MANUAL

Lucky Bonus

I. Check account

Press and hold **K1** of the IC board (back), and turn on the machine. Then press **JUGAR**. The messages of the codes are detailed as below.

Code	Messages
[TOMATO]	[CREDITO] and [PREMIO]
00	The total profits of machines
01	The total credits
02	The total wins
03	The total Double bets
04	The total wins of Double bets
05	The winning percentage
06	The winning percentage of Double
07	The total input of counter
08	The total output of counter

II. Setting

1. Reset

Press and hold **K2** of the IC board (back), and turn on the machine. The series

number of chip label will show under series number is correct, press **JUGAR**. Then all the displays will show [8].

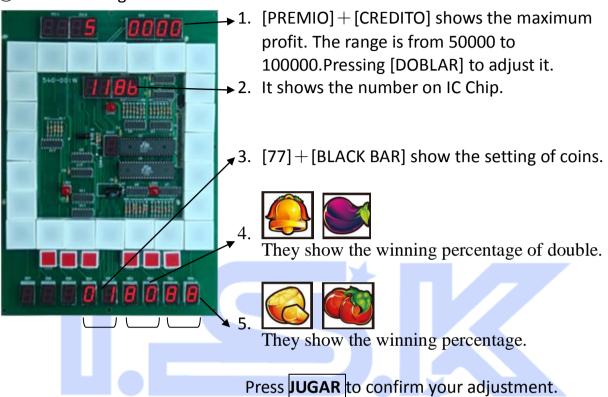
2. Counting coins

Press and hold **K3** of the IC board (back), and turn on the machine. Then press **COBRAR**. It will show 200 on the display of **PREMIO**. Press **PAGO IZQUIERDA** or **PAGO DERECHA** to increase or reduce the quantity of coins.

3. Setting

Press and hold **K4** of the IC board (back), and turn on the machine. The displays on the IC board will show as below,

Operault setting



IV. Troubleshooting

Error Codes	WW.LSKUdi Problems COIII.LW	
11	No coin to charge.	
33	The coin selector is broken.	
44	The switch of hopper (sensor of coin counter) is broken.	
55	The switch of keyout or the counter is broken.	
66	The RAM is broken.	
77	The profit of the machine is out of range. Please reset the machine.	
95	The series number of IC chip is wrong.	
99	Lost of RAM or it's under interference. Please reset the machine.	

III. Adjust the dip switch

Dip Switch		1	2	3	4	5	6	7	8
	1							OFF	OFF
The setting of Coins	2							OFF	ON
The setting of Coins	5							ON	OFF
	10							ON	ON
	85%				OFF	OFF	OFF		
	86%				OFF	OFF	ON		
	87%				OFF	ON	OFF		
The winning	88%				OFF	ON	ON		
percentage	89%				ON	OFF	OFF		
	90%				ON	OFF	ON		
	91%				ON	ON	OFF		
	92%				ON	ON	ON		
The winning	80%			ON					
percentage of Double	85%			OFF					
The possibility to win	HARD		ON		4				
Bonus	EASY		OFF						

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IV. Wiring

JP1

 N.C. GND GND(HOPPER) N.C. N.C. HOPPER SIGNAL KEYOUT N.C. N.C. HOPPER (+5V) 		
 3 GND(HOPPER) 4 N.C. 5 N.C. 6 HOPPER SIGNAL 7 KEYOUT 8 N.C. 9 N.C. 	1	N.C.
 4 N.C. 5 N.C. 6 HOPPER SIGNAL 7 KEYOUT 8 N.C. 9 N.C. 	2	GND
 5 N.C. 6 HOPPER SIGNAL 7 KEYOUT 8 N.C. 9 N.C. 	3	GND(HOPPER)
6 HOPPER SIGNAL7 KEYOUT8 N.C.9 N.C.	4	N.C.
7 KEYOUT 8 N.C. 9 N.C.	5	N.C.
8 N.C. 9 N.C.	6	HOPPER SIGNAL
9 N.C.	7	KEYOUT
- 	8	N.C.
10 HOPPER (+5V)	9	N.C.
	10	HOPPER (+5V)

JP2

JF Z	
1	VCC(+5V)
2	VCC(+5V)
3	GND
4	GND
5	SSR
6	+12V

JP3

J. J	
1	SIGNAL OF COUNTER
1	(INPUT)
2	SIGNAL OF COUNTER
2	(OUTPUT)
3	GND
4	GND
5	COUNTER (INPUT)
5	+12 V
6	COUNTER (OUTPUT)
0	+12 V
7	$SPEAKER\left(+ ight)$
8	SPEAKER (—)
	, ,
9	SIGNAL OF COIN
	SELECTOR
10	GND

JP4

1	
2	
3	
4	
5	KEYBOARD
6	KETBUAND
7	
8	
9	
10	

10-18 PIN CONVERTER (BUTTON)

1	PARTY-LINE 1★
2	PARTY-LINE 2©
3	
4	JUGAR★
5	DOBLAR RIGHT★
6	DOBLAR LEFT★
7	COBRAR★
8	BONUS★
9	CREDITO★
10	TOMATO 🔘
11	ORANGE©
12	EGG PLANT⊚
13	BELL⊙
14	BAR⊚
15	77⊚
16	STARS ()
17	WATERMELON (
18	APPLE 🔘

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