

# VIDEO PAI GOW

(Standard)

Pai Gow has its roots in the ancient Chinese game. And, it has merged with American Poker to evolve into the modern game of Pai Gow Poker.

Pai Gow Poker is a simple game but it offers many strategic options. It is played with a 53-card deck consisting of a standard 52-card deck with 1 wild card. The wild card is not a true wild card and can only be used as an ace or as the fifth card in a straight, a flush, a straight flush, or a royal flush.



The object of the game is to split your hand into a five-card hand and a two-card hand from the dealt seven cards, with both hands beating the dealer's two hands to win.

The five-card hand must be ranked higher than the two-card hand. For example: The two-card hand has "Ace Pair" and five-card hand has to have over the combination of 2 pairs.

## WIN ORDER

### TWO-CARD HAND

Ace Pair > King Pair > ..... > 2 pair > Ace > King > ..... > 3

(If the hand is same between dealer and player, the dealer wins.)

### FIVE-CARD HAND (According to the standard poker hand hierarchy.)

Five Aces > Royal Flush > ..... > Pair > Number

## GAME FEATURES - BONUS

This is extra feature and based on "Bonus Bet" for the Odds. Bonus Bet is 20 % Bet value with free. The dealt seven cards have the combination is higher than "3 of a kind", you win the bonus.

## HOW TO PLAY

- Insert coin(s) or bill(s).
- Press [Bet] to bet for Main Game and [Bonus Bet] with 20% Bet Value will wager automatically with free.
- Then press START button to deal the cards.
- Press continuously [Choice1] or [Choice2] to select a two-card hand you like. Press [Start] to split a five-card hand and a two-card hand. And, the dealer opens seven cards and split automatically for both hands.

\*\* Choice1: Forward choice, Choice2: Backward choice.

- If you win for both hands, you win. If one hand wins and other one loses, it's even. Relatively, if you lose for both hands, you lose.
- Press [Take Score] to winning score the credits or press [Double Up] to play Double Up game.



# OPERATION GUIDE

## **HARDNESS MODE - IMPORTANT**

There are two kinds of hardness for Lucky 8-liner connector (36 pin & 10 pin) and JAMMA connector (28 pin) on the hardware. *You should adjust the Dip Switch before the installation.*

DIP SWITCH, NO.1 (ON BOARD) - OFF (Lucky 8-liner connector), ON(JAMMA)

## **BOOK**

There're totally 5 pages of Book Records. Press BOOK key to enter into Book screen. Press BOOK key again to the next page. Press START key to return to Main game.

### FIRST PAGE

	COUNTER
COIN	553793
PAYOUT	000141
KEYIN	123556
KEYOUT	659286
POWER TIMES	11
OUT 100 - (Version Number)	

The counter records are for Coin, Payout, Keyin and Keyout. It is "System Counters" and aren't 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.

Power Times: The times of Power ON.

### SECOND PAGE

	CURRENT RECORD
COIN	0
PAYOUT	0
KEYIN	178000
KEYOUT	119500
TOTAL TIMES	10302
TOTAL PLAYED	3071026
TOTAL WON	3012526

The page shows the records from last check out.

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	553793
PAYOUT	0	000141
KEYIN	178000	123556
KEYOUT	119500	659286
	PLAYED	WON
TOTAL TIMES	3071026	3012526
MAIN GAME	3071026	3023817
DOUBLE GAME	93891	82600

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

#### FOURTH PAGE

	PLAY TIMES	WIN TIMES
MAIN GAME	10302	5710
DOUBLE GAME	144	9

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

Double Game – Played & Win Times:  
Total played times & win times in Double Game.

#### FIFTH PAGE

1 PAIR	0
2 PAIRS	
3 OF A KIND	1
STRAIGHT	3
FLUSH	2
FULL HOUSE	
4 OF A KIND	3
STR. FLUSH	2
ROYAL FLUSH	4
5 OF A KIND	6

This page shows the records for the times of combination of total plays. (The combination of "number" doesn't in the page.)

### 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 for "Current Record". 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. There are two ways to enter SETUP Screen, as follows:

- Power ON and Press TEST key
- Power OFF. Press BOOK key without release and power ON.

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.

SYSTEM SETTING		SETTING SELECTION
COIN	10	1000, 500, 300, 200, 100, 75, 50, 25, 20, 15, 10, 5, 2, 1
KEYIN	100	1000, 500, 300, 200, 100, 75, 50, 25, 20, 15, 10, 5, 2, 1
PAYOUT	10	1000, 500, 300, 200, 100, 75, 50, 25, 20, 15, 10, 5, 2, 1
KEYOUT	100	1000, 500, 300, 200, 100, 75, 50, 25, 20, 15, 10, 5, 2, 1
MIN. BET	1	1, 5, 10, 15, 20, 25, 30
MAX. BET	300	10, 20, 30, 40, 50, 60, 90, 120, 150, 300
DEMO MUSIC	ENABLE	ENABLE, DISABLE
WIN RATE	90	94, 92, 90, 88, 86, 84, 82, 80
GAME LIMIT	60000	100000, 80000, 60000, 40000, 30000, 20000, 10000, 5000
D-UP LEVEL	1	1 (easy), 2, 3, 4, 5, 6, 7, 8 (difficult)
D-UP FUNC.	ENABLE	ENABLE, DISABLE
D-UP LIMIT	30000	50000, 40000, 30000, 20000, 10000, 5000
CARD SPEED	FAST	FAST, SLOW

