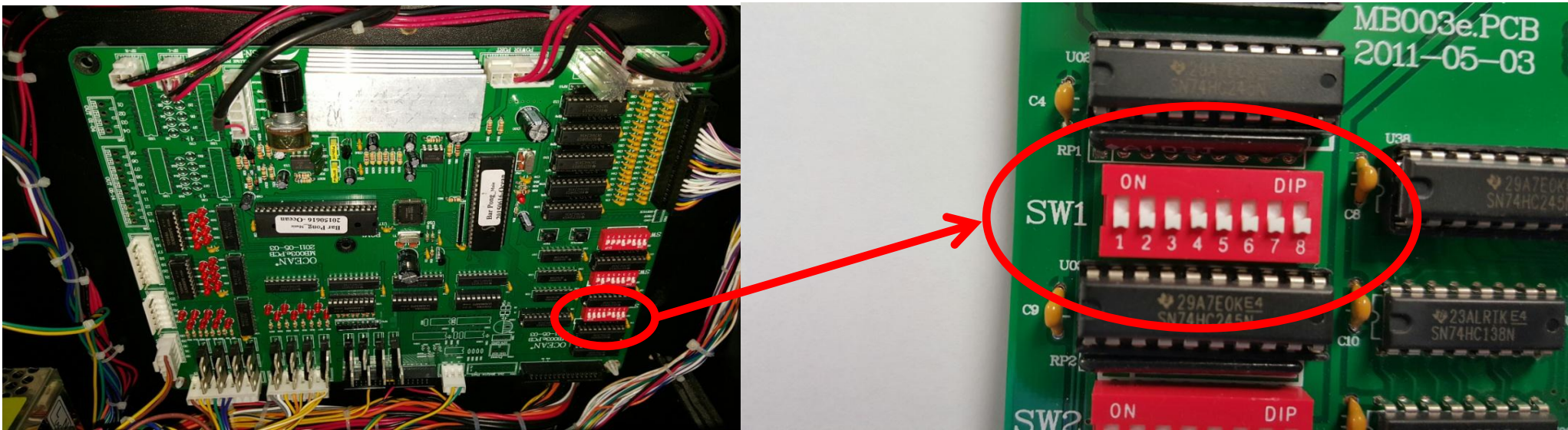


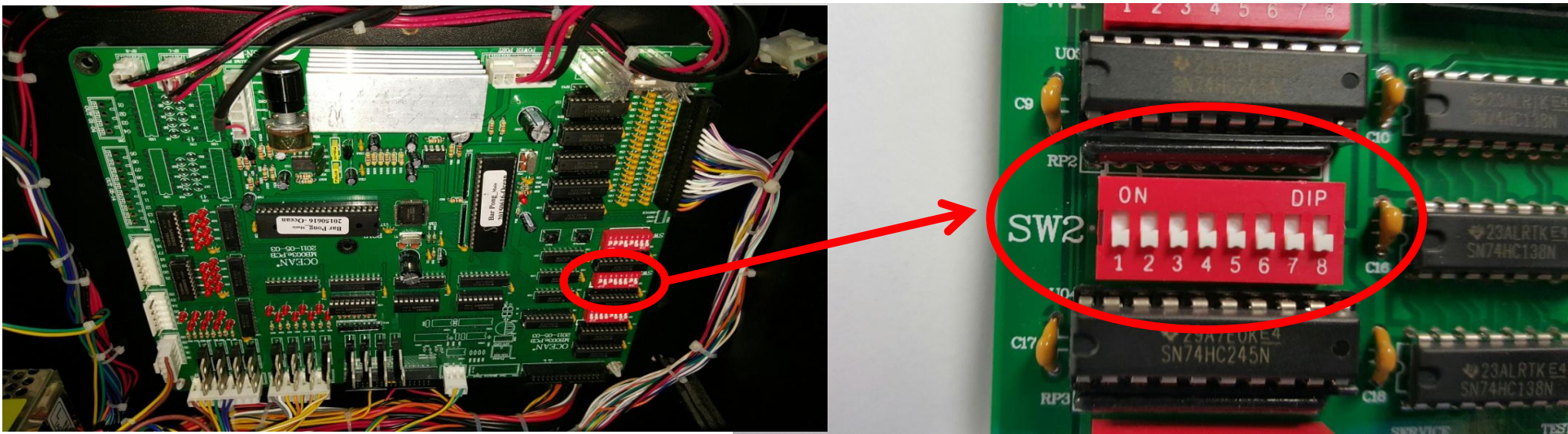
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)



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
<b>Coins, Credits,Tokens Required</b> 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						
<b>Game Time</b>	45			ON	ON	ON			
	60			OFF	ON	ON			
	75			ON	OFF	ON			
	90			OFF	OFF	ON			
	99			ON	ON	OFF			

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)



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 from the ON towards the numbers are OFF.

