

~ Texas Champion ~

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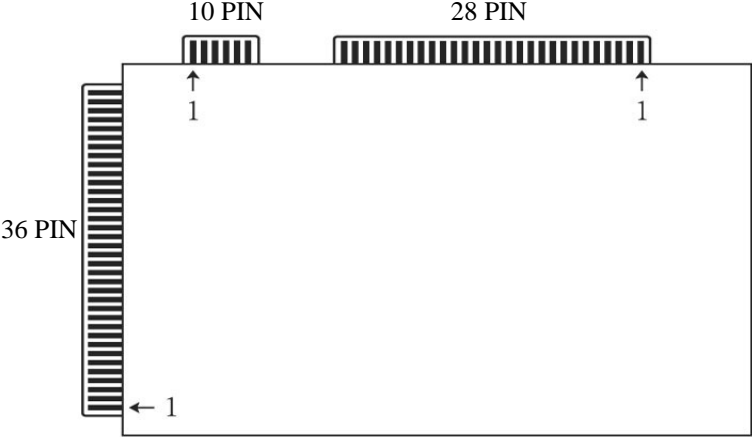
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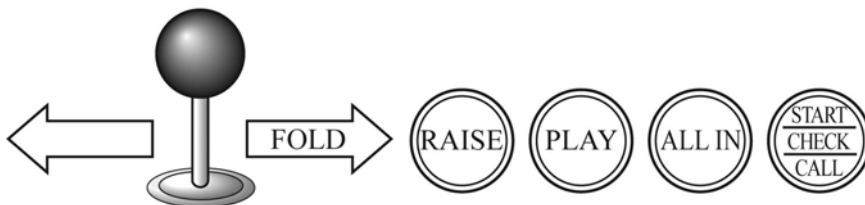
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Interface

