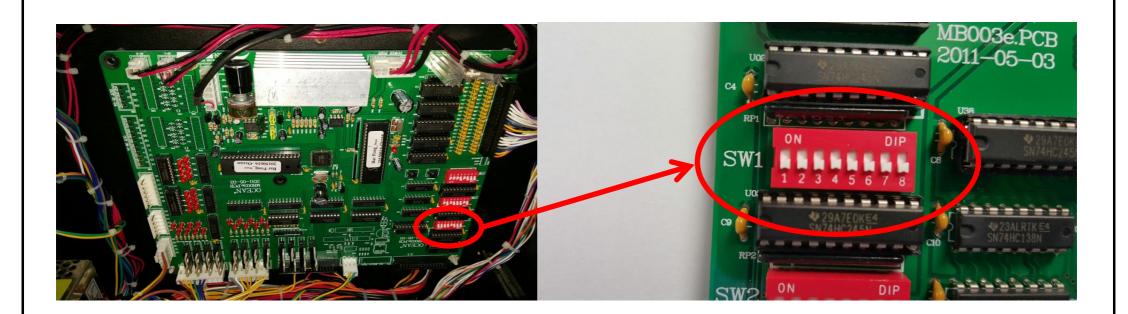
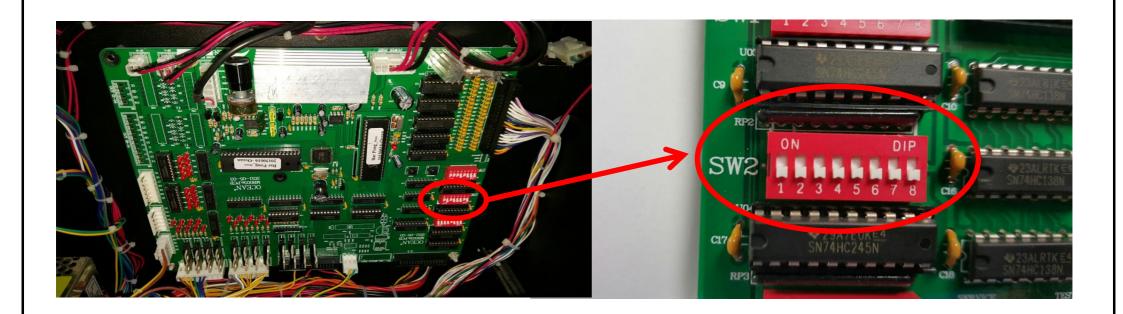
GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 1)



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			S	WIT	CH#	1		
TIEW DESCRIPTION	CONTENT	SW11	SW12	SW13	SW14	SW15	SW16	SW17	SW18
	1	ON	ON						
	2	OFF	ON						
Coins, Credits,Tokens Required	3	ON	OFF						
This setting is to adjust the number of coins or credits	4	OFF	OFF						
required to start the game. Operator can choose between 1									
and 7 coin(s) or token(s) per game									
	45			ON	ON	ON			
	60			OFF	ON	ON			
	75			ON	OFF	ON			
	90			OFF	OFF	ON			
	99			ON	ON	OFF			
Game Time									
Game Time									

GAME SETTINGS - DIP SWITCH SETTINGS (SWITCH # 2)



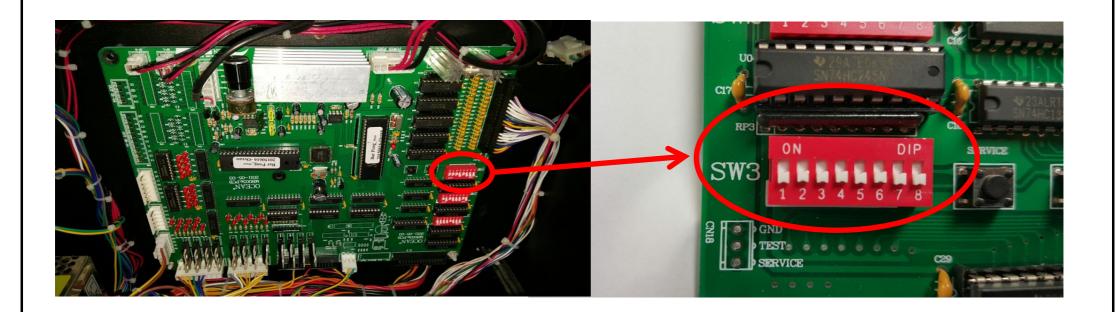
All game settings in Ticket Mine can be programmed using the three dip switch banks on the I/O board. The switches are Switch # 1 (SW1), Switch # 2 (SW2), and Switch # 3 (SW3). Reference the chart below to make program changes including the number of tickets per score, shake time, and the handle speed 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							
TIEW DESCRIPTION	CONTENT	SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
	50	ON	ON	ON					
	75	OFF	ON	ON					
	100	ON	OFF	ON					
Conner Score	150	OFF	OFF	ON					
Copper Score	200	ON	ON	OFF					
	250	OFF	ON	OFF					
	300	ON	OFF	OFF					
	500	OFF	OFF	OFF					
	50				ON	ON	ON		
	100				OFF	ON	ON		
	150				ON	OFF	ON		
Silver Seere	200				OFF	OFF	ON		
Silver Score	250				ON	ON	OFF		
	500				OFF	ON	OFF		
	800				ON	OFF	OFF		
	999				OFF	OFF	OFF		
	l							ON	ON
	II							OFF	ON
Score Group	III							ON	OFF
	IV							OFF	OFF

