

CHERRY MASTER V

<http://www.dynagame.jp>

Display mode: VGA
Touch-Panel available

User's Manual



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Cherry Master V

I Introduction

- 1 Cherry Master V is an alluring 5-reel, 9-line game. Player can select 1 line, 3 lines, 5 lines, 7 lines, or 9 lines to play the game.
- 2 Player presses [Play] to play one credit per line or [Max Play] for max play then press [Start] button to spin the reels. Press [Stop1], [Stop2], [Stop3], [Stop4], or [Stop5] to stop the reels. Player could select double up, half double or collect after winning main game.
 - a. **JOKER WILD symbol** : JOKER WILD symbol is wild as joker to substitute any symbols except BONUS GAME symbol.
 - b. **BAR BONUS**: Get 3 BONUS GAME symbols anywhere on the reels to play BAR BONUS. The player selects a treasure box by pressing [Stop1], [Stop2], [Stop3], [Stop4], [Stop5], or [Start] button and then the selected treasure box will open to show X2~X10 prize or death's-head. The prize is multiplied by the total bet. The BAR BONUS will start again until the player selects death's-head.
 - c. **BELL BONUS**: Get 4 BONUS GAME symbols anywhere on the reels to play BELL BONUS. The player selects a ladder by pressing [Stop1], [Stop2], [Stop3], [Stop4], [Stop5], or [Start] button and then the man starts to climbs up and turn left or right if he meets horizontal ladder. The man will reach X2~X10 prize or death's-head. The prize is multiplied by the total bet. The BELL BONUS will start again until the player selects death's-head.
 - d. **CHERRY BONUS**: Get 5 BONUS GAME symbols anywhere on the reels to play CHERRY BONUS. The player stops reels by pressing [Stop1], [Stop2], [Stop3], [Stop4], [Stop5], or [Start] button and then the prize is decided by the number of symbols matching the dealer's symbols at the same reels. The CHERRY

BONUS will start again until no symbol match the dealer's symbol.

3、**DOUBLE UP GAME**: player select [Stop1], [Stop2], or [Stop3] for bigger reel symbol than the dealer's.

a. **SPECIAL BONUS**: In double up game, if player's [Stop1], [Stop2], and [Stop3] reel symbols match SPECIAL BONUS, player wins the corresponding SPECIAL BONUS.

b. **EVEN BONUS**: If player chooses a reel symbol same as dealer's reel symbol, player wins EVEN BONUS.

4、**MONITOR**: 31.5Khz (VGA) or computer monitor.

5、Keyboard and touch panel are available operation interfaces. Keyboard and touch panel simultaneously, keyboard only and touch panel only are selectable by PCB DIPSW3-1 and DIPSW3-2.

6、If operation interface is set to touch-panel, please setup touch-panel as followed:

a、Power down.

b、Connect the cable of Touch-Panel to P.C. Board.

c、Please set the PCB DIPSW 3-4 to ON. And then power up.

d、Touch the red points at the four corners on screen. System would then enter the Touch-Panel testing mode.

e、Touch arbitrary position on screen in touch-panel testing mode. If the red point does not appear at the place where you touch, please retry the setup procedure from step a. Otherwise go to the next step.

f、Press "OK" button on screen to save setup data.

g、Power down.

h、Please set the PCB DIPSW 3-4 to OFF.

i、Setup procedure is O.K., and you can play this game by Touch-Panel.

● This game and P.C. board are well tested with the MicroTouch touchscreen with Serial/SMT3 controller and ELO.

*MicroTouch is a trademark of 3M Company, and Serial/SMT3 is one of the controllers of 3M Company.

II - P.C. Board DIP Switch Settings

DIP SW3		1	2	3	4
OPERATION INTERFACE	KEYBOARD ONLY	OFF	OFF		
	TOUCH PANEL ONLY	ON	OFF		
	KEYBOARD ONLY	OFF	ON		
	KEY AND TOUCH PANEL	ON	ON		
DOOR OPEN	DISABLE			OFF	
	ENABLE			ON	
TOUCH PANEL SETUP	NO				OFF
	YES				ON

III - System Setup

● TEST/SETUP

- Press TEST/SETUP button and then power up to SCREEN TEST. Press TEST/SETUP button to next step I/O, METER, LAMP and PCB DIPSW3 TEST. Press RECORD and TEST/SETUP button simultaneously to exit.
- Press TEST/SETUP button when power is ON to enter TEST/SETUP screen:

TEST/SETUP	
STOP1	SCREEN TEST
STOP2	I/O TEST
STOP3	VOLUME ADJUST
STOP4	GAME SETUP
STOP5	TIME SETUP
START	EXIT

- Press STOP1--- SCREEN TEST: Press [START] button to exit.
- Press STOP2---I/O TEST: Press [RECORD] and [TEST] button simultaneously to exit.
- Press STOP3---VOLUME ADJUST: Press STOP4 button to save the changes and press START button to exit.

