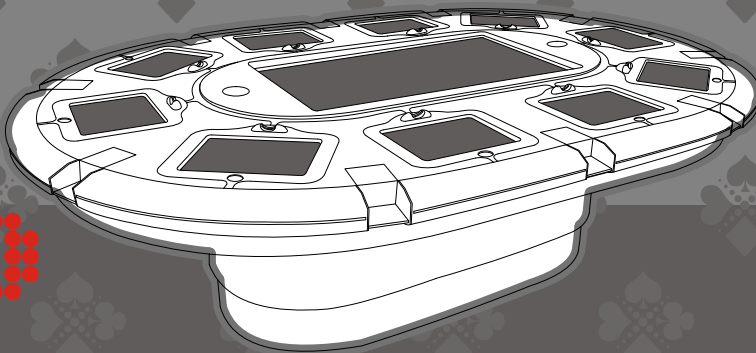


Casino informational System  
User Manual

**POKER**  
100



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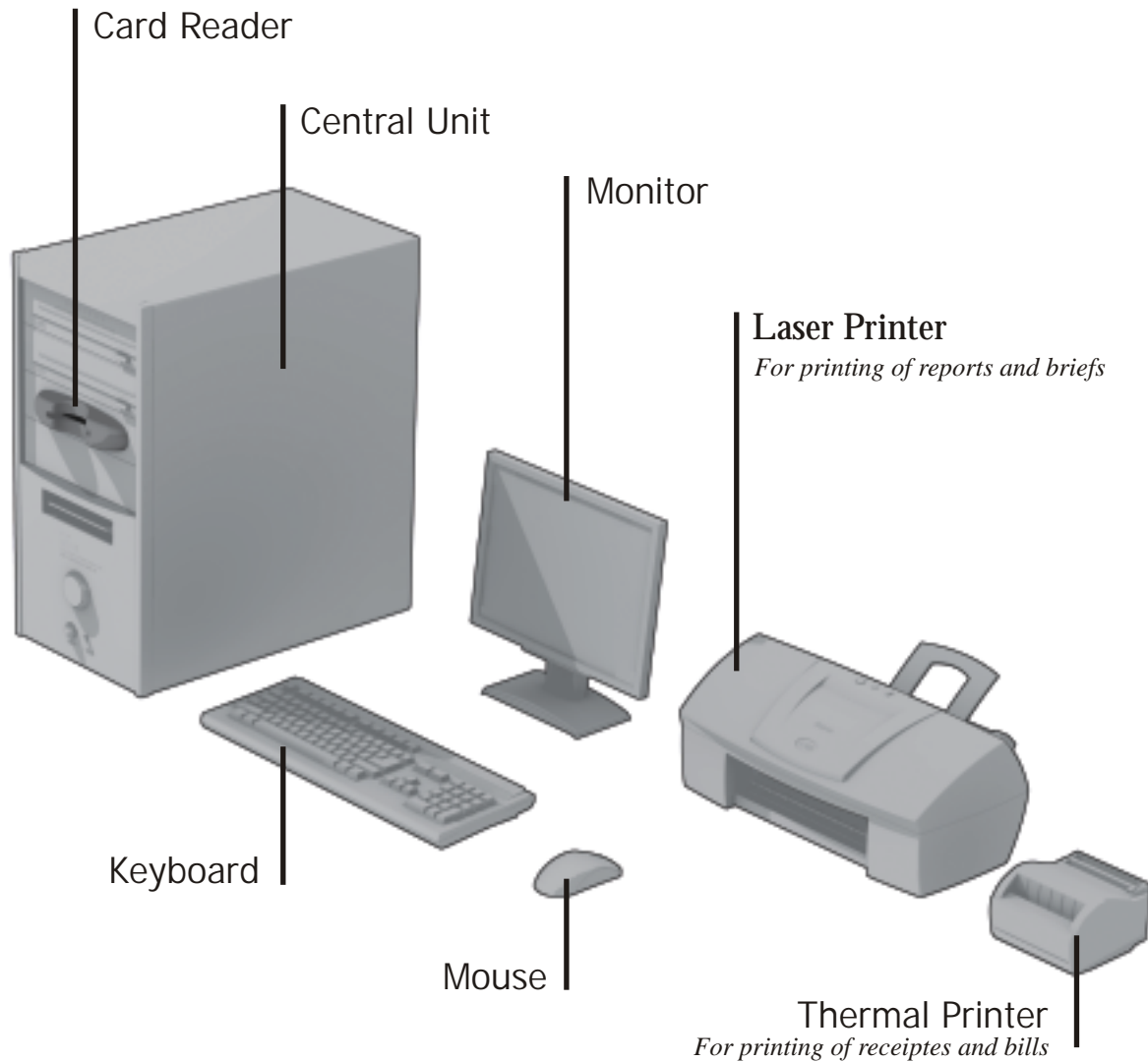
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# Cashier



"Cashier" is an administration tool used for work with members and cards, money in and money out operations.

