

# EL DORADO CONVERSION KIT

**The more tokens you rake off the more tickets you win.**

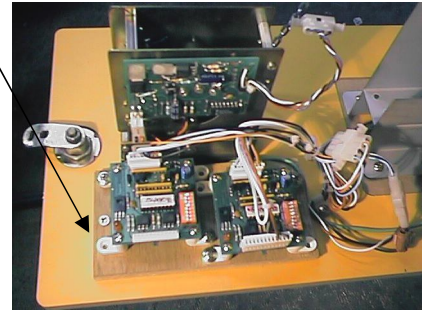


- **SIMPLE GAME PLAN SUBSTANTIALLY INCREASES EARNINGS**
  - **QUICK AND EASY INSTALLATION**
- **TICKETS ARE DISPENSED DURING THE GAME, NOT AT THE END OF THE GAME**
- **CAN BE SUPPLIED WITH RANGE OF SETTINGS TO SUIT ANY TICKET PAYOUT**

# El Dorado Conversion Kit

(The more tokens you rake off the more tickets you win).

1. Mount the pcb assembly next to the ticket dispenser.
2. Plug the ticket dispenser into the 4 pin Utilux connector marked "DISPENSER". Plug the ticket dispenser harness from the machine into the 4 pin Utilux connector marked "MACHINE" (fit matching 4 pin plugs if the machine does not have them).



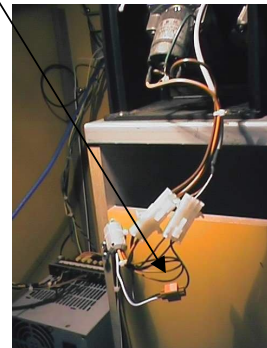
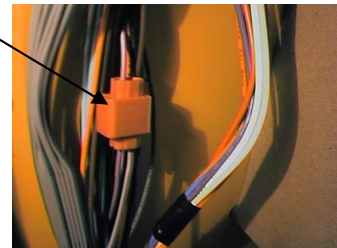
The pinout of the 4 pin plugs.

PIN 1 TCK NOTCH (BLUE)  
 PIN 2 GND (BLACK)  
 PIN 3 DRIVE (WHITE)  
 PIN 4 +12V (ORANGE)

The three wire connections..

**RED** +5V  
**BLUE** "Crane UP" switch (J6/5 Game Bd.)  
**PINK** Token Sensor (middle terminal of the 3 pin sensor plug – near the hopper).

3. Connect the RED wire to +5V of the machine Power Supply.
4. Connect the BLUE wire to the "CRANE UP switch". Use the tap splice to connect the blue wire to the violet wire from the switch (going to pin 5 of J6 connector of the Game Board. Locate the violet wire in the harness as shown in the picture (left of the medal box).
5. Connect the PINK wire to the Hopper Token Sensor (middle pin of the 3 pin plug of the sensor). Use the supplied tap splice.
6. Unplug the ribbon cables from the RANGE DISPLAYS, they are not going to be used. Fasten the ribbons with tape to the ribbon cable of the Medal Counter display to prevent them hanging loose.
7. Affix the supplied instruction cards so that the range displays and the original player instructions are covered. Put the clear contact over the entire area of the panel.
8. If ticket meter is required connect it between pin 6 (+12V) and pin 9 of JST12 connector of the ELD2 board. The original meter of the machine will not show the correct number.



### DIP SWITCH SETTING

**ELD1 BOARD**

This board simulates ticket dispenser for the machine. The dip switch must be set as follows: 1, 2, 3, 4, 6, 7 = ON, 5, 8 =OFF

**ELD2 BOARD**

This board counts the tokens and controls the ticket dispenser. Switches 1 – 4 control the ticket payout as per the table below. Switches 5 – 8 must stay OFF.

No. of Tokens per each ticket	Sw1	Sw2	Sw3	Sw4
10	OFF	ON	ON	ON
12	ON	OFF	ON	ON
14	OFF	OFF	ON	ON
16	ON	ON	OFF	ON
18	OFF	ON	OFF	ON
20	ON	OFF	OFF	ON
22	OFF	OFF	OFF	ON
24	ON	ON	ON	OFF
26	OFF	ON	ON	OFF
28	ON	OFF	ON	OFF
30	OFF	OFF	ON	OFF
32	ON	ON	OFF	OFF
34	OFF	ON	OFF	OFF
36	ON	OFF	OFF	OFF
38	OFF	OFF	OFF	OFF

**CLEARING ERROR**

An error will occur when the machine runs out of tickets or the tickets jam. The LED on the ELD2 PCB will turn ON. Clean the ticket notch sensor, remove jams, reload tickets and slide the bottom switch on the ticket dispenser up and back down. The unit will reset and resume normal operation.

### Ticket Dispenser

