

						· · · · · · · · · · · · · · · · · · ·			r
DIP-SW 1		1	2	3	4	5	6	7	8
OFF ALWAYS		OFF							
ACOURSE OF SCREEN	FORWARD REVERSE		OFF ON				н н п	-	
HOPPER	NO OK			OFF ON				÷	
HOPPER SWITCH ACTI	VE HIGH LOW			1000	OFF ON				
PAY OUT SWITCH	AUTO		• 10 • 10			OFF ON	+		
2ND PUSH CANCEL	NO OK			nin e		4	OFF ON	4 - 14 - 4 - 14 - 14	
AUTO HOLD	NO OK				1	1. (* 1		OFF ON	
FEVER	NO OK		$_{i} \rightarrow C_{i_{1i}}$				-	* e -	OFF ON

DIP-SW 2	1	2	3	4	5	6	7	8	
PAY OUT RATE 95%	OFE	FOFF	OFF			-			
- 90%	ON	OFF	OFF	1				-36	
8 5 %	OFI		0 F F		1. A			1999	
80%	ON	ŪŇ	OFF						•
. 75%	OFI	OFF	ON				14	*	
70%	ON	OFF	'ON	, di					
6 5 %	OFI	7 O N	ON:	-					
60%	ON	ON	ON		1.				
FEVER-OUTBREAK-BET 1				OFI	FOFF				
3			-	ON	OFF	•			-
• 5		1		OFI	FON			10 m	
10				ON	ON				
	ł					OFI			1
DOUBLE UP CONTROL WEAK	1000					ON	OFF	1	
STRONG		1.5		-		and the second	FON		
	· ·	111.5	1.1		* ¹	ON	ON		
OFF ALWAYS								OFF	C.
Construction of the second							2		
注 意							ē		

THE NOTICE OF THE COUNTER WIRING.

PART SIDE Y AND SOLDERING SIDE 21 PIN IS USED BY HOPPER IN A WIRING DIAGRAM OF MAJOR POKER. AS THE CONTRACTION P.C.B. (98 SERIES) OF A COUNTER WIRING OR OFF FEVER, 137 RAINBOW, DINAMIC CHANCE, BIG SHORT, JUMBO CHANCE, ETC. IN THE NORMAL P.C.BL. WHICH HAVE BEEN USED UNTIL NOW IS DIFFERENT FROM MAJOR POKER ON A COUNTER WIRING, YOU HAVE TO CUT A WIRING ON THE HARNESS.

AND YOU HAVE TO WIRE ON A, B, C, T OF MAJOR POKER PART SIDE TO USE A COUNTER.

DIP-SV	V 3	-	1		2		3		4		5	5	6		.7	8
KEY-IN	lcoin	50credit	OF	F	0 F	F	O F	F					1	3		*
	lcoin	5credit	ON	5 J	OF	F	O F	F	Q.+							
2	lcoin	10credit	OF	F	ΟN		D.F	F	6.34				- 1	21	-	1.1
	lcoin	20credit	ON		ON	1	ΟF	'F	101		•		5 ×		· ·	10 20
1 1 1	lcoin	25credit	OF	F (ΟF	F	N C	ľ 🖉	1							1
	lcoin	40credit	ON	. (O F	F (D N	[In		1		
· · · · · · · · · · · · · · · · · · ·		60credit	O F				NC		Pot-	È.	4		÷.,		1	
0	lcoin	100credit	ON	(NC	(<u>N C</u>									2
COIN-A	lcoin	5credit							OF					1000		
	lcoin	lcredit				-			ON				O F	1000	•	
	1coin	2credit							OF		ΟN		OF	753		Sec. 14
	lcoin	10credit							ON		0 N		OF	5.00		
	1coin	20credit					37		OF	F	O F	F	ON	14	il ingo	
	lcoin	25credit			-				ΟŃ		O F	F	ON		· · ·	
	lcoin	40credit						1.0	OF		ΟN	1 A.	ON			1, 24
	lcoin	50credit		-					ON		ON		ON		-	4
CREDIT-LIMIT		5000	-												OFF	
A STATE OF A STATE OF		10000												10	ON	OFF
1. 3. 4.		20000	1												OFF	
		30000			-			3		5.00					ON	ON

