

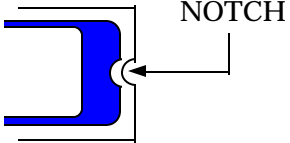
RE: NJ VERSION EP-ROM (Ver.1.05NJ)

Please exchange the EP-ROM to Ver.1.05NJ. Refer to picture below.

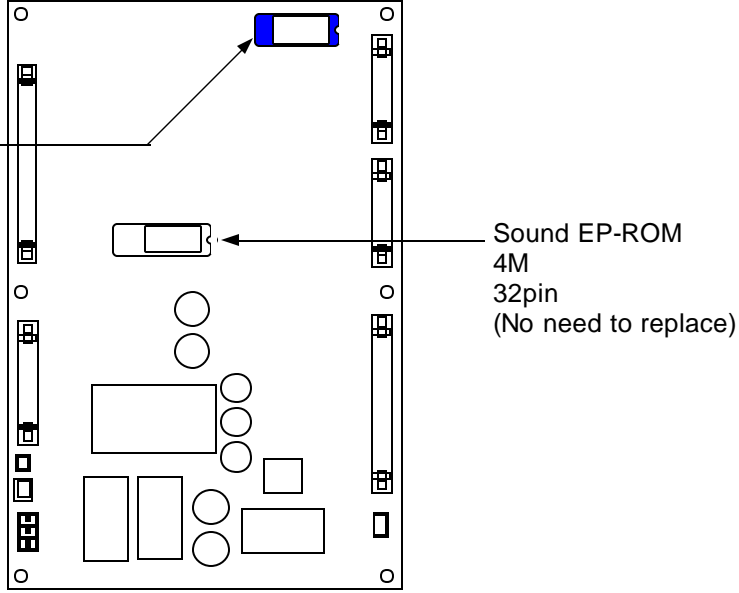
Program EP-ROM is here.
256K, 28pin

*Please replace this EP-ROM with **Ver. 1.05NJ NEW EP-ROM**.*

ATTENTION!!!
Please match the location of EP-ROM Notch as shown below.



NOTCH



VIEW OF MAIN PCB (PARTS SIDE)

After exchanging the EP-ROM, please do the following to reset the MAIN PCB:

- Press and hold the SERVICE CREDIT SWITCH then re-power on the game. Continue to Press and hold the SERVICE CREDIT SWITCH until attract sound comes on.
By doing the above, you reset the PCB to accept the NEW EP-ROM

NOTE:
You will have to re-set some Settings in the setting mode again. Specifically pertaining to Winability and Lamp speed (See manual setting table.)

New feature of Ver.1.05NJ EP-ROM:

- ? When the player has won on an Empty Carousel, the next Carousel automatically will pay out the Prize! (If All 8 of the Carousels are empty, machine will be "Out of Order." Press "Clear" button or re-power on to clear the "Out of Order" feature and return to normal game mode.)

Please use following coin mech.

NAME: COIN COMPARITOR
MODEL: CC-16
MANUFACTURER: COIN MECHANISMS INC.

ATTENTION!:

Your Coin Door must be a Single slot on the CENTER POSITION. Otherwise you can not mount CC-16. (Connector of CC-16 will hit the terminal of the Coin Switch and Door Lock.)

CC-16 has 2 wires, Pin 5 (12VDC) and Pin 6 (GND). Please wire as below:

- ? Pin 5 wire on CC-16 connect to CN4-Pin 4 on Main PCB.
- ? Pin 6 wire on CC-16 connect to CN4-Pin 8 on Main PCB.

TABLE OF SETTING FUNCTIONS FOR "NJ Ver.1.05"

FUNCTION# (LED1 & 2)	FUNCTION	SETTING# (LED3 & 4)	SETTING	NOTE
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01	WINABILITY	0	HARDEST ↑	
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		
		10		
		11		
		12	NORMAL	
		13	↓ EASIEST	
		14		
15				
			WINNER EVERY PLAY	

02	COIN CHUTE	0	1 COIN / 1 CREDIT	\$0.25 per play
		1	2 COINS / 1 CREDIT	\$0.50 per play
		2	3 COINS / 1 CREDIT	\$0.75 per play
		3	4 COINS / 1 CREDIT	\$1.00 per play
		4	5 COINS / 1 CREDIT	\$1.25 per play
		5	6 COINS / 1 CREDIT	\$1.50 per play
		6	7 COINS / 1 CREDIT	\$1.75 per play
		7	8 COINS / 1 CREDIT	\$2.00 per play

03	LAMP SPEED	0	SLOWEST		
		1	SLOW		
		2	NORMAL		
		3	FAST		
		4	FASTER		
		5	FASTEST		
		6	RANDOM FAST		Combo of normal & fast
		7	RANDOM SLOW		Combo of normal & slow

"FACTORY INSTALLED" SETTING

FUNCTION# (LED 1 & 2)	FUNCTION	SETTING# (LED 3 & 4)	SETTING	NOTE
04	DIRECTION OF FLASHING LAMPS	0	CLOCKWISE	Combo of both ways
		1	COUNTER CLOCKWISE	
		2	RANDOM	
05	CAROUSEL ERROR	0	OFF	If prize vending unit has a problem, display "error code" and stop.
		1	ON	
06	AUTO STOP TIMER	0	10 SECONDS	Lamps will stop automatically if player does not hit stop button.
		1	20 SECONDS	
		2	40 SECONDS	
		3	60 SECONDS	
07	TILT SYSTEM	0	ON	
		1	OFF	
08	ATTRACT SOUND	0	ON	
		1	OFF	
09	FREE PLAY	0	OFF	Regular Game
		1	ON	Free play
10	BONUS CREDIT	0	OFF	
L1 THROUGH r4	PRIZE VALUE OF EACH VENDING UNIT	0	\$0.25	Use these settings when using prizes of various values. You can set each individual vending unit based on the prize cost. (See manual for detail)
		1	\$0.50	
		2	\$0.75	
		3	\$1.00	
		4	\$1.50	
		5	\$1.75	
		6	\$2.00	
		7	\$2.50	
		8	\$3.50	
		9	\$5.00	
		10	\$7.50	
		11	\$10.00	
		12	\$12.50	
		13	\$15.00	
		14	\$17.50	
15	\$20.00			

"FACTORY INSTALLED" SETTING