Rosen' Jack 2003

DYNA

www.dynagame.co.jp

Table of Contents

1, About the Game

9 Reel 8 Line Game

* Rose Bonus

* Three Jackpots
    Seven JP
    Bar JP
    Rose JP

* Six Bonus'
    All Any Seven
    All Any Bar
    All Rose
    All Red
    All Blue
    All White

* Hold Function
    Two reel can be held after non-winning game.

* Double Up Game
    Red or Black

2, About On-Screen Menu

Press confirm switch to enter on-screen menu. On the bottom
of the screen, there will be direction to move the cursor, enter,
exit, and etc. Please reset the configuration in case on-screen
menu shows up when power is turned on.

2 -1 Configuration

Enter configuration and table of contents will appear.
Pick a content and enter the configuration to change set-.
ting. Default setting in the table of contents will change
configuration setting back to factory shipment default.

2 -2 Bookkeeping

Enter the bookkeeping from on-screen menu or by book-
keeping switch. Period meter can be cleared by pressing
D-up button in the bookkeeping menu screen.

2 -3 Function Test

Exit the function test by pressing start and bet button
at the same time.

2 -4 Password

Able to set the password for configuration, bookkeeping
and memory clear individualy. **WARNING!!** Do not forget
the password. If the password is forgotten then there
will be no other way to enter forever.

2 -5 Memory Clear

Able to clear all the memory except configuration setting,
clock and password.

2 -6 Setup Clock

Able to adjust the time and date.

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.

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.

RJ.a

6, Configuration Chart

Game Setting

Game Difficulty	Level 1(easy), 2, 3, 4, *5, 6, 7, 8(hard)
Max. Play	8, 10, 16, 20, 24, 30, 32, 40, 48, 50, *64
Min. Play to Start	*1, 8, 10, 16, 20, 24, 30, 32, 40, 48, 50
Min. Play for Bonus & JP	*8, 10, 16, 20, 24, 30, 32, 40, 48, 50
Start Button as Take Function	*Yes, No
Hold Feature	*Yes, No
Reel Spin Speed	*Fast, Slow
Quick Stop	*Yes, No
Skill Stop	*Yes, No
Reel Spin Type	*Auto Stop, Continuous Spin
Double-Up Game Feature	*Red or Black, No

Jackpot Setting

Jackpot Out Max.	*1200/800/400, 2400/1600/800, 3000/2000/1000, 4800/3200/1600
Jackpot Accumulate Speed	*Fast, Slow
Jackpot Accumulate Expression	*Increment, Randam

Credit Setting

Coin A In Value	1, 2, 4, *5, 8, 10, 20, 25, 50, 100, 250, 500
Coin B In Value	1, 2, 4, 5, 8, 10, 20, 25, 40, 50, *100, 200, 250, 400, 500, 1000, 2000, 2500, 4000, 5000
Coin C In Value	*1, 2, 4, 5, 8, 10, 20, 25, 40, 50, 100, 200, 250, 400, 500, 1000, 2000, 2500, 4000, 5000
Coin D In 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
Credit Out 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
Credit In Limit	1000, *2000, 3000, 5000, 10000, 20000
Credit Out Limit	300, 500, *1000, Unlimited
Credit Limit	5000, *10000, 50000, Unlimited
Credit Limit Display	*Display, Undisplay
Credit In Bonus (Extra Credit added for give away)	Yes, *No

Transfer Speed to Credit	*Normal, Instant
Transfer Speed to Collect	*Normal, Slow, Fast, Instant
(Normal is same as credit out value)	

Credit Out Setting

Texas Spec (10 Times Rule)	Yes, *No
Out Type	*Ticket / Hopper (Power on/off), Printer (Serial out), Interface Board (Pulse out), Key out (No signal)
Auto Out	Yes, *No
Out Conunt Micro (Hopper / Ticket)	Active High, *Active Low
Hopper/Ticket Empty Micro Switch	Active High, *Active Low
Printer Manufacture	*Citizen, Ithaca
Credit Printed Type	*Credit, Point, Dollar
Credit Value for Printer (Out)	*$0.01, 0.05, 0.10, 0.25, 0.50, 1.00

Information
Machine No.
Validation
Disclaimer
(Change cursor to move or enter. Use space to erase the words)

Other Setting

Use Score	Yes, *No
Game Count	Yes, *No
(Game count is cleared when power–on or enter attraction mode)	
Maximum Tickets per Game Count	1, 2, 3, 4, 5, 8, 10, *Unlimited
Score Clear at Game Over	Yes, *No
Score Remain to Play	Yes, *No
Score Limit per Game	Yes, *No

Function Setting

Button Layout (Type B is standard)	Type A, *B, C, D
Clock	Display, *Undisplay
Bookkeeping	*Display, Undisplay
Odds Table	*Display, Undisplay

* Setting marked with "*" is default setting.

RJ.a