

Amcoe Inc.

Hold & Spin II
(Version 2.8R, set 1)

MANUAL

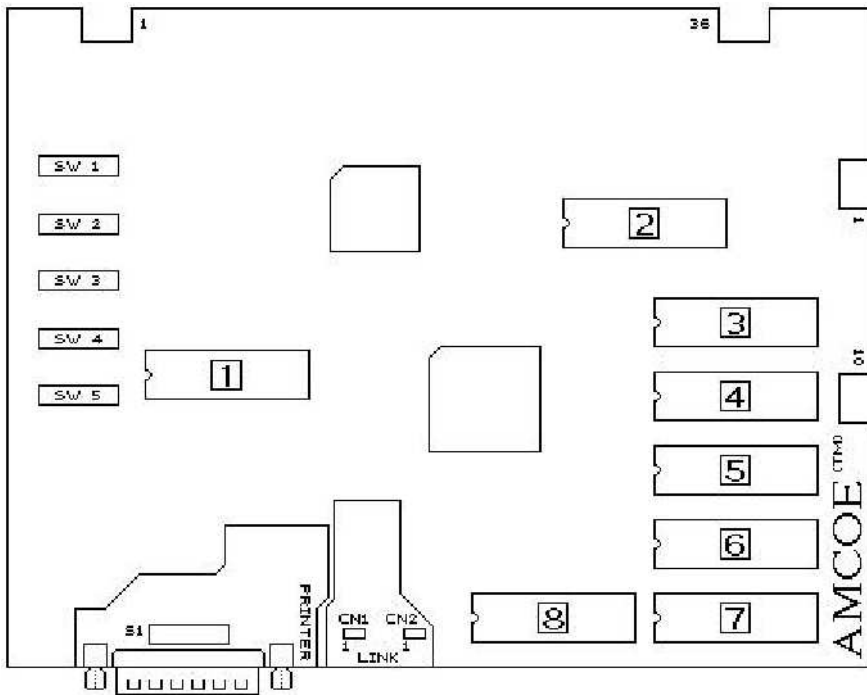
HOLD & SPIN I or II™ ©2000 AMCOE INC.

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER +	SPEAKER -	3
4			4
5			5
6			6
7	TICKET OUT BUTTON - panel		7
8	TICKET NOTCH - dispenser		8
9	START		9
10	STOP 2		10
11	PLAY		11
12	STOP 3 / TAKE		12
13	STOP 1 / DOUBLE		13
14			14
15			15
16	ALL STOP / HOLD		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN		19
20	ACCOUNT / PRINTER SET UP	CONFIRM / MONITOR SET UP	20
21	HOPPER PAYOUT - panel	CLEAR / PRINTER PRINT - panel	21
22		*HOPPER SWITCH - hopper	22
23	COIN IN METER		23
24	NOTE IN METER		24
25			25
26			26
27	HOPPER METER		27
28	CLEAR / TICKET / PRINTER METER		28
29	START LAMP		29
30	STOP 2 LAMP		30
31	PLAY LAMP		31
32	STOP 3 / TAKE LAMP		32
33	STOP 1 / DOUBLE LAMP		33
34	ALL STOP / HOLD LAMP		34
35			35
36	GND	GND	36

PIN	PARTS SIDE	SOLDER SIDE	PIN
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	TICKET DISPENSER ENABLE		7
8	HOPPER SSR		8
9	GND	GND	9
10	GND	GND	10

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

HOLD & SPIN I or II™ ©2000 AMCOE INC.

