IGS®

ALPHA SKILL I

Operator Manual

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1. Hardware
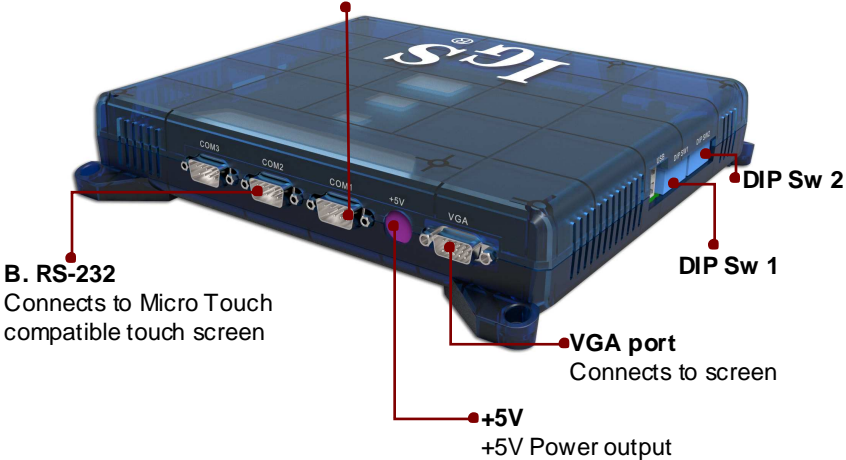## Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

Audio Jack
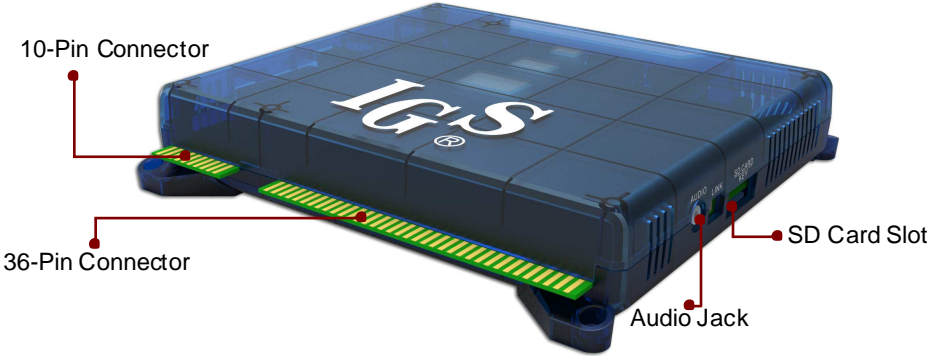
A. RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

DIP Sw 2

B. RS-232
Connects to Micro Touch
compatible touch screen

DIP Sw 1

VGA port
Connects to screen

+5V
+5V Power output

Connecting Touch Panel (Optional)
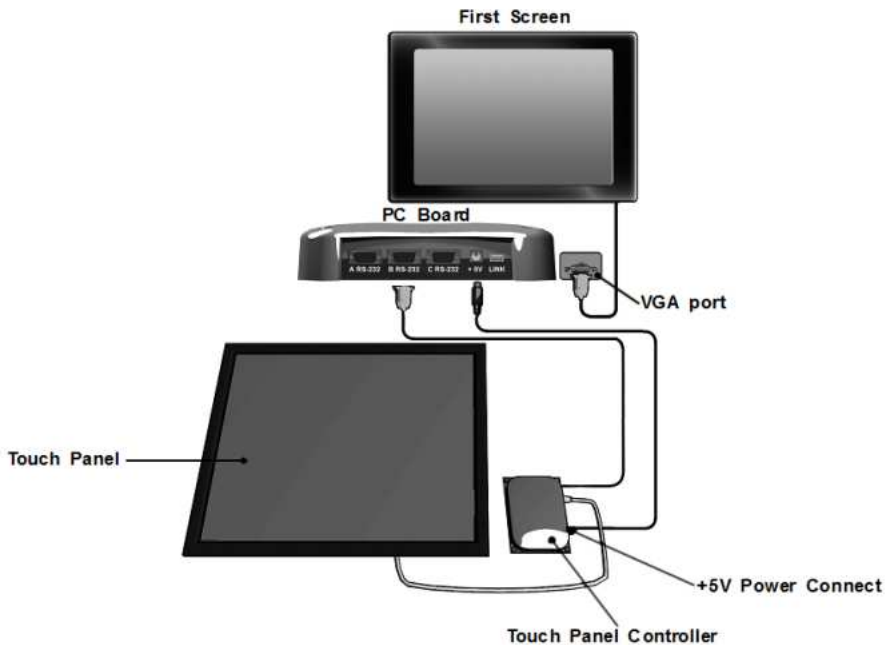
Type A

