USER MANUAL

MENU

A. Main Game Introduction

1. MAGIC NIGHT is a 15-Reels 9-Lines game. After key in or coin in, players can decide to push【Line】、【Bet】 or choose 【Max bet】 to start this game.

2. After betting, push 【Start】to start MAGIC NIGHT. Push【Stop 1】,【Stop 2】…【Stop 5】 can stop single wheels individually. Players can also push 【All stop】to stop all wheels.

3. When the wheels stop, in the specified line, from left to right or from right to left consecutive appear three or more same icons, you can get the corresponding multiple of the bonus.

4. Winning the prize can choose to push【Take Win】to get the prize, or push【Bet】to play the gamble games. Players have to guess that the magic book in Harry's hand will release white or black magic.

5. If all the symbols is the same (include WILD), players will get all prize.

6. Players can push【Auto】to let the game play and take win automatically. Push【Auto】one time will be normal speed to auto play; Push two times, the auto speed will be turbo; Push three times, the auto play mode will be turn off.

B. Secondary Game Introduction

1. When the surface appears 3 or above , players will get free spins (3 for 10 times, 4 for 20 times, 5 for 30 times). Players also have chance to get free spins in free games.

2. When the screen appears 3 , players will get into bonus game (4 for 5 times of bonus prize, 5 for 20 times of bonus prize).

    (1) When players enter bonus game, there will appear 3 doors. Push【Stop1】、【Stop2】、【Stop3】to choose which game you want play.

    (2) Game 1: UP. Push【Stop1】、【Stop2】、【Stop3】to choose a treasure box, then you can get the corresponding prize.

    (3) Game 2: QUIDDITCH. Push【Stop1】、【Stop2】、【Stop3】to throw a ball into the goal, more ball you throw in, more prize you can get. Watch out! The goalkeeper will obstruct you.

    (4) Game3: OPEN THE ENVELOPE. Push【Stop1】、【Stop2】to choose the envelope, push【Start】to open. When the envelope you open contain the "COLLECT" mark, the bonus game will be over.
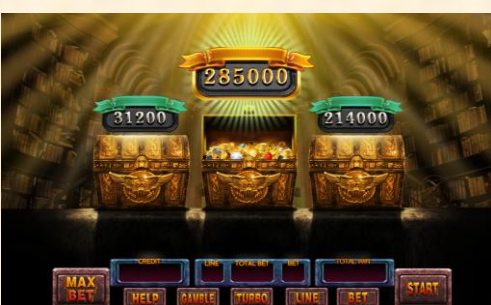
C. Connection Jackpot Game Introduction

1. When the machine type choose STANDALONE&JP, the surface will appears
   You can push 【Setup】to set your JP active.

2. When the surface appears WILD, it can not only substitute any symbols, but also
   accumulate magic to enter connection jackpot game. The surface will appear a roller.
   Players can push 【Start】to stop the roller. When the roller is stopped, players can get the
   corresponding bonus.

Notice: Watch out the 5V voltage of the power on the machine, it must be about 4.8V~5.2V; the

12V voltage must be about 11.5V~12.5V, to make sure the PCB can run normal.

(Too high or too low may make the PCB unable to start or the connection is unable to connect.

D. Winning Change Introduction

When players get free spins, Harry will fly through the screen in random. Where Harry flies through will change all the symbols in the row to WILD.

E. Connection Machine Introduction

1. This machine is support 2~50 machine connection. It needs to buy a main board, which support the animate on the big screen.

2. The main board is connecting to the data machine by network line; other boards use network line to link to machine.

3. It can not only change the setting of all machines on main board, but also change the setting on every single machine.