GAME SETUP		SETUP	RELOAD	DEFAULT
1	MAINGAME RATE	95	90.91.92.93.94.95.96.97.98.99.	
2	DOUBLE UP RATE	95	90.91.92.93.94.95.96.97.98.99.	
3	COIN A(BILL A) RATE	1	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.800.1000.2000.3000.4000.5000	
4	COIN B(BILL B) RATE	1	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.800.1000.2000.3000.4000.5000	
5	COIN C(BILL C) RATE	10	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.800.1000.2000.3000.4000.5000	
6	KEYIN RATE	100	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.800.1000.2000.3000.4000.5000	
7	KEYOUT RATE	100	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.800.1000.2000.3000.4000.5000	
8	KEYOUT OVER	ZERO	ZERO.REST.	
9	SYSTEM LIMIT	10000	5000.10000.20000.30000.40000.50000.100000. 250000 .500000 .1000000 .UNLIMITED.	
10	OUTPUT LIMIT	100	50.100.200.250.300.400.500.1000.2000.3000. UNLIMITED..	
11	CREDIT-IN LIMIT	1000	1000.5000.10000.20000.30000.40000.50000. UNLIMITED.	
12	OUTPUT RATE FOLLOW	COIN A	COIN A.COIN B.COIN C.	
13	PLAY METER CLICK	1	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.1000	
14	WIN METER CLICK	1	1.2.4.5.10.20.25.50.75.100.150.200.250.300.400 500.1000	
15	METER SPEED	4 TIME/SEC	1.2.4.5.6.8.10.12.15.16.18.20.25.30.40.50	
16	DEMO MUSIC	ENABLE	ENABLE. DISABLE.	
17	COLLECT MODE	DOUBLE UP	DOUBLE UP .STANDARD. AUTO COLLECT. AUTO OUTPUT.	
18	COLLECT SPEED	NORMAL	NORMAL.QUICKLY.	
19	REEL SPEED	NORMAL	NORMAL.QUICKLY.	
20	MAXIMUM PLAY PER LINE	10	1.2.3.4.5.10.20.30.40.50.60.70.80.90.99.100.	
21	MINIMUM PLAY PER LINE	1	1.2.3.4.5.10.20.30.40.50.60.70.80.90.99.100.	
22	STOP MODE	2 SEC	2. 3. 4. (SEC). CONTUNUOUS	
23	GAME COUNT	NO	NO. YES. EVERYGAME I COUNT	
24	MAX. OUTPUT/ GAME	5	1.2.3.4.5.6.7.8.9.10	
	STOP1	MOVE UP	STOP3	ADJUST +
	STOP2	MOVE DOWN	STOP4	ADJUST -
	STOP5	SAVE	START	EXIT

Press STOP5 button to save the changes and press START button to exit.

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- Press STOP5---TIME SETUP: Press STOP4 button to save the changes and Press START button to exit.

● **OPERATOR**

- Press OPERATOR button when power is ON to enter CURRENT RECORD screen:

CURRENT RECORD STOP1 CLEAR

ITEM	CURRENT	LAST
COIN A(BILL A)	00000	00000
COIN B(BILL B)	00000	00000
COIN C(BILL C)	00000	00000
OUTPUT	00000	00000
KEYIN	00000	00000
KEYOUT	00000	00000
CREDIT IN	00000	00000
CREDIT OUT	00000	00000
TIME	2003-09-05 00:00:00	2003-09-05 00:00:00

START EXIT

● **RECORD**

□ Press RECORD button when power is ON to enter RECORD screen:

□ Press PLAY button to next page:

VERSION : V000	POWER ON : 00	DOOR OPEN : 000
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RECORD 1










ITEM	TOTAL
COIN A(BILL A)	00000
COIN B(BILL B)	00000
COIN C(BILL C)	00000
OUTPUT	00000
KEYIN	00000
KEYOUT	00000
CREDIT IN	00000
CREDIT OUT	00000
TIME	2003-09-05 00:00:00

MAIN GAME		DOUBLE GAME	
PLAY	00000	PLAY	00000
WIN	00000	WIN	00000
GAME RATE	00000	GAME RATE	00000
PLAY TIMES	00000	PLAY TIMES	00000
WIN TIMES	00000	WIN TIMES	00000
HIT RATE	00000	HIT RATE	00000
		EVEN TIMES	00000

PLAY
NEXT PAGE
START
EXIT










□ Press PLAY button to next page:

RECORD 2

					0000
	5	0000		5	0000
	4	0000		4	0000
	3	0000		3	0000
	5	0000		5	0000
	4	0000		4	0000
	3	0000		3	0000
	5	0000		5	0000
	4	0000		4	0000
	3	0000		3	0000
	5	0000		5	0000
	4	0000		4	0000
	3	0000		3	0000
			TIMES	WIN	
CHERRY BONUS			0000	0000	
BELL BONUS			0000	0000	
BAR BONUS			0000	0000	

