

INTELLI TRIPLE

patent pending

TICKET DISPENSER



**PLEASE READ FIRST BEFORE
PLUGGING IN MACHINE**

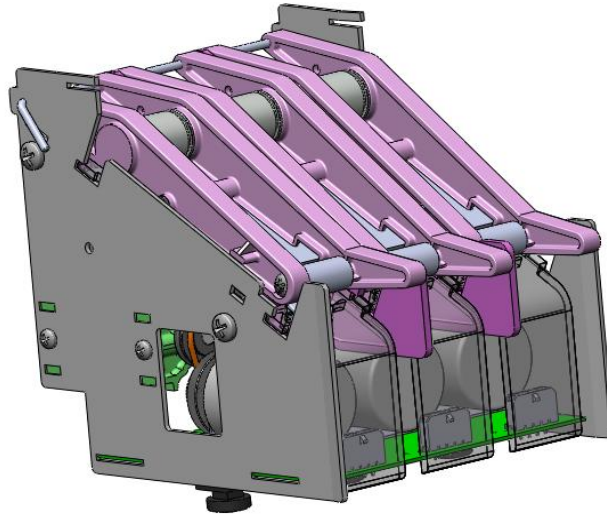
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112MAN-01-A



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Intelli-Triple Ticket Dispenser

Introduction:

Congratulations on your purchase of the Intelli-Triple ticket dispenser.

Finally, after many years of living with the old outdated technology, the Intelli-Triple is born.

The Intelli-Triple ticket dispenser was created by one of the foremost innovators in the redemption game industry, Ron Halliburton, one of the founders and owners of Benchmark Games, Inc.

Having heard constantly from customers that "Benchmark games make so much money that the two biggest problems are the cash box is too small and they run out of tickets too fast", Ron sensed a clear need for a better ticket dispenser.

The cash box was no problem -we just made it bigger. But we, like everyone were stuck with the ticket dispensers that we could buy.

Those old dispensers had their time, but let's face it, 20 years is just too long to wait for innovation. Ron would have done it sooner but he first wanted to create the games to use it in. Now, with a nice bevy of number-one games under his belt he was ready.

Our most popular games can earn as much as \$1000.00 per day or more but they can't do it without tickets or if a jam occurs and the game room attendant is busy. Sometimes people just don't tape them together so well.

The worst thing you can have is a ticket jam or run out of tickets in the middle of prime time. In prime time, a Slam a Winner can make 3-5 dollars per minute! You get the picture...

So, with extensive research, Benchmark Games found that players of redemption games like the look and feel of good quality tickets. You know -the nice printed heavy tickets. Not thin paper.

Well, you are in good company.

Others all over the world who understand the redemption game industry are embracing this new innovation.

So let's get started.

The next pages will be your guide and will point out all the features of the Intelli-Triple ticket dispenser...

Thanks!
Benchmark Games, Inc, R&D Team

FEATURES

The Intelli-Triple Ticket dispenser has several innovative features.

"Intelli" refers to the unit's built-in Micro Computer, and "Triple" refers to the fact that it utilizes 3 dispensers.

The Intelli-Triple plugs into the same connector that your standard ticket dispenser plugs into. The game cannot tell the difference, but when the signal to dispense tickets reaches the Intelli-Triple things are quite different:

First, the Intelli Triple holds three stacks of tickets, three times the amount of tickets as any other ticket dispenser. Intelli-Triple senses when one ticket stock runs out of tickets and then automatically dispenses them from the other stack. This can get you through busy periods without down time and will translate into happier customers and go straight to your bottom line.

Second, Intelli-Triple senses when a jam occurs and reacts to fix it. If the Intelli-Triple senses a jam it will automatically go into its anti-jam routine and try to un-jam itself. It does this by sensing current or the force required to move the tickets through the ticket dispenser (patent pending). It will then reverse direction back and forth to try and un-jam. This is successful in eliminating most all operator induced jams. For example, if the tickets are not topped or fastened together properly they may get stuck in the intake of the dispenser.

Third, addressing the common complaint with other ticket dispensers of *dust build-up*, the Intelli-Triple has a *self-cleaning* optical sensor (patent pending) Intelli-Triple will remain clean and jam free 99% of the time. It will not count the tickets improperly as a result of dirty optics.

The Intelli-Triple also pays out tickets faster -up to 50% faster. This will move players through more quickly, making better use of your floor space and time. It is especially helpful when they hit a big prize payout.

