

MAGIC MR X TM

OPERATING MANUAL



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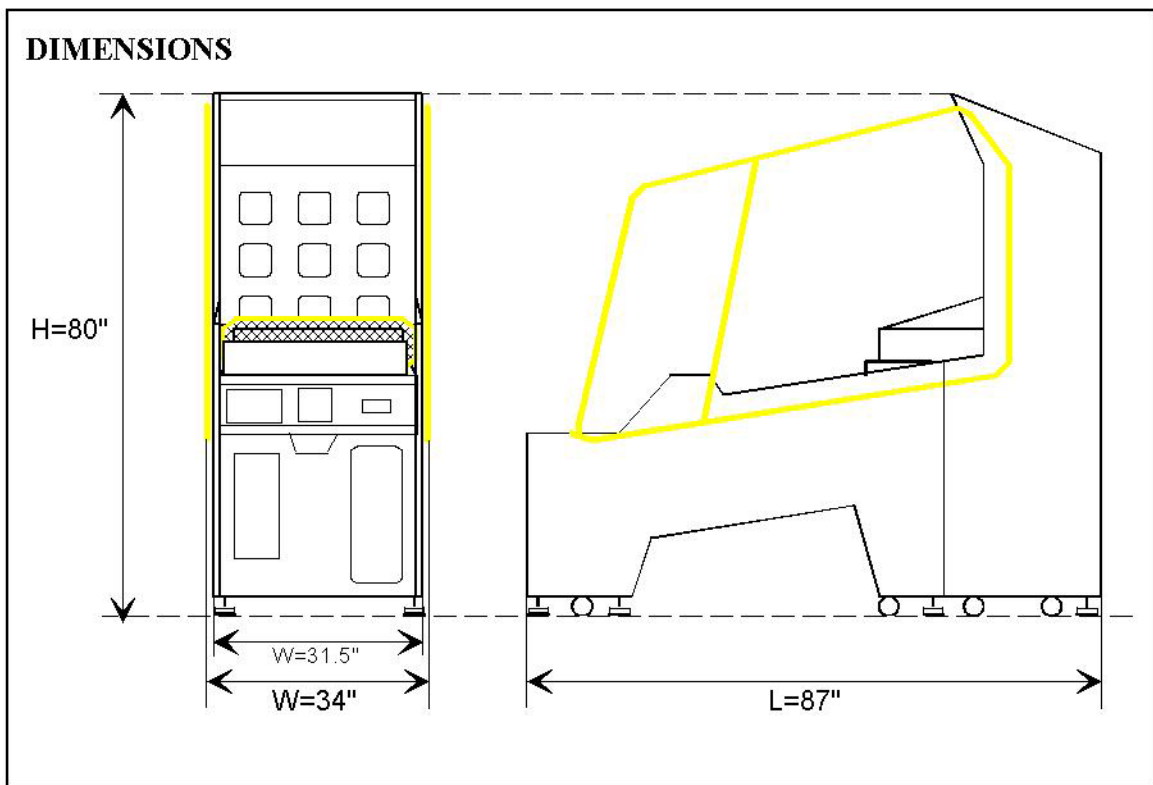
1. SPECIFICATIONS

POWER Domestic 120VAC 3 Amps @ 60 Hz

DIMENSIONS Width : 31.5" (with Net : 34") (Approx.)
 Depth(L) : 87" (Approx.)
 Height : 80" (Approx.)

* Outside carton measurement: W=35", D(L)=93", H=87"

WEIGHT 600 lbs.



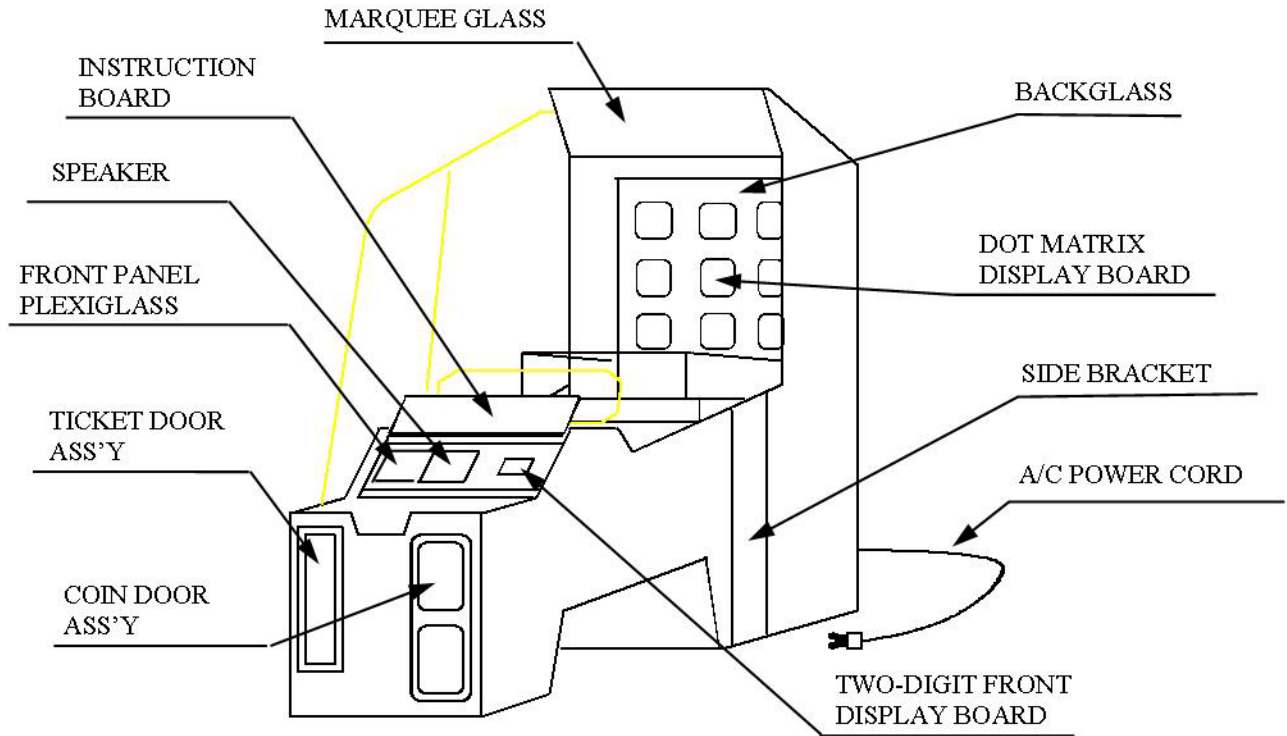
SPARE PARTS LIST

- | | |
|------------------------|-----------------------------|
| 1) Ball | 2 extra pcs |
| 2) Allen wrench | 2 pcs (Each different size) |
| 3) Ticket payout cards | 3 sets (4 pcs each) |

