

CHERRY BONUS 3

INSTRUCTION MANUAL

REVISED 10-13-95

-----Dipswitch Charts-----Game Setup-----

Dipswitch Bank # 1		1	2	3	4	5	6	7	8
Game Style	Table	Off							
	Upright	ON							
Hopper Switch	Active Low		OFF						
	Active High		On						
Payout Mode	Switch			OFF					
	Automatic			On					
Double Up " 7 "	Loss				OFF				
	Push				On				
Double Up Rate	80%					OFF			
	90%					On			
Double Up Game	Used						OFF		
	Not Used						On		
Maximum Bet*	8 Credits							Off	Off
	16 Credits							On	Off
	32 Credits							OFF	ON
	64 Credits							On	On

Note : Switch settings shown in **bold** are recommended settings. Any switches not used should be left OFF.

Switch # 1.....Game Style.....Used to select cabinet style. Cocktail setting requires a external switch to invert picture.

Switch # 2.....Hopper Switch.....This switch counts number of tokens dispensed. Sets polarity of switch. *Not using a hopper, leave off.*

Switch # 3.....Payout Mode.....Determines whether a win is collected automatically, or by a player selected panel switch. *If set for auto, Double Up Game is disabled.*

Switch # 4.....Double Up " 7 ".....Determines whether the HOUSE CARD { a " 7 " } is an automatic loss or not. See section 2, Double Up Game for more details.

Switch # 5.....Double Up Rate.....Sets the win rate for the Double Up Game.

Switch # 6.....Double Up Game.....Determines if the Double Up Game is active.

Switches # 7 & 8.....Maximum Bet*.....Determines the maximum amount of credits a player can play. This is the **maximum play for one side**. Cherry Bonus 3 is a 16 line game. The **total maximum is twice** the value shown.

.....Dipswitch Charts.....Rate Table.....

Short Non-satellite Board---Main Game Rate Tables are different for this board. All other Dipswitch Banks are the same.

These settings apply ONLY to the short green NON SATELLITE version board									
Dipswitch Bank # 2		1	2	3	4	5	6	7	8
Main Game Rate	CB3s40								
	89%	Off	Off	Off					
	82%	On	Off	Off					
	75%	Off	On	Off					
	68%	On	On	Off					
	61%	Off	Off	On					
	54%	On	Off	On					
	47%	Off	On	On					
	40%	ON	ON	ON					

Note : See Section 3 for alternate programs for this board.

CS3S90	1	2	3
90%	OFF	OFF	OFF
85%	ON	OFF	OFF
80%	OFF	ON	OFF
75%	ON	ON	OFF
70%	OFF	OFF	ON
65%	ON	OFF	ON
60%	OFF	ON	ON
55%	ON	ON	ON

-----Dipswitch Charts-----Pricing-----

Dipswitch Bank # 3		1	2	3	4	5	6	7	8
Key In Rate	" A " Type			" B " Type					
	1 Coin 10 Credits	On	On	1 Coin 5 Credits					
	1 Coin 20 Credits	Off	On	1 Coin 10 Credits					
	1 Coin 50 Credits	On	Off	1 Coin 25 Credits					
	1 Coin 100 Credit	OFF	OFF	1 Coin 50 Credits					
Coin " A " Rate	1 Coin 1 Credit			On	On				
	1 Coin 2 Credits			Off	On				
	1 Coin 5 Credits			ON	OFF				
	1 Coin 10 Credits			Off	Off				
Coin " D " Rate	" C " Type		" D " Type						
	1 Coin 5 Credits		1 Coin 2 Credits		On	On			
	1 Coin 10 Credits		1 Coin 1 Credit		Off	On			
	1 Coin 25 Credits		2 Coins 1 Credit		On	Off			
	1 Coin 50 Credits		5 Coins 1 Credit		OFF	OFF			
Coin " C " Rate	1 Coin 1 Credit						On	On	
	1 Coin 2 Credits						Off	On	
	1 Coin 5 Credits						On	Off	
	1 Coin 10 Credits						OFF	OFF	

NOTE : Pay attention to how the Dipswitch Banks are marked on the board. They **ARE NOT** in consecutive order. Dipswitch Bank # 5 on the long blue board is located on the satellite board and marked as SW1.

