

TAKAS-1

SERVICE MANUAL



Takasago
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VIDEO POKER MVP



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1. THE PROFILE OF MODEL MVP

Our up-to-date video poker machines "MODEL MVP" which we believe to become the talk of the town, have developed by utilizing the latest computer technology as well as highly developed mass production system based on our long experience in this industry.

Prior to designing, we made thorough preparations and ideas to reflect all what operators require and to take markets needs in advance. Our latest technology has also been utilized to maintain accuracy of payout rates and been designed so sensible against cheating, tampering or malfunction that machine cheaters are not able to cheat.

All parts used are strictly selected and of long life performances. The machines consist of several main units for easy assembling and quick removal of the units, which allow operators money-saving maintenance.

2. OPERATION AND MAINTENANCE

A. INSTALLATION

1. Install the machine on a flat surface.
2. This machine is designed for indoor installation only. Do not install it anywhere outdoors.
3. Avoid locations where direct sunlight, high temperatures and humidity, dust, vibration do exist. Also do not place it where dangerous objects or fire-fighting equipment are stored. Be careful not to block emergency exits.

B. BEFORE APPLYING THE POWER FOR THE FIRST TIME

1. Check up damage which might be caused during transportation.
2. Make sure that all of the connectors are properly tightened.
3. Connect the grounding terminal provided on the machine to EARTH in any occasion.
4. Make sure that the voltage in locations does match the power requirement of the machine. As a rule, the voltage is preset at the factory based on users' requirements before shipment. Should the preset voltage be changed in locations, reset the voltage in need by selecting any of 100-110-127-220-240 volts.

Although the machine is to work satisfactory for plus-minus 10% allowance of the voltage requirements, good performance is not guaranteed if it is beyond plus-minus 10%. Refer to Figure 1 for resetting voltage and be very careful not to violate the following remarks.

REMARKS

1. Apply the lead wire (red) provided on the housing to approximate value of voltage.
2. Apply the lead wire (yellow) provided on the terminal to exact value of voltage or approximate value.
3. The ballast (or stabilizer) provided in the fluorescent lamp is applicable for 60 cycle. If it is to be 50 cycle in locations, it is recommended to replace the ballast applicable for 50 cycle though the fluorescent lamps are to work without serious problem by keeping on using the ballast originally provided.

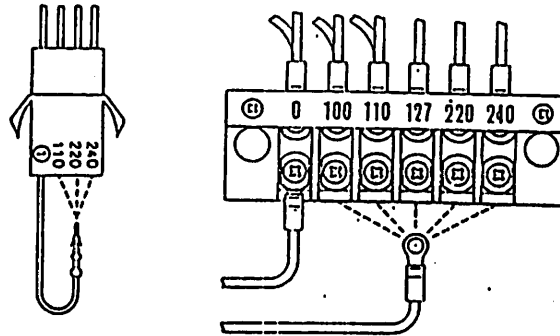


Figure 1

C. BEFORE OPERATING THE MACHINE

1. Make sure that the ventilating fan is working properly. Good performance may not be guaranteed if ICs and transistors are heated abnormally.
2. Although the machine is fully inspected at the factory before shipment, it is recommended to conduct SELF-TEST (refer to "SELF-TEST MODE") to ensure trouble-free operation.
3. The power should be turned off whenever disconnecting or reconnecting the parts or P.C. Boards.

D. PERSUIT TO DO BEFORE DETERMINING A MALFUNCTION CAUSED

1. The machine consists of five major units, such as the power supply, P.C. Boards assembly, the switch assembly, the hopper assembly and the color monitor unit. These units are connected interrelatively so the machine will not work properly if it occurred a defect to any of these units. Accordingly, it is meaningful to check these major units respectively or to check whether the connecting wires are of defect or not. Sometimes it can be repaired quite easily without spending labor.
2. Check up the fuses. If they are burned out, it is considered that there are problems in the circuits or components. Apply the fuses matching to the requirements after the circuits or components are properly cared.

3. Check upon whether all of the connectors and plugs are tightly connected.
4. If the machine looks out of order, check it up by SELF-TEST (refer to "SELF-TEST MODE").
5. Even if a solid-state module in the P.C. Boards seems to be out of order, do not check the circuit with a circuit tester or similar devices since the internal voltage of the devices may harm the circuit.
6. All ICs fixed in the P.C. Boards are properly plugged in and contacted. Long time operation may sometimes be resulted in failure because of accumulated dust and deterioration of solid-state modules.

