

# TOP CARD

(USA)

## INTRODUCTION

### □ TWO GAME-STYLES □

There are two styles of games in the program. "TOP CARD" plays by standard poker card for default style of game. "EXPRESS CARD" is a variable style, which replace the cards by the "Stamps" and the background with a little difference. Both styles are able to choice from Setup Screen.

### □ THREE ODD TABLES □

In normal, the Odd Table is fixed and inalterable. For more exciting, the game offers three tables for specific odds, which randomly access each play. The standard table is 300 times for maximum prize (5 of a kind) and on a Blue background. Besides, Green and Red background of table are 400 and 500 times for maximum prize.

### □ RAISE □

Whether win or lose, the player is able to "raise" for next game. Bet value for raising should same as current Bet value. For example: You have won "2 Pairs". Press **RAISE** button and hold good combination as the card of "2 Pairs", then press **START** button for grant prize as "Full House".

### □ FULL HOUSE □

The game doesn't set the odds for Full House, which show "???" on the table and is won by the Fever. The Fever seems to play an amusement game. Push **START** button to make a jump from the plane and to hit the car. The car with the number for the odds you will gain. The winning score is BET value multiple by the number.

### □ FLUSH FEVER □

There are 4 times of special chance to get the extra bonus when "FLUSH" is won. Within Flush Fever, if the card is same as the suit you won "Flush", you will win a BET value.

For example, Bet value is 50 and won "FLUSH" for Hearts. In next game, the combination with 3 Hearts, you will win  $50 \times 3 = 150$ . Play again, more  $50 \times 2 = 100$  be won if the combination with 2 Hearts....

### □ THREE DOUBLE UP MODE □

You are able to enter Double Up when main screen is winning. There are three Double up mode can be selected, as follows:

RE-DOUBLE : The score for D-UP is two times of winning score in main game.

DOUBLE UP : The score for D-UP is winning score in main game.

HALF DOUBLE : The score for D-UP is a half of winning score in main game.

### □ HOLD AUTO □

The game will remind you to hold the cards for good combination. The function is able to disable from Setup Screen.

# OPERATION GUIDE

## □ HARDNESS MODE □

There are two kinds of hardness in the hardware, as follows:

- 1) Lucky 8 lines (36 pin & 10 pin): General control panel for standard buttons.
- 2) JAMMA (28 pin): Unavailable now.

## □ BOOK □

- 1) There are four pages in the Book. The first & second page is for the data of IN/OUT & Play Record. The third page records winning times of prizes. The last page is for the record of last 10 games.
- 2) Press **BOOK** key to enter Book screens. Press **BOOK** key again for next page. Press **START** key to return Main game.

	IN	OUT	BALANCE	
NOTEA	0	0	0	
NOTEB	10000	5280	4720	
BETIN	1	50	100	200
5.K	0	0	0	0
R.F	0	0	0	0
S.F	0	0	0	0
4.K	4	0	0	0

	IN COUNTER	OUT COUNTER
NOTEA	0	0
NOTEB	100	52

NEXT: **BOOK** KEY                      EXIT: **START** KEY

NOTEA-IN: Coin; NOTEA-OUT: Payout  
 NOTEB-IN: Keyin; NOTEB-OUT: Keyout

BETIN and under four rows record the win times of "5 of a kind", "Royal Flush", "Straight Flush" and "4 of a kind" for Bet value's range at under 50, 51 to 100, 101 to 200 and over 200.

The foot form is four "System Counters" and uncleared by anyway for Coin (NoteA-In), Payout (NoteA-Out), Keyin (NoteB-In) and Keyout (NoteB-Out). Those don't affected by RESET to compare relatively with machine's counter for check out each time.

	PLAYED	WON
TOTAL	25080	20360
MAIN GAME	25020	20300
DOUBLE GAME	0	0

	WIN TIMES	LOSE TIMES
MAIN GAME	318	753
DOUBLE GAME	0	0

	WIN	TIMES
F.H FEVER	2800	12
F.L FEVER	1900	10

POWERUP TIMES	6
---------------	---

NEXT: **BOOK** KEY                      EXIT: **START** KEY

Total-Played: Total played score in Main Game and Double Up.

Total-Won: Total won score in Main Game and Double Up.

