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ITALY
INDIANA JONES
IMPACT / HERITAGE

Personality Pack

This package contains all details that are relevant to the **Indiana Jones Impact** machine within the Heritage cabinet.

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ITALY
INDIANA JONES
IMPACT / HERITAGE

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INSTALLATION & MAINTENANCE

1. SUPPLY CONNECTION

WARNING

THIS MACHINE MUST BE EARTHED. THERE IS A RISK OF ELECTRIC SHOCK IF THE SUPPLY CABLE USED TO POWER THIS MACHINE HAS NOT GOT A SOUND EARTH CONNECTION.

Power Requirement: 220V, 240V Selectable.
a.c. ONLY 50Hz.
Input 300W / 1.5 AMPS.

Supply voltage must be within +10% and -15% of that selected. This machine has been set, at the factory, for a supply of 240V.

A means should be provided for isolating the machine from supply either by use of an isolator switch or a suitable Plug. If a plug is used it should be accessible from the machine. If an isolator is used it should be sited according to the requirements of local regulations.

If a fused plug is to be used for connection to supply it should be fitted with a fuse rated at not greater than 5 AMPS. If a plug is not fused or the cord is connected directly to the electrical installation, the installation must be protected by a 5A IEC approved fuse or circuit breaker.

The supply cable is to be no longer than 2 metres. To meet safety requirements the following must be used to connect to the power supply:

Connector	Complying with IEC320
Cord	3 Core 0.75mm ² diameter complying with HD21 or 22
Plug	Complying with IEC83

2. SITING

WARNING

OPERATIONS AND INTERNAL ACCESS DESCRIBED IN THIS SECTION SHOULD ONLY BE CARRIED OUT BY A SUITABLY QUALIFIED OR ADEQUATELY INSTRUCTED AND SUPERVISED PERSON.

This machine is designed for **INDOOR USE ONLY** and the following should be noted in relation to the siting of the machine:

1. Ambient temperature 0 to +50 centigrade.
2. Locate machine on a surface which is flat and stable. If the machine is not vertical, the coin acceptor may not work correctly.
3. Do not site machine close to any direct source of heat such as a radiator.
4. Siting machines on nylon carpets can cause problems because of static electricity. Avoid such carpets if possible.
5. Do not fit wheels or place machine on caster boards other than those supplied or approved by JPM International.

3. SETTING UP

- 1) Any component or part removed from this machine must be replaced by a similar approved part.
- 2) Before applying power open the back door and check that all connectors, assemblies and wiring are correctly engaged inside the machine.
- 3) Set the mains voltage selection tap on the power supply to the correct position for the mains voltage on-site. If in doubt ensure that this is set to 240V.
- 4) Set the DIL switch options on the main board to the correct position for the site.
- 5) Check that all coins and tokens are routed to the correct tube or cashbox.
- 6) Install and connect data capture unit to RS232 BACTA port on the main board if this is required.
- 7) Install and connect data capture unit to RS232 BACTA port on the main board if this is required.
- 8) With the backdoor open access the test routine to ensure that all machine functions are working correctly.
- 9) Adjust the volume level (see Refill Modes or Test 8 for adjustment details) to suit site conditions.

4. CONNECTORS

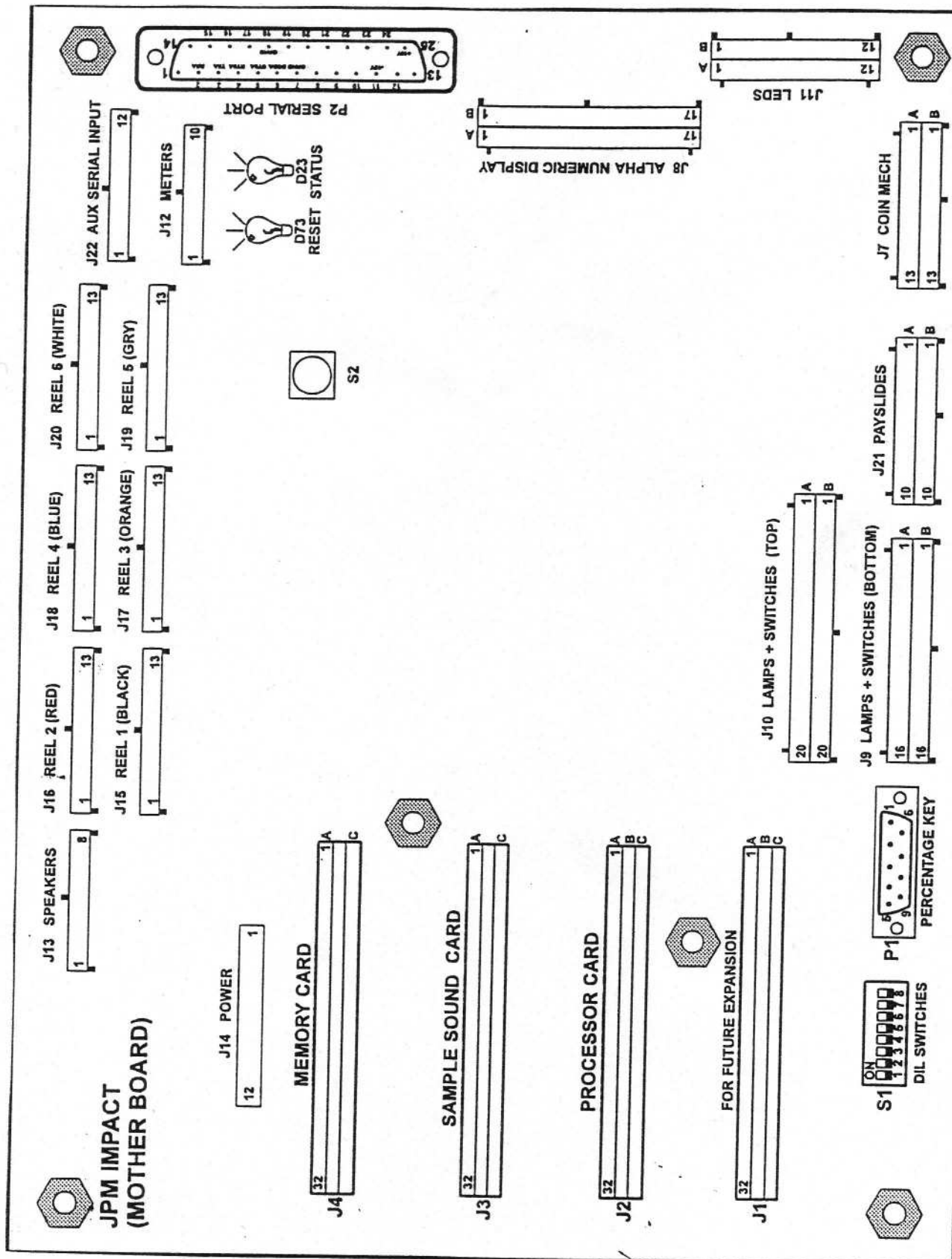
WARNING

UNDER NO CIRCUMSTANCES SHOULD ANY CONNECTOR/CIRCUIT BOARD BE REMOVED OR RECONNECTED WHILST THE POWER IS SWITCHED ON. FAILURE TO OBSERVE THIS CAN RESULT IN PERMANENT COMPONENT DAMAGE WHICH MAY INVALIDATE ANY MACHINE WARRANTY.

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INSTALLATION & MAINTENANCE

IMPACT MOTHER BOARD



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ERROR & EVENT CODES

The software contained in this J.P.M. IMPACT machine supports the following system of Error & Event Code display and storage.

<u>CODE</u>	<u>FAULT</u>	<u>CAUSES (IN ORDER OF PROBABILITY)</u>
1.1	500L COIN INPUT	Coin jam, Coin mech, Mother board.
1.2	200L COIN INPUT	Coin jam, Coin mech, Mother board.
1.3	100L COIN INPUT	Coin jam, Coin mech, Mother board.
1.5	TOKEN INPUT	Coin jam, Coin mech, Mother board.
1.8	COIN MECH. ERROR	More than one line high, Coin mech
1.9	STRIM ALARM	Coin mech strim detected, Mother board.
2.1	REEL 1	Opto tab missing/faulty, Mother board.
2.2	REEL 2	Opto tab missing/faulty, Mother board.
2.3	REEL 3	Opto tab missing/faulty, Mother board.
2.4	REEL 4	Opto tab missing/faulty, Mother board.
2.5	REEL 5	Opto tab missing/faulty, Mother board.
2.6	REEL 6	Opto tab missing/faulty, Mother board.
2.9	REEL DISCONNECTED	Reel disconnected, Loom O/C, Mother board.
4.1	REFILL	Refill keyswitch made.
4.2	RESET	On board reset switch operated.
4.3	BUTTON	Button stuck on power up.
4.4	DIRECT INPUT	% Key missing, Mother board.
6.1	METER 1	Coins in meter, Mother board.
6.2	METER 2	Tokens in meter, Mother board.
6.3	METER 3	Token out meter, Mother board.
6.4	METER 4	Premio out meter, Mother board.
6.5	METER 5	Token refill meter, Mother board.
7.1	E.D.C TIMEOUT	E.D.C. not fitted E.D.C. faulty, Mother board.
8.1	CHECKSUM FAIL	Machine program changed.
8.2	RAM FAIL	Processor board.
8.3	% CHANGE	Change of aiming %.
8.4	MODE	Mode of play changed.
8.5	RAM CORRUPTION	Processor board.
8.6	SOFTWARE RESET	Program has performed a security reset.
9.0	SOFTWARE	Processor board, program.
9.1	SOFTWARE	Processor board, program.
9.2	SOFTWARE/MPU	Processor board, program.
9.3	SOFTWARE/MPU	Processor board, program.
9.4	SOFTWARE	Program
9.6	WATCHDOG FAILURE	Processor board

Any other code with a prefix of 9 indicates a fault on the mother or processr board, or software.

