GOLD CLUB

.....become a member

OPERATING MANUAL



GOLD CLUB

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01 Initial Machine and Touch Screen Setup

- 1. Hook 56-pin POG wire harness to Gold Club board
- 2. Hook LCD via VGA cable to board
- Hook TOUCHSCREEN via RS232 cable to top left serial port (If you do not have a 3M touchscreen please connect a USB mouse to the board. This will allow you to navigate the initial set up.
- 4. 12V Power Supply Needed
- 5. Power on the game. A splash screen momentarily appears with the Trestle logo. The GAME SCREEN then appears with a menu password prompt.
- 6. Enter 1-2-3-4 to enter the Game Selector screen.



Click "Attendant" button to enter Setup Screen. Enter password 1-2-3-4. Main Menu screen will appear.





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Using the mouse or manually select TOUCH SCREEN..



Click the arrows to reveal the alternate touch screen protocols. Click again on the protocol of choice. Finally, click apply.

TOUCH SCREEN	
BRAND 3M USB Touch Screen	
TEST CALIBRATE	
	BACK
www.trestleco.com	

Use the mouse to click the "CALIBRATE" button to bring up the upper left side calibration target menu. The touch screen must already be connected before powering on the machine.



Press and hold your fingertip onto the center of the green Target symbol below the "touch here text" in the upper left quadrant. Continue pressing until the green OK appears.



The right side green target menu appears.



Press and hold your fingertip onto the center of the green Target symbol below the "touch here text" in the lower right quadrant. Continue pressing until the green OK appears



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Testing the touch screen

CLEAR	
Touch to test Calibration.	ж

Test the screen by dragging your finger or taping it on various points on the screen. Lines or dots will appear on points as touched. Click or touch the clear button to erase the marks. Click back to exit to touch screen menu.



Click back to exit to Main Menu

TOUCH SCR	REEN
BRAND 3M USB Touch Screen	+
TEST CA	LIBRATE
	BACK



MAIN MENU

02

Press "Attendant" key and password prompt will appear. Enter the default password 1-2-3-4 and the "MAIN MENU" appears.



BOOKKEEPING

03

Press the "BOOKKEEPING" button. The "BOOKKEEPING" menu appears. There is a "MASTER" tab for overall game accounting and a "GAME" tab for individual game accounting. Press the "CLEAR LAST" button to reset the temporary accounting numbers to zero.

MASTER FAST B	ALL BEST PIC	K SEVEN 7 SEVEN					
	тот	TAL	-				
TOTAL IN	2.00	TOTAL PLAY	1.00				
TOTAL OUT	1.10	TOTAL WIN	0.10				
TOTAL IN-OUT	0.90	TOTAL PLAY-WIN	0.90				
TOTAL IN-OUT%	55.00%	TOTAL PLAY-WIN%	10.00%				
LAST 09/23/14							
LAST IN 2.00 LAST PLAY 1.00							
LAST OUT	1.10	LAST WIN	0.10				
LAST IN-OUT	0.90	LAST PLAY-WIN	0.90				
LAST IN-OUT%	55.00%	LAST PLAY-WIN%	10.00%				
CLEAR LAST							

Each game has its only individual bookkeeping tab. You can track the performance of each game.

TOTAL PL	AY		0.0	- 00	FOTAL JP W	IN TIMES		0
TOTAL WIN			0.0	0.00 TOTAL JP WIN				0.00
TOTAL PL	_AY-WIN		0.0	00				
TOTAL PL	_AY-WIN%		0.00	%				
2 HITS	3 HITS	4 HITS	5 HITS	6 ніта	7 HITS	8 HITS	9 HITS	10 нітя
0	0	0	0	0	0	0	0	0
the second s								

SETTING

04_

Press the "SETTING" button from the main menu screen. The "SETTING" menu with the main tabs appears. **Note!** Always press the "SAVE" Button before leaving any "SETTING" tab or changes will not be saved.