Main Game-Win Times: Total winning times in Main game.

Main Game-Lose Times: Total losing times in Main game.

F.H Fever-Win & Times: The winning score and times in the fever of "Full House".

F.L Fever-Win & Times: The winning score and times in the fever of "Flash".

PowerUp Times: The times of power off.

WIN PRIZES			
	X 300	X 400	X 500
5.K	0	0	0
R.F	0	0	0
S.F	0	0	0
4.K	3	0	1
F.H	8	4	0
F.L	7	3	0
S.T	12	4	4
3.K	33	13	15
2.P	24	16	11
1.P	72	39	49

NEXT: **BOOK** KEY                      EXIT: **START** KEY

The page records the winning times of each prize in the three Odds Tables. For example: Win "2 Pairs" on Blue background of Odd Table (Max. is 300 times), the number should record into "2.P" of "X300" column.

Besides, Green and Red background of table are for "X400" and "X500".

- |                      |                      |
|----------------------|----------------------|
| 5.K : 5 of A Kind    | R.F : Royal Flush    |
| S.F : Straight Flush | 4.K : 4 of A Kind    |
| F.H : Full House     | F.L : Flush          |
| S.T : Straight       | 3.K : 3 of A Kind    |
| 2.P : 2 Pairs        | 1.P : Jack or Better |

LAST 10 RECORDS				
	CREDIT	BET	WIN PRIZE	WIN
1	5280	20	NO	0
2	5300	20	NO	0
3	5300	20	2.P	40
4	5320	20	NO	0
5	5340	20	NO	0
6	5360	20	NO	0
7	5360	20	1.P	20
8	5380	20	NO	0
9	5400	20	NO	0
10	5400	20	1.P	20

NEXT: **BOOK** KEY                      EXIT: **START** KEY

The page records the data of last 10 games.

Win Prize: The prize is won.  
In which, "NO" represent loses.

## RESET (Clear)

### 1) CLEAR ALL

- Turn on the power. The function doesn't work when the power is OFF.
- Push **RESET** button on the board. In the case, all of data should clear, include the rates. And, the value of setup will change to default.

### 2) CLEAR COIN, PAYOUT, KEYIN, AND KEYOUT ONLY

- Press Book Key to enter first page of Book. Push the **RESET** button to clear the data of Coin (NoteA-In), Payout (NoteA-Out), Balance (NoteA-Balance), Keyin (NoteB-In), Keyout (NoteB-Out) and Balance (NoteB-Balance).
- The Rate for Main Game and Double-Up remain unchanged by this function.

## SETUP

To operate easily for Setup, the game abandons "DIP SWITCH of board" as traditional way and uses the screen to adjust various operating parameters. There are two ways to enter SETUP Screen, as follows:

- Press **TEST** key
- Power OFF. Press **BOOK** key without release and power ON.

Enter the screen will display the situation of setup. There are two pages in the SETUP.

Press **HOLD-1** for next page, press **BIG** to select the item, press **SMALL** to adjust the value. The value you adjusted will show immediately in the screen.

- 1) Press **START** to exit and back to Main screen. In the case, the value you adjusted would available instantly, which don't necessary to turn off the power.

**NEXT: HOLD-1      MOVE: BIG      CHOICE: SMALL      EXIT: START**

- 2) Press TEST key for twice, the screen will enter system testing. It is for test only, unnecessary to adjust. To exit, you should turn off the power and on again.
- 3) *To avoid the confusion of the rates, please push RESET button to clear everything if you have changed the rates.*

SYSTEM SETUP	
COIN	10
KEYIN	100
PAYOUT	10
KEYOUT	100
MIN. BET	1
MAX. BET	50
DEMO MUSIC	ENABLE
D-UP FUNC.	ENABLE
WIN RATE	85
GAME LIMIT	60000

SETTING SELECTION
1 , 5 , 10 , 20 , 25 , 50 , 100 , 300
5 , 10 , 20 , 25 , 50 , 100 , 300 , 500
1 , 5 , 10 , 20 , 25 , 50 , 100 , 300
5 , 10 , 20 , 25 , 50 , 100 , 300 , 500
1 , 5 , 10 , 20
10 , 50 , 100 , 200
ENABLE , DISABLE
ENABLE , DISABLE
55 , 60 , 65 , 70 , 75 , 80 , 85 , 90
5000 , 10000 , 20000 , 30000 , 50000 , 60000 , 80000 , 100000