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GAME DESCRIPTION

Price of Play: 500 Lire per play.

Coins In: 100 Lire
200 Lire
500 Lire
Token (Gettoni) = 500 lire replayable

Coin controls 435 coin mechanism due to differing tokens in market place.

Notes In: 1 000 Lire
2 000 Lire
5 000 Lire
10 000 Lire

Innovative Technology Ltd. currency tester T2 (SMILEY) will be an optional extra on production machines as well as ticket dispensers.

Payout:

The replayable tokens are paid out via the Coin Controls universal Hopper, the plastic prize tokens is via a single payout tube and accounts for approximately 20% of total percentage payout.

General

This is a 4 reel machine. The first three reels are 16 stop wide and contain the various award symbols and superimposed Hats which are used for feature entry, Reel 4 is 12 stop wide containing numbers 1-12 inclusive and is used to advance in the feature game and for Hi/Lo gambling.

Wins

All wins are obtained either directly from the reels or from the Indiana Jones feature game. To enable the win to be paid out the player must complete a WIN/LOSE skill shot.

Award Card

Parcels	PREMIO
Triple Bars	10 gettoni
Double Bars	8 gettoni
Single Bars	7 gettoni
JPM Rosette	6 gettoni
Melon	5 gettoni
Grapes	4 gettoni
Mixed Bars	3 gettoni
Cherries	2 gettoni

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GAME DESCRIPTION

Game Details

To enter the feature game you require 3 superimposed Hats on the winline or by exchanging after winning a Hi/Lo gamble. The player proceeds around the 32 stage trail according to numbers spun in on the 4th reel.

FEATURE TRAIL POSITIONS

POSITION	DETAILS
1	PARTENZA - AVANZAMENTI (START- NUDGE POT upto 16 nudges)
2	2 gettoni
3	PLANE ? (MYSTERY) - skill modifier to next trail position.
4	3 Gettoni
5	AVANZAMENTI - upto 16 nudges
6	TESORO NASCOSTO - player is offered 3-5 wins & must pick one win
7	4 Gettoni
8	IMBOSCATA (AMBUSH) - bullet in gun which may kill player (skill stop)
9	CERCA IL SANTO GRAAL - player must skilfully find grail upto 5 times
10	PLANE ? (MYSTERY)
11	5 gettoni
12	AVANZAMENTI
13	6 Gettoni
14	SCHIOCCA LA FRUSTA - skill stop to another trail position
15	IMBOSCATA (AMBUSH)
16	7 Gettoni
17	AVANZAMENTI
18	PLANE ? (MYSTERY)
19	8 Gettoni
20	IMBOSCATA (AMBUSH)
21	SALTO DEL DESTINO - Skill feature where player has to jump ravine, each successful jump awards player x2 upto maximum of x10
22	AVANZAMENTI
23	FOSSA DEL SERPENTI - Accumulate cash values by stopping on torches with the awards x3 x5 x2. The game ends when a player lands on a snake.
24	9 Gettoni
25	IMBOSCATA (AMBUSH)
26	AVANZAMENTI
27	PLANE ? (MYSTERY)
28	SCHIOCCA LA FRUSTA - skill stop to another position
29	IMBOSCATA (AMBUSH)
30	JACKPOT ARCA DEL 'ALLEANZA - Player is awarded a series of
31	awards of the values : PREMIO, 10 gettoni, 5 gettoni, Gira. If the
& 32	player hits Gira (spin) the feature finishes.

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ON BOARD SWITCH INPUT

On Board Switch Inputs

SW.1	ON	=	LOCKOUT LIRE COINS IN ALLOW ONLY TOKENS IN.
	OFF	=	ALLOW LIRE AND TOKENS IN.
SW.2	ON	=	HIGH PREMIO TOKEN PAYOUT PERCENTAGE.
	OFF	=	LOW PREMIO TOKEN PAYOUT PERCENTAGE.
SW.3	ON	=	ALARM AND LOCKUP UNTIL DOOR OPEN/CLOSE IF COIN JAM.
	OFF	=	ALARM UNTIL COIN JAM IS CLEARED.
SW.4		=	NOT USED.
SW.5	ON	=	PLAYS THEME TUNE IN ZERO CREDIT ATTRACT MODE.
	OFF	=	NO TUNE.
SW.6		=	NOT USED.
SW.7		=	NOT USED.
SW.8	ON	=	THREE SPINS PER CREDIT.
	OFF	=	ONE SPIN PER CREDIT.

Demonstration Mode

To enter demonstration mode, open the back door and hold down the on-board red push switch for more than 2 seconds.

By operating any of the Hold buttons in conjunction with the Cancella button the reels can be stepped down to any combination. The combination can then be held and will be awarded once the start button is pressed.

BUTTON LAYOUT

Button Layout:

CANCELLA	BLOCCA	<u>BLOCCA</u>	<u>BLOCCA</u>	RITIRA	CAMBIA	<u>PARTENZA</u>
		ALTO	BASSO		FUNZIONE	RISCHIA

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REEL BAND POSITIONING

The following sequence applies to the Starpoint 16RM reel module.

- 1) At the top of each reelband is a clear portion which also contains an adhesive area for fixing. Take the top of the band and insert into the groove which runs around the inside of the spool. The band should be aligned with the notch in the reel band adjacent to the mark on the spool, this mark is found at the intersection of the spool and the arm containing the opto sensor tab.
- 2) Run the band around the groove.
- 3) At the top end of the band peel off the protective coating from the adhesive.
- 4) Push the bottom of the reel band into the groove and apply sufficient pressure across the width of the band to secure the adhesive.
- 5) Slacken the screw and set the angle of the lamp array to correspond to the win line. In so doing, the reel opto will also be set to the required position. The positioning of the motor is set by the manufacturer and should not be adjusted.

Once the above instructions have been carried out the reel should now be ready for use. Provided the above instructions are carried out correctly no misalignment should occur. Any subsequent misalignment therefore indicates problems in other areas such as drive circuitry, opto failure, wiring etc.

Reel Band Layout

<u>REEL 1</u>	<u>REEL 2</u>	<u>REEL 3</u>	<u>REEL 4</u>
TRIPLE BAR *	TRIPLE BAR	TRIPLE BAR	12
MELON	MELON *	MELON	11
ROSETTE	ROSETTE	ROSETTE *	10
SINGLE BAR	DOUBLE BAR	SINGLE BAR	9
CHERRY	CHERRY	CHERRY	8
ROSETTE	ROSETTE	ROSETTE *	7
GRAPE *	GRAPE	GRAPE	6
CHERRY	CHERRY *	CHERRY	5
MELON	MELON	MELON	4
DOUBLE BAR *	SINGLE BAR	DOUBLE BAR	3
MELON	MELON *	MELON	2
GRAPE	GRAPE	GRAPE	1
CHERRY	CHERRY	CHERRY *	
PRIZE BOX	PRIZE BOX	PRIZE BOX	
GRAPE *	GRAPE	GRAPE	
CHERRY	CHERRY *	CHERRY *	

* = OVERLAID HATS

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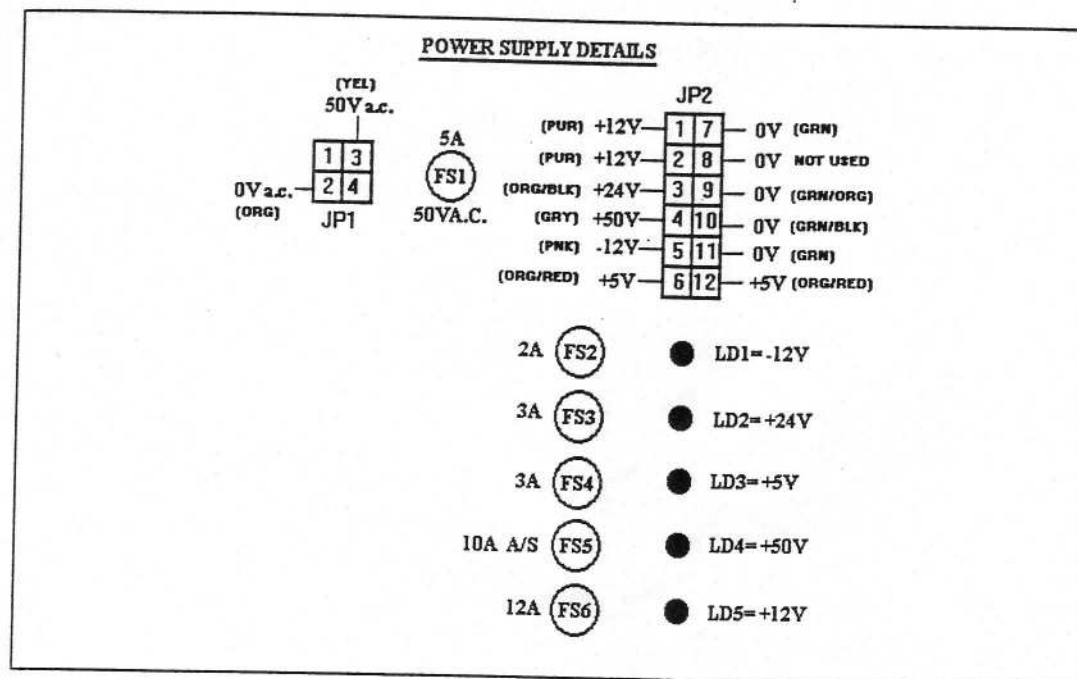
METER & AUDIO

METER OUTPUTS

<u>OUTPUT</u>	<u>PLUG</u>	<u>PIN</u>	<u>IC & PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
0	J12	1	U13 18	RED/BLK	COINS IN METER
1	J12	2	U13 17	RED/BRN	GETTONI IN METER
2	J12	3	U13 15	RED	GETTONI OUT METER
3	J12	4	U13 14	RED/ORG	PREMIO OUT METER
4	J12	5	U13 13	RED/YEL	GETTONI REFILLED METER
5	J12	6	U13 12	RED/GRN	NOT USED

AUDIO - SAMPLE SOUND CARD

<u>PLUG</u>	<u>PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
JP1	4	PNK/RED	SPK. LEFT & RIGHT
JP1	5	GRN/PNK	SPK. REFERENCE



Mother Board Power Supply Connections

PLUG	PIN	WIRE COLOUR	FUNCTION
J14	1	ORG/RED	+5V D.C.
J14	2	GRN	GROUND
J14	3	ORG/BLK	+24V D.C.
J14	4	GRN/ORG	GROUND
J14	5		POLARISATION
J14	6	PUR	+12V D.C.(PSU pin 1)
J14	7	PNK	-12V D.C.
J14	8	GRY	VMUX (+50V D.C.)
J14	9	GRN/BLK	0V MUX
J14	10	ORG/RED	+5V D.C.
J14	11	PUR	V MECH (+12V D.C. PSU pin 2)
J14	12	GRN	GROUND

Static Reset Sensitivity Adjustment

With the power supply in position in the machine, the static reset potentiometer is found on the right hand side of the power supply. By releasing the power supply from its fixings the sensitivity can be adjusted via the rotary action of the potentiometer. Under normal conditions the pot should be adjusted to the centre of its adjustment.