Switches # 1 & 2.....Key In Rate.....Pin 18 SOLDER SIDE of CN1. This input has 2 price tables for added variety. TYPE determined by Dipswitch Bank # 2 switch 7.

Switches # 3 & 4.....Coin " A " Rate.....Pin 18 PARTS SIDE of CN1. This is the **NORMAL** coin input used.

Switches # 5 & 6.....Coin " D " Rate.....Pin 19 SOLDER SIDE of CN1. This input also has 2 price tables. TYPE determined by Dipswitch Bank # 4 switch 5.

Switches # 7 & 8.....Coin " C " Rate.....Pin 19 PARTS SIDE of CN1. This input is sometimes used in conjunction with ticket dispensers for Returned Credits.

* IF YOU WANT PENNY DENOMINATIONS YOU HAVE TO TAKE THEM FROM PIN # 18 PARTS SIDE AND POTENTIALLY PIN # 19 SOLDER SIDE. CHANGE TO "C TYPE" 1 COIN 25 CREDITS AND THEN GO TO BANK # 4 TO "C TYPE".

-----Dipswitch Charts-----Credit Settings-----

Dipswitch Bank # 4		1	2	3	4	5	6	7	8
Credit Limit	Unlimited	On	On	On					
	100,000	Off	On	On					
	50,000	On	Off	On					
	40,000	Off	Off	On					
	30,000	On	On	Off					
	20,000	Off	On	Off					
	10,000	On	Off	Off					
	5,000	OFF	OFF	OFF					
Display of Credit Limit	Displayed				ON				
	Not Displayed				Off				
Coin " D " Type	" C " Type					ON			
	" D " Type					Off			
Minimum Credits for Fevers	8 Credits						ON		
	16 Credits						Off		
Reel Speed	Fast							ON	
	Slow							Off	
Hopper Out by Coin " A "	Exchanged								On
	Not Exchanged								OFF

Switches # 1, 2, & 3.....Credit Limit..... Sets the Maximum amount of Credits that can be accumulated on the game. *Any Credits in excess of the Limit are lost.*

Switch # 4.....Display of Credit Limit..... Displays the above set limit on the lower left side of the screen.

Switch # 5.....Coin " D " Type.... Used to adjust pricing tables for Coin " D " Rate. (See Dipswitch Bank # 3 switches 5 & 6.

Switch # 6.....Minimum Credits for Fevers..... When active, (Dipswitch Bank # 2 switch # 8), sets the minimum amount of credits needed for cherries, bells, or bars to count towards Fevers. *Entry amount is fixed at 9 - 5 - 1.*

Switch # 7.....Reel Speed..... Determines the speed at which the reels turn.

Switch # 8.....Hopper Out by Coin " A "..... Sets token pricing at Coin " A " Rate when utilizing a hopper. This input *used to exchange cash for tokens — NOT to credit the game.*

-----Dipswitch Charts-----Miscellaneous-----

Dipswitch Bank # 5		1	2	3	4	5	6	7	8
Not Used	Leave Off	OFF							
Coin In Limit	20,000		On	On					
	10,000		Off	On					
	5,000		On	Off					
	1,000		OFF	OFF					
Not Used	Leave Off				OFF	OFF			
Doll Displayed in Double Up	Displayed						ON		
	Not Displayed						Off		
Not Used	Leave Off							OFF	OFF

Switch # 1.....Not Used.....Leave Off

Switches # 2 & 3.....Coin In Limit.....Sets the maximum amount of credits per coin(s) that can be entered into the game.

Switches 4 & 5.....Not Used.....Leave Off

Switch # 6.....Doll Displayed in Double Up.....Determines whether or not the doll is displayed while playing the Double Up Game.

Switches # 7 & 8.....Not Used.....Leave Off