

**CHERRY MASTER 2005**

**DYNA**

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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

## 1, Main Menu

Configuration	Setup	Configuration Setup
	Default Setup	reset to factory default
Memory	Bookkeeping	View game data (Analyze)
	Clear	initialize game data (All clear)
Password	Configuration	set and change the password for game setting
	Bookkeeping	set and change the password for viewing game data
	Memory Clear	set and change the password for initializing game data
Clock	Setup	set clock
Function	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{UNLIMIT, 2000,3000,5000,10000,20000,30000,50000}
DISPLT CREDIT LIMIT Set Value{YES,NO}
OUTPUT DEVICE (Select output devise) Set Value{ UNUSED, HOPPER(Coin output devise) TIKET DIRECT (Ticket output devise) INTERFACE A(Ticket output devise interface board type A) INTERFACE B(Ticket output devise interface board type B) PRINTER}

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

## 2-2, OUTPUT DEVICE UNUSED

OUTPUT RATE (Credit value per output count) 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{NOMAL(synchronize with the meter), SLOW, FAST, INSTANT(clear instantly)}

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.

## 2-3, OUTPUT DEVICE HOPPER

OUTPUT RATE (Credit Value per output coin) Set Value {fixed} Follow COIN RATE
HOPPER ERROR (Handling of hopper error) Set Value{REFILL, NOT REFILL}
SENDER 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.

## 2-4, OUTPUT DEVICE TICKET DIRECT

OUTPUT RATE (Credit value per output 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 RATE (Credit Value per output 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 RATE", 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 RATE (Credit Value per output 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}
---

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 <b>INFORMATION</b> (Location information) <b>MACHINE NO</b> (Machine number) <b>VALIDATION</b> (Coupon number) <b>DISCLAIMER</b> <b>SAMPLE PRINTING</b>
---

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}
<b>MAX. COIN/GAME</b> (Maximum output points per game)
<b>MAX. TICKET/GAME</b> (Same as above)
<b>MAX. POINT/GAME</b> (Same as above) Set Value{1,2,3,4,5,6,7,8,9,10,UNLIMIT}

### 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}

## 2-9 GAME SETTING

GAME DIFFICULTY (Difficulty of game[a dividend rate]) Set Value{LEVEL 1(easy),2,3,4,5,6,7,8(hard)}			
MAX. PLAY (Maximum value to play game) Set Value{32,40,64,80,96,120,128,160,192,200,224,240,256,280,320,400}			
MIN. PLAY (Minimum value required to start game) Depend on the above item.			
Max. Play	32 or 40	Set Value	{ 8, 10, 16 }
Max. Play	64 or 80	Set Value	{ 16, 20, 32 }
Max. Play	96 or 120	Set Value	{ 24, 30, 48 }
Max. Play	128 or	Set Value	{ 32, 64 }
Max. Play	160 or 200	Set Value	{ 40, 50, 800 }
Max. Play	192 or 240	Set Value	{ 48, 60, 96 }
Max. Play	224 or 280	Set Value	{ 56, 70, 112 }
Max. Play	256 or	Set Value	{ 64, 128 }
Max. Play	320 or 400	Set Value	{ 80, 100, 160 }
AUTO START(Hold pressing start button[3 seconds] for auto start and take score) Set Value{NO, YES}			
START BUTTON AS TAKE (Take score by start button) Set Value{NO, YES}			
REEL STOP TYPE (Reel Stop Action) Set Value{AUTO STOP(Auto stop in certain span),CONTINUOUS(manual stop)}			
SKILL STOP BUTTON (Select the player operation panel) Set Value{TYPE A, TYPE B, TYPE C, TYPE D}			
TRANSFER TO CREDIT(Transfer speed of win point to credit) Set Value {NOMAL, FAST, INSTANT}			
DOUBLE-UP GAME (Kinds of double up game) Set Value {BIG/SMALL, RED/BLACK, NO}			

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

### DOUBLE-UP GAME BIG/SMALL

CARD 7 (Victory or defeat in case the card is 7) Set Value{EVEN, LOSE}
CARD EXPRESSION (Pattern of card used) Set Value{REAL (Normal pattern), SYMBOL (Absract)}

### DOUBLE-UP GAME RED/BLACK

CARD EXPRESSION (Pattern of card used) Set Value{REAL (Normal pattern), SYMBOL (Absract)}
--



## 2-10 Others

BONUS ENTRY CONDITION Set Value{12/7/1, 9/5/1, 6/3/1, 3/2/1}
HOLD FEATURE Set Value{NO, YES}
BONUS WAVE Set Value{MILD, REGULAR, WILD}
JP OUT MAX Set Value{1200, 2400, 3000, 4800}
JP ACCUMULATE SPEED Set Value{SLOW, FAST}
JP EXPRESSION Set Value{INCREMENT, FIXED}
FLAME COLOR Set Value{PURPLE, ORANGE, YELLOW, GREEN, BLUE, RED, GRAY}
DISPLAY PAY WAVE INDICATOR Set Value{YES, NO}

## 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.

## 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
Switch Player START Button	9	Switch Reserve
SW. Player SMALL/ODDS Button	10	Switch Reserve
SW. Player PLAY (BET)Button	11	Switch Reserve
SW. Player TAKE-SCORE Button	12	Switch Reserve
SW. Player DOUBLE-UP Button	13	Switch Reserve
Switch Reserve	14	Switch Reserve
Switch Reserve	15	Switch Reserve
Switch Player BIG Button	16	Switch Reserve
Switch Reserve	17	Switch Reserve
Switch COIN IN	18	Switch NOTE IN
Switch COIN IN(*)	19	Switch COIN IN(*)
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.

(\*) Coin in is common

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	COING BLOCKER+V
TICKET ENABLE(*)	7	(*)
	8	
GND.	9	GND.
GND.	10	GND.

\* AC input is prohibited