

# • MAGIC TAROT •

The following developer is responsible for the declaration:

## **Astro Corp.**

**10F, No.111-1, HSING DE RD, SANCHUNG CITY,  
TAIPEI COUNTY, TAIWAN**

**Telephone : +886-2-8511-0555**

**Facsimile : +886-2-8511-0556**

**E-mail : [sales@astrocorp.com.tw](mailto:sales@astrocorp.com.tw)**

**Web : [www.astrocorp.com.tw](http://www.astrocorp.com.tw)**

( Manual Version: MT\_US-080117 )

# Pin Layout

## CONNECTOR ( 36PIN )

PARTS SIDE		SOLDER SIDE
	1	
	2	
Speaker R +	3	Speaker R -
Speaker L +	4	Speaker L -
	5	
	6	
Ticket Out Button	7	
Ticket Sensor	8	
Start / Stop Button	9	
Info / Stop 1 Button	10	
Play / Stop 5 Button	11	
Take / Stop 4 Button	12	
Select Lines / Double / Stop 3 Button	13	
Game Count Pulse	14	
	15	
Auto Play / Stop 2 Button	16	
	17	
Coin Switch	18	Key In Switch
Door Switch	19	
Account Switch	20	Test Switch
Pay Out Button	21	Key Out Switch
	22	Hopper Switch
Coin In Meter	23	
Key In Meter	24	Hopper SSR
	25	
	26	
Pay Out Meter	27	
Key Out Meter	28	
Start / Stop Lamp	29	Ticket Out SSR
Info / Stop 1 Lamp	30	Error Lamp
Play / Stop 5 Lamp	31	Win Lamp
Take / Stop 4 Lamp	32	
Select Lines / Double / Stop 3 Lamp	33	
Auto Play / Stop 2 Lamp	34	
	35	
GND	36	GND

## CONNECTOR ( 10PIN )

PARTS SIDE		SOLDER IDE
GND	1	GND
GND	2	GND
(*2) +5V	3	+5V
+5V	4	+5V
(*2) +12V	5	+12V
+12V	6	+12V
BA Inhibit	7	+24V
(*3) Hopper SSR	8	--
GND	9	GND
GND	10	GND

(\*1) BA In Switch for Pulse.

(\*2) DC +5V 2A and DC +12V

(\*3) This pin is connected with the solder side 24th of connector 36 pin.

