

**TEXAS HOLD'EM**

**ELITE**

**USER MANUAL**

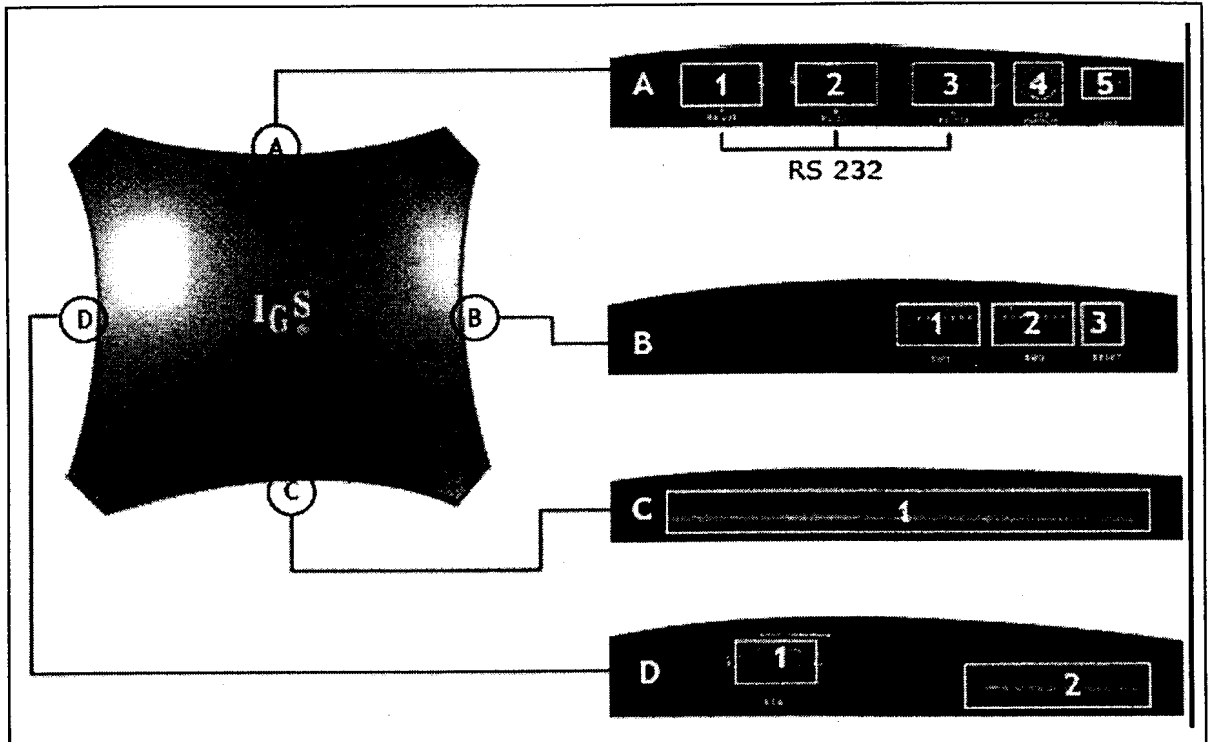


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# IGS 036 SVGA



**A**

1. PRINTER CONNECTOR
2. UP-BOTTOM-SCREEN SIGNAL
3. TOUCH CONNECTOR
4. +5v CONNECTOR
5. LINK CONNECTOR

**B**

1. DIS SWITCH 1
2. DIS SWITCH 2
3. RESET

**C**

1. 97-36PIN CONNECTOR

**D**

1. MONITOR PORT
2. 97-10PIN CONNECTOR

# DIP SWITCH SETTING

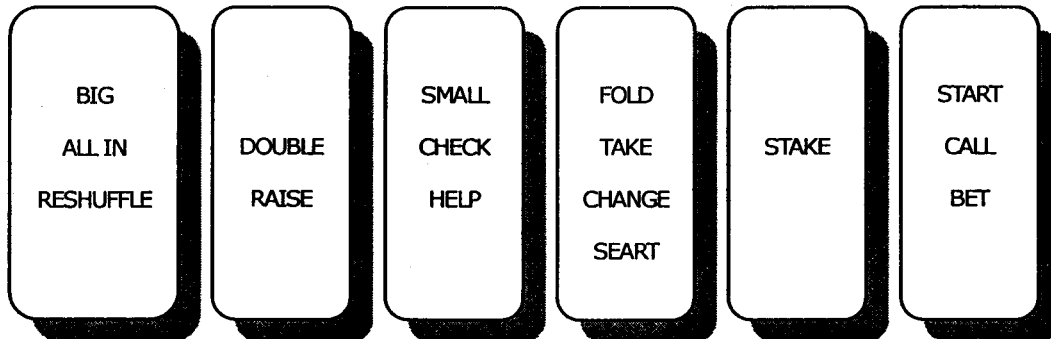
DIP SWITCH 1		1	2	3	4	5	6	7	8
TOUCH	ON	OFF							
	YES	ON							
SOUND SELECT	1		OFF						
	2		ON						
JACKPOT MODE	PROGRESSIVE			OFF					
	RANDOM			ON					

