

# MAJOR JOKER

DIP-SW 1		1	2	3	4	5	6	7	8
OFF ALWAYS		OFF							
ACOURSE OF SCREEN	FORWARD REVERSE		OFF ON						
HOPPER	NO OK			OFF ON					
HOPPER SWITCH	ACTIVE HIGH LOW				OFF ON				
PAY OUT SWITCH	AUTO					OFF ON			
2ND PUSH CANCEL	NO OK						OFF ON		
AUTO HOLD	NO OK							OFF ON	
FEVER	NO OK								OFF ON

DIP-SW 2		1	2	3	4	5	6	7	8	
PAY OUT RATE	95%	OFF	OFF	OFF	OFF					
	90%	ON	OFF	OFF	OFF					
	85%	OFF	ON	OFF						
	80%	ON	ON	OFF						
	75%	OFF	OFF	ON						
	70%	ON	OFF	ON						
	65%	OFF	ON	ON						
	60%	ON	ON	ON						
FEVER-OUTBREAK-BET	1				OFF	OFF				
	3				ON	OFF				
	5				OFF	ON				
	10				ON	ON				
DOUBLE UP CONTROL	WEAK						OFF	OFF		
	STRONG						ON	OFF		
								OFF	ON	
								ON	ON	
OFF ALWAYS									OFF	

## 注意

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.B. 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.



## PARTS SIDE

## SOLDER SIDE

GND	A	1	GND
	B	2	
+5V	C	3	+5V
	D	4	
+12V	E	5	+12V
	F	6	
	H	7	
	J	8	
	K	9	
	L	10	

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	DOWN ※
KEY IN	F	6	HOLD 2. DOWN ※
HOLD 3	H	7	COIN B IN
HOLD 4	J	8	HOLD 1
BIG	K	9	RED (TV)
SMALL	L	10	GREEN (TV)
TAKE SCORE	M	11	SYNC (TV)
DOUBLE UP	N	12	BLUE (TV)
COIN A IN	P	13	DEAL
CANCEL	R	14	ANALYSER
CLEAR	S	15	BET
COIN IN COUNTER B	T	16	OUT OF FEVER LAMP
COM-4	U	17	COM-3
COM-2	V	18	COM-1
	W	19	GND COM-5
	X	20	
HOPPER LIMITED SW	Y	21	HOPPER PAY OUT
	Z	22	

COM 1 BET DEAL CANCEL DOUBLEUP ANALISER  
 COM 2 HOLD 1~5  
 COM 3 TAKE SCORE BIG SMALL DOWN  
 COM 4 KEYIN COIN A COIN B CLEAR

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

THE 1ST SCREEN OF THE ANALYZER SW

5 C	0	F 5 C	0
FR	0	FRF	0
SF	0	FSF	0
4 C	0	F 4 C	0
FH	0	FFH	0
FL	0	FFL	0
ST	0	FST	0
3 C	0	F 3 C	0
2 P	0	F 2 P	0

MAIN GAMES	0
FEVER GAMES	0
FEVER OUT	0
S-FEVER GAMES	0
S-FEVER GAMES	0
TOTAL BET	0
TOTAL SCORE	0
SCORE%BET	0%
W-UP IN	0
W-UP OUT	0
W-UP OUT%IN	0%
CREDIT IN	0
CREDIT OUT	0
CREDIT OUT%IN	0%
DOWN COUNT	0
TOTAL-CREDIT IN	0
TOTAL-CREDIT OUT	0
TOTAL-CREDIT IN/OUT	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 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		出易い

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)	OFF	ON
DUP-NUDE (ダブルアップ画面モード)	OFF	ON
FVR-SLOT (ナンバーズロット)	OFF	ON
AMUSEMET-MODE (メダル仕様モード)	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、20、30	
CNT-BET (2回目以降のBET数)	1、5、10	
BACK-RGB R (バックカラー 赤)	FADE <- 0 1 2 3 4 5 6 7 ->	CLEAR
BACK-RGB G (バックカラー 緑)	FADE <- 0 1 2 3 4 5 6 7 ->	CLEAR
BACK-RGB B (バックカラー 青)	FADE <- 0 1 2 3 4 5 6 7 ->	CLEAR
BACK-PATTERN (バックカラーの模様)	<- 0 1 2 3 4 5 6 ->	
	0 . . . . . 無し	
	1 - 6 . . . EFFECTIVE ON DEALER OFF	

- ON HOLD 3 (OFF)
- ON HOLD 4 (ON)
- ON HOLD 5 (NEXT)

THE 4TH SCREEN OF THE ANALYZER.

DIP-SWITCH TEST

DIPSW-1	00000000	00000000
DIPSW-2	00000000	00000000
DIPSW-3	00000000	00000000
DIPSW-4	00000000	00000000

NOW ON GREEN  
TEST MODE ON WHITE.

ATTENTION

THIS IS A SINGLE - 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 SERVICE  
PART BY CALL OR FAX.