

ROBIN'S ADVENTURE™ ©2004 AMCOE INC.

| PIN | PARTS SIDE | SOLDER SIDE | PIN |
|-----|--------------------------------------|-------------------------------|-----|
| 1 | VIDEO RED | VIDEO GREEN | 1 |
| 2 | VIDEO BLUE | VIDEO SYNC | 2 |
| 3 | SPEAKER + | SPEAKER - | 3 |
| 4 | EXTRA - STOP 1 | | 4 |
| 5 | EXTRA - STOP 2 | EXTRA - ALL STOP | 5 |
| 6 | EXTRA - STOP 3 | | 6 |
| 7 | TICKET OUT BUTTON - panel | | 7 |
| 8 | TICKET NOTCH - dispenser | | 8 |
| 9 | START / TAKE | | 9 |
| 10 | STOP 2 / SMALL (SHARED) | | 10 |
| 11 | PLAY | | 11 |
| 12 | STOP 3 / TAKE (SHARED) | | 12 |
| 13 | STOP 1 / DOUBLE (SHARED) | | 13 |
| 14 | | | 14 |
| 15 | | | 15 |
| 16 | ALL STOP / BIG (SHARED) | | 16 |
| 17 | | | 17 |
| 18 | COIN IN | NOTE IN | 18 |
| 19 | SERVICE IN | | 19 |
| 20 | ACCOUNT / PRINTER SET UP | CONFIRM / MONITOR SET UP | 20 |
| 21 | HOPPER PAYOUT - panel | CLEAR / PRINTER PRINT - panel | 21 |
| 22 | | *HOPPER SWITCH - hopper | 22 |
| 23 | COIN IN METER | | 23 |
| 24 | NOTE IN METER | | 24 |
| 25 | | | 25 |
| 26 | | | 26 |
| 27 | HOPPER METER | | 27 |
| 28 | CLEAR / TICKET / PRINTER METER | | 28 |
| 29 | START / TAKE LAMP | EXTRA - ALL STOP LAMP | 29 |
| 30 | STOP 2 / SMALL LAMP (SHARED) | EXTRA - STOP 1 LAMP | 30 |
| 31 | PLAY LAMP | EXTRA - STOP 2 LAMP | 31 |
| 32 | STOP 3 / TAKE LAMP (SHARED) | EXTRA - STOP 3 LAMP | 32 |
| 33 | STOP 1 / DOUBLE LAMP (SHARED) | | 33 |
| 34 | ALL STOP / BIG LAMP (SHARED) | | 34 |
| 35 | | | 35 |
| 36 | GND | GND | 36 |

| PIN | PARTS SIDE | SOLDER SIDE | PIN |
|-----|-------------------------|-------------|-----|
| 1 | GND | GND | 1 |
| 2 | GND | GND | 2 |
| 3 | +5V | +5V | 3 |
| 4 | +5V | +5V | 4 |
| 5 | +12V | +12V | 5 |
| 6 | +12V | +12V | 6 |
| 7 | TICKET DISPENSER ENABLE | | 7 |
| 8 | HOPPER SSR | | 8 |
| 9 | GND | GND | 9 |
| 10 | GND | GND | 10 |

* HOPPER SWITCH - auto detect normal low (mostly micro switch type) or normal high (mostly sensor type)

SHADED PIN OUTS ARE NOT AVAILABLE IN LIMIT WIN VERSION

STOP BUTTONS: SELECT SHARED BUTTON OR EXTRA BUTTON CONFIGURATION.