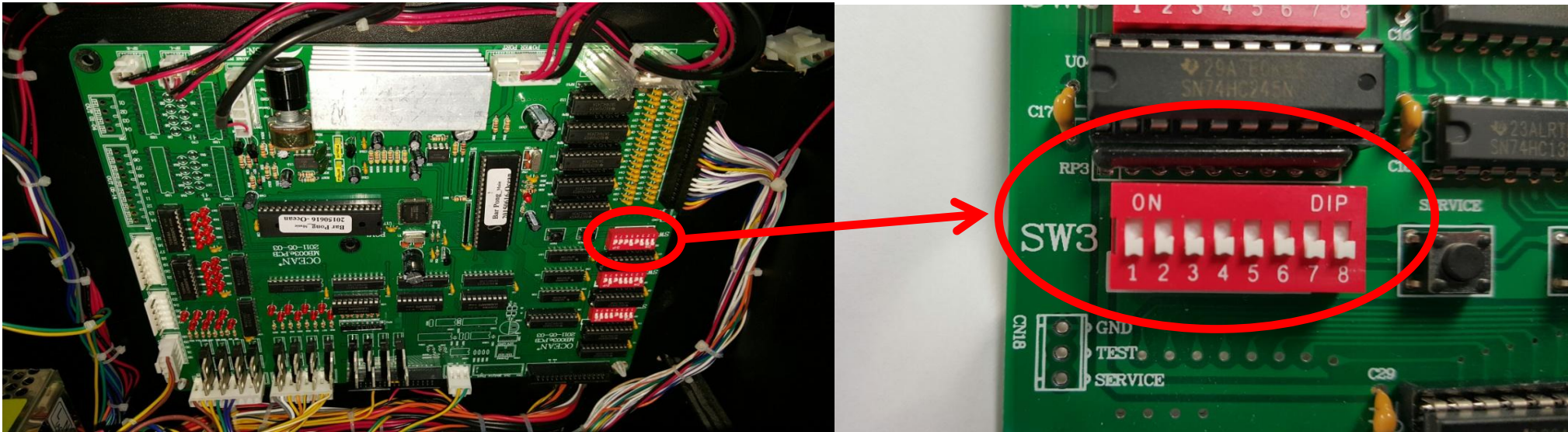
ITEM DESCRIPTION	CONTENT	SWITCH # 2							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
Copper Score	50	ON	ON	ON					
	75	OFF	ON	ON					
	100	ON	OFF	ON					
	150	OFF	OFF	ON					
	200	ON	ON	OFF					
	250	OFF	ON	OFF					
	300	ON	OFF	OFF					
	500	OFF	OFF	OFF					
Silver Score	50				ON	ON	ON		
	100				OFF	ON	ON		
	150				ON	OFF	ON		
	200				OFF	OFF	ON		
	250				ON	ON	OFF		
	500				OFF	ON	OFF		
	800				ON	OFF	OFF		
	999				OFF	OFF	OFF		
Score Group	I							ON	ON
	II							OFF	ON
	III							ON	OFF
	IV							OFF	OFF

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2 CONTINUED)

ITEM DESCRIPTION	SCORE STATE	SWITCH # 2 (EXPANDED)							
		SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
\$0.50 GAME PLAY	A							ON	ON
\$1.00 GAME PLAY	B							OFF	ON
\$1.50 GAME PLAY	C							ON	OFF
\$2.00 GAME PLAY	D							OFF	OFF
NOT CURRENTLY USED	E								
NOT CURRENTLY USED	F								
NOT CURRENTLY USED	G								



GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 3)