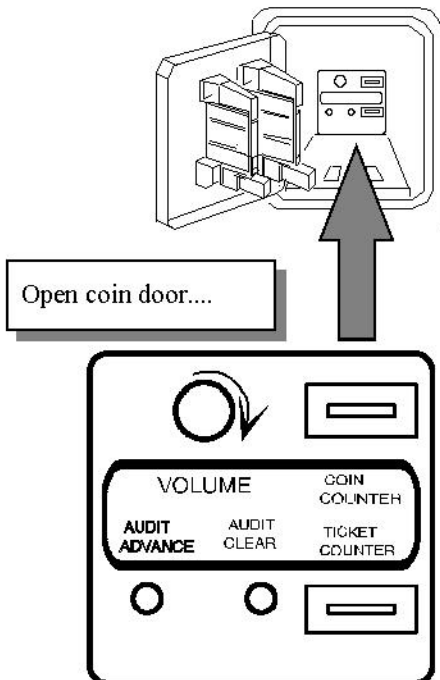


2. MAIN PARTS of MACHINE

MAIN CABINET



COIN DOOR ASS'Y



VOLUME

Turn clockwise to increase volume.

COIN COUNTER

Counts coins inserted.

TICKET COUNTER

Counts number of tickets that have been "paid out".

AUDIT ADVANCE BUTTON & AUDIT CLEAR BUTTON

Used for "TEST MODE". See pages 12-15.



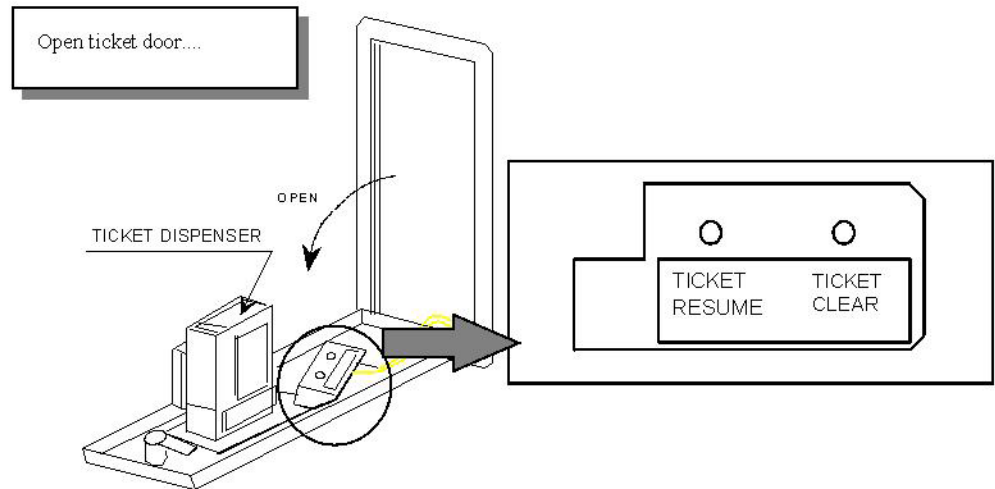
TICKET DOOR ASS'Y

TICKET RESUME BUTTON & TICKET CLEAR BUTTON

The two buttons in the ticket door determine how the machine handles the ticket payout when the machine runs out of tickets. One button is labeled **TICKET RESUME**, the other is labeled **TICKET CLEAR**.

The first button, -the **TICKET RESUME button**-, will restart the ticket dispenser, after it is reloaded, from where it left off when it ran out.

The second, -the **TICKET CLEAR button**-, will end the Out of Tickets condition and clear the remaining ticket count. The remaining tickets to be paid out are displayed in the bottom right corner display.





3. INSTALLATION

SET UP MACHINE

Please take a moment to read the following before you turn on your new game.

Unpack your game carefully. Be careful of the shipping staples, they can be sharp. Your game is assembled and will not need anything done to it. The keys are in the coin return chute. Also, 2 spare deflated balls are in the cash box.

Open up the coin door and remove the other keys. Open all doors and inspect for shipping damage. Are the PC boards in place? Are the connectors seated? It is a good idea to "**RESEAT**" all connectors as they may become loose during shipping. Carefully walk around your game, and inspect the cabinet for cracks and separation of the joints. If **OK**, plug in line cord and turn game on. Drop in a few coins and play a game. If you have not put in tickets, the game will say "**CALL ATTENDANT-OUT OF TICKETS**," if you earned tickets that cannot be paid out. The "**TICKET CLEAR**" button in the ticket dispenser door will clear this problem.

Your new game has carefully been percentaged. We suggest you keep this setting for a few weeks and find out what your ticket average per coin is. This information is available through the built-in audit system discussed later in the manual.

(See page 12)

SAFETY PRECAUTIONS

- 1) Be sure to turn the power **OFF**, or unplug the game, before working on the machine.
- 2) Do not unplug game by pulling on the line-cord.
- 3) Use only a grounded outlet.
YOUR GAME MUST BE GROUNDED!!!
- 4) Replace line cord if the insulation is damaged in any way with one of equal quality.
- 5) Periodically make sure the two halves of the game are securely bolted together.
- 6) Check the side tubing weekly to be sure it is secured to the game. Tighten/fix tubing that is not secured.
- 7) Repair damaged netting to protect the customer.
- 8) Replace blown fuses with same type and rating.
- 9) This game is for **INDOOR USE ONLY**.



LIMITED WARRANTY

American Sammy Corporation warrants all products to be free from defective materials and workmanship for a period of thirty (30) days from the American Sammy Corporation invoice date unless otherwise specified in writing by American Sammy Corporation. The extent of this warranty applies to all electronic assemblies only, and does not include lamps and fuses.

This limited warranty is invalid for any product that upon examination, is deemed to have been subject to misuse, improper repair or installation, neglect or violation of specification or other instructions published by American Sammy Corporation.

There are no additional warranties which extend beyond those limited warranties described above. The limited warranties described above shall be in lieu of any other warranty, express or implied, including but not limited to any implied warranty of merchantability or fitness for a particular purpose.

F.C.C. REGULATION COMPLIANCE

This equipment complies with the limits for a Class A digital device pursuant to Part 15 of the F.C.C. Rules.

These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at their own expense.