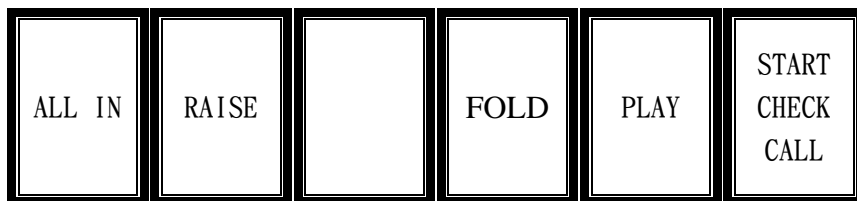


28 PIN & 36 PIN Button Layout

A. 28PIN Button Layout



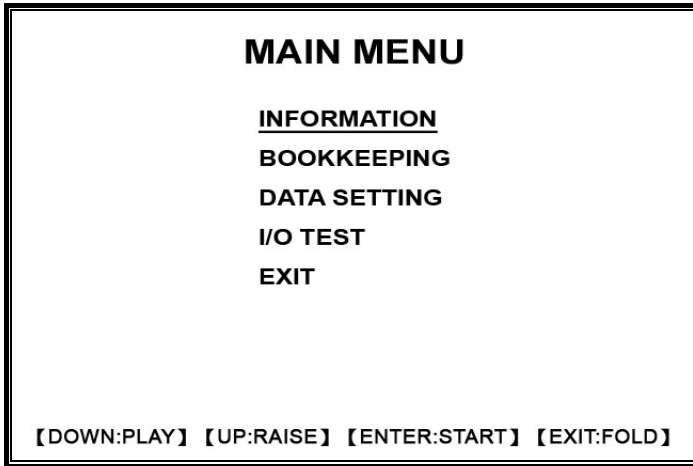
B. 36PIN Button Layout



Data Setting

ITEM		RANGE
1	COIN IN UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
2	KEY IN UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
3	TICKET OUT UNIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
4	KEY OUT	AS COIN IN, AS KEY IN, CLEAR ALL, TICKET OUT
5	MAX TICKET PER GAME	CONTINUOUS, 1,2,3,4,5,8,10
6	CREDIT LIMIT	5000,10000,20000,30000,50000,100000,300000,500000,1000000
7	MAX. PLAY	1,2,3,4,5,10,20,30,40,50,80,100,150,200,300,400,500
8	MIN. PLAY	1,2,3,4,5,10,20,30,40,50,80,100,150,200,300,400,500
9	PLAY UNIT	1,2,3,4,5,10,20,30,40,50,80,100,200
10	PAYOUT RATE	LEVEL1(EASIEST),2,3,4,LEVEL5(HARDEST)
11	WIN TO	CREDIT, SCORE
12	PLAY SCORE	YES,NO
13	10 TIMES FEATURE	YES,NO
14	GAME COUNT	YES,NO
15	BOOKKEEPING	YES,NO
16	PASSWORD	NO USE,1,2,3,4,5,6,7
17	DEMO SOUND	YES,NO

Main Menu



1. Press **TEST** button to enter the Main Menu page.
2. The Main Menu contains: 《 INFORMATION 》、《 DATA SETTING 》、《 BOOKKEEPING 》 and 《 I/O TEST 》 .
3. Press **FOLD** to exit Main Menu.

Information

INFORMATION

GAME NAME : TEXAS CHAMPION
GAME TYPE : POKER GAME
DEVELOPER : ASTRO CORP.
PUBLISH DATE : YYYY/MM/DD
VERSION : AA.01.A

【EXIT:FOLD】

1. Press **TEST** button to enter the Main Menu.
2. Select 《 INFORMATION 》 to enter the information.
3. Press **FOLD** to exit the information.

Data Setting

DATA SETTING

COIN IN : 1 COIN 10 CREDITS
KEY IN : 1 TURN 1000 CREDITS
TICKET OUT UNIT : 100 CREDITS
KEY OUT : CLEAR ALL
MAX. TICKET PER GAME : CONTINUOUS
CREDIT LIMIT : 500000
MAX. PLAY : 10
MIN. PLAY : 2
PLAY UNIT : 2
MORE.....

【DEFAULT:PLAY+START】 【GAME RESET:PLAY+ALL IN】
【DOWN:PLAY】 【UP:RAISE】 【ENTER:START】 【EXIT:FOLD】

1. Press **TEST** button to enter the Main Menu page.
2. Select 《 DATA SETTING 》 to enter the Data Setting.
3. Press **PLAY** or **RAISE** to choose the selection.
4. Press **START** to change the values.
5. Press **PLAY** + **START** to load the factory default(Data Format).
6. Press **FOLD** to exit Data Setting.
7. Press **PLAY** + **ALL IN** to reset the bookkeeping data, but would not change the value in the setting.

The are total 2 pages in the data setting

SYSTEM RESET

DO YOU WANT TO RESET ?

YES

NO

【SELECT:PLAY】 【ENT:START】 【EXIT:FOLD】

The program will reconfirm the reset instruction.

Bookkeeping

LAST RECORD		
TOTAL IN	:	0
TOTAL OUT	:	0
CURRENT CREDIT	:	0
CURRENT SCORE	:	0
TOTAL PROFIT	:	0
PAYOUT RATE	:	0.00%
MAIN GAME IN	:	0
MAIN GAME OUT	:	0
MAIN GAME RATE	:	0.00%

【CLEAR LAST RECORD : START+ALL IN】
【NEXT PAGE : PLAY】 【PREV. PAGE : RAISE】 【EXIT : FOLD】

1/8

1. Press **TEST** button to enter the Main Menu.
2. Select 《 BOOK KEEPING 》 to enter the Bookkeeping.
3. Press **PLAY** or **RAISE** to go to the next page.
4. Press **FOLD** to exit Bookkeeping.
5. There are total 8 pages (4 pages for the Last Record and 4 pages for Total Record.)
6. Press **START** + **ALL IN** to clear the “Last Record”(only in LAST RECORD).
7. Total record would not be rest unless to reset the system.