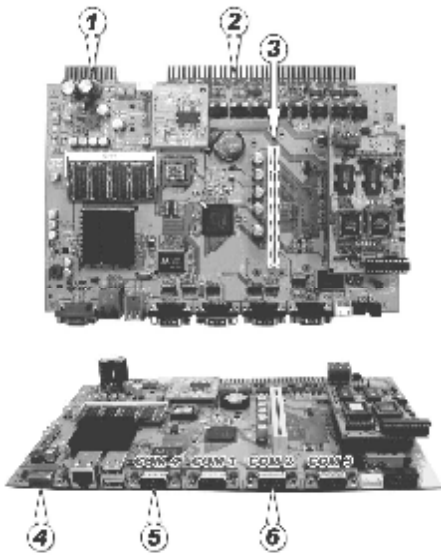
## Data Setting List

	Item	Value
1	Credit Limit	1000, 3000, 5000, 10000, <b>20000</b> , 30000, 50000, 100000, 990000
2	Coin In / Credit	1, 2, 3, 4, 5, 10, 15, 20, <b>25</b> , 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000
3	Coin Out Limit	100, 200, 300, <b>500</b> , 1000, 2000, 3000, 5000, Off
4	Key In / Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <b>1000</b>
5	Key Out / Credit	1, 2, 3, 4, 5, 10, 15, 20, <b>25</b> , 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000, Clear All(as coin in), Clear All(as key in)
6	Game Count	On, <b>Off</b>
7	Ticket Out / Credit	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, <b>1000</b>
8	MaxTickets Per Game	1, 2, 3, 4, 5, 8, 10, <b>Continuous</b>
9	Max. Play	25(1), 50(2), 75(3), 100(4), 125(5), 150(6), 175(7), 200(8), 225(9), <b>250(10)</b> , 275(11), 300(12), 375(15), 500(20)
10	Min. Play	1, 3, 5, 7, 9, 10, 15, 20, <b>25</b> , 50, 75, 100, 150, 200, 250
11	JP3 Min.Play	5, 9, 15, <b>25</b> , 50, 75, 125
12	JP2 Min.Play	15, 25, 35, 45, 50, 100, <b>125</b> ,
13	Auto Play	<b>On</b> , Off
14	Odds Table	<b>On</b> , Off
15	Level Of Difficulty	1(Easiest), 2, 3, 4, 5, 6, 7, <b>8(Hardest)</b>
16	Double Up	1(Easiest), 2, 3, 4, <b>5(Hardest)</b> , Off
17	Double Record	<b>On</b> , Off
18	Winning Type	<b>Into Score</b> , Into Credit
19	Play Score	<b>Yes</b> , No
20	Game Type	<b>Normal</b> , Skill
21	Bookkeeping	<b>On</b> , Off
22	Reset Code Type	1, 2, 3, 4, 5, 6, 7, <b>Off</b>
23	10 Times Feature	On, <b>Off</b>
24	Continuous Spin	On, <b>Off</b>
25	Demo Sound	<b>On</b> , Off
26	Sound Volume	0, 10, 20, 30, <b>40</b> , 50, 60, 70, 80, 90, 100
27	Hopper Sensor	<b>Normal High</b> , Normal Low
28	Collect Button	<b>Direct Drive</b> , Interface Board, Attendant

## Table of Contents

Interface & Button Layout	p. 04
Setup Menu	p. 05
Setup Password	p. 06
Information	p. 07
Data Setting	p. 08
Game Reset	p. 10
Bookkeeping	p. 11
Audit Mode & Shift Record	p. 17
I/O Test	p. 18
History	p. 19
How to Play - Main Game	p. 20
How to Play - Magic Mode	p. 21
How to Play - Free Game	p. 26
How to Play - Jackpot	p. 27
How to Play - Double Up	p. 28
Bonus Game - Magic Light	p. 30
Bonus Game - Fairy Summon	p. 32
Troubleshooting	p. 34
Button Lamp List	p. 35
Odds Table	p. 36
Data Setting List	p. 38
Pin Layout	p. 39

# Interface

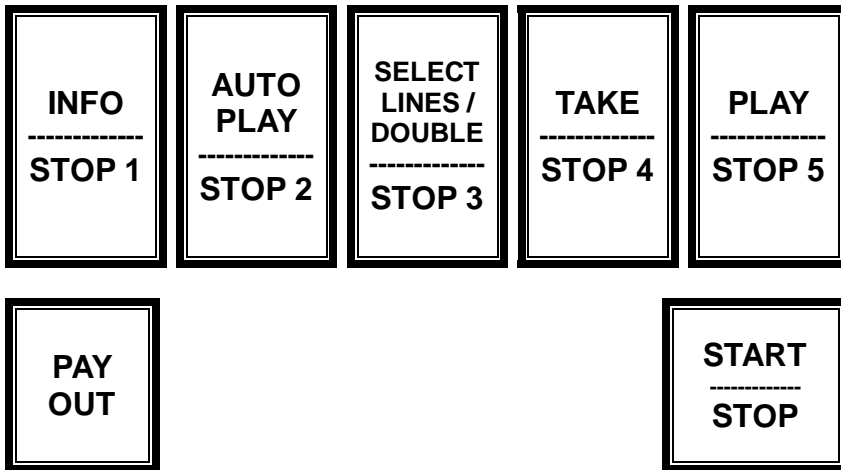


- 1. Golden Finger of 10 Pin.
- 2. Golden Finger of 36 Pin.
- 3. Upper Board, Includes Game System Environment and CF CARD.
- 4. XVGA Signal Port, Compatible to Monitor Resolution:1024 \* 768.
- 5. Bill Acceptor Connecting Position (COM 4).
- 6. RS232 Port Connected to Touch Screen(COM2).



