

《 DYNASTY 》

Version V1.0

I New Feature 7' Bingo Bonus

- 1 When a<7>or<Super7> appears on the main game reels, the corresponding place on the Bingo Table (situated middle right of screen) increases by one.
- 2 If a line of the same numbers appears in any of the 8 directions the player gets a Bingo Win.
- 3 When a line needs only one more point to achieve a Bingo Win, the background color of the lacking number changes from white to yellow.
- 4 When the three numbers match up the background color of the line changes to red.
- 5 A Bingo win will multiply the total bet by the number indicated on the Odds Table (situated top right of screen). Before this the player must choose whether to convert the Bingo Win into credits or leave the numbers as they are (without gaining credits) in order to wait for a larger number to line up. The following message will appear in the message area:

TAKE BINGO-WIN
START FOR NEXT NUMBER ?

Exsampler: Complete Take win Try again

7	7	7	7
6	6	6	6
6	6	6	6

7	7	5
6	6	6
0	0	0

7	7	7
6	6	6
6	6	6

Needing 1 point
 Complete

6 Bingo Win = Odds x Total Bet as follows:

Count No. 0	x0	Count No. 4	x10
Count No. 1	x1	Count No. 5	x20
Count No. 2	x2	Count No. 6	x50
Count No. 3	x5	Count No. 7	x100

II Other Bonus

1 Pair Bar Bonus

A Pair Bar Bonus as shown below will entitle the player to between 1 and 3 free games on the Free Game reels which consist of only<7> and <BAR> slots.

- a. [1-1-(1,2,3)] = 1 x Free Game.
- b. [2-2-(1,2,3)] = 2 x Free Game.
- c. [3-3-(1,2,3)] = 3 x Free Game.

2 [1-2-3] Bar Bonus

This [1-2-3] Bar Bonus will advance the player to the Jackpot Stage
Wins are as follows:

- a. Advancement to Jackpot Stage 5 x Total Bet
- b. Line-up of Crown pieces ---- No. of line x 100 x Line Bet
- c. Complete Crown 100 x Total Bet

A Complete Crown includes the (a.) and (b.) wins therefore the total win would be as follows:

If Total Bet is 8:

a.	5 x 8 =	40
b.	8 x 100 x 1 =	800
c.	100 x 8 =	800
<u>Total = 1,640 Credits</u>		

III Pay Out

1 Type of Payout

	Payout	Dip 1-5	Operator	Operation
Win Odds	Hopper	OFF	Machine	Automatically
Credit	Hopper	ON	Player	Payout SW
	Credit Down	ON	Attendant	Key Down SW

2 Hopper Alarm

i. Type of Alarm Messages

- a. "Hopper Empty"
- b. "Hopper JAM"
- c. "Limit Over"

ii. How to Disengage the Alarm

Depending on the cause the method of disengagement varies so it is important to refer to the message on the screen.

a. "Hopper Empty"

Method 1

1. Fill the hopper with tokens.
2. Push the Payout Switch (alarm will stop).
3. Player will receive tokens from the hopper.

Method 2

1. Issue tokens to player.
2. Push the Key Down Switch (alarm will stop).
3. Remaining Credits on screen will disappear.

b. "Hopper JAM"

1. Issue tokens to player.
2. Push the Key Down Switch (alarm will stop).
3. Remaining credits on screen will disappear.
4. Turn the Power Switch to the OFF position.
5. Remove jammed token.
6. Turn the Power Switch to the ON position.

c. "Limit Over"

1. Issue player with tokens.
2. Push the Key Down Switch (alarm will stop).
3. Remaining credits on screen will disappear.

CAUTION

When the alarm is sounding or when the credits are being subtracted by the computer:

DO NOT SWITCH POWER
TO OFF POSITION

If the machine is switched off the credits will be erased.

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DIP SW [No.3]		1	2	3	4	5	6	7	8	Note
Coin Ratio	1coin 1credit	ON	ON							
	1coin 2credit	OFF	ON							
	1coin 5credit	ON	OFF							
	1coin 10credit	OFF	OFF							
Keyin Ratio	1coin 4credit			ON	ON	ON				
	1coin 5credit			OFF	ON	ON				
	1coin 10credit			ON	OFF	ON				
	1coin 20credit			OFF	OFF	ON				
	1coin 25credit			ON	ON	OFF				
	1coin 40credit			OFF	ON	OFF				
	1coin 50credit			ON	OFF	OFF				
Token Ratio	1coin 1credit						ON	ON		
	1coin 2credit						OFF	ON		
	1coin 4credit						ON	OFF		
	1coin 5credit						OFF	OFF		
Coin for Exchange	Exchange								ON	
	Not Exchange								OFF	

