

DATE

《 SUPER CHERRY MASTER 》

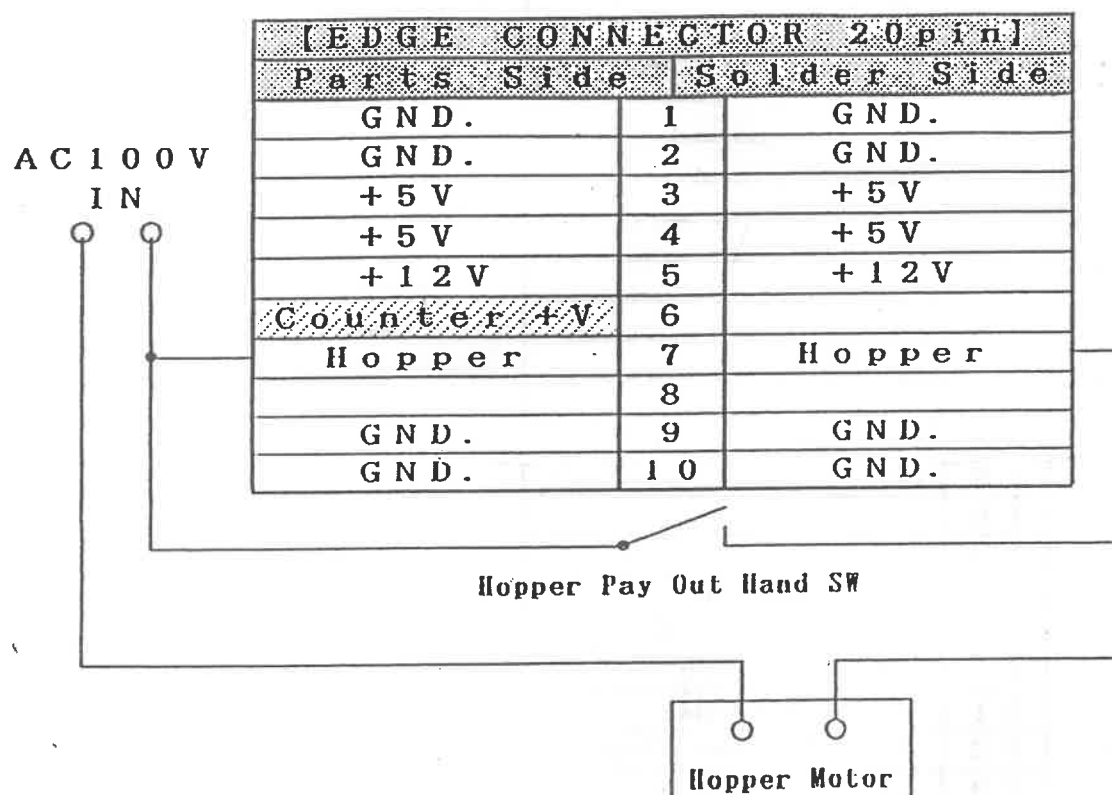
[EDGE CONNECTOR 72pin]			
Parts Side		Solder Side	
Video Red	1	Video Green	
Video Blue	2	Video Sync.	
Speaker	3	SP. Gnd.	
	4		
	5		
	6		
	7		
SW Service In	8		
PI SW Start	9		
PI SW Small/Odds	10		
PI SW Bet	11		
PI SW Take Score	12		
PI SW Double Up	13		
	14		
	15		
PI SW Big	16		
	17		
SW Coin In	18	SW Key In	
	19	SW Token In	
SW Analyzer	20	SW Confirm	
SW Payout	21	SW Key Down	
SW Hopper Empty	22	SW Hopper Micro	
Counter Coin In	23		
Counter Key In	24		
	25		
Counter Token In	26		
Counter Hopper Out	27	Counter Lack of Hopper	
Counter Key Down	28		
Lamp Start	29		
Lamp Small/Odds	30		
Lamp Bet	31		
Lamp Take Score	32		
Lamp Double Up	33		
Lamp Big	34		
	35		
Gnd.	36	Gnd.	

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▼ Counter +V depends on Spec. of voltage, Please connect +5V or +12V.

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[illegible]

DIP SW [M2]		1	2	3	4	5	6	7	8
Main Game Payout Ratio	55 %	ON	ON	ON					
	60 %	OFF	ON	ON					
	65 %	ON	OFF	ON					
	70 %	OFF	OFF	ON					
	75 %	ON	ON	OFF					
	80 %	OFF	ON	OFF					
	85 %	ON	OFF	OFF					
	90 %	OFF	OFF	OFF					
Double Up Game Payout Ratio	80 %				ON				
	90 %				OFF				
Bet Max.	8 Bet					ON	ON		
	16 Bet					OFF	ON		
	32 Bet					ON	OFF		
	64 Bet					OFF	OFF		
Bet Limit For Any Bonus	8 Bet							ON	
	16 Bet							OFF	
Bet Limit For Center Super 7	Unlimited								ON
	Limited	Number set Dip No.2-7							

