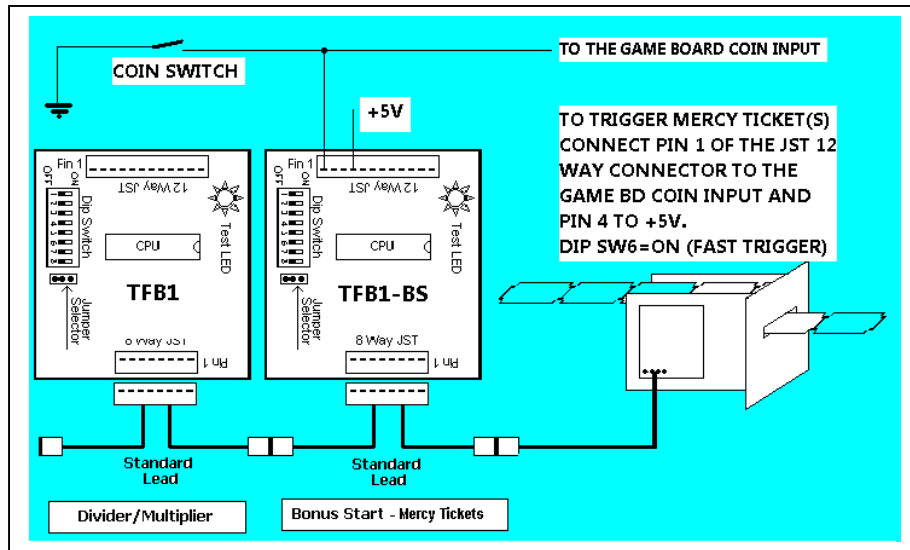


HOW TO TRIGGER MERCY TICKETS (Ticketflex Maximizer TFB1-BS)

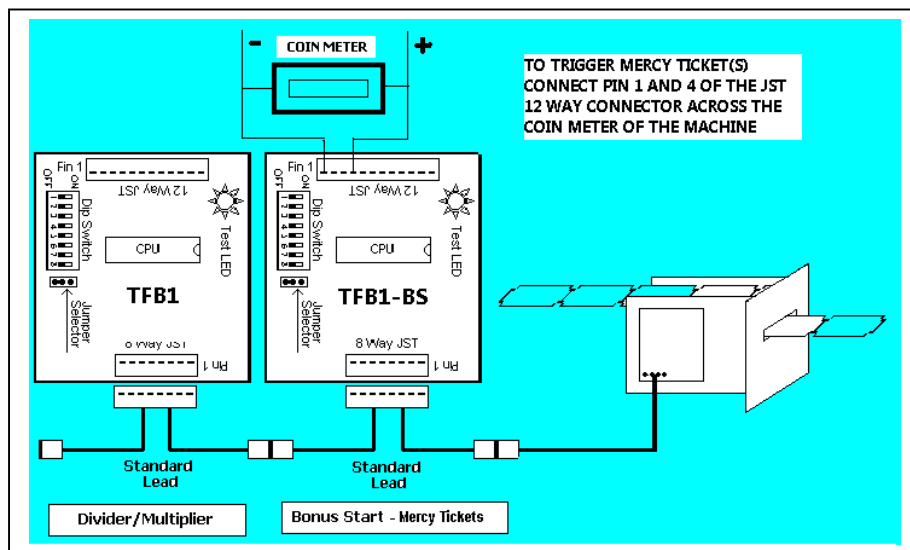
The following examples illustrate a few options of how to trigger mercy tickets. (The TFB1 is optional; it Multiplies/Divides the ticket payout of the machine if this is required. The TFB1-BS produces 1 to 15 mercy tickets per a trigger pulse – dip switch adjustable).

MERCY TICKET(S) TRIGGERED BY COIN SWITCH



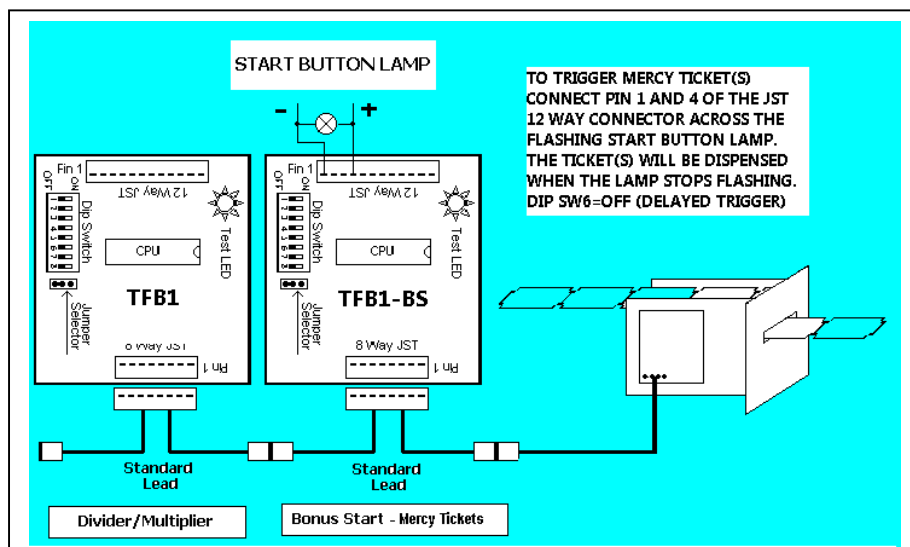
The mercy ticket input is an opto isolated input. In this example it is assumed that the coin switch operates 5V logic input of the game board, therefore the Pin 4 of the JST 12 connector is connected to +5V.

MERCY TICKET(S) TRIGGERED BY COIN METER PULSE



The opto isolated mercy ticket input can be connected directly across the 12V coin meter. This input can handle 5 to 30V DC. Note that the positive side of the meter is connected to the Pin 4. If the Dip Sw 6 = OFF (delayed trigger) fast successive pulses will be ignored, tickets will be triggered by the last pulse only.

MERCY TICKET(S) TRIGGERED BY FLASHING START BUTTON



In this example the mercy ticket input is connected across a start button lamp, which starts flashing when the machine is credited. When the game starts and the lamp stops flashing, this event triggers the mercy ticket(s). The Dip Sw 6 = OFF (delayed trigger).