

IGS®

# MAGIC SHOW

PLUS



## Operator Manual




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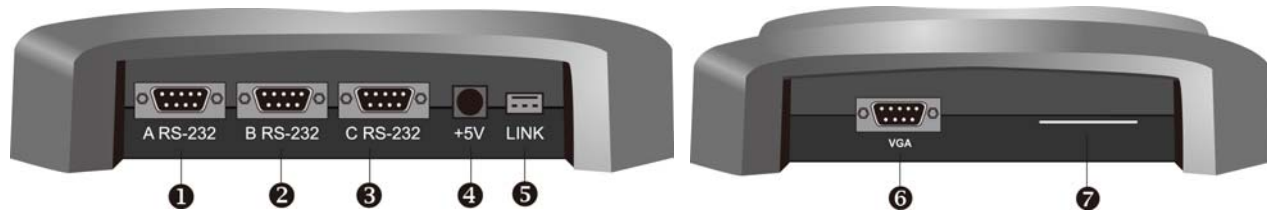
# 1. Hardware

## Package Contents

PC Board Components (Per PC Board)	
PC Board x 1	
CO3 Signal Cord (0.9M) x 1	
CO2 Signal Cord (1.5M) x 1 *For extension use.	
Linking Display Components (Per Linking System)	
Linking Display PCB x 1	
RS-232 Cable x 1	
Power Card x 1	

# Connector Descriptions

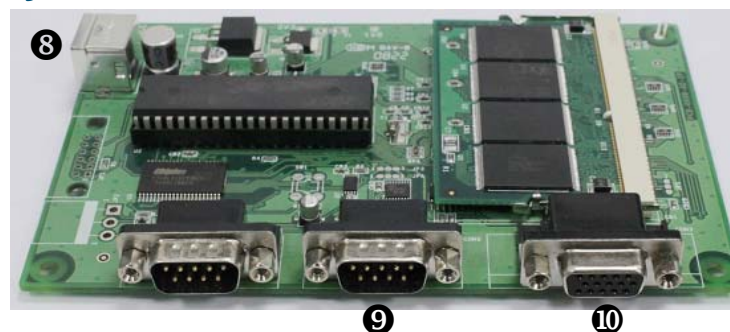
## PC Board



NO.	Connector	Connect to...	Cable to be used
1	A RS-232	Citizen printer/ticket dispenser (optional)	Use Belkin #F2L044 (serial printer cable /null modem) for Citizen printer.
2	B RS-232	Linking Display PCB	RS-232 cable
3	C RS-232	Micro Touch compatible touch panel (optional)	RS-232 Cable
4	+5V	+5V Power Output	Power Cord
5	LINK	Another PC board's LINK port	CO3 Signal Cord
6	VGA	First Screen	VGA cable (N/A)
7	36 Pin Connector	--	--

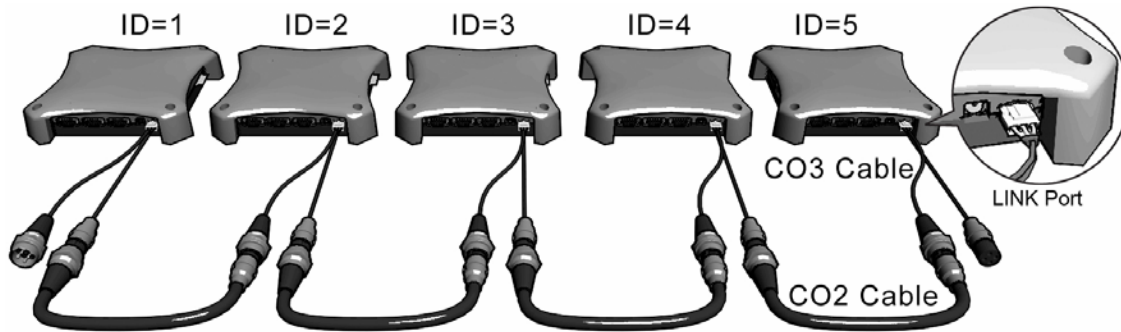
\*The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10-pin connector.

