

MAGIC 7'S

Welcome to your **Game Manual**

The **Magic 7's** game board is designed for amusement and entertainment.

- Exciting Poker action
 - Multi Bet
 - Bonus round and on-screen progressive.
 - Complete on-screen software accounting.
 - Receipt printer and ticket dispenser interfaces built onto the game board .
- Board is compatible with many existing 8-Line game harnessess.

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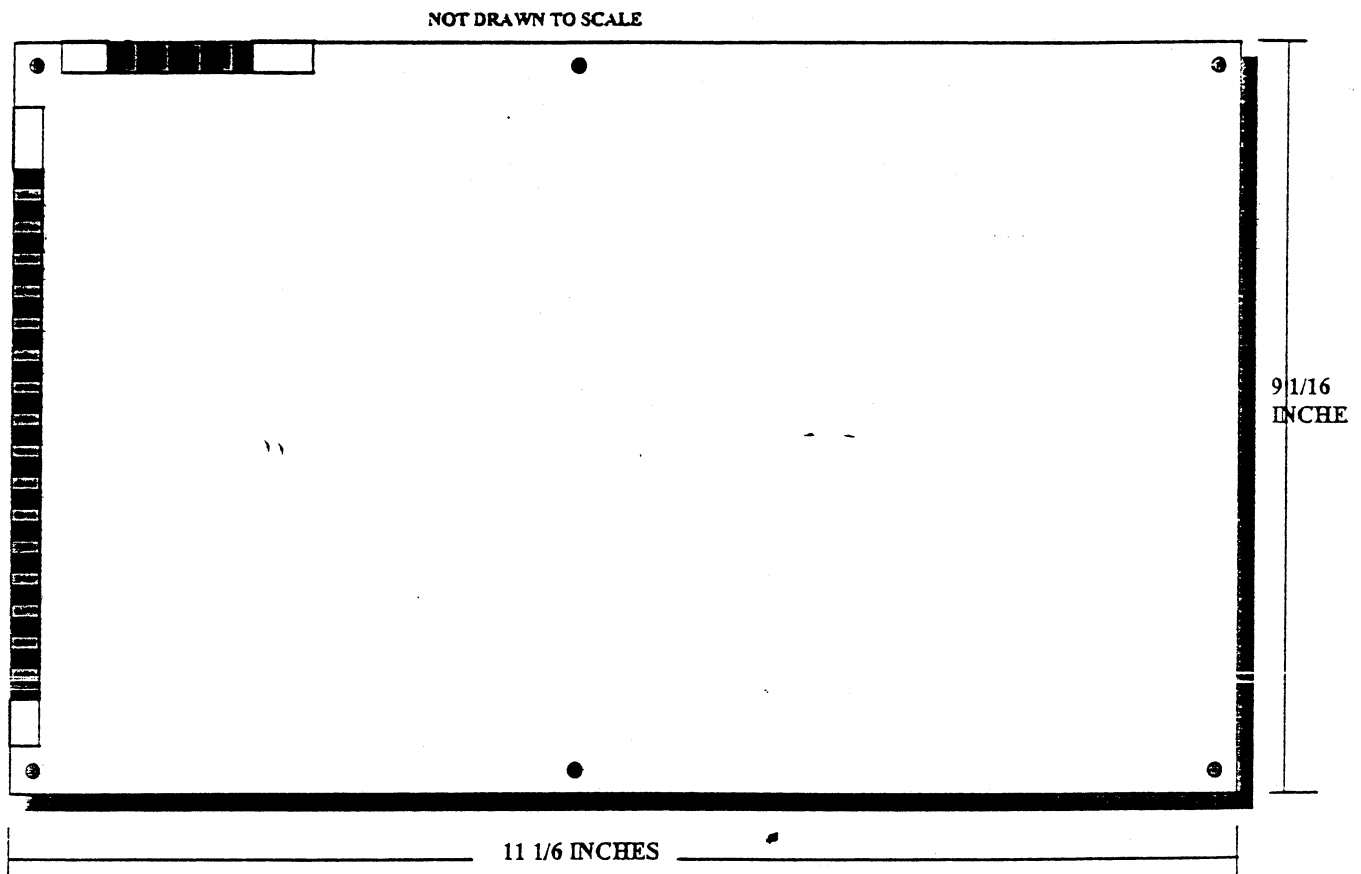
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The Magic 7's Game Board is designed to be used only for legal purposes as determined by the authorities in the location where this piece will be used.

