

IGS®



Operator Manual

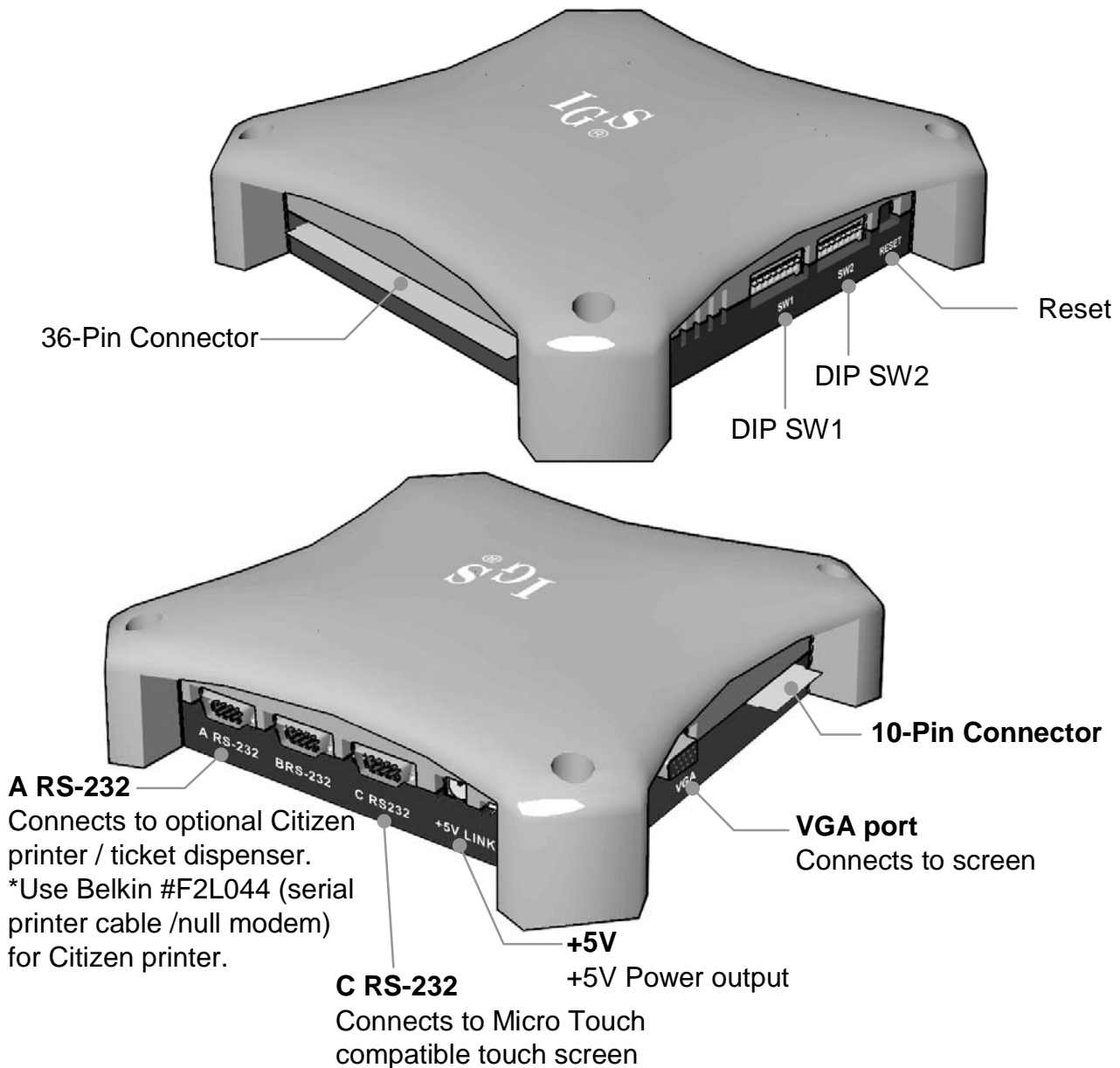


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1. Hardware

Hardware Connection



Remarks:

1. Printer only can be driven when connecting to the RS-232 port.
2. The interface board of ticket dispenser can be driven by connecting to the 7th pin on the Part Side of 10-pin connector.