## ABOUT RATE

Our Rates are calculated as follows:

Win Rate = Total score won / Total score played

Since this is quite different from some games, which defined the rate as "Coin Out" divided by "Coin In" for Payout Rate and the range always from 55%, 60% ... to 90%. You shouldn't think the win rate at the same value used in the games.

Remember to push RESET button if you change Win rate of Main game. Why? For example: current rate is 90% and new rate is 92%. In the case, more 2% would be released suddenly in a short time and the game may lose very much.

To avoid the confusion of the rates, please push RESET button to clear everything if you have changed the rates.

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.

# CONNECTOR

VIDEO PAI GOW (Standard) - Lucky 8 line hardness

COMPONENT SIDE A	36 PIN	SOLDER SIDE B
Red	1	Green
Blue	2	Sync
Speaker	3	Speaker GND
	4	
	5	
	6	
	7	
	8	
Start/ Take Score	9	
Small	10	
Bet	11	
Choice2	12	
D-Up/ Choice1	13	
	14	
	15	
Big	16	
	17	
Coin IN	18	Keyin
	19	
Book	20	Test SW
Pay Out SW	21	Keyout SW
	22	HP Coin SW <sup>(1)</sup>
Coin Counter	23	
Keyin Counter	24	
	25	
	26	
Payout Counter	27	
Keyout Counter	28	
Start Lamp	29	
Big Lamp	30	Small Lamp
Bet Lamp	31	
Choice2 Lamp	32	
Choice1 Lamp	33	
	34	
	35	
GND	36	GND

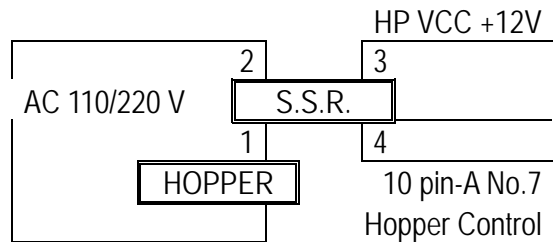
COMPONENT SIDE A	10 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+ 5V	3	+ 5V
+ 5V	4	+ 5V
+ 12V	5	+ 12V
	6	
<sup>(2)</sup> Hopper Control	7	HP VCC <sup>(3)</sup>
	8	
GND	9	GND
GND	10	GND

(1) HP Coin SW: Out signal for Hopper

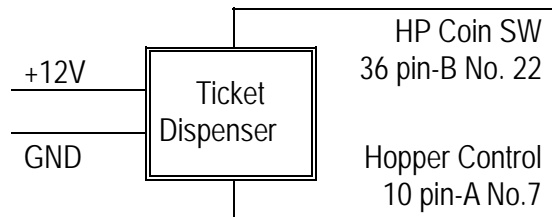
(2) HP Control: In signal for Hopper

(3) HP VCC - (DC+12V)

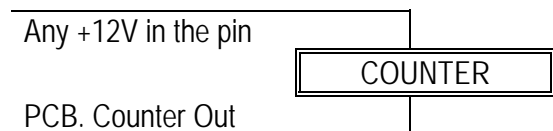
## HOPPER



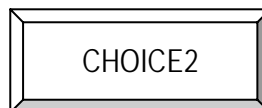
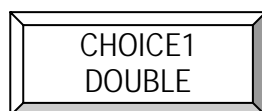
## TICKET DISPENSER, Taiwan Style



## COUNTER



## CONTROL PANEL



# CONNECTOR

VIDEO PAI GOW (Standard) - JAMMA hardness

COMPONENT SIDE A	28 PIN	SOLDER SIDE B
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
	5	
+12V	6	+12V
	7	
KEYOUT COUNTER	8	PAYOUT COUNTER
	9	COIN COUNTER
SPEAKER	10	SPEAKER GND
	11	
RED	12	GREEN
BLUE	13	SYNC
GND	14	BOOK
TEST(SETUP) SW	15	
COIN IN	16	KEYIN
	17	KEYIN COUNTER
SMALL	18	SMALL LAMP
DOUBLE UP/ CHOICE1	19	DOUBLE UP/ CHOICE1 LAMP
BIG	20	BIG LAMP
CHOICE2	21	CHOICE2 LAMP
BET	22	BET LAMP
START / TAKE SCORE	23	START / TAKE SCORE LAMP
PAYOUT SW	24	
	25	KEYOUT
HOPPER CONTROL	26	HOPPER COIN SW
GND	27	GND
GND	28	GND

# CONTROL PANEL