## Linking Display PCB



NO.	Connector	Connect to...	Cable to be used
8	Power +5V (Female)	+5V power port on host (ID=1)	Power cable
9	RS-232 (9-Pin Male)	B RS 232 port on host (ID=1)	RS-232 cable
10	VGA	Linking Display	VGA cable (N/A)

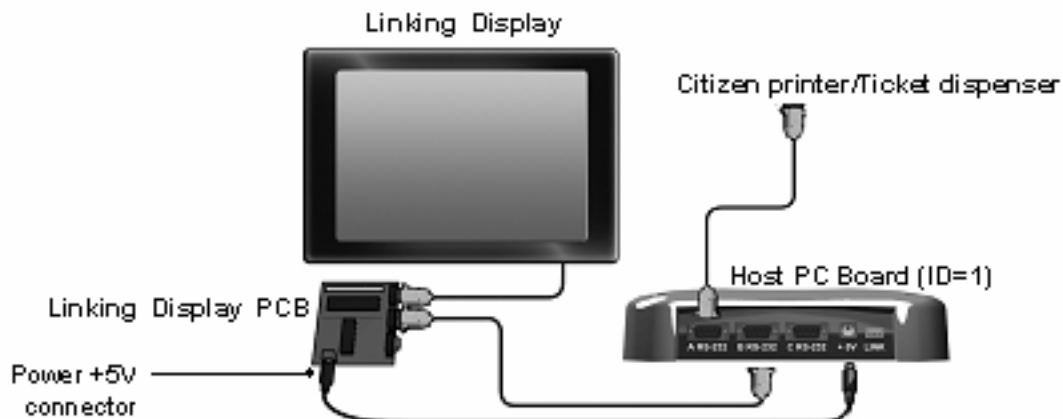
## Linking System Connection



- Up to 5 PC boards can be linked; each with a unique ID and one must be ID 1.
- CO2 cable is optional for extension purpose.

## Optional Connection

- **Linking Display:** Only the **host (#ID 1)** can be connected to a linking display.
- **Touch Panel:** After the connection, remember to adjust the **Pin 1** of **DIP SW2** to **ON** to enable touch mode.
- **Citizen printer/ticket dispenser:** If to connect Citizen printer, make sure to use Belkin #F2L044 (serial printer cable /null modem).



# Connection Diagram

36 Pins		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP / TAKE	9	
SMALL / HELP / STOP 4	10	
PLAY / STOP5	11	
TAKE / STOP1	12	
SELECT LINE/DOUBLE / STOP 3	13	
	14	
	15	
BIG / HOLD / STOP2	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/ALLSTOP/TAKE	29	
LAMP: SMALL/HELP/STOP4	30	
LAMP: PLAY/STOP5	31	LAMP: COUNT
LAMP: TAKE/SELECT GAME / STOP1	32	
LAMP: DOUBLE/SELECT LINE/STOP3	33	
LAMP: BIG/HOLD/STOP2	34	
	35	
GND	36	GND

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

## DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF					
	2	ON	OFF	OFF					
	3	OFF	ON	OFF					
	4	ON	ON	OFF					
	5	OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					

**Note 1:** For linking system, a unique ID must be set for each machine and one of them must be host (**ID 1**). Also, system must be reset after adjusting **SLAVE ID** to enable the change.

**Note 2:** *These games can be operated ONLY when 2 or more machines are linked.*

DIP SWITCH 2		1	2	3	4	5	6	7	8
Touch Function	YES	ON							
	NO	OFF							

## System Reset

To reset system, press **TEST** key upon startup and then select **[RECORD] > [TEST]**.

