

pl

CHERRY DELIGHT

GAME FEATURES

ALL FRUIT BONUS

WHEN GETTING ALL FRUITS 3X,
YOU WIN 200 CREDITS.
(TOP RIGHT OF SCREEN)

WATERMELON BONUS

WHEN GETTING 3 WATERMELONS IN A ROW,
YOU RECEIVE CREDITS AT BOTTOM LEFT OF SCREEN.
EVERY TIME YOU HIT, THE BONUS CREDITS
GO UP IN MULTIPLES OF 10.

BET UP TO 96 RATHER THAN 64

FREEZE PAIR

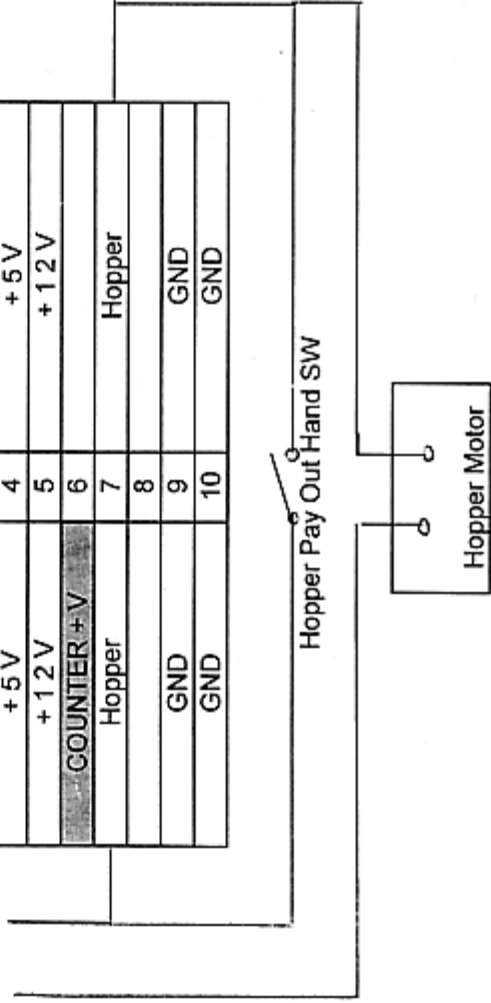
WHEN RECEIVING A LOSING HAND,
ANY PAIR OF FRUITS, BELLS, ETC.
CAN BE HELD FOR ONE SPIN
IN THE HOPE OF COMPLETING THE LINE.

CHERRY MASTER OPERATION MANUAL

DIP SW (No. 5)	(EDGE CONNECTOR 20 pin)							
	1	2	3	4	5	6	7	8
Disp. Of Doll on demonstration	Displayed	ON						
	Undisplayed	OFF						
Coin In Limit	20,000	ON	ON					
	10,000	OFF	ON					
	5,000	ON	OFF					
	1,000	OFF	OFF					
Condition for 3 Kind of Bonus	3-2-1			ON	ON			
	6-3-1			OFF	ON			
	9-5-1			ON	OFF			
Disp. Of Doll at all Fr.&C. Bonus	12-7-1			OFF	OFF			
	Displayed					ON		
Not Used	Undisplayed					OFF		
Test Mode for Disp. Of Doll								ON
								OFF

(EDGE CONNECTOR 20 pin)	
Parts Side	Solder Side
GND	1 GND
GND	2 GND
+5V	3 +5V
+5V	4 +5V
+12V	5 +12V
COUNTER+V	6 Hopper
Hopper	7 Hopper
	8
GND	9 GND
GND	10 GND

AC 100V
IN



(EDGE CONNECTOR 7 2 pin)	
Parts Side	Solder Side
Video RED	1 Video GREEN
Video BLUE	2 Video SYNC.
Speaker	3 SP. GND.
	4
	5
	6
	7
Service Coin	8
Start	9
Odds/Small	10
Bet	11
Take Score	12
Double Up	13
	14
	15
Blg	16
	17
Coin A	18 Key In
Coin C	19 Coin D (Hopper)
Analyzer	20 Confirm
Pay Out	21 Key Down
Hopper Full	22 Hopper SW
Counter A	23
Counter B(Key In)	24
Counter C	25
Counter D (Hopper)	26
Hopper Counter	27 Lack of Hopper Counter
Key Down Counter	28
Start Lamp	29
Cancel Lamp	30
Bet Lamp	31
Take Score Lamp	32
Double Up Lamp	33
	34
	35
GND.	36 GND.

*Counter +V depends on Spec. of voltage. Please connect +5V or +12V.