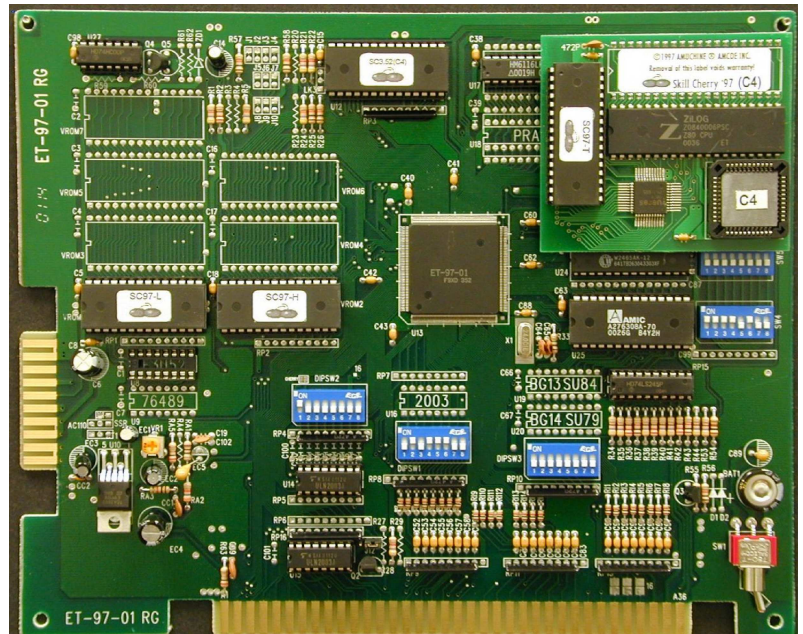


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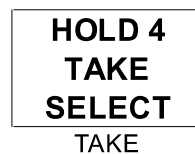
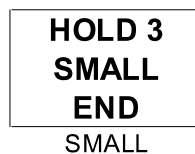
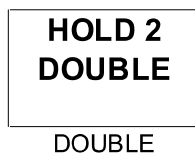
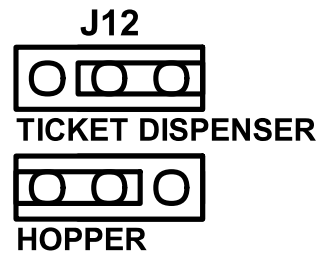
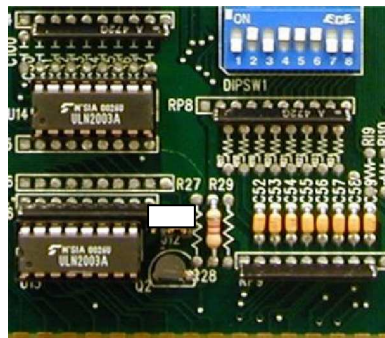
	PARTS SIDE		SOLDER SIDE	
1	VIDEO RED		VIDEO GREEN	1
2	VIDEO BLUE		VIDEO SYNC	2
3	SPEAKER+		SPEAKER-	3
4				4
5				5
6				6
7	<b>Ticket Out Button - on panel</b>			7
8	<b>Ticket Notch - from dispenser</b>			8
9	START / DRAW / CONTINUE			9
10	HOLD 3 / SMALL / END			10
11	HOLD 5 / PLAY RAISE 1			11
12	HOLD 4 / TAKE / SELECT			12
13	HOLD 2 / DOUBLE			13
14				14
15				15
16	HOLD 1 / BIG / PLAY RAISE 10			16
17				17
18	COIN IN		NOTE IN	18
19	SERVICE IN			19
20	ACCOUNT		CONFIRM	20
21	HOPPER PAY		CLEAR SWITCH	21
22			HP SW	22
23	COIN IN METER			23
24	NOTE IN METER		HPSSR TYPE B BD	24
25				25
26				26
27	HOPPER METER			27
28	CLEAR / TICKET METER			28
29	START / DRAW / CONT. LAMP			29
30	SMALL / END LAMP			30
31	PLAY RAISE 1 LAMP			31
32	TAKE / SELECT LAMP			32
33	DOUBLE LAMP			33
34	BIG / PLAY RAISE 10 LAMP			34
35				35
36	GND		GND	36

	PARTS SIDE		SOLDER SIDE	
1	GND		GND	1
2	GND		GND	2
3	+5V		+5V	3
4	+5V		+5V	4
5	+12V		+12V	5
6	+12V		+12V	6
7	<b>Ticket Dispenser Enable / HPSSR</b>			7
8				8
9	GND		GND	9
10	GND		GND	10

CURRENT PRODUCTION BOARD TYPE



JUMPER 12 POSITION: UNDERNEATH DIP SWITCH 1, CLOSE TO EDGE. MARK J12.



