

GREYHOUND ELECTRONICS, INC.

JOKER POKER Model 101

***** DIP SWITCH OPTION SETTINGS *****

| | | | | | | | | |
|-----|-----|---|---|---|---|---|---|---------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Switch Number. |
| 1 | | | | | | | | |
| OFF | | | | | | | | -Five Card Discard |
| ON | | | | | | | | -Three Card Discard ✓ |
| | 2 | 3 | | | | | | |
| OFF | OFF | | | | | | | -Pay on the Line |
| ON | OFF | | | | | | | -Pair of Eights or better |
| OFF | ON | | | | | | | -Pair of Jacks or better |
| ON | ON | | | | | | | -Pair of Aces only ✓ |

The following switches DO NOT apply to the New Jersey Model, which is preset for a maximum of 50 cents, Jokers at 50 cents, and an average payout of 100 percent.

| | | | | | | | | |
|---|---|---|-----|-----|---|---|---|-------------------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Switch Number. |
| | | | | 4 | | | | |
| | | | OFF | | | | | -50 COIN Max ✓ |
| | | | ON | | | | | -10 COIN Max ✓ |
| | | | | 5 | | | | |
| | | | | OFF | | | | -Eight coins for two Jokers ✓ |
| | | | | ON | | | | -Four coins for two Jokers ✓ |

Average Payout Percentage

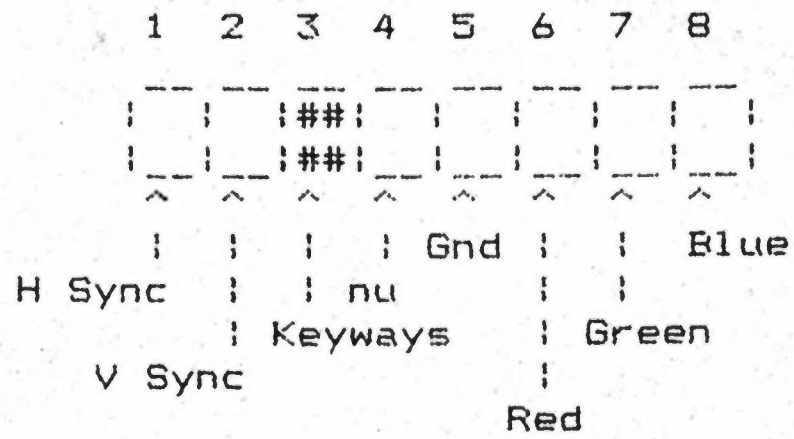
| | | | |
|-----|-----|-----|-------|
| 6 | 7 | 8 | |
| OFF | OFF | OFF | 55% |
| ON | OFF | OFF | 60% |
| OFF | ON | OFF | 65% ✓ |
| ON | ON | OFF | 70% |
| OFF | OFF | ON | 75% |
| ON | OFF | ON | 80% |
| OFF | ON | ON | 85% |
| ON | ON | ON | 90% |

GAME VERSIONS

- 18.xx = Joker Poker
- 19.xx = New Jersey, 50 cent, 100% Token
- 12.xx = Joker with all options
- 14.xx = Play-Credit with all options, Tokens
- 15.xx = Play-credit with all options.

"WE CAN DO THAT!"

Video Connector P3



ROM CONNECTOR P4

| | | | |
|------------|----|----|---------|
| B NOVR - | 1 | 2 | - STORE |
| A NOVR - | 3 | 4 | - NRST |
| GND - | 5 | 6 | - GND |
| +5v - | 7 | 8 | - +5V |
| D7 - | 9 | 10 | - ROM0 |
| D6 - | 11 | 12 | - ROM1 |
| D5 - | 13 | 14 | - ROM2 |
| D4 - | 15 | 16 | - ROM3 |
| D3 - | 17 | 18 | - ROM4 |
| D2 - | 19 | 20 | - ROM5 |
| D1 - | 21 | 22 | - ROM6 |
| D0 - | 23 | 24 | - ROM7 |
| 4 MHZ - | 25 | 26 | - PRST |
| EX-STORE - | 27 | 28 | - ACE |
| READ - | 29 | 30 | - WRITE |
| N/U - | 31 | 32 | - N/U |
| A15 - | 33 | 34 | - A7 |
| A14 - | 35 | 36 | - A6 |
| A13 - | 37 | 38 | - A5 |
| A12 - | 39 | 40 | - A4 |
| A11 - | 41 | 42 | - A3 |
| A10 - | 43 | 44 | - A2 |
| A9 - | 45 | 46 | - A1 |
| A8 - | 47 | 48 | - A0 |
| N/U - | 49 | 50 | - N/U |

GREYHOUND ELECTRONICS, INC.