Г	DIP-SW 4		1		2			3		4	1 8	5		6		7		8
T	COIN-B. lcoin	50credit	OF		O F		OE			FF					E.			
1	lcoin	lcredit	ON		O F		OE			FF					-	$\bar{\mathcal{B}}'$		1
	lcoin	2credit	OF	F	ON		OE		1.00	FF	·							343
	lcoin	4credit	ON	1	ON		OE	F.F	1.2	FF					4 :	1	•	
-	lcoin		OF	F	OF	F	Oľ	1		FF								
1	lcoin	10credit	ON		O F		10			FF					1			
	lcoin	20credit	OF		ON		10			FF	1							
	- lcoin	25credit	ON		ON		10			FF	-					•		-
	1coin	100credit	OF	F	OF		OE								1			
1.	- 2coin	lcredit	ON		OF	20	OE			and and				3				
	: 2coin	5credit			ON		OE				13							1.70
	4coin	lcredit	ON		ON		OE											
	5coin	lcredit	OF		OF		10		0									
	5coin		ON		OF		10		0						100		*	
	10coin	lcredit			ON		10		0		1				+1 17			
-	20coin	lcredit 20	ON		ON		01	4	0	11	OF	F	0	FF				
-	MAX-BET	20	in se			5					0 P	5		FF				
		30							1		0I	F					-	
	A COMPLETE A SHARE	50	100				-				ON		0			•	*	
1	CREDIT IN-LIMIT	纸		-		-						1		-	0	FF	0	FF
1		1000													01	N	0	FF
		2000													0			
1	NIR THE STREET	5000					-			_					0	N	0	N

.

GND	B	2	GND
	С	3	
+ 5 V	D	4	+ 5 V
	E	5	· · · · · ·
+ 1 2 V	F	6	+ 1 2 V
	H	7	
	J	8	
	K	9	· · ·
	L	10	<u> </u>
*			
OUT COUNTER	A	1	AC 100V IN
KEY IN COUNTER	B	2	AC OUT TO HOPPER
COIN IN COUNTER A	C	3	LOCK OUT (100V)
SOUND GND	D	4	SOUND OUT
HOLD 5.	E	5	HOLD 2. DOWN X
KEY IN .	F	6	HOHD I. DONI
HOLD 3	H	7	
HOI, D 4	J	8	
BIG	K	9	RED (TV) GREEN (TV)
SMALL ·	L	10	SYNC (TV)
TAKE SCORE	M	$\frac{11}{12}$	$\frac{S_{\rm INC}}{B_{\rm LUE}}$
DOUBLE UP	N P	$\frac{12}{13}$	
COIN A IN	R	$\frac{1}{14}$	ANALYSER
CANCEL .	S	1 5	
CLEAR	T	1 6	
COIN IN COUNTER B	U	17	COM-3
COM-4	V	18	COM-1
<u>COM-2</u>	W	19	
· · · · · · · · · · · · · · · · · · ·	X	20	
	Y	21	HOPPER PAY OUT
HOPPER LIMITED SW	Z	22	
A use and	14	1	

A

1

SOLDER

CND

SIDE

BET DEAL CANCEL DOUBLEUP ANALISER COMI

	_						ale in
COM	2	HOLD 1 TAKE S	~ 5_	1.		DOWN	
COM	3	TAKE S	CORE	BIG	SMALL	DOWN,	
C O M	U U	1 11 11 15 5		1 00	TNDCI	TAR	
COM	4	KEYIN	COIN	A CO	T D C I		

IT IS USED ON 5 PIN AND DOWN OF A 6 PIN, RESPECTIVELY. ×

PARTS SIDE

5 C , 0 F R , 0 S F , 0 4 C , 0 F H , 0 F L , 0 S T , 0 3 C , 0 2 P , 0 C) F R F 0) F S F 0) F 4 C 0) F 4 C 0) F F H 0) F F L 0) F S T 0) F 3 C 0	
MAIN GAMES FEVER GAMES FEVER OUT S-FEVER GAMES TOTAL BET TOTAL BET TOTAL SCORE SCORE%BET W-UP IN W-UP OUT W-UP OUT%IN CREDIT OUT CREDIT OUT%IN CREDIT OUT CREDIT OUT%IN CREDIT OUT%IN TOTAL-CREDIT TOTAL-CREDIT	5	0 0 0 0 0 0 % 0 0 % 0 0 % 0 0 % 0 0 % 0 0 %

METHOD OF RESET IN THE 1ST SCREEN DATA

IT HAS TO PUSH THE ANALYZER SWITCH AT THE POWER ON, AND PUSH THE SWITCH 2 ON THE BOARD FOR RESET IN ANY OTHER DATA OF TOTAL - CREDIT. PLEASE PUSH THE HOLD 5 TO DELIVER TO THE 2ND SCREEN.

