

IGS®

ALL STARS



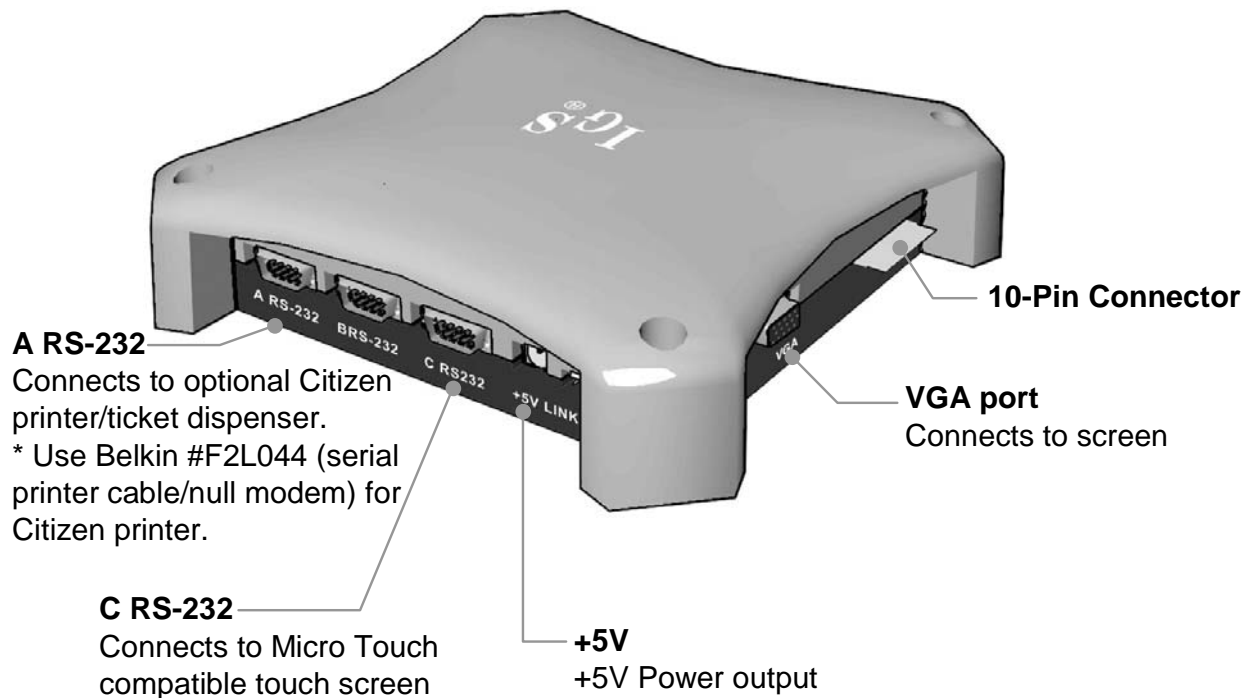
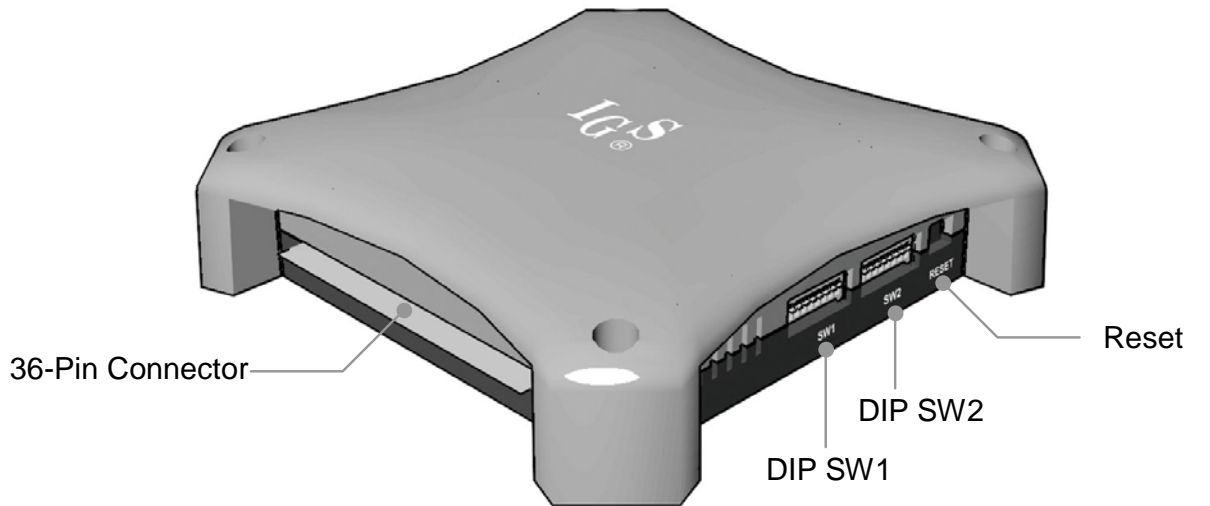
Operator Manual

