

IGS®

WITCHES GLEN



Operator Manual

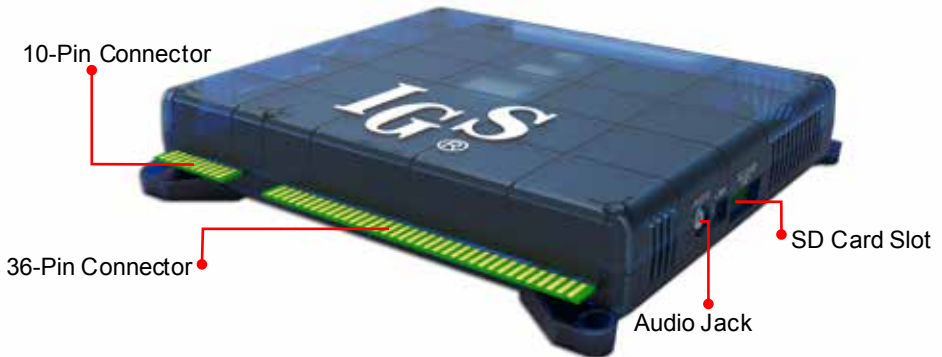


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1. Hardware

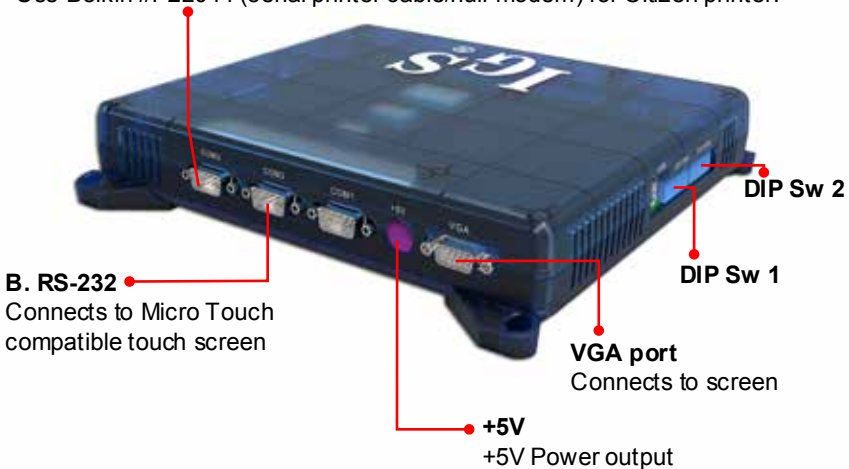
Hardware Connection



A. RS-232

Connects to optional Citizen printer/ticket dispenser.

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



Connecting Touch Panel (Optional)

