

## GOLDEN GOPHER II (Cherry) (28E)

DIP SW [No. 1]		1	2	3	4	5	6	7	8
<b>INSERT COIN.1 RATE</b>	1	OFF	OFF	OFF					
	4	OFF	OFF	ON					
	5	OFF	ON	OFF					
	15	OFF	ON	ON					
	20	ON	OFF	OFF					
	75	ON	OFF	ON					
	100	ON	ON	OFF					
	500	ON	ON	ON					
<b>KEYIN RATE</b>	1				OFF	OFF	OFF		
	4				OFF	OFF	ON		
	5				OFF	ON	OFF		
	15				OFF	ON	ON		
	20				ON	OFF	OFF		
	75				ON	OFF	ON		
	100				ON	ON	OFF		
	500				ON	ON	ON		
<b>*SAME COLOR GIFT</b>	*Non gift							OFF	OFF
	*Red color							OFF	ON
	*Orange color							ON	OFF
	*Green color							ON	ON

**\*\* Gift instruction\*\***

- (1) **All Red lights: At the condition, other colors (green, orange) don't have the function of gift out, but RED.**
- (2) **All Orange lights: at the condition, one of color (green) doesn't have the function of gift out**
- (3) **All green lights: at the condition, all 3 colors could have the function of gift out**

## GOLDEN GOPHER II (Cherry) (28E)

DIP SW [No. 2]		1	2	3	4	5	6	7	8
<b>Credit back Ticket rate</b>	1	OFF	OFF	OFF	OFF				
	4	OFF	OFF	OFF	ON				
	5	OFF	OFF	ON	OFF				
	10	OFF	OFF	ON	ON				
	15	OFF	ON	OFF	OFF				
	20	OFF	ON	OFF	ON				
	25	OFF	ON	ON	OFF				
	40	OFF	ON	ON	ON				
	50	ON	OFF	OFF	OFF				
	75	ON	OFF	OFF	ON				
	100	ON	OFF	ON	OFF				
	150	ON	OFF	ON	ON				
	250	ON	ON	OFF	OFF				
	500	ON	ON	OFF	ON				
	750	ON	ON	ON	OFF				
1000	ON	ON	ON	ON					
<b>Key out Rate</b>	1					OFF	OFF	OFF	
	4					OFF	OFF	ON	
	5					OFF	ON	OFF	
	15					OFF	ON	ON	
	20					ON	OFF	OFF	
	75					ON	OFF	ON	
	100					ON	ON	OFF	
	500					ON	ON	ON	
<b>DEMO Music</b>	Non display								OFF
	Display								ON

# GOLDEN GOPHER II (Cherry) (28E)

DIP SW [No. 3]		1	2	3	4	5	6	7	8
<b>Game rate</b>	50%	OFF	OFF	OFF					
	55%	OFF	OFF	ON					
	60%	OFF	ON	OFF					
	65%	OFF	ON	ON					
	70%	ON	OFF	OFF					
	75%	ON	OFF	ON					
	80%	ON	ON	OFF					
	90%	ON	ON	ON					
<b>Speed play</b>	*Balls*				OFF				
	1 Balls				ON				
<b>RECORD</b>	NO					OFF			
	YES					ON			
<b>Take Score</b>	Normal						ON		
	Fast								

**\*\* After the game rate setting must reset. Otherwise, it could cause rate error \*\***

- (1)Speed play: \*9 Balls\* reference DIP SW (5-7pin)
- (2)RECORD: into the recorder system, Press Start button, it will show 4 types of display as showed below,
  - '0' shows: Total in
  - '1' shows: Total out
  - '2' shows: Total Play
  - '3' shows: Total Win