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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	9	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/HOLD PAIR/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: STOP4/SMALL/HELP	30	
LAMP: STOP5/PLAY	31	LAMP: COUNT
LAMP: STOP1/TAKE	32	
LAMP: STOP3/DOUBLE/SELECT LINE	33	
LAMP: STOP2/HOLD PAIR/BIG	34	
	35	
GND	36	GND

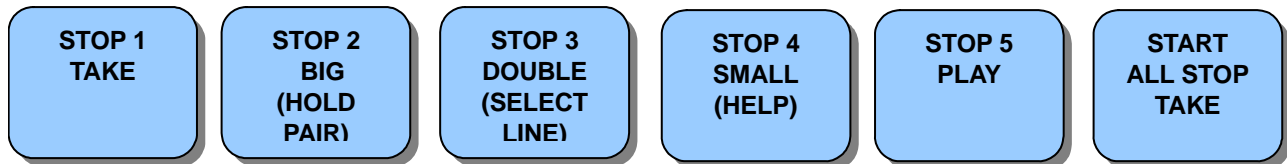
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
TOUCH	YES	ON							
	NO	OFF							
LINER SELECT	25		ON						
	9		OFF						

Note: Please reset after adjusting **LINER SELECT**.

36 & 10 PIN Button Layout

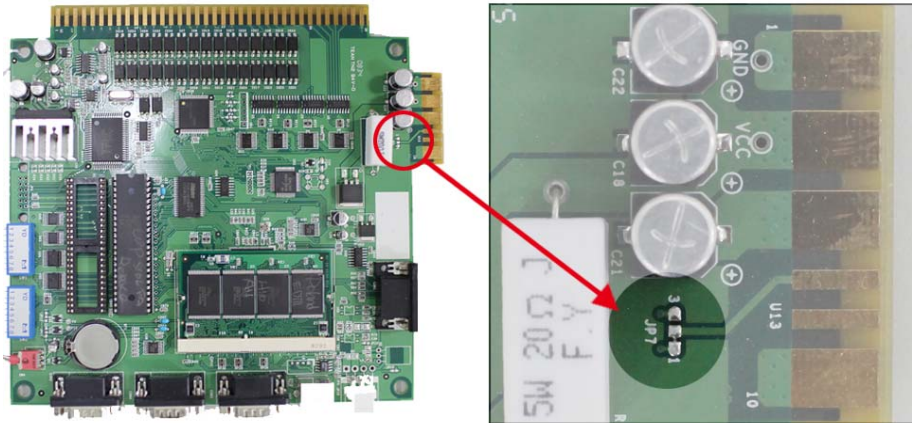


Solving Hopper SSR Error

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

How to solve:

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



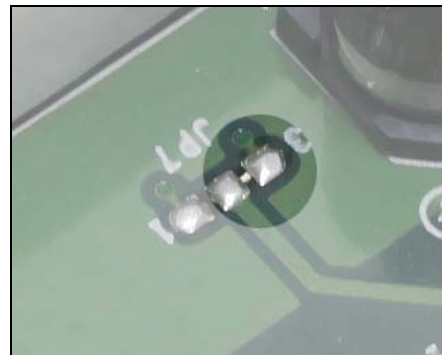
2. Change to use the alternative JP7 setting.

