XXL JACKPOT V15

(SAS & JACKPOT CONNECT)

Multi 15 game
JACKPOT Connect 16 Machine
4:3&16:9 Monitor Support
Dual Monitor
Auto play Function

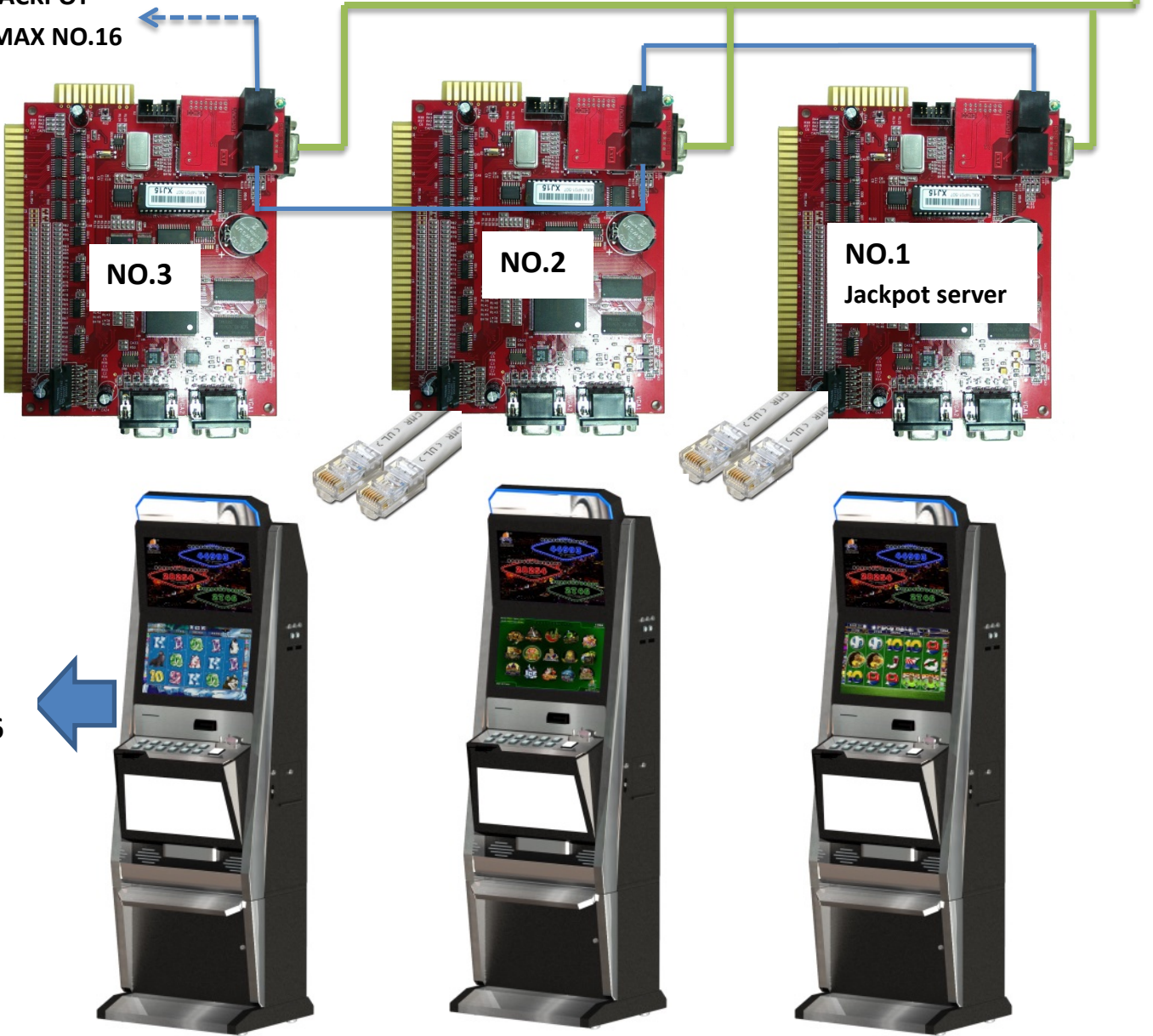# Wiring diagram of consciousness

JACKPOT CREDIT
Synchronous

JACKPOT MAYOR
181874
mínima apuesta total
es 1000 creditos

JACKPOT MEDIANO
25254
mínima apuesta total
es 200 creditos

JACKPOT MENOR
2810
mínima apuesta total
es 50 creditos

SAS MAX
NO.127

JACKPOT
MAX NO.16

NO.3

NO.2

NO.1
Jackpot server

MAX
NO.16

SAS OPTION

ITEMS	RANGE LIST	DEFAULT VALUE
1.SAS NUMBER	1~127	NONE
2.AFT	ON,OFF	ON
3.ASSET NUMBER	000000000~9999999999	100000000
4.PAY OUT SW	AFT,HOPPER	AFT