## GOLDEN GOPHER II (Cherry) (28E)

DIP SW [No.4]		1	2	3	4	5	6	7	8
<b>Maximum Play</b>	40	OFF	OFF						
	50	OFF	ON						
	60	ON	OFF						
	80	ON	ON						
<b>Minimum Play</b>	1			OFF	OFF				
	8			OFF	ON				
	10			ON	OFF				
	16			ON	ON				
<b>The Ball for Each game</b>	9 Balls					OFF	OFF	OFF	
	10 Balls					OFF	OFF	ON	
	11 Balls					OFF	ON	OFF	
	12 Balls					OFF	ON	ON	
	13 Balls					ON	OFF	OFF	
	14 Balls					ON	OFF	ON	
	15 Balls					ON	ON	OFF	
	16 Balls					ON	ON	ON	
<b>Reset</b>	NO								OFF
	YES								ON

**\*\* RESETTING. First, switch ON at the 8<sup>th</sup> pin; restart the power for 5sec. then turn off. Second, switch OFF at the 8<sup>th</sup> pin again, and turn the power. Then the resetting is down\*\***

# GOLDEN GOPHER II (Cherry) (28E)

DIP SW [No. 5]		1	2	3	4	5	6	7	8
<b>INSERT COIN.2 RATE</b>	1	OFF	OFF	OFF					
	4	OFF	OFF	ON					
	5	OFF	ON	OFF					
	15	OFF	ON	ON					
	20	ON	OFF	OFF					
	75	ON	OFF	ON					
	100	ON	ON	OFF					
	500	ON	ON	ON					

# GOLDEN GOPHER II (Cherry) (28E)

## GAME RULE:

Insert the coin, bet the score. Then press, "START" to play the game

### TWO WAYS OF GAME (Adjust within DIP SW)

1. Normal play, get in 3holes with same color will have 1 line. More lines, the rate will be higher.
2. Second choose of game is to speed up the price out, get in a hole with one ball shot the game will over and price out (no matter witch color)

## GAME METHOD:

1. Use the joy sticker to control the direction. Move the joy sticker left the ball will be hit to the right side. Move the joy sticker right the ball will be hit to the left side.
2. There are three planes (top, mid, low). Use the right hand to push the button (black). To push button harder the ball will go further.
3. When the ball planes changes. Get a straight line with same color hole, when the balls get in the hole at the color on. Then the ticket rate as below,

\*\*Ticket out Rate\*\*

BINGO LINES	TICKET RATE
1 LINE	1
2 LINES	2
3 LINES	3
4 LINES	5
5 LINES	10
6 LINES	20
Whole game with Green	50
Whole game with Orange	100
Whole game with Red	200

## **GOLDEN GOPHER II (Cherry) (28E)**

ERROR CODE :

(COIN IN SHOWS ON DISPLAY MONITOR)

CODE 01 : COIN SHUT COIN PROBLEM

Check the coin shut, if coin Jam then reset power on

CODE 02 : BILL ACCEPTOR PROBLEM

Check the bill acceptor if bill jam then reset power on

CODE 03 : THE TICKETS IS EMPTY OR TICKET DISPENSOR PROBLEM

Load the tickets. Then push start button is o.k. and the ticket out for the rest, and solve the problem at the same time

CODE 04 : GIFT DETECT ABNORMAL

Two ways to solve: 1. Load the gift and restart the machine

2. Check the gift sensor SW as correct

CODE 05 : TILT PROBELM

Machine been shake, the alarm on for 12 seconds, then back to the normal game.

CODE 06 : CONVEY BALLS MOTOR SW WRONG POSITION

Must check SW, if out of order or breaking circuits

CODE 07 : GIFT SENSOR ERROR

CODE 08 : PIC MAIN BOARD ERROR Send back for repair

CODE 09 : RAM ERROR. Send back to factory

CODE 10 : The error Of main board data. Please Reset.

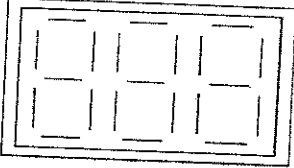
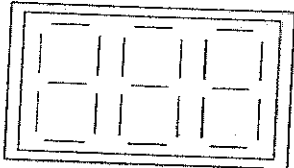

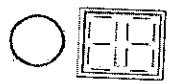
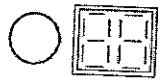
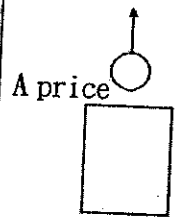
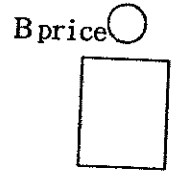
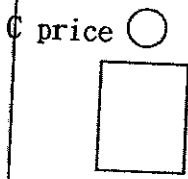
CODE 11 : please key out if the score over then 10000

**\*\*ATTENTION\*\***

Please insert the coin not more then 1000 credits or will not be added.

