



MAGIC SHOW



Operator Manual

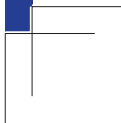
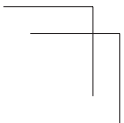
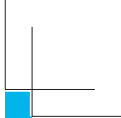
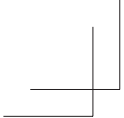


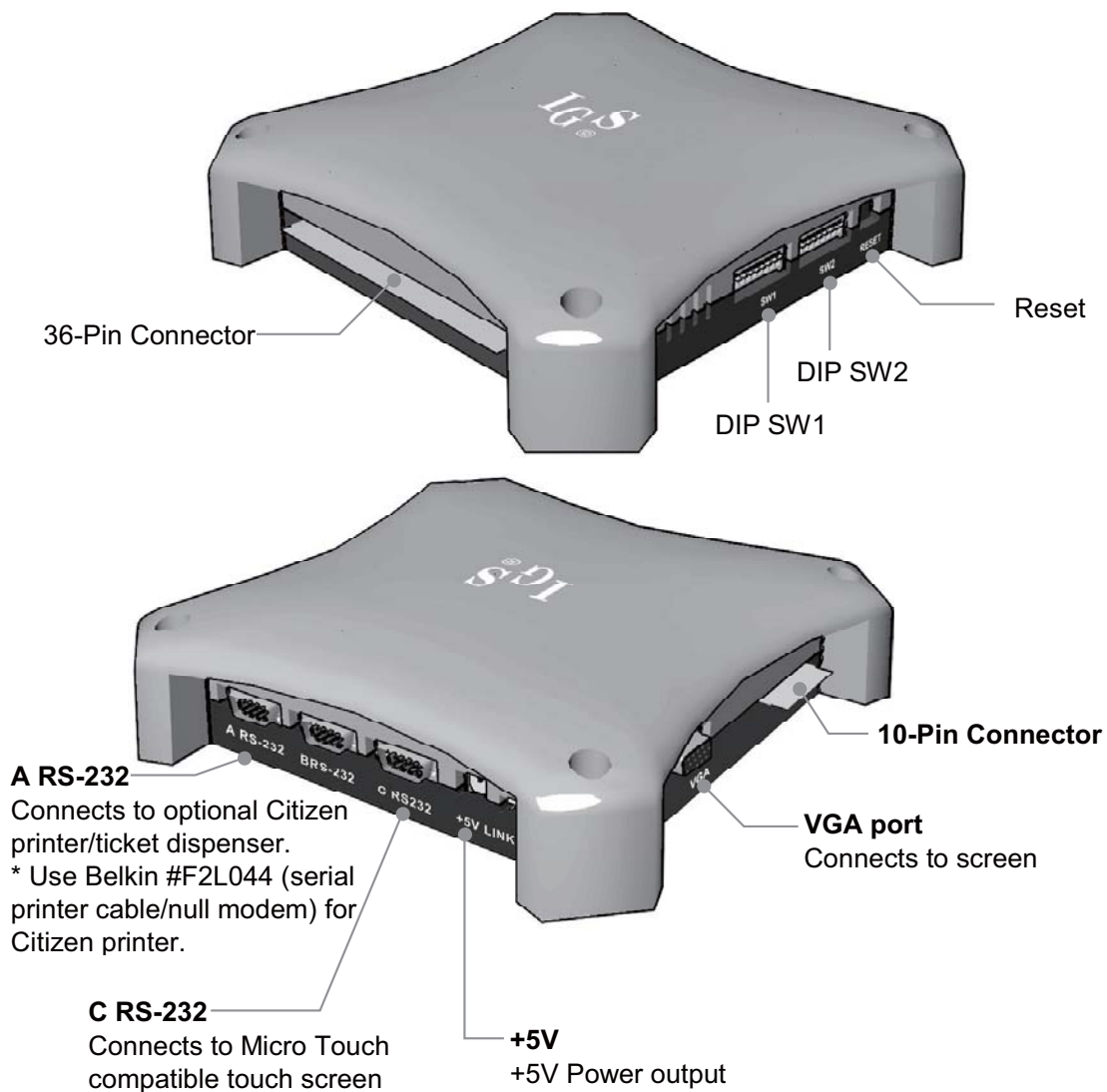


Table of Contents

1. Hardware	2
Connectors Descriptions.....	2
Connection Diagram	3
DIP Switch Settings	4
36 & 10 PIN Button Layout	4
Solving Hopper SSR Error.....	5
2. Bookkeeping & Adjustment.....	6
Access Flow Chart.....	6
System Adjustment	7
Chance Adjustment.....	8
Touch Screen Calibration.....	8
3. Game Introduction.....	9
Features.....	9
Main Game	9
Free Game.....	10
Bonus Game	10
Double Game.....	11
4. Wins Rules	12
Jackpot	12
Encouraging Higher Play	12
Line Chart	13
Odds Table.....	13

1. Hardware

Connectors Descriptions



Notes:

1. Printer only can be driven when connecting to the RS-232 port.
2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram).



Connection Diagram

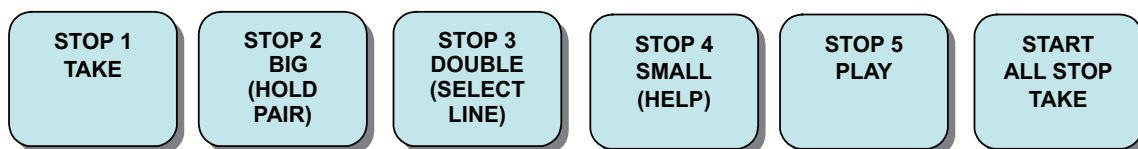
36 Pins			10 Pins		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
	2		GND	2	GND