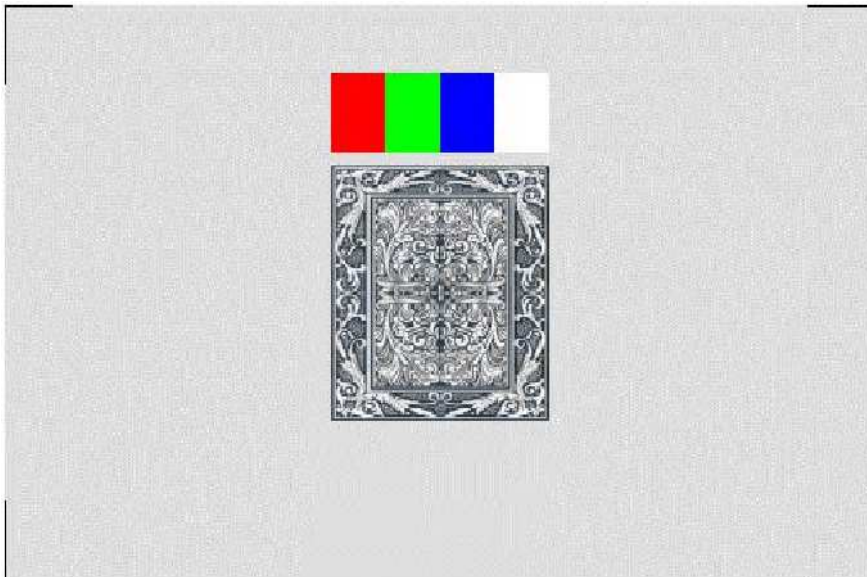


New S2000 board

The new S2000 board is a powerful platform designed to give sophisticated performance, special visual effects, finer resolutions, communication capabilities, and to make it a more cost effective investment.

There are 3 communication ports on the board. The RS232C is primarily used to drive printer to print tickets without any interface. It can also be used to download / upload data and instructions from / to PC. The other 2 communication ports (CN1 and CN2) are mainly for linking with other S2000 boards (and to central console with modem, if required). Application such as linking progressive bonus of all the machines together to display on screen in real time can be done efficiently. (SEE MANUAL OF LINKING)

To drive a printer to print ticket, simply connect with a 25 pin one-to-one cable to the serial port of the printer. Printer ticket set up can be done on screen (or download from PC - SEE MANUAL OF PC DOWNLOAD). Go to Account Screen and follow instructions. The following printer settings have to be adjusted on the printer: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.



MONITOR ADJUSTMENT

The resolutions of S2000 are 33.3% more than that of New Cherry '96. Sync, V-size, V-pos, H-pos,...etc. may have to be adjusted. After reset or existing Confirm Screen, a test screen (as left) will come up.

1/ Dip SW 5 # 1 - "OFF" Korean made (most USA brands) monitor; "ON" Taiwanese made.

2/ Adjust Sync to get a stable picture.

3/ Adjust V-size, V-pos, H-size, and H-pos such that all 4 white corner brackets (right-angle shape) can be seen and are a little bit away from the curving edges of monitor.

4/ Adjust color purity. Most monitors may look fine without further adjusting colors, but a re-adjustment will make sure true color representations, not only for the S2000 board but for all other games.

There are 4 color bands, a gray & white card, and 4 white corner brackets. The 4 color bands are (pure) red, green, blue, and white. Turn brightness on until background is no longer "black" and turn RGB to the lowest. Turn G up until flare comes out (like a shadow going outside the edge) on white; then, reduce gradually until the flare "just" disappears. Do the same thing with R and B one by one. Lastly, reduce brightness until background is "black".

HOLD & SPIN I or II™ ©2000 AMCOE INC.

DIP SW 5			1	2	3	4	5	6	7	8	
MONITOR TYPE	KOREAN MADE TAIWANESE MADE		OFF ON	for most monitors used in USA							
UNIT ID SETUP FOR PROGRESSIVE LINK BONUS (Control board and link cables required. Program must be Link Version.)	NO LINK			OFF	OFF	OFF	OFF				
	UNIT 1			ON	OFF	OFF	OFF				
	UNIT 2			OFF	ON	OFF	OFF				
	UNIT 3			ON	ON	OFF	OFF				
	UNIT 4			OFF	OFF	ON	OFF				
	UNIT 5			ON	OFF	ON	OFF				
	UNIT 6			OFF	ON	ON	OFF				
	UNIT 7			ON	ON	ON	OFF				
	UNIT 8			OFF	OFF	OFF	ON				
	UNIT 9			ON	OFF	OFF	ON				
	UNIT 10			OFF	ON	OFF	ON				
	UNIT 11			ON	ON	OFF	ON				
	UNIT 12			OFF	OFF	ON	ON				
	UNIT 13			ON	OFF	ON	ON				
	UNIT 14			OFF	ON	ON	ON				
UNIT 15		ON	ON	ON	ON						
RESET DEFAULT	Regular	Ten Times									
	Coin=1, Clear=1	Coin=5, Clear=50							OFF	OFF	
	Coin=5, Clear Unit=20								ON	OFF	
	Coin=5, Clear=100	Coin=25, Clear=100							OFF	ON	
Coin=25, Clear=100	Coin=25, Clear=500							ON	ON		
NO USE	MUST BE										OFF

All selections are made on screen or by PC DOWNLOAD except those listed in Dip SW 5.

Please go to Confirm Screen and following on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Whenever the S2000 board is reset by toggle switch, default settings will be loaded. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections which can be adjusted on screen (**NOT** for all versions) are as follow:

LEVEL OF DIFFICULTY: Default is Level 6.