# Basic Elements



# New card formatting

This procedure consists of two phases:

- Entering a new member into the database, if the user does not already have a user's account, and
- Issuing a new smart card.



1 Insert a card in a Card Reader.

2 Press the button “Read Card” for the program to read the card. If the program does not succeed in reading the card's data or the card is empty, the notice: “Empty Card!” is displayed. This notice will be shown each time when the program is not able to read the card.

3 By pressing the button “Member” the subprogram for members' administration will be entered into. It consists of 2 parts: “Boxes” and “Grid”. “Boxes” shows detailed information on each member. The information shown in this form could be changed. “Grid” gives a review of all members in the database.

4 The form “Boxes” must be filled in with all information about the new member. The obligatory fields are of a light-yellow color. The field “Member ID” is automatically filled and cannot be changed.

A screenshot of a software form titled 'Boxes' with a dark red background. It contains several input fields for member information: Member ID (light yellow), Member First Name, Member Middle Name, Member Last Name, Member Place, Member Address, Member City, Member State, Member Country, Member Phone, Member Mobile, Member Email, and Member PIN Code (light yellow). At the bottom, there are buttons for 'Cancel', 'Save', and 'Assign New Card To Member'. A small red 'X' icon is in the bottom right corner.

Member ID:

Member First Name:

Member Middle Name:

Member Last Name:

Member Mobile:

Member PIN Code:

Member PIN Code Confirmation:

Member Email:

Member PIN:  PIN

CANCEL SAVE Assign New Card To Member

5 New members' PIN code is entered by pressing the “PIN” button. Casino IS uses four digit PIN codes.

6 When all required fields are filled, by pressing the “SAVE” button new member is entered in the database. If the procedure is done correctly the information dialog appears with the message "New member saved to database". At this point the user's card could be issued to the new member.

Member ID:

Member First Name:

Member Middle Name:

Member Last Name:

Member Mobile:

Member PIN Code:

Member PIN Code Confirmation:

Member Email:

Member PIN:  PIN

OK

ADD NEW MEMBER SAVE Assign New Card To Member



7 By pressing the button “Assign New Card to Member” a new dialog box with the information about the member is open. At the bottom of the dialog box there is a drop-list for the selection of user card's type “Card ID Level” where the card should be set for the option “Player”.

8 By pressing the button “Assign New Card to Member” the set up is confirmed and the new user card is assigned to the member. If the procedure is done correctly, a dialog box with the notice “New card assigned to member” appears.



9 The subprogram for the members' administration is automatically closed. It is necessary to press the button “Read Card” to refresh the information on the card. Now, the money can be placed onto the user's card.



# Pay-in transaction



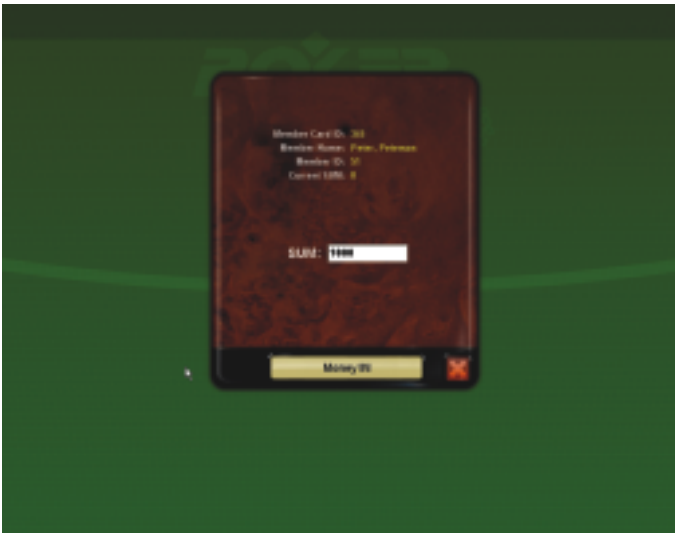
1 Insert the card in the Card Reader.

