Bonus Bar

DYNA

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1, About the Game

9 Reel 8 Line Game

* Bonus Bar Game

The NEW BONUS SYSTEM keeps on going when Bouns Bar symbol is retriggered in a line. When retriggered, 5 extra round of single bonus game is added.

* All Symbol Jackpot

Except for all any Bar and all any Fruits.

* Hold Feature

Two reel can be held after non-winning game. There is option of AUTOMATIC HOLD.

* All Any Bar/Fruits

* Double Up Game

2, About On-Screen Menu

Press confirm switch to enter on-screen menu.

2 -1 Configuration

Enter configuration by pressing double up button. On the bottom of the screen, there will be direction to change the configuration setting.

2 -2 Bookkeeping

Enter the bookkeeping by pressing bookkeeping switch. Press big and small button to clear the data.

2 -3 Sound Test

Enter the sound test by pressing take button.

2 -4 Lamp Test

Enter the lamp test by pressing big button.

2 -5 Switch Test

Enter the switch test by pressing small button

2 -6 Memory Clear

Enter the memory clear mode by pressing play button. Press big and small button to clear the data.

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3, 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.
	4	
	5	
	6	
SW. Player Ticket Out	7	
SW. Ticket Micro	8	
SW. Start	9	
SW. Small(Black)/Odds	10	
SW. Bet	11	
SW. Take Score	12	
SW. Double Up	13	
	14	
	15	
SW. Big(Red)	16	
	17	
SW. Coin A In	18	SW. Coin B In
SW. Coin C In	19	SW. Coin D (Token) In
SW. Bookkeeping	20	SW. Confirm
SW. Player Payout	21	SW. Key Out
SW. Hopper / Ticket Empty	22	SW. Hopper / Ticket Micro
Counter Coin A In	23	
Counter Coin B In	24	
Counter Coin C In	25	
Counter Coin D (Token) In	26	
Counter Hopper / Ticket Out	27	Counter Lack of Hopper
Counter Key Out	28	Hopper / Ticket Drive Signal
Lamp Start	29	
Lamp Small(Black)/Odds	30	
Lamp Bet	31	
Lamp Take Score	32	
Lamp Double Up	33	
Lamp Big(Red)	34	
	35	
GND.	36	GND.

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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
Counter +V	6	
Hopper	7	Hopper
	8	
GND.	9	GND.
GND.	10	GND.

4, Printer Specification

* Printer : CITIZEN ID5341 and ITHACA MOD70.

* Interface : Serial Asynchronous (EIA : RS232C)
       9600bps, 8 data bit, no parity, 1 stop bit, X On / Off
       DC1(11H) On, DC3(13h) Off

* Cable : IBM PC / AT, 9pin reversed.

5, Error reset

* Coin Jam
    →Power on/off to reset.
* Hopper Error (Hopper Jam, Hopper Empty same)
    →Push Key Down switch to reset. Credit will be downed
    and will add to Hopper Lack counter.
* Printer Offline
    →Connect printer. If lack of paper, turn off and add paper
    and turn on the power.
* Credit Limit Over
    →Push Key Down switch to reset. Credit will be downed
    and will add to Key Out counter.
* Hopper Limit Over
    →Push Key Down switch to reset. Credit will be downed
    and will add to Key Out counter.

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6, Configuration Chart

Game Setting

#	Setting	Options
1	Game Difficulty	Level 1(easy), 2, 3, *4, *5, 6, 7, 8(hard)
2	Jackpot Win	1000,*2000,3000,5000,7500
3	Jackpot Payout Ratio	*3.0%,6.0%
4	Jackpot Score Display	*Fixed Score, Undisplay, Increment
5	Double Up Game Type	*Double Up, Off
6	Reel Spin Speed	*Fast, low
7	Quick Stop and Skill Stop	*Yes, No
8	Button Layout	Type A,*B,C,D
9	Spin Type	*AutoStop, Infinite Spin
10	Clock	*Undisplay,Display
11	Max. Play	8,10,16,32,40,50,*64
12	Min. Play for Bonus & Jackpot	*8,10,16,32,40,50
13	Min. Play for Game Start	*1,8,10,40,50

Credit Setting

#	Setting	Options
14	Credit Limit	*Unlimited,5000,10000,50000
15	Credit Limit Display	*Undisplay,display
16	Coin In Limit	1000,5000,10000,*20000
17	Dispenser/Hopper Out Limit	*Unlimited,300,500,1000
18	Coin A In Value	1,2,4,*5,10,20,25,50,100
19	Key In Value	1,10,20,25,40,50,*100,200,500
20	Coin C In Value	1,2,4,5,10,20,25,*50

Credit Out Setting

#	Setting	Options
21	Ticket/Token Value (Key Down)	1,2,4,5,10,15,20,25,40,50,75, *100,200,500
22	Credit Value for Printer	0.01,0.05,0.10,0.25,0.50,1.00
23	Collect Win Type	*Press Ticket Button,Automatically
24	Ticket Out	*Dispenser/Hopper,Printer,Interface Board
25	Dispenser/Hopper Out Count	*Active High, Active Low
26	Printer Manufacture	*Citizen,Ithaca
27	Printed Value	*Credit,Point,Dollar

Other Setting

#	Setting	Options
28	Win Transfer	*Normal,Instant Transfer
29	Game Count	*Undisplay,display
30	Score Column	*Not Used,Used

31	Play From Score	*No,Yes
32	Score at Gameover	*Do Not Clear,Clear
33	Bookkeeping	*Displayed,Undisplayed
34	Odds Table	*Displayed,Undisplayed
35	Hold	*Automatic,On,Off

* Setting marked with "*" is default setting.