LAST RECORD

GAME PLAY	:	0
GAME IN	:	0
GAME LOSE	:	0
GAME FOLD	:	0
COIN IN	:	0
KEY IN	:	0
BILL IN	:	0
COIN OUT	:	0
KEY OUT	:	0

【CLEAR LAST RECORD : START+ALL IN】
【NEXT PAGE : PLAY】 【PRED PAGE : RAISE】 【EXIT : FOLD】

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LAST RECORD

BONUS :	FOLD	S. D.	OUT
ROYAL FLUSH	0	0	0
STRAIGHT FLUSH	0	0	0
FOUR OF A KIND	0	0	0
FULL HOUSE	0	0	0
FLUSH	0	0	0
STRAIGHT	0	0	0

【CLEAR LAST RECORD : START+ALL IN】
【NEXT PAGE : PLAY】 【PRED PAGE : RAISE】 【EXIT : FOLD】

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LAST RECORD

FEVER GAME TIMES :

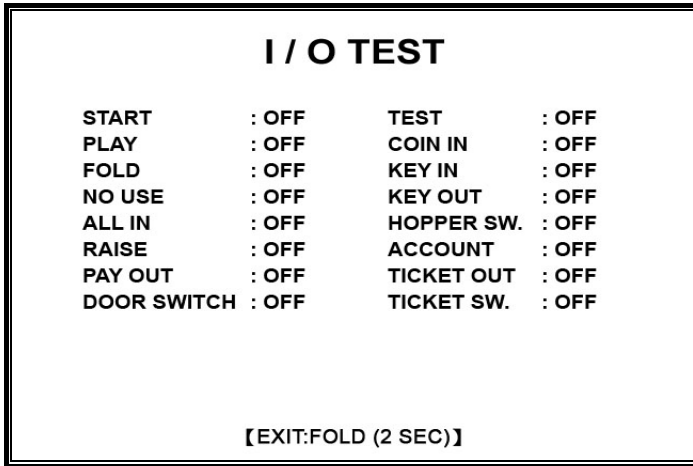
X-RAY EYES	0
GOOD HOLE CARDS	0
50% OFF	0
3 CARDS	0
MYSTERY JP	0
MYS. JP OUT	0

【CLEAR LAST RECORD : START+ALL IN】
【NEXT PAGE : PLAY】 【PRED PAGE : RAISE】 【EXIT : FOLD】

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The category of “ **TOTAL RECORD** ” (page 5-8) is the same as that in the “ **LAST RECORD** ” (page 1-4).

I / O Test



1. Press **TEST** button to enter the Main Menu.
2. Select 《 I/O TEST 》 to enter the I/O Test.
3. I/O test includes all keyboard function testing.
4. Press **FOLD** two seconds to exit I/o Test.

How To Play

A. Main Game



- Five players take turns to be bankers on each round. Either Deal or Call starts from the player beneath the banker by clockwise order so the banker has advantage to Call in the end.
- The values of the POT represent plays. The maximum play is 5 times of minimum's. Every player plays the same blinds one after another. Press "START" to deal cards
- All in play: Similar with Show hand, when the player Raise, others need to follow the same amount, otherwise they have to discard the game.
The range of All in play is from 50 to 200 times of play. All in play cannot function below 50 times of play. Even the values exceed 200 times of play, they need to forced to play*200 only. All of the credits would be played if those are between 50 and 200 times of play.



- There's an option when the players call on each turn such as call, check, fold, raise and all in play. There'll be footnotes to explain how many credits are going to be need. For example, **call (200)**-Need to add 200 credits to follow the game.
- The players will display their hole cards. For example, "Straight from 9 to K".
- In case of the player "Fold", to display the cards from River directly and to see if there's bonus awarded or not.
- The player has 10 sec to consider each time. When the time is up, it becomes "CALL" or "CHECK" automatically; "Fold" would be forced if the credits are not enough.
- The player who shows the best hand wins all of the chips on the table. There are cases where players with equal hands share the winnings (split POT).
- The player has 5 minutes to increase the credits to reach the Min. play. Otherwise, the remaining credits will be reset to zero automatically.