2 Press the button “Read Card” for the program to read the card. If the program does not succeed in reading the card's data or the card is empty, the notice: “Empty Card!” is displayed. This notice will be shown each time when the program is not able to read the card.

3 Press the button “Money in”. By pressing this button, the subprogram for placing the money onto the card is open.







4 Enter the amount of money in the “SUM” box.



5 Confirm the amount by pressing the “Money In” button. If everything is done correctly, the dialogue box “SUM is updated” appears.

6 The subprogram for the money pay-in is automatically closed. Take out the card from the Card Reader.

# Pay-out the transaction

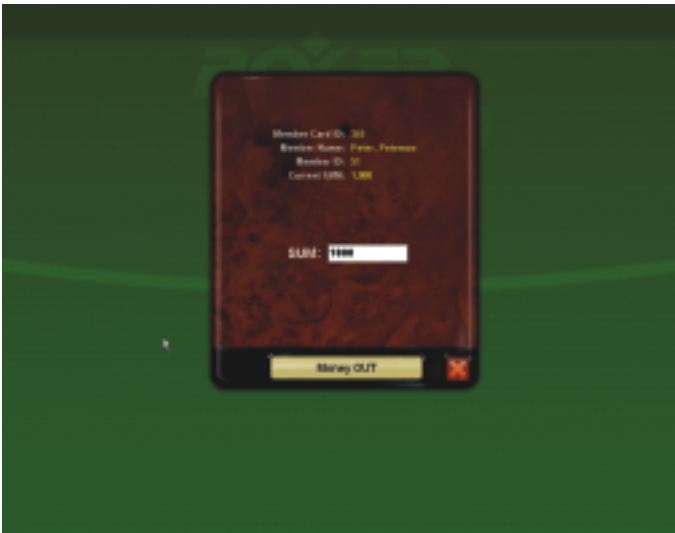


1 Insert the card in the Card Reader.

2 Press the “Read Card” button for the program to read the card. . If the program does not succeed in reading the card's data or the card is empty, the notice: “Empty Card!” is displayed. This notice will be shown each time when the program is not able to read the card.

3 Press the " Money Out" button. A new dialog box for the pin code entry is open. If the entry is correct, the subprogram for the money pay-out is open.





4 Enter the amount of money in the “SUM” box.



5 Confirm the amount by pressing the “Money Out” button. If everything is done correctly, the dialogue box “SUM is updated” appears.