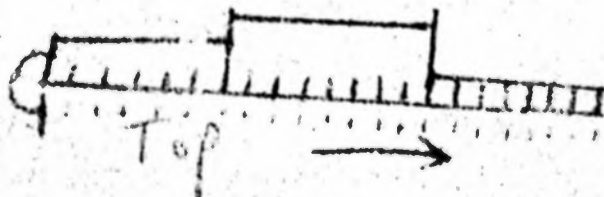
PROGRAMMING PLUG INSTRUCTIONS

ATTENTION!!! ALWAYS BE CAREFUL OF STATIC DISCHARGE WHEN HANDLING PC BOARDS!!
(GROUND YOURSELF OUT BEFORE STARTING!)

1. TURN GAME OFF.
2. REMOVE FINGERBOARD HARNESS EDGE CONNECTOR FROM MAIN BOARD
(REMEMBER THE WIRE POSITION FOR WHEN YOU REPLACE PLUG!)
3. SET DIP SWITCHES FOR SETTINGS YOU DESIRE.
4. ATTACH PROGRAMMING PLUG TO MAIN BOARD. (WATCH POLARITY!)
5. TURN GAME ON. (ALLOW GAME TO RUN THROUGH START-UP MUSIC)
6. TURN GAME OFF.
7. REMOVE PROGRAMMING PLUG.
8. RE-ATTACH FINGERBOARD HARNESS EDGE CONNECTOR. (WATCH WIRE POSITION!)
9. CHECK FOR CORRECT BOOKKEEPING & PERCENTAGE FIGURES ON THE 'LEFT' SIDE OF THE SCREEN.

AT THIS TIME YOU CAN ZERO OUT YOUR 'RIGHT' HAND BOOKKEEPING FIGURES. IF YOU SO DESIRE. FOLLOW THE DIRECTIONS BELOW TO DO SO.