# Button Layout

## A. Machine Button



According to Pin Layout.....p. 41

## Odds Table



## Setup Menu



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Press **Select Lines** or **Play** button to select the item.
- C. Press **Start** button to enter the page.
- D. Press **Take** button to exit the **Setup Menu** page.

## Setup Password

(Data Setting 18<sup>th</sup> item)



- A. Press **Select Lines** button to select the item to change.
- B. Press **Play** button to change the item values.
- C. Press **Start** button to enter the password. If the password is correct, will enter **Data Setting** page.
- D. Press **Take** button to exit the **Input Password** page, then will return to **Setup Menu** page.

You can only see one digit of password while you're inputting, after you change digit, former digit will show as \*.

TABLE	1	2	3	4	5	6	7
Password	594236	793860	420381	263583	190642	379271	603952

## Button Lamp List

If the program detects an error, the button lamps and tower lamp will flash, please find the error condition as follow.

Error Message	Error Condition
BEFORE START THE GAME	THE TOWER LAMP AND BUTTON LAMPS FLASH ONE BY ONE. WIN→ERROR→START→BET→INFO→TAKE→AUTO
AFTER START THE GAME	THE TOWER LAMP FLASH ALTERNATELY. ERROR → WIN
RAM ERROR	THE ERROR TOWER LAMP AND 2 BUTTON LAMPS FLASH ALTERNATELY. ERROR → ( START + BET ) <b>Suggest : Replace a new top board.</b>
EEPROM ERROR	THE ERROR TOWER LAMP AND 3 BUTTON LAMPS FLASH ALTERNATELY. ERROR → ( START + BET + INFO ) <b>Suggest : Replace a new top board.</b>
ROM ERROR	THE ERROR TOWER LAMP AND 4 BUTTON LAMPS FLASH ALTERNATELY. ERROR → ( START + BET + INFO + TAKE ) <b>Suggest : Replace a new set of ROMS on the Top board.</b>
CRASH	THE ERROR TOWER LAMP AND 5 BUTTON LAMPS FLASH ALTERNATELY. ERROR → ( START + BET + INFO + TAKE + AUTO PLAY ) <b>Suggest : Replace a new Main Board.</b>

## Troubleshooting

If the program detects an error, the corresponding message will be shown on the screen, please find the troubleshooting method as follow.

Error Message	Procedure
Compact Flash Error	The version of program is incorrect Please talk to your provider.
Coin Jam	1. Repair the coin selector and coin entrance. 2. Enter and exit the <b>Setup Menu</b> page.
Credit Over	Press Key Out, Payout, or Ticket Out.
Data Error	Enter the <b>Data Setting</b> page and reset the Statistics data.
Door Open	Enter and exit the <b>Setup Menu</b> page.
Hardware Error	1. Restart the machine. 2. If no effect, please contact provider.
Hopper Empty	Refill the coin hopper.
Hopper Error	1. Repair the coin out transporter or hopper. 2. Enter the <b>Data Setting</b> page and change the setting of HOPPER SENSOR to NORMAL HIGH or NORMAL LOW. 3. Exit the <b>Data Setting</b> page.
No Image	1. When the opening animation starts, press <b>Account</b> button to enter the <b>Data Setting</b> page. 2. Select the item for more information.
Transfer Error	Restart the machine.
Up Board Error	Please contact the provider.

## Information



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Information** then press **Start** button to enter the **Information** page.
- C. Press **Take** button to exit the **Information** page.

## Data Setting



Page 1/3

- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **Data Setting** then press **Start** button to enter the **Data Setting** page.
- C. Press **Select Lines** or **Play** button to select the item to change.
- D. Press **Start** button to change the item values.
- E. Press **Play** and **Auto Play** buttons to load the factory default and the data will return to original format.
- F. Press **Take** button to exit the **Data Setting** page.

