GSE-601

2002 IC-CARD READER SYSTEM
FOR
GAME MACHINES

USER'S MANUAL

GSE S/N:ICC-2002
VER. 1.1A
DATE: 2002/3/20

Gauss Enterprise

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GSE-601 IC-Card Reader

User Manual

I. Features

This card reader is designed to use electronic circuit IC to replace traditional plastic card in processing Keyin and Keyout of game machine or Computer interface card of arcade games for Internet Café or arcade game field.

This card reader is ①low price②stable③easy to be operated④easy to be installed⑤easy to be managed…etc. It is a highly technical instrument and can be used to replace traditional counter and Keyin Lock of game machines.

II. System Structure

1. Agent's Master Card Reader

It is only for legal agent. Its function is for registry of "serial number" of each card reader sold to different stores and to ensure that only the cards sold from your store can be used in your store. Your card reader will not accept the cards sold by different stores.

2. Counter's Card Reader

One counter's card reader can be used to control 1000 branch readers. It means that you need only one counter's reader for one store.

Storeowner can change the password of counter reader by commend. This is to avoid the same password used by different store and make sure the cards sold by one store won't

be used in the other store.

3. Branch Card Reader

You need one branch reader for each machine. The functions of branch reader are as follows:

① Keyin and Keyout

② Account record

③ Identify the card

III. Operation Levels

For better management, the system use IC card to classify the cards as four levels:

①BOSS Card A

②STORE KEEPER Card B

③EMPLOYEE Card C

④CUSTOMER Card D

IV. Card Operation

1.BOSS Card A

This card has the priority to do the following functions:

To use in Counter Reader

①To set-up store password: The BOSS can set-up his own store password. The default value is "*000".

②To set-up date and time: This is to adjust the date and time of your card reader.

③To check account total: To check total credit in and total credit out from the beginning.

④To check daily account total: To check daily accout record.

⑤To clear account total: To clear account total in and total out.

⑥To clear daily account record: Daily In and Daily Out.

⑦To List Total: To list Total In and Total Out.

⑧To list Daily Report: Daily In and Daily Out.

⑨To make IC Card: To make BOSS Card A; STORE KEEPER Card B; EMPLOYEE Card C and CUSTOMER Card D.

To use in Branch Reader

①Auto renew the store password for new branch reader

②To set-up password of branch reader

③To check account total: To check total credit in and total credit out from the beginning.

④To check daily account total: To check daily accout record.

⑤To clear account total: To clear account total in and total out.

⑥To clear daily account record: Daily In and Daily Out.

2. STORE KEEPER Card B

Card B has the second level priority. The functions of Card B are as follows:

A. For Counter Card Reader:

①It can add credits to Card D speedly.

②Collect the record from every Branch Readers. It can collect 20 records at a time.

③To check daily account record, including accounts in and accounts out.

④To check shift record, including accounts in and accounts out.

⑤ To clear shift record, including accounts in and accounts out.

⑥ To list shift record, including accounts in and accounts out.

⑦ To manage record of each Branch Reader

B. For Branch Card Reader:

① To check daily account record, including accounts in and

accounts out.

② To clear daily account record, including accounts in and accounts out.

③ To read daily account record, including accounts in and accounts out.

3. EMPLOYEE Card C

Card C has the lowest level priority. This card can be made for different employee for different shift. The functions of Card C are as follows:

A. For Counter Card Reader:

①To add credit to Card D speedly

②To add any credit to Card D

③To deduct credit from Card D

④To check account records for different shifts, including accounts in and accounts out.

B. For Branch Card Reader:

①To check account record for present shift, including accounts in and accounts out.

4. CUSTOMER Card D

Card D can only be used in branch reader. This card is used to replace cash or coins for credits.

