THE LOOKING GLASS

FOR AMUSEMENT ONLY
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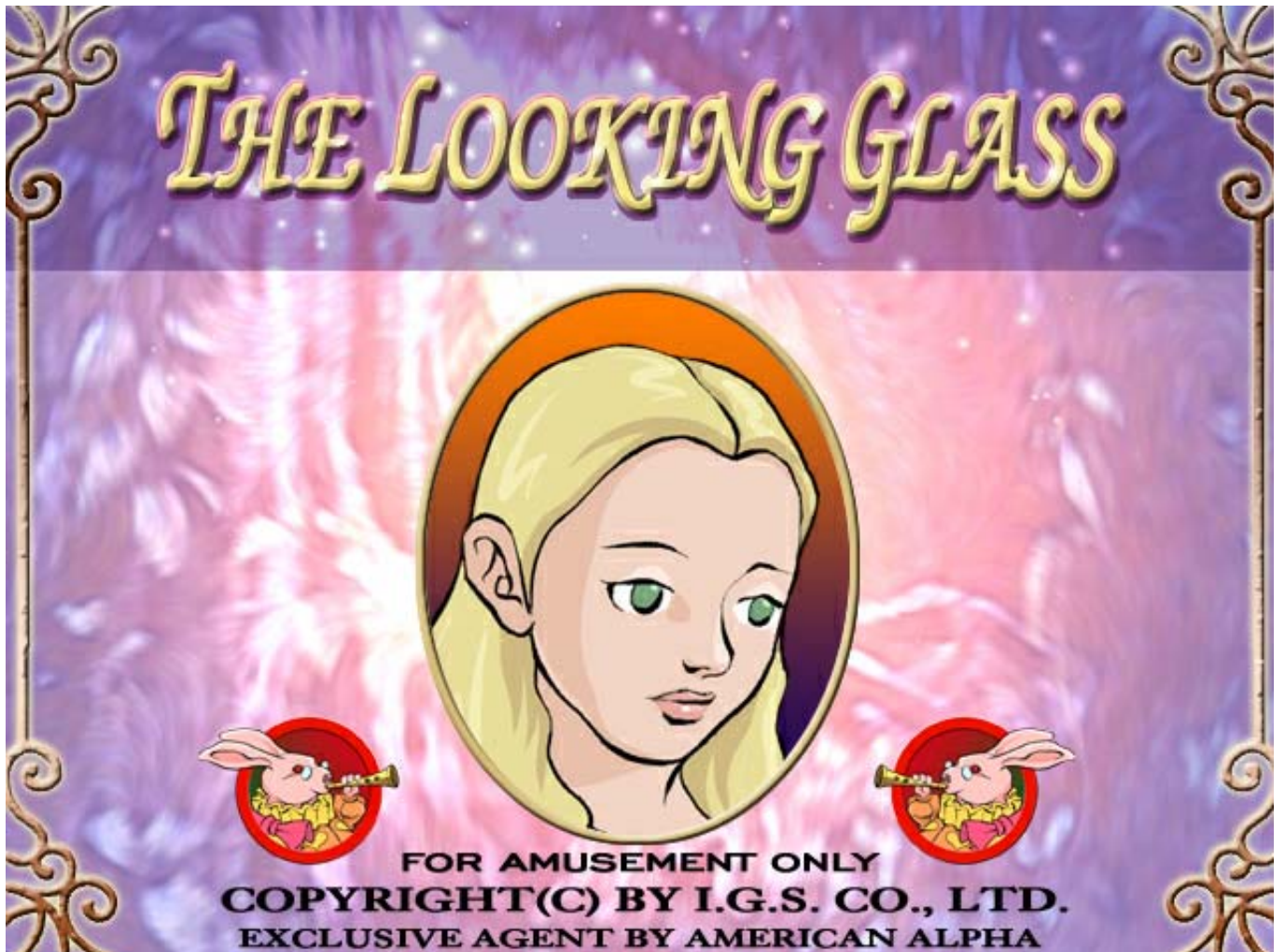EXCLUSIVE AGENT BY AMERICAN ALPHA