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MULTIPLEXED LAMP

PLUG	SINK	WIRE COLOUR	SOURCE	WIRE COLOUR	MUX NO.	LAMP
J10	0	PUR/BLK	0	YEL/BLK	0	REEL 1 BOTTOM
J10	0	PUR/BLK	1	YEL/BRN	1	REEL 1 MIDDLE
J10	0	PUR/BLK	2	YEL/RED	2	REEL 1 TOP
J10	0	PUR/BLK	3	YEL/ORG	3	REEL 2 BOTTOM
J10	0	PUR/BLK	4	YEL/PUR	4	REEL 2 MIDDLE
J10	0	PUR/BLK	5	YEL/GRY	5	REEL 2 TOP
J10	0	PUR/BLK	13	BLU/GRN	13	PUSH TO REJECT
J10	0	PUR/BLK	15	BLU/WHT	15	CASH COIN MECH. LAMP
J10	1	PUR/BRN	0	YEL/BLK	16	REEL 3 BOTTOM
J10	1	PUR/BRN	1	YEL/BRN	17	REEL 3 MIDDLE
J10	1	PUR/BRN	2	YEL/RED	18	REEL 3 TOP
J10	1	PUR/BRN	3	YEL/ORG	19	REEL 4 BOTTOM
J10	1	PUR/BRN	4	YEL/PUR	20	REEL 4 MIDDLE
J10	1	PUR/BRN	5	YEL/GRY	21	REEL 4 TOP
J10	2	PUR/RED	0	YEL/BLK	32	REEL 5 BOTTOM
J10	2	PUR/RED	1	YEL/BRN	33	REEL 5 MIDDLE
J10	2	PUR/RED	2	YEL/RED	34	REEL 5 TOP
J10	2	PUR/RED	3	YEL/ORG	35	REEL 6 BOTTOM
J10	2	PUR/RED	4	YEL/PUR	36	REEL 6 MIDDLE
J10	2	PUR/RED	5	YEL/GRY	37	REEL 6 TOP
J10	3	PUR/ORG	0	YEL/BLK	48	2 GETTONI (Possi Dei Serpenti)
J10	3	PUR/ORG	1	YEL/BRN	49	SNAKE (Right)
J10	3	PUR/ORG	2	YEL/RED	50	5 GETTONI (Possi Dei Gettoni)
J10	3	PUR/ORG	3	YEL/ORG	51	SNAKE (Left)
J10	3	PUR/ORG	4	YEL/PUR	52	3 GETTONI (Possi Dei Gettoni)
J10	3	PUR/ORG	5	YEL/GRY	53	5th POSITION (Salto Del Destino)
J10	3	PUR/ORG	6	YEL/WHT	54	4th POSITION (Salto Del Destino)
J10	3	PUR/ORG	7	YEL/PNK	55	3rd POSITION (Salto Del Destino)
J10	3	PUR/ORG	8	BLU/BLK	56	2nd POSITION (Salto Del Destino)
J10	3	PUR/ORG	9	BLU/BRN	57	1st POSITION (Salto Del Destino)
J10	3	PUR/ORG	10	BLU/RED	58	LEFT ARROW (Santo Graal)
J10	3	PUR/ORG	11	BLU/ORG	59	CENTRE ARROW (Santo Graal)
J10	3	PUR/ORG	12	BLU/YEL	60	RIGHT ARROW (Santo Graal)
J10	4	PUR/YEL	0	YEL/BLK	64	IMBOSCATA (?)
J10	4	PUR/YEL	1	YEL/BRN	65	RETROCEDI DI 2 (?)
J10	4	PUR/YEL	2	YEL/RED	66	AGGIUNGI UNA PALLOTTOLA(?)
J10	4	PUR/YEL	3	YEL/ORG	67	SCHIOCCA LA FRUSTA (?)
J10	4	PUR/YEL	4	YEL/PUR	68	FUGGI (?)
J10	4	PUR/YEL	5	YEL/GRY	69	AVANZA DI 3 (?)
J10	4	PUR/YEL	6	YEL/WHT	70	PISTOLA SCARICA (?)
J10	4	PUR/YEL	7	YEL/PNK	71	VANZAMENTI EXTRA (?)
J10	4	PUR/YEL	8	BLU/BLK	72	FIGHTER PLANE
J10	4	PUR/YEL	9	BLU/BRN	73	INDIANA'S HOLSTER
J10	4	PUR/YEL	10	BLU/RED	74	BASSO
J10	4	PUR/YEL	11	BLU/ORG	75	ALTO
J10	4	PUR/YEL	12	BLU/YEL	76	INDIANA'S ARM
J10	4	PUR/YEL	13	BLU/GRN	77	INDIANA'S ARM

PERSONALITY PACKAGE

MULTIPLEXED LAMPS

PLUG	SINK	WIRE COLOUR	SOURCE	WIRE COLOUR	MUX NO.	LAMP
J10	5	PUR/GRN	0	YEL/BLK	80	AVANZAMENTI PATENZA
J10	5	PUR/GRN	1	YEL/BRN	81	2 GETTONI
J10	5	PUR/GRN	2	YEL/RED	82	? (Position 3)
J10	5	PUR/GRN	3	YEL/ORG	83	3 GETTONI
J10	5	PUR/GRN	4	YEL/PUR	84	AVANZAMENTI (Position 5)
J10	5	PUR/GRN	5	YEL/GRY	85	TESORO NASCOSTO
J10	5	PUR/GRN	6	YEL/WHT	86	4 GETTONI
J10	5	PUR/GRN	7	YEL/PNK	87	IMBOSCATA (Position 8)
J10	5	PUR/GRN	8	BLU/BLK	88	CERCA IL SANTO GRAAL
J10	5	PUR/GRN	9	BLU/BRN	89	? (Position 10)
J10	5	PUR/GRN	10	BLU/RED	90	5 GETTONI
J10	5	PUR/GRN	11	BLU/ORG	91	AVANZAMENTI (Position 12)
J10	5	PUR/GRN	12	BLU/YEL	92	6 GETTONI
J10	5	PUR/GRN	13	BLU/GRN	93	SCHIOCCA LA FRUSTA (Position 14)
J10	5	PUR/GRN	14	BLU/GRY	94	IMBOSCATA (Position 15)
J10	5	PUR/GRN	15	BLU/WHT	95	7 GETTONI
J10	6	PUR/BLU	0	YEL/BLK	96	AVANZAMENTI (Position 17)
J10	6	PUR/BLU	1	YEL/BRN	97	? (Position 18)
J10	6	PUR/BLU	2	YEL/RED	98	8 GETTONI
J10	6	PUR/BLU	3	YEL/ORG	99	IMBOSCATA (Position 20)
J10	6	PUR/BLU	4	YEL/PUR	100	SALTO DEL DESTINO
J10	6	PUR/BLU	5	YEL/GRY	101	AVANZAMENTI (Position 22)
J10	6	PUR/BLU	6	YEL/WHT	102	POSSA DEI SERPENTI
J10	6	PUR/BLU	7	YEL/PNK	103	9 GETTONI
J10	6	PUR/BLU	8	BLU/BLK	104	IMBOSCATA (Position 25)
J10	6	PUR/BLU	9	BLU/BRN	105	AVANZAMENTI (Position 26)
J10	6	PUR/BLU	10	BLU/RED	106	? (Position 27)
J10	6	PUR/BLU	11	BLU/ORG	107	SCHIOCCA LA FRUSTA (Position 28)
J10	6	PUR/BLU	12	BLU/YEL	108	IMBOSCATA (Position 29)
J10	6	PUR/BLU	13	BLU/GRN	109	POT
J10	6	PUR/BLU	14	BLU/GRY	110	JACK
J10	9	PUR/PNK	0	YEL/BLK	144	5 GETTONI (Arca Dell' Alleanza)
J10	9	PUR/PNK	1	YEL/BRN	145	GIRA (Right)
J10	9	PUR/PNK	2	YEL/RED	146	10 GETTONI (Arca Dell' Alleanza)
J10	9	PUR/PNK	3	YEL/ORG	147	GIRA (Left)
J10	9	PUR/PNK	4	YEL/PUR	148	PEMIO (Arca Dell' Alleanza)
J10	9	PUR/PNK	5	YEL/GRY	149	JONES C
J10	9	PUR/PNK	6	YEL/WHT	150	JONES B
J10	9	PUR/PNK	7	YEL/PNK	151	JONES A
J10	9	PUR/PNK	8	BLU/BLK	152	INDIANA E
J10	9	PUR/PNK	9	BLU/BRN	153	INDIANA D
J10	9	PUR/PNK	10	BLU/RED	154	INDIANA C
J10	9	PUR/PNK	11	BLU/ORG	155	INDIANA B
J10	9	PUR/PNK	12	BLU/YRL	156	INDIANA A
J10	9	PUR/PNK	13	BLU/GRN	157	PERDI (Pistola)
J10	10	GRY/BLK	0	YEL/BLK	160	BULLET (Bottom Right)
J10	10	GRY/BLK	1	YEL/BRN	161	BULLET (Top Right)
J10	10	GRY/BLK	2	YEL/RED	162	BULLET (Top)
J10	10	GRY/BLK	3	YEL/ORG	163	BULLET (Top Left)
J10	10	GRY/BLK	4	YEL/PUR	164	PERDI (Red Bullet)