V. Inner Code System

1. Company Code（CID）: CID is a specific code given by GAUSS to each agent. This code cannot be changed.

2. Agent Code（QID）: QID is the code given by agent's master reader. This code is not changeable by the counter.

3. Customer Code（ID）: This ID code is from the reader of each store. The owner of each store can setup his own codefor his customer.
4. Level Code: This code can be used to identify the level of the card (A, B, C, or D).
5. Branch Code: This code is used to identify the branch reader.
6. Customer serial number: Every card has its own number. Every time when you make the card, the card reader will automatically give a number and add one to the next card.

VI.Operation and Message

There are two types of Master Readers. One is for GAUSS only and it has the superior right to make all kinds of cards and set-up initial passwords for AGENT Master Readers.

1. GAUSS Master Reader:(It is not for sale. For reference only)

NO Card

LCD display:

Upper line: GSE-601A IC CARD SYS (A means GAUSS)

Lower line: 1:QID / 2:card / 3:CID

Press" 1 ": Enter GAUSS Code（CID）set-up

Press" 2 ": Make IC Card (A, B, C1, C2, C3, D)

Press" 3 ": Enter AGENT Code（QID）set-up

2. AGENT Master Reader (Only sold to our agent in different country; one agent in one country only. If you are not our agent but a store ownner, please skip this sction and read VI. 3.on page 7 about the operation of COUNTER Master.)

①NO Card

LCD display:

Upper line: GSE-601B IC CARD SYS (B means AGENT Master)

Lower line: 1: 1:QID code / 2:A card

Press" 1 ": Enter AGENT Code（QID）set-up

Press" 2 ": Make IC Card

② Press" 1 ": Enter AGENT Code（QID）set-up

Press" 2 ": Make IC Card

LCD display:

Upper line: Mster ID setting.

Lower line: QID code : ＊000

＊How to operate?

❶Enter number 0～9

Press "←"：Left

Press "→"：Right

Press "CR"：Save and Exit

Press "ESC"：Exit only

Note: the code "＊000" is different from the store code "＊000"

③Press" 2 ": Enter IC card making(Insert Empty card into SAVE slot)

LCDmessage：

LCD Upper Level：- Make IC card -

LCD Lower Level：Choice IC card No.:

＊How to operate?

❶Insert empty card into SAVE slot

❷Press A, B, C, or D (If there are several shifts, add 1, 2, 3…after C.

❸Press ESC to EXIT

※If you are the agent, you have to make at least one Card A for the arcade game store. Spare Card A is necessary in case the storekeeper lost his/her card. Without Card A, you cannot operate Counter Reader.

Press "A" to enter "A-IC" card making (Please insert empty card into SAVE slot then press "A")

LCD message：

LCD Upper Level：A -IC card

LCD Lower Level：now IC card making

Finish making the card, the message " Maked OK! Pull out" will show on the lower level of LCD. Make another IC card one by one follow the same steps.

Press "B" to enter "B-IC" card making (Please insert empty card into SAVE slot then press "B")

LCD message：

LCD Upper Level： B -IC card

LCD Lower Level：now IC card making..

Finish making the card, the message " Maked OK! Pull out" will show on the lower level of LCD. Pull the card out of the slot when you see this message.

Press "C" to enter "C-IC" card making (Please insert empty card into SAVE slot then press "C" then "n" after C. "N" represents the shift.)

LCD message：

LCD Upper Level：Cn-IC card

LCD Lower Level：now IC card making

Finish making the card, the message " Maked OK! Pull out" will show on the lower level of LCD. Pull the card out of the slot when you see this message. **"N" is the code of the shift.)**

Press "D" to enter "D-IC" card making (Please insert empty card into SAVE slot then press "D")

LCD message：

LCD Upper Level：D -IC card

LCD Lower Level：now IC card making..

Finish making the card, the message " Maked OK! Pull out" will show on the lower level of LCD. Pull the card out of the slot when you see this message. This function is for clear the card so you get an empty card after doing D-IC Card steps.

Counter Master Reader（For Store）

No Card

LCD message: Title and Time

Upper level: GSE-601C IC CARD SYS (C means Counter Master Reader)

Lower level: D>2001/11/01 T>15:07

＊How to operate?

