

Foxtronic Super Poker

Dip Switches

Page 1

Dip Switches 1 and 2 adjust the number of points per coin slot. Coin slots 1 and 2 are connected to the two front panel coin acceptors. If a dollar bill Acceptor is installed, coin slot 3 is the dollar bill acceptor input.

SETTING		POINTS PER COIN		
SW1	SW2	Coin Slot 1 (D – 9)	Coin Slot 2 (D – 10)	Coin Slot 3 (D – 11)
<input type="radio"/> Off	<input type="radio"/> Off	5	5	20
<input type="radio"/> Off	<input type="radio"/> On	2.5	2.5	1
<input type="radio"/> On	<input type="radio"/> On	0.5	0.5	4 Factory Setting
SW3	<input type="radio"/> Off <input type="radio"/> On	Multiple coin play – Factory Setting Single Coin Play		
SW4	<input type="radio"/> Off <input type="radio"/> On	Standard mechanical coin micro switch Optical anti-cheat coin switches (Consult Factory)		
SW5	<input type="radio"/> Off <input type="radio"/> On	Disables setup screen Enables setup screen – Factory Setting		
SW6	<input type="radio"/> Off <input type="radio"/> On	Disables Dwarfs type cards – Factory Setting Enables Dwarfs type cards		
SW7	<input type="radio"/> Off <input type="radio"/> On	Disables Blind Man's Poker type cards – Factory Setting Enables Blind Man's Poker type cards		
SW8	<input type="radio"/> Off <input type="radio"/> On	Disables normal Poker type cards Enables normal Poker type cards – Factory Setting		

If more than one card type is enabled, the card types can be switched from the player panel when the game is idle (whenever the Game Over appears on the screen). To switch card types press the front panel discard switches 1,4,1,4,2,1,3,5 in sequence. Note also that if switches 6,7 and 8 are all off, then all card types are enabled.

RAM ERRORS

The **RAM ERRORS** register indicates the number of errors detected in memory (circuit location U40). An occasional error can be expected. This is no cause for concern. These occasional errors (known as soft errors) are automatically corrected as soon as they are detected.

If, however, the Ram Errors register increases every time the test screen is activated, or counts up errors continuously then these errors (known as hard errors) indicate that the memory circuit at location U40 is probably bad, and should be replaced.

REGISTER CLEAR SEQUENCE

With the test screen active, all of the accounting and statistics registers can be cleared by the register clear sequence. This is accomplished by pressing, in sequence, the front panel discard switches, 1, 4, 1, 4, 2, 1, 3, 5.

DIP SWITCH TEST:

The dip switch at location SW1 can be tested by activating each switch position and observing the change in the dip switch image on the screen

Other switch input tests:

Switch inputs (player panel, coin in, etc.) can be tested by pressing a switch And watching for the appropriate response in column 3 of the test display. Note that the test switch input TS is always displayed since the test switch is, of course, activated.

Random Number Generator Test:

The game's random number generator is displayed in the 2 rightmost digits of The random number resister. The random number varies between 0 and 53.

Sound Test:

A sound generator test is performed when any of the player panel **Discard** Switches are pressed. This is helpful when setting the game's volume Control R10 on the game board).

Lamp test:

The player panel and bezel lamps cycle continuously, in sequence, or, all Of the lamps can be turned on at once by pressing the **Cancel** switch.

To exit the test screen:

1. Flip the test switch to return to game play
or
2. Press and release Discard 1, Discard 5, Cancel and Play switches simultaneously to enter the setup screen.

SETUP SCREEN

From the test screen, activate the setup screen by pressing and releasing all 4 corner panel switches at once. (Discard 1, Discard 5, Cancel, and Play) From the setup screen, use **Discard 1** and **Cancel** to move the cursor, and **Discard 4** and **Discard 5** to change the game parameters as follows:

Maximum Play - 1 to 99 The maximum number of points the player can play per hand. Note that if the raise feature is enabled the player can play 99 plus raise 99.

Jokers Chosen By –

Percent 1 or 2 jokers are added to the deck according to the **One Joker** and **Two Joker** variables listed below. Note that the sum of the **One Joker** and **Two Joker** variables can be less than, but never more than, 100 percent.

Maximum Play 1 or 2 Jokers are added to the deck when the player plays enough points to equal or exceed the minimum plays for the **One Joker** and **Two Joker** variables listed below.

One Joker 0 – 99 When **Jokers chosen by percent**, this number is equal to the percent of the time that one Joker is added to the deck. When **Jokers chosen by minimum play**, this number is equal to number of points the player must put into play to get one joker in the deck.

Two Jokers 0 – 99 When **Jokers chosen by percent**, this number is equal to the percent of the time that **two Jokers** are added to the deck. When **Jokers chosen by minimum play**, this number this is equal to number of points the player must put into play to get two jokers in the deck..

Max Double Up 0 to 4 Times- The number of times the player is allowed to Double Up on winning hands

- MU 0 No winning hand music
- ① “Hallelujah” played for winning hands
- CS 0 No card sound
- ① Card sound on deal and draw

PA	0	No display of award schedule per point played
	①	Award schedule displayed for each point played
TL	②	Coin tilt disabled
	1	Coin tilt enabled
TR	0	Tilt reset disabled
	1	Tilt reset enabled
	②	Service reset enabled Cancel & Stand
DM	0	High/Low card Double Up
	①	Deal Double Up
HF	0	Half Double Up disabled
	①	Half Double UP enabled
DH	0	No self-discard
	①	Self-discard Hold cards are marked
	2	Self-discard Discard cards are marked
J7	0	7-7 Bonus disabled
	① 10	7-7 Bonus award x 100 (100 to 1000)
J9	0	9-9 Bonus disabled
	① 10	9-9 Bonus award x 100 (100 to 1000)
JD	0	7-7 and 9-9 Bonus amounts are displayed when incremented, otherwise covered by ???
	①	7-7 and 9-9 Bonus amounts are displayed always
CT	1-5 (3)	Card Deal/Draw speed, from 1(.75 sec/card) to 5 (.2 sec/card)
SP		Self-play diagnostics, using the game's self-discard algorithms.

0 = Normal game play

1 = Self-play with register display

Knock off (1988)

1. TR = 2

2. In Game mode, hold **Cancel** and **Take** for 7 seconds

Knock off (1981, 84 code)

1. SR = 1

2. In game mode, hold **Cancel** and **Take** for 7 seconds

RS	0	No Sound prompt for raise
	①	Sound prompt for raise (if raise is enabled)
PM	0	POINTS message for coins in
	①	CREDITS message for coins in
	2	SCORE message for points played
BM	①	PLAY message for points played
	1	BET message for points played
	2	No message for points played
BR	0	If BC=0, raise is not enabled
	①	If BC=1, raise is not enabled but winning hands will award double points FR/2 percent (0%-5%) of the time. See FR below.
BR	①	If BC=0, raise is allowed, FR percent (0%-10%) of the time. If BC=1, raise is allowed always.
BC		See BR above
FR	0-10 (2)	Bonus/Raise frequency select- See BR and BC
JA	①	Pair of Jacks or better wins
	1	Pair of Aces wins
RF	1-10 (2)	Royal Flush award x 100 , from 100 to 1000
DP	0	Player must select amount of points to play for each new game.
	①	Player can play previous amount of points selected by pressing DEAL .
AD	0	Player must press DEAL switch to start game.
	1	Game starts automatically if maximum points played. See Maximum Play .
AH	0	No attract hands.
	①	Attract Hands, Royal Flush, and 5 of a kind are enabled when the game is idle and there are not points on the screen.
AA	0	No attract odds schedule
	①	Attract odds schedule is displayed then the game is idle and there are no points on the screen.