PERSONALITY PACKAGE

MULTIPLEXED LAMPS

PLUG	SINK	WIRE COLOUR	SOURCE	WIRE COLOUR	MUX NO.	LAMP
J10	10	GRY/BLK	6	YEL/WHT	166	BULLET (Bottom Left)
J10	10	GRY/BLK	7	YEL/PNK	167	BULLET (Bottom)
J10	10	GRY/BLK	8	BLU/BLK	168	LEFT SANTO GRAAL LEFT
J10	10	GRY/BLK	9	BLU/BRN	169	LEFT SANTO GRAAL RIGHT
J10	10	GRY/BLK	10	BLU/RED	170	MIDDLE SANTO GRAAL LEFT
J10	10	GRY/BLK	11	BLU/ORG	171	MIDDLE SANTO GRAAL RIGHT
J10	10	GRY/BLK	12	BLU/YEL	172	RIGHT SANTO GRAAL LEFT
J10	10	GRY/BLK	13	BLU/GRN	173	RIGHT SANTO GRAAL RIGHT
J9	12	GRY/RED	0	YEL/BLK	192	PARTENZA/RISCHIA BUTTON
J9	12	GRY/RED	2	YEL/RED	194	CAMBIA FUNZIONE BUTTON
J9	12	GRY/RED	3	YEL/ORG	195	RITIRA BUTTON
J9	12	GRY/RED	4	YEL/PUR	196	1 AVAZAMENTO
J9	12	GRY/RED	5	YEL/GRY	197	2 AVANZAMENTI
J9	12	GRY/RED	6	YEL/WHT	198	3 AVANZAMENTI
J9	12	GRY/RED	7	YEL/PNK	199	4 AVANZAMENTI
J9	12	GRY/RED	15	BLU/WHT	207	PRIZE BOX AWARD A
J9	13	GRY/ORG	0	YEL/BLK	208	BLOCCA/BASSO BUTTON
J9	13	GRY/ORG	2	YEL/RED	210	BLOCCA/ALTO BUTTON
J9	13	GRY/ORG	4	YEL/PUR	212	CHERRY AWARD A
J9	13	GRY/ORG	5	YEL/GRY	213	ANY BAR AWARD A
J9	13	GRY/ORG	6	YEL/WHT	214	GRAPE AWARD A
J9	13	GRY/ORG	7	YEL/PNK	215	MELON AWARD A
J9	13	GRY/ORG	8	BLU/BLK	216	JPM AWARD A
J9	13	GRY/ORG	9	BLU/BRN	217	SINGLE BAR AWARD A
J9	13	GRY/ORG	10	BLU/RED	218	DOUBLE BAR AWARD A
J9	13	GRY/ORG	11	BLU/ORG	219	TREBLE BAR AWARD A
J9	13	GRY/ORG	14	BLU/GRY	222	PERDI (Avanzamenti Rischia)
J9	13	GRY/ORG	15	BLU/WHT	223	PRIZE BOX AWARD B
J9	14	GRY/YEL	4	YEL/PUR	228	CHERRY AWARD B
J9	14	GRY/YEL	5	YEL/GRY	229	ANY BAR AWARD B
J9	14	GRY/YEL	6	YEL/WHT	230	GRAPE AWARD B
J9	14	GRY/YEL	7	YEL/PNK	231	MELON AWARD B
J9	14	GRY/YEL	8	BLU/BLK	232	JPM AWARD B
J9	14	GRY/YEL	9	BLU/BRN	233	SINGLE BAR AWARD B
J9	14	GRY/YEL	10	BLU/RED	234	DOUBLE BAR AWARD B
J9	14	GRY/YEL	11	BLU/ORG	235	TREBLE BAR AWARD B
J9	14	GRY/YEL	13	BLU/GRN	237	SIMBOLI SULLA LINEA DI VINCITA (Left)
J9	14	GRY/YEL	14	BLU/GRY	238	SIMBOLI SULLA LINEA DI VINCITA (Right)
J9	14	GRY/YEL	15	BLU/WHT	239	PERDI (Award Rischia)

PERSONALITY PACKAGE

MULTIPLEXED LAMPS

<u>PLUG</u>	<u>SINK</u>	<u>WIRE</u> <u>COLOUR</u>	<u>SOURCE</u>	<u>WIRE</u> <u>COLOUR</u>	<u>MUX</u> <u>NO.</u>	<u>LAMP</u>
J9	15	GRY/GRN	0	YEL/BLK	240	BLOCCA BUTTON
J9	15	GRY/GRN	1	YEL/BRN	241	CANCELLA BUTTON
J9	15	GRY/GRN	4	YEL/PUR	244	1 GETTONE
J9	15	GRY/GRN	5	YEL/GRY	245	2 GETTONI
J9	15	GRY/GRN	6	YEL/WHT	246	3 GETTONI
J9	15	GRY/GRN	7	YEL/PNK	247	4 GETTONI
J9	15	GRY/GRN	8	BLU/BLK	248	5 GETTONI
J9	15	GRY/GRN	9	BLU/BRN	249	6 GETTONI
J9	15	GRY/GRN	10	BLU/RED	250	8 GETTONI
J9	15	GRY/GRN	11	BLU/ORG	251	10 GETTONI
J9	15	GRY/GRN	14	BLU/GRY	254	PREMIO

MULTIPLEXED SWITCHES

<u>PLUG</u>	<u>SEL</u>	<u>WIRE</u> <u>COLOUR</u>	<u>SW</u>	<u>WIRE</u> <u>COLOUR</u>	<u>MUX</u> <u>NO.</u>	<u>FUNCTION</u>
J10	4	BLK/BRN/YEL	0	WHT/BLK	32	BACK DOOR SW
J9	5	BLK/BRN/GRN	0	WHT/BLK	40	PARTENZA / RISCHIA BUTTON
J9	5	BLK/BRN/GRN	1	WHT/BRN	41	CAMBIA FUNZIONE BUTTON
J9	5	BLK/BRN/GRN	2	WHT/ORG	42	RITIRA BUTTON
J9	5	BLK/BRN/GRN	3	WHT/YEL	43	BLOCCA / BASSO BUTTON
J9	5	BLK/BRN/GRN	4	WHT/GRN	44	BLOCCA / ALTO BUTTON
J9	5	BLK/BRN/GRN	5	WHT/BLU	45	BLOCCA BUTTON
J9	7	BLK/BRN/PUR	0	WHT/BLK	56	CANCELLA BUTTON
J9	7	BLK/BRN/PUR	3	WHT/YEL	59	OUTER REFILL KEYSWITCH
J9	7	BLK/BRN/PUR	4	WHT/GRN	60	INNER KEYSWITCH
J9	7	BLK/BRN/PUR	5	WHT/BLU	61	FRONT DOOR SWITCH

PERSONALITY PACKAGE

REEL CONNECTORS

<u>PIN</u>	<u>FUNCTION</u>	<u>COLOUR REEL1(J15)</u>	<u>COLOUR REEL2(J16)</u>	<u>COLOUR REEL3(J17)</u>	<u>COLOUR REEL4(J18)</u>
1	LAMP SINK	PUR/BLK	PUR/BLK	PUR/BRN	PUR/BRN
2	LAMP SOURCE 0	YEL/BLK	YEL/ORG	YEL/BLK	YEL/ORG
3	LAMP SOURCE 1	YEL/BRN	YEL/PUR	YEL/BRN	YEL/PUR
4	LAMP SOURCE 2	YEL/RED	YEL/GRY	YEL/RED	YEL/GRY
5	0V	BLU	RED	ORG	BLU
6	OPTO RETURN	BLU/BRN	RED/BLK	ORG/BLK	BLU/BLK
7	+5V	BLK/RED	RED/BRN	ORG/BRN	BLU/BRN
8	REEL DRIVE 3	BLK/ORG	RED/ORG	ORG/RED	BLU/RED
9	REEL DRIVE 2	BLK/YEL	RED/YEL	ORG/YEL	BLU/ORG
10	REEL DRIVE 1	BLK/GRN	RED/GRN	ORG/GRN	BLU/YEL
11	REEL DRIVE 0	BLK/BLU	RED/BLU	ORG/BLU	BLU/GRN
12	+12V	BLK/PUR	RED/PUR	ORG/PUR	BLU/PUR
13	+12V	BLK/GRY	RED/GRY	ORG/GRY	BLU/GRY

ORS

PERSONALITY PACKAGE

DISPLAY DRIVES

LED DISPLAY

LOUR
L4(J18)
R/BRN

L/ORG
L/PUR
L/GRY
BLU
J/BLK
J/BRN
J/RED
J/ORG
J/YEL
J/GRN
J/PUR
J/GRY

PLUG	PIN	WIRE COLOUR	FUNCTION
J11	1A	BLK/ORG/PNK	DECIMAL POINT
J11	2A	BLK/ORG/GRY	SEGMENT 5
J11	3A	BLK/ORG/BLU	SEGMENT 3
J11	4A	BLK/ORG/YEL	SEGMENT 1
J11	11A	RED/ORG/GRN	AVANZAMENTI DISPLAY 1'S
J11	12A	RED/BRN/PNK	CREDITI DISPLAY 1'S
J11	12B	RED/BRN/WHT	CREDITI DISPLAY 10'S
J11	11B	RED/ORG/YEL	AVANZAMENTI DISPLAY 10'S
J11	4B	BLK/RED/PNK	SEGMENT 0
J11	3B	BLK/ORG/GRN	SEGMENT 2
J11	2B	BLK/ORG/PUR	SEGMENT 4
J11	1B	BLK/ORG/WHT	SEGMENT 6

