

IC-CARD READER SYSTEM
FOR
PC-GAME MACHINES

USER'S MANUAL

GSE S/N:ICC-2001A

VER. 1.0A

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Features:

PART I: Master IC card **MAKER** for BOSS

Master card maker is designed for BOSS

- ① To install credit
- ② To read or clear credit
- ③ To check account
- ④ To do credit trouble shooting
- ⑤ To connect with system function

This full-function master card maker is designed for BOSS to make cards so **please keep it away from your employee to avoid cheating.

****This card MAKER cannot use to list record.**

PART II: Counter IC card **CHECKER** for EMPLOYEE

Counter card checker for employee can do

- ① Read credit
- ② Credit trouble shooting
- ③ List shift record
- ④ System function

This counter IC card checker can be used to check the credit accuracy of sold cards, to fix the IC card damage, to check and **list shift record of the store but it cannot be used to make cards to avoid cheating of your employee.

**Only this checker can be used to list record.

PART III: **Customer's IC Card Reader** (Branch)

To start this branch card reader, you must insert the BOSS card first and change the following setting:

- ① Area ID code
- ② Reader machine Code
- ③ Keyin setting
- ④ Keyout setting
- ⑤ Period setting
- ⑥ List record

1. Cards

There are **three** different level cards available.

- ① **BOSS card:** This card can only be used to modify the setting or

check total business operation of each branch. **It cannot be used to install amount or list record.**

② **Employee's Card:** This card can be used to check

- ① Keyin of current shift
- ② Keyout of current shift
- ③ Clear current shift record, reset and store into the card
- ④ Keyin record of last shift
- ⑤ Keyout record of last shift
- ⑥ Area ID code of the branch reader
- ⑦ ID code of the branch reader

**The employee's card can store 20 readers' record in the same area at random. But it cannot store the data in different area.

③ **Customer's Card**

2. Period code

This code can change system password. Please change password of Card Maker and Customer's reader together then start the card to avoid card ineffective. This code can be choosed from 1 to 12.

3. Area ID code

You can connect 20 machines in the same area and total 600 machines can be connected with a master card reader.

4. Machine code

You can set it from 1 to 20 but don't duplicate the number in the same area.

Default Value:0000

IC CARD READER INSTALLATION

Pin 1, Pin 2 is DC +9V to +12V (Wire is Black, Brown)

Pin 3 is keyin button scan line (Wire is Red)

Pin 4 is keyout button scan line (Wire is Orange)

Pin 5 is keyin button signal (Wire is Yellow)

Pin 6 is keyout button signal (Wire is Green)

Pin 7 is keyout meter signal (Wire is Blue)

Pin 8 is Keyin meter signal (Wire is Purple)

Pin 9 is reserved (Wire is Gray)

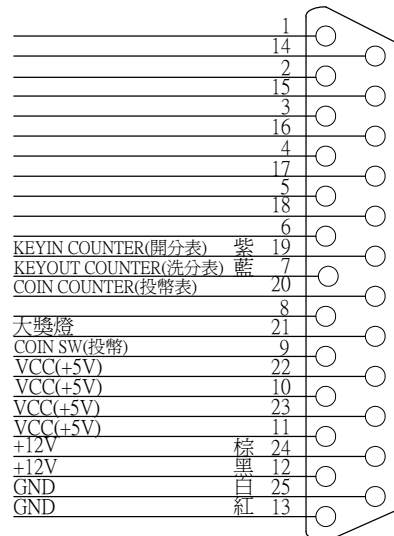
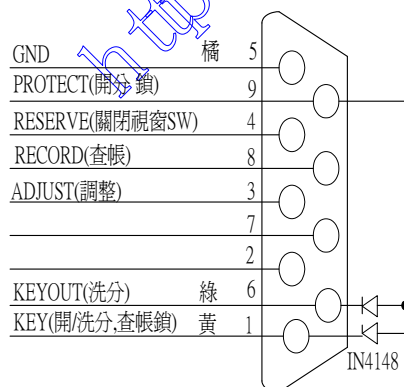
Pin10 GND (Wire is White)

*** Example for PC Interface Card of Arcade Games :**

*** : PC Interface Card**

2. D Type 25-pin connector :

1.D Type 9-pin connector



PART 1: IC Card Maker (Master Reader for BOSS):

1. Power Supply:

Voltage: DC 9V to 12V.