Instructions for Using the Game' Self-diagnostics

The self-play variable SP allows the operator to run large numbers of game play simulations. The simulations utilize the game's self-discard algorithms to deal and draw for best possible winning hands. When SP is set to 1, self-play simulates about 11,000 hands per hour. When SP is set at 2, self-play simulates about 26000 hands per hour. The difference between the two settings is that the accounting and statistics registers are updated and displayed continuously for SP #1, but are blanked for maximum speed when SP = 2.

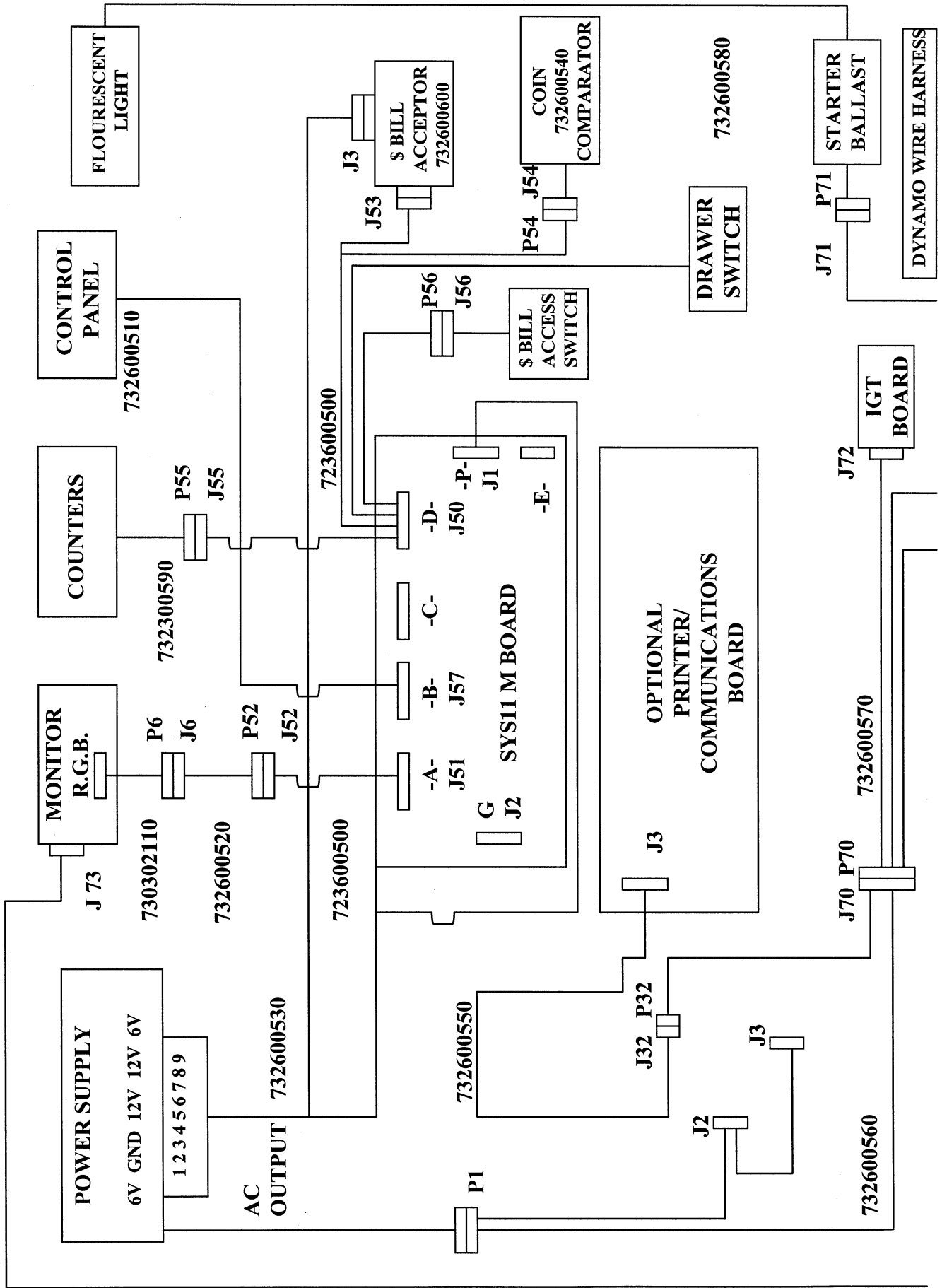
To put the game into self-play

1. Enter the setup screen
2. Set the SP variable to 1 or 2
3. Return to the test screen by pressing the **PLAY** switch
4. Simultaneously press the **DEAL** and **DRAW** switches. The game will enter self play.
5. Self-play can be stopped at any time by pressing the **CANCEL** switch, and then restarted by pressing the **DEAL** and **DRAW** switches.

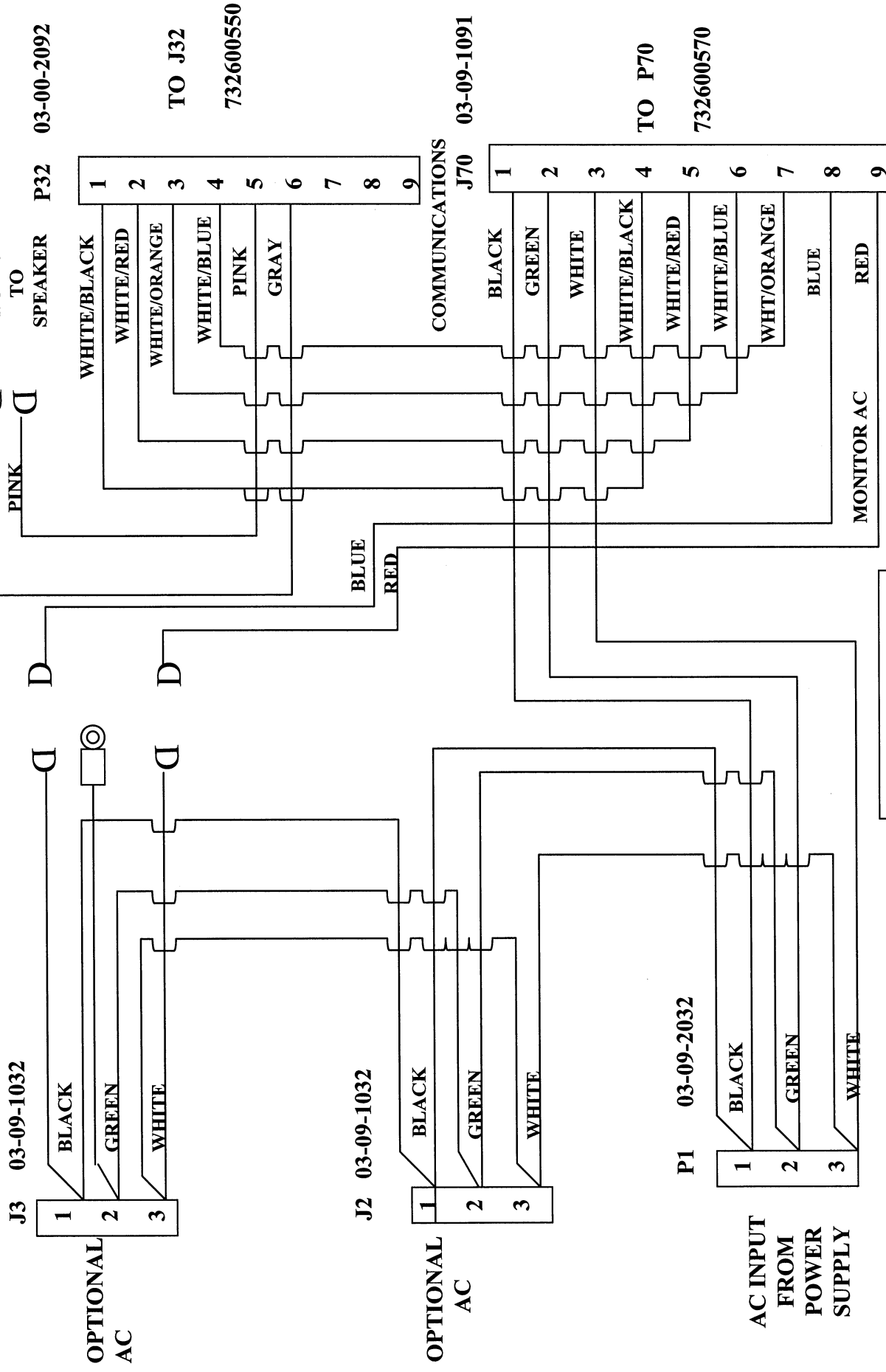
For accurate statistical simulations, at least 75,000 games preferably 100,000, should be played.