Insert A, B, or C card into KEY slot.

①Use A ↑ 、B ↓ to choose number 1,2,3…9

②Use *ESC to exit and #CR to confirm.

LCD message:

Upper Level: --A card manu--

Lower level: 1. Client ID set (Use this to set-up or change your store number.)

2. Date and Time set

3. Audit all record (to check total account)

4. Audit day record

5. Delete all record

6. Delete day record

7. Print all report

8. Print day report

9. Make IC card

10. IC card test

＊How to operate?

"A" : ↑ **up**

"B" : ↓ **down**

"CR": **Enter the function of store number set-up**

①Insert Card A into Key slot and choose "1".

②Use A ↑ 、B ↓ to choose item then press CR .

LCD message:

Upper level: Client ID Setting

Lower level: ID code: *000

＊How to operate?

Enter 0～9

①Press "←" : Left

②Press "→" : Right

③Press "CR": Save and Exit

④Press "ESC": Exit

For Date and Time setting (Insert Card A into KEY slot and choose " 2 " then press CR.

LCD message:

Upper level: Day and Time setting

Lower level: ❶Year: 2001

❷Month: 11

❸Day: 01

❹Hours: 16

❺Minutes: 06

＊How to operate?

Enter 0～9

①Press "A": Up

②Press "B": Down

③Press "←" : Left

④Press "→" : Right

⑤Press "CR": Save and Exit

⑥Press "ESC": Exit

For "Audit All Record" (Insert Card A into KEY slot and choose " 3 " then press CR.

LCD message:

Upper level: -Audit All Record-

Lower level: I$:000000 O$:000000(I: IN; O: OUT)

＊How to operate?

Press any key to EXIT

For "Audit Day Record" (Insert Card A into KEY slot and choose " 4 " then press CR.

LCD message:

Upper level: -Audit day record-

Lower level: I$000000 ；O$:000000(I: IN; O: OUT)

＊How to operate?

Press any key to EXIT

For "Delete All Record" (Insert Card A into KEY slot and choose " 5 " then press CR.

LCD message:

Upper level: - Delete All Record -

Lower level: I$000000 ；O$:000000(I: IN; O: OUT)

＊How to operate?

Press "CR" to delete all record and EXIT

Press "ESC" to Exit without clearing all record

For "Delete day record" (Insert Card A into KEY slot and choose " 6 " then press CR.

LCD message:

Upper level: - Delete Day Record -

Lower level: I$000000 ；O$:000000(I: IN; O: OUT)

＊How to operate?

Press "CR" to delete all record and EXIT

Press "ESC" to Exit without clearing day record

For "Print All Report" (Insert Card A into KEY slot and choose " 7 " then press CR.

LCD message:

Upper level: - Print all report-

Lower level: ＊:exit/#:print/A:all

＊How to operate?

Press "CR" to print report and EXIT

Press "ESC" to Exit without printing

Press "A" to print all report

For "Print day Report" (Insert Card A into KEY slot and choose " 8 " then press CR.

LCD message:

Upper level: - Print day report-

Lower level: ＊:exit/#:print/A:all

＊How to operate?

Press "CR" to print report and EXIT

Press "ESC" to Exit without printing

Press "A" to print day report

For "Make IC Card" (Insert Card A into KEY slot and choose " 9 " then press CR.

LCD message:

Upper level: - Make IC Card -

Lower level: Choice IC CARD No.:

＊How to operate?

①Insert empty card into SAVE slot.

②Press A, B, C, or D to choose card.

③Add 1, 2, or 3 to C for SHIFT

④Press ESC to EXIT

Press A to enter A-IC and to make Card A

①Insert Card A into KEY slot

②Insert empty card into SAVE slot

③Choose "9"

④Press CR

⑤Press "A"

LCD message:

Upper level: A-IC card

Lower level: now IC card making.