JACKPOT OPTION

ITEMS	RANGE LIST	DEFAULT VALUE
1.JP NUMBER	1~16	1
2.JP PERCENT	0.01~2.0	0.2
3.MENOR MIN BET	1~5000	50
4.MEDIANO MIN BET	1~5000	200
5.MAYOR MIN BET	1~5000	1000
6.JP PAY MODE	1-2-3 1-2-2 1-1-1 2-3-5 1-3-5 1-2-5 1-2-4	1-2-3
7.MENOR MIN RANGE	100~9000	7000
8.MENOR MAX RANGE	10000~10000000	10000
9.MEDIANO MIN RANGE	100~40000	20000
10.MEDIANO MAX RANGE	30000~10000000	50000
11.MAYOR MIN RANGE	100~100000	90000
12.MAYOR MAX RANGE	200000~10000000	200000
13.FUTURE PERCENT	15,20,25,30,35	25
14.CURRENT MENOR	PUSE STOP1 STOP3 TO CHANGE	
15.CURRENT MEDIANO	PUSE STOP1 STOP3 TO CHANGE	
16.CURRENT MAYOR	PUSE STOP1 STOP3 TO CHANGE	

UPPER SCREEN

upper screen display :jackpot, helps

If select **jackpot**, upper screen will display high, medium, and low jackpot cumulative credit.

If select **helps**, upper screen will display "help"

JP NUMER

JACKPOT machine number setting =1～16

This is the number of the machine in the network of jackpot. All adjustments of jackpots can be just set the machine number 1. Other machines will receive all adjustments from the machine number 1 and follow it to run. (Can be connected up to 16 machines for jackpot). The number of the machine shows on the right corner of the main screen.

Jp percent

Jp percent =0.01, 0.02….1.5, 2.0

This is the percentage of the discount from each played bet to Jackpot.

Menor min bet

low condition bet=1,2,5,10,20,25,50,100,200,250,500,750,1000,2000,2500,5000

This is the minimum bet to be able to win jackpot low.

Mediano min bet

medium condition bet=1,2,5,10,20,25,50,100,200,250,500,750,1000,2000,2500,5000

This is the minimum bet to be able to win jackpot medium.

Mayor min bet

High conditions bet=1,2,5,10,20,25,50,100,200,250,500,750,1000,2000,2500,5000

This is the minimum bet to be able to win jackpot high.

Jp mode

Here you can adjust the proportion of the distribution of discounts between jackpots (low - medium - high). For example, if Jp mode = 1-1-1, all discounts will be divided in equal parts between three jackpots.

If Jp mode = 1-2-3, the discounts will be divided as following: 1/6 will go to jackpot low, 2/6 will go to jackpot medium and 3/6 will go to jackpot high.
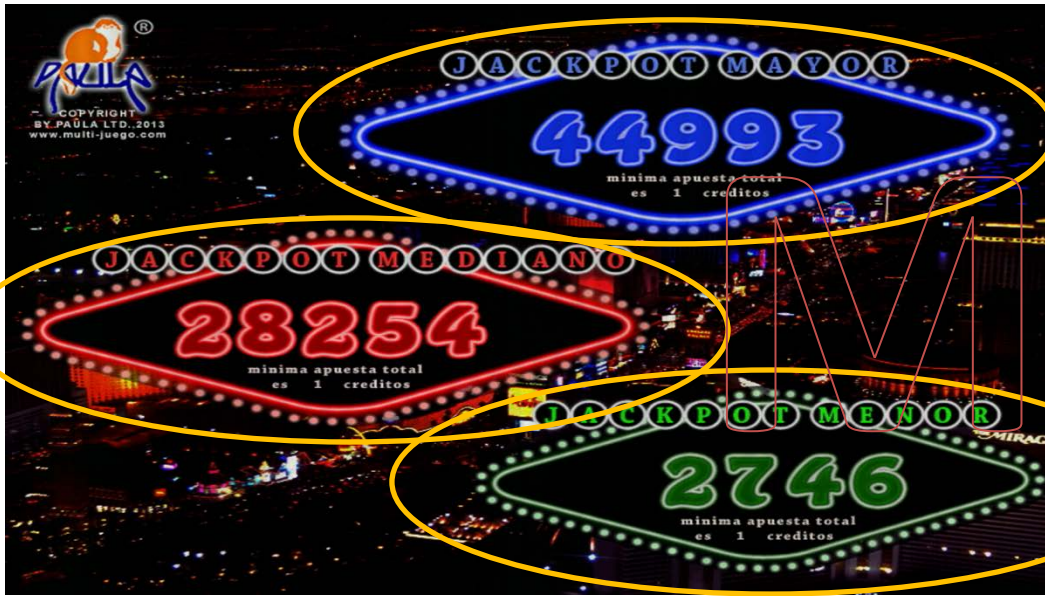
Low min range
Low max range