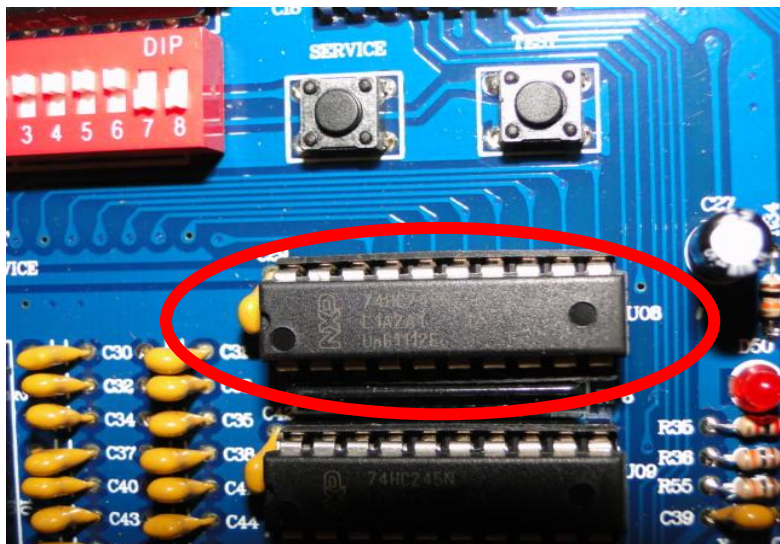
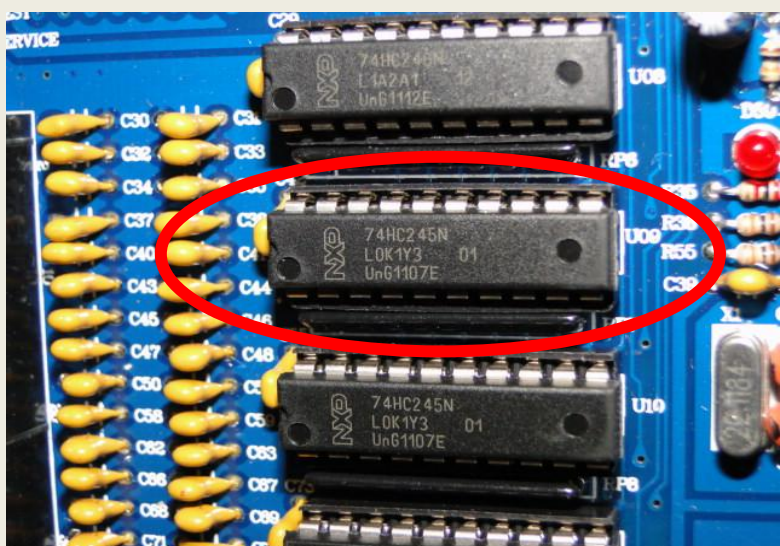
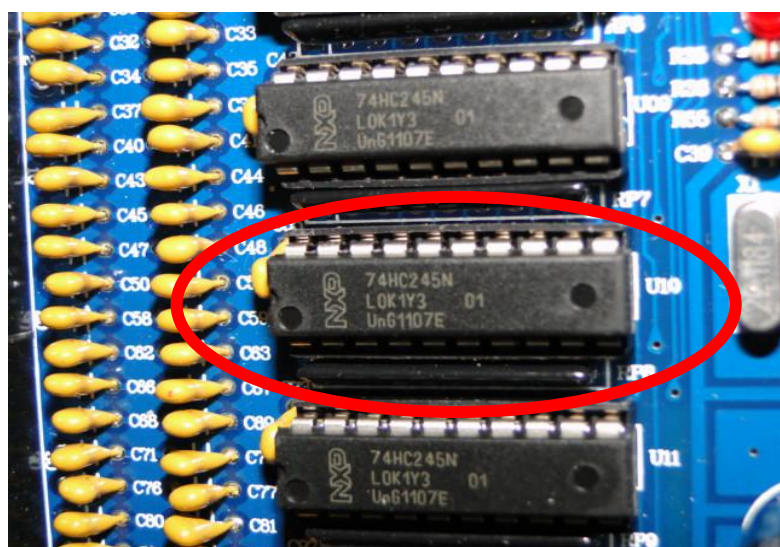
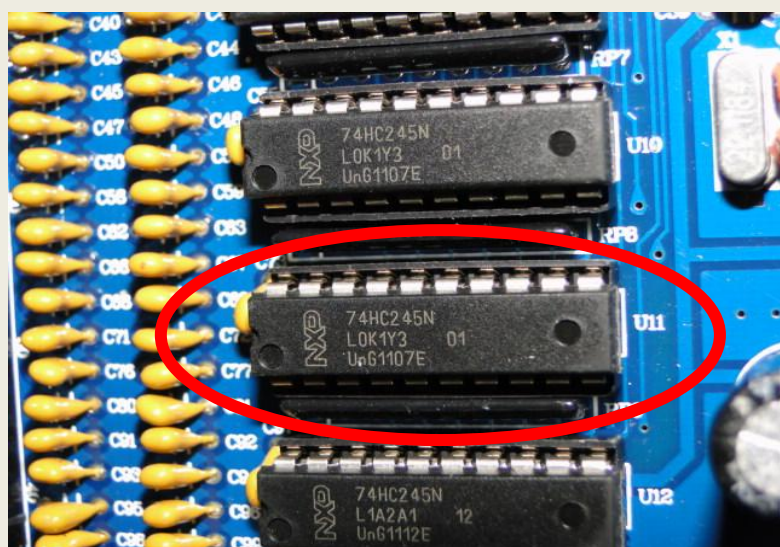


