

AMSTAR GAMES

OPERATING INSTRUCTIONS

HOLD & DRAW COUNTERTOP

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AMSTAR ELECTRONICS CORPORATION

PHOENIX, ARIZONA (602) 997-5931

CONGRATULATIONS!

You have just purchased a reliable, American made coin operated amusement game. AMSTAR ELECTRONICS CORPORATION of Phoenix, Arizona, has built this game to provide you with many years of profitable play.

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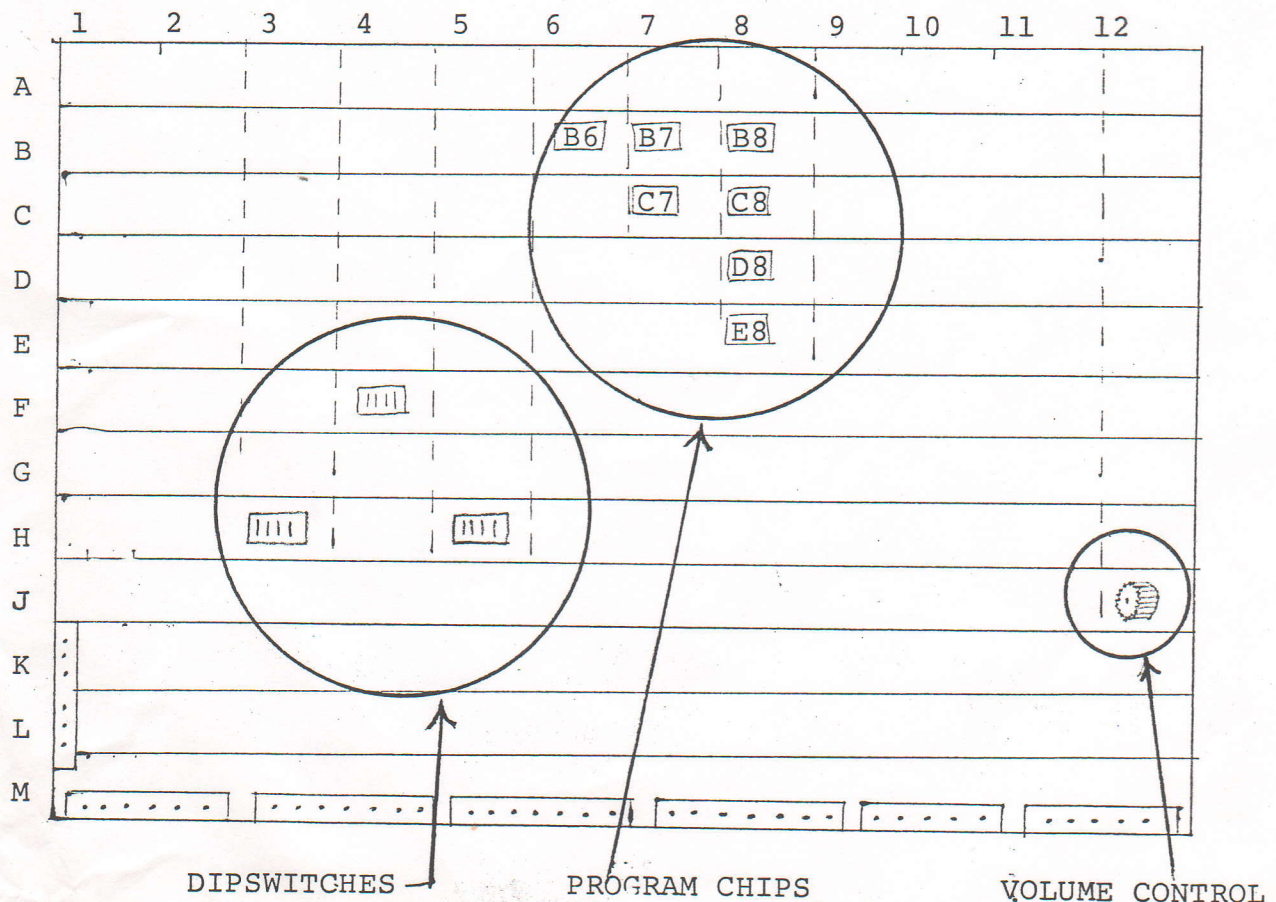
PRINTED CIRCUIT BOARD LAYOUT

The printed circuit board contains three things which are of interest to the operator.

