TICKET MINE SERVICE MANUAL

VERSION 1.5 (I/O SETTINGS)

All game settings in Ticekt Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of coins required to start the game, the length of game play, and the score group options for SWITCH # 1 (SW1). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

ITEM DESCRIPTION	CONTENT	SWITCH # 1							
		SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
Coins, Credits,Tokens Required This setting is to adjust the number of coins or credits required to start the game. Operator can choose between 1 and 7 coin(s) or token(s) per game	1	ON	ON						
	2	OFF	ON						
	3	ON	OFF						
	4	OFF	OFF						
Game Time	10			ON	ON	ON			
	12			**OFF**	**ON**	**ON**			
	15			ON	OFF	ON			
	20			OFF	OFF	ON			
	25			ON	ON	OFF			
	30			OFF	ON	OFF			
	35			ON	OFF	OFF			
	40			OFF	OFF	OFF			
Program	VERSION # 1						ON		
	VERSION # 2						**OFF**		
Bonus Feature	N/A							ON	
	MUST BE OFF							**OFF**	
Yellow Arrow	LONG								ON
	SHORT								**OFF**

All game settings in Ticket Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of tickets per score, shake time, and the handle speed frequency for SWITCH # 2 (SW2). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away

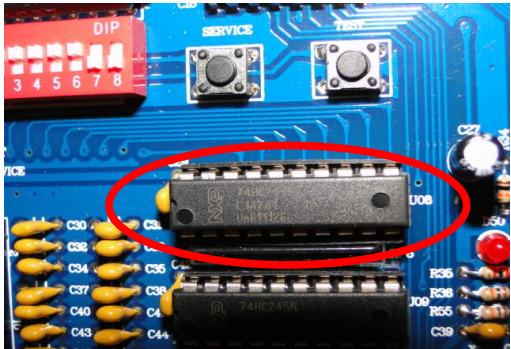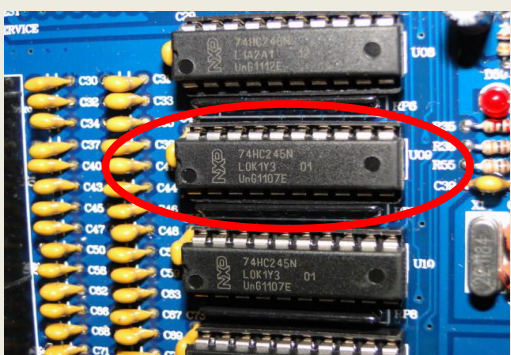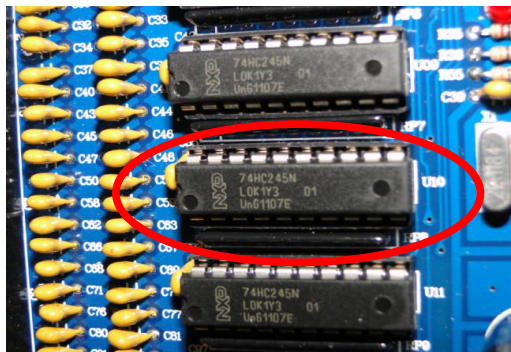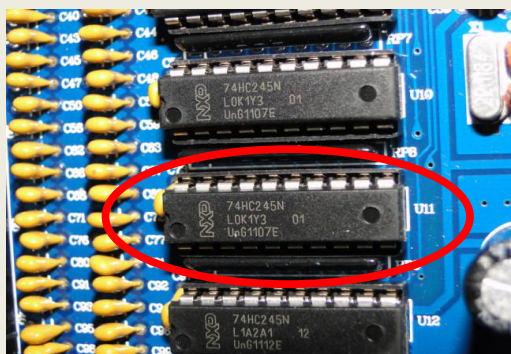| DESCRIPTION	SCORE GROUP				SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
	I	II	III	IV								
200-500 Points This setting is to adjust the number of tickets won if score is between 200 and 500 points.	1	1	1	10	ON	ON	ON					
	2	2	2	15	OFF	ON	ON					
	3	3	3	20	ON	OFF	ON					
	4	4	4	25	OFF	OFF	ON					
	5	5	5	30	ON	ON	OFF					
	6	6	6	35	OFF	ON	OFF					
	7	7	7	40	ON	OFF	OFF					
	8	8	8	50	OFF	OFF	OFF					
600-800 Points This setting is to adjust the number of tickets won if score is between 600 and 800 points.	1	1	10	10				ON	ON	ON		
	2	2	12	20				OFF	ON	ON		
	3	3	15	25				ON	OFF	ON		
	4	4	20	30				OFF	OFF	ON		
	5	5	30	40				ON	ON	OFF		
	6	6	50	50				OFF	ON	OFF		
	7	7	75	75				ON	OFF	OFF		
	8	8	100	100				OFF	OFF	OFF		
Score Group	I										ON	ON
	II										OFF	ON
	III										ON	OFF
	IV										OFF	OFF
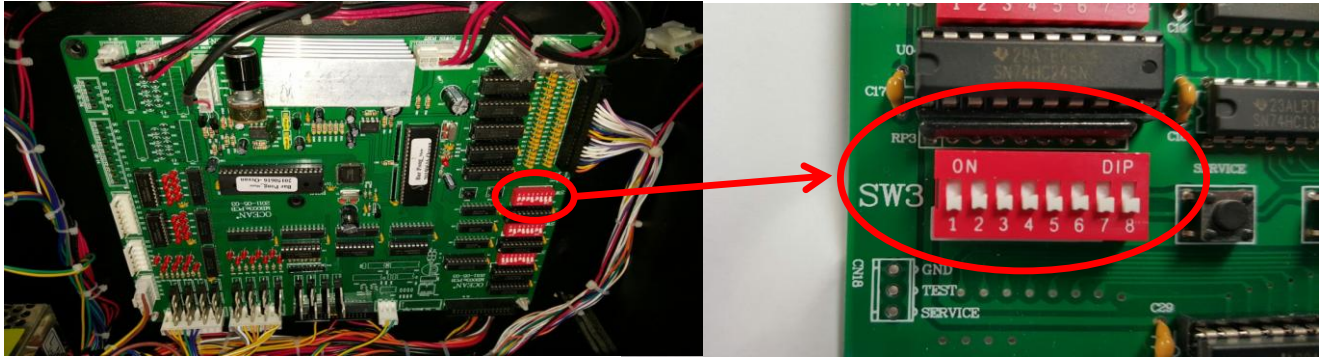
All game settings in Ticket Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including double score play, duel meters, and various testing options for SWITCH # 3 (SW3). To operate the program, move each switch to the ON or OFF position. Switches moved towards the word ON are ON. Switches moved away from the ON towards the numbers are OFF.