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

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



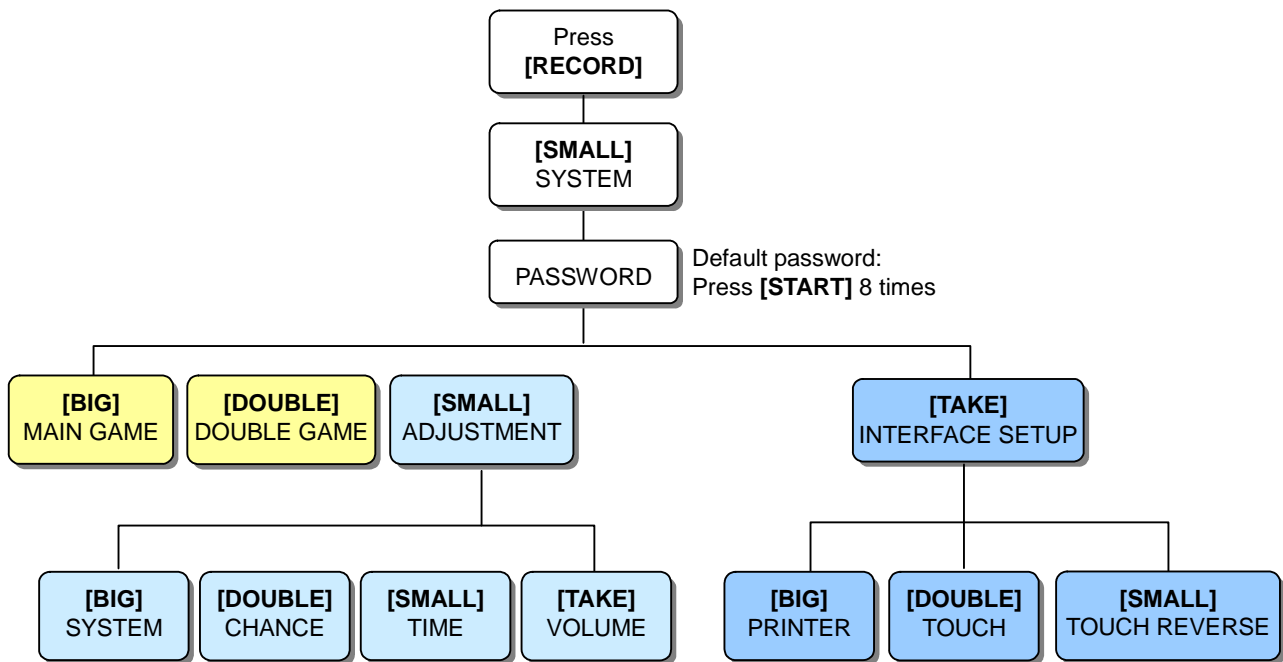
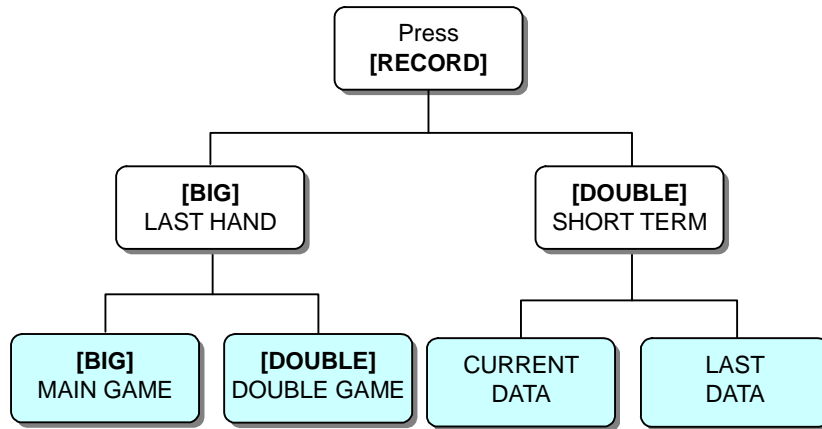
Open pins 1 and 2
Remove the solder bridge between pins 1-2.