All game settings in Ticket Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including double score play, duel meters, and various testing options for 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.

ITEM DESCRIPTION	CONTENT	SWITCH # 3							
		SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
Gold Score	100	ON	ON	ON					
	200	OFF	ON	ON					
	250	ON	OFF	ON					
	500	OFF	OFF	ON					
	800	ON	ON	OFF					
	1000	OFF	ON	OFF					
	1250	ON	OFF	OFF					
	1500	OFF	OFF	OFF					
Must Remain ON					ON	ON	ON		



# MAIN BOARD INPUTS

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		

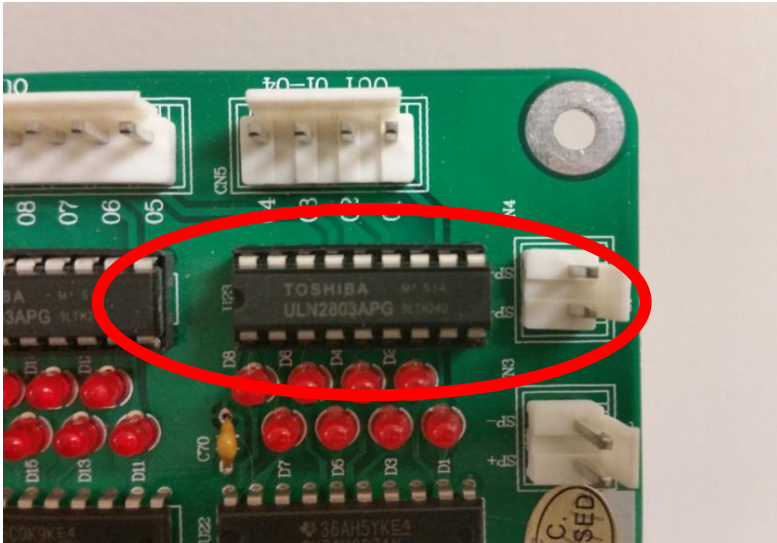
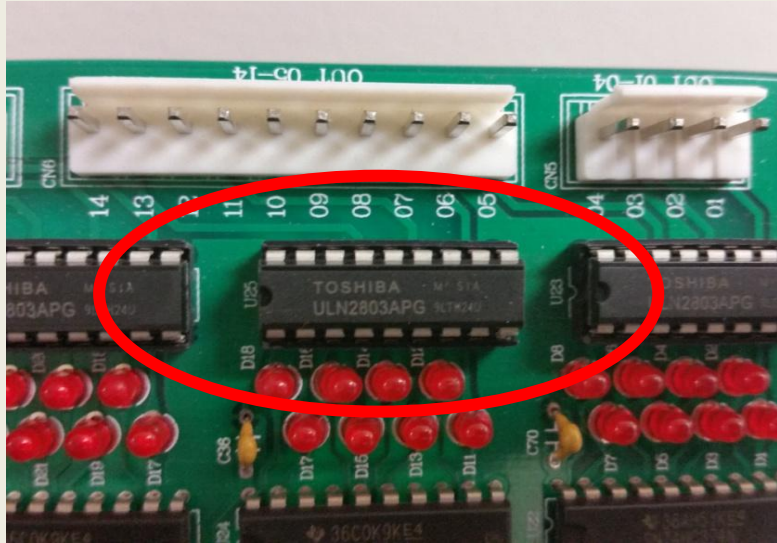
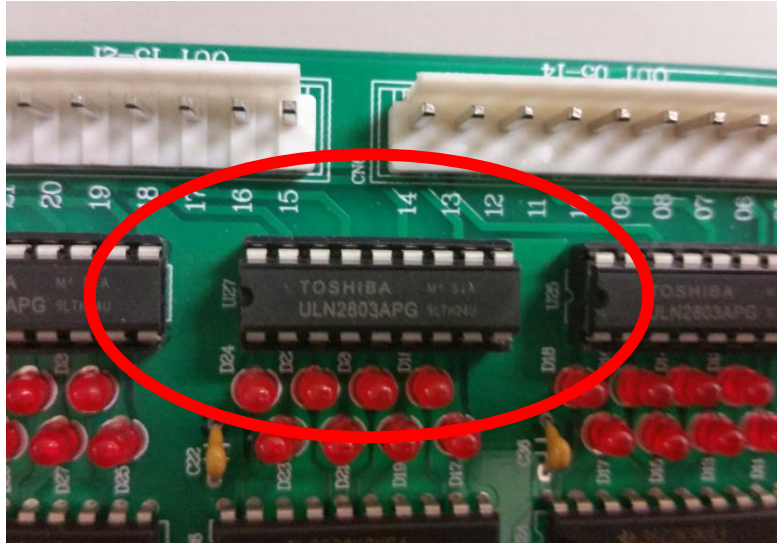
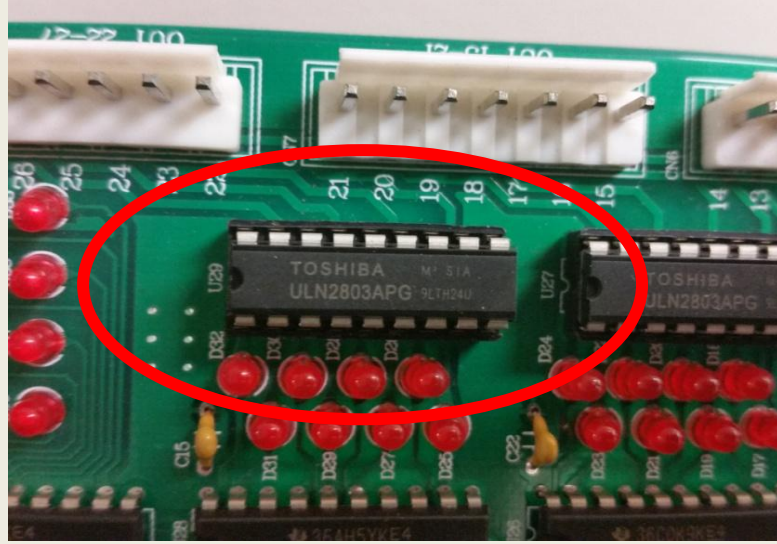
MAIN BOARD INPUTS - CONTINUED

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.

