



Three Set an Progressive

Precautions
(Before turning on the power)

- * Use a 1 : 1 transformer for an old type monitor. Without the transformer, once the board is short-circuited, it can not be repaired.
- * Do not short the battery or do not pull jumper pins off, or else the security system will be disrupted. Such failure will be repaired for fee.

BASIC SETTING

| | | |
|------------------------------|------|--|
| PAYOUT % | 85 | Payout per sentage |
| MAX BET | 32 | Maximum amount of BET |
| FIRST BET | 1 | Amount of the first bet |
| CONTINUE BET | 1 | Amount of the second or above times bet |
| KEY-IN CREDIT | 100 | Key-In credit |
| COIN-A CREDIT | 10 | Coin A credit |
| COIN-B COIN | 1 | Amount of Coin B |
| COIN-B CREDIT | 50 | Coin B credit |
| HOPPER COIN | 1 | Hopper coin |
| HOPPER CREDIT | 100 | Hopper credit |
| CREDIT LIMIT | 5000 | Credit limit |
| CREDIT IN LIMIT | 2000 | Credit in limit |
| PAYOUT FLASH | | Usually system |
| Can be choosed payout method | | |
| AUTO | | Will pay the victory credit on each time |
| SUSTAIN | | During pressing the payout button, the credit will be paid |
| AUTO-2 | | To reach hopper credit, automatically to press the payout button |
| HOPPER NONE | | No hopper |
| ACT-H | | Active high hopper method |
| ACT-L | | Active low hopper method |
| HOPPER EMPTY NONE | | Can not indicate the shortage of hopper balance |
| ACT-H | | To notice of the shortage of balance, and to lock the payout button by active high |
| ACT-L | | To notice of the shortage of balance, and to lock the payout button by active low |
| SINGLE OUT OFF | | Invalid to payout of single gift |
| ON | | Available to payout of single gift |
| COIN-B COUNTER OFF/ON | | To set Yes or No Coin B counter |
| FRACTION CUTOFF OFF | | Usually OFF |
| ON | | When payout, will follow to hopper credit unit |
| ON-2 | | When payout, will follow to hopper credit unit, cut down the fraction |
| SCREEN FLIP NORMAL/INVERT | | Turn over the screen monitor |

EXTEND SETTING

| | | |
|-----------------|---------------|---|
| DUP NUDE | ON / OFF | To set the monitor for dpuble uo nude whether picture ON or NOT |
| DOWN SPEED | 0/ 1/ 2/ 3/ 4 | To adjust the speed for the time of credit down. 0 is the fastest and 4 is the most slow. |
| SOUND IN DEMO | ON / OFF | To adjust the sound whether switch ON or OFF during the demonstration |
| SCI-PORT | LF | When to connect the SCI_PORT to printer, not power on CR |
| | CR+LF | To put power CR and LF |
| DOUBLE UP GAME | ON / OO | Whether Yes or Not the double game up |
| SKILLS STOP | ON / OFF | Whether Yes or Not the Skill stop |
| CONTINUOUS STOP | ON ?OFF | Whether Yes or Not the Continuous stop |

SETTING SPECIAL ALLOTMENT (User choice)

| | | |
|-------------|--------------------|---|
| DUP IN OUT | Double Up in out | To adjust the allotment at the Double Up game To set minus posision, DUP game will strong, plus posision, become weak |
| DUP JOKER | Double up Joker | To adjust the per sentages the Joker is coming in the Double Up games |
| LOVE CHANCE | Love chance | To adjust the per centages the Love chance is coming |
| LC CARD 2 | Love chance card 2 | Able to adjust the love chance is coming in the second cards at the double up games |
| LC CARD 3 | Love chance card 3 | Able to adjust the love chance is coming in the third cards at the double up games |
| LC CARD 4 | Love chance card 4 | Able to adjust the love chance is coming in the fourth cards at the double up games |
| LC CARD 5 | Love chance card 5 | Able to adjust the love chance is coming in the fifth cards at the double up games |

POOL SETTING

PAY POINT 1 Charging bonus-1's falling range from LOW to HIGH.
PAY POINT 2 Charging bonus-2's falling range from LOW to HIGH.
PAY POINT 3 Charging bonus-3's falling range from LOW to HIGH.