## SOUND SELECT:

**MODE 1 (Normal):** With computer speech sound and normal speed.

**MODE 2 (Fastest):** No computer speech, fastest speed.

# 36 & 10 PIN BUTTON LAYOUT

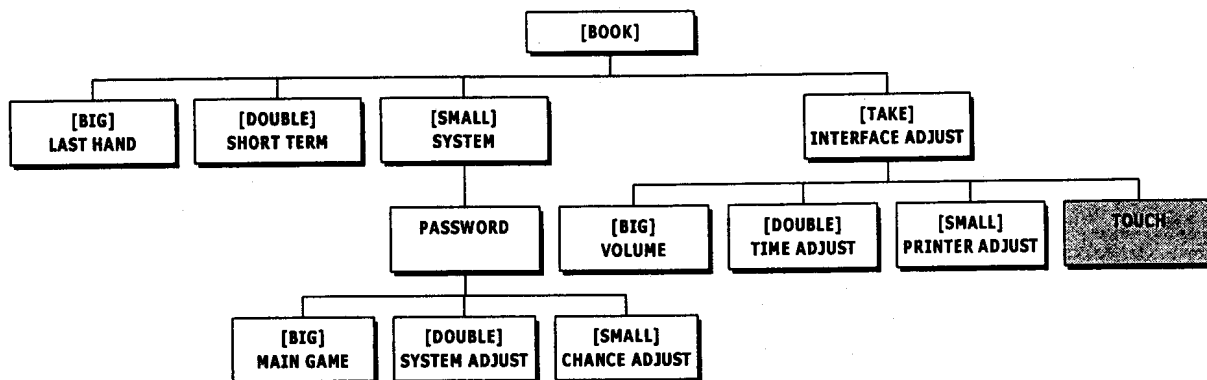


# CONNECTIONION DIAGRAM (36 & 10 pins)

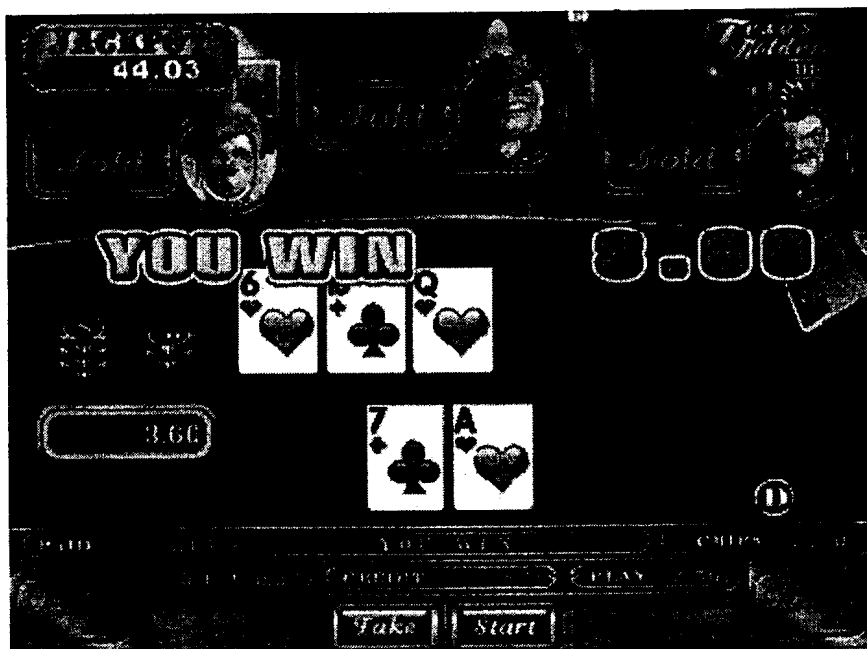
<b>36 Pins</b>		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SEAKER	3	SPEAKER GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SW	8	
START/ CALL/ BET	9	
SMALL/ CHECK/ HELP	10	
STAKE	11	
TAKE/ FOLD/ CHANGE SEAT	12	
DOUBLE/ RAISE	13	
	14	
	15	
BIG/ ALL-IN/ RESHUFFLE	16	
	17	
COIN C	18	KEY IN
	19	COIN A
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	LAMP: ATTENDANT
COIN IN C METER	26	
	27	
OUT METER	28	
LAMP: START/ CALL/ BET	29	LAMP: FOLD
LAMP: SMALL/ CHECK/ HELP	30	
LAMP: STAKE	31	LAMP: COUNT
LAMP: TAKE/ FOLD/ CHANGE SEAT	32	
LAMP: DOUBLE/ RAISE	33	
LAMP: BIG/ ALL IN/ RESHUFFLE	34	
	35	
GND	36	GND