4. The selected card will turn into Death then you can pick one again. If pick the Death, the game will be over.



5. Winning = Your Play × Odds.





## B. Fairy Summon

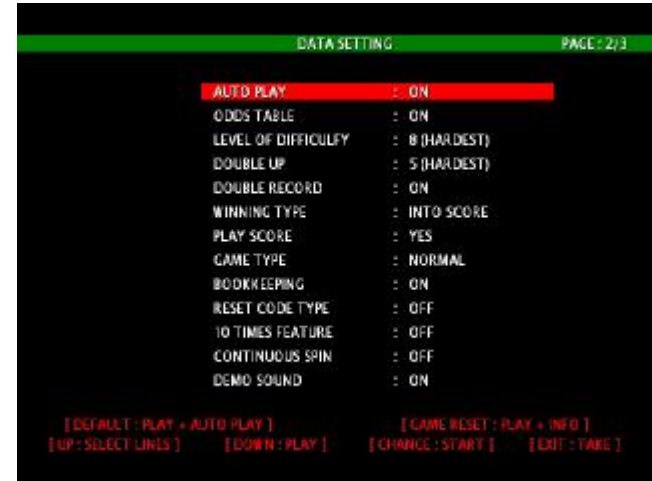
1. Hit 3 **Judgment** symbols in the main game will trigger the Fairy Summon bonus game.



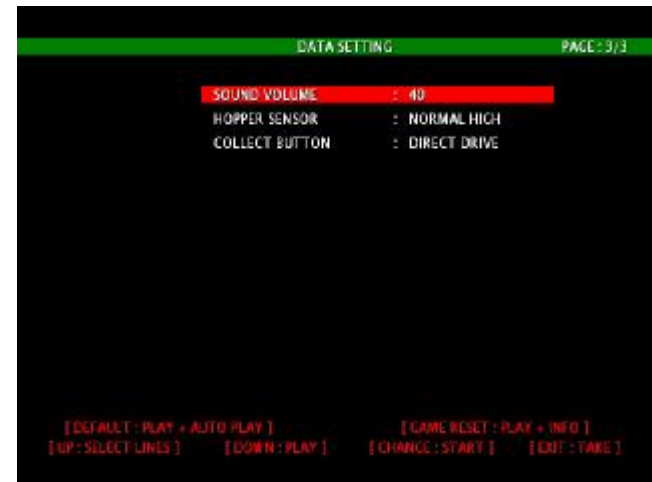
2. The time limit of Fairy Summon bonus game is 60 seconds. The game is over when the time is up or pick the Death card.



3. pressing **START** button to to reveal a card and capture a bonus.



Page 2/3



Page 3/3

## Game Reset

- A. Enter the **Data Setting** page.
- B. Press **Play** and **Info** buttons to reset, and then will enter the **Confirm Reset** page to confirm this operation.



- C. Press **Select Lines** button to select the item.
- D. Press **Start** button to enter your decision. If you decide not to reset, then will return to **Data Setting** page; if you decide to reset, then will return to **Demo**.

3. Press **START** button to ray and refract to a bonus.



4. Winning = Your Play × Odds.



## Bonus Game

### A. Magic Light

1. Hit 3 **The Justice** symbols in the main game will trigger the Magic Light bonus game.



2. The time limit of Magic Light bonus game is 30 seconds. The game is over when the time is up, and then will count game score.



## Bookkeeping (12 pages)



- A. Turn on the **Account** switch to enter the **Setup Menu** page.
- B. Select **STATISTICS** and press **Start** button to enter the **Statistics** page.
- C. Press **Select Lines** or **Play** button to select the page.
- D. Press **Take** button to exit the **Statistics** page.



Statistics page 1/12



Statistics page 2/12



Statistics page 3/12



- After any winning, player can press **TAKE** button to claim current winning and leave DOUBLE UP game as his/her wish during each turn's end.



## E. Double Up



1. After winning in the main game, players may press **DOUBLE** button to play the Double Up game.
2. The mermaid offered a golden coin that can double your winning.