DESCRIPTION	SCORE GROUP				SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
	I	II	III	IV								
1000 Points This setting is to adjust the number of tickets won if score is at least 1000 points	1	10	50	100	ON	ON	ON					
	2	20	100	200	OFF	ON	ON					
	4	30	150	300	ON	OFF	ON					
	5	40	200	400	OFF	OFF	ON					
	6	50	250	500	ON	ON	OFF					
	8	100	300	600	OFF	ON	OFF					
	9	150	350	800	ON	OFF	OFF					
	10	250	500	1000	OFF	OFF	OFF					
Must Remain ON								ON	ON	ON		
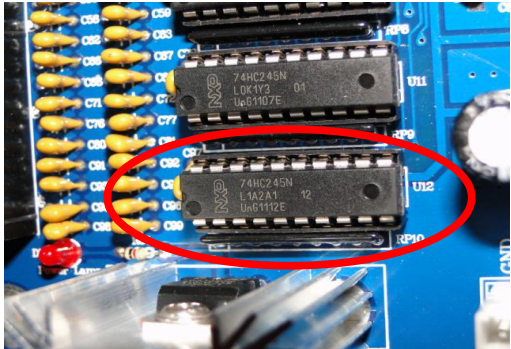
TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART

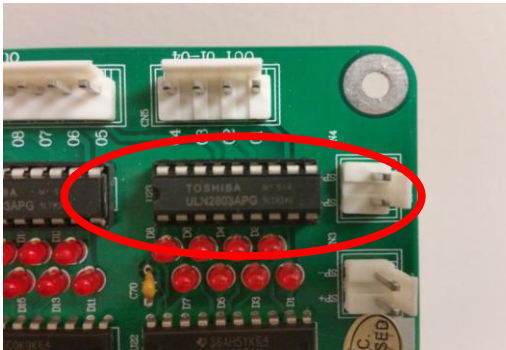| IC	INPUT #	CONTENT	PICTURE
U08	1	COIN UP SIGNAL	
	2	BILL ACCEPTOR	
	3	TICKET SIGNAL	
	4	TICKET FEEDBACK # 1	
	5	TICKET FEEDBACK # 2	
	6	START BUTTON	
	7		
	8		
U09	9		
	10		
	11		
	12		
	13		
	14		
	15		
	16		
U10	17		
	18		
	19		
	20		
	21		
	22		
	23		
	24		
U11	25		
	26		
	27		
	28		
	29		
	30		
	31		
	32		
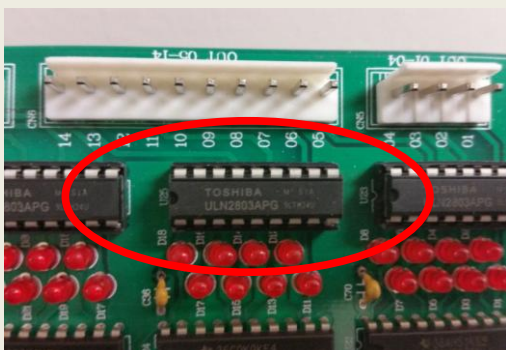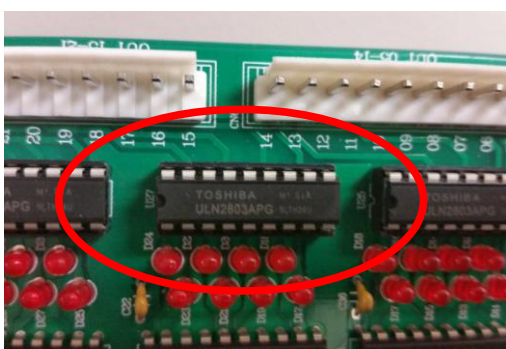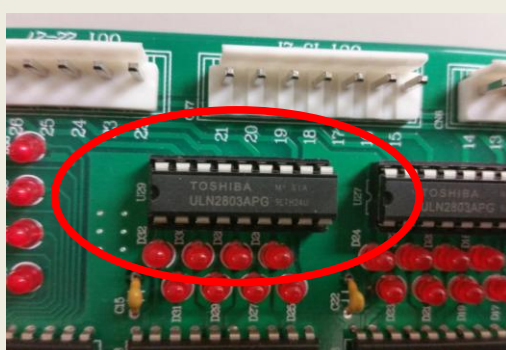
TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART

IC	INPUT #	CONTENT	PICTURE
U12	33		
	34		
	35		
	36		
	37		
	38		
	39		
	40		

The Ticket Mine input/output board utilizes 5 input IC's to control all inputs used within the game. In Ticket Mine, only ONE of the FIVE IC's are used. You may use the FOUR spare input IC's in U09, U10, U11, & U12 on the board in order to replace the other input IC's should one become corrupt.
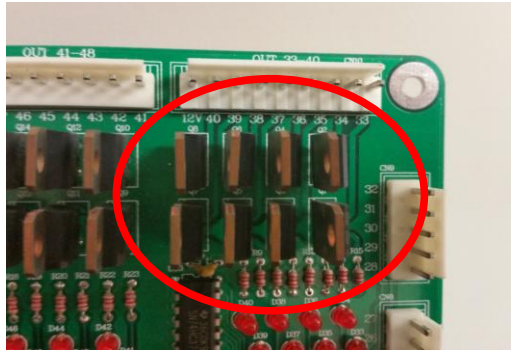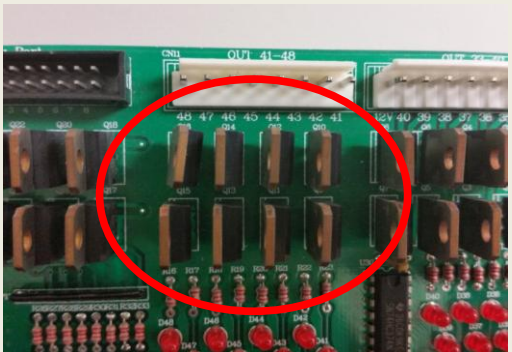
MAIN BOARD OUTPUTS

