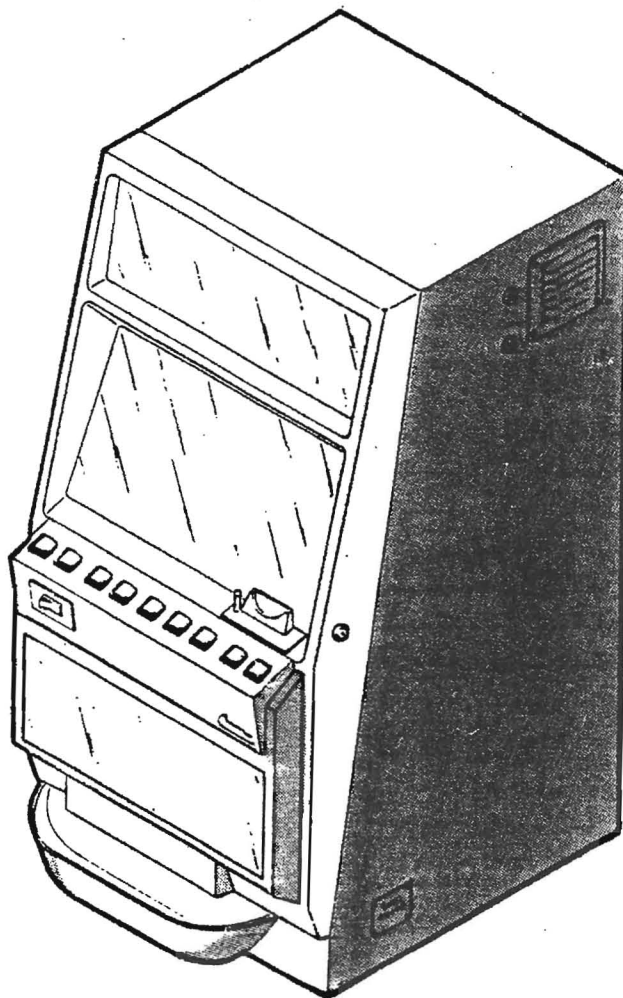


PARTS and
OPERATIONS MANUAL

MODEL MVP-17



MVP Series
Video Draw Poker

OPERATING
PARTS and



INTRODUCTION

This PARTS and OPERATIONS MANUAL identifies the major mechanical components of the MVP-17 "Video Poker" game as well as the major electrical circuitry and wire harness information. Operational descriptions are also provided for those areas which need the most attention.

The PARTS MANUAL section is devoted to both exterior and interior views of the game which identify the electro - mechanical components of interest. These are followed by detail views and parts identification of the various assemblies which comprise the balance of the game. Item numbers, part numbers and descriptions of the parts is given to aid the reader in identifying items which may cause trouble and/or need replacement.

The ELECTRICAL SCHEMATIC DIAGRAMS section covers the 110VAC incoming power line to the transformer, the power supply, and the central processing unit. Components, such as the hopper, filter, etc., are identified as well as the electrical values involved.

The OPERATIONAL DESCRIPTION section provides the specifications for key components, descriptions of various operations of the game and a section on game options.

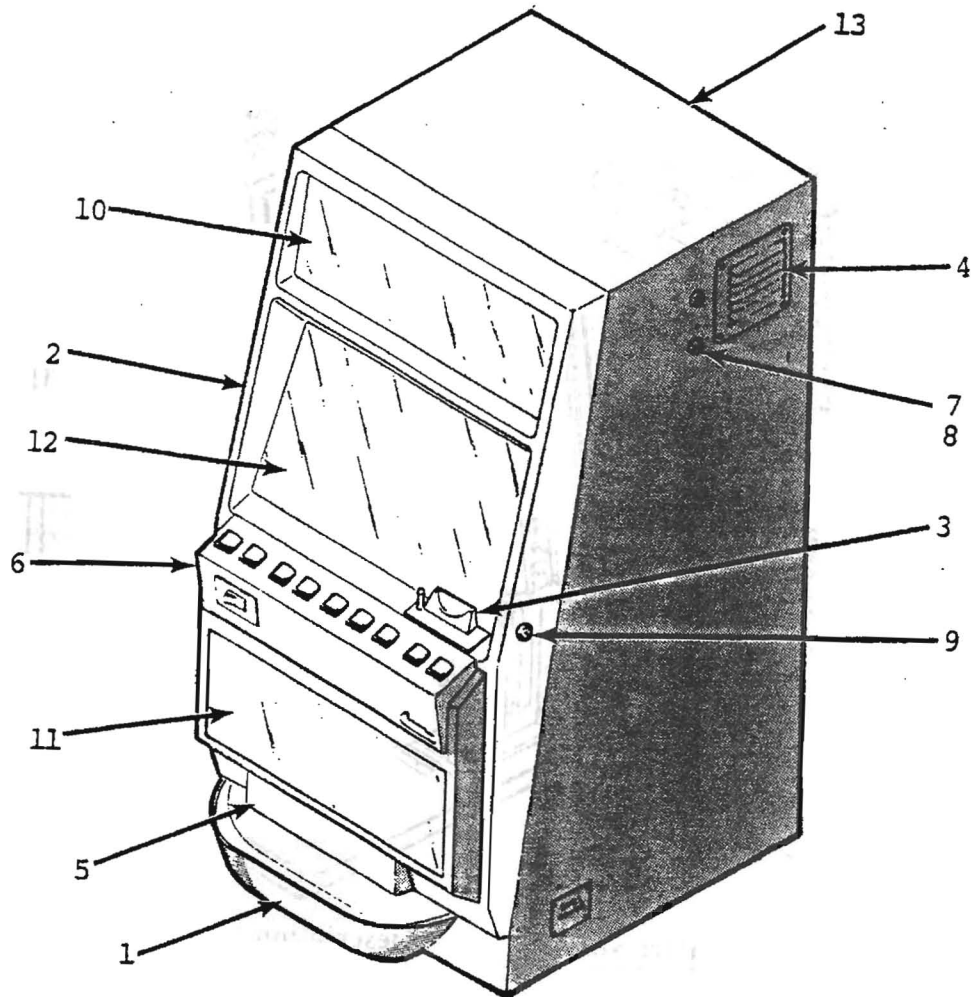
For further information of a more detailed nature on any items, please call our Service Representative.

PARTS

MANUAL

- *exterior/interior arrangement*
- *door lock*
- *door overlay*
- *light door panel*
- *shadow box/meters*
- *upper/lower cabinet*
- *power supply*

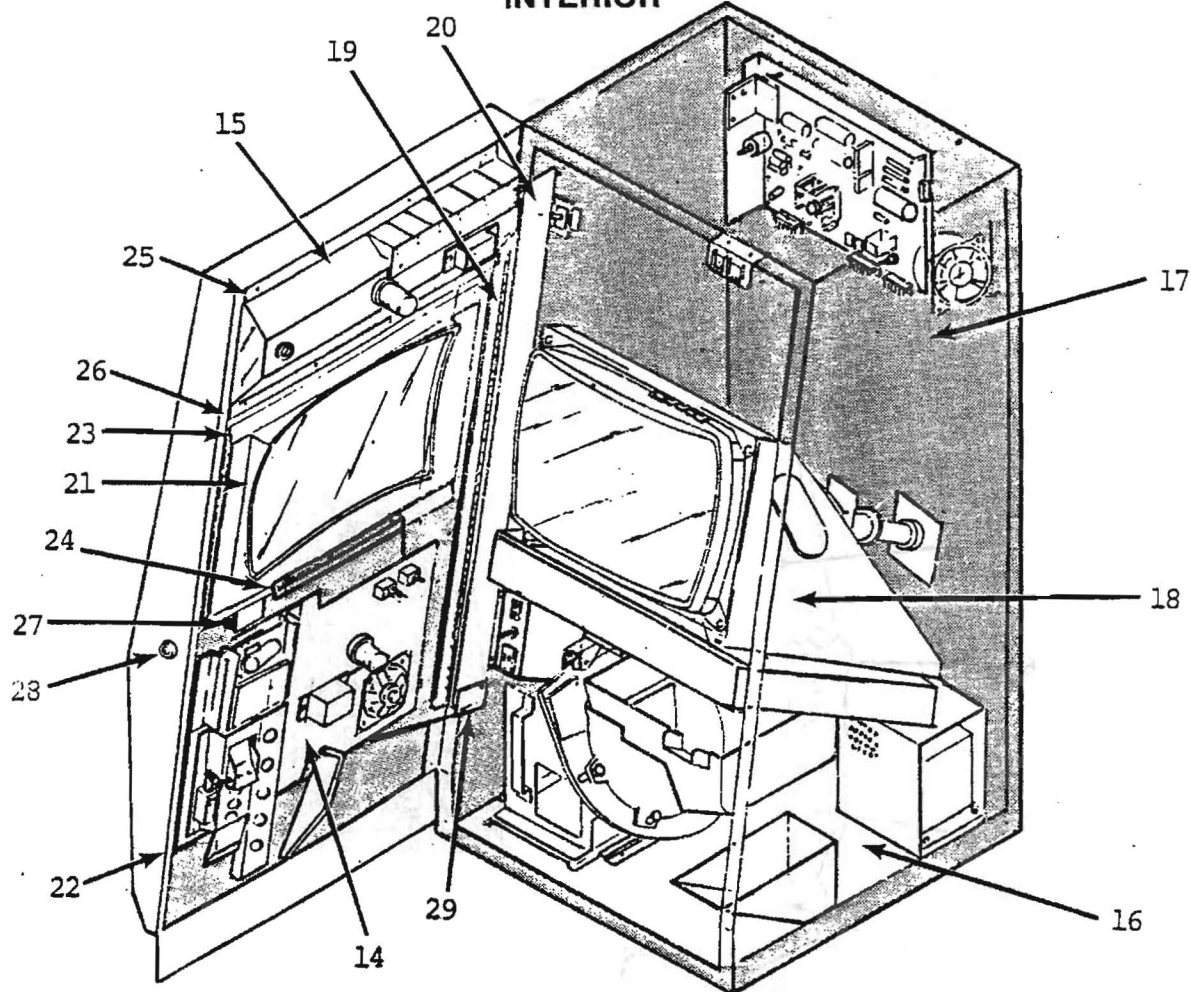
GENERAL ARRANGEMENT



<u>Item</u>	<u>Part No.</u>	<u>Description</u>
1	160908	Coin Tray Assembly
2	160521-1	Door Assembly
3	160554	Coin Head - Short Plunger
4	612826	Louvered Panel - Fan
5	612870	Baffle
6	150589-1	Overlay Assembly
7	990273	Lock, Reset - 6120
8	990330	Lock, Reset - L162
9	990333	Lock, 5/8"
10	410128	Glass, Top Award
11	410136	Glass, Belly
12	800000-16	Glass, Monitor
13	180091	Cabinet Assembly