Connection Diagram

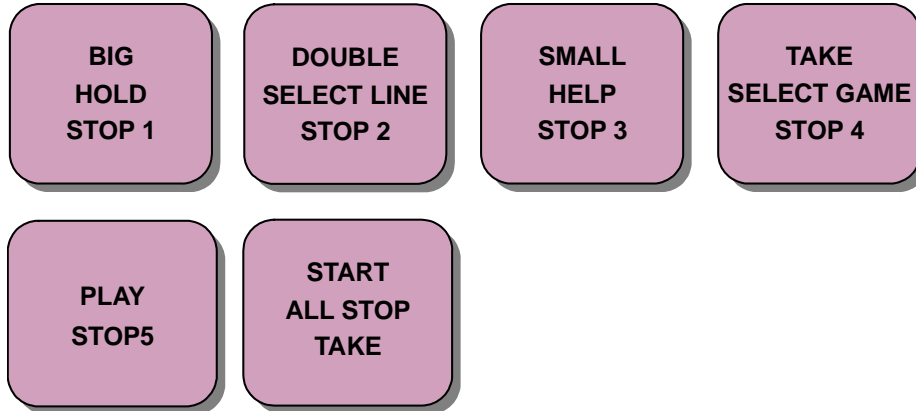
36 Pins		
PARTS SIDE		SOLDER SIDE
	1	
	2	
SPEAKER	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP / TAKE	9	
SMALL / HELP / STOP 3	10	
PLAY / STOP5	11	
TAKE / SELECT GAME / STOP4	12	
DOUBLE / SELECT LINE / STOP 2	13	
	14	
	15	
BIG / HOLD / STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	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/TAKE	29	
LAMP: SMALL/HELP/STOP3	30	
LAMP: PLAY/STOP5	31	LAMP: COUNT
LAMP: TAKE/SELECT GAME / STOP4	32	
LAMP: DOUBLE/SELECT LINE/STOP2	33	
LAMP: BIG/HOLD/STOP1	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
Touch Function	ON	ON							
	OFF	OFF							