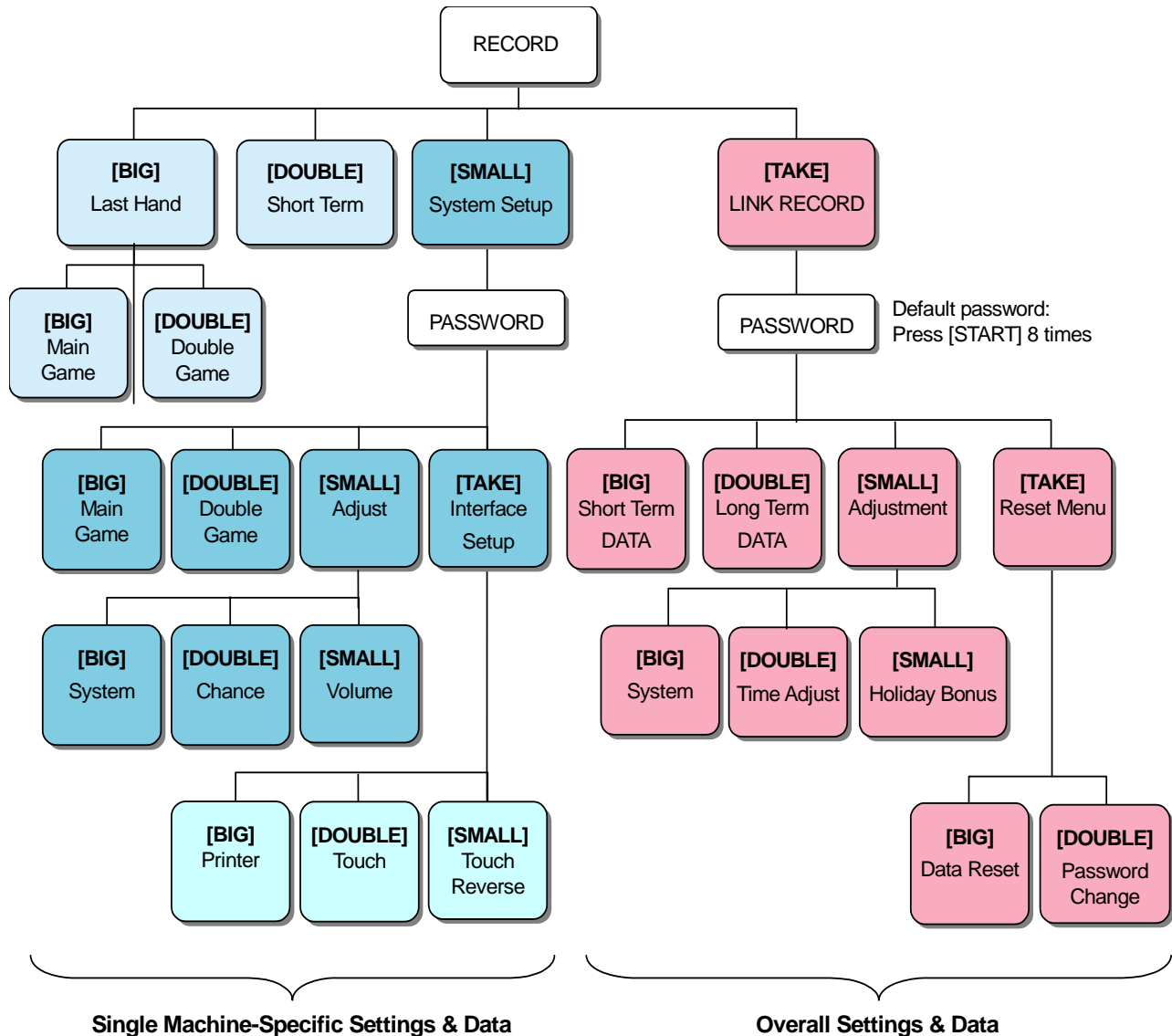
## 36 & 10 PIN Button Layout

STOP 2 BIG HOLD PAIR	STOP 3 DOUBLE SELECT LINE	STOP 4 SMALL HELP	STOP 1 TAKE	STOP5 PLAY	START ALL STOP TAKE
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## 2. Bookkeeping & Adjustment