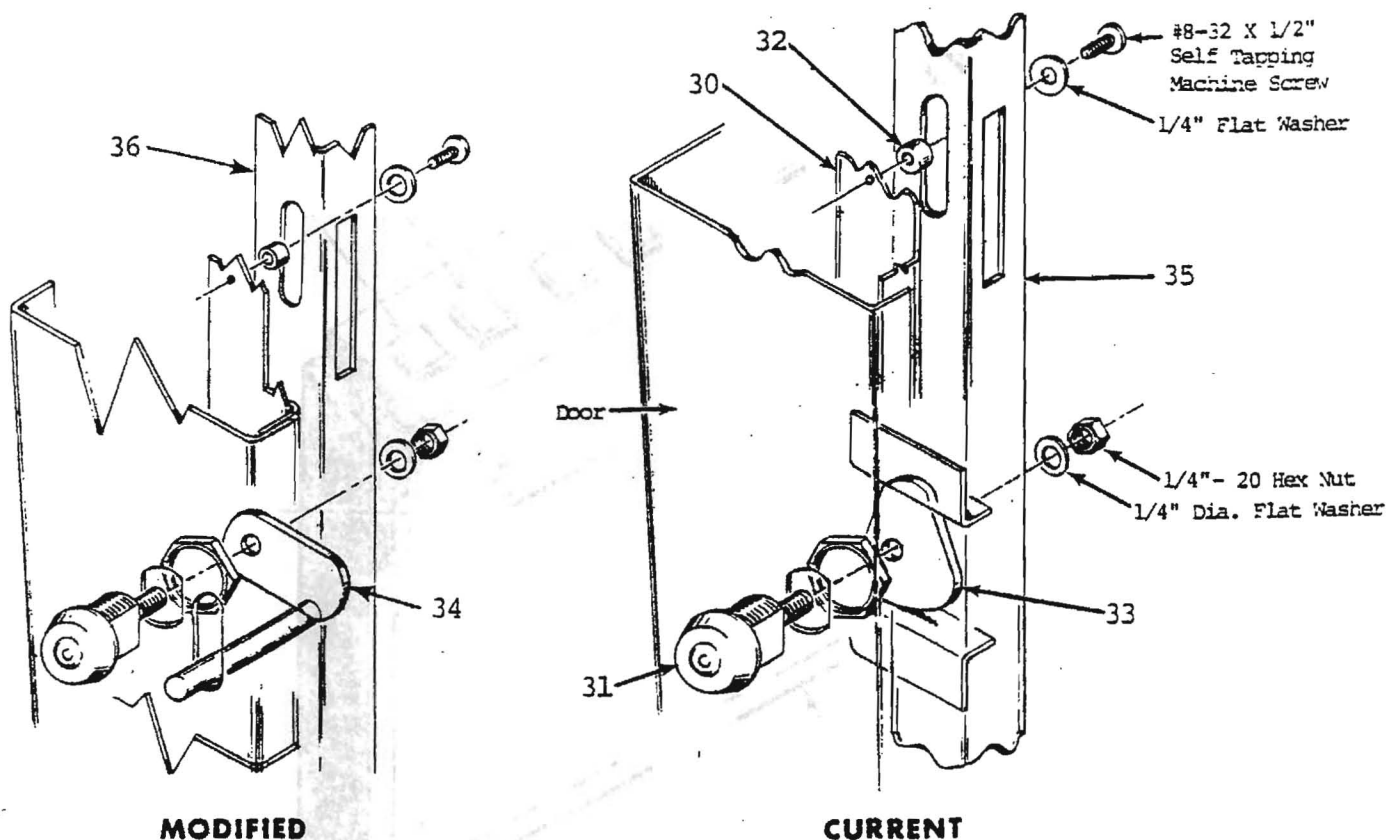
GENERAL ARRANGEMENT

INTERIOR



<u>Item</u>	<u>Part No.</u>	<u>Description</u>
14	150170-1	Light Door Panel Assembly
15	150171-1	Shadow Box/Meter Assembly
16	150189-P	Lower Cabinet Assembly
17	150190-P	Upper Cabinet Assembly
18	150175-1	Monitor, Cironix 13" Ass'y
19	690012	Hinge, Door
20	610952	Door Guard
21	810241	Bezel, Monitor
22	612463	Brkt - Glass Retainer - Belly
23	611915	Brkt - Glass Retainer - Monitor (Upper)
24	612703	Brkt - Glass Retainer - Monitor (Lower)
25	612989	Brkt - Glass Retainer - Award (Upper)
26	612057	Brkt - Glass Retainer - Award (Lower)
27	611779	Brkt - Coin Head
28	-----	Door Locking Mechanism (See Detail)
29	612438	Plate, Chain Support

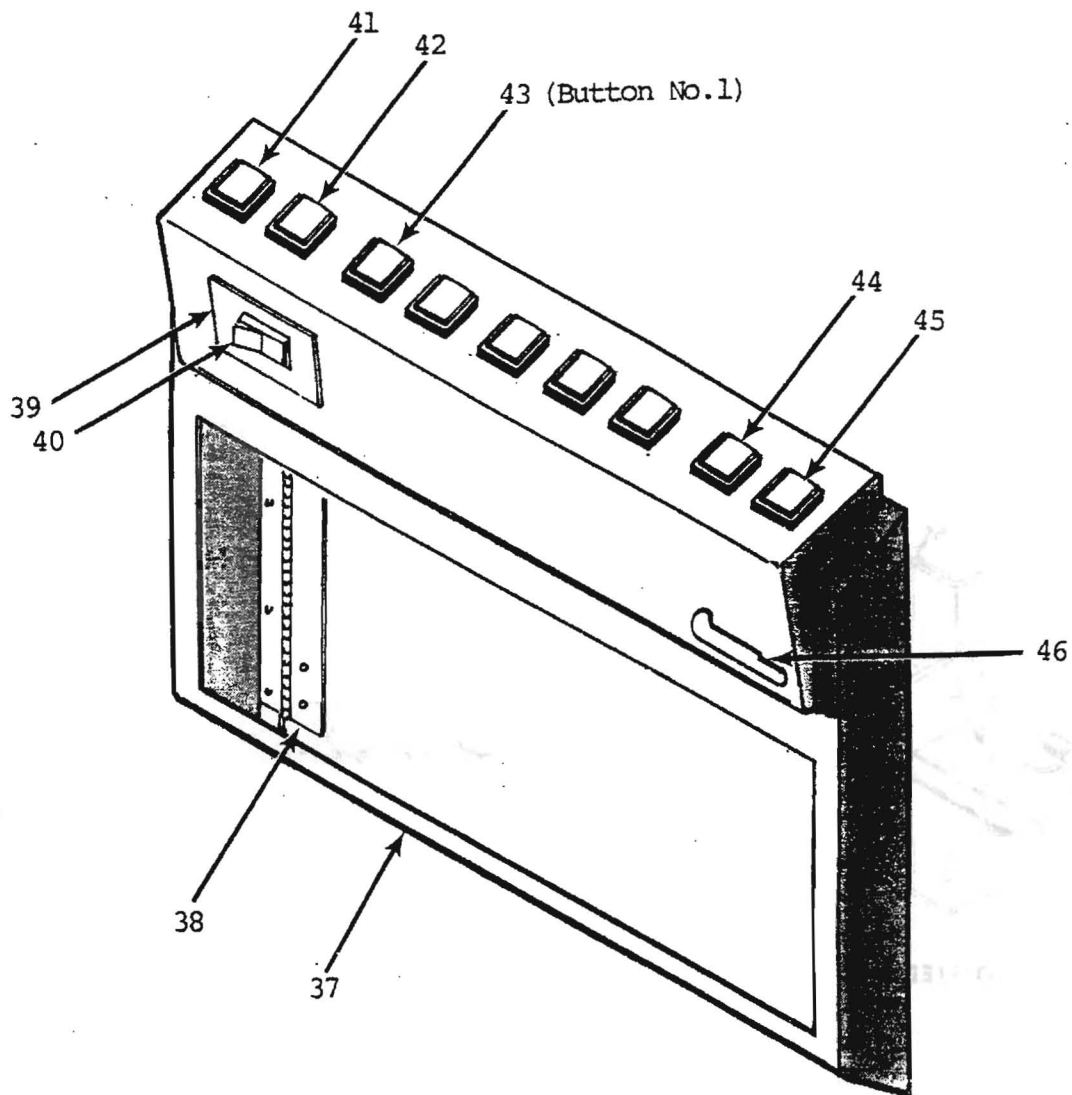
DOOR LOCK MECHANISM



<u>Item</u>	<u>Part No.</u>	<u>Description</u>
30	160520	Mounting Angle - Lock Slide Assembly
31	990333	Door Lock 5/8"
32	720063	Bushing Door Latch
33	611771	Cam, Door
34	613057	Cam, Door (Modified)
35	160546	Lock Slide Plate Assembly
36	160546-1	Lock Slide Plate Assembly (Modified)

