

<b>OPERATING AND SAFETY INSTRUCTIONS</b> .....	<b>2</b>
Product Safety .....	2
Electrical Safety .....	2
Connection.....	2
<b>PARTS LIST</b> .....	<b>3</b>
<b>THE MOB GAME INFORMATION</b> .....	<b>4</b>
<b>CONVERSION INSTRUCTIONS.</b> .....	<b>6</b>
<b>SETTING-UP</b> .....	<b>7</b>
<b>AWARD STRUCTURE</b> .....	<b>7</b>
<b>SWITCH SETTINGS</b> .....	<b>8</b>
Switch bank 1 .....	8
Switch bank 2 .....	8
<b>STAKE, PRIZE AND PERCENTAGE SETTINGS.</b> .....	<b>9</b>
<b>DEMONSTRATION MODE</b> .....	<b>10</b>
<b>TEST ROUTINE</b> .....	<b>10</b>
Alarm codes.....	14
<b>TECHNICAL DATA</b> .....	<b>15</b>
Machine Description .....	15
Cabinet.....	15
<b>COIN HANDLING</b> .....	<b>15</b>
Routing .....	15
Hopper.....	15
<b>METERS</b> .....	<b>17</b>
Software Meters (electronic).....	17
<b>REELS</b> .....	<b>18</b>
Motor alignment .....	18
Reel Band Placement.....	18
Reel band Layout.....	18
<b>BUTTON LAYOUT</b> .....	<b>19</b>
<b>CONNECTIONS</b> .....	<b>20</b>
Figure 4 Lamp interface board.....	20
Figure 5 Auxiliary lamp board.....	20
<b>LAMP ALLOCATION</b> .....	<b>21</b>
<b>AUXILIARY LAMP ALLOCATIONS</b> .....	<b>24</b>
<b>MPU CONNECTIONS</b> .....	<b>25</b>

# Operating and Safety Instructions

## Product Safety

Every effort has been made to ensure this product has been designed with safety in mind.

Components used within this product are used within the manufacturers stated specification limits. Under no circumstances should replacement parts other than those specified or supplied by the manufacturer be used within this machine.

## Electrical Safety

This machine must not be used unless it is correctly earthed and should be connected to a mains supply of 220v/240v at a frequency of 50Hz.

All machines leaving the manufacturer are subject to electrical safety tests. These tests consist of earth-bond and insulation tests. These tests should be carried out on a regular basis, or when a critical part is replaced.

Only suitably qualified or adequately instructed person should carry out work on the internal parts of this machine.

## Connection.

A three-pin plug fitted with a fuse rated at 3 Amps should be fitted to the supply cable. The supply cable should not exceed a length of 2 metres.

# Parts list

**The Mob** is designed to fit the Barcrest Genesis base.

If the kit is to be fitted on a machine then additional parts may be required depending on the base machine. Please see the criteria stated in CONVERSION INSTRUCTIONS on page 6.

On receipt of your kit please check the content against the following list, and notify our **Spares Department** *immediately* of any shortages on 01222 377402.

<b>Part</b>	<b>Part number</b>
Top Glass	AT 1008
Reel Glass	AL 1008
Reel Band 1	AR 1027
Reel Band 2	AR 1028
Reel Band 3	AR 1029
Reel band 4	AR 1030
Button Legends x 11	AB 1005
£5 Cash disclaimer	AD 1132
£15 cash disclaimer	AD 1133
5p £15 stake/prize decal	AD 1134
5p £5 stake /prize decal	AD 1135
10p £15 stake /prize decal	AD 1136
10p £5 stake/prize decal	AD 1137
20p £15 stake/prize decal	AD 1138
20p £5 stake/prize decal	AD 1139
25p £15 stake/prize decal	AD 1140
30p £15 stake/prize decal	AD 1141
20p £5+rep chance award decal	AD 1142
20/25/30p £15 award decal	AD 1143
5p/10p £15 award decal	AD 1144
5/10p £5 award decal	AD 1145
3 x RPB assembly complete	
Top Vacuum Form loomed	
Reel glass vacuum form loomed	
Switch matrix loom	
Game EPROM x 1	
Sound EPROM's x 3	
Game manual	
Switch settings sticker	
Hopper Procedure sticker	

# The Mob Game Information

## General

The Mob is a 4-reel AWP machine for the UK single site / arcade market.

## Game Description

Wins are achieved by lining up matching symbols on all 3 reels with the help of holds and nudges. All wins may be gambled up to the jackpot and can be exchanged for the main feature. Lining up 3 cars on the winline will award the main feature.

Once the feature has been achieved the reels will respin and nudges, cash and features will be added. The player may collect cash, nudge or feature columns at any time or press the start button to spin the feature reel and move around the board to try to improve his win. Extra cash, nudges and features will be added when the player lands on an appropriate square. In addition he may also land on a Hired Hand or Weapon square which will award an extra weapon or hired hand. Matching a Hired hand with his preferred Weapon will award the player a bonus feature. Landing on the getaway car will allow the player to use his skill to stop on a position on the board. If the player lands on the "Meet the Mob" squares he may be awarded a bonus or be thrown off the board. If the player lands on the "Lightning Raid" square he will move around the board collecting prizes as he goes.