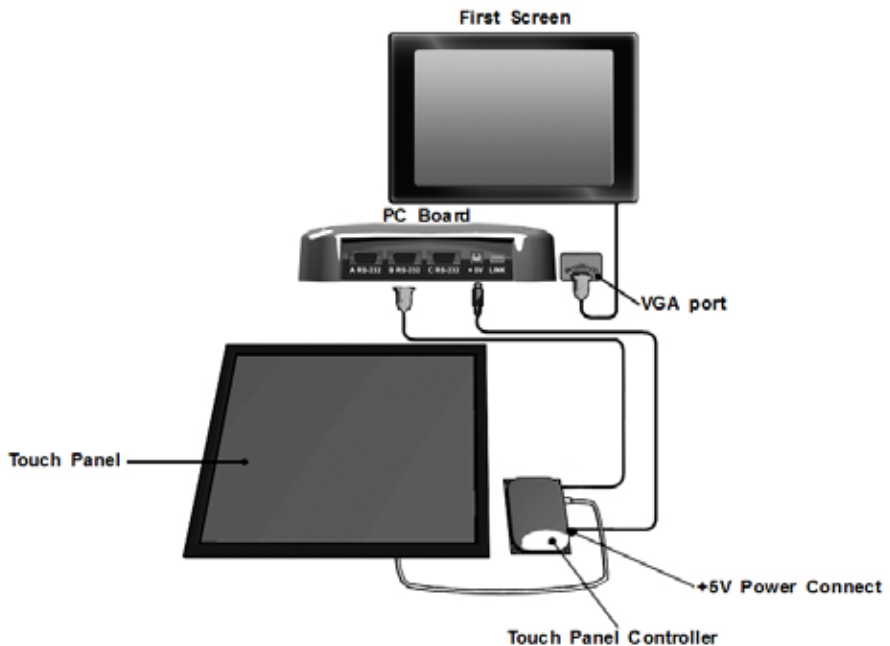
Type A



Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the Pin 1 of DIP SW2 to ON to enable touch mode.



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 |
| STOP4/SMALL/HELP | 10 | | GND | 10 | GND |
| STOP5/PLAY | 11 | | | | |
| STOP1/TAKE | 12 | | | | |
| STOP3/DOUBLE/SELECT LINE | 13 | | | | |
| | 14 | | | | |
| | 15 | | | | |
| STOP2/BIG/HOLD PAIR | 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 | | | | |
| | 27 | | | | |
| OUT METER | 28 | | | | |
| LAMP: START/ALL STOP | 29 | | | | |
| LAMP: STOP4/SMALL/HELP | 30 | | | | |
| LAMP: STOP5/PLAY | 31 | LAMP: COUNT | | | |
| LAMP: STOP1/TAKE | 32 | | | | |
| LAMP: STOP3/DOUBLE/SELECT LINE | 33 | | | | |
| LAMP: STOP2/BIG/HOLD PAIR | 34 | | | | |
| | 35 | | | | |
| GND | 36 | GND | | | |

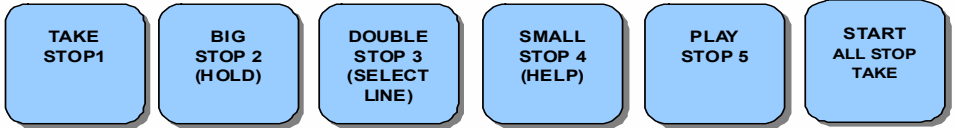
DIP Switch Settings

| DIP SWITCH 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--------------|--------|-----|-----|-----|-----|-----|---|-----|
| SLAVE ID | 1 | OFF | OFF | OFF | OFF | OFF | | |
| | 2 | ON | OFF | OFF | OFF | OFF | | |
| | 3 | OFF | ON | OFF | OFF | OFF | | |
| | 4 | ON | ON | OFF | OFF | OFF | | |
| | 5 | OFF | OFF | ON | OFF | OFF | | |
| | 6 | ON | OFF | ON | OFF | OFF | | |
| | 7 | OFF | ON | ON | OFF | OFF | | |
| | 8 | ON | ON | ON | OFF | OFF | | |
| | 9 | OFF | OFF | OFF | ON | OFF | | |
| | 10 | ON | OFF | OFF | ON | OFF | | |
| | 11 | OFF | ON | OFF | ON | OFF | | |
| | 12 | ON | ON | OFF | ON | OFF | | |
| | 13 | OFF | OFF | ON | ON | OFF | | |
| | 14 | ON | OFF | ON | ON | OFF | | |
| | 15 | OFF | ON | ON | ON | OFF | | |
| | 16 | ON | ON | ON | ON | OFF | | |
| | 17 | OFF | OFF | OFF | OFF | ON | | |
| | 18 | ON | OFF | OFF | OFF | ON | | |
| | 19 | OFF | ON | OFF | OFF | ON | | |
| | 20 | ON | ON | OFF | OFF | ON | | |
| | 21 | OFF | OFF | ON | OFF | ON | | |
| | 22 | ON | OFF | ON | OFF | ON | | |
| | 23 | OFF | ON | ON | OFF | ON | | |
| 24 | ON | ON | ON | OFF | ON | | | |
| | OFF | OFF | OFF | ON | ON | | | |
| | ON | OFF | OFF | ON | ON | | | |
| | OFF | ON | OFF | ON | ON | | | |
| | ON | ON | OFF | ON | ON | | | |
| | OFF | OFF | ON | ON | ON | | | |
| | ON | OFF | ON | ON | ON | | | |
| | OFF | ON | ON | ON | ON | | | |
| LINK MODE | SINGLE | | | | | | | OFF |
| | LINK | | | | | | | ON |

