

IGS®

ALPHA SKILL II



Operator Manual

Table of Contents

1. Hardware.....	3
Hardware Connexion.....	3
Connecting Touch Panel (Optional).....	4
Connection Diagram.....	5
36 & 10 PIN Button Layout.....	6
Solving Ticket SSR Error	6
Reset	7
2. Bookkeeping & Adjustment.....	10
Access Flow Chart.....	10
System Settings.....	11
Chance Settings.....	12
Touch Screen Calibration.....	12
3. Introduction.....	13
Common Features.....	13
Lobby.....	13
4. (Game 1) Captain Jack 2.....	14
Main Game.....	14
Game Rule.....	15
Penny Play.....	16
BONUS GAME Stage1.....	17
BONUS GAME Stage2.....	18
FREE GAME	19
JACKPOT.....	20
Line Chart.....	21
5. (Game 2) Fire Spin.....	22
Main Game.....	22
Game Rule.....	23
Penny Play.....	24
Bonus Game.....	25
FREE GAME	26
JACKPOT.....	27
Line Chart.....	28

6. (Game 3) Golden Shamrock..... 29

Main Game..... 29

Game Rule..... 30

Penny Play..... 31

Bonus Game..... 32

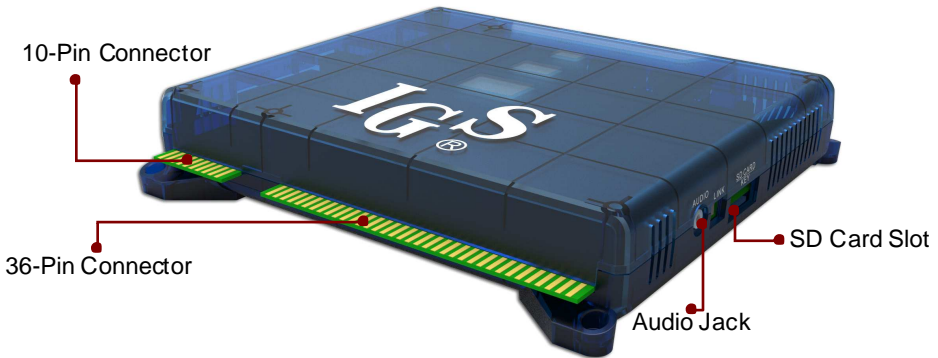
FREE GAME..... 33

JACKPOT..... 34

Encouraging Higher Play..... 34

Line Chart..... 35

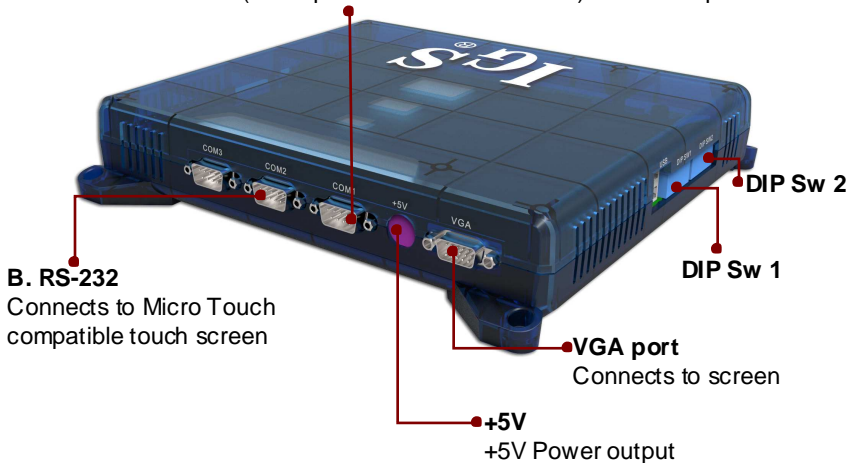
1. Hardware Hardware Connection



A. RS-232

Connects to optional Citizen printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/hull modem) for Citizen printer.