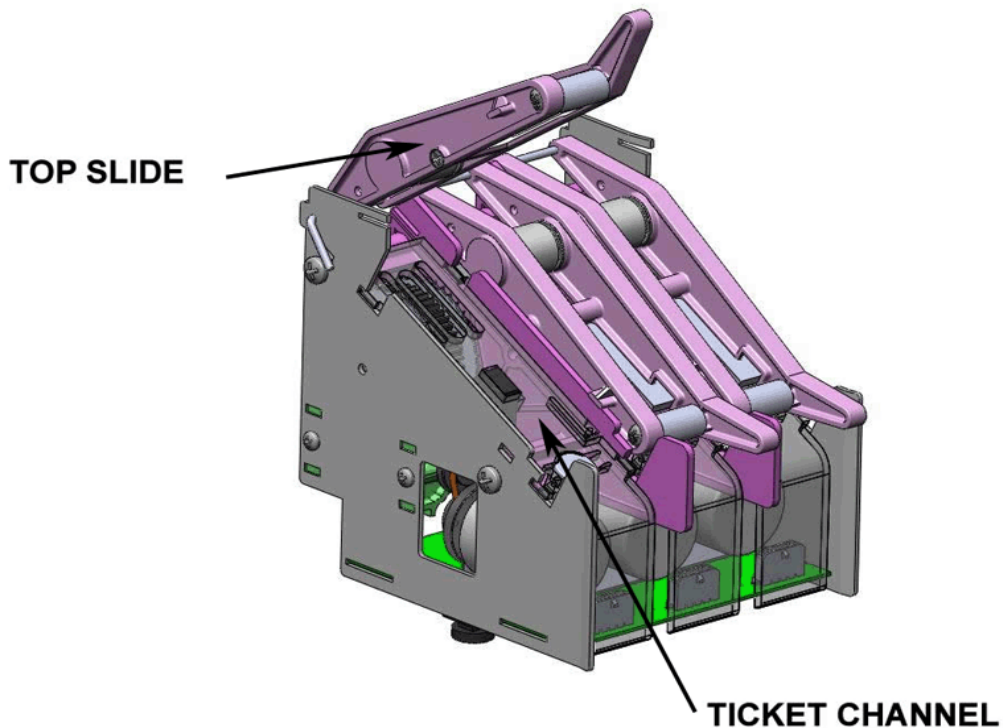
And one more thing IT'S EASY TO LOAD. Wow, it's about time. We are sure you will be pleased the first time you load it.

And even happier when you see the results in your bottom line. We think you will be amazed at just how much the Intelli-Triple will improve your operation.

GENERAL OPERATION

Loading Tickets:

Patent Pending Auto-magnetic un-jam latch system... To load tickets, just lift top slide. See figure.



Place the tickets in the ticket channel, positioning them on top of the ratchet and close the top slide. Be sure the top slide has magnetically set back into position.

Now press the button under the dispenser corresponding to the side you just loaded.

The Intelli-Triple will automatically position the tickets in the proper place.

Repeat the task on the other side and you are ready to go. If the machine runs out of tickets or a jam occurs, correct the problem and press the corresponding button to set the dispenser for operation.

LED Indicators:

If everything is fine you will have flashing blue status LEDs in all three positions showing through the front bezel. If one of the LEDs stays 'on' then that side is out of tickets or has faulted for some other reason.

Although it's unlikely, it may be a jam.

DETAILED OPERATING INSTRUCTIONS

1. Loading the Intelli-Triple

To load the Intelli-Triple, either

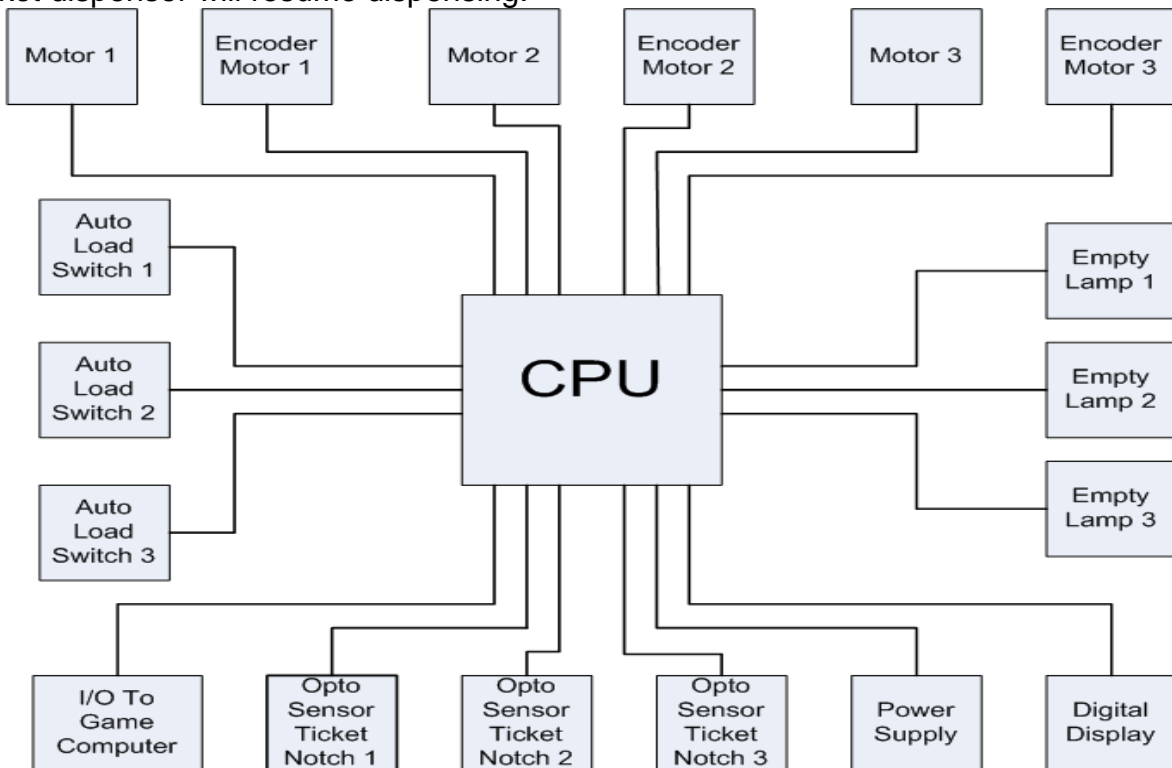
1. insert the tickets into the back end of the dispenser and push forward until stopped, or
2. open upper guide, lay tickets into track, and close upper guide.