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

# BOOKKEEPING & ADJUSTMENT



## LAST HAND



⟨ BOOK ⟩ → ⟨ LAST HAND ⟩

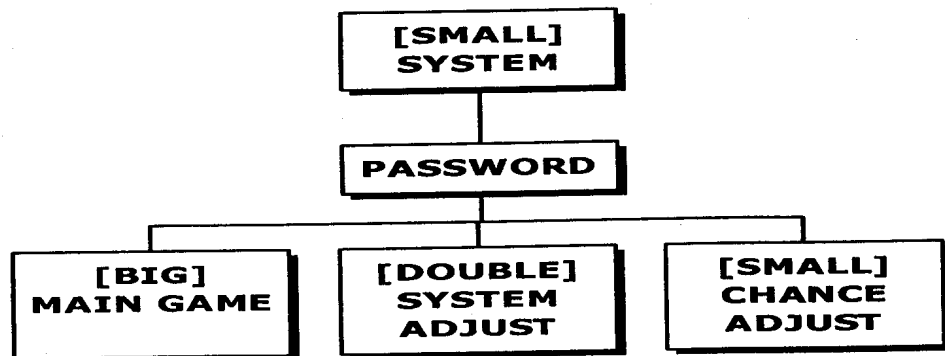
# SHORT TERM

			000005
			CURRENT
			2007/01/01
			01:01:01
TOTAL IN	200	0	
TOTAL OUT	0	0	
TRKAME	200	0	
PLAY TOTAL	0	0	
WIN TOTAL	0	0	
PLAY TIMES	0	0	
WIN TIMES	0	0	

< BOOK > → < SHORT TERM >

# SYSTEM

## SETUP SYSTEM



REARK:

Default password of system setup: press [START] x8

# MAIN GAME

VOLUME	
TOTAL IN CREDIT ROLL	200 0
TOTAL	200
PLAY TOTAL	0
WIN TOTAL	0
PLAY TIMES	0
WIN TIMES	0
LOST TIMES	0
LOST WIN	0

⟨ BOOK ⟩ → ⟨ SYSTEM ⟩ → ⟨ PASSWORD ⟩ → ⟨ MAIN GAME ⟩

	A	K	Q	
HICARD				
ONE PAIR	0	0	0	0
TWO PAIRS				
THREE OF A KIND	0	0	0	0
STRAIGHT				
FLUSH	0	0	0	0
FULL HOUSE				
FOUR OF A KIND	0	0	0	0
STRAIGHT FLUSH				
ROYAL FLUSH	0	0	0	0

	J	10	9	8	7
HICARD					
ONE PAIR	0	0	0	0	0
TWO PAIRS					
THREE OF A KIND	0	0	0	0	0
STRAIGHT					
FLUSH	0	0	0	0	0
FULL HOUSE					
FOUR OF A KIND	0	0	0	0	0
STRAIGHT FLUSH					
ROYAL FLUSH	0	0	0	0	0

	6	5	4	3	2
HICARD					
ONE PAIR	0	0	0	0	0
TWO PAIRS					
THREE OF A KIND	0	0	0	0	0
STRAIGHT					
FLUSH	0	0	0	0	0
FULL HOUSE					
FOUR OF A KIND	0	0	0	0	0
STRAIGHT FLUSH					
ROYAL FLUSH	0	0	0	0	0

⟨ BOOK ⟩ → ⟨ SYSTEM ⟩ → ⟨ PASSWORD ⟩ → ⟨ MAIN GAME ⟩ → ⟨ ALL ⟩

# SYSTEM SET UP

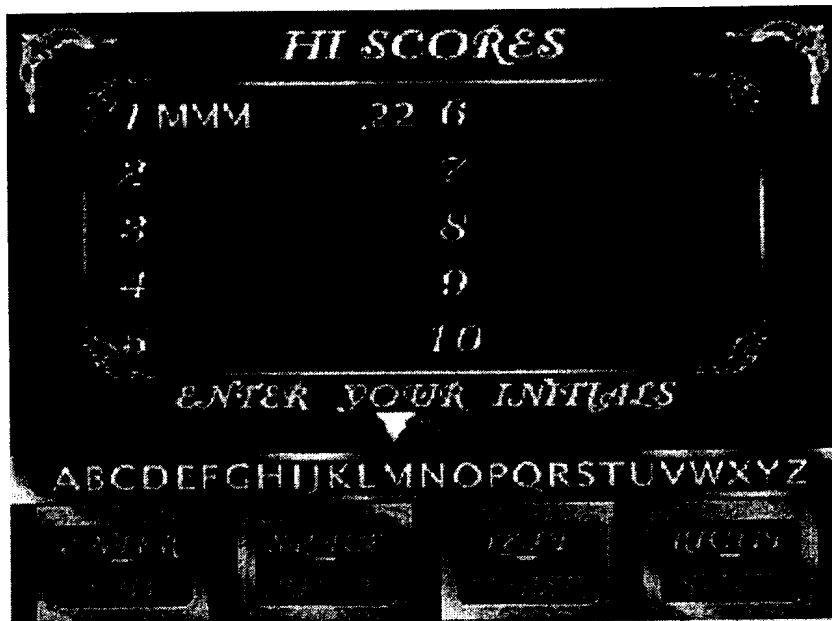
**System Setup (Push "RECORD" Key to select the following items)**