Current: 1A or more.

2. External Dimension: 250mm * 180mm * 50mm (W * L * H) °

3. Weight:

4. Storage Temperature: -20°C ~ +80°C °

5. Work Temperature: -10°C ~ +70°C °

6. Element: AC 220V (or AC 110V) to DC 9V converter.

7. How to use IC Card?

Put **chip side** of the card **down** then insert IC Card into the slot.

You must **push IC Card to the end**.

The Reader can just read data out.

8. Message Description:

(1) Initial Screen: When the card reader power on, user will see the screen shown as follows:

(*If not, power on again)

**SYSTEM INITIAL
PLEASE WAIT!**

PLEASE SELECT CARD TYPE

**1. CUSTOMER 2. EMPLOYEE
3. BOSS**

Card maker goes to password entry after self-test finished.

(2) Display of **PASSWORD ENTRY**: Please enter four digits password.

Default Value:0000

**PASSWORD ERROR X TIMES
ENTER YOUR PASSWORD:**

→ * * * *

If the password is correct, it will enter main screen otherwise you must do it again. After entering wrong password five times, system will be locked. You will see the screen display:

PASSWORD ERROR

PLEASE TAKE CARD BACK (use BOSS card to enter)

(3) Main Screen: If system boots successfully, you will see the following message:

AMUSEMENT SMART CARD SYSTEM

- | | |
|---------------------------|-----------------------------------|
| 1.CREDIT STORAGE | 2. CREDIT READ & CLEAR |
| 3.ACCOUNTS CHECK | 4. CREDIT TROUBLE SHOOTING |
| 5. SYSTEM FUNCTION | 6. WORK TIME RECORD |

ENTER YOUR SELECT: →

The detail function descriptions are as follows:

Function 1: *Credit Storage* (Use BOSS card)

In this function, System will ask user insert Card first. After inserting the card, the card maker will check all data to see if it is valid or not. As all data is valid, the card maker will show as follows:

DEPOSIT PROCEDURE

PLEASE INSERT IC CARD!

PRESS 'ESC' KEY TO EXIT

Player's card can be used to move credit into or out of the game machine.

Employee's card is for counter to check reader's account and transfer data of account into Card.

Boss Card can be used to check and clear all accounts record, to set-up machine code and credit limit of keyin and keyout.

Boss Card is used to set user type; Employee's Card is used to set area ID and player's

Card is used to input credit and save the credit for account checking.

Function 2: *Credit Read & Clear* (Use Customer's card)

This function is only for customer's card. Card Maker reads the credit out, display it then clear and save the credit for record.

The display will be as follows:

THE CREDIT OF IC CARD HAS

XXXXXXXX

INTERNAL CREDIT IS CLEARED.

PLEASE TAKE CARD BACK!

Function-3: *Accounts Check* (Use BOSS card)

This function is just for Boss' Card to use. The Boss will know how much credit had been deposit or cleared from the account.

The screen will display as follows:

**THE TOTAL KEYIN CREDIT IS
XXXXXXXXXX
THE TOTAL KEYOUT CREDIT IS
XXXXXXXXXX
THE PRESENT KEYIN CREDIT IS
XXXXXXXXXX
THE PRESENT KEYOUT CREDIT IS
XXXXXXXXXX**

Take Card out after checking.

