

7.6 POKER- 903

DIPSWITCH INFORMATION

<u>SWITCHES</u>	<u>1</u>	<u>AND</u>	<u>2</u>	<u>LOWEST WINNING PAIR</u>
	ON		ON	JACKS
	ON		OFF	QUEENS
	OFF		OFF	KINGS
	OFF		ON	ACES

<u>SWITCHES</u>	<u>3</u>	<u>AND</u>	<u>4</u>	<u>MAX. POINTS PER GAME</u>
	ON		ON	1
	OFF		ON	50
	ON		OFF	10
	OFF		OFF	20

<u>SWITCH</u>	<u>5</u>	<u>SOUND</u>
	ON	ELIMINATE LOSING SOUND
	OFF	KEEP LOSING SOUND

SWITCH 6 FOR DIAGNOSTIC PURPOSES ONLY

SWITCH 7 AND 8 MONITOR PURPOSES

FOR VERTICAL AND HORIZONTAL POLARITY
OF THE DIFFERENT MONITORS USED

After the game is over and there are no credits on the screen you may press the test button to read the books. From the test screen, using the five discard buttons, enter the code 1 4 2 5 5 3 and just below the four rolls of zeros will appear a number. This number is the credits that have been knocked-off. If there are no knock-off credits then 0 will appear on this line.

If you enter the code 1 3 2 5 4 2 each collection period this will clear this number back to 0.

The coin in is a running total and you may wish to record this each collection period and subtract each time you have your gross for the period. If you subtract the knock-off each period you will have the net.

To leave the books and test and return to the game, press the first three discards down at the same time.

A little tune will play and the screen will return to the game.