To Exit the Setup Screen

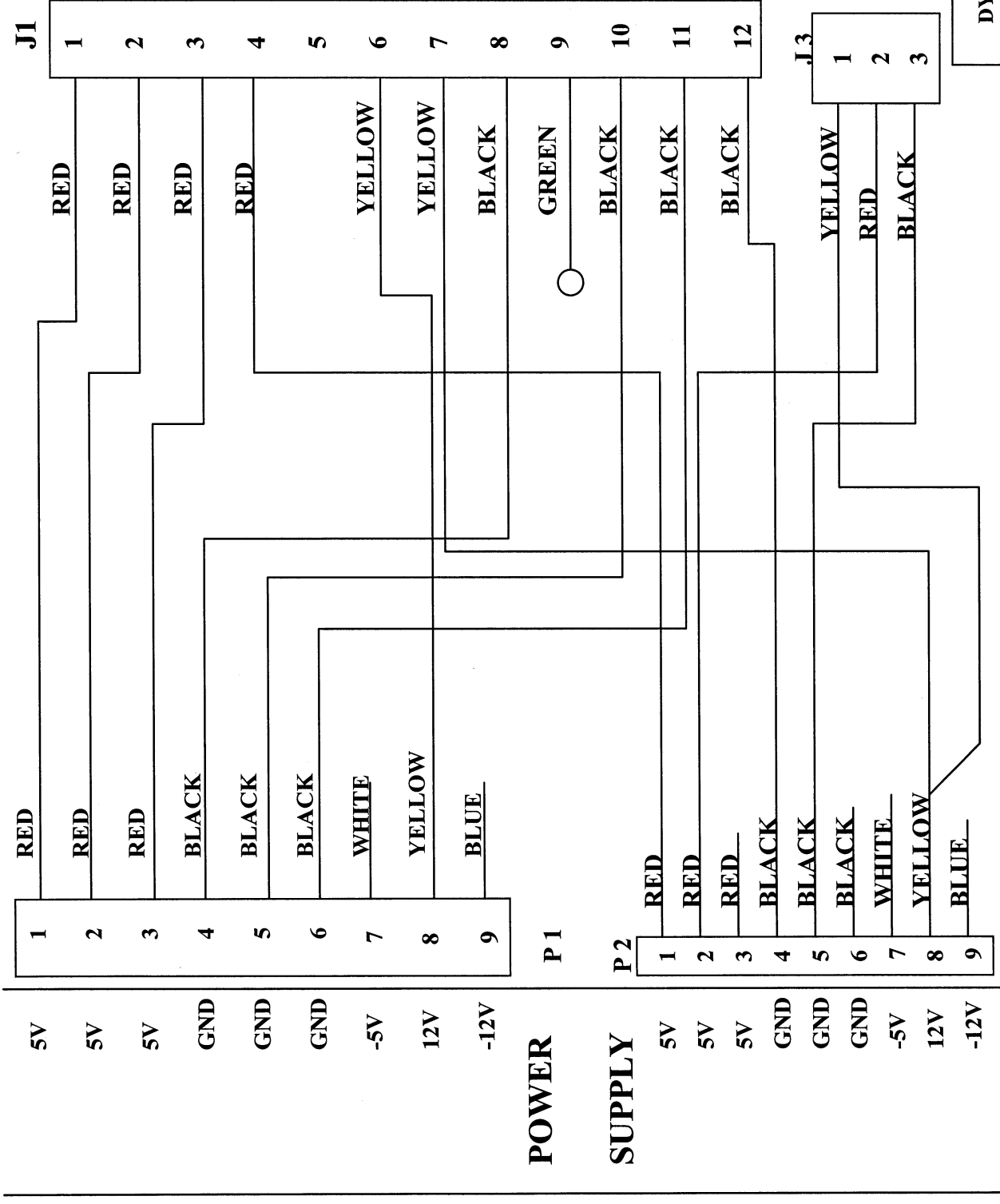
1. Press the **PLAY** switch to return to the test screen
2. Flip the test switch to return to game play.



ISOLATION TRANSFORMER FOR MONITOR AC



-P-
CONNECTOR
ON
SYSTEM
BOARD



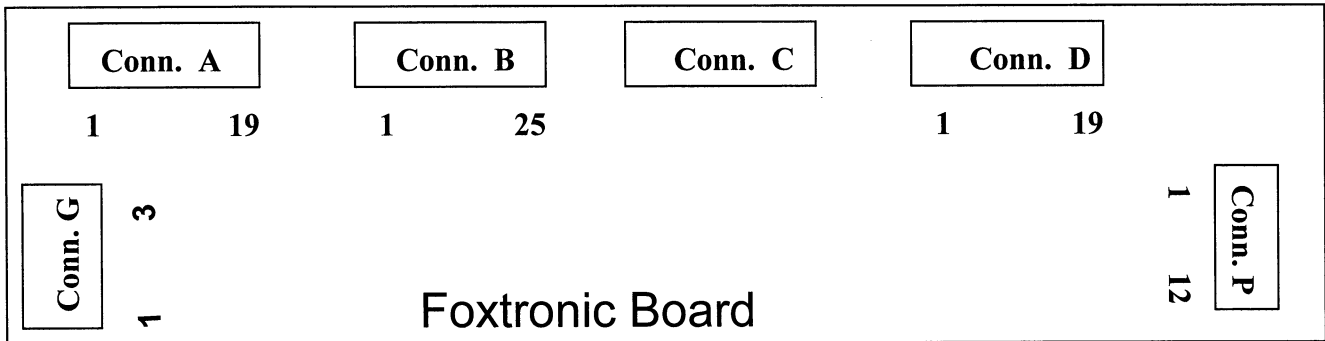
DYNAMO WIRE HARNESS
PART NO. 732600530
DC POWER

Wiring for the Foxtronic Board

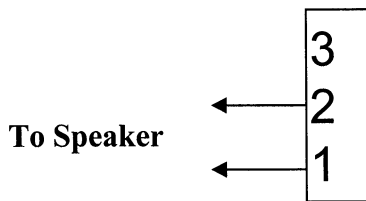
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Connector G -- Speaker



Connector A -- Video

2	4	6	8	10	12	14	16	18	20
1	3	5	7	9	11	13	15	17	19

Pins 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20 are GROUND.