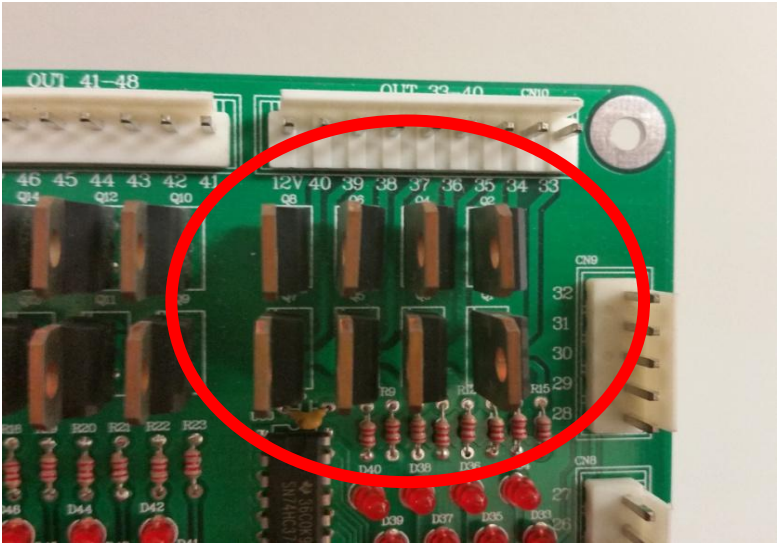
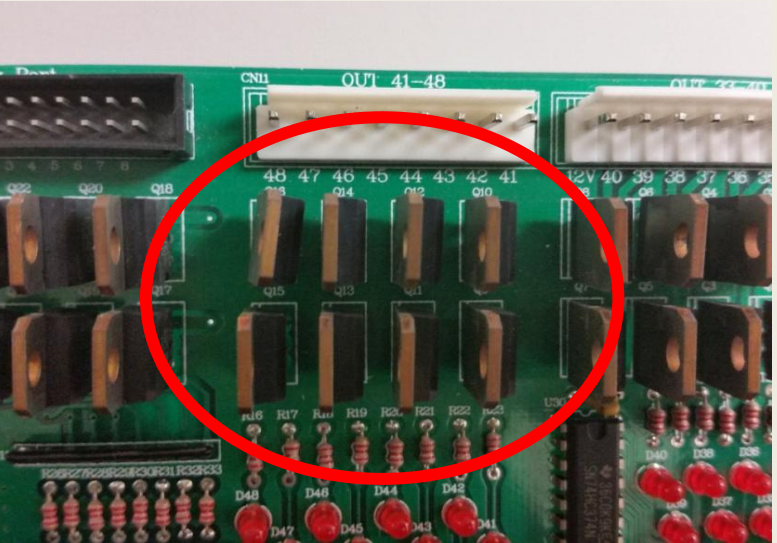


