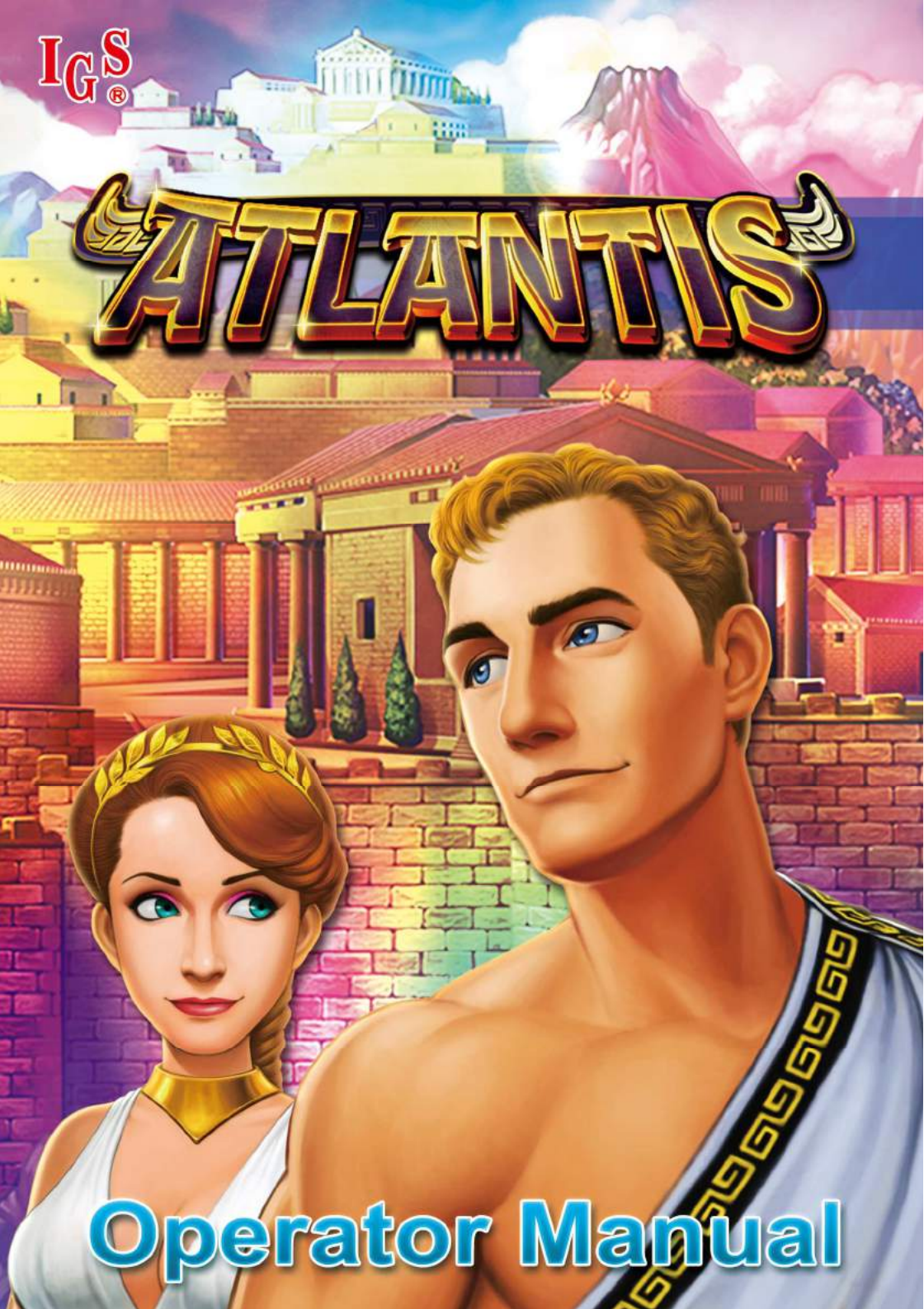
IGS®

ATLANTIS



Operator Manual

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