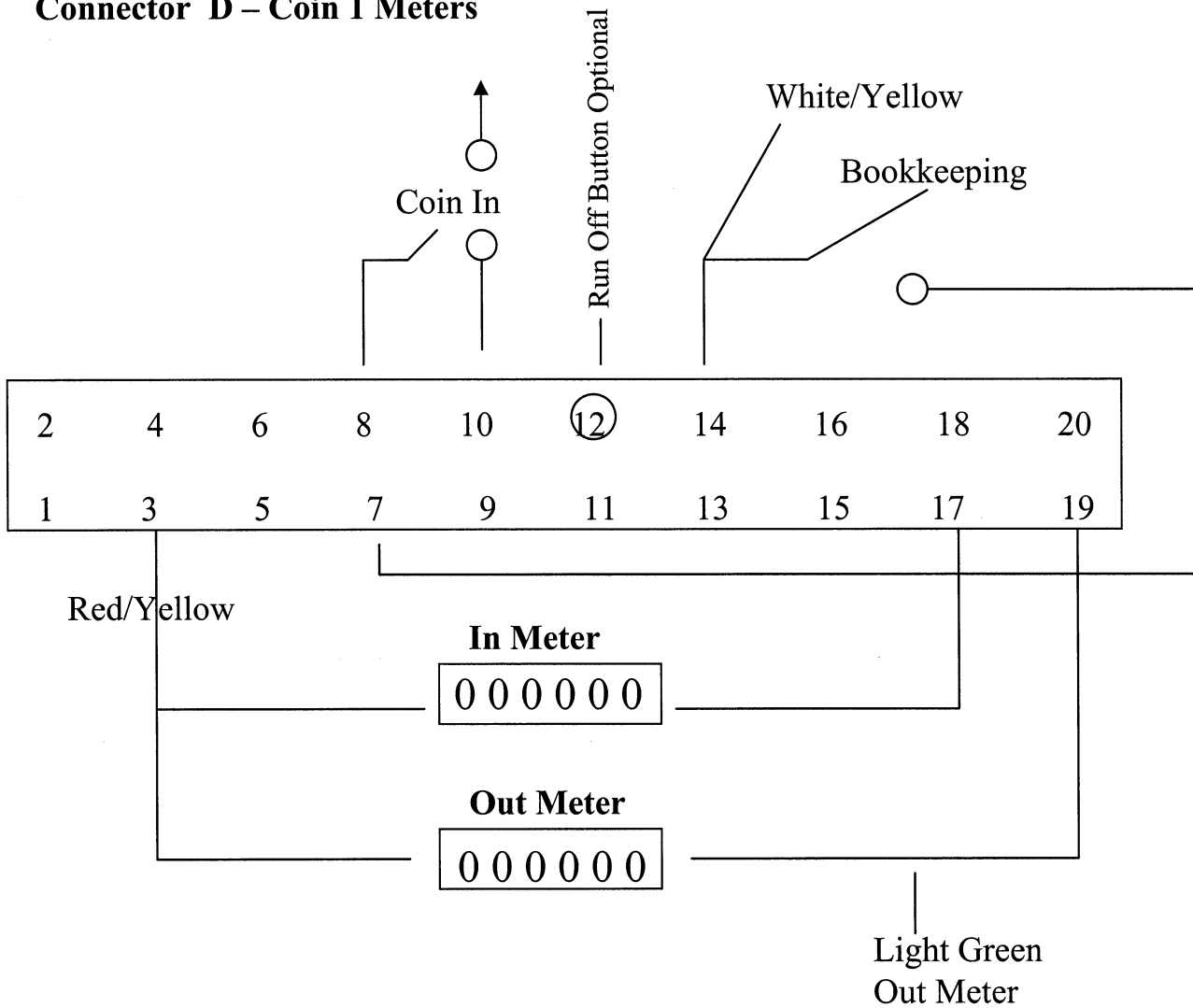
Pin 5	Red
Pin 7	Green
Pin 9	Blue
Pin 10	Ground
Pin 11	+ Horz. Sync
Pin 13	+ Vert. Sync

Pins 1, 3, 17, and 19 are NOT connected.

Connector P -- Power

- 1 +5v
 - 2 +5v
 - 3 +5v
 - 4 +5v
 - 5 N.C
 - 6 N.C
 - 7 +12v
 - 8 GND
 - 9 GND (chassis)
 - 10 GND
 - 11 GND
 - 12 GND
- For the Board
- For meters and Speaker (to Conn. B pin 11,12,13,14)
- To all switches in common (COM) (Conn. B pin 15, 16)

Connector D – Coin 1 Meters



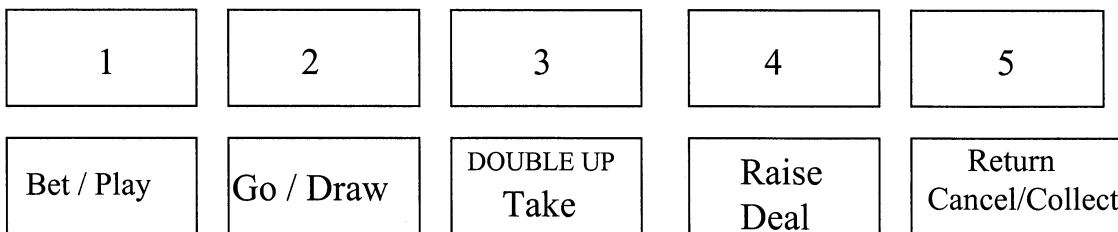
Pin #	Purpose, Wire to
3	Meter Supply, +5 volt for both In and Out Meters Red/Yellow
7	Bookkeeping (GND, Return) Black
8	Coin-In (GND Return) Black
10	Coin-In, Signal (+5v switched to GND) White
14	Bookkeeping, Signal (+5v switched to GND) White/Yellow
17	In Meter, Signal Black/Red
19	Out Meter, Signal Black/Orange
12	Knock Off Switch (Optional)

Connector B -- Switches and Lites

2	4	6	8	10	12	14	16	18	20	22	24	26
1	3	5	7	9	11	13	15	17	19	21	23	25



Pin #	Purpose, Wire to		
1	Discard #1	Switch Normally Open	Blue/Yellow
2	Discard #1	Light Return	Green/Yellow
3	Discard #2	Switch Normally Open	Blue
4	Discard #2	Light Return	Green/Black
5	Discard #3	Switch Normally Open	Blue
6	Discard #3	Light Return	Green/Red
7	Discard #4	Switch Normally Open	Blue
8	Discard #4	Light Return	Green/White
9	Discard #5	Switch Normally Open	Blue
10	Discard #5	Light Return	Green/Orange
11	Power for Lights		
12	Power for Lights		
13	Power for Lights		
14	Power for Lights		
15	Ground for Switches		
16	Ground for Switches		
17	PLAY	Switch Normally Open	White/Gray
18	PLAY	Light Return	Gray
19	DEAL	Switch Normally Open	White/Blue
20	DEAL	Light Return	Blue
21	GO/DRAW	Switch normally Open	White/Green
22	GO/DRAW	Light Return	Green
23	TAKE	Switch Normally Open	White/Orange
24	TAKE	Light Return	Orange
25	Cancel	Switch Normally Open	White/Brown
26	Cancel	Light Return	Brown