OVERLAY ASSEMBLY

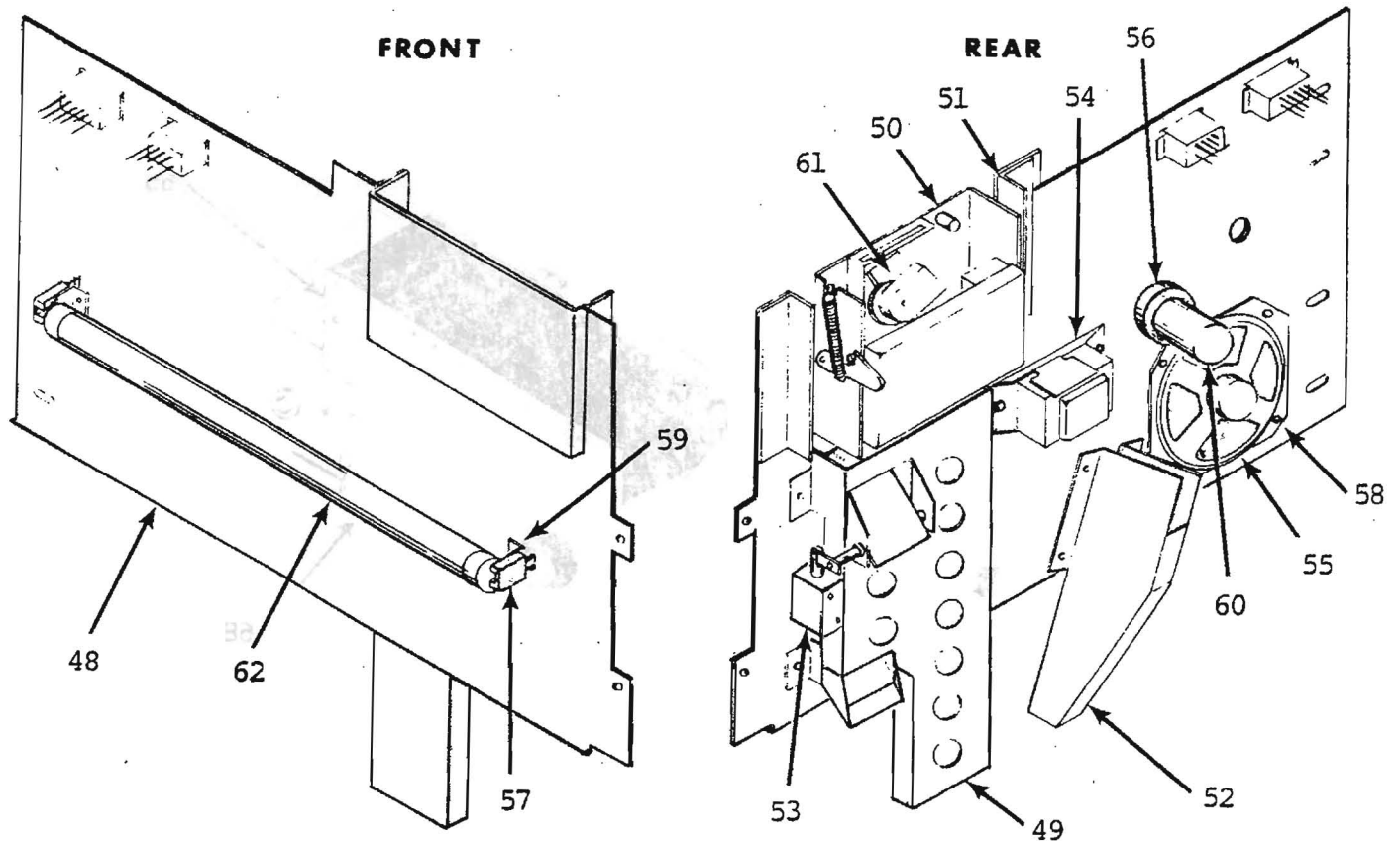
(P/N 150589-1)



<u>Item</u>	<u>Part No.</u>	<u>Description</u>
37	160702	Assy, Button Overlay
38	690027	Hinge, Door Panel
39	612495	Plate, Switch "Call Attendent"
40	560059	Switch "Call Attendent" Alco Rocker
41	150646-1	Assy, Switch - "Collect"
42	150646-2	Assy, Switch - "Bet 1"
43	150646-3	Assy, Switch - "Hold/Cancel"
44	150646-4	Assy, Switch - "Bet Max"
45	150646-5	Assy, Switch - "Deal/Draw"
46	620007	Plate, Logo "Games"

LIGHT DOOR PANEL ASSEMBLY

(P/N 150170-1)

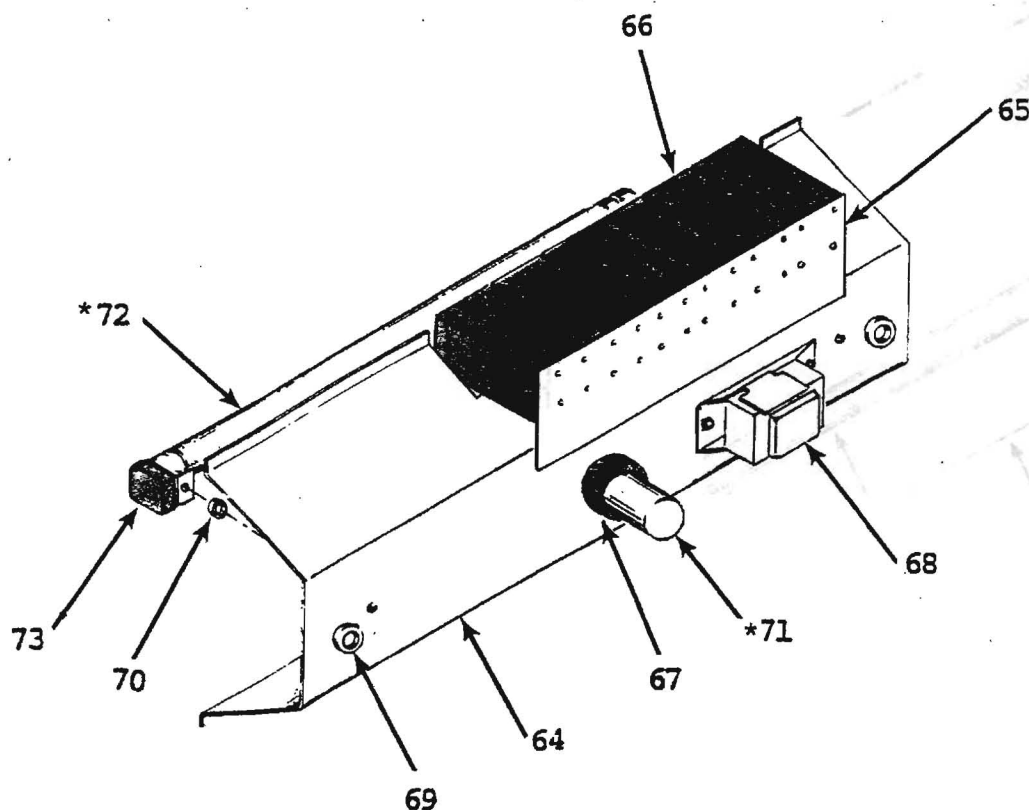


<u>Item</u>	<u>Part No.</u>	<u>Description</u>
48	160906	Assy, Light Panel Weldment
49	160875	Assy, Diverter/Drop Chute
50	612868	Brkt, Coin Comparitor MTG.
51	612854	Angle - Coin Comparitor Brkt. (R/H)
52	612869	Coin Chute Hopper
53	520029	Solenoid, Diverter (Box Frame)
54	500010	Ballast, 6-8 Watt
55	990042	Speaker, 3"
56	570008	Socket, Starter
57	570009	Socket, Flourescent
58	850112	Spacer, Nylon 3/8"
59	850029	Spacer, Nylon 1/8"
60*	570041	Starter FS-5X
61	190041-1	Comparitor CC-40 W/Cable
62*	570006	Bulb, Flourescent #F8T5

* For Reference Only - Not Part of Overall Assembly

SHADOW BOX/METERS ASSEMBLY

(P/N 150171-1)

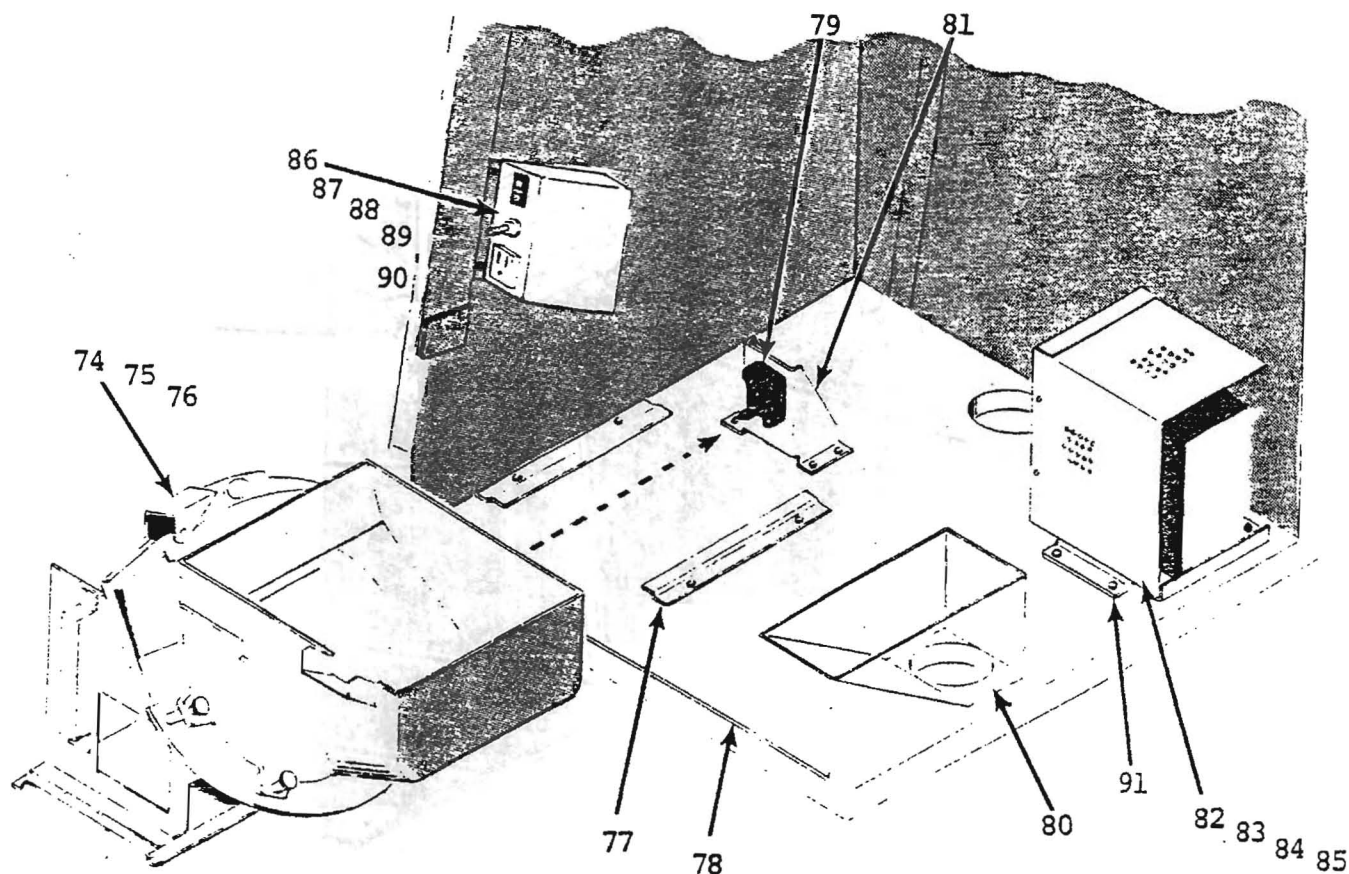


<u>Item</u>	<u>Part No.</u>	<u>Description</u>
64	612976	Top Shadow Box
65	612931	Brkt - Meter Mounting
66	500040	Meter 12VDC
67	570008	Socket, Starter
68	500010	Ballast 6-6W
69	950063	Grommet - $\frac{7}{8}$ x $\frac{5}{8}$ x $\frac{3}{8}$
70	850029	Spacer, Nylon
71*	570041	Starter FS-5X
72*	570006	Bulb, Flourescent #F8T5
73	570009	Socket, Flourescent