SPEAKER	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6			6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START/ALL STOP	9			9	
STOP4/SMALL/HELP	10		GND	10	GND
STOP5/PLAY	11				
STOP1/TAKE	12				
STOP3/DOUBLE/SELECT LINE	13				
	14				
	15				
STOP2/HOLD PAIR/BIG	16				
	17				
COIN A	18	KEY IN			
	19	COIN C			
RECORD	20	TEST			
	21	KEY OUT/PRINTER OUT			
	22				
COIN A METER	23				
KEY IN METER	24				
	25				
COIN C METER	26				
OUT METER	27				
	28				
LAMP: START/ALL STOP	29				
LAMP: STOP4/SMALL/HELP	30				
LAMP: STOP5/PLAY	31	LAMP: COUNT			
LAMP: STOP1/TAKE	32				
LAMP: STOP3/DOUBLE/SELECT LINE	33				
LAMP: STOP2/HOLD PAIR/BIG	34				
	35				
GND	36	GND			

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							
AUTO PLAY	NO		OFF						
	YES		ON						
LINER SELECT	9			OFF					
	25			ON					

Note: Please reset after adjusting **LINER SELECT**.

36 & 10 PIN Button Layout

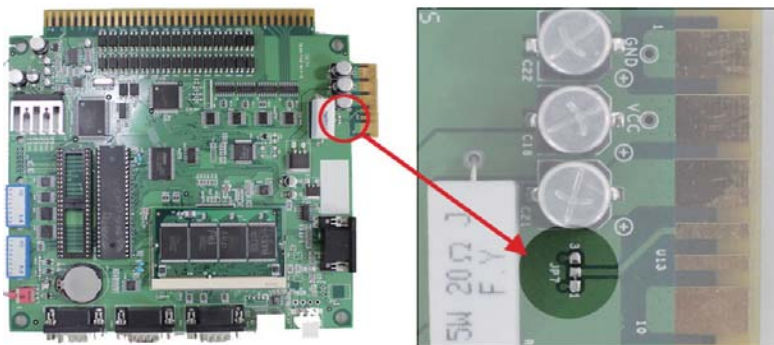


Solving Hopper SSR Error

After powering on the machine, if the hopper keeps working and can't be stopped, it could be that the hopper SSR's jump setting is incorrect.