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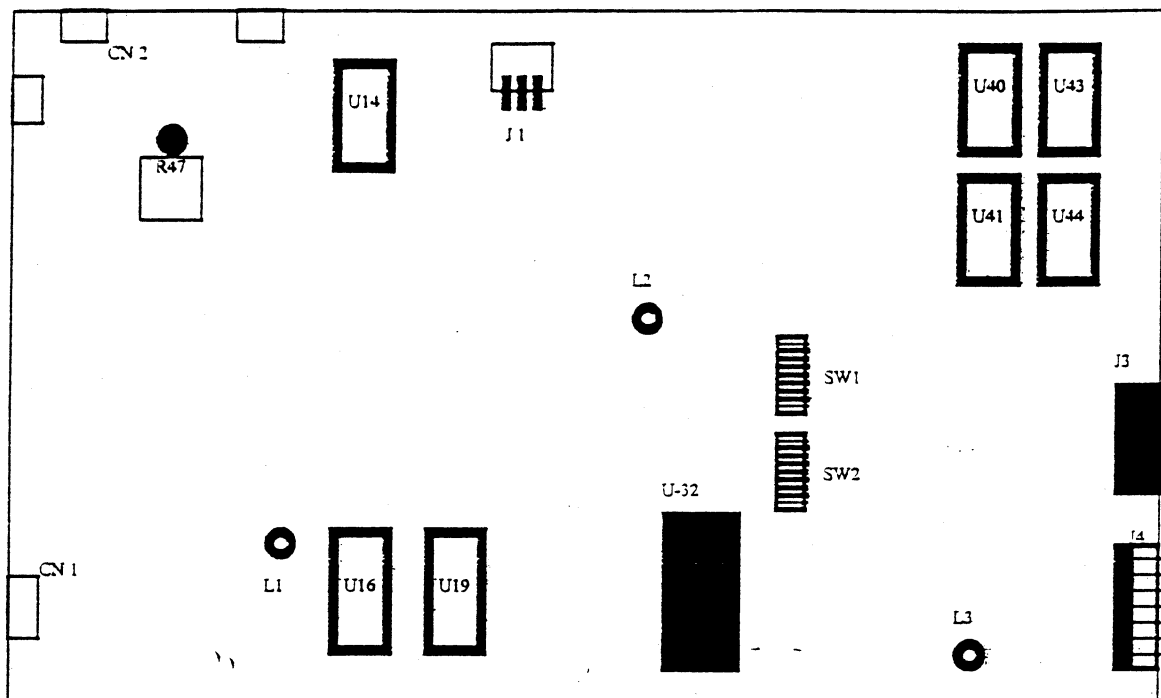
Magic 7's Game Board

The Magic 7's Game Board is designed to be compatible with most 8-line type wire harnesses using .156" center card edge connectors. The approximate dimensions of the Magic 7's Game Board are given below. Six mounting holes are provided on the Board.



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Key Component Locations



CN1: 36 dual-position . 156" centered card edge. (Note location of position 1).

CN2: 10 dual-position . 156" centered card edge.

J1: Software Security Key connector (Key must be attached for game to function.)

J3: Serial printer port.

J4: 10 position . 100" centered header. Position 3 should be empty.

L1 & L2: Red LED - System failure if either LED is on steadily.

L3: Red LED - Flashes all the time.

R47: Volume control.

SW1: Dip Switch bank 1.

SW2: Dip Switch bank 2.

U14: Sound EPROM

U16 & U19: Program EPROMs.

U32: Nonvolatile RAM and clock.

U40 & U41: Graphics EPROMs

U43 & U44: Graphics EPROMs.

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Dip Switch Settings for Magic 7's

		<u>Dip Bank 1</u>							
		1	2	3	4	5	6	7	8
Denomination	1c	OFF	ON	OFF					
	5c	ON	ON	ON					
	10c	OFF	ON	ON					
	- 25c	ON	OFF	ON					
	50c	OFF	OFF	ON					
	\$1	ON	ON	OFF					
Mech in Ratio	1				ON	ON	ON		
credits per pulse	2				OFF	ON	ON		
	-4				ON	OFF	ON		
(pin 18 parts side)	5				OFF	OFF	ON		
	8				ON	ON	OFF		
	10				OFF	ON	OFF		
	25				ON	OFF	OFF		
	50				OFF	OFF	OFF		

Note on Dip Switch Bank 1: switches 7 & 8, not used
Dip Switch Bank 2: not used

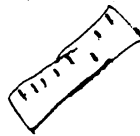
NOTE:SW BANK 2 SW2

ON 10 BUTTON PANEL
OFF 6 BUTTON PANEL

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Wire Function for 36 and 10 Dual-Position Card Edges

PARTS SIDE (numbers)	SOLDER SIDE (letters)	PARTS SIDE (numbers)	SOLDER SIDE (letters)
Video Red	1	Video Green	GND
Video Blue	2	Video Sync	GND
Speaker +	3	GND	+5V
	4		+5V
	5		+12V
	6		+12V
Ticket Feed switch	7	Ticket Disp. GND	GND
Ticket Notch Input	8		GND
Deal Draw Switch	9		GND
Disc 5 / Small switch	10	Cancel switch	GND
Disc 1/Play switch	11		
Disc 2 / Take switch	12		
Disc 3 /Double switch	13		
	14		
	15		
Disc 4 / Big switch	16		
	17		
Coin In	18		
	19		
Accounting Switch	20	Confirm Switch	
	21	Clear switch	
	22		
Coin in meter	23		
Points Played meter	24		
Points Won meter	25		
	26		
	27		
Coin Out meter	28		
Deal Lamp	29	Discard lamps [all]	
	30	Common for Play and Take switch	
Play Credit Lamp	31	Common for Discards 1,2,and 3.	
Take Lamp	32		
Double Lamp	33		
	34		
	35	Cancel Lamp	
GND	36	Common for Deal/Draw, Cancel, Discards 4 and 5	