4. It can check total accounting and every single machine's accounting on the main board.
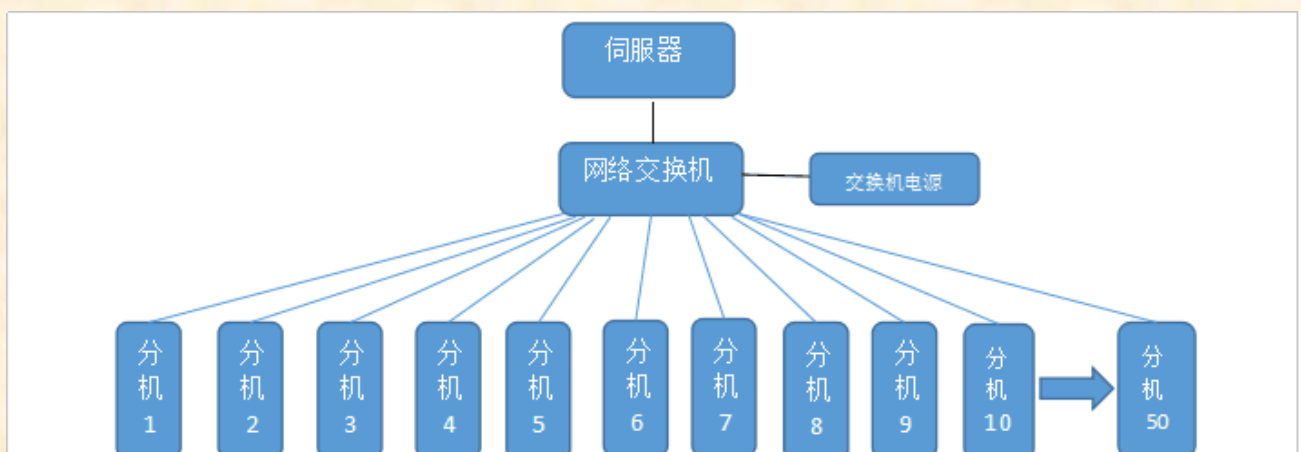
F. System Setting

Push【Attendant】will get into setting menu.

(【Stop1】↑ 【Stop2】↓ 【Stop3】、【Stop4】adjust 【Auto】enter/save 【Start】return)

1. LAST RECORD : The last game surface to last player.

2. BUSINESS RECORD : To check every data including key in, key out, coin in, pay out, game probability…etc. in this period. Push【Auto】can turn to next period; 【Start】to return.

3. IN_OUT RECORD : To check the record and time of key in, key out, coin in, pay out.

4. VOLUME : Push【Stop3】、【Stop4】to adjust the volume from 0 to 100

5. SYSTEM DATA : It manages by three levels: Level 1(code is 11111111)- It's for technical staff which can only check the record and adjust some basic function. Level 2(code is 22222222)- It's for operators which can adjust all function. If you key in the wrong password continuously for 5 times, you have to wait for 10 minutes to restart key in the password.

6. KEY TEST : It can test whether all the button is usable.

7. DECODE : The history account in this machine. It can be initialization and accounting only by code machine.

G. System Data

Move the arrow to SYSTEM DATA, push【Auto】to enter SYSTEM DATA menu.

