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### System & Hardware Specifications

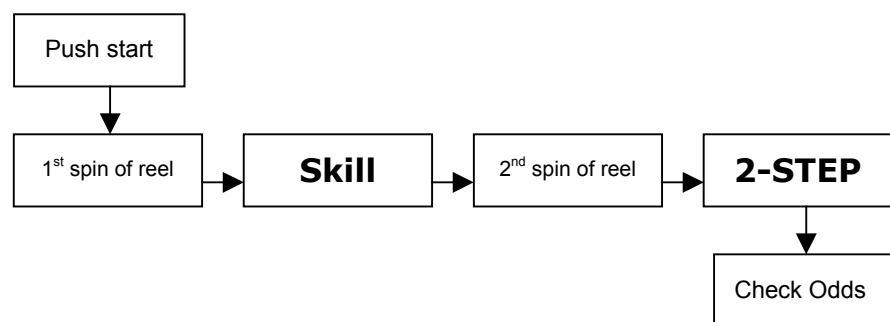
- **Main Game:** one liner game with skill function
- **Symbol types:** Alatin theme
- **Language:** English
- **Connection:** 36 + 10 pins
- **PCB:** bundle with RS232 printer port

### Hot Features

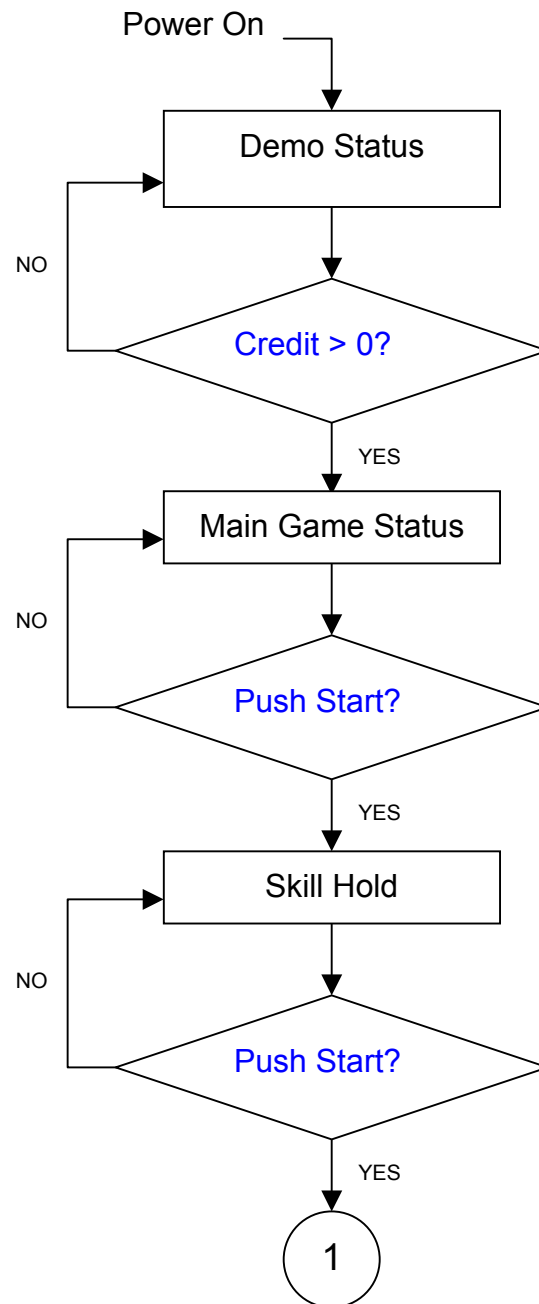
- Skill Function: Re-spin & 2-steps nudge
- Mimicked slot style.
- Auto-hold function for speeding game.
- Theme game to link all game flow.