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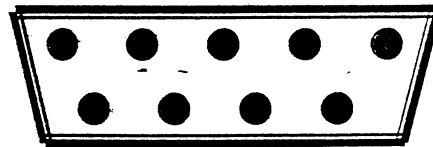
Serial Printer Cable Instructions

The Magic 7's Game board has a serial printer port built onto the board (location J3). Cabling for the serial printer is not included. This cable can be simply produced with an RJ11 to DB9 female connector, RJ11 to DB25 male connector and 4 conductor flat telco cable with connectors. There is no standard color order used in these connectors; it will vary by manufacturer and sometimes even by lot. Make sure you check your connections against the pin out each time.

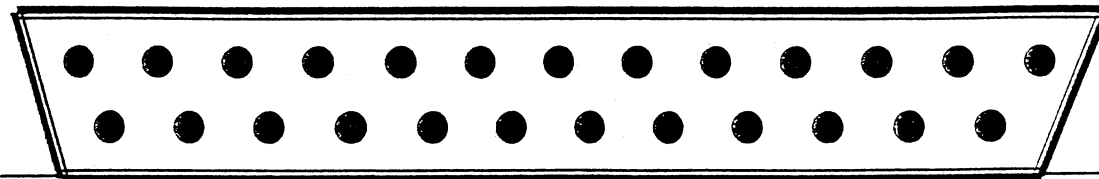
The DB9 female connector will connect to the serial port on the game board. The DB25 male connector will connect to the DB25 receptacle on the printer.

Please note the pin out below when making your printer cable. Also note the difference in location numbers between the male and female connectors.

Board		Printer
PIN 2	⇒	PIN 2
PIN 3	⇒	PIN 3
PIN 4	⇒	PIN 20
PIN 5	⇒	PIN 7



DB 9 Female Connector
(mating end)



DB 25 male Connector
(mating end)

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Ticket Dispenser Instructions

To connect a Deltronics ticket dispenser to the Magic 7's Game Board, please follow the instructions below.

Attach pin 1 (ticket notch) on Deltronics to pin 8 (parts side) of 36 position main connector.

Attach pin 2 (ground) on Deltronics to pin 7 (parts side) of 10 position power connector.

Attach pin 3 (motor enable) and pin 4 (+12V) on Deltronics to +12VDC on 10 position power connector.

Attach a button to pin 7 (parts side) of 36 position main connector and ground. Pressing this button will feed tickets. For loading tickets

Set-up Screens

There are 11 set-up screens for Magic 7's. These screens can be accessed from the game cabinet's accounting button. The bottom of each screen will provide some direction for performing different commands for that screen. Once you access the set-up screens, you can scroll forward through them in the following order:

1. Master Accounting Screen
2. Game History Screen
3. Game Play Set-up Screen
4. Set Machine ID Screen
5. Output Device Screen
6. Editing Footer Screen
7. Editing Header Screen
8. Set Clock Information Screen
9. Bonus History
10. Prize Accounting Screen
11. Test Buttons

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Master Accounting Screen cont'd

PERIOD:

These tallies are accumulated until the period is reset using the "clear" button. The period stats will also be reset to zero if the game is reset with the Master Clear buttons.

PWR ON:

Indicated the number of times the power has been turned on since the last game reset with the Master Clear buttons.

GAMES PLAYED/SINCE POWER ON:

"Games Played" is a tally of the total number of games selected for play. This tally is cleared when the Master Clear buttons are pressed.

"Games Since Power On" is a tally of the total number of games selected for play since the game was last turned on. This figure is cleared each time the game is turned off.

COMMAND BUTTONS:

The button (or button combination) to press is listed on the left of the equal sign. The command that will be executed is listed on the right of the equal sign.

"Discard 4" button from the control panel will print a diagnostic ticket to help troubleshoot the network. If a printer is not attached to your game, nothing will print out. The data printed on the ticket will provide useful information for your distributor if the need for technical support arises.

"Clear" button is also known as the "Print ticket" button. It will print an Audit Ticket if a ticket receipt printer is installed. When this button is pressed, the audit ticket will print and the period will then automatically be reset. Even if the game does not have a printer installed, you can reset the period with this button.