（【Stop1】↑ 【Stop2】↓ 【Stop3】、【Stop4】adjust 【Auto】enter/save 【Start】return ）

```
                    SYSTEM DATA

              ➡  MAIN GAME RECORD
                 GAMBLE GAME RECORD
                 SYSTEM SETUP
                 JACKPOT SETUP
                 BILL ACCEPTOR SETUP
                 PROBABILITY SETUP
                 TIME SETUP
                 SYSTEM SETUP RECORD
                 CHANGE PASSWORD
                 CLEAR DATA


     【STOP1】↑      【STOP2】↓    【AUTO】ENTER 【START】RETURN
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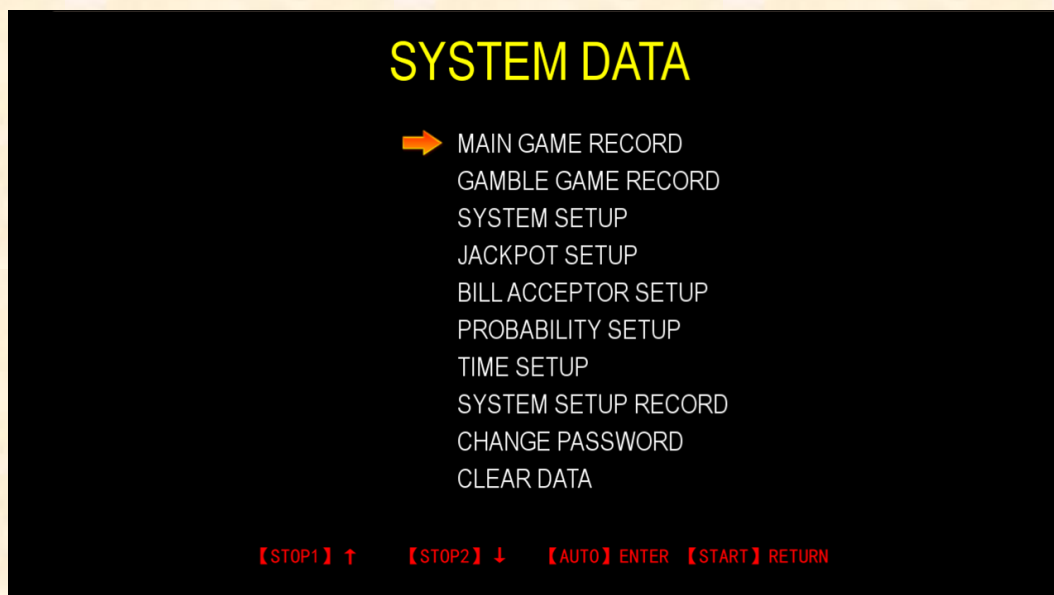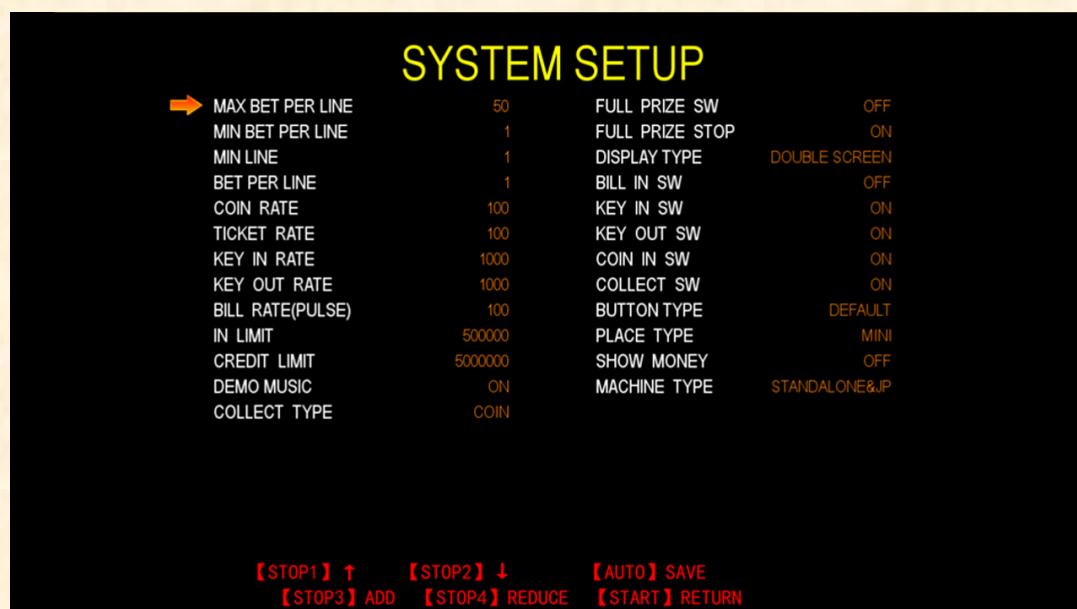
1. MAIN GAME RECORD : To check the probability of game, and the record of winning prize. Push【Auto】to turn to next page, which can check about the record of winning every prize and bonus.

2. GAMBLE GAME RECORD : To check the probability of gamble game and the record of winning the gamble game.

3. SYSTEM SETUP : It can adjust every function in this machine.

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                    SYSTEM SETUP
        ➡ MAX BET PER LINE     50      FULL PRIZE SW        OFF
          MIN BET PER LINE      1      FULL PRIZE STOP       ON
          MIN LINE             1      DISPLAY TYPE     DOUBLE SCREEN
          BET PER LINE          1      BILL IN SW          OFF
          COIN RATE           100      KEY IN SW           ON