MASTER FAST BA		SEVEN 7 SEVEN	
CREDITS LIMIT	NO LIMIT	TIME ZONE	US/Samoa
SHOW CURRENCY VAL	UE YES	SYSTEM DATE	2014 🕴 01 🍦 01 🗍
PULSE VALUE IN	1.00	SYSTEM TIME	00 🛊 00 🛊 00
PULSE VALUE OUT	0.10	AUTO DATE&TIME	Use network-provided time
		SYSTEM VOLUME	8/15
		DEMO VOLUME	
		SAVE	

Credit Limit: touch the arrows to reveal optional credit limits. Touch the limit desired. Touch the "SAVE" button. The Green Settings saved text appears.



SHOW CURRENCY VALUE: Touch the arrow to select yes or no. Yes: means 1 dollar (equivalent to 1.00). No: means 1 dollar (equivalent to 100). Touch the "SAVE" button before leaving the menu screen.

CREDITS LIMIT NO LIMIT SYSTEM DATE 2014 01 01 SHOW CURRENCY VALUE YES SYSTEM TIME 00 00 00 PULSE VALUE IN YES SYSTEM VOLUME SYSTEM VOLUME 1 PULSE VALUE OUT 0.10 DEMO VOLUME 1	ASTER SUPER	BALL BIL	L ACCEPTOR	PRI	NTEF	2
	CREDITS LIMIT SHOW CURRENCY VALUE PULSE VALUE IN PULSE VALUE OUT	NO LIMIT : NO YES 0.10	SYSTEM DATE SYSTEM TIME SYSTEM VOLUME DEMO VOLUME	2014	÷ 01	₹ 01 ;

PULSE VALUE IN: Touch the arrow to select the "PULSE VALUE OUT" increment. The default is 1.00.



PULSE VALUE OUT: Touch the arrow to select the "PULSE VALUE OUT" increment. The default is 0.10.

MASTER FAST BALL	BEST PIC	K	SEVEN 7 SEVEN	ILL AC	CEPTO	DR	PRIN	TE
CREDITS LIMIT	NO LIMIT		TIME ZONE	US/Sa	moa			÷
SHOW CURRENCY VALUE	YES 🛔		SYSTEM DATE	2014	÷ o	1 🕴	01	\$
PULSE VALUE IN	1.00		SYSTEM TIME	00	\$ O	o 🕴	00	
PULSE VALUE OUT	0.10 0.01 0.05 0.10 0.25 0.50 1.00 2.00 5.00	S	AUTO DATE&TIME SYSTEM VOLUME DEMO VOLUME	Use r	network	-provid	ded tim ⊃ 8 0 10	9 /15
	5.00 10.00 20.00 50.00 100.00							

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SYSTEM Date and Time: Touch the arrows to select options. Pull the slider to reveal optional years. Touch the year to select. Touch the month arrows to set the month of the year. Touch the month to select. Pull the slider to reveal months. Touch to select the day of the year. Pull the slider to reveal days. Touch the selected day.

	TAGT DALL							
CREDITS LIM	1IT	NO LIMIT	Ŷ	TIME ZONE	US/San	noa		ł
SHOW CURR	ENCY VALUE	YES	¢	SYSTEM DATE	2014	≜ 01	≜ 01	Å
PULSE VALU	E IN	1.00	¢	SYSTEM TIME	00	≜ 00	01 02	
PULSE VALU	E OUT	0.10	¢	AUTO DATE&TIME	Use ne	etwork-pr	03 ^{ovide} 04	
				SYSTEM VOLUME		_0	05	
				DEMO VOLUME	c		07	
							08	-
			S	AVE			10	
			-					

8. SYSTEM VOLUMES and DEMO VOLUME. The "SYSTEM VOLUME" Default is 8. The DEMO VOLUME" is adjusted in percentages relative to system volume. Pull the slider of each to make adjustments.