How to solve:

1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.



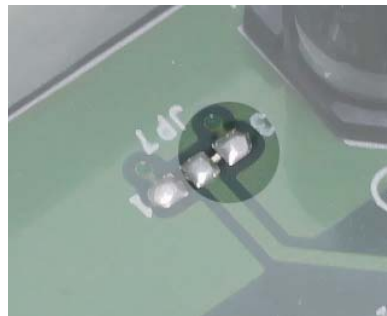
2. Change to use the alternative JP7 setting.

JP7	Low Active (Default)	3	2	1	Short pins 1-2
	High Active	3	2	1	Short pins 2-3

The following example shows how to change from **LOW ACTIVE** to **HIGH ACTIVE**.



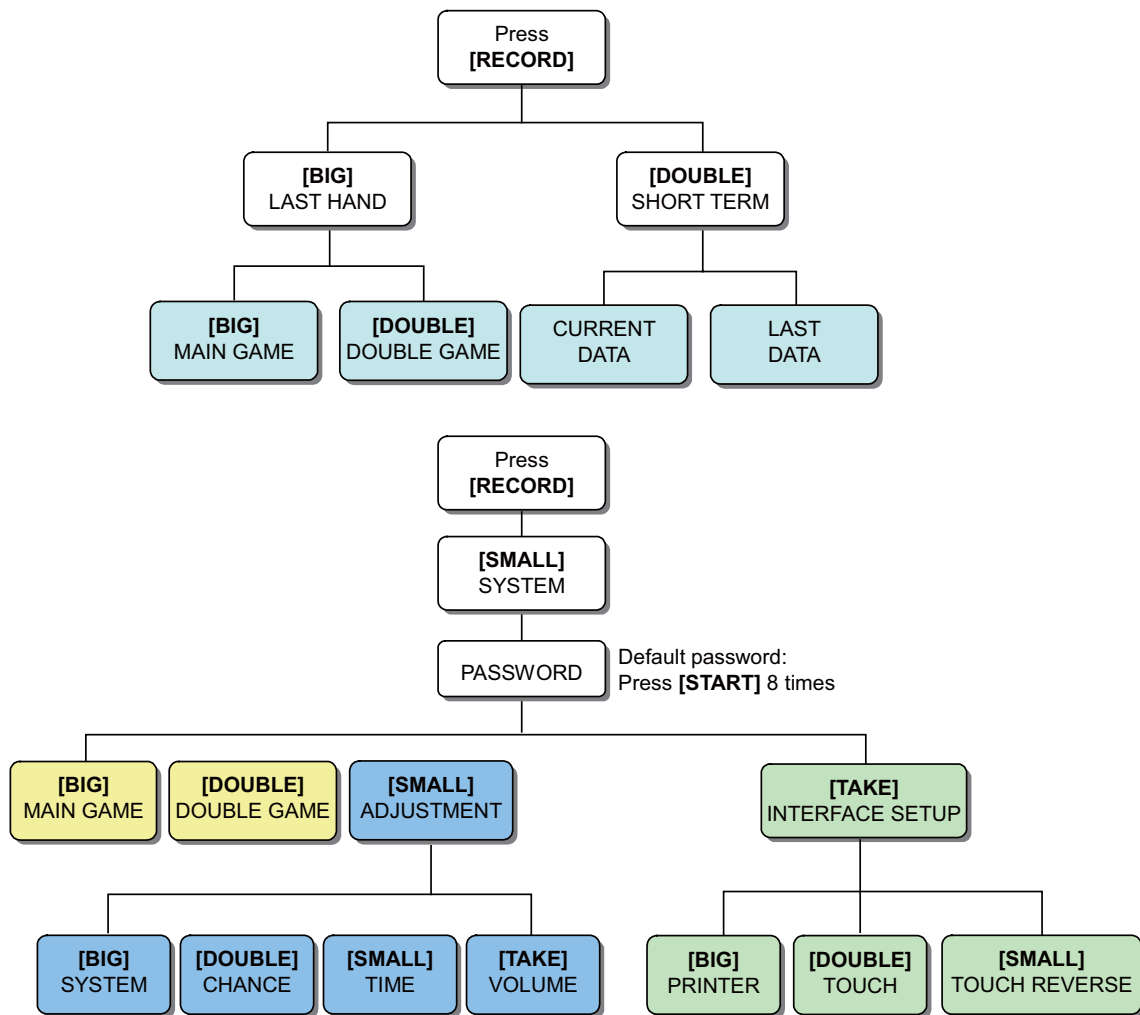
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