Connector C – Not Defined

D
L

D
T

D
Half
Double

D
Double

D
High

Cancel

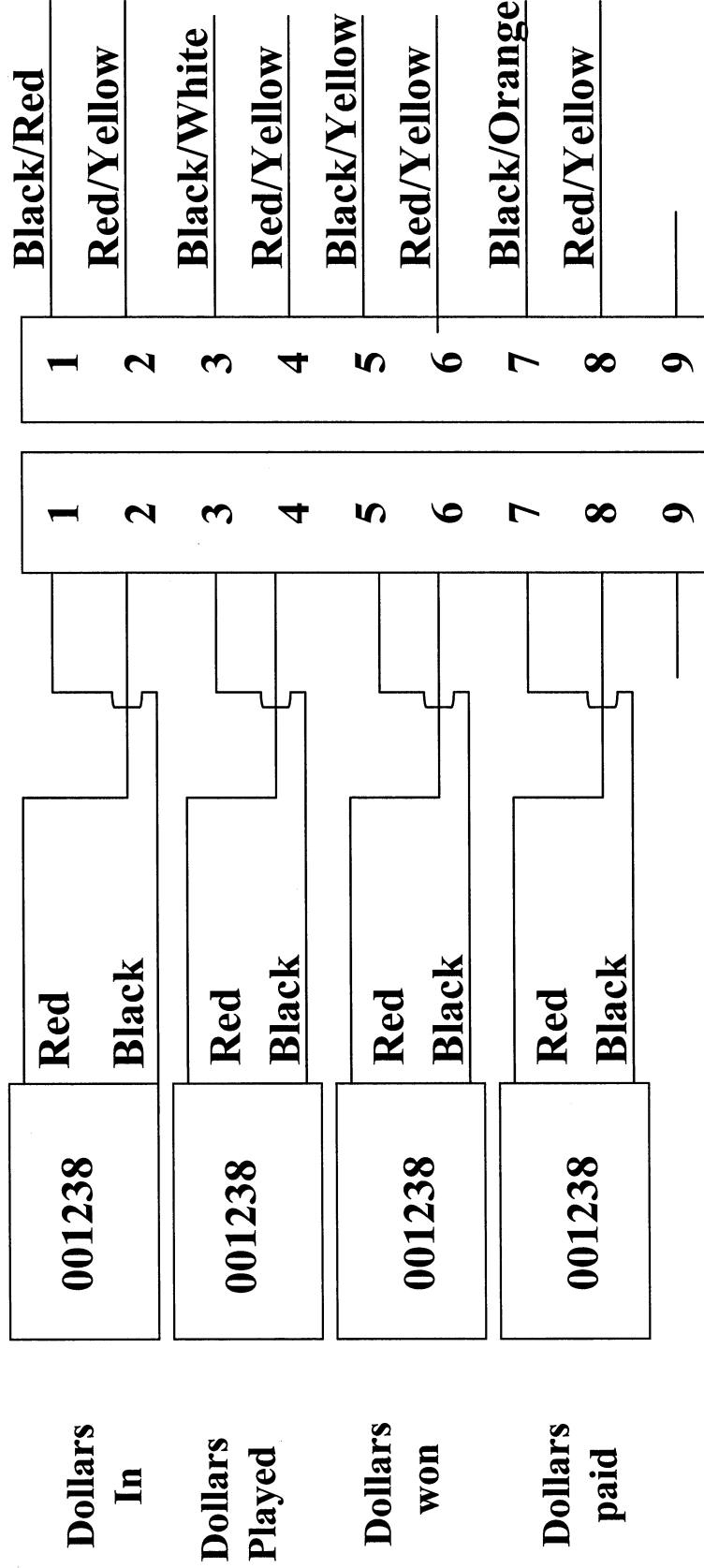
Stand

Draw

Deal
Raise

Play

Counter Connections



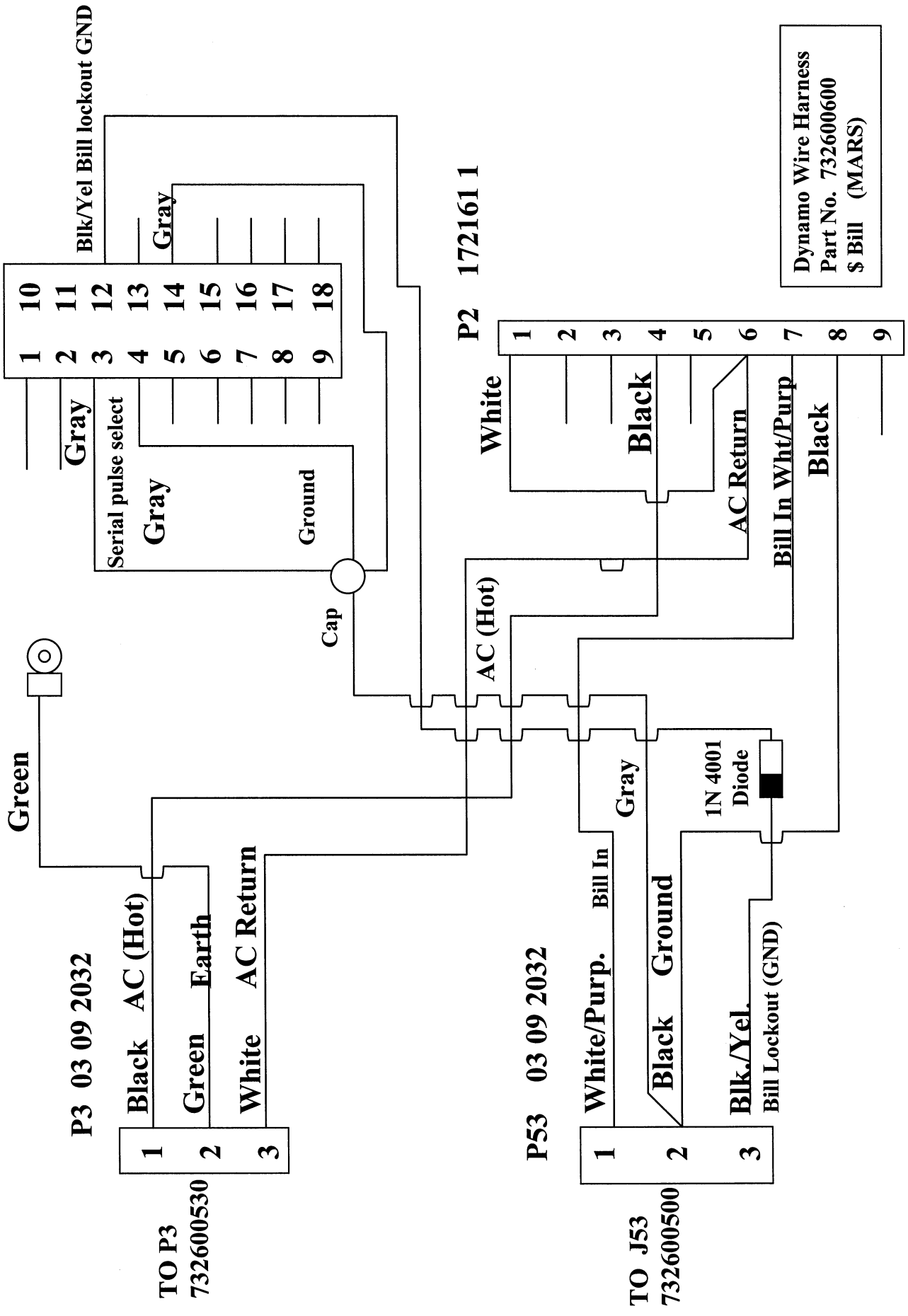
NOTE:

_____ **INSTALLED CONNECTIONS**

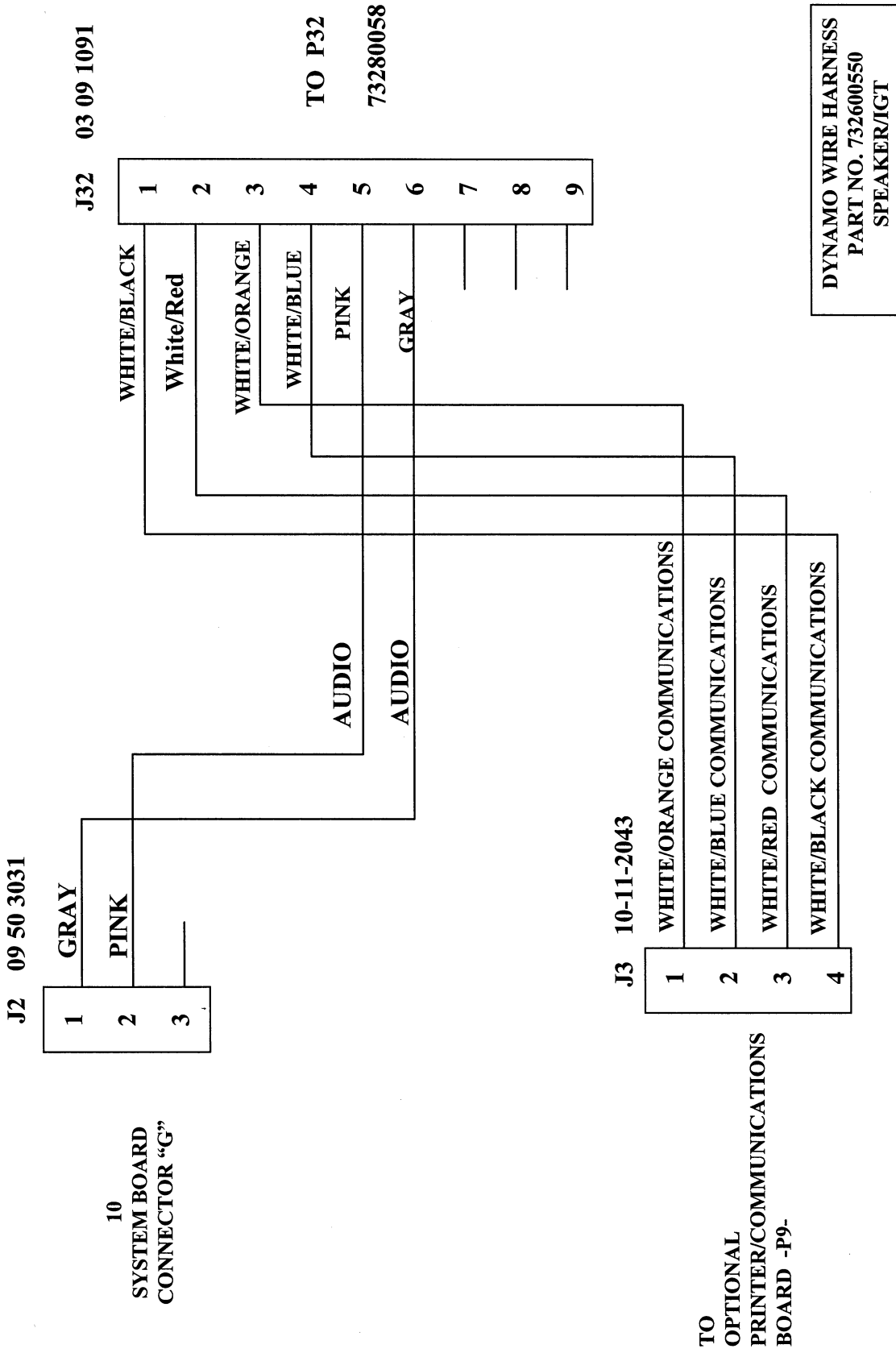
_____ **OPTIONAL CONNECTIONS**

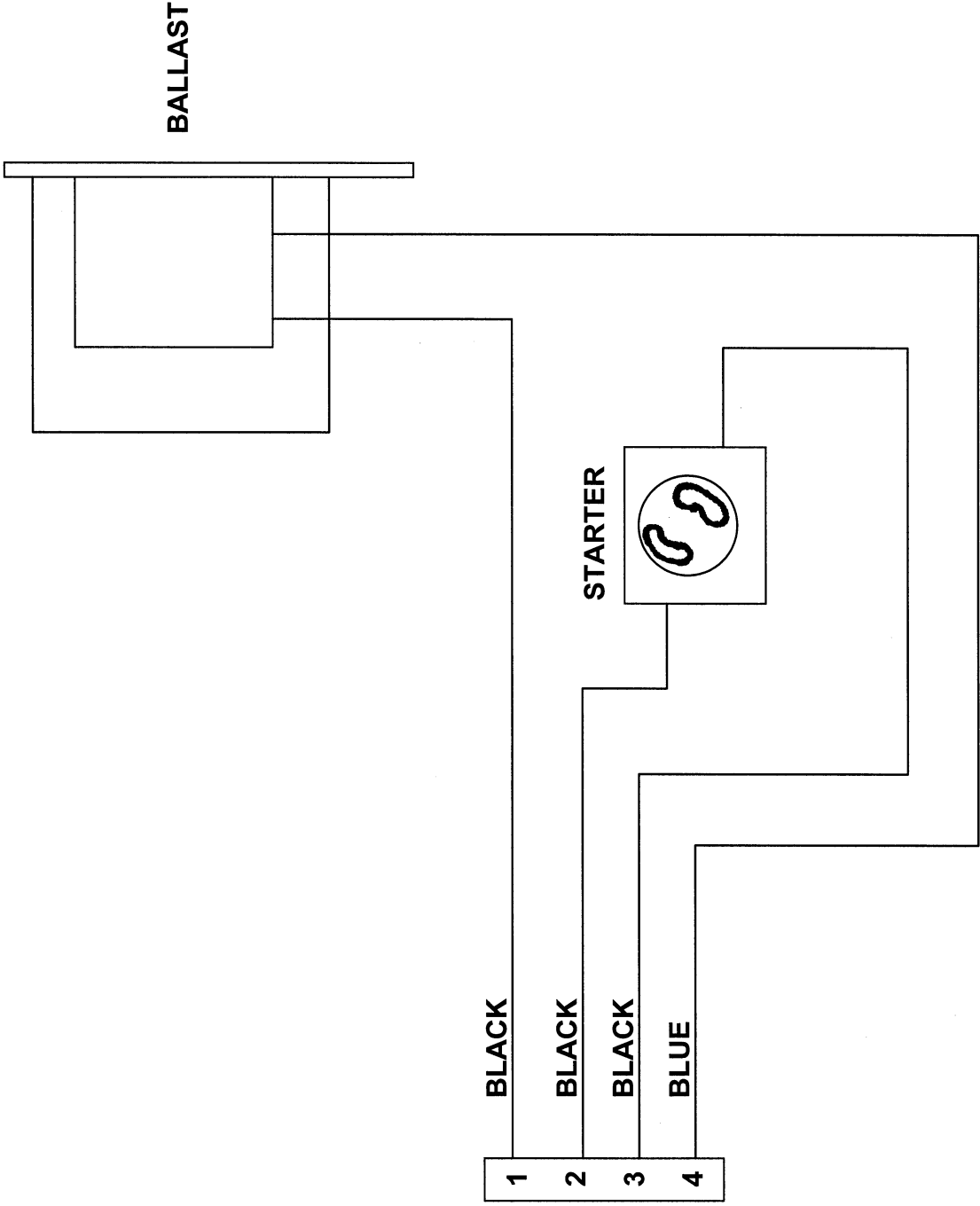
DYNAMO WIRE HARNESS
PART NO. 732600590

COUNTERS



Dynamo Wire Harness
 Part No. 732600600
 \$ Bill (MARS)

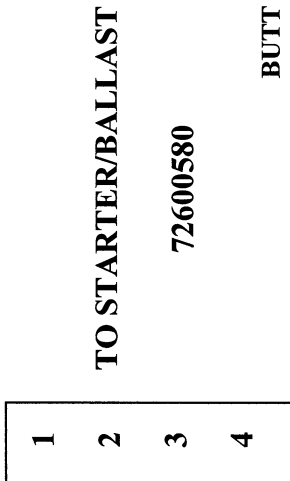




TO
732600570

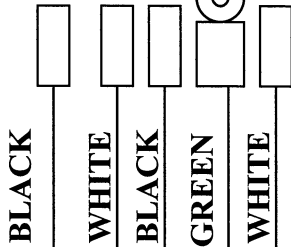
DYNAMO WIRE HARNESS
PART NO. 732600580
STARTER BALLAST