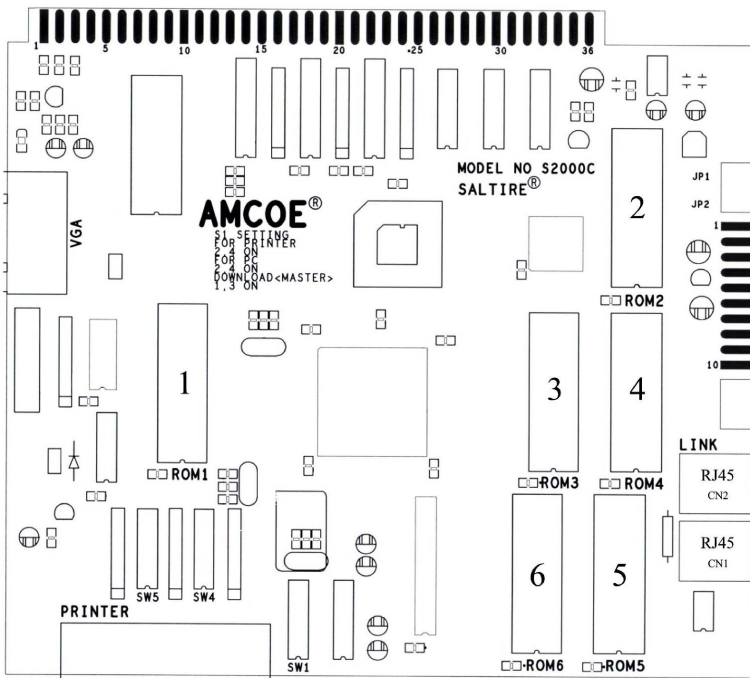
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New S2000C board

The new S2000C board is a powerful platform designed to give sophisticated performance, special visual effects, finer resolutions, communication capabilities, and to make it a more cost-effective investment.

There are 3 communication ports on the board. The RS232 port is primarily used to drive printer to print tickets without any interface. It can also be used to download / upload data and instructions from / to PC. To drive a printer to print ticket, simply connect with a 25 pin one-to-one straight through cable to the serial port of the printer. Printer ticket set up can be done on screen (or download from PC - SEE MANUAL OF PC DOWNLOAD). Go to Account Screen and follow instructions. The following printer settings have to be adjusted on the printer: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO. Also, SW1 next to the RS232 port has to be set correctly (see other pages of this manual).

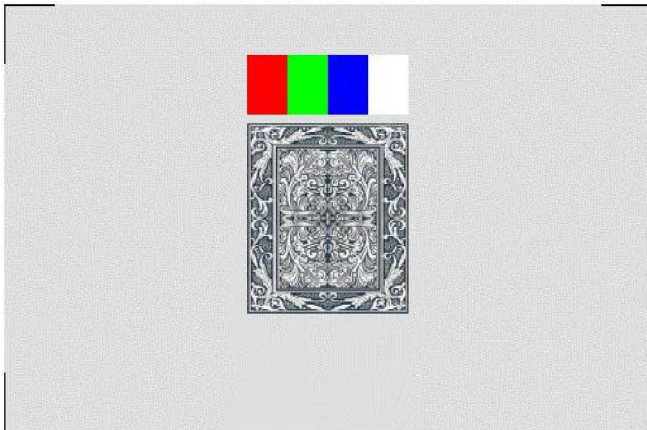
The other 2 communication ports (using RJ45 connectors) are mainly for linking with other S2000 / S2000C boards or Link Control Unit.



Application such as linking progressive bonus of all the machines together to display on screen in real time can be done efficiently (see manual of LINK). CAT5 patch cables are used. To connect with S2000 board or Link Control Unit with older type 3 pin connector (not RJ45), a small connection interface board is available.

S2000C platform is also capable of driving VGA high-resolution monitor with VGA program ROMs and certain components added / changed on the board. With VGA mode game, a VGA connector will be present on the board with necessary components added / changed. There is no need to connect video signals from the edge connector. (VGA mode game is an independently designed game and is not a version of a CGA mode game. Thus, games available in standard CGA mode will not be available in VGA mode.)

S2000C is password protected. Password is **user defined**. It must be 6 digits. There is no toggle switch for reset on the board. Reset is divided into two parts, either reset both Adjustment and Data or Data only. Certain situations require reset action, such as after change of program or program error. Password is needed to reset and to change on screen adjustments. User Password, Power On count, In Meter and Out Meter will not be reset. In Meter and Out Meter are 6 digits, working exactly the same as mechanical ones.



MONITOR ADJUSTMENT (CGA mode)

The resolutions of S2000C are 33.3% more than that of New Cherry '96. Sync, V-size, V-pos, H-pos,...etc. may have to be adjusted. After reset or existing Confirm Screen, a test screen (similar to left shown) will come up.

1/ Dip SW 5 # 1 - "OFF" Korean made (most USA brands) monitor; "ON" Taiwanese made.

