FLIP 2 WIN
SERVICE MANUAL

NOTICE

The Operator of this equipment is responsible for maintaining customer safety at all time. Details set forth in this document must be followed at all times.

FOREWORD

SAFETY WARNING

 * In order to use this game safely, be sure to read this Operator's Manual thoroughly before
   installation, adjustment or use of this game.

 * Whenever the owner of this game or his authorized representative disassembles, install, adjusts,
   repairs or performs periodic maintenance on this game, the owner should ensure that the person
   performing the work has read the appropriate precautions and the relevant section of this manual
   prior starting work.

 * In order to prevent accidents while this game is in operation, make sure that the safety notes
   described below are followed.

 * This game is intended for indoor use only and should be for the purpose intended.

 * Hyper Entertainment bears no responsibility for accidents, injury or damage resulting from
   unauthorized arranges to, or improper use of this game.

SAFETY NOTES

* These safety notes are to be used throughout this manual. Anyone working on this
   machine should realiarize themselves with each of these notes and their meanings
   prior to installing, adjusting, repairing, performing periodic maintenance.

Warning

WARNING: This denotes a hazard that could result in injury, death, or damage to the game.

CAUTION

This denotes a hazard that could result in damage to the game. Do not proceed beyond a
warning note until the indicated conditions are fully understood and conformed to.

GENERAL SAFETY CONDITIONS

* Only operate this game after checking that the unit has been installed properly and in accordance with this manual.

*All warning notices must always be visible and in good condition. Warning labels, which are worn, or illegible, should be replaced immediately.

*Only qualified personnel should be perform the installation, adjustment, repair and/or periodic maintenance of this game.

*To prevent the possibility of electrical shock, the game MUST be plugged into AC power receptacle using an appropriate three prong GROUNDED plug.

*If at any time the AC power cord if damaged, it MUST be replaced immediately.

BE CAREFUL OF THE IDENTIFIER IN THE MACHINE.

It is the warning of HIGH VOLTAGE.
It means high voltage can cause an electric
shock, turn off power before serving.

Be careful of the identifier in the machine.
It is the warning of HIGH TEMPERATURE.
It means high temperature can cause burning.

INTRODUCTION OF THE MANUAL

* This owner's Manual is intended to provide detailed descriptions together with all the necessary information covering the general operation of electronic assemblies, servicing control, spare parts, etc. as regards the product.

* This manual is intended for the owner, personnel and managers in charge of operation of the product. Operate the product after carefully reading and sufficiently understanding the instructions. If the product fails to function satisfactorily, non-technical personnel should no circumstances touch the internal system.

* Non-technical personnel who do not have technical knowledge and expertise should refrain from performing such work that this manual requires the location's maintenance man or a serviceman to carry out, or work which is not explained in this manual. Failing to comply with this instruction can cause a severe accident such as electric shock.

* Ensure that parts replacement, servicing & inspections, and troubleshooting are performed by the locations maintenance man or the serviceman. It is instructed herein that particularly hazardous work should be performed by the serviceman who has technical expertise and

Flip2Win knowledge.   - 2 -

CONTENTS

SPECIFICATION

1 Rated power supply：   AC220V±10% 50Hz   or   AC 110V±10% 60Hz;

(Note: As the actual voltage, please refer the label of the machine.)

2 Power Consumption：   Min power consumption: 320   W

Max power consumption: 400   W

3 Dimensions：   1128 (W) X   1408 (L) X   1992 (H) (mm)

44.41 (W) X   55.43 (L) X   78.43 (H) (inch)

4 Weight：   about   250 Kgs

About   551Pound

5 Environment Condition: Temperature(indoor): -10炑～+400

Humidity: ≤90%

Atmospheric pressure: 86Pa～106Pa

Note: Game parameters are subject change without notice.

Package Content

BODY ASSEMBLY: 1unit

● * Make sure that all the parts shown below are included in product package.

● * If any parts are missing, contact your distributor.

ACCESSORIES

Item Content Specification Q'ty Illustration Note

1 Power wire 1.5m 1

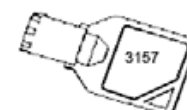2 Fuse Φ5-20mm 3   AC220V:3A
                                                    AC110V:6A
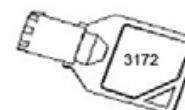
3 Operation Manual   1