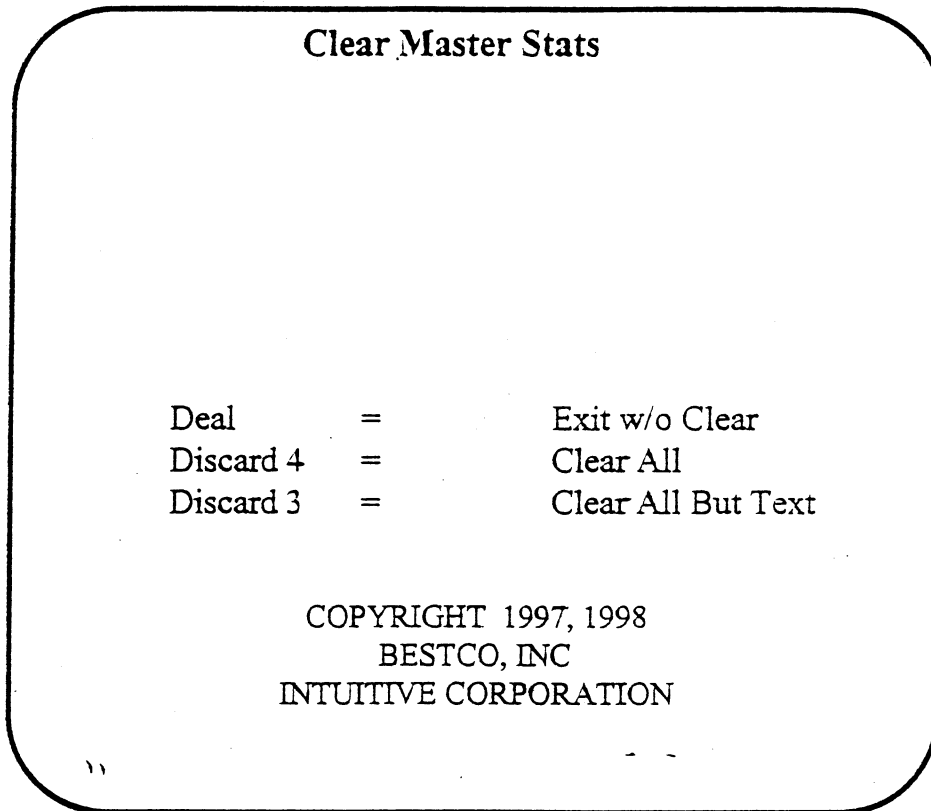
Discard 2 + "Clear" combination is the master reset for the ENTIRE GAME. In order to reset the game, press and hold the "Take" button from the control panel while simultaneously pressing the "Clear" button. This brings up the Clear Master Stats Screen. From this screen the period and master tallies; power on, games played, and games since power on tallies; and any location or disclaimer information that has been programmed for printer use can be reset. An audit ticket will print at this time, if a printer is attached. It takes a couple of seconds for the board to clear.

"Deal" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Acct" button will exit this set-up screen and resume game play.

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Clear Master Stats Screen



DEAL:

Pressing this button will return to the Master Accounting Screen. It doesn't clear memory.

DISCARD 4:

Pressing this button will clear all information in memory. All settings are returned to factory defaults. Press "Start" to return to the Master Accounting Screen.

DISCARD 3:

Pressing this button will clear everything in memory, except the footer and header text. All settings are returned to factory defaults. Press "Start" to return to the Master Accounting Screen.

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Game History Screen

TICK CRED	MASTER	
< 1000	0 \$.00
1000 - 1499	0 \$.00
1500 - 1999	0 \$.00
2000 - 2499	0 \$.00
2500+	0 \$.00

LAST 5 SCORES

00/00/00	00 : 00	0
00/00/00	00 : 00	0
00/00/00	00 : 00	0
00/00/00	00 : 00	0
00/00/00	00 : 00	0

LAST FIVE SCORES

This section displays the last five scores, with a time and date stamp. This information can also be displayed on the game screen at any time by pressing the "disc 4" and "print Ticket (or clear)" buttons simultaneously.

COMMAND BUTTONS:

"Deal" button (from the control panel) will exit this screen and bring you to the next set-up screen.

"Acct" button will exit this set-up screen to resume game play.

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Game Play Set-up Screen

MAX PLAY	50
RING BELL AT	NEVER
ALLOW LAST 5	YES
AUTO REBET	ON
PAY %AGE	60 %
* BILL VAL	MARS
* TSCRN TYPE	NONE
* CAB TYPE	WOOD
PROG IN	CREDITS
PROG REFILL	1200
DBL UP GAME ?	YES
BNS BTN L - C - R	TAKE DEAL PLAY

* REQUIRES A POWER CYCLE

DEAL	=	NEXT SCR N
DIS 2 / DIS 5	=	MOVE UP/DOWN
DIS 3 / DIS 4	=	CHANGE VALUES
ACCT	=	EXIT

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MAXIMUM PLAY:

Default is set at 50. This option can be changed in increments of 1

RING BELL AT

To set a bell sound for high winning hands.

AUTO REBET

Allows player to rebet same amount by pushing deal button

PAY %AGE

The base pay rate is the percentage of points to be awarded the payer. If set to 75%, the player would win, on average, 75 points for every 100 points played. Actual credit in/credit out ratio is difficult to guess, but the game will regulate itself to this setting. The higher the number, the longer the player will play. The default value is set to 75%. This can be changed to a value within the range of 50% - 95%.

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Game Play Set-up cont'd

PROG REFILL:

This the minimum PROGRESSIVE prize. The amount only goes up from here, based on a percentage of all credits played. This value can be set .

PROG IN :

This is to set progressive in CASH OR CREDITS.

