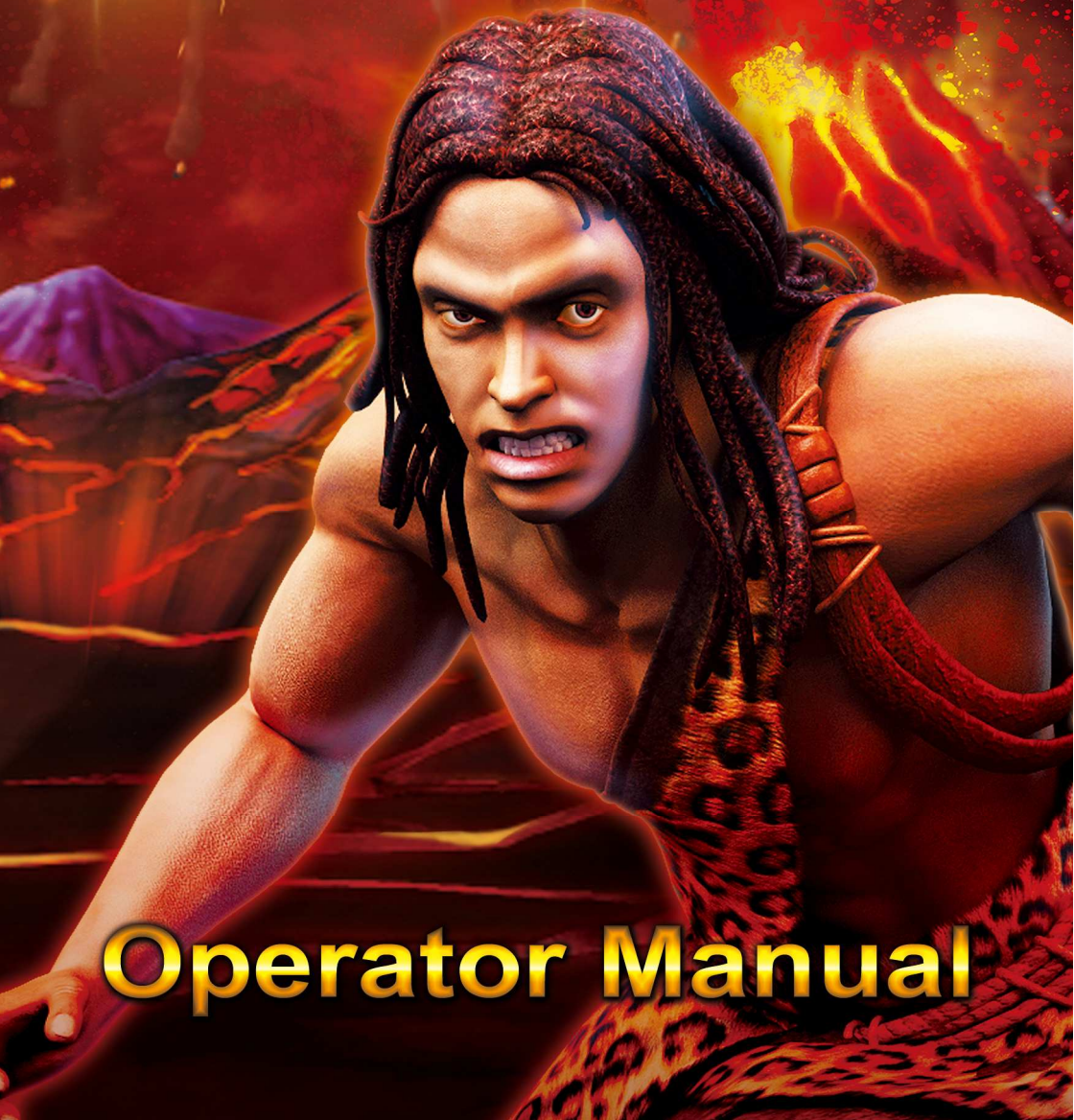


IGS®

AGE OF FIRE



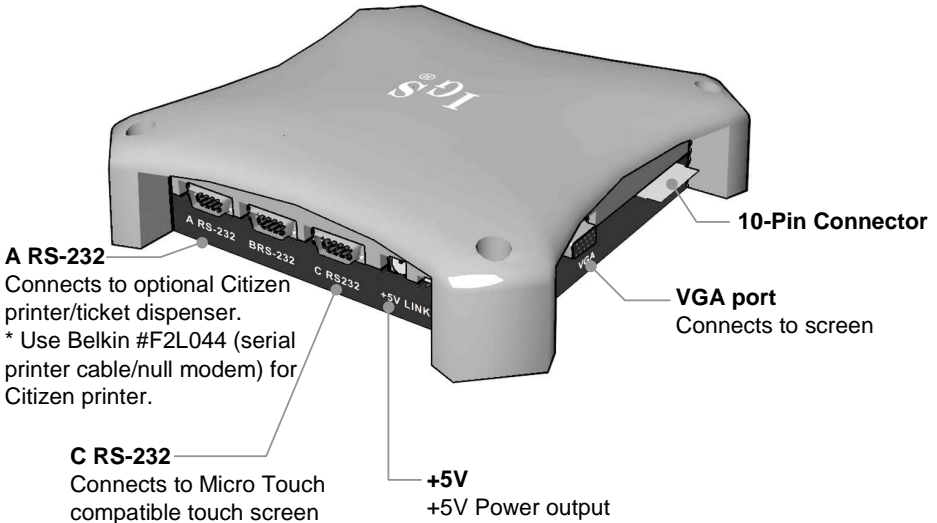
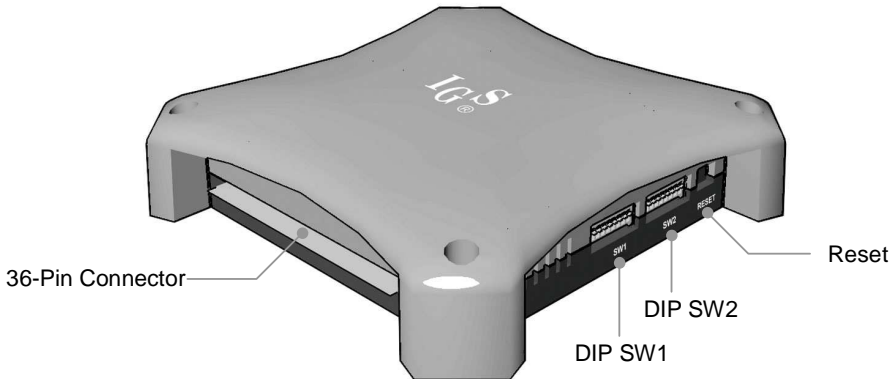
Operator Manual

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1. Hardware

Connectors Descriptions



Notes:

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 pins (on 36 & 10 pins diagram).

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	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	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/TAKE	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	34	
	35	
GND	36	GND

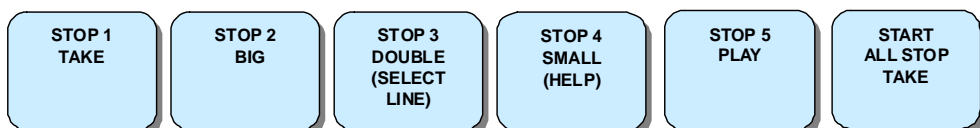
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
