

# DOUBLE DREAM

(USA version)

## INTRODUCTION

Double Dream is an innovative poker game playing with two decks of cards to attract players having more chance to get win. The software is precisely designed with numbers of fevers to make sure the profits for both you and your players.

### □ TWO SETS OF GRAPHICS □

There are two sets of graphic systems installed for playing cards. You can choice at Setup Screen.

- 1) Standard poker cards picture.
- 2) Variant Mode – with SHIELD pictures instead of the classic poker card.

### □ TWO DECKS OF CARDS □

Bet in order for 2 decks. The first hand is dealt on the bottom hand, with other hand above it. So what you hold on the bottom hand is held on the top hand, too. Two hands have same holding cards in case of this hold step. Press Start again, the game will deals the rest different playing cards for the two decks. At the moment you may win two prizes at one time.

### □ JOKER FEVER □

The Joker is wild for any cards to meet the best prize what you can get. In variant mode, the Knight in Armor is in place of Joker.

### □ 7-7-7 FEVER □

When 3 sheets of 7 in the same deck at one time, you will win the 7-7-7 prize and enter into next screen for 7-7-7 fever. In the new screen, there are 14 doors to be picked. The number hidden inside the door is the odds of a multiple of bet score. You can pick it again and again till pick EXIT to return the main screen. If you get two decks of 7-7-7, the winning score are multiples for double.

### □ DOUBLE UP & BONUS □

There are three kinds of Double-Up modes can be selected as below:

- Re-Double : The score for D-UP is two times of winning score in main game.
- Double-Up : The score for D-UP is the whole winning score in main game.
- Half Double : The score for D-UP is a half of winning score in main game.

Bonus: The score of Bonus is 100 times of bet score and for passing the 5<sup>th</sup> of playing card.

# OPERATION GUIDE

## □ HARDNESS MODE □

There are two kinds of hardness in the hardware. Lucky 8 lines connector (36 pin & 10 pin) is used for the game. The JAMMA connector (28 pin) is unavailable now.

## □ BOOK □

There are totally four pages for Book Records. Press BOOK key to enter Book screens. Press BOOK key again to next page. Press START key to return Main game.

### FIRST PAGE

	COUNTER
COIN	000000
PAYOUT	000000
KEYIN	000770
KEYOUT	000397
POWERUP TIMES	
OUT 100 - (Version Number)	

The counter records are for Coin, Payout, Keyin and Keyout. It is "System Counters" and are not able to clear by anyway, includes Reset. It is to compare relatively with machine's counter for check out each time.

The value is same as the Counter Column of Book Page 3.

Powerup Times: The times of Power ON.

### SECOND PAGE

CURRENT RECORD	
COIN	0
PAYOUT	0
KEYIN	70900
KEYOUT	40265
TOTAL TIMES	8827
TOTAL PLAYED	215641
TOTAL WON	185006

The page shows the records from last check out for Coin, Payout, Keyin and Keyout etc.

Total Times: Total played times in Main Game

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

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

### THIRD PAGE

	SCORE	COUNTER
COIN	0	000000
PAYOUT	0	000000
KEYIN	70900	000770
KEYOUT	40265	000397
PLAYED WON		
TOTAL TIMES	3641	2306
TOTAL PLAYED	215611	211781
TOTAL WON	57069	30164

The "Score" column of top form shows the score of Coin, Payout, Keyin and Keyout.

The "Counter" column are "System Counters" as the Counter Column of Book Page 1.

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

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

#### FOURTH PAGE

	PLAY TIMES	WIN TIMES
MAIN GAME	3641	2306
DOUBLE GAME	340	143

Main Game - Played Times & Win Times:  
Total played times & win times in Main Game.

Double Game - Played Times & Win Times:  
Total played times (win times) in Double Game.

#### FIFTH PAGE

ROYAL FLUSH	0
5 OF A KIND	0
ROYAL FLUSH WITH JOKER	1
STRAIGHT FLUSH	1
4 OF A KIND	14
FULL HOUSE	81
FLUSH	85
STRAIGHT	165
3 OF A KIND	283
2 PAIRS	441
JACK/BETTER	953

The page shows the records for the winning times of all prizes.

#### RESET (Clear)

##### ● 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 setup value will change to default.

##### ● CLEAR LAST RECORD ONLY

Press Book Key to enter second page of Book. Push the RESET button to clear all data of page, which record the data from last check out. (Check Out: To clear this page.) The total records from initial operation 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.

