## SUPER BACARRAT

Super Baccarat is essentially the same game as standard casino baccarat game for single player.

Real Baccarat table layout is fairly basic, and very easy to get played to.


## HOW TO PLAY

- Insert coin(s).
- Press [Tie] to bet for Tie. And, [Banker] or [Player] to bet for winning in Banker or Player. To change the betting between Banker and Player, press [Change].
- Then press [Start] button and waiting for time up to begin the game.
- Deal two cards each for Banker and Player. If third card is necessary, the card will deal to player. Then, the player can press [Banker] to watch the side of third card or press [Player] to watch the corner of third card. To change the direction of third card, press [Tie] to change.
- When Player or Banker win as you bet or tie between player and banker you have betted, you win and take automatically winning score into the Credit.
- Double: To bet Winning score of last play.
- See Appendix for the complete details of Baccarat Rules.


## CONTROL PANEL



## OPERATION GUIDE

## GAME 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.

Press SETUP/TEST key. Enter the screen will display the situation of setup.
Press [DEALER] to select the item and press [BANKER] to adjust the value. The value you adjusted will show immediately in the screen. Press [START] to exit and back to Main screen. In case the value you adjusted will available instantly and unnecessary to turn off the power.

| Contents | Setting Selection |
| :--- | :--- |
| COIN | $1,2,5,10,20, \underline{\mathbf{2 5}}, 50,75,100,200,300,500,1000$ |
| PAYOUT | $1,2,5,10,20, \mathbf{\underline { \mathbf { 5 } } , 5 0 , 7 5 , 1 0 0 , 2 0 0 , 3 0 0 , 5 0 0 , 1 0 0 0}$ |
| KEYOUT | $1,2,5,10,20, \underline{\mathbf{2 5}}, 50,75,100,200,300,500,1000$ |
| MIN BET | $1,2,5,10,20, \mathbf{\underline { \mathbf { 5 } } , 3 0 , 5 0 , 1 0 0}$ |
| MAX. BET | $50,100,200,300, \underline{\underline{500}, 800,1000,2000}$ |
| DEMO MUSIC | ENABLE, DISABLE |
| WIN RATE | $98,97,96,95,94, \underline{\mathbf{9 3}}, 92$ |
| GAME LIMIT | $100000,80000,50000,30000,20000,10000,5000$ |
| TIME | $15,20, \underline{\mathbf{2 5}}, 30,35,40,45,50(\mathrm{Sec})$ |
| KEYOUT OVER | $\underline{\text { REST, ZERO }}$ |

- Coin: Adjust how many credits per insert coin.
- Payout: Adjust how many credits per pay coin.
- Keyout: Adjust how many credits per Keyout.
- Min. Bet: Adjust how many min bets should wager at one play.
- Max. Bet: Adjust how many max bets can wager at one play.
- Demo Music: To enable or disable demo music.
- Win Rate: Adjust total win \% of game.

The Win Rate is calculated and defines as follows:
Win Rate = Total score won / Total score played
Since this is quite different from some games, which usually defined the rate as "Coin Out" divided by "Coin In" (Usually call Payout Rate). You shouldn't set the win rate at the same value used in the games.
Please don't RESET except necessary. Generally, to stabilize the rates, the game should operate a period (more long, more steady) for the balance. To zero by RESET, the value would recount from starting point.

- Game Limit: Adjust how many credits game can hold.
- Time: Adjust the time (second) per game.
- Keyout Over: Adjust Keyout should take to 0 (zero) or under one Keyout value (rest).


## BOOK

There are totally two pages for Book Records. Turn ON Book key to enter Book screens. Press [BOOK] button again to enter next page and press [START] button to back normal game.

FIRST PAGE

| - COUNTER -- |  |
| :--- | :--- |
| $-\cdots-$ COIN $-\cdots$ | 543602 |
| $\cdots-$ PAYOUT $-\cdots$ | 234403 |
| $\cdots-$ KEYIN $-\cdots$ | 000040 |
| -- KEYOUT $-\cdots$ | 402652 |
|  |  |
| STANDARD 100 |  |
| PUSH BOOK TO NEXTPAGE |  |
| PUSH START TO EXIT |  |

The page shows the value of Coin, Payout, Keyin and Keyout for "System Counters", which are unable to clear anyway and don't affected by RESET. It's to compare relatively with machine's counter.