Function-4: ***Credit Troubleshooting*** (Use Customer's card)

This function is just for customer's card to use. If customer's credit is invalid, it can fix the card automatically. If Customer's Card can't be fixed, the screen will show as follows:

**SECURITY CODE IS ERROR,
CREDIT CAN'T BE FIXED
THE CREDIT IS XXXXXXXXX
PLEASE TAKE CARD BACK!**

Just take Player's Card out and go back to "Main Screen."

Function-5: ***System Function*** (Use BOSS card)

This system provides 4 items for BOSS to select and 2 items for employee to choose.

The Screen for boss setting will show as follows:

**SYSTEM FUNCTION FOR BOSS
PRESS (1) FOR PASSWORD SET
PRESS (2) FOR PERIOD CODE SET
PRESS (3) DATE & TIME SET
PRESS (4) FOR PRINT ALL ACCOUNT (USELESS)
PRESS OTHER KEYS FOR EXIT**

Boss Function-1:

This function is for setting entry password.

Boss Function-2:

This function is for setting period code. Period code is designed to avoid malicious destroy or stealing the card reader. Once the card reader is destroyed or stolen, the BOSS can change password of the whole system.

Boss Function-3:

This function is for setting date and time.

Boss Function-4 is useless. If you want to print the record, please do it from The Card Checker (PART II --Reader for Counter)

Employee:

Two items for employee to set will show as follows:

**SYSTEM FUNCTION FOR EMPLOYEE
PRESS (1) ACCOUNTS PRINT OUT
PRESS (2) AREA ID INQUIRY
PRESS OTHER KEYS FOR EXIT**

Employee Function-1:

This function is for printing out accounts record of each machine.

Each Card can store 20 accounts. Employee can use "Clear Record" function of the card reader to transfer the record of each account into IC Card.

Employee Function-2:

This function is designed for employee to identify the area code of the card. The code must be correct when employee wants to transfer the record of each account into the card.

9. Error Message Description:

If errors happened when verifying the card, the message will show as follows:

1. Using fake IC Card the Card Maker will show:

**IC CARD IS NOT FOR THIS SYSTEM
PLEASE TAKE CARD BACK!**

2. If someone try to modify IC Card data, the Card Maker will show:

**CREDIT IS CHANGED,
FAILED IN IDENTIFICATION,**

PLEASE TAKE CARD BACK!

This message means that data of the card has been changed or this card has been used abnormally.

3. Using another shop's card to play, the Card Maker will show:

**DEALER ID IS NOT FITTING
PLEASE TAKE CARD BACK!**

Or

**SHOP ID IS ERROR
PLEASE TAKE CARD BACK!**

Dealer ID error means the card is manufactured by another company.

Shop ID error means this card was made for other company instead of this shop.

8. If player try to use a fake card which is produced from the same factory but the security code is different then the Card Maker will show:

**SECURITY CODE IS ERROR
PLEASE TAKE CARD BACK!**

This message means that owner of this card had ever changed credit in the card.

Note:

- 1. When entering password, the BOSS can use BOSS card to get in directly.*
- 2. When doing all kinds of setting, the screen will show the original value.*

PART 2: Amusement IC Card Checker: (For Employee)

1. Power Supply:

Voltage: DC9V to DC12V.

Current: 1A or more.

2. External Dimension: 250mm * 180mm * 50mm (W*L*H)

3. Weight:

4. Storage Temperature: -20℃ ~ +80 ℃.

5. Work Temperature: -10℃ ~ +70 ℃.

6. Element: AC-220V (or AC-110V) to DC-9V converter.

7. How to use IC Card?

Put chip side of the card down then insert IC Card into the slot.

You must push IC Card to the end.

The Reader can just read data out.

8. Message Description:

(1) Initial Screen: When the card reader power on, user will see the screen shown as follows:

(*If not, power on again)

**SYSTEM INITIAL
PLEASE WAIT!**

Card checker goes to main screen after self-test finished.