- 1) Program Chips - These chips are located at B6, B7, B8, C7, C8, D8, and E8. Each chip is mounted in its own socket, and each chip may easily be removed for repair or upgrade.
- 2) Dipswitches - These switches are located at F4, H3, and H5. The F4 switch has 4 positions, while the other switches have 8 positions.

These rocker arm type switches are active when the depressed end is down. When the ~~down~~ end of the arm is down on the switch side with the numbers, the switch is in the closed position (C). When the arm is depressed to the switch side marked OPEN, the switch is in the open position (O). The individual switch positions 1 to 8 will be referenced by means of a "-" designation. Thus, switch H3-1 is the switch at board location H3, and is the first or #1 switch on the switch assembly.

- 3) Volume Control - The round notched plastic wheel at location J12 controls the sound volume of the game.



HJ / Low 21

MAXIMUM CREDIT AWARD PERCENTAGE AND POOL

The newest generation of AMSTAR games allows the operator to control the MAXIMUM amount of credits that the game will award. The operator selects the MAXIMUM CREDIT AWARD PERCENTAGE (or MCAP for short) at from 01 to 99%. This MCAP number is the maximum percentage of total player ante that the game will ever award.

THE POOL

The POOL is simply the number of credits available for the player to win. This amount of available, but unawarded credits, will increase with every player ante and will decrease with every player win. The POOL value appears on the stat display and can only be zeroed by positioning dipswitch H3-1 open, and going through the MCAP setup procedure.

Otherwise, the POOL will accumulate, and thus provide a means for the game to accurately award the maximum credits allowable (as determined by the MCAP number and player ante) over a long period of time. This mechanism will allow the operator to set the MCAP number just once, and let the POOL level out the awarding of credits.

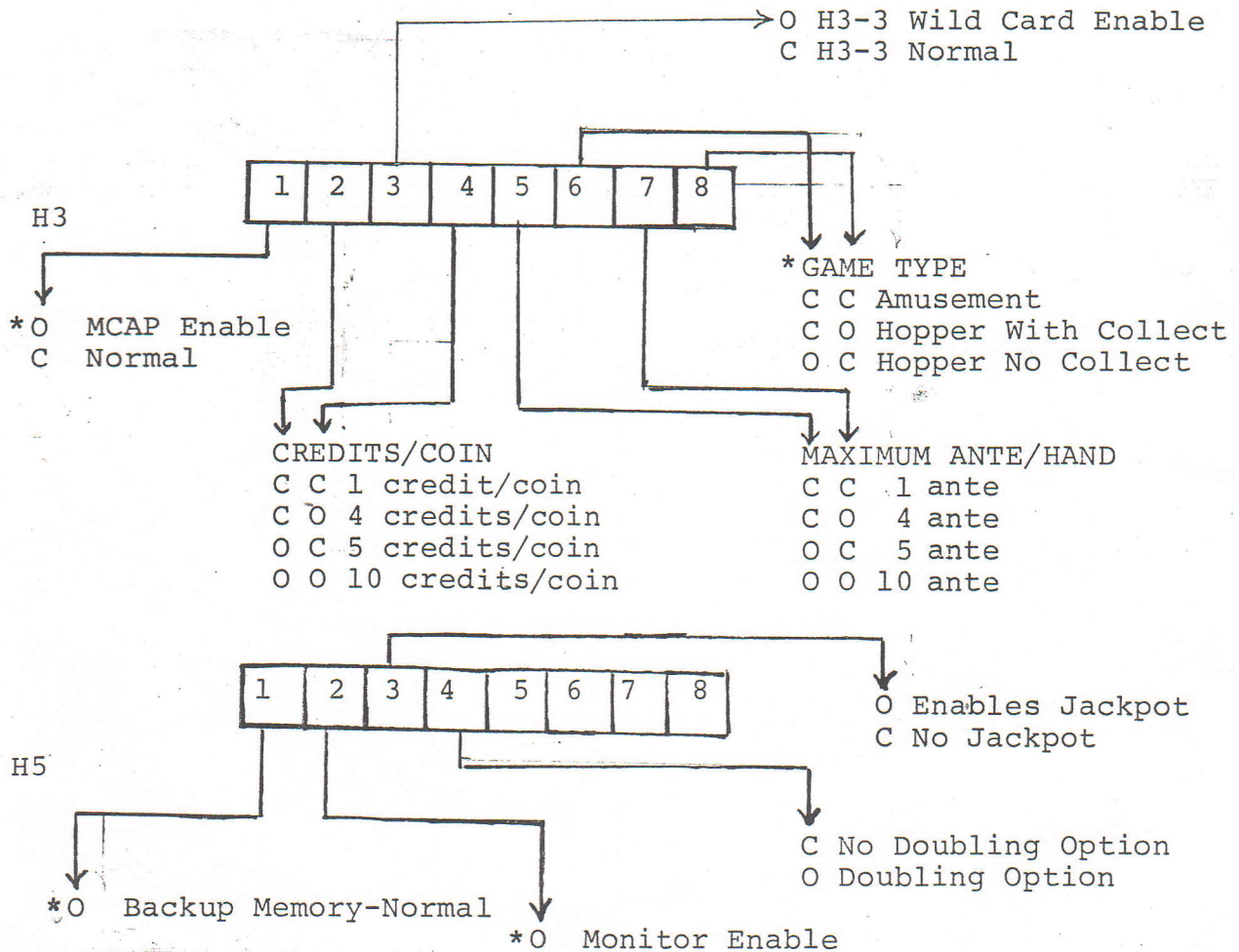
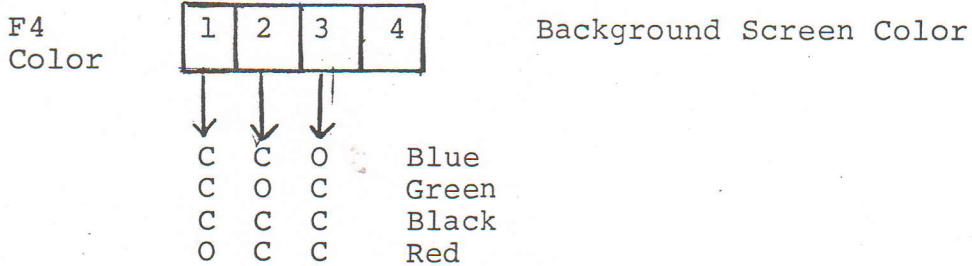
At no time will the machine award more credits than the preset percentage.