Power +5V Connector   Monitor Connector
(Female)   (15PIN Female)

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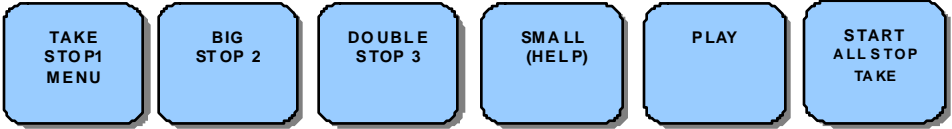

First Screen

PC Board

VGA port

Touch Panel

+5V Power Connect

Touch Panel Controller

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

| TAKE STOP1 MENU | BIG STOP 2 | DOUBLE STOP 3 | SMALL (HELP) | PLAY | START ALL STOP TAKE |

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	3 2 1	Short pins 1-2
	High Active (Default)	3 2 1	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.

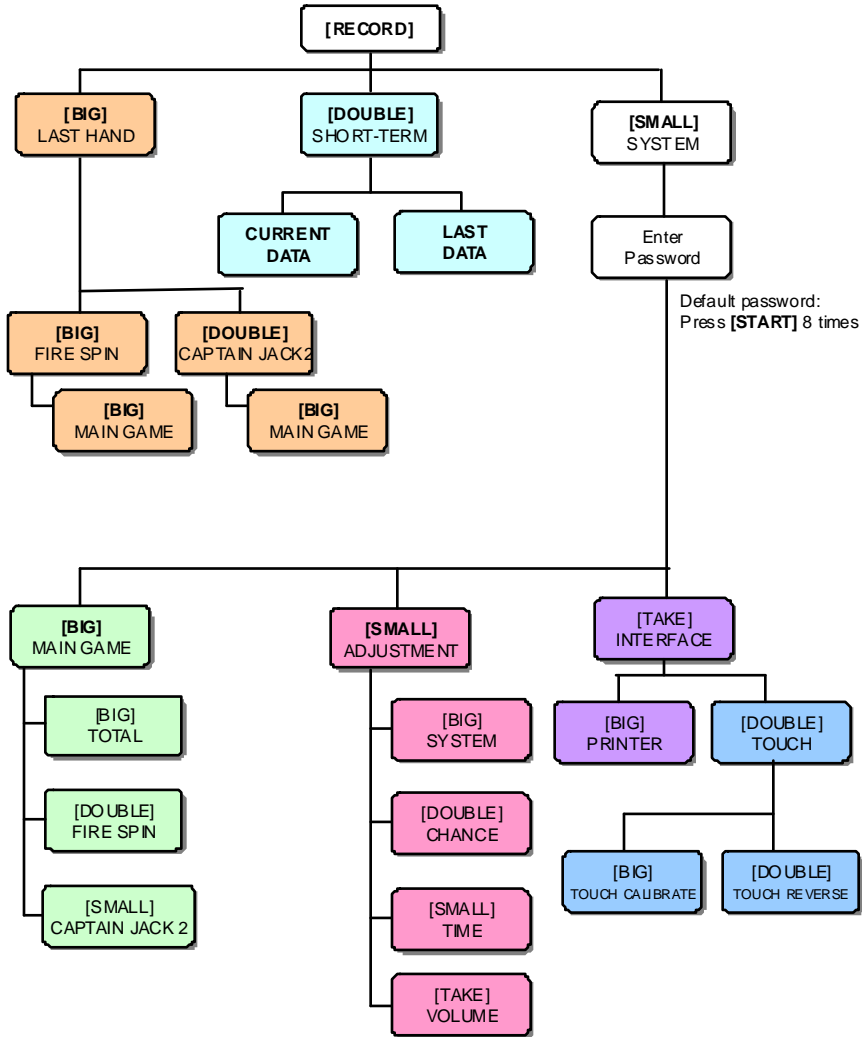6.   Press the【**PLAY**】button to **RESET** the game to default value.