U.L. COMPLIANCE

This game has been tested & approved as being in compliance by Underwriters Laboratory. This approval is subject to no modifications done by operator of this game. Any modifications not approved by American Sammy Corporation will void such U.L. compliance approval.



4. GAME PLAY

GAME THEME & HOW TO PLAY

MAGIC MR X is the easiest way to play tic tac toe in an arcade!

Just toss the balls into the playfield and watch the **X** mark the spot!

Throw the balls into a horizontal, vertical, or diagonal configuration or connect 2 balls, and win tickets!

Then, watch as the **MAGIC MR X** dances around the back glass— if **MR X** matches one of your X's, the player will win bonus tickets! Never before has this matching magical X appeared on any redemption game...you may have seen it on pinball...now American Sammy incorporates this digital technology into **MAGIC MR X!!!**

Insert up to 4 coins and increase your ticket value!

PLUS, **MAGIC MR X** incorporates these proven features:

- Metal Ticket Door for durability and operating ease.
- Ticket Dispenser either resets or finishes payout after new tickets are fed in - its up to the Operator!
- Game shipped with Deltronics Ticket Dispenser, but is easily changeable to any Ticket Dispenser.
- LED Display shows number of coins played - up to 4 Coins.
- Colorful, easy to read instruction panel.
- Different levels of pay out percentages are operator adjustable as are the bonus levels for the magic X!
- Drain hole provided in front of cabinet, in case of spills.
- Game shipped with 5 Balls - 3 for Game play, 2 for Back Up!
- Game shipped in 1 Carton with skid for forklift. accessibility - Uncrate and place on location!
- **UL Approved.**



**“ MAGIC “
Game Player
Instructions
of “ MR X “**

These are the screened instructions on the panel next to the speaker. Please reference.....

Game Player Instructions

3 BALLS MAX. PER GAME

- 1) Toss balls into playfield
- 2) X lights up on backglass to match ball
- 3) Throw ball into any horizontal, vertical or diagonal line OR Connect 2 or 3 balls to Win
- 4) Insert 1-4 Coins (Ticket value increases with each coin)

Bonus tickets awarded when floating X matches any X on playfield!

Winning tickets pay out at end of game.



5. DIP SW SETTING

DIP SW 4 (sw41~48)

: Factory setting

CONTENTS / SWITCH NUMBER	sw41	sw42	sw43	sw44	sw45	sw46	sw47	sw48
Normal game	OFF	OFF						
* NJ version 1 : Any time payout 1 ticket.	OFF	ON						
NJ version 2 : Any time payout 3 tickets.	ON	OFF						
NJ version 3 : Any time pay out 5 tickets.	ON	ON						

“ Magic X “ Difficulty Level at end of game

Harder (Approx. 12.5% : 1 out of every 8play)		OFF	OFF
Hard (Approx. 25% : 2 out of every 8play)		OFF	ON
Normal (Approx. 37.5% : 3 out of every 8play)		ON	OFF
Easy (Approx. 50% : 4 out of every 8play)		ON	ON

“ Ticket payout table for “Diagonal”- “ H&V”-“ 3 connecting”-“ 2 connecting”

10tickets - 5tickets - 4tickets - 3tickets		OFF	OFF	OFF	OFF
10tickets - 5tickets - 4tickets - 0tickets		OFF	OFF	OFF	ON
15tickets - 5tickets - 4tickets - 3tickets		OFF	OFF	ON	OFF
15tickets - 10tickets - 6tickets - 4tickets		OFF	OFF	ON	ON
15tickets - 7tickets - 4tickets - 0tickets		OFF	ON	OFF	OFF
20tickets - 5tickets - 4tickets - 3tickets		OFF	ON	OFF	ON
20tickets - 10tickets - 6tickets - 0tickets		OFF	ON	ON	OFF
25tickets - 0tickets - 0tickets - 0tickets		OFF	ON	ON	ON
25tickets - 5tickets - 4tickets - 3tickets		ON	OFF	OFF	OFF
25tickets - 10tickets - 8tickets - 4tickets		ON	OFF	OFF	ON
25tickets - 10tickets - 0tickets - 0tickets		ON	OFF	ON	OFF
25tickets - 15tickets - 0tickets - 0tickets		ON	OFF	ON	ON
50tickets - 0tickets - 0tickets - 0tickets		ON	ON	OFF	OFF
50tickets - 10tickets - 0tickets - 0tickets		ON	ON	OFF	ON
100tickets - 0tickets - 0tickets - 0tickets		ON	ON	ON	OFF
0ticket - 0ticket - 0ticket - 0ticket		ON	ON	ON	ON

* Game will payout 1, 3 or 5 tickets per coin regardless of where the balls are thrown. For example, if player inserts 3 coins when DIP SW 41 is ON and DIP SW 42 is OFF, the game will give this player a total of 9 tickets ONLY (3 coins x 3 tickets = 9 tickets).

NOTE: SETTING EITHER DIP SW 4 (SW 41 & SW 42) “ON” WILL DISABLE SW45~SW48.



DIP SW 5 (sw51~58)

: Factory setting

CONTENTS / SWITCH NUMBER	sw51	sw52	sw53	sw54	sw55	sw56	sw57	sw58
Normal game	OFF							
Seattle version : Up to 2 coin insert Max.	ON							

Bonus if Magic X Matches CENTER lit square

0ticket		OFF	OFF	OFF
5tickets		OFF	OFF	ON
10tickets		OFF	ON	OFF
15tickets		OFF	ON	ON
20tickets		ON	OFF	OFF
25tickets		ON	OFF	ON
50tickets		ON	ON	OFF
100tickets		ON	ON	ON

Bonus if Magic X Matches ANY lit square

0ticket		OFF	OFF	OFF
1 tickets		OFF	OFF	ON
2tickets		OFF	ON	OFF
3tickets		OFF	ON	ON
5tickets		ON	OFF	OFF
7tickets		ON	OFF	ON
10tickets		ON	ON	OFF
15tickets		ON	ON	ON

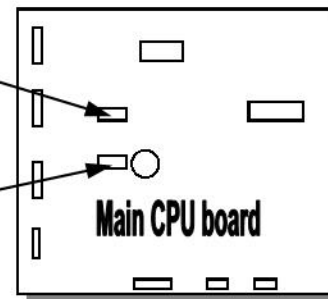
Attract sound

Audible		OFF
Disable		ON

Location of DIP SW

DIP SW 4 (sw41~48)

DIP SW 5 (sw51~58)





6. TEST MODE

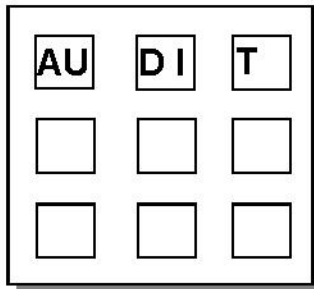
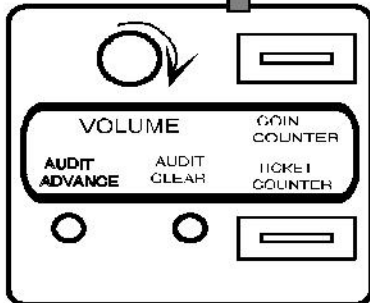
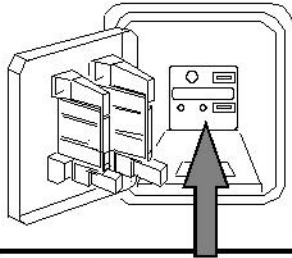
2 types of TEST MODES as follows....