On the underside of the Intelli-Triple are three loading buttons, one for each dispenser. After the tickets have been inserted, press and release the button, The Intelli-Triple will automatically advance the ticket to the precise starting position, and the unit is ready for operation.

2. When the Intelli-Triple has a Jam

When the Intelli-Triple Ticket dispenser slows down or stops due to a ticket jam, a fault condition is detected and the following occurs:

The dispenser stops. The next dispenser immediately takes over and starts dispensing. While the second dispenser is dispensing, the jammed dispenser will attempt to clear itself by repeatedly backing up approximately 1/2 of a ticket length and then moving forward again. If it is successful in clearing itself, it will index the ticket to the start position and stop, when the next dispense command is received, the primary ticket dispenser will resume dispensing.



Triple Ticket Dispenser Block Schematic

3: The LED Indicator Lights and What They Mean:

There are a total of nine LEDs on each Intelli-Triple printed circuit board. Three are status indicators that are visible from the front. The other six are for diagnostics, and they are located on the printed circuit board.

A. Status LEDs

There is one LED for each of the three dispensers in the Intelli-Triple. It provides a quick check of the dispenser status. A flashing LED indicates that the dispenser is loaded and operational. If the LED is on but not flashing then that dispenser is faulted, either because it is out of tickets or was unable to clear a jam.

B. Diagnostic LEDs

There are six diagnostic LEDs located on the Intelli-Triple's printed circuit board:

Notch LED1, Notch LED2, Notch LED3 and Notch Output LED

Notch LED1, Notch LED2 and Notch LED3 indicate when a notch is detected on a dispenser.

Notch Output LED indicates when the NOTCH output is activated.

If Dispenser 1 is dispensing tickets and a notch is detected, then Notch LED1 will turn on and the notch output is activated.

If Dispenser 2 is running and a notch is detected, then Notch LED2 will turn on and the notch output is activated and so forth.

Every time the notch output is activated, the Notch Output LED will turn on.

If all dispensers are faulted, then all Notch LEDs will be on and the Notch output will be held low.

VCC (Power) LED

This LED will be on to indicate that the Intelli-Triple has power.

CPU LED

This LED will be flashing at a constant rate if the Intelli-Triple's microprocessor is functioning properly.

Also there is a Digital Display on the circuit board. It displays the total ticket number. If a dispenser is faulted, it displays which of the dispensers (1-3) is faulted and the error code:

1 = out of tickets

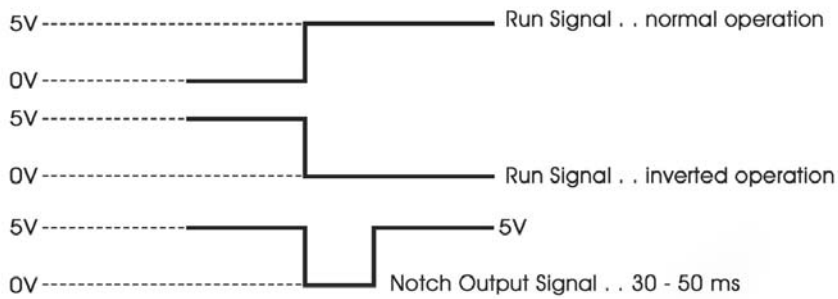
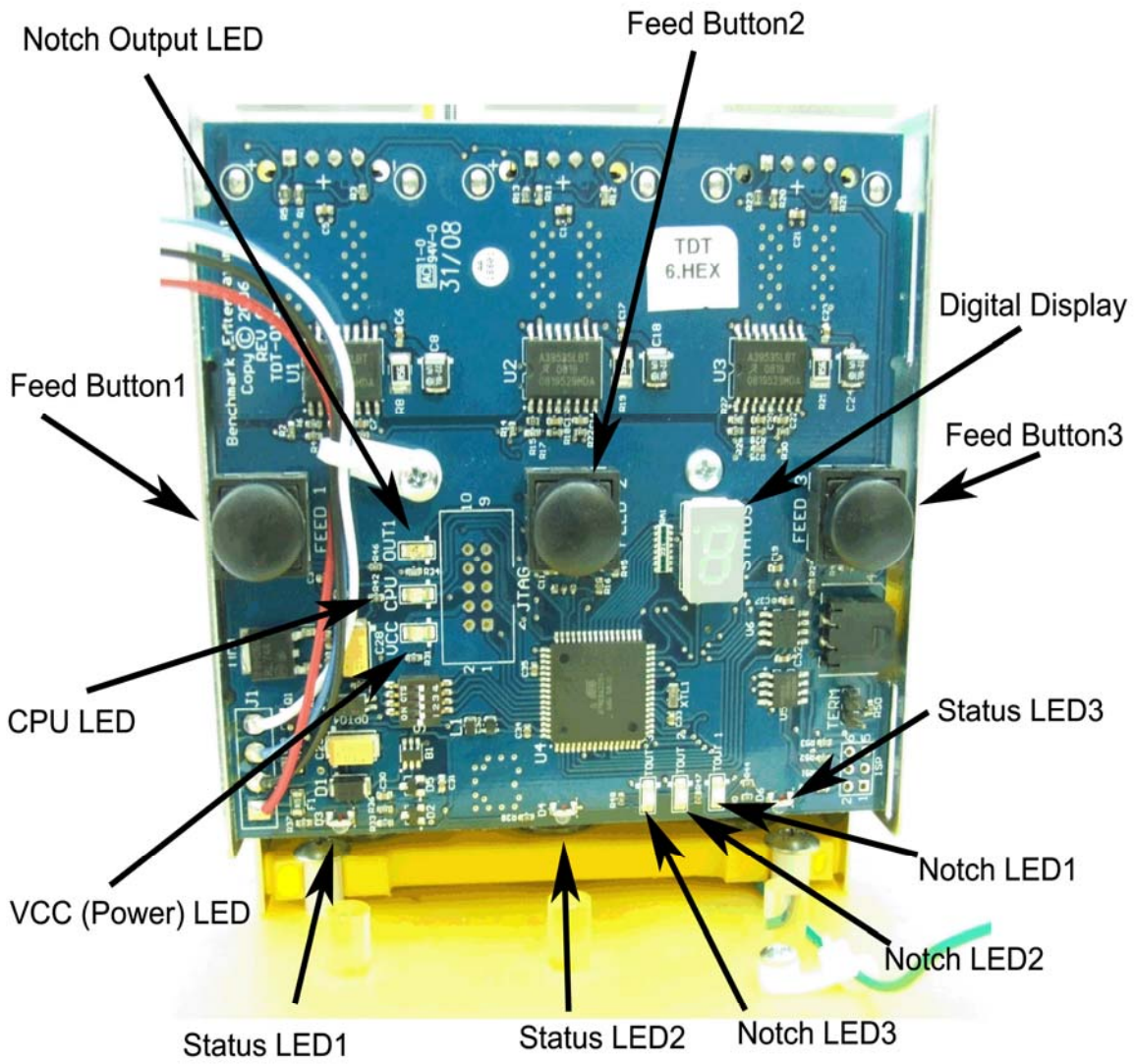
2 = speed fault