* For Reference Only - Not Part of Overall Assembly

LOWER CABINET ASSEMBLY

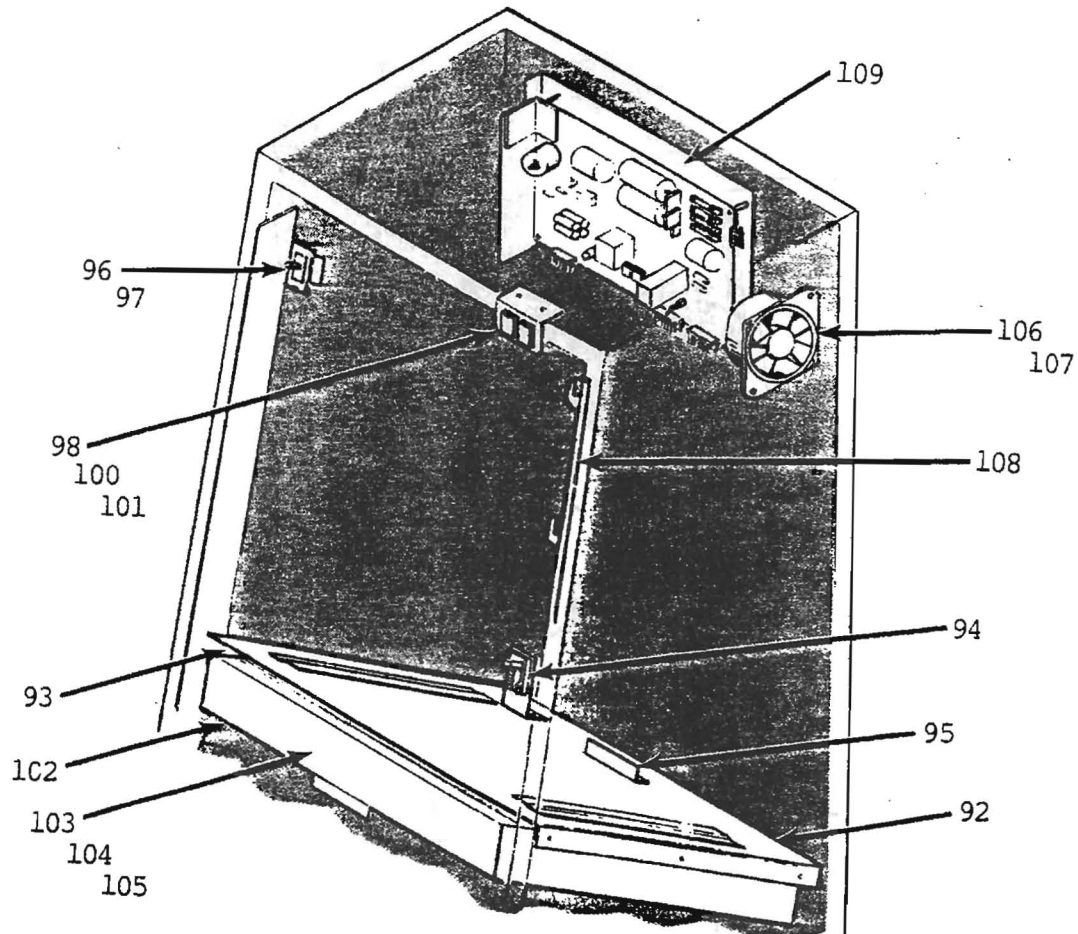
(P/N 150189-P)



<u>Item</u>	<u>Part No.</u>	<u>Description</u>
74	150172	Hopper Assembly
75	190060	DH-7503L Asahi Hopper
76	540330	Pin, AMP Male
77	612225	Hopper Slide Rails
78	612063	Mounting Plate - Hopper
79	540328	AMP Drawer 12 Pos Socket
80	160873	Drop Chute Assembly
81	612062	Brkt - Hopper Plug Tower
82	150174	Assy - Transformer/Line Filter
83	612069	Panel, AC
84	500001-2	Transformer (Tranex)
85	290068	Line Filter 10A
86	150158	Assy - Power Switch Brkt.
87	612270	Brkt - Power Switch
88	290120	Circuit Breaker 5A
89	540202	Outlet, Service
90	560029	DPDT Switch
91	613001	A.C. Panel Retainer

UPPER CABINET ASSEMBLY

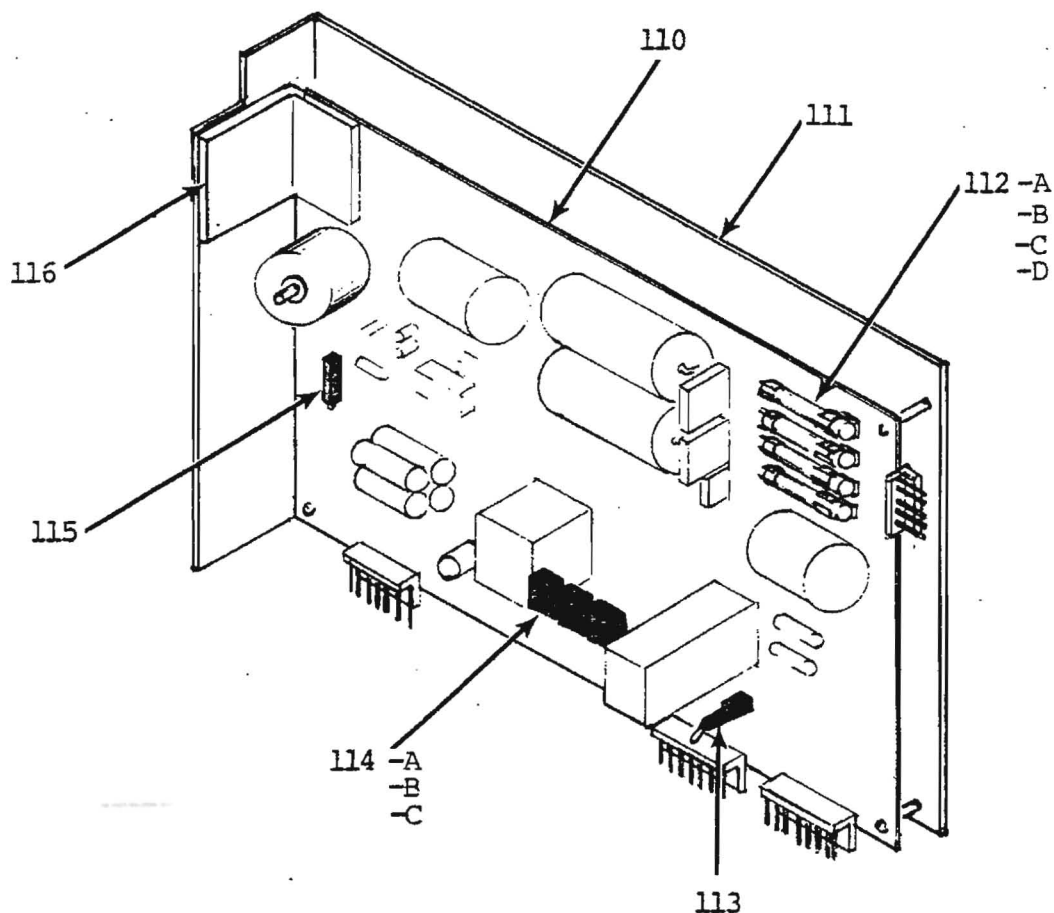
(P/N 150190-P)



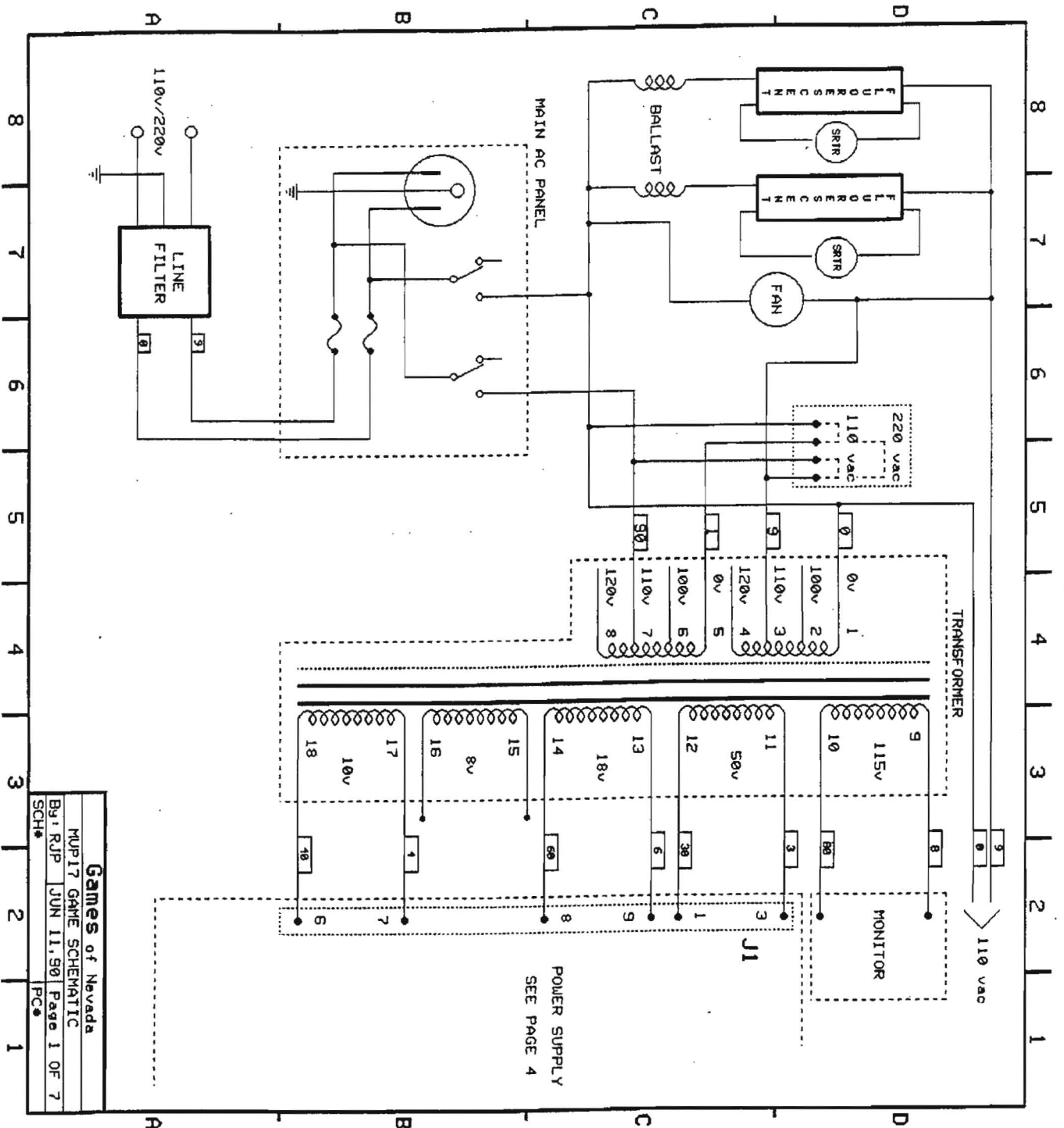
<u>Item</u>	<u>Part No.</u>	<u>Description</u>
92	160874	Monitor Mounting Shelf Assy
93	612860	Angle - Monitor Shelf Mounting
94	612862	Brkt - Plug Mounting
95	612953	Brkt, Monitor Stop
96	612277	Brkt, Door Switch
97	560066	Switch, Door
98	612496	Brkt, Reset Switch
100	560097-1	Switch, Test Screen Advance (Green)
101	560097-2	Switch, Reset - Door Alarm (Red)
102	160820	Assy, P.C. Board Enclosure
103	150176	Assy, CRT 300 Board & Mount
104	120163	Assy, CRT 300 M.P.U.
105	160821	P.C. Board Slide Tray Assy
106	150163	Assy, Coolant Fan
107	590002	Fan 3" Dia.
108	160532	Assy, Door Latch Brkt.
109	150178-1	Assy, Power Supply & Mnt. Brkt. (See Detail)