3. Pick the correct hand to win the golden coin and double your winning, otherwise you would lose your winning..

BODKKEEPING			
BONUS GAME BODKKEEPING			
MAGIC LIGHT TIMES	: 0	STAR CHANGE TIMES	: 0
FAIRY SUMMON TIMES	: 0	STAR FULL TIMES	: 0
TOTAL BONUS GAME PLAYED	: 0	MOON CHANGE TIMES	: 0
		MOON FULL TIMES	: 0
MAGIC LIGHT WON	: 0	SUN CHANGE TIMES	: 0
FAIRY SUMMON WON	: 0	SUN FULL TIMES	: 0
TOTAL BONUS GAME WON	: 0	STAR CHANGE WON	: 0
		STAR FULL WON	: 0
FREE GAME TIMES	: 0	MOON CHANGE WON	: 0
FREE GAME WON	: 0	MOON FULL WON	: 0
		SUN CHANGE WON	: 0
		SUN FULL WON	: 0

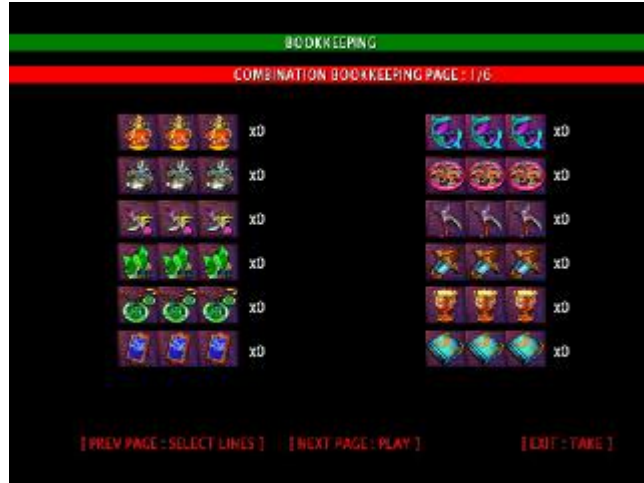
[PREV PAGE : SELECT LINES] [NEXT PAGE : PLAY] [EXIT : TAKE]

Statistics page 4/12

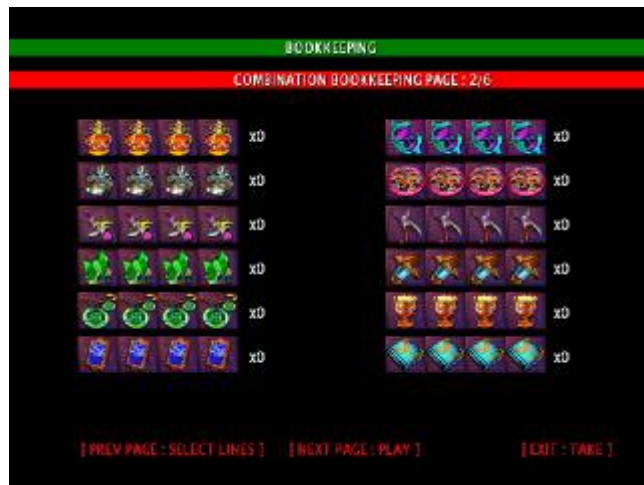
BODKKEEPING	
DOUBLE UP GAME	
PLAY DOUBLE UP TIMES	: 0
WIN DOUBLE UP TIMES	: 0
DOUBLE UP HIT FREQUENCY	: 0.00 %
TOTAL DOUBLE UP IN	: 0
TOTAL DOUBLE UP OUT	: 0
TOTAL DOUBLE UP RATE	: 0.00 %

[PREV PAGE : SELECT LINES] [NEXT PAGE : PLAY] [EXIT : TAKE]

Statistics page 5/12



Statistics page 6/12



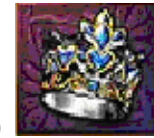
Statistics page 7/12

## D. Jackpot



### 1. JP1 : (Random JP)

When player's play as  $\geq$  JP MIN. Play and hit more than 3 **The Emperor** symbols, they will be awarded the JP1 Bonus. JP1 is a random bonus ranging from **550~650** times of Total Play.