Short pins 2 and 3.
Then apply solder to bridge pins 2-3.

2. Bookkeeping & Adjustment

Access Flow Chart





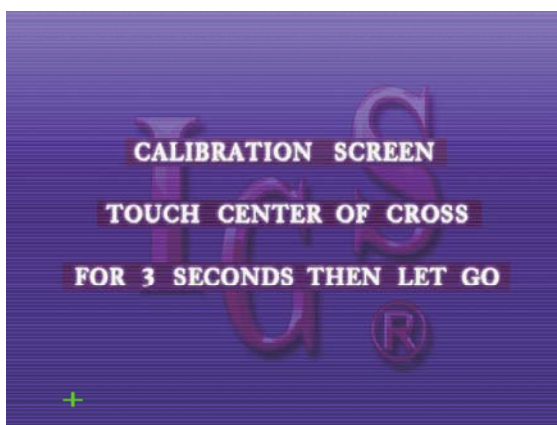
System Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE (25)	2, 4, 8, 10, 15, 20	20
MAX. PLAY/LINE (9)	5, 10, 20, 30, 40, 50	50
MIN. PLAY/TOTAL	1, 5, 7, 9, 10, 15, 20, 25	9
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	9
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PAIR	NO, REGULAR, SKILL	NO
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Chance Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
DOUBLE GAME LEVEL	95%, 90%, 85%	95%

Touch Screen Calibration



1. Press **[RECORD]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follows the cross when it moves till the calibration is completed.



3. Game Introduction

Features

- 9 / 25-liner adjustable.
- Max. Win up to 500,000 (in 25-liner setting).
- 1 set of progressive Jackpot and 2 sets of random Jackpot. If 5/4/3 Jackpot Symbols are in line, players can get Jackpots 1/2/3 depending on the JP symbol.
- Higher wagers play: Win paid from left to right and right to left when matches the criteria.
- Hold Pair Feature: Select the desired Hold Symbol and Re-spin the symbols you don't want. Press Hold-Pair button to swap the Symbols.
- 5~20 free games: Free games will be triggered when correct symbols show up.
- Touch screen / Auto play support.

Main Game

SPY GAMES is a 15-reel & 9/25-liner game with 3 different bonus games.



3 sets of Jackpots

9 / 25-liner adjustable

Symbol Zone

Free Game



With  and  next to each other left to right, the player gets a Free Game.

Bonus Game



Getting 3 or more bonus symbols on the screen allows player to enter the Bonus Game.

Bonus Game1



- The player chooses one of five balloons. With the winning balloon, the player will get credits.
- Choosing the wrong balloons, the player enters the credit calculating status.

Bonus Game 2



- The player presses **[START]** to begin playing the game. When gaining points, the player can choose to **[TAKE]** or **[RETRY]**.
- If the game ends, the player will enter the credit calculating status directly instead of choosing to retry the game.

Bonus Game 3



- The player selects one of options. If the sword pierces through the box, player wins. If sword cannot pierce box, the game ends.

Double Game






After winning the Main game or Bonus game, player can press **[DOUBLE UP]** button to play Double Game.

- Player can press **[DOUBLE UP]** button to select one of five pokers from the lower row. Then, press **[BIG]** or **[SMALL]** to guess it's bigger or smaller than the poker highlighted.
- If it's a correct guess, the player gets double wins. If not, the game ends.