USER MANUAL

What's good in V102 US version

◆ **The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 3 and 7.**

◆ **Please make sure the SSR set in high and short on the JP20 #2 and #3.**

◆ **Circulated Play can be set on different line combination setting, refer to page 4 and 11.**

CONTENT

CONNECTIONION DIAGRAM (36 & 10 pins)

36 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	
ALL STOP/START	9	
SMALL /STOP 3	10	
PLAY/STOP 5	11	
TAKE/STOP 4/ODDS TABLE	12	
W-UP/STOP 2	13	
	14	
	15	
BIG/STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	LAMP: COUNT
OUT METER	27	
	28	
LAMP: ALL STOP/START	29	
LAMP: SMALL /STOP3	30	
LAMP: PLAY/STOP 5	31	
LAMP: TAKE/STOP 4	32	
LAMP: W-UP / STOP 2	33	
LAMP: BIG/STOP 1	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
+12V	6	+12V
TICKET SSR	7	
	8	
	9	
GND	10	

DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	NO			OFF					
	YES			ON					
ODDS TABLE	NO				OFF				
	YES				ON				
DOUBLE GAME	NO					OFF			
	YES					ON			
SCORE BOX	NO						OFF	OFF	
	YES						ON	OFF	
	10X						OFF	ON	
PLAY SCORE	NO								OFF
	YES								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
HAND COUNT	NO	OFF							
	YES	ON							
PLAY LINES	5		OFF	OFF					
	7		ON	OFF					
	9		OFF	ON					
CIRCULATED PLAY	YES				OFF				
	NO				ON				

REMARK:

1. Default Password of System Setup: [Start] * 8

36 & 10 PIN BUTTON LAYOUT

BIG	W-UP	SMALL	TAKE
STOP 1	STOP 2	STOP 3	STOP4
			ODD TABLE

PLAY	START
Stop 5	ALL STOP

BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW

```
                        Press [BOOK]
                   ┌─────────┴──────────┐
                   ▼                    ▼
              [BIG]                 [DOUBLE]
           LAST RECORD         BUSINESS RECORD
          ┌─────┴─────┐         ┌─────┴─────┐
          ▼           ▼         ▼           ▼
     [SMALL]     [DOUBLE]    CURRENT    [CURRENT]
   LAST RECORD  LAST RECORD    DATA     LAST DATA
  OF DOUBLE UP  OF MAIN GAME
```