| DIP SWITCH 2 | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--------------|-----|-----|---|---|---|---|---|---|---|
| TOUCH | NO | OFF | | | | | | | |
| | YES | ON | | | | | | | |

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.



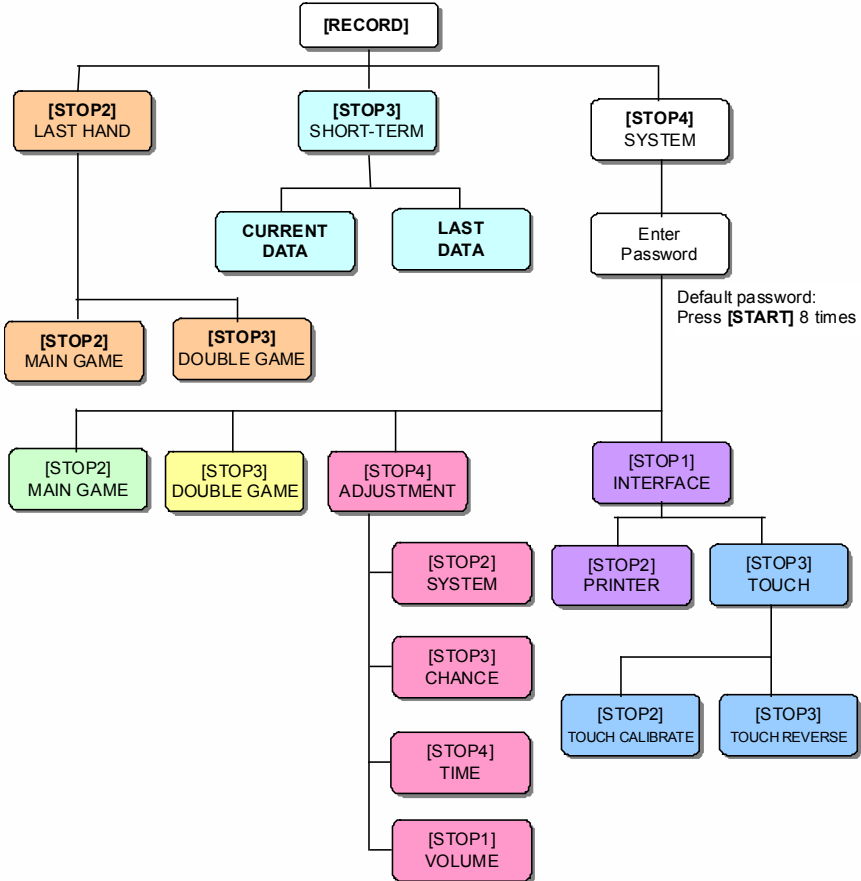
7. Press the **PLAY** button again to confirm **RESET** or press **ANY** button to EXIT.



