Peafowl Installation Instructions
(Goose-It / F1-Goose Replacement)

Changes :

The Peafowl is the latest version of our popular and reliable voucher printing system. It supercedes the Goose-It and the F1-Goose. The Peafowl has all the major features of its' predecessors and adds some new functionality and improved reliability. The major enhancements are :

The Unit will now operate from 4.5 to 5.5VDC
All data is buffered in nonvolatile memory and interrupted print outs continue from where they left off.
The all of the printed data, header, user law, extended info law,
and the serial number are all customizable.
The Extended Information Header makes a pseudo hand count and prints it before the collect amount.
The Peafowl will detect the type of Citizen, or compatible printer, that is attached.
The Coin 1 input is set on $1.00 and the Coin 2 input is set on $0.25 values.
There are some new options on the DIP Switch chart.

Overview:

The Peafowl printer controller board has been designed from the ground up to act as a reliable and flexible voucher printer that also can act as a complete bookkeeping center. Printer features, such as double size and/or red characters are used to make copycat printing more difficult (when the selected printer supports them). Also, each unit has a unique serial number, a custom message can be entered, and the date and time can be printed on every voucher. All major functions and settings can be done with the DIP switches or the on board push buttons, a cable is supplied to connect the board to a PC/Laptop or a terminal for all of the advanced functions.

Board Pin Out (See board below, all connectors pin 1 denoted by square solder pad)

J1 (Inputs)

Pin 1	:	Pulse In (Pay out meter driver from game PCB)
Pin 2	:	Spare Input
Pin 3	:	Coin 2 input ($0.25 Input For Bookkeeping)
Pin 4	:	GND
Pin 5	:	Coin 1 input ($1.00 For Bookkeeping)
Pin 6	:	GND

J2 (power)

Pin 1 & 2	:	Power Ground
Pin 3 & 4	:	+5VDC (3 = KEY)

J3 (outputs)

Pin 1	:	Return pulses (service credit in on game PCB)
Pin 3	:	Printer Error Lamp (5VDC lamp)
Pin 4	:	+5VDC for error Lamp
Pin 5	:	System/DBA Enable active low

Serial Data (RS-232 communications)

DB9 Standard PC Pin out.

See Attached Board Diagram For More Information

Function Button & Combinations :

1 : Print the system status. Lets you know how your DIP switches are set.
2 : Print the system book keeping. Prompts for clear or continue.
3 : Enter Setup Mode. For setting headers, clock, law.
1 & 2 : Prints a summary of the last 15 vouchers.
1 & 3 : Clears out the temporary books without printing them..
2 & 3 : Clears out the user entered header
1 & 2 & 3 : Clears out the user entered law.

Connections:

The following connections are **required** for a minimal installation:

Power in (+5Vdc and Ground)
Serial cable to the printer.
Pulse in wire to the "Payout/COllect" meter. (A.k.a. keydown meter)

Optional connections :

Coin 1 and Coin 2 inputs:

These two inputs are to be tied into the coin and/or D.B.A. inputs to the PCB, they allow the Peafowl to count the credits going into the game so they can be reported on the book keeping printout. Any low going pulse can be connected as long as there is **no more** than 50 volts present on the wire when it is inactive.

Credit return:

This wire is used to return any un-printed credits back to the game PCB.
For example: Peafowl is set for 100 pulses in per point and the player cashes out 120 credits, the 20 credits will be returned to the game.
If this wire is not connected the unused credits are lost.

Communications Settings:

The basic RS-232 parameters are : 9600B, 8 Data Bits, 1 Stop Bit, NO Parity.
A new line is the combination CR/LF.
If the printer double spaces it's lines check the CR setting.
Make sure the printer and/or your terminal package is set for these values. Also, make sure your terminal software is set up for NO flow control.

Recommended Printers:

Citizen iDP3541/iDP3551 Serial w/Auto-Cutter.
Custom TG-558 Mini Thermal
Ithaca 70 Series w/auto-cutter.
Sewoo LK-T25 : A great thermal printer that emulates a CBM1000.

DIP Switch Function Summary:

Pulses in to Equal One Internal Point :

This is the number of pulses in to get a printout. For example, if you are running a nickle machine, and you want to have a minimum $5.00 voucher, you would set this setting to 100. 100 nickels = $5.00.

