

**Raise 'N Draw
Joker's Wild**

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 |

GAME FEATURE:

POKER with 4 kind of Double Up games.

PLAY(BET) can be raised.

1, Main Menu

| Configuration | Setup | Configuration Setup |
|---------------|--|---|
| | Default Setup | reset to factory default |
| Memory | Bookkeeping Clear | View game data (Analyze) initialize game data (All clear) |
| Password | Configuration Bookkeeping Memory Clear | set and change the password for game setting set and change the password for viewing game data 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] |
| DISPLAY 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 Device.
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)}

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.

2-4, 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.

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,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{10, 20, 25, 30, 40, 50}

MIN. PLAY (Minimum value required to start game)

Set Value{1, 10}

TRANSFER TO CREDIT(Transfer speed of win point to credit)

Set Value {**NOMAL**, FAST, INSTANT}

AUTO HOLD(When this function is activated, cards will be held automatically)

Set Value {**YES**, NO}

DOUBLE UP LIMIT

Set Value {1000, 2000, 3000, 4000, **5000**, 10000}

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 |
| SW.Player HOLD 5/PLAY(BET)/RAISE | 9 | Switch Reserve |
| SW. Player HOLD 4/D-UP Red or Black | 10 | Switch Reserve |
| SW. Player DEAL/DRAW | 11 | Switch Reserve |
| SW. Player HOLD 2/D-UP Big or Small | 12 | Switch Reserve |
| SW. Player HOLD 1/D-UP Standard | 13 | Switch Reserve |
| Switch Reserve | 14 | Switch Reserve |
| Switch Reserve | 15 | Switch Reserve |
| Switch Player HOLD 3/High and Low | 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 HOLD 5/PLAY(BET)/RAISE | 29 | Lamp Reserve |
| Lamp Player HOLD 4/D-UP Red or Black | 30 | Lamp Reserve |
| Lamp Player DEAL/DRAW | 31 | Lamp Reserve |
| Lamp Player HOLD 2/D-UP/ Big or Small | 32 | Lamp Reserve |
| Lamp Player HOLD 1/D-UP Standard | 33 | Lamp Reserve |
| Lamp Player HOLD 3/D-UP High and Low | 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