3 = Notch fault

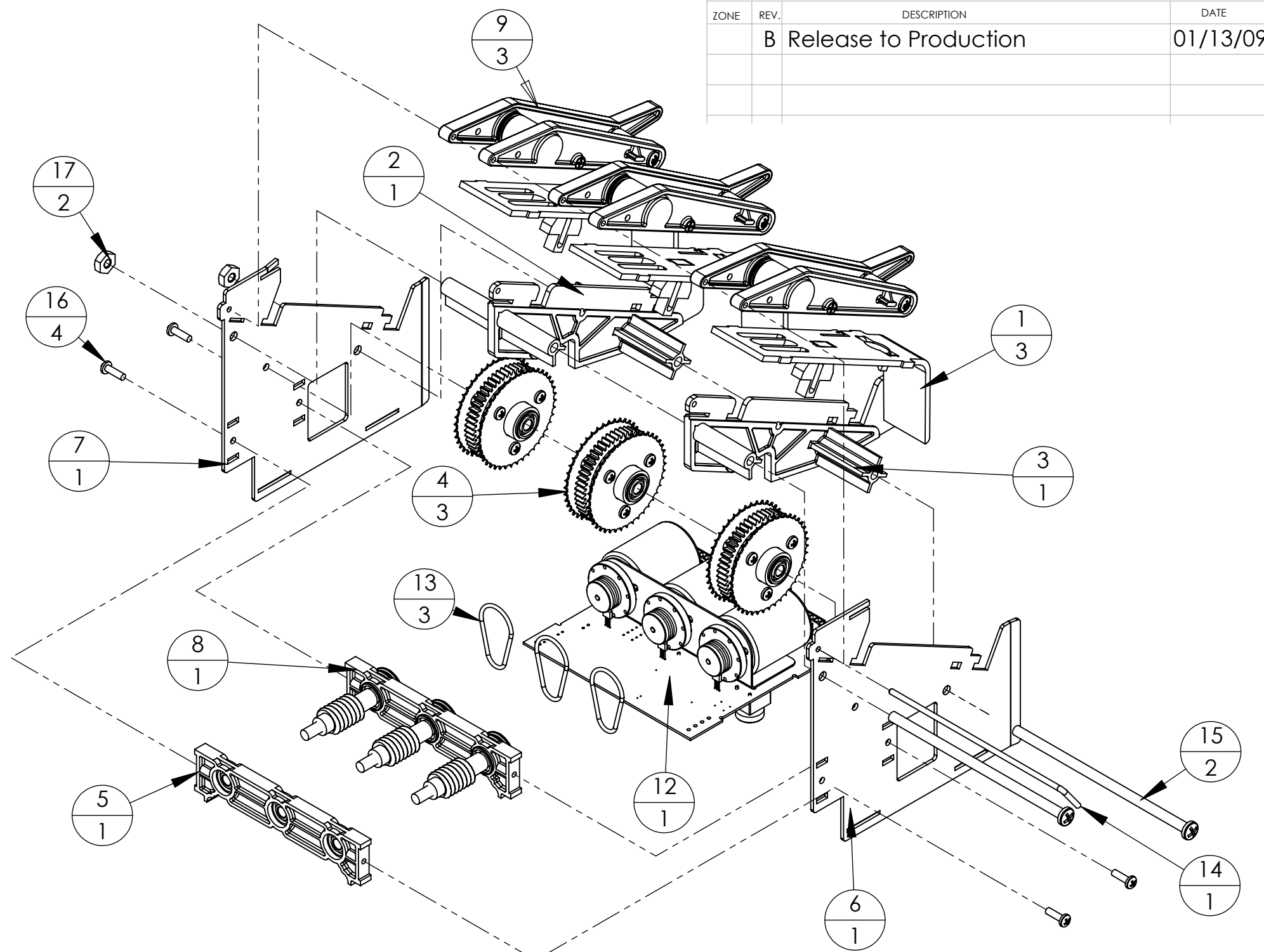
For example,

E13 means there is a Notch fault (error code 3) on dispenser 1,

c4538 means the total number of tickets 4538.



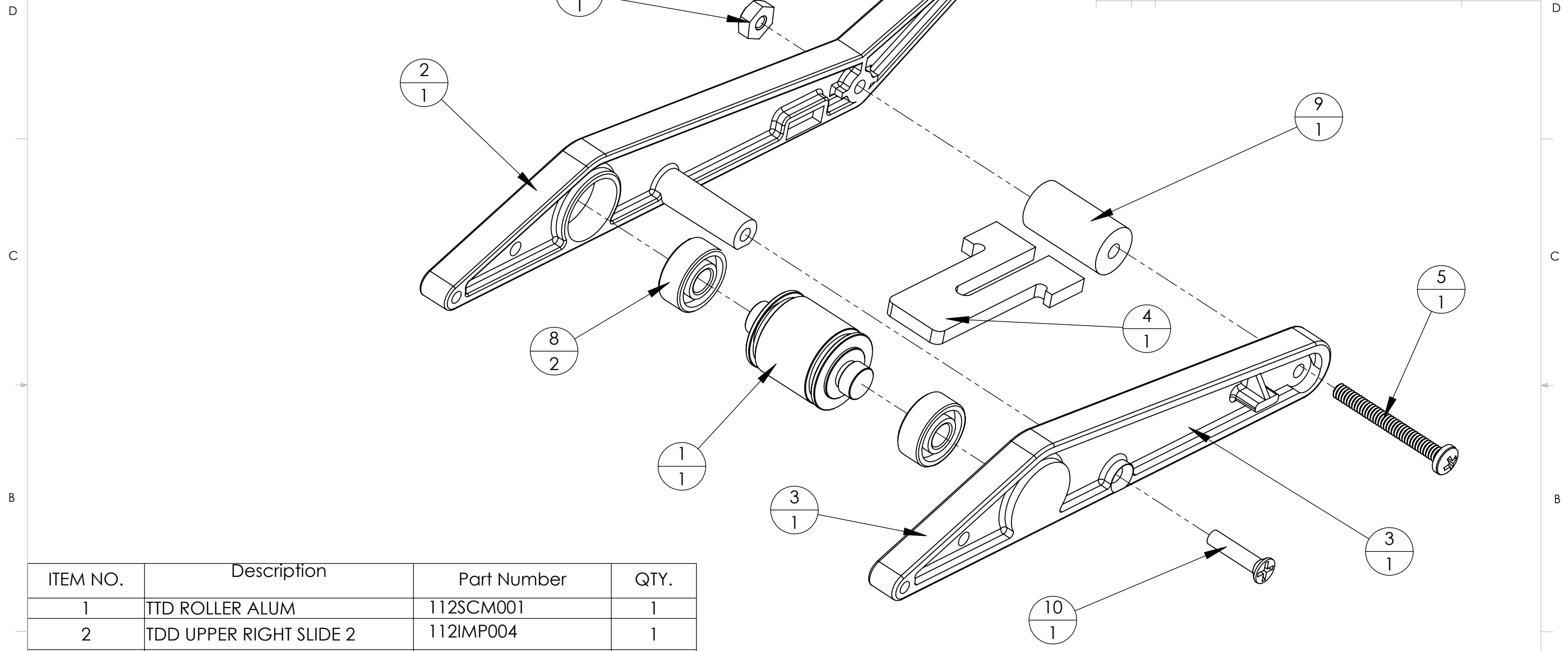
ITEM NO.	DESCRIPTION	PART NUMBER	QTY.
1	SENSOR ASSM	112ASM005	3
2	ftd center plate molded dual spacers	112SHM008	1
3	ftd center plate molded	112SHM009	1
4	GEAR ASSM	112ASM008	3
5	ftd worm mount assy	112ASM009	1
6	ftd left side	112SCH001	1
7	ftd right side	112SCH002	1
8	ftd worm mount assy w_worm	112ASM010	1
9	TDD UPPER SLIDE ASSM	112ASM007	3
12	TDT-010-A-325 with motors	112ASM011	1
13	BELT DRIVE	GEN40017	3
14	lock bar stop slide triple	112MAC011	1
15	CR-PHMS 0.19- 32x1.875x1-N		2
16	CR-PHMS 0.112- 40x0.375x0.375-N		4
17	MSHXNUT 0.164-32-S- N		2