DIP SW [No.4]		1	2	3	4	5	6	7	8	Note
Credit Limit	Unlimited	ON	ON	ON						
	100,000	OFF	ON	ON						
	50,000	ON	OFF	ON						
	40,000	OFF	OFF	ON						
	30,000	ON	ON	OFF						
	20,000	OFF	ON	OFF						
	10,000	ON	OFF	OFF						
	5,000	OFF	OFF	OFF						
Credit Limit Display	Displayed				ON					
	Undisplayed				OFF					
Coin In Limit	20,000					ON	ON			
	10,000					OFF	ON			
	5,000					ON	OFF			
	1,000					OFF	OFF			
Hopper Limit	Unlimited							ON	ON	
	1,000							OFF	ON	
	500							ON	OFF	
	300							OFF	OFF	

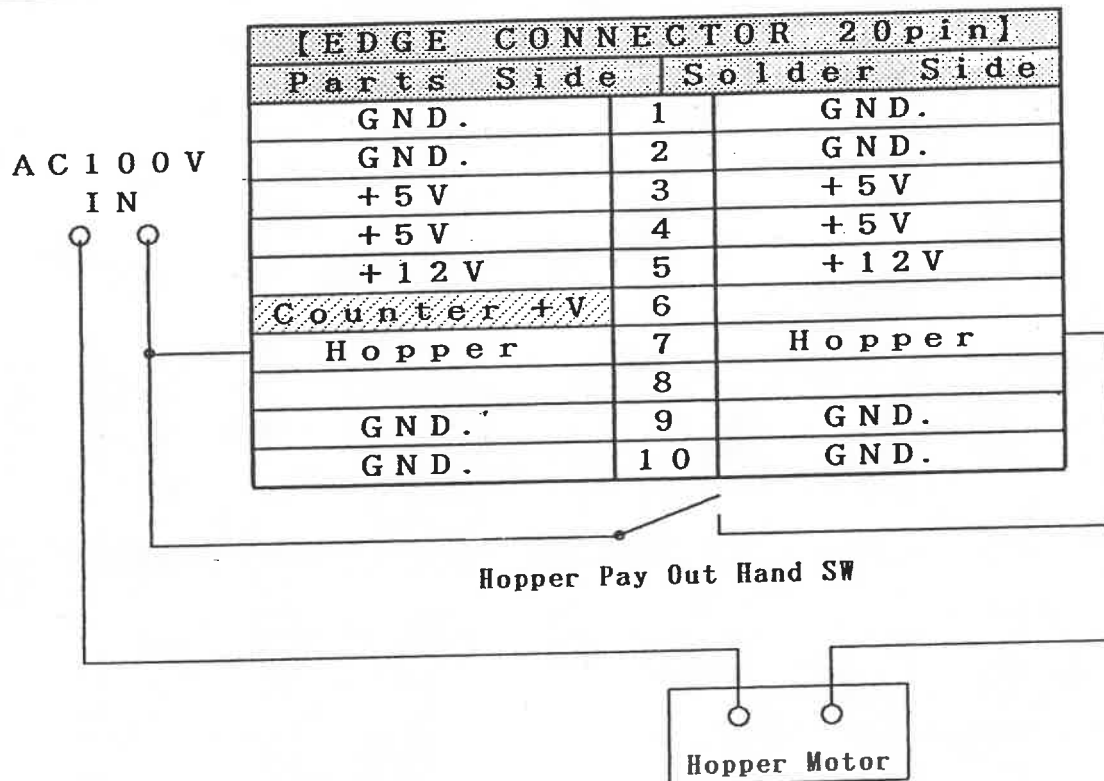
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[EDGE CONNECTOR 72 pin]			
Parts Side		Solder Side	
Video	Red	1	Video Green
Video	Blue	2	Video Sync.
Speaker		3	SP. Gnd.
		4	
		5	
		6	
		7	
SW	Service In	8	
P1 SW	Start	9	
P1 SW	Small/Odds	1 0	
P1 SW	Bet	1 1	
P1 SW	Take Score	1 2	
P1 SW	Double Up	1 3	
		1 4	
		1 5	
P1 SW	Big	1 6	
		1 7	
SW	Coin In	1 8	SW Key In
		1 9	SW Token In
SW	Analyzer	2 0	SW Confirm
SW	Payout	2 1	SW Key Down
SW	Hopper Empty	2 2	SW Hopper Micro
Counter	Coin In	2 3	
Counter	Key In	2 4	
		2 5	
Counter	Token In	2 6	
Counter	Hopper Out	2 7	Counter Lack of Hopper
Counter	Key Down	2 8	
Lamp	Start	2 9	
Lamp	Small/Odds	3 0	
Lamp	Bet	3 1	
Lamp	Take Score	3 2	
Lamp	Double Up	3 3	
Lamp	Big	3 4	
		3 5	
Gnd.		3 6	Gnd.

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▼ Counter +V depends on Spec. of voltage. Please connect +5V or +12V.