# Cherry Master LC-88 PCI INTERFACE CARD

## USER'S MANUAL

http://www.gauss.com.tw/cafe/english E-Mail: gauss001@ms4.hinet.net Game Password Version

### \*Syetsm requirement:

1.O.S.: Microsoft Windows 95/98.

2.CPU: Pentium/AMD K6 233Mhz or above.

3.RAM : 64M or above. 4.Hard disk space : 15MB

5.Interface : PCI bus

6.Sound card is necessary.

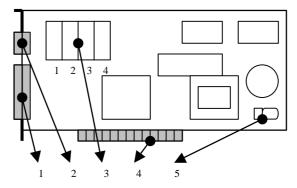
#### \*Installation procedures:

- 1.Power down P.C. then plug interface card into PCI bus slot of P.C.
- 2. Power on and enter windows.
- 3.Message "NEW HARDWARE FOUND" "PCI bridge" will appear on screen. Install the driver by click "yes" icon until the install process is finished.
- 4.Insert installation disk then execute DX70eng.exe of the disk .This procedure will Install DirectX 7 on your system and restart windows.
- 5.Exeute LC88.exe of the disk . This procedure will Install LC-88 program on your system

and generate a LC-88 shortcut icon on your desktop.

6.Double click the LC-88 icon to start the LC-88 game.

#### \*Interface card features:



1. D type 25 pin socket: refer to Fig.1b

2. D type 9 pin socket: refer to Fig.1a

3. DIP SW: SW1-1 set OFF to enable
Protection alarm and ON to
disable protection alarm.

4. PCI Bus connector: Insert to the PCI bus slot of P.C.

5. SW5 : Clear record . Make sure the power of P.C. is OFF when switch it.

Fig. 1a:

GND	5	
PROTECT	9	•
CLOSE	4	4
RECORD	8	<b>Y</b>
TEST	3	•
CLEAR	7	•
H.P. SW	2	4
KEYOUT	6	•
KEYIN	1	4

GND : Common signal of Switches.

PROTECT: Keyin & Keyout switches are invalid When protect switch is Off.

© CLOSE: Exit LC-88 game

RECORD :Check the record of LC-88.

© CLEAR : clear record

#### Fig.1b pin definition:

○ Pin 16,4,17,18 are multi-function keys.

© Pin 22,10,23,11,24,12,25,13 are power output pins.

#### \*PC keyboard mapping:

Keyboard	LC-88
NUMBER PAD 4	BIG
NUMBER PAD 5	DOUBLE UP
NUMBER PAD 6	SMALL
NUMBER PAD 1	STOP A
NUMBER PAD 2	STOP B
NUMBER PAD 3	STOP C
NUMBER PAD .	ALL STOP
NUMBER PAD 0	TAKE SCORE
NUMBER PAD Enter	START
NUMBER PAD +	BET
F1	SHOW KEYBOARD MAPPING
ESC	EXIT LC-88

		$\sim$
	1	•
	14	
	2	)
	15	
	3	•
BET / DOUBLE UP	16	
START / TAKE SCOR	RE 4	•
STOP A / BIG	17	_
STOP B	5	_
STOP C / SMALL	18	
PAYOUT	6	<u> </u>
KEYIN COUNTER	19	
KEYOUT COUNTER	フ	<u> </u>
COIN COUNTER	20	
PAYOUT COUNTER	8	• `
SSR	21	
COIN	9	<u> </u>
+5 <b>V</b>	22	
+5 <b>V</b>	10	_ `
+5 <b>V</b>	23	
+5 <b>V</b>	11	• `
+12V	24	_
+12V	12	• `
GND	25	_

Fig.1b:

#### \*Big jackpot adjust:

- 1.Pressing test button during main game will enter adjust screen , win rate and times of entering LC-88 will be showed on screen .
- 2.In adjust screen , pressing take-score button will appear some number as followed :

 $1^{ST}$  row = The stage number of getting jackpot.

 $2^{ND}row = Item\ of\ jackpot\ ,use\ "take-score"\ to\ move\ cursor\ ,\ "big"$  to increase number , "double up" to clear ,the meaning of number is :

1 = all mango 2=all cherry 3=all 5BAR

**4**=all 1BAR **5**=all 8 **6**=all orange **7**=all watermelon

**8**=all 3BAR **9**=all 7 **0**=disable

 $3^{RD}$  row = The player can get the jackpot when the computer wins these points . Use "big" to adjust the value.

 $4^{TH}$  row = Repetition times . Use "big" to adjust the value.