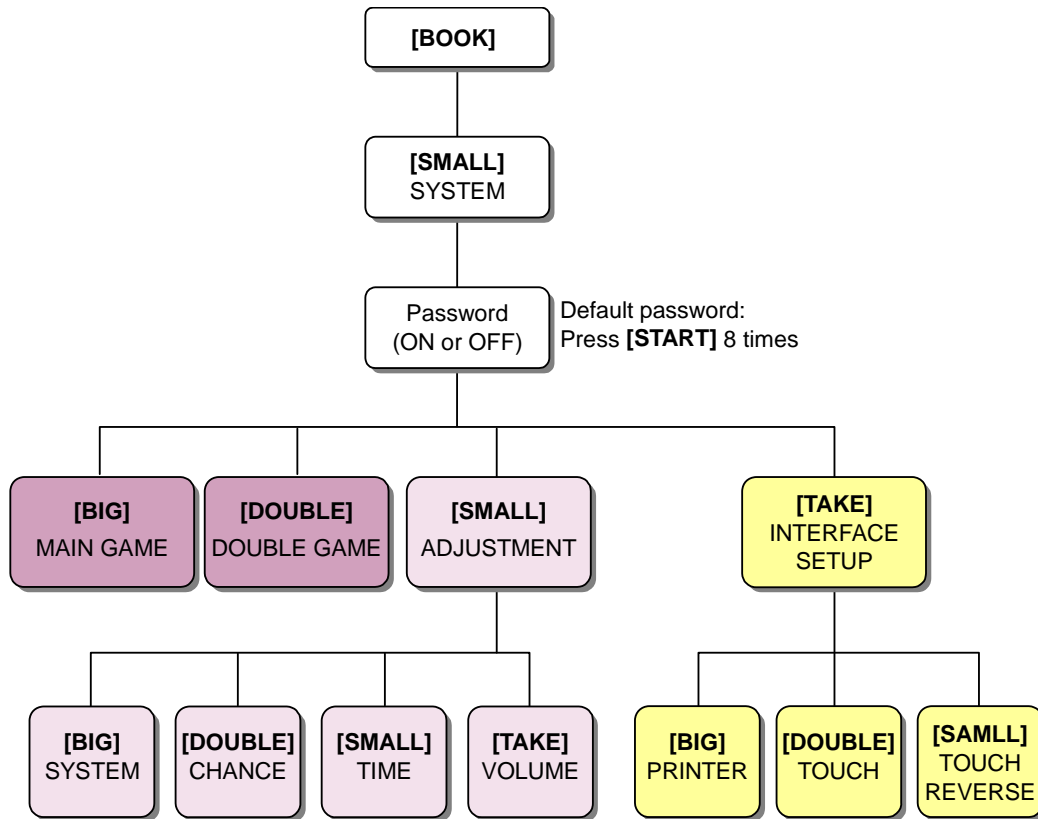
36 & 10 PIN Button Layout



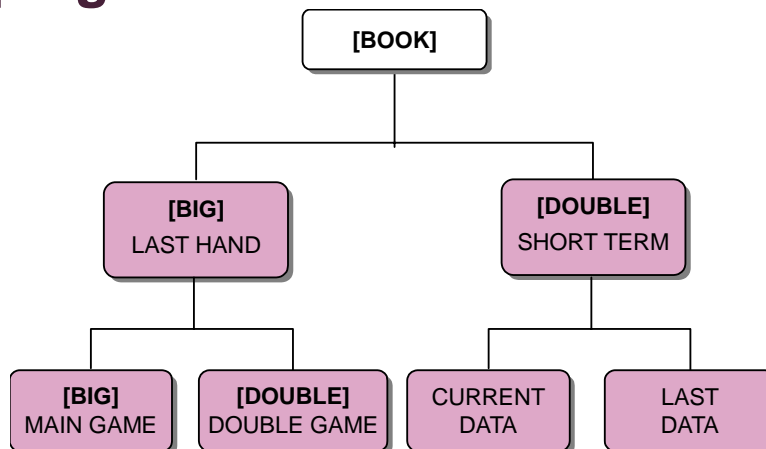


2. Bookkeeping & Adjustment

Settings Flow Chart



Bookkeeping Flow Chart



System Settings

ITEM	SETTINGS	DEFAULT
MAX. PLAY/TOTAL (8)	48, 72, 96, 120, 144, 176, 200, 248, 400, 504	96
MIN.PLAY/TOTAL (8)	1, 3, 5, 8, 10, 16, 20, 24	8
MIN.PLAY FOR JP (8)	1, 3, 5, 8, 10, 16, 20, 24	8
MAX JACKPOT (8)	1000 , 5000 , 10000 , 15000 , 20000 , 30000 , 50000 , 100000 ,130000 ,150000 ,180000 ,200000 ,225000 , 250000	50000
MAX.PLAY/LINE (25)	2, 3, 4, 5, 6, 7, 8, 10, 16, 20	4
MIN.PLAY/TOTAL (25)	1, 5, 10, 15, 20, 25	10
MIN.PLAY FOR JP (25)	1, 5, 10, 25, 50	25
MAX JACKPOT (25)	1000 , 5000 , 10000 , 15000 , 20000 , 30000 , 50000 , 100000 ,130000 ,150000 ,180000 ,200000 ,225000 , 250000	100000
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	25
KEYIN RATE		100
KEYOUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
AUTO TICKET	NO, YES	NO
INTERFACE	DISPENSER, PRINTER, ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
SYSTEM LIMIT	NO, YES	NO
AUTOPLAY	NO, YES	YES
DEMO MUSIC	NO, YES	YES
NON STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES



ITEM	SETTINGS	DEFAULT
SCORE BOX	OFF, ON, 10X	OFF
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PAIR	NO, REGULAR, SKILL	NO
DOUBLE GAME	NO, YES	NO
JACKPOT 1 MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Notes:

1. Printer only can be driven when connecting to the RS-232 port.
2. Default password of Settings Setup: press **[START]** 8 times.

Chance Adjustment

ITEMS	SELECTIONS	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 5
DOUBLE GAME LEVEL	95%, 90%, 85%	90%

Touch Screen Calibration



1. If a touch screen is connected, press **[BOOK]** 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. Game Introduction

Features

- 2 in 1 of 8/25-liner selection.
- Max. Win up to 500,000 (in 25-liner setting).
- 1 set of progressive jackpot (the 1st and can be set to random) and 2 sets of random Jackpot.
- Higher play encouragement: Win paid from left to right and right to left when matching the criteria (in 25-liner setting).
- Higher play encouragement: encouraging higher play for more fever game times (in 8-liner setting).
- Hold Pair Feature: Select the desired Hold Symbol and re-spin the symbols you don't want. Press Hold-Pair button to swap the symbols.
- 5~25 free games: Free games will be triggered when correct symbols show up.
- Touch screen support.
- Auto Play support (25-liner only).

9-Reel, 8-Liner Game


This game comes with 3 different bonus games: **CROSS RESPIN**, **FEVER GAME**, and **JACKPOT GAME**.