Multiplier, what each internal point is worth :

This is the printed value of the above trip point. Keeping with the same example, you would set this to 5 to make the printout $5.00.

Multi-Voucher :

Instead of printing one big voucher, should the unit break the amount into smaller units.

Max Voucher Value :

If Multi-Voucher is ON this sets the maximum amount printed on a single voucher.

Printed Value :

Is the printout going to show Money, Points, Tickets, or Nothing.
For example, going with the 100 pulse / internal point and a multiplier of 5 would give $5.00, 5 POINTS, 5 TICKETS, or just 5 as the value.

Money Value is :

If you are printing in money you can make the trip point the equal to dollars or cents.
Some localities require the printing of the full amount of a collect. This would allow you to set up a machine to print values other than whole dollar amounts.

Pulse in timeout :

This is the number of seconds the unit will wait until it considers the pulses in from the machine to be complete. The 10 second setting is used for some games that can have long pauses in their outputs.

Use Custom Message :

Turns the 4 line custom message, that can be entered with a computer or terminal, on or off. This is handy if the game is being moved to a new location and a terminal isn't available to change the message.

Use Date & Time :

Turns on or off the printing of the date and time stored in the battery backed RAM.

Custom Law/Message Body :

The older boards had fixed locality specific laws hard coded into them. That lead to a large number of custom versions of the software to try and handle every jurisdiction.
The Peafowl has no permanent "law" or locality messages; all the messages can be programmed by the end user, or by us if specified when ordering. The following default messages are programmed by us if nothing else is specified.

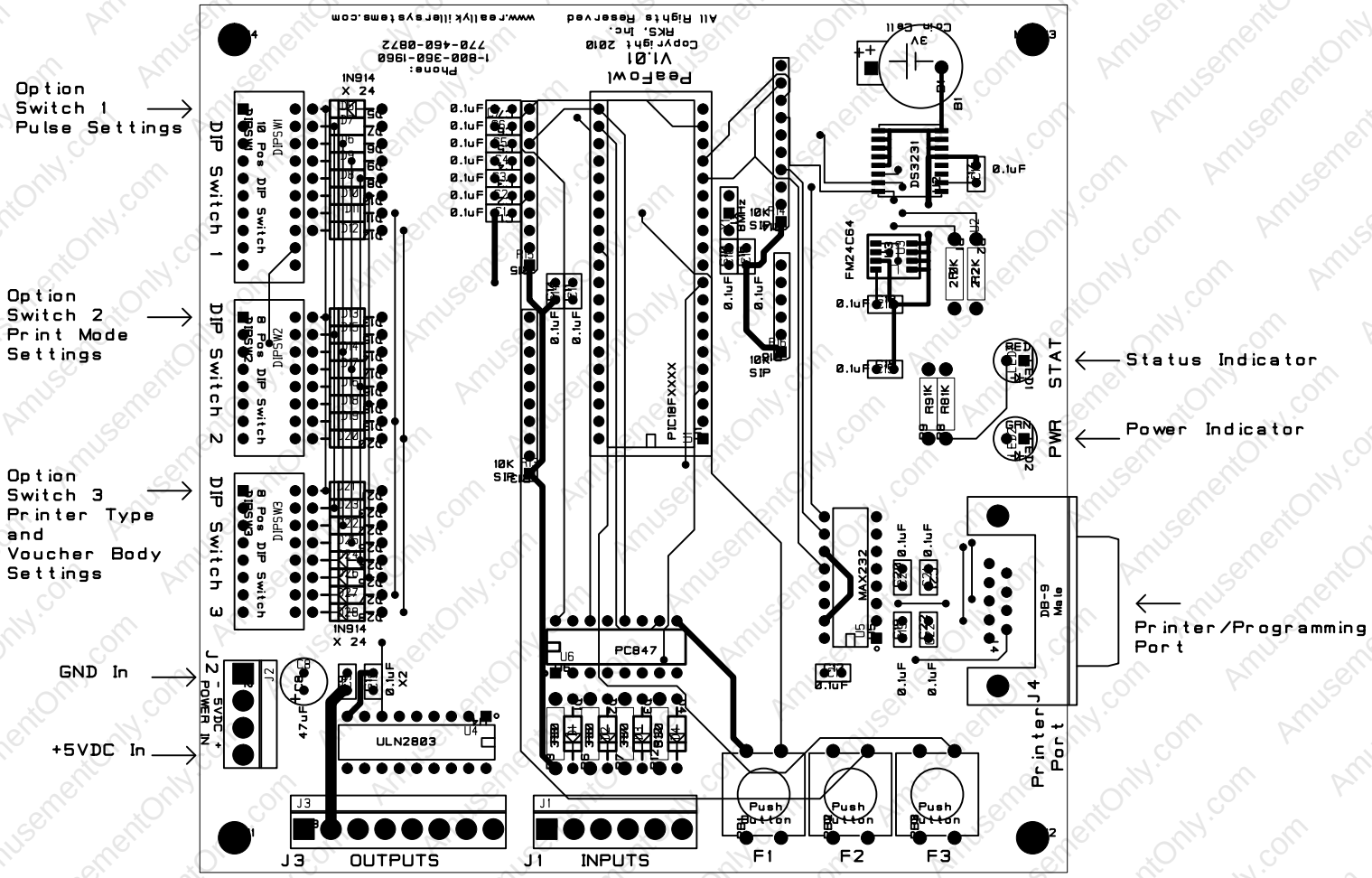
NONE : Literally has no information after the header other than the amount the collect was for.
USER : Currently programmed to say "This Voucher Good For :" before the amount, and "At This Location Only" after the amount. You can modify this if you wish.
EXT : This setting prints a pseudo hand/collect count before the collect amount. The body of the voucher has the GA redemption statute above the amount. This also can be modified or cleared out in the programming mode.