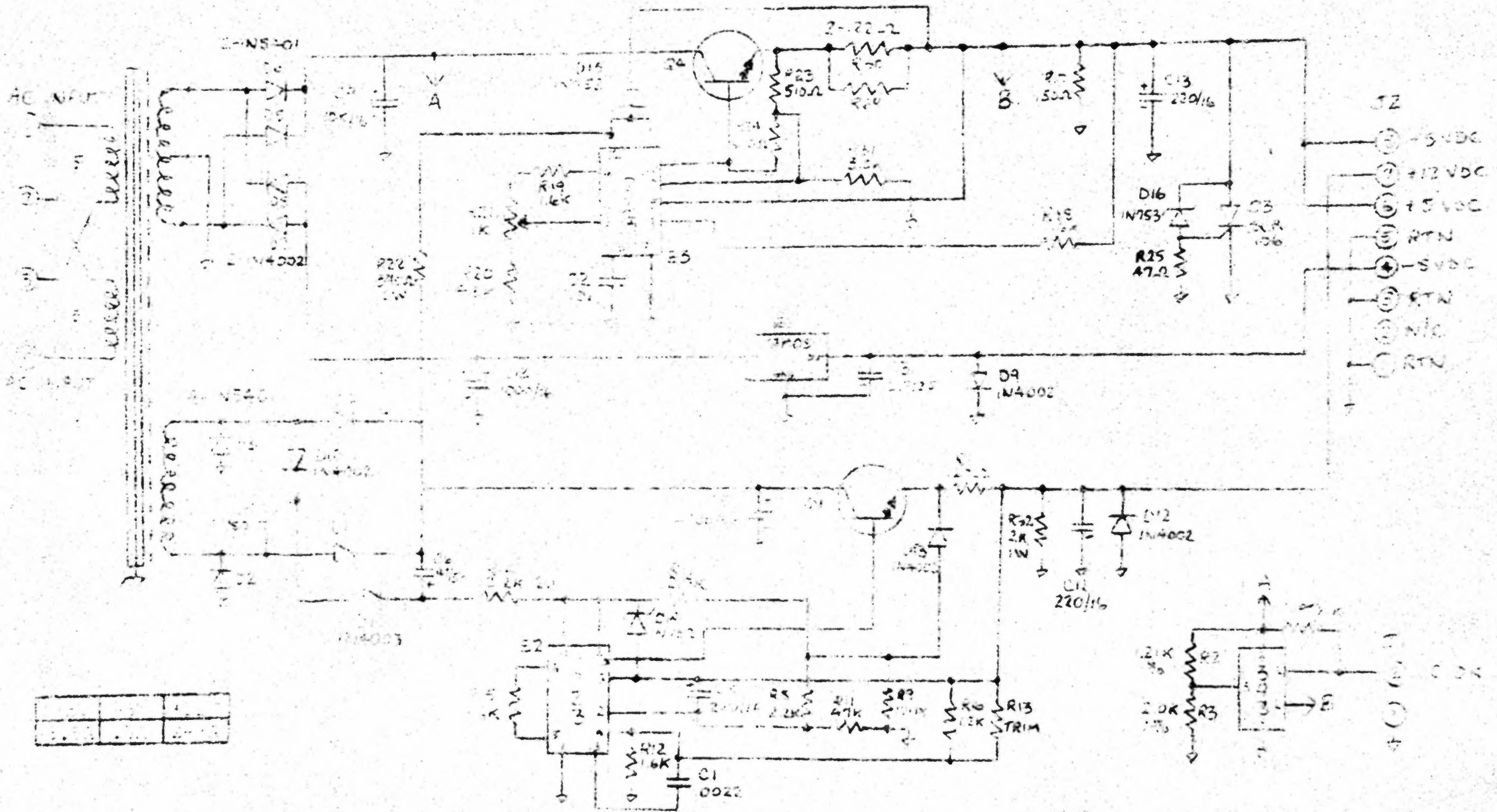
1. TURN YOUR KEY SWITCH TO THE BOOKKEEPING MODE.
2. PRESS THE 'FIRST' AND 'THIRD' DISCARD BUTTON SIMULTANEOUSLY>



22 PLUG

"WE CAN DO THAT!"

MODEL PD4-1 BY GTE CORPORATION (100 +24 VDC)



GREYHOUND ELECTRONICS, INC.

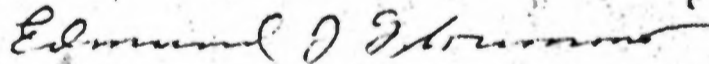
37 GERMANIA STATION ROAD - TOMS RIVER, N.J. 08753
(201) 793-7999

DISTRIBUTOR - IMPORTANT INFORMATION

PLEASE READ

PROBLEM: IF YOUR CUSTOMER IS EXPERIENCING
ERRATIC BOOKKEEPING FIGURES CAUSED BY AB-
NORMALLY LOW VOLTAGE IN THEIR LOCATIONS.
THERE IS A SIMPLE MODIFICATION TO BE MADE.
ENCLOSED FIND DIAGRAM FOR CHANGE, PLEASE
GIVE THIS DIAGRAM TO YOUR CUSTOMERS.

SINCERELY YOURS,



EDMUND FLORIMONT
GREYHOUND ELECTRONICS, INC.

EF/CD

FIELD ENGINEERING UPDATE

1

4-April-1983

SYMPTOM: Erratic bookkeeping and operation in some locations. May also cause large numbers to appear in the credits.

DIAGNOSIS: Poor quality power conditions in some locations. Causing premature operation of the power supply's on board "panic" circuit during power "Brown-Out".