Those two adjustments regulate the values in which it can take jackpot low.   They only are effective after taking jackpot low (or when change the low value of current)

Medium min range
Medium max range

These two adjustments set the values in which it can take jackpot medium.   They only are effective after taking jackpot medium (or when change the medium value of current)

High min range
High max range

These two adjustments regulate the values in which it can take jackpot high.   They only are effective after taking jackpot high (or when change the high value of current)

Future percent

In order to not to let the value become zero after getting jackpot, a part of the discount of jackpot will go to following jackpot. For example, when adjust future percent = 20, 80% of the current discounts will go to current jackpots (those you can see on the screen) and 20% of the discounts will be added to the following jackpots. for example, get jackpot low 1000 credits, the following jackpot will be 200 credits.

Current low
Current medium
Current high

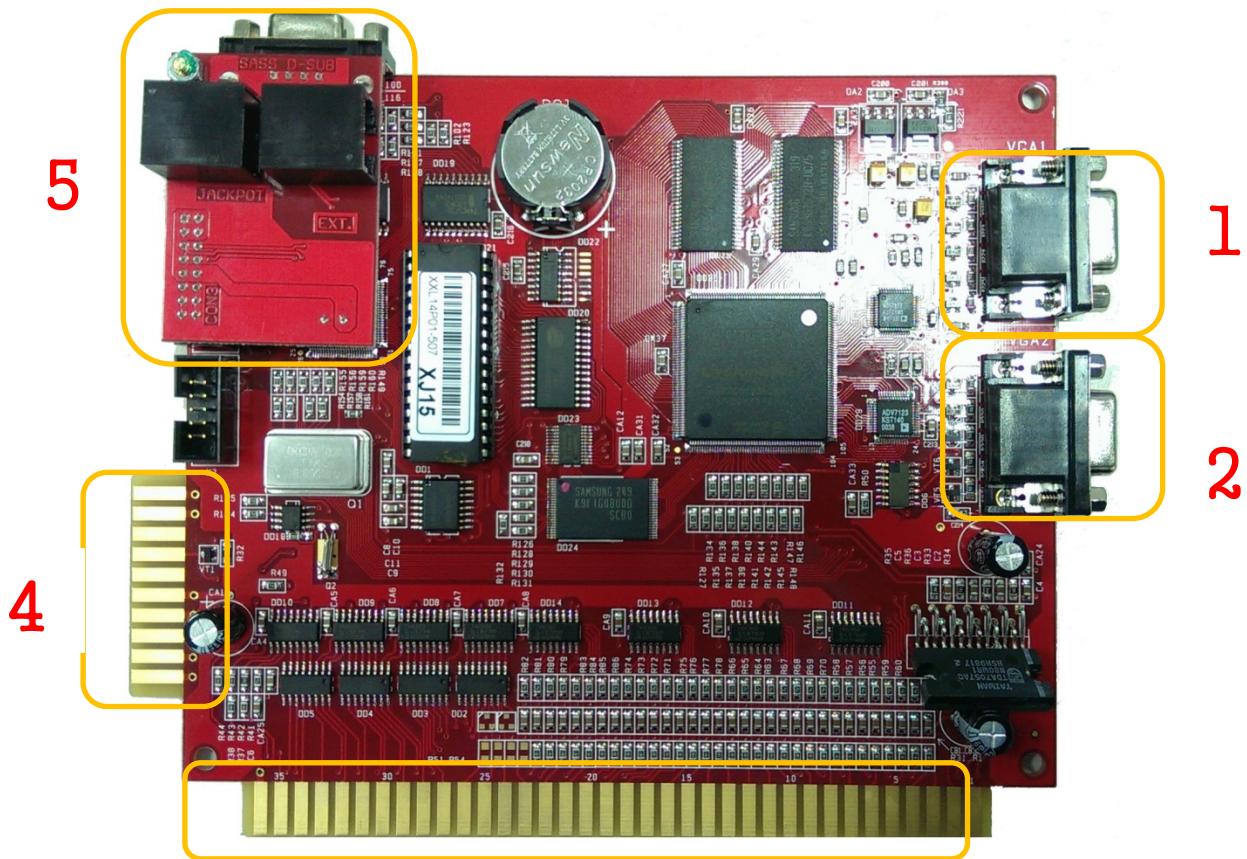These adjustments shows the current values of jackpots. You can change the values of jackpots by button STOP1 and STOP3.