J71 03-09-1042

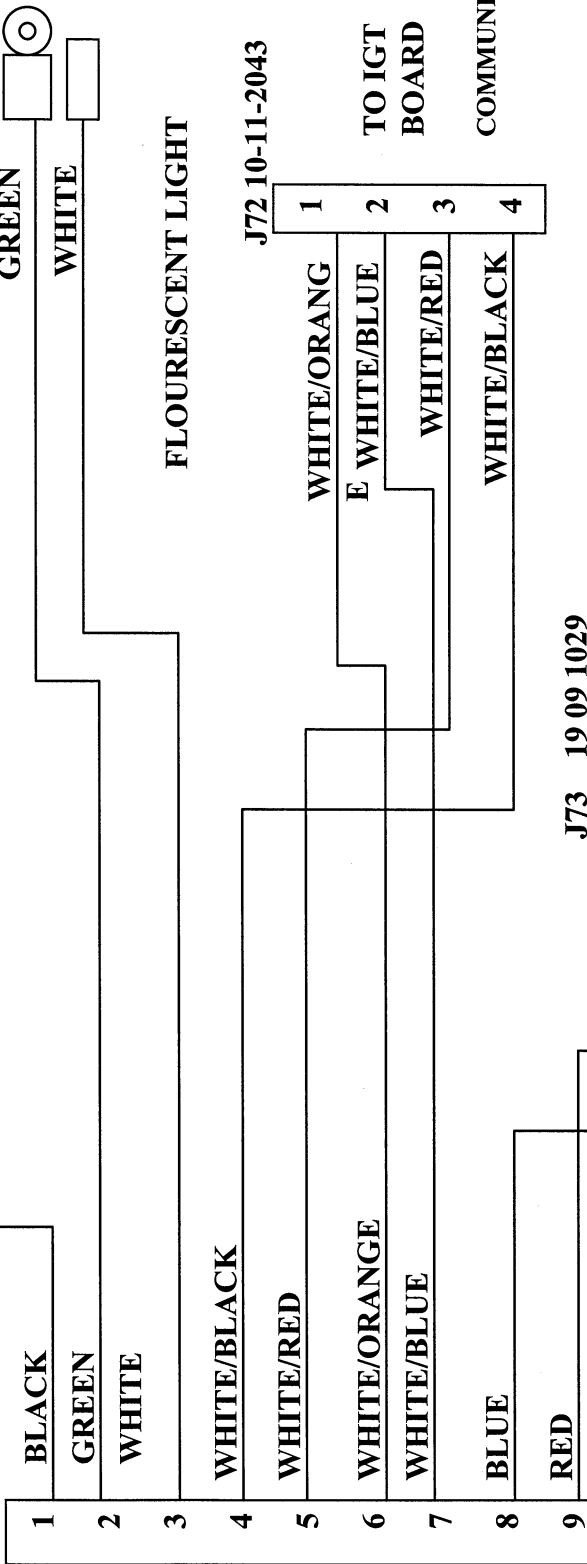


72600580

BUTT SPLICES



P70 03-09-2092



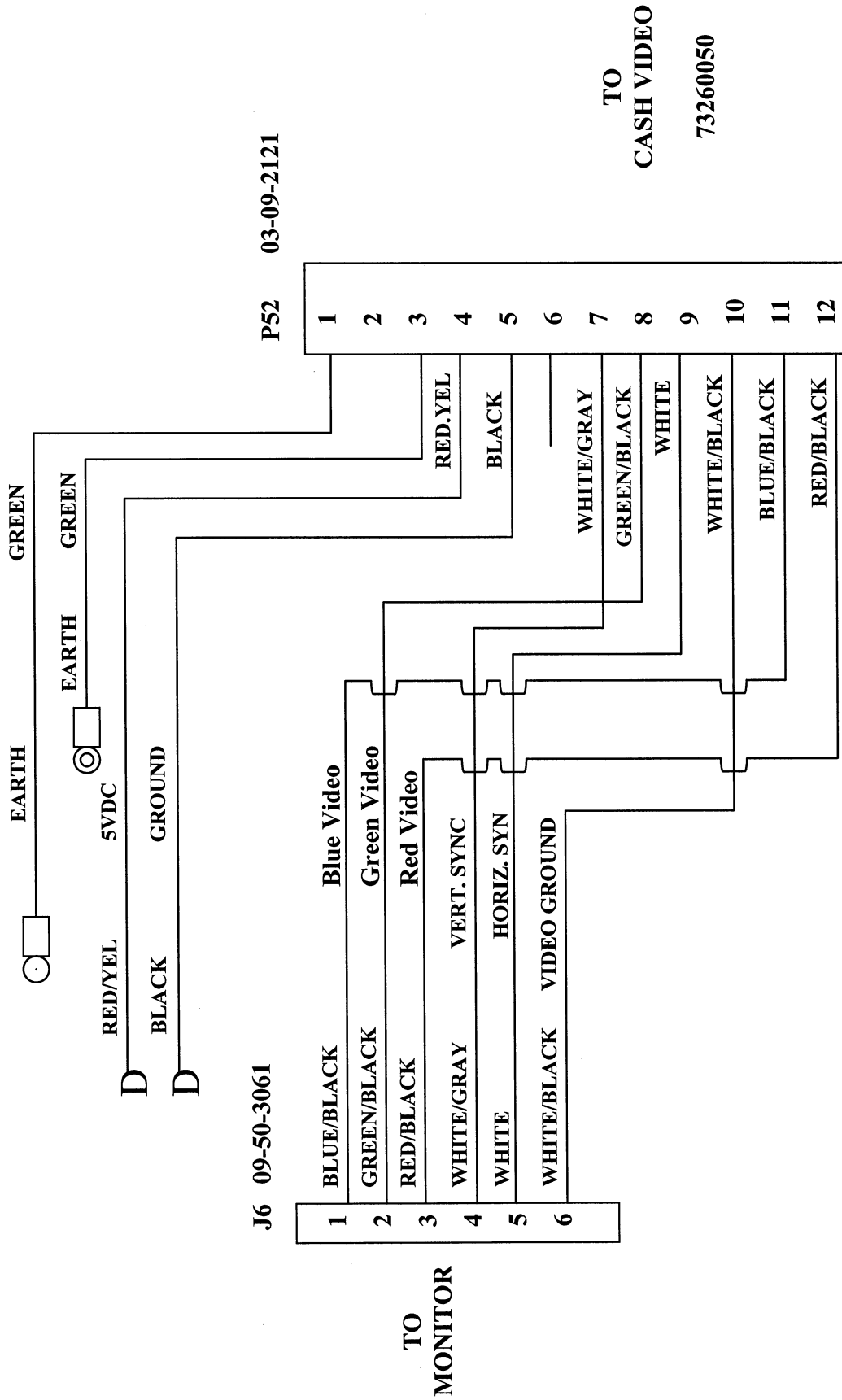
J72 10-11-2043

J73 19 09 1029

TO J70
732600560

MONITOR AC
ISOLATION

DYNAMO WIRE HARNESS PART NO. 732600570 LEFT SIDEWALL
--



J6 09-50-3061

P52 03-09-2121

TO
MONITOR

TO
CASH VIDEO

73260050

DYNAMO WIRE HARNESS
PART NO. 732600520
RIGHT SIDEWALL

28-40004 IDC Connector cover, Panduit # EC100-4

28-40304 IDC Connector, Panduit # CE100F28-4

28-11138 FP (uses 27256.....#20-30256)

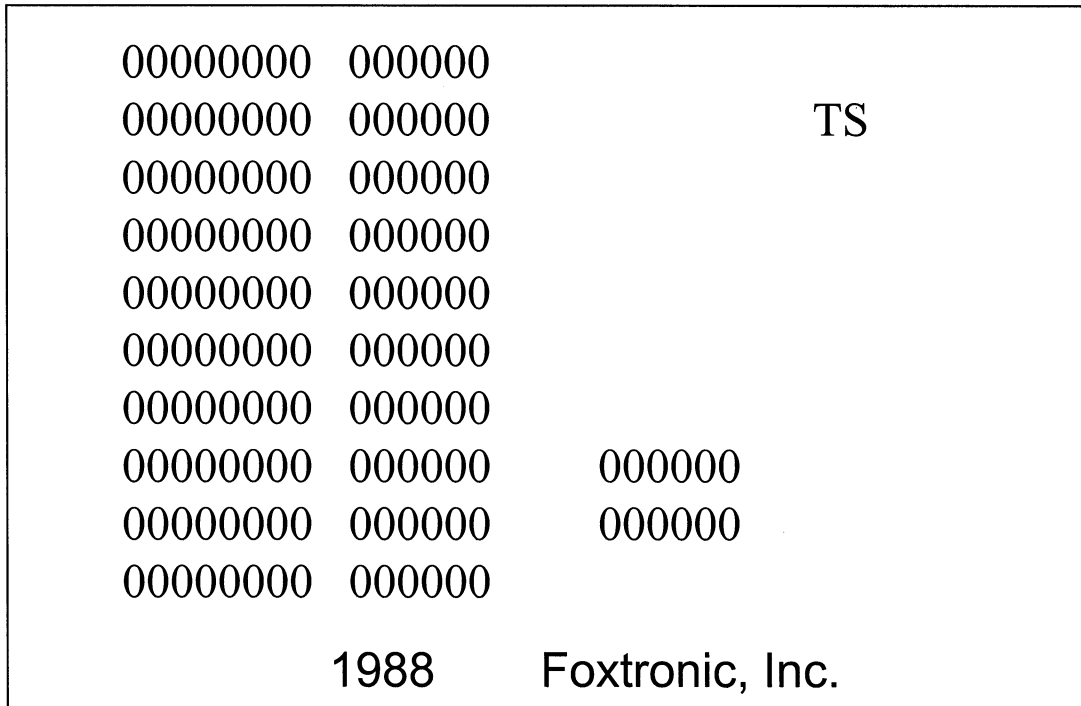
Fox Poker update, Old retention (50%-92%) Provides software interface for optical coin switches used Dip Switch 4 to select coin switch type

Dip Switch 4 Off – Standard Micro Switch, coin in
On – Optical anti-cheat coin in

For those who wish to ignore sensibility note that the standard coin micro switch will not work with dip sw4 ON. The machine will tilt and subtract credit if this configuration is attempted.

Both the standard Micro Switch and the optional coin switch will function with dip SW 4 OFF. However the anti-cheat software will be disabled.

The test screen is activated via the test switch, which is located in the Drawer above the left coin acceptor. The test screen will not activate in the middle of game play. The test screen appears as follows.



