

Rose N' Jack 15R

DYNA

www.dynagame.co.jp

All rights reserved.

Distributed by

Table of Contents

1	Main Menu	Page	2
2	Configuration	Page	2
2 - 1	Coin In/Out setting	Page	2
2 - 2	Output device Unused	Page	3
2 - 3	Output device HOPPER	Page	3
2 - 4	Output device Ticket Dispenser	Page	4
2 - 5	Output device Ticket Interface A	Page	4
2 - 6	Output device Ticket Interface B	Page	5
2 - 7	Output device Printer	Page	5
2 - 8	Output rule setting	Page	5
2 - 9	Game setting	Page	7
2 - 10	Others	Page	8
3	Clock	Page	8
4	Function	Page	8
5	Edge Connector Chart	Page	9
6	Output device connection diagram	Page	10

Only "Confirm Switch" and Player push button is needed
to change the setting _____

Name of Button	Function
DOUBLE UP	Select item Move cursor upward
TAKE SCORE	Select item Move cursor downward
BIG	Change item Up(+1) or Move cursor leftward
SMALL	Change item Down(-1) or Move cursor rightward
START	Fix as the present condition
PLAY(BET)	Exit or Fix

Game Feature:

15 Reel / 25 Line slot

3 Jackpots	6(+1) Bonuses
Seven JP	ALL SEVEN
Bar JP	ALL BAR
Rose JP	ALL ROSE & ROSE BONUS
	ALL RED
	ALL BLUE
	ALL WHITE

* Rose Bonus (3 Rose Games that are likely to win ALL ROSE) are triggered by ALL ROSE and is retrigged by ALL ROSE during Rose Bonus.

20pin Edge Connector		
A [Parts Side]	Pin	B [Solder Side]
GND.	1	GND.
GND.	2	GND.
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
Meter +V	6	COIN BLOCKER+V
TICKET ENABLE(*)	7	(*)
	8	
GND.	9	GND.
GND.	10	GND.

* AC input is prohibited

*** This board has CGA and VGA connection capabilities**
DIP SWITCH setting

For CGA output:

Please set the No.1 switch for OFF

For VGA output(VGA connector):

Please set the No.1 switch for ON

5, Edge Connector Chart

72pin Edge Connector

A [Parts Side]	Pin	B [Solder Side]
Video RED	1	Video GREEN
Video BLUE	2	Video SYNC
Speaker(+)	3	GND.
Reserve	4	Reserve
Switch Reserve	5	Switch Reserve
Switch Reserve	6	Switch Reserve
Switch TICKET OUTPUT	7	Switch Reserve
SW. TICKET NOTCH/SERVICE IN	8	Switch Reserve
SW Player START/ALL STOP	9	Switch Reserve
SW. Player SMALL/ODDS/STOP4	10	Switch Reserve
SW. Player PLAY (BET)/STOP5	11	Switch Reserve
SW. Player TAKE/STOP1	12	Switch Reserve
SW. Player DOUBLE-UP/STOP2	13	Switch Reserve
Switch Reserve	14	Switch Reserve
Switch Reserve	15	Switch Reserve
Sw. Player BIG/SELECT LINE/STOP3	16	Switch Reserve
Switch Reserve	17	Switch Reserve
Switch COIN IN	18	Switch NOTE IN
Switch Reserve	19	Switch Reserve
Switch BOOK KEEPING	20	Switch COFIGURATION
SW. Player OUTPUT(Coupon/Hopper)	21	Switch CREDIT DOWN
Switch HOPER EMPTY	22	Switch HOPPER SENSOR
Meter COIN IN	23	Blocker COIN IN
Meter NOTE IN	24	Blocker
Output Reserve	25	Blocker
Output GAME START SIGNAL	26	Blocker
Meter OUTPUT(Ticket/Coupon/Hopper)	27	Meter LACK OF HOPPER
Meter CREDIT DOWN	28	Output HOPPER DRIVE
Lamp Player START	29	Lamp Reserve
Lamp Player SMALL/ODDS	30	Lamp Reserve
Lamp Player PLAY (BET)	31	Lamp Reserve
Lamp Player TAKE-SCORE	32	Lamp Reserve
Lamp Player DOUBLE-UP	33	Lamp Reserve
Lamp Player BIG	34	Lamp Reserve
Switch Reserve	35	Switch Reserve
GND.	36	GND.

9

1, Main Menu

Configuration	Setup	Configuration Setup
Memory	Default Setup	reset to factory default
Password	Bookkeeping	View game data (Analyze)
	Clear	initialize game data (All clear)
Clock	Configuration	set and change the password for game setting
	Bookkeeping	set and change the password for viewing game data
Function	Memory Clear	set and change the password for initializing game data
	Setup	set clock
	Switch Test	switch test and screen adjustment

2, Configuration

2-1, Coin In/Out setting

Marked in red is the default setting.