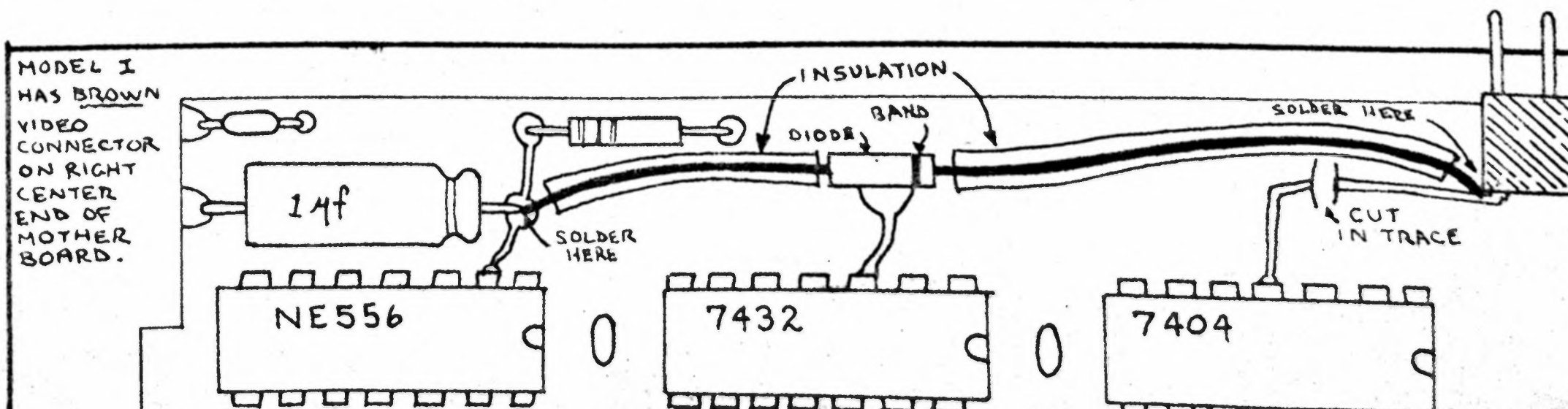
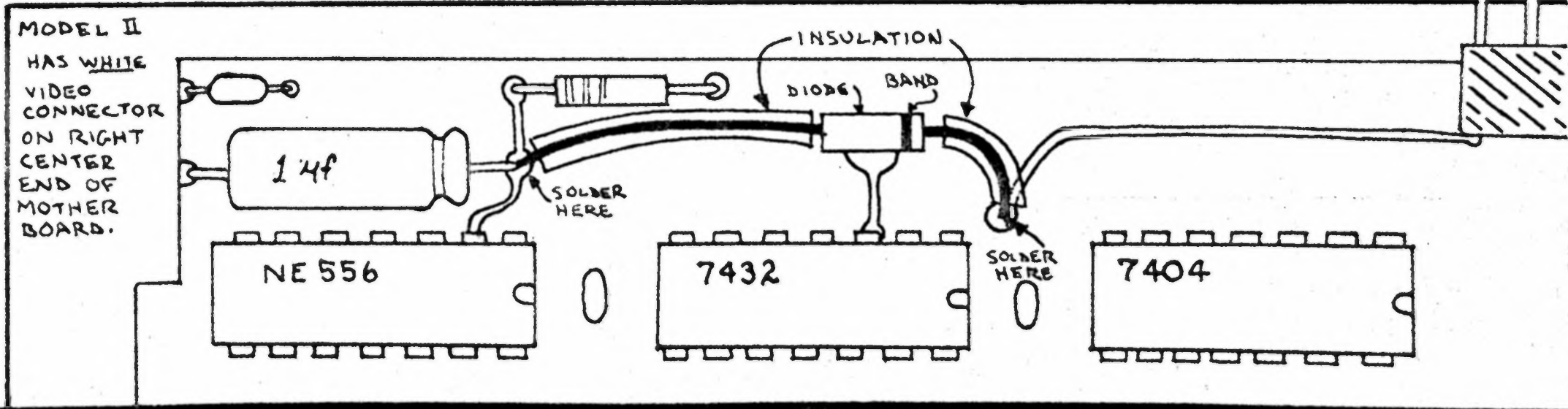
CURE: Referring to the drawings below, connect a 1N914, 1N4148 or other similar signal diode as shown. These parts are commonly available thru Radio Shack and other electronics supply houses. Be sure to orient the diode properly and to insulate the leads so they won't touch any adjacent pins or foil paths on the board.