CONTENT	SETTING SELECTION	DEFAULT
MIN. STAKE	(.01/ .02), (.02/ .04), (.05/ .10), (.10/ .20), (.25/ .50), (.50/1.00)	.01/ .02
MAX. STAKE	(.01/ .02), (.02/ .04), (.03/ .06), (.04/ .08), (.05/ .10), (.10/ .20), (.25/ .50), (.50/1.00), (1.00/2.00)	1.00/ 2.00
CHANGE STAKE	NO / YES	YES
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
INTERFACE	DISPENSER / PRINTER / ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1 · ESC / POS · STAR	CBM1
SYSTEM LIMIT	NO , YES	NO
AUTO TICKET	NO , YES	NO
DEMO MUSIC	NO , YES	NO
PASSWORD	NO , YES	NO
SCORE BOX	NO , YES , 10X	NO
PLAY SCORE	NO , YES	YES
HAND COUNT	NO , YES	NO

MIN. JP	STAKE X 200, 400, 600, 1000	STAKE X 400
MAX. JP	STAKE X 1000, 2000, 3000, 5000	STAKE X 2000
HISCORE MODE	NO, YES	NO
TIME OPTION	10 SEC, NO LIMIT	10 SEC

## HI SCORE

**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.)



# CHANCE ADJUST

〈 BOOK 〉 → 〈 SYSTEM 〉 → 〈 PASSWORD 〉 → 〈 CHANCE ADJUST 〉

to select the following item

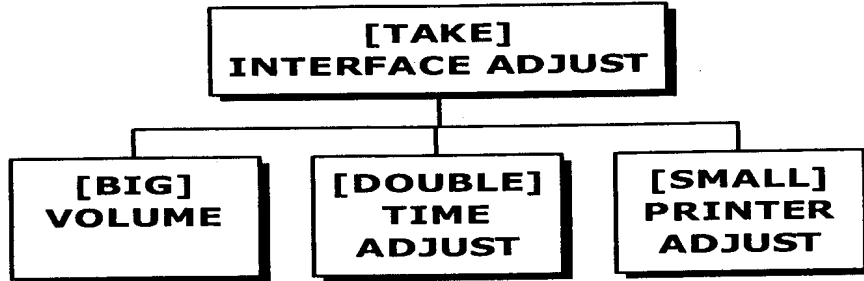
CONTENT	SETTING SELECTION	DEFAULT
GAME RATE Total Out/ Total In	LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6	LEVEL 5
	(90%), (85%), (80%), (75%), (70%), (65%)	

**REMARK** Printer only can be used one by one machine

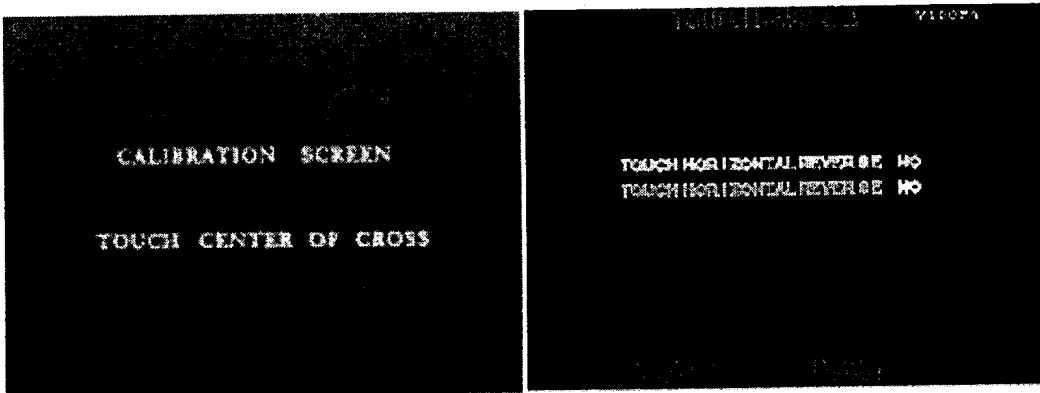
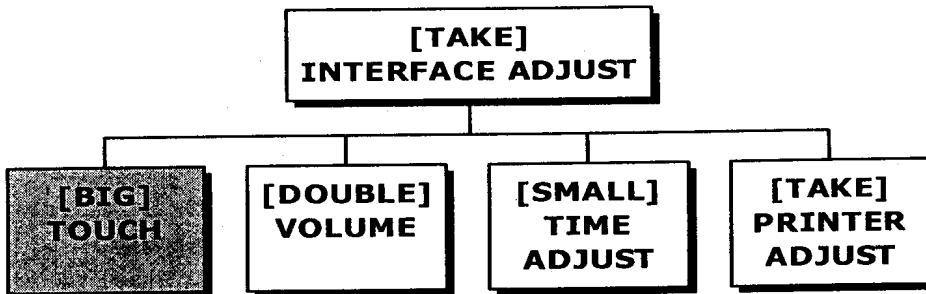
1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 2.
3. When "Change Stake" set as "Yes", the Min Stake setting value is better not lower 1/2 Max Stake setting value, otherwise the game would become tighter.