B. RS-232

Connects to Micro Touch compatible touch screen

Connecting Touch Panel (Optional)

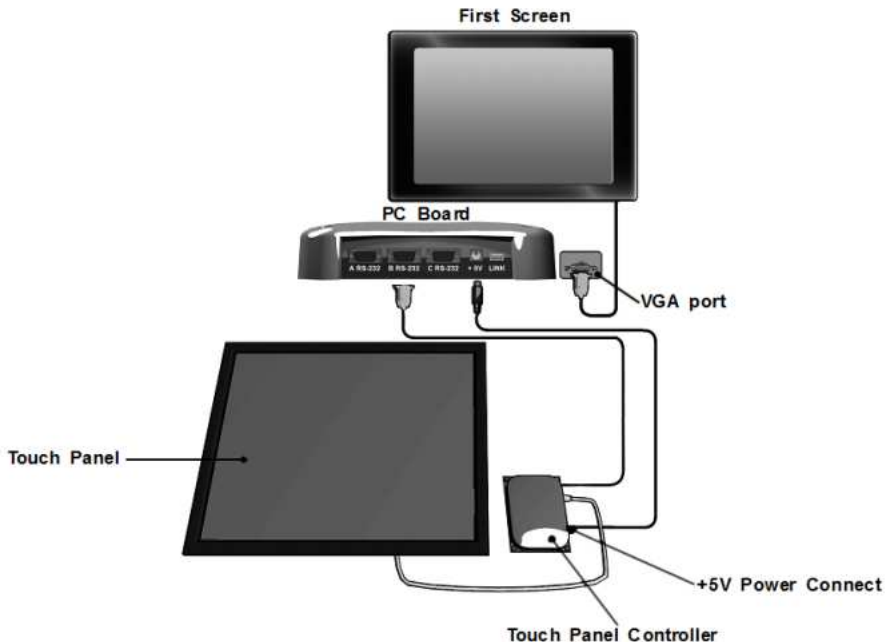
Type A



Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- Alpha Skill II supports only touch screen interface. Please make sure that the touch screen is well-connected before operating

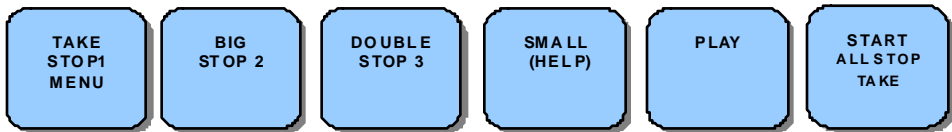


Connection Diagram

36 Pins (6 Buttons)			10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6		HOP-VCC	6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
SMALL/HELP	10		GND	10	GND
PLAY	11				
STOP1/TAKE/ MENU	12				
STOP3/DOUBLE	13				
	14				
	15				
STOP2/BIG	16				
	17				
COIN A	18	KEY IN			
	19	COIN C			
RECORD	20	TEST			
	21	KEY OUT/PRINTER OUT			
	22				
COIN A METER	23				
KEY IN METER	24				
	25				
COIN C METER	26				
OUT METER	27				
	28				
LAMP: START/ALL STOP	29				
LAMP: SMALL/HELP	30				
LAMP:PLAY	31	LAMP: COUNT			
LAMP: STOP1/TAKE/MENU	32				
LAMP: STOP3/DOUBLE	33				
LAMP: STOP2/BIG	34				
	35				
GND	36	GND			

36 & 10 PIN Button Layout

6 Buttons



Solving Ticket SSR Error

After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

How to solve:

- 1. Locate the Ticket SSR jump (JP5) on the PC board. Then identify current **TICKET SSR** is at **HIGH ACTIVE** or **LOW ACTIVE**.

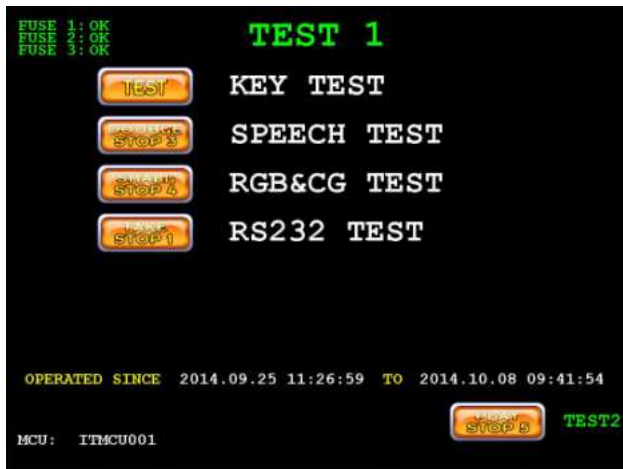


- 2. Change to use the alternative JP5 setting.