          TICKET RATE         100      KEY OUT SW          ON
          KEY IN RATE        1000      COIN IN SW          ON
          KEY OUT RATE       1000      COLLECT SW          ON
          BILL RATE(PULSE)    100      BUTTON TYPE       DEFAULT
          IN LIMIT         500000      PLACE TYPE          MINI
          CREDIT LIMIT    5000000      SHOW MONEY          OFF
          DEMO MUSIC           ON      MACHINE TYPE   STANDALONE&JP
          COLLECT TYPE       COIN



          【STOP1】↑      【STOP2】↓        【AUTO】SAVE
            【STOP3】ADD   【STOP4】REDUCE  【START】RETURN
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System Setup Introduction

Project	Setting Option	Default
MAX BET PER LINE	5,6,7,8,9,10,15,20,25,30, 40, 50	50
MIN BET PER LINE	1,2,3,4,5,6,7,8,9,10,15,20,25,30, 40, 50	5
MIN LINE	1,3,5,7,9	1
BET PER LINE	1,2,5,10	1
COIN RATE	1,2,5,10,20,25,40,50,75,100,150,200,300,500,1000,2000,3000, 4000,5000,10000,20000,30000	100
TICKET RATE	1,2,5,10,20,25,40,50,75,100,150,200,300,500,1000,2000,3000, 4000,5000,10000,20000,30000	100
KEY IN RATE	1,2,5,10,20,25,40,50,75,100,150,200,300,500,1000,2000,3000, 4000,5000,10000,20000,30000	1000
KEY OUT RATE	1,2,5,10,20,25,40,50,75,100,150,200,300,500,1000,2000,3000, 4000,5000,10000,20000,30000	1000
BILL RATE(PULSE)	1,2,5,10,20,25,40,50,75,100,150,200,300,500,1000,2000,3000, 4000,5000,10000,20000,30000	100
