

FRUIT

FORTUNE

Game Setting

Page 0	
Payout Style	90%
	85%
	80%
	75%
	70%
	65%
	60%
	55%
Bonus Game Entry Condition	12/6/1
	6/3/1
Jackpot Min.	1,000
	5,000
Jackpot Max.Level (#)	Level 1
	Level 2
	Level 3
	Level 4
Jackpot Ratio	5.00%
	3.00%
	2.00%
	1.00%
	0.50%
	0.25%
Jackpot Transfer to Credit	Each 100 pts
	Each 10 pts
	Each 1 pt

Jackpot Max. Level

Jackpot Base	Level	1,000	5,000
Jackpot Max.Level	1	2,000	10,000
	2	5,000	15,000
	3	8,000	20,000
	4	10,000	25,000

Page 1	
Bet Max.	8
	16
	32
	64
Bet Min. for Any Bonus	8
	16
	32
Bet Min. for Game Start	1
	8
	10
Double Up Game	Off
	On
Card 7 (Big/Small)	Lose
	Even
Double Up Game Card Kind	Normal Card
	Symbol Card

Page 2	
Control Pannel Type	A
	B
	C
	D
Reel Move / Door Close	Reel Move
	Door Close
Speed of Reel	Low
	High
Infinite Spin	Nomal
	Infinite

Page 3	
Coin A Value	1coin 1 credit
	1coin 2 credit
	1coin 4 credit
	1coin 5 credit
	1coin 8 credit
	1coin 10 credit
	1coin 20 credit
	1coin 25 credit
Key In Value	1coin 1 credit
	1coin 2 credit
	1coin 5 credit
	1coin 10 credit
	1coin 15 credit
	1coin 20 credit
	1coin 25 credit
	1coin 40 credit
	1coin 50 credit
	1coin 80 credit
	1coin 100 credit
	1coin 150 credit
	1coin 200 credit
	1coin 250 credit
	1coin 400 credit
	1coin 500 credit
	1coin 1000 credit
	1coin 1500 credit
Coin C Value	1coin 1 credit
	1coin 2 credit
	1coin 5 credit
	1coin 10 credit
	1coin 15 credit
	1coin 20 credit
	1coin 25 credit
	1coin 40 credit
	1coin 50 credit
	1coin 80 credit
	1coin 100 credit

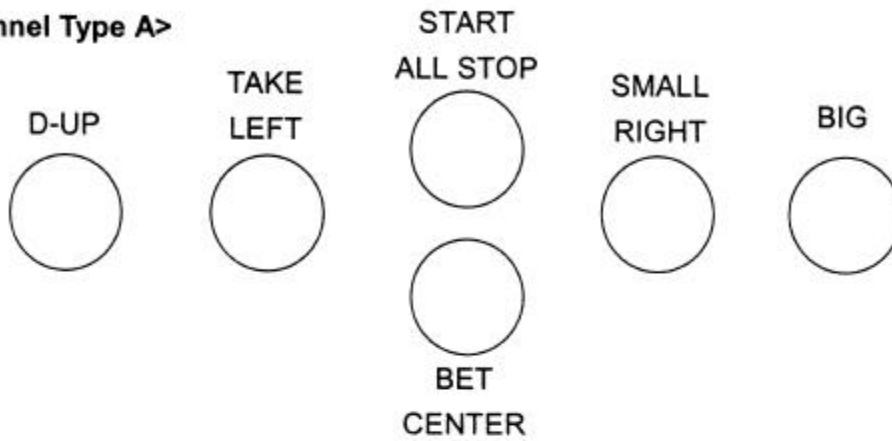
Page 3	
Ticket/Token Value	1 Ticket 1 credit
	1 Ticket 2 credit
	1 Ticket 4 credit
	1 Ticket 5 credit
	1 Ticket 10 credit
	1 Ticket 15 credit
	1 Ticket 20 credit
	1 Ticket 25 credit
	1 Ticket 40 credit
	1 Ticket 50 credit
	1 Ticket 60 credit
	1 Ticket 75 credit
	1 Ticket 80 credit
	1 Ticket 100 credit
	1 Ticket 200 credit
	1 Ticket 500 credit
Credit Display Type	Credit
	Points
	Dollars
Credit Rate (For Display of Dollars)	1Credit \$0.01
	1Credit \$0.05
	1Credit \$0.25
	1Credit \$1.00

Page 4	
Hopper / Dispenser / Printer Payout	Payout Sw. Automatically
Hopper / Dispenser Micro Switch	Active Low Active High
Ticket Printer	Hopper / Dispenser Ticket Printer
Select Printer	CITIZEN ITHACA

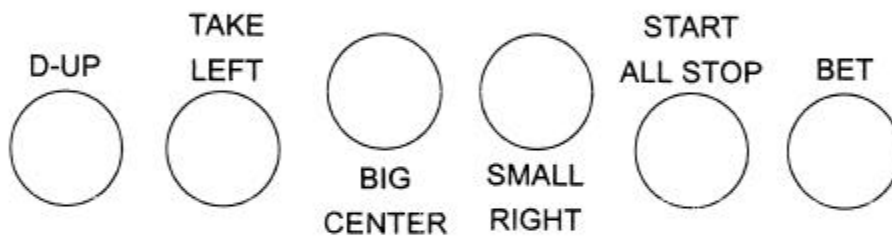
Page 5	
Credit Limit	5,000
	10,000
	20,000
	30,000
	40,000
	50,000
	100,000
	Unlimited
Credit Limit Display	Off
	On
Coin In Limit	1,000
	5,000
	10,000
	20,000
Hopper Limit	300
	500
	1,000
	Unlimited