Left Over Credit Divisor : This sets a number that any odd credits are divided by before they are sent back to the game. Useful if you don't have a credit input that can be set on 1 pulse = 1 credit.

Printer Type :

Sets the board to take advantage of any special features a particular printer may have. For example if you are using the Citizens printer the board will use double sized and red printing for selected areas to make copycat printing more difficult.

GENERIC : Just sends ASCII characters, no control codes
CITIZEN : Use for iDP3541/3551, Sewoo, Custom TG-558, and any other ESC/POS compatible printer, including the newer Star Micronics.
ITHACA : Uses the Ithaca 70 Series control codes.
STAR : Uses the OLD Star Micronics control codes.


Option Switch 1 Pulse Settings
Option Switch 2 Print Mode Settings
Option Switch 3 Printer Type and Voucher Body Settings
GND In
+5VDC In
DIP Switch 1
DIP Switch 2
DIP Switch 3
J2 - 5VDC + POWER IN
J3 OUTPUTS
J1 INPUTS
Credit Return
+5VDC Out
Error Lamp
+5VDC Out
DBA Enable (Active Low)
+5VDC Out
Spare Output (Not Used)
+5VDC Out
Pulse In (Out Meter)
Spare Input (Not Used)
Coin 2 Input (.25 Meter)
GND
Coin 1 Input (1.00 Meter)
GND
F1
F2
F3
Func 1
Func 2
Func 3
Status Indicator
Power Indicator
Printer/Programming Port
Printer Port
STAT
PWR

PeaFowl V1.00 Switch Settings (Page 1)

Description	Value	DIP Switch 1 (0 = OFF / 1 = ON)					
		1	2	3	4	5	6 - 10
Pulses in to Equal One Internal Point / Number of Pulses Required to get a Print Out	1	0	0	0	0	0	See Next Sheet
	2	1	0	0	0	0	
	3	0	1	0	0	0	
	4	1	1	0	0	0	
	5	0	0	1	0	0	
	6	1	0	1	0	0	
	7	0	1	1	0	0	
	8	1	1	1	0	0	
	10	0	0	0	1	0	
	15	1	0	0	1	0	
	16	0	1	0	1	0	
	20	1	1	0	1	0	
	25	0	0	1	1	0	
	40	1	0	1	1	0	
	50	0	1	1	1	0	
	60	1	1	1	1	0	
	75	0	0	0	0	1	
	80	1	0	0	0	1	
	100	0	1	0	0	1	
	120	1	1	0	0	1	
	150	0	0	1	0	1	
	200	1	0	1	0	1	
	250	0	1	1	0	1	
	400	1	1	1	0	1	
	500	0	0	0	1	1	
	1000	1	0	0	1	1	
	2000	0	1	0	1	1	
	2500	1	1	0	1	1	
	5000	0	0	1	1	1	
	CUSTOM	1	0	1	1	1	
	CUSTOM	0	1	1	1	1	