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

```
                              [RECORD]
                                 |
        ┌────────────────────────┼────────────────────────┐
    [BIG]                    [DOUBLE]                   [SMALL]
  LAST HAND                 SHORT-TERM                   SYSTEM
        │                        │                         │
        │              ┌─────────┴─────────┐               │
        │          CURRENT              LAST            Enter
        │           DATA                DATA           Password
        │
        │                                        Default password:
   ┌────┴────┐                                   Press [START] 8 times
 [BIG]    [DOUBLE]
FIRE SPIN CAPTAIN JACK2
   │         │
 [BIG]     [BIG]
MAIN GAME MAIN GAME
```

```
        ┌────────────────────────┼────────────────────────┐
    [BIG]                    [SMALL]                    [TAKE]
  MAIN GAME                ADJUSTMENT                  INTERFACE
      │                        │                          │
   [BIG]                    [BIG]               ┌─────────┴─────────┐
   TOTAL                    SYSTEM           [BIG]              [DOUBLE]
      │                        │            PRINTER              TOUCH
  [DOUBLE]                 [DOUBLE]                                 │
  FIRE SPIN                 CHANCE                        ┌─────────┴─────────┐
      │                        │                       [BIG]            [DOUBLE]
  [SMALL]                  [SMALL]              TOUCH CALIBRATE      TOUCH REVERSE
CAPTAIN JACK 2              TIME
                              │
                           [TAKE]
                           VOLUME
```

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	1,5,10,20,25,50,75,100,200,500,1000	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
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	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

CALIBRATION SCREEN

TOUCH CENTER OF CROSS

FOR 3 SECONDS THEN LET GO
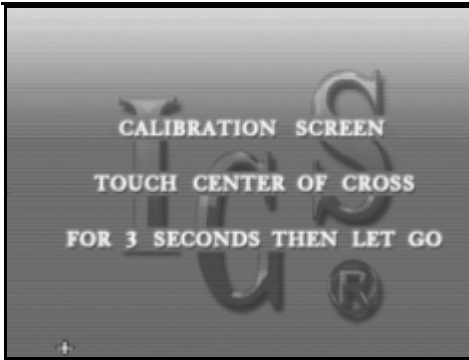
1. If a touch screen is connected, press **[RECORD]> [SYSTEM]>[INTERFACE]> [TOUCH]** and follow the on-screen prompts to enter the calibration screen.

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

- Max. win of a game play is the Jackpot value
- Single Line Nudge
- Free Spins Feature
- Configurable Jackpot
- Touch screen support.

Lobby

Alpha Skill I is a 2 in 1 Nudge multigame.

