

Mystery Flower v1.03

DYNA

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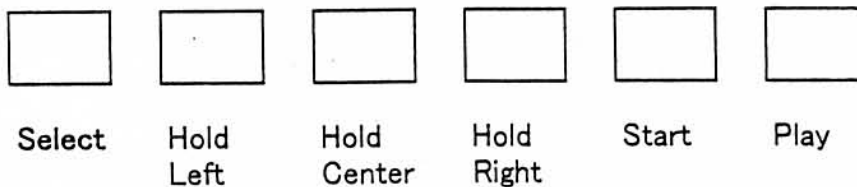
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1. About the Game

Mystery Flower is skill game which requires players decision. There is new botton called **SELECT BUTTON** at very left which give players choice of possible combination win. Possible combination win will change by pressing **SELECT** Button if there is any. Player has to choose a combination by pressing **SELECT BUTTON** or by pressing **HOLD BUTTON** manually and press start to finish the game.

2. Botton Layout



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 setting. 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 bookkeeping switch.

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 individually. **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. 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 |
| Bonus Game Entry Condition (Changes bonus volatility level) | 3/2/1(Super Low), 6/3/1(Low), 9/5/1(Medium), 12/7/1(High) |
| Start Button as Take Function | Yes, No |

| Jackpot Setting | |
|-------------------------------|------------------------|
| Jackpot Out Max. | 1200, 2400, 3000, 4800 |
| Jackpot Accumulate Speed | Fast, Slow |
| Jackpot Accumulate Expression | Increment, Fixed |

| 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, 4, 5, 8, 10, 20, 25, 40, 50, 80, 100, 200, 250, 400, 500, 1000, 2000, 2500, 4000, 5000 |
| Credit Out Value | 1, 2, 4, 5, 8, 10, 20, 25, 40, 50, 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 is same as credit out value) | Normal, Slow, Fast, Instant |

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) | |
| Out Ticket per Game Count | 1, 2, 3, 4, 5, 8, 10 |
| Score Clear at Game Over | Yes, No |
| Score Remain to Play | Yes, No |
| Score Limit per Game | Yes, No |
| Game Count Pulse Out (Germany Spec) | 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 |