OLD CLUB				
	SET	TING		
		ACCEPTOR	DOINTER	
MASTER SUPER E		ACCEPTOR	PRINTER	<
CREDITS LIMIT	NO LIMIT	SYSTEM DATE	2014 🕴 08	\$ 06 \$
SHOW CURRENCY VALUE	YES 🕴	SYSTEM TIME	13 🕴 52	ŧ
PULSE VALUE IN	1.00	SYSTEM VOLUME		8/15
PULSE VALUE OUT	1.00	DEMO VOLUME		100%
		SAVE		
				-
				BACK

FASTBALL TAB

1. Touch the "FASTBALL" Tab and the FASTBALL KENO MENU appears.

SETTING								
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER			
	MIN PLAY		0.10	÷.				
	MAX PLAY		1.00	÷				
	PLAY INC	REMENT	0.10	\$				
	DEMONST	RATION	YES	\$				
	JACKPOT	START	250	¢				
	JACKPOT	LIMIT	1,250 (+1,000)	÷.				
	JACKPOT		1%	\$				
		5	SAVE					
		www.tre	estleco.com		BACK			

SETTING_FASTBALL_01_MIN_PLAY

	SETTING						
MASTER	FAST BALL MIN PLAY MAX PLAY PLAY INCRE DEMONSTRA JACKPOT LI JACKPOT LI	BEST PICK MENT ATION FART MIT	SEVEN 7 SEVEN 0.10 0.05 0.10 0.25 0.30 0.50 0.75 1.00 1.25 1.50 1.75 2.00 SAVE	BILL ACCEPTOR	PRINTER		
					BACK		

SETTING_FASTBALL_02_MAX_PLAY

SETTING					
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	MIN PLAY MAX PLAY PLAY INC DEMONST JACKPOT JACKPOT JACKPOT	REMENT RATION START LIMIT	0.10 1.00 0.50 1.00 2.00 3.00 4.00 5.00 6.00 7.00 8.00 9.00 10.00 AVE	4	
		www	.trestleco.com		BACK

SETTING_FASTBALL_03_PLAY_INCREMENT

SETTING					
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	MIN PLAY MAX PLAY PLAY INC DEMONST JACKPOT JACKPOT JACKPOT	, REMENT RATION START LIMIT	0.10 1.00 0.10 0.01 0.05 0.10 0.25 0.50 1.00 1%		
			SAVE		
					BACK

SETTING_FASTBALL_04_DEMONSTRATION

SETTING					
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	MIN PLAY MAX PLAY PLAY INC DEMONS	r Rement TRATION	0.10 1.00 0.10 YES	÷ ÷	
	ЈАСКРОТ ЈАСКРОТ ЈАСКРОТ	START LIMIT	YES 1,250 (+1,000) 1%	•	
SAVE					
www.trestleco.com					

SETTING					
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	MIN PLAY		0.10	4	
	MAX PLAY	,	1.00	ŧ	
	PLAY INC	REMENT	0.10	Ť	
	DEMONST	RATION	YES	A	
	JACKPOT	START	250 250	¥.	
	ЈАСКРОТ ЈАСКРОТ	LIMIT	500 750 1,000		
		S	1,250 1,500 1,750 2,000		
					BACK

SETTING_FASTBALL_05_JACKPOT_START

SETTING_FASTBALL_06_JACKPOT_LIMIT

	SETTING					
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER	
	MIN PLAY		0.10	÷		
	MAX PLAY	/	1.00	÷.		
	PLAY INC	REMENT	0.10	\$		
	DEMONST	RATION	YES	Å.		
	JACKPOT	START	250	ŧ		
	JACKPOT	LIMIT	1,250 (+1,000)	Å		
	JACKPOT		500 (+250) 750 (+500) 1 000 (+750)			
		s	1,250 (+1,000) 1,500 (+1,250) 1,750 (+1,500) 2,000 (+1,750) 2,250 (+2,000)			
					BACK	
		www.tr	estleco.com			