Bonus Game

Bonus Game – Jackpot Game



- Getting 3 or more  symbols on the screen allows player to enter the Jackpot Game.
- Player stops the reel to get the result. Only one chance is given.
- Player has the chance to draw a jackpot.

Bonus Game 2 – Cross Respin



- With identical symbols on cross line, player enters the CROSS RESPIN.



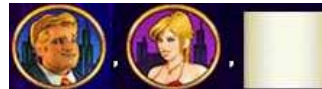
- If CROSS RESPIN starts re-spin, player has a chance to get All Identical Symbols and get a MAX. PRIZE (x1000).
- The game ends on the CROSS RESPIN without spin out an identical symbol.

Bonus Game 3 – Fever Game



- With 3 or more  symbols in line, player enters the **FEVER GAME**.

- After entering the FEVER GAME, available symbols only include




and one of




(which is

highlighted).

Magic TV

With 2 or more  on the screen, the

stops at will substitute for .



starts spinning. The symbol it

15-Reel, 25-Liner Game

This game comes with one **Jackpot game**, **Bonus game** and **Free game**.



3 sets of Jackpots



15-reel, 25-liner

Symbol Zone

Bonus Game

If there is no winning, player has a chance to enter the BONUS GAME.











- It's a skill-based wheel game. When the wheel stops, the pointed symbol indicates the bonus to be awarded.
- Player has only one chance to play the game.
- Player hits  to get the wins and additional Bonus will be accumulated.
- Player hits  to get accumulated bonus.

Jackpot Game



With 3 or more Jackpot symbols on the screen, player enters the JACKPOT GAME.



- Player can select multiple symbols from the 16 selections. Player has the chance to get , ,  or .
-  Player gets the multiplier indicated by the symbol.
-  The 16 symbols are re-assigned for selection.
-  GRAND WHEEL will be triggered, where player can play game once with chance to hit the Jackpot.
-  Player exits the JACKPOT GAME and returns to the main game.



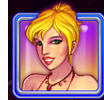
Free Game



With 3 or more Free Game symbols on the screen, player enters the Free Game.



Select this symbol to get the number of the play times.



All wins during the free game will be multiplied by the number of this symbol selected.



Get 3 or more this symbols to play for extra 5 times.

When the game is over, you can select Take Win or Replay (one time only).

4. Wins Rules


Encouraging Higher Play

8-Liner

Jackpot

MIN. TOTAL PLAY	JACKPOT
8	GRAND 0 MAJOR 0 MINOR 3596
40	GRAND 0 MAJOR 9478 MINOR 3596
48	GRAND 13104 MAJOR 9478 MINOR 3596

Fever game

MIN. TOTAL PLAY	 TIMES	 TIMES	 TIMES
16	1	2	3
32	2	3	5
48	3	5	7

25-Liner

Jackpot

MIN. TOTAL PLAY	JACKPOT
25	GRAND 5000 MAJOR 2500 MINOR 1250
50	GRAND 10000 MAJOR 6000 MINOR 2500

Win paid left to right and right to left

LINER	TOTAL PLAY	LINES PAID BOTH WAYS
25	25	1 - 10
25	50	1 - 25

Odds Table

8-Liner

NORMAL ODDS				SPECIAL ODDS				SPECIAL ODDS			
x300	x 20			All x700	All x 80			9 x700	9 x500	9 x150	
x200	x 18			All x500	All x 70			8 x200	8 x100	8 x 80	
x 50	x 14			All x150	All x 50			7 x100	7 x 70	7 x 60	
x100	x 10			All x200	All x 40			6 x 80	6 x 60	6 x 40	
x 50	x 10			All x100	All x 40			5 x 60	5 x 50	5 x 30	
x 30	x 5			All x 80	All x 20			4 x 25	4 x 20	4 x 10	
x 10	x 2			All x 40	All DIFFERENT SYMBOLS x 20			3 x 7	3 x 5	3 x 3	
								2 x 3	2 x 2	2 x 1	

25-Liner

GAME SHOW			
GRAND 54808	MAJOR 44487	MINOR 15983	
x 25000	x 10000		
x 2500	x 1000		
x 250	x 100		
x 4000	x 2500	x 2000	
x 400	x 300	x 250	
x 50	x 40	x 30	
x 1500	x 1000	x 750	
x 200	x 150	x 75	
x 20	x 15	x 10	
x 500	x 250	x 20	
x 50	x 20	x 2	
x 5	x 2		

Line Chart (25-Liner)