4 Key 3157 2

5 Key 3172 2

6 Key 1832 2

7 Sponge Wheel   6   CoinChute

8 Paddles   20   PushAssy

9 Paddle Arm   6   PushAssy

10 Coin Chute Sensor   2   ShootAssy

11 Coin Chute Motor   1   ShootAssy

12 Bulb MR11,12V/20W2   Ceiling

13 Coin slide 0.90' 6   ControlPanel

14 Coin slide 0.95' 6   ControlPanel

Main Component Identification

Token in- Ticket out

Part Number Description Qty/Game

1 F2W-1-29-0 Marquee Acrylic 1

1 F2W-1-29-1 Marquee Acrylic(1 player) 1

2 F2W-2-0 Marquee Holder 2

3 F2W-1-3-0 Dice Mechanism Assembly 2

4 F2W-1-4-0 Right side Acrylic(up) 1

4 F2W-1-4-1 Right side Acrylic(down) 1

5 F2W-1-5-0 Playstation Assembly 2

5 F2W-1-5-1 Playstation Assembly (1 player) 1

6 F2W-1-6-0 Control Panel 1

6 F2W-1-6-1 Control Panel(1 player) 1

7 F2W-1-7-0 Front door Assembly 2

8 F2W-1-8-0 Marquee metal 1

8 F2W-1-8-1 Marquee metal (1 player) 1

9 F2W-1-9-0 Top Acrylic 1

9 F2W-1-9-1 Top Acrylic(1 player) 1

10 F2W-1-10 -0 Middle side Acrylic(up) 1

10 F2W-1-10-1 Middle side Acrylic(down) 1

11 F2W-1-11-0 Left side Acrylic(up) 1

11 F2W-1-20 Left side Acrylic(down) 1

12 F2W-1-12-L Side Window Acrylic LED(left) 1

12 F2W-1-12-R Side Window Acrylic LED(right) 1

13 F2W-1-2 Cash box Assembly 2

14 F2W-1-1   Glass door   2

15 F2W-1-6 Caster 4

16 F2W-1-7 Leveler 4

17 F2W-1-27 Playfield Fluorescent Lamps   3
F2W-1-13(old)

18 F2W-1-28 Marquee Fluorescent Lamps 110V   2
T5/21W 7800K

19 F2W-1-15 MR11 12V/25W 3

20 F2W-1-5 LED72.PCB 2

21 F2W-1-21-L Decal Full Side Left 1

21 F2W-1-21-R Decal Full Side Right 1

22 F2W-1-22-L Decal Front Door Upper Left 1

22 F2W-1-22-R Decal Front Door Upper Right 1

23 F2W-1-23-L Decal Cash Box Left 1

23 F2W -1-23-R Decal Cash Box Right 1

24 F2W-1-28-L Side Window Acrylic (left) 1

24 F2W-1-28-R Side Window Acrylic (right) 1

Main Component Identification

Token in- Ticket out

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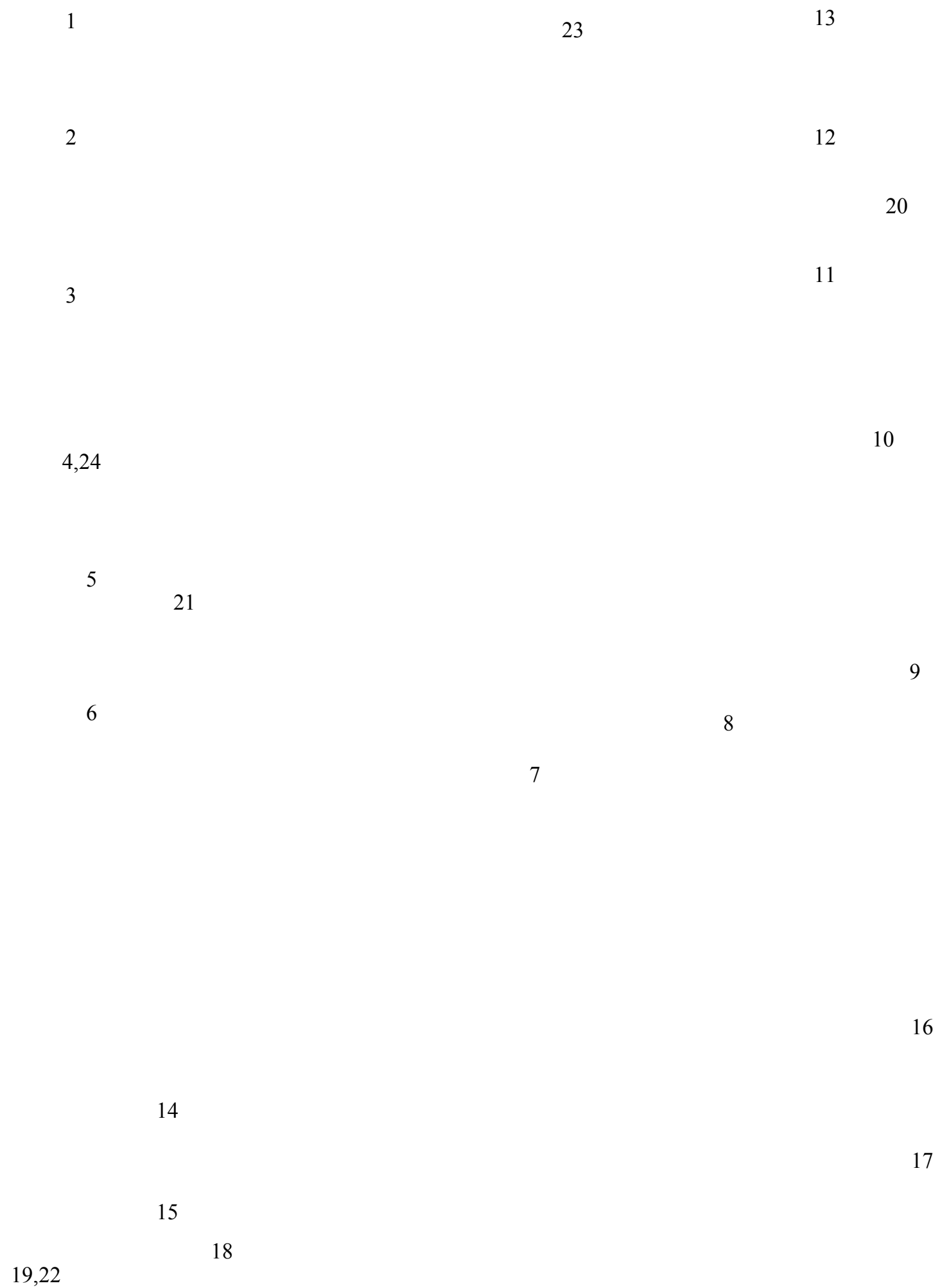
15,16
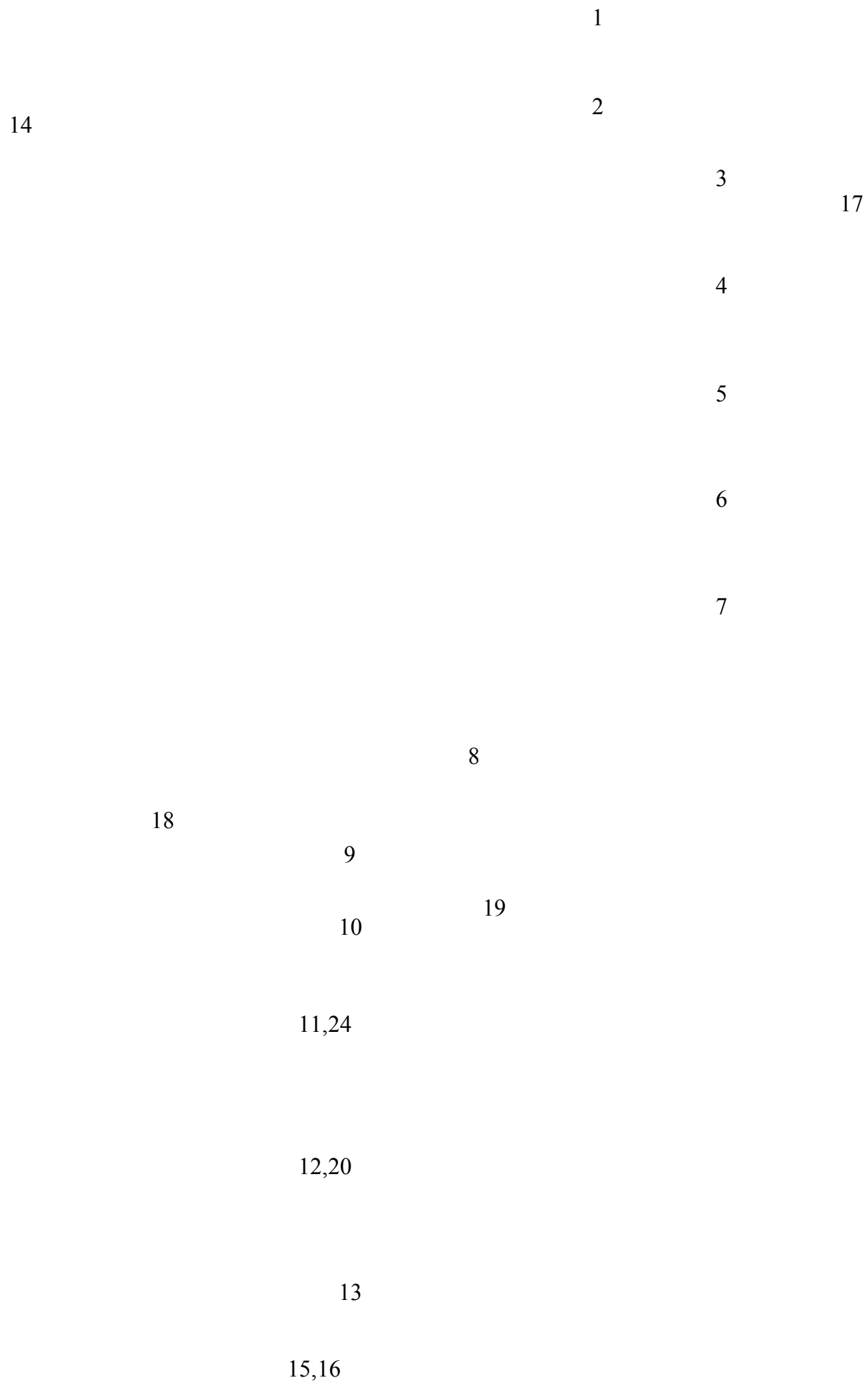
Diagram for the inside of parts