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



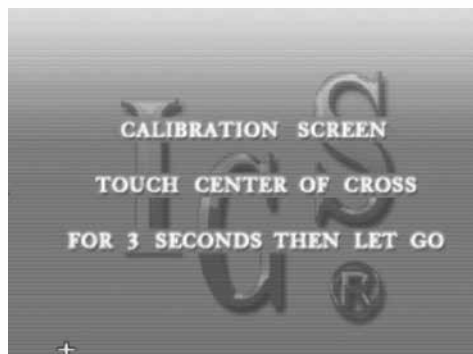
System Settings

| ITEMS | SETTING SELECTION | DEFAULT |
|-----------------------|--|-------------|
| MAX. LINE PLAY | 2, 4, 8, 10, 15, 20 | 20 |
| MIN. PLAY(TOTAL) | 1, 5, 10, 15, 25, 50, 75, 100, 125, 150 | 25 |
| MIN. PLAY FOR JACKPOT | 1, 5, 10, 15, 25 | 25 |
| JACKPOT MAX | 15000, 20000, 50000, 70000, 100000, 150000, 200000 | 50000 |
| 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,CONTINUES | CONTINUES |
| INTERFACE | DISPENSER , PRINTER ,ATTENDANT | PRINTER |
| PRINTER COMMAND | CBM1 , ESC/POS , ESC/POS2 , STAR | CBM1 |
| DISPLAY | CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, \$1 | CREDIT |
| SYSTEM LIMIT | NO, YES | NO |
| AUTO TICKET | NO, YES | NO |
| DEMO MUSIC | NO, YES | YES |
| NON-STOP | NO, YES | NO |
| PASSWORD | NO, YES | NO |
| ODDS TABLE | NO, YES | YES |
| SCORE BOX | NO, YES, 10X | NO |
| PLAY SCORE | NO, YES | YES |
| HAND COUNT | NO, YES | NO |
| HOLD PLAY | NO, YES | YES |
| AUTO PLAY | NO, YES | YES |
| DOUBLE GAME | NO, YES | YES |
| JACKPOT MODE | PROGRESSIVE, RANDOM | PROGRESSIVE |

Chance Settings

| ITEMS | SETTING SELECTION | DEFAULT |
|-------------------|---|---------|
| MAIN GAME LEVEL | LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest) | LEVEL 6 |
| DOUBLE GAME LEVEL | 85%, 90%, 95% | 95% |

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. Game Introduction

Features

- 25 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 400,000.
- Touch screen / Auto play support.

Main Game

WITCHES GLEN is a 5 Reels & 25 Lines game

3 sets of Jackpots



Credit

Symbol Zone

25 Lines

Scenario A



- The Witch rides the broomstick and randomly turns symbols into **WILD** symbols



Scenario B



- A player selects one of 3 paths to enter the witch forest.
- The witch will fly through in the forest and get gold coins to win prizes.
- A player may have a chance to enter the **BONUS GAME**

Respin Feature



- When 2  symbols appear in a game, **RESPIN** feature will be randomly triggered.
- The Little Witch will help respin the reel and turn out  symbol to trigger **FREE GAME**.

Multiplier Feature



- The little witch will randomly show up and multiply the total win.


Bonus Game



- A player can choose any vial and win prizes.
- Open a vial to reveal the color and each color will be accumulated.
- When any color is accumulated 3 times, a player wins extra bonus.
- When the Bonus Game ends, a player can either TAKE or RETRY in the Bonus Game.

Free Game





- The symbol(s) revealed by the Magic Ball will become WILD in the Free Game.
- When the Magic Ball reveals  , the Free Game will be started.

Double Game



- After winning in a game, a player can press [DOUBLE] button to play Double Game.

- Press [START] button to select  or 

- Double the wins if guess right. The game ends if guess wrong

4. Win Rules

Encouraging Higher Play

| MIN. PLAY | JACKPOT |
|-----------|---------|
| 25 | 100% |

Odds Table

ODDS TABLE
MIN. PLAY 25 FOR JP

| JACKPOT 1 21678 | | JACKPOT 2 9313 | | JACKPOT 3 3025 | |
|--------------------|----------------------------|-------------------|----------------------------|-------------------|----------------------------|
| | x5 2000 x4 250 x3 50 | | x5 1500 x4 200 x3 35 | | x5 1000 x4 150 x3 25 |
| | x5 750 x4 100 x3 20 | | x5 500 x4 75 x3 15 | | x5 350 x4 60 x3 10 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |
| | x5 1500 x4 200 x3 35 | | x5 350 x4 60 x3 10 | | x5 250 x4 50 x3 5 |

Can substitute for all symbols except and

3 symbols in a game trigger the Scatter Game.

Line Chart