B. Bonus

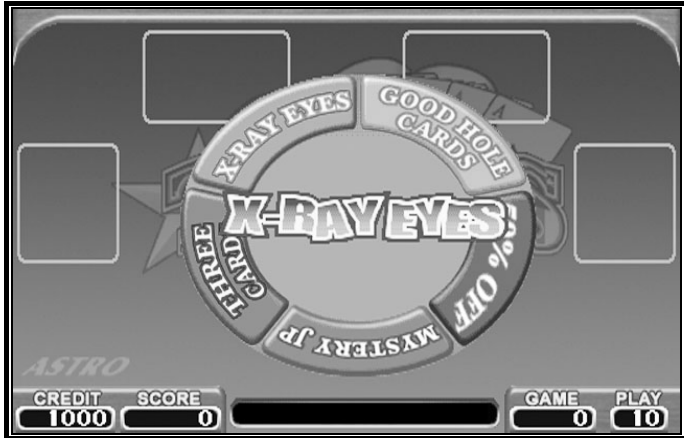


- 7 cards in players' hands could have different combinations below. Either Fold or Showdown could affect different results of winnings.

BONUS TABLE

BONUS	FOLD	SHOWDOWN
ROYAL FLUSH	X 100	X 500
STRAIGHT FLUSH	X 20	X 100
FOUR OF A KIND	X 10	X 50
FULL HOUSE	X 6	X 30
FLUSH	X 4	X 20
STRAIGHT	X 2	X 10

C. Lucky wheel



Special awards for Fever Game:

- **X-ray eyes** : Others' cards will turn into transparent for 5 seconds.
- **Three cards** : The numbers of players' cards change into 3 on hand.
- **Mystery JP** : The winner could obtain extra credits.(100~300 times of initial play)
If the game has 2 or more winners, then winners share the JP reward.
- **50% off** : The credits of the plays will only need to be taken half. ALL IN: The values of ALL IN will increase up to 2 times
- **Good hole cards** : Having two strong initial cards in hand. Such as One pair, straight or straight flush.

Troubleshooting

When an error has been detected, an error message would appear in the message column. Please try the following steps:

Error Message	Procedure
ROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker.
RAM ERROR	1.Restart the machine.
	2.Go to DATA SETTING and press PLAY + ALL IN to reset.
	3.If steps 1 and 2 do not clear the error, please either replace the RAM or contact the maker.
EEPROM ERROR	1.Restart the machine.
	2.If step 1 does not clear the error, please contact the maker
COIN JAM	1.Check the coin acceptor for any jamming.
	2.Restart the machine and go to the main menu to exit.
HOPPER JAM	1.Check the Hopper for any jamming.
	2.Restar the machine and go to the main menu to exit.
HOPPER EMPTY	1. Fill up the coins in the hopper.
	2.Restar the machine and go to the main menu to exit.
MAX. CREDIT	1.Key out or coin out.
	2.Increase the value of #6. MAX. PAY OUT in the main menu to execute coin out.
DOOR OPEN	1.Shut the machine door properly.
	2.Chooes OFF for #24 DOOR OPEN in the main menu.
CALL ATTENDANT	1.Key out or continue the game.
	2.Increase the value of #7 MAX. PAY OUT in the main menu to execute coin out.

Special Notice

《 PAY OUT RATE 》 (#13 MAIN MENU)

EASIEST	Gives out more Big Prizes, less Medium and Small Prizes.
NORMAL	Payout rate normal.
HARDEST	Gives out more Medium, Small Prizes, less Big Prizes. Player wins frequently.

COIN-IN COUNTER, COIN-OUT COUNTER, KEY-IN COUNTER, AND KEY-OUT COUNTER.

COIN-IN COUNTER:

1. For each coin insert, the COIN-IN COUNTER clicks once.
2. Bill Unit is counted the same as the Coin Unit. Any remainder unit (s) count (s) in the next round.

COIN-OUT COUNTER:

1. For each coin out, the COIN-OUT COUNTER clicks once.

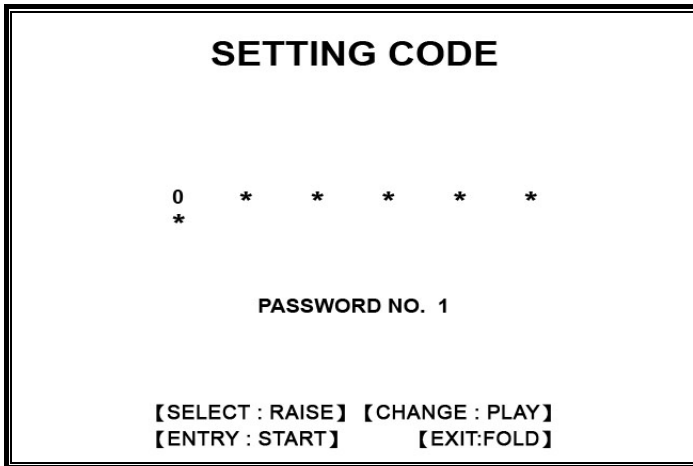
KEY-IN COUNTER:

1. For each key in, the KEY-IN COUNTER clicks once.

KEY-OUT COUNTER: Follow the steps of #5 in the main menu.

1. The cardinal number of COIN-IN or KEY-IN is the number of clicks of AS COIN or AS KET-IN.
2. The cardinal number of KEY-IN is the number of clicks of CLEAR ALL. Any remainder goes to the next count.

Setting Code



1. Press **FOLD** to exit the Password page.
2. Press **RAISE** to select the icons.
3. Press **PLAY** to change the value.
4. Press **START** to enter the setting page.

Password No.	OFF	1	2	3	4	5	6	7
Code	No Use	323250	180520	103559	407523	790831	204652	805138

Pin Layout

Connector 36 PIN

Parts Side		Solder Side
Red	1	Green
Blue	2	Sync.
Speaker	3	Speaker GND.
	4	
	5	
	6	
Ticket Out Button	7	
Ticket Notch	8	
Start/Check/Call	9	
	10	
Play	11	
Fold	12	
Raise	13	
Key System	14	
	15	
All In	16	
	17	
Coin In	18	Key In
Door Switch	19	
Account Switch	20	Test
Payout	21	Key Out
	22	Hopper Sensor
Coin In Counter	23	
Key In Counter	24	Hopper SSR
	25	
	26	
Payout Counter	27	
Key Out Counter	28	
Start Lamp	29	Ticket SSR
	30	Error Lamp
Play Lamp	31	Win Lamp

Fold Lamp	32	
Raise Lamp	33	
All In Lamp	34	
	35	
GND.	36	GND.

Connector 10 PIN

Parts Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
(*1) BA Inhibit	7	
(*2) Hopper SSR	8	
GND	9	GND
GND	10	GND

(*1) The bill accepter doesn't take bills when this pin is low potential.

(*2) This pin is connected with the solder side 24th pin of connector 36 pin.

(*3) The coin accepter receives coins when this pin is low potential.

Connector 28 PIN

Parts Side		Solder Side
GND.	1	GND.
GND.	2	GND.
+5v	3	+5v
+5v	4	+5v
	5	
+12v	6	+12v
	7	
Coin In Counter	8	Payout Counter
Key In Counter	9	Key Out Counter
Speaker	10	Speaker GND.
Key In	11	Payout
Red	12	Green
Blue	13	Sync.
GND.	14	Test
Account Switch	15	
Coin In	16	Error Lamp
Start/Check/Call	17	Start Lamp
Ticket Out Button	18	Ticket SSR
Door Switch	19	Win Lamp
	20	
Fold	21	Fold Lamp
Raise	22	Raise Lamp
Play	23	Play Lamp
All In	24	All In Lamp
Ticket Notch	25	Key Out
Hopper SSR	26	Hopper Sensor
GND.	27	GND.
GND.	28	GND.