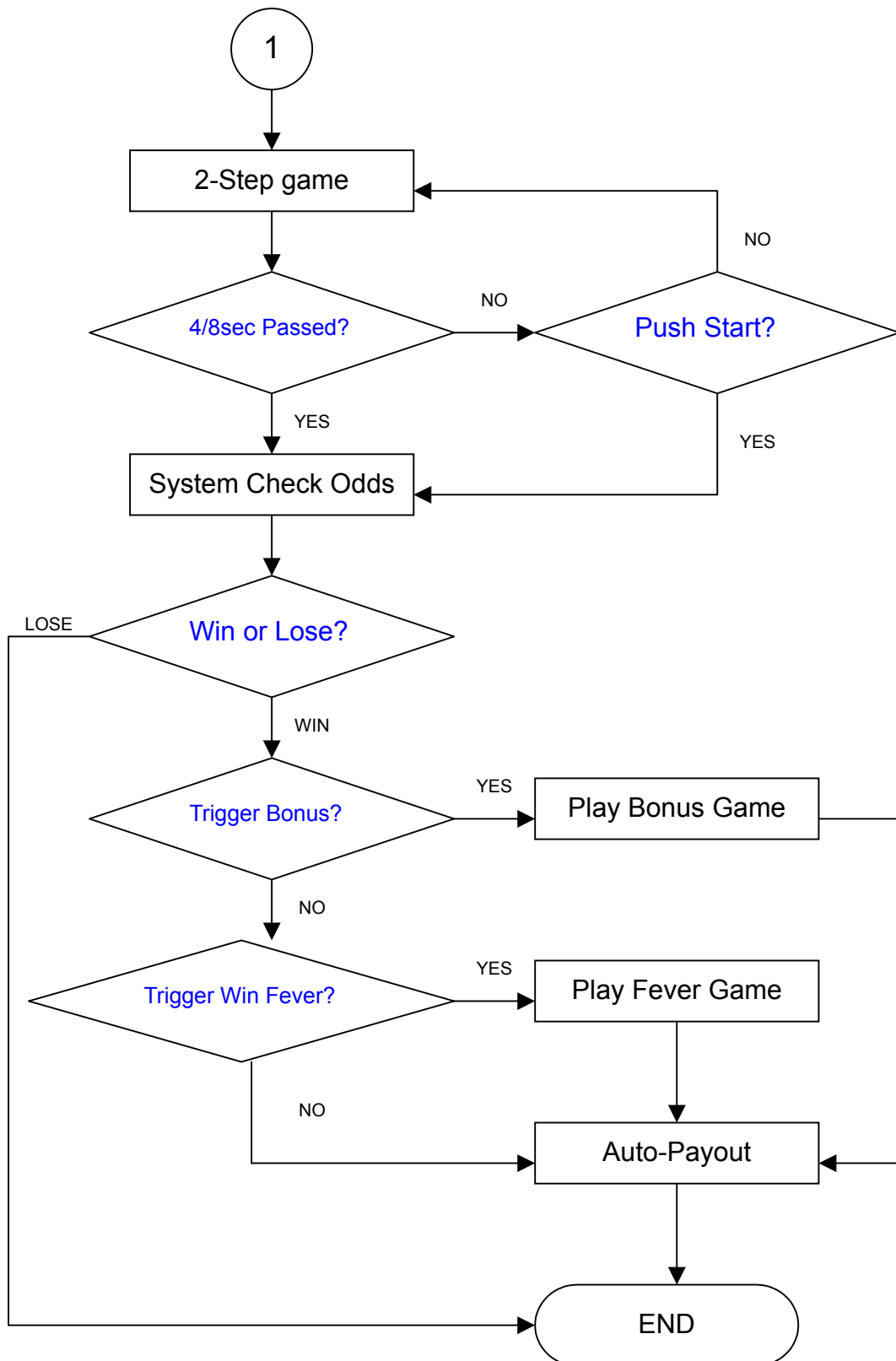


## HOW TO PLAY



1. Insert the coin, bet then press START button, then the game move forward its 1<sup>st</sup> spin.
2. The game would assign an auto-hold to retain the best combination, or player can hold any reel by pressing Hold1~Hold4.
3. After HOLD REEL, the game will go on by pressing START button to its 2<sup>nd</sup> spin.
4. Player has 2 STEP to nudge reel. Limit time is 4 or 8 seconds.