COIN RATE (Credit value per coin)	Set Value[1,2,4,5,8,10,20, 25 ,50,100,250,500]
NOTE RATE (Credit value per note(Key in))	Set Value[2,4,8,10,16,20,32,40,50,80, 100 ,200,250,400,500,1000,2000,2500,5000]
CREDIT IN LIMIT (Maximum credit of insertion of Coin and Note)	Set Value[UNLIMIT, 1000, 2000 ,3000,5000,10000,20000]
CREDIT LIMIT (Maximum credit to play the game)	Set Value[UNLIMITED, 2000,3000,5000,10000,20000,30000,50000]
DISPLAY CREDIT LIMIT	Set Value[YES,NO]
OUTPUT DEVICE (Select output device)	Set Value[UNUSED, HOPPER(Coin output device) TICKET DIRECT (Ticket output device) INTERFACE A(Ticket output device interface board type A) INTERFACE B(Ticket output device interface board type B) PRINTER]

Note: Optional settings are changed depend on Output Device.
Refer to the next page for optional settings.

2

2-2. OUTPUT DEVICE UNUSED

OUTPUT UNIT (Unit of payout/KeyOut)

No default setting: setting should be changed each time.

Set Value{1,2,3,4,5,8,10,15,20,25,40,50,75,80,100,200,250,400,500,1000,
2000,2500,4000,5000}

TRANSFER TO COLLECT (Transfer speed of credit down)

Set Value{NORMAL(synchronize with the meter), SLOW, FAST, INSTANT}

Payout action is activated by "CREDIT DOWN(ATTENDANT)" switch, and in accordance with "OUTPUT RATE", count up the credit down meter, and clear the credit other than a fraction.

Note: Payout rule setting in page 6 is fixed.

3, Clock

Input Year/Month/Day Hour: Minutes
Seconds is set "00".

4, Function

Each input switch can be tested. It is also used to adjust screen size of the monitor and color.

2-3. OUTPUT DEVICE HOPPER

OUTPUT UNIT (Unit of payout/COIN)

Set Value {fixed} Follow COIN RATE

HOPPER ERROR (Handling of hopper error)

Set Value{REFILL, NOT REFILL}

SENSOR SIGNAL (Signal level of hopper output)

Set Value{ACTIVE LOW (0V Level), ACTIVE HIGHT (5V Level)}

EMPTY SIGNAL (Signal level of hopper empty)

Set Value {UNUSED, ACTIVE LOW(0V Level),ACTIVE HIGHT (5V Level)}

AUTO OUTPUT (Auto output by hopper)

Set Value {YES, NO}

1. AUTO OUTPUT YES

Automatically output by each game

2. AUTO OUTPUT NO

Start output by "PLAYER OUTPUT" switch

3. HOPPER ERROR REFILL (Handle error by refill)

After refilling and turning on the power, it resumes output by "PLAYER OUTPUT" switch

4. HOPPER ERROR NOT REFILL (Handle error by shortage meter)

Count up the shortage meter by "CREDIT DOWN(ATTENDANT)" switch, then clear the credit other than a fraction.

In accordance with "OUTPUT RATE", it outputs the amount of necessary coins, and count up output meter.

2-9 GAME SETTINGS

GAME DIFFICULTY	Set Value[LEVEL 1(90%), 2(85%), 3(80%), 4(75%), 5(70%), 6(65%), 7(60%), 8(55%)]
JACKPOT TYPE	Set Value[FIXED, PROGRESSIVE]
PLAY MODE (Number of PLAY lines)	Set Value[9 LINE, 25 LINE]
MAX. PLAY(BET)/LINE	Set Value[5, 10, 15, 20 , 25]
MIN. TOTAL PLAY(BET) TO START	Set Value[1, 5, 9, 15, 18, 21, 25 , 27, 50, 100]
AUTO START(AUTO START AND TAKE – Double Up/Stop 2 button)	Set Value[NO , YES]
START BUTTON AS TAKE (Take score by pressing start button)	Set Value[NO , YES]
SKILL STOP BUTTON(STOP1–STOP5)	Set Value[DISABLE, TYPE A (Standard), TYPE B]
REEL STOP TYPE (Reel Stop Action)	Set Value[AUTO STOP (Auto stop in certain time), CONTINUOUS(manual stop)]
TRANSFER TO CREDIT(Transfer speed of win point to credit)	Set Value [NOMAL , FAST , INSTANT]
HOLD FEATURE (SKILL – No win at the 1st spin.)	Set Value [REGULAR(YES) , REGULAR(NO) , SKILL]
DOUBLE-UP GAME (Kinds of double up game)	Set Value [BIG OR SMALL, RED OR BLACK , NO]

NOTE: Option setting is changed depends on the selection of double up game. Refer to the following for option settings.

