

**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