6 The subprogram for the money pay-in is automatically closed. Take out the card from the Card Reader.

Casino Informational System

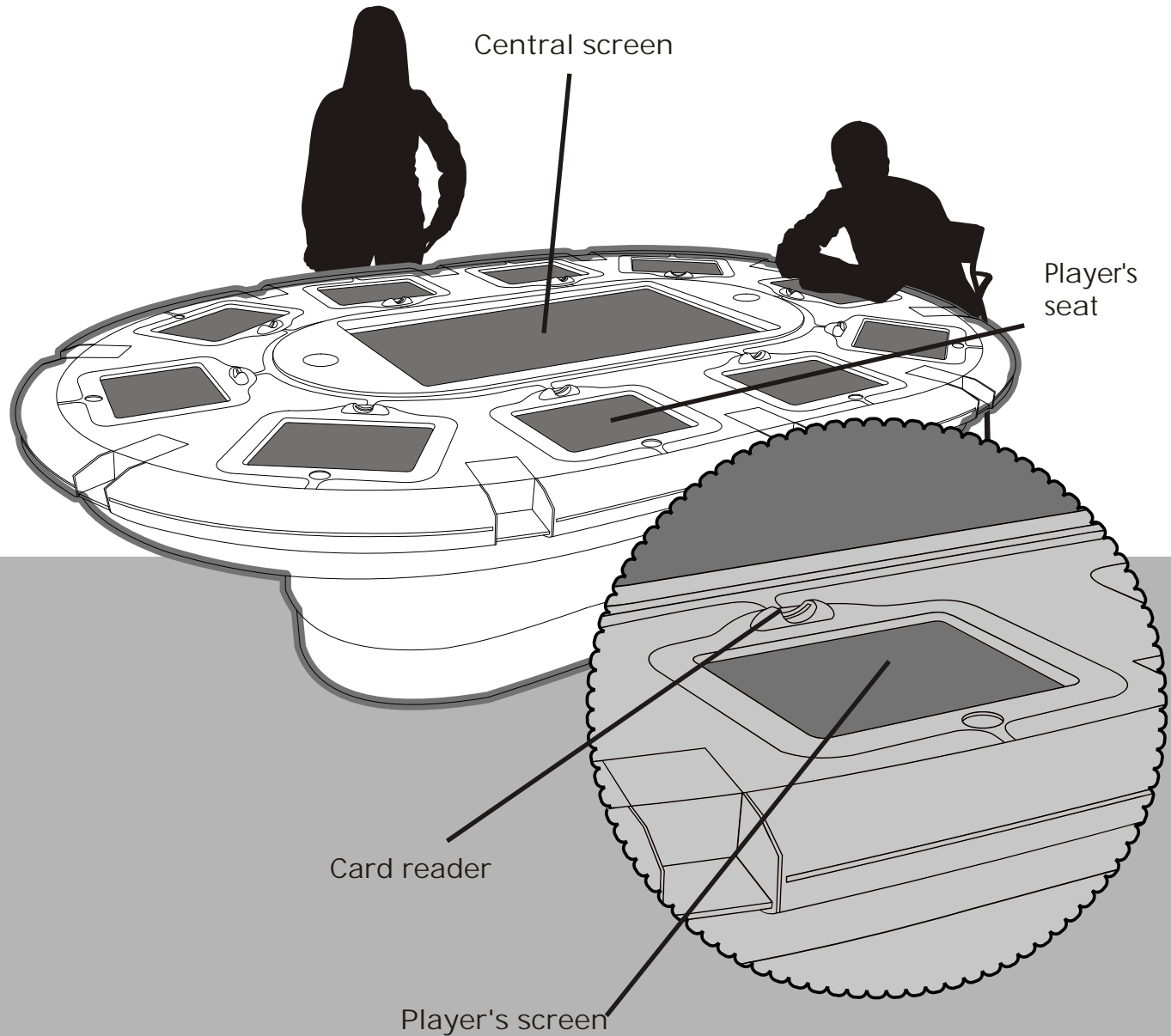
# Poker table



**POKER** 100

Poker 100 is an electronic table that has changed the traditional Texas Hold'em poker game into the virtual one.

# Basic elements

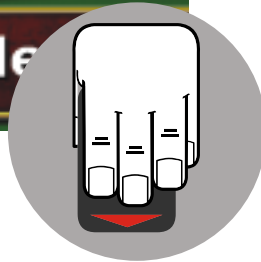


# Game Play Steps



## SEAT AVAILABLE

When a player approaches the poker table, he/she should select the available seat. Available players' seats are marked with “Seat Available” screen.



## SCREEN WITH THE PIN CODE

After inserting “Smart” card the player is asked to enter the pin code. The pin code is entered and then confirmed by pressing the “Confirm Code” button. If the pin code is correct, the player enters the “Control Panel” screen.



## CASHIER SCREEN

The player has to buy some credit to enter the game. The credit is purchased in the "Cashier" screen, using an on-screen numerical keyboard. The player chooses the amount of credit and afterwards confirms the transaction by pressing the button "Buy In", after which the button "Play" is turned on. By pressing the "Play" button the player enters the "Game Screen".



## GAME SCREEN

Player is ready for the game when he/she enters the "Game Screen". He is automatically included in the game at the beginning of the next round. The player could leave this screen if he/she chooses to buy some more credit or he/she could choose to leave the table. These functions are enabled by pressing the "Control Panel" button.



## MAIN SCREEN

The game begins by defining the dealer's position. The dealer's position moves from game to game in the clockwise direction. Upon defining the dealer's position small and big blinds are automatically presented on the screen.



DEALER



SMALL BLIND



BIG BLIND



## GAME SCREEN

A player's turn is signaled with the message "You play!" and the background's color changes both visible on the player's screen. The decision time begins to be counted down and the next 4 options are turned on: Call or Check, Raise or Bet, All In and Fold.

- Call to follow already played betting sum
- Check to pass betting role to next player
- Raise to raise the betting sum.
- Bet to set a minimal bet.
- Fold leave the game.

The player finishes his turn after pressing one of these 4 options. Afterwards the next player becomes active.



## MAIN SCREEN

The first betting round is finished when all players pay in the same amount of credit. After this the “Main Pot” is created and three common cards called “Flop” are shown. The player on the dealer's left side starts a new round of betting. When this round of betting is finished all credit is collected in the “Main Pot” and the fourth card is shown on the “Central Screen”, after which the third round of betting begins. All credit is collected in the “Main Pot” and the last, fifth card is presented. The fourth and last round of betting starts.



