TEXAS HOLDEM

ALV

USER MANUAL

CONTENT

CONNECTION DIAGRAM
(36 & 10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/CALL/BET	9	
SMALL / CHECK/HELP	10	
PLAY	11	
TAKE / FOLD	12	
DOUBLE/RAISE	13	
	14	
	15	
BIG / ALL IN	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: COUNT
OUT METER	27	
OUT METER	28	
LAMP: START/CALL/BET	29	
LAMP: SMALL / CHECK/ HELP	30	
LAMP: PLAY	31	
LAMP: TAKE / FOLD	32	
LAMP: DOUBLE/RAISE	33	
LAMP: BIG / ALL IN	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	NO	OFF							
	YES	ON							
PASSWORD	NO		OFF						
	YES		ON						
SCORE BOX	NO			OFF	OFF				
	YES			ON	OFF				
	10X			OFF	ON				
	10X			ON	ON				
PLAY SCORE	NO					OFF			
	YES					ON			
HAND COUNT	NO						OFF		
	YES						ON		
AUTO TICKET	NO							OFF	
	YES							ON	
HI-SCORES MODE	NO								OFF
	YES								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
TIMER OPTION	10 SEC	OFF							
	NO LIMIT	ON							

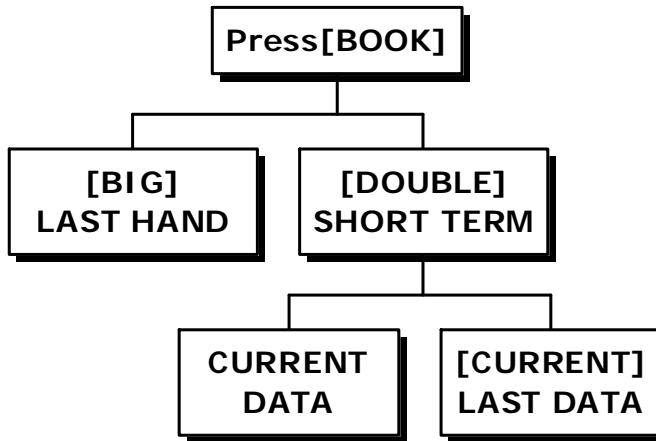【REMARK】Default Password of System Setup: [START] × 8

HI-SCORES MODE can print ticket or key out by the setting of "NO" of HAND COUNT and setting of "CONTINOUS" of GAME TICKET.
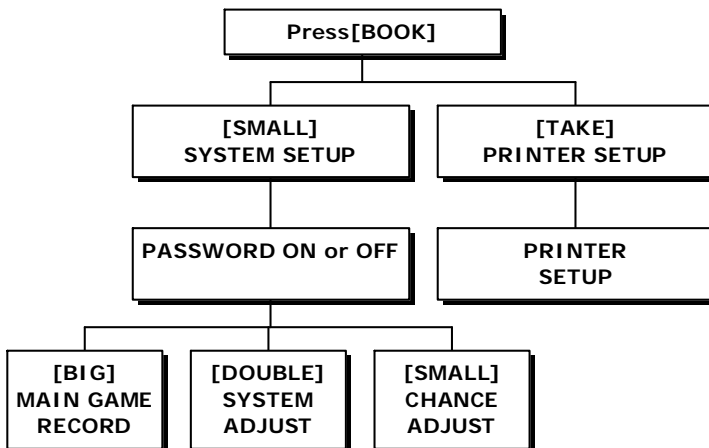
36 & 10 PIN BUTTON LAYOUT