Double Game:

The default for this option is YES. This means the double up game is available to the player. This option can be toggled between YES & NO.

BILL VAL:

Used when operating a DBA with a serial connection.

TSCRN TYPE:

Used to set up touchscreen can use both ELO. or MICROTOUCH touchscreen and controllers.

Cabinet Type:

Selections can be made for Metal or Wood cabinets. The default is Wood. The "wood" setting turns off door security switches. If set to "metal", the game will monitor logic door, main door and bill validator door security switches.

Ring Bell At:

Plays a special sound, a fast bell ringing, when a prize above the selected level is won. The default setting is 250. Setting choices are: 100, 250, 1000 and never .

BNS BTN L - C - R

Used to set corresponding buttons with hats.

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Game Play Set-up Screen cont'd

Touchscreen ELO connection

ELO controller	Magic 7's J-4
Pin-3	Pin-1
Pin-5	Pin-2
Pin-9	Pin-4

SET TSCRN TYPE

Set to ELO

SET JP-1 AND JP-2 TO RS232 SETTING

Command Buttons:

“DEAL” button (from the control panel) will exit this screen and bring you to the next set-up screen.

“DIS2/DIS5” buttons (from the control panel) will move the red highlight bar up or down to select the option to change their value.

“DIS3/DIS4” buttons (from the control panel) rotates through the choices available for that option so you can change their value.

“Acct” will exit this set-up screen to resume game play.

Note:

Remember, these settings will be reset to the factory default settings if the Master Clear buttons are ever pressed.

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Set Machine ID Screen

Machine ID			
□	□	□	□
Deal	=	Next SCR N	
Dis2/Dis5	=	Change Letter	
Dis3/Dis4	=	Left/Right	
Acct.	=	Exit	

Sets the machine ID that will print on receipt tickets. The ID can be either numeric or alphanumeric characters.

Command Buttons

“Deal” button (from the control panel) moves you to the next set-up screen.

“Discards 2/5” buttons (from the control panel) scrolls through the characters set.

“Discards 3/4” buttons (from the control panel) moves the red editing cursor left and right to select the character in the machine ID to change.

“Acct” button will exit this accounting screen to resume game play.

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Output Device Screen

The screenshot shows the 'Output Device Screen' with the following text:

Output Device: Print Points
Printer Type: Citizen

Deal = Next SCRN
Dis 2 = Make Changes
ACCT = Exit

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A callout box on the right side of the screen contains the text: "These screen settings and Command Buttons will change based on the 'Output Device' currently selected."

Incorporated into the game board is programming that allows you to connect a ticket dispenser or receipt printer directly to the game board (without the need of a PDPI board). There are six different types of Output Device selections available:

Print \$
Print Tickets
Print \$ and Tickets
Print Points
Ticket Disp
No Co Output

The factory settings for the Output Device Screen is shown above. This is the opening screen. Once you change these settings, your settings will appear on this screen when scrolling through the Set-up Screens. Remember, any changes to these factory settings will be reset if the Master Clear buttons are ever pressed.

MAGIC 7'S

Output Device Screen cont'd

Command Buttons: (for the opening screen)

This set of command buttons will also appear at the bottom of your set-up screen after changes have been made to the "Output Device" and none of the items are highlighted in red.

"Deal" (from the control panel) will exit this screen and bring you to the next set-up screen.

"Dis 2" (from the control panel) will highlight the "Output Device" selection in red and allow you to start to make changes to the screen above. (Please note that at this point, the Command Button selections will change.)

"Acct" will exit this set-up screen to resume game play.

Command Buttons: (while any entries are highlighted in red)

"Deal" (from the control panel) will highlight the next entry (i.e., Printer Type, Max Voucher, Excess Credits, Output Device).

"Discards 3/4" (from the control panel) will rotate you through the choices for each entry so you can change their values.

When the Print \$ Output Device is selected:

Prints a receipt ticket from a receipt printer with a dollar value for credits.

Printer Type:

Choices are: Citizen (iDP3541RF)

Epson 267

Epson 267II

Ithaca

All printers must be set to a 2400 baud transfer rate.

Max Voucher:

This is the maximum dollar value that is allowed to be printed for any receipt ticket.

Choices are: \$1-200 (one value between this range)

NO LIMIT (to print any ticket value, regardless of value)

MAGIC 7'S

Output Device Screen cont'd

Excess Credits:

Indicates what to do with any credits that exceed the maximum voucher limit.

Choices are: **Print whole value**

(will print as many tickets as needed to represent all the credits)

One Max Voucher and Keep

Even Mult of Max Voucher & Toss

(will print as many tickets as possible in the Max Voucher value and delete any remaining credits).

Even Mult of Max Voucher & Keep

(will print as many tickets as possible in the Max Voucher value specified. Any credits left over, less than the Max Voucher value will stay on the screen.

One Max Voucher & Toss

(will print one voucher up to the Max Voucher value and the remainder will be deleted.)

When the Print Tickets Output Device is selected:

Prints a receipt ticket from a receipt printer with the word "tickets". Ticket values are set up to correspond to a dollar amount.