2/ Adjust Sync of monitor to get a stable picture.

3/ Adjust V-size, V-pos, H-size, and H-pos such that all 4 white corner brackets (right-angled shape) can be seen and are a little bit away from the curving edges of the monitor.

4/ Adjust color purity. Most monitors may look fine without further adjusting colors, but a re-adjustment will make sure true color representations, not only for the S2000C board

but for all other games. There are 4 color bands, a gray & white card, and 4 white corner brackets on the test screen. The 4 color bands are (pure) red, green, blue, and white. Turn brightness on until background is no longer "black" and turn RGB to the lowest. Turn G up until flare comes out (like a shadow going outside the edge) on white; then, reduce gradually until the flare "just" disappears. Do the same thing with R and B one by one. Lastly, reduce brightness until background is "black". There are 4 fine tuning adjustments of horizontal and vertical positions using the software of the program. See on screen instruction.

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| DIP SW 5 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--|---|-----------|---|--|--|--|---|---|-----|
| MONITOR TYPE | KOREAN MADE TAIWANESE MADE | OFF ON | For most monitors used in USA | | | | | | |
| UNIT ID SETUP FOR PROGRESSIVE LINK BONUS Each Unit in the Link System must has a unique ID. <u>Monitor used must has an isolation transformer or built- in isolation circuit.</u> Two or more units having the same ID or monitor without an isolation transformer will DAMAGE the board. (Link Control Unit and CAT5 patch cable required. To connect with older type 3 pin link connector, a small connector interface board is required. Just one is needed in the entire link system.) | NO LINK UNIT 1 UNIT 2 UNIT 3 UNIT 4 UNIT 5 UNIT 6 UNIT 7 UNIT 8 UNIT 9 UNIT 10 UNIT 11 UNIT 12 UNIT 13 UNIT 14 UNIT 15 | | OFF ON OFF ON OFF ON OFF ON ON OFF ON OFF ON ON OFF ON ON ON ON | OFF OFF ON ON OFF ON OFF ON ON OFF ON OFF ON ON ON ON ON ON ON | OFF OFF OFF ON ON OFF ON ON OFF ON OFF ON ON ON ON ON ON ON | OFF OFF OFF OFF ON ON ON ON ON ON ON ON ON ON ON ON ON ON ON | | | |
| NO USE | MUST BE | | | | | | | | OFF |

All selections are made on screen or by PC DOWNLOAD except those listed in Dip SW 5. **NOTE: Dip Switch 4 MUST BE OFF.**

Please go to Confirm Screen and following on screen instructions to adjust available selections. Different versions may have different available selections and selectable ranges. Check Confirm Screen and make necessary adjustment to suit your operation.

Selections that can be adjusted on screen (**NOT** for all versions) are as follow:

LEVEL OF DIFFICULTY: Default is Level 6.

COIN IN TO POINT: It relates to 36-pin edge connector part side 18. 1 pulse in = ? (Only 5 and 25 in LIMIT WIN Version. See Page 4.)

NOTE IN TO POINT: It relates to 36-pin edge connector solder side 18. 1 pulse in = ?

COIN IN LIMIT: Set the COIN IN limit.

MIN PLAY TO START: Min point(s) required to start to play a game.

MIN PLAY FOR BONUS: Min points required in order to get bonus features.

MAX PLAY: Max points which can be played in a game.

X ROBIN BONUS USE: PLAY X150 (reset default) or FIX BONUS.

(IF)FIX BONUS @240: If using Fix Bonus instead of using PLAY X150, select bonus point at PLAY=240. Auto calculate according to different PLAY point.

X ROBIN PERCENT: Four selections.

CLEAR / TICKET UNIT: It relates to 36-pin edge connector part side 28. Each pulse out = ? Point(s).

TICKET MODE: It relates to above and regulates max ? pulse(s) out each game. Continuous = no limit.

TICKET OUT: It can be Printer Direct*, Ticket Dispenser Direct Drive (TDDD), or Interface.

AUTO PLAY BONUS GAMES: NO or YES (reset default).

PRINTER TYPE: Use one central printer via Link Control Unit (VIA LINK) or individual printer installed in machine (USE SELF).