The actual installed capacity figure

HARDWARE INSTALLATION

1. MAIN VGA OUTPUT

2. SUB VGA OUTPUT

3. 72 Pin JAMMA(Please refer to next page CONNECTOR DIAGRAM)

4. 10 Pin Power Supply(Please refer to next page CONNECTOR DIAGRAM)

5. RJ-45 Connector(for jackpot)& RS-232(FOR SAS)

CONNECTOR DIAGRAM

COMPONENT SIDE			SOLDER SIDE
LEFT SPEAKER+	1A	1B	LEFT SPEAKER- **(do not connect to GND)**
RIGHT SPEAKER+	2A	2B	RIGHT SPEAKER- **(do not connect to GND)**
SPEAKER	3A	3B	GND
STOP 1 SW	4A	4B	BILL ACCEPTOR 1(binary bit1)
STOP 2 SW	5A	5B	BILL ACCEPTOR 2(binary bit2)
STOP 3 SW	6A	6B	BILL ACCEPTOR 3(binary bit3)
STOP 4 SW	7A	7B	BILL ACCEPTOR 4(binary bit4)
STOP 5 SW	8A	8B	
START SW	9A	9B	AUTOPLAY SW (extended keyboard)
BET / DOUBLE SW	10A	10B	TXD1(RS232) TOUCH SCREEN
	11A	11B	RXD1(RS232) TOUCH SCREEN
	12A	12B	TXD2(RS232) BILL ACCEPTOR
MENU SW	13A	13B	RXD2(RS232) BILL ACCEPTOR
MAXBET SW	14A	14B	BILL ACCEPTOR ESCROW
HELP SW	15A	15B	
FRONT DOOR SW	16A	16B	AUTOPLAY LAMP (extended keyboard)
BACK DOOR SW	17A	17B	
COIN A	18A	18B	COIN B
COIN C	19A	19B	COIND
SHORT STATISTICS SW	20A	20B	LONG STATISTICS SW
PAY OUT SW	21A	21B	KEY OUT SW
ATTENDANT SW	22A	22B	HOPPER COIN SW
COIN + BILL COUNTER	23A	23B	COIN INHIBIT
KEY IN COUNTER	24A	24B	BILL ACCEPTOR INHIBIT
TOTAL IN COUNTER	25A	25B	UPPER LAMP GREEN
TOTAL OUT COUNTER	26A	26B	UPPER LAMP RED
KEY OUT COUNTER	27A	27B	UPPER LAMP YELLOW
MENU LAMP	28A	28B	TOTAL BET COUNTER
STOP 1 LAMP	29A	29B	BET /DOUBLE LAMP
STOP 2 LAMP	30A	3OB	MAXBET LAMP
STOP 3 LAMP	31A	31B	PAYOUT LAMP
STOP 4 LAMP	32A	32B	ATTENDANT LAMP
STOP 5 LAMP	33A	33B	HOPPER MOTOR
START LAMP	34A	34B	HELP LAMP
KEY IN (credit key) SW	35A	35B	
GND	36A	36B	GND

COMPONENT SIDE			SOLDER SIDE
GND	1A	1B	GND
GND	2A	2B	GND
+5V	3A	3B	+5V
+5V	4A	4B	+5V
+ 12V	5A	5B	+ 12V
	6A	6B	
HOPPER MOTOR	7A	7B	
	8A	8B	
GND	9A	9B	GND
GND	10A	10B	GND