On the 5p and 10p versions low wins will award the "Bonus Arrow" feature. The player will be awarded 1, 2 or 3 arrows, which will spin around on the bonus arrows, stopping when he presses the start button. If any light stops on the £1 arrow, the player will be awarded £1, otherwise he will lose.

## Features

Features on “The Mob” are as follows: -

WIN SPINNER	The reels will spin to and pay a random winning combination.
NEAREST WIN	The reels will step to and pay the nearest winning combination.
CASH CLIMB	The player will be awarded a cherry win with 3 climb chances to improve his win. If successful he will be awarded a further 3 chances.
SKILL STEPPA	The player must use his skill to stop the feature reel on a high number. This number of steps will then be transferred at random to the cash, nudge and feature columns. The player can then select the column offering the best win.
NUDGE PICKER	The reels will spin to random positions offering a random number of nudges which can be collected or rejected to try for a higher win.
CASH LINK	Random awards will be lit, the player then has 3 climb chances to link up unlit fruits. The highest link position will be awarded.
SKILL CLIMB	The player will be awarded a cherry win and can climb up the awards by completing the name “SKILL”.
BANKROLL	The reels will spin continuously allowing the player to skilfully stop them on a high award.
WIN SERIES	The reels will spin to a winning combination and the prize will be paid, the player then has a possible chance of spinning to another win. This will continue for a random number of wins.
SUPER JACKPOT	This will award the jackpot with a possible repeat into the next game.

Bonus features: -

BIG MONEY	The player will be awarded a big win.
BIG REPEATER	The player will be awarded a big win with a possible repeat into the next game.
REEL STEPPER	The player must skilfully stop the feature reel on a high number, this number will then be transferred to the cash column, paying the top prize lit.
WIN STREAK	The reels will spin to a winning combination and the prize will be paid, the player then has a possible chance of spinning to another win. This will continue for a random number of wins.
JACKPOT	This will award the jackpot.
SUPER JACKPOT	This will award the jackpot with a possible repeat into the next game.

Meet the Mob features-:

Repeat Chance	The player will be awarded a possible chance of being awarded another feature in the next game.
Extra Life	The player cannot lose whilst this lamp is lit.
Hired Hand	The player will be awarded a hired hand.
Kiss Of Death	The player will be thrown out of the game.
Weapon	The player will be awarded an extra weapon.
Informer	If the player is found to be an informer he will be thrown out of the game.
Lightning Raid	The player will whiz around the board collecting prizes as he goes.

# Conversion instructions.

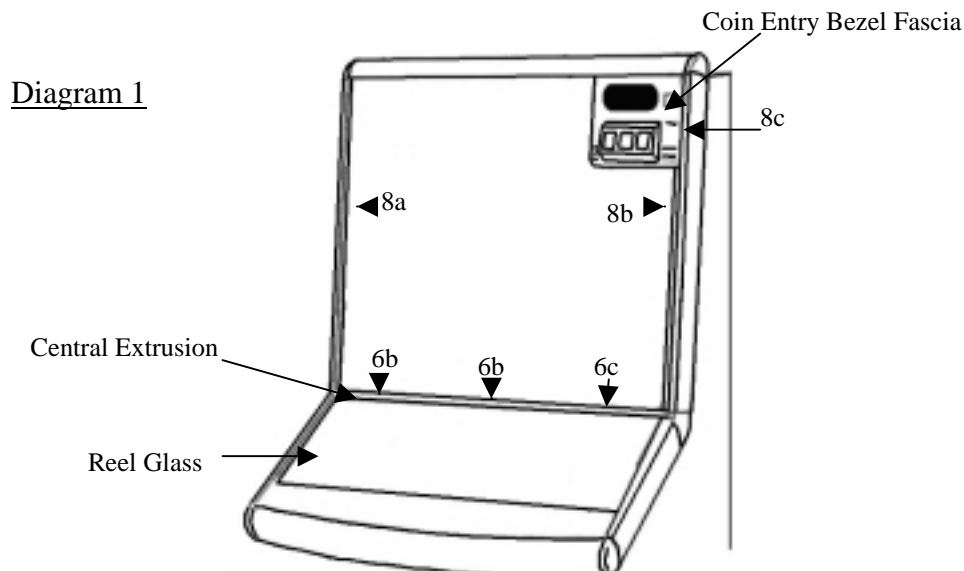
First the base machine should reach certain criteria.

These criteria are

- 1) The machine must have a pre Low Voltage Directive power supply and hopper driver board fitted.
- 2) The machine must have four reels in the machine, three main reels and one feature (4<sup>th</sup>) reel.
- 3) An alphanumerical display must be fitted.
- 4) Eight large buttons on the button panel.