# INTERFACE ADJUST

## NO TOUCH



## TOUCH



## TOUCH CALIBRATION

Press [LONG TERM] → [CHECK] to select INTERFACE SETUP.

Press [ALL IN] → [CHECK] to select TOUCH PAD CALIBRATION.

Touch center of the cross on the screen for 3 seconds.

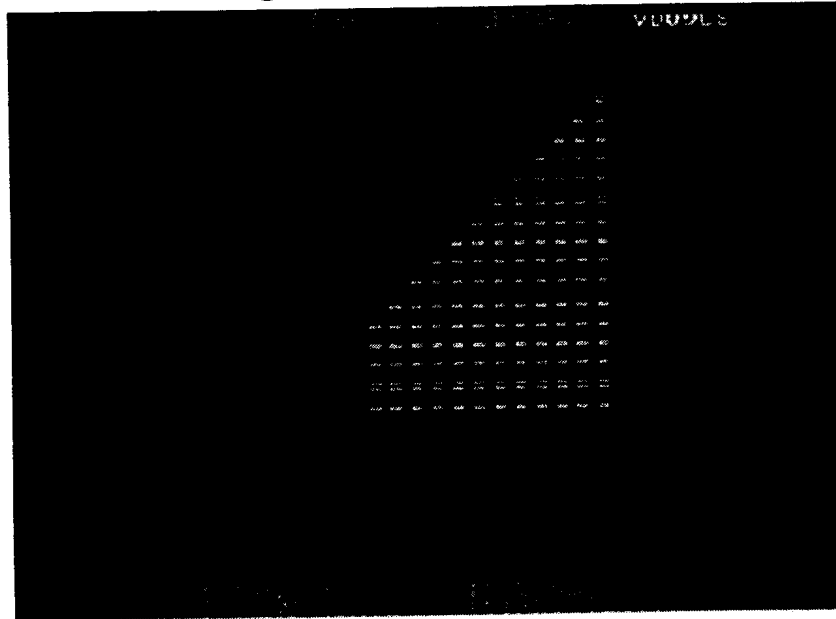
Follows the cross when it moves till the calibration is completed.