Token in- Ticket out

1 F2W-2-1-0   Filler   2

2 F2W-2-2-0   Hopper Assembly   2

3 F2W-5-2   Ticket Bin 2

4 F2W-5-9 Front Door Hinge   2

5 F2W-5-8 Ticket Inverter Board RS001t   2

6 F2W-5-3 Ticket Assembly   2

7 F2W-2-7-1 Front door Lock3172   4

8 F2W-2-8-1 Foreign coin tray   2

9 F2W-2-9-1 Proximity Sensor   2

10 F2W-5-6 Speaker   2

11 F2W-5-7 Count Assembly   2

12 F2W-7-2 Lamp control   2

13 F2W-2-13-1 Alarm   2

14 F2W-2-14-1 Power Supply-EPT-H150S15   1

15 F2W-7-7 Power Supply-EPT-S320S12 2

16 F2W-7-4 Extend Display Board   1

17 F2W-7-1 Main Board   1

18 F2W-1-16 Wire box Assy 1

19 F2W-4-8A Fan Main Exhaust Cabinet110VAC 1

20 F2W-7-6 Body Sensor Board 1

21 F2W-5-8 Ticket Interface Board 2

22 F2W-1-18 Fan Net 1

23 F2W-5-1 Sound Sensor (Coin Hopper Sensor) 2

24 F2W-2-11 Front Door Chain 4

Diagram for the inside of parts
Token in- Ticket out

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Diagram for the inside of parts

