

GAME TIMER BOARD MK5 10-11-98

DIP SWITCH SETTINGS

Time for each dollar	1	2	3	4	5	6	7	8
1 MIN	OFF	OFF	OFF	OFF	OFF			
2 MIN	ON	OFF	OFF	OFF	OFF			
3 MIN	OFF	ON	OFF	OFF	OFF			
4 MIN	ON	ON	OFF	OFF	OFF			
5 MIN	OFF	OFF	ON	OFF	OFF			
6 MIN	ON	OFF	ON	OFF	OFF			
7 MIN	OFF	ON	ON	OFF	OFF			
8 MIN	ON	ON	ON	OFF	OFF			
9 MIN	OFF	OFF	OFF	ON	OFF			
10 MIN	ON	OFF	OFF	ON	OFF			
11 MIN	OFF	ON	OFF	ON	OFF			
12 MIN	ON	ON	OFF	ON	OFF			
13 MIN	OFF	OFF	ON	ON	OFF			
14 MIN	ON	OFF	ON	ON	OFF			
15 MIN	OFF	ON	ON	ON	OFF			
16 MIN	ON	ON	ON	ON	OFF			
17 MIN	OFF	OFF	OFF	OFF	ON			
18 MIN	ON	OFF	OFF	OFF	ON			
19 MIN	OFF	ON	OFF	OFF	ON			
20 MIN	ON	ON	OFF	OFF	ON			

DESCRIPTION OF OPERATION

1. Minimum price to start timer is \$1.00, made up of any combination of \$2, \$1, 50c, 20c, or 10c coins.
2. Coins are registered in 10c increments on the Coin Meter.
3. The timer starts 5 seconds after inserting the last coin.
4. Coins inserted while the timer is running will add to the time.
5. A piezo beeper may be connected. It will pulse off and on for the last 20 seconds of running time.
6. Coin pulses can be applied via the 22 pin edge connector or via the L COIN ribbon cable socket. The R COIN socket is not used.
7. Security. Coin or token pulse widths greater than 250ms will be rejected and cause a lock-out of 10 seconds.
8. The maximum value which may be loaded to the timer is 100 minutes.

## EDGE CONNECTOR PINOUT

1. -
2. -
3. -
4. 10c coin switch input
5. 20c coin switch input
6. 50c coin switch input
7. \$1 coin switch input
8. \$2 coin switch input
9. Time over pulse, 1/2 sec
10. -
11. Piezo beeper
12. Coin meter
13. Timer output\*
14. LED display serial DATA
15. LED display CLOCK
16. Timer output relay, common
17. Timer output relay, normal closed
18. Timer output relay, normal open
19. +12v DC input
20. +12v DC input
21. GND
22. GND