



**e-biz2china limited**

上海天润国际贸易有限公司

## TR5091 PROFESSIONAL CASINO MACHINE INSTRUCTION MANUAL



**SCM5090-1**



**SCM5091-2**

## **1. Machine Dimensions**

- 1.1 SCM5091-1 (No Stand) 135cm(H)\*55cm(W)\*39cm(D)
- 1.2 SCM5091-2 (With Stand) 190cm(H)\*55cm(W)\*39cm(D)

## **2. Accessories parts**

- 2.1 19 inch LCD screen
- 2.2 Standard chrome metal door.
- 2.3 The black frame is steel.
- 2.4 Coin acceptor (contrastive type suitable for any coins/tokens within 22x1.8mm ~ 28x2.7mm)
- 2.5 \* Bill acceptor (optional with extra cost)
- 2.6 Coin Hopper.

*NOTE: The part with \* is selected if demand it, but the price of machine is deferent.*

## **3. Program name**

We have seven programs: CRAZY MONKEY, FRUIT PART, FRUIT COCKTAIL, GARAGE, LUCKY HAUNTER, ROCK CLIMBER, and RESIDENT.

*NOTE: One mother board has one game program only.*

## **4. Power:**

INPUT POWER: AC240.

- 5. When you play the game, you may press the HELP button to deferent game message.
- 6. If you change the parameter, please press the SET button and enter the main menu.

7. 36pin wiring diagram:

5091 MOTHER BOARD 36PIN WIRING

<b>PART SIDE</b>		<b>SOLDER SIDE</b>
	1	
	2	
SP+	3	SP-
HOLD1 SW	4	BILL ACCEPTOR1
HOLD2 SW	5	BILL ACCEPTOR2
HOLD3 SW	6	BILL ACCEPTOR3
HOLD4 SW	7	BILL ACCEPTOR4
HOLD5 SW	8	HOPPER INHIBIT
START SW	9	
BET/DOUBLE SW	10	
	11	
	12	
	13	
MAX BET SW	14	
HELP SW	15	
FRONT DOOR SW	16	
BACK DOOR SW	17	
COIN A	18	COIN B
COIN C	19	COIN D
(SHORT) STATISIC SW	20	SERVICE SW(LONG)
PAYOUT SW	21	CLEAR MONEY SW
GND	22	HOPPER SW
COIN+BILL COUNTER	23	COIN LOCK
KEY IN COUNTER	24	BILLACCEPTOR LOCK
TOTAL IN COUNTER	25	UPPER LAMP GREEN
TOTAL OUT COUNTER	26	UPPER LAMP RED
KEY OUT COUNTER	27	UPPER LAMP YELLOW
	28	TOTAL BET COUNTER
HOLD1 LAMP	29	BET/DOUBLE LAMP
HOLD2 LAMP	30	MAX BET LAMP
HOLD3 LAMP	31	PAYOUT LAMP
HOLD4 LAMP	32	
HOLD5 LAMP	33	HOPPER MOTOR
START LAMP	34	HELP LAMP
KEY IN SW	35	
GND	36	GND

8. 10pin wiring picture:

# 10PIN WIRING

<b>PART SIDE</b>		<b>SOLDER SIDE</b>
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
	7	
	8	
GND	9	GND
GND	10	GND