Token in- Token out

Part Number Description Qty/Game

1 F2W-3-1-0 Filler   2

2 F2W-2-2-0 Hopper Assembly   2

3 F2W-5-9 Front Door Hinge   2

4 F2W-5-7 Count Assembly 2

5 F2W-2-7-1 Front door Lock3172 4

6 F2W-2-9-1 Proximity Sensor 2

7 F2W-5-6 Speaker 2

8 F2W-3-8-1 Coin Out Filler   2

9 F2W-5-8 RS001t Ticket Inverter Board 2

10 F2W-2-13 Alarm   2

11 F2W-7-2 Lamp control   2

12 F2W-3-12-1 Coin eater filler   4

13 F2W-3-13-1 LED33-1.PCB   2

14 F2W-2-15-1 Power Supply-EPT-H150S15 1

15 F2W-7-7 Power Supply-EPT-S32012 2

16 F2W-7-4 Extend Display Board   1

17 F2W-7-1 Main Board 1

18 F2W-5-11 Sound Sensor   2

19 F2W-7-3 Sound Sensor Board 2

20 F2W-2-11 Front Door Chain 4

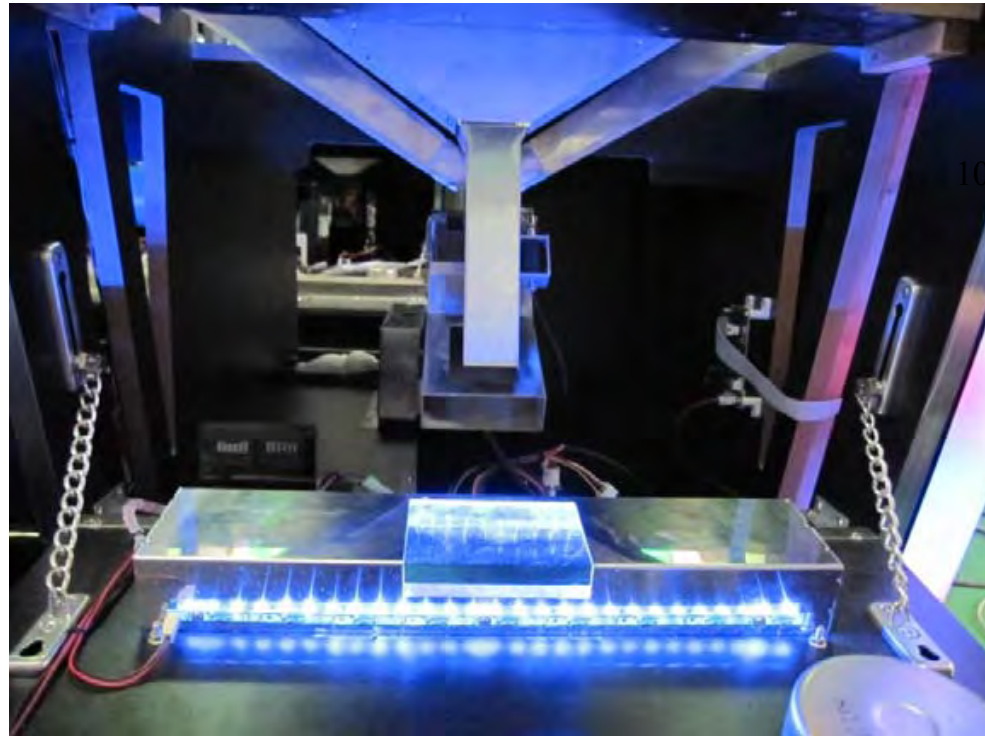Flip2Win   - 10 -

Diagram for the inside of parts

Token in- Token out

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Dice Mechanism Assembly

Token in- Ticket/Token out

1 F2W-3-1 Dice panel 2

2 F2W-3-5 7SEG Display 2

3 F2W-3-4 Dice Drive board 2

3 F2W-3-4 Dice Drive board 1.2 2

3 F2W-3-4 Dice Drive board 1.3 2

4 F2W-4-4-0 Dice panel Holder 4

5 F2W-1-25 Symbol Jokerwild sticker 6

5 F2W-1-25 Symbol Spade sticker 6

5 F2W-1-25 Symbol Heart sticker 6

5 F2W-1-25 Symbol Diamond sticker 6

5 F2W-1-25 Symbol Club sticker 6

5 F2W-1-25 Symbol ? sticker 6

6 F2W-3-2 Dice unit 6

7 F2W-4-7-0 Dice Holder 2

Dice Mechanism Assembly

Token in- Ticket/Token out

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Token in- Ticket/Token out
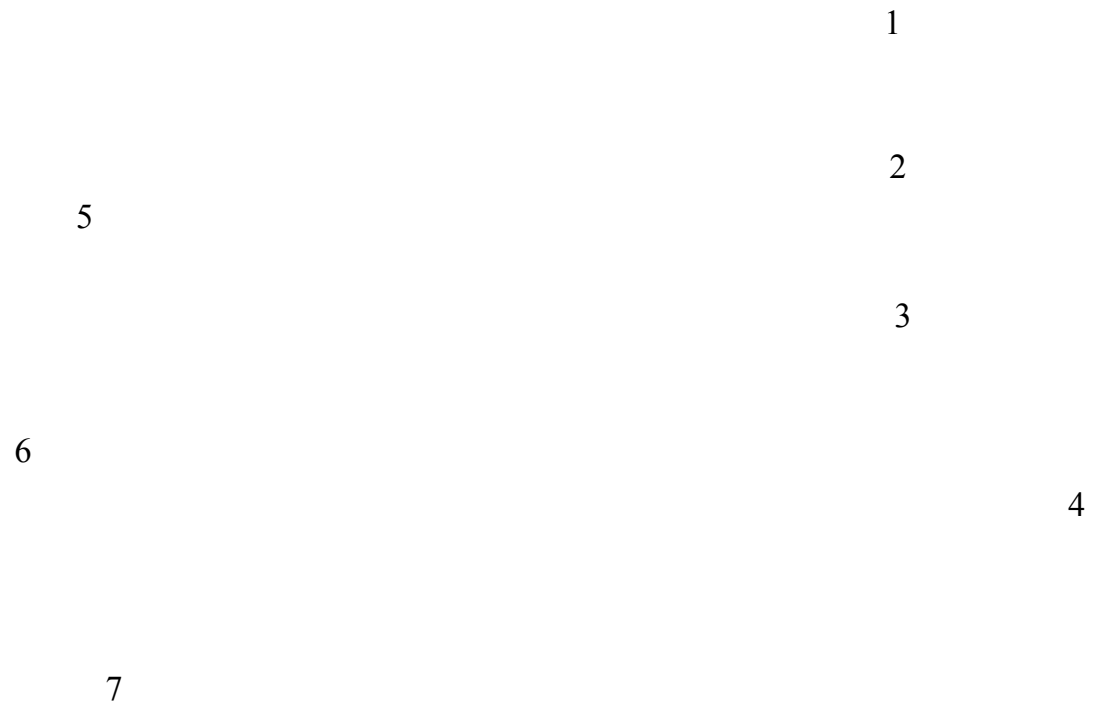
Playstation Assembly-Front