***Prior to commencement ensure that the machine to be converted is in good working order.***

- 1) Disconnect and remove the reel unit and the mounting bracket.
- 2) Disconnect the lamp looms attached to the lamp interface board and auxiliary lamp board.
- 3) Remove the button switches from the button housings.
- 4) Remove the alphanumeric display.
- 5) Remove the coin entry bezel by removing the four 7mm nuts that are mounted on the rear of the fascia.
- 6) Remove the three screws (6a, 6b, 6c diag.1) from the central extrusion. Carefully slide the extrusion out towards you.
- 7) Once the central extrusion has been removed the reel glass should now simply be lifted out of the frame assembly.
- 8) Remove the three 7mm nuts which are connected to the frame assembly (8a, 8b, 8c diag.1). Gently push the lower half of the top glass outwards and then carefully slide the glass out from the bezel fascia. Once the glass is clear from the bezel fascia simply lift away from the frame assembly.
- 9) Before replacing the new glass into the framework affix the vacuum forming to the glass ensuring that it is aligned correctly. Replace glasses into the frame and secure back into the machine the same way they came out.
- 10) Remove the lens caps from the buttons and discard the existing button legends. Replace with legends provided. See figure 1 in the Technical Data section of the manual.
- 11) Reconnect button switches to the button housings.
- 12) Reconnect the lamp looms to the interface board and auxiliary board. See figure 4 in the Technical Data section of the manual.
- 13) The three circular buttons are then fitted into the top glass. Connect the feature switches
- 15) Fit the Sound EPROM's and the game EPROM into the program card and adjust selector links (if necessary). See figure 3.



## Setting-up

No connector or component must be removed or reconnected whilst the power is turned on.

Check that all connectors, assemblies, and wiring harness are correctly engaged inside the machine.

Set the DIL switch options on the MPU board to the desired position and fit the relevant decals.

Run the machine through the test procedure.

## Award Structure

Located on the right hand side of the reel glass are stake and prize, and award decals that change accordingly.

For the correct decal layout relevant to the stake and prize please refer to the table below.

5/10p £5

20p £5

5/10p£15

20/25/30  
£15

£5	£5+repeat	£15	£15
£4	£5	£8	£10
£3	£5	£4	£8
£2	£5	£2	£5
£1	£4	£1	£4
←←←←	£3	←←←←	£3
←←←	£2	←←←	£2
←←	£1	←←	£1

# Switch Settings

## Switch bank 1

<b>Switch</b>	<b>OFF</b>	<b>ON</b>
1	Ram clear toggle	Ram Clear toggle
2	Enable coin alarm	Coin Alarm Inhibit
3	Wins banked	Direct Payout
4	Not Used	
5	Not Used	
6	Not Used	
7	Show float with door open	Show float level with door closed
8	Multi-coin play	Single coin play

## Switch bank 2

<b>Switch</b>	<b>Function</b>
1	Stake & Prize selection (see overleaf)
2	Stake & Prize selection (see overleaf)
3	Stake & Prize selection (see overleaf)
4	Not used
5	Payout percentage selection (see overleaf)
6	Payout percentage selection (see overleaf)
7	Payout percentage selection (see overleaf)
8	Payout percentage selection (see overleaf)

## Stake, Prize and Percentage Settings.

The stake and prize can be selected via the DIL switches.

### **NO STAKE & PRIZE KEY SHOULD BE FITTED**

Switch 1	Switch 2	Switch 3	Outcome
OFF	OFF	OFF	5p £5
ON	OFF	OFF	5p £15
OFF	ON	OFF	10p £5
ON	ON	OFF	10p £15
OFF	OFF	ON	20p £5
ON	OFF	ON	20P £15
OFF	ON	ON	25P £15
ON	ON	ON	30P £15

The percentage can be selected via the DIL switches. If a percentage key is fitted this will override the DIL switch selection. If all the switches are off then the percentage defaults to 78%.

Switch 5	Switch 6	Switch 7	Switch 8	%
ON	OFF	OFF	OFF	70
OFF	ON	OFF	OFF	72
ON	ON	OFF	OFF	74
OFF	OFF	ON	OFF	76
ON	OFF	ON	OFF	78
OFF	ON	ON	OFF	80
ON	ON	ON	OFF	82
OFF	OFF	OFF	ON	84
ON	OFF	OFF	ON	86
OFF	ON	OFF	ON	88
ON	ON	OFF	ON	90
OFF	OFF	ON	ON	92
ON	OFF	ON	ON	94
OFF	ON	ON	ON	96
ON	ON	ON	ON	98

## Demonstration mode

A demonstration mode is provided which enables the game to be played or tested without having the need to insert coins and without any actual payout of prizes.

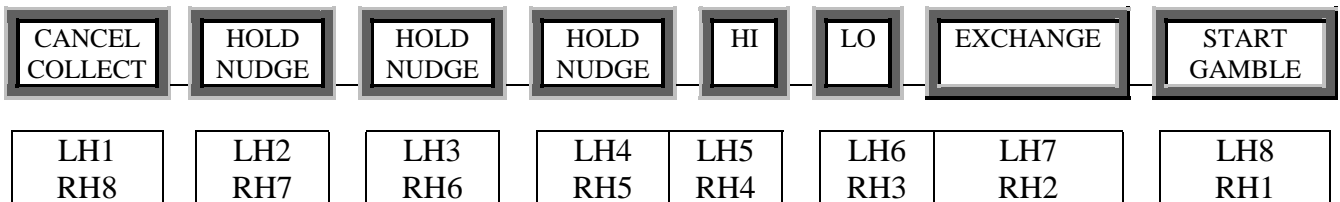
To enter the demonstration mode, open the top door and press the test button once. To achieve £5 worth of credits press the Start button. By holding down the Cancel button and any of the Hold buttons the reels can be stepped down. The reel can also be stepped up by holding down the Cancel and HI buttons, to induce reel wins or to play the feature.