IN LIMIT	50000,100000,200000,300000,400000,500000	500000
CREDIT LIMIT	200000,500000,1000000,2000000,3000000, 4000000, 5000000,10000000	5000000
DEMO MUSIC	ON, OFF	OFF
COLLECT TYPE	COIN, TICKET	COIN
FULL PRIZE SW	OFF, ON6, ON7, ON8, ON9, ON10, ON11, ON12	OFF
FULL PRIZE STOP	OFF, ON	ON
DISPLAY TYPE	SINGLE SCREEN, DOUBLE SCREEN	DOUBLE SCREEN
BILL IN SW	ON, OFF	OFF
KEY IN SW	ON, OFF	ON
KEY OUT SW	ON, OFF	ON
COIN IN SW	ON, OFF	ON
COLLECT SW	ON, OFF	ON
BUTTON TYPE	DEFAULT, A, B	DEFAULT
PLACE TYPE	LARGE, MIDDLE, MINI	MINI
SHOW MONEY	1c,2c,5c,10c,50c,100c,OFF	OFF
MACHINE TYPE	STANDALONE&JP , STANDALONE , LINK	STANDALONE

※ FULL PRIZE SW:

   ON6:　9, 10, J, Q, K, A completely

   ON7:　9, 10, J, Q, K, A, magic hat completely

   ⋮

   ON12: All completely.

4. JACKPOT SETUP

Project	Setting Option	Default
GRAND JP INIT	20000,30000,40000,50000,60000,70000,80000,90000,100000,110000,120000, 130000,140000,150000,160000,170000,…, 960000,970000,980000,990000,1000000	200000
MAJOR JP INIT	10000,20000,30000,40000,50000,60000,70000,80000,90000,100000,110000,120000, 130000,140000,150000,160000,170000,…, 460000,470000,480000,490000,500000	50000
MINOR JP INIT	3000,4000,5000,6000,7000,8000,9000,10000,11000,12000,13000,…,45000,46000, 47000,48000,49000,50000	10000
MINI JP INIT	500,1000,1500,2000,2500,3000,3500,4000,4500,5000,6000,7000,8000,9000,10000	1000