DOUBLE-UP SYMBOL

DOUBLEUP SYMBOL (Type of symbol used)	Set Value[CARD , FRUITS]
---------------------------------------	--

2-4. OUTPUT DEVICE **TICKET DIRECT**

OUTPUT UNIT (Unit of payout/Ticket)	No default setting; setting should be changed each time. Set Value[1,2,3,4,5,8,10,15,20,25,40,50,75,80,100,200,250,400,500,1000, 2000,2500,4000,5000]
TICKET ERROR (How to handle a ticket error)	Set Value[REFILL , NOT REFILL]
NOTCH SIGNAL (Signal level of ticket output)	Set Value[ACTIVE LOW (0V Level), ACTIVE HIGH (5V Level)]
AUTO OUTPUT (Auto ticket output)	Set Value[YES , NO]

1. AUTO OUTPUT **YES**

Automatically output per game

2. AUTO OUTPUT **NO**

Start output by “PLAYER OUTPUT” switch

3. TICKET ERROR **REFILL** (Handle error by refill)

After turning on the power, it resumes output by “TICKET OUTPUT” switch

4. TICKET ERROR **NOT REFILL** (Handle error by shortage meter)

Count up the shortage meter by “CREDIT DOWN(ATTENDANT)” switch, then clear the credit other than a fraction.

In accordance with “OUTPUT RATE”, it outputs the amount of necessary tickets, and count up output meter.

2-5. OUTPUT DEVICE **TICKET INTERFACE A**

OUTPUT UNIT (Unit of payout/Ticket)	Set Value[1,2,3,4,5,8,10,15,20,25,40,50,75,80,100,200,250,400,500,1000, 2000,2500,4000,5000]
AUTO OUTPUT (Auto ticket output)	Set Value [YES, NO]

1. AUTO OUTPUT **YES**

Automatically output per game

2. AUTO OUTPUT **NO**

Start output by “PLAYER OUTPUT” switch

In accordance with “OUTPUT UNIT”, output action sends pulse that is equivalent to necessary tickets to credit down meter.

2-6. OUTPUT DEVICE **TICKET INTERFACE B**

AUTO OUTPUT (Auto ticket output)

Set Value[YES, NO]

1. AUTO OUTPUT **YES**

Automatically output per game

2. AUTO OUTPUT **NO**

Start output by "PLAYER OUTPUT" switch

Start output by "CREDIT DOWN (ATTENDANT)" switch. Output action sends pulse that is equivalent to the credit value to credit down meter, and input a fraction to "SERVICE IN".

2-7. OUTPUT DEVICE **PRINTER**

OUTPUT UNIT (Min.unit of CREDIT for payout)

Set Value[1,2,3,4,5,8,10,15,20,25,40,50,75,80,100,200,250,400,500,1000,2000,2500,4000,5000]

PRINTER MANUFACTURE

Set Value [ITHACA, CITIZEN]

CREDIT PRINTED TYPE

Set Value [DOLLER, POINT]

AUTO OUTPUT (Auto output of coupon)

Set Value [YES, NO]

PRINTER SETUP (Setting for print information)

Operation item INFORMATION (Location information)

MACHINE NO (Machine number)

VALIDATION (Coupon number)

DISCLAIMER

SAMPLE PRINTING

Note: Refer to the next page for how to operate printer settings.

1. AUTO OUTPUT **YES**

Automatically output the coupon by each game

2. AUTO OUTPUT **NO**

Print out the coupon by "PLAYER OUTPUT" switch.

The printed point is calculated according to "OUTPUT RATE", and count up the output meter.

2-8. OUTPUT RULE Setting

OUTPUT RULE (Rule for output limit)

Set Value [NO RULE, LIMIT/GAME, 10 TIMES RULE]

Note: Option setting is changed with using output limit.

Refer to the following for option settings.

OUTPUT RULE **LIMIT/GAME**

USE SCORE (Transfer the win point per game to score column)

Set Value[NO, YES]

SCORE CLEAR AT GAME OVER (Clear the score column when game is over)

Set Value[NO, YES]

SCORE REMAIN TO PLAY (Remained points in the score column can be used for game)

Set Value[NO, YES]

DISPLAY GAME COUNT (Display the number of game count column)

Set Value[NO, YES]

MAX. COIN/GAME (Maximum output points per game)

MAX. TICKET/GAME (Same as above)

MAX. POINT/GAME (Same as above)

Set Value[1,2,3,4,5,6,7,8,9,10,UNLIMITED]

OUTPUT RULE **10 TIMES RULE**

USE SCORE (Transfer the win point per game to score column)

Set Value[NO, YES]

SCORE CLEAR AT GAME OVER (Clear the score column when game is over)

Set Value[NO, YES]

SCORE REMAIN TO PLAY (Remained points in the score column can be used for game)

Set Value[NO, YES]

DISPLAY GAME COUNT (Display the number of game count column)

Set Value[NO, YES]

OUTPUT EVEN CREDIT REMAIN (Output is effective even credit remain)

Set Value[NO, YES]

DISPLAY CLOCK

Set Value[NO, YES]

DISPLAY BOOKKEEPING (Display the game data (analyze) by turning "books" switch on)

Set Value[NO, YES]

DISPLAY ODDS TABLE

Set Value[NO, YES]

GAME START SIGNAL OUT (Output pulses every time game starts)

Set Value[NO, YES]

LAMP(Please choose for your cabinet)

Set Value[1, 2, 3, 4]