PeaFowl V1.00 Switch Settings (Page 2)							
Description	Value	DIP Switch 1					
		6	7	8	9	10	
Multiplier What Each Internal Point is Multiplied by. For Example : Nickle Game with Minimum $5.00 collect would be 100 pulses == $5 Pulses In to equal one internal point would be set to 100 and the multiplier to 5 SW1 = 0100100100	1	0	0	0	0	0	
	2	1	0	0	0	0	
	3	0	1	0	0	0	
	4	1	1	0	0	0	
	5	0	0	1	0	0	
	6	1	0	1	0	0	
	10	0	1	1	0	0	
	15	1	1	1	0	0	
	20	0	0	0	1	0	
	25	1	0	0	1	0	
	40	0	1	0	1	0	
	50	1	1	0	1	0	
	60	0	0	1	1	0	
	75	1	0	1	1	0	
	100	0	1	1	1	0	
	150	1	1	1	1	0	
	200	0	0	0	0	1	
	250	1	0	0	0	1	
	400	0	1	0	0	1	
	500	1	1	0	0	1	
	1000	0	0	1	0	1	
	CUSTOM	1	0	1	0	1	
	CUSTOM	0	1	1	0	1	

PeaFowl V1.00 Switch Settings (Page 3)

Description	Value	DIP Switch 2							
		1	2	3	4	5	6	7	8
Multi-Voucher (Ticket Mode)	NO	0							
	YES	1							
If Multi-Voucher Max Ticket Value	1		0	0	0				
	4		1	0	0				
	5		0	1	0				
	6		1	1	0				
	10		0	0	1				
	20		1	0	1				
	25		0	1	1				
	100		1	1	1				
Printed Value	MONEY					0	0		
	POINTS					1	0		
	TICKETS					0	1		
	NOTHING					1	1		
If MONEY Value is :	DOLLARS							0	
	CENTS							1	
Pulse In Timeout (Seconds)	2								0
	10								1

PeaFowl V1.00 Switch Settings (Page 3 Cont.)

Description	Value	DIP Switch 3							
		1	2	3	4	5	6	7	8
Use Custom Header Message	NO	0							
	YES	1							
Use Date and Time	NO		0						
	YES		1						
Custom Law/Message Body EXT prints plays collected info	NONE			0	0				
	USER			1	0				
	EXT			0	1				
	CUSTOM			1	1				
Left Over Credit Divisor For return to game	1					0	0		
	4					1	0		
	5					0	1		
	25					1	1		
Printer Type Citizen == 3541/3551/ CBM1000, Custom TG-558, Epson 90 Series, and ESC/POS Ithaca == 70 Series Star == OLD Star Commands	GENERIC							0	0
	CITIZEN							1	0
	ITHACA							0	1
	STAR							1	1

Citizen 3541
Recommended settings

11-1. Setting DIP Switch DS1

No.	Function	OFF	ON	
1	Auto Cutter	NO	YES	ON
2	International country switching	(Refer to table below)		OFF
3				OFF
4	Input buffer	7K Bytes	2 Lines	OFF
5	Character direction	Normal	Inverted	OFF
6	CR cord	CR	CR + LF	OFF
7	Mode	Character	Graphic	OFF
8	SEL / DESEL at *power on *	SELECT	DESELECT	OFF

Notes: *1) Setting is variable, depending on the type of printer.

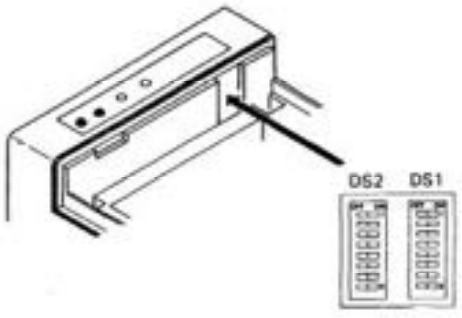
No.	USA	FRANCE	GERMANY	ENGLAND
2	OFF	ON	OFF	ON
3	OFF	OFF	ON	ON

11-2. Setting DIP Switch DS2

1) Serial interface only

No.	Function	OFF	ON	
1	Word length setting	8 bits	7 bits	OFF
2	Parity check	YES	NO	ON
3	Parity condition	ODD	EVEN	OFF
4	- Not used -			OFF
5	Baud rate setting	(Refer to the table below)		ON
6				ON
7				ON
8				OFF