GRAND JP ACTIVE	9,18,27,36,45,54,63,72,81,90,99,108,117,126,135,144,153,162,171,180,189,198,207,216, 225,234,243,252,261,270,279,288,297,306,315,324,333,342,351,360,369,378,387,396,405, 414,423,432,441,450	72
MAJOR JP ACTIVE	9,18,27,36,45,54,63,72,81,90,99,108,117,126,135,144,153,162,171,180,189,198,207,216, 225,234,243,252,261,270,279,288,297,306,315,324,333,342,351,360,369,378,387,396,405, 414,423,432,441,450	54
MINOR JP ACTIVE	9,18,27,36,45,54,63,72,81,90,99,108,117,126,135,144,153,162,171,180,189,198,207,216, 225,234,243,252,261,270,279,288,297,306,315,324,333,342,351,360,369,378,387,396,405, 414,423,432,441,450	36
MINI JP ACTIVE	9,18,27,36,45,54,63,72,81,90,99,108,117,126,135,144,153,162,171,180,189,198,207,216, 225,234,243,252,261,270,279,288,297,306,315,324,333,342,351,360,369,378,387,396,405, 414,423,432,441,450	18

5. BILL ACCEPTOR SETUP

6. PROBABLITY SETUP

Push 【Stop3】、【Stop4】 adjust 【Auto】 save 【Start】 return）
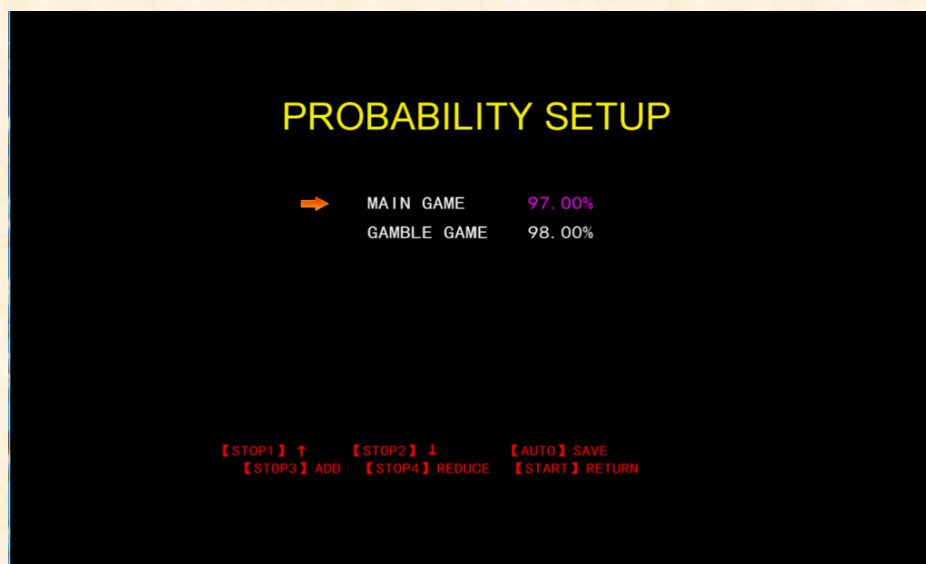
A. Main Game Probability

90.5% , 91% , 91.5% , 92%.......99.5%
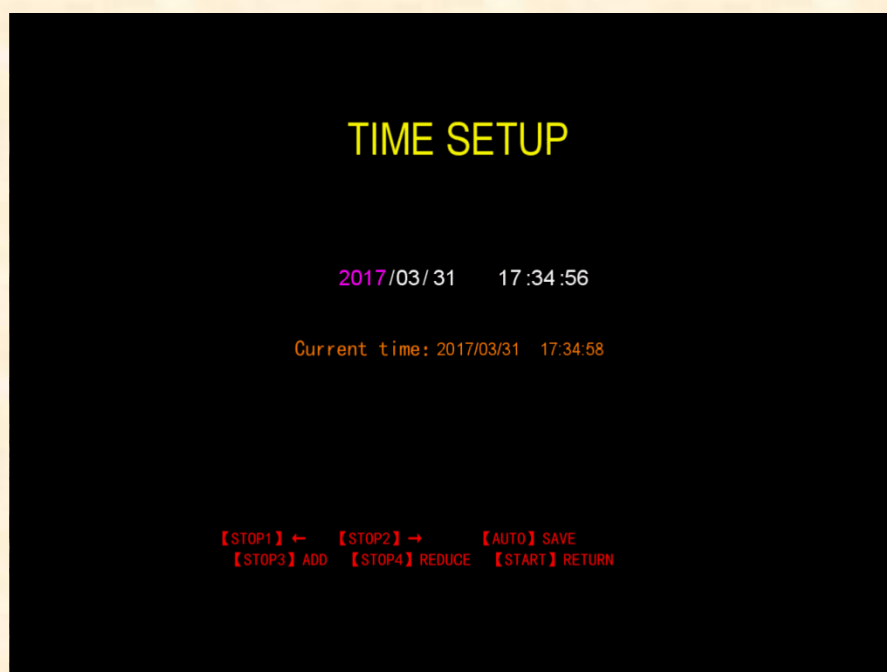
Default: 98.5%

B. Gamble Game Probability

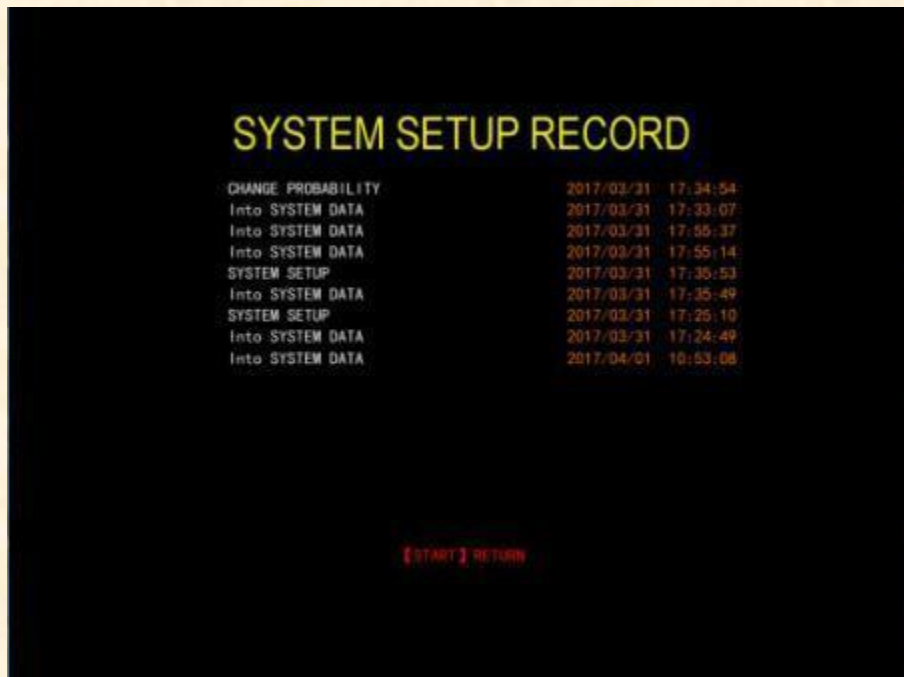90.5% , 91% , 91.5% , 92%.......99.5%

Default: 98%

7. TIME SETUP

A. 【Auto】 to enter, Current time: yyyy / mm / dd　hh : mm : ss

B. Push 【Auto】 save and 【Start】 to return.

8. SYSTEM SETUP RECORD

A.   【Auto】to enter, checking the time and content of adjusting machine.

B.   Push【Start】to return