RESULTS: This modification halts the processor during a brown-out condition and restarts the system in the event that power is restored without an actual full loss of power. If a brown out does affect the same while in the demo mode, the "Self Test" message will be displayed.

This modification will be done on all boards leaving the factory as of the above date.

****USE THE DRAWING THAT MATCHES YOUR MOTHER BOARD****

MODIFICATION IS DONE AT LEFT UPPER CORNER OF MOTHER BOARD.



GREYHOUND ELECTRONICS, INC.

JOKER POKER Model 101

The Model 101 is presently available in four versions:

- 10.xx = New Jersey, 50 cent, 100%, Token
- 12.xx = Token with all options
- 14.xx = Play-Credit with all options, (Tokens).
- 16.xx = Play-Credit with all options.

The Key switch on the front of the machine has several functions:

1. During the normal attract mode the key switch will permit viewing the Totals and Sub totals. The left column shows

Total Coins
Total Payout
Percentage

These values may not be changed, however when the total coins exceeds 50,000 a warning message will be displayed to ask the operator to hit STAND so that the totals will be divided by 10. The right column shows the same information but may be reset by pressing both the first and third discard buttons together to maintain daily totals.

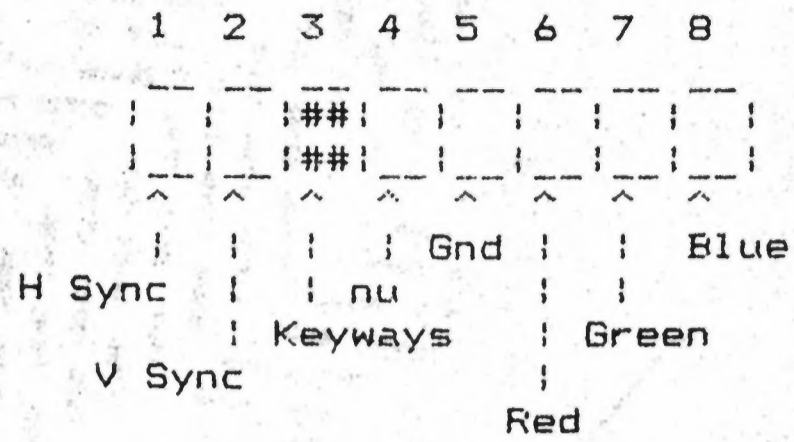
The option switch settings are dynamically displayed on the screen to permit easy setting in dark locations.

Hitting the CANCEL button will enter the self test mode.

2. In the event of a coin or token jam the appropriate message will be displayed on the screen and the game will continue to make the Game Over sound until the attendant turns the key switch on then off. If time is required to correct the problem before resetting with the key switch, the noise may be stopped by pressing the STAND button for a short period to kill the sound until the problem is resolved.
3. If the game should become totally confused and not start when turned on, turn on the power with the key switch ON. This will force the game to start normally.
4. On version 16, the key switch is used to knock off any credits as long as the plays are at zero.

"WE CAN DO THAT!"