Please key in not more then 2000 credits or will not be added

# GOLDEN GOPHER II (Cherry) (28E)

<p>Bingo line score</p> 	<p>Insert Coins</p> 	<p>Whole game with same color</p>	
<p>Left balls</p> 	<p>Bingo lines</p> 	<p>Bet</p> 	<p>A price</p> 
<p>Award over 100</p>	<p>EXPERT</p>		<p>B price</p> 
<p>Award between 61-99</p>	<p>GOOD</p>		<p>C price</p> 
<p>Encourage for 60</p>	<p>TRY HARDER</p>		

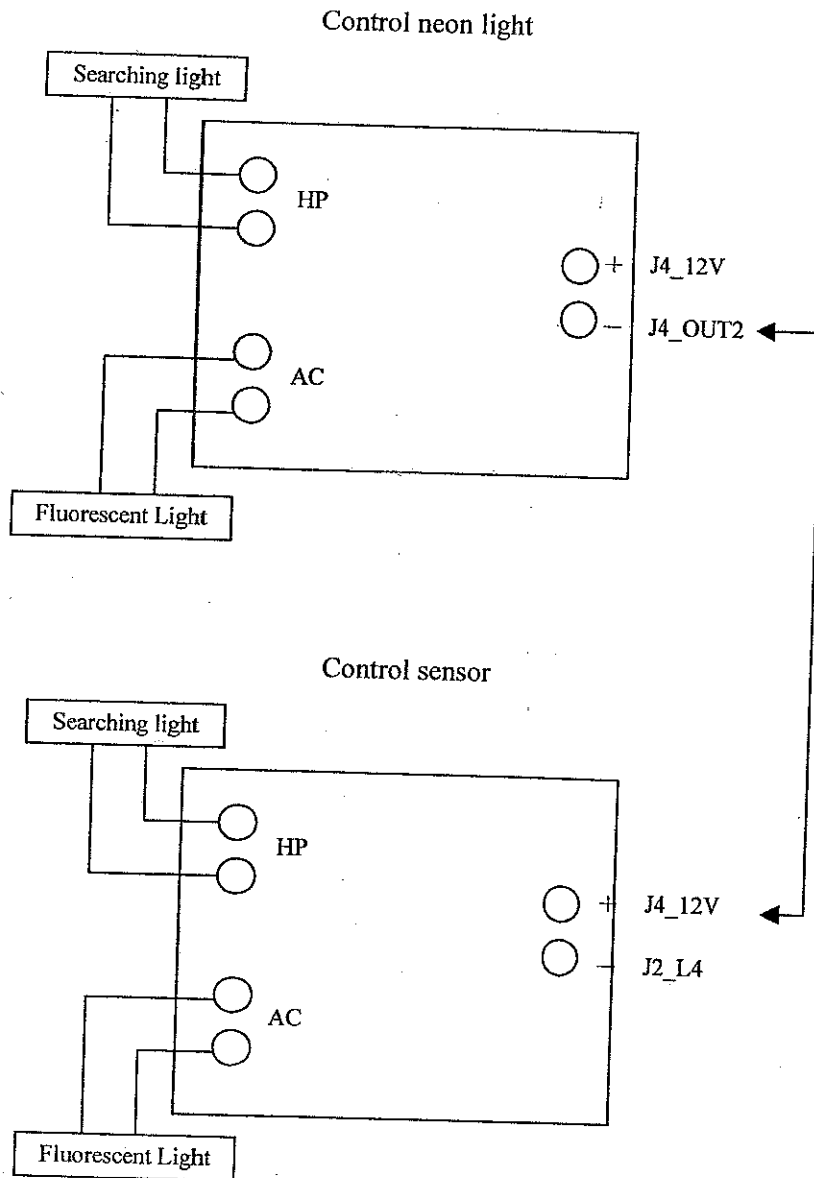


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## NOTICE

Use 26E version, please check the hardware, searching light with SSR is control by J2PIN (L4) .