PRINTER COMMAND: CBM1 (Citizen) (default), ESC/POS (Epson), STAR emulation, Ithaca 70.

HOPPER UNIT USE: Use COIN IN or CLEAR / TICKET UNIT as reference.

CHANGE PASSWORD: Select YES when you want to change User Defined Password. Factory Default = 123456

USE SCORE: If yes, "SCORE" will appear on screen. All points won will be collected to "SCORE". Default = NO.

SCORE OUT: Manual (default) or Auto.

LIMIT SCORE PER GAME: Limit SCORE per game play to 10xplay or an equivalent of \$5 whichever is less. (Use LW Version instead.)

PLAY REMAIN SCORE: Only when "SCORE" appears on screen. Play directly from "SCORE" when no point left in POINT column.

COUNT GAME: This is an advanced count game feature counting eligible pulses out based on TICKET MODE.

SHOW ACCOUNT: If no, there is no account information on Account Screen.

WITHOUT ODDS TABLE: Show odds table on screen or not. YES = do not show; NO = show.

STOP BUTTONS: SHARED BUTTON or EXTRA BUTTON.

SKILL SPIN: A non-stop spinning condition and manual stop is mandatory.

REEL SPEED: NORMAL or SLOW (default).

DOUBLE GAME: YES (default) or NO.

WIN LIMIT: Default = \$5 & 10X (check whichever is less) or \$5 ONLY (do not check 10X). (Available in LIMIT WIN VERSION program only.)

Additional selections not mentioned here may be available in some versions.

CAUTION: Factory is unable to retrieve your User Defined Password. You must remember it yourself.

WARNING: DO NOT PUT IN PROGRAM ROM THAT IS NOT DESIGNED FOR THIS GAME.

* When using Printer Direct, please go to Account Screen then Printer Ticket Set Up. Remember to do Printer Ticket Set Up again after reset of board!

SHADED ADJUSTMENT SELECTIONS ARE NOT AVAILABLE IN LIMIT WIN VERSION.

Access the Link Control Unit (the program of the Link Control Unit must be Version 1.9 or newer): When in LINK, go to Account Screen. Press ACCOUNT button once will go to a download page. Account information of the entire Link System will be downloaded to the screen. After viewing, follow instruction on screen to (1) erase the recent record inside the Link Control Unit, if wanted to, or (2) exit.

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*PRINTER: BAUD RATE = 9600, WORD LENGTH = 8 BITS, PARITY = NO.

(Dip SW settings of Citizen iDP3540/3541 = DS1 # 1,8 ON; DS2 #

2,5,6,7 ON. Check the manual of printer for correct settings.)

(The alarm light of 3550/3551 has to be ON all the time in order to print. 3540/3541/3550/3551 alarm light can be ON all the time)

In Printer Ticket Set Up, there are 3 entries that need to be done carefully. (Others are mainly text messages.)

| | | | | | | | | | |
|--------------|---------------------------|-----|----|-----|----|-----|-----|-----|-----|
| SW 1 | RS232 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Model S2000C | DRIVE PRINTER PC DOWNLOAD | OFF | ON | OFF | ON | OFF | OFF | OFF | OFF |

POINT VALUE: It is the \$ value of each point. Immediately after reset, program will detect coin in setting and use the following COIN MODE table to assign the \$ value of each point. It can be changed when not using LIMIT SCORE.

TICKET LIMIT: Default is \$00.00, meaning no limit. The maximum \$ value of a single ticket can be limited from \$1 to \$99. (CAUTION: do not set TICKET LIMIT-except \$00.00-less than POINT VALUE.)

PRINT \$ or POINT on ticket: Select between DOLLAR and POINTS (default).