《SUPER CHERRY MASTER》

DIP SW [No.3]			1	2	3	4	5	6	7	8
Coin A Ratio	①	1coin 1 credit	ON	ON	ON					
	②	1coin 2 credit	OFF	ON	ON					
	③	1coin 4 credit	ON	OFF	ON					
	④	1coin 5 credit	OFF	OFF	ON					
	⑤	1coin 8 credit	ON	ON	OFF					
	⑥	1coin 10 credit	OFF	ON	OFF					
	⑦	1coin 20 credit	ON	OFF	OFF					
	⑧	1coin 25 credit	OFF	OFF	OFF					
Key In Ratio *** Times by Coin A Ratio		X 5				ON	ON			
		X 10				OFF	ON			
		X 20				ON	OFF			
		X 50				OFF	OFF			
Coin C Ratio *** Times by Coin A Ratio		X 5						ON		
		X 10						OFF		
Coin D Ratio *** (Only for Use Token)		X 1							ON	
		X 2							OFF	
Not Used										ON
										OFF

*** List of Detail

	COIN A	X 2	X 5
①	1coin 1 credit	1coin 2 credit	1coin 5 credit
②	1coin 2 credit	1coin 4 credit	1coin 10 credit
③	1coin 4 credit	1coin 8 credit	1coin 20 credit
④	1coin 5 credit	1coin 10 credit	1coin 25 credit
⑤	1coin 8 credit	1coin 16 credit	1coin 40 credit
⑥	1coin 10 credit	1coin 20 credit	1coin 50 credit
⑦	1coin 20 credit	1coin 40 credit	1coin 100 credit
⑧	1coin 25 credit	1coin 50 credit	1coin 125 credit

★ Example

* Coin A
 1 Coin 10 Credit
 * Key In
 1 Note 100 Credit
 * Coin C
 1 Coin 50 Credit
 * Coin D
 1 Token 10 Credit

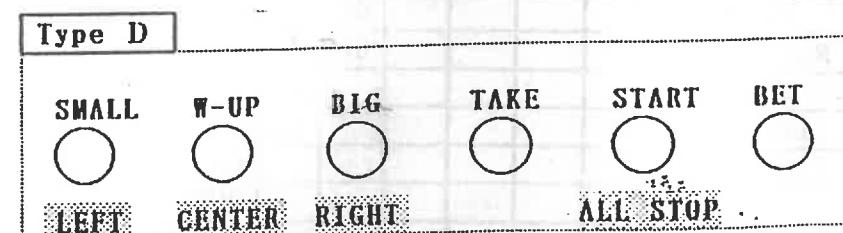
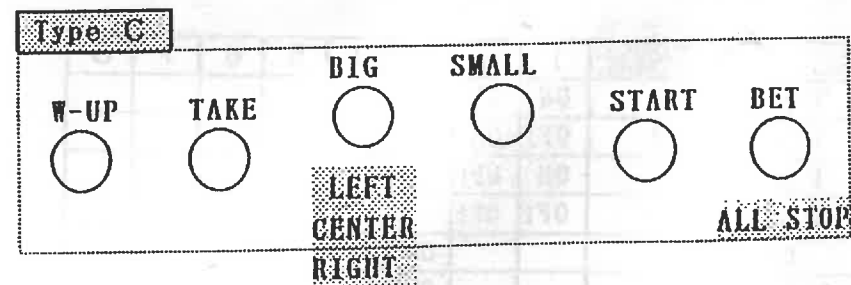
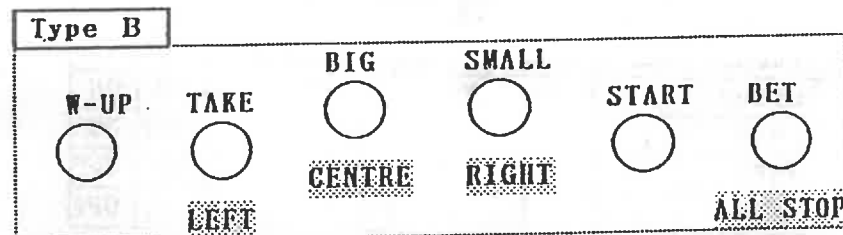
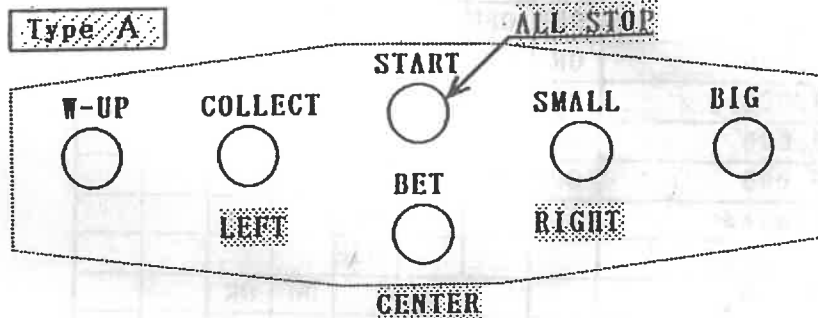
	X 10	X 20	X 50
①	1coin 10 credit	1coin 20 credit	1coin 50 credit
②	1coin 20 credit	1coin 40 credit	1coin 100 credit
③	1coin 40 credit	1coin 80 credit	1coin 200 credit
④	1coin 50 credit	1coin 100 credit	1coin 250 credit
⑤	1coin 80 credit	1coin 160 credit	1coin 400 credit
⑥	1coin 100 credit	1coin 200 credit	1coin 500 credit
⑦	1coin 200 credit	1coin 400 credit	1coin 1000 credit
⑧	1coin 250 credit	1coin 500 credit	1coin 1250 credit

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PANEL TYPE (DIP SW [No.5] -1, 2)



* Setting 'Skill Stop off' (Dip SW 5-3) makes
 'All Stop' Button inactive.