If the MPU does not recognise any activity after approximately 20 seconds the machine enters the attract mode. Credits can then be achieved by pressing the Start button again.

## Test Routine.

To enter the test routine the top door must be open and the test-button pressed twice.

### **Navigation.**



To step to the next test press the RH1 button. To step to a previous test press the RH3 button. The relevant test will be displayed on the alphanumeric display. To activate the desired test the RH2 button is then pressed. Press the RH1 once to exit that test.

<i>Test Number</i>	<i>Test procedure</i>
1.1	Coin in
1.2	Coin out
2.1	Reels 1
3.2	Lamps
4.1	Inputs
4.2	DILS
5.1	Alphanumeric
6.1	Meters
7.1	Communications
8.2	Volume
9.1	Keys
A.1	Alarm log

### Test 1.1 – Coin In.

All coins accepted by the machine will display the relevant coin value on the display.

To inhibit the coins the LH1 button is pressed. To return to coin acceptance then the LH1 button is pressed again.

The LH2 button is used to toggle coin diversion ON, or OFF. Coin diversion will only affect £1 coins when 'COIN IN DIV' is displayed

### Test 1.2 – Coin out.

Button LH1 is used to payout coins. Press this button once at the time and the hopper will pay out one coin at a time and the alphanumerical display will increment with each coin being paid out. Once the coin has been paid out the hopper motor will stop.

If the LH1 button is held down for 3 seconds then all coins in the hopper will be paid out. This will initialise the hopper float level. The display will read 'FLOAT UPDATED' the '1PND HOP=\*\*\*' Where \*\*\* is the amount.

To activate the hopper again the test must then be exited and then re-entered.

### Test 2.1– Reels 1.

On entry to this test reels 1 to 4 will spin to the SYNC position and light all the lamps behind the reel bands. The message SYNC POSITION will be displayed. At this point the first reel symbols will be on the win line. Reels 1,2,3 will show MDM jackpot and reel 4 will show 12.

The relevant HOLD/NUDGE button can be pressed to step the reels down.

Pressing the CANCEL button will nudge the feature reel.

The symbol on the last reel pressed will be displayed.

If the CANCEL button is held for 3 seconds or more any win/feature available will be indicated.

### Test 3.2 – Lamp test

On entering the test the display will read 3.2 FLASH, and all the lamps will flash.

Pressing the LH1 button will toggle the step lamp test.

The RH2 and RH3 buttons will respectively step through the lamps forwards and backwards.

## Test 4.1 – Inputs

When any input changes a sound will be generated and the relevant information is displayed. To exit this test, hold down RH1 for longer than two seconds.

The following table indicates lamps that will light upon various switches being made.

<b>Input Definition</b>	<b>Lamp Definition</b>
Test switch	Man in Car
Refill key	Nudge Now
Hopper Top up switch	1 Nudge
Hopper Dump switch	2 Nudge

## Test 4.2 – DIL Switches.

On entry to this test the status of the DIL switches are displayed. When a number 1 is displayed then the switch is ON. If the number is 0 then the switch is OFF.

## Test 5.1 – Alphanumerical display.

On pressing the RH2 button each segment of the alphanumeric will light from left to right. Once all the segments have been tested they will then be tested simultaneously.

## Test 6.1 – Meters.

Pressing the RH1 button initiates the test. Each meter will pulse 5 times. **The refill key is not required for this test.**

## Test 7.1 – Comms.

If machine recognises that there is a Datapak connected to the RS232 port the machine will display PASS. If there is no Datapak fitted then FAIL is displayed.

## Test 8.2 – Volume.

This test will allow adjustment of the electronic volume control and is identical to the volume adjustment via the refill key with the doors closed.

The display will show the volume in a percentage.

The LH1 and LH2 buttons will be used to adjust the volume down and up respectively.

The RH2 and RH3 buttons will allow the sample number to be increased or decreased respectively.

**It is recommended that the manual volume control is set to maximum (fully clockwise) to allow the software to control the volume correctly.**

## Test 9.1 – Keys

The display will show whether the percentage and the stake and prize is currently controlled off the DIL switches or a key. The display will then change to display the current aiming percentage, the current stake and prize and then the actual percentage.

## Test A.1- Alarm log.

On pressing the RH1 button the alarm log number will be shown on the left-hand side of the display, the alarm code on the right.

By pressing the LH4 button and the LH2 buttons you can increment or decrement the log number respectively.

By holding the RH2 button for five seconds the alarm log can be cleared.

