

# YONG DA ELECTRON DEVELOPMENT CO., LTD.

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## YD024(RAGNARGO)

DIP-SW

V2.1

DIP-SW		1	2	3	4	5	6	7	8
Up Bonus	200								OFF
	500								ON
Down Bonus	160							OFF	
	220							ON	
Double Up Probability	90%						OFF		
	85%						ON		
Main Game Probability	92%				OFF	OFF			
	90%				ON	OFF			
	88%				OFF	ON			
	86%				ON	ON			
Demo Music	YES			OFF					
	NO			ON					
Coin Score	1 score	OFF	OFF						
	2 Scores	ON	OFF						
	5 Scores	OFF	ON						
	10 scores	ON	ON						

Making any adjustments on the machine, you need to "Reset" ....

### The query function

(A) Check: Press [K1] → Turn On → Press [Start] to select the query items.

0 : Net Profit    1 : Total Game-Bet    2 : Total Game-Win    3 : Total Double-Bet    4 : Total Double-Win

5 : Main GameProbability    6 : Double Up Probability    7: Up Bonus frequency 8: Down Bonus frequency

9: special frequency

Remarks : 1. The query item is displayed in the apple display digital tube.

2. The query value is displayed in the coin display digital tube. (B) Reset : Press [K2] → Turn On → Display 88 → Reset

(C) Coin counting : Press [K3] → Turn On → Press Button "Move Right" [+], "Move Left" [-] To Adjust Coin

Counting Quantity → Payout ◦

(D) Reset(Not change "Up bonus" and "Down bonus" ) : Press [K4] → Turn On → Display 99 → Reset

(E) Error code: 33 : Coin wrong    44 : Hopper wrong    55 : Counter meters wrong or Key Out switch short

66 : RAM write incorrect    77 : Surplus exceed 50000 scores, please Reset    99 : Main Board wrong

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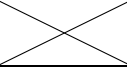
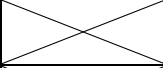
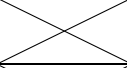
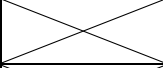
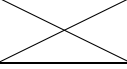
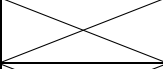
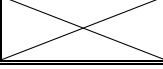
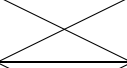
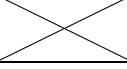
## Game description

Description :

1. The Slot Machine's main body is based on red, blue, green square light, Also decorated with red, blue, green, yellow round lights and plus red, green LED light to make the layout look colorful.
2. The highest bet to 50 points for one door. so the highest total bet is 400 points.
3. Special Award: Multiples are displayed between the coin display digital tube and the score display digital tube. Multiplier range is 10 to 99. Winning points is that the total bet are multiplied by special sward multiplier
4. betting after not yet starter experiencing Power outage, the score will be returned to CREDIT after the machine restarts.
5. After the game starts, stop lights If you encounter case of power outage, after the machine is restarted, lights will continue to run
6. There are five kinds of character patterns in the layout. Winning one of the character patterns, and the same color characters pattern light below the top bone will show. Set up five kinds of character patterns can bet down bones.  
If the accumulated bet is to 200 points, the down bone score will add 1 score.
7. Every winning, the top bone accumulates 100 points. Accumulated to 600 points, and the top bone will restart to accumulate from 500 points. When winning the BOUNES button, you can bet the top bone for free once.
8. Giving the lights in the game from time to time. Winning five kinds of character patterns, you give 5~9 lights.
9. When the total scores (coin scores plus bet scores) exceed 10000, it will refund coin forcibly.  
winning the multiplier, you can get a multiple of 2 to 5 times according to the location of the bright light at that time.
10. High quality MP3 music, makes the game more fun.
11. Can choose to light lamp or keyboard, Select lighted buttons to make light effects more distinctive, Guide the players to become more familiar the game operations.
12. Newly added function key in, The Key in score is the coin rate X10.
13. Newly added reset, does not change the lottery prize money score ( "Up bonus" and "Down bonus" )

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## Wiring diagram

J1			J2		
1	USELESS		1	+5V	Red
2	HOPPER GND	Brown	2	+5V	Red
3	KEY IN GND	Red	3	GND	Black
4	KEY IN SW	Orange	4	GND	Black
5	KEY OUT GND	Yellow	5	SSR	Green
6	HOPPER SW	Green	6	+12V	Yellow
7	KEY OUT SW	Gray	7	USELESS	
8	USELESS		8	USELESS	
9	USELESS		9	USELESS	
10	HOPPER +5V	White	10	USELESS	
J3			J4		
1	TOTAL IN COUNTER	Red	1	BUTTON Pin	White/Black
2	TOTAL OUT COUNTER	Yellow	2	BUTTON Pin	Gray/Brown
3	USELESS		3	BUTTON Pin	Purple/Red
4	USELESS		4	BUTTON Pin	Blue/Orange
5	COIN +12V	Yellow	5	BUTTON Pin	Green/Yellow
6	COUNTER +12V	Green	6	BUTTON Pin	Yellow/Green
7	SPEAKER +	Blue	7	BUTTON Pin	Orange/Blue
8	SPEAKER -	Purple	8	BUTTON Pin	Red/Purple
9	COIN	Gray	9	BUTTON Pin	Brown/Gray
10	COIN GND	White	10	BUTTON Pin	Black/White

HOPPER Connector	1	HOPPER +5V	COIN Connector	1	COIN +12V
	2	HOPPER SW		2	COIN
	3	HOPPER GND		3	COIN GND
	4			4	
HOPPER Detection Adjusted To NC			COIN Detection Adjusted To NC		

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## keyboard layout

15		14	13		12	11		10
8	7	6	5		4	3	2	1

1 : Button Sw (Apple)

2 : Button Sw (Orange)

3 : Button Sw (Mango)

4 : Button Sw (Bell)

5 : Button Sw (Watermelon)

6 : Button Sw (Star)

7 : Button Sw (77)

8 : Button Sw (BAR)

10 : Start Sw

11 : Double Up Sw (Right)

12 : Double Up Sw(Left)

13 : Move Right Sw

14 : Move Left Sw

15 : Pay out Sw