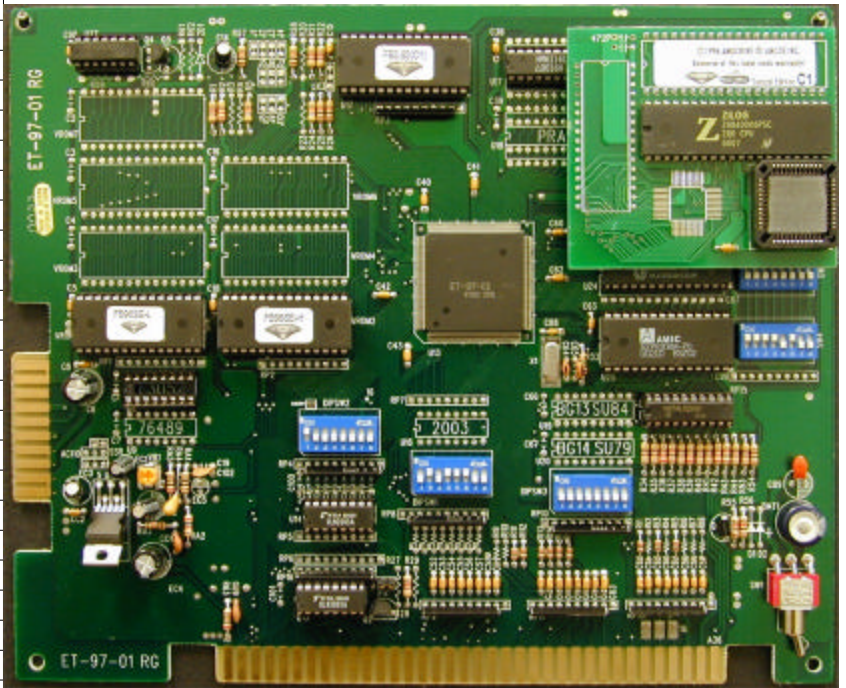


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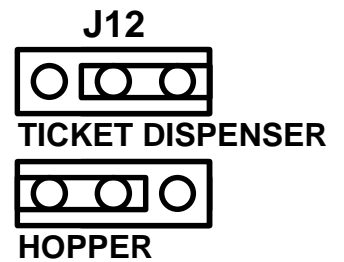
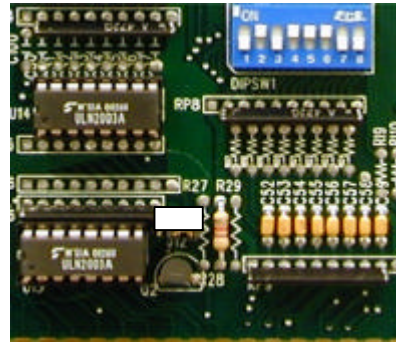
Advanced Count Game, Error & Data Overthrow Warning, Use Printer, Last Play, and others.
NEW Ticket Dispenser Direct Drive (memorize dispensing status when no ticket)

	PARTS SIDE	SOLDER SIDE	
1	VIDEO RED	VIDEO GREEN	1
2	VIDEO BLUE	VIDEO SYNC	2
3	SPEAKER+	SPEAKER-	3
4			4
5			5
6			6
7	Ticket Out Button -on panel		7
8	Ticket Notch -from dispenser		8
9	START		9
10	SMALL		10
11	PLAY		11
12	TAKE (v.2H=HOLD)		12
13	DOUBLE		13
14	(must not connect to anything)		14
15	(must not connect to anything)		15
16	BIG		16
17			17
18	COIN IN	NOTE IN	18
19	SERVICE IN (SE3 ONLY)		19
20	ACCOUNT	CONFIRM	20
21	HOPPER PAY	CLEAR SWITCH	21
22		HP SW	22
23	COIN IN METER		23
24	NOTE IN METER	HPSSR TYPE B BD	24
25			25
26			26
27	HOPPER METER		27
28	CLEAR / TICKET METER		28
29	START LAMP		29
30	SMALL / STOP 2 LAMP		30
31	PLAY LAMP		31
32	TAKE / STOP 3 LAMP		32
33	DOUBLE / STOP 1 LAMP		33
34	BIG / ALL STOP LAMP		34
35			35
36	GND	GND	36

CURRENT PRODUCTION BOARD TYPE



JUMPER 12 POSITION: UNDERNEATH DIP SWITCH 1, CLOSE TO EDGE. MARK J12.