## Alarm codes

<b>Code</b>	<b>Fault</b>	<b>Causes ( in order of probability)</b>
0.1	Ram clear/ checksum fail	Change of program, faulty battery, M.P.U
0.2	Mode change	Stake, prize or percentage changed
0.3	Manual ram clear	Dil switch 1 toggled
1.1	£1 coin input	Coin jam. Coin mech., coin loom,
1.2	50p coin input	As above
1.3	20p coin input	As above
1.4	10p coin input	As above
1.6	5p coin input	As above
1.5	Token input	As above
1.9	Anti-strim alarm	Coin mech., coin loom, M.P.U
2.1	Reel 1 fault	Set-up, opto, loom, motor, M.P.U
2.2	Reel 2 fault	As above
2.3	Reel 3 fault	As above
2.4	Reel 4 fault	As above
6.0	Meter error	More than 1 meter disconnected
6.1	Meter 1 fault	Meter1 faulty
6.2	Meter 2	“
6.3	Meter 3	“
6.4	Meter 4	“
6.5	Meter 5	“
7.1	E.D.C failure	Dataport unit not fitted, M.P.U, no -12v
9.1	Incorrect switch settings	Adjust switch settings, faulty MPU
9.2 – 9.8	Faulty processor	Faulty MPU, programme card
HOPPER ERROR		Jam,Hopper not connected,faulty opto,No18.5vAC,PSU

# Technical Data

## Machine Description

### **Cabinet**

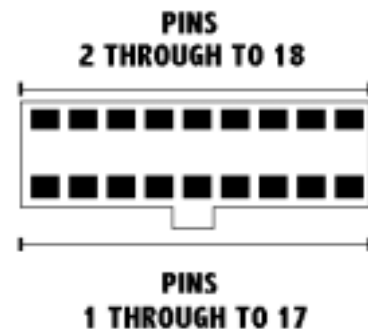
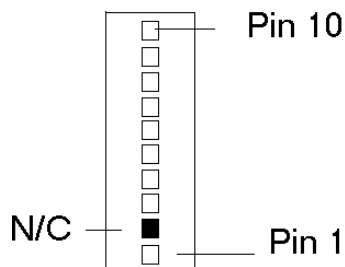
Cabinet name: Genesis  
Manufacturer: Barcrest  
Technology: MPU4  
Height: 1680mm  
Width: 680mm  
Depth: 650mm  
Weight: 120Kg (approx.)

## Coin Handling

### Routing

Depending on which coin validator and loom is fitted in the machine the routing plug configuration is different. The pins are identified with the notch of the routing plug facing downward and the wire links facing you.

The sorter over-ride connector pins are identified with the wire facing towards you.



<b>Coin Validator Type</b>	<b>Way</b>	<b>Routing</b>	<b>Sorter Over-ride</b>
Me126 Parallel	18	Pin 3 to Pin 11 of AUX 2 of MPU. Links 5+6, 7+14, 8+13, 15+18 (or 15+11)	NONE
Me126 CashFlow Binary	22	Pin1 to Pin 2 of AUX 2 Links 11+13, 14+20	Pin 8 White/Brown to Pin 11 of AUX2
Coin Controls C435 Binary	18	Pin 1 to Pin 3 of AUX 2, Links 7+8, 7+13, 15+18	Pin 1 Red to Pin 2 of AUX2 Pin 9 white/brown to Pin 11 of AUX2 Pin 10 Brown to Pin 1 of AUX 2

### Hopper

This machine is a round pound payout machine fitted with a Coin Controls Compact £1 hopper. When the machine pays out, the coin is passed through an opto sensor, breaking the beam. With each break of the beam the machine recognises that a coin has been paid out.

## Hopper Level

The float level of the machine is dependant on the price of play see table below:

<b>Price of Play</b>	<b>Hopper float level</b>
5p	£75
10p	£100
20,25,30p	£125

### **Manually refilling the hopper**

- 1) With the machine on, insert and turn the refill key.
- 2) Open the top door and place the relevant amount into the £1 hopper.
- 3) Press the HOPPER TOP UP button, a beep will be heard and the alphanumerical display will show "HOPPER FULL".
- 4) Remove the refill key and close the top door. The hopper is now correctly topped up.

### Refilling via the coin validator.

- 1) With the machine on and both doors closed, insert and turn the refill key.
- 2) The alphanumerical display will show "R= \*\*\*" (where\*\*\* is the amount refilled).
- 3) Put the £1 coins through the coin validator to the required float level. The minimum float level should be no less than £30. Once the hopper is full the £1 coins will be locked out.

### Hopper dump procedure.

- 1) Open the outer and inner cash box doors.
- 2) Insert and turn the refill key.
- 3) Press the HOPPER DUMP button, a beep will be heard and the alphanumerical will show "HOPPER DUMP" and the START button will be flashing.
- 4) Pressing the START button will payout all the £1 coins in the hopper.
- 5) If there is LESS than the float level in the hopper the display will read "SHORT BY \*\*\*" (where the \*\*\* is the amount).
- 6) If there is MORE than the float level in the hopper, then the float level will paid out and the display will read "DEFLOAT EXCESS".
- 7) Pressing the START button again will continue to pay out the excess in the hopper. EXCESS = \*\*\* will be displayed.

To check the float level in all cases open one of the doors, insert and turn the refill key. The display will read "F= \*\*\*" where \*\*\* is the amount in £1 coins.

# Meters

2 x 12v DC

1 x 48v AC or 1x12v DC for refill

## Software Meters (electronic)

In all there are 50 meters, but there are useful meters that have been incorporated for the operators benefit. These are Cash in, Cash out, Games played, and Cash refilled. For the desired meter refer to the table below.

To access the software meters open the top door and press the test button once. The machine will go into demonstration mode. Next turn the refill key to the on position.

