

# Triple Jack 2003

## DYNA

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### **1, About the Game**

#### **9 Reel 8 Line Game**

#### **\* Three Jackpots**

Seven JP

Bar JP

Cherry JP

#### **\* Six Bonus'**

All Any Seven

All Any Bar

All Fruits

All Red

All Blue

All White

#### **\* Hold Function**

Two reel can be held after non-winning game.

#### **\* Double Up Game**

Hi and Low (3 card type)

Hi and Low (5 card type)

Big or Small

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-screer 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)
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
Max. Play	8, 10, 16, 20, 24, 30, 32, 40, 48, 50, 64
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	High or Low(5 cards), High or Low(3 cards), Big or Small, Red or Black, No
Double-Up Game Card 7	Even, Lose
Double-Up Game Card Expression	Real Card, Symbol Card
Double-Up Game Picture Display	Display, Undisplay
Double-Up Same Result as Dealer	Even, Lose

### 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, 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 (Game count is cleared when power-on or enter attraction mode)	Yes, No
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 (German 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