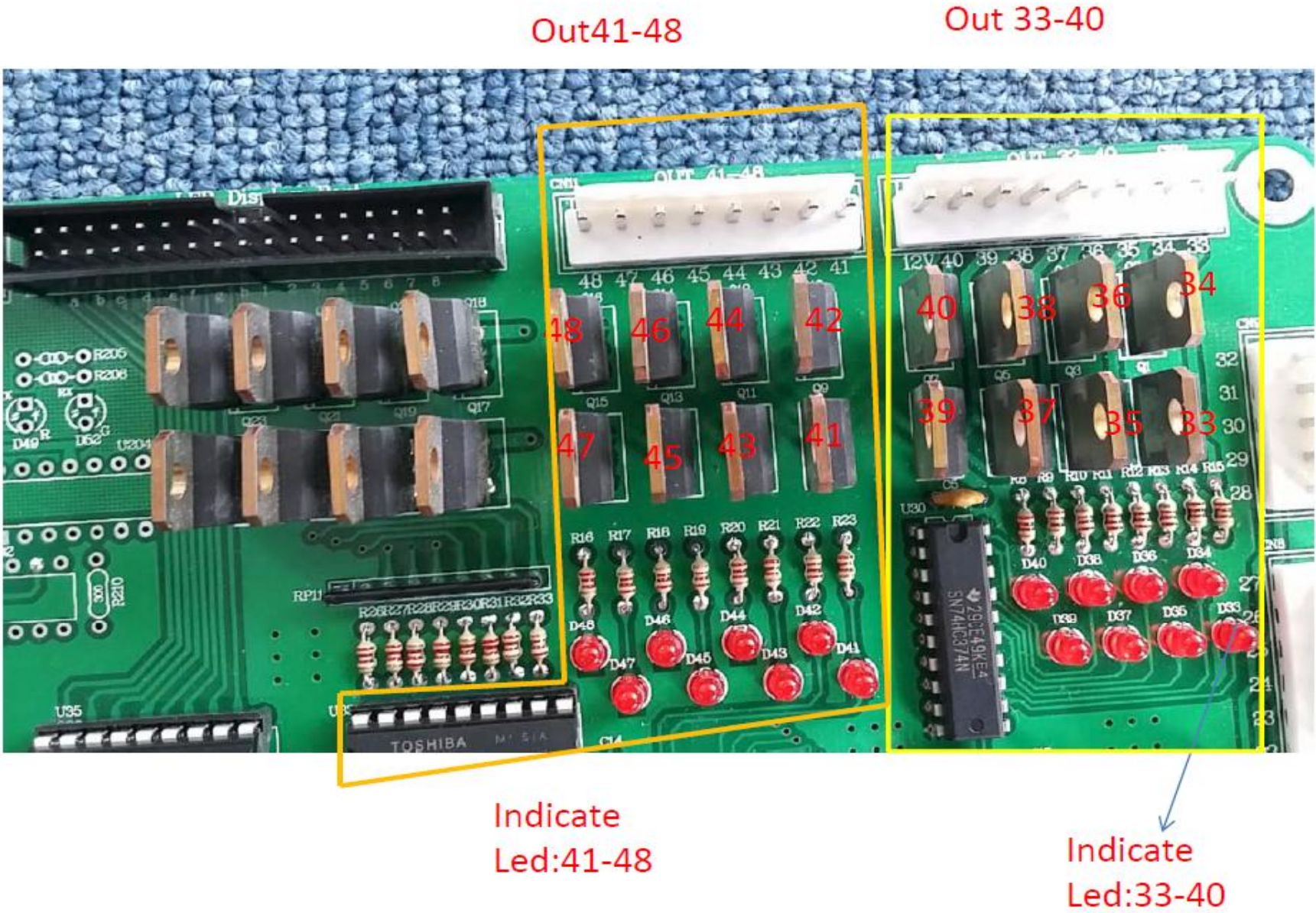
MAIN BOARD OUTPUTS

TICKET MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART			
IC	OUTPUT #	CONTENT	PICTURE
U23	1	# 1 GOLD LED	
	2	# 1 SILVER LED	
	3	# 1 COPPER LED	
	4	# 1 DISPLAY BOARD LED	
	5		
	6		
	7	# 1 FAN DEMO OUTPUT	
	8	# 2 FAN DEMO OUTPUT	
U25	9	# 1 GOLD SEG LIGHTING 1	
	10	# 1 GOLD SEG LIGHTING 2	
	11	# 1 SILVER SEG LIGHTING 1	
	12	# 1 SILVER SEG LIGHTING 2	
	13	# 1 COPPER SEG LIGHTING 1	
	14	# 1 COPPER SEG LIGHTING 2	
	15		
	16		
U27	17	# 2 GOLD SEG LIGHTING	
	18	# 2 SILVER SEG LIGHTING	
	19	# 3 COPPER SEG LIGHTING	