Power off and remove the printer cover before setting the Dip-Switches.



bps / No.	110	150	300	600	1200	2400	4800	9600
5	OFF	ON	OFF	ON	OFF	ON	OFF	ON
6	OFF	OFF	ON	ON	OFF	OFF	ON	ON
7	OFF	OFF	OFF	OFF	ON	ON	ON	ON
8	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

5.2 DIP Switches Setting

1) DIP Switch 1

No.	Function	ON	OFF	
DSW1-1	Auto cutter	Yes	No	ON
DSW1-2	International characters	See the Table below		ON
DSW1-3	"			ON
DSW1-4	"			ON
DSW1-5	CBM command	CBM2 mode (iDP-3530 system)	CBM1 mode (iDP-3540 system)	OFF
DSW1-6	CR mode	See the Table below		ON
DSW1-7	Mechanism type	Graphic	Character	OFF
DSW1-8	Buffer size	6K bytes	256 bytes	ON
DSW1-9	Operation mode	See the table below		OFF
DSW1-10	"			OFF

*1, *3 : Depends on the type.
*2 : Depends on the destination.
*4 : Effective only when CBM mode is selected with DSW1-9 and -10. For details see "CBM Mode" in "PRINT CONTROL FUNCTIONS".

International Character Selection

No. / Country	DSW1-2	DSW1-3	DSW1-4		Character Code Selection: ESC/POS mode	CBM mode	Star mode
U.S.A.	ON	ON	ON	→	Code 437	CBM (International)	Star (International)
France	OFF	ON	ON	→	Code 850	Code 850	Code 850
Germany	ON	OFF	ON	→	"	"	"
U.K.	OFF	OFF	ON	→	"	"	"
Denmark	ON	ON	OFF	→	"	"	"
Sweden	OFF	ON	OFF	→	"	"	"
Italy	ON	OFF	OFF	→	"	"	"
Japan	OFF	OFF	OFF	→	Katakana	CBM (Japanese)	Star (Japanese)

See the "International Character Codes Table and Character Codes Table."

CR mode (DSW1-6)

Mode	OFF	ON
CBM	CR+LF	CR
STAR	CR+LF	Ignored
ESC/POS	CR+LF	CR

Operation Mode DSW1-9 DSW1-10

CBM	OFF	OFF
ESC/POS	ON	OFF
STAR	OFF	ON
STAR Auto cut	ON	ON

2) DIP Switch 2

No.	Function	ON	OFF	
DSW2-1	Bit length	8 bits	7 bits	ON
DSW2-2	Parity	No	Yes	ON
DSW2-3	Odd/Even	Odd	Even	ON
DSW2-4	Communication mode	DTR/DSR	XON/XOFF	ON
DSW2-5	Baud rate	See the table below		ON
DSW2-6	"			ON
DSW2-7	"			OFF
DSW2-8	Unused	–	–	OFF

Baud rate

Baud rate	DSW2-5	DSW2-6	DSW2-7
150	OFF	OFF	OFF
300	OFF	OFF	ON
600	OFF	ON	OFF
1200	OFF	ON	ON
2400	ON	OFF	OFF
4800	ON	OFF	ON
9600	ON	ON	OFF
19200	ON	ON	ON

Citizen iDP-3551 Settings

Ithaca 70 Series

SW 1

Switch	Function	On	Off	
1	Parity Type	Odd	Even	ON
2	Parity	* No Parity	Parity	OFF
3	Data Bits	* 8	7	ON
4	Protocol	* READY/BUSY	XON/XOFF	ON
5	Test Select	Circuit	Monitor	OFF
6	Mode	Printing	Testing	ON

Switch	Function	Selection	Switch 7	Switch 8	
7, 8	Busy Line	* DTR - (Pin 20)	On	On	ON/ON
		RTS - (Pin 4)	On	Off	
		SSD - (Pin 11)	Off	On	
		SSD + (Pin 11)	Off	Off	

SW 2

Switch	Function	Selection				
1, 2, 3	Baud Rate	Rate (bps)	Switch 1	Switch 2	Switch 3	
		19,200	On	On	On	
		* 9,600	Off	On	On	OFF/ON/ON
		4,800	Off	Off	On	
		2,400	Off	Off	On	
		1,200	On	On	Off	
		600	Off	On	Off	
		300	On	Off	Off	
		110	Off	Off	Off	
* Factory Settings						

Switch	Function	Selection		
		On	Off	
4	DSR	Active	Inactive	ON
5	Buffer Threshold	* 32 Bytes	256 Bytes	OFF
6	Busy Signal Timing	* 200 ms	1 second	OFF
7	Not Used			
8	Not Used			
* Factory Settings				

Woosim
Printer Settings

Denotes
Required Setting

ADP-300 MANUAL

Dip Switch Settings

This table gives the definition for the DIP switch settings.