(2) Main Screen: If system boots successfully, you will see the following message:

AMUSEMENT SMART CARD SYSTEM

1. Credit Read

2. Credit Trouble Shooting

3. System Function

4. Shift Record

Enter your select: →

System has provided 4 kinds of function for employee to use.

All functions will be explained clearly as follows:

Function-1: *Credit Read*

This function is for player to use. Checker will read the credit out and display as follows:

THE CREDIT OF IC CARD HAS

XXXXXXXX
PLEASE TAKE CARD BACK!

After checking, the player takes back the card and enter main screen.

Function-2: Credit Troubleshooting

This function is just for player to use. If credit is invalid, Checker will fix the credit automatically. If the Card is not fixable the Checker will show as follows:

**SECURITY CODE IS ERROR,
CREDIT CAN'T BE FIXED
THE CREDIT IS XXXXXXXX
PLEASE TAKE CARD BACK!**

After checking, the player takes back the card and enter main screen.

Note: The error message is the same as Card Maker.

Function-3: System Function

This system provides 4 items for BOSS to use and 2 items for employee to select. The detail description as follows:

(1) Boss Card:

**SYSTEM FUNCTION FOR BOSS
PRESS (1) FOR CLEAR ALL ACCOUNTS
PRESS (2) FOR SETTING PASSWORD
PRESS (3) FOR PERIOD CODE SET
PRESS (4) FOR SETTING DATE & TIME
PRESS OTHER KEYS FOR EXIT**

Boss Function-1:

This function is for clearing all accounts in memory.

Boss Function-2:

This function is for setting entry password.

Boss Function-3:

This function is for setting period code. Period code is designed to avoid malicious

destroy or stealing the card reader.

Boss Function-4:

This function is for setting date and time.
After checking, the boss takes back the card and enter main screen.

Employee:

Two items as follows for employee to select:

SYSTEM FUNCTION (EMPLOYEE)

PRESS (1) ACCOUNTS PRINT OUT

PRESS (2) AREA ID INQUIRY

PRESS OTHER KEY FOR EXIT

Employee Function-1:

This function is for printing out accounts of each machine.
Each Card can store 20 accounts. Employee can use the "Clear Record" function of the CHECKER to transfer accounts record into IC Card.

Employee Function-2:

This function is designed for employee to inquiry area code of the card.

After checking, employee takes back the card and enter main screen.

****The error message is the same as *Card Maker*.**

PART 3: Branch Amusement IC Card Reader: (For Customer)

****This branch reader must connect with the MAKER or CHECKER.**

1. Power Supply:

Voltage: DC9V to DC12V.

Current: 1A or more.

2. External Dimension: 145mm * 150mm * 41mm (W*L*H) °

3. Weight:

4. Storage Temperature: -20°C ~ +80 °C .

5. Work Temperature: -10°C ~ +70 °C .

6. How to use IC Card?

Put chip side of the card down then insert IC Card into the slot.

You must push IC Card to the end to start verifying the card.

When this branch card reader power on, user will see the screen shown as follows: (*If not, power on again)

**INSERT
IC CARD**

Please insert the card when this message shows.

User's Guide

1. **Player:**

When player sees the initial screen, please insert card into the slot.

The message will show as follows:

**CREDIT >
XXXXXXXX**

This message shows the credit left in the card. After player press "KEY-IN" button, the credit will move into amusement machine and credit out from the card.

If player wants to move credit back to the IC Card, just press "KEYOUT" button and the player will see the screen shows as follows:

**RECEIVE
WAITING!**

The message means reader is receiving credit from the game machine.
After receiving, reader will display the credit for three seconds then next message as follows will come after:

**CLEARED
REMOVE!**

This message means the credit receiving of the reader is finished.
After player takes back his IC Card, the reader will go back to "Main screen".

Note: As game playing, player presses "KEYOUT" button carelessly, the credit can't be moved out; player can simply reload his IC Card into slot then the reader will work normally.