Token in- Ticket out

1 F2W-5-1-0 Green Acrylic A 2

2 F2W-5-2-0 Green Acrylic A 2

3 F2W-4-13 Bearing 4

4 F2W-4-1 Chain

5 F2W-4-12 Chain wheel

6 F2W-5-6-0 Playstation metal_SZTBJ.02-21 Left 2

6 F2W-5-6-1 Playstation metal_SZTBJ.02-21 Right 2

7 F2W-4-11 Paddle Blue 4

7 F2W-4-11 Paddle Green 4

7 F2W-4-11 Paddle Yellow 4

7 F2W-4-11 Paddle Orange 4

7 F2W-4-11 Paddle Red 4

8 F2W-4-4 Paddle Arm 20

9 F2W-5-9-0 Fluorescence Red Acrylic 4

10 F2W-5-10-0 Playstation metal_SZTBJ.02-22 2

11 F2W-5-11-0 Playstation metal_SZTBJ.02-21 2

12 F2W-5-12-0 Playstation metal_SZTBJ.02-23 2

13 F2W-5-13-0 Playstation metal_SZTBJ.02-10 8

14 F2W-5-14-0 Playstation metal_SZTBJ.02-11 8

15 F2W-3-5 7 Segment Display 2

Playstation Assembly-Front

Token in- Ticket out

1, 2   15   7, 8

3, 13, 14   9

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Playstation Assembly-Front

Token in- Token out

1 F2W-5-1-0 Green Acrylic A 2

2 F2W-5-2-0 Green Acrylic A 2

3 F2W-4-13 Bearing 24

4 F2W-4-10 Chain 2

5 F2W-4-12 Chain wheel 2

6 F2W-6-6-0 Playstation metal_SZTBJ.02-21 Left 2

6 F2W-6-6-1 Playstation metal_SZTBJ.02-21 Right 2

7 F2W-4-11 Paddle Blue 4

7 F2W-4-11 Paddle Green 4

7 F2W-4-11 Paddle Yellow 4

7 F2W-4-11 Paddle Orange 4

7 F2W-4-11 Paddle Red 4

8 F2W-4-4 Paddle Arm 20

9 F2W-5-9-0 Fluorescence Red Acrylic 4

10 F2W-6-10-0 Playstation metal_SZTBJ.02-22 2

11 F2W-6-11-0 Playstation metal_SZTBJ.02-21 2

12 F2W-6-12-0 Playstation metal_SZTBJ.02-23 2

13 F2W-6-13-0 Playstation metal_SZTBJ.02-10 8

14 F2W-6-14-0 Playstation metal_SZTBJ.02-11 8

15 F2W-6-15-0 Playstation metal_SZTBJ.02-54 4

16 F2W-6-16-0 Playstation metal_SZTBJ.02-55 Left 2

16 F2W-6-16-1 Playstation metal_SZTBJ.02-55 Right 2

Playstation Assembly-Front

Token in- Token out

1, 2

7, 8

3, 13, 14

9

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15, 16

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12

Playstation Assembly-Back

Token in- Ticket/Token out

1 F2W-4-6 Crank 4

2 F2W-7-2-0 Arm Holder_ SZTBJ.02-9 4

3 F2W-7-3-0 Motor_60JB/100G8(220V,50HZ) 2

3 F2W-4-7 Motor_60JB/100G8(100V,60HZ) 2

4 F2W-7-4-0 Fan_DC12V FD1281259B-2F 2

5 F2W-4-9 Motor Mounting Bracket 2

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Cash box Assembly

Token in- Ticket/Token out

1 F2W-1-2 Cash box_small 2

2 F2W-8-2-0 Cash box holder__SZTBJ.02-47 2
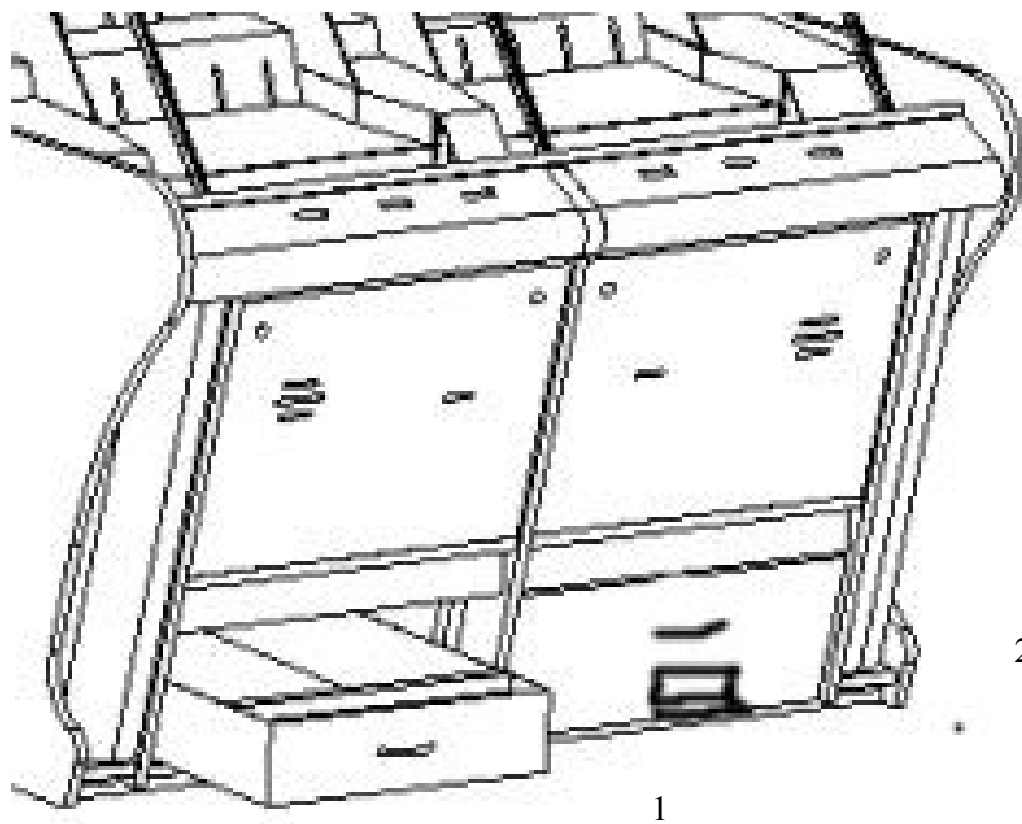
Marquee Assembly

1 F2W-9-1-0 Fan_SUNON DP100A(4") 1

2 F2W-9-2-0 LampHolder_SZTBJ.02-40 4

3 F2W-1-2 110V T5/21W 7800K 2

4 F2W-2-3 Tilt-SW 1

5 F2W-9-5-0 LOCK3172 2

6 F2W-9-6-0 MB232a1.PCB 1

7 F2W-9-7-0 Power supply_ESM-H40S12 1

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5 6 7

Coin Flipper Assembly

1 F2W-6-1 Shoot Wheel 6

2 F2W-6-6 Flipper metal_ SZTBJ.02-19 6

3 F2W-1-3   Coin slot .984, .900, .882 (special order)   6

4 F2W-6-5 Flipper metal_ SZTBJ.02-17 6

5 F2W-6-4 Flipper metal_ SZTBJ.02-18 6

6 F2W-6-7 Motor Speed board 6

7 F2W-6-2 Shoot motor_CM-209 DC12V 6

8 F2W-7-5 Coin Exit Sensor 6

9 F2W-7-8 Coin Entry Sensor 6

10 F2W-6-8 Sensor Holder 6

9,10

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2 1 4   7

Hopper Assembly

Token in- Ticket out

1 F2W-11-1-0 Hopper cover 2

2 F2W-11-2-0 Hopper bottom 2

3 F2W-5-1 Hopper 2

4 F2W-11-4-0 Hopper holder 2

3

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2

Hopper Assembly

Card reader

1 F2W-12-1-0 Update Hopper Bottom 2

2 F2W-12-2-0 Coin out filler connector 2

3 F2W-12-3-0 Update Hopper cover 2

4 F2W-12-4-0 Acrylic Hopper cover 2

5 F2W-12-5-0 Xxxx 0

Hopper_F2W-10-3-0

3

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5

Hopper Assembly

Token in- Ticket out

1 F2W-13-1-0 Hopper cover 2

2 F2W-13-2-0 Hopper bottom 2

3 F2W-13-3-0 Hopper 2

4 F2W-13-4-0 Hopper hat 2

5 F2W-13-5-0 Diverter Solenoid 2

6 F2W--13-6-0 Filler connector_SZTBJ.02-60 2

7 F2W--13-7-0 Filler connector_SZTBJ.02-58 2

Playing Instruction
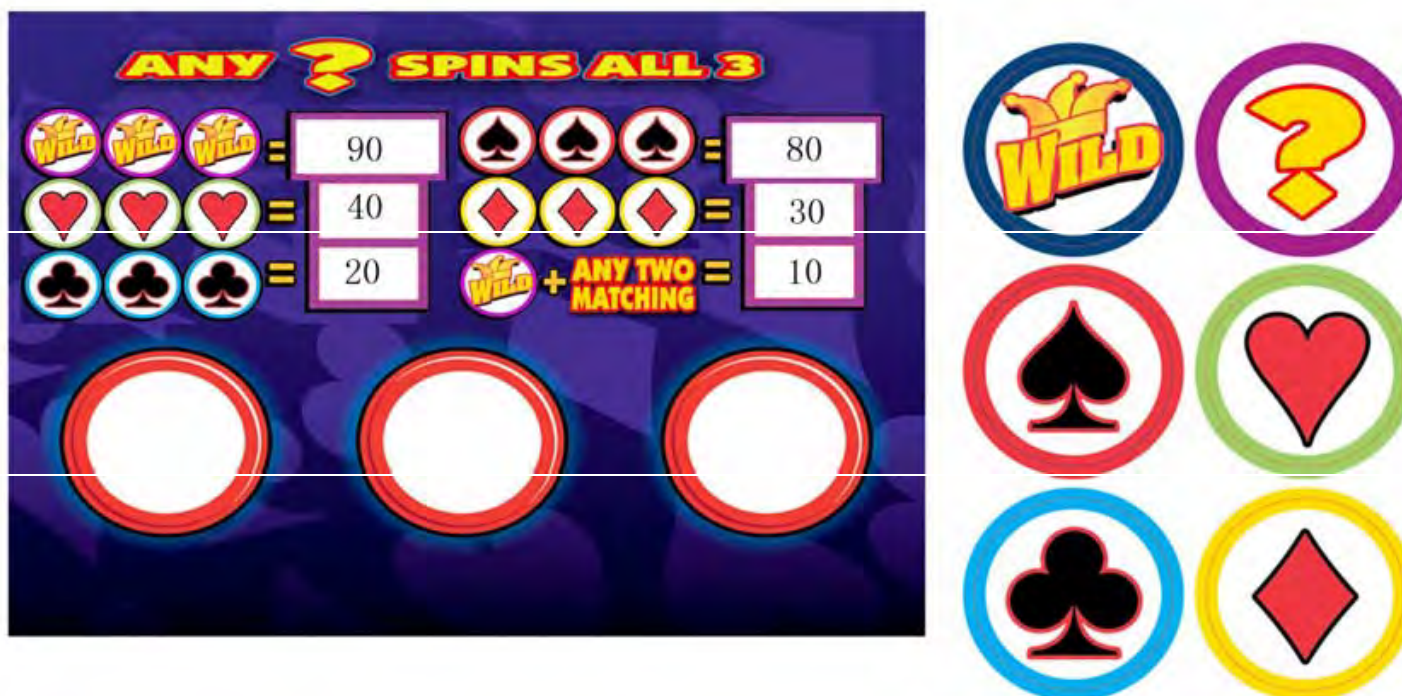
1．Insert coins;

2. Flip the Coin to spin the dice and win a Bonus display on panel.

3. The coins are pushed in to cabinet, you can get the relevant tickets.

Bonus explain;

3 MATCHING SYMBOL= MATCHING SYMBOL SCORE LED DISPLAY
For example; 3 Matching club = 20.

1 JOKER/WILD + 2 MATCHING SYMBOL = ANYTWO SCORE LED DISPLAY
For example; 1 Joker/Wild + 2 club = 10

DICE STOP ON "   ?   " = THREE DICE SPIN

Instruction:

Please put 450 coins on playfild for proper operation!