3. DESCRIPTION OF COMMON PARTS

A. GENERAL SPECIFICATIONS

1. VOLTAGE REQUIRED:

100/110/127/220/240V AC

2. POWER CONSUMPTION:

Average 165W

Maximum 308W

3. WEIGHT: 86.0 kgs.

B. FUSE



F1 - 3A



F2 - 0.1A



F3 - 0.1A

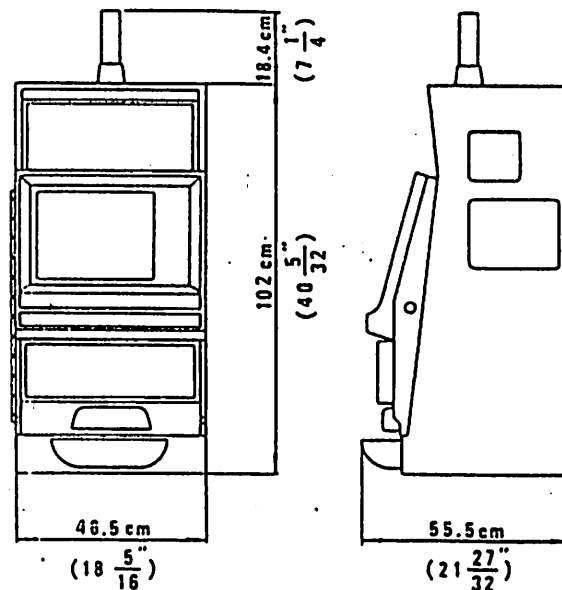


Figure 2

Overall Dimension

Figure 3

C. HOPPER

Inserted coins are stored in the hopper until it overflows with coins. The "OVERFLOW SWITCH" is to be turned off when the hopper becomes light enough to return to its original position. Inserted coins are controlled again going to the hopper.

D. ELECTROMAGNETIC COUNTERS

The counters are provided on the right side over the handle (refer to Figure 4). Each counter shows the latest data for coin-in, coin-out, coin-drop and attendant-pay in 6 digits.

1) COIN-IN COUNTER

It records the total coin-in.

2) COIN-OUT COUNTER

It records the total coin-out paid off from the hopper.

3) ATTENDANT-PAY COUNTER

It records the total attendant-pay.

4) COIN-DROP COUNTER

It records the total coin-drop going into the cash box when the hopper overflows.

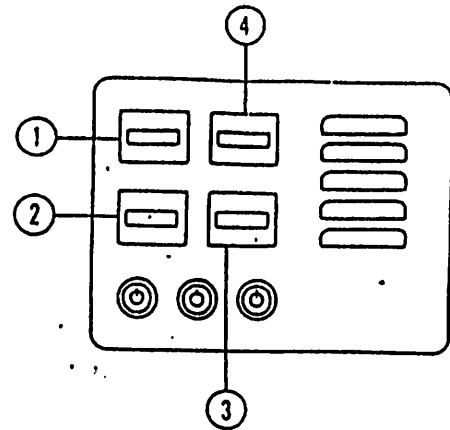


Figure 4

E. EXPLANATION OF PROGRESSIVE HOOK-UP

This machine is applicable for progressive hook-up. The micro-processor provided in the machine is to sense the pulse every time 'coin-in' is made. It also senses whenever a Jackpot is hit. Consult authorized distributors nearby for full arrangements when progressive hook-up is required.

4. EXPLANATION OF HOW TO PLAY AND PAY SCHEDULE PANEL

A. HOW TO PLAY

1. A hand of five cards which automatically repeats to face up and down is demonstrated on the monitor along with fireworks display. The hand on demonstration shows the last game played. Messages of "GOOD LUCK" and "INSERT COIN" are shown simultaneously and the coin denomination to insert is also displayed on the monitor.
2. Insert 1 to 5 coins (Be noted that there are variations that can be bet more than 5 coins or less than that. In this manual, 5 coins bet is taken as an example). The number of coins accepted by the machine is indicated in the "BET" video meter. In case 5 coins are inserted, the first five cards are dealt automatically and the "HOLD" switch lamps are lit. In case 1 to 4 coins are inserted, the "DEAL/DRAW" switch lamp is lit. Press the switch and the first cards are dealt. The "HOLD" switch lamps are lit at that time.
3. If there are cards that a player wants to hold among the first five cards dealt, push the "HOLD" buttons to hold them and push the "DEAL/DRAW" button to exchange cards. The "CANCEL" button is used to cancel cards held. If a player wants to hold the first five cards dealt, just push "STAND" button to hold all five cards.

4. Then, push the "DEAL/DRAW" button to play to the finish. If there is a winning hand in the last five cards drawn, the message "WIN" is shown on the monitor and the number of coins to be awarded is paid out from the hopper. The "WIN" meter is incremented every time each coin is paid out from the hopper and it shows exact coins that has been paid out. The meter keeps on remaining until next game is played. If no win is made, the game is over and returns to the same condition as mentioned above item (1).

NOTE : There are CREDIT play machines in the variation. In this type of machine, it has the video "CREDIT METER" on the monitor that accumulates coins to be awarded instead of paying out from the hopper. A player does not need to insert coins to play if he (she) has a reserve in it. Whenever a player wants to collect coins to stop playing, push the "CASH OUT" button. Be noted that the hopper is designed to pay maximum 800 coins for Nickel and Quarter play machines and 200 coins for Dollar play machines. Should the "CREDIT METER" be accumulated beyond the maximum amount to be paid by the hopper, the balance shall be paid by an attendant. The "ATTENDANT-PAY COUNTER" records automatically the balance paid by hand.