BIG/ ALL IN	DOUBLE/ RAISE	SMALL/ CHECK/ HELP	TAKE/ FOLD

PLAY	START/ CALL/BET
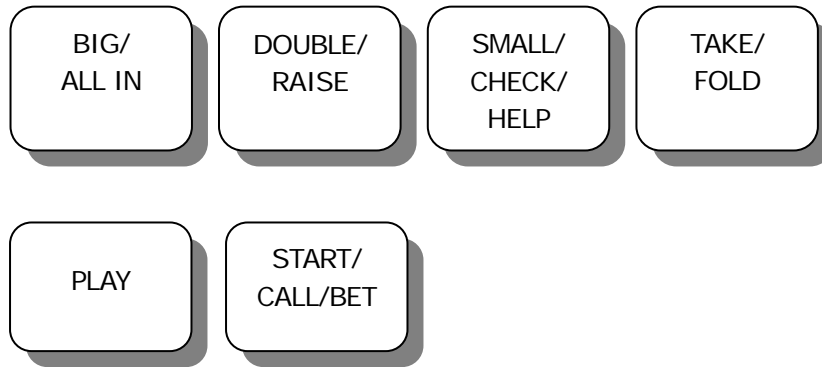
BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW

```
              ┌─────────────────┐
              │   Press[BOOK]   │
              └─────────────────┘
                 │           │
       ┌─────────────┐   ┌─────────────┐
       │   [BIG]     │   │  [DOUBLE]   │
       │  LAST HAND  │   │ SHORT TERM  │
       └─────────────┘   └─────────────┘
                          │           │
                ┌─────────────┐   ┌─────────────┐
                │  CURRENT    │   │ [CURRENT]   │
                │   DATA      │   │ LAST DATA   │
                └─────────────┘   └─────────────┘
```

DATA SETTING FLOW

```
              ┌─────────────────┐
              │   Press[BOOK]   │
              └─────────────────┘
                 │           │
       ┌──────────────┐   ┌──────────────┐
       │   [SMALL]    │   │   [TAKE]     │
       │ SYSTEM SETUP │   │ PRINTER SETUP│
       └──────────────┘   └──────────────┘
              │                  │
       ┌──────────────────┐  ┌──────────┐
       │ PASSWORD ON or OFF│  │ PRINTER  │
       └──────────────────┘  │  SETUP   │
         │       │      │     └──────────┘
    ┌────────┐┌────────┐┌────────┐
    │ [BIG]  ││[DOUBLE]││[SMALL] │
    │MAIN GAME││SYSTEM ││CHANCE  │
    │RECORD  ││ADJUST ││ADJUST  │
    └────────┘└────────┘└────────┘
```

ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[SMALL]→[DOUBLE] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MIN. STAKE	(.01/ .02), (.02/ .04), (.05/ .10), (.10/ .20), (.25/ .50), (.50/1.00)	.05/ .10
MAX. STAKE	(.01/ .02), (.02/ .04), (.03/ .06), (.04/ .08), (.05/ .10), (.10/ .20), (.25/ .50), (.50/1.00), (1.00/2.00)	.10/ .20
CHANGE STAKE	NO / YES	NO
ALL IN VALUE	STAKE X 25 , 30 , 35 , 40	STAKE X 25
COIN RATE		5
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1 , 2 , 3 , 4 , 5 , 8 , 10 , CONTINOUS	CONTINOUS
INTERFACE	PRINTER / DISPENSER	DISPENSER
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1
SYSTEM LIMIT	NO , 999999	NO
MIN. JP1	STAKE X 200 , 400 , 600 , 1000	STAKE X 400

MAX. JP1	STAKE X 1000 , 2000 , 3000 , 5000	STAKE X 2000
MAX.JP2	STAKE X 400 , 600 , 800 , 1000	STAKE X 400
MAX.JP3	STAKE X 100 , 200 , 300 , 500	STAKE X 100

REMARK:

1.Printer only can be used by one machine driven by RS232.

2.The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.

3.Press [TAKE] could clear the record of HI-SCORES RANKING.

4.When "Change Stake" set as "Yes", the Min Stake setting value is better not lower 1/2 Max Stake setting value, otherwise the game would become tighter.