Please be sure the SSR negative side of Neon light connects to the SSR positive side of Searching light, as the arrow below,



# GOLDEN GOPHER II (Cherry) (28E)

J1	COLOR	FUNCTION
1	Black	GND
2	X	X
3	Yellow	12V

J2	COLOR	FUNCTION
1	X	X
2	Green	COM
3	Green	COM
4	Green	COM
5	Green	COM
6	Orange	LAMP 1
7	Yellow	LAMP 2
8	Blue	LAMP 3
9	Pink	LAMP 4
10	Grey	LAMP 5

J3	COLOR	FUNCTION
1	Yellow	12V
2	Yellow	12V
3	Brown	Meter 1
4	Red	Meter 2
5	Orange	Meter 3
6	Blue/White	Meter 4
7	Green / Yellow	Meter 5

J4	COLOR	FUNCTION
1	Yellow	12V
2	Yellow	12V
3	X	X
4	Orange	SSR
5	Blue	BSON
6	Purple	SET
7	Grey	GIFSEN
8	Green	P-IN
9	White	P-OUT
10	Black	GND
11	Black	GND

J5	COLOR	FUNCTION
1	Yellow	12V
2	Yellow	12V
3	White	COIN 1
4	Blue	COIN 2
5	Purple	B1
6	Pink	LIGHT
7	Brown	ERR
8	Black	GND
9	Black	GND

J6	COLOR	FUNCTION
1	Grey	Bet
2	Yellow / White	Key in
3	Green / Yellow	Key out
4	Orange	SW
5	Black	GND

J7	COLOR	FUNCTION
1	Brown	At the lower planes
2	Red	
3	Orange	
4	Yellow	
5	Green	
6	Blue	
7	Purple	
8	Grey	
9	White	
10	Pink	
11	Green / Yellow	
12	Black	

### Meter instruction

Meter1: means Coin

Meter2: means ticket number

Meter3: means gifts

Meter4: means Key in

Meter5: means Key out

# GOLDEN GOPHER II (Cherry) (28E)

J8	COLOR	FUNCTION
1	Brown / Orange	At the mid planes
2	Red / Black	
3	Orange/ Black	
4	Yellow / Black	
5	Green / Red	
6	Blue / Orange	
7	Purple / Yellow	
8	Grey / Red	
9	White / Black	
10	Pink / Green	
11	Red	
12	Black	

J9	COLOR	FUNCTION
1	Yellow / Black	At the top planes
2	Green / Red	
3	Blue / Orange	
4	Purple / Yellow	
5	Grey/ Red	
6	White / Black	
7	Pink / Green	
8	Orange	
9	Blue	
10	Purple	
11	White	
12	Black	

J10	COLOR	FUNCTION
1	Red	5V
2	Red	5V
3	Black	GND
4	Black	GND
5	X	X
6	Yellow	12V

J11	COLOR	FUNCTION
1	Pink	CLK
2	Purple	MLOAD
3	Blue	S-OUT
4	Black	GND
5	Red	Sound VR
6	White	Sound VR
7	Black	Sound VR
8	Red	VCC

J12	COLOR	FUNCTION
1	Brown	SP
2	Black	GND

J13	COLOR	FUNCTION
1	Yellow	12V
2	Brown	Button SW
3	Red	Gift Motor
4	Orange	Motor SW
5	Black	GND

J14	COLOR	FUNCTION
1	Yellow	12V
2	Grey	Button SW
3	White	Gift Motor
4	Orange	Motor SW
5	Black	GND

J15	COLOR	FUNCTION
1	Yellow	12V
2	Pink	Button SW
3	Purple	Gift Motor
4	Orange	Motor SW
5	Black	GND

J16	COLOR	FUNCTION
1	Yellow	12V
2	Green	Ball motor
3	Blue	Ball motor
4	Orange	Ball motor
5	Black	GND