The alphanumerical display will show meter number 0. To display the next meter press the third **Hold/Nudge** button, to display the previous meter press the first **Hold** button.

To clear the meters, press and hold the **Start** button. A countdown sequence will be initiated and can be aborted by releasing the **Start** button. Once the countdown reaches zero the meters will be cleared.

Meter No.	Description	Divide by

Note that the software will be cleared down every time the RAM has been reset and the percentage or price of play has been altered.

# Reels

## **Motor alignment**

Put the machine into reel test (test 2.1). This will spin the reels showing the first symbols on the reel band in the win line.

A pointer moulded into the reel drum should line up with a pointer on the side of the frame with the exception of the fourth reel. Any miss-alignment can be adjusted by slackening off the motor mounting screws and rotating the motor.

## **Reel Band Placement**

Place the notched reel band on to the notch on the reel drum and rotate. When fully rotated remove the double-sided tape on the bottom edge of the reel band and affix to the top edge of the reel band.

## **Reel band Layout**

<b>Reel 1</b>	<b>Reel 2</b>	<b>Reel 3</b>	<b>Reel 4</b>
MDM Jackpot	MDM Jackpot	MDM Jackpot	12
Cherry	Cherry	Cherry	4
Lemon	Lemon	Lemon	11

# Button Layout

Figure 1 8-way button panel

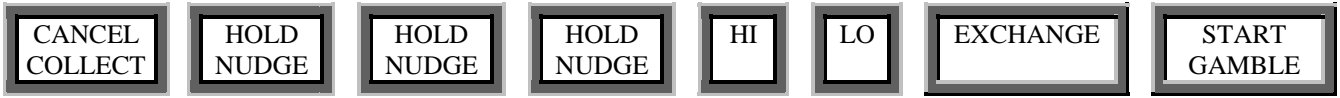
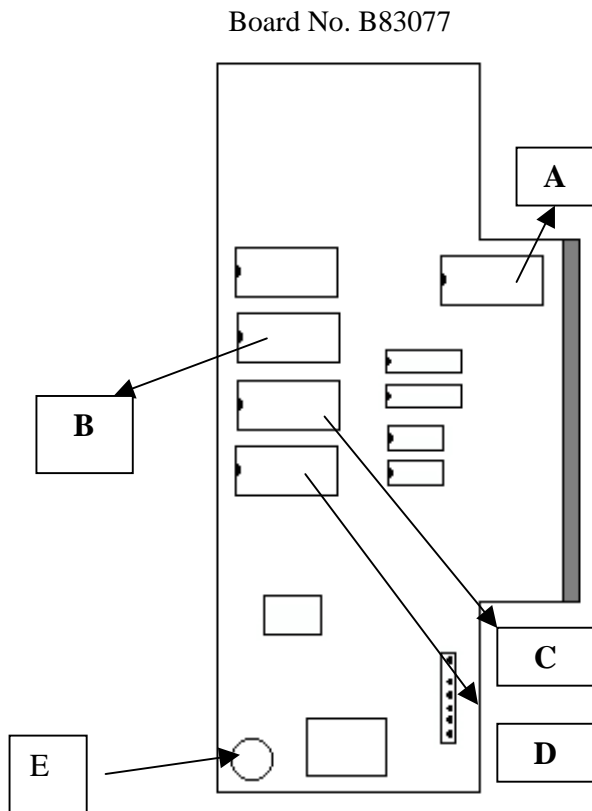


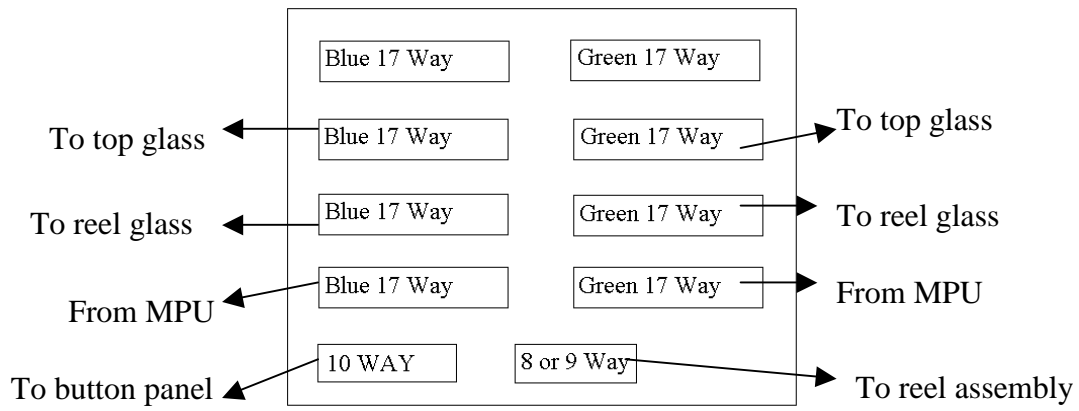
Figure 3 Program Card and EPROM location