- * AUDITS MODE
- * ADJUSTMENT/TEST MODE

AUDIT MODE

You can check 13 kinds of audits in this mode as listed below....

How to enter and control AUDIT MODE



Back board shows above...

- 1) Enter by hitting **AUDIT ADVANCE** switch once in Attract Mode ONLY.
- 2) Letters of "AU-DI-T" are shown on Dot matrix display.
- 3) Hit **AUDIT CLEAR** once. Now, you have selected **Audit Mode**.
- 4) Advance through Audits by repeatedly pressing **AUDIT ADVANCE** switch. You can check many audits that are listed below.
- 5) Clear Audit by hitting **AUDIT CLEAR** switch at each audit.
- 6) Audit Mode terminates after last audit is viewed.

Miscellaneous notes

- * Clearing Audit #13 (Average Tickets per game) has no permanent effect on Audits since it is automatically recalculated each time Audit Mode is entered.

Audit Number	Description
1	Number of coins played
2	Number of tickets dispensed
3	Number of games with No connecting X's
4	Number of games with 2 connecting X's
5	Number of games with 3 connecting X's
6	Number of games with 1 coin
7	Number of games with 2 coins
8	Number of games with 3 coins
9	Number of games with 4 coins
10	Number of times Magic X with no matches
11	Number of times Magic X with any match
12	Number of times Magic X hit center hole
13	Total number of games
14	Maximum score
15	Average Tickets per game

* How to Exit from TEST MODE *

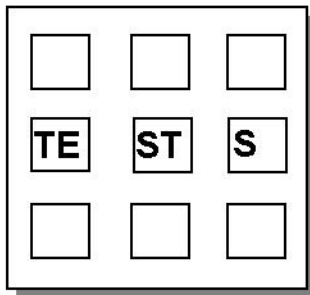
Press delete AUDIT ADVANCE again and you will return to game mode.



ADJUSTMENT / TEST MODE

- 1) Enter by hitting **AUDIT ADVANCE switch** once in Attract Mode ONLY.
- 2) Letter of " **AU-DI-T** "are shown on Dot matrix display.
- 3) Hit **AUDIT ADVANCE switch** AGAIN. Letters of " **TE-ST-S** " are shown on Dot matrix display.
- 3) Hit **AUDIT CLEAR** once. Now, you have selected **ADJUSTMENT / TEST MODE**.
- 4) Advance through adjustments by repeatedly pressing **AUDIT ADVANCE switch**.
- 5) This mode terminates after last test is viewed.

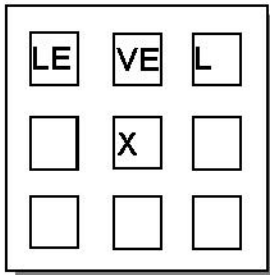
Back board shows as follows



CONTENTS OF "ADJUSTMENT / TEST MODE"

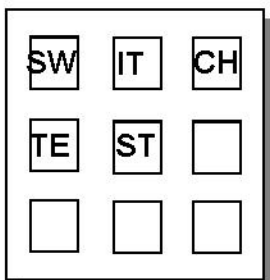
- | |
|------------------------------|
| 1) LAMP INTENSITY |
| 2) SWITCH TEST |
| 3) MOTOR / LIMIT SWITCH TEST |
| 4) SOUND TEST |
| 5) TICKET DISPENSER TEST |
| 6) DOT MATRIX DISPLAY TEST |
| 7) LAMP BAR TEST |

1) LAMP INTENSITY



The Back Glass Lamp intensity can be adjusted. The default value is a compromise between life and intensity. Pressing **AUDIT CLEAR** causes X to cycle from 1 to 8 which varies the intensity of the light bulbs which change lighting levels as the X is changed. Select intensity best for your location.

2) SWITCH TEST

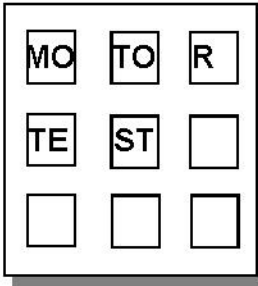


Pressing **AUDIT ADVANCE** again (3rd time) will put you into **SWITCH TEST**. This is the test to check if switches are functioning properly. Pressing the Playfield switches will cause the corresponding display to change to a solid red block. When Coin and Ticket switches are pressed their activation will be displayed on the Back Board.

SWITCH NAME	Display (Back board) show...
Coin Switches	COIN SWITCH 1
	COIN SWITCH 2
Ticket Resume	TICKET RESUME SWITCH
Ticket Clear	TICKET CLEAR SWITCH
Audit Clear	AUDIT CLEAR SWITCH



3) MOTOR/LIMIT SWITCH TEST



Pressing the **AUDIT ADVANCE** again (4th time) will put you into Motor/Limit Switch Test.

This is the test to adjust limit switches if the balls are not dropping. The arm of the limit switches should ride up on the bracket attached to the Playfield Frame Arm. This can be viewed with the lower Back Door removed.

1) First press of **AUDIT CLEAR** attempts to run the frame to the **OUT** Limit Switch. If this limit switch is closed when **AUDIT CLEAR** is pressed, nothing happens.

3 Possible Outcomes:

- a) **OUT** Limit Switch is activated within approximately 2 seconds;
—Display reads **"MOTOR OUT OK"**.
- b) **OUT** Limit Switch is NOT activated within approximately 2 seconds;
—Display reads **"MOTOR OUT BAD"**.
- c) **OUT** Limit Switch activated when **AUDIT CLEAR** is pressed (explained above);
—Display does not change.

2) Next press of **AUDIT CLEAR** attempts to run the frame back to the **HOME** Limit Switch. If this limit switch is closed when **AUDIT CLEAR** is pressed, nothing happens.