POWER SUPPLY ASSEMBLY

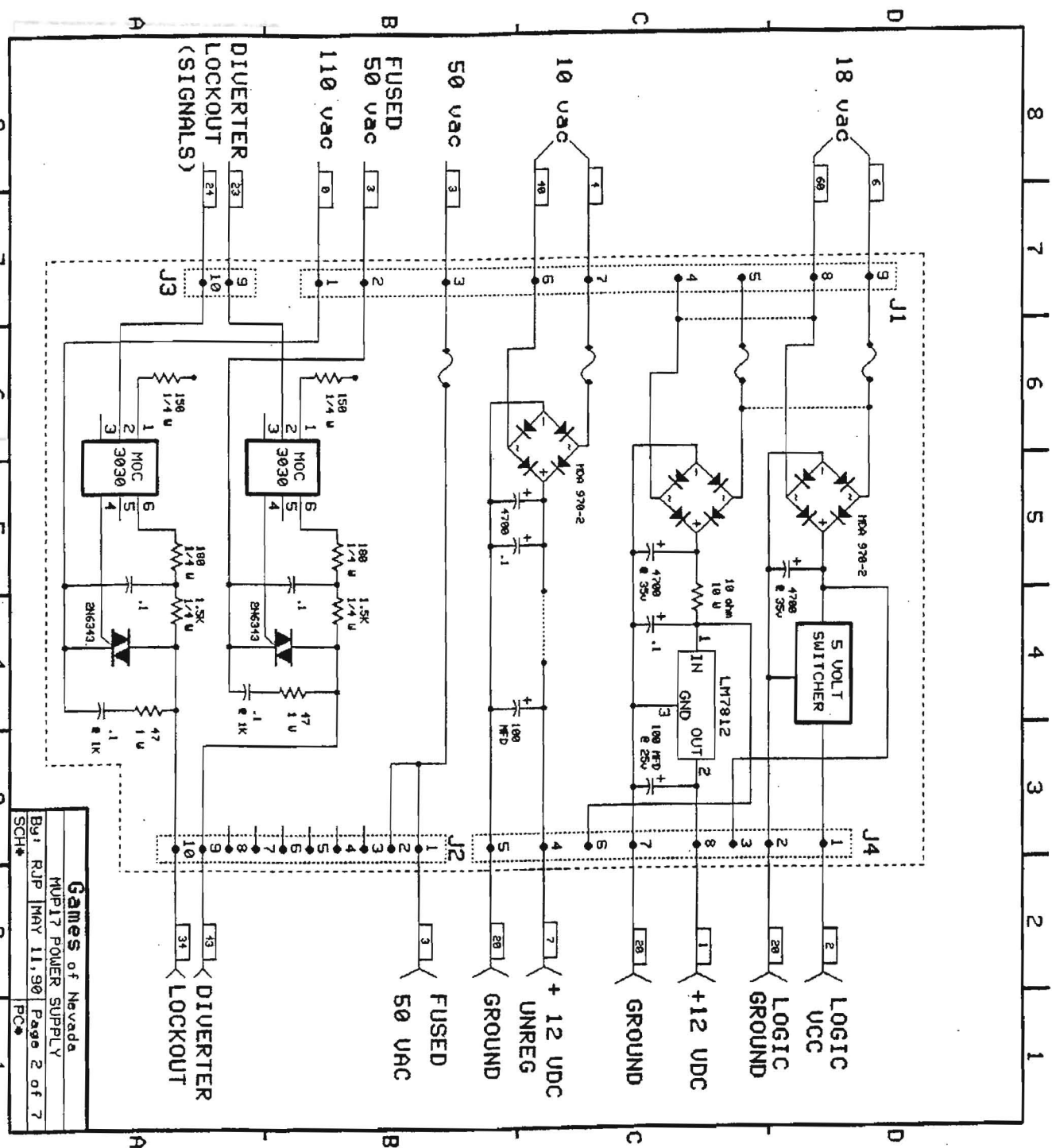
(P/N 150178-1)



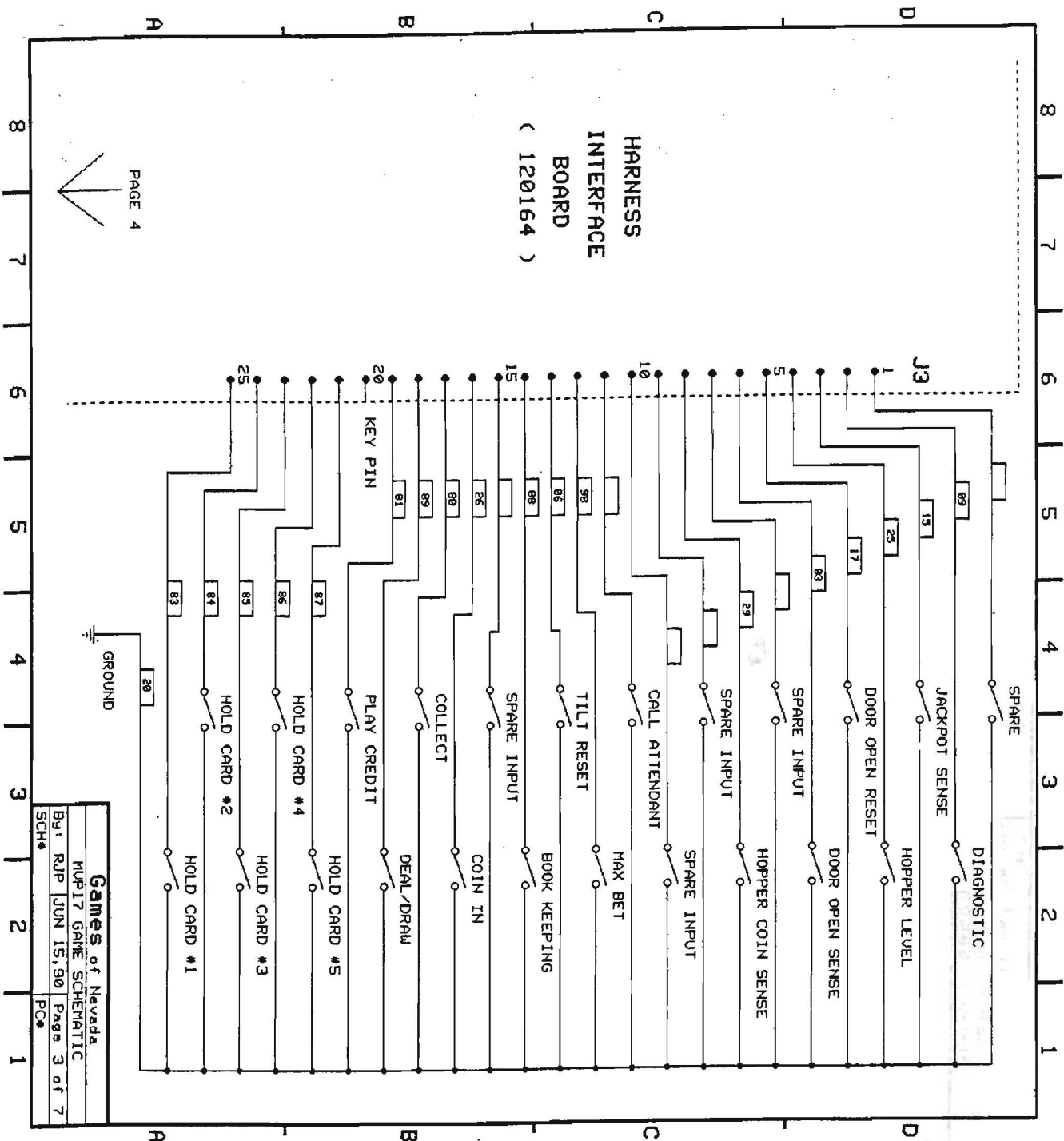
<u>Item</u>	<u>Part No.</u>	<u>Description</u>
110	120020-1	Power Supply - Switcher, MVP
111	610722	Power Supply Mount. Brkt.
112-A	290096	Fuse - 5VDC, MDL 3A
112-B	290089	Fuse - 12VDC, AGC 3A
112-C	290089	Fuse - 7.5VAC, AGC 3A
112-D	290089	Fuse - 50VAC, AGC 3A
113	560033	Door Open Alarm Re-set Switch
114-A	560036 (Blue)	Jackpot Re-set Push Button Switch
114-B	560035 (Red)	Diagnostic Push Button Switch
114-C	560034 (White)	Book Keeping Push Button Switch
115	220086	Adjustment Potentiometer - 5VAC
116	612306	Power Supply Heat Sink



Games of Nevada			
MUP17 GAME SCHEMATIC			
By: RJP	JUN 11, 90	Page 1 OF 7	
SCH#		PC#	