JP5	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3

Reset

1. Power off the machine and then power on.
2. Press and hold the **【TEST】** button until the game enters the **CHECKING SYSTEM** page.
3. Enter the 「TEST」 page.



4. Press the **【PLAY】** button to enter the 「TEST 2」 PAGE (PAGE 2).



5. Press the **【STOP3】** button to enter the 「RESET」 page.



6. Press the **【PLAY】** button to RESET the game to default value.



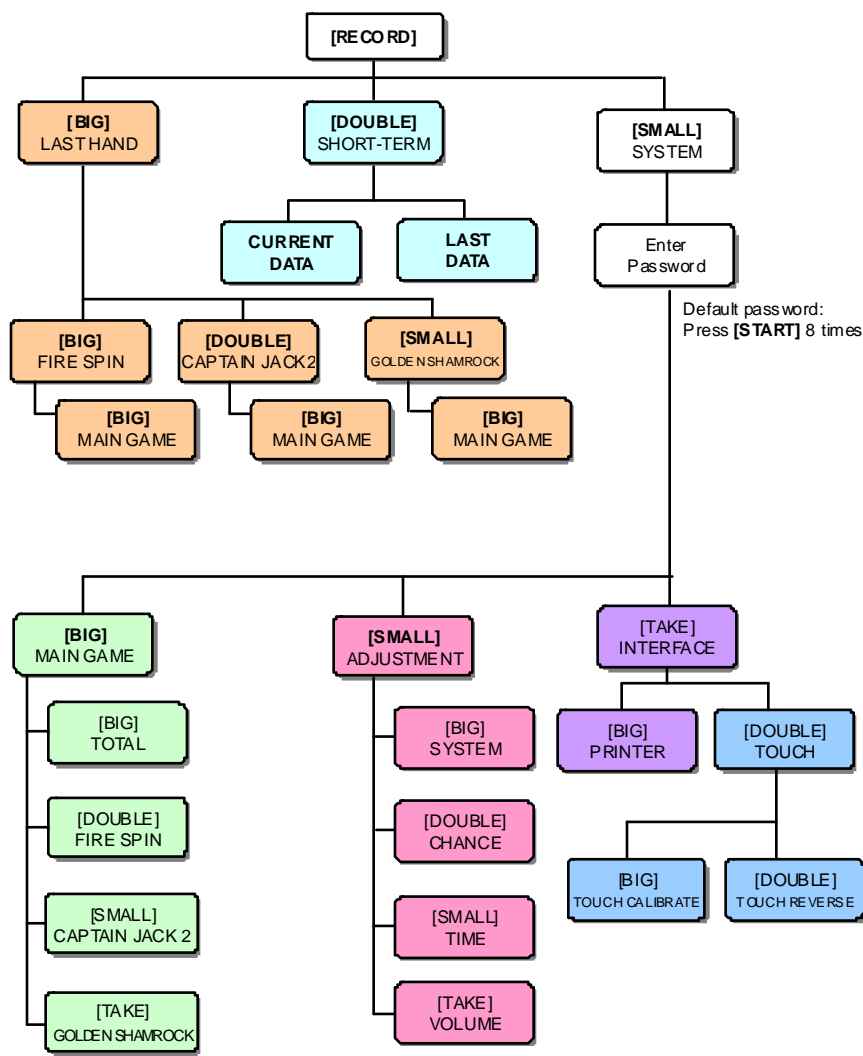
7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



8. After **RESET** is completed, it displays **SYSTEM RESET COMPLETED** on the screen.
9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment

Access Flow Chart



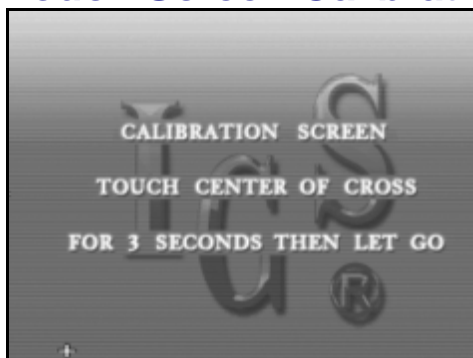
System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	200, 250, 300, 400, 500	500
MIN. PLAY(TOTAL)	25, 50, 100, 150, 200	25
MIN. PLAY FOR JACKPOT	25, 50, 100, 150, 200	100
JACKPOT MIN	130000, 240000, 300000, 400000	240000
JACKPOT MAX	250000, 350000, 450000, 500000	350000
COIN RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	25
KEY IN RATE		100
KEY OUT RATE		100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , STAR	CBM1
DISPLAY	CREDIT, 1C	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
PASSWORD	NO, YES	NO
SCORE BOX	NO, YES, 10X, 15X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
PENNY FEATURE	NO , YES	NO
TIME OUT	NO, 15s , 20s ,30s, 60s	NO
PLAY MODE	SPIN , SHUTTER	SPIN

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6

Touch Screen Calibration



1. If a touch screen is connected, press **[RECORD]>**
[SYSTEM]>[INTERFACE]>
[TOUCH] and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follow the cross when it moves till the calibration is completed.

3. Introduction

Common Features

- Alpha Skill II is a 3 in 1 Skilled multigame included 2 Nudge games and 1 U Pick game.
- Free Spins Feature.
- Configurable Jackpot.
- Touch screen support.

Lobby

Alpha Skill II is a 3 in 1 Skilled multigame.

Game Menu





Payout Button

Credit

4. (Game 1) Captain Jack 2



Main Game

- Captain Jack 2 is a Single Line Nudge game.
- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.
-  can substitute for all symbols except .





Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings.
- A player has to complete a game by using **RAISE** or **LOWER** to move icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press **START** to start a new game.




Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings.
- In each game, players can press either  or  /  to play a game.
- Press  to get 1 ¢ and end the game.

BONUS GAME Stage1



- 3  symbols on a pay line to trigger the Scatter Game.
- Players can select either **BONUS GAME** or **FREE GAME**.
- Select **BONUS GAME** to enter the **BONUS GAME**.
- Players can pick any item on the screen and win prizes.
- Get  to enter the next stage.
- The game ends when  is picked.


BONUS GAME Stage2



- Select one of doors and win prizes.
- Rescue Anne and win the biggest prize in the Bonus Game.
- Players can select either **TAKE** or **RETRY** in the Bonus Game and there is only one chance to **RETRY**.


FREE GAME



- 3  symbols on a pay line to trigger the Scatter Game.
- Players can select either **BONUS GAME** or **FREE GAME**.
- Select **FREE GAME** and 5 free games will be awarded.
- There are 5 pay lines in the **FREE GAME** to increase the winning possibility.
- 5 free games will be auto-played and players do not need to nudge in the **FREE GAME**.

JACKPOT



- The JP is active when the Minimum Play for JP ≥ 100 .
- If 3  symbols on the pay line and the play ≥ 100 , players win the JP.
- If the winning value (Play x Odds) is bigger than JP, players win the JP.

Line Chart



5. (Game 2) Fire Spin



Main Game

- Fire Spin is a Single Line Nudge game.
- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol UP or DOWN. Only one move is allowed.
- Match the Winning Combination on the pay line and win the prize accordingly.
- A game ends if players move wrong symbol.



can substitute for all symbols except







Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings.
- A player has to complete a game by using **RAISE** or **LOWER** to move icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press **START** to start a new game.


Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings.
- In each game, players can press either  or  /  to play a game.
- Press  to get 1 ¢ and end the game.

Bonus Game



- 3  symbols on a pay line to trigger the **FIRE SPIN BONUS GAME**.
- There is only ONE spin time in the Bonus Game.
- Hit and win the prizes directly.
- Hit the **FREE GAME** to trigger the **FREE GAME**.