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				
ON	ON	ON	ON	ON					
LINK MODE	SINGLE							OFF	
	LINK							ON	

DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	OFF	OFF							
	ON	ON							
KEYOUT MODE	FAST								OFF
	NORMAL								ON

36 & 10 PIN Button Layout

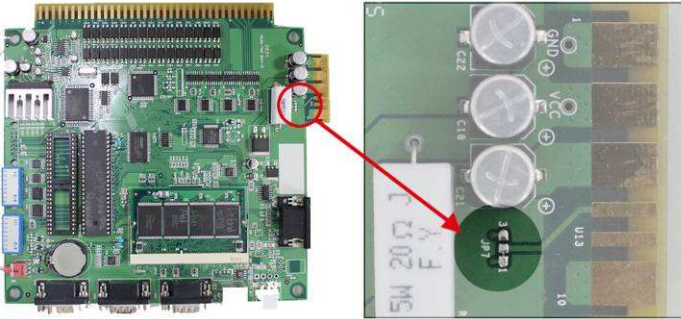


Solving Ticket SSR Error

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:

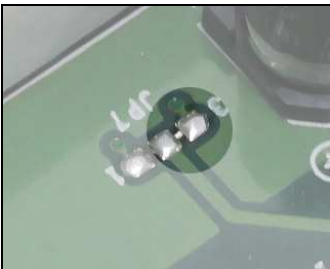
1. Locate the Ticket SSR jump (JP7) on the PC board. Then identify current Ticket SSR is at HIGH ACTIVE or LOW ACTIVE.



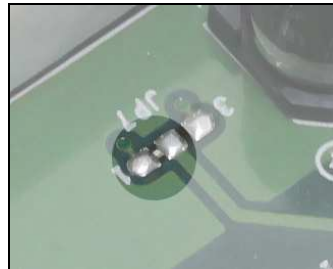
2. Change to use the alternative JP7 setting.