B. PAY SCHEDULE PANEL

92% Pay Schedule for Quarter & Nickel Play Machine

VIDEO POKER

PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	6	12	18	24	30
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

800 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

MALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

94% Pay Schedule for Quarter & Nickel Play Machine

VIDEO POKER

PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	8	16	24	32	40
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

800 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

MALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

VIDEO POKER

PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	9	18	27	36	45
FLUSH	6	12	18	24	30
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

800 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

MALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

VIDEO POKER

PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	6	12	18	24	30
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

200 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

MALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

VIDEO POKER

PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	8	16	24	32	40
FLUSH	5	10	15	20	25
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

200 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

WALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

VIDEO POKER

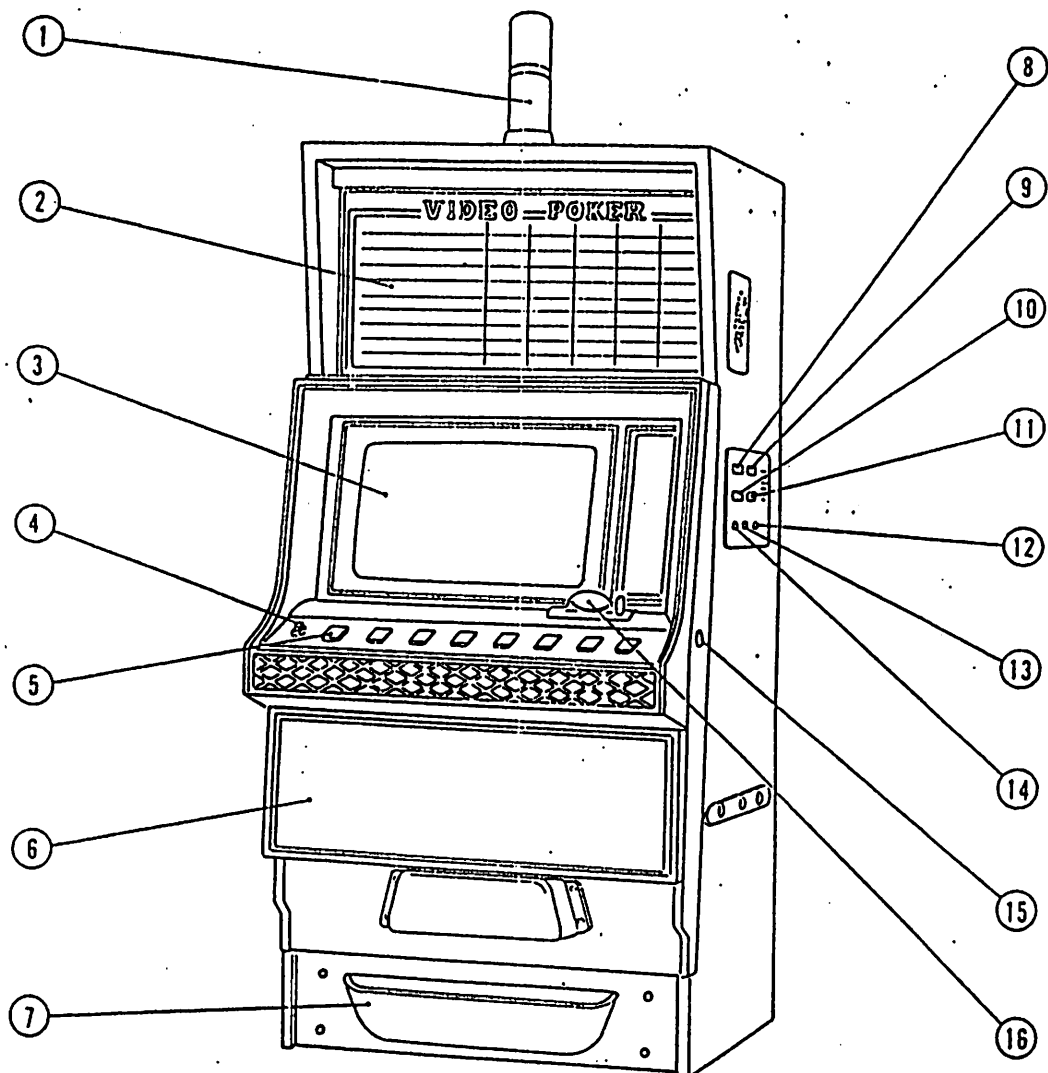
PLAY 1 TO 5 COINS	1 ST COIN	2 ND COIN	3 RD COIN	4 TH COIN	5 TH COIN
ROYAL FLUSH	250	500	750	1,000	4,000
STRAIGHT FLUSH	50	100	150	200	250
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	9	18	27	36	45
FLUSH	6	12	18	24	30
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
JACKS OR BETTER	1	2	3	4	5