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DIP SW 1		1	2	3	4	5	6	7	8
GAME LEVEL (Level Of Difficulty)	Level 8	OFF	OFF	OFF					
	Level 7	ON	OFF	OFF					
	Level 6	OFF	ON	OFF					
	Level 5	ON	ON	OFF					
	Level 4	OFF	OFF	ON					
	Level 3	ON	OFF	ON					
	Level 2	OFF	ON	ON					
	Level 1	ON	ON	ON					
MAXIMUM PLAY	8				OFF	OFF	OFF		
	20				ON	OFF	OFF		
	30				OFF	ON	OFF		
	40				ON	ON	OFF		
	50				OFF	OFF	ON		
	60				ON	OFF	ON		
	70				OFF	ON	ON		
	80				ON	ON	ON		
HIT FREQUENCY of ROYAL FLUSH, FIVE OF A KIND, STR FLUSH, and FOUR OF A KIND.	LEVEL 1	= LOWEST						OFF	OFF
	LEVEL 2							ON	OFF
	LEVEL 3							OFF	ON
	LEVEL 4	= HIGHEST						ON	ON

DIP SW 2		1	2	3	4	5	6	7	8
DOUBLE GAME	NO	OFF							
	YES	ON							
USE PRINTER	NO (TDDD)		OFF	(use AUTO TICKET DISPENSE)					
	YES		ON						
COIN IN	1				OFF	OFF	OFF		
	2				ON	OFF	OFF		
	4				OFF	ON	OFF		
	5				ON	ON	OFF		
	10				OFF	OFF	ON		
	20				ON	OFF	ON		
	25				OFF	ON	ON		
	100				ON	ON	ON		
NOTE IN	100							OFF	OFF
	200							ON	OFF
	500							OFF	ON
	1000							ON	ON
<b>WARNING: THIS SWITCH MUST BE ALWAYS OFF</b>									OFF

DIP SW 3		1	2	3	4	5	6	7	8		
MIN PLAY TO START	1	OFF	OFF								
	8	ON	OFF								
	10	OFF	ON								
	16	ON	ON								
MAX COIN IN & NOTE IN POINT (no more coin in / note in but not affect w in points)	1000			OFF	OFF						
	5000			ON	OFF						
	10000			OFF	ON						
	90000			ON	ON						
CLEAR / TICKET UNIT  SERVICE IN (EXCEPT 1)	1							OFF	OFF	OFF	OFF
	4							ON	OFF	OFF	OFF
	5							OFF	ON	OFF	OFF
	10							ON	ON	OFF	OFF
	15							OFF	OFF	ON	OFF
	20							ON	OFF	ON	OFF
	25							OFF	ON	ON	OFF
	30							ON	ON	ON	OFF
	40							OFF	OFF	OFF	ON
	50							ON	OFF	OFF	ON
	60							OFF	ON	OFF	ON
	75							ON	ON	OFF	ON
	80							OFF	OFF	ON	ON
	100							ON	OFF	ON	ON
200	OFF	ON	ON	ON							
500	ON	ON	ON	ON							

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DIP SW 4		1	2	3	4	5	6	7	8
CHECK ACCOUNT	NO	OFF							
	YES	ON							
SHOW IN CONFIRM SCREEN	PERCENTAGE		OFF						
	LEVEL		ON						
SELECTION MODE	HOLD			OFF	(VERSION 2)				
	DISCARD			ON					
ODDS TABLE	TABLE 1				OFF	must reset program			
	TABLE 2				ON	after change			
AUTO TICKET DISPENSE	NO	must reset program after change				OFF			
	YES					ON			
TICKET DISPENSE MODE	CONTINUOUS					OFF	OFF	OFF	
	MAX 1 TICKET PER GAME					ON	OFF	OFF	
	MAX 2 TICKETS PER GAME					OFF	ON	OFF	
	MAX 3 TICKETS PER GAME					ON	ON	OFF	
	MAX 4 TICKETS PER GAME					OFF	OFF	ON	
	MAX 5 TICKETS PER GAME					ON	OFF	ON	
	MAX 8 TICKETS PER GAME					OFF	ON	ON	
	MAX 10 TICKETS PER GAME					ON	ON	ON	