	PARTS SIDE	SOLDER SIDE	
1	GND	GND	1
2	GND	GND	2
3	+5V	+5V	3
4	+5V	+5V	4
5	+12V	+12V	5
6	+12V	+12V	6
7	Ticket Dispenser Enable / HPSSR		7
8			8
9	GND	GND	9
10	GND	GND	10



BIG DOUBLE SMALL TAKE PLAY START

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DIP SW 1		1	2	3	4	5	6	7	8
GAME PERCENTAGE (Level Of Difficulty)	55% Level 8	OFF	OFF	OFF					
	60% Level 7	ON	OFF	OFF					
	65% Level 6	OFF	ON	OFF					
	70% Level 5	ON	ON	OFF					
	75% Level 4	OFF	OFF	ON					
	80% Level 3	ON	OFF	ON					
	85% Level 2	OFF	ON	ON					
	90% Level 1	ON	ON	ON					
MAXIMUM PLAY	8				OFF	OFF	OFF		
	10				ON	OFF	OFF		
	24				OFF	ON	OFF		
	32				ON	ON	OFF		
	40				OFF	OFF	ON		
	48				ON	OFF	ON		
	64				OFF	ON	ON		
	80				ON	ON	ON		
MINIMUM PLAY FOR BONUS	8							OFF	OFF
	10							ON	OFF
	16							OFF	ON
	24							ON	ON

DIP SW 2		1	2	3	4	5	6	7	8	
DOUBLE GAME	NO	OFF								
	YES	ON								
USE PRINTER	NO (TDDD)		OFF	(use AUTO TICKET DISPENSE only)						
	YES		ON							
COIN IN	1			OFF	OFF	OFF				
	2			ON	OFF	OFF				
	4			OFF	ON	OFF				
	5			ON	ON	OFF				
	10			OFF	OFF	ON				
	20			ON	OFF	ON				
	25			OFF	ON	ON				
	100			ON	ON	ON				
NOTE IN	100						OFF	OFF		
	200						ON	OFF		
	500						OFF	ON		
	1000						ON	ON		
WARNING: THIS SWITCH MUST BE ALWAYS OFF									OFF	

DIP SW 3		1	2	3	4	5	6	7	8
MIN PLAY TO START	1	OFF	OFF						
	8	ON	OFF						
	10	OFF	ON						
	16	ON	ON						
MAX COIN IN & NOTE IN POINT (no more coin in / note in but not affect w in points)	1000			OFF	OFF				
	5000			ON	OFF				
	10000			OFF	ON				
	90000			ON	ON				
CLEAR / TICKET UNIT (SERVICE IN EXCEPT 1)	1					OFF	OFF	OFF	OFF
	4					ON	OFF	OFF	OFF
	5					OFF	ON	OFF	OFF
	10					ON	ON	OFF	OFF
	15					OFF	OFF	ON	OFF
	20					ON	OFF	ON	OFF
	25					OFF	ON	ON	OFF
	30					ON	ON	ON	OFF
	40					ON	ON	ON	OFF
	50					ON	OFF	OFF	ON
	60					OFF	ON	OFF	ON
	75					ON	ON	OFF	ON
	80					OFF	OFF	ON	ON
	100					ON	OFF	ON	ON
200					OFF	ON	ON	ON	
500					ON	ON	ON	ON	

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DIP SW 4		1	2	3	4	5	6	7	8
CHECK ACCOUNT	NO	OFF							
	YES	ON							
SHOW LEVEL OF DIFFICULTY	NO		OFF						
	YES		ON						
INITIAL BONUS SETTING AFTER RESET	TYPE 1			OFF	must reset program after change				
	TYPE 2			ON					
BONUS ACCUMULATION	NO			OFF	must reset program after change				
	YES			ON					
AUTO TICKET DISPENSE	NO	must reset program after change			OFF				
	YES				ON				
TICKET DISPENSE MODE	CONTINUOUS			OFF	OFF	OFF			
	MAX 1 TICKET PER GAME			ON	OFF	OFF			
	MAX 2 TICKETS PER GAME			OFF	ON	OFF			
	MAX 3 TICKETS PER GAME			ON	ON	OFF			
	MAX 4 TICKETS PER GAME			OFF	OFF	ON			
	MAX 5 TICKETS PER GAME			ON	OFF	ON			
	MAX 8 TICKETS PER GAME			OFF	ON	ON			
	MAX 10 TICKETS PER GAME			ON	ON	ON			
DIP SW 5				6	7	8			
Reset remaining SCORE to 0	NO				OFF				
	YES				ON				
COUNT GAME TO ISSUE TICKET	NO							OFF	
	YES							ON	