	Function	Setting	SW3										SW4	
			1	2	3	4	5	6	7	8	9	10	1	2
SERIAL	Emulation	Epson TM-U200 Citizen iDP3540 Verifone P900 Star SP200	OFF ON OFF ON	OFF OFF ON ON										
	CR Character	CR=CR Only CR=CR + LF			OFF ON									
	CPL	40/33 Char/Line 42/35 Char/Line				OFF ON								
	Flow Control	Xon/Xoff DTR/DSR					ON OFF							
	Baud Rate	38400 19200 9600 4800 2400 1200 600 300						OFF ON OFF ON OFF ON OFF ON	OFF OFF ON ON OFF OFF ON ON	OFF OFF OFF OFF ON ON ON ON				
	Data Bits/ Parity	8 Bits None 7 Bits Odd 7 Bits Even									- OFF ON	OFF ON ON		
	Cutter	Not Install Install											OFF ON	
	2Color	Not Install Install												OFF ON
PARALLEL	Emulation	Epson TM-U200 Cruzen iDP3540	OFF ON	OFF OFF										
	CR Character	CR=CR Only CR=CR + LF			OFF ON									
	CPL	40/33 Char/Line 42/35 Char/Line				OFF ON								
	Cutter	Not Install Install							OFF ON					
	2 Color	Not Install Install								OFF ON				

F1-Goose
Setup Communications with PC

1.) On your PC, go to the start menu. Select from tool bar the following (in this order): ***Programs***, then ***Accessories***, then ***Communications***. Double click on the ***Hyper-Terminal*** to create a new connection.

2.) When prompted, give the terminal a name and choose an icon for it. Next, a "Connect to" window appears. At the ***Connect using*** or ***Direct to*** prompt , and select your free COM port. Usually COM 1. Select ***OK***.

3.) Next, a "COM (*X*) Properties" window appears for your port settings. Set your ***Bits per Second*** (baud rate) to 9600. Now set your ***Data bits*** to 8. Move on to ***Parity***, select None. ***Stop bits*** should be set at 1, and ***Flow Control*** should be none. Let's review, you should see the following in the right-hand boxes from top to bottom: 9600, 8 ,None, 1, and None. If this is correct, select ***OK***. If not, correct any mistakes and then select ***OK***. You should now have a terminal screen with a blinking cursor. In the bottom left corner, you should see that you are connected.

> **Note:** If you did not connect, and it tells you that it could not connect to the COM port you selected, simply select ***Properties*** from the ***File*** pull down menu. Now change your COM port at the ***Connect using*** or ***Direct to*** prompt.

4.) Now, connect the F1-Goose to the PC with the terminal cable provided, and apply power to the F1-Goose. You should see a power up message along with the serial number of the board. Press button number 3 to put the F1-Goose into setup mode and follow the on-screen prompts. At this point, all data is entered via your PC keyboard. When your time, date, and message have been entered and verified, exit setup mode and power down. Your board is now programmed and ready to be placed on location.

If you should experience any problems not resolved via the enclose troubleshooting guides, please feel free to call RKS Tech Support for further assistance.