Press **TEST** key to enter the screen, which will display the situation of 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.

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.

- 1) Press BET button in the Setup to enter system testing. It is for test only, unnecessary to adjust. To exit, you should turn off the power and on again.
- 2) To avoid the confusion of the rates, please push RESET button to clear everything if you have changed the rates.

DOUBLE DREAM (Alpha version 106B)

SYSTEM SETUP	
COIN	10
KEYIN	10
PAYOUT	10
KEYOUT	10
MIN. BET	2
MAX. BET	50
DEMO MUSIC	ENABLE
WIN RATE LEVEL	3
GAME LIMIT	100000

SETTING SELECTION
1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 200, 300
1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 200, 300
1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 200, 300
1, 2, 5, 10, 15, 20, 25, 50, 75, 100, 200, 300
2, 4, 8, 10, 20
8, 10, 50, 64, 100, 200
ENABLE, DISABLE
1 – Easy, 1, 2, 3, 4, 5, 6, 7, 8 – Difficult
5000, 10000, 20000, 30000, 40000, 60000, 80000, 100000

SYSTEM SETUP	
ROUND TYPE	ENABLE
D-UP LEVEL	0
DOUBLE LIMIT	50000
KEEP MODE	KEEP
CARD SPEED	SLOW
CLEAR MODE	MANUAL
PLAY SCORE	DISABLE

SETTING SELECTION
ENABLE, DISABLE
0 – Easy, 1, 2, 3, 4, 5, 6, 7, 8 – Difficult
5000, 10000, 20000, 30000, 40000, 50000
RELEASE, KEEP
FAST, SLOW
MANUAL, AUTO
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

## DOUBLE DREAM (USA version)

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Video Red	1	Video Green
Video Blue	2	Video Sync
Speaker	3	GND
Cancel Hold	4	
	5	
	6	
	7	
	8	
Start	9	
Hold 1 / Low (Black)	10	
Hold 5 / Bet	11	
Hold 4 / Take Score	12	
Hold 3 / Double-Up	13	
	14	
	15	
Hold 2 / High (Red)	16	
	17	
Coin A	18	Keyin
	19	
Operator (Record)	20	Test
PayOut	21	Keyout
	22	Hopper Coin SW <sup>(1)</sup>
Coin A Meter	23	
Keyin Meter	24	
	25	
	26	
Hopper Meter	27	
Keyout Meter	28	
Lamp: Start	29	Hold 2/High Lamp
Hold 1/ low Lamp	30	Cancel Hold Lamp
Bet Lamp	31	
Take score Lamp	32	
DoubleUp Lamp	33	
	34	
	35	
GND	36	GND

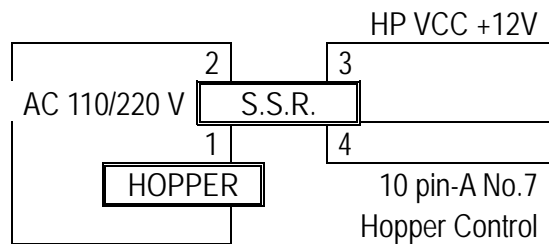
COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
<sup>(2)</sup> Hopper Control	7	HP VCC <sup>(3)</sup>
	8	
GND	9	GND
GND	10	GND

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

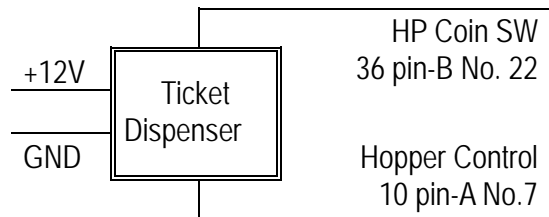
<sup>(2)</sup> Hopper Control: In signal for Hopper

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

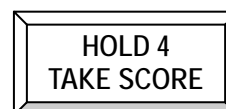
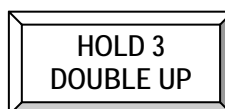
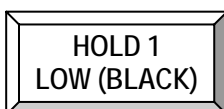
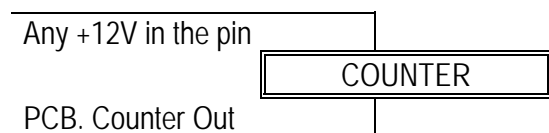
### HOPPER



### TICKET DISPENSER, Taiwan Style



### COUNTER



### CONTROL PANEL

