

Capsule Payout version (For USA)

Feature of Capsule Payout Version.

- ? Add the Hopper Unit on Top behind the Marquee.
- ? Capacity of Hopper is 300 capsules.
- ? Add/mount the Capsule Drain.
- ? **Use 1.1" Acorn Capsule.**
- ? You can select 2 kinds of Capsule payout styles.
 - 1) Pay out only when the player loses.
 - 2) Pay out every play. (When the player wins, pay out Key Chain Prize and Capsule.)
- ? Top Opening Door of Hopper Unit.
- ? Use the EP-ROM "Ver.1.05SP." Please refer to the Setting table below.

New feature of Ver. 1.05SP EP-ROM:

Almost all of the settings are the same as the original USA version. Capsule payout version has one more **Setting Function #11** that allows you to select how to pay out the capsule (3 ways as shown)!

Setting #0: OFF.

Do not pay out the capsule any time. (Same as original USA version.)

Setting #1: AFTER LOSS.

Capsule will be paid out when you lose.

(No capsule payout when player wins prize.)

Setting #2: EVERY TIME AFTER GAME IS OVER.

Capsule will be paid out every time after game is over. So when you win a prize, you will get one Key chain and one capsule.

SPECIFICATIONS

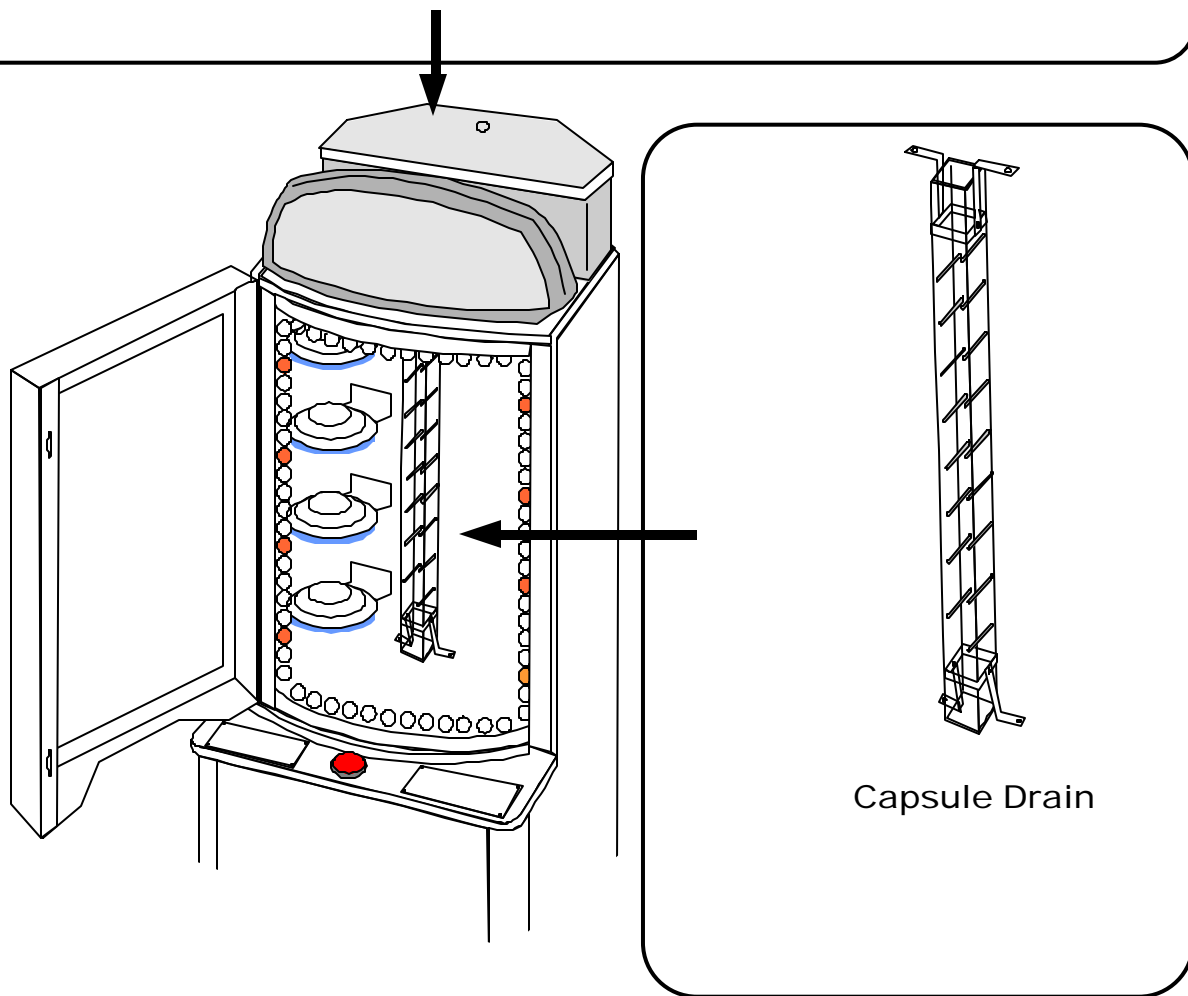
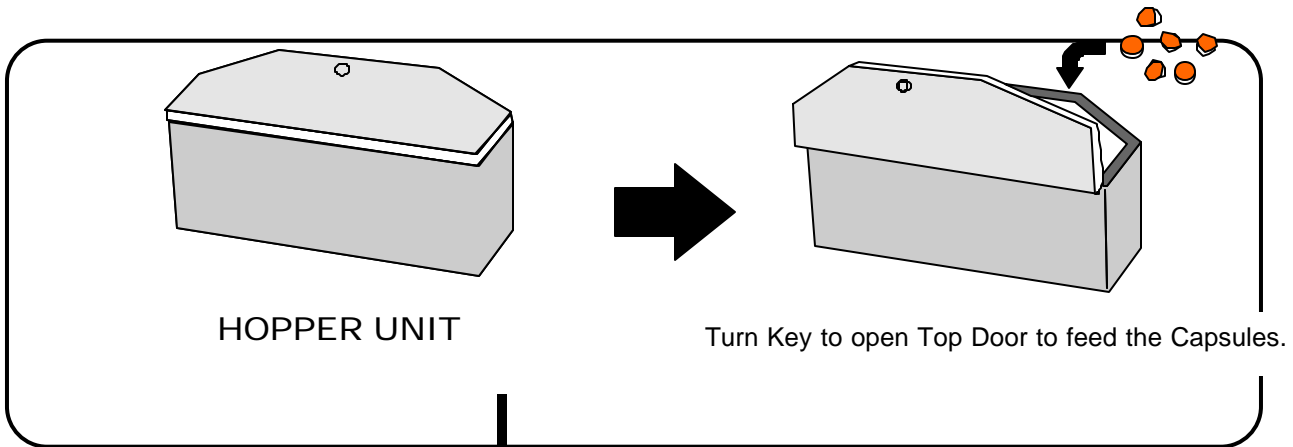