Wait until…

Made OK! Pull out

Finish of making card.

Press B to enter B-IC and to make Card B

①Insert Card A into KEY slot

②Insert empty card into SAVE slot

③Choose "9"

④Press CR

⑤Press "B"

LCD message:

Upper level: B-IC card

Lower level: now IC card making.

Wait until…

Made OK! Pull out

Press C to enter C-IC and to make Card C

①Insert Card A into KEY slot

②Insert empty card into SAVE slot

③Choose "9"

④Press CR

⑤Press "C"

⑥Press 1,2,or 3 to represent the shift

LCD message:

Upper level: C_n-IC card

Lower level: now IC card making.

Wait until…

Made OK! Pull out

Press D to enter D-IC and to make Card D (Empty card sold to customer)

①Insert Card A into KEY slot

②Insert empty card into SAVE slot

③Choose "9"

④Press CR

⑤Press "D"

LCD message:

Upper level: D-IC card

Lower level: now IC card making.

Wait until…

Made OK! Pull out

Enter IC card testing function:

①Insert Card A into KEY slot

②Insert the testing Card into SAVE slot

③Choose "10"

④Press C

LCD message:

Upper level: - IC card test -

Lower level：Testing wait…

Finish:

Upper level: Test the IC card ok!

Lower level：Pull out the card !

※Insert Card B into KEY slot then use A ↑ 、B ↓ to choose 1,2,3,4,5,6 to get B card manu.

LCD message：

Upper level: -- B card menu --

Lower level: 1.Quick add cent set (To add credit rapidly)

2.Get server record

3.Audit day record

4.Audit each record

5.Delet each record

6.Print day report

＊How to operate?

①Press "A": UP

②Press " B": Down

③Press "CR"：Enter the following function

LCD message：

Upper level：-Quick add cent set-

Lower level：0000

①enter a four-digit number 0～9

②Press " CR"：SAVE and Exit

③Press "ESC"：Exit

Insert Card B into KEY slot then use A ↑ 、B ↓ to choose "2" then press CR to get server record.

LCD message：
Upper level：- Get server record -
Lower level：ESC:exit /CR:read

①Press "CR"：to read message
②Press "ESC"：Exit

Finish reading sever record, you will get back to ※(B card manu)

Insert Card B into KEY slot then use A ↑ 、B ↓ to choose "3" then press CR to get the function of audit day record.

LCD message：
Upper level：- Audit day record -
Lower level：I$:000000; O$:000000

Press anykey to EXIT

Insert Card B into KEY slot then use A ↑ 、B ↓ to choose "4" then press CR to get the function of audit shift record.

LCD message：
Upper level：- Audit C1 record -
Lower level：I$:000000; O$:000000

Press anykey to continue

LCD Upper level： - Audit C2 record -

LCD lower level： I$:000000 O$:000000

Press any to continue

LCD Upper level： - Audit C3 record -
LCD Lower level： I$:000000 O$:000000

Press any key to EXIT

BRANCH DAILY RECORD

LCD Upper level： - Audit Snnn/Nnnn -
LCD lower level： I$:000000 O$:000000
* Snnn→Branch Code，Nnnn→Number of Card D
Press ESC to EXIT
Press anykey. If Branch record is available, you will enter branch record function.

Insert Card B into KEY slot then use A ↑ 、B ↓ to choose "5" then press CR to get the function of audit shift record.

LCD message：
LCD Upper level：-Delete each record-
LCD Lower level：ESC:exit/CR:true

Press "CR" ：Clear and Exit
Press "ESC"：EXIT

Insert Card B into KEY slot then use A ↑ 、B ↓ to choose "6" then

press CR to get the function of Print Day Report.