SYSTEM SETUP	
5.K FUNC.	ENABLE
D-UP LEVEL	4
DOUBLE LIMIT	10000
GAME TYPE	TOPCARD
DEMO FUNC.	ENABLE
AUTO HOLD	ENABLE
DEAL SPEED	FAST
RAISE FUNC	DISABLE

SETTING SELECTION
ENABLE , DISABLE
0 - Easy , 1 , 2 , 3 , 4 , 5 , 6 , 7 - Difficult
5000 , 10000 , 20000 , 30000
TOPCARD , EX-CARD
ENABLE , DISABLE
ENABLE , DISABLE
FAST , SLOW
ENABLE , DISABLE

#### □ ABOUT RATE □

Remember to push RESET button if you change Win rate of Main game. Why? For example: current rate is 60% and new rate is 65%. In the case, more 5% would be released suddenly in a short time and the game may lose very much.

Also, please don't push RESET button except necessary. Generally, to stabilize the rates, the game should operate a period (more long, more steady) for balance. To zero by RESET button, the value would recount from starting point.

#### □ OTHER □

Don't adjust voltage when power is on. Please turn off the power supply if you'd like

to change the EPROM.

# CONNECTOR

## TOP CARD (USA)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Red	1	Green
Blue	2	Sync
Speaker	3	Speaker GND
	4	
	5	
	6	
Raise	7	
	8	
Start	9	
Hold 4 / Small	10	
Hold 1 / Bet	11	
Hold 2/Take Score	12	
Hold 3 / D-Up	13	
	14	
	15	
Hold 5 / Big	16	
	17	
Coin IN (Note A)	18	Keyin (Note B)
	19	
Book	20	Test SW
Pay Out SW	21	Keyout SW
	22	HP Coin SW <sup>(1)</sup>
Coin Counter	23	
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter	28	
Start Lamp	29	
Big / Small Lamp	30	
Bet Lamp	31	Raise Lamp
Take Score Lamp	32	
Double Up Lamp	33	
	34	
	35	
GND	36	GND

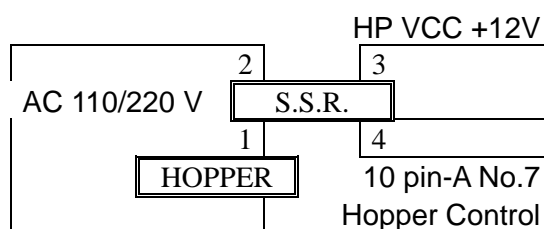
COMPONENT SIDE A	36 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
<sup>(2)</sup> Hopper Control	7	HP VCC <sup>(3)</sup>
	8	
GND	9	GND
GND	10	GND

<sup>(1)</sup> HP Coin SW: Out signal for Hopper

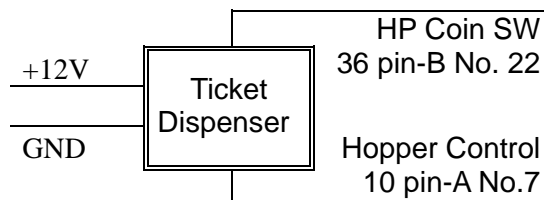
<sup>(2)</sup> HP Control: In signal for Hopper

<sup>(3)</sup> HP VCC - (DC+12V)

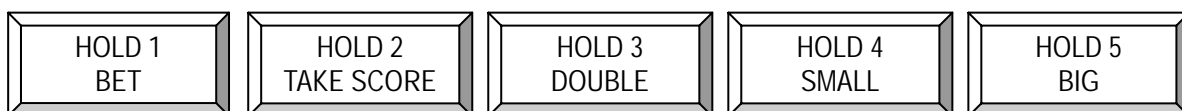
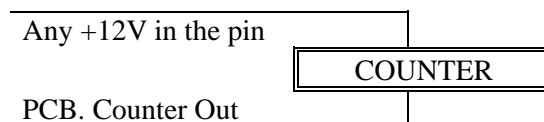
### HOPPER



### TICKET DISPENSER, Taiwan Style



### COUNTER



### CONTROL PANEL