It is not advised to reset the POOL at any time, since it will require substantial play on the machine before credits are available to be won. Zeroing the POOL should only take place when the percentage is changed.

DIPSWITCH OPTION SETTINGS

*Preset at factory.

O = Switch in open position.
C = Switch in closed position.



NOTE: AFTER CHANGING ANY SWITCH SETTINGS, THE GAME MUST BE RESET TO CHANGE OPTIONS ABOVE. RESET SWITCH IS MOUNTED ON TOP OF CABINET.

OPERATOR OPTIONS

Screen Background Color

The screen background color is changed by dipswitch F4. The background is set to blue at the factory. The software program uses colored letters that are yellow, white, red and green. If the background color were selected to be either yellow, white, red or green, then these letters would not show up.

Credits/Coin

Dipswitch H3-2 and H3-4 will select either 1, 4, 5, or 10 credits which will register on the game for each coin deposited.

Maximum Ante/Hand

Dipswitch H3-5 and H3-7 will select either 1, 4, 5, or 10 ante as the maximum allowable player ante per hand.

Doubling Option

Dipswitch H5-4 controls the doubling option. If the switch is open, then doubling option is enabled. This option allows the player who has won a hand to double his winnings by selecting whether the next card dealt will be high (9, 10, J, Q, K, A) or low (2, 3, 4, 5, 6, 7). The eight card is the house card and always wins for the house. The player may elect to keep his winnings and resume regular play without playing the Double/Nothing feature.

MCAP Option

Dipswitch H3-1 open controls the setting of the MCAP number. The operator must select a number, which may be from 01-99 in value. This number will determine the percentage of player ante that is awarded in the form of credits. If the MCAP number is '01', then 1% of all player ante will be awarded to the players. If the MCAP number is '99', then 99% of all player ante will be awarded to the players.

Volume Control

The round plastic notched wheel between H12 and J12 controls the volume of sound for the game. When turned clockwise, the sound level will increase. When turned counter clockwise, the sound level will decrease.

Jackpot Option

Dipswitch H5-3 controls the Jackpot option. If the switch is open, the Jackpot is enabled. If the switch is closed, the Jackpot is disabled. The Jackpot feature awards a progressive Jackpot to the player if his winning hand is a flush or better. This feature will not cause the amount of credits awarded to exceed the amount calculated by the MCAP. A Jackpot pool is built and displayed in the statistics table as 'JACKPOT'. This Jackpot pool is cleared during the MCAP setup if the main pool is cleared. The statistics display includes 'JACKPOT WINS' which is the total credits awarded to Jackpot winners.

