your ticket dispenser.
<u>Ground:</u> 1 Parts side on the 20-pin edge connector.

Please consult your owners manual for the corresponding wires of your ticket dispenser or call Cadillac Jack for assistance.

We recommend using a Deltronics DL-1275. The DL-4-P-S is designed to dispense only one ticket at a time and an interface board is needed. Deltronics recommends using the DL-1275 on any type of redemption game instead of the DL-4-P-S

STYLE

STYLE	Percentage
1	50%
2	55%
3	60%
4	65%
5	70%
6	75%
7	80%
8	85%
9	90%
10	95%

View Of Edge Connector

8L Board

Wire Color	Parts	#	Solder	Wire Color
		1	Video Green	White/Green
White/Red	Video Red	1		
White/Blue	Video Blue	2	C-Sync	White/Yellow
Red	Speaker	3	Ground	Black
Purple/Yellow	Small Switch	4		
		5		
		6		
		7	Take Switch	Purple/White
		8	Double Up Switch	Blue/Yellow
		9		
		10	Start Switch	Blue/White
Purple/Red	Collect Switch	11	Bet Switch	Blue/Orange
		12		
		13		
		14		
		15		
Blue/Red	Big Switch	16		
		17		
Yellow	Slot #1	18		
	Slot #2	19		
Red/Brown	Stats Switch	20	Menu Switch	Red/Black
		21		
	Hopper Full Switch	22	Hpr/Tck Count	Blue
Green/Orange	Meter In	23	Ground	Blue
	Winning Tower Lamp	24		
		25		
		26	Busy Printer	Grey/White
		27	TxD Printer	WHITE – Purple
Green/Red	Meter Out	28		
Brown/Yellow	Small Lamp	29	Big Lamp	Orange/Red
Brown/White	Take Lamp	30	Double Lamp	Orange/Yellow
		31	Start Lamp	Orange/White
Orange/Yellow	Bet Lamp	32		
		33		
		34	Collect Lamp	Brown/Red
		35	RxD Printer	GREEN – Pink
	Ground	36	Ground Printer	Black
Black				

Wire Color	Parts	#	Solder	Wire Color
Black	Ground	1	Ground	Black
Black	Ground	2	Ground	Black
Black	+5 Vdc	3	+5 Vdc	Red
Red	+5 Vdc	4	+5 Vdc	Red
Red	+12Vdc	5	+12 Vdc	Orange
Orange	Pwr Meters	6	Pwr Meters	Orange
Orange	120 VAC	7		
		8	Ticket Motor Enable	White
	Ground	9	Ground	Black
Black	Ground	10	Ground	Black
Black				

Possible PINOUT configuration for CJ-8L & CBC-8L board

8L5CJ

View of the edge connector

PARTS	J	SOLDER
V Red	1	V Green
V Blue	2	C-Sync
Speaker	3	V Gnd
	4	H-Clk
	5	H-Dir
	6	
Call A Sw	7	
	8	
Deal Sw	9	
H2+Smil Sw	10	
H5+Bet Sw	11	
H4+Take Sw	12	
H3+Dbl Sw	13	
H1+Big Sw	14	
	15	
	16	SpareOut3
+5Vdc out	17	+5Vdc out
Slot #1	18	Slot #3
Slot #2	19	V-Clk
Stat Sw	20	Menu Sw
V-Dir	21	Collect sw
Hpr Full	22	HprC/TcktC
Mtr in	23	Gnd
Mtr Played	24	Bill RTS
TransLux	25	Gnd
Mtr Won	26	Bill CTS
	27	Bill TX
Mtr Out	28	Win Lp
Deal Lp	29	
H12+8+6 Lp	30	
H5+Bet Lp	31	
H4+Take Lp	32	Call A Lp
H3+Dbl Lp	33	
	34	Collect Lp
	35	Bill RX
Gnd	36	Gnd

Gnd	1	Gnd
Gnd	2	Gnd
+5 Vdc	3	+5 Vdc
+5 Vdc	4	+5 Vdc
+12 Vdc	5	+12 Vdc
Pwr Mtrs	6	Pwr Mtrs
120 VAC	7	Hopper AC
	8	Ticket Mot
Gnd	9	Gnd
Gnd	10	Gnd

8L7CJ

View of the edge connector

PARTS		SOLDER
V Red	1	V Green
V Blue	2	C-Sync
Speaker	3	V Gnd
Bet+H5	4	H-Clk
	5	H-Dir
	6	
	7	
	8	
Deal Sw	9	
H2+Smil Sw	10	
Cancel Sw	11	
H4+Take Sw	12	
H3+Dbl Sw	13	
H1+Big Sw	14	
	15	
	16	SpareOut3
+5Vdc out	17	+5Vdc out
Slot #1	18	Slot #3
Slot #2	19	V-Clk
Stat Sw	20	Menu Sw
V-Dir	21	Collect Sw
Hpr Full	22	HprC/TcktC
Mtr in	23	Gnd
Mtr Played	24	Bill RTS
TransLux	25	Gnd
Mtr Won	26	Bill CTS
Call A Sw	27	Bill TX
Mtr Out	28	Win Lp
Deal Lp	29	H5+Bet Lp
H12+8+6 Lp	30	
Cancel Lp	31	
H4+Take Lp	32	
H3+Dbl Lp	33	
	34	Collect Lp
Call A Lp	35	Bill RX
Gnd	36	Gnd