Short pins 2 and 3.
Then apply solder to bridge pins 2-3.

2. Bookkeeping & Adjustment

Access Flow Chart



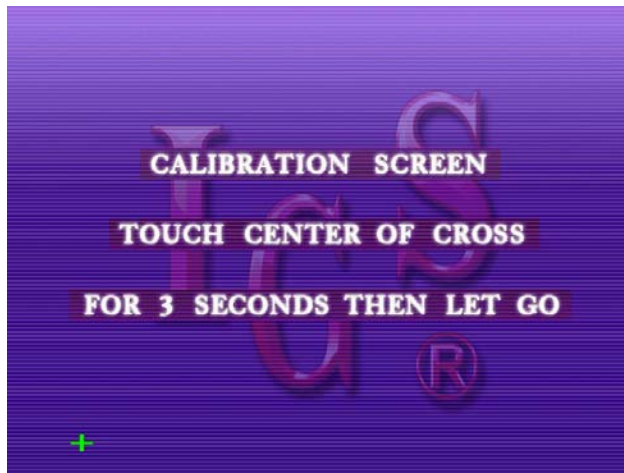
System Adjustment

ITEMS	SETTING SELECTIONS	DEFAULT
MAX. PLAY/LINE (25)	2, 4, 8, 10, 15, 20	20
MAX. PLAY/LINE (9)	5, 10, 20, 30, 40, 50	50
MIN. PLAY/TOTAL	1, 5, 7, 9, 10, 15, 20, 25	9
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	9
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	DISPENSER
PRINTER COMMAND	CBM1, ESC/POS, STAR	CBM1
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 PAIR	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

- 9 / 25-liner adjustable.
- Max. Win up to 500,000 (in 25-liner setting).
- 1 set of progressive Jackpot and 2 sets of random Jackpot. If 5/4/3 Jackpot Symbols are in line, players can get Jackpots 1/2/3 depending on the JP symbol.
- Higher wagers play: Win paid from left to right and right to left when matches the criteria.
- 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.
- 5~20 free games: Free games will be triggered when correct symbols show up.
- Touch screen / Auto play support.

Main Game

ALL STARS is a 15-reel & 9/25-liner game with 3 different bonus games.



Free Game







Get 3 or more



enter the free

game.

EXTRA WIN			
 x 2	2	x TOTAL PLAY	
 x 3	5	x TOTAL PLAY	
 x 4	20	x TOTAL PLAY	
 x 5	250	x TOTAL PLAY	

Any 2 or more



on the screen , the

player get extra win.

Bonus Game



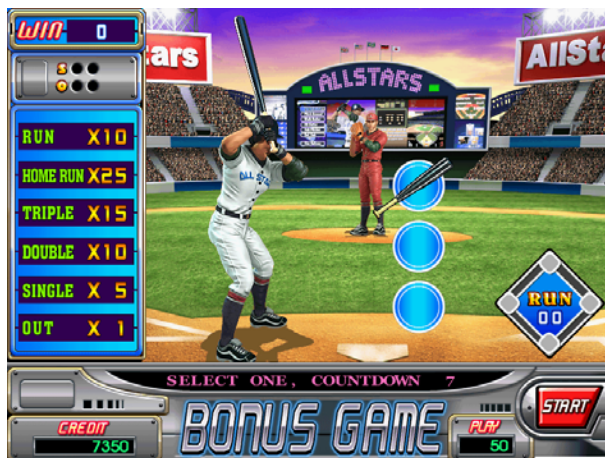
Getting 3 or more bonus symbols on the screen allows player to enter the Bonus Game.

Bonus Game1



- Start the reel to play the bonus game.
- Collect 3 Skill Moves in the frame above to get the extra bonus.

