

# Blazing Bars

(VGA - v1.xx)

## 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

## 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 Device.  
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{ <b>NOMAL</b> (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} <b>Follow COIN RATE</b>
HOPPER ERROR (Handling of hopper error) Set Value{ <b>REFILL</b> , NOT REFILL}}
SENDER SIGNAL (Signal level of hopper output) Set Value{ <b>ACTIVE LOW</b> (0V Level), ACTIVE HIGHT (5V Level)}
EMPTY SIGNAL (Signal Level of hopper empty) Set Value { <b>UNUSED</b> , ACTIVE LOW(0V Level),ACTIVE HIGHT (5V Level)}
AUTO OUTPUT (Auto output by hopper) Set Value {YES, <b>NO</b> }

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 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{ <b>REFILL</b> , NOT REFILL}
NOTCH SIGNAL (Signal level of ticket output) Set Value{ <b>ACTIVE LOW</b> (0V Level), ACTIVE HIGH(5V Level)}
AUTO OUTPUT (Auto ticket output) Set Value{YES, <b>NO</b> }

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, <b>NO</b> }

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.

## 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 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(90%),2(85%),3(80%),4(75%),5(70%),6(65%),7(60%),8(55%)}		
MAX. PLAY (Maximum value to play game) Set Value{32,40,64,80,96,120,128,160,192,200,224,240,256,280,320,400}		
MIN. PLAY (Minimum value required to start game) Depend on the above item.		
Max. Play	32,40,64 80	Set Value { 8, 10, 16 }
Max. Play	96, 120	Set Value { 24, 30, 48 }
Max. Play	128	Set Value { 32, 64 }
Max. Play	160, 200	Set Value { 40, 50, 800 }
Max. Play	192, 240	Set Value { 48, 60, 96 }
Max. Play	224, 280	Set Value { 56, 70, 112 }
Max. Play	256	Set Value { 64, 128 }
Max. Play	320, 400	Set Value { 80, 100, 160 }
MIN. PLAY FOR BONUS & JP(Required PLAY for bonus and JP) Set Value{1, 5, 8, 10, 16, 20, 25, 32, 64}		
AUTO START(Hold pressing start button[3 seconds] for auto start and take score) Set Value{NO, YES}		
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 {NORMAL, FAST, INSTANT}		

NOTE: Option setting is changed depends on the selection of double up game. Refer to the following for option settings.

### DOUBLE-UP GAME LEFT/RIGHT

DOUBLE-UP GAME Set Value{YES, NO}
--------------------------------------

## 2-10 Others

HOLD FEATURE Set Value{NO, YES}
JP OUT MAX(*) Set Value{1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 6000, 7000, 8000, 9000, 10000}
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}

(\*) 4500 or above is recommended for penny play.  
1500 to 4000 is recommended for nickel play.

### 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 Reserv
SW. TICKET NOTCH/SERVICE IN	8	Switch Reserve
Switch Player START Button	9	Switch Reserve
SW. Player D-UP RIGHT/ODDS But	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 B	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/Hopp	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 SIGNA	26	Blocker
Meter OUTPUT(Ticket/Coupon/Hoppe	27	Meter LACK OF HOPPER
Meter CREDIT DOWN	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

**\* This board has CGA and VGA connection capabilities**

DIP SWITCH setting

For CGA output:

Please set the No.1 switch for OFF

For VGA output(VGA connector):

Please set the No.1 switch for ON