## SECOND PAGE: TOTAL PLAY RECORD \& CURRENT RECORD



## TOTAL PLAY RECORD

The form shows the records from begin operation (Or after Reset) for Coin, Payout, Keyin, Keyout and

Total Times: Total played times.
Total Played: Total played score.
Total Won: Total won score.

## CURRENT RECORD

The form shows the records from last "check out" till this time.

## RESET (CLEAR)

Turn on the power and press RESET button of board (The function doesn't work when the power is OFF.). In the case, all of data should clear, include the rates. And, the setup value will change to default.

## OTHER

Don't adjust voltage when power is on. Please turn off the power supply if you'd like to change the EPROM.

## CONNECTOR DIAGRAM

Super Baccarat (USA)

| COMPONENT SIDE A | $\begin{gathered} \hline 36 \\ \text { PIN } \\ \hline \end{gathered}$ | SOLDER SIDE B |
| :---: | :---: | :---: |
|  | 1 |  |
|  | 2 |  |
| Speaker | 3 | Speaker GND |
|  | 4 |  |
|  | 5 |  |
|  | 6 |  |
|  | 7 |  |
|  | 8 |  |
| Start | 9 |  |
| Tie | 10 |  |
| Banker | 11 |  |
| Player | 12 |  |
| Double | 13 |  |
|  | 14 |  |
|  | 15 |  |
| Change | 16 |  |
|  | 17 |  |
| Coin | 18 | Keyin |
|  | 19 |  |
| Book SW | 20 | Test / Setup SW |
| Payout SW | 21 | Keyout SW |
|  | 22 | Hopper SW |
| Coin Counter | 23 |  |
| Keyin Counter | 24 |  |
|  | 25 |  |
|  | 26 |  |
| Payout Counter | 27 |  |
| Keyout Counter | 28 |  |
| Start Lamp | 29 |  |
| Banker Lamp | 30 | Change Lamp |
| Player Lamp | 31 |  |
| Tie Lamp | 32 |  |
| Double Lamp | 33 |  |
|  | 34 | Coin GND |
|  | 35 |  |
| GND | 36 | GND |


| COMPONENT <br> SIDE A | 10 <br> PIN | SOLDER <br> SIDE B |
| ---: | :---: | :--- |
| GND | 1 | GND |
| GND | 2 | GND |
| +5 V | 3 | +5 V |
| +5 V | 4 | +5 V |
| +12 V | 5 | +12 V |
|  | 6 |  |
|  | 7 | HP VCC $^{(3)}$ |
| (2) Hopper Control | 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)


## APPENDIX: RULE OF REAL BACARRAT

Baccarat is played with eight decks of cards. Each numbered card less than ten is worth its face value, aces are worth 1, and tens and face cards are worth 0 . The suit does not matter.

Play begins by all players betting either on the 'player', 'banker', or a 'tie'. After all bets are down the dealer gives two cards each to the player and the banker. The score of the hand is the right digit of the total of the cards.

For example if the two cards were an 8 and 7, then the total would be 15, and the score would be a 5 . The scores will always range from 0 to 9 and it is impossible to bust.

The score of the player and dealer are compared and the winner is the one which is greater.

Winning bets on the banker pay 2 times, but $5 \%$ commission for the machine. Winning bets on the player pay 2 times and Winning bets on a tie pay 9 times.

## BASIC RULES ON PLAYER

| Player's first two cards |  |
| :---: | :--- |
| $0-5$ | Draws a Card |
| $6-7$ | Stands |
| $8-9$ | Natural-Neither Hand draws |

## BASIC RULES ON PLAYER

When the Player stands on 6 or 7 , the Banker will always draw on totals of 0-1-2-3-4 and 5, and stand on 6-7-8 and 9 .

When the Player does not have a natural, the Banker shall draw on the totals of $0-1$ or 2 , and then observe the following rules:

| Banker's First two <br> Cards total: | Draws when Player's <br> third card is: | Does not draw when <br> Player's third card is: |
| :---: | :---: | :---: |
| 3 | $1-2-3-4-5-6-7-9-10$ | 8 |
| 4 | $2-3-4-5-6-7$ | $1-8-9-10$ |
| 5 | $4-5-6-7$ | $1-2-3-8-9-10$ |
| 6 | $6-7$ | $1-2-3-4-5-8-9-10$ |
| 7 | Stands |  |
| $8-9$ | Natural-Neither Hand draws |  |