LCD message：

LCD upper level：-Print day report-

LCD lower level：*:exit/#:print/A:all

Press "#/CR"：Print day report and Exit

Press "*/ESC"：EXIT

Press "A"：Print day report

Insert Card C into KEY slot then use A ↑ 、B ↓ to choose 1,2,3,4,5,6

LCD message：（n represent shift）

LCD upper level：-- Cn card menu --

LCD lower level：1.Quick add cents

LCD lower level：2.Add cent operation(Credit in)

LCD lower level：3.Sub cent operation(credit out)

LCD lower level：4.Audit each record

Press "A"：UP

Press "B"：DOWN

Press "CR"：Enter the next function

Insert Card C into KEY slot and Card D into SAVE slot, choose "1" then press CR to get the function of rapid credit IN.

LCD upper level：- Quick add cents -

LCD lower level：Insert D at SAVE !

Insert Card D of next shift into SAVE slot, next…

Code number

LCD upper level：D card S/N:000001

LCD lower level：SCORE:000000

Press "CR"：Rapid Credit IN

Press "ESC"：EXIT

Pull out Card D when you finish.

Insert Card C into KEY slot and Card D into SAVE slot, choose "2" then press CR to get the function of Add credit IN.

LCD upper level: -Add cent operation-

LCD lower level: Insert D at SAVE!

Insert Card D of next shift into SAVE slot, next…

Code number

LCD upper level：D card S/N:000001

LCD lower level：SCORE:000000+0000

Enter a four-digit number from 0～9

Press "CR"：Save and Exit

Press "ESC"：EXIT

Insert Card C into KEY slot and Card D into SAVE slot, choose "3" then press CR to get the function of credit OUT.

LCD upper level：-Sub cent operation-

LCD lower level：Insert D at SAVE !

Insert Card D into SAVE slot, next….

Code number

LCD upper level：D card S/N:000001

LCD lower level：SCORE:000000

Press "CR"：Credit OUT and Exit

Press "ESC"：EXIT

Insert Card C into KEY slot and Card D into SAVE slot, choose "4"
then press CR to get the next function

LCD upper level: - Audit Cn record - (n means shift number)

LCD lower level: I$:000000 O$:000000

Press anykey TWICE to EXIT

Branch Card Reader (For Machine)

Please insert **Card A** to set-up IDcode and other necessary setting.

NO CARD

LED message: COIN

①Insert A, B, C, or D Card into slot

②When you set DIP SW-P3, OFF, you can use external SW or COIN as counter. The inner setting value of counting time is as the same as DIP SW-P1.

This function is only availabe when there's no card in the slot.

INSERT CARD A

LED message: -A--

①Press IN: enter branch code setting

②Press OUT: check all record of branch readers

Enter Branch code setting

LED message: Pxxx ，x→number

＊How to operate?

① Press IN: "＋" SW。

② Press OUT: Press is "－" SW；Press and hold means confirm "CR" SW. You can use it to control up to 1000 branch readers (000～999, total 1000 machines).

③After you enter 3-digit number, it will save and Exit then back to the screen of Card A.

Enter all report of branch reader:

* efghij→number

Check all credit IN:(Insert Card A then press OUT

LED message: IS － A1

→ Flash 3 times, next…

LED message: H － ji

→ j:100000/i:10000

①press IN →next…

LED mesage： hgfe

→ h:1000 /g:100 /f:10 /e:0

②press IN →next…

Check all credit OUT:

LED message: oSA1

→ Flash three times, next…

LED message: H － ji

→ j:100000 /i:10000

Press IN →next…

LED message: hgfe

→ h:1000 /g:100 /f:10 /e:0

Press IN →next…

Check Day- IN Report

LED message: ISA2

→Flash 3 times, next…

LED message: H — ji

→ j:100000/i:10000

Press IN →next…

LED message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN →next…

Check Day-OUT Report

LED message: oSA2

→Flash 3 times, next…

LED message: H — ji

→ j:100000/i:10000

Press IN →next…

LED message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN →next…

Clear Daily Report

LED message: 1A2C

（Flashing）

Press IN: next…

Press OUT: Clear daily report

LED message: CLSA→clear

Press IN →Back to Card A manu…

Insert Card B

LED message: -B--

Press IN →check daily report

Press OUT: change shift

Enter Total Report of Branch Reader

Check daily IN:

LED message: ISB2

→Flash 3 times, next…

LED message: H — ji

→ j:100000/i:10000

Press IN →next…

LED message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN → next…

Check Daily OUT

LED message: oSB2

→ Flash 3 times, next…

LED message: H — ji

→ j:100000 /i:10000

Press IN → next…

LED message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN → next…

Check Current Shift (B) IN

LED message: ISB3

→ Flash 3 times, next…

LED message: H — ji

→ j:100000/i:10000

Press IN → next…

LED message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN → next…

Check Current Shift OUT

LED message: oSB3

→ Flash 3 times, next…

LED message: H — ji

→ j:100000 / i:10000

Press IN → next…

LED message：hgfe

→ h:1000/g:100/f:10/e:0

Press IN → next…

Clear Current Shift Report

LED message：1B2C（Flashing）

Press IN → next…

Press OUT → clear

LED message: CLSB→clear

Press IN → Back to Card B menu

Enter Changing Shift: (Insert Card B into Branch Reader then press OUT)

LED message: " CHAG"

LED message: FULL

→ Memory of Card B is full. Please use Counter Master to clear the card first.

LED message: -OO- (Finish)

Insert Card C

LED message: -C--

Press IN → check current shift report…

Check Current Shift(C) IN

LCD message: ISC3

→ Flash 3 times → next

LCD message: H — ji

→ j:100000/i:10000

Press IN → next…

LCD message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN → next…

Check Current Shift OUT

LCD message: Osc3

→ Flash 3 times, next…

LCD message: H — ji

→ j:100000/I:10000

Press IN → next…

LCD message: hgfe

→ h:1000/g:100/f:10/e:0

Press IN → Back to Card C menu

Insert Card D

LCD message: -D-- Flash twice

→ Show Card D ID Code, flash twice

→ Show Card D score

Press IN → Score — 1/press over 2 Sec., score — 10

Press OUT → Store ALL scores of machine in this card

※Card D can only store 300 points. If Card D is over 300 points, you must use Counter Master to clear the card first.

$$ 1= 10 。

VII. Adjustment

1. Counter Master

①DIPSW_1： OFF → 1 shift

ON → 3 shifts

②LCD message: VR1 adjust the brightness of back

VR2 adjust the contrast of words

2. Branch Reader

①Table of adjustment:

Function		1	2	3	4	5	6	7	8
Timer (Control mouse & keyboard)		OFF	*IN：Add，OUT：Reduce Range: 1～99 Minutes						
	Coin Counter Adjustment	ON							
Shift	NO		OFF						
	3		ON						
Mode	Arcade			OFF					
	Computer & Gamble			ON					
MAX points	300				OFF				
	500				ON				
1 Point ＝ ? Pulse Arcade coin (Key in)	1 Pulse					OFF	OFF		
	5 Pulse					ON	OFF		
	10 Pulse					OFF	ON		
	30 Pulse					ON	ON		
N Arcade OUT ＝1 Point (Key out)	N=1							OFF	OFF
	N=5							ON	OFF
	N=10							OFF	ON
	N=30							ON	ON

②**Trouble Shooting:**

Message 01 → RAM 6116 damaged

Message 02 → BOX DS1287

Message 03 → Storing Card C46 damaged

Message 04 → BOX DS1287 data reset

Message 05 → IN counter damage

Message 06 → OUT counter damage

VIII. Branch Reader Wiring:

1、**PW2**：4PIN

1	＋5V
2	GND
3	GND
4	＋12V

2、**JP2**：6PIN

1	CIN	"COIN" when use it as coin counter
2	OK	Connect to KEYOUT COUNTERof arcade machine board
3	CS	Connect to KEYOUT PIN of arcade machine board
4	OS	Connect to D type Pin 21 of Pin 25 on GSE-596 interface card
5	CN	Connect to COIN PIN of arcade machine board
6	G	GND（Not for this reader. It is for connecting to GND of Arcade Game IC board）

3、**JP1**：3PIN

1	OR	OUT Counter of this branch reader
2	IR	OUT Counter of this branch reader
3	＋12V	

4、**J1**：To select NO/NC of arcade game IC board coin Counter

【Example 1】

N.C. COIN SELECTOR (Oriental Pearl with Card Reader)

1.Connect PW2（4PIN）of branch card reader to ＋5、＋12、GND Power Supply individually or connect to Power Supply directly.