JP7	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3

The following example shows how to change from **HIGH ACTIVE** to **LOW ACTIVE**.



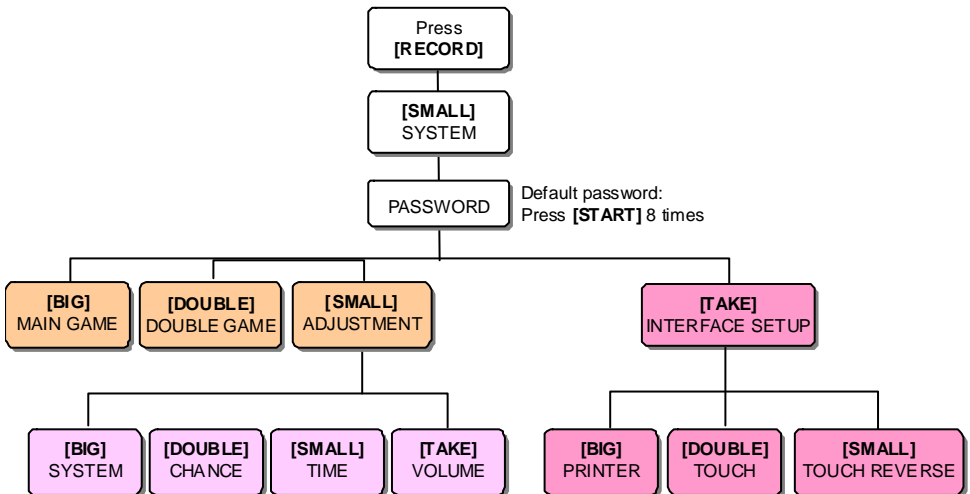
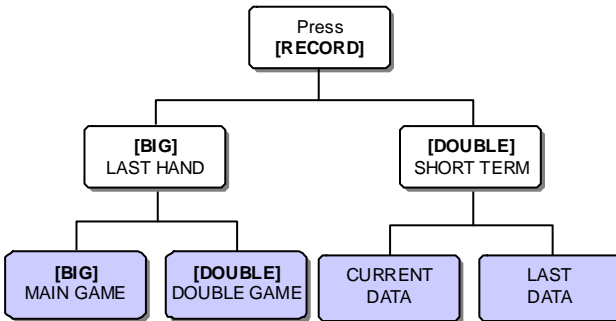
Open pins 2 and 3
Remove the solder bridge between pins 2-3.



Short pins 1 and 2.
Then apply solder to bridge pins 1-2.

2. Bookkeeping & Adjustment

Access Flow Chart



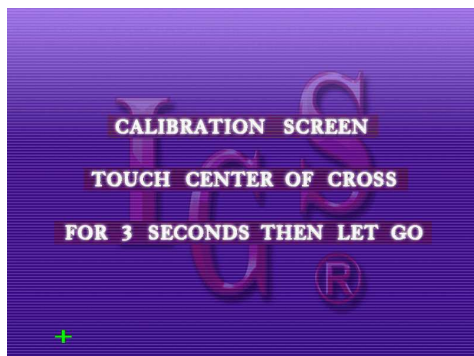
System Settings

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY	1, 5, 10, 15, 25	25
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 25	25
JACKPOT MAX	20000, 30000, 40000, 50000, 100000, 150000, 200000	50000
COIN RATE	1, 5, 10, 20, 25, 50, 100, 200, 500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
INTERFACE	DISPENSER, PRINTER, ATTENDANT	PRINTER
PRINTER COMMAND	CBM1, ESC/POS, ESC/POS2, STAR	CBM1
DISPLAY	CREDIT , 1 C , 5 C , 10 C , 20 C , 25C , 50C , \$1	CREDIT
SYSTEM LIMIT	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Chance Adjustment

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

Touch Screen Calibration



1. Press **[RECORD]** and follow the on-screen prompts to enter the calibration screen.
2. Touch center of the cross on the screen for 3 seconds.
3. Follows the cross when it moves till the calibration is completed.

3. Game Introduction

Features

- 25 Lines.
- Max. Win up to 500,000.
- 3 sets of Jackpot: progressive / random mode is adjustable.
- Touch screen / Auto play support.




Main Game

AGE OF FIRE is a 5 Reels & 25 lines game.

3 sets of Jackpots











Jackpot

- With 5  symbols on the screen, players will win the **Jackpot 1**.
- With 4  symbols on the screen, players will win the **Jackpot 2**.
- With 3  symbols on the screen, players will win the **Jackpot 3**.

Main Game Features

BLOOMING WILD FEATURE




- 
 appears on Reel 2 and Reel 4 .
- 
 substitutes for all symbols, except  and  .
- 
 will make symbols on its right side become WILD to increase winning combinations, but , , , and  are the exception.