9. CHANGE PASSWORD

Manager can change their password here.

10. CLEAR DATA

Push and hold【Auto】5 seconds to clear all the data. (Except history record)

H. Buttons and Main Board

Help	Stop1	Stop2 White	Stop3 Gamble	Stop4 Line Black	Stop5 Bet
Pay Out			AUTO	Max Bet	Start All Stop Take Win

Bill acceptor / Printer   VGA 2   VGA 1   Touch panel   Network line

Code machine connector

10PIN   36 PIN
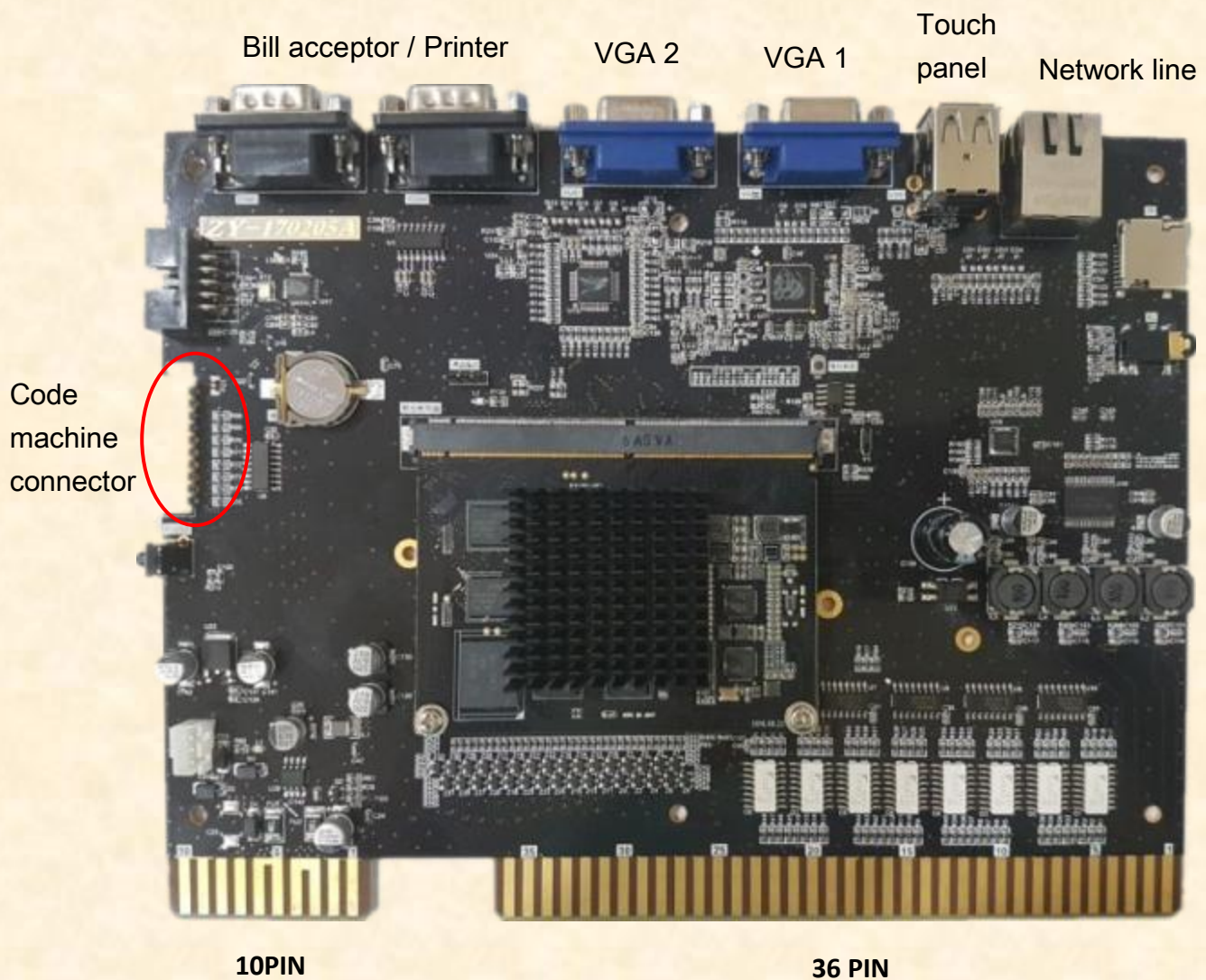
I. Connector Diagram

36PIN Connector Diagram

Component Side		Solder Side
	1	
Right Speaker (+)	2	Right Speaker (-)
Left Speaker (+)	3	Left Speaker (-)
Stop 1 SW	4	
Stop 2 SW / White SW	5	
Stop 3 SW / Gamble SW	6	
Stop 4 SW / Line / Black SW	7	
	8	
Start SW / All Stop SW / Take Win SW	9	
Stop 5 SW / Bet SW	10	
Auto SW	11	
Max Bet SW	12	
Help SW	13	
	14	
	15	
	16	
Bill Acceptor	17	
Coin in SW	18	Key In SW
	19	
Attendant SW	20	Statistics SW
Pay Out SW	21	Key Out SW
	22	Hopper Motor SW
	23	
Key In Counter	24	
Bill In Counter	25	
Coin In Counter	26	
Pay Out Counter	27	
Key Out Counter	28	Lamp: Giant Prize
Lamp: Start / All Stop / Take Win	29	Lamp: Stop 1
Lamp: Stop 5 / Bet	30	Lamp: Stop 2 / Red
Lamp: Auto	31	Lamp: Stop 3 / Gamble
Lamp: Max Bet	32	Lamp: Stop 4 / Black
Lamp: Help	33	
	34	Lamp: Pay Out
	35	
GND	36	GND

10 PIN Connector Diagram

Component Side		Solder Side
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
Hopper SSR	7	
	8	
GND	9	GND
GND	10	GND