DATA SETTING FLOW

```
                        Press [BOOK]
                   ┌─────────┴──────────────┐
                   ▼                        ▼
              [SMALL]                   [TAKE]
           SYSTEM DATA             PRINTER SETUP
                   │                        │
                   ▼                        ▼
          PASSWORD ON or OFF           PRINTER
                   │                     SETUP
    ┌──────┬───────┼───────┬──────────┐
    ▼      ▼       ▼       ▼          ▼
 [BIG]  [DOUBLE] [SMALL]  [TAKE]   [PLAY]
MAIN GAME DOUBLE-UP SYSTEM CHANCE   TIME
 RECORD  GAME RECORD ADJUST ADJUST  ADJUST
```
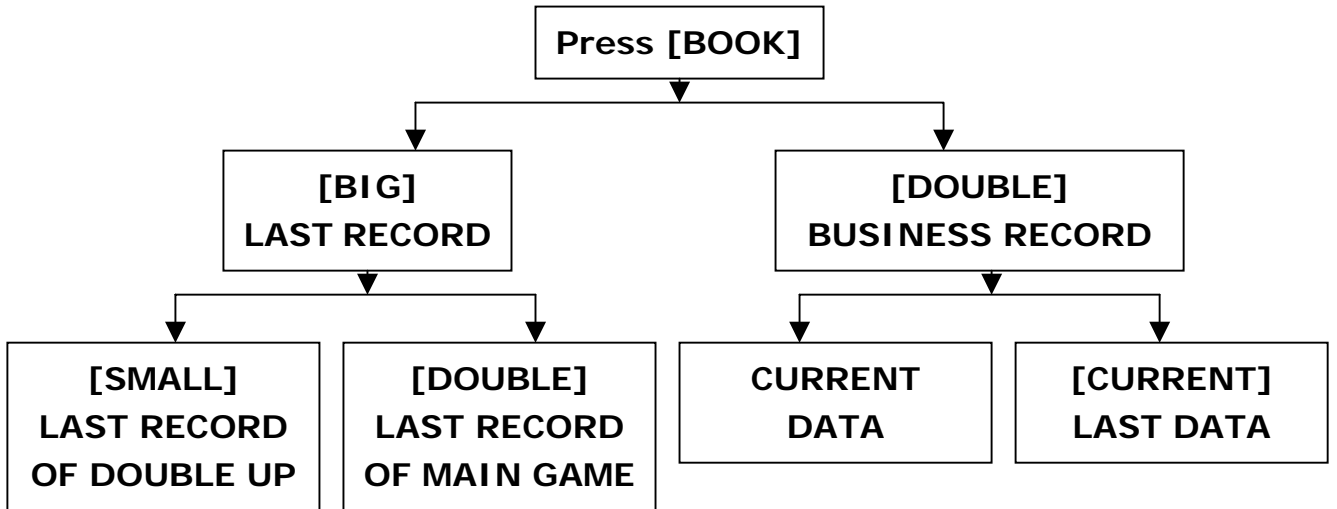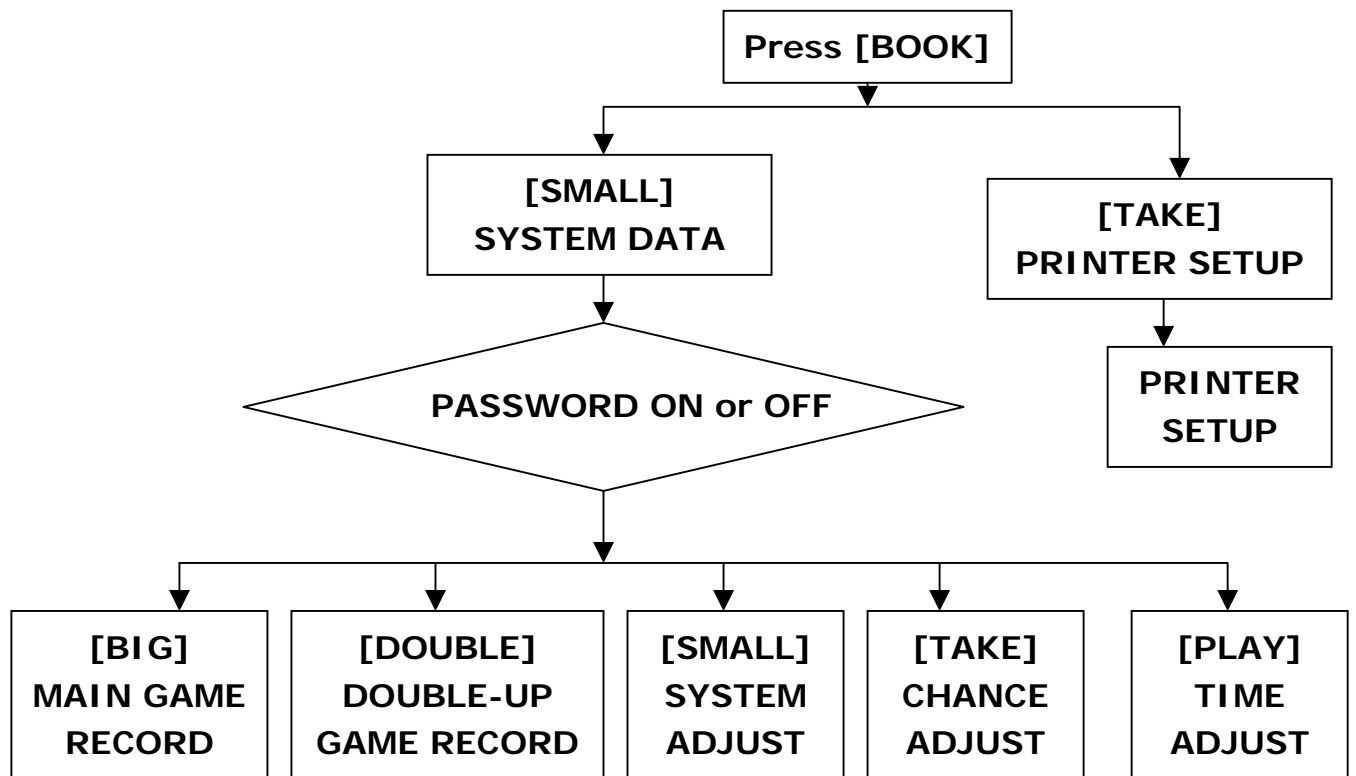
ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→ [SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	5, 10, 20	**10**
MIN. LINE PLAY	1, 5, 10	**1**
MIN. PLAY	1, 5, 7, 9, 10	**1**
COIN RATE		**5**
KEY IN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60,	**100**
KEY OUT RATE	75, 80, 100, 200, 250, 400, 500, 1000	**1**
TICKET RATE		**20**
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	**CONTINUOUS**
TICKET OUT INTERFACE	PRINTER DIRECT/DISPENSER DIRECT Interface	**DISPENSER DIRECT**
PRINTER COMMAND	CBM1、ESC/POS、STAR	**CBM1**
SYSTEM LIMIT	NO, 9999999	**NO**