PERSONALITY PACKAGE

EXPANSION PORT

EXPANSION PORT

<u>PLUG</u>	<u>PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
J8	1A	ORG/RED	+5V (Alpha-Numeric Display)
J8	2A	ORG/RED	+5V (Peripheral Interface)
J8	3A	BLK/RED/ORG	Hopper 24V Enable
J8	4A	BLK/RED/YEL	Ticket Out Drive
J8	5A	BLK/RED/GRN	Note Acceptor Inhibit 0
J8	6A	BLK/RED/BLU	Note Acceptor Inhibit 2
J8	7A	BLK/RED/PUR	Hopper Coin Out Opto
J8	8A	BLK/RED/GRY	Hopper Low Sensor
J8	9A	BLK/RED/WHT	Note Accept 1
J8	10A	BLK/YEL/GRN	Note Accept 3
J8	11A	BLK/YEL/BLU	Alpha-Numeric Display Serial Clock
J8	12A	BLK/YEL/PUR	Alpha-Numeric Display Serial Reset
J8	13A	BLK/YEL/GRY	Note Acceptor Alarm Line
J8	16A	GRN	0V (Peripheral Interface)
J8	17A	GRN	0V (Alpha-Numeric Display)
J8	17B	GRN	0V (Peripheral Interface)
J8	16B	ORG/BLK	+24V
J8	11B	RED/GRN/PUR	Alpha-Numeric Display Serial Data
J8	10B	RED/BLK/WHT	Note Accept 4
J8	9B	RED/BLK/GRY	Note Accept 2
J8	8B	RED/BLK/PUR	Ticket Dispense Verification
J8	7B	RED/BLK/BLU	Hopper High Sensor
J8	6B	RED/BLK/GRN	Note Acceptor Inhibit 3
J8	5B	RED/BLK/YEL	Note Acceptor Inhibit 1
J8	3B	RED/BLK/BRN	Hopper Drive Line
J8	1B	PUR	+12V

PERSONALITY PACKAGE

PERIPHERAL INTERFACE PCB

INPUTS

<u>PLUG</u>	<u>PIN</u>	<u>WIRE</u> <u>COLOUR</u>	<u>FUNCTION</u>
JP	1	ORG/RED	+5V
JP1	2	ORG/BLK	+24V
JP1	3	RED/BLK/BLU	Hopper High Sensor
JP1	4	BLK/RED/ORG	Hopper 24V Enable
JP1	5	BLK/RED/GRY	Hopper Low Sensor
JP1	6	-	Polarisation
JP1	7	BLK/YEL/GRY	Note Acceptor Alarm Line
JP1	8	BLK/RED/GRN	Note Acceptor Inhibit 0
JP1	9	BLK/RED/PUR	Hopper Coin Out Opto
JP1	10	RED/BLK/YEL	Note Acceptor Inhibit 1
JP1	11	BLK/RED/WHT	Note Accept 1
JP1	12	BLK/RED/BLU	Note Acceptor Inhibit 2
JP1	13	RED/BLK/GRY	Note Accept 2
JP1	14	RED/BLK/GRN	Note Acceptor Inhibit 3
JP1	15	BLK/YEL/GRN	Note Accept 3
JP1	16	RED/BLK/BRN	Hopper Drive Line
JP1	17	RED/BLK/WHT	Note Accept 4
JP1	18	BLK/RED/YEL	Ticket Out Drive
JP1	19	RED/BLK/PUR	Ticket Dispense Verification
JP1	20	GRN	0V
JP1	21	PUR	+12V
JP1	22	GRN	0V
JP2	1	PUR	+12V Regulated
JP2	2	PUR	+12V Regulated

PERSONALITY PACKAGE

PERIPHERAL INTERFACE PCB

OUTPUTS

<u>PLUG</u>	<u>PIN</u>	<u>WIRE</u> <u>COLOUR</u>	<u>FUNCTION</u>
JP3	1	RED/BLK/BRN	Hopper Drive Line
JP3	2	BLK/RED/ORG	Hopper 24V Enable
JP3	3	-	Polarisation
JP3	4	BLK/RED/PUR	Hopper Coin Out Opto
JP3	5	RED/BLK/BLU	Hopper High Sensor
JP3	6	GRN	0V
JP3	7	BLK/RED/GRY	Hopper Low Sensor
JP3	8	PUR	+12V Regulated
JP4	1	BLK/RED/GRN	Note Inhibit 0
JP4	2	RED/BLK/YEL	Note Inhibit 1
JP4	3	BLK/RED/BLU	Note Inhibit 2
JP4	4	RED/BLK/GRN	Note Inhibit 3
JP4	5	-	Polarisation
JP4	6	BLK/RED/WHT	Note Accept 1
JP4	7	RED/BLK/GRY	Note Accept 2
JP4	8	BLK/YEL/GRN	Note Accept 3
JP4	9	RED/BLK/WHT	Note Accept 4
JP4	10	BLK/YEL/GRY	Note Acceptor Alarm Line
JP4	11	PUR	+12V Regulated
JP4	12	GRN	0V
JP4	13	PUR	+12V Regulated
JP5	1	-	Not Used
JP5	2	PUR	+12V
JP5	3	BLK/RED/YEL	Ticket Out Drive
JP5	4	RED/BLK/PUR	Ticket Dispense Verification
JP5	5	-	Polarisation
JP5	6	GRN	0V

UNIVERSAL HOPPER

<u>PIN</u>	<u>WIRE</u>	
	<u>COLOUR</u>	<u>FUNCTION</u>
1	GRN	0V
2	GRN	0V
3	BLK/RED/PUR	Hopper Coin Out Opto
4	GRN	0V
6	RED/BLK/BLU	Hopper High Sensor
7	BLK/RED/GRY	Hopper Low Sensor
8	GRN	0V
9	ORG/BLK	+24V
10	PUR	+12V Regulated
12	RED/BLK/BRN	Hopper Drive Line

MOTHER BOARD

<u>PLUG</u>	<u>PIN</u>	<u>WIRE</u>	
		<u>COLOUR</u>	<u>FUNCTION</u>
J7	1A	BLK/BRN/WHT	COIN MECH SWITCH COMMON
J7	3A	WHT/ORG	200L ACCEPT
J7	4A	WHT/GRN	500L TOKEN ACCEPT
J7	7A	RED/BRN/YEL	100L INHIBIT
J7	8A	RED/BRN/GRN	200L INHIBIT
J7	13A	GRN	0V
J7	11B	PUR	V MECH (+12V)
J7	10B	RED/BLK/ORG	SORTER OVERRIDE TO CASHBOX
J7	6B	RED/BRN/PUR	500L TOKEN INHIBIT
J7	5B	RED/BRN/BLU	500L INHIBIT
J7	2B	WHT/YEL	500L ACCEPT
J7	1B	WHT/BRN	100L ACCEPT
J21	1A	BLK/BRN/GRY	LEVEL SENSOR SWITCH COMMON
J21	2A	WHT/BLK	PREMIO TUBE LOW LEVEL
J21	6A	BRN/GRN	PREMIO TUBE PAYOUT SOLENOID
J21	8B	PUR	+12V
J21	7B	PUR/YEL	TRIAC ENABLE

PERSONALITY PACKAGE

COIN HANDLIN

COIN MECH/VALIDATOR CONNECTOR

<u>PLUG</u>	<u>PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
J2	1	WHT/GRN	500L TOKEN ACCEPT
J2	2	BLK/BRN/WHT	COIN ACCEPT COMMON
J2	3	WHT/YEL	500L ACCEPT
J2	4	-	POLARISING KEY
J2	5	WHT/ORG	200L ACCEPT
J2	6	WHT/BRN	100L ACCEPT
J2	7	-	UNUSED
J2	8	WHT/BLK	NOT USED
J2	9	RED/BRN/ORG	NOT USED
J2	10	PUR	V MECH (+12V)
J2	11	GRN	0V
J2	12	RED/BRN/YEL	100L INHIBIT
J2	13	RED/BRN/GRN	200L COIN INHIBIT
J2	14	RED/BRN/BLU	500L INHIBIT
J2	15	RED/BRN/PUR	500L TOKEN INHIBIT
J3	8	RED/BLK/ORG	SORTER OVERRIDE TO CASHBOX

TRIAC BOARD INPUTS

<u>PLUG</u>	<u>PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
JP1	1	YEL	50V A.C.
JP1	2	ORG	0V A.C.
JP2	1	PUR	+12V
JP2	2	PUR/YEL	TRIAC ENABLE (Q5)
JP2	3	BRN/GRN	TRIAC 0 (U1/Q1)

TRIAC BOARD OUTPUTS

<u>PLUG</u>	<u>PIN</u>	<u>WIRE COLOUR</u>	<u>FUNCTION</u>
JP3	1	YEL	50V A.C.
JP3	2	YEL	50V A.C.
JP3	3	BRN/GRN	PREMIO TOKEN PAYOUT SOLENOID (Q1)

COIN CONTROLS INTERNATIONAL - C435 INFORMAZIONI TECNICHE

1. Aspetti Generali

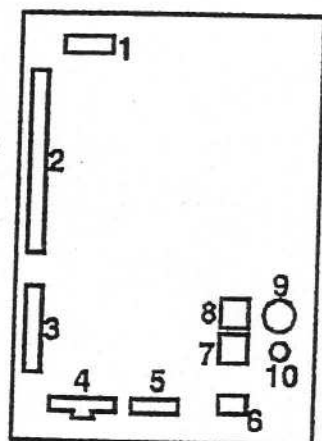
Utilizzando la tecnologia d'avanguardia e l'altissima precisione della serie 400, Il validatore C435 è stato prodotto per il mercato dei giochi elettronici con vincita di gettoni. Esso offre la più completa compatibilità con gli standard del settore sia per quanto riguarda la sua dimensione sia per le sue funzioni.