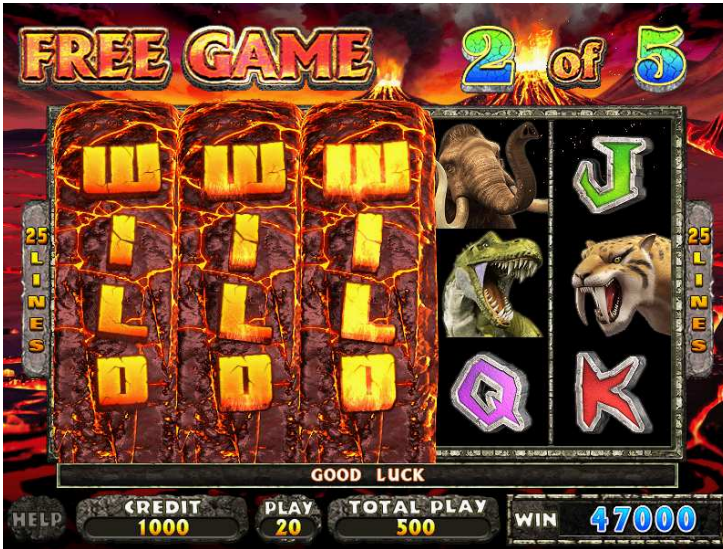
Scatter Game


Dinosaur Bonus Game



- With 3  symbols on the screen, there is a chance to trigger the **DINOSAUR BONUS GAME**.
- Press **START** button to select a weapon to attack the dinosaur. If the attack is successful, the dinosaur loses one energy and you win the prize.
- After five successful attacks, the dinosaur loses all energies and you win extra **DINOSAUR BONUS**.
- If attack is failed, the primitive loses one energy.
- Game is over if the primitive loses all energies or defeats the dinosaur.

Free Game



- With 3  symbols on the screen, there is a chance to trigger the **FREE GAME**.
- During free games, the fireballs will randomly erupt from the volcano to the reels and the hitting reels will become all **WILD**.

Double Game



- Players can press 「**DOUBLE UP**」 button to play the Double Game when there is a win in each game play.
- Select either **Dinosaur** or **Primitive** to play the Double Game.
- The prize will be doubled if you guess right.

4. Wins Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	50%
50	100%

Odds Table

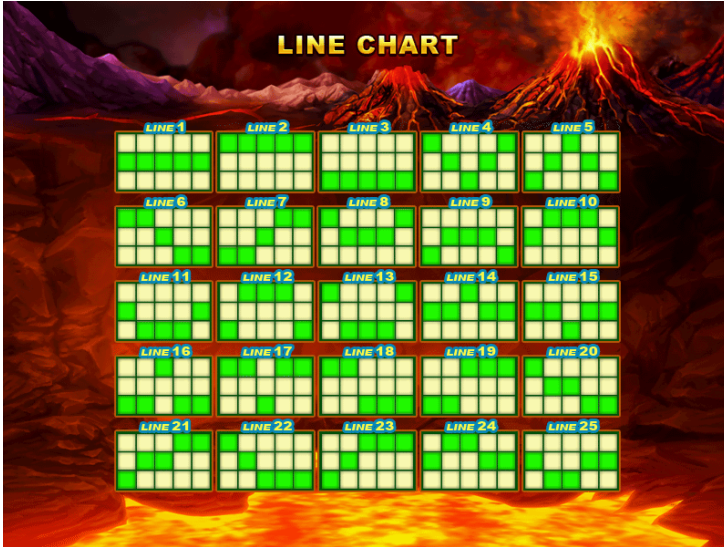
JP1: 13248 JP2: 6562 JP3: 1706

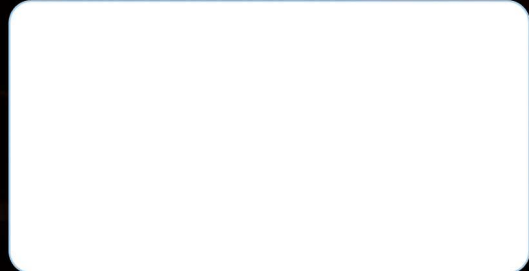
MIN. PLAY 25 FOR JP

5 1000	5 500	5 300	5 250	
4 150	4 125	4 100	4 75	
3 50	3 40	3 30	3 20	
5 200	5 150	5 125	5 100	5 75
4 50	4 50	4 25	4 25	4 25
3 10	3 10	3 5	3 5	3 5

WILD substitutes for all symbols, except WILD, JACKPOT, and WILD.

Line Chart





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