Dip Sw 5 is underneath the Top Board. However, sw 6, sw 7 and sw 8 are near the edge of Base Board. They can be easily adjusted by using a small screwdriver or toothpick. **Do not** take off the Top Board to adjust. **Must reset board after change of program Eprom.** All versions after those specified above will have similar functions included. **Switches not shown are not used and should be set at OFF.**

TURN OFF MACHINE WHEN CHANGING DIP SW ; TURN ON AGAIN TO MAKE CHANGES EFFECTIVE.

What's new in ROYAL POKER 3.6?

- 1/ Advanced Count Game Feature is added. (see detail information on page 4 & 5)
- 2/ New Ticket Dispenser Direct Drive which usually comes along with Advanced Count Game is used.
- 3/ Show maximum coin in limit has been removed. Instead LAST PLAY will be shown on screen. LAST PLAY is the bet of previous game. It can be used to verify whether minimum play for bonus condition is met in case there are symbols which may constitute certain bonus conditions are seen and bet has already been reset to zero. LAST PLAY is zero when coming from DEMO mode.
- 4/ USE PRINTER. When using Auto Ticket Dispense, there is an option to use built-in TDDD (Ticket Dispenser Direct Drive - no interface required) to drive ticket dispenser or to use a printer interface (designed by the same designer and is available from major distributors) to drive printer.
- 5/ TICKET DISPENSE MODE has been expanded to give 8 different selections. (see dip sw 4 #678)
- 6/ Check Account Screen has been simplified to show very basic information only. Instead, an automatic warning system is installed. When there is error in the program or mistake in computation, a message " ERROR - reset board now " will appear. When there is possibility of data overthrow which will affect computation, a message " OVERTHROW - reset board now " will appear. By using version 3.6 users do not have to worry about when to reset board or shall it be reset. Only certain dip sw changes need to reset board (see dip sw diagrams), otherwise, reset when warning comes out. (Check account when PLAY (bet) is zero)

Standard Features:

1/ AUTO TICKET DISPENSE:

Auto Ticket Dispense does not affect the use of Ticket Dispense Mode and Advanced Count Game Feature. When "ON", points won are collected separately to SCORE (will be on screen when Auto Ticket Dispense is "ON") first. When points in SCORE equal to or exceed Ticket Unit, ticket(s) will be dispensed as Ticket Dispense Mode selected. It is for no accumulation of points won back to POINT for replay. Remaining Score, usually less than Clear / Ticket Unit, can be reset to zero when game is over (Dip Sw 5 #7 ON).

2/ TICKET DISPENSER DIRECT DRIVE - no interface required.

When connecting ticket dispenser, check manual of ticket dispenser. Colors may be different from above diagram. Thickness, width, and paper quality of ticket can affect accurate counting. Crumpled and used tickets cannot be used.

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PROGRESSIVE BONUSES:

Max of All Face Bonus, Base of All Face Bonus, Max of 888 Bonus, and Base of 888 Bonus can be adjusted individually in Confirm Screen. (Instructions are shown on Confirm Screen.)

If present Bonus Point is lower than newly changed Base, Bonus Point will be changed to new Base immediately. If present Bonus Point is higher than newly changed Base, new Base will be used only after Bonus hit.

If present Bonus Point is higher than newly changed Max, Bonus Point will be changed to new Max immediately.

Caution: Always set Max higher than Base.

Range of Base: 200, 300, 400, 500, 1000, 1500, 2000, 3000.

Range of Max: 1000, 1500, 2000, 3000, 4000, 5000, 6000, 8000.