REVISIONS			
ZONE	REV.	DESCRIPTION	DATE
	B	Release to Production	01/13/09

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DRAWN BY: V. Drayko		TITLE: triple ticket dispenser exp	
MATERIAL:		SIZE B DWG. NO. 112ASM001 REV B	
FINISH:		SCALE: 1:2 WEIGHT: SHEET 1 OF 1	
COMMENTS:			

REVISIONS			
ZONE	REV.	DESCRIPTION	DATE
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ITEM NO.	Description	Part Number	QTY.
1	TTD ROLLER ALUM	112SCM001	1
2	TDD UPPER RIGHT SLIDE 2	112IMP004	1
3	TDD UPPER LEFT SLIDE 2	112IMP003	1
4	mirror	112MAC006	1
5	CR-PHMS 0.112-40x1x1-S		1
6	MSHXNUT 0.112-40-S-N		1
8	AFBMA 12.2 - 0.1875 - 0.5000 - 0.1960 - 8,SI,NC,8	BRG10010	2
9	spacer #4IDx 375ODx688L	112SCM006	1
10	CR-FHMS 0.112-40x0.5x0.5-N		1

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	<p>DRAWN BY: V. Drayko</p> <p>MATERIAL</p> <p>FINISH</p>	<p>COMMENTS:</p>	<p>TITLE: TDD UPPER SLIDE ASSM exp</p>	
		<p>SIZE B</p>	<p>DWG. NO. 112ASM007</p>	<p>REV B</p>
		<p>SCALE: 1.5:1</p>	<p>WEIGHT:</p>	<p>SHEET 1 OF 1</p>

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REVISIONS			
ZONE	REV.	DESCRIPTION	DATE
	A	Release to Production	01/13/09

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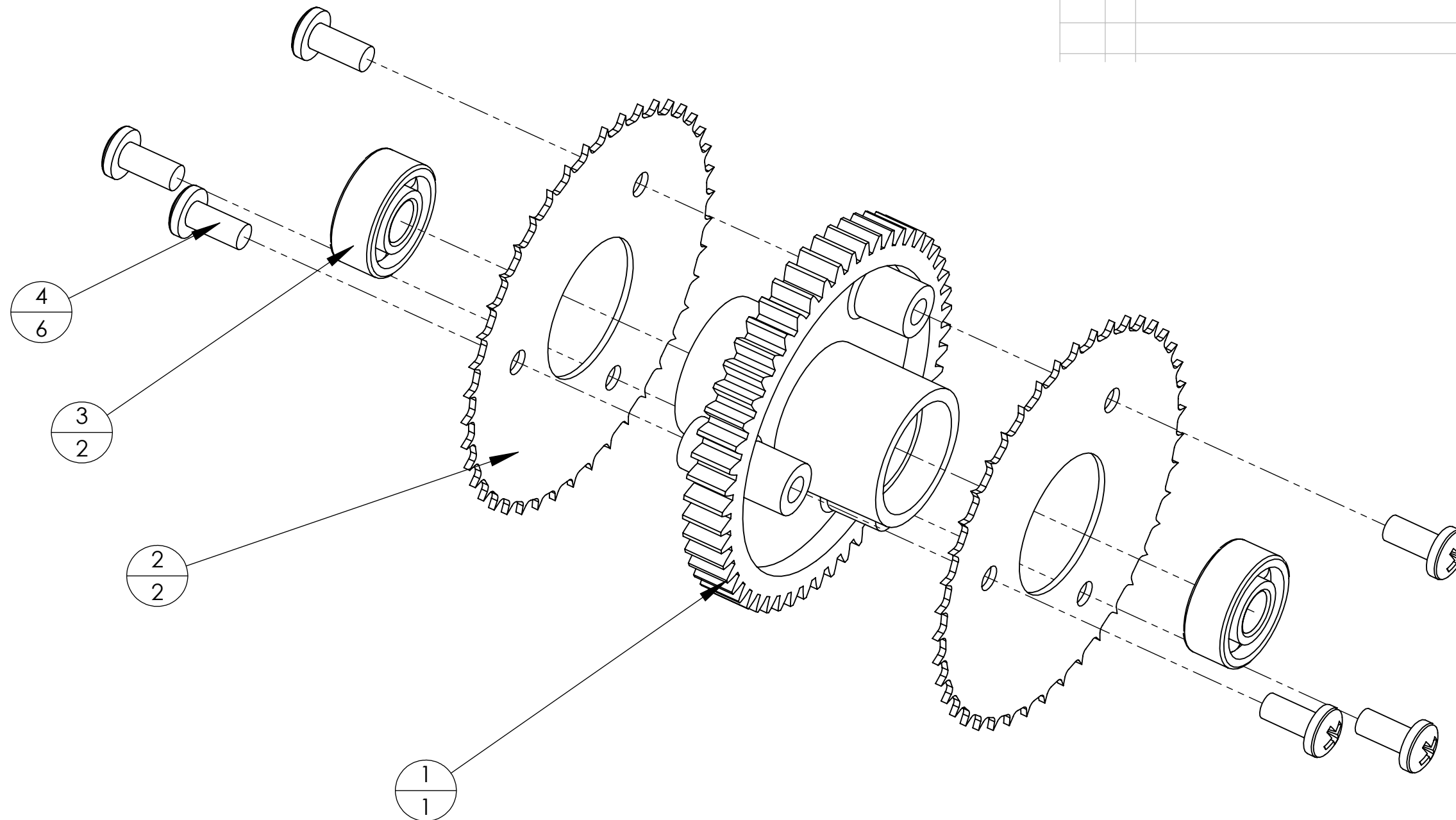
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ITEM NO.	Description	Part Number	QTY.
1	Inch - Spur gear 32DP 52T 20PA .187FW --- S52N3.0H2.0L0.8125N	TTDPLA02	1
2	TDD RATCHET 22 GA	112SHM005	2
3	AFBMA 12.2 - 0.1875 - 0.5000 - 0.1960 - 8,DE,NC,8	BRG10001	2
4	CR-PHMS 0.112-40x0.25x0.25-N	HAR14007	6