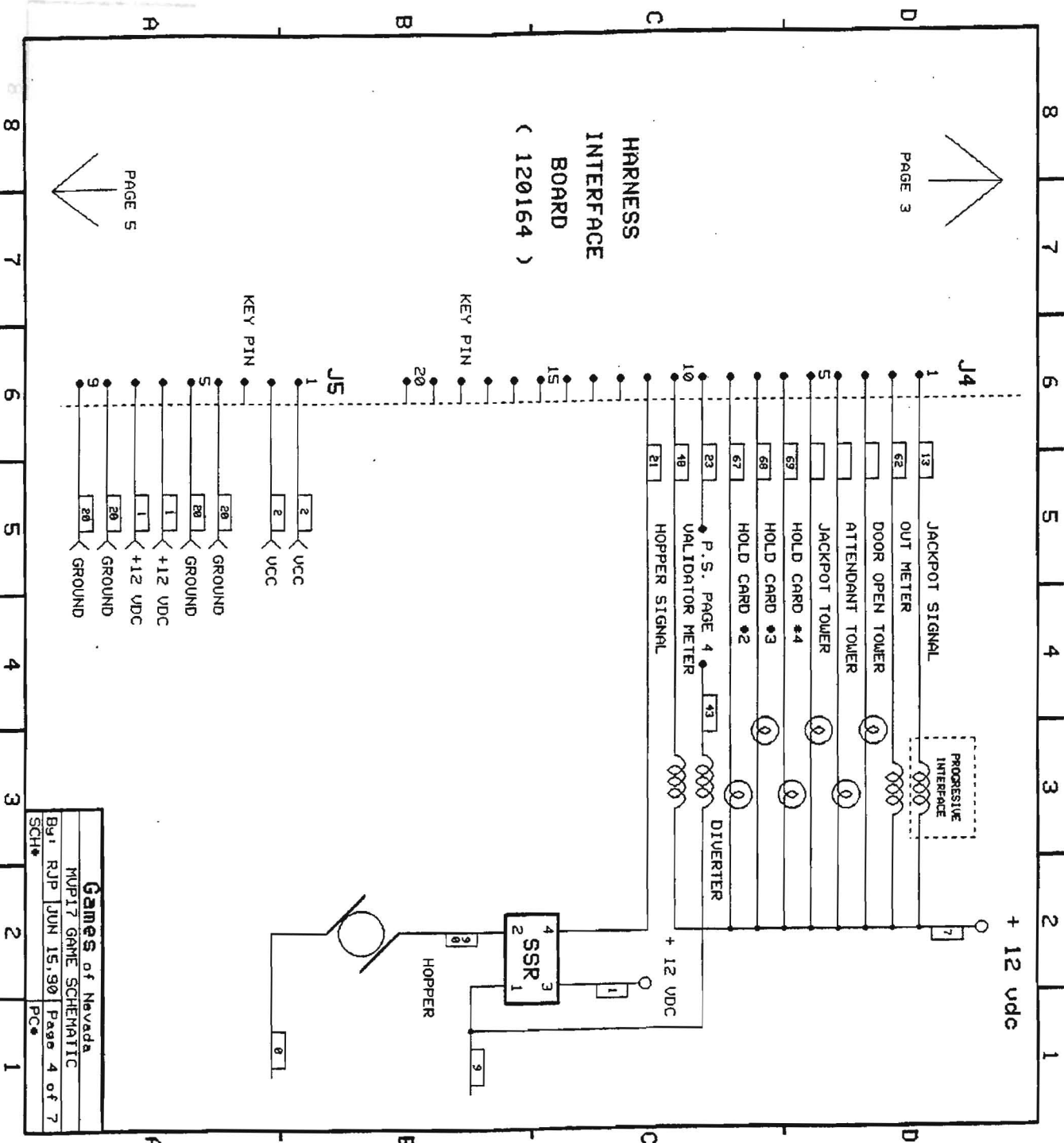


Games of Nevada
MUPIT POWER SUPPLY
By: RJP May 11, 90 Page 2 of 7
SCH# PC#



PAGE 4

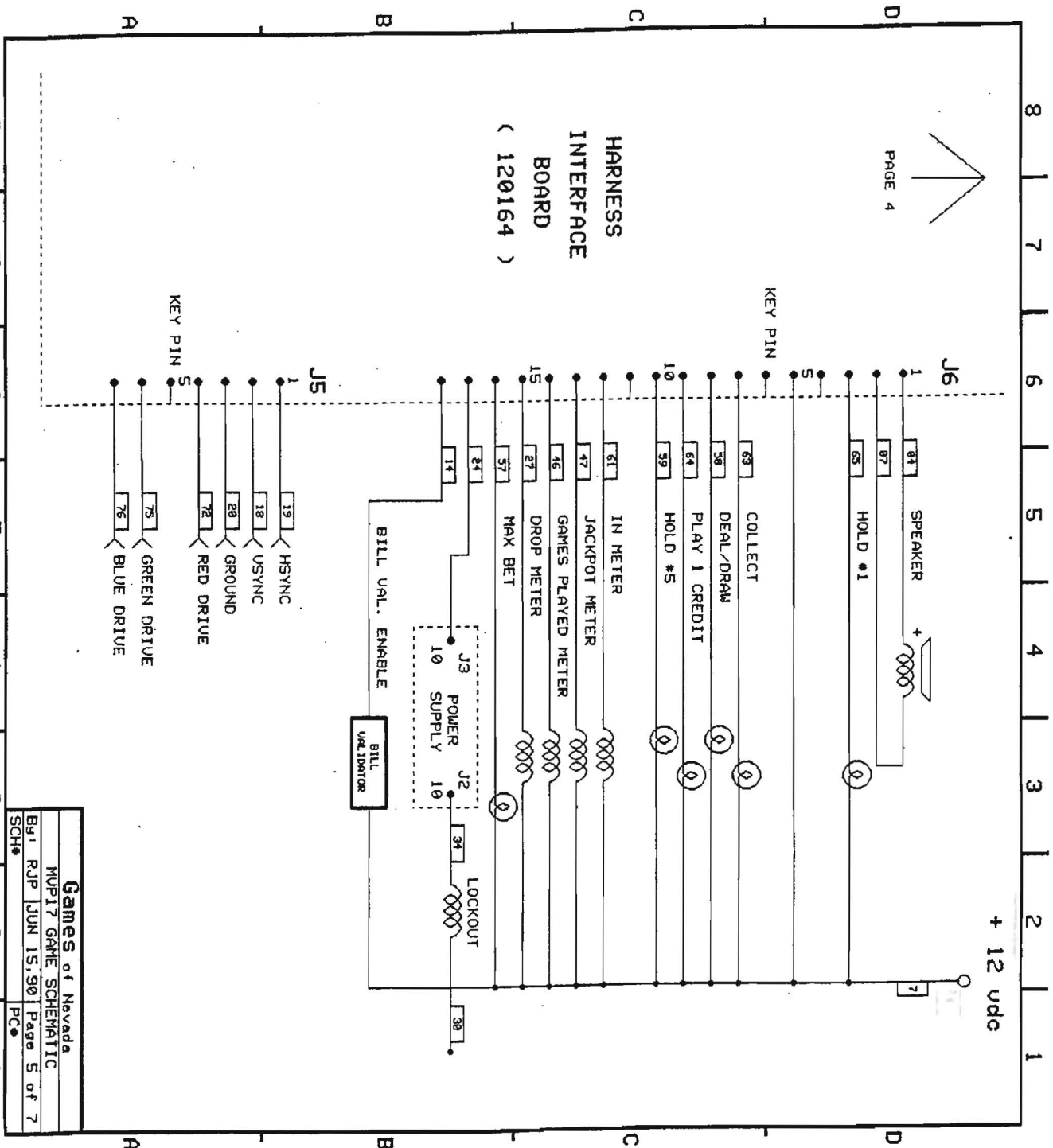
Games of Nevada			
MUP17 GAME SCHEMATIC			
By: RJP	JUN 15, 90	Page 3 of 7	
SCH#		PC#	



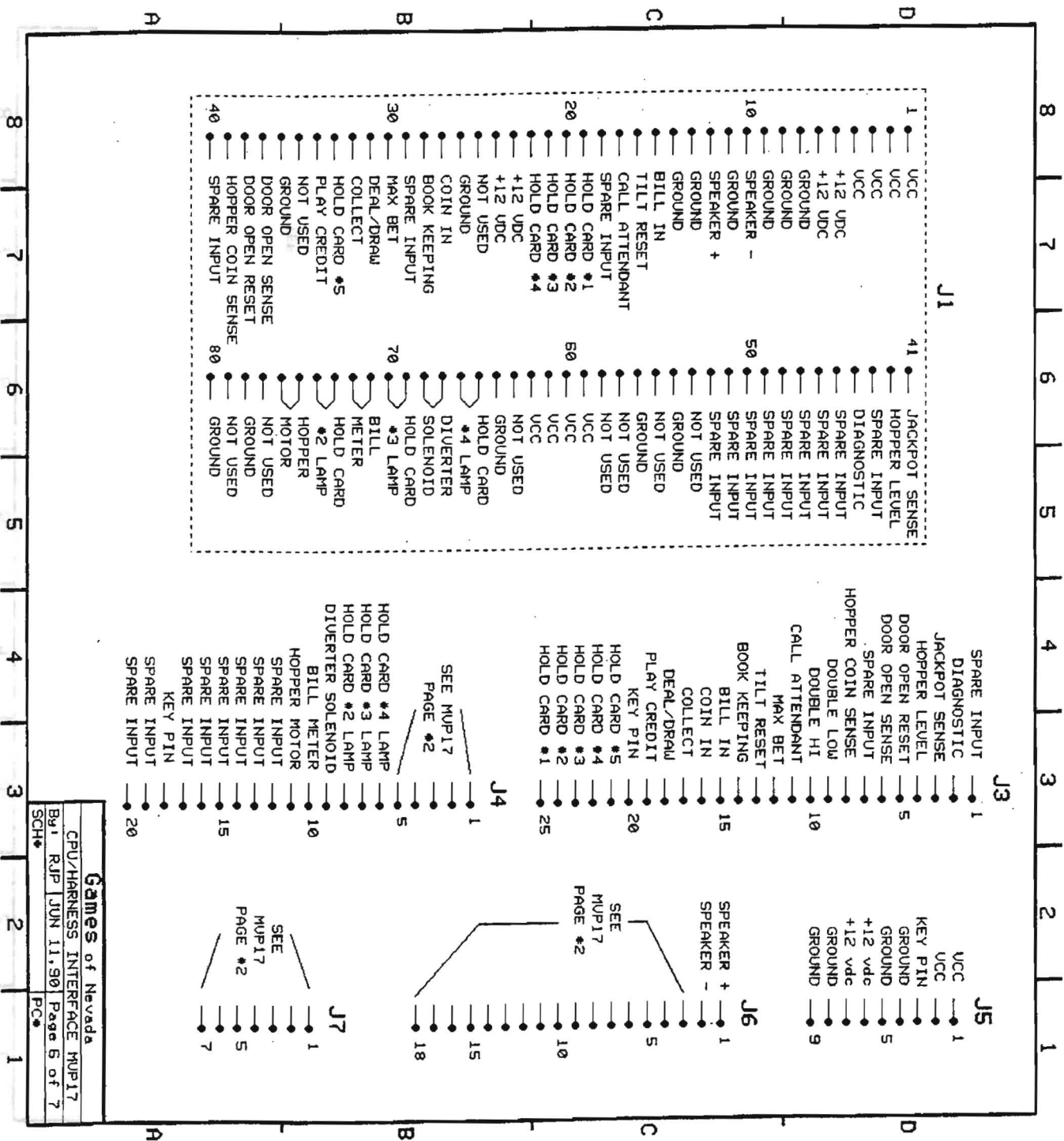
Games of Nevada			
MUPIT GAME SCHEMATIC			
Bu1	RJP	JUN 15, 90	Page 4 of 7
SCH*	PC*		