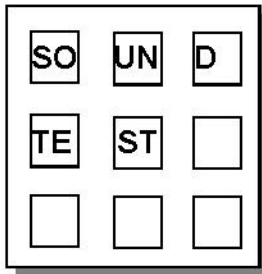
3 Possible Outcomes:

- a) **HOME** Limit Switch is activated within approximately 2 seconds;
—Display reads **"MOTOR HOME OK"**.
- b) **HOME** Limit Switch is NOT activated within approximately 2 seconds;
—Display reads **"MOTOR HOME BAD"**.
- c) **HOME** Limit Switch activated when **AUDIT CLEAR** is pressed (explained above);
—Display does not change.

3) When the **AUDIT ADVANCE** Switch is pressed to exit this test, the software checks to see if the frame is resting against the **HOME** Limit Switch. If it is **NOT**, the Motor is turned **ON** and the Frame is advanced back to the **HOME** Limit Switch. If the **HOME** Limit is not functional, the Motor will turn **OFF** automatically after about 2 seconds. During the time that the Frame is being reset, the display reads **WAIT** in red. See section "Solutions to Possible Problems" if **MOTOR OUT BAD** or **MOTOR HOME BAD** is displayed.



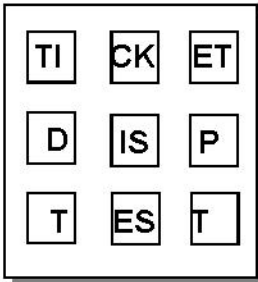
4) SOUND TEST



Pressing **AUDIT ADVANCE** again (5th time) will put you into the **SOUND TEST**.

Theme music comes **ON**. Pushing **AUDIT CLEAR** plays the same sound effect as making a square in the normal game play. This test is used to verify that sounds work and for adjusting the volume.

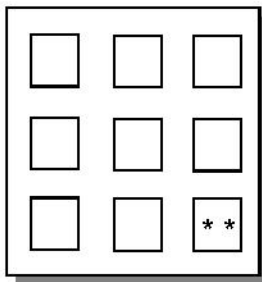
5) TICKET DISPENSER TEST



Pressing **AUDIT ADVANCE** again (6th time) and you enter the **TICKET DISPENSER TEST**.

Pressing **AUDIT CLEAR** performs the dispense function. If the ticket notch is seen within about three seconds, the display shows **TICKET DISP OK**. If the notch is not seen in this time, the display shows **TICKET DISP ERROR**.

6) DOT MATRIX DISPLAY TEST

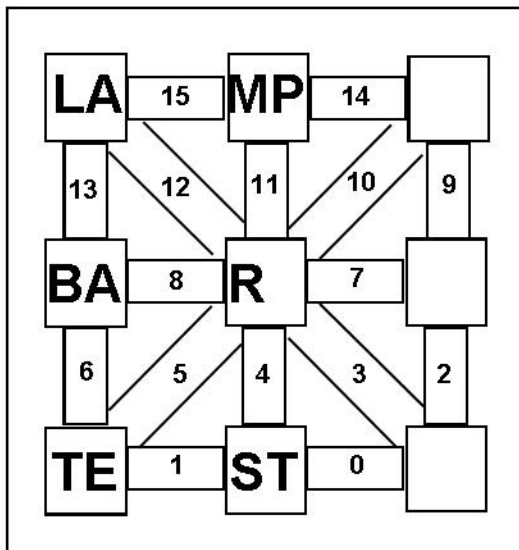


Pressing **AUDIT ADVANCE** again (7th time) and you enter the **DOT MATRIX DISPLAY TEST**.

Bottom right display comes on in alternating green, red, and yellow blocks with all light bulbs for the display **ON**.

Each time **AUDIT CLEAR** is pressed, a different display is being checked.

7) LAMP BAR TEST



Pressing **AUDIT ADVANCE** again (8th time) and you enter the **LAMP BAR TEST**.

One connecting bar lights up. Each time **AUDIT CLEAR** is pressed, a different light bar is lit up until each of the 16 bars have been lit. The number of the lit bar is placed on the display each time the **AUDIT CLEAR** button is pressed. Each of the sixteen bars has a unique number 0 through 15. Pressing **AUDIT ADVANCE** at any time during this test will end the test.

Press **AUDIT ADVANCE** again (9th time) and you will return to game mode.