Registers:

Column 1	Column 2	Column 3
Coin Slot 1	Pair	
Coin Slot 2	2 Pair	
Coin Slot 3	3 of a Kind	
Coin in total	Straight	
Points played	Flush	
Points awarded	Full House	
Games Played	4 of a Kind	
Games Won	Straight Flush	
Test Entries	Royal Flush	Ram Errors
Dip Switch Image	5 of a Kind	Random Numbers
Version Date	Bonus	

P 3

Pink Wire To +5v

Brown Wire To Out Meter Signal From Board

P4

Green Wire To Out Meter

Gray Meter Do not use

Out Meter Disconnect current voltage
to meter, wire direct to power supply

Knock Off (ticket button)

Con. to Ground

No to Pin connector D

Set Up Screen TL 1
TR 0

SUPER POKER

DISCARD LOW	DISCARD TAKE	DISCARD HALF DOUBLE	DISCARD HIGH	DISCARD DOUBLE
DRAW	CANCEL	STAND	DEAL RAISE	
PLAY				

DRAW	CANCEL	STAND	DEAL RAISE	
PLAY	DISCARD LOW	DISCARD TAKE	DISCARD HALF DOUBLE	DISCARD HIGH
DISCARD DOUBLE			STAND	

DRAW	CANCEL	PLAY	DEAL RAISE	
DISCARD LOW	DISCARD TAKE	DISCARD HALF DOUBLE	DISCARD HIGH	DISCARD DOUBLE

SUPER POKER

DISCARD
LOW

DISCARD
TAKE

DISCARD
HALF DOUBLE

DISCARD
HIGH

DISCARD
DOUBLE

PLAY

DRAW

CANCEL

STAND

DEAL
RAISE

DISCARD
LOW

DISCARD
TAKE

DISCARD
HALF DOUBLE

DISCARD
HIGH

DISCARD
DOUBLE

PLAY

DRAW

CANCEL

STAND

DEAL
RAISE