2. Employee:

As employee insert **Employee's Card**, he will see the message from the branch reader as follows:

(**Press "KEY-IN" button in employee's mode for function exchange.)

(1) Present shift KEYIN record:

**NOW IN:
XXXXXXXX**

This record shows total "KEY-IN" credit at present shift.

(2) Present shift KEYOUT record:

**NOW OUT:
XXXXXXXX**

This record shows total "KEY-OUT" credit at present shift.

(3) Clear present shift account record:

**CLEAR
RECORD**

This function will clear all accounts record at present shift and move the record to the employee's card for listing.

**CLEARED
REMOVE!**

When you see above message on the screen, it means all accounts had been cleared or transferred.

Take off the card and back to the initial screen.

(4) Last Key-In Record:

**BACK IN:
XXXXXXXX**

This function displays last "KEY-IN" record to avoid employee's losing his card.

(5) Last Key-Out Record:

**BACK OUT
XXXXXXXX**

This function displays last "KEYOUT" record to avoid employee's losing his card.

(6) Inquiry End:

**INQUIRY
EXIT!**

Simply press "KEYOUT" button to leaving Employee's mode. After pressing the button, you will see the message as follows:

REMOVE

IC CARD

After taking out the IC card, this branch reader will go back to "Main Screen."

(7) Area Identification Number:

AREA ID:

→ XXX

This function shows the area identification number setted by BOSS.

(8) Amusement Machine Identification Number:

GAME ID:

→ XXX

This function shows the machine number setted by BOSS.

3. Boss:

In Boss mode, press "KEY-IN" button for function exchange and "KEYOUT" button for exit. There are twelve items in this mode for BOSS to select. All detail description will show as follows:

(1) Present shift "KEYIN" record:

NOW IN:

XXXXXXXX

This record shows total "KEY-IN" credit at present shift.
Press "KEY-IN" button for function exchange.

(2) Present KEYOUT Record:

NOW OUT:

XXXXXXXX

This record shows total "KEY-OUT" credit at present shift.

(3) Total KEYIN Record:

**ALL IN:
XXXXXXXX**

"ALL IN" means how much credit that players move into machine since the Reader started.

(4) Total KEYOUT record:

**ALL OUT:
XXXXXXXX**

"ALL OUT" means how much credit that player moves out from machine since the Reader started.

(5) Area Identification Number:

**AREA ID:
→ XXX**

This function shows the area identification number of this Reader.

(6) Amusement machine identification number:

**GAME ID:
→ XXX**

This function shows the identification number of this game machine.

(7) KEYIN Points Rated:

**IN RATE:
→ XXX**

"IN RATE" means the value of each KEY-IN. The rate can be 5, 10, 100, 200 or 500.

(8) KEYOUT Points Rated:

OUT RATE:

→ XXX

"OUT RATE" means each KEYOUT value. The rate can be 1, 5, 10, 100, 200 or 500.

Simply press "KEYOUT" button to leave above mode.

After pressing the "KEYOUT" button, you will see the message as follows:

**REMOVE
IC CARD!**

This message shows the end of inquiry. Take the IC card off the reader and back to the "Initial Screen."

(9) Manager code of IC CARD:

PERIOD

→ XXX

This function is for setting period code for manager. The BOSS can set the period code at random from 1 to 12 and it is designed to avoid malicious destroy or stealing the card reader. Once the card reader is destroyed or stolen, the BOSS can change password of the whole system.

(10) Area identification number set:

**AREA ID:
MODIFY**

When setting area ID, the screen will show as follows:

AREA ID:

→ XXX

When pressing "KEY-IN" button to set area ID, the number of area ID will gradually increase from 1 to 30. Press "KEYOUT" button if setting is finished.

******You can set 20 machines in one area and only data of the same area can be saved in one card.

(11) Amusement machine identification number set:

**GAME ID:
MODIFY**

When setting machine ID, the screen will show as follows:

**GAME ID:
→ XXX**

When pressing "KEY-IN" button to set machine ID, the number of area ID will gradually increase from 1 to 20. Press "KEYOUT" button if setting is finished.

