

FOR
AMUSEMENT
ONLY

Phone: (714) 438-7714
TWX or TELEX II: 910-322-1112

Version 7.3

SETUP

The linecord is shipped in the bottom of the game. Plug it into the back of the game, and into an outlet.

The powerswitch (S1) is on the motherboard (located against the back of the cabinet.) near the lower right corner.

In the bottom of the game you will find four lag screws for attaching the pedestal.

There are three keys with the game: the main door key, the lower door key, and the diagnostics switch key (On the right side of the cabinet.

LINE VOLTAGE

The game may be powered from 100, 115, 200, or 230 volts A.C., all +/- 10%. It was shipped preset for the purchaser's area. To change it, consult the factory.

LINE FREQUENCY

All units shipped to points within the USA are adjusted for 60 Hz. Elsewhere they are set according to the customer's requirements. If it must be changed, the monitor must have its vertical sync set for the proper scan rate. The rest of the circuits automatically adjust themselves.

FUSES

The following list describes the fuses and their functions.

- F1 - main fuse (2A slo-blo)
 - F2 - not used.
 - F3 - internal AC devices (.75A slo-blo)
 - F4 - monitor (2A slo-blo)
- (these are all under the finger guard near the powerswitch.)
- F5 - aux. DC power-not used.

COIN COUNTER

The coin counter is either in the bottom or center of the game, depending on the customer order. A pushbutton on the front of the bracket illuminates a small lamp to aid in counts in dark locations.

PC BOARD REMOVAL

The main PC board is mounted on a metal carrier under the monitor. To remove it, unscrew the catch bracket on its left, then pull on the carrier lip. When re-installing, slide the carrier into the edge guides up to the motherboard. Taking care to assure that the card is aligned with the edge connectors, push it firmly into place. Check to see that both sides are all the way in, then re-attach the catch bracket.

BATTERY

The battery preserves all pertinent game information in the event of a power loss. It is a nonrechargeable 4.5 volt alkaline photoflash battery. (Eveready 523, NEDA 1306A or equivalent.) It will normally keep the memory alive for 12 to 18 months. It should be replaced once every year.

It is located on the left forward edge of the main board. Squeeze the two end caps together firmly until the outer tab on the silver cap clears the base and lifts away. Put a fresh cell in, with the positive (+) toward the blue cap. Once again, squeeze the silver end on and drop first the inner, and then the outer tabs into place. Game information may be lost when the battery is replaced.

VOLUME

The sound volume is adjusted by turning R118 on the main board. On this board, you will find four controls on the right, near the back. The volume control is the one furthest back. It may be turned all the way down to eliminate the sounds completely.

LAMPS

The buttons on the front panel all use a #382 T-1 3/4 midget flanged-base bulb. To replace, open the door and insert a stiff, thin object into the access hole on the back of each switch, popping out the cap, put in the new lamp and replace. An allen wrench makes a good ejector tool.

The coin counter uses a #68 lamp. We dye ours red for preserving night vision in dark environments.

The fluorescent lights use an FS5 starter, and an F8T5 lamp. when working on either, it is a good idea in the interest of safety to remove the monitor. The two wing nuts under its shelf attach its hold-down clips. The front glass is removed by opening the door, then lifting up and out on the bottom of the glass.

Most problems with these are the fault of the starter, and it should be checked first. It is not uncommon for a lamp to take up to 30 to 60 seconds to start.

PLAY OF GAME:

The player inserts coins to obtain replays, which are displayed in the upper left hand corner of the screen.

As soon as there are replays available, the player may bet them by using the PLAY button. The maximum number that can be bet depends on the program version and/or dipswitch settings. The number is flashed on the screen in the format "PLAY 1 TO 5", where "5" is replaced by the maximum then in effect.

When the player has bet his desired wager, he pushes the deal/draw button, and cards begin to appear on the screen. When all five cards have appeared, the player pushes the discard buttons to throw out whichever cards he chooses. If the player wishes he may change his discards, before the draw, by pushing the cancel button.

When the player pushes draw, the cards showing the word 'DISCARD' beneath them are replaced with new cards. If the player's final hand is a winner, he may double his winnings in Double-up, or he may 'take score' (i.e., add the indicated points to his replays.). Otherwise, play proceeds to the player's next hand, if he is entitled to one.

In Double-up, the player's hand is removed from the screen, and the player bets double-or-nothing on the card that now appears face down on the screen. The player bets BIG if he believes the card will be an ACE, KING, QUEEN, JACK, TEN or NINE. If he believes the card will be a TWO, THREE, FOUR, FIVE, SIX, or SEVEN, he bets SMALL. The player cannot win if the card comes up EIGHT. In Double-up, the TAKE-SCORE button is still active -- though it is not lit, so the player can change his mind.

In this version, the player may double-up only once. If he wins, the replays are automatically added to his replays.

If the hand ends with no replays registered on the REPLAY display, then the player must insert coins to play another hand. Otherwise, he bets his replays as described above.

OPTIONS:

Three of the dipswitches (SW2) are used to control options.
The maximum bet is set as follows:

Dipsw./setting		
	3	4
1	closed	closed
50	open	closed
10	closed	open
20	open	open

The losing sound can be eliminated by setting dipswitch 5 closed. Otherwise, leave it open.