200 COINS
PAID BY
MACHINE,
BALANCE
PAID BY
ATTENDANT

PLAY
1
TO
5
COINS

MALFUNCTION
VOIDS
ALL PAYS
AND PLAYS

5. DESCRIPTION OF EACH PART
A. EXTERIOR PARTS OF CABINET



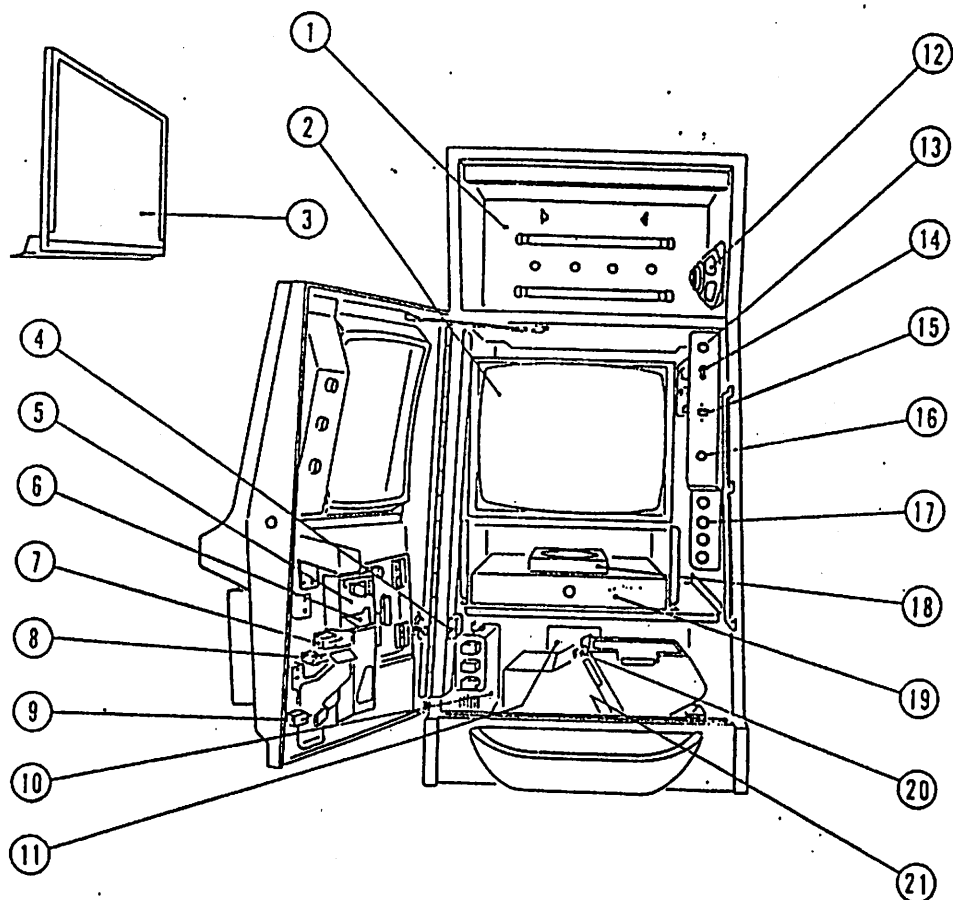
Ref. No. Name

1	Tower Light
2	Top Glass
3	Display Glass
4	Call Attendant Switch
5	Operating Switch
6	Bottom Glass
7	Coin Tray
8	Coin-in Counter

Ref. No. Name

9	Coin-drop Counter
10	Coin-out Counter
11	Attendant-pay Counter
12	All Data Memory Key Switch
13	Last Game Memory Key Switch
14	Reset Key Switch
15	Door Key
16	Coin Slot

B. INTERIOR PARTS OF CABINET



Ref. No. Name

1	Lamp Board
2	CRT
3	Top Glass
4	Door Switch
5	Coin Selector
6	Coin Lockout Coil
7	Coin Switch
8	Coin Divertor Coil
9	Drop Switch
10	Power Supply Unit
11	GM Breaker

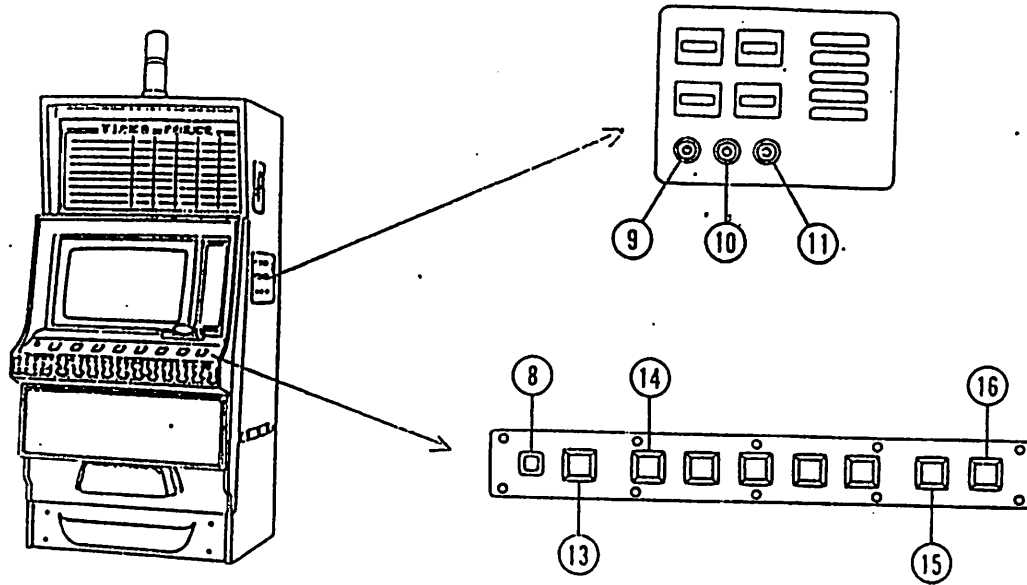
Ref. No. Name

12	Speaker
13	Volume
14	Power Supply Switch
15	Self-Test Switch
16	Magnetic Eraser Switch
17	Fuse
18	Fan
19	MVP-1A Main P.C.B.
20	Hopper Count Switch
21	Overflow Switch