Bonus Game 2



- Player can select 1 of the 3 points to hit the ball.
- Exit the game when inning finished or home run hit.

Bonus Game 3



- Play this bonus game by selecting the direction arrow.
- Try dribbling the ball to the goal area and shoot for the bonus.

Double Game


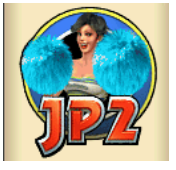



After winning the Main game or Bonus game, player can press **[DOUBLE UP]** button to play Double Game.

- Player can press **[DOUBLE UP]** button to select one of five pokers from the lower row. Then, press **[BIG]** or **[SMALL]** to guess it's bigger or smaller than the poker highlighted.
- If it's a correct guess, the player gets double wins. If not, the game ends.

Wins Rules

Jackpot

	JACKPOT 1	Five-in-line wins 100% OF Jackpot 1; Four-in-line wins 50% OF Jackpot 1; Three-in-line wins 25% OF Jackpot 1.
	JACKPOT 2	Five-in-line wins 100% OF Jackpot 2; Four-in-line wins 50% OF Jackpot 2; Three-in-line wins 25% OF Jackpot 2.
	JACKPOT 3	Five-in-line wins 100% OF Jackpot 3; Four-in-line wins 50% OF Jackpot 3; Three-in-line wins 25% OF Jackpot 3.

Encouraging Higher Play

9-Liner

JACKPOT

MIN. TOTAL PLAY	JACKPOT
9	40%
18	60%
27	80%
36	100%

Win paid from left to
right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
9	2	18	1-3
9	3	27	1-6
9	4	36	1-9

25-Liner

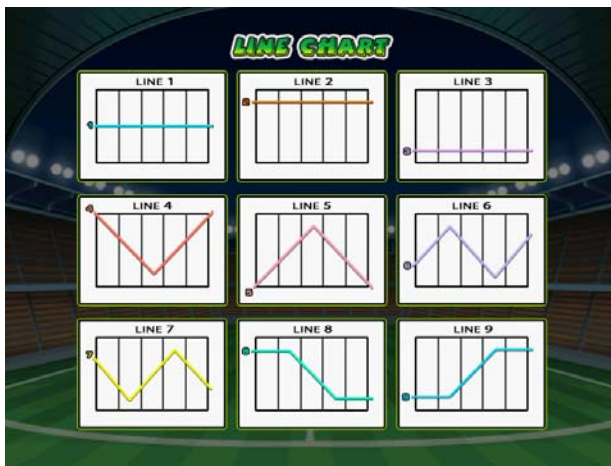
JACKPOT

MIN. TOTAL PLAY	JACKPOT
25	50%
50	100%

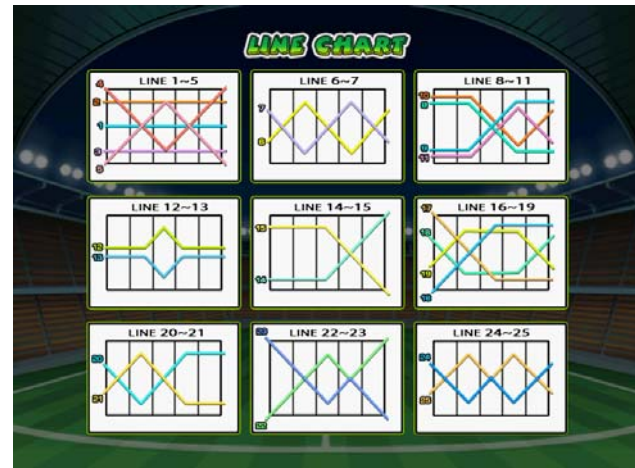
Win paid from left to right and right to left

PLAY LINES	LINE PLAY	TOTAL PLAY	WIN LINES
25	1	25	1-10
25	2	50	1-25

Line Chart



Line-up pattern: 9-liner



Line-up pattern: 25-liner

Odds Table



Line-up pattern: 9-liner



Line-up pattern: 25-liner



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