Game Menu

Payout Button

Credit
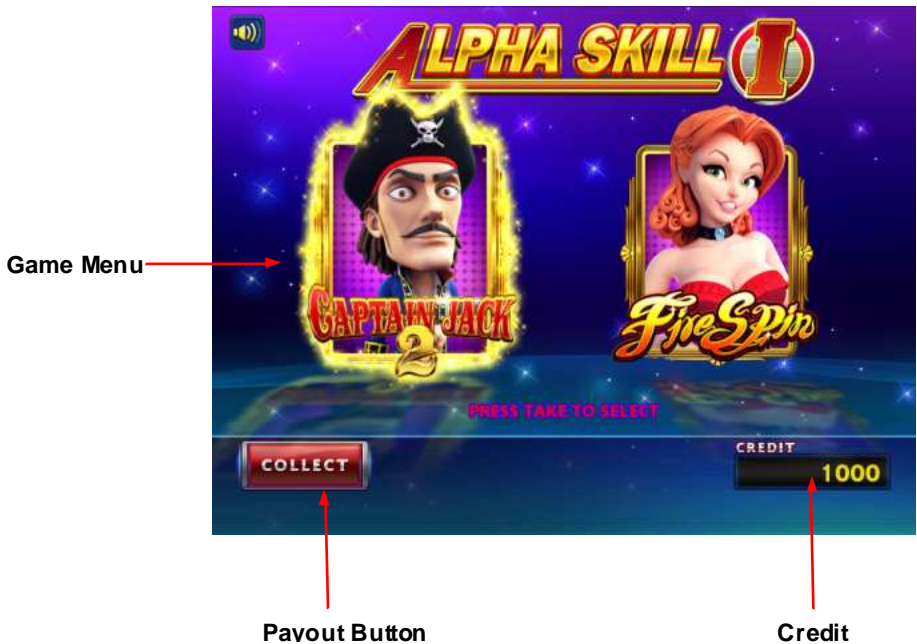
4. (Game 1) Captain Jack 2

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 (YES) can be activated at the System Settings

- In each game, players can press either **TAKE A PENNY** or **RAISE** / **LOWER** to play a game.

- Press **TAKE A PENNY** to get 1 cent and a game ends.

BONUS GAME   Stage1

- 3 ![scatter symbol] 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 ![next key] to enter the next stage.

- The game ends when ![bomb] 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 (YES) can be activated at the System Settings

- In each game, players can press either [TAKE A PENNY] or [RAISE] / [LOWER]
  to play a game.

- Press [TAKE A PENNY] to get 1 cent and a game ends.

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**.
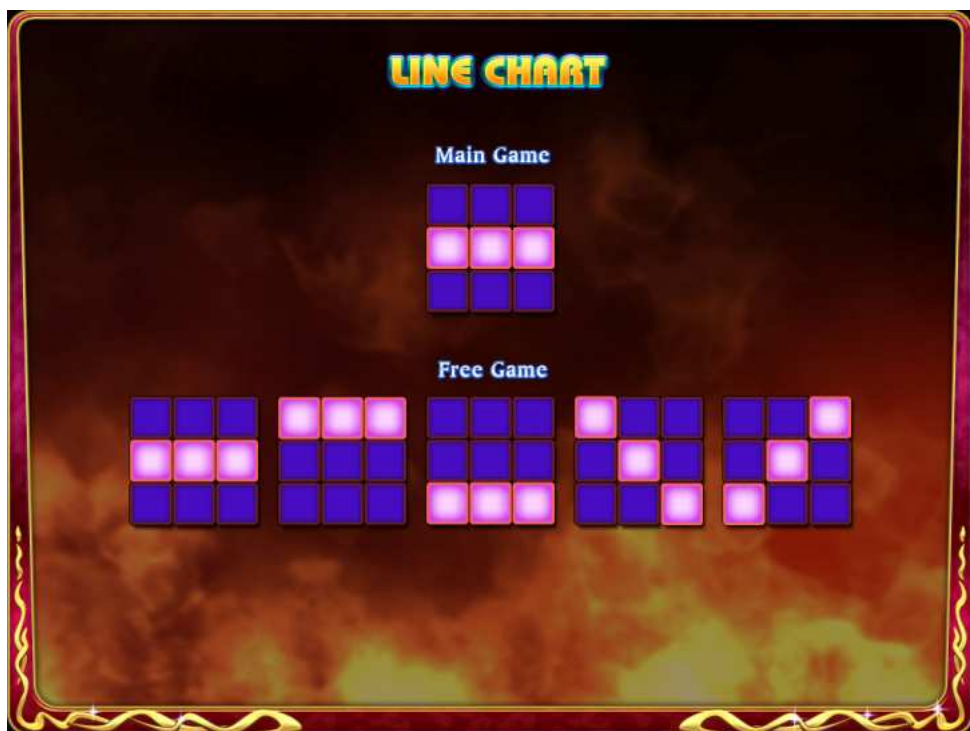
FREE GAME

- 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
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JACKPOT

- The JP is active when the Minimum Play for JP >= 100.

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  JP.

- If the winning value (Play x Odds) is bigger than JP, players win the JP.

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Line Chart

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