Dip SW5 is underneath the Top Board. Switches can be easily adjusted by using a small screwdriver or toothpick. **Do not** take off the Top Board to adjust. **Must reset board after change of program ROM.** All versions after those specified above will have similar functions included. **Switches not shown are not used and should be set at OFF.**

**TURN OFF MACHINE WHEN CHANGING DIP SW; TURN ON AGAIN TO MAKE CHANGES EFFECTIVE.**

## New Features in Version 3.3

1/USE PRINTER. When using Auto Ticket Dispense, there is an option to use built-in TDDD (Ticket Dispenser Direct Drive - no interface required) to drive ticket dispenser or to use a printer interface (designed by the same designer and is available from major distributors) to drive printer.

2/ADVANCED COUNT GAME (see page 5) has been added and TICKET DISPENSE MODE has been expanded to give 8 different selections. (See Dip SW4 #6 #7 #8)

3/Check Account Screen has been simplified to show very basic information only. Instead, an automatic warning system is installed. When there is error in the program or mistake in computation, a message " ERROR - reset board now " will appear. When there is possibility of data overthrow, which will affect computation, a message " OVERTHROW - reset board now " will appear. By using version 3.3 users do not have to worry about when to reset board or shall it be reset. Only certain Dip Switch changes need to reset board (see Dip Switch diagrams), otherwise, reset when warning comes out. (Check account when PLAY (bet) is zero)

4/ RESET REMAINING SCORE TO ZERO: When using Auto Ticket Dispense, Remaining Score after game over can be reset to zero.

## Standard Features:

1/ Talking, 3D graphics, and on screen Push Buttons status.

2/ Ticket Dispenser Direct Drive and "Ticket Empty" (no ticket) Detection abilities are available. No interface board is required. A big savings and convenient way to use ticket dispenser. "Ticket Empty" Detection does not work with interface board.

**NEW!** Memory of last dispense status and, in case of no ticket, continue last dispense after loading ticket.

When connecting ticket dispenser, check manual of ticket dispenser. Colors may be different from above diagram. Thickness, width, and paper quality of ticket can affect accurate counting. Crumpled and used tickets cannot be used.

3/ A wide range of Ticket Unit (how many points to issue 1 ticket) can be selected by Dip Switch. (If using interface board, set interface to 1 signal 1 ticket and adjust Ticket Unit to desired setting.)

4/ Ticket Dispense Mode can be set to CONTINUOUS (issue all tickets when Ticket Out Button is activated), MAX 1,2,3,4,5,8, or 10 TICKETS PER GAME.

5/ Auto Ticket Dispense (When "ON", deal card actions will not be shown):

When "ON", points won are collected separately to SCORE (will be on screen when Auto Ticket Dispense is "ON") first. When points in SCORE equal to or exceed Ticket Unit, ticket(s) will be dispensed as Ticket Dispense Mode selected and, in case of Advanced Count Game, according to eligible count. (See page 5 for detail)

It is for no accumulation of points won back to POINTS for replay.

Remaining SCORE can be reset to zero when no POINT and game over. (Dip SW5 #4)

USE PRINTER - NO (TDDD) to drive ticket dispenser or USE PRINTER - YES to drive printer interface (available from the same manufacturer of this game). (Dip SW2 #2)

6/ Two sets of Odds Table are available.

Selection of Odds Table mainly affects the hit frequencies of Royal Flush, Five Of A Kind, and Straight Flush. It has less effect on percentage. Using Table 1 will have more hits but in smaller amount. Dip SW1 #7 and #8 will affect percentage more significantly.

DIP SW 5		4	5	6	7	8
Reset remaining score to zero	NO	OFF				
	YES	ON				
TAKE SCORE SPEED	NORMAL		OFF			
	FAST		ON			
ADVANCED COUNT GAME	NO			OFF		
	YES			ON		
CONTINUE GAME (Version 3.21)	UNLIMITED				OFF	OFF
	MAX 5 TIMES				ON	OFF
	MAX 10 TIMES				OFF	ON
	MAX 15 TIMES				ON	ON

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**Intelligent Hold:** Unlike most other poker games which auto hold is based on simple consideration only, Poker Only 97 employs a more sophisticated logical deduction to hold cards. The following are some examples (not all):

A/ When Three Of A Kind is formed with Joker and there is only one card missing to get Royal Flush or Straight Flush, auto hold will go for Royal Flush or Straight Flush and give up Three Of A Kind. Even attempt to get Royal Flush or Straight Flush is failed, getting Flush within 4 continue can still compensate the risk.