FREE GAME



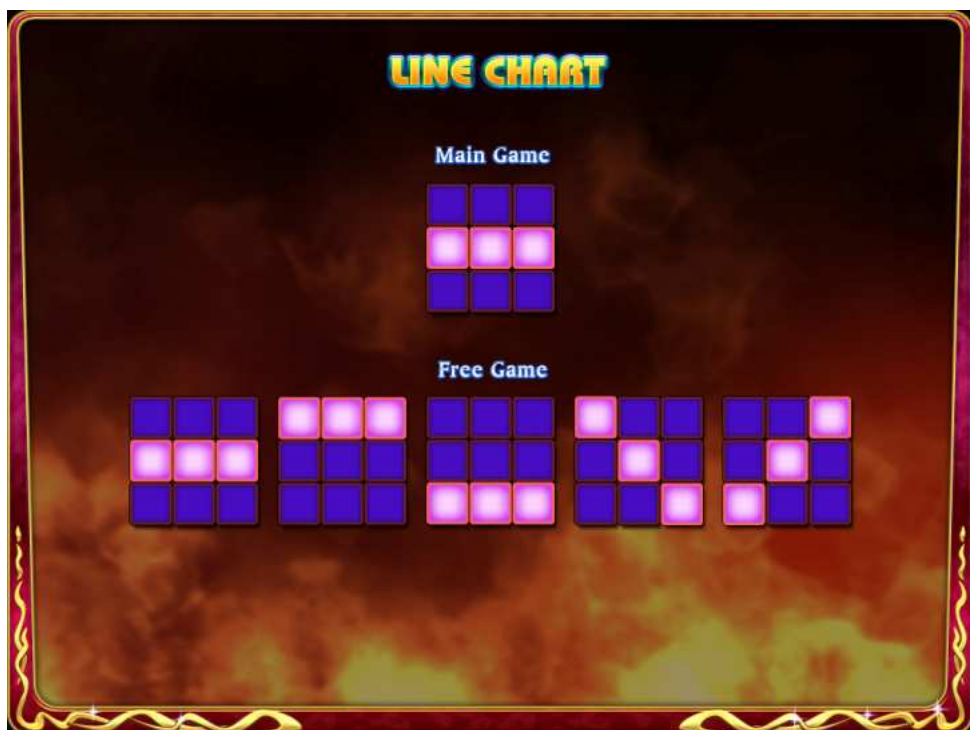
- 5 free games will be awarded in the **FREE GAME**.
- There are 5 pay lines in the **FREE GAME** to increase the winning possibility.
- 5 free games will be auto-played and players do not need to nudge in the **FREE GAME**.

JACKPOT



- The JP is active when the Minimum Play for JP ≥ 100 .
- If 3  symbols on the pay line and the play ≥ 100 , players win the JP.
- If the winning value (Play x Odds) is bigger than JP, players win the JP.





Line Chart



6. (Game 3) Golden Shamrock




Main Game

- GOLDEN SHAMROCK is a 5 reels & 25 lines game with U Pick feature.
- Press  or  to adjust your play.
- Press  to start a new game.
- Choose one of two symbols on the right to replace the  symbol in the game.
- Match the Winning Combinations on any of pay line or multiple pay lines, players win the prize shown on the Odds Table.
- A game ends if players choose the incorrect symbol.




Game Rule



- Timer (TIME OUT=YES) can be activated at the System Settings.
- A player has to complete a game by picking one icon before the timer countdown to zero.
- A game ends when the timer count down to zero. Press  to start a new game.


Penny Play



- Penny Feature (PENNY FEATURE =YES) can be activated at the System Settings.
- In each game, players can press either  or choose a symbol on the right side to replace  in a game!
- Press  to get 1 cent and end the game.





Bonus Game



- 3 or more  symbols can trigger the **BONUS GAME** or **FREE GAME**.
- Select POT OF GOLD BONUS GAME to enter the **BONUS GAME**.
- GOLD COINS will spill out from pots of gold.
- Wait for the best moment and press the **START** button to collect all of coins on the screen.
- If a player does not press the **START** button within 20 seconds, coins will be auto-collected.

FREE GAME




- 3 or more  symbols can trigger the **BONUS GAME** or **FREE GAME**.
- . Selected **FREE GAME** to enter the **FREE GAME**.
 - 3  symbols award 10 free spins.
 - 4  symbols award 15 free spins.
 - 5  symbols award 20 free spins.
- 5 symbols appear on the small reels will be used in the **FREE GAME** to increase the winning possibility.

JACKPOT

Encouraging Higher Play

MIN. TOTAL PLAY	JACKPOT
100	100%

- Players may have a chance to win the Jackpot when the play meets the Minimum Play for Jackpot.
- When 5  appear on the screen, players win the Jackpot.



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