Wild Card Option

Dipswitch H3-3 controls the Wild Card option. With H3-3 open, the Wild Card is enabled. A fifty-three card deck is used for ante of 5 or more. With H3-3 closed, a normal fifty-two card deck is used.

With programs having Wild Card option, the jackpot builds up slower than programs with Jackpot option only. The jackpot is limited to 10% of the pool.

REQUIRED SETUP PROCEDURE

Required Dipswitch Settings

The following dipswitch settings are made at the factory, and should not be changed by the operator. These settings are made to insure the correct operation of your particular game.

Game Type

Dipswitch H3-6 and H3-8. These switches specify whether you have an amusement or a hopper-type game, and whether it has a collect button.

Monitor Type

Dipswitch H5-2. This switch is factory preset for your game. Improper setting will cause improper color display.

Backup Memory

Dipswitch H5-1. This switch is normally in the open position. This insures that statistical information will be saved even if line power is removed or interrupted. Should the game malfunction, dipswitch H5-1 should be closed and the reset switch pushed. This will allow the game to clear all of its memory. After this, dipswitch H5-1 should be placed back into the open position, and the reset switch should be pushed again.

Required Setup Procedure

The operator should determine which options are appropriate for the game, and then set the appropriate dipswitches for the following options:

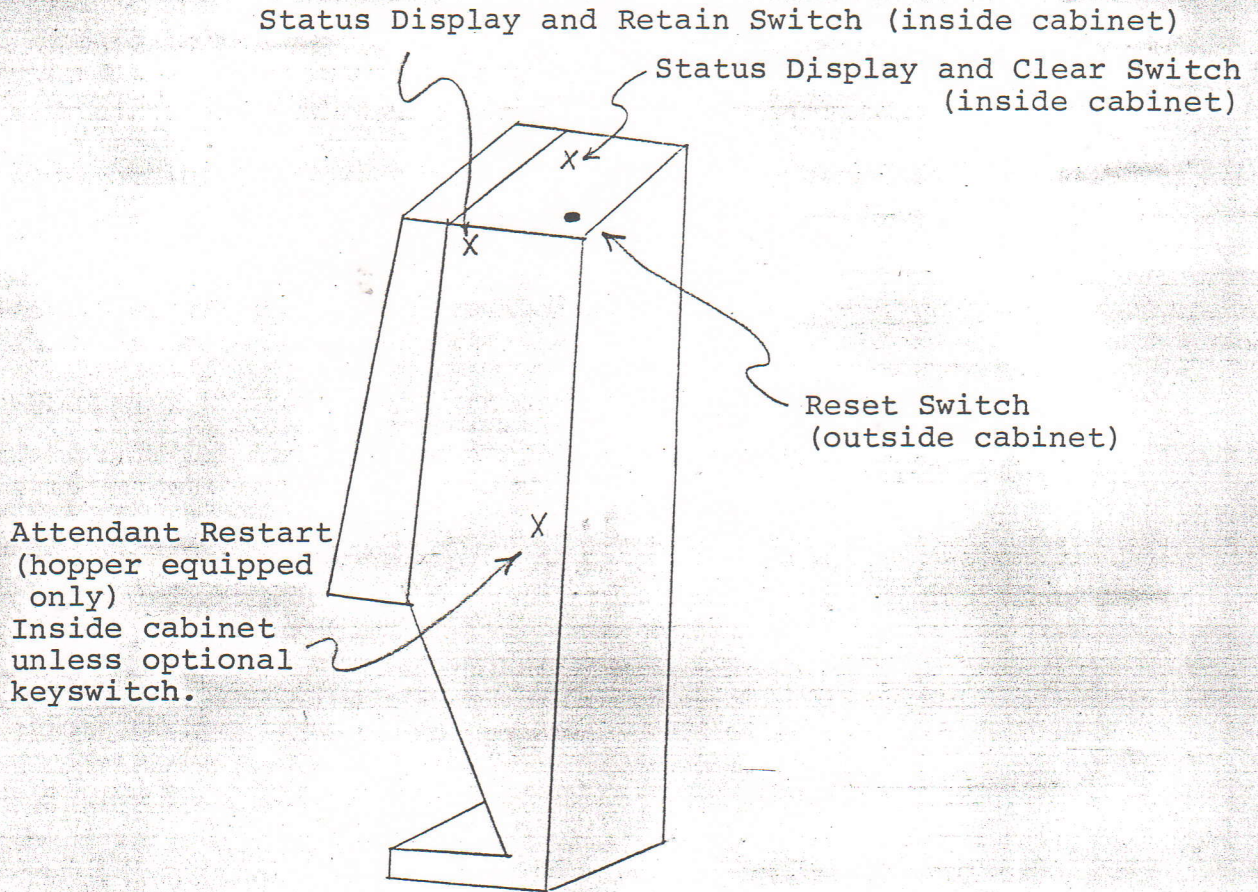
SCREEN BACKGROUND COLOR	MAXIMUM ANTE/HAND	JACKPOT OPTION
CREDITS/COIN	DOUBLING OPTION	