B/ When Jacks Or Better is formed with Joker; auto hold will look for other possible attempts to improve hand without giving up existing winning. Sometimes, it may give up Jacks Or Better to go for Straight Flush.

In general, hold consideration tends to be on the aggressive side. Conservative suggestion will be used in some situations. Of course, player has absolute discretion to make his own choice and use his own tactics.

## Game Rules (Version 3.2 and after - simplified game procedures & attractive performance)

Total 53 cards, one deck, and one JOKER card, are used.

**Main Game:** When a game is over and poker hand is Four Of A Kind, Three Of A Kind, Two Pair, or Jacks Or Better, player will have the option to continue, take, or double (if double ON). If poker hand is nothing, player will have the option to continue or end. There is no limit (note: from 3.21 onward, use Dip SW5 #7 #8 to adjust limit) of how many times a player can continue as long as Points in game are more than or equal to Play plus Raise. Each continued play is counted as a new game. To avoid mistake, winning hands formed by exactly 5 cards are being locked automatically, except when there is a chance of changing one card to get Royal Flush or Straight Flush. In case of Four Of A Kind and continue (hoping to get 5 of a kind); only the one not forming winning hand can be changed.

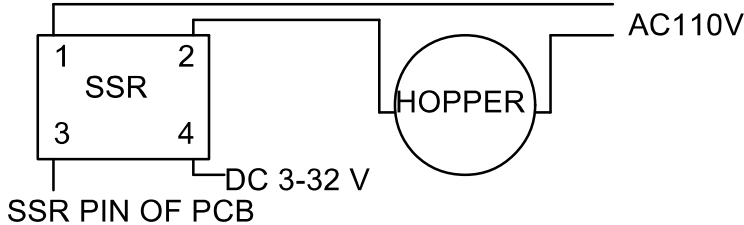
**Double Game:** JOKER card is not used. After shuffle, 5 opened cards are placed on top and 5 covered cards are placed below. Select a card from below and choose bigger or smaller than the top card in comparison. Ace is highest in value and picked card of same value to the one being compared is counted loss.

COIN MODE	COIN IN SETTING (DIP SW 2 NO.345)	BILL ACCEPTOR SELECTION		\$1= ? POINT
		\$1=1 PULSE	\$1=4PULSES	
\$1=1PT.	1	YES	---	1
\$0.50=1PT.	2	YES	---	2
\$0.25=1PT.	1	---	YES	4
\$0.25=1PT.	4	YES	---	4
\$0.10=1PT.	10	YES	---	10
\$0.05=1PT.	5	---	YES	20
\$0.05=1PT.	20	YES	---	20
\$0.01=1PT.	25	---	YES	100
\$0.01=1PT.	100	YES	---	100

	TABLE 1	TABLE 2
Royal Flush	X 250	X 500
Five Of A Kind	X 100	X 200
Straight Flush	X 50	X 100
Four Of A Kind	X 40	X 40
Full House	X 10	X 10
Flush	X 7	X 7
Straight	X 5	X 5
Three Of A Kind	X 3	X 3
Two Pair	X 2	X 2
Jacks Or Better	X 1	X 1

## Hopper Connection

See edge connector diagram. Jumper 12 (of latest release) must be changed to Hopper SSR position.



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## Advanced Count Game Feature (Dip SW5 #6 ON)

Advanced Count game feature is used to regulate how many Clear / Ticket Units can be issued per game played. In older version of Count Game Feature it is fixed at 1 unit per game played. However, Advanced Count Game Feature is more flexible. It works in both Clear Switch out (interface board) and Ticket Dispenser Direct Drive (TDDD). It reads Ticket Dispense Mode (Dip SW4 #6 #7 #8) selected to determine how many Clear / Ticket Units can be issued per game played. Auto Ticket Dispense (Dip SW4 #5 - using SCORE) can also be used with Advanced Count Game Feature.

### Example 1:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 10; Points = 1234.  
When activate Clear Switch or Ticket Out Button, 10 games x 5 tickets = max 50 tickets out, 50 tickets x 20 = 1000 points. Points left = 1234-1000 = 234; Count Game = 0.