**You may press [START] to skip calibration at any time.**

# VOLUME ADJUST

〈BOOK〉 → 〈INTERFACE ADJUST〉 → 〈VOLUME ADJUST〉

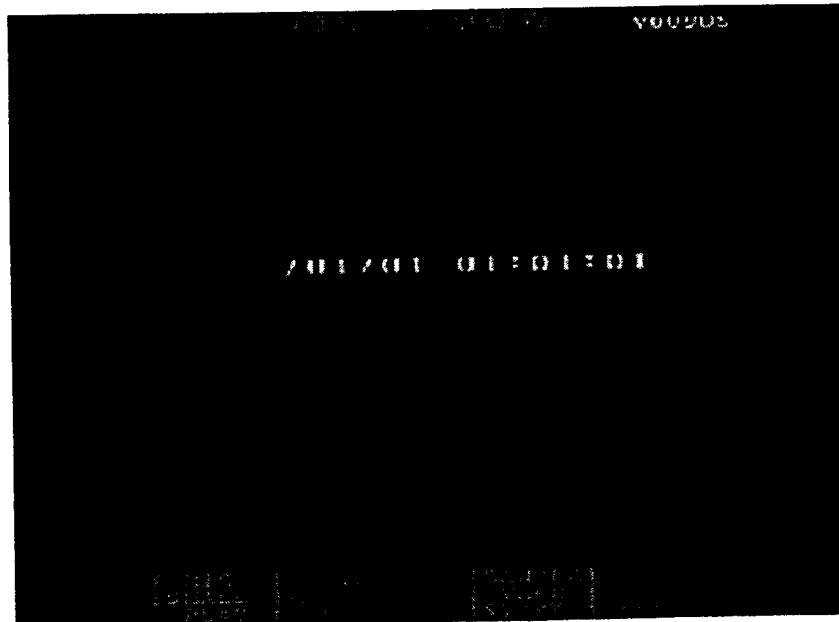
to select the following items



# TIME ADJUST

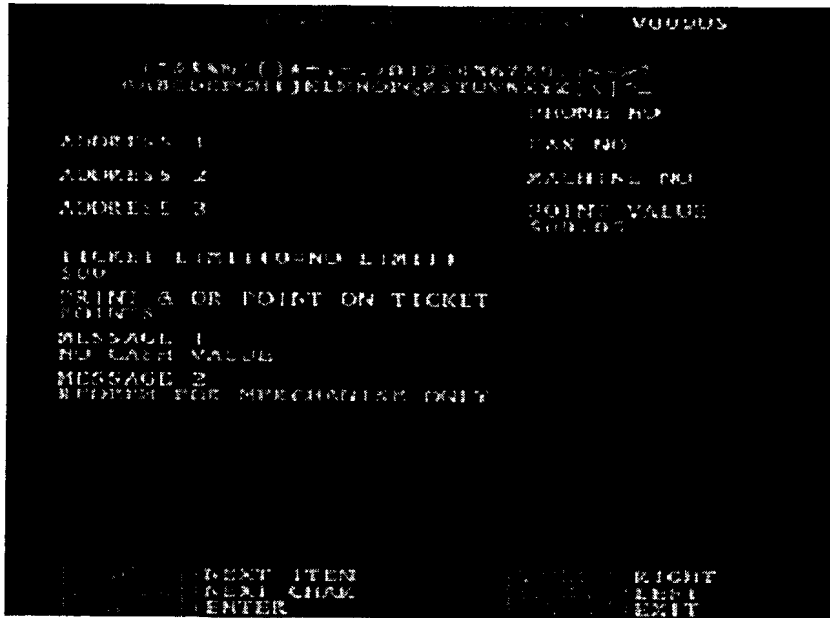
〈BOOK〉 → 〈INTERFACE ADJUST〉 → 〈TIME ADJUST〉 to select