REMARK:
1. **Printer only can be used by one machine driven by RS232.**
2. **The interface board of ticket dispenser can be driven by connecting with 7th pin on the Solder Side of 10 pins (on 36 & 10 pins diagram), refer to page 3.**

CHANCE ADJUSTMENT

Press [BOOK]→ [SMALL]→[SMALL] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	92%, 93%, 94%, 95%, 96%, 97%, 98%	**92%**
W-UP GAME RATE	91%, 92%, 93%, 94%, 95%, 96%, 97%, 98%, 99%	**92%**

MAIN FEATURES OF THE LOOKING GLASS:

- **Famous Fairy Tales:** Alice theme spread all game's plots.
- **Two ways of Line Win:** win from left to right or right to left line-up
- **3 Fever games:** BINGO, FIND THE RED ROSES & WHERE IS RABBIT FEVER.
- **The highest 5-lineup prize with 10,000 odds.**
- **Free Games Fever:** 5 to 15 times of Free Game Fever.
- **Special Cat and Queen symbols.**
- **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with Wild Fruit/Wild Food!

HOW TO PLAY:

MAIN GAME DESCRPTION

Main Screen of The Looking Glass

Symbol Zone

Regular 5 reels & 9-liner style, but 2 ways line-up win reward:

Line 1   Line 2   Line3
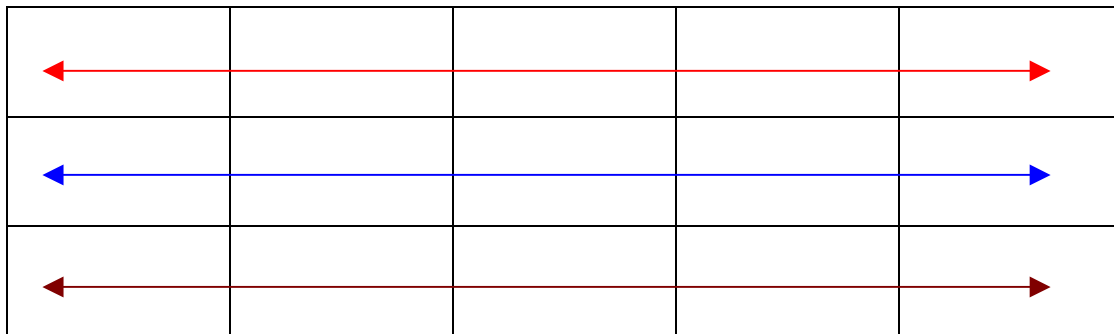
Line 4   Line 5
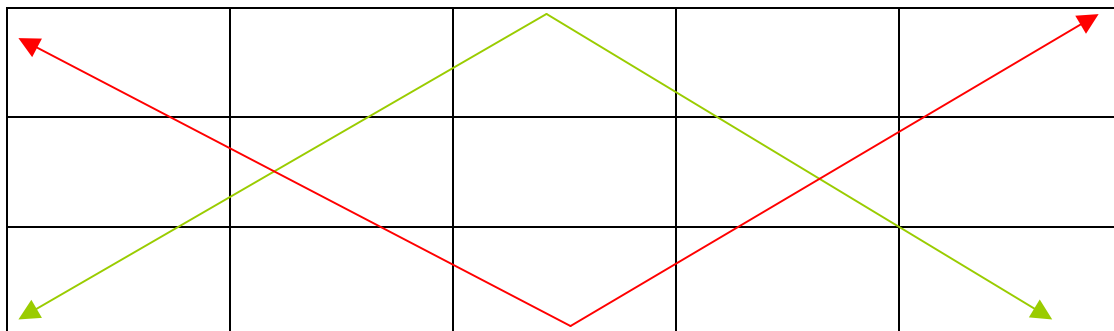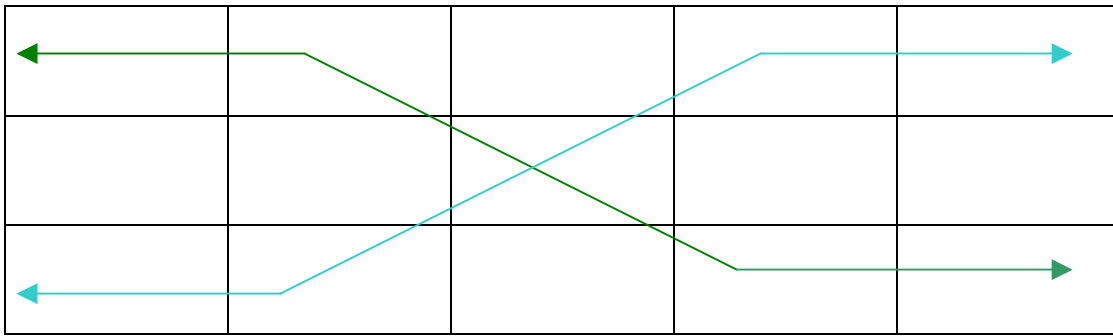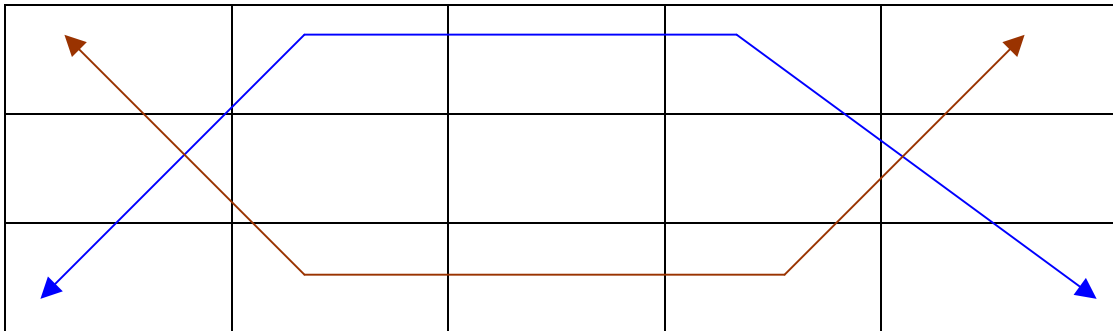
Special Playing Rules

■ Operator can adjust one of "Line 5", "Line 7", or "Line 9" option.

Circulated Play : OFF

■ Example: only 37 credits.
  ➢ 5-line game: it can play up to 7 credits per line, and remain 2 credits.
  ➢ 9-line game: it can play up to 4 credits per line, and remain 1 credit.
■ The first playing is limited by Min. Line Play setup.

Circulated Play : ON

■ Example: only 37 credits.
  ➢ 5-line game: Line1 and Line2 play 8 credits and others play 7 credits.
  ➢ 9-line game: Line1 play 5 credits and others play 4 credits.
■ The first playing is limited by Min. Play setup.
■ It can't continuously play when the credit is insufficient.
■ Player can directly press "Start" to initiate the game as without playing credit.
  ➢ At this moment the game would automatically initiate the new

round according to last bet lines and credits.