DIAGNOSTIC:

The diagnostic program may be run by pressing the button (S7) inside the machine. This program will check the screen memory (this will cause a strange display on the screen) and allow the buttons to be tested, along with the lamp circuits.

The S7 button will not be recognized during the time a player is playing the machine, so to use the diagnostic program, wait for the words 'GAME OVER' to appear in red above the left-most card, and the replays to be 0.

After the button is pressed, the screen will fill with random patterns and then, if all is well, the message 'SCREEN RAM OK' will appear and a grid of zeroes and ones will be displayed below that message. The grid is used to check the buttons and switches. If a one is showing in a particular position then the switch reads closed (active) to the processor. Otherwise the switch is open.

Using the discard and cancel buttons the six lamp circuits may be checked. Numbering the discard buttons 1 to 5 from left to right, the buttons activate the lamp circuits as follows:

Discard 1 :	Bet button light
Discard 2 :	Deal/Draw button light
Discard 3 :	Cancel, DIScard 1, Discard 2
Discard 4 :	Discards 3-5
Discard 5 :	Double-up, Take Score
Cancel :	Big, Small

The buttons are keyed to the grid as follows:

! Coin-in !	! ----- !	! Double !	! Deal !	! Cancel !	! ----- !
! A !	! !	! up !	! /draw !	! !	! !
! Coin-in !	! ----- !	! ----- !	! ----- !	! ----- !	! Diag. !
! B !	! !	! !	! !	! !	! Button !
! Discard !	! Discard !	! Discard !	! Discard !	! Discard !	! ----- !
! 1 !	! 2 !	! 3 !	! 4 !	! 5 !	! !
! Key !	! Bet !	! Take !	! Big !	! Small !	! ----- !
! Sw. !	! !	! Score !	! !	! !	! !

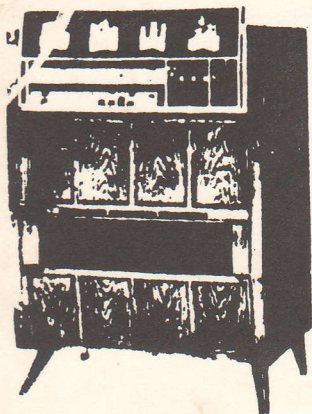
If the machine came with a top-entry coin-mech, then there is an additional display, for testing the coin-in switch. This display, a two digit number above the 'SCREEN RAM OK' message, is the number of "ticks" the coin-in switch was closed. A coin will only be credited if this number is between 2 and 7, inclusive. Note that if the version number is 6.3 or less, this display is not given.

Under normal circumstances, the reading will be about 3 to 6 ticks.

Incidentally, a tick is one-sixtieth of a second where the power-line cycle is 60 hertz, and one-fiftieth of a second where the cycle is 50 hertz.

When these facilities are no longer needed, the discard buttons are used to return to the game. If desired, a pattern of horizontal and vertical lines can be used to check out the monitor. To use it, hold down Discards 1,2, and 5. A quick little tune is played to verify the operation of the sound system, and the lines are drawn on the screen. To get to the game now, push the deal/draw button (it should be lit at this point).

If there is no need for the monitor-check grid, then hold down Discards 1,2, and 3. The tune will play, but the game will be ready for immediate play.



Geno's Vending

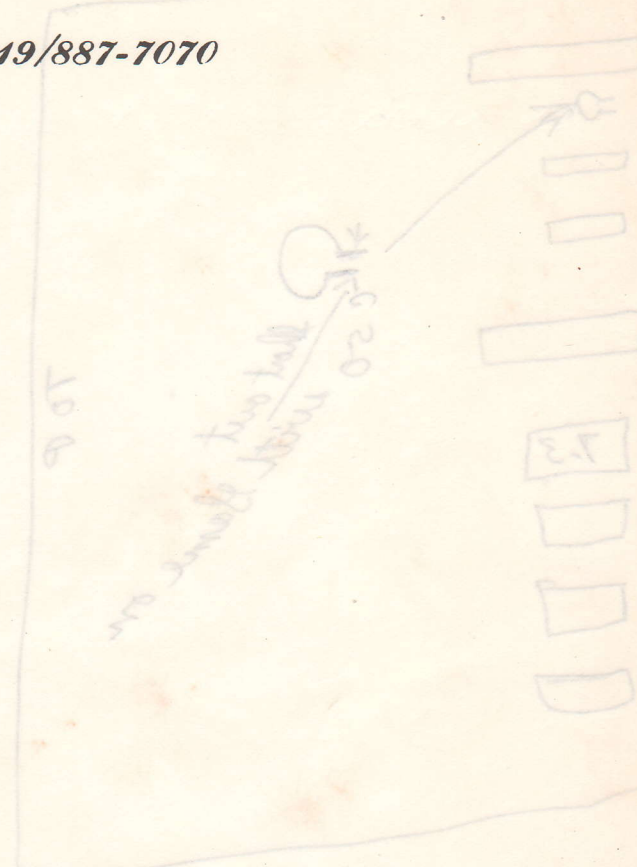
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