**2-step nudge game illustration:**



# ODDS TABLE

7777	—	—7777	x30
BAR BAR BAR	—	—BAR BAR BAR	x20
Watermelon Watermelon Watermelon	—	—Watermelon Watermelon Watermelon	x10
Grapes Grapes Grapes	—	—Grapes Grapes Grapes	x8
Plum Plum Plum	—	—Plum Plum Plum	x5
Orange Orange Orange	—	—Orange Orange Orange	x3
Cherry Cherry Cherry	—	—Cherry Cherry Cherry	x2
Cherry Cherry —	—	—Cherry Cherry —	x1

Jackpot Jackpot Jackpot Jackpot

**MAXWIN 25000**

77777	x200	Plum Plum Plum Plum	x10
BAR BAR BAR BAR	x100	Orange Orange Orange Orange	x5
Watermelon Watermelon Watermelon Watermelon	x50	Cherry Cherry Cherry Cherry	x3
Grapes Grapes Grapes Grapes	x25		

 **BONUS**





## Special Odds

- **Treasury box:** collecting 4 treasury boxes can enter bonus game.
- **Jackpot:** 4 Jackpot symbols link-up can win 500 times of maximum win.
- **Joker:** Joker can transfer to any symbol. But, if it is not Joker, the Joker won't switch to any symbol.

## Bonus Game

- **The entering requirements:** collect 4 treasury boxes.
- **How to play (as below illustration):** Press START button, to stop rotated wheel. Then, check the odds combined wheel with left odds table. If reach "Continue", you can play it again.



# MAGIC 2 STEPS

V101FA

DIP SW1 SETTING									
FUNCTION	SELECT	1	2	3	4	5	6	7	8
DEMO MUSIC	YES	ON							
	NO	OFF							
W-UP GAME	YES		ON						
	NO		OFF						
SCORE BOX	YES			ON	OFF				
	NO			ON	ON				
	10 TIMES			OFF	ON				
PLAY SCORE	YES					ON			
	NO					OFF			
HAND COUNT	YES						ON		
	NO						OFF		
ODDS TABLE	YES							ON	
	NO							OFF	
PASSWORD	YES								ON
	NO								OFF

DIP SW2 SETTING									
FUNCTION	SELECT	1	2	3	4	5	6	7	8
AUTO HOLD	YES	ON							
	NO	OFF							

SYSTEM SETUP: Push "RECORD" key to access  
Default Password: 8\* "START" Button

SCREEN SETTING		
ITEM	VALUE	DEFAULT
COIN IN RATE		5
KEY IN RATE	1,2,4,5,10,15,20,25,40,50,60,75,80,100	10
KEY OUT RATE	200,250,400,500,1000.	1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
MIN. PLAY	1, 2, 3, 4, 5, 10, 20, 30, 40, 50	1
MAX. PLAY	10, 30, 50, 100	50
Ticket Out	PRINTER DIRECT/DISPENSER DIRECT	DISPENSER DIRECT
Printer Command	CBM1/ESC/POS/STAR	CBM1

REMARK: Printer only can be used one by one machine

CHANCE ADJUSTMENT		
MAIN GAME RATE	LEVEL 1 ( 95%), LEVEL 2 (90%), LEVEL 3 (85%), LEVEL 4 (80%), LEVEL 5 ( 75%), LEVEL 6 (70%), LEVEL 7 (65%), LEVEL 8 (60%)	LEVEL 5
DOUBLE GAME RATE	LEVEL 1 (90%), LEVEL 2 (80%), LEVEL 3 (70%), LEVEL 4 (60%)	LEVEL 2

System limit: fixed on unlimited.

Connection Diagram for 36+10 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/ ALL STOP/ TAKE	9	
SMALL/ HOLD3/ NUDGE 3	10	
PLAY	11	
TAKE/ HOLD1/ NUDGE 1	12	
W-UP/ HOLD 4/ NUDGE 4	13	
	14	
	15	
BIG/ HOLD 2/ NUDGE 2	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	20	TEST
	21	KEY OUT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN C METER	26	
OUT METER	27	
	28	
Lamp: Start	29	
Lamp: Small	30	
Lamp: Play	31	
Lamp: TAKE	32	
Lamp: W-UP	33	
LAMP: BIG	34	
ATTENDANT	35	
GND	36	GND

PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	GND

Panel Button Illustration

TAKE HOLD  
1 NUDGE 1

BIG  
HOLD 2  
NUDGE 2

SMALL HOLD  
3 NUDGE 3

W-UP HOLD  
4 NUDGE 4

PLAY

START  
ALL STOP