7. SERVICE & MAINTENANCE

SOLUTIONS TO POSSIBLE PROBLEMS

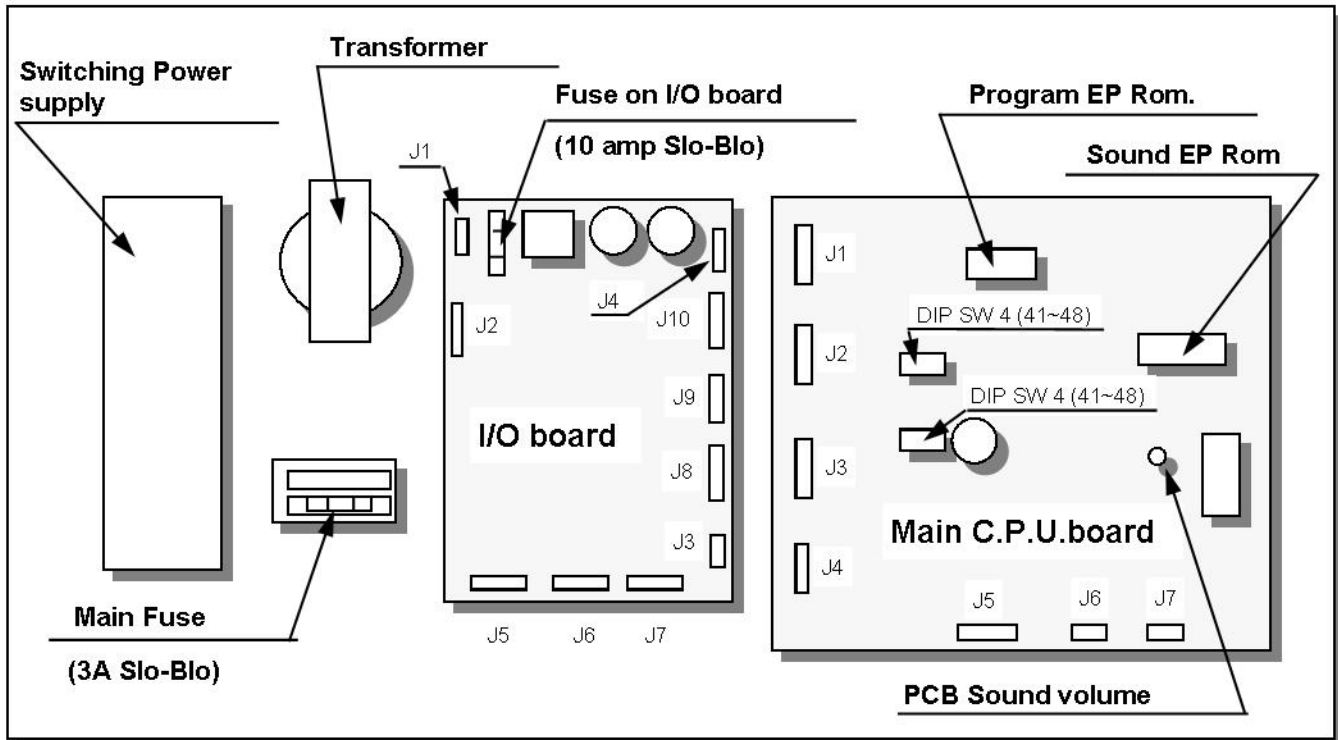
- Size of Balls** Balls should have a diameter of **7-3/8" Max.** or a circumference of **23-1/4"**. Balls under-inflated or over-inflated **WILL** cause mechanical problems. **Note: Be sure to inflate balls slowly.**
- Ball caught** Is the **Playfield** bent? If so, the **Balls** may be getting caught between the **Playfield frame** and **Cabinet** (the **Limit switch arms** may be out of adjustment.) The switches should just ride up on the **Activation Bracket**. The lower rear door provides access to the switching. One or more balls are under-inflated.
- Fuse blown** If the fuse on the **I/O Board** is blown, check the following:
- a) Motor binding or motor defective. To check: power game "off", replace fuse, unplug connector at **I/O Board (J9)** and power game "on". If the fuse does not blow, motor is defective. Replace motor.
 - b) Dot Matrix Display Board(s) defective. To check: power game "off", replace fuse, unplug connector at **I/O Board (J4)** and power game "on". If the fuse does not blow, 1 or more Dot Matrix Display Board is defective. Disconnect each connector between the Dot Matrix Display Boards, replace fuse, power game "on" and begin by reconnecting Dot Matrix Display Board #1, then #2, etc.
 - c) If the above are OK, then the **I/O Board** is defective.
- Incorrect ticket payout** If ticket payout is incorrect, check to make sure the leads to the **Ticket Dispenser** are **OK**. Clean the **Opto Switch** that counts the tickets.
- Low or High Voltage** If the **GREEN L.E.D.** on the **C.P.U. board** is **not blinking**, the **C.P.U. board** is either defective or the power supply voltage is out of spec. The power supply voltage should be **5.15 Volts**. (On the **C.P.U. board**, this voltage should be **5.00 Volt [± 5%]**.)
- MOTOR OUT BAD or MOTOR HOME BAD** If, in test, **MOTOR OUT BAD** or **MOTOR HOME BAD** is displayed, check the following:
- a) **Limit Switch** defective. Replace.
 - b) **Playfield** does not move freely when disconnected from **Motor Shaft**.
 - c) **Motor** defective. (See above for checking under "Fuse blown".)
 - d) **Motor** or **Limit Switch** wiring defective.



PCB Location and name

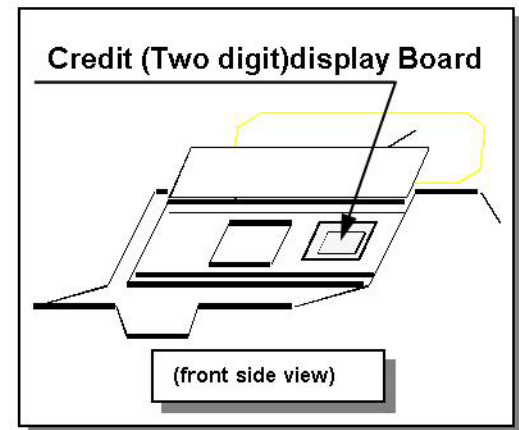
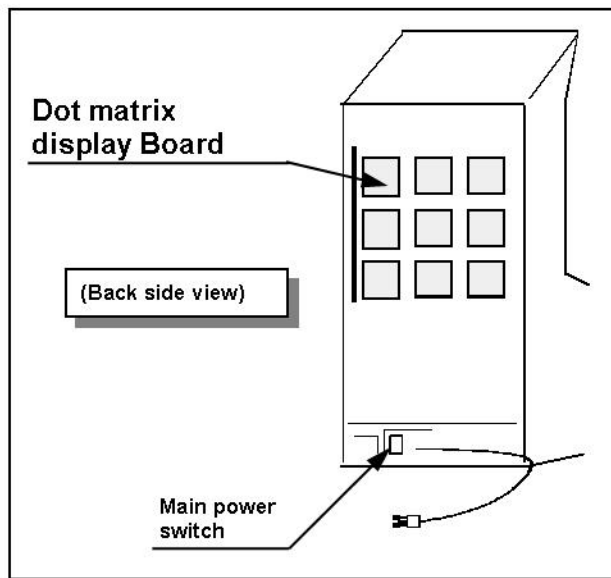
Main C.P.U. Board & I/O Board.

You can see the following when you open the **Lower Back door** of the cabinet. They are located at the **bottom of the cabinet**.



