

36PIN

PARTS SIDE	PIN	SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYN
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT BUTTON	7	
*TICKET NOTCH(DISPENSER)	8	
START	9	
ODDS	10	
PLAY/SELECT	11	
TAKE	12	
DOUBLE	13	
KEY SYSTEM SIGNAL	14	
	15	
AUTO	16	
	17	
COIN IN SWITCH	18	KEY IN SWITCH
DOOR SWITCH	19	
ACCOUNT SWITCH	20	TEST SWITCH
HOPPER PAY BUTTON	21	KEY OUT SWITCH
	22	HOPPER SWITCH
COIN IN COUNTER	23	
KEY IN COUNTER	24	HOPPER SSR
	25	
	26	
HOPPER COUNTER	27	
KEY OUT COUNTER	28	
START LAMP	29	TICKET SSR
ODDS LAMP	30	ERROR LAMP
PLAY/SELECT LAMP	31	WIN LAMP
TAKE LAMP	32	
DOUBLE LAMP	33	
AUTO LAMP	34	
	35	
GND	36	GND

10PIN

PART SIDE	PIN	SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
+12V	6	+12V
1*TICKET DISPENSER ENABLE	7	
2* HOPPER SSR	8	
GND	9	GND
GND	10	GND

- ※ 1 This pin is normal low. When it enable is +5V
- ※ 2 This pin is connected with the solder side 24th pin of connector 36 pin.

28PIN

PARTS SIDE		SOLDER SIDE	
GND	1	GND	
GND	2	GND	
+5V	3	+5V	
+5V	4	+5V	
	5		
+12V	6	+12V	
	7		
COIN IN COUNTER	8	HOPPER COUNTER	
KEY IN COUNTER	9	KEY OUT COUNTER	
SPEAKER	10	GND	
KEY IN SWITCH	11	HOPPER PAY BUTTON	
VIDEO RED	12	VIDEO GREEN	
VIDEO BLUE	13	VIDEO SYN	
GND	14	TEST SWITCH	
ACCOUNT SWITCH	15		
COIN IN SWITCH	16	ERROR LAMP	
START	17	START LAMP	
TICKET OUT BUTTON	18	TICKET SSR	
DOOR SWITCH	19	WIN LAMP	
ODDS	20	ODDS LAMP	
TAKE	21	TAKE LAMP	
DOUBLE	22	DOUBLE LAMP	
PLAY/SELECT	23	PLAY/SELECT LAMP	
AUTO	24	AUTO LAMP	
*TICKET NOTCH(DISPENSER)	25	KEY OUT SWITCH	
HOPPER SSR	26	HOPPER SWITCH	
GND	27	GND	
GND	28	GND	

BOOK KEEPING & ADJUSTMENT

BOOK KEEPING :

1. Press **【TEST】** and get into the book keeping and setting page, the press **【DOUBLE】** to enter the book keeping page, follow the instruction that shown on the screen and select the item.

DATD SETTING :

1. Press **【TEST】** and get into the bookkeeping and setting page, press **【START】** then enter 4 numbers of passwords.
2. If the password is correct will enter the setting page then follow the instruction that shown on the screen and select the item.
3. Press **【PLAY & START】** button to reset the game.
4. Press **【ODDS & START】** button for returning to the factory's default.

SYSTEM SETTING :