the following items

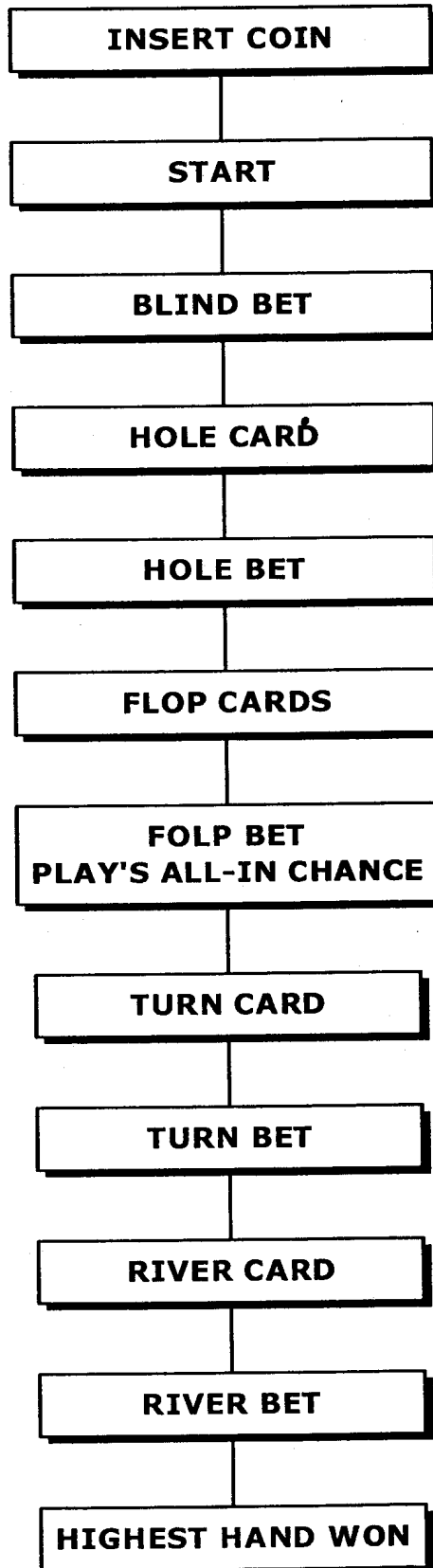


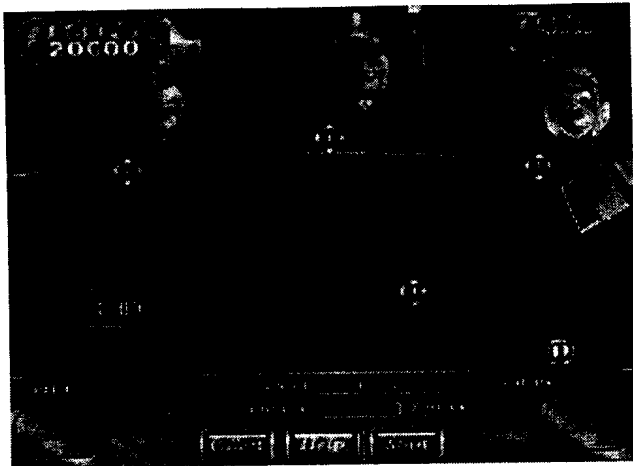
# PRINTER ADJUST

< BOOK > → < INTERFACE ADJUST > → < PRINTER ADJUST > to select  
the following items



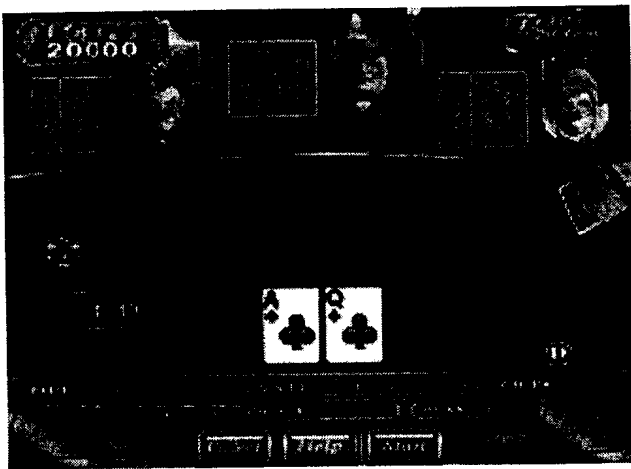
# HOW TO PLAY





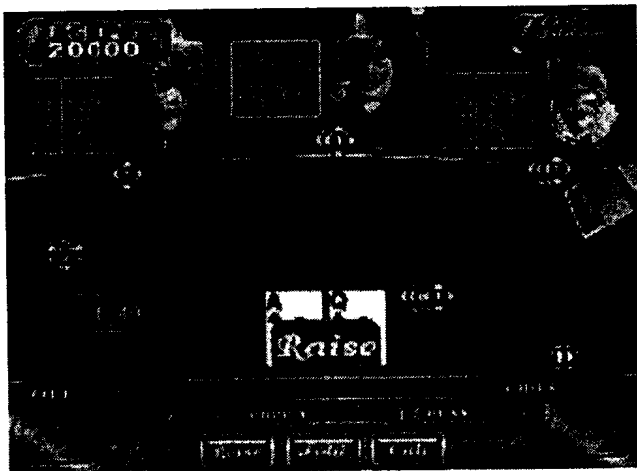
### **Blind Bet**

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.



### **Hole Cards**

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

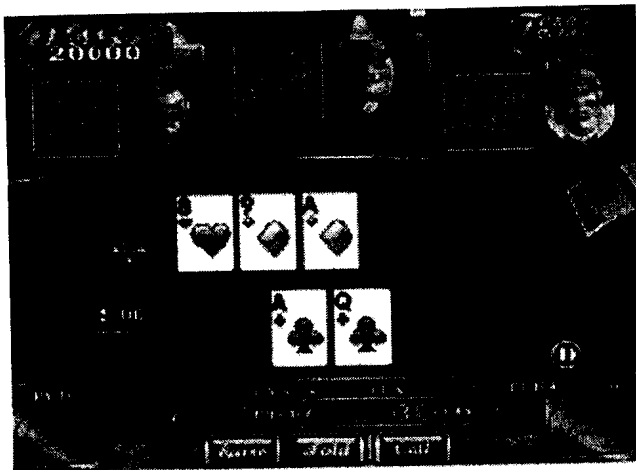


### **Hole Bet**

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

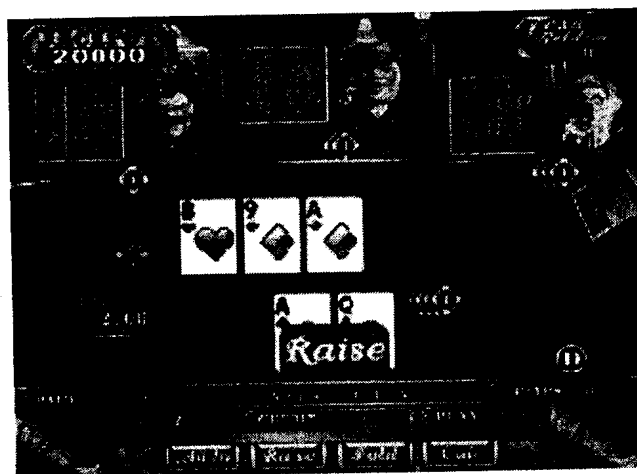
### **REMARK**

- A. In the Bet Waiting status, players press All In button for reshuffling.
- B. In the Bet Waiting status, players press Fold button to switch AI characters' position.