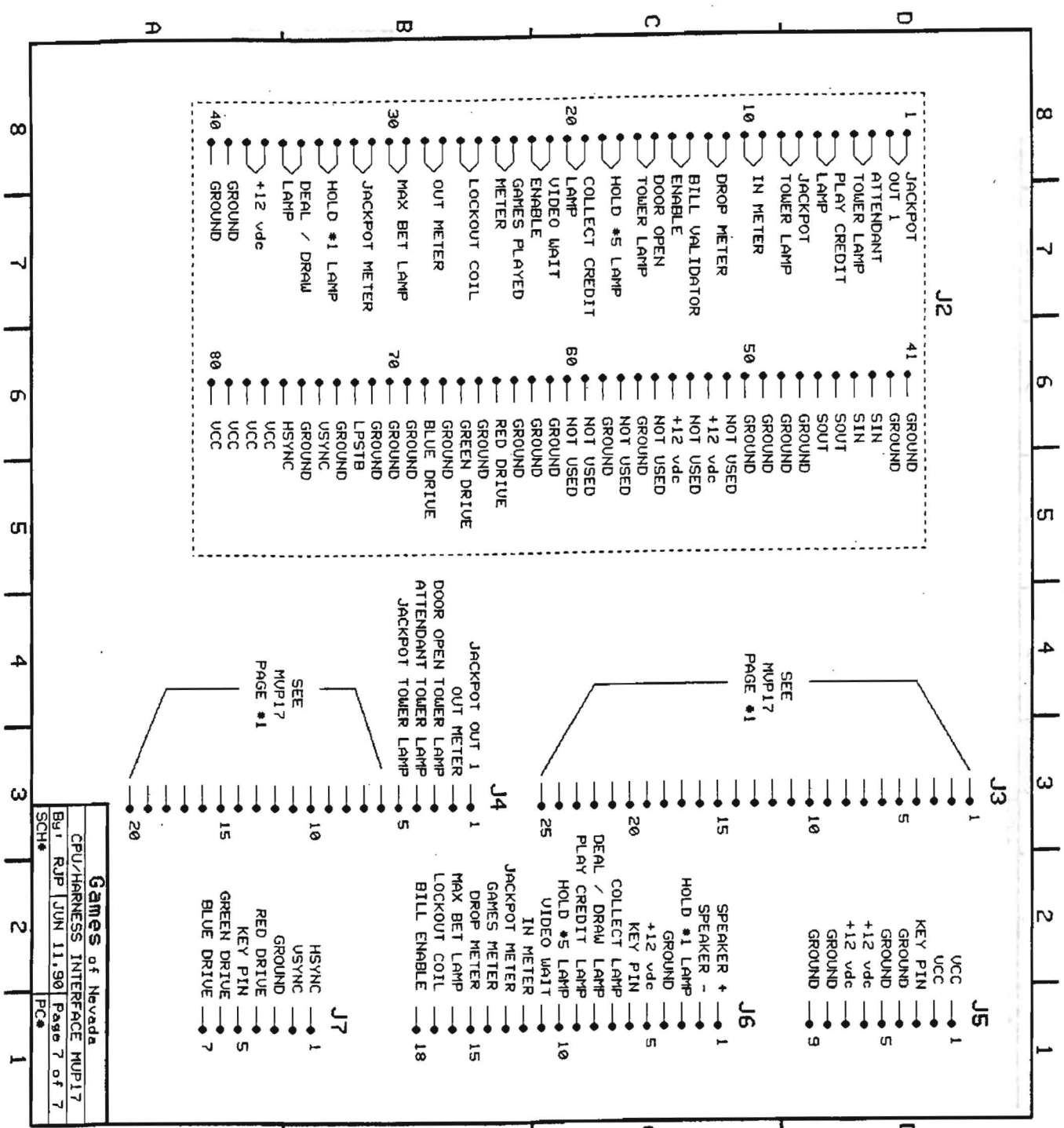
HARNES INTERFACE BOARD (120164)

PAGE 4



Games of Nevada		
MUP17 GAME SCHEMATIC		
By: RJP	JUN 15, 90	Page 5 of 7
SCH#	PC#	





Games of Nevada		
CPU/HARNESS INTERFACE MUP17		
By: RUP	JUN 11, 90	Page 7 of 7
SCH#		PC#

OPERATIONAL DESCRIPTION

- *specifications*
- *operations*
- *options*

"MVP-17" SYSTEM VIDEO POKER

SPECIFICATIONS

TRANSFORMER ASSEMBLY

The Transformer Assembly is located in the Lower Cabinet Assembly. It provides all the voltages to the Power Supply Assembly necessary for the operation of the machine.

The primary of the Transformer Assembly accepts input voltages of 100 vac, 110 vac, 120 vac, 200 vac, 220 vac, or 240 vac.

The outputs available from the secondary of the Transformer Assembly are 110 vac, 50 vac, 15.5 vac, 12 vac, and 7.5 vac.

POWER SUPPLY ASSEMBLY

Inputs from the Transformer Assembly: 110v, 50v, 15.5v, 12v, 7.5v

Outputs used:

- 110 vac
- 50 vac
- 12 vdc (reg)
- 12 vdc (unreg)
- 5 vdc (reg)

OPERATING VOLTAGES

- 110 vac - fluorescents, hopper motor, diverter
- 50 vac - coin comparator
- 12 vdc (reg) - Vcc
- 12 vdc (unreg) - lamps, meters, I/O
- 5 vdc (reg) - Vcc

BREAKERS

Both sides of the input line are fused with 5 amp, manual reset type breakers. These breakers are located on the Power Switch Assembly.

FUSES

Each voltage on the Power Supply Assembly is fused on the input side as described below:

- 5 vdc - MDL 3a
- 12 vdc - AGC 3a
- 7.5 vac - AGC 3a (not used)
- 50 vac - AGC 3a

ELECTROMECHANICAL METERS

Each machine is supplied with six (6) 12 vdc "hard" meters which are non-resettable. these meters register the following:

Coin In - Records all physical coins, currency, or credits played in unit amount.

Coin Out - Records all credit wins in unit amount.

Coin Drop - Records all physical coins to collection area.

Games Played - Records total number of games played.

Jackpots - Records total number of Royal Flush jackpots with maximum coins bet.

Currency - Records all currency accepted in dollar amount. (if applicable)

COIN ACCEPTOR

Each machine is supplied with an Electronic Coin Acceptor. The Coin Acceptor compares the inserted coin to a sample coin within the unit to determine its validity.

<u>Coin size -</u>	Coin diameter range .705" through 1.575" Maximum thickness of coin .110"
<u>Adjustment -</u>	1) Adjust potentiometer clockwise until valid coin is rejected 2) Adjust potentiometer counter clockwise in 1/8 turn increments until valid coin is accepted. 3) Repeat, if necessary
<u>Current demand -</u>	Idle 60ma Peak 160ma

HOPPER ASSEMBLY

The Hopper Assembly utilizes a microswitch for coin counting validation. An adjustable nickel plated probe is used to determine hopper capacity.

Hopper motor voltage is 115 vac, 50/60 Hz. drive is controlled through the use of a Solid State Relay.

<u>Dispensing speed -</u>	.05 - over 400 coins / minute .25 - over 382 coins / minute \$1 - over 200 coins / minute
---------------------------	---

MONITOR ASSEMBLY

The Monitor Assembly utilizes a 90 degree deflection type color picture tube with a 25 Kv EHT and has integral implosion protection.

All circuits are factory set and should be referred to a qualified technician for adjustment.

Field adjustments from the remote control P.C. Board. are as follows:

H SIZE.....	Horizontal Raster Size
V SIZE.....	Vertical Raster Size
V RAS POS.....	Vertical Raster Position
H POS.....	Horizontal Picture Position
M GAIN.....	Master Gain

BILL VALIDATOR (Optional)

The Bill Validator will accept the following U.S. Currency:

\$1.00, \$5.00, \$10.00, \$20.00

All denominations, (except \$1.00) may be enabled or disabled by an external DIP switch.

The Bill Validator operates on 110 Vac and consumes less than 40 Watts maximum power (.3a).

The various options are externally selectable via an eight position DIP switch, labeled "Mode Selection".

DIP SWITCH SETTINGS

SWITCH	ON	OFF	FUNCTION
1	ENABLED	DISABLED	\$5.00
2	ENABLED	DISABLED	\$10.00
3	ENABLED	DISABLED	\$20.00
4	TENABLED	\$50.00	
5	ENABLED	DISABLED	\$100.00
6	(ON/OFF	60/300 ms	50/50 ms
			CREDIT TIMING

PROGRAM SELECT	SWITCH 7	SWITCH 8
MOTOR SPEED ADJUSTMENT	ON	ON
4 CREDITS/DOLLAR	OFF	OFF
1 CREDITS/DOLLAR	OFF	ON
5 CREDITS/DOLLAR	ON	OFF

OPERATIONAL DESCRIPTION

KEY SWITCH OPERATION (Reset Locks)

There are two external key switches located on the top right hand side of the cabinet. The Top Key Switch is used to display **Book Keeping Meters** on the screen. This can only be done when the game is in idle mode. To **Exit** the book keeping display press the **hold #5** button on the door overlay.

This key switch is also used in Door Open Mode to initialize **Diagnostic Tests**. (See Door Open Mode)

Toggle the **Top Key Switch** Twice to display **Hand Totals**, a Third time for **Last Game Recall**, and a Fourth time for **Game Before Last**.

The **Lower Key Switch** is used to reset any **Tilt Function** and **Jackpot Conditions**.

INTERNAL RESET SWITCHES

Both the Green and Red Push Buttons are located directly above the Monitor Assembly.

Green Push Button - "Test Screen Advance"

Red Push Button - "Door Open Reset"

There may also be 3 push button switches and 1 spring loaded toggle switch mounted directly to the Power Supply Assembly.

These switches are as follows: (from left to right)

#1 - "Call Attendant" / "Jackpot Reset" (same function as Lower Key Switch)

#2 - "Test Screen Advance" (same function as Green Push Button)

#3 - "Accounting" / "Last Game Recall" (same function as Top Key Reset)

Toggle - "Door Open Reset" (same function as Red Push Button)

DOOR OPEN MODE

Whenever the door is opened, the game will generate a tone and display a "Door Open" message on the screen. At this time the game is disabled. The game will remain in this state until Door Open is reset.

A Door Open Reset must be done before proceeding to the next step, and before closing the door.

When the door is closed game will return to the exact state before the door was open.

DIAGNOSTIC TESTS

To operate the **Diagnostic Tests** the machine must be in the **Door Open Mode**. While in the Door Open Mode, toggle the **Top Key Switch** once. While the book keeping meters are displayed on the screen press the **Green Push Button**. The top of the screen will display:

SELF TEST – SCREEN 1 – INPUTS

At this time press **Any Switch** and the state displayed on the screen for that switch will change from **1 to 0** or **0 to 1**.

This display also shows which **Pin** on the connector each input goes to, along with **Port and Bit Assignment** for that input.

To advance to the next test screen, push the **Green Push Button** once again. The top of the screen will display:

SELF TEST – SCREEN 2 – OUTPUTS

The **Highlighted** line is the **Output** to be **Tested**. To test that output press the **Hold #2** button. This will turn on the corresponding output. To advance to the next output test, press the **Hold #1** button and repeat.

This display also shows which **Pin** on the connector that corresponds to that output along with **Port and Bit Assignment**.

To exit this test screen press the **Green Push Button**.

The next **6 Tests** are for **Purity** and **Convergence** of the monitor. To enter / exit these tests press the **Green Push Button**.

The final test in diagnostics is the sound test. The top of the screen will display:

SOUND TEST

Each time the **Hold #1 Button** is pressed, a different available sound is generated.

To exit this test, press the **Green Push Button**.

At this time it may be necessary to reset the door open alarm. (if test was exited while the door was open)

ERROR MESSAGES

Attendant Reset Errors

COIN JAM - CALL ATTENDANT

This message will occur when the machine detects a reverse coin in or a coin in pulse greater than 320 ms. Correct problem and operate Lower Key Reset to clear.

HOPPER ERROR - CALL ATTENDANT

This message will occur when the machine detects a coin out pulse greater than 100 ms. or if the machine detects a coin out at an inappropriate time.

"Hopper error" will also occur, if during a payout, a coin is not detected within 5 seconds. (usually indicates an empty hopper) The machine will run this routine twice before it errors. Correct problem and operate Lower Key Reset to clear.

Note: Whenever a Hopper Error or Coin Jam occurs, a "Beep" Tone Alarm will sound. To turn off alarm, press the Hold #1 and Hold #5 buttons simultaneously.

GAME MALFUNCTION - CORRUPT RAM U6

This error indicates a Check Sum Error. To clear, operate Lower Key Switch. If error repeats, refer the M.P.U. to Games of Nevada for service.

GAME MALFUNCTION - BAD EPROM U5

This error indicates a Check Sum Error. To clear, operate Lower Key Switch. If error repeats, refer the M.P.U. to Games of Nevada for service.

VOID PLAY - CRT V SYNC FAILURE

This error indicates a problem was detected in the Vertical Sync Circuit of the M.P.U. To clear, operate Lower Key Switch. If error repeats refer the M.P.U. to Games of Nevada for service.

Voltage Errors

GAME MALFUNCTION - LOW VOLTAGE DETECTED

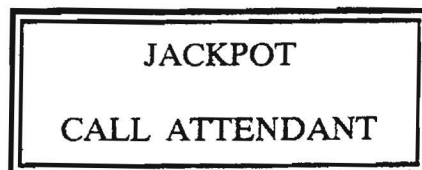
This error indicates a problem was detected with Vcc. To clear, operate Lower Key Reset. If error repeats, problem may be in Line Voltage, the Power Supply, or the M.P.U.

GAME MALFUNCTION - BATTERY LOW

This error will only occur on Power Up. To correct, replace the Non Volatile Ram located at U6 on the M.P.U.

JACKPOT MODE

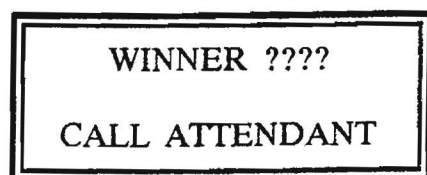
Any Royal Flush with maximum coins bet is considered a Jackpot. When a Jackpot is won the screen will display:



The Background Color will turn pink, and a "Beep" Tone Alarm will sound. To clear the game from Jackpot Mode, operate the Lower Key Switch.

HAND PAY MODE

Any single game winner over the selected Hopper Pay amount is considered a Hand Pay.(see Maximum Hopper Payout) When a Hand Pay is won the screen will display:



(???? = Credits Won)

The Background Color will turn Gold, and a "Beep" Tone Alarm will sound. To clear the game from Hand Pay Mode, operate the Lower Key Switch.

Note: To turn off "Beep" Tone Alarm, press the Hold #1 and the Hold #5 button simultaneously.

OPTIONS

BACKGROUND COLORS

To change Background Color, first enter the Book Keeping Screen. Each press of the Play 1 Credit button will change the Background Color.

After you obtain the desired Background Color, press the Hold #5 button to return to game mode.

TOURNAMENT MENU / CARD DEAL SPEED

To display Tournament Menu, first enter the Book Keeping Screen. Press **Hold #3** button until **Tournament Menu** appears at the top of the screen.

Hold #2 is used to select **Tournament** or **Normal** game play.

Once Tournament Play Is Selected:

Hold #3 button is used to reset clock and credits.

Hold #4 button will add 1 minute to clock.

Hold #5 button will add 5 minutes to clock.

There are **Six (6)** Selectable Deal Speeds to choose from in the Tournament Menu.

Please note that the selected Deal Speed is also the the Deal Speed during normal game play.

Hold #1 button selects the speed of the deal.

These speeds are displayed by **Hyphens (-)**, One hyphen (-) represents the **Slowest** speed, six hyphens (- - - - -) represent the **Fastest** speed.

To exit **Tournament Menu**, press the **Deal/Draw** button.

JUMPER SETTINGS

Each program has the following built in Paytables and Selectable Options.

	<u>OFF</u>		<u>ON</u>
HOPPER PAY LOW (400) -	o	1	o - HOPPER PAY HIGH (1000)
DOUBLE DOWN OFF -	o	2	o - DOUBLE DOWN ON
BET LIMIT LOW (5,20) -	o	3	o - BET LIMIT HIGH (8,40)
	o	4	o
	o	5	o
SEE PAYABLE CHART	o	6	o SEE PAYTABLE CHART
	o	7	o
	o	8	o

PAYTABLE SELECTION CHART - DEUCES WILD

1 = JUMPER ON

0 = JUMPER OFF

<u>JUMPERS</u>					<u>WINNING HANDS</u>										<u>PAYBACK %</u>
S	S	S	S	S	3	S	F	F	4	S	5	R	4	R	
W	W	W	W	W	O	T	L	H	O	F	O	F	K	F	
8	7	6	5	4	K	R	H	S	K	L	K	Deuces	Deuces		
0	0	0	1	1	1	2	2	3	5	9	15	25	200	250	96.343%
0	0	0	1	1	1	2	2	3	4	8	10	20	200	300	92.902%
0	1	0	1	1	1	2	2	3	5	8	15	25	200	250	95.267%
1	1	0	1	1	1	2	2	3	4	8	20	25	200	250	93.937%

PAYTABLE SELECTION CHART - JOKERS WILD

1 = JUMPER ON

0 = JUMPER OFF

<u>JUMPERS</u>					<u>WINNING HANDS</u>										<u>PAYBACK %</u>	
S W 8	S W 7	S W 6	S W 5	S W 4	A/K O B	2 P R	3 O K	S T R	F L H	F H S	4 O K	S F L	R F JKR	5 O K	R F L	
0	0	0	0	1	1	1	2	3	4	5	15	50	100	200	300	89.842%
1	0	0	0	1	1	1	2	3	5	7	15	50	100	200	300	94.536%
0	1	0	0	1	1	1	2	3	5	7	20	50	100	200	400	96.021%
1	1	0	0	1	1	1	2	3	5	8	15	50	100	200	400	94.695%
0	0	1	0	1	1	1	2	3	5	7	15	50	100	200	400	96.180%

PAYTABLE SELECTION CHART - JACKS OR BETTER

1 = JUMPER ON

0 = JUMPER OFF

<u>JUMPERS</u>					<u>WINNING HANDS</u>										<u>PAYBACK %</u>
S	S	S	S	S	J	2	3	S	F	F	4	S	R		
W	W	W	W	W	O	P	O	T	L	H	O	F	F		
8	7	6	5	4	B	R	K	R	H	S	K	L	L		
0	0	0	0	0	1	2	3	4	6	9	25	50	250		97.089%
1	0	0	0	0	1	2	3	4	5	7	25	50	250		93.671%
0	1	0	0	0	1	2	3	4	6	9	25	50	300		97.176%
1	1	0	0	0	1	2	3	4	5	8	25	50	250		94.863%
0	0	1	0	0	1	2	3	4	5	6	20	45	250		91.323%
1	0	1	0	0	1	2	3	4	5	6	25	50	250		92.478%
0	1	1	0	0	1	2	3	4	6	7	25	50	250		94.713%
1	1	1	0	0	1	2	3	4	5	6	20	40	400		91.515%
0	0	0	1	0	1	2	3	4	5	8	25	50	350		95.020%
1	0	0	1	0	1	2	3	4	5	8	15	50	250		92.641%
0	1	0	1	0	1	2	3	5	8	10	25	50	50		101.268% *
1	1	0	1	0	1	2	3	4	5	8	25	50	300		94.942%
0	0	1	1	0	1	2	3	4	5	7	25	50	300		93.749%
1	0	1	1	0	1	2	3	4	5	6	25	50	300		92.556%
0	1	1	1	0	1	2	3	4	5	7	20	50	250		92.560%
1	1	1	1	0	1	2	3	4	5	7	20	50	300		92.638%

* PAYTABLE USED FOR TOURNAMENT ONLY

Software

Currently, there are **Four (4)** separate game **Options** available. They are:

Paytable displayed on the **Monitor** in a **"Pay Across"** format.

Available in **5 Coin Maximum Bet** only.

No Paytable displayed on the **Monitor**.

Available in **5 Coin Maximum Bet** only.

Paytable displayed on the **Monitor** in a **"Pay Down"** format.

Available in **5 or 8 Coin Maximum Bet**.

Paytable displayed on the **Monitor** in a **"Pay Down"** format.

Available in a **20 or 40 Coin Maximum Bet**.

Maximum Hopper Payout

The **Maximum Hopper Payout** is **Jumper Selectable** (see Jumper Settings). The standard is **400** coin maximum for **Dollar Play**, and **1000** coins maximum for **Quarter and Nickel Play**.

Double Down Option

The **Double Down Option** is **Jumper Selectable** (see Jumper Settings) At the end of a winning hand the game will give the player the **Option** of **Collecting** their winnings or **Doubling**.

The **Collect** button and the **Hold #3** button will light (the **Hold #3** switch is also the **Double Down** switch).

If the player chooses to **Double**, they must press the **Double Button**. At this time the **Hold #1** button, (**Low**) and the **Hold #5** button (**High**) will flash. The player must then select **High** or **Low**.

Deuce thru Seven = Low

Eight = House Card

Nine thru Ace = High

PLEASE NOTE: DOUBLE DOWN OPTION CANNOT BE USED IF GAME IS PROGRESSIVE. ALSO, DOUBLE DOWN IS NOT RECOMMENDED FOR DEUCES WILD.