6. DESCRIPTION OF EACH SWITCH

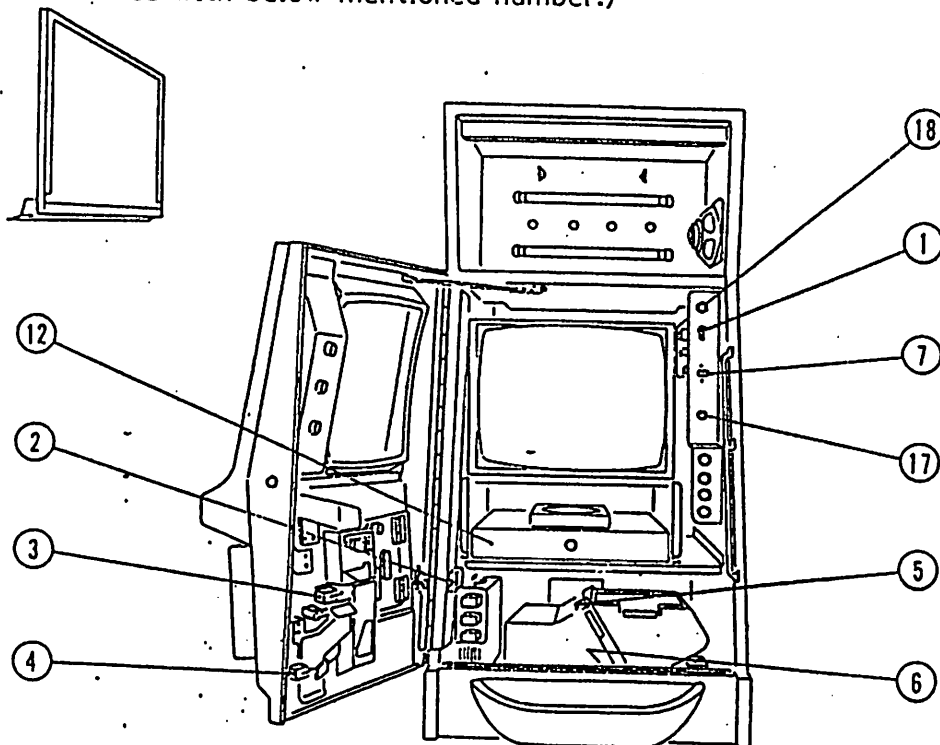
A. LOCATION AND DESCRIPTION OF EACH SWITCH (EXTERIOR)

(Refer to parts number in page 15 and 16 for name and description which is in accordance with below mentioned number.)



B. LOCATION AND DESCRIPTION OF EACH SWITCH (INTERIOR)

(Refer to parts number in page 15 and 16 for name and description which is in accordance with below mentioned number.)



C. EXPLANATION OF EACH SWITCH

1. MAIN POWER SWITCH

The "MAIN POWER SWITCH" is used to turn AC power on and off. Be careful that the power should be turned off before conducting maintenance.

2. DOOR SWITCH

The "DOOR SWITCH" is used to check whether the front door is open or not. When the front door is opened, the switch is turned off and the message "MVP TEST MODE" appears on the screen. In this case, no game can be played.

3. COIN SWITCH

The "COIN SWITCH" is used to count inserted coins and to check passing time of coins. If a coin does not pass through within the limited time, it is judged as malfunction and an error code is indicated.

4. DROP SWITCH

The "DROP SWITCH" is used to count coins dropping into the cash box when the hopper overflows.

5. HOPPER SWITCH

The "HOPPER SWITCH" is used to count coins paid out from the hopper.

6. OVERFLOW SWITCH

The hopper is designed to slant because of the weight of coins when it overflows with coins. The "OVERFLOW SWITCH" is switched on due to the inclination of the hopper, which makes it possible to transmit the signal to the CPU.

7. SELF-TEST SWITCH

The "SELF-TEST SWITCH" is used to select a test mode. Each test mode has its own code number. (refer to "SELF-TEST MODE" for further reference)

8. CALL ATTENDANT SWITCH

The "CALL ATTENDANT SWITCH" is used to call an attendant during the game. The "TOWER LIGHT" lamp is lit simultaneously which tells "an attendant should be there." It is required to push the switch again to cancel the condition.

9. RESET KEY SWITCH

When something is wrong with the machine, the message "CALL ATTENDANT" is displayed on the screen. If the switch is turned on after an attendant removes what is wrong with the machine, the machine is ready to play. Turn the key clockwise as shown in Figure 5.

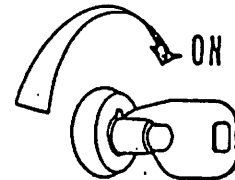


Figure 5

10. LAST GAME MEMORY KEY SWITCH

This switch is used to check what the last game was like. Turn the key clockwise as shown in Figure 5 and the last game displayed is available on the screen. The upper cards displayed shows the first five cards dealt and the lower displayed shows the final five cards drawn.

11. ALL DATA MEMORY KEY SWITCH

This key is used to display all data on the screen. Turn the key clockwise as shown in Figure 5.

12. ALL DATA CLEAR SWITCH

This switch is provided in the main P.C. Board and it is used to clear all data stored in the RAM memories.

