

Magic Poker 2 Manual

Test Pages :

Test Page 1 : “ TEST INPUT – OUTPUT “

This page is very useful after the wiring of the machine to check if everything is OK. You can see manually the correct connection of any input and output.

Test Page 2 : “ GLOBAL BOOKKEEPING “

There are the values of credits input and output in the whole life of the machine. Be careful to reset this page because it influences the payment status of the game.

Test Page 3 : “ RECENT BOOKKEEPING “

In this page it's possible see the values of credits input and output from last clearing. You can reset the registers whenever you want (example every week) to have a statistic, this bookkeeping doesn't influences the payment status of the game.

Test Page 4 : “ GAME DIFFICULTY “

You can select the difficulty of the game, level hard means a low percentage of payment of the machine.

Test Page 5 : “ COINS OPTIONS “

The board has three channels for the coin slots. Each channel can be programmed according to the pulses of the coin slot.

- Inhibition polarity coins (Pin 11 – Solder Side)
You can select the polarity of the output to enable the coin slot + or – .

- Inhibition coins (Pin 11 – Solder Side)

It's possible select when the coin slot must inhibits and no more coins are accepted.
Note : This is an optional output.

Test Page 6 : “ GENERAL OPTIONS “

- Selection of min and max bet for any game.
- Introduction music : To have or no music before the game.
- Selection of the music volume.
- Selection of the token/ticket value.

Test Page 7 : “ GENERAL OPTIONS 2 “

- Selection of the double game (HI – LO Gambling) : Yes or no
- Seven function in double game : Loss or parity
- Deal speed : 1 to 5 : In order to have a very fast game.
- Autoholding : Yes or no. To hold the best cards automatically.

Test Page 8 : “ SYMBOLS “

This game has three different kinds of graphic available :

- 1 – Numbers
- 2 – Balls
- 3 – Poker cards

The player can choose the graphic he wants to play with.

Test Page 9 : “ STATISTIC “

Here we have the scores and the number of games played.

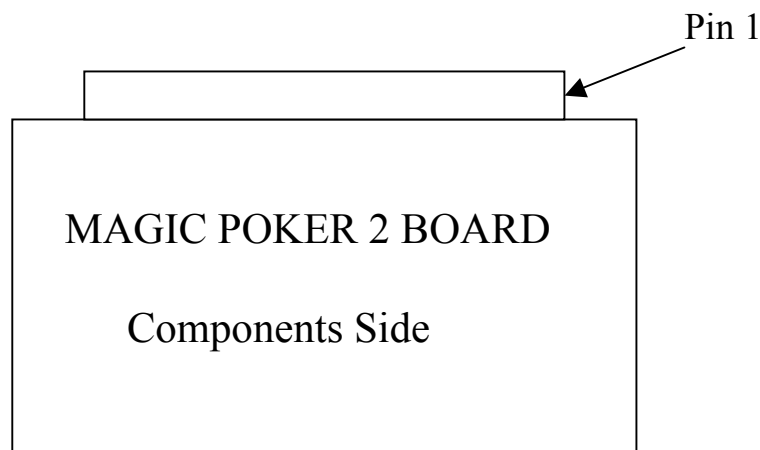
Test Page 10 : “ DIP SWITCH “

- Video RGB or VGA if the boards has VGA connector.
- Anti-Piezo : To protect the game from failure due to tampering attempt with piezoelectric. (Antispark antenna input - Pin 5 solder side).
- Touch screen. To connect the board to a serial touch-screen.
- Hopper/Ticket Anti Tampering : Check the attempt to pull the ticket or take some tokens without winnings. (Pin 11 component layer – Hopper micro). When there’s a tampering the software will stop the game and the attendant must press test button to restart the machine.
- **Game type : Hopper – No Hopper :**
If the machine doesn’t have any hopper or ticket dispenser select **NO HOPPER**, in this case with the key PRIZE-CLEAR (Pin 24 component layer) it’s possible clear the credit.
Otherwise select **HOPPER** as well the machine has ticket dispenser, the connections are these :
Pin 9 component layer (Hopper Motor – Ticket Motor)
Pin 11 component layer (Hopper Micro – Ticket Notch)