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

ITEM DESCRIPTION	SCORE		SW	/ITCH	l # 2	(EXP	AND	ED)	
TIEW DESCRIPTION	STATE	SW21	SW22	SW23	SW24	SW25	SW26	SW27	SW28
\$0.50 GAME PLAY	Α							ON	ON
\$1.00 GAME PLAY	В							OFF	ON
\$1.50 GAME PLAY	С							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							
TIEW DESCRIPTION	100 200	SW31	SW32	SW33	SW34	SW35	SW36	SW37	SW38
	100	ON	ON	ON					
	200	OFF	ON	ON					
	250	ON	OFF	ON					
Cold Seems	500	OFF	OFF	ON					
Gold Score	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 IN	PUT IC (74HC245N) CHART
IC	INPUT #	CONTENT	PICTURE
	1	COIN UP SIGNAL	
-	2	BILL ACCEPTOR	FEETAL POP FOR
-	3	TICKET SIGNAL	3 4 5 6 7 8
∞	4	TICKET FEEDBACK # 1	7CE
80n	5	TICKET FEEDBACK # 2	(D. 74H) Lig71 21 Unit 11/2 E
-	6	START BUTTON	C34 C35 C1
-	7		C40 C4 (D), 74HC745N 108 R55
-	8		C43 C44 C39
	9		ERVICE
	10		0 74HC 24 BN U00 U00 U00 U00 U00 U00 U00 U00 U00 U0
-	11		CS2 CS3 CS3
60	12		CS7 CS Q 74HC245N U00 R55 U00
9	13		CUS CUA
-	14		CS6 CS
-	15		C62 C63 C67 C7
-	16		Cn C
	17		
-	18		CSA
	19		C43 C44 C44 C44 C44 C44 C44 C44 C44 C44
0	20		C45 C48
U10	21		C50 C5 C5. C5. C5. C5. C5. C5. C5. C5. C5.
	22		082 083
	23		C76 C77 2 LDK1Y3 01 U11
	24		C81
	25		CVO
	26		CAS
	27		0 74HC245N L0K4Y3 B1 UnG1107E
H.	28		082 083 12P8
U11	29		0, 74HC245N C7, 2, L0K1Y3 01 Un61107E
	30		CR CR CR Upolitore
	31		CSC CSC CSC (0) 74HC245N (12)
	32		CSC CSC CSC 2 UnG1112E

MAIN BOARD INPUTS - CONTINUED

	TICKET MINE - MAIN BOARD INPUT IC (74HC245N) CHART							
IC	INPUT#	CONTENT	PICTURE					
	33		000					
	34		000 007 C					
	35		C77 =					
U12	36		COL					
	37		CC					
	38		TO THE REAL PROPERTY OF THE PARTY OF THE PAR					
	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

