

JINGLE BELL

VERSION: V201US

1. DIP SWITCH SETTING

DIP SW. 1								
	1	2	3	4	5	6	7	8
DEMO MUSIC	NO	OFF						
	YES	ON						
W-UP GAME	NO		OFF					
	YES		ON					
MIN. BET	1			OFF				
	8			ON				
SPIN SPEED	SLOW				OFF			
	QUICK			ON				
STRIP GIRL	NO					OFF		
	YES					ON		
PAYOUT MODE	NORMAL						OFF	
	AUTO						ON	
PLAYER'S PANEL	TYPE A							OFF
	TYPE B							ON
	TYPE C							OFF
	TYPE A							ON

DIP SW. 2								
	1	2	3	4	5	6	7	8
MIAN GAME RATE	55%	OFF	OFF	OFF				
	60%	ON	OFF	OFF				
	65%	OFF	ON	OFF				
	70%	ON	ON	OFF				
	75%	OFF	OFF	ON				
	80%	ON	OFF	ON				
	85%	OFF	ON	ON				
W-UP CHANCE	90%	ON	ON	ON				
	93%				OFF	OFF	OFF	
	94%				ON	OFF	OFF	
	95%				OFF	ON	OFF	
	96%				ON	ON	OFF	
	97%				OFF	OFF	ON	
	98%				ON	OFF	ON	
	99%				OFF	ON	ON	
KEY IN LIMIT	1000							OFF
	3000							ON
	5000							OFF
	10000							ON

DIP SW. 3								
	1	2	3	4	5	6	7	8
KEY IN RATE	1	OFF	OFF	OFF				
	5	ON	OFF	OFF				
	10	OFF	ON	OFF				
	30	ON	ON	OFF				
	50	OFF	OFF	ON				
	100	ON	OFF	ON				
	200	OFF	ON	ON				
COIN A RATE	500	ON	ON	ON				
	1				OFF	OFF	OFF	
	2				ON	OFF	OFF	
	5				OFF	ON	OFF	
	10				ON	ON	OFF	
	20				OFF	OFF	ON	
SYSTEM LIMIT	40				ON	OFF	ON	
	50				OFF	ON	ON	
	100				ON	ON	ON	
	5000							OFF
10000							ON	
30000							OFF	
NO LIMIT							ON	

DIP SW. 4								
	1	2	3	4	5	6	7	8
MIN. PLAY FOR FEVER (note 1)	8	OFF						
	16	ON						
COIN C RATE	1			OFF	OFF	OFF		
	2			ON	OFF	OFF		
	5			OFF	ON	OFF		
	10			ON	ON	OFF		
	20			OFF	OFF	ON		
	40			ON	OFF	ON		
	50			OFF	ON	ON		
	100			ON	ON	ON		
KEY OUT RATE	1					OFF	OFF	
	10					ON	OFF	
	50					OFF	ON	
	100					ON	ON	
PLAY LINE	8							OFF
	16							ON

DIP SW. 5								
	1	2	3	4	5	6	7	8
MAX. PLAY (note 2)	8	OFF	OFF					
	16	ON	OFF					
	32	OFF	ON					
	64	ON	ON					
SPINNING	NON-STOP			OFF				
HANDS COUNT	NO				OFF			
	YES			ON				
HANDS COIN RATE	1					OFF	OFF	
	5					ON	OFF	
	10					OFF	ON	
HANDS COIN VALUE	25					ON	ON	
	20							OFF
NO USED	40							ON

Note 1: Min. play for Fever here indicates individual play.
 Note 2: Max. Play here indicates individual play.
 Note 3: Max. Play here indicates both sides' total.

Caution!! Any change on PLAY LINE or MAX. PLAY will cause system reset. System reset maybe

Relative value by Max. Play change:

MAX. PLAY (note 3)	8	16	32	64	128
W-UP BONUS BASE	30	50	100	150	300
W-UP BONUS TARGET	500	1000	2000	3000	5000
W-UP POOL	50	100	200	300	600

CONNECTION DIAGRAM:

PARTS SIDE		SOLDER SIDE	
B TYPE PANEL	C TYPE PANEL		
VIDEO RED	VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	VIDEO BLUE	2	VIDEO SYNC
SPEAKER	SPEAKER	3	GND
		4	
		5	
		6	
		7	
		8	
START/ALL STOP/1/2 W-UP	START/1/2 W-UP	9	
SMALL/STOP 3/ODDS	SMALL/STOP 3/ ODDS	10	
BLUE PLAY/STOP 2/2 W-UP	BLUE PLAY/ALL STOP/2 W-UP	11	
TAKE/STOP 1	TAKE/STOP 1	12	
RED PLAY/W-UP	RED PLAY/W-UP	13	
		14	
		15	
BIG	BIG/STOP 2	16	
		17	
COIN A	COIN A	18	KEY IN
		19	COIN C
OPERATOR (RECORD)	OPERATOR (RECORD)	20	TEST
PAYOUT	PAYOUT	21	KEY OUT
		22	HOPPER SWITCH
COIN A METER	COIN A METER	23	
KEY IN METER	KEY IN METER	24	
		25	
COIN C METER	COIN C METER	26	
HOPPER METER	HOPPER METER	27	
KEY OUT METER	KEY OUT METER	28	
LAMP:START/ALL STOP/1/2 W-UP	LAMP:START/1/2 W-UP	29	
LAMP:SMALL/STOP 3/ODDS	LAMP:SMALL/STOP 3/ ODDS	30	
LAMP:BLUE PLAY/STOP 2/2 W-UP	LAMP:BLUE PLAY/ALL STOP/2 W-UP	31	
LAMP:TAKE/STOP 1	LAMP:TAKE/STOP 1	32	
LAMP:RED PLAY/W-UP	LAMP:REDPLAY/W-UP	33	
LAMP:BIG	LAMP:BIG/STOP 2	34	
ATTENDANT	ATTENDANT	35	
GND	GND	36	GND

PARTS SIDE	PARTS SIDE	SOLDER SIDE	
GND	GND	1	GND
GND	GND	2	GND
+5V	+5V	3	+5V
+5V	+5V	4	+5V
+12V	+12V	5	+12V
COUNTER POWER	COUNTER POWER	6	
HOPPER CONTROL	HOPPER CONTROL	7	
		8	
GND	GND	9	GND
GND	GND	10	GND