2. Introduzione E Scivolo

Il validatore C435 funziona con lo scivolo standard (caduta a Y) CCL con l'uso di flags opzionali.

3. Validatore E Convogliatore

Figure 1 - Connettori e Interruttori



1. Connettore slitta
2. Interfaccia parallela
3. Daviatore quantità in eccesso
4. Presa
5. Interfaccia seriale (no usata)
6. Convogliatore a 8 vie
7. Interruttori per selezione cassa
8. Interfaccia der diagnosi
9. Interruttore rotativo per gettoni
10. Pulsante di programmazione

4. Programmazione Gettoni In Campo

Questa funzione offre un metodo semplice, affidabile e sicuro per prorammare un gettone ono standard. Con la macchina alimentata ed il connettore del validatore in parrallelo, per far accettare un nuovo gettone si deve procedere come segue:

- spostare la manopola rotativa in posizione 'F'
- premere il tasto del programma
- introdurre il gettone nell'apposita mascherina (minimo 20 pezzi)
- spostare la manopola rotativa in posizione 'C'
- premere il tasto del programma

La funzione di apprendimento del gettone può essere sospesa durante la fase di apprendimento (mentre la manopola si trova sulla posizione 'F') sia premendo il tasto del programma che spegnendo la macchina.

PERSONALITY PACKAGE

TEST PROCEDURE

General Information

To enter the Test routine open the back door and press the red test button on the motherboard briefly. The Alpha-Numeric display will show * TEST BOBINE *.

The Alpha-Numeric will now show the status of the Token Tube / Hopper. The tubes are :
5000L PREM (PRIZE TOKEN - TUBE) 500L GETT (GETTONI TOKEN - HOPPER)

None = (Empty) Low = (Low level sensor made) Full = (High level sensor made).

Test 1 - TEST

Insert a 500 LIRA coin and the Alpha-Numeric display will show 500 CASH IN.

Insert a 200 LIRA coin and the Alpha-Numeric plays display will 200 CASH IN.

Insert a 100 LIRA coin and the Alpha-Numeric plays display will show 100 CASH IN.

Insert a GETTONI (TOKEN) and the Alpha-Numeric plays display will show 500 GETT IN.

If the *RITIRA* button is held down the coin mech is inhibited.

Operate the PREMIO TOKEN Payout Tube Low level sensor and the Cherries award panel will illuminate.

If the 500L GETTONI-TOKEN HOPPER Low level sensor plate is covered with coins the 'Avanzamenti Partenza' feature trail panel will illuminate.

If the 500L GETTONI-TOKEN HOPPER High level sensor plate is covered with coins the '2 Gettoni' feature trail panel will illuminate.

Press the *CAMBIA/FUNZIONE* button and "DUMP" will be shown on the Alpha-Numeric display.

If the *BLOCCA* button is pressed 1 x PREMIO TOKEN from tube is paid out.

If the *CANCELLA* button is pressed 1 x GETTONI TOKEN from tube is paid out.

If the above buttons are pressed and held down, then after 3 seconds the relevant is paid out continuously until the button is released.

Press the *CAMBIA/FUNZIONE* button and the Alpha display returns to the Coin Tube/Hopper level status, press the *PARTENZA/RISCHIA* button again and the display will show *TEST ROUTE*.

Test 2 - TEST ROUTE

Press the *CAMBIA/FUNZIONE* button and the reels will be able to be stepped down by using the *BLOCCA* buttons. If a win is brought onto the win line the alpha display will show the win value, e.g. VINCI = 10 for RED BARS, the award card will also illuminate the win, on pressing the *CANCELLA* button the win will be paid out.

By pressing the *CAMBIA/FUNZIONE* button the 4th reel can be stepped down. The number on the 4th reel will be displayed on the Credit display. Hat Symbols on the Winline will illuminate the lamps in the "Simboli Sulla Linea Di Vincita Che Danno Inizio All 'Avventura" panel.

Press the *PARTENZA/RISCHIA* button and the Alpha-Numeric display will show *TEST LAMPADE*.

PERSONALITY PACKAGE

TEST PROCEDURE

Test 3 - TEST LAMPADE

Press the *CAMBIA/FUNZIONE* button and the Top panel lamps will illuminate.
Press the *CAMBIA/FUNZIONE* button and the Top panel lamps will extinguish and the Bottom panel lamps will illuminate.
Press the *CAMBIA/FUNZIONE* button and the Bottom panel lamps will extinguish and the lamps will pulse in the following order.

Note: By pressing the *BLOCCA/ALTO*, speed of outputs can be increased.
By pressing the *BLOCCA/BASSO*, required output can be frozen until *BLOCCA/BASSO* is pressed again.

PARTENZA / RISCHIA, CAMBIA / FUNZIONE, RITIRA, BLOCCA / BASSO, BLOCCA / ALTO, BLOCCA, CANCELLA, PERDI (AVANZAMENTO GAMBLE LOSE), AVANZAMENTI 1-4, "SIMBOLI SULLA LINEA DI VINCITA CHE DANNO INIZIO ALL 'AVVENTURA" PANEL LEFT, RIGHT, 3RD REEL BOTTOM, 2ND REEL BOTTOM, 1ST REEL BOTTOM, 1ST REEL MIDDLE, 2ND REEL MIDDLE, 3RD REEL MIDDLE, 3RD REEL TOP, 2ND REEL TOP, 1ST REEL TOP, PERDI (AWARD CARD GAMBLE LOSE), CHERRIES A, B, 2 GETTONI, MIXED BARS A, B, 3 GETTONI, GRAPES A,B, 4 GETTONI, MELONS A, B, 5 GETTONI, ROSETTES A, B, 6 GETTONI, SINGLE BARS A,B, 7 GETTONI, DOUBLE BARS A,B, 8 GETTONI, TRIPLE BARS A,B, 10 GETTONI, PRIZE PARCEL (PREMIO) A, B, PREMIO, INDIANA A, B, C, D, JONES A, B, C, JACK, POT, AVANZAMENTI / PARTENZA, 2 GETTONI, ?, 3 GETTONI, AVANZAMENTI, TESORO NASCOSTO, 4 GETTONI, IMBOSCATA, CERCA IL SANTO GRAAL, ?, 5 GETTONI, AVANZAMENTI, 6 GETTONI, SCHIOCCA LA FRUSTA, IMBOSCATA, 7 GETTONI, AVANZAMENTI, ?, 8 GETTONI, IMBOSCATA, SALTO DEL DESTINO, AVANZAMENTI, FOSSA DEI SERPENTI, 9 GETTONI, IMBOSCATA, AVANZAMENTI, ?, SCHIOCCA LA FRUSTA, IMBOSCATA, (ARCA DELL'ALLEANZA) : PREMIO, GIRA (LEFT), 10 GETTONI, GIRA (RIGHT), 5 GETTONI, HOLY GRAIL (PLAIN) LEFT, CENTRE, RIGHT, JEWELLED GRAIL LEFT, CENTRE, RIGHT, ARROW LEFT, CENTRE, RIGHT, PERDI (RED BULLET), PERDI (GUN BARREL), GREEN BULLETS : TOP RIGHT, BOTTOM RIGHT, BOTTOM, BOTTOM LEFT, TOP LEFT, RED BULLET (TOP), FEATURE NUMBER REEL TOP, MIDDLE, BOTTOM, (INDIANA JONES PICTURE) HEAD, CHEST, WAIST (GUN BELT), ALTO, BASSO, PLANE, AVANZAMENTI EXTRA, SCHIOCCA LA FRUSTA, AGGIUNGI UNA PALLOTTOLA , PISTOLA SCARICA, AVANZA DI 3, RETROCEDI DI 2, IMBOSCATA, FUGGI, (SALTO DEL DESTINO) : FROM LEFT 1 - 5, (FOSSI DEI SERPENTI) : 3 GETTONI, SNAKE, 5 GETTONI, SNAKE, 2 GETTONI.

The Alpha-Numeric display will now show * TEST SWITCH *.

Test 4 - SWITCH TEST

By pressing the *Cambia / Funzione*, *Ritira*, *Blocca Basso*, *Blocca Alto*, *Blocca* and *Cancella* they will illuminate.

Operate the Refill key and 2 Avanzamenti panel will illuminate.
Operate the inner cash door key and 1 Avanzamento panel will illuminate.

INDIANA JONES

January 30, 1996

PERSONALITY PACKAGE

TEST PROCEDUR

Operate dil switch 1 and the Cherry panel will illuminate.
Operate dil switch 2 and the Mixed Bars panel will illuminate.
Operate dil switch 3 and the Grape panel will illuminate.
Operate dil switch 4 and the Melon panel will illuminate.
Operate dil switch 5 and the JPM panel will illuminate.
Operate dil switch 6 and the Single Bar panel will illuminate.
Operate dil switch 7 and the Double Bar panel will illuminate.
Operate dil switch 8 and the Treble Bar panel will illuminate.

If the 500L GETTONI-TOKEN HOPPER Low level sensor plate is covered with coins the 'Avanzamenti Partenza' feature trail panel will illuminate. (As Test 1).

If the 500L GETTONI-TOKEN HOPPER High level sensor plate is covered with coins the 'Gettoni' feature trail panel will illuminate. (As Test 1).

Press the *PARTENZA/RISCHIA* button and *TEST DISPLAY* is shown on display.

Test 5 - DISPLAY TEST

Pressing *CAMBIA / FUNZIONE* steps the segments of each display continually and flashes a pattern on the alpha-numeric.