Initial Setting by dip sw (Dip Sw 4 No. 3):

	All Face Base	All Face Max	888 Base	888 Max
Type 1:	500	2000	1000	2000
Type 2:	1000	3000	1000	3000

Suggestion: When Game Percentage is set below 65%, use Type 1. When Game Percentage is set at 65% or above, use Type 2. After 1 - 2 times hit of each Bonus, observe situation and, if necessary, adjust without reset.

Factory setting is 65% with Type 2.

Although program is equipped with a sophisticated computation technique to attain as close as possible to the percentage selected no matter how the Bonuses are set, it should be comprehended that only a balance of Game Percentage setting and Bonus setting could maintain the interest of play.

It is not recommended to reset board too often. To keep track of recent record, clear PRESENT RECORD instead (follow instruction on screen). It is, however, necessary to reset board after change of Percentage and certain settings (see Dip Sw Diagrams) and when warning comes out.

COIN MODE	COIN IN SETTING (DIP SW 2 NO.345)	BILL ACCEPTOR SELECTION		\$1= ? POINT
		\$1=1 PULSE	\$1=4PULSES	
\$1=1PT.	1	YES	---	1
\$0.50=1PT.	2	YES	---	2
\$0.25=1PT.	1	---	YES	4
\$0.25=1PT.	4	YES	---	4
\$0.10=1PT.	10	YES	---	10
\$0.05=1PT.	5	---	YES	20
\$0.05=1PT.	20	YES	---	20
\$0.01=1PT.	25	---	YES	100
\$0.01=1PT.	100	YES	---	100

What is Skill Hold?

When a game is lost, player can select to hold a pair of same symbol for the next game. However, he cannot hold any or both of the previously held positions twice. Besides, he must play Min For Bonus in order to hold.

Characteristics of Skill Hold

In general, a game with Skill Hold feature enables player to have more control over the outcome of each game. Obviously, a player should choose more favorable symbols to hold. Assume a player understands the tactics, he should hold those symbols which can award Bonus Games rather than those of higher odds. As a result, more Bonus Games would come out than normal running. This is a major factor which makes no games of hold pair feature can maintain a percentage below 70% (if the interest of play is not stripped away). However, at the same time, holding a pair will also block the natural appearance of other symbols, alter the natural cycles, and minimize other chances as well. A little compensation is done by itself but performance will tend to be less balanced.

In Royal Poker, a breakthrough has been made. Version 3.6 (from version 2H) will allow full range of percentages to be used upon following some conditions.

(a) Use factory Progressive Bonus settings. Type 1 for below 65% and Type 2 for 65% and above. Do not raise Max higher than factory settings. Instead, lower Max for 55% if situation permits. ALL FACE and 888 bonuses will be delayed to come out due to the "blocking"(explained above) of Skill Hold which at the same time reduces room for higher Max.

(b) After reset, percentage may go higher than selected. Allow certain time for it to settle down. It will.

(c) It is always recommended to use 65% or higher with Type 2. Performance is better and Progressive Bonuses are less affected. 60% with Type 1 is acceptable in performance. 55% is not recommended though percentage can be kept. Do not sacrifice interest of play to percentage!

Advanced Count Game Feature (Dip Sw 5 #8 ON)

Advanced Count game feature is used to regulate how many clear / ticket units can be issued per game played.

In older version of Count Game Feature it is fixed at 1 unit per game played. However, Advanced Count Game Feature is more flexible. It works in both Clear Switch out (interface board) and Ticket Dispenser Direct Drive (TDDD). It reads Ticket Dispense Mode (Dip Sw 4 #6 #7 #8) selected to determine how many clear / ticket units can be issued per game played. Auto Ticket Dispense (Dip Sw 4 #5 -using SCORE) can also be used with Advanced Count Game Feature.

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Example 1:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 10; Points = 1234. When activate Clear Switch or Ticket Out Button, 10 games x 5 tickets = max 50 tickets out, 50 tickets x 20 = 1000 points. Points left = 1234-1000 = 234; Count Game = 0.

Example 2:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = NO; Count Game = 53; Points = 1234. When activate Clear Switch or Ticket Out Button, 53 games x 5 tickets = max 265 tickets out, 265 tickets x 20 = 5300 points. However, Points is only 1234, less than eligible out. Thus, 1234 / 20 = 61 tickets; 60 tickets = 12 games; last 1 ticket = 1 game. Total 61 tickets out and 13 games deducted. Please note that the 13th game only gives out 1 ticket. (Always remember Max 5 tickets per game means it can be less but not over 5) Points left = 14; Count Game = 40.