13. STAND SWITCH

Push this switch to hold all of the first five cards dealt.

14. HOLD SWITCH

This switch is to hold cards among the first five cards dealt. The word "HELD" is displayed below the card that is held.

15. CANCEL SWITCH

The "CANCEL SWITCH" is used to cancel cards that a player held.

16. DEAL/DRAW SWITCH

A) This switch is to start a game. Push the switch after inserting coins and the first five cards are dealt. However, no need to push the switch when 5 coins (maximum bet) are inserted as the first five cards are dealt automatically.

B) Push the switch again to exchange cards after holding the cards.

17. MAGNETIC ERASER SWITCH

When the CRT becomes magnetic, it causes the screen to be ill-colored.

If the "MAGNETIC ERASER SWITCH" is pushed for a few seconds in such a case, the screen turns to be well-colored.

18. SOUND VOLUME

The "SOUND VOLUME" is used to control the volume of sound. The more it is turned clockwise, the bigger the sound becomes. Set the volume at the best level.

8. EXPLANATION OF COLOR MONITOR

A. SPECIFICATIONS

1. Voltage required : 100V 50/60Hz
2. Power Consumption : Approx. 50W
3. Input Terminal : AMP 6-pin connector 171825-6
4. CRT : 14 inch 90 degree deflection
5. Video Signal Input (R.G.B.) : Analog or TTL Positive Polarity
6. Synchronizing Signal Input (SYNC) : Analog or TTL
Composite Synchronization
Negative Polarity
7. Vertical Synchronizing Signal : 60Hz
8. Horizontal Synchronizing Signal : 15.75KHz

B. VOLUME CONTROL ADJUSTMENTS

1) Conditions of Adjustments

- a) Voltage Required : Rated Voltage $\pm 2\%$
- b) RV503 : 1K = 600 microA

2) RV401

- a) V. Synchronization Volume Control
- b) Turn the volume clockwise and counter-clockwise alternately and set it to an intermediate position in between where a proper vertical synchronization of video is available.
- c) No synchronization should occur when turning the power on and off.

3) RV501

- a) H. Synchronization Volume Control
- b) Turn the volume clockwise and counter-clockwise alternately and set it to an intermediate position in between where a proper horizontal synchronization of video is available.
- c) No synchronization should occur when turning the power on and off.

4) RV402

- a) V. Hold Volume Control
- b) Turn the volume clockwise and counter-clockwise alternately and set it to a proper position in between where a vertical well-proportioned video is held.

5) RV502

- a) H. Hold Volume Control
- b) Turn the volume clockwise and counter-clockwise alternately and set it to a proper position where a horizontal well-proportioned video is held.

6) RV403

a) V. Size Volume Control

b) Set the volume to Scan 104% (4% overscan).

7) FOCUS

a) Focus Volume Control

b) Set the volume to a proper position where the best focus is available.

8) L504

a) H. Size Volume Control

b) Set the volume to Scan 104% (4% overscan).

9) RV404

a) V. Linearity Volume Control

b) Adjust the volume so that vertical arranged each coma becomes same size in cross hatch pattern.

10) RV504

a) H. Phase Volume Control

b) The volume makes it possible to set up the position to initiate a video presentation.

Remarks: RV404 and RV504 are fully adjusted at the factory before shipment.

THE PAYOUT SCHEDULE

'TAKASY' branded Video Poker Game is a game of chance and skill which closely simulates the action of single hand draw poker game. The principal difference is that the player does not compete with other players, however, the payout is based on the value of the final hand received.

In order to determine a proper payout schedule, it is required to determine the probability of occurrence of each of the different values of hands. The mathematical probabilities are as follows.

POSSIBLE POKER HANDS IN A 52 CARD PACK

<u>HAND</u>	<u>NUMBER</u>	<u>PERCENTAGE</u>
ROYAL FLUSH	4	0.00015%
STRAIGHT FLUSH	36	0.001%
FOUR OF A KIND	624	0.02%
FULL HOUSE	3,744	0.14%
FLUSH	5,108	0.20%
STRAIGHT	10,200	0.39%
THREE OF A KIND	54,912	2.11%
TWO PAIRS	123,552	4.75%
PAIR OF JACKS OR BETTER	337,920	13.00%
ONE PAIR LESS THAN JACKS	760,320	29.25%
NO PAIR	1,302,540	50.12%
<hr/>		
TOTAL	2,598,960	100%

It is quite simple to see the occurrence of hands in the original five cards, however, it gives us a great deal of difficulties to examine the probabilities for the improvement of certain hands after drawing because of the tremendous number of variables involved in possible poker hands in a 52 card pack. Therefore, it was decided to establish the payout plan from experimental data rather than theoretically. A statistical sample of 200,000 hands of five cards each was examined for value both before and after a draw of five cards maximum.

The guideline for drawing to these 200,000 hands were generally mentioned as follows.

1. Single card drawing was made to possibility for straight or flush.
2. A single pair would be broken if an open-ended straight or four-flush was held.
3. 'Kickers' was not ever retained.
4. Straight or higher value hands were considered as 'pat' hands.

The results of the 200,000 games played.