SETTING_FASTBALL_07_JACKPOT

		SET	TING		
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	MIN PLAY MAX PLAY PLAY INC DEMONST JACKPOT JACKPOT	REMENT TRATION START LIMIT	0% 1% 2% 3% 4% 5% 6% 7% 8% 9% 10% 1%		
					BACK

SETTING_SEVEN7SEVEN

	SET	FTING	
MASTER	FAST BALL BEST PICK	SEVEN 7 SEVEN BI	L ACCEPTOR PRINTER
	MIN PLAY	0.10	÷.
	MAX PLAY	1.00	
	PLAY INCREMENT	0.05	÷
	DEMONSTRATION	YES	÷
	REEL SPEED	3 SECOND	ŧ
	JACKPOT START	250	\$
	JACKPOT LIMIT	1,250 (+1,000)	\$
	JACKPOT	1%	•
		SAVE	
			BACK

SETTING_SEVEN7SEVEN_01_MIN_PLAY

	SET	TING	
MASTER	AST BALL BEST PICK	SEVEN 7 SEVEN BILL	ACCEPTOR PRINTER
	MIN PLAY MAX PLAY PLAY INCREMENT DEMONSTRATION REEL SPEED JACKPOT START JACKPOT LIMIT JACKPOT	0.10 0.01 0.05 0.10 0.20 0.25 0.30 0.50 0.75 1.00 1,250 (+1,000) 1%	
		SAVE	
			BACK

SETTING_SEVEN7SEVEN_02_MAX_PLAY

	SETTING					
MASTER	FAST BALL BEST PICH	K SEVEN 7 SEVEN BILL ACCEPTOR PRINTER				
MASTER	FAST BALL BEST PICH MIN PLAY MAX PLAY PLAY INCREMENT DEMONSTRATION REEL SPEED JACKPOT START JACKPOT LIMIT	SEVEN 7 SEVEN BILL ACCEPTOR PRINTER 0.10 1 1.00 1 0.05 0 0.10 1 0.05 0 0.20 0 0.25 0 0.30 0 0.50 0 0.75 1 1.00 1 1.50 1				
	JACKPOT	1.75 2.00				
	v	2.50 VSAVE ST eco.com				

MASTER	FAST BALL		SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
		BEOTHICK			
	MIN PLAY		0.10	¢.	
	MAX PLAY		1.00	÷.	
	PLAY INCF	REMENT	0.05	Å	
	DEMONST	RATION	0.01 0.05		
	REEL SPE	ED	0.10 0.25		
	JACKPOT	START	0.50 1.00		
	JACKPOT	LIMIT	1,250 (+1,000)	Å	
	JACKPOT		1%	Â,	
			SAVE		
					BACK

SETTING_SEVEN7SEVEN_03_PLAY_INCREMENT

SETTING_SEVEN7SEVEN_04_DEMONSTRATION

SETTING						
MASTER	FAST BALL BEST PIC	CK SEVEN 7 SEVEN	BILL ACCEPTOR PRINTER			
	MIN PLAY	0.10				
	MAX PLAY	1.00	Ŷ			
	PLAY INCREMENT	0.05	÷.			
	DEMONSTRATION	YES	÷.			
	REEL SPEED	NO YES				
	JACKPOT START	250	\$			
	JACKPOT LIMIT	1,250 (+1,000)	÷			
	JACKPOT	1%	\$			
SAVE www.trestleco.com						
			ВАСК			

SETTING_SEVEN7SEVEN_05_REEL_SPEED

		,	SET	TING		
	MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
Î						
		MIN PLAY		0.10	÷	
		MAX PLAY		1.00	Å	
		PLAY INCF	REMENT	0.05	Å	
		DEMONST	RATION	YES	Å	
		REEL SPE	ED	3 SECOND	÷.	
		JACKPOT	START	3 SECOND 4 SECOND		
		JACKPOT	LIMIT	5 SECOND 1,250 (+1,000)		
		JACKPOT		1%	Ą	
			5	SAVE		
						DAOK
						BACK