TABLE OF SETTING FUNCTIONS (Ver. 1.05SP) Bulk

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
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01	WINABILITY	0	HARDEST ↑	5%		
		1		10%		
		2		15%		
		3		17.5%		
		4		20%		
		5		22.5%		
		6		25%		
		7		27.5%		
		8		30%		
		9		32.5%		
		10		35%		
		11	37.5%			
				12	NORMAL	40%
				13	↓ EASIEST	45%
				14		50%
		15	WINNER EVERY PLAY	100%		

02	COIN CHUTE	0	1 COIN / 1 CREDIT	\$0.25 per play
		1	2 COINS / 1 CREDIT	\$0.50 per play
		2	3 COINS / 1 CREDIT	\$0.75 per play
		3	4 COINS / 1 CREDIT	\$1.00 per play
		4	5 COINS / 1 CREDIT	\$1.25 per play
		5	6 COINS / 1 CREDIT	\$1.50 per play
		6	7 COINS / 1 CREDIT	\$1.75 per play
		7	8 COINS / 1 CREDIT	\$2.00 per play
		8	9 COINS / 1 CREDIT	\$2.25 per play
		9	10 COINS / 1 CREDIT	\$2.50 per play
		10	11 COINS / 1 CREDIT	\$2.75 per play
		11	12 COINS / 1 CREDIT	\$3.00 per play
		12	13 COINS / 1 CREDIT	\$3.25 per play
		13	14 COINS / 1 CREDIT	\$3.50 per play
		14	15 COINS / 1 CREDIT	\$3.75 per play
		15	16 COINS / 1 CREDIT	\$4.00 per play
		16	17 COINS / 1 CREDIT	\$4.25 per play
		17	18 COINS / 1 CREDIT	\$4.50 per play
		18	19 COINS / 1 CREDIT	\$4.75 per play
		19	20 COINS / 1 CREDIT	\$5.00 per play

03	LAMP SPEED	0	SLOWEST	
		1	SLOW	
		2	NORMAL	
		3	FAST	
		4	FASTER	
		5	FASTEST	
		6	RANDOM FAST	
		7	RANDOM SLOW	Combo of normal & slow

"FACTORY INSTALLED" SETTING

TABLE OF SETTING FUNCTIONS (Ver. 1.05SP)

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE	
04	DIRECTION OF FLASHING LAMPS	0	CLOCKWISE		
		1	COUNTER CLOCKWISE		
		2	RANDOM		
05	CAROUSEL ERROR	0	OFF	If prize vending unit has a problem, display "error code" and stop.	
		1	ON		
06	AUTO STOP TIMER	0	10 SECONDS	Lamps will stop automatically if player does not hit stop button.	
		1	20 SECONDS		
		2	40 SECONDS		
		3	60 SECONDS		
07	TILT SYSTEM	0	ON		
		1	OFF		
08	ATTRACT SOUND	0	ON		
		1	OFF		
09	FREE PLAY	0	OFF	Regular Game	
		1	ON	Free play	
10	BONUS CREDIT	0	OFF		
		1	4 COINS / 3 CREDITS		400 pesetas/3 CREDITS
		2	20 COINS / 11CREDITS		2000 pesetas/11 CREDITS
11	CAPSULE PAYOUT	0	OFF	Same as normal game.	
		1	WHEN LOSE	Payout only when you lose.	
		2	PAYOUT EVERY TIME	Payout every time after game over	
12	WHEN THE CAPSULE IS EMPTY	0	ON	Automatically return to normal game	
		1	OFF	Stop with error cord "CP"	
L1 THROUGH r4	PRIZE VALUE OF EACH VENDING UNIT	0	\$0.25	Use these settings when using prizes of various values. You can set each individual vending unit based on the prize cost. (See manual for detail)	
1	\$0.50				
2	\$0.75				
3	\$1.00				
4	\$1.50				
5	\$1.75				
6	\$2.00				
7	\$2.50				
8	\$3.50				
9	\$5.00				
10	\$7.50				
11	\$10.00				
12	\$12.50				
13	\$15.00				
14	\$17.50				
15	\$20.00				

"FACTORY INSTALLED" SETTING

CABINET WIRING (Capsule Payout version for USA)