Connecting the power cord and grounding

Connecting Instruction

    1. Insert the plug of power cord into the power socket of the machine.

    2. Insert the power cord plug into a service outlet.

       This machine's supply voltage is 110V 60Hz , or 220V 50Hz . For actual supply voltage, please refer the label of the machine.

    Fuse specifications：

                110V 60Hz use 110V   6A Φ5-20mm

                220V 50Hz use 220V   3A Φ5-20mm

    Power switch: Main game power

    Ground terminal: Use to connect the ground cord.

                        Ground terminal

                               Power switch

    Power box

    Fuse socket

                               Power socket

WARNING

    Do not put heavy items on power cord

    Do not touch the power plug with a wet hand

    Do not draw or twist the cord.

    Do not place the cord where the player can easy to touch or kick..

    Run this machine with the correct power configuration.

This product is an indoor game machine. Do not install it outside.

Even indoors, Avoid installing in places mentioned below so as not to cause a fire, electric shock, injury and or malfunctioning.

Place subject to rain or water leakage, or places subject to high humidity in the proximity of an indoor swimming pool and or shower, etc.

Place subject to direct sunlight, or places subject to high temperatures in the proximity of heating units, etc.

Places filled with inflammable gas or vicinity of highly inflammable/volatile chemicals or hazardous matter.

Dusty places.

Sloped surfaces.

Places subject to any type of violent impact.

Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.

The operating (ambient) temperature range is from -10℃ to +40℃.

LIMITATIONS OF USAGE REQUIREMENTS

Be sure to check the Electrical Specifications.   Ensure that this product is compatible with the location's power supply, voltage and frequency requirement.   A plate describing Electrical Specifications is attached to the product. Non-compliance with the Electrical Specifications can cause a fire and electric shock.

Putting many loads on one electrical outlet can cause generation of heat and a fire resulting from overload.

Location to avoid installing

WARNING: Do not leave the machine on a slope, otherwise the machine may topple or cause unforeseen accidents.

Playing zone: Maintenance Zone

This machine requires space for

                                  Playing Zone   The machine

playing the game (play zone) and for

maintenance (maintenance zone) as

shown below. Be sure to leave enough

                                                          About 300mmAbout 500mm

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space when installing the machine.

Game leveling

Install this machine on a flat surface.   Adjust levelers to lift casters off the ground and level game.

Make sure that the machine is level with the floor. If the machine is not level medals may not be play well.

Level adjuster Caster

5mm

Move Fix

Movement

WARNING:

Be careful not to damage the machine during transport.

Do not give a shock to the molded parts. These parts are fragile.

Be careful not to give a shock to the machine when bringing it down from a higher level.

Unplug game before moving.

Do not lay game on side during transport.

Before move, please follow the below steps.

1. Turn off the power switch.

2. Unplug the power.

3. Adjust the levels in high before moving it.

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Game Adjustment

* The Main Board

MB002.PCB

LED-OUT

OUT41-48

7-SEG

SW1 -

OUT 33-40

SW2 - DIP

OUT 28-32

SW3 -

Service TEST

OUT22-27

U0
CPU   U26 Music-Eprom

OUT15-21

OUT05-14
5-1

IN 1-40

Volum OUT01-4

POWERMUSIC AMP

Speaker   Volume
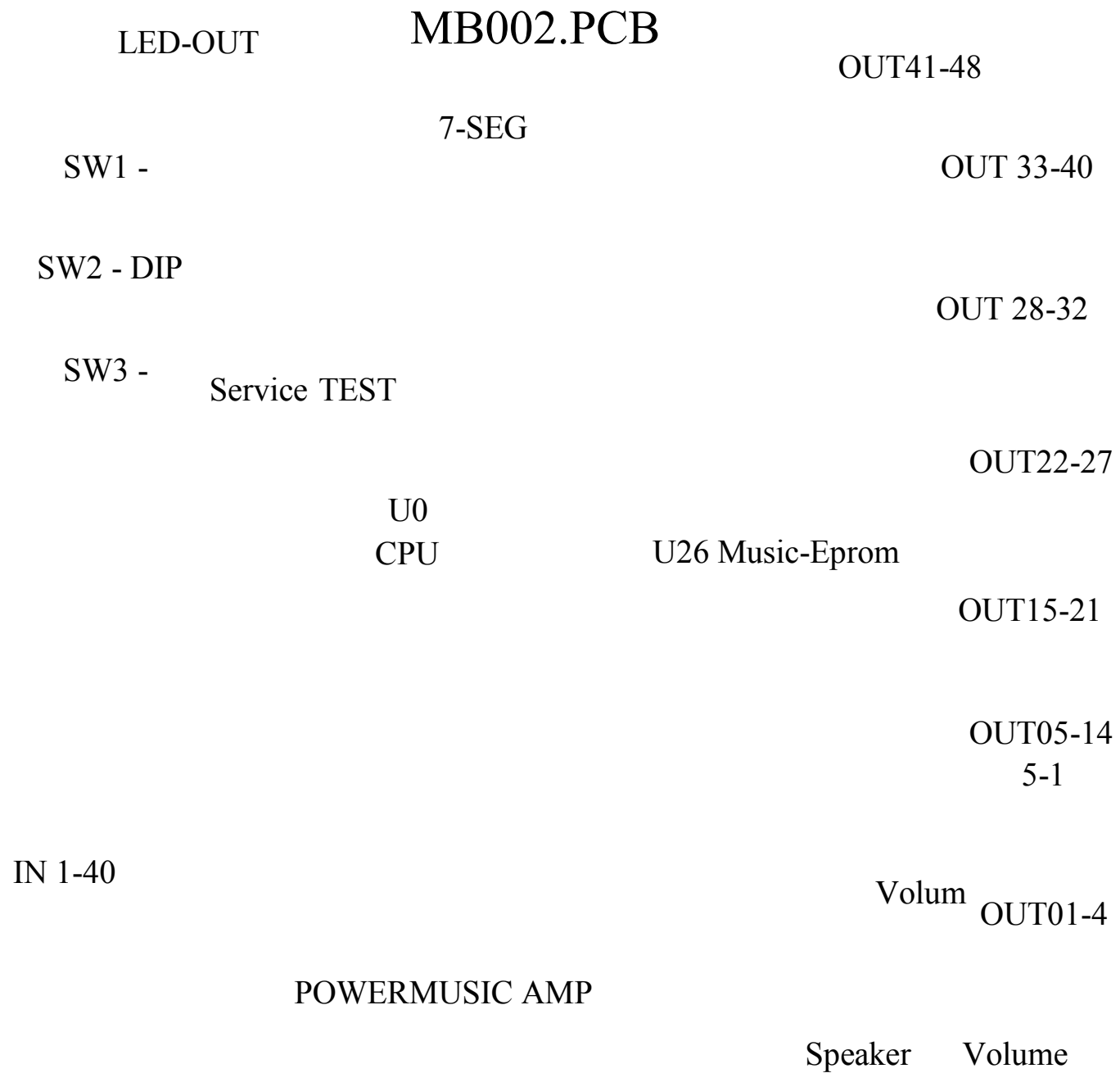
TESTING OF MAIN BOARD

Press the "TEST" button (in the board) for 2 seconds enter "Test Mode"
(Press 1 time again,   Quit the "TEST MODE")