SETTING_SEVEN7SEVEN_06_JACKPOT_START

	SE	TTING	
MASTER	FAST BALL BEST PICH	SEVEN 7 SEVEN BILL	ACCEPTOR PRINTER
		<u>x</u> x	
	MIN PLAY	0.10	\$
	MAX PLAY	1.00	¢
	PLAY INCREMENT	0.05	\$
	DEMONSTRATION	YES	\$
	REEL SPEED	3 SECOND	\$
	JACKPOT START	250	\$
	JACKPOT LIMIT	250 500	
	JACKPOT	750	
		1,000	
		1,500 S1,750	
		2,000	
			BACK
	www.t	restleco.com	

SETTING	_SEVEN/SEVE	N_07_JACKPC	
	SE	TTING	
MASTER	AST BALL BEST PICH	SEVEN 7 SEVEN	L ACCEPTOR PRINTER
	MIN PLAY MAX PLAY PLAY INCREMENT DEMONSTRATION REEL SPEED JACKPOT START JACKPOT LIMIT JACKPOT	0.10 1.00 0.05 YES 3 SECOND 250 1,250 (+1,000) 500 (+250) 750 (+500) 1,000 (+750) 1,250 (+1,000) S1,500 (+1,250) 1,750 (+1,500) 2,000 (+1,750) 2,250 (+2,000)	÷ ÷ ÷ ÷

SETTING_SEVEN7SEVEN_08_JACKPOT

SE	TTING
MASTER FAST BALL BEST PIC	K SEVEN 7 SEVEN BILL ACCEPTOR PRINTER
MIN PLAY MAX PLAY PLAY INCREMENT DEMONSTRATION REEL SPEED JACKPOT START JACKPOT LIMIT	0.10 0% 1% 2% 3% 4% 5% 6% 7% 8% 9% 10%
JACKPOT	1%
www.	SAVE trestleco.com
	BACK

SETTING_BILL ACCEPTOR

		SET	TING		
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	М	ODEL ICT PA7	' [serial only]	•	
		S	AVE		
					BACK

SETTING_BILL ACCEPTOR_01_MODEL

		SET	TING		
MASTER	FAST BALL	BEST PICK	SEVEN 7 SEVEN	BILL ACCEPTOR	PRINTER
	М	ODEL ICT PA7 ICT PA7 JCM ID0 APEX 70 APEX 70 Mei SC [Generic	[serial only] [serial only] 03 [serial only] 00 [serial] 00 [pulse] serial only] Pulse [length 50ms]		
	(25B) BILL SEND	(17A) BILL INTR	(11B) BILL DATA (9B) BILL E (9B) BILL E		
					BACK

SETTING_PRINTER

SETTING														
MASTE	ER	FA	ST BA	LL	BES	T PICK	SE	EVEN 7	SEVE	N BILL	. ACCE	PTOR	PRII	NTER
r r	MODE TITLE NOTE	L IC GO TH	T GP-5 ILD CLUE ANKS FO	58CR 3 R PLAYI	NG							SAVE		
		1	2	3	4	5	6	7	8	9	0		=	
	q	w	е	r	t	у	u	i	0	p	I]		
	Shift	а	S	d	f	g	h	j	k	1	:	•	Del	
	Grant	z	x	С	v	b	n	m			/			
													ВА	CK