POOL RATE 1 Charging the pool ratio of bonus-1.
pool rate 2 Charging the pool ratio of bonus-2.
POOL RATE 3 Charging the pool ratio of bonus-3.

POOL DISPLAY FLOAT Displaying the amount of each pool as the value
of bonus.
FIX Displaying the value of LOW as the value bonus.

POOL VALUE

POOL 1/ 2/ 3 Setting the amount of each pool

NETWORK STATUS

This notifies the status of all games.

White numbers indicate the status of the machine which you are operating.

Light blue numbers indicate the status of the other connected machines.

Blue numbers indicate machines which are not connected in the network.

SETTING DIPSWITCHES Delineation Chart

DIPSWITCH 1

| PCV DIP-SW | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| ID No 00 (Master) | OFF | OFF | OFF | OFF | OFF | | | | |
| 01 | ON | OFF | OFF | OFF | OFF | | | | |
| 02 | OFF | ON | OFF | OFF | OFF | | | | |
| 03 | ON | ON | OFF | OFF | OFF | | | | |
| 04 | OFF | OFF | ON | OFF | OFF | | | | |
| 05 | ON | OFF | ON | OFF | OFF | | | | |
| 06 | OFF | ON | ON | OFF | OFF | | | | |
| 07 | ON | ON | ON | OFF | OFF | | | | |
| 08 | OFF | OFF | OFF | ON | ON | | | | |
| 09 | ON | OFF | OFF | ON | ON | | | | |
| 10 | OFF | ON | OFF | ON | ON | | | | |
| 11 | ON | ON | OFF | ON | ON | | | | |
| 12 | OFF | OFF | ON | ON | ON | | | | |
| 13 | ON | OFF | ON | ON | ON | | | | |
| 14 | OFF | ON | ON | ON | ON | | | | |
| 15 | ON | ON | ON | ON | ON | | | | |
| OFF (FLX) | | | | | | OFF | | | |
| OFF (FLX) | | | | | | | OFF | | |
| OFF (FLX) | | | | | | | | OFF | |
| OFF (FLX) | | | | | | | | | OFF |

DIP-SW 2

Multiple boards can be connected in series. The first board is taken as the master, and others are slaves. The master is numbered "00" and slaves are numbered "01", "02", "03" ...consecutively. The DIP-SW 2 switches on the master board and the last slave board must be at all ON position, and the other slaves are at all OFF position.

THREE SEVENS TURBO Play Percentage Change Information

Turn on game

Next

Go to your 2 accounting buttons inside of cabinet and find and label your Data/Analyzer button.. The other Red button is Conform button You are now ready for settings. Exit back to Game Screen.

Next

Push on Data/Analyzer button 3 times. You should get a Data screen.

Next

Push on Conform button 1 time

Next

Push on Data /Analyzer button 5 times. The screen you see will add one line of information.

Next

Push START on machine button panel, then push SMALL on machine button panel and then push TAKE SCORE on machine button panel. This should put your screen on basic setting for you to make changes.

Top payout H % and then payout L%

While holding in on the Conform button in cabinet press the SMALL button on the machine panel to change percentage which can be from 60 % to 95%..

Suggest that the machine be set at 70% H and 60% L per board manufacturer.

Next

Press DOUBLE UP button on machine button panel 4 times to return to game screen.

Three Sevens Game Board (3-7's)

Notes;

TO MAKE DOUBLE UP WORK ON BOARD

May have to remove or cut #4, 5 and 6 jumpers on the 36pin harness connector. Otherwise they cause a conflict of the buttons on this Three sevens Turbo game.

CHANGING BONUS POINTS

This board is preset at recommended settings for best use. AVOID CHANGING FROM THESE RECOMMENDED SETTINGS OR DO SO AT YOUR OWN RISK.

| EDGE CONNECTOR 72 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 | |
| BIG | 16 | |
| | 17 | |
| COIN A | 18 | KEY IN |
| COIN C | 19 | COIN D (HOPPER) |
| ANALIZER | 20 | CONFIRM |
| PAYOUT | 21 | KEY DOWN |
| HOPPER FULL | 22 | HOPPER SW |
| COUNTER A | 23 | |
| COUNTER B | 24 | |
| COUNTER C | 25 | |
| COUNTER D | 26 | LACK OF HOPPER COUNTER |
| HOPPER COUNTER | 27 | |
| 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 |