Press the *CAMBIA / FUNZIONE* button and the alpha-numeric will show the aiming payout percentage and the actual payout percentage.

By pressing the *BLOCCA* button the display will show last occurring error / event code. On each subsequent press of the 1st Hold button the codes will be displayed in reverse chronological order upto a maximum of 15 codes. The displaying of 0.0 indicates the end of the stored sequence of codes. By pressing the *BLOCCA / BASSO* button the codes can be viewed in the opposite order i.e. the last occurring event will be displayed last. By pressing the *BLOCCA/ALTO* button at any time during the event code display the machine will display the last occurring event. Pressing *CANCELLA* button will clear the Error Code Log.

NOTE (Test 6 is only entered if the refill key is operated).

Test 6 - TEST METER

Press the *PARTENZA / RISCHIA* button and the meters will pulse in the following order:

CASH IN (IN 100 LIRA UNITS), REPLAYABLE GETTONI TOKEN IN (IN 1 X TOKEN UNITS), REPLAYABLE GETTONI TOKEN OUT (IN 1 X TOKEN UNITS), PREMIO PRIZE TOKEN OUT (IN 1 X TOKEN UNITS), REPLAYABLE GETTONI TOKEN REFILLED (IN 1 X TOKEN UNITS).

The display will now show *TEST RS232 1*

Test 7 - PROTOCOL (RS232) TEST 1

Press the *CAMBIA/FUNZIONE* button.

If the machine is in protocol mode with a black box connected the alphanumeric will show pass.

If the machine is in protocol mode and black box is not connected the alphanumeric will show fail.

If the machine is not in protocol mode and black box is not connected the alphanumeric will show pass.

RS232 TEST 2.

If Protocol Software fitted :

With a Datapak connected the display should show 'PASS'.

If 'FAIL' is identified then TEST 2 can be carried out if a 25 way d-type connector, with pins 2 and 3 connected together, is plugged into the RS232 port.

On pressing the *RITIRA* button the machine will send out nine characters, which it will then receive and check. It then reports back onto the Display. 'PASS' is correct the correct display message. 'FAIL' is "didn't receive message".

If the D-type connector is not connected the display will show 'FAIL'.

Test 2 is useful if a Protocol program and Datapak are expected to be fitted.

Press *PARTENZA/RISCHIA* button and the display will show ***TEST SUONI***

Test 8 - TEST SUONI

On pressing the *CAMBIA/FUNZIONE* button the Indiana Jones theme tune will begin to play.

The alpha-numeric will show the machines set volume e.g. VOLUME = 20.

This can be altered by pressing the *BLOCCA/ALTO* button to increase the volume and the *BLOCCA/BASSO* to decrease the volume.

The volume ranges from 20 to 99 and will play at the set volume until a reset or program change occurs, it will then reset itself to volume level 30.

Test 9 - PERCENTAGE PAYOUT AIM SET

Press the *CAMBIA/FUNZIONE* button and the display will show for example : Percentage = 78%

This is the aiming payout percentage, which can be set between 72% and 98% (in steps of 2%), via the *ALTO* and *BASSO* buttons.

Note : Once the aiming payout percentage has been adjusted, and game entered, the machine performance will be as a new machine. All memory of previous performance (games played-coins out etc.) will be lost.

If aim payout percentage is not adjusted the machine will default to the value of the % key plugged to the Mother board (eg. 78%).

PERSONALITY PACKAGE

METER & TUBE INFORMATION

METERING DETAILS

METER 1 = Coins In
METER 3 = Gettoni Out
METER 5 = Gettoni Refilled

METER 2 = Gettoni In
METER 4 = Premio Out

The Coins In meter is incremented in units of 100L.
All other meters are incremented at one count per token.

Coin Floats:

5000L Premio

=

175

500L Gettoni

=

800 approximately for token typically 28.4mm dia and 2.21mm thick.
1600 approximately for token typically 24.25mm dia and 1.75mm thick.

Protocol I.D. Code:

PI

Refill Keyswitch Function

Refill mode is entered by the operation of the refill keyswitch with both back and cash doors closed. The Refill Test Routine will be entered and * REFILL MODE * will be seen on the display. Once refill mode is accessed the machine will only allow the insertion of replayable Gettoni Tokens into the Hopper. The Refill meter is incremented on coin entry.

In addition the following options are also available :

- (i) Pressing *BLOCCA* button will enter you into the VOLUME TEST. This can be altered by pressing the *BLOCCA/ALTO* button to increase the volume and the *BLOCCA/BASSO* to decrease the volume. Press *RETIRA* button to exit volume test.

- (ii) Pressing the *BLOCCA/BASSO* button, and holding down, will display your Last Award (Win). e.g. LAST WIN = 10

(iii) **BOOKEEPING :**

Only accessed with both Refill Key and Inner Cash Door Key turned ON.

Pressing the *BLOCCA/ALTO* button will enter into the BOOKKEEPING.

Press *BLOCCA/BASSO* to display:

GAME No (number)	=	0
500L IN	=	0
200L IN	=	0
100L IN	=	0
500G IN (GETTONI-TOKEN)	=	0
1KL IN (1,000 LIRA NOTE)	=	0
2KL IN (2,000 LIRA NOTE)	=	0
5KL IN (5,000 LIRA NOTE)	=	0
10KL IN (10,000 LIRA NOTE)	=	0
500G OUT (GETTONI-TOKEN)	=	0
PRIZE OUT (PREMIO)	=	0

NOTE :

These above Bookeeping meters are Short Term and are resetable.

If the *CANCELLA* button is pressed during reading of BOOKKEEPING information "WARNING" will be displayed on the display. If *CANCELLA* is held pressed down for 5 seconds all BOOKKEEPING values will be set to zero.

Turn Inner Cash Door Key off to return to REFILL MODE options.

Refill is exited by removal of the refill key.

PERSONALITY PACKAGE

IMPACT FAULT DIAGNOSIS

To assist in fault location the test sequence must be entered to confirm if components (ie, lamps, le sensors, door switches etc) are electrically sound.

The fault and event codes should be consulted to give guidance as to possible faults when they occur. Fault codes generated by the machine are logged and can be listed in test five. This can be used when trying to identify common fault trends. Also to assist you, listed below are a few fault conditions with some possible causes in each case:

1. MACHINE NOT INITIALISING
 - A. No mains supply or blown fuses. Check power supply LED's.
 - B. Mains voltage too low.
 - C. Memory card not fitted or faulty or incorrectly seated EPROM's. } Check Status
 - D. Faulty processor card or mother board. } and Reset LED's
2. MACHINE REJECTING COINS/TOKENS
 - A. Coin validator faulty or dirty.
 - B. Inhibits from motherboard. Mother board faulty.
 - C. Bad connection between mother board and coin validator.
 - D. Faulty level sensor or coin jam.
 - E. Low coin level in tube.
 - F. No data capture communication. Check in test.
 - G. Permanent coin alarm.
3. MACHINE ACCEPTS COINS/TOKENS WITHOUT GIVING CREDIT
 - A. Bad connection between mother board and coin validator.
 - B. Faulty coin validator.
 - C. Machine in refill mode.
 - D. No output common voltage from mother board. Faulty mother board.
4. MACHINE NOT PAYING OUT
 - A. Faulty payout solenoid or TRIAC board
 - B. Faulty RPU internal loom or external loom to motherboard (check connectors).
 - C. 50V AC fuse blown on PSU (FS1 5A).
 - D. Machine in back door open mode. Check door switches.
 - E. Coins jammed in tube.
 - F. Faulty or misaligned level sensor.
 - G. Faulty mother board.

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5. REEL ALARM OR INCORRECT ALIGNMENT
 - A. Bad contacts on reel loom.
 - B. Reel catching on other internal parts of machine.
 - C. Faulty reel motor.
 - D. Broken Opto Tab or faulty opto sensor (check LED extinguishes when passing sensor).
 - E. Reel lamp array misaligned.

6. MACHINE ALARM ON COINS IN/PAYOUT
 - A. Meter assembly faulty.
 - B. Bad contact between meter and mother board.
 - C. Mother board faulty.

PERSONALITY PACKAGE

PARTS LIST

Part No	Description	Quantity
020544	KIT PSU, IMPACT	1
045272	MEMORY CARD	1
045250/1	SAMPLE SOUND CARD	1
045251	PROCESSOR CARD	1
045266	IMPACT MOTHER BOARD	1
045252	TRIAC BOARD	1
045279	PERIPHERAL INTERFACE PCB	1
060167	CABINET ASSEMBLY	1
PP19343	BUTTON PANEL	1
PP19338	MAIN GLASS LOOM/VACUUM FORMING	1
PP19339	REEL GLASS LOOM/VACUUM FORMING	1
PP19337	TOP PERSPEX LOOM/VACUUM FORMING	1
PP19327	MAIN GLASS	1
PP19328	REEL GLASS	1
PP19326	TOP PERSPEX	1
PP19329	REEL BAND SET	1
370130	REEL	4
PP19355	CS435 VALIDATOR	1
460043	METERS (9V) - 6 DIGIT	5
580014	SPEAKER 8Ω 2W 4"	2
620021	BATTERY - MPU (2.4V 100ma)	1
731016	7 SEGMENT DISPLAY	3
731017	ALPHA NUMERIC DISPLAY - 12.5mm	1
220343	PREMIO PAYOUT TUBE (YELLOW)	1
420417	SOLENOID - YELLOW (PREMIO)	1
420345/3	COIN CONTROLS UNIVERSAL HOPPER	1



JPM International Ltd.