Printer Type:

Choices are: Citizen (iDP3541RF)

Epson 267

Epson 26711

Ithaca

All printers must be set to a 2400 baud transfer rate.

Ticket Value \$:

The dollar value that equals 1 ticket. For example, if 1 credit = \$1, and 1 ticket = \$5, then a receipt ticket will show "Tickets: 1" if 5 credits are cleared. "Tickets: 2" if 10 credits are cleared, etc.

Choices are: \$1-99 (one value between this range)

MAGIC 7'S

Output Device Screen cont'd

Max Win/Game:

The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only print the total number of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are: \$1 - 99 (One value between this range)
NO LIMIT

Reset Games Played:

When the "Max Win/Game" is set to anything, except "NO LIMIT", a "Games Played" tally is displayed in the lower right hand corner of the game screen. The tally displayed will be reset to zero, either immediately after the game is cleared or played to zero, or 3 minutes after the game is cleared or played to zero.

Choices are: At 0 Credits
After 3 Minutes

Excess Credits:

Indicates what to do with any credits that exceed the maximum ticket limit.

Choices Are: Keep On Machine
Toss Excess

When the **Print \$ and Tickets** Output Device is selected:

This set-up screen is the same as those found for the Print Tickets selection. Please refer to that section of the manual.

This selection will print a receipt ticket from a receipt printer showing both the dollar amount and the word "Tickets" with a number.

MAGIC 7'S

Output Device Screen cont't

When the **Print S and Tickets** Output Device is selected:

This set-up screen is the same as those found for the Print Tickets selection. Please refer to that section of the manual.

This selection will print a receipt ticket from a receipt printer showing both the dollar amount and the word "tickets" with a number.

MAGIC 7'S

Output Device Screen cont'd

When the **Print Points** Output Device is selected:

Prints a receipt ticket from a printer the word "POINTS". The point value is equal to the total number of credits that were on the game.

Printer Type:

Choices are: Citizen (iDP3541RF)

Epson 267

Epson 26711

Ithaca

All printers must be set to a 2400 baud transfer rate.

Dip Switch Settings - Citizen Printer

SW 1

1 ON

2-8 OFF

SW 2

2, 5, 7 ON

1, 3, 4, 6, 8 OFF

Switches on Printer itself

3551
SW1 - 1,2,3,4,8 on
SW2 - 1,2,3,4,5 on

When the **Ticket Disp** Output Device is selected:

The Magic 7's Game Board can interface with a standard Deltronics ticket dispenser and has a built-in safety feature to help prevent the dispenser from dispensing in error after receiving a shock. The ticket dispenser is connected to the board by attaching the dispenser's motor enable wire to +12V or +5V, and its ground wire to pin 7, parts side, of the 10 position connector (CN2) on the board. This way the game board supplies ground to the Deltronics. If the board is not ready to dispense tickets it doesn't even turn on the Deltronics.

Ticket Value \$:

The dollar value that equals 1 ticket.

Choices are: \$1 - 99 (one value between this range)

Max Win/Game:

The maximum dollar amount that can be won for each start. The game automatically knows the number of starts since it was last cleared and will only dispense the total number of tickets allowable for that number of starts. Any credits left over, even if they may equal a whole ticket(s), are either kept on the machine or tossed.

Choices are: \$1 - 99 (one value between this range)

NO LIMIT

Excess Credits: Indicates what to do with any credits that exceed the maximum ticket limit.

Choices are: Keep on Machine

Toss Excess

MAGIC 7'S

Editing Footer Screen

Editing Footer		
Dis2	=	Disable Text
Dis 1	=	Blank All
Dis3/Dis4	=	Up/Down
Dis5	=	Select Entry
Deal	=	Next SCRn

This is the information that appears at the bottom of a printer receipt ticket. Space is available for 20 lines of 38 characters each.

Command Buttons:

“Dis 2” button (from the control panel) will leave text in place, but will not print it on the ticket. The “Take” button will toggle between disabling text and enabling text.

“Dis 1” button (from the control panel) will clear the footer information.

“Dis3/Dis4” buttons (from the control panel) will move the red highlight bar up or down over the lines on the screen.



“Dis 5” button (from the control panel) selects a line for editing once it has been highlighted in red. On screen 2, this line will then appear in green at the top of the screen.

“Deal” button (from the control panel) will exit the Edit Footer Screen.

MAGIC 7'S

Editing Footer Screen cont'd



Editing Footer

 = Insert Space  = Delete

Dis 1/Dis2 = Left/Right
Dis3/Dis4 = Change Entry
Dis5 = Save Entry
Deal = Next Screen

SCREEN 2

Command Buttons:

 and  are symbols for "insert" and "delete". They are part of the character set found when scrolling with the "Big/Small" buttons.

"Dis 1/Dis 2" (from the control panel) will move the red editing cursor left or right on the green line.

"Dis 3/Dis 4" buttons (from the control panel) will scroll forward and backward through the character set. The first character is "!" and the last is ". Once the desired character appears in the red cursor square, use the "Double/Take" buttons to move on.

