

TICKET REDUCER BOARD Mk 4.3 or 5.0

To the main game in which it is installed, this board responds like a Deltronics ticket dispenser. The board counts the tickets commanded to be sent by the main game. It then divides that number of tickets by the "divide by" value preset on the DIP SWITCH, and controls the physical ticket mechanism in issuing the reduced number of tickets.

At Game Over, the GAME OVER signal must held LOW (maximum 0.8 volts) for at least 1 second. The board will then release the tickets that were accumulated while the game was in play. While the game is in play mode the GAME OVER signal must remain HI. The HI voltage at the GAME OVER input must not exceed 12 volts.

DIP SWITCH SETTINGS

	1	2	3	4	5	6	7	8
Divide by								
1			OFF	OFF	OFF	OFF		
2			ON	OFF	OFF	OFF		
3			OFF	ON	OFF	OFF		
4			ON	ON	OFF	OFF		
5			OFF	OFF	ON	OFF		
6			ON	OFF	ON	OFF		
7			OFF	ON	ON	OFF		
8			ON	ON	ON	OFF		
9			OFF	OFF	OFF	ON		
10			ON	OFF	OFF	ON		
11			OFF	ON	OFF	ON		
12			ON	ON	OFF	ON		
13			OFF	OFF	ON	ON		
14			ON	OFF	ON	ON		
15			OFF	ON	ON	ON		
16			ON	ON	ON	ON		
Tickets Out Minimum								
0	OFF	OFF						
1	OFF	ON						
Tickets Out Maximum per game.								
Unlimited							OFF	OFF
5							ON	OFF

22 PIN EDGE CONNECTOR PINOUT

SOLDER SIDE

- 1 -
- 2 -
- 3 /Game Over input
- 4 -
- 5 -
- 6 -
- 7 -
- 8 /Ticket Notch (from dispenser)
- 9 Motor Enable (from game)
- 10 Ground
- 11 /Ticket Notch (to game)
- 12 /Ticket Meter (optional)
- 13 -
- 14 -
- 15 -
- 16 Power input, 12 volt unregulated
- 17 -
- 18 Motor Enable (to dispenser)
- 19 Power input, 12 volt unregulated
- 20 Power input, 12 volt unregulated
- 21 Ground
- 22 Ground