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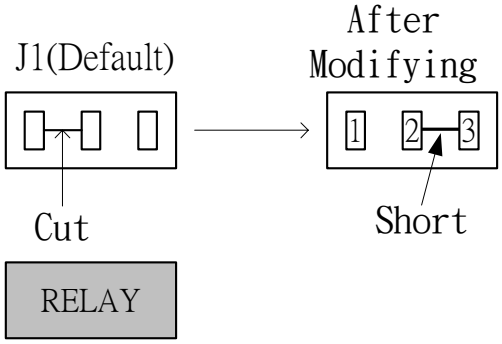
PW2 of Card Reader	N.C. Coin Coin Selector (Oriental Pearl)
1 ⟶ ＋5V	CN1-P1, P2
2 ⟶ GND	CN1-P3, P4
3	
4 ⟶ ＋12V	CN1-P5, P6

2. The ways to connect JP2（6PIN）of Branch Card Reader are as follows:
①CIN (connect to COIN signal of Timer): Unvalid
❷OK (connect to Signal of Keyout Coin Selector of IC Board): CN2-P2 of Oriental Pearl
❸CS (connect to SW of Keyout Coin Selector on IC Board): CN4-P11 of Oriental Pearl
❹OS (connect to IN-USE-LIGHT of GSE596 Interface Card): Unvalid
❺CN (connect to COIN signal of IC board: Connect to CN2-P5 (Cut the original signal line that connect to Coin Selector into half first)
⑥GND (GND of Card Reader): connect to GND of Oriental Pearl IC Board

3. JP1（3PIN）
①OR（KeyOut Coin Selector of Branch Reader）: This is the Keyout Coin Selector PIN of this card reader. Please connect to one Coin Selector only.
②IR（KeyIn Coin Selector of Branch Reader）: This is the KeyIn Coin Selector PIN of this card reader. Please connect to one Coin Selector only.

4. J1:(Select Coin Selector N.O./N.C.)



*If the machine is N.O. Coin Selector, i.e.Little Mario, Marjon or arcade games, you must "short" 1,2(default value).
*If the machine is N.C. Coin Selector, i.e.Big Mario, Oriental Pearl then "short" 2, 3 (as picture on the left)

5. Turn DIP SW-P1 "OFF":(Turn SW-P1 ON, then Power ON; Press Keyout and adjust the time to 0001, SW1→OFF then Power Off and Power On again.)

【Example 2】

N.C. COIN SELECTOR (Big Mario with Card Reader)

1. Connect PW2（4PIN）of Branch card reader to ＋5、＋12、GND Power Supply individually or connect to Power Supply directly.

PW2 of Card Reader	J2(Big Marry IC Board)
1 ⟶ ＋5V	J2-P1、P2
2 ⟶ GND	J2-P3、P4
3	
4 ⟶ ＋12V	J2-P6

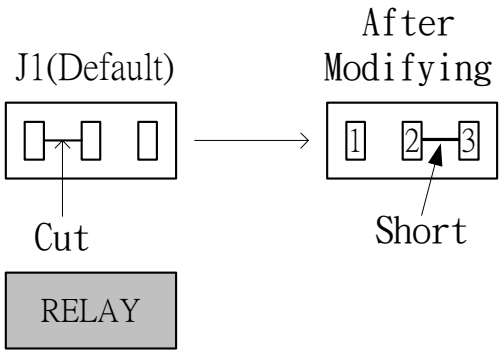
2. The ways to connect JP2（6PIN）of Branch Card Reader are as follows:

①CIN (connect to COIN signal of Timer): Unvalid
❷OK (connect to Signal of Keyout Coin Selector of IC Board): J3-P2 of Big Mario
❸CS (connect to SW of Keyout Coin Selector IC Board): J1-P7 of Big Mario IC Board
❹OS (connect to IN-USE-LIGHT of GSE596 Interface Card): Unvalid
❺CN (connect to COIN signal of IC board: Connect to J3-P9 (Cut the original signal line that connect to Coin Selector into half first)
⑥GND (GND of Card Reader): connect to GND of Big Mario IC Board

3. JP1（3PIN）

①OR（KeyOut Coin Selector of Branch Reader）: This is the Keyout Coin Selector PIN of this card reader. Please connect to one Coin Selector only.
②IR（KeyIn Coin Selector of Branch Reader）: This is the KeyIn Coin Selector PIN of this card reader. Please connect to one Coin Selector only.

4、J1:（Select Coin Selector N.O./N.C.）



* If the machine is N.O. Coin Selector, i.e.Little Mario, Marjon or arcade games, you must "short" 1,2(default value).
*If the machine is N.C. Coin Selector, i.e.Big Mario, Oriental Pearl then "short" 2, 3 (as picture

5. Turn DIP SW-P1 "OFF":(Turn SW-P1 ON, then Power ON; Press Keyout and adjust the time to 0001, SW1→OFF then Power Off and Power On again.)

【Example 3】

N.O. COIN SELECTOR (Little Mario with Card Reader)

1.Connect PW2（4PIN）of Branch card reader to ＋5、＋12、GND Power Supply individually or connect to Power Supply directly.

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PW2 of Card Reader		CN2 N.O. Coin Coin Selector (Little Mario)
1	⟶ ＋5V	CN2-P6
2	⟶ GND	CN2-P5
3		
4	⟶ ＋12V	CN2-P3

2. The ways to connect JP2（6PIN）of Branch Card Reader are as follows:

①CIN (connect to COIN signal of Timer): Unvalid

❷OK (connect to Signal of Keyout Coin Selector of IC Board): CN1-P6 of Little Mario

❸CS (connect to SW of Keyout Coin Selector IC Board): CN3-P7 of Little Mario

❹OS (connect to IN-USE-LIGHT of GSE596 Interface Card): Unvalid

❺CN (connect to COIN signal of IC board: Connect to CN3-P3 (Cut the original signal line that connect to Coin Selector into half first)

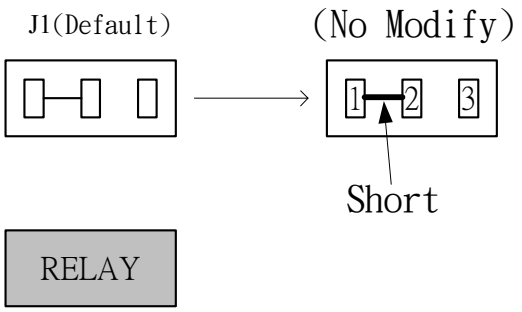
⑥GND (GND of Card Reader): connect to GND of Little Mario IC Board

3. JP1（3PIN）

①OR（KeyOut Coin Selector of Branch Reader）: This is the Keyout Coin Selector PIN of this card reader. Please connect to one Coin Selector only.

②IR（KeyIn Coin Selector of Branch Reader）: This is the KeyIn Coin Selector PIN of this card reader. Please connect to one Coin Selector only.

4. J1:(Select Coin Selector N.O./N.C.)



＊You don't need to do any changes on J1 of Little Mario, Marjon or arcade games！

5. Turn DIP SW-P1 "OFF":(Turn SW-P1 ON, then Power ON; Press Keyout and adjust the time to 0001, SW1→OFF then Power Off and Power On again.)