SETTING_PRINTER_01_MODEL

SETTING													
MAS	TER	FA	ST BA	LL	BES	T PICK	SE	VEN 7	SEVE	N BILL		PTOR	PRINTER
	MODE TITLE NOTE	L IC No IC Py	T GP-5 ne T GP-5 ramid F	58CR 8CR Phoenix	<							SAVE	
	·	1	2	3	4	5	6	7	8	9	0	•	
	q	w	е	r	t	у	u	i	0	ρ	1	1	
	Shift	а	s	d	f	g	h	j	k	1			Del
	Shiit	z	x	С	v	b	n	m			/		
					WW	w.tre	estlec	o.com	۱				
													BACK

Press "Generate" to obtain new license key. Provide this number to Trestle Corporation. Trestle will provide a NEW LICENSE

	LICE	NSE	
CUR	RENT STATUS	LICENSE RENEWAL	
CASH IN CASH OUT	0.00	License Key	
PROFIT LIMIT	0.00	Enter New License	
	1 2 3 4 5 Q W E R T A S D F G Z X C V B	6 7 8 9 0 Y U I O P H J K L N M Del	
		BAC	K

Enter NEW LICENSE and press "APPLY"

	LICE	INSE
CUI	RRENT STATUS	LICENSE RENEWAL
CASH IN CASH OUT PROFIT LIMIT	0.00 0.00 0.00 0.00 0.00 0.00 1 2 3 4 5 Q W E R T A S D F Z X C V	License Key 123456-12345-12345-12345 GENERATE Enter New License ABCDEF-ABCDE-ABCDE-ABCDE APPLY 6 7 8 9 0 Y U I O P G H J K L B N M Del
		BACK

LICENSE_ERR

	LICE	ENSE	
CU	RRENT STATUS	LICENSE RENEW	/AL
CASH IN CASH OUT PROFIT LIMIT	0.00 0.00 0.00 ER	License Key 123456-12345-12345-12345 Enter New License ABCDEF-ABCDE-ABCDE-ABCDE	GENERATE
	1 2 3 QWERT ASDF ZXCV	DK 8 9 0 Y U I O P G H J K L B N M Del	
			BACK

LICENSE_OK

	LICE	NSE	
CURR	ENT STATUS	LICENSE RENEW	AL
CASH IN CASH OUT PROFIT LIMIT	0.00 0.00 0.00	License Key Enter New License	GENERATE
	Recharge so 1 2 3 OK Q W E R T A S D F G Z X C V B	Uccessful. 8 9 0 Y U I O P H J K L N M Del	
	www.trestl	eco.com	BACK

If you generate a license key 10 times without entering the correct new license, the board will not function.

LICENSE			
CURRENT	STATUS	LICENSE RENEWAL	
CASH IN CASH OUT PROFIT LIMIT	0.00 0.00 0.00 ERROR License renewal function I because you have reache number of invalid liser OK	License Renewal function is locked. Unlock Key 123456-12345-12345-12345 Enter Unlock Password UNLOCK has been locked as the maximum rise renewal.	
A	S D F G X C V B	H J K L N M Del	
		BACK	

LICENSE			
CUI	RRENT STATUS	LICENSE RENEWAL	
CASH IN CASH OUT PROFIT LIMIT	0.00 0.00 0.00 0.00	License Renewal function is locked. Unlock Key 123456-12345-12345-12345 Enter Unlock Password 1234567890 UNLOCK	
	1 2 3 4 5 Q W E R T A S D F G Z X C V B	6 7 8 9 0 Y U I O P H J K L N M Del	
		BACK	

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Make sure update executable is loaded onto an EMPTY USB FLASH DRIVE. Insert USB BEFORE entering UPDATE menu.



"REFRESH" will change to "UPDATE" Click "UPDATE"

V 1.0.0	UPDATE
USB Flash	ONLINE
	The following update data was found
	Version 1.1.0
	REFRESH
	BACK

Do not remove USB during update process. Machine will restart on its own. Do not remove USB until the game selector machine has appeared.

V 1.0.0	UPDATE
USB Flash	ONLINE
	Updating
	Please do not power off or unplug USS flash drive.
L	
	REFRESH
	BACK

IO TEST

You can test each IO function. Also, the last bill accepted by the BV is recorded in this screen.