MAGIC POKER 2 connection. (jamma connector)

SOLDER LAYER - - COMPONENTS LAYER

	GND	-	28	-	GND
	GND	-	27	-	GND
+12V dc	LAMP (POWER)	-	26	-	(IN) AUX
+5V dc	LAMP (POWER)	-	25	-	(IN) AUX
	PRIZE LAMP (OUT)	-	24	-	(IN) PRIZE/CLEAR BUTTON
	START LAMP (OUT)	-	23	-	(IN) START BUTTON
	LAMP 5 (OUT)	-	22	-	(IN) STOP 5 BUTTON
	LAMP 1 (OUT)	-	21	-	(IN) STOP 1 BUTTON
	LAMP 2 (OUT)	-	20	-	(IN) STOP 2 BUTTON
	LAMP 4 (OUT)	-	19	-	(IN) STOP 4 BUTTON
	LAMP 3 (OUT)	-	18	-	(IN) STOP 3 BUTTON
	AUX (OUT)	-	17	-	(IN) AUX
	COIN 2 (IN)	-	16	-	(IN) COIN 1
	AUX (IN)	-	15	-	(IN) COIN 3
TEST (STATISTIC)	(IN)	-	14	-	GND
	SYNC (TV)	-	13	-	(TV) BLU
	GREEN (TV)	-	12	-	(TV) RED
ENABLE COINS	(OUT)	-	11	-	(IN) HOPPER MICRO
	SPEAKER	-	10	-	+ SPEAKER
	COUNTER IN (OUT)	-	9	-	(OUT) HOPPER MOTOR
	COUNTER OUT (OUT)	-	8	-	(OUT) AUX
+12V dc	COUNTER (POWER)	-	7	-	(POWER) +5V dc COUNTER
+12V dc	(POWER)	-	6	-	(POWER) +12V dc
ANTISPARK ANTENNA	(IN)	-	5	-	(OUT) AUX
+5V dc	(POWER)	-	4	-	(POWER) +5V dc
+5V dc	(POWER)	-	3	-	(POWER) +5V dc
	GND	-	2	-	GND
	GND	-	1	-	GND



Magic Poker 2 - 8-liner connections (with Jamma adapter)

36 pins connector

Parts Side	Solder Side
1- VIDEO RED	VIDEO GREEN
2- VIDEO BLUE	VIDEO SYNC
3- SPEAKER +	SPEAKER -
4-	
5-	ANTISPARK
6-	
7-	
8- TICKET SWITCH (from dispenser)	
9- START BUTTON	
10- HOLD3 / SMALL BUTTON	
11- HOLD5 / PLAY BUTTON	
12- HOLD4 / TAKE BUTTON	
13- HOLD2 / DOUBLE BUTTON	
14-	
15-	
16- HOLD1 / BIG BUTTON	
17-	
18- COIN IN (coin 1)	NOTE IN (coin2)
19-	
20- TEST BUTTON	TEST BUTTON
21-	CLEAR SWITCH
22-	
23- COIN IN/NOTE IN METER	
24-	
25-	
26-	
27-	
28- CLEAR/TICKET METER	
29- START LAMP	
30- SMALL LAMP	
31- PLAY LAMP	
32- TAKE LAMP	
33- DOUBLE LAMP	
34- BIG LAMP	
35-	
36- GND	GND

10 pins connector

Parts Side	Solder Side
1- GND	GND
2- GND	GND
3- +5 VOLT	+5 VOLT
4- +5 VOLT	+5 VOLT
5- +12 VOLT	+12 VOLT
6- +12 VOLT	+12 VOLT
7- TICKET DISP. ENABLE	
8-	
9- GND	GND
10- GND	GND