CODE TYPE	0	1	2	3	4	5	6	7
CODE	NO USE	3211	8081	6422	2059	5434	3299	8050

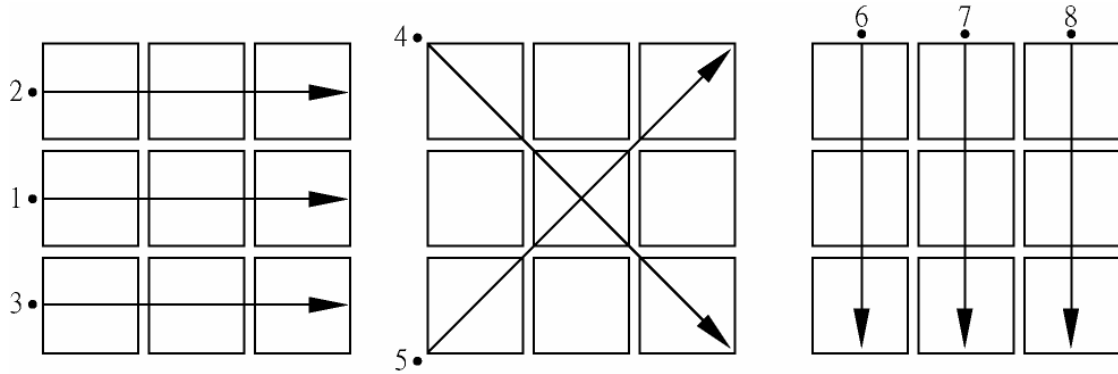
SYSTEM SETTING

ITEM	RANGE	
1	COIN/CREDIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
2	KEY IN/CREDIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
3	COIN OUT/CREDIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
4	KEY OUT TYPE	AS COIN , AS KEY IN , CLEAR ALL
5	TICKET OUT / CREDIT	1,2,3,4,5,10,15,20,25,30,40,50,60,75,80,100,200,250,400,500,1000
6	MAXIMUM TICKETS PER GAME	1,2,3,4,5,8,10,CONTINUOUS
7	CREDIT LIMIT	1000,3000,5000,10000, 20000,30000,50000,100000,990000
8	MAX. PLAY	8,10,16,32,64,80,120,160,240
9	MIN. PLAY	1,8,10,16,32,64,80,120,160,240
10	PAY OUT RATE	(EASIEST) LEVEL1, LEVEL2, LEVEL3, LEVEL4, LEVEL5, LEVEL6, LEVEL7, LEVEL8 (HARDEST)
11	DOUBLE UP GAME	ON , OFF
12	WIN TO	CREDIT, SCORE
13	PLAY SCORE	YES,NO
14	PAY OUT TYPE	PAY ALL,PRESS TO STOP
15	COIN OUT LIMIT	UNLIMIT,100, 200, 300, 500, 1000, 2000, 3000,5000
16	AUTO PLAY	ON,OFF
17	ODDS TABLE	ON,OFF
18	BOOK KEEPING	ON,OFF
19	DOOR OPEN ALARM	YES,NO
20	DEMO SOUND	ON,OFF
21	GAME COUNT	YES,NO
22	10X FEATURE	ON,OFF
23	CONTINUOUS SPIN	YES.NO
24	RESET CODE TYPE	NO USE,1,2,3,4,5,6,7

HOW TO PLAY

Main Game:






1. 9 reels-8 liner style, please check the “Pay Chart” as follows:




GAME PLAY :

1. The symbol of "🗝️" or "🔴" or "WILD" will be unpredictably appeared during any regular game play. (Such symbols will take at least 8 betting credits in order to activate.)
2. Game starts with little witch's stirring of magic pot and turning "SYMBOL ZONE" into any possible combinations. (Please refer the pay chart table to further grasp all winning combinations)

Features of “MAGIC WAND” :

1. While receiving ”  “, the screenshot will be automatically divided into 4 blocks. When players select a block, the ”  “ will switch symbols within the block and enhance the chance of winning combination.
2. If there is /are any ”  “ within the selected block, it / they will be automatically opened and presented players either ”  “ or ”  “ symbols. Players will receive extra points while receiving COIN symbol. When players receive KEY symbol, they will automatically enter the “MAGIC BOOK” bonus game. (Please refer MAGIC BOOK bonus page for further information)

Features of “CRYSTAL BALL”

1. While receiving ”  “ the witch will throw it to the central spot of the screenshot and create symbol changes among all nine reels.
2. If there is /are any “JOKER BOX SYMBOL” among any nine reels, it / they will be automatically opened and presented players either “COIN” or that of “KEY” symbols. Players will receive extra points while receiving COIN symbol. When players receive KEY symbol, they will automatically enter the “MAGIC BOOK” bonus game. (Please refer MAGIC BOOK bonus page for further information)

Features of “WILD” :

The wording of WILD may accompany with any symbol and increase players’ winning combination chance.

DOUBLE UP GAME



Players will choose one out of five MAGIC POTS in order to receive double points. If players receive a symbol, such symbol will be listed on top of the DOUBLE UP screenshot. Once players complete all various listed symbols of the DOUBLE UP screenshot, they will receive extra winning points.

“MAGIC BOOK” bonus game :



The left hand screen will illustrate the total number of keys in which players had already received. Players can press START button to open “MAGIC BOOK” with their own choices. A “MAGIC BOOK” will provide players either “instant bonus points” or “any letter among M, A, G, I or C”. The letter will be progressively collected under “letter collection bar” of the top screenshot. When players complete collection of all five different letters, they will receive “Magic letter Collection” bonus points.