Adjust Ticket Setting and Game Setting by PC DOWNLOAD

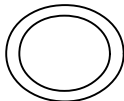
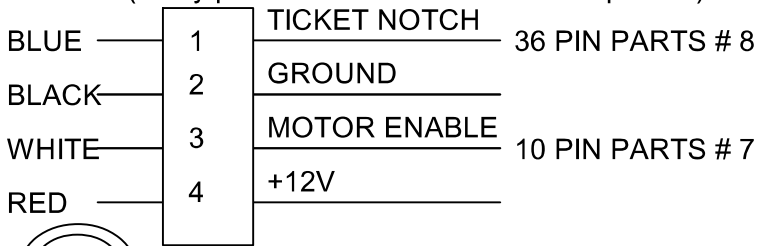
S2000C PC DOWNLOAD PROGRAM is distributed FREE. It runs on PC with Windows 95/98. You may obtain a free copy on a 3.5" disk or by downloading it from the internet*. A HELP file will come up the first time you use it after installation. You will find all necessary information on how to adjust BOTH Ticket Setting and Game Setting of your board by PC. PC Download Program will be especially useful in printer ticket set up. Typing name, address, machine number,...etc. will be much faster on a computer than through on screen input. On your S2000C board, go to Account Screen and press <DOUBLE> to go to PC download mode. Also, remember to set Dip SW S1 (near the RS232 port) of the board to PC download mode during PC download. Press <TAKE> to exit PC download mode.

* <http://www.amcoe.com>

| COIN MODE | COIN IN SETTING | BILL ACCEPTOR SELECTION | | \$1 = ? POINTS | LIMIT SCORE |
|----------------|-----------------|-------------------------|----------------|----------------|--------------------|
| | | \$1 = 1 PULSE | \$1 = 4 PULSES | | MAX \$5 = ? POINTS |
| \$1 = 1 PT. | 1 | YES | | 1 | DO NOT USE |
| \$0.50 = 1 PT. | 2 | YES | | 2 | 10 |
| \$0.25 = 1 PT. | 1 | | YES | 4 | 20 |
| | 4 | YES | | | |
| \$0.10 = 1 PT. | 10 | YES | | 10 | 50 |
| \$0.05 = 1 PT. | 5 | | YES | 20 | 100 |
| | 20 | YES | | | |
| \$0.01 = 1 PT. | 25 | | YES | 100 | 500 |
| | 100 | YES | | | |

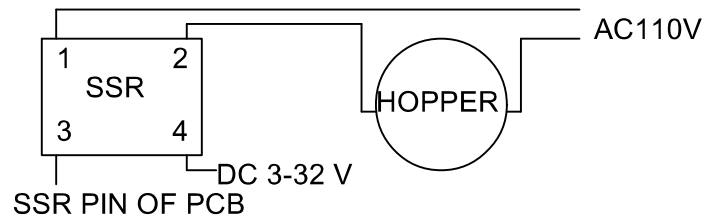
Ticket Dispenser Connection Diagram

DL-1275 (verify pinouts on manual of ticket dispenser)



TICKET OUT BUTTON on control panel connect to 36 PIN PARTS # 7

Hopper Connection Diagram



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ROBIN'S ADVENTURE is an eight-line game with an additional roulette-like reel. There are 44 fixed symbols in fixed positions on this roulette-like reel.

Main Game: At the end of every main game spin, one symbol will be picked from the additional roulette-like reel. If the picked symbol can replace any of the 9 symbols from the main spin result to improve winning combinations or to increase winning points, the picked symbol will replace a symbol (the least valued symbol) from the main spin result. During the "pick" process, player can press a button to interrupt and, if precisely enough, pick a symbol of his choice. Once a symbol is picked, the program will automatically check (1) whether the picked symbol is helpful or not in improving the final result and (2) which main spin symbol should be replaced so as to get the highest winning combinations and points. If the picked symbol is not helpful in improving the final result, it will not be used. Player does not have to worry about all the checking and verification works.

Robin & Friends: If a line has Robin *PLUS* King/Princess/Monk, it is a winning line *REGARDLESS* of the position of Robin.

Double Game: There are 7 apples, meaning 7 chances. Red Apple X2; Green Apple x3. Underneath the apple there is a number. 1 to 6 is small; 7 is always win; 8 to 13 is big. It is very simple, just choose big or small. Only 13 numbers (1...13) are used and a total of 7 numbers (out of 13 numbers) will be used. *What does that imply? 6/13=big 1/13=sure win 6/13=small.*

Bonus Games: (Minimum PLAY for BONUS required.)