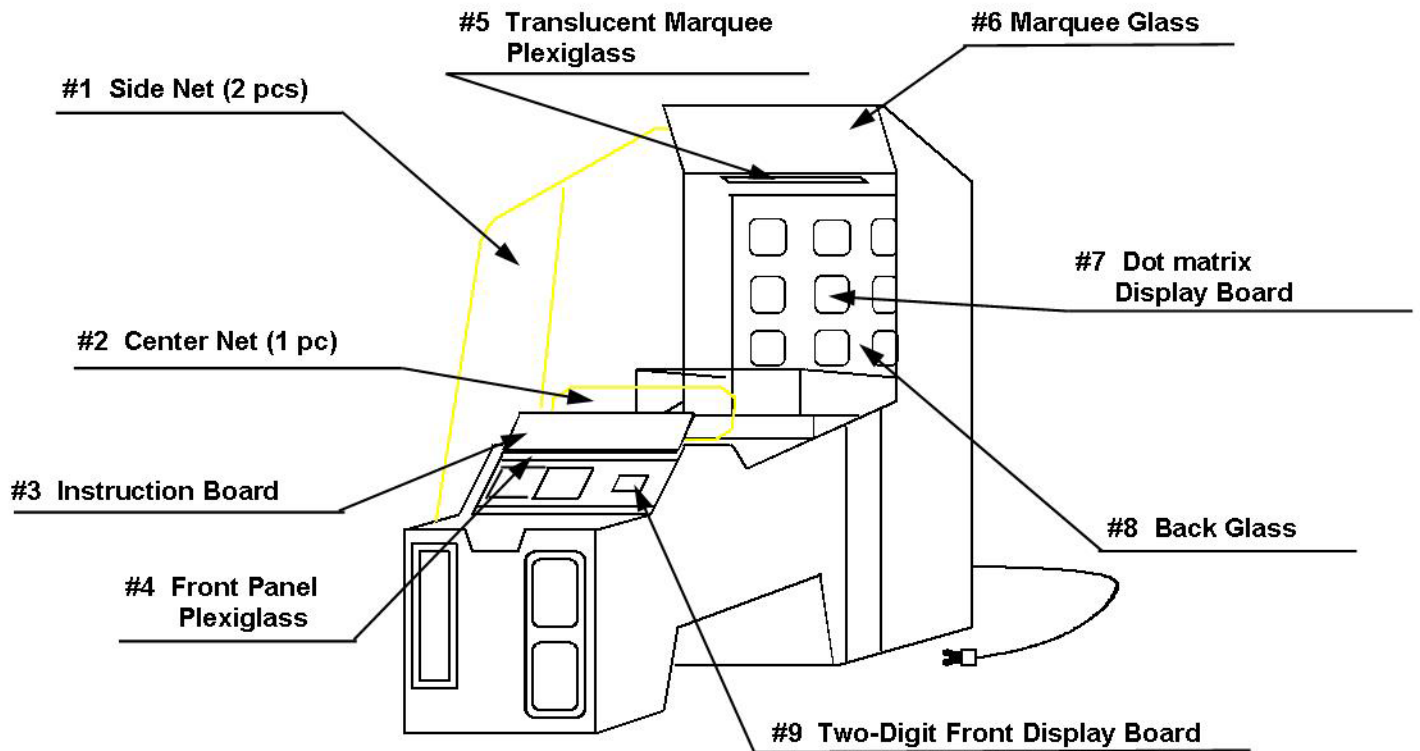
Dot matrix display Board & Credit display Board.

You can view the **Dot matrix display Board** when you open the **Upper Back door** of the cabinet. The **Credit (Two digit) display Board** is located next to speaker inside the front of cabinet.





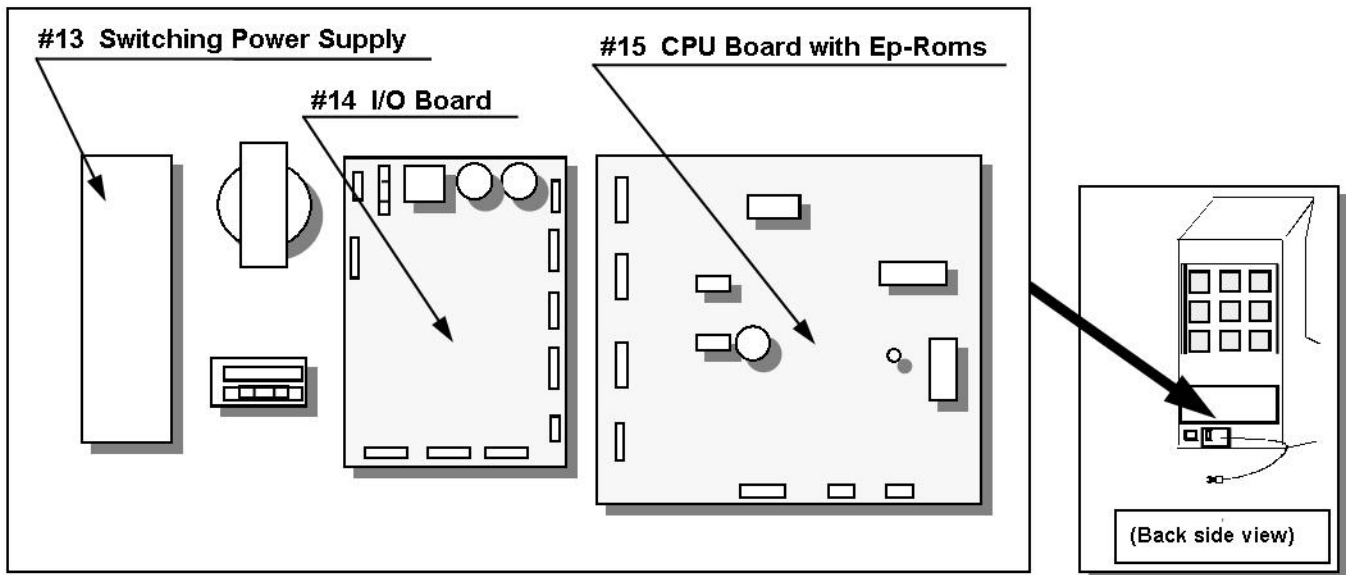
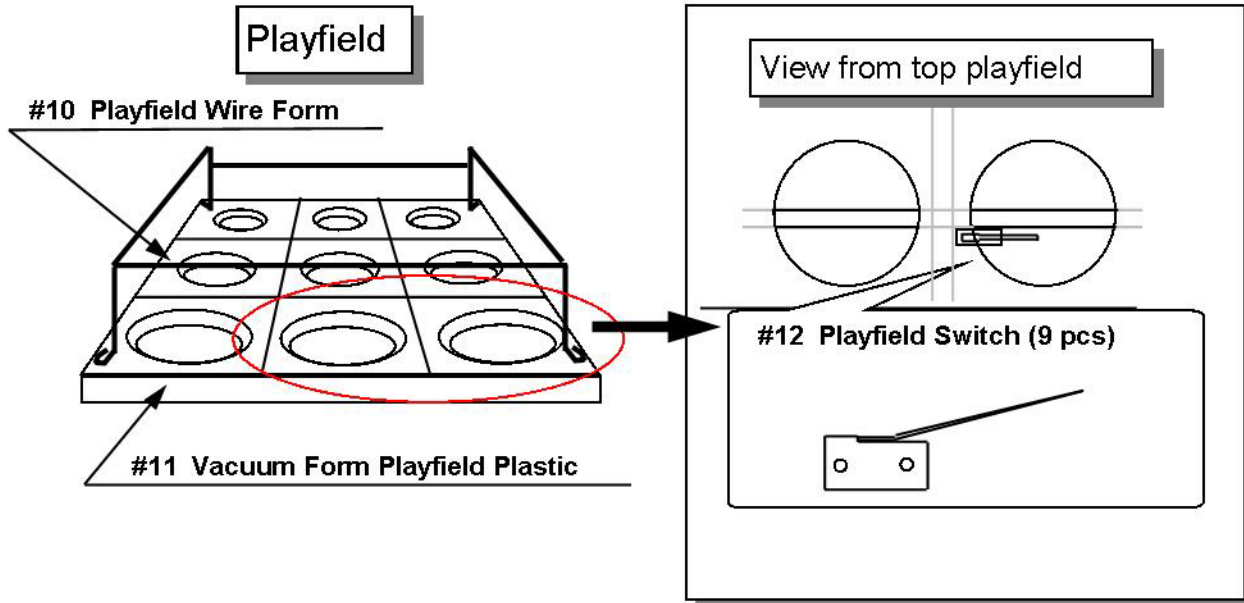
PARTS LIST