"Dis 5" button (from the control panel) saves the changes for that line and brings you back to Screen 1.

"Deal" button (from the control panel) will exit the Edit Footer Screen.

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Editing Header Screen

Editing Header

Dis 2	=	Disable Text
Dis 1	=	Blank All
Dis 3/ Dis 4	=	Up/Down
Dis 5	=	Select Entry
Deal	=	Next Screen

This is the information that appears at the top of a printer receipt ticket between the two rows of asterisks (***). Space is available for 20 lines of 38 characters each.

The steps for editing a location are similar to those for Editing Footer. Please refer to that section of the manual.

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Set Clock Information Screen

Set Clock

08/26/99 12:00

Deal	=	Update Clock & Next Screen
Dis1/Dis2	=	Left/Right
Dis3/Dis4	=	Change Values
ACCT	=	Exit

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Sets the time that appears on your printer tickets and also time stamps the last 5 scores. This information is stored in the clock modules (U32). The clock time uses a 24-hour military time reference.

Command Buttons:

“Deal” button (from the control panel) moves you to the next set-up screen.

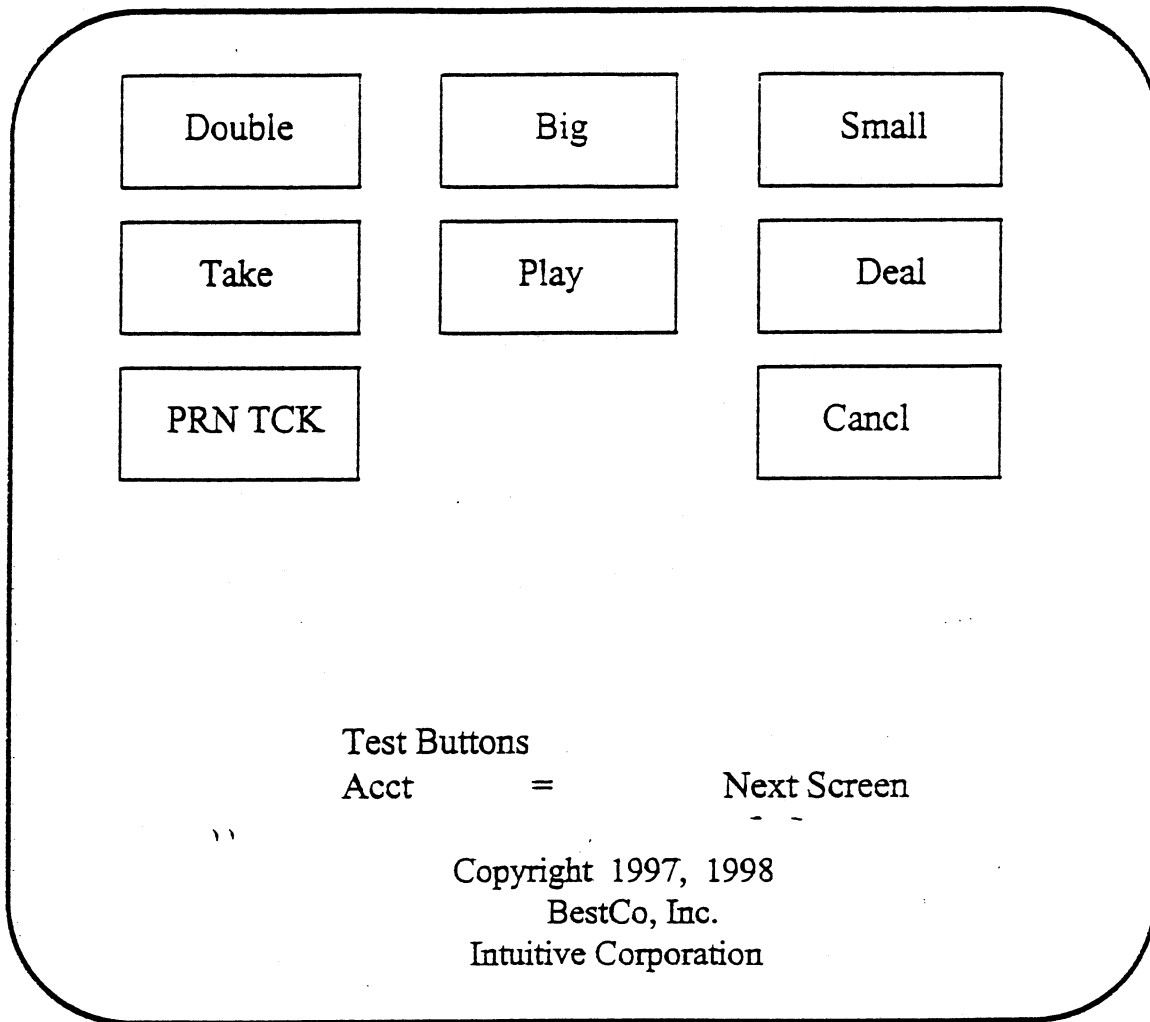
“Dis 1/ Dis 2” button (from the control panel) moves the red editing cursor left and right to select the character in the time or date to change.