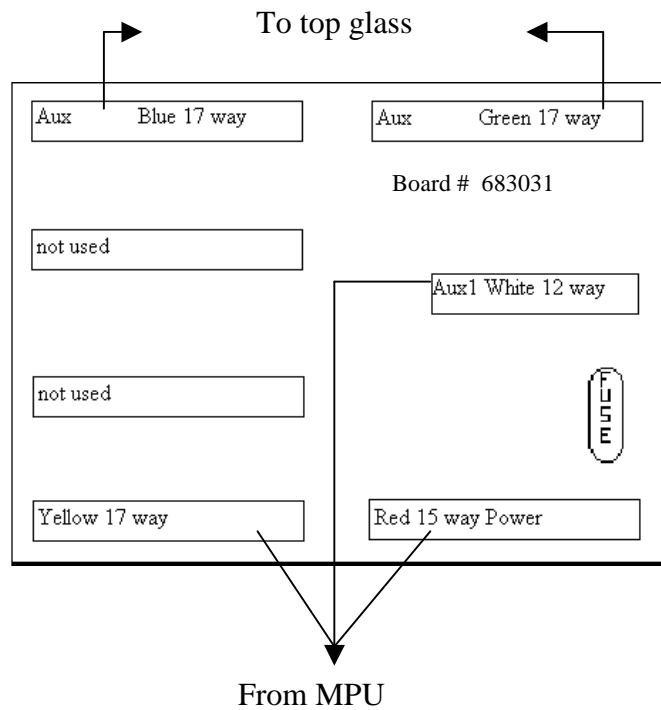
- A = Game EPROM
- B = Sound EPROM 3
- C = Sound EPROM 2
- D = Sound EPROM 1
- E = Manual volume control

# Connections

**Figure 4 Lamp interface board.**



**Figure 5 Auxiliary lamp board.**



# Lamp Allocation

Lamp	Blue Pin	Green Pin	Position
<b>0</b>	<b>9</b>	<b>1</b>	<b>Reel 1 top</b>
1		2	Reel 2 top
2		3	Reel 3 Top
3		4	
4		5	Lose
5		6	Cherry 1 award
6		8	Cherry 2 award decal
<b>8</b>	<b>8</b>	<b>1</b>	<b>Reel 1 middle</b>
9		2	Reel 2 middle
10		3	Reel 3 middle
11		4	Feature 2 any 3 cars
12		5	Nudge Now
13		6	Lemon 1 award
14		8	Lemon 2 award decal
15		9	
<b>16</b>	<b>7</b>	<b>1</b>	<b>Reel 3 bottom</b>
17		2	Reel 3 bottom
18		3	Reel 3 bottom
19		4	Feature 1 award any 3 cars
20		5	1 nudge
21		6	Plum 1 award
22		8	Plum 2 award decal
23		9	Awards below £1 give...
<b>24</b>	<b>5</b>	<b>0</b>	<b>Cancel button</b>
25		1	Hold Nudge 1 button
26		2	Hold Nudge 2 button
27		3	MDM Winner
28		4	2 nudges
29		5	Orange 1 award
30		8	Orange 2 award decal
31		9	Arrow 2 secret
<b>32</b>	<b>4</b>	<b>0</b>	<b>Hold Nudge 3 button</b>
33		1	HI button
34		2	LO button
35		3	Jackpot 1 stake & prize decal
36		4	3 nudges
37		5	Grape 1 award
38		6	Grape 2 award decal
39		8	Arrow 3 secret
<b>40</b>	<b>3</b>	<b>0</b>	<b>Exchange button</b>
41		1	Start/Gamble button
43		2	Lamp not utilised
42		3	Take cash button
44		5	4 nudges
45		6	Bell 1 award
46		7	Bell 2 award decal
47		8	Arrow 1 secret
<b>48</b>	<b>2</b>	<b>1</b>	<b>Take feature button</b>
49		2	Take nudge button
50		3	
51		4	Jackpot 3 stake & prize decal
52		5	
53		6	Melon 1 award
54		8	Melon 1 award decal
55		9	Arrow 4 secret

# Lamp al l o c a t i o n

Lamp	Blue pin	Green pin	Position
<b>56</b>	<b>1</b>	<b>1</b>	Jackpot 4 stake & prize decal
57		2	
59		4	
60		5	
61		6	
62		8	
63		9	
<b>64</b>	<b>17</b>	<b>10</b>	<b>Weapon</b> Gun TNT Razor Rope Poison knife Extra Life secret
65		11	
66		12	
67		13	
68		14	
69		15	
70		16	
71	17		
<b>72</b>	<b>16</b>	<b>10</b>	Super jackpot Jackpot Win streak Step Repeat Big money
73		11	
74		12	
75		13	
76		14	
77		15	
78		16	
79	17		
<b>80</b>	<b>15</b>	<b>10</b>	<b>Hired Hand heading</b> Bugsy Barney Scar face Ronnie Paulie Mack Meet the Mob
81		11	
82		12	
83		13	
84		14	
85		15	
86		16	
87	17		
<b>88</b>	<b>14</b>	<b>10</b>	<b>Kiss of death secret</b> Repeat chance secret Hired Hand secret Lightning Raid secret Informer secret Weapon secret Getaway Car bottom left Meet the Mob right
89		11	
90		12	
91		13	
92		14	
93		15	
94		16	
95	17		
<b>96</b>	<b>13</b>	<b>10</b>	<b>Getaway Car top right</b> Nudge+2 board right Cash + 2 board right Weapon box board right Feature +2 board right Nudge +2 right Cash +1 right Feature +2 right
97		11	
98		12	
99		13	
100		14	
101		15	
102		16	
103	17		
<b>104</b>	<b>12</b>	<b>10</b>	<b>7 nudge trail</b> 6 nudge trail 5 nudge trail 4 nudge trail 2 nudge trail 3 nudge trail 1 nudge trail Win spinner
105		11	
106		12	
107		13	
108		14	
109		15	
110		16	
111	17		