F1-Goose And PRINTER TROUBLESHOOTING

- Always check that the "pulse in" wire is connected properly and is the correct wire (I.E.: On the Cherry Master type games, the "pulse in" should be connected to Pin 28 (parts side) wire, the out meter pulse.
- If your main game board is counting points out for a ticket, then set the F1-Goose to a one-to-one setting. If both boards are set to count points out, no ticket will appear.
- If printer prints "PD ..." and runs continuously on power up:
  - A) hold down both switches on the printer, then turn it off and back on. The printer should print at ticket of "garbage" to clear the buffer. N.C. Reset the F1-Goose board and try again.
  - B) This problem may also be produced by an incorrect baud rate on your printer to terminal connection. Check baud rate for correct setting of 9600 baud.
- Check printer version (model) number. The Citizen 3541 and the Citizen 3551 have different settings. Your F1-Goose instructions include settings for both.
- If the printer beeps 4 times, pauses, then beeps 4 times again when you try to print a ticket, check the paper roll to be sure it is installed properly. The beep is signaling that the switches by the paper roll are not made. If the slide release for the paper is not completely flush with the edge of the printer body, it will not make the switch activate.
- Try using the "coin in meter" wire for your credits connections instead of the regular coin wire. (8-Line type games Pin 23)
- If your game is set to play for pennies,
  - A) be sure that the connection for "pulses out" is in the proper position. Some games' boards use different connections for the "pulses out" on different coin settings.
  - B) be sure that your "coin in" wire is also in the proper position in the edge connector. (I.E.: On the Cherry Master type games, the "coin in" wire is moved to Pin19 on the solder side for penny operation.)
- If you get tickets printed for wrong value:
  - A) check settings of DIP switches between F1-Goose and the main game board. *Each game board sets up differently.* Therefore, the F1-Goose sets up differently for each to achieve the type of ticket you want. (I.E.: 100 pts = $5, 500 pts = $5)

Helpful Hint: Copy F1-Goose DIP switch settings for each type of game board and record the correct settings for each. (I.E.: Cherry Master, Cherry 96, Poker Games, etc. each have their own sheet with correct settings kept in a safe and convenient location.)

  - B) Check to see if game board is set for money instead of points for ticket value. (I.E.: A Cherry 96 board set to play pennies will print a ticket for 45,655 points when set to print out point.) Change the F1-Goose settings to dollars to get the proper value ticket - $5.00 for 500 points.
- If you get no credit returns:
  - be sure that you are actually connecting to a service input on the edge connector. Some game boards have a slightly different pinout, and some no service in. In that case, you would need to use one of the alternate "coin in" connections.
- Where using the F1-Goose for main book-keeping and installing an equalizer in line, you must add diodes to the equalizer connections of J2 with the banded end of the diode installed toward the voltage connection. With no diodes the meters will give a half click on power up and not function. Common game boards requiring this modification include Triple Jack, Magical Odds, Mystery J and B. This problem will be fixed on the remainder of the equalizers, but your existing boards may need to be modified.

F1-Goose and Printer Troubleshooting (Continued)

Magic Bomb Setup

Nickels

Coin in: 1 coin 5 credits

Key in: 1 turn 100 credits
Actually sets the number of points per ticket or voucher. This setting will give you 1 pulse for every 100 points. It takes credits off in 100 credit increments and keeps unused points on the game.

Coin Out: Leave set at 1 pay 1 credit

Key Out: As key in

Pennies

Coin in: 1 coin 25 credits

Key in: 1 turn 500 credits

Coin Out: Leave set at 1 pay 1 credit

Key Out: As key in

Set F1-Goose Board

Dip Switch 1 - All off except # 7
This gives you a setting for 1 pulse = a five dollar voucher.

POSSIBLE F1-Goose SETTINGS

When setting up the F1-Goose, Set Dip Switch #1, Position 1-5 for the number of coins in to equal the ticket value. Set Dip Switch #1 position 6-8 and Dip Switch #2 position 1 for the dollar value of the ticket.

Most 8 Line Type Boards

For Example:

Nickle play = Dip Switch #1 positions 3 &4 on = 100 nickels,
and position 7 on = $5 ticket. 100 x .05 = $5.00

Quarter play = Dip Switch #1 positions 1, 2, &3 on = 20 quarters,
and position 7 on = $5 ticket. 20 x .25 = $5.00

Dime play = Dip Switch #1 positions 2 &4 on = 50 dimes,
and position 7 on = $5 ticket. 50 x .10 = $5.00

Penny play = Dip Switch #1 positions 1 & 5 on = 500 pennies,
and position 7 on = $5 ticket. 500 x .01 = $5.00

SETTINGS WITH TRIPLE JACK Version 1.4

Triple Jack with Hands Count **Disabled**

Based on 4 pulses per dollar from the bill acceptor and the credit return on the F1-Goose not used. If the credit return must be used, call for info on setups.