CHANGE_PASSWORD

You are able to change the passwords. Default is 1234



LAST	REDEEM	
	GOLD CLUB	
======================================	12/31/69 17:35:23 NE DOLLARS	
CREDIT OUT	1.00 05F5	
======================================	KS FOR PLAYING	
#00001	12/31/69 17:35:23	
	PRINT	
		ВАСК

POWER SUPPLY PROBLEM

If you have a 12V power supply that experiences a drop in voltage when hooking up a BV, please do the following:

- 1. Purchase a KAL25FB5R00-ND resistor from digikey.
- 2. Hook the 5v line from the power supply to one end of the resistor
- 3. Hook up a ground line from the power supply to the other end of the resistor.
- 4. The power supply will emit a full 12v



ERROR_LICENSE_ZERO



ERROR_PRINTER



ERROR_BILL_ACCEPTOR



ERROR_CREDITS_LIMIT



ERROR_USB



ERROR_LICENSE







GOLD CLUB 28 PIN OUT

PARTS SIDE		SOLDER SIDE		
GND	1A	1B	GND	
GND	2A	2B	GND	
	3A	3B		
	4A	4B		
	5A	5B		
+12V	6A	6B	+12V	
	7A	7B		
IN METER	8A	8B	OUT METER	
	9A	9B	Bill-MARS-ENABLE	
SPEAKER_R+	10A	10B		
	11A	11B	Bill-MARS-DATA	
	12A	12B		
	13A	13B		
	14A	14B	SETUP SW	
	15A	15B		
COIN1	16A	16B		
Bill-MARS-INTR	17A	17B		
ERROR SW / RESET SW	18A	18B		
	19A	19B		
	20A	20B		
PAY OUT SW	21A	21B		
	22A	22B		
PLAY SW	23A	23B		
	24A	24B		
	25A	25B	Bill-MARS-SEND	
	26A	26B		
	27A	27B		
<take>PAY OUT LAMP</take>	28A	28B	START LAMP	

PARTS SIDE		36 PIN		SOLDER SIDE	
		A1	B1		
A/O	SPEAKER_R+	A2	B2	SPEAKER GND	A/O
A/O		A3	B3		A/O
IN		A4	B4		
IN		A5	B5		
IN		A6	B6		IN
IN		A7	B7		IN
IN		A8	B8		IN
IN	PLAY SW	A9	B9		IN
IN		A10	B10		IN
IN		A11	B11		IN
IN		A12	B12		OUT
IN		A13	B13		OUT
		A14	B14		
IN		A15	B15		IN
IN		A16	B16		IN
IN		A17	B17		
IN	COIN1	A18	B18		IN
IN		A19	B19		IN
IN		A20	B20		IN
IN	PAY OUT SW	A21	B21		IN
	•	A22	B22		IN
OUT	IN METER	A23	B23		OUT
OUT	OUT METER	A24	B24		OUT
OUT		A25	B25		OUT
OUT		A26	B26		OUT
OUT		A27	B27		OUT
OUT		A28	B28		OUT
OUT		A29	B29		OUT
OUT		A30	B30		OUT
OUT		A31	B31	PAY OUT LAMP	OUT
OUT		A32	B32		OUT
OUT		A33	B33		OUT
OUT	START LAMP	A34	B34		OUT
	GND	A35	B35	GND	
	GND	A36	B36	GND	

GOLD CLUB 36+10 PIN OUT

PARTS SIDE		PIN	SOLDER SIDE	
GND	A1	B1	GND	
GND	A2	B2	GND	
+5V	A3	B3	+5V	
+5V	A4	B4	+5V	
+12V	A5	B5	+12V	
+12V	A6	B6	+12V	
	A7	B7		
	A8	B8		
GND	A9	B9	GND	
GND	A10	B10	GND	