The MCAP number must now be set for the game. Dipswitch H3-1 should be set to the open position, and the reset button should be pushed. The game will then enter the DIAGNOSTIC PROGRAMMING MODE, and the MCAP number will appear on the screen. Push and hold the STAND button (to decrease MCAP), or the DRAW button (to increase MCAP). When the MCAP number is set as desired, push the DEAL button to continue. You now have the option to clear the POOL by pushing the CANCEL button. Then close dipswitch H3-1, push the reset button, and the game will resume normal operation.

The MCAP number and the POOL will be displayed with the rest of the game statistics. Note that the MCAP number is the number displayed as PERCENT on the screen. The MCAP number and the POOL value will remain unchanged until the operator opens dipswitch H3-1 and initiates the above procedure again.

The only other adjustment the operator should make is the volume control knob at location J-12 on the PC board.

CABINET CONTROLS



Status Display and Clear Switch - This switch allows the operator to display the statistics and clear them from memory. When pressed once, the stat table will be displayed. When pressed a second time, the game will display the distribution of winning hands. A third push will return the game to normal operation, with all statistics cleared from memory. A HOLD & DRAW game will not clear its POOL and MCAP number. These two quantities can only be reset via the MCAP enable option (Dipswitch H3-1).

Status Display and Retain - Identical to the STATUS DISPLAY AND CLEAR switch above, except that the status information is not cleared, but is retained when the game resumes normal operation.

Reset Switch - The function of this switch is to restart the program and reinitialize the game. The switch accomplishes the same function as unplugging and then replugging the game. This switch should be pressed after every change of dipswitch settings on the board.

FOR HOPPER EQUIPPED MACHINE

If your machine has a hopper, there is an additional switch called Attendant Restart. This switch is mounted on the lower right hand inside of the cabinet, as viewed from the front. If you have the optional external keyswitch, this switch is located on the outside of the cabinet.

The hopper is capable of paying out a maximum of 200 coins. Wins over 200 must be paid out by the attendant. A "Call Attendant" message will appear on the screen. After attendant pays out the additional wins, he presses the Attendant Restart switch to record the additional payout into the machine's memory, on the line labelled "Attendant Out".

Should the hopper run empty for a period of 15 seconds, a "Hopper Empty - Call Attendant" message will appear on the screen. After filling the hopper, attendant should press the reset switch. Hopper will continue to run until payout is completed.

Should the game stop with the message "Hopper Tilt - Call Attendant", the hopper microswitch is either defective or has a coin stuck underneath the activating arm. The game resumes normal operation after the problem is resolved and the reset switch is pushed.

F. C. C. USER INFORMATION

WARNING:

This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. As temporarily permitted by regulation, it has not been tested for compliance pursuant to Subpart J of Part 15 of F. C. C. Rules, which are designed to provide reasonable protection against such interference. Operation of this equipment in a residential area is likely to cause interference, in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

19" Monitor, Hi-Lo, Twenty-One

19" Monitor

The size of the cabinet, and the physical location of the reset and status switches are different than the counter-top model. The reset switch is located on the outside upper right hand corner, as viewed from the rear of the machine. The two status switches are located inside the cabinet, about 8 inches below the monitor. As viewed from the front of the machine, the Status Display and Clear Switch is located on the left side, while the Status Display and Retain is located on the right side.

Hi-Lo and Twenty-One Games

These games do not use the DOUBLING, MCAP, or JACKPOT options. The difficulty of these games is controlled by dipswitch H5 positions 5 and 7.

<u>H5-5</u>	<u>H5-7</u>		
C	C	Conservative	(most difficult)
C	O	Less Conservative	
O	C	Less Liberal	
O	O	Liberal	(least difficult)