### Access Flow Chart



## System Adjustment

ITEM	SETTINGS	DEFAULT
MAX. PLAY/LINE	5 , 10 , 20 , 30 , 40 , 50 ,	20
MIN.PLAY/TOTAL	1 , 5 , 7 , 9 , 10 , 15 , 20 , 25	9
MIN.PLAY FOR JP	1, 3, 5, 9, 10, 15, 18, 25	9
GRAND BASE	MAX PLAY x 100, MAX PLAY x 200, MAX PLAY x 250, MAX PLAY x 500, MAX PLAY x 750, MAX PLAY x 1000	MAX PLAY x 250
GRAND MAX	MAX PLAY x 200, MAX PLAY x 250, MAX PLAY x 500, MAX PLAY x 750, MAX PLAY x 1000	MAX PLAY x 500
DAILY VALUE	MAX PLAY x 5, MAX PLAY x 6, MAX PLAY x 7, MAX PLAY x 8, MAX PLAY x 9, MAX PLAY x 10	MAX PLAY x 5
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

ITEM	SETTINGS	DEFAULT
HOLD PAIR	NO, REGULAR	NO
AUTO PLAY	NO YES	YES
DOUBLE GAME	NO, YES	YES
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%

## Holiday Bonus

ITEMS	SELECTIONS	DEFAULT
HOLIDAY BONUS MODE	YES, NO	NO
HOLIDAY BONUS TYPE	NEW YEAR, VALENTINE, ST.PATRICK, EASTER, MOTHER'S DAY, FATHER'S DAY, INDEPENDENCE DAY, LABOR DAY, HALLOWEEN, THANKSGIVING, X'MAS	NEW YEAR
HOLIDAY BONUS PERIOD	7 DAYS, 14 DAYS	7 DAYS

## Touch Screen Calibration



1. If a touch screen is connected, 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. Follow the cross when it moves till the calibration is completed.

# 3. Game Introduction

## Features

- Additional Progressive GRAND Jackpot and fixed DAILY Jackpot.
- Max. win up to 500,000
- 3 sets of random Jackpot. If 5/4/3 Jackpot symbols are in line players can get Jackpots 1/2/3 depending on JP symbol.
- Higher wagers encouragement: Win paid from left to right and right to left when matching 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.
- Player may win Holiday Bonus if Holiday Bonus Mode is turned on.

## Main Game

Magic Show is a 15-reel & 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.

## Double Game

After winning the Main game or Bonus game, player can press **[DOUBLE]** 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.

## Bonus Game



With 3 bonus symbols or more on the screen, the player enters the Bonus Game.

## Bonus Game 1



- 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.



## Main Game Feature



- With  and  next to each other left to right, the player gets a reward score.
- With  and  next to each other left to right, the player gets a reward score

## Holiday Bonus



When **HOLIDAY BONUS MODE** is turned **ON**, player has the chance to get corresponding **HOLIDAY BONUS** during the specified period.

## Display



### GRAND

A **PROGRESSIVE JACKPOT** wins up to 1000 times of the Max. Play.






### DAILY

A **FIXED DAILY JACKPOT** wins up to 10 times of the Max. Play.

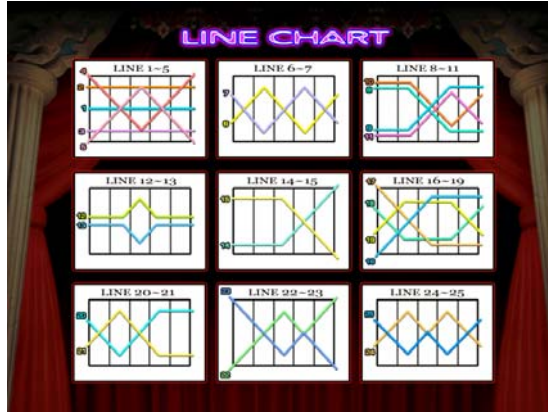


## 4. Payout Rules

### 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.

### Pay Chart



### Odds Table



Symbol	5 Lines	4 Lines	3 Lines
MAGIC	10000	1000	100
BONUS GAME	25000	2500	250
BONUS GAME	1000	150	15
BONUS GAME	750	75	10
BONUS GAME	500	50	5
BONUS GAME	250	20	2

### Encouraging Higher Wagers

#### JACKPOT

MIN. TOTAL PLAY FOR JP	JACKPOT
25	50%
50	100%

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



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