COIN IN TO POINT: It relates to 36 pin edge connector part side 18. 1 pulse in = ? (Only 5 and 25 in Ten Times Version. See Page 4.)

NOTE IN TO POINT: It relates to 36 pin edge connector solder side 18. 1 pulse in = ?

COIN IN LIMIT: Set the COIN IN limit.

MIN PLAY TO START: Min point(s) required to start to play a game.

MIN PLAY FOR BONUS: Min points required in order to get bonus features.

MAX PLAY: Max points which can be played in a game.

BONUS BASE: The base point of progressive bonus.

BONUS MAX: The max point of progressive bonus.

BONUS ACCUMULATE: Whether progressive bonus is in fixed mode or progressive mode.

CLEAR / TICKET UNIT: It relates to 36 pin edge connector part side 28. Each pulse out = ? Point(s).

TICKET OUT MODE: It relates to above and regulates max ? pulse(s) out each game. Continuous = no limit.

USE SCORE: If yes, "SCORE" will appear on screen. All points won will be collected to "SCORE". Default = NO.

SCORE OUT: Manual (default) or Auto.

TICKET OUT: It can be Printer Direct*, Ticket Dispenser Direct Drive (TDDD), or Interface.

SHOW ACCOUNT: If no, there is no account information on Account Screen.

LIMIT SCORE PER GAME: Limit SCORE per game play to 10xplay or an equivalent of \$5 whichever is less.

PLAY REMAIN SCORE: Only when "SCORE" appears on screen. When no POINT and point in SCORE is less than CLEAR / TICKET UNIT, press PLAY to transfer point from SCORE to play a game.

COUNT GAME: This is an advanced count game feature counting eligible pulses out based on TICKET OUT MODE.

SKILL SPIN: A non-stop spinning condition and manual stop is mandatory.

DOUBLE GAME: Choose to have it or not.

PRINTER TYPE: Use one central printer via Link Control Unit or individual printer installed in machine.

PRINTER COMMAND: CBM1 (Citizen), ESC/POS (Epson), STAR emulation, Ithaca, Ithaca 70.

USE PASSWORD: NO (default), Service Only, Adjust Only, Service and Adjust. Reset default = NO password required. Go to Confirm Screen and adjust whatever setting preferred.

REEL SPEED: NORMAL OR SLOW.

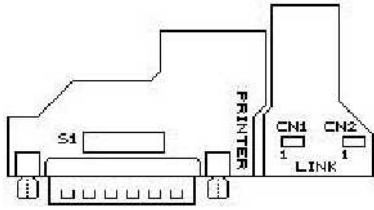
HOPPER UNIT USE: Use COIN IN or CLEAR / TICKET UNIT as reference.

* When using Printer Direct, please go to Account Screen then Printer Ticket Set Up. Remember to do Printer Ticket Set Up again after reset of board!

IMPORTANT: In order to be able to change selections, you must enter a valid password first. Otherwise, you can only view current selections. Obtain your Access Password from your supplier.

SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN TEN TIMES VERSION.

HOLD & SPIN I or II™ ©2000 AMCOE INC.



	RS232C	1	2	3	4	5	6	7	8
Model S2000	PRINTER PORT & PC DOWNLOAD	OFF	OFF	ON	OFF	OFF	ON	OFF	OFF
Model S2000 A/B		OFF	ON	OFF	ON	OFF	OFF	OFF	OFF

*PRINTER: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.

(Dip SW settings of Citizen iDP3540/3541 = DS1 # 1,8 ON; DS2 # 2,5,6,7 ON)

(The alarm light of 3550/3551 has to be ON all the time in order to print. With above settings and program version 2.0~, 3540/3541/3550/3551 alarm light can be ON all the time)

In Printer Ticket Set Up, there are 3 entries which need to be done carefully. (Others are mainly text messages.)

POINT VALUE: It is the \$ value of each point. Immediately after reset, program will detect coin in setting and use the following COIN MODE table to assign the \$ value of each point. It can be changed If not using LIMIT SCORE.

TICKET LIMIT: Default is \$00.00, meaning no limit. The maximum \$ value of a single ticket can be limited from \$1 to \$99. (CAUTION: do not set TICKET LIMIT-except \$00.00-less than POINT VALUE.)

PRINT \$ OR POINT ON TICKET: Select between DOLLAR or POINTS (default).

