Skill El Dorado

DYNA

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Table of Contents

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

1, Main Menu

Configuration	Setup	Configuration Setup
	Default Setup	reset to factory default
Memory	Bookkeeping	View game data (Analyze)
	Clear	initialize game data (All clear)
Password	Configuration	set and change the password for game setting
	Bookkeeping	set and change the password for viewing game data
	Memory Clear	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{UNLIMITED, 1000,2000,3000,5000,10000,20000}
CREDIT LIMIT (Maximum credit to play the game)
Set Value{UNLIMITED, 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)
TICKET 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 Devise.
      Refer to the next page for optional settings.

2-2, OUTPUT DEVICE UNUSED

OUTPUT UNIT (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(synchronized with the counter), SLOW, FAST,   INSTANT(transferred 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 UNIT (Credit Value per output coin)
Set Value {fixed}   Follow COIN RATE
HOPPER ERROR (Handling of hopper error)
Set Value{REFILL, NOT REFILL)}
SENSER 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

OOUTPUT UNIT (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 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 UNIT (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 out meter.

2-6, OUTPUT DEVICE TICKET INTERFACE B

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

Start output by "CREDIT DOWN (ATTENDANT)" switch. Output action sends pulse that is equivalent to the credit value to credit down meter, and input a fraction to "SERVICE IN".

2-7, OUTPUT DEVICE PRINTER

OUTPUT UNIT (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}

PRINTER MANUFACTURE   Set Value {ITHACA, CITIZEN}
CREDIT PRINTED TYPE   Set Value {DOLLER, POINT}
AUTO OUTPUT (Auto output of coupon)   Set Value {YES, NO}

PRINTER SETUP (Setting for print information)
Operation item   **INFORMATION** (Location information)
                MACHINE NO (Machine number)
                VALIDATION (Coupon number)
                DISCLAIMER
                SAMPLE PRINTING

Note: Refer to the next page for how to operate printer settings.

1. AUTO OUTPUT YES

    Automatically output the coupon by each game

2. AUTO OUTPUT NO

    Print out the coupon by "PLAYER OUTPUT" switch.

The printed point is calculated according to "OUTPUT RATE", and count up the output meter.

2-8, OUTPUT RULE Setting

OUTPUT RULE (Rule for output limit)   Set Value {NO RULE, LIMIT/GAME, 10 TIMES RULE}

Note: Option setting is changed with using output limit.
             Refer to the following for option settings.

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 (The points in the score column
                              can be used for "PLAY")
 	
    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 (The points in the score column   Set Value{NO, YES}
DISPLAY GAME COUNT (Display the number on the game count column)   Set Value{NO, YES}
OUTPUT EVEN CREDIT REMAIN (YES = Payout is available when credit rema   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}
TOUCH PANEL CALIBRATION   Select this item then press Small button when calibration is necessa

2-9   GAME SETTING

GAME DIFFICULTY (Difficulty of game[a dividend rate])
Set Value{LEVEL 1(easy 90%),2,3,4(75%),5,6,7,8(hard 55%)}

PLAY TYPE	
Set Value{	8, 16, 24, 32
	8, 16, 32, 64
	16, 32, 48, 64
	16, 32, 64, 128
	32, 64, 96, 128
	32, 64, 128, 256

MIN. PLAY (Minimum value required to start game)
Set Value{1, 8, 10, 16, 20, 32,48, 64}

MIN. PLAY FOR BONUS & JP(Required PLAY for bonus and JP)
Set Value{1, 5, 8, 10, 16, 20, 25, 32, 64}

START BUTTON AS TAKE (Take score by start button)
Set Value{NO, YES}

REEL STOP TYPE (Reel Stop Action)
Set Value{AUTO STOP, CONTINUOUS(manual stop)}

SKILL STOP BUTTON (Select the player operation panel)
Set Value{TYPE A, TYPE B, TYPE C, TYPE D}

TRANSFER TO CREDIT(Transfer speed of win point to credit)
Set Value {NOMAL, FAST, INSTANT}

When GAME COUNT reaches approx 15,000 the payout percentage
come close to the number which is set at GAME DIFFICULTY.
If

2-10 Others

DISPLAY WIN
Set Value{ YES, NO}
When it is set to "NO", win amount is displayed as "???" and player need to calcurate th
JP OUT MAX(*)
Set Value{1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 6000, 7000, 8000, 9000, 10000
15000, 20000, 25000, 30000, 40000 ···100000}
JP ACCUMULATE SPEED
Set Value{SLOW, FAST}
JP EXPRESSION
Set Value{PROGRESSIVE, FIXED}
8 LINE/ 16 LINE (Select the number of PLAY lines)
Set Value{8 LINE, 16 LINE}

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
Switch Player START Button	9	Switch Reserve
SW. Player D-UP RIGHT/ODDS Button	10	Switch Reserve
SW. Player PLAY-A (BET)Button	11	Switch Reserve
SW. Player TAKE-SCORE Button	12	Switch Reserve
SW. Player PLAY-B/DOUBLE-UP Butto	13	Switch Reserve
Switch Reserve	14	Switch Reserve
Switch Reserve	15	Switch Reserve
Switch Player D UP-LEFT Button	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 OUT(Key Out)
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 OUT(Key Out)	28	Output HOPPER DRIVE
Lamp Player START	29	Lamp Player Payout
Lamp Player SMALL/ODDS	30	Lamp
Lamp Player PLAY (BET)	31	Lamp
Lamp Player TAKE-SCORE	32	Lamp
Lamp Player DOUBLE-UP	33	Lamp Reserve
Lamp Player BIG	34	Lamp Reserve
Switch Reserve	35	Lamp Reserve
GND.	36	Lamp Reserve

(*) D UP = Double Up

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	COIN BLOCKER+V
TICKET ENABLE(*)	7	(*)
	8	
GND.	9	GND.
GND.	10	GND.

* AC input is prohibited

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* This board has CGA and VGA connection capabilities
DIP SWITCH setting
　　For CGA output:
　　　　Please set the No.1 switich for OFF

　　For VGA output(VGA connector):
　　　　Please set the No.1 swotch for ON

There may be image blurring when CGA-VGA converter is used
Please connect the board directly(without converter) to LCD.

TOUCH PANEL is available and is tested with 3M touch system.

RS232C port(D-SUB) for touch panel is located at "L10" on the PC B
Please set No.2 dip-switch to ON position when touch panel is used.