1. 7_Seg display "t01" 3 Seconds, stop at "8.7.6.5.4.3.2.1."& "87654321".
   (Test   7_Seg display)

2. Press the "SERVICE" button 1 time, 7_Seg display "t02" 3 seconds,
   stop at "22222xxx/22222xxx", (Test SW DIP 1-3 State),
   the Dip SW1-SW3 State Display at "xxx";

3. Press the "SERVICE" button 1 time, 7_Seg display "t03" 3 seconds,
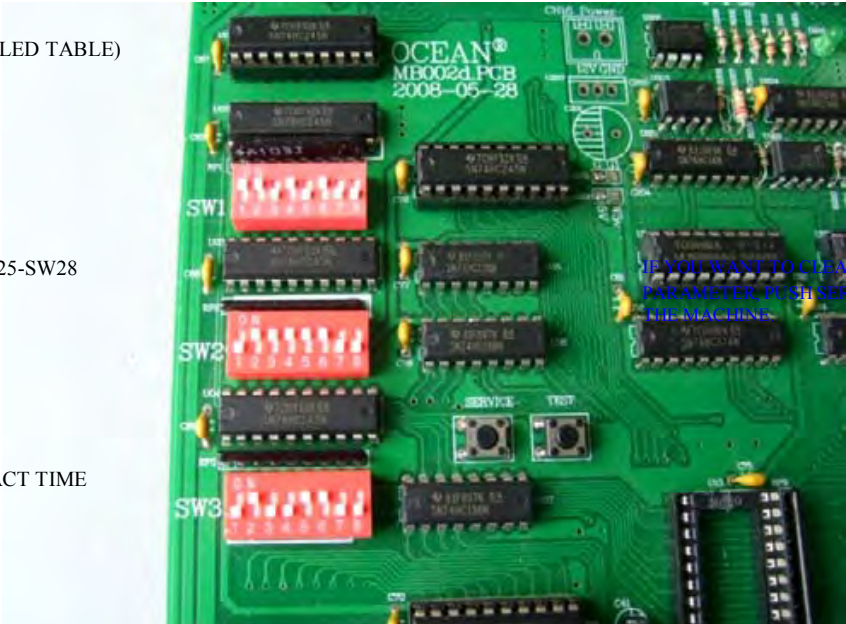   stop at "3333xxxx/3333xxxx", (Test INPUT),
   the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4

4. Press the "SERVICE" button 1 time, 7_Seg display "t04" 3 seconds,
   stop at "4444xxxx/4444xxxx", (Test OUTPUT-1),
   the input which is on will be display at <1>1-2,<1>3-4,<2>1-2,<2>3-4
   and the OUTPUT will ON when the INPUT is on;

5. Press the "SERVICE" button 1 time, 7_Seg display "t05" 3 seconds,
   stop at "555555xx/55555555", (Test OUTPUT-2),
   the output 1-48 will ON one by one;and display the output number at <1>1-2

6. Press the "SERVICE" button 1 time, 7_Seg display "t06" 3 seconds,
   stop at "666666xx/66666666", (Test Sound),
   Press the I02, the sound will be play, and the Number will be display at <1>1-2

7. Press the "TEST" again when in the "TEST MODE",Quit the "TEST Mode".

8.If you want to clear memory, Press "SERVICE"   when power on the machine.

Game Settings(3.30.09)

SW11-SW13 (DICE MATCH SCORE LED TABLE)
SW14-SW18 (FUTURE CUSTOM)

SW21-SW23 (MATCH FREQUENCY TABLE SETTINGS)
SW24 (FUTURE CUSTOM) SW25-SW28 (DROPPED COINS PAY
OUT IN TICKETS PER COIN)

SW31-SW33 (MIN.TICKET PAY OUT PER INSERTED COIN)
SW34 (TICKET VALUE) SW35,SW36(ATTRACT TIME FREQUENCY
SETTING)
SW37-SW38 (FUTURE CUSTOM)

IF YOU WANT TO CLEAR PARAMETER PUSH SERVICE WHEN POWER ON THE MACHINE.

ITEM#   DIP ADJUSTMENT#   DICE MATCH SCORE LED TABLE

SW1	NO 1	NO 2	NO 3	SCORE LED TOP; L-TO-R, AND DOWN
	ON	ON	ON	DICE PAYOUT TABLE 1
	OFF	ON	ON	DICE PAYOUT TABLE 2
	ON	OFF	ON	DICE PAYOUT TABLE 3 (DEFAULT)
	OFF	OFF	ON	DICE PAYOUT TABLE 4
	ON	ON	OFF	DICE PAYOUT TABLE 5
	OFF	ON	OFF	DICE PAYOUT TABLE 6
	ON	OFF	OFF	- FUTURE CUSTOM
	OFF	OFF	OFF	- FUTURE CUSTOM

DICE MATCH LED POINT VALUES DISPLAYED: [PER ABOVE DIP SW/ SETTINGS]:

+Any 2 Club Diamond Heart Spade Joker Wild

DICE PAYOUT TABLE 1: 10 20 30 40 80 90

DICE PAYOUT TABLE 2: 10 20 30 40 120 250

DICE PAYOUT TABLE 3: 20 30 40 50 170 300

DICE PAYOUT TABLE 4: 30 40 50 60 230 350

DICE PAYOUT TABLE 5: 40 50 60 70 280 400

DICE PAYOUT TABLE 6: 50 60 70 80 320 450

DICE PAYOUT TABLE 7: 60 70 80 90 370 500

JACKPOT VALUE: Future

SW1   NO 4   NO 5

Alarm ring time:

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SW1	NO 6	NO 7	
	ON	ON	5SECOND
	OFF	ON	10SECOND
	ON	OFF	20SECOND
	OFF	OFF	30SECOND

Ticket bin sensor:

SW1	NO 8	
	ON	Action
	OFF	No Action

WIN FREQUENCY RATIO-   MATCH FREQUENCY TABLE SETTINGS;

SW2	NO 1	NO 2	NO 3	WIN FREQUENCY TABLE:	
	ON	ON	ON	WIN RATIO TABLE -1-	LOWEST
	OFF	ON	ON	WIN RATIO TABLE -2-	LOW
	ON	OFF	ON	WIN RATIO TABLE -3-	MEDIUM (DEFAULT)
	OFF	OFF	ON	WIN RATIO TABLE -4-	HIGH
	ON	ON	OFF	WIN RATIO TABLE -5-	HIGHEST
	ON	OFF	OFF	FUTURE CUSTOM	
	ON	OFF	OFF	FUTURE CUSTOM	
	OFF	OFF	OFF	FUTURE CUSTOM	

WIN FREQUENCY RATIO EXPLAINED : [PER ABOVE DIP SW/ SETTINGS]:

THIS TABLE SETS THE FREQUENCY OF EACH SET OF 3 DICE MATCHING

		JOKER/WILD +ANY2	CLUB	DIAMOND	HEART	SPADE	JOKER/WILD
WIN RATIO TABLE 1:	One in: 12	17	85	115	135	255	
WIN RATIO TABLE 2:	One in: 9	14	35	65	75	125	
WIN RATIO TABLE 3:	One in: 8	12	30	50	55	110 [DEFAULT]	
WIN RATIO TABLE 4:	One in: 7	9	26	40	45	80	
WIN RATIO TABLE 5:	One in: 6	8	24	30	40	70	

SHOOT ASSY MOTOR RUNNING MODE

SW2	NO 4	
	ON	KEEP RUNNING
	OFF	WORK WHEN INFLUENCEING

SW2:   TICKET PAYOUT FOR EACH COIN DROPPED "OVER EDGE";

SW2	NO 5	NO 6	NO 7	NO 8		
	ON	ON	ON	ON	0	TICKET PER TOKEN/COIN COUNTED
	OFF	ON	ON	ON	1	TICKET PER TOKEN/COIN COUNTED
	ON	OFF	ON	ON	2	TICKETS PER TOKEN/COIN COUNTED
	OFF	OFF	ON	ON	3	TICKETS PER TOKEN/COIN COUNTED (DEFAULT)
	ON	ON	OFF	ON	4	TICKETS PER TOKEN/COIN COUNTED
	OFF	ON	OFF	ON	5	TICKETS PER TOKEN/COIN COUNTED
	ON	OFF	OFF	ON	6	TICKETS PER TOKEN/COIN COUNTED

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OFF	OFF	OFF	ON	7	TICKETS PER TOKEN/COIN COUNTED
ON	ON	ON	OFF	8	TICKETS PER TOKEN/COIN COUNTED
OFF	ON	ON	OFF	9	TICKETS PER TOKEN/COIN COUNTED
ON	OFF	ON	OFF	10	TICKETS PER TOKEN/COIN COUNTED
OFF	OFF	ON	OFF	11	TICKETS PER TOKEN/COIN COUNTED
ON	ON	OFF	OFF	12	TICKETS PER TOKEN/COIN COUNTED
OFF	ON	OFF	OFF	13	TICKETS PER TOKEN/COIN COUNTED
ON	OFF	OFF	OFF	14	TICKETS PER TOKEN/COIN COUNTED
OFF	OFF	OFF	OFF	15	TICKETS PER TOKEN/COIN COUNTED

SW3:   MINIMUM TICKETS PAID OUT FOR SINGLE COIN [CREDIT] ENTERED;

SW3	NO 1	NO 2	NO 3	
	ON	ON	ON	PAY OUT -0- [NO] TICKET MINIMUM PER CREDIT
	OFF	ON	ON	PAY OUT -1- TICKET MINIMUM PER CREDIT (DEFAULT)
	ON	OFF	ON	PAY OUT -2- TICKETS MINIMUM PER CREDIT
	OFF	OFF	ON	PAY OUT -3- TICKETS MINIMUM PER CREDIT
	ON	ON	OFF	PAY OUT -4- TICKETS MINIMUM PER CREDIT
	OFF	ON	OFF	PAY OUT -5- TICKETS MINIMUM PER CREDIT
	ON	OFF	OFF	PAY OUT -6- TICKETS MINIMUM PER CREDIT
	OFF	OFF	OFF	PAY OUT -7- TICKETS MINIMUM PER CREDIT

SW3	NO 4	POINT [VALUE] PER TICKET
	ON	2 SCORE/TICKET [DEFAULT]
	OFF	1 SCORE/TICKET

ATTRACT FREQUENCY SETTINGS

SW3	NO 5	NO 6	
	ON	ON	ATTRACT EVERY 30 SECONDS
	OFF	ON	ATTRACT EVERY 60 SECONDS [DEFAULT]
	ON	OFF	ATTRACT EVERY 120 SECONDS
	OFF	OFF	ATTRACT OFF

SW3	NO 7	NO 8	- FUTURE CUSTOM

Adjust the flip height

Clockwise rotation -> speed down ->flip lower
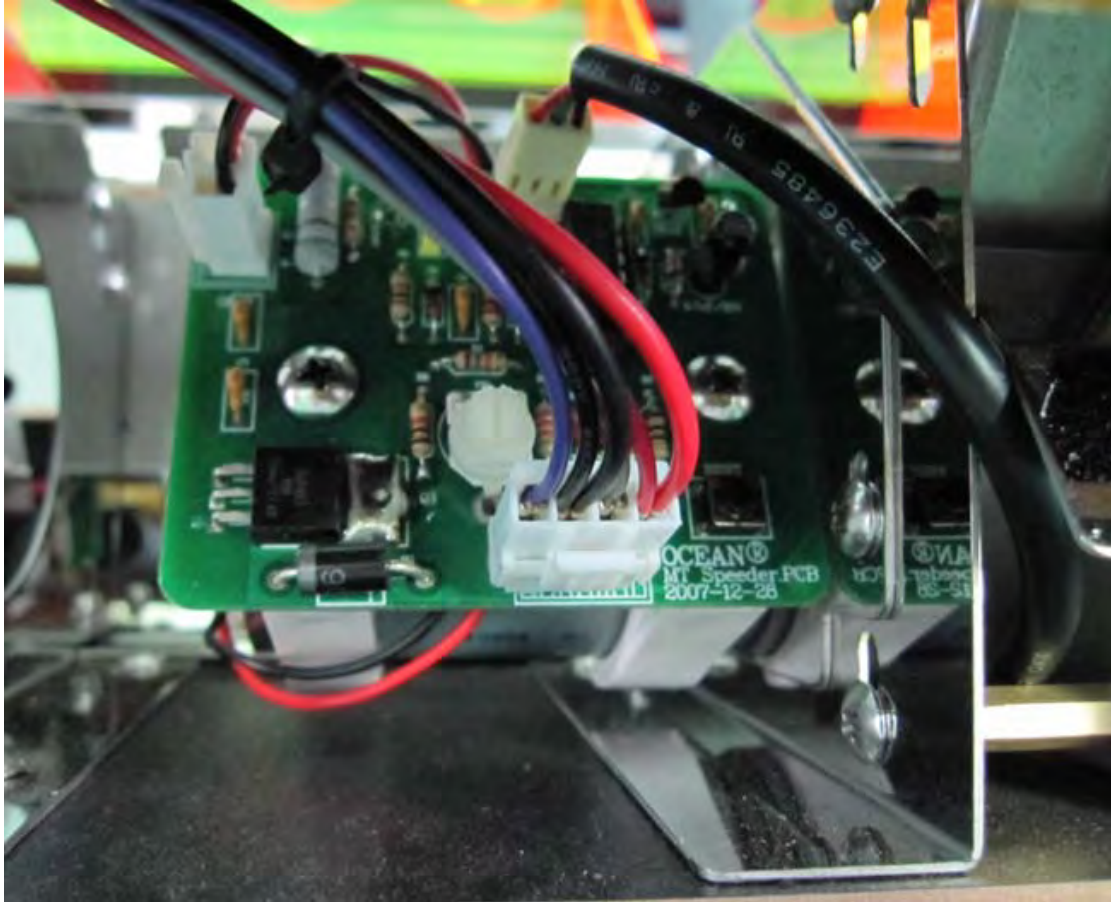
Counterclockwise rotation -> speed up ->flip higher