Hadfield Road Cardiff U.K. CF1 8AQ

Tel: +44 (0)1222 223000 Fax: +44 (0)1222 238214

C435 INFORMAZIONI TECNICHE

MAGGI CONIATURE

PRODUZIONE E COMMERCIO DAL 1987
MANUFACTURING & TRADING SINCE 1987

MAGGI CONIATURE
VIA B. VERRI 37/A
20141 MILANO ITALY
TE (02) 8465941/2/3/4
FAX (+39) 2 8467889

AGENTI ESCLUSIVI DI: SOLE ITALIAN DISTRIBUTOR OF:

COIN CONTROLS

1. ASPETTI GENERALI

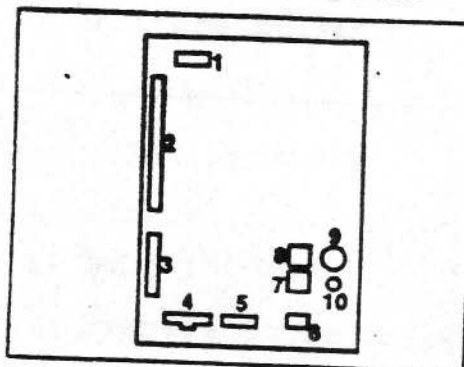
Utilizzando la tecnologia d'avanguardia e l'altissima precisione della serie 400, il validatore C435 è stato prodotto per il mercato dei giochi elettronici con vincita di gettoni. Esso offre la più completa compatibilità con gli standard del settore sia per quanto riguarda la sua dimensione sia per le sue funzioni.

2. INTRODUZIONE E SCIVOLO

Il validatore C435 funziona con lo scivolo standard (caduta a Y) CCL con l'uso di flags opzionali.

3. VALIDATORE E CONVOGLIATORE

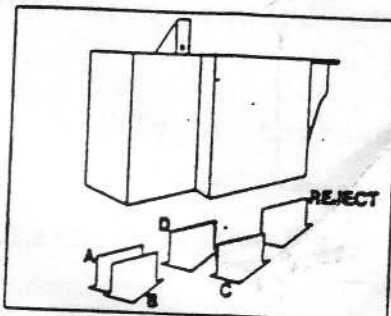
Figura 1 - Connettori e Interruttori



1. Connettore slitta
2. Interfaccia parallela
3. Deviatore quantità in eccesso
4. Press
5. Interfaccia seriale (non usata)
6. Convoogliatore a 8 vie
7. Interruttori per selezione cassa
8. Interfaccia per diagnosi
9. Interruttore rotativo per gettoni
10. Pulsante di programmazione

CONVOGLIATORE TIPO 6

Figura 2 - Separatore a 4/8 vie



4. PROGRAMMAZIONE GETTONI IN CAMPO

Questa funzione offre un metodo semplice, affidabile e sicuro per programmare un gettone non standard. Con la macchina alimentata ed il connettore del validatore in parallelo, per far accettare un nuovo gettone si deve procedere come segue:

- spostare la manopola rotativa in posizione "F";
- premere il tasto del programma;
- introdurre il gettone nell'apposita mascherina (minimo 20 pezzi);
- spostare la manopola rotativa in posizione "C";
- premere il tasto del programma.

La funzione di apprendimento del gettone può essere sospesa durante la fase di apprendimento (mentre la manopola si trova sulla posizione "F") sia premendo il tasto del programma che spegnendo la macchina.

5. SELEZIONE DEL GETTONE

Contattare il Servizio di Assistenza Tecnica della Coin Controls in Italia:
MAGGI CONIATURE sede di Milano.

COIN CONTROLS

GETTONIERA ELETTRONICA COIN CONTROL C 435

INFORMAZIONI PER LA PROGRAMMAZIONE

Ogni macchina é corredata delle istruzioni per programmare l'accettazione del gettone, tuttavia può esserci l'esigenza di ABILITARE o DISABILITARE il canale predisposto per i gettoni.

Le gettoniere con ingresso frontale (tipo GRANDE FUGA) non hanno il doppio canale per cui deve essere utilizzato il programma per DISABILITARLO.

Le gettoniere con doppio canale e ingresso dall'alto (tipo INDIANA JONES) possono essere utilizzate con entrambi i programmi conseguentemente al collegamento della fotocellula del canale gettoni.

PER DISABILITARE IL CANALE GETTONI (Fotocellula non collegata).

- 1) Girare l'interruttore rotativo in posizione "D"
- 2) Portare lo SW. 1 in "ON"
- 3) Premere il pulsante (5 secondi)
- 4) Portare lo SW.1 in "OFF"
- 5) Girare l'interruttore rotativo in posizione "C"
- 6) Premere il pulsante (5 secondi)

ORA PROCEDERE ALLA PROGRAMMAZIONE STANDARD COME SEGUE:

- 7) Girare in "F"
- 8) Premere pulsante (.5 secondi)
- 9) Introdurre minimo 20 gettoni (non 20 volte lo stesso)
- 10) Girare in "C"
- 11) Premere pulsante (.5 secondi)

PER ABILITARE IL CANALE GETTONI (Fotocellula collegata)

- 1) Girare in "D"
- 2) SW.1 in "OFF"
- 3) Premere pulsante (5 secondi)
- 4) Girare in "C"
- 5) Premere pulsante (5 secondi)

ORA PROCEDERE ALLA PROGRAMMAZIONE STANDARD DAL PUNTO 7 AL PUNTO 11

Lo switch N°2 riguarda un allarme non utilizzato per cui lasciarlo sempre in OFF.

UTILIZZARE LO SW.2 SOLO NELLA PROCEDURA DI INIBIZIONE DELLE MONETE COME INDICATE DI SEGUITO.

MONETE

Puo' essere disabilitata l'accettazione di alcune monete, oppure anche tutte. Normalmente le monete sono programmate sui canali 1,2,3,4. Per esempio se si vuole lasciare abilitato solo il canale 1 (moneta da 500 L.) procedere attentamente come segue:

- 1) SPEGNERE LA MACCHINA
- 2) STACCARE I FILI RIGUARDANTI LE INIBIZIONI MONETE SUL CONNETTORE DELLA GETTONIERA E ISOLARLI MOMENTANEAMENTE (vedi istruz. sotto)
- 3) RICOLLEGARE IL CONNETTORE ALLA GETTONIERA.
- 4) GIRARE L'INTERRUTTORE ROTATIVO IN POSIZIONE "E"
- 5) ACCENDERE LA MACCHINA
- 6) SPOSTARE LO SW.1 E 2 IN POSIZIONE "ON"
- 7) PREMERE PULSANTE (almeno 5 secondi)
- 8) SPOSTARE LO SW.1 E 2 IN POSIZIONE "OFF"
- 9) GIRARE L'INTERRUTTORE ROTATIVO IN POSIZIONE "C"
- 10) PREMERE PULSANTE (almeno 5 secondi)
- 11) SPEGNERE LA MACCHINA
- 12) RICOLLEGARE I FILI COME ERANO PRIMA
- 13) RIACCENDERE LA MACCHINA

Procedura per staccare i fili dal connettore:

Per evitare errori nell'individuazione dei fili da staccare consideriamo come riferimento la chiavetta di polarizzazione nel connettore gettoniera.

I fili interessati sono corrispondenti al N°8,9,10 (rispettivamente canale 3,2,1) vedi esempio seguente:

Con l'aiuto di un piccolo cacciavite premere la linguetta di ancoraggio e sfilare con delicatezza i fili interessati isolandoli momentaneamente.

Procedere ora con il punto N°3

ESEMPIO PER INDIVIDUARE I FILI INIBIZIONI MONETE.

- * segnale di uscita gettoni
- * comune dei segnali di uscita
- * segnale di uscita 500 L.
- * CHIAVETTA DI POLLARIZZAZIONE
- 1 * segnale di uscita 200 L.
- 2 * segnale di uscita 100 L.
- 3 * -
- 4 * -
- 5 * inibizione canale N°4
- 6 * -
- 7 * -
- 8 * inibizione canale N°3 (100 L. nuove e 100 L. vecchie)
- 9 * inibizione canale N°2 (200 L.)
- 10 * inibizione canale N°1 (500 L.)
- 11 * -

PER RIABILITARE LE MONETE: é sufficiente ripetere la stessa identica procedura, senza staccare i fili sul connettore.

DA NON FARE MAI:

Posizionare l'interruttore rotativo nelle posizioni Ø F,E,D, e spegnere la macchina. In questo caso tutte le programmazioni effettuate vengono cancellate, per cui si rende necessario riprogrammare.

INPUT SWITCH SULLA SCHEDA

SW. 1	= ON	MONETE NON ABILITATE
	= OFF	MONETE ABILITATE
SW. 2	= ON	PERCENTUALE GETTONI PLASTICA 40%
	= OFF	PERCENTUALE GETTONI PLASTICA 20%
SW. 3	= ON	ALLARME MONETE, SI INTERROMPE SOLO APRENDO LO SPORTELLLO POSTERIORE
	= OFF	ALLARME MONETE, SI INTERROMPE QUANDO VIENE SBLOCCATA LA MONETA
SW. 4	= NON USATO	
SW. 5	= ON	MUSICA ABILITATA IN ATTRACT MODE CON ZERO CREDITI
	= OFF	MUSICA ESCLUSA
SW. 6	= NON USATO	
SW. 7	= NON USATO	
SW. 8	= ON	GIOCO A 3 SPIN
	= OFF	GIOCO A 1 SPIN

Fase dimostrazione

Per entrare nel mode di dimostrazione, aprire lo sportello posteriore e tenere abbassato lo switch rosso sulla scheda per almeno 2 secondi.
 Agendo su uno qualsiasi dei pulsanti HOLD insieme al pulsante UTBETAL, si-
 sono spostare le ruote in qualsiasi combinazione. La combinazione può poi es-
 sere tenuta e verrà premiata una volta premuto il pulsante START.

LAYOUT PULSANTI

CANCELLA	BLOCCA	BLOCCA	BLOCCA	RITIRA	CAMBIA FUNZIONE	PARTENZA
		ALTO	BASSO			RISCHIA