➢ When the credit is insufficient, the game will reduce the playing credit first, and then reduce the bet lines.

Player can play "last playing" which is less than min playing setup by pressing "Start".

Common symbols

Special Symbols

 It can change another symbol that can win best, but only one.

 It substitutes for all symbols, and it also can repeatedly change.

Free Game Fevers

Free Game of The Looking Glass

- The game play as the normal main game, and it doesn't need to reduce Credits (Free Play).
- All Free Game's credits would accumulate together,
- the "Double-up game" or "Credit" only can take after the rounds end of Free Game.
- It won't hit the "Free Game" or "Fever Game" in the rounds of Free Game.
- The requirements of Free Game entrance:

  - Any 3 on the screen can play extra 5 Free Games.

  - Any 4 on the screen can play extra 10 Free Games.

  - Any 5 on the screen can play extra 15 Free Games.

BONUS FEVER GAME

- ■ The requirements of Bonus Free Game:

  - ➢ Any 3 on the screen can enter "Bingo Wonderland" fever game.
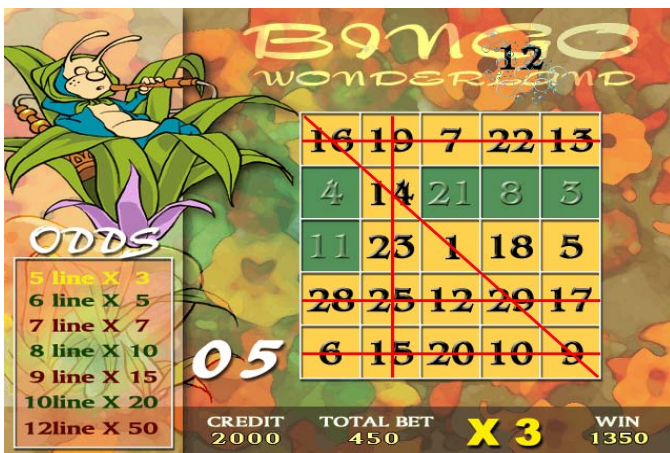
**The Screen of
Bingo Fever Game**

- ■ This fever is to match as many as 5 in line.
- ■ Screen will display you a Bingo plate 5X5 squares.
- ■ A configuration of numbers 1-30 and randomly give 25 number to plate and 15 numbers will be enable.
- ■ Player can press Start button to skill stop the bubble number from caterpillaror wait for time up.
- ■ Total win = Total Play x odds

- ■ Odds as the grapic display x3、x5、x7、x10、x15、x20、x50

**The Screen of Find
The Red Roses**

- ■ This fever is to find the red rose by pressing Start button.

- Game is end until white rose comes up.
- Red rose means win and all the red roses with different odds.
- Red rose total 6 and 1 white.
- Total win = Total bet x odds.

- Odds table x3、x5、x7、x10、x20、x50.

The Screen of Where is The Rabbit

- This fever is to guess the big odds animal by pressing Start button.
- Different animal have different odds, the biggest odds is rabbit.
- Game is end until snake comes up.
- Max. play - 3 times.
- Total win = Total bet x odds
- Odds table: Mouse x 3, Frog x 5, dove x 10, rabbit x 50.

Double UP Game Description

Double-up Screen

- 5 opening cards on upside of the screen, the player can select one of 5 covered cards to compare the opening cards.
- Press "Double up" button to select card. Press "Big" button to decide Big; Press the "Small" button to decide Small.
- Card's sequence: A<2<3<4<5<6<7<8<9<10<J<Q<K. The player win the game when appears the same number.
- The first entrance can't take credit and must guess card's number.
- When pass the first gate (Player wins), the player can decide to take credit by press "Start" or "Take" button; or continue to process DOUBLE UP game by press "Double up" button.
- The player can decide to take credit or guess number at second DOUBLE UP game.
- The maximum guess is 5 rounds.

- Odds Table: x2、x4、x8、x16、x50