TICKET MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
U23	1	# 1 GOLD LED	
U23	2	# 1 SILVER LED	
U23	3	# 1 COPPER LED	
U23	4	# 1 DISPLAY BOARD LED	
U23	5		
U23	6		
U23	7	# 1 FAN DEMO OUTPUT	
U23	8	# 2 FAN DEMO OUTPUT	
U25	9	# 1 GOLD SEG LIGHTING 1	
U25	10	# 1 GOLD SEG LIGHTING 2	
U25	11	# 1 SILVER SEG LIGHTING 1	
U25	12	# 1 SILVER SEG LIGHTING 2	
U25	13	# 1 COPPER SEG LIGHTING 1	
U25	14	# 1 COPPER SEG LIGHTING 2	
U25	15		
U25	16		
U27	17	# 2 GOLD SEG LIGHTING	
U27	18	# 2 SILVER SEG LIGHTING	
U27	19	# 3 COPPER SEG LIGHTING	
U27	20	# 2 DISPLAY BOARD LED	
U27	21		
U27	22		
U27	23		
U27	24		
U29	25	# 2 GOLD SEG LIGHTING 1	
U29	26	# 2 GOLD SEG LIGHTING 2	
U29	27	# 2 SILVER SEG LIGHTING 1	
U29	28	# 2 SILVER SEG LIGHTING 2	
U29	29	# 2 COPPER SEG LIGHTING 1	
U29	30	# 2 COPPER SEG LIGHTING 2	
U29	31		
U29	32		

TICKET MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART

IC	OUTPUT #	CONTENT	PICTURE
Q1-Q8	33	COIN COUNTER # 1	
	34	TICKET COUNTER	
	35	TICKET DRIVE # 1	
	36	TICKET DRIVE # 2	
	37	COIN LOCK	
	38	PLAY BUTTON LED	
	39	CLUTCH CONTROL	
	40	FAN CONTROL	
Q9 - Q16	41	COIN COUNTER # 2	
	42		
	43	TOP SPOT LAMP - BLUE	
	44	TOP SPOT LAMP - RED	
	45	TOP SPOT LAMP - WHITE	
	46	GROUND LED - RED	
	47	GROUND LED - GREEN	
	48	GROUND LED - BLUE	

Out41-48   Out 33-40
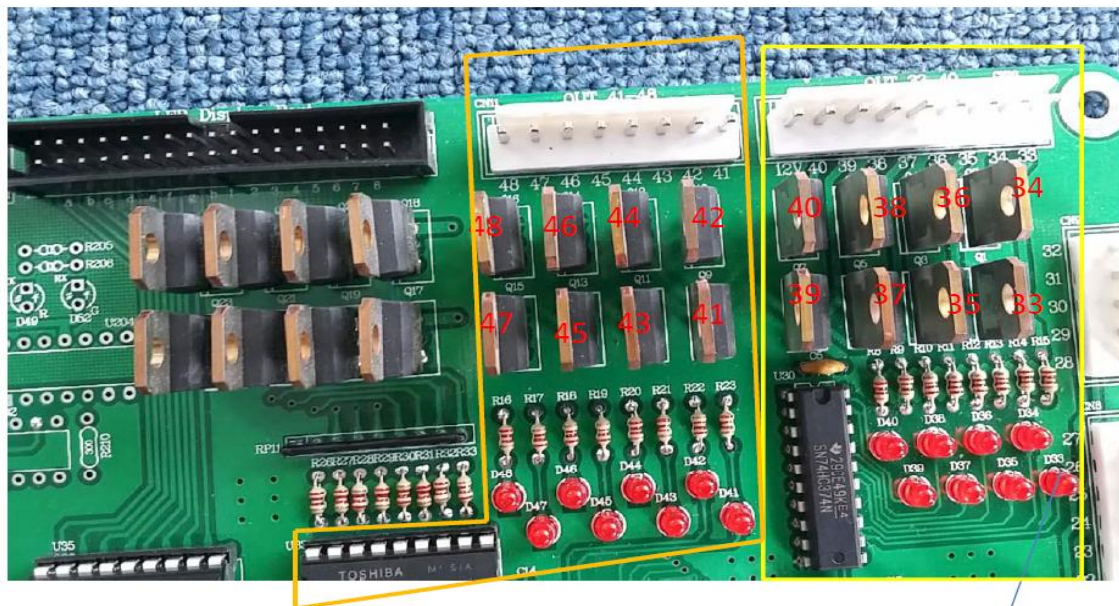
Indicate
Led:41-48

Indicate
Led:33-40

DISTANCE MODUAL INFORMATION	
VCC	I/O BOARD - 5 VOLTS
TRIG/T	I/O BOARD - TX
ECNO/RX	I/O BOARD - RD
COMM	GROUND
COMM	