Penny Play = $5.00 ticket 500 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1,2, & 7 on
On T/J: set Dip Switch #3 Position 1, 2, & 3 off
set Dip Switch #5 Position 3,4, 5, 6, & 7 off and 8 on
set Dip Switch #7 Position 1, 2, 5, 6, 7, & 8 off

Nickel Play = $5.00 ticket 100 credits = ticket
On F1-Goose: set Dip Switch #1 position 7 on
On T/J: set Dip Switch #3 Position 1 & 2 off and 3 on
set Dip Switch #5 Position 3, 4, 5, 6, & 7 off and 8 on
set Dip Switch #7 Position 1, 2, 5, 7, & 8 off and 6 on

Dime Play = $5.00 ticket 50 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1, 2, 3, & 7 on
On T/J: set Dip Switch #3 Position 1 & 2 off and 3 on
set Dip Switch #5 Position 3, 4, 5, & 7 off and 6 & 8 on
set Dip Switch #7 Position 2, 5, & 8 off 1, 6, & 7 on

***Note: The bill acceptor must be set at 2 pulses per dollar.**

POSSIBLE F1-Goose SETTINGS (Continued)

Quarter Play = $5.00 ticket 20 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1 & 7 on
On T/J: set Dip Switch #3 Position 1, 2, &3 on
set Dip Switch #5 Position 3, 4, 6, & 7 off and 5&8 on
set Dip Switch #7 Position 1, 2, 6, & 7 off 5 & 8 on

Triple Jack with Hands Count **Enabled**

Based on 4 pulses per dollar from the bill acceptor and the credit return on the F1-Goose cannot be used.

Penny Play = $5.00 ticket 500 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1, 5, & 7 on
On T/J: set Dip Switch #3 Positions 1, 2, & 3 off
set Dip Switch #5 Positions3, 4, 5, & 7 off and 6 & 8 on
set Dip Switch #7 Positions 2, 5, 6, 7, & 8 off and 1 on

Nickel Play = $5.00 ticket 100 credits = ticket
On F1-Goose: set Dip Switch #1 positions 3, 4, & 7 on
On T/J: set Dip Switch #3 Position 1& 2 off and 3 on
set Dip Switch #5 Position 3, 4, 5, & 7 off and 6 & 8 on
set Dip Switch #7 Position 2, 5, 7, & 8 off and 1 & 6 on

Dime Play = $5.00 ticket 50 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1, 2, 3, & 7 on
On T/J: set Dip Switch #3 Position 1 & 2 off and 3 on
set Dip Switch #5 Position 3, 4, 5, & 7 off and 6 & 8 on
set Dip Switch #7 Position 2, 5, & 8 off 1,6, & 7 on

***Note: The bill acceptor must be set at 2 pulses per dollar.**

Quarter Play = $5.00 ticket 20 credits = ticket
On F1-Goose: set Dip Switch #1 positions 1,2, 3, & 7 on
On T/J: set Dip Switch #3 Position 1, 2 &3 on
set Dip Switch #5 Position 3, 4, 5, & 7 off and 6 & 8 on
set Dip Switch #7 Position 2, 6, & 7 off 1, 5, & 8 on

Note that the Triple Jack is set to use the hands count.
It will only count 1 to 1. The F1-Goose must be set to count the ticket value per 1 point. (I.E.: 1 point = $5.00)

Possible F1-Goose Settings (Continued-pg2)

For Cherry Masters, No Special Applications 100 points = $5.00

Dip Switch #1

Switches # 3,4, &7 on = 100 pulses in = 1 point, and each point = 5 or $5.00

Switches # 2 & 3 lets you customize your setup

For Cherry 96, Fruit Bonus 96, Etc Type Boards

If you set up the game board to count the credits out for a ticket you must set up the F1-Goose to a one to one, so that it prints a ticket for each point it receives from the main game board.

Dip Switch # 1

Switch #7 on and all the rest off. Some of these boards require yo to print tickets in money mode which is Dip Switch #2 switch 6. If you receive a test ticket for an amount like 45,000 points for a $20.00 try switching to money mode.

For 1c Games - Cherry Master Type

Dip Switch #1

Switches #1, 5, & 7 on all else off

For games like Cherry 96, the set up is the same as for a nickel game because the board does the counting down before it is sent to the F1-Goose

“Omega”
Coin Meter Output

Tap off U59 Pin 2