

Magic 7s (2001)
1 = ON, 0 = OFF.

DIP1	SW 1	Denomination	111	nickel
	SW 2	Denomination	110	dime
	SW 3	Denomination	101	quarter
			100	50 cents
			011	dollar
			010	penny
			001	5 dollars

SW 4	Mech in ratio	111	1 mechin pulse gets 1 credit
SW 5	Mech in ratio	110	1:2
SW 6	Mech in ratio	101	1:4
		100	1:5
		011	1:8
		010	1:10
		001	1:25
		000	1:50

SW 7	Note in ratio	111	1 notein pulse gets 1 credit
SW 8	Note in ratio	110	1:2
		101	1:4
		100	1:5

DIP2	SW 1	Note in ratio	011	1:8
			010	1:10
			001	1:25
			000	1:50

SW 2	BONUS GAME
SW 3	BONUS GAME

SW 4	Unused
SW 5	Allow main audit screen (if off)
SW 6	BONUS GAME
SW 7	BONUS GAME
SW 8	Unavailable

BONUS GAME
7 6 3 2
0 1 1 0 Reel Bonus
1 0 0 1 Hat Bonus
(anything else) Fever Bonus