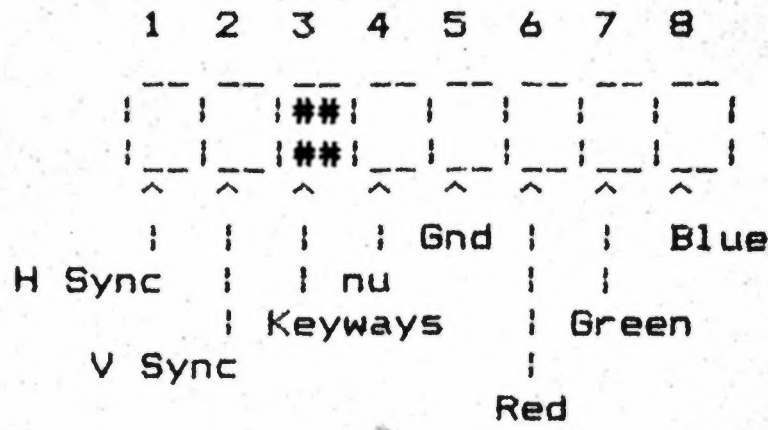
Video Connector P3



ROM CONNECTOR P4

| | | | |
|------------|----|----|---------|
| B NOVR - | 1 | 2 | - STORE |
| A NOVR - | 3 | 4 | - NRST |
| GND - | 5 | 6 | - GND |
| +5v - | 7 | 8 | - +5V |
| D7 - | 9 | 10 | - ROM0 |
| D6 - | 11 | 12 | - ROM1 |
| D5 - | 13 | 14 | - ROM2 |
| D4 - | 15 | 16 | - ROM3 |
| D3 - | 17 | 18 | - ROM4 |
| D2 - | 19 | 20 | - ROM5 |
| D1 - | 21 | 22 | - ROM6 |
| D0 - | 23 | 24 | - ROM7 |
| 4 MHZ - | 25 | 26 | - PRST |
| EX-STORE - | 27 | 28 | - ACE |
| READ - | 29 | 30 | - WRITE |
| N/U - | 31 | 32 | - N/U |
| A15 - | 33 | 34 | - A7 |
| A14 - | 35 | 36 | - A6 |
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| A12 - | 39 | 40 | - A4 |
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| A10 - | 43 | 44 | - A2 |
| A9 - | 45 | 46 | - A1 |
| A8 - | 47 | 48 | - A0 |
| N/U - | 49 | 50 | - N/U |