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	<p>DRAWN BY: V. Drayko</p> <p>MATERIAL</p> <p>FINISH</p>	<p>COMMENTS:</p>	<p>TITLE: GEAR ASSM exp</p>	
		<p>SIZE B</p>	<p>DWG. NO. 112ASM008</p>	<p>REV A</p>
		<p>SCALE: 2:1</p>	<p>WEIGHT:</p>	<p>SHEET 1 OF 1</p>

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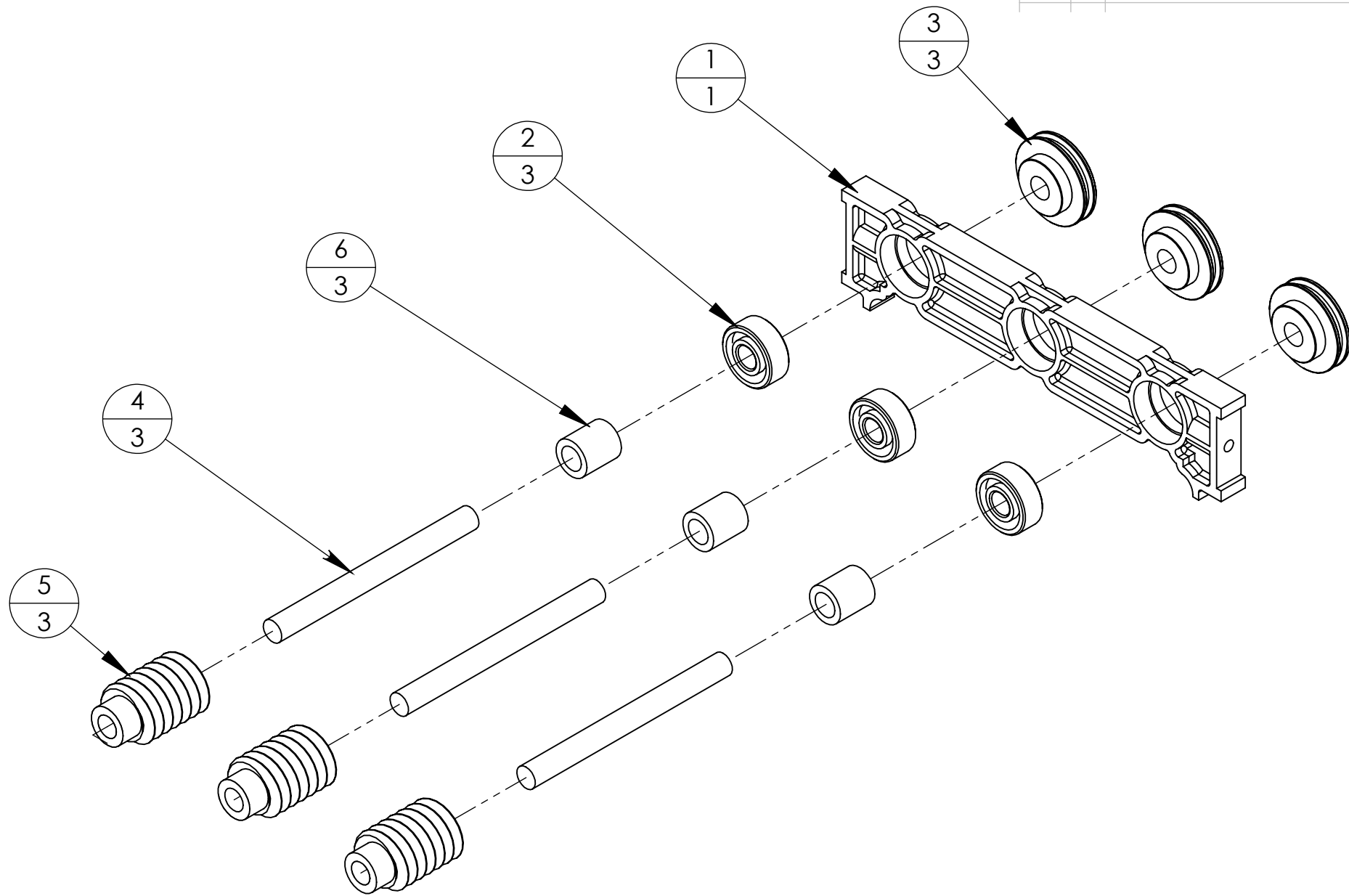
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REVISIONS			
ZONE	REV.	DESCRIPTION	DATE
	B	Release to Production	01/13/09