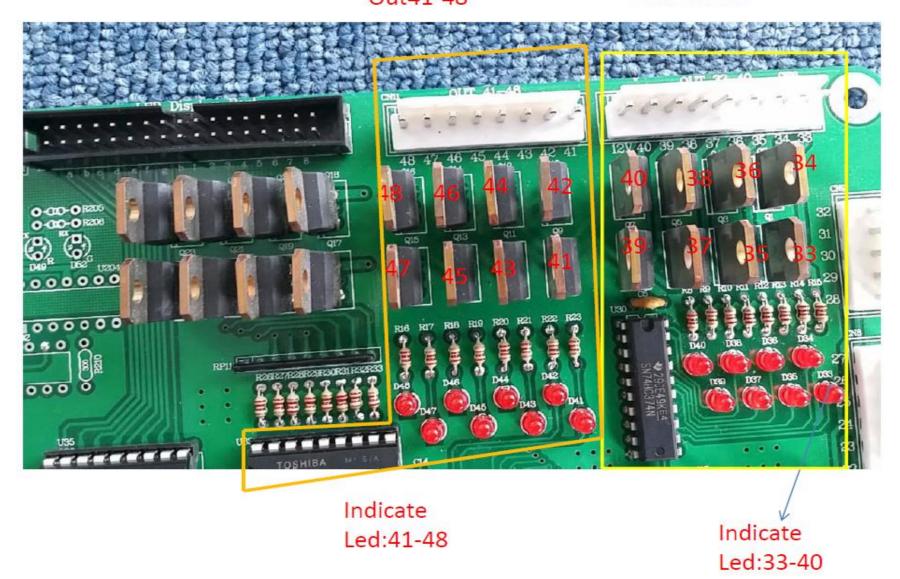
	TICKET	MINE - MAIN BOARD IC (ULN2803) OUTPUT CHART
IC	OUTPUT#	CONTENT	PICTURE
	1	# 1 GOLD LED	
	2	# 1 SILVER LED	10 to 100 TO
	3	# 1 COPPER LED	
U23	4	# 1 DISPLAY BOARD LED	8 6 8 4 8 5 7
Ü.	5		SAPG ATEX
	6		
	7	# 1 FAN DEMO OUTPUT	en na en raise de la companya de la
	8	# 2 FAN DEMO OUTPUT	COKSKE4 S 436AHSYKE4
	9	# 1 GOLD SEG LIGHTING 1	
	10	# 1 GOLD SEG LIGHTING 2	#I-co_too #0-10_too
	11	# 1 SILVER SEG LIGHTING 1	
25	12	# 1 SILVER SEG LIGHTING 2	4 2 2 2 2 8 8 6 8 8 2 4 8 8 2
O.	13	# 1 COPPER SEG LIGHTING 1	HBA MUSIA BOSAPG SURVEY STA STA NEED SHIBA MUSIA BOSAPG
	14	# 1 COPPER SEG LIGHTING 2	
	15		Sun Para Para Para Para Para Para Para Par
	16		SCONONEA 4 36CONGNE4 1 SS SINES
	17	# 2 GOLD SEG LIGHTING	
	18	# 2 SILVER SEG LIGHTING	12-C1 100
	19	# 3 COPPER SEG LIGHTING	
7	20	# 2 DISPLAY BOARD LED	2 % 8 8 2 8 6 7 7 8 8 8 8 8
U27	21		APG 9LTI U TOSHIBA WISIA DOSHIBA LN2803APG NITHON
	22		
	23		20 20 20 20 20 20 20 20 20 20 20 20 20 2
	24		de Maria Mala
	25	# 2 GOLD SEG LIGHTING 1	
	26	# 2 GOLD SEG LIGHTING 2	
	27	# 2 SILVER SEG LIGHTING 1	
67	28	# 2 SILVER SEG LIGHTING 2	2
U29	29	# 2 COPPER SEG LIGHTING 1	TOSHIBA MESIA DI TOSHIBA ULN2803APG PETRENDE
	30	# 2 COPPER SEG LIGHTING 2	
	31		S S S S S S S S S S S S S S S S S S S
	32		E4 A SEAHSYKE4 B S SECONSKES

MAIN BOARD OUTPUTS - CONTINUED

	TICKET	MINE - MAIN BOARD IC (U	LN2803) OUTPUT CHART
IC	OUTPUT#	CONTENT	PICTURE
	33	COIN COUNTER # 1	
	34	TICKET COUNTER	OUT 41-48
	35	TICKET DRIVE # 1	46 45 44 43 42 41 124 40 30 36 32 36 36 37 37
80	36	TICKET DRIVE # 2	Q4 Q12 Q10 Q10 Q1
Q1-Q8	37	COIN LOCK	32
	38	PLAY BUTTON LED	30 R529 R529
	39	CLUTCH CONTROL	
	40	FAN CONTROL	M6 D44 D42 D59 D57 D58 D59
	41	COIN COUNTER # 2	
	42		CNU OUT 41-48
	43	TOP SPOT LAMP - BLUE	48 47 46 45 44 43 42 41 127 40 39 38 37 36 3
Q16	44	TOP SPOT LAMP - RED	
Q9 -	45	TOP SPOT LAMP - WHITE	915 913 WI
	46	GROUND LED - RED	rus Ruy Rus Rox Rox Rox pod 1030
	47	GROUND LED - GREEN	PODECTROSPECIATION DAS
	48	GROUND LED - BLUE	= = = = = = = = = = = = = = = = = = =

Out41-48

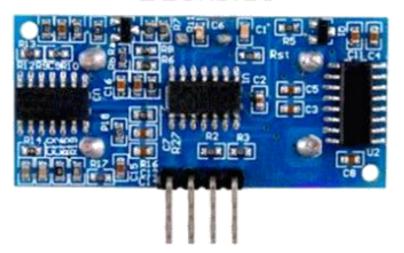
Out 33-40



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	GROUND			





Frontside