# Lamp al l location

Lamp	Blue pin	Green pin	Position
<b>112</b>	<b>11</b>	<b>10</b>	<b>10 nudge trail</b>
113		11	8 nudge trail
114		12	Super jackpot
115		13	Bell
116		14	Grape
117		15	Orange
118		16	Cherry
119		17	Cash climb
<b>120</b>		<b>10</b>	<b>10</b>
121	11		16 nudge trail
122	12		Jackpot
123	13		Melon
124	14		Plum
125	15		Lemon
126	16		Skill Steppa
127	17		Nearest win

# Auxiliary Lamp Allocations

Lamp	Blue Pin	Green Pin	Position
129	9	11	
144 145	7	10	Lose feature board top Hired Hand Board top
160	4	10	Feature +1 board top
168 169	3	10 11	Name 4 Name 5 number plate
176 177	2	10 11	Win series Bank roll
184 185	1	10 11	Feature reel
193 194 195 196 197	9	2 3 4 5 6	
200 203	8	1 4	
208 209 210 211 212 213	7	1 2 3 4 5 6	Lose board left Nudge +1 board left Feature +2 board left Meet the Mob board top Raid board top Nudge+1 board top
216 217 218 219 220 221	5	1 2 3 4 5 6	Meet the Mob board left Cash+1 board left Nudge +2 board left Name 8 Name 9 Name 10
224 225 226 227 228 229	4	1 2 3 4 5 6	Weapon box board left Feature 1 board left Getaway board bottom left Hi Meet the mob board top Cash +2 board top
232 233 234 235 236 237	3	1 2 3 4 5 6	Meet the Mob board Hired Hand board Nudge+1 board Skill climb Cash link Nudge picker
240 241 242 243 244 245 246	2	1 2 3 4 5 6 7	Name 6 left headlight Name 7 Getaway car top left Name 1 Lo Super jackpot
248 249 250 251 252	1	1 2 3 4 5	Feature +1 board bottom Nudge +2 board bottom Cash +3 board bottom Lose nudges board bottom Start feature board

# MPU Connections

11 Way White – Triac Drives	
Pin	Function
1	48v AC
2	0v
3	Solenoid diverter
4	Not used
5	Not used
6	Not used
7	Not used
8	Not used
9	Not used
10	Not used
11	Refill meter

11 Way Blue – Power Out	
Pin	Function
1	48v AC
2	0v
3	Audio output
4	0v
5	0v
6	0v
7	+12v DC supply
8	Key
9	-12v DC supply
10	+34v DC supply
11	Aerial

19 Way Orange-switches	
Pin No	Function
1	Float Switch
2	20p level sense
3	£1 level sense
4	Hopper dump switch
5	Not used
6	Stake
7	Stake
8	Stake
9	Jackpot select
10	Jackpot select
11	Jackpot select
12	Jackpot select
13	% key pin 4
14	Key
15	% key pin 3
16	% key pin 2
17	% Key pin 1
18	Enable pins 1-8
19	Enable pins 9-17

19 Way Black-Switches	
Pin No	Function
1	Not used
2	Not used
3	Not used
4	Not used
5	Not used
6	Test switch
7	Refill key switch
8	Door switches
9	Cancel/Take
10	Hold-Nudge
11	Hold-Nudge
12	Hold-Nudge
13	HI
14	LO
15	Exchange
16	Key
17	Start
18	Enable Pins 1-8
19	Enable pins 9-17

10 Way Yellow –Meters	
Pin	Function
1	Cash In
2	Cash Out
3	Token In
4	Token Out
5	Not used
6	Not used
7	Not used
8	Refill meter
9	Key
10	+12v DC Common

9 Way Green – Photo	
Pin	Function
1	+5v supply
2	LED Drive
3	Signal
4	Key
5	Reel D input
6	+12v supply
7	Reel C input
8	Reel B input
9	Reel A input

15 Way Red-Power In	
Pin No	Function
1	-12v Return
2	+34v Supply
3	+34v Supply
4	Key
5	48v Return
6	-12v supply
7	+12v supply
8	+12v supply
9	+12v supply
10	+12v return
11	+12v return
12	+12v return
13	+34v return
14	+34v return
15	48v supply

19 Way Red-Stepper Motors	
Pin No	Function
1	+12v supply
2	Reel D drive
3	Reel D drive
4	Reel D drive
5	Reel D drive
6	Reel C drive
7	Reel C drive
8	Reel C drive
9	Reel C drive
10	Reel B drive
11	Reel B drive
12	Key
13	Reel B drive
14	Reel B drive
15	Reel A drive
16	Reel A drive
17	Reel A drive
18	Reel A drive
19	+12v supply