Example 3:

Ticket Dispense Mode = Max 5 tickets per game; Clear / Ticket Unit = 20; Auto Ticket Dispense = YES; Count Game = 53; Score = 185. (use TDDD only)

Whenever Score equals to or greater than Clear / Ticket Unit, ticket dispenser will be activated automatically.

185 / 20 = 9 tickets; 5 tickets = 1 game; last 4 tickets = 1 game. Total 9 tickets out and 2 games deducted. Points left = 5; Count Game = 51.

The above examples use Max 5 tickets per game to illustrate the flexibility of Advanced Count Game Feature. It would be much simpler if using Max 1 ticket per game. However, there is actually a slight difference in choosing Max 5 tickets per game with Clear / Ticket Unit = 20 and Max 1 ticket per game with Clear / Ticket Unit = 100.

If there is only 80 points and player really wants to quit, the first combination will justify both the player and certain regulations; the second one is to enforce only the maximum permitted.

What happens if running out of ticket during dispensing?

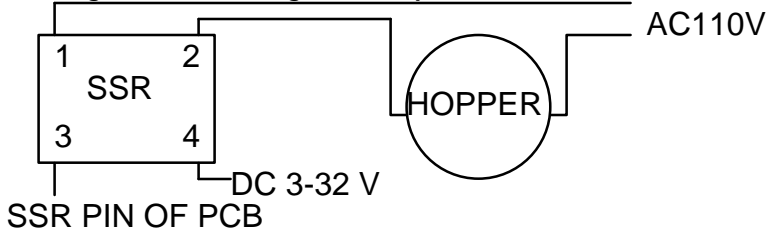
In case of Clear Switch with interface board, feedback through Service In (interface board 1 signal 1 pulse) will put points back to machine but NOT games deducted. This is a security measure to ensure Count Game can only be accumulated through actual game play and no other means.

In case of TDDD, dispensing will stop automatically when out of ticket. Version 3.6 has a revised TDDD which can memorize the status of dispensing. When tickets are reloaded (machine off & on again) a message "CONTINUE LAST TICKET OUT ?" will be shown. Press Ticket Out Button again to continue last ticket out process (better done by attendant; press START will skip the process and erase memory of last dispensing status). This newly added function is very useful in Count Game and Max 5 or 10 tickets per game.

Auto Ticket Dispense = YES will continue last ticket out automatically after reloading tickets (machine off & on again).

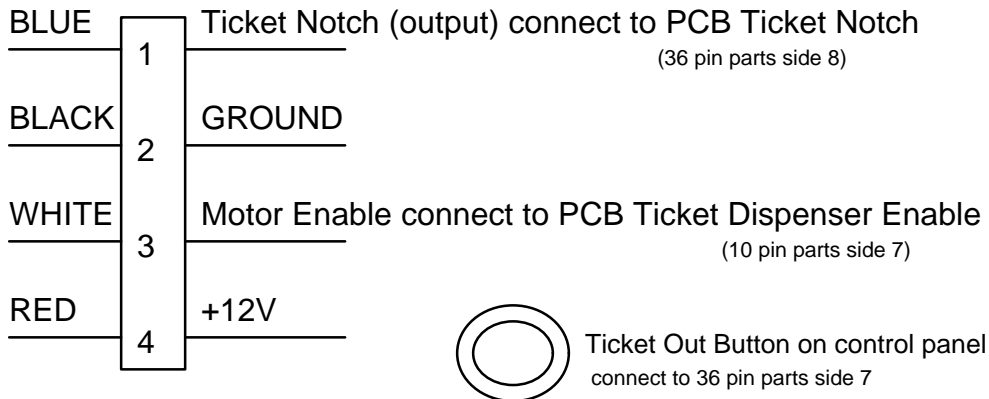
HOPPER CONNECTION

See edge connector diagram. Jumper 12 (of latest release) must be changed to Hopper SSR position.



TICKET DISPENSER DIRECT DRIVE CONNECTION DIAGRAM

DL-1275



WARNING: REMOVAL OF ORIGINAL STICKERS ON BOARD VOIDS WARRANTY.