(12) KEYIN point set:

**IN RATE:
MODIFY**

Press "KEYOUT" button to set the "KEYIN" rate. The screen will show as follows:

**IN RATE
→ XXX**

When press "KEY-IN" button, you can change the rate as 1, 5, 10, 100, 200and 500. Press "KEYOUT" button when the setting is finished.

(13) KEYOUT point set:

**OUT RATE:
MODIFY !**

Press "KEYOUT" button to set the "KEYOUT" rate. The screen will show as follows:

OUT RATE:

→ XXX

When press "KEY-IN" button, you can change the rate as 1, 5, 10, 100, 200 and 500.
Press "KEYOUT" button when the setting is finished.

(14) PERIOD set:

**PERIOD
MODIFY !**

Press "KEYOUT" button to set the "PERIOD". The screen will show as follows:

:

PERIOD:

→ XX

Press "KEY-IN" button to change ID form 1 - 12.

Press "KEYOUT" button if the setting is finished.

****Don't change PERIOD Code too often because once you change it, the MAKER and CHECKER need to be resetted and the card must be modified.**

(15) Key-In Pulse Set:

**PULSE
MODIFY**

Press "KEYIN" button to set the pulse from 0.01(10ms) to 0.2(200ms).

Press "KEYOUT" button when the setting is finished. This setting is to avoid the sensibility difference of PC board to pulse.

(16) Key-In Pulse set of Reader)

PULSE

→ XXX

It shows the present pulse set of the Reader. This pulse can be setted by

BOSS.

(17) Printer Status

PRINTER

XX

ON means the account record can be transferred.

OFF means the account record cannot be transferred.

9. Reader's Error Message:

(1) When Card Type is invalid, Reader will show as follows:

SYSTEM

ERROR!

This message means someone is using a fake card.

(2) When identify number 1 is error, Reader will show as follows:

PIN ERROR!

REMOVE

It means somebody takes other company's Card to use.

(3) When identify number 2 is error, Reader will show as follows:

IDS ERROR!

REMOVE

It means somebody takes other shop's Card to use.

(4) When card is damaged, Reader will show as follows:

PSC ERROR!

REMOVE

It means user had ever destroyed this Card.

(5) When credit is wrong, Reader will show as follows:

BNS ERROR!
REMOVE

It means user's didn't insert the card in a normal way or had ever modified credit.

(6) When “KEYOUT” signal is wrong, Reader will show as follows:

SGN ERROR!
REMOVE

It means keyout meter is not DC 12V.

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SPECIAL INSTRUCTIONS:

1. Before you take the sample apart, **please take notes or make marks**. It will help you to put them back correctly after set-up.
2. How to set-up the Remote-Control Box?
 - (1) **Purple** wire: Connect it to **PIN4** of D-type 9PIN of the interface card of management system. This connection can make the second button of the remote-controller to excute "Close & Lock" function.
 - (2) **Black** wire: Connect to **PIN5** of D-type 9PIN of the interface card of the management system for GND.
3. The **cable** connected to the interface card of the management system is a sample. We can only provide one set free for one customer. If you need more, please make it by yourself or we will charge for the next set.

4. Card Reader System

There are three parts in the card reader system.

PART I: Card Maker for BOSS to use only.

This maker can make customer's card so please keep it away from your employee to avoid cheating behavior. If the Boss owns more than one store, he needs only one to make cards.

PART II: Card Checker for your employee to check customer's card. If you have more than one store or you hire someone to take care of the store for you, you must order one for every one of your stores.

PART III: Customer's Card Reader. You need one for each computer.

You order one Maker (Boss) and one Customer's Reader. You will know how to make cards and checking accounts but if you want to put it in the store, you need to order one **Checker** to list the record.

PS. The price of the Checker is the same as the Maker.