### Example 2:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 53; Points = 1234.  
When activate Clear Switch or Ticket Out Button, 53 games x 5 tickets = max 265 tickets out, 265 tickets x 20 = 5300 points. However, Points is only 1234, less than eligible out. Thus, 1234 / 20 = 61 tickets; 60 tickets = 12 games; last 1 ticket = 1 game. Total 61 tickets out and 13 games deducted. Please note that the 13th game only gives out 1 ticket. (Always remember Max 5 tickets per game means it can be less but not over 5) Points left = 14. Count Game = 40.

### Example 3:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = YES; Count Game = 53; Score = 185. (Use TDDD only)

Whenever Score equals to or greater than Clear / Ticket Unit, ticket dispenser will be activated automatically.

185 / 20 = 9 tickets; 5 tickets = 1 game; last 4 tickets = 1 game. Total 9 tickets out and 2 games deducted. Points left = 5. Count Game = 51.

The above examples use Max 5 tickets per game to illustrate the flexibility of Advanced Count Game Feature. It would be much simpler if using Max 1 ticket per game. However, there is actually a slight difference in choosing Max 5 tickets per game with Clear / Ticket Unit = 20 and Max 1 ticket per game with Clear / Ticket Unit = 100.

If there is only 80 points and player really wants to quit, the first combination will justify both the player and certain regulations; the second one is to enforce only the maximum permitted.

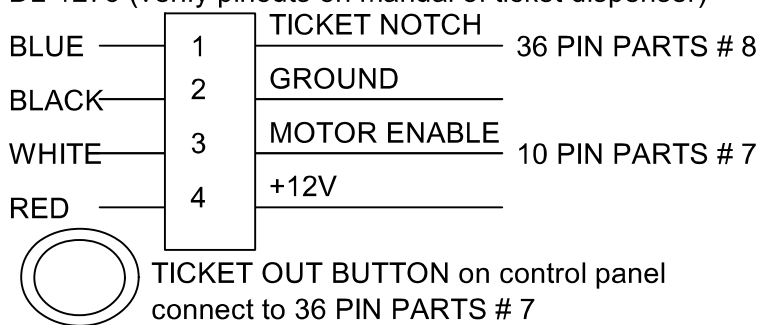
### What happens if running out of ticket during dispensing?

In case of Clear Switch with interface board, feedback through Service In (interface board 1 signal 1 pulse) will put points back to machine but NOT games deducted. This is a security measure to ensure Count Game can only be accumulated through actual game play and no other means. In case of TDDD, dispensing will stop automatically when out of ticket. Version 3.3 has a revised TDDD that can memorize the status of dispensing. When tickets are reloaded (machine off & on again) a message "CONTINUE LAST TICKET OUT?" will be shown. Press Ticket Out Button again to continue last ticket out process (better done by attendant; press START will skip the process and erase memory of last dispensing status). This newly added function is very useful in Count Game and Max 5 or 10 tickets per game.

Auto Ticket Dispense = YES will continue last ticket out automatically after reloading tickets (machine off & on again).

## Ticket Dispenser Connection Diagram

DL-1275 (verify pinouts on manual of ticket dispenser)



WARNING: REMOVAL OF ORIGINAL STICKERS ON BOARD VOIDS WARRANTY.

PUSH BUTTON LEGEND

<b>HOLD 1</b> <b>BIG</b> PLAY / RAISE 10	<b>HOLD 2</b> <b>DOUBLE</b>	<b>HOLD 3</b> <b>SMALL</b> <b>END</b>	<b>HOLD 4</b> <b>TAKE</b> <b>SELECT</b>
--	--------------------------------	---	---

<b>HOLD 5</b> PLAY / RAISE 1	<b>START</b> <b>DRAW</b> <b>CONTINUE</b>
---------------------------------	--

<b>HOLD 1</b> <b>BIG</b> PLAY / RAISE 10	<b>HOLD 2</b> <b>DOUBLE</b>	<b>HOLD 3</b> <b>SMALL</b> <b>END</b>	<b>HOLD 4</b> <b>TAKE</b> <b>SELECT</b>
--	--------------------------------	---	---

<b>HOLD 5</b> PLAY / RAISE 1	<b>START</b> <b>DRAW</b> <b>CONTINUE</b>
---------------------------------	--