ITEM NO.	Description	Part Number	QTY.
1	ttf worm mount	112MAC009	1
2	AFBMA 12.2 - 0.1875 - 0.5000 - 0.1960 - 8,SI,NC,8	BRG10001	3
3	td main pully C	112MAC003	3
4	worm gear shaft	112SCM004	3
5	gear worm 48P .500odx.187idx.830L	112SCM002	3
6	spacer #10idx313odx350L	SPA10053	3

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	<p>COMMENTS:</p>	<p>TITLE:</p> <p>ttf worm mount assy w_worm exp</p>	
		<p>SIZE B</p> <p>DWG. NO. 112ASM010</p> <p>SCALE: 1:1</p>	<p>REV B</p> <p>WEIGHT:</p>

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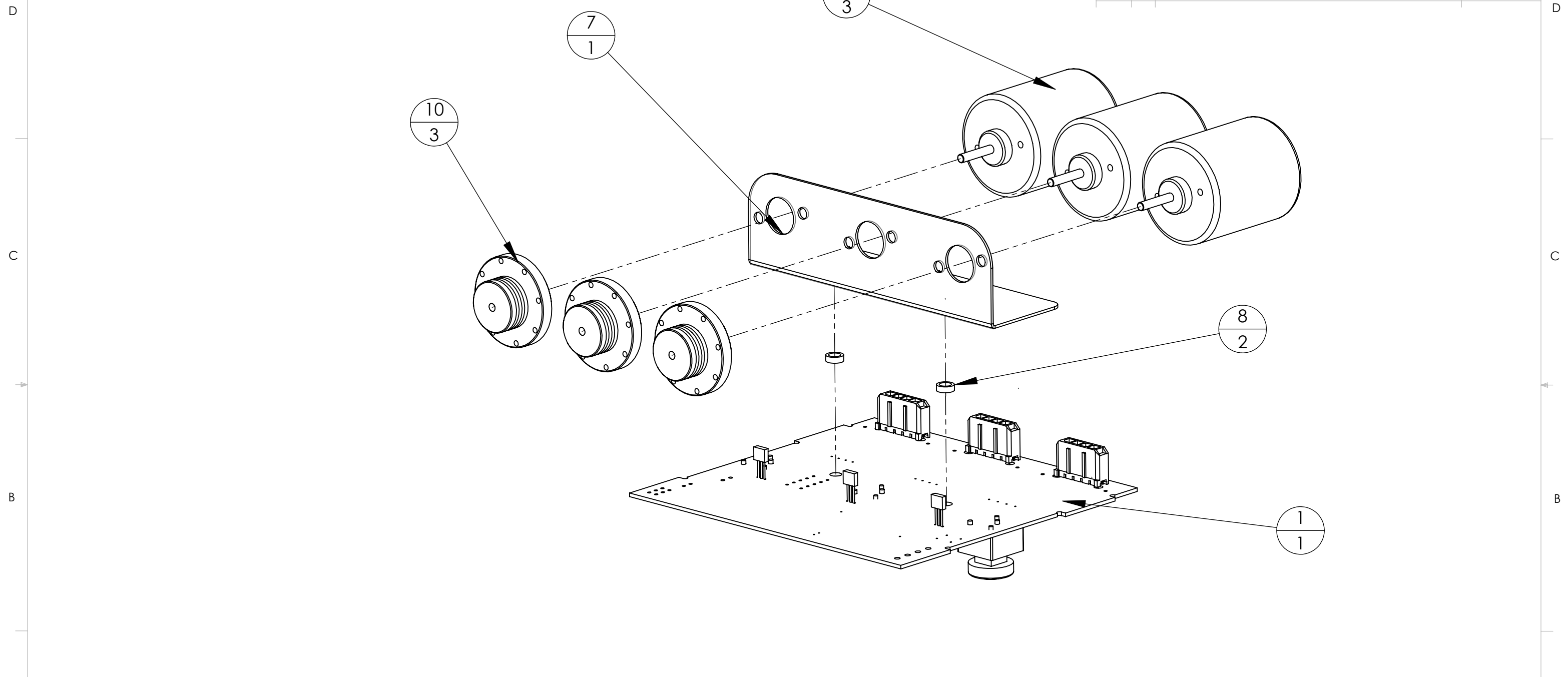
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REVISIONS

ZONE	REV.	DESCRIPTION	DATE
	B	Release to Production	01/13/09



BOM Table

ITEM NO.	Description	Part Number	QTY.
1	TDT-010-A-325	TDT-010-A-325	1
7	MOTOR BRACKET Triple	112SHM008	1
8	SPACER MOTOR BRACKET	SPA10021	2
9	MABUCHI MOTOR Rev A	MOT10013	3
10	TACH DISK	112ASM004	3

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DRAWN BY: **V. Drayko**
 MATERIAL
 FINISH

UNLESS OTHERWISE SPECIFIED:
 DIMENSIONS ARE IN INCHES
 TOLERANCES:
 ANGULAR: +/-1 DEG.
 .XX= +/--.010"
 .XXX= +/--.005
 .XXXX= +/--.003

COMMENTS:

Benchmark Games

TITLE:
 TDT-010-A-325 with motors exp

SIZE	DWG. NO.	REV
B	112ASM011	B

SCALE: 1:1 WEIGHT: SHEET 1 OF 1