THE 1ST SCREEN OF THE ANALYZER SW

THE 2ND SCREEN OF THE ANALYZER SW.

	. MIN	*	MAX
FEVER			
5 CARD		*	
ROYAL		- *	
STR-FLUSH			
4 CARD		*	
FULL HOUSE		*	
FLUSH		*	
STRAIGHT		*	
3 CARD		*	
2 PAIR		*	
NOMAL JKR			
FEVER JKR			
DEAL SPEED			
	出にくい		

CHANGE MATHOD ON THE SELECT

ON	HOLD	1	(UP)
ON	HOLD	2	(DOWN)
ON	HOLD	3	(LEFT)
ON	HOLD	4	(RIGHT)
ON	HOLD	5	(NEXT)

THE 3RD SCREEN OF THE ANALYZER SW

MEMORY SWITCHS

-	FVR-ANIMATION (フィーバー画面の動き)					
	DUP-NUDE (ダブルアップ画面ヌード)			OFF:	100	ON
				OFF	1-10	ON .
	FVR-SLOT (ナンパースロット)			OFF		ON
	AMUSEMET-MODE (メダル仕様モード)	1.1.1	1100	OFF		ON .
	KEY LOCK (アナライザーの2、3画面のロック)			OFF		ON
	1ST-BET (最初1回目のBET数)		1	5,10,		
	CNT-BET (2回目以降のBET数)	1.		5,10		500
		·····································		5, 10.		
	BACK-RGB R (バックカラー 赤)	TADE				OT PAD
	DACK DOD C(1)	FADE <	- 01	234567	· ->	CLEAR -

		0140.	± 0 0 7	-/ 000000
BACK-RGB G (バックカラー 緑)	FADE < -	0123	4 5.6 7	-> CLEAR
BACK-RGB^B(バックカラ- 青)				-> CLEAR
BACK-PATTEREN (バックカラーの模様)		01234		
~ 0・・・・無し				

1 6 · · · EFFECTIVE ON DEALER OFF

ONHOLD3(OFF)ONHOLD4(ON)ONHOLD5(NEXT)

THE 4TH SCREEN OF THE ANALYZER.

DIP-SWITCH TEST

DIPSW-1	000000000	000000000000000000000000000000000000000
D I P S W - 2 D I P S W - 3	000000000	00000000
DIPSW-4	00000000	00000000

NOW ON GREEN TEST MODE ON WHITE.

ATTENTION

THIS IS A SINGTE - SIDE, BUT NOT A DOUBLE - SIDE AS IT IS OVER ON THE CURRENT CAPACITY THAN THE BOARD WHICH IS USED NOW, PLEASE CONTROL +5V POWER TO BE ON +5V ON THE BOARD AND CHANGE THE SW POWER. PLEASE CONTROL THE BRIGHT OF MONITOR TO INCREASE THE MONITOR OUTPUT(RGB). AS THE MAJOR POKER BOARD CAN'T USE FOR CONVERSION TO 5PK BOARD, IT CAN BE OCCURED AN ERROR ON THE WIRING.

. . .

TO USE HOPPER ON HOPPER CIRCUIT OF MAJOR POKER BOARD, YOU HAVE TO CONNECT THE LINE ON THE 2 ARE A IN MAJOR POKER BOARD.

CONNECTION PLACE :

CONNECT THE 2 HALF ROUND BETWEEN SOLDERING 44 PIN HARNESS AND U21(OTHER SIDE OF SW2)

IF YOU HAVE ANY TECHNICAL PROBLEM, PLEASE CONTACT THE TECHNICAL SERRIVE PART BY CALL OR FAX.