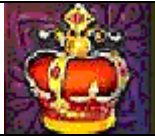
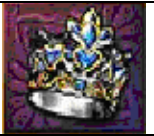
### 2. JP2 : (Random JP)

When player's play as  $\geq$  JP MIN. Play and hit more than 3 **The Empress** symbols, they will be awarded the JP2 Bonus. JP2 is a random bonus ranging from **350~450** times of Total Play.



### 3. JP3 : (Random JP)

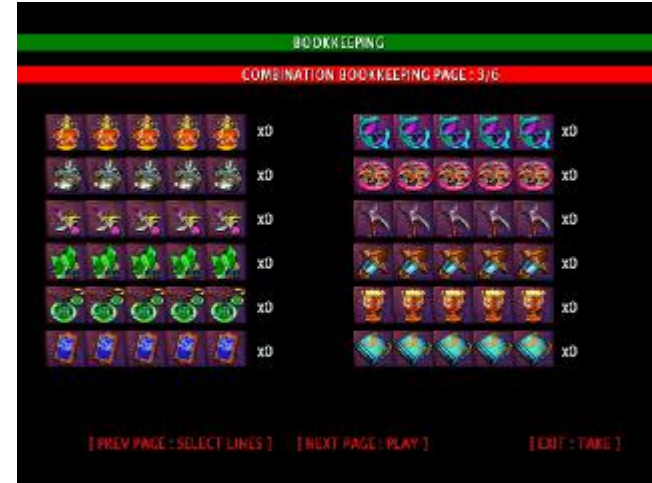
When player's play as  $\geq$  JP MIN. Play and hit more than 3 **The Hierophant** symbols, they will be awarded the JP3 Bonus. JP3 is a random bonus ranging from **150~250** times of Total Play.

Symbol			
Of a kind			
3	1/4 JP1	1/4 JP2	1/4 JP3
4	1/2 JP1	1/2 JP2	1/2 JP3
5	JP1	JP2	JP3

### C. Free Game



In the crystal ball, a card which may be SUN, MOON, STAR, M,A,G,I,C,T,A,R,O,T or JOKER spined in each game. When collecting 10 words "MAGIC TAROT" in MAGIC MODE will give **6-10 rounds** of the free games while playing.



Statistics page 8/12



Statistics page 9/12



Statistics page 10/12



Statistics page 11/12



Accumulate **MOON** ball to call the flying horse who brings a bonus. Press button to reveal four numbers for bonus.



Accumulate **STAR** ball to call the mermaid who bring a symbol-changing magic to increase winnings.



- On the top of screen, there is a collecting modules which can be launched with JP2 when the value of total bet reaches anticipated quantity. Continuously collect three identical balls for the module can initiate a bonus game.



Accumulate **SUN** ball to call the dragon who brings a symbols -changing magic to increase winnings.

## Audit Mode



Page 12/12

- Press **Start** and **Auto Play** buttons to shift record.
- Press **Take** button to exit the **Audit Mode** page.

## I/O Test



- Press **Account** button to enter the **Setup Menu** page.
- Select **I/O TEST** and press **Start** button to enter the **I/O Test** page.
- The **I/O Test** page provides keyboard test.
- Press **Take** button 2 seconds to exit the **I/O Test** page.



Collect three **GREEN** crystal balls can call the mermaid who brings a double bonus magic.





Collect three **RED** crystal balls can call the dragon who brings a symbol -changing magic to increase winnings.



Collect three **YELLOW** crystal balls can call the flying horse who brings a respin magic to increase winnings.

## History



- Press **Account** button to enter the **Setup Menu** page.
- Select **HISTORY** and press **Start** button to enter the **HISTORY** page.
- Press **Select Lines** or **Play** button to select the page.
- Press **Take** button to exit the **History** page.

# How to play

## A. Main Game



15 reels- 25 liner style



25 Lines Pay Chart

## B. Magic Mode

When MAGIC MODE start, player will have the opportunity to trigger 6 surprise bonus and free game.



1. On the top of screen, there is a collecting modules which can be launched with 125 credits total bet. Continuously collect three the same balls for the module can initiate a bonus game.