	20	# 2 DISPLAY BOARD LED	
	21		
	22		
	23		
	24		
U29	25	# 2 GOLD SEG LIGHTING 1	
	26	# 2 GOLD SEG LIGHTING 2	
	27	# 2 SILVER SEG LIGHTING 1	
	28	# 2 SILVER SEG LIGHTING 2	
	29	# 2 COPPER SEG LIGHTING 1	
	30	# 2 COPPER SEG LIGHTING 2	
	31		
	32		



MAIN BOARD OUTPUTS - CONTINUED

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	

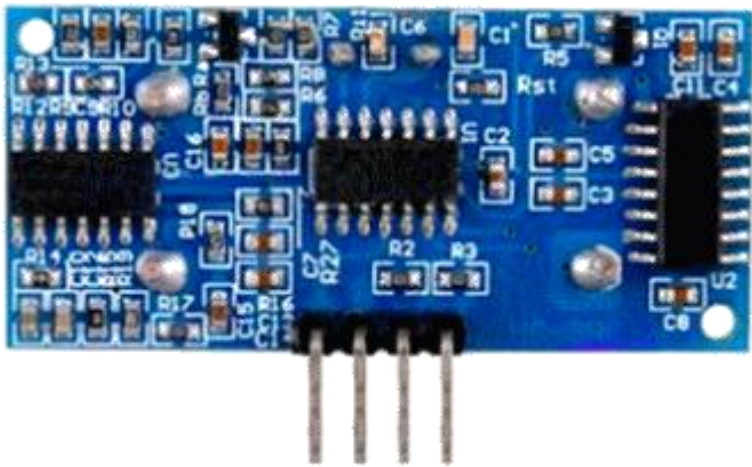




ULTRASONIC RANGE SENSOR INFORMATION

ULTRASONIC RANGE SENSOR INFORMATION	
VCC	I/O BOARD - 5 VOLTS
TRIG/T	I/O BOARD - TX
ECNO/RX	I/O BOARD - RD
COMM	GROUND
COMM	

Backside



Frontside