- Press PLAY button to next page:

RECORD 3

ITEM	TIMES	WIN
	0000	0000
	0000	0000
	0000	0000
	0000	0000
	0000	0000
	0000	0000
	0000	0000
	0000	0000
	0000	0000

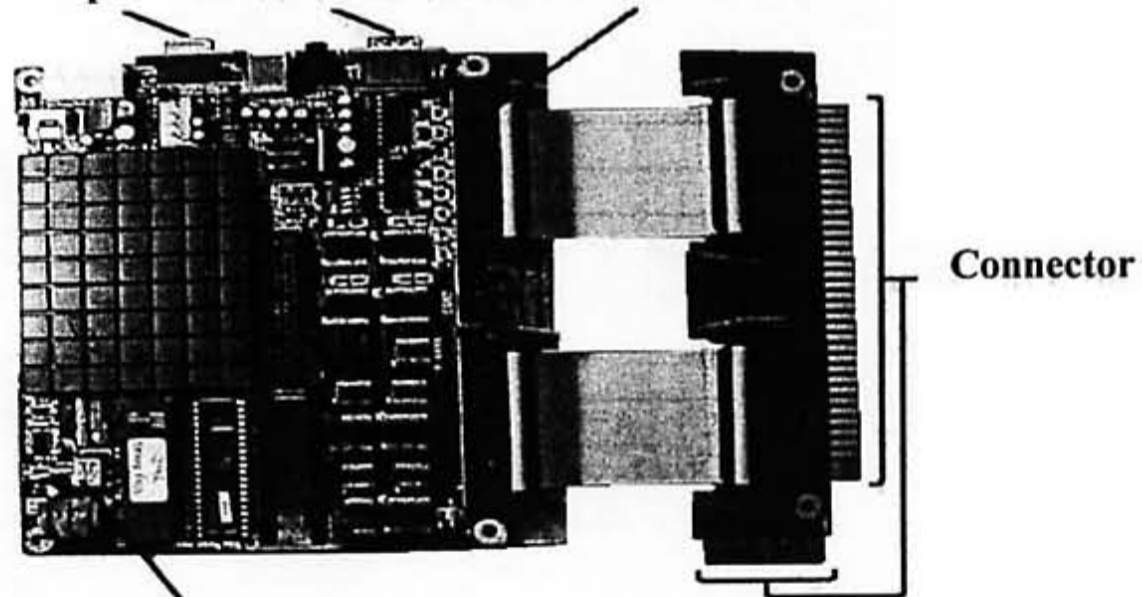
ITEM	TIMES	WIN
EVEN BONUS	0000	0000

NEXT PAGE EXIT

Press PLAY button to return to page1 of record.

● P.C. B Map

VGA output Touch-Panel Connector DIP-SW3



SW (RESET)

- Reset SW: Switch it when power is OFF to clear record. The game setup data will NOT be clear by RESET SW.
- Press STOP4---GAME SETUP:

IV - Wire Map and Control Panel

□ Wire map

PART SIDE	36 PIN	SOLDER SIDE
	1	
	2	
SPEAKER	3	SPEAKER GND
	4	
	5	
	6	
	7	
	8	
STOP5/PLAY	9	
STOP4/LINE	10	
START/ALLSTOP/COLLECT	11	
STOP2/MAXPLAY/HALFDUP	12	
STOP1/AUTO/DOUBLE	13	
ATTENDANT	14	
RESET ERROR	15	
STOP3/ODDS	16	
DOOR OPEN	17	OPERATOR
COIN A (BILLA)	18	KEYIN
COIN B (BILLB)	19	COIN C (BILL C)
RECORD	20	TEST/SETUP
OUTPUT	21	KEYOUT
GND	22	HOPPER SW
COIN A (BILL A) METER	23	
KEYIN METER	24	PLAY METER
COIN B (BILL B) METER	25	WIN METER
COIN C (BILL C) METER	26	OUTPUT LAMP
OUTPUT METER	27	
KEYOUT METER	28	
STOP5/PLAY LAMP	29	
STOP4/LINE LAMP	30	
START/ALLSTOP/COLLECT LAMP	31	
STOP2/MAXPLAY/HALFDUP LAMP	32	
STOP1/AUTO/DOUBLE LAMP	33	ATTENDANT LAMP
STOP3/ODDS LAMP	34	JACKPOT LAMP
GND	35	GND
GND	36	GND

PART SIDE	10 PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
HOPPER SSR	7	
	8	
GND	9	GND
GND	10	GND

□ Control panel

STOP1 AUTO DOUBLE	STOP2 MAXPLAY HALF DUP	STOP3 ODDS	STOP4 LINE	STOP5 PLAY	START ALL STOP COLLECT
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