No.	Description	Part Number
#1	Side Net	09-70-610
#2	Center Net	09-70-611
#3	Instruction Board	09-30-250
#4	Front Panel Plexiglass	09-30-501
#5	Translucent Marquee Plexiglass	99-30-500
#6	Marquee Glass	09-30-120
#7	Dot Matrix Display Board	99-20-010
#8	Back Glass	09-30-350
#9	Two-Digit Front Display Board	99-20-015



PARTS LIST (continued...)

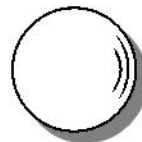
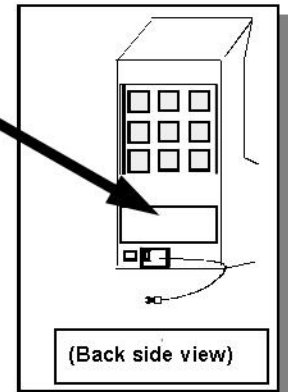
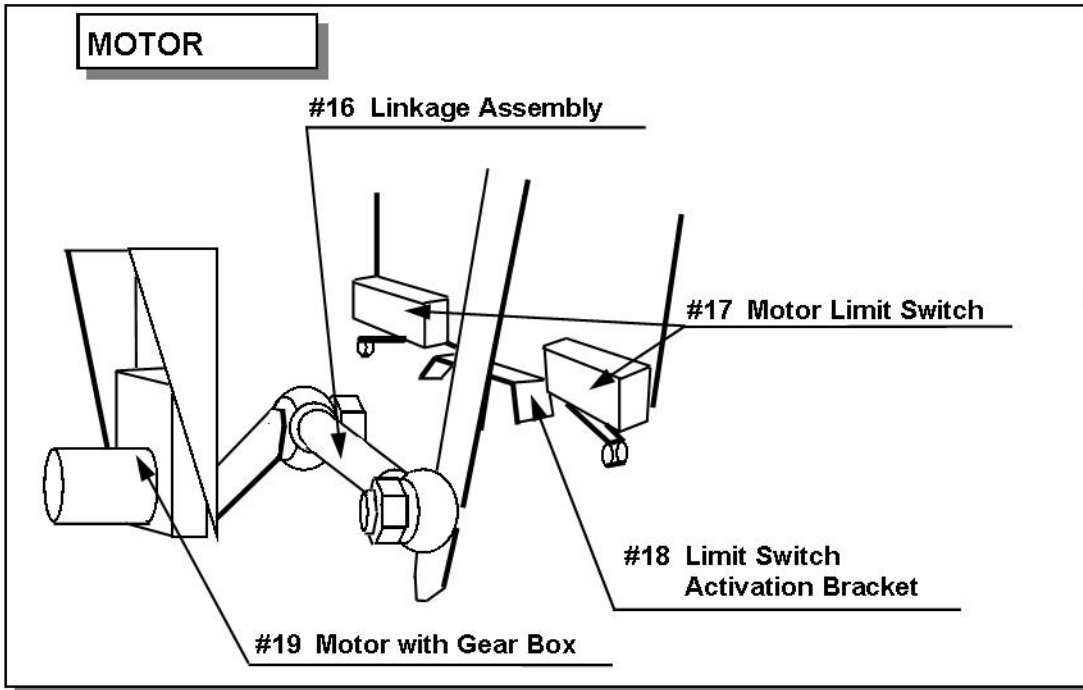


No.	Description	Part Number
#10	Playfield Wire Form	09-70-620
#11	Vacuum Form Playfield Plastic	09-70-450
#12	Playfield Switch	99-60-400
#13	Switching Power Supply	99-60-100
#14	I/O board (Mr.X :237-0063-00)	09-20-001
#15	CPU Board with EP-Roms	09-10-001



PARTS LIST (continued...)

MOTOR



#20 Vinyl Balls

No.	Description	Part Number
#1	Linkage Assembly	99-70-250
#1	Motor Limit Switch	99-60-410
#1	Limit Switch Activation Bracket	99-70-260
#1	Motor with Gear Box	99-60-300
#2	Vinyl Ball	99-70-600
	Bonus Card Set	09-30-260



8. OTHER

**NJ Version
and
SEATTLE Version**

You will notice Dip Sw 4 (SW 41 & SW 42) is listed as NJ or "New Jersey" version. Similarly Dip Sw 5 (SW 51) is listed as "Seattle" version. These 2 features were incorporated into Magic MR X's programming.

These versions are available when state or local ordinances prevent percentage payout **OR** individually you would prefer one of these settings.

NOTE: SETTING EITHER DIP SW 4 (SW 41 & SW 42) "ON" WILL DISABLE SW45~SW48.

**% setting advice
from " MAGIC MR
X "**

Some locations may find that the factory settings are not suitable to their location. The payout ratio is either too high or too low. Please reference the following advice from MR.X when you have a problem with the payout # of tickets.

Begin by checking the "Number of coins played" and the "Number of tickets dispensed" each week. Refer to page 12 in "Audit Mode". After making note of these figures, you can calculate the "Ticket payout %" as follows:

Formula -
$$\frac{\text{Number of tickets dispensed}}{(\text{Number of coins played} \times 25)} \times 100 = \text{Payout \% of Tickets}$$

If you get a result under 25% or over 40%, you need to reset the Dip Switches. Adjust any of the following:

- a) The Difficulty Level to an easier or harder setting.
- b) The Ticket Payout for Diagonal, H&V, 3 connecting or 2 connecting.
- c) The Bonus Magic X settings.
- d) To NJ version.