#### For example:

$1^{ST}$ row	1	2	3	4	5	6	7	8	9	A
2 <sup>ND</sup> row	4	6	2	0	0	0	0	0	0	0
3 <sup>RD</sup> row	8	2	4	0	0	0	0	0	0	0
$4^{\text{TH}}$ row	2									

After setup the upper jackpot table ,the player will get all 1BAR (4=all 1BAR)when computer wins 80000 points , then enter stage 2 . The player will get all orange (6=all orange)when computer wins 20000 points again , then enter stage 3 . The player will get all cherry (2=all cherry)when computer wins 40000 points again . Repeat stage 1 to stage 3 again then go back to normal status because the repeat times is set to "2" .

#### \*DIP Switch setup of setup dialog box

DIP S	SW1	1	2	3	4	5	6	7	8
	32	OFF	OFF						
MIN.	40	ON	OFF						
BET	64	OFF	ON						
	80	ON	ON						
DOUBLE	YES			OFF					
UP	NO			ON					
	64				OFF	OFF			
MAX.	32				ON	OFF			
BET	96				OFF	ON			
	99				ON	ON			
DOUBLE UP	POKER						OFF		
CARD TYPE	FRUIT						ON		
KEYOUT	AS KEYIN							OFF	
	1POINT							ON	
POOL	880								OFF
TOOL	80 ON YES NO 64 32 96 99 POKER FRUIT AS KEYIN IPOINT							ON	

DIP S	SW2	1	2	3	4	5	6	7	8
	90%	OFF	OFF	OFF					
MAIN	85%	ON	OFF	OFF					
	80%	OFF	ON	OFF					
GAME	75%	ON	ON	OFF					
RATE	70%	OFF	OFF	ON					
14.112	65%	ON	OFF	ON					
	60%	OFF	ON	ON					
	55%	ON	ON	ON					
DOUBLE UP	70%				OFF				
GAME RATE	60%				ON				
	1					OFF	OFF		
COIN	10					ON	OFF		
COIN	25					OFF	ON		
	50					ON	ON		
	1000							OFF	OFF
KEYIN	2000							ON	OFF
KEIIN	3000							OFF	ON
	500							ON	ON

DIP SW3	1	2	3	4	5	6	7	8
NOT USED								

DIP SW4		1	2	3	4	5	6	7	8
	5000	OFF	OFF	OFF					
	10000	ON	OFF	OFF					
	20000	OFF	ON	OFF					
MAX.	30000	ON	ON	OFF					
CREDIT	40000	OFF	OFF	ON					
	50000	ON	OFF	ON					
	100000	OFF	ON	ON					
	150000	ON	ON	ON					
SHOW	NO				OFF				
MAX. CREDIT	YES				ON				
BONUS	6,3,1					OFF			
CONDITION	3,2,1					ON			
MIN. BET	16						OFF		
FOR BONUS	32						ON		
ROLLING	SLOW							OFF	
SPEED	FAST							ON	

DIP S	W5	1	2	3	4	5	6	7	8
	20000	OFF	OFF						
MAX.	10000	ON	OFF						
KEYIN	5000	OFF	ON						
	1000	ON	ON						
	990000				OFF	OFF	OFF		
	200000				ON	OFF	OFF		
A TITTO	100000				OFF	ON	OFF		
AUTO RESET	70000				ON	ON	OFF		
POINT	50000				OFF	OFF	ON		
TONVI	40000				ON	OFF	ON		
	30000				OFF	ON	ON		
	20000				ON	ON	ON		

#### \*Setup system and passwords

If system has not been well setup, especially at the very first time, a warning message box will appear to remind you to setup system including passwords and DIPSW settings.

It needs GAME PASSWORD to play the game and SYSTEM PASSWORD to setup system. After the game starts, a dialog box titled "Serial Number" appears to demand player to enter password. If wrong password except GAME PASSWORD and SYSTEM PASSWORD is entered, game exits immediately and an "Out of Date" message box appears. If GAME PASSWORD is entered, player could play this game. While SYSTEM PASSWORD is entered, the system setup dialog box appears.

Both GAME PASSWORD and SYSTEM PASSWORD can be changed in setup dialog box. DIPSW settings are also adjusted in setup dialog box. Changing GAME PASSWORD only needs to enter the desired password in the Game Password field in the setup dialog box. While changing SYSTEM PASSWORD needs to type the desired password in the System Password field once and retype it again in the Confirm Password field. The length of SYSTEM PASSWORD is between 5 and 11. Nevertheless you could cancel GAME PASSWORD by empty the Game Password field. If you cancel GAME PASSWORD, player would always enter this game no matter what he types in the "Serial Number" dialog box.

The default GAME PASSWORD is "GAME0000"

The default SYSTEM PASSWORD is "GAME9999"