Adjust Ticket Setting and Game Setting by PC DOWNLOAD

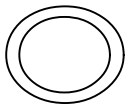
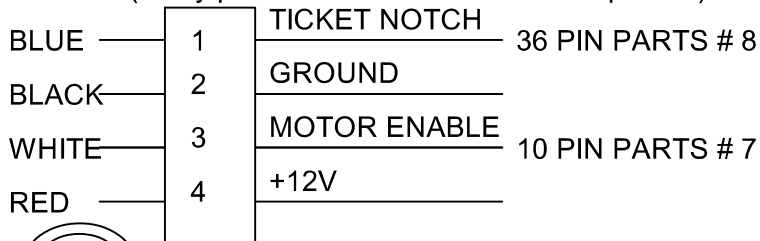
S2000 PC DOWNLOAD PROGRAM is distributed FREE. It runs on PC with Windows 95/98. You may obtain a free copy on a 3.5" disk or by downloading it from the internet*. A HELP file will come up the first time you use it after installation. You will find all necessary information on how to adjust BOTH Ticket Setting and Game Setting of your board by PC. PC Download Program will be especially useful in printer ticket set up. Typing name, address, machine number....etc. will be much faster on a computer than through on screen input. On your S2000 board, go to Account Screen and press <DOUBLE> to go to PC download mode. Also, remember to set Dip SW S1 (near RS232C port) of your board to PC download mode during PC download. Press <TAKE> to exit PC download mode.

* <http://www.amcoe.com>

COIN MODE	COIN IN SETTING	BILL ACCEPTOR SELECTION		\$1 = ? POINTS	LIMIT SCORE
		\$1 = 1 PULSE	\$1 = 4 PULSES		MAX \$5 = ? POINTS
\$1 = 1 PT.	1	YES		1	DO NOT USE
\$0.50 = 1 PT.	2	YES		2	10
\$0.25 = 1 PT.	1		YES	4	20
	4	YES			
\$0.10 = 1 PT.	10	YES		10	50
	5		YES		
\$0.05 = 1 PT.	20	YES		20	100
	25		YES		
\$0.01 = 1 PT.	100	YES		100	500

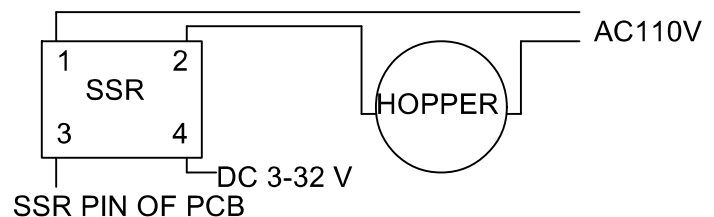
Ticket Dispenser Connection Diagram

DL-1275 (verify pinouts on manual of ticket dispenser)



TICKET OUT BUTTON on control panel
connect to 36 PIN PARTS # 7

Hopper Connection Diagram



HOLD & SPIN I or II™ ©2000 AMCOE INC.

HOLD & SPIN™ I or II is a single line 3 reel game. It is simple and straightforward to the player. It consists of a main game and a double game. At a non-winning hand, if there are two similar symbols, player can hold them and keep on playing to get the third match. There is no limit as to how many games the player can continue to hold and spin. Each spin is considered a new game and requires wager.

The odds table of **HOLD & SPIN I** has a maximum of x10 only. Since it is a single line game, the maximum win is x10 only. Using as a nickel game, playing maximum 10, or as a penny game, playing maximum 50, the maximum win on each game is \$5.00 value.

(HOLD & SPIN II) Progressive Bonus: 3 Progressive Symbol. (Automatically changed to LINK BONUS when linking.)

Free Games: 1 Progressive Symbol = 7 free games. 2 Progressive Symbol = 14 free games. 3 Red Bar = 9. 3 Blue Bar = 11 free games. 3 Green Bar = 13 free games. (Player can still hold during free games.)

The Double Game is an interesting Wheel Spinning Game.

HOLD & SPIN I or II™ ©2000 AMCOE INC.

PUSH BUTTON LEGEND

START	STOP 1 DOUBLE	STOP 2	STOP 3 TAKE
--------------	--------------------------	---------------	------------------------

ALL STOP HOLD	PLAY
--------------------------	-------------

START	STOP 1 DOUBLE	STOP 2	STOP 3 TAKE
--------------	--------------------------	---------------	------------------------

ALL STOP HOLD	PLAY
--------------------------	-------------

START	STOP 1 DOUBLE	STOP 2	STOP 3 TAKE
--------------	--------------------------	---------------	------------------------

ALL STOP HOLD	PLAY
--------------------------	-------------

START	STOP 1 DOUBLE	STOP 2	STOP 3 TAKE
--------------	--------------------------	---------------	------------------------

ALL STOP HOLD	PLAY
--------------------------	-------------