

## Jinder

## Recond System Operating Instructions

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## Z2[System Operation)]

## EAUTION

You can operation with the USB keypad.
In the situation of betting or selecting the hold cards, press "Enter" key on the keyboard to enter game Record menu.
Press " $2 / 8$ " to move the Cursor Up / Down.
Press "Enter" to enter the selected option.

- Recent records (Record last 20 awards content, use " $2 / 8$ " select prev / next data. Use "Enter" to exit)
- Record

Current Record (Press "*" to reset Current Record)
Total Record ( password is necessary )

- Direct Adjust ( password is necessary )

After setting up ,select the option "Save \& Exit" to save all changes.

- Report
- Reset

Both of "Report" and "Reset" , You must return all the data on the screen to the agent, to get a 30-digit Report code .
Then enter the Report code correctly, press the "*" key for confirmation. Cancellation and exit presses "Enter".
Wait for the screen appears the word "password correct", " Report code" action is complete.

- Test
- Exit


## EAUTION

The total amount record page requires a password to access.
The password can be changed on the Parameter Adjustment page.
※ Total record default password : 『 $00000000 』$

## System Adjustment

えi [Parameter Adjust-Report Adjusti]]

| Item | Default | Parameters |
| :---: | :---: | :--- |
| Coin Ratio | 10 | $1,2,5,10,20,25,50,100,200,250,500,1000$ |
| Key In Ratio | 100 | $10,20,50,100,200,250,500,1000,2000,2500$, <br> $5000,10000,20000,25000,50000,100000$ |
| YXND <br> (Game Difficulty) | 6 | $0 \sim 20$ |
| YXLX | M | S,M,B <br> (Small, Medium, Large) |
| Location Scale) |  | $5000,6000,10000,15000,20000,30000,50000$, <br> $100000,150000,200000,400000,500000$, |
| Credit Limit | 100000 | 600000,1000000 |, | $10000,15000,20000,30000,40000,50000$, |
| :--- |
| $100000,150000,200000,300000,500000$, |
| $1000000,1500000,2000000,2500000$ |$|$

## Came Description

## Z[How to play]]

- Player can play X1 GAME \& X5 GAME in every round.
- In X5 Game, Banker only win up to X5 prize, but player can win up to X55 prize.
- In X1 GAME, Banker and player both get X1 prize.
- There will be 5 cards make up 3 card's point to multiples of $10(J, Q, K=10)$, and they are called Bull, then use other two card's point to ranking.
- After confirming the first 3 card's, player can "RAISE" if they have the advantage.


## TH[Mand-ranking]

- Bull Bull $>$ Bull $9>$ Bull $8>\ldots>$ Bull $1>$ None.
- It will compare suits of Player's biggest cards to Banker's if player's Hands Rank is same as Banker's Hands Rank.
- Point rank: $K>Q>J>\ldots . . .>2>A$
- Card Type : Spade $>$ Heart $>$ Club $>$ Diamond

| Combination | BULL-BULL | 9-BULL | 8-BULL, <br> $7-$ BULL | 6-BULL~ <br> None |
| :---: | :---: | :---: | :---: | :---: |
| Multiple | $\times 5$ | $\times 3$ | $\times 2$ | $\times 1$ |

## E (Player's speciall cards)]

- Straight None Bull: $(3,4,5,6,7),(6,7,8,9,10),(7,8,9,10, J)$ is called Straight None Bull.
- Bull Pair: When Banker get BULL BULL ,Player's 3 cards of ten points with a pair will upgrade to Bull Pair.
- Five Mini Bulls: Total points of player's cards is less than 10 or equal to 10.
- Gold Bull: Player's cards consist of 10,J,Q,K.
- 4 OF A KIND, FLUSH, STRAIGHT • FULL HOUSE: The rules as same as Five card stud.

| Straight <br> None Bull | Bull Pair | 4 OF A KIND | Five Mini <br> Bulls | Gold Bull | FLUSH <br> STRAIGHT <br> FULL HOUSE |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $\times 45 \sim 55$ | $\times 25 \sim 35$ | $\times 15 \sim 25$ | $\times 15$ | $\times 10$ | $\times 7$ |

## Operating Instructions

System Adjustment

## E[Operation Panel Instruction)



Hold Up :
Bet again
Hold Down :
Hide score
Small Button
X1 game bets


Big Button
X5 game bets
[Cable Definition)]

| Up | 1 | 2 | Down |
| :---: | :---: | :---: | :---: |
| Left | 3 | 4 | Right |
| X1 game bets | 5 | 6 | X5 game bets |
| Coin in | 7 | 8 | Key in |
| Key out | 9 | 10 | Pay out |
| Ticket SW | 11 | 12 | Hopper SW |
| Ticket SSR | 13 | 14 | Hopper SSR |
| X5 game key light | 15 | 16 | X1 game key light |
| +12 V | 17 | 18 | +12 V |
| +12 V | 19 | 20 | +12 V |
| +5 V | 21 | 22 | Ground |
| Ground | 23 | 24 | Ground |
| Ground | 25 | 26 | Ground |



| Item | Default | Parameters |
| :---: | :---: | :---: |
| Minimum Bet | 50 | 1,2,5,10,20,30,40,50,100,200,250 |
| Maximum Bet | 1000 | $\begin{aligned} & 10,20,30,40,50,100,200,500,1000,2000,2 \\ & 500,3000,5000 \end{aligned}$ |
| Bet increase rate | 10 | 5,10,20,50,100,200 |
| Bet Time | 20 | 5,10,15,20,25,30,35,40,50 |
| Increasing bet time | 10 | 5,10,15,20,25,30,35,40,50 |
| Peek time | 5 | 5,10,15,20,25,30,35,40,50 |
| Ticket Ratio | 1 | $\begin{aligned} & 1 / 100,1 / 80,1 / 50,1 / 25,1 / 15,1 / 10,1 / 8,1 / 5, \\ & 1 / 4,1 / 3,1 / 2,1,2,3,4,5,8,10,15,20,25,50 \\ & , 80,100 \end{aligned}$ |
| Withdraw Mode | Key Out (Coin) | Key Out (Coin) • Key Out (Ticket) • Coin out in game • Ticket out in game Communication Mode - Key Out (Print Voucher) |
| Player Steering | Standard | Inverse - Standard |
| TITLE SWITCH | - |  |
| Station Quantity | 6(2-1) | 6(2-1) , 8(3-1) , 10(3-2) |
| BGM | On | Off - On - SE B BGM |
| Volume | 4 | 0,1,2,3,4,5,6,7,8 |
| Bill Validator Adjust | - |  |