Pannel Type

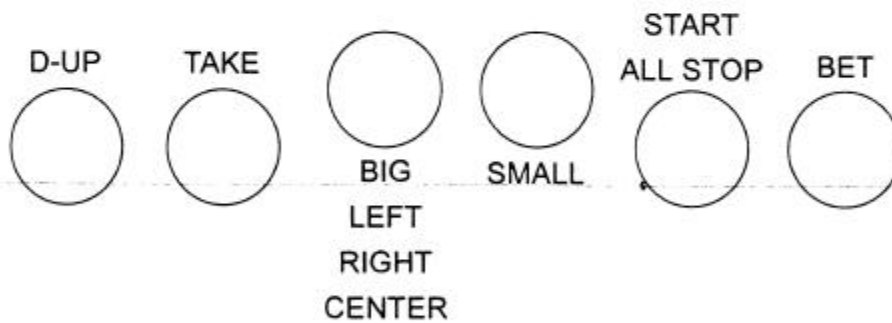
<Pannel Type A>



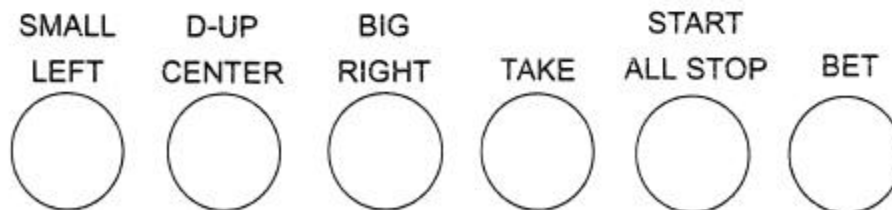
<Pannel Type B>



<Pannel Type C>



<Pannel Type D>



72pin Edge Connector		
A [Parts Side]	PIN	B [Solder Side]
Video Red	1	Video Green
Video Blue	2	Video Sync.
Spealer	3	Sp. Gnd.
	4	
	5	
	6	
	7	
SW. Service	8	
SW. Start	9	
SW. Small/Odds	10	
SW. Bet	11	
SW. Take Score	12	
SW. Double Up	13	
	14	
	15	
SW. Big	16	
	17	
SW. Coin A In	18	SW. Key In
SW. Coin C In	19	SW. Coin D In [Token]
SW. Analyzer	20	SW. Confirm [Test]
SW. Payout	21	SW. Key Down
SW. Hopper Empty	22	SW. Hopper/Ticket Micro
Counter Coin A In	23	
Counter Key In	24	
Counter Coin C In	25	
Counter Coin D In [Token]	26	
Counter Hopper Out	27	Counter Lack of Hopper
Counter Key Down	28	Hopper Drive Signal
Lamp Start	29	
Lamp Small/Odds	30	
Lamp Bet	31	
Lamp Take Score	32	
Lamp Double Up	33	
Lamp Big	34	
Last Data	35	
Gnd.	36	Gnd.

20pin Edge Connector		
A [Parts Side]	PIN	B [Solder Side]
Gnd.	1	Gnd.
Gnd.	2	Gnd.
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
Counter +V	6	
Hp. Control	7	Hopper
	8	
Gnd.	9	Gnd.
Gnd.	10	Gnd.

▼ Counter +V depends on Spec. of Voltage. Please Connect +5V or +12V.

※ Please make Hopper Empty on 22pin Parts Side of Edge Connector 72pin sure to connector to Gnd, in doesn't have switch.

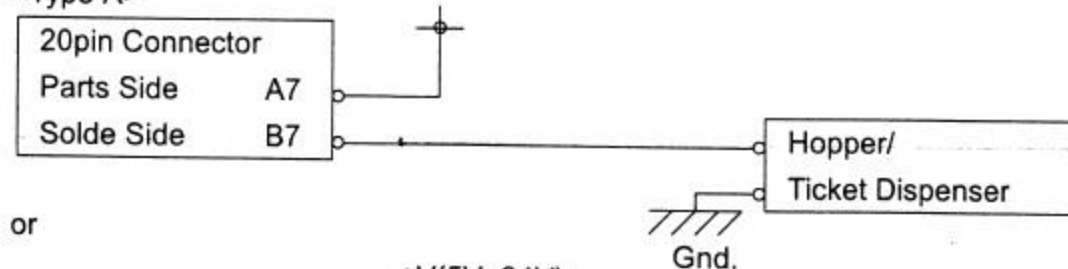
DC Drive

(ア) Mount Phto Coupler(SHARP PC817 or Fitted Photo Coupler) at Location 1A on Board.

(イ) Connection

※ Active Low

<Type A>



or

<Type B>