Video Connector P3

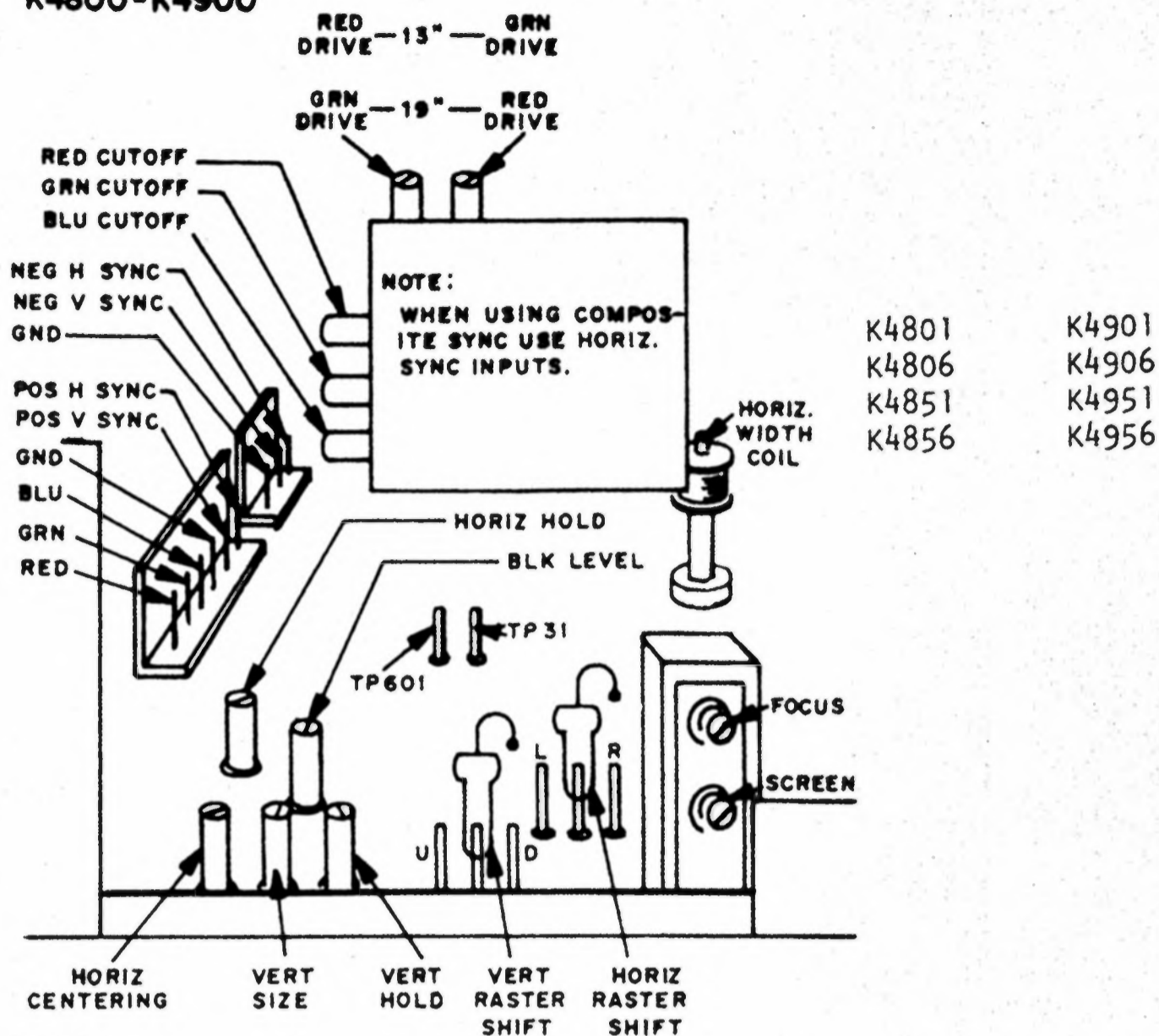


ROM CONNECTOR P4

| | | | |
|------------|----|----|---------|
| B NOVR - | 1 | 2 | - STORE |
| A NOVR - | 3 | 4 | - NRST |
| GND - | 5 | 6 | - GND |
| +5v - | 7 | 8 | - +5V |
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| D4 - | 15 | 16 | - ROM3 |
| D3 - | 17 | 18 | - ROM4 |
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COLOR MONITOR SETUP INSTRUCTIONS

K4800-K4900



1. HORIZONTAL FREQUENCY

With the monitor being driven from the game signal, connect a jumper between TP601 and TP31. Adjust the horizontal hold control until picture stops sliding horizontally, remove jumper. Do not use the horizontal hold control for horizontal centering. (See #3) NOTE: When game sync is composite, use horizontal sync input.

2. PICTURE SIZE

Adjust the vertical size control, and the horizontal width coil for desired picture size.

3. PICTURE CENTERING

If the video is off center vertically, move the vert raster position adjustment to the up or down position. If the video is off center horizontally, adjust the horizontal video position control to center the picture. If any additional horizontal positioning is required, move horizontal raster position adjustment to the left or right position.

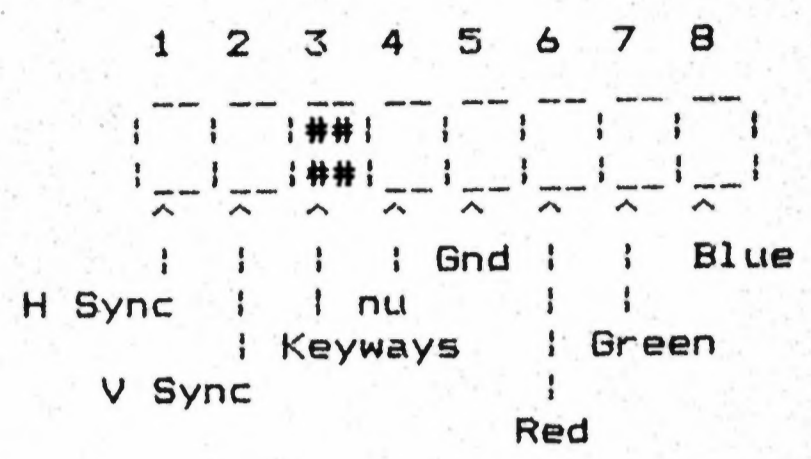
4. BLACK LEVEL

Adjust the black level control to obtain the proper black level (the black portion of the picture just extinguished). Do not use the screen control to set the black level.

5. FOCUS

Adjust the focus control for best overall definition and fine picture detail.

Video Connector P3



ROM CONNECTOR P4

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