4. Wins Rules

Jackpot

	JACKPOT 1	Five-in-line wins 100% OF Jackpot 1; Four-in-line wins 50% OF Jackpot 1; Three-in-line wins 25% OF Jackpot 1.
	JACKPOT 2	Five-in-line wins 100% OF Jackpot 2; Four-in-line wins 50% OF Jackpot 2; Three-in-line wins 25% OF Jackpot 2.
	JACKPOT 3	Five-in-line wins 100% OF Jackpot 3; Four-in-line wins 50% OF Jackpot 3; Three-in-line wins 25% OF Jackpot 3.

Encouraging Higher Play

9-Liner

JACKPOT

MIN. TOTAL PLAY	JACKPOT
9	2 X JACKPOT BASE
18	3 X JACKPOT BASE
27	4 X JACKPOT BASE
36	5 X JACKPOT BASE

Win paid from left to
right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
9	2	18	1-3
9	3	27	1-6
9	4	36	1-9



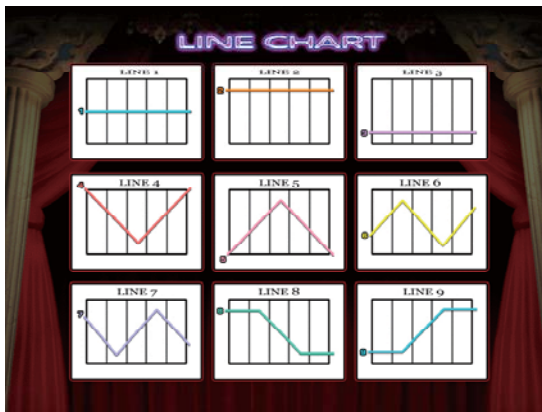
25-Liner JACKPOT

MIN. TOTAL PLAY	JACKPOT
9	JACKPOT BASE
50	2 X JACKPOT BASE

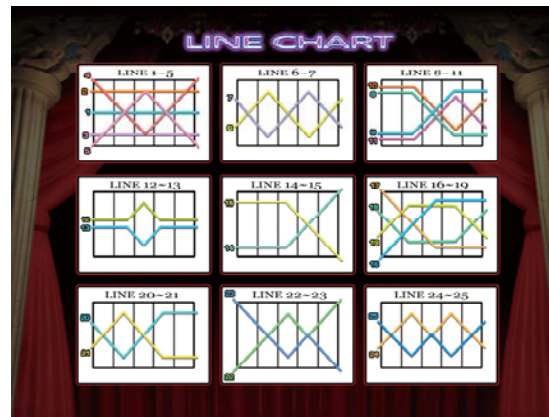
Win paid from left to
right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
25	1	25	1-10
25	2	50	1-25

Line Chart



Line-up pattern: 9-liner



Line-up pattern: 25-liner

Odds Table



Line-up pattern: 9-liner




Line-up pattern: 25-liner

This image shows a full page of white paper with horizontal dashed lines, typical of primary-ruled notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

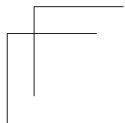
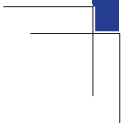
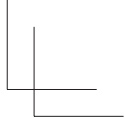
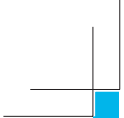


A large white rectangular area with rounded corners, containing 25 horizontal dashed lines for writing.



A decorative header at the top of the page features a blue gradient background. It includes two white birds in flight, one on the left and one on the right, and several white starburst or sparkles scattered across the top.

Below the header is a large white rectangular area with rounded corners, containing 25 horizontal dashed lines for writing.





INTERNATIONAL GAMES SYSTEM CO.,LTD.

TEL:886-2-2299 4692 FAX:886-2-2299 4687 <http://sales.igs.com.tw>

USA Exclusive Representative:

AMERICAN
ALPHA

www.americanalphainc.com

In cooperation with:

V200US