CHANCE ADJUSTMET

Press [BOOK]→ [SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
GAME RATE Total Out/ Total In	LEVEL 1 , LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6	LEVEL 5
	(90%) , (85%) , (80%) , (75%), (70%), (65%)	

MAIN FEATURES OF TEXAS HOLD'EM:

◆ **The most popular poker game debuts as video game**

◆ **3 jackpots:** one progressive jackpot and 2 random jackpots.

◆ **Limit-All IN Bet:** The player has a chance to make a special bet (a "Limit-All In Bet") after the Flop Cards are revealed

◆ **The Jackpot value can be adjusted by operator**

◆ **Original Manufacturer Defaults:** IGS specifically developed a special set of default settings that are intended to assist operators to achieve the best income of Texas Hold'em.

HOW TO PLAY

MAIN GAME DESCRPTION

Virtual
Player

Player
Position

Main Screen of TEXAS HOLD'EM

Jackpot

Main Screen of TEXAS HOLD'EM

Game Procedure:

1. Blind Bet:
Each position must post a "Blind Bet" before a game starts and cards are dealt. All other betting in the game starts with the position immediately to the left of the dealer.

2. Hole Cards:
Each position receives two cards that only they can see ("Hole Cards").

3. Hole Bet:
A first round of betting occurs after the Hole Cards are dealt.
All bets or raises must equal to 1 times the Blind Bet amount.

4. Flop Cards:
After the Hole Bet, the first three "community" cards are revealed face up.

5. Flop Bet:
A second round of betting occurs after the Flop Cards are revealed. All bets or raises must be equal to 1 times the Blind Bet amount. The player can also execute a "Limit-All In Bet" at his first opportunity to act in this round (see below).

6. Turn Card:
After the Flop Bet, a fourth community card is revealed face up.

7. Turn Bet:
A third round of betting occurs after the Turn Card is revealed. All bets or raises must be equal to 2 times the Blind Bet amount.

8. River Card:
After the Turn Bet, the fifth and final community card is revealed.

9. River Bet:
A final round of betting occurs after the River Card is revealed. All bets or raises must be equal to 2 times the Blind Bet amount.

10. The players reveal their cards and the highest hand wins.

SPECIAL FEATURES:

Limit-All In Bet:

CHIPS

The player has a chance to make a special bet (a "Limit-All In Bet") after the Flop Cards are revealed and it is the player's turn to act. The other three positions can either call or fold in response. The game will then play out automatically without any further betting or action. The amount that a player can bet when exercising the Limit-All In Bet is indicated in the box titled "Chips". This is equivalent to the maximum total remaining amount that the player could possibly bet in the limit game.

The "Limit-All In Bet" value can be adjusted by operator.

JP3:

JP3

A A A

The player wins a 'JP 3' bonus if the player has 3 Aces (between his hole and the community cards), regardless of whether he wins or loses the hand.

JP2:

JP 2

A A A F.H.

The player wins a 'JP 2' bonus if the player has a full house with 3 Aces (between his hole and the community cards), regardless of whether he wins or loses the hand.

JP1:

JP1

♠ ♥ ♦ ♣

The player wins a 'JP 1' bonus if the player holds 4 Aces (between his hole and the community cards), regardless of whether he wins or loses the hand.

FLUSH FEVER Description

Covered Poker

Flush Fever Screen

Flush Fever:

If the player has at least 5 card flush (between community cards and the 2 hole cards), the player will enter the Flush Fever Game, where he can win a bonus by drawing the covered cards to match the revealed card at the top.

HIGH SCORE SCREEN Description

- ■ HIGH SCORE SCREEN: The high score screen will list top 10 high scores and will be accessible only to the operator and players achieving a high score. The High Score List will display during the demo sequence (when the game has no credits.)

If player press [TICKET OUT] or [KEY OUT] and their credit bigger than top 10s' record, then they can sign the name on HI-SCORE ranking.