- (1) ARROW (winning ARROW line three times will lead to ARROW BONUS GAME)
- (2) TREASURE (winning TREASURE line three times will lead to TREASURE BONUS GAME)
- (3) PRINCESS (winning PRINCESS line three times will lead to PRINCESS BONUS GAME)

ARROW BONUS GAME:

Each bonus game has 3 chances. The first chance is PLAY X5; the second chance is PLAY x8; the third chance is PLAY X10; a total of PLAY X23 if winning all 3 chances. In this game, you have to shoot a falling apple. (*Auto Play Bonus Game = YES will not miss a shot.*)

TREASURE BONUS GAME:

Each bonus game has 3 chances. The first chance is PLAY X5; the second chance is PLAY x8; the third chance is PLAY X12; a total of PLAY X25 if winning all 3 chances. In this game, you have to open one of the three doors. 2 out of 3 have treasure inside; only 1 does not. If you open a door and find treasure, you win. It's simple. Besides, there are 3 types of door. Two are solid and cannot see through; however, one is iron-bar door and you CAN SEE what is behind it. What type of door being used is randomly selected.

PRINCESS BONUS GAME:

Each bonus game has 3 chances. The first chance is PLAY X5; the second chance is PLAY x8; the third chance is PLAY X10; a total of PLAY X23 if winning all 3 chances. In this game, Robin is trying to rescue the Princess. A guard will drop stone from above and try to hit Robin. Avoid being hit and move to rescue the Princess. It is not difficult. (*Auto Play Bonus Game = YES will succeed every mission.*)

Go for All Same: At the end of Bonus Game, there is an additional main spin + roulette spin called "GO FOR ALL SAME". This is a special free round. Only 3 types of symbol are used: KING, APPLE and MONK. In this round, the chance to get All 9 KING, All 9 APPLE or All 9 MONK is very high. You can win a lot of points here! (Check Odds Table.)

X Robin Bonus: (Minimum PLAY for BONUS required.)

Winning Line 4 and Line 5 ROBIN-ROBIN-ROBIN is like having an " X " shape of ROBIN. There are two bonus formats, either use PLAY X150 or use Fix Bonus. Fix Bonus does not mean it is really fixed. It just does not change at a certain PLAY level. Fix Bonus points will vary with PLAY level; the higher the PLAY amount, the larger the Fix Bonus.

LINK BONUS: Link with other S2000 and S2000C series games. All Mixed SHIELD is reserved for hitting the LINK BONUS. See the manual of LINK as well.

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PUSH BUTTON LEGEND

| | | | |
|-------------------------------|--------------------------------|-------------------------------|------------------------------|
| ALL STOP BIG | STOP 1 DOUBLE | STOP 2 SMALL | STOP 3 TAKE |
|-------------------------------|--------------------------------|-------------------------------|------------------------------|

| | |
|-----------------------------|-------------|
| TAKE START | PLAY |
|-----------------------------|-------------|

START BUTTON ALSO ACTS AS TAKE BUTTON

| | | | |
|-------------------------------|--------------------------------|-------------------------------|------------------------------|
| ALL STOP BIG | STOP 1 DOUBLE | STOP 2 SMALL | STOP 3 TAKE |
|-------------------------------|--------------------------------|-------------------------------|------------------------------|

| | |
|-------------|-----------------------------|
| PLAY | TAKE START |
|-------------|-----------------------------|

SHARED BUTTON CONFIGURATION

| | | | | |
|-----------------------------|-----------------|---------------|---------------|---------------|
| TAKE START | ALL STOP | STOP 1 | STOP 2 | STOP 3 |
|-----------------------------|-----------------|---------------|---------------|---------------|

| | | | | |
|-------------|------------|---------------|--------------|-------------|
| PLAY | BIG | DOUBLE | SMALL | TAKE |
|-------------|------------|---------------|--------------|-------------|

START BUTTON ALSO ACTS AS TAKE BUTTON

| | | | | |
|-----------------------------|-----------------|---------------|---------------|---------------|
| TAKE START | ALL STOP | STOP 1 | STOP 2 | STOP 3 |
|-----------------------------|-----------------|---------------|---------------|---------------|

| | | | | |
|-------------|------------|---------------|--------------|-------------|
| PLAY | BIG | DOUBLE | SMALL | TAKE |
|-------------|------------|---------------|--------------|-------------|

EXTRA BUTTON CONFIGURATION