Gnd	1	Gnd
Gnd	2	Gnd
+5 Vdc	3	+5 Vdc
+5 Vdc	4	+5 Vdc
+12 Vdc	5	+12 Vdc
Pwr Mtrs	6	Pwr Mtrs
120 VAC	7	Hopper AC
	8	Ticket Mot
Gnd	9	Gnd
Gnd	10	Gnd

8L10CJ

View of the edge connector

PARTS		SOLDER
V Red	1	V Green
V Blue	2	C-Sync
Speaker	3	V Gnd
	4	H-Clk
	5	H-Dir
	6	Call A Sw
Hold5 Sw	7	
H4+Smil Sw	8	Double Sw
Hold3 Sw	9	Cancel Sw
H2+Big Sw	10	Deal Sw
Collect Sw	11	Bet Sw
Take Sw	12	
	13	
	14	
	15	
	16	
+5Vdc out	17	+5Vdc out
Slot #1	18	Slot #3
Slot #2	19	V-Clk
Stat Sw	20	Menu Sw
V-Dir	21	Hold1 Sw
Hpr Full	22	HprC/TcktC
Mtr in	23	Gnd
Mtr Played	24	Bill RTS
TransLux	25	Gnd
Mtr Won	26	Bill CTS
	27	Bill TX
Mtr Out	28	Win Lp
	29	Call A Lp
Take Lp	30	Dbl Lp
Cancel Lp	31	Deal Lp
Bet Lp	32	H5 Lp
H4+Smil Lp	33	H3 Lp
H2+Big Lp	34	Collect Lp
	35	Bill RX
Gnd	36	Gnd

Gnd	1	Gnd
Gnd	2	Gnd
+5 Vdc	3	+5 Vdc
+5 Vdc	4	+5 Vdc
+12 Vdc	5	+12 Vdc
Pwr Mtrs	6	Pwr Mtrs
120 VAC	7	Hopper AC
	8	Ticket Mot
Gnd	9	Gnd
Gnd	10	Gnd

L74CJ

View of the edge connector

PARTS	8	SOLDER
V Red	1	V Green
V Blue	2	C-Sync
Speaker	3	V Gnd
Smil Sw	4	H-Clk
	5	H-Dir
	6	Big Sw
Hold5 Sw	7	Take Sw
Hold4 Sw	8	Dbl Sw
Hold3 Sw	9	Cancel Sw
Hold2 Sw	10	Deal Sw
Collect Sw	11	Bet Sw
	12	
	13	
	14	
	15	
Big Sw	16	SpareOut3
+5Vdc out	17	+5Vdc out
Slot #1	18	Slot #3
Slot #2	19	V-Clk
Stat Sw	20	Menu Sw
V-Dir	21	Hold1 Sw
Hpr Full	22	HprC/TcktC
Mtr in	23	Gnd
Mtr Played	24	Bill RTS
TransLux	25	Gnd
Mtr Won	26	Bill CTS
Call A Sw	27	Bill TX
Mtr Out	28	Win Lp
Smil Lp	29	Big Lp
Take Lp	30	Dbl Lp
Cancel Lp	31	Deal Lp
Bet Lp	32	H5 Lp
H4 Lp	33	H3 Lp
H2 Lp	34	Collect Lp
Call A Lp	35	Bill RX
Gnd	36	Gnd

Gnd	1	Gnd
Gnd	2	Gnd
+5 Vdc	3	+5 Vdc
+5 Vdc	4	+5 Vdc
+12 Vdc	5	+12 Vdc
Pwr Mtrs	6	Pwr Mtrs
120 VAC	7	Hopper AC
	8	Ticket Mot
Gnd	9	Gnd
Gnd	10	Gnd

The CJ-8L and CBC-8L support these four basic pinouts:

"8L5", "8L7", "8L10" & "L74"

To determine which one the board will use, it reads dip switches number 4, 5 and 6 at startup. According to their position, the pinout will be selected according to this table:

Dip switch #			Selected pinout
4	5	6	
OFF	OFF	OFF	8L5
ON	OFF	OFF	8L7
OFF	ON	OFF	8L10
ON	ON	OFF	L74

Note:
On the CJ-8L replace the following:
Bill TX becomes Printer TxD
Bill RX becomes Printer RxD
Bill Cts becomes Printer Ready
Bill Rts becomes no connect

Note:
On the CJ-8L, there is no TransLux

1) 36 pin Conn = more 8 pins - 22 solder

2)