### Flop Cards

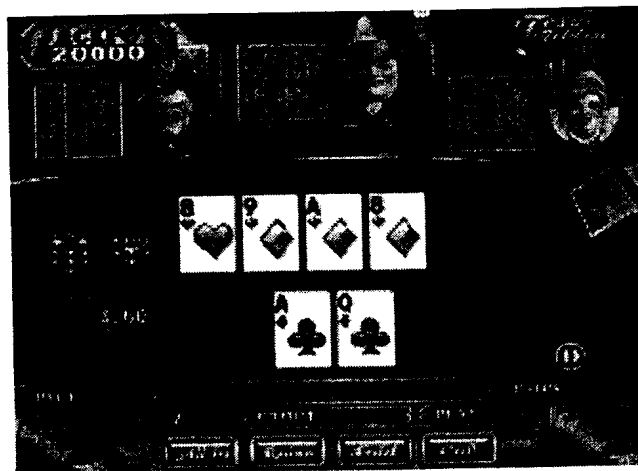
After the Hole Bet, the first three "community" cards are revealed face up.



### Flop Bet

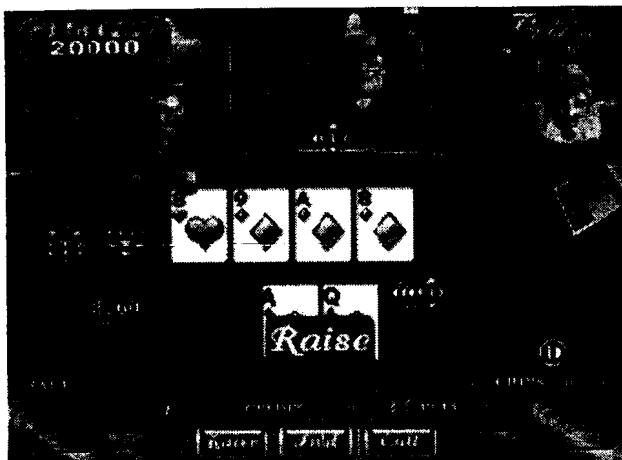
A second round of betting occurs after the Flop Cards are revealed.

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.



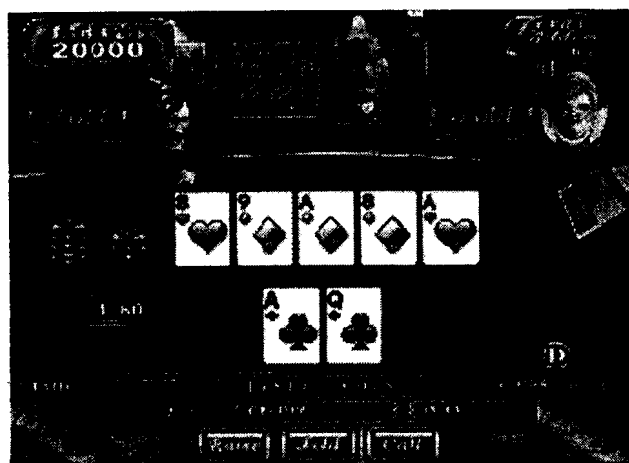
### Turn Card

After the Flop Bet, a fourth community card is revealed face up.



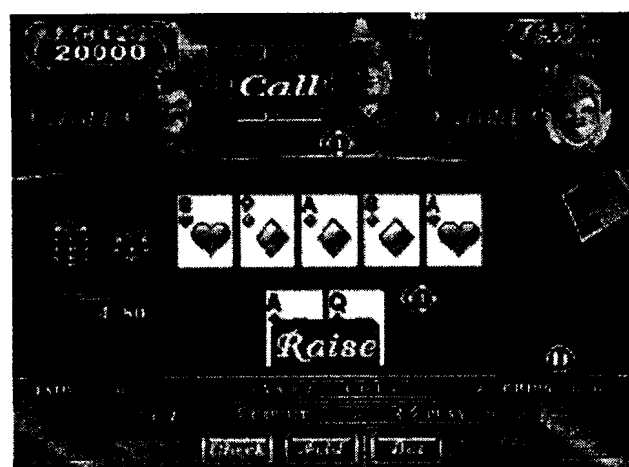
### Turn Bet

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.



### River Card

After the Turn Bet, the fifth and final community card is revealed.



### 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.



The players reveal their cards and the highest hand wins.



## JACKPOT

The player wins a "JACKPOT" bonus if the player holds 4 Aces (between his hold and the community cards), regardless of whether he wins or loses the hand.