“Dis 3/ Dis 4” button (from the control panel) scrolls through the character set.

“Acct” button will exit this set-up screen to resume game play.

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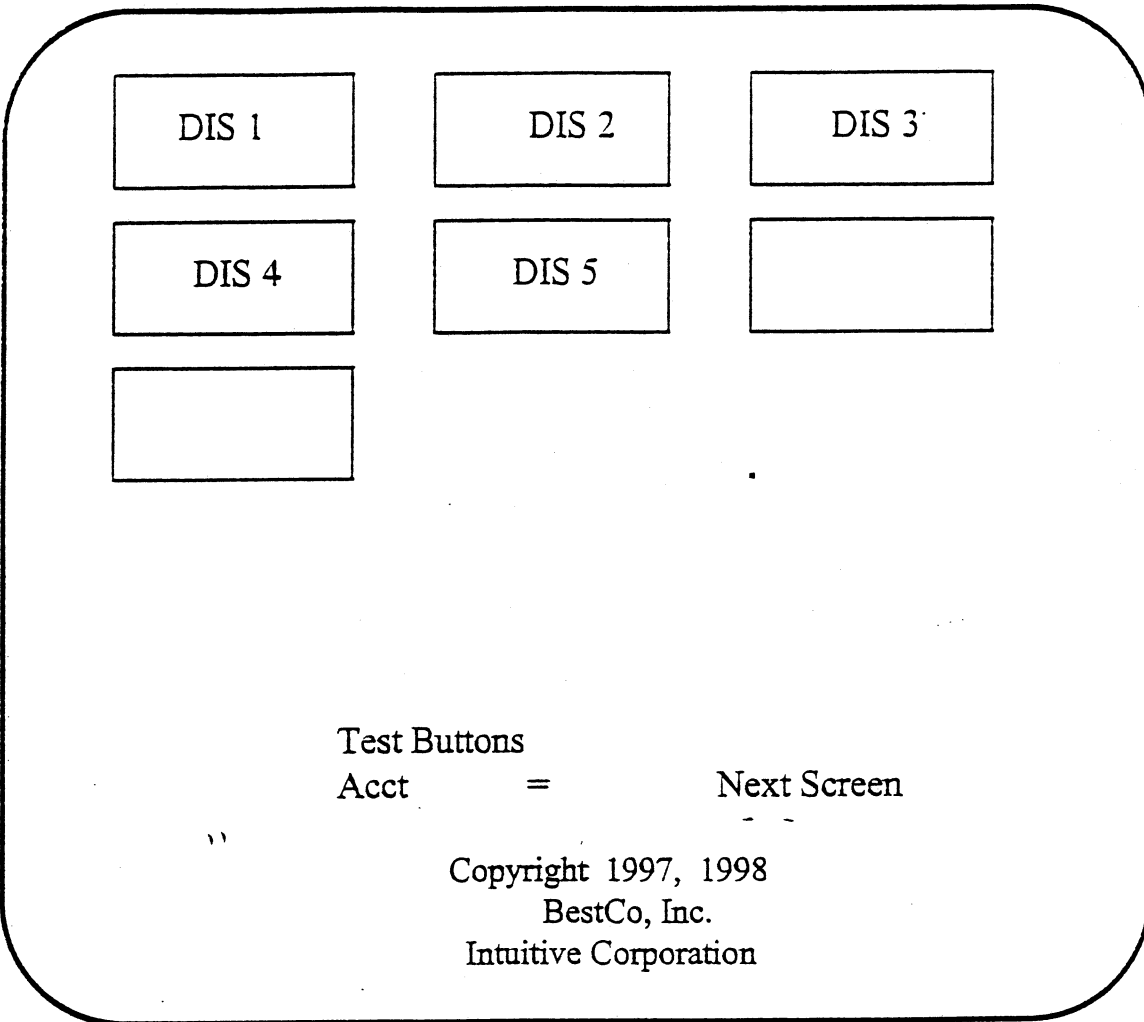
Button Check Screen



As each button from the control panel is pressed, the button equivalent on the screen is highlighted in red to show it is connected properly. •

MAGIC 7'S

Button Check Screen



As each button from the control panel is pressed, the button equivalent on the screen is highlighted in red to show it is connected properly. •

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Button Wire Colors

Cancel	Switch	Black Gray	Light	Orange/Red White
Double-Up	Switch	Black/White Blue/White	Light	Orange/Red Blue
Take	Switch	Black/White Yellow/White	Light	Orange/Red Yellow
Deal/Draw	Switch	Black Orange/White	Light	Orange/Red Orange/Red
Play	Switch	Black/White Purple/White	Light	Orange/Red Purple
Discard 1	Switch	White/Black Purple/White	Light	Orange/Red White/Red
Discard 2	Switch	White/Black Yellow/White	Light	Orange/Red White/Red
Discard 3	Switch	White/Black Blue/White	Light	Orange/Red White/Red
Discard 4/High	Switch	Black Brown/White	Light	Orange/Red White/Red
Discard 5/Low	Switch	Black Green White	Light	Orange/Red White/Red