## MAIN SCREEN

After the fourth round of betting if there is more than one player left in the game, all credit is collected in the “Main Pot” and all players' cards are shown. Now each player combines his two cards with the five common cards and forms the strongest combination. The winner wins the credit from the “Main Pot”.



## MAIN SCREEN

The new game starts when the time between two games expires. The players that are in the “Game Screen” and have minimal credit are automatically included in the new game.



## CASHIER

A player wishing to leave the table should exit the “Game Screen” by pressing the “Control Panel” button and enter “Cashier's Screen” in order to transfer the credit he gained to the card by pressing “Cash-out all” button. The player is logged out from the table by pressing the “Quit” button.



Texas Hold'em poker

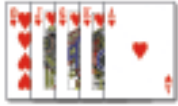
## Game rules



Hold'em is a game with common cards where each player can use any of the five common cards and his two cards to make a combination.



# Cards' ranking



1. Royal Flush  
*10, J, Q, K, A - all cards of the same suit*



2. Straight Flush  
*Five card sequence of the same suit*



3. Four of a Kind  
*Four cards of the same rank*



4. Full House  
*Three of a kind combined with a pair*



5. Flush  
*Five cards of the same suit but not in sequence*



6. Straight  
*Five cards in sequence but not in the same suit*



7. Three of a Kind  
*Three cards of the same rank*



8. Two Pair  
*Two separate pairs*



9. Pair  
*Two card of the same rank*



10. High Card  
*Unrelated cards ranked by the highest card*



# Game rules

## Introduction

Hold'em is a community card game where each player can use any of the five common cards and his two cards to make a combination.

In Texas Hold'em, like in all kinds of poker, players compete for the amount of money paid by the players themselves (called the pot). Since the cards are dealt randomly and without the control of the players, each player competes based on the cards he has.

The game is divided into a series of hands or deals and at the end of hand the pot is awarded to one or a few players. A hand ends either with the display of cards (when the remaining players compare their combinations) or when only one player stays in the game.

The pot is then awarded to the player who has not folded and has the best hand. (More players in case of a tie.)



## Betting Structures

Hold'em is normally played using small and big blind bets placed by two players. Antes (when all players place their bets at the beginning of the hand) are mostly used in tournaments. Dealer's chip is used to mark the dealer's position which is rotated clockwise after each hand. The small blind is placed by the player to the dealer's left and is usually half of the big blind. The big blind is placed by the player to the left of the small blind and is in the amount of the minimum bet. In tournaments the blind/ante structure periodically increases as the tournament progresses.

When only two players remain, special "head-to-head" or "heads up" rules are enforced according to which the dealer places the small blind and his opponent the big blind. The dealer plays first before the flop. After the flop, the dealer plays last until the end of the hand.

The three mostly played kinds of hold'em poker are limit, no-limit and pot-limit hold'em.

In no-limit hold'em, a player can raise the bet in the amount over the minimum raise up to all chips the player has on the table (called all-in). If anyone wishes to re-raise, they must place at least the amount of the previous raise. If a player invests all his chips and still is not able to set the equal to the previous raise, the player who initially raised the bet cannot re-raise. In pot-limit hold'em, the maximum raise is in the amount of the current pot.



## Play of the hand

The game begins when each player is presented with two cards facing down. There is a standard 52 card deck, with no jokers. These cards are the player's individual or pocket cards. These are the only cards each player receives individually and they will only be revealed to other players at the showdown.

The hand begins with a "pre-flop" betting round, beginning with the player to the left of the big blind and continuing clockwise. A round of betting continues until each player has folded, put in all of his chips or place the same amount as all the other active players. The big blind is considered the last betting position in the pre-flop, i.e. this player is asked if he would like to check the last player's bet or raise it.

After the pre-flop betting round, if there are at least two players in the hand, three common cards, i.e. flop are presented. The flop is followed by a second betting round. The betting round begins with the player to the dealer's left and continues clockwise.

## The Showdown

If only one player remains in the round, cards are not shown. However, if there is more than one player left, each player forms the highest combination of 5 common and 2 individual cards. The player can use both, only one or none of his individual cards in his combination.

If the best hand is shared by more than one player, then the pot is split equally among them. However, this rarely happens since the winner is decided by the last card called kicker, i.e. the strongest card which is not the part of the winning combination. The numerical value of the kicker is of sole importance, no matter which suit it is.

lucky line



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