1. A payout should occur about once in every five plays on the average.
2. The minimum payout is 1 for 1 for Jacks or Better.
3. The maximum payout is 4,000 coins with 5 coins played for a Royal Flush.
4. The yield should be in excess of 8.2015% and the amount more than this depends on lack of skill on the drawing by the players.

PAYOUT SCHEDULE AND
EXPERIMENTAL DATA AFTER DRAWING

HAND VALUE	PROPOSED PAYOUT	OCCURRENCE IN 200,000 PLAYS		COINS TO BE PAID	
NO PAIR	0	59,669	29.8345%	0	0
ONE PAIR LESS THAN JACK	0	61,009	30.5045%	0	0
PAIR OF JACKS OR BETTER	1 for 1	28,631	14.3235%	28,631	14.3235%
TWO PAIR	2 for 1	25,407	12.7035%	50,814	25.4070%
3 OF A KIND	3 for 1	14,205	7.1025%	42,615	21.3075%
STRAIGHT	4 for 1	5,055	2.5275%	20,220	10.1100%
FLUSH	6 for 1	3,211	1.6055%	19,266	9.6330%
FULL HOUSE	8 for 1	2,410	1.2050%	19,280	9.6400%
4 OF A KIND	25 for 1	359	0.1795%	8,975	4.4875%
STRAIGHT FLUSH	50 for 1	21	0.1050%	1,050	0.5250%
ROYAL FLUSH	250 for 1 (1 through 4) 4,000 for 5	3	0.0015%	750	0.3750%
TOTAL		200,000	100%	191,621	95.8105%

PAYOUT PERCENTAGE 95.8105%

HOLD PERCENTAGE 4.1895%

FREQUENCY OF PAYOUT PERCENTAGE 39.661%

PAYOUT SCHEDULE AND
EXPERIMENTAL DATA AFTER DRAWING

HAND VALUE	PROPOSED PAYOUT	OCCURRENCE IN 200,000 PLAYS		COINS TO BE PAID	
NO PAIR	0	59,319	29.6595%	0	0
ONE PAIR LESS THAN JACK	0	62,026	31.0130%	0	0
PAIR OF JACKS OR BETTER	1 for 1	27,624	13.8120%	27,624	13.8120%
TWO PAIR	2 for 1	25,688	12.8440%	51,376	25.6880%
3 OF A KIND	3 for 1	14,312	7.1560%	42,936	21.4680%
STRAIGHT	4 for 1	4,976	2.4880%	19,904	9.9520%
FLUSH	5 for 1	3,214	1.6070%	16,070	8.0350%
FULL HOUSE	6 for 1	2,427	1.2135%	14,562	7.2810%
4 OF A KIND	25 for 1	383	0.1915%	9,575	4.7875%
STRAIGHT FLUSH	50 for 1	31	0.1550%	1,550	0.7750%
ROYAL FLUSH	250 for 1 (1 through 4) 4,000 for 5	0	0%	0	0%
TOTAL		200,000	100%	183,597	91.7985%

PAYOUT PERCENTAGE 91.7985%
HOLD PERCENTAGE 8.2015%
FREQUENCY OF PAYOUT PERCENTAGE 39.3275%

PAYOUT SCHEDULE AND
EXPERIMENTAL DATA AFTER DRAWING

HAND VALUE	PROPOSED PAYOUT	OCCURRENCE IN 200,000 PLAYS		COINS TO BE PAID	
NO PAIR	0	59,480	29.7400%	0	0
ONE PAIR LESS THAN JACK	0	61,921	30.9605%	0	0
PAIR OF JACKS OR BETTER	1 for 1	27,511	13.7555%	27,511	13.7555%
TWO PAIR	2 for 1	25,678	12.8390%	51,356	25.6780%
3 OF A KIND	3 for 1	14,292	7.1460%	42,876	21.4380%
STRAIGHT	4 for 1	5,121	2.5605%	20,484	10.2420%
FLUSH	5 for 1	3,311	1.6555%	16,555	8.2775%
FULL HOUSE	8 for 1	2,260	1.1300%	18,080	9.0400%
4 OF A KIND	25 for 1	399	0.1995%	9,975	4.9875%
STRAIGHT FLUSH	50 for 1	26	0.0130%	1,300	0.6500%
ROYAL FLUSH	250 for 1 (1 through 4) 4,000 for 5	1	0.0005%	250	0.1250%
TOTAL		200,000	100%	188,387	94.1935%

PAYOUT PERCENTAGE 94.1935%
 HOLD PERCENTAGE 5.8065%
 FREQUENCY OF PAYOUT PERCENTAGE 39.2995%

[1] Integrated Circuit

Item NO.	Q'ty	Description	Parts NO.
R 6502	1	CPU	IC-31
R 6520	3	PIO	" 30,33,34
R 6545-1P	1	CRTC	" 32
2732A	4	E-PROM	" 9,10,11,12,40
2764	2	"	" 38,39
MB7052	1	"	" 3
2114	4	RAM	" 14,15,16,17
M58981P	2	"	" 41,42
10L8	1	PAL	" 22
7407	2	TTL	" 5,6
74LS02	1	"	" 46
" 04	4	"	" 7,21,29,45
" 08	2	"	" 2,44
" 86	1	"	" 28
" 138	1	"	" 37
" 157	3	"	" 25,26,27
" 166	3	"	" 18,19,20
" 174	2	"	" 1,4
" 193	1	"	" 8
" 245	2	"	" 23,24
4016	1	CMOS	" 52
4093	2	"	" 48,49
4538	1	"	" 13
μA555	1	Liner	" 35
μPC2002-V	1	"	" 51
LM339	1	"	" 50
LM3900	1	"	" 43
78L12	1	"	" 36
μPA2003	4	TR Array	" 47

[2] Transistors and Diode

Rating	Q'ty	Description	Parts NO.
2SA733	1	Transistor	TR-15
2SC2001(K,L)	22	"	" 1~13, 16~24
RD4.7E	1	Zenar Diode	Z.D-34
RD5.6E	1	"	" 25
RD11EB	1	"	" 26
10D-1	4	Swicthing Diode	D-21,22,23,24
1S953	26	"	" 1~20, 27~29, 31~33
PC617	13	Photo Cappler	PC-1~9,12~15
S12ND3	1	"	" 10
P873-G35-201B	1	"	" 11
BCR10AM-8L	1	Tryaic	TR-14

Description	Parts NO.
Chemical	C-10,77,82,84
"	" 75
"	" 65
"	" 61,81,85
"	" 70
"	" 7,11,76
"	" 79
"	" 1,2,3
"	" 80,90
"	" 4
Tantalum	" 66
"	" 71
Tilakon	" 60,74
"	" 73
"	" 72
Nailor	" 67,68,69,87
"	" 86
"	" 8,9,62,63,78,83,88,89
"	" 64
Ceramic	" 5,6,12~59

Description	Parts NO.
Carbon	R-68,89,94
"	" 30
"	" 18
"	" 28
"	" 19
"	" 38,49,66,67,80
"	" 87
"	" 86
"	" 4~11,14,16,17,32, 50~61,64,65,71,85, 90,91,92
Carbon	R-2,3,33,83
"	" 35,44,47,62,63,78,88
"	" 21,82
"	" 74
"	" 39,40,41,48,93
"	" 45
"	" 25
"	" 12,15,22,31,42,69,76
"	" 26,81,84

[3] Capacitors

Rating	Q'ty	Description	Parts NO.
1 μ F 16V	4	Chemical	C-10,77,82,84
3.3 " "	1	"	// 75
4.7 " "	1	"	// 65
10 " "	3	"	// 61,81,85
47 " "	1	"	// 70
100 " "	3	"	// 7,11,76
220 " 25V	1	"	// 79
470 " 6.3V	3	"	// 1,2,3
470 " 25V	2	"	// 80,90
1000 " "	1	"	// 4
0.33 " 16V	1	Tantalum	// 66
2.2 " "	1	"	// 71
100 PF 50V	2	Titakon	// 60,74
220 " "	1	"	// 73
470 " "	1	"	// 72
103 50V	4	Mailor	// 67,68,69,87
223 " "	1	"	// 86
104 " "	8	"	// 8,9,62,63,78,83,88,89
104 250V	1	"	// 64
104 16V	27	Ceramic	// 5,6,12~59

[4] Resistors

Rating	Q'ty	Description	Parts NO.
2.2 Ω 1/4W	3	Carbon	R-68,89,94
10 " "	1	"	// 30
68 " "	1	"	// 18
100 " "	1	"	// 28
150 " "	1	"	// 19
220 " "	5	"	// 38,49,66,67,80
270 " "	1	"	// 87
330 " "	1	"	// 86
1 K Ω "	31	"	// 4~11,14,16,17,32, 50~61,64,65,71,85, 90,91,92
1.5K Ω 1/4W	4	Carbon	R-2,3,33,83
2.2 " "	7	"	// 35,44,47,62,63,78,88
3.3 " "	2	"	// 21,82
3.9 " "	1	"	// 74
4.7 " "	5	"	// 39,40,41,48,93
6.8 " "	1	"	// 45
8.2 " "	1	"	// 25
10 " "	7	"	// 12,15,22,31,42,69,76
15 " "	3	"	// 26,81,84

33 K Ω	1/4W	2	Carbon	R-1,27
47 "	"	2	"	" 24,34
100 "	"	3	"	" 20,29,70
220 "	"	1	"	" 75
270 "	"	1	"	" 13
330 "	"	2	"	" 23,79
1 M Ω	"	4	"	" 43,46,73,77
2.2 "	"	3	"	" 36,37,72

[5] Misc

Name	Q' ty	Description	PARTS NO.
IC Socket	1	ICC05-016-3G0TP	IC-3
"	2	" 018 "	" 41,42
"	1	" 020 "	" 22
"	4	" 024 "	" 9,10,11,12
"	2	" 028 "	" 38,39
"	5	" 040 "	" 30,31,32,33,34
Xtal	1	10 MHz	X-tal 1
Battery	1	GB50-3	
Slide SW	1	AS-22AP	SW-1
Dip SW	1	DTS-4	DSW
Resistor Array	2	RAS-4-1024-J	RA-6,7
"	2	" 1028 "	" 3,4
"	1	" 1034 "	" 8
"	1	" 2214 "	" 5
"	1	" 2218 "	" 2
Volume	2	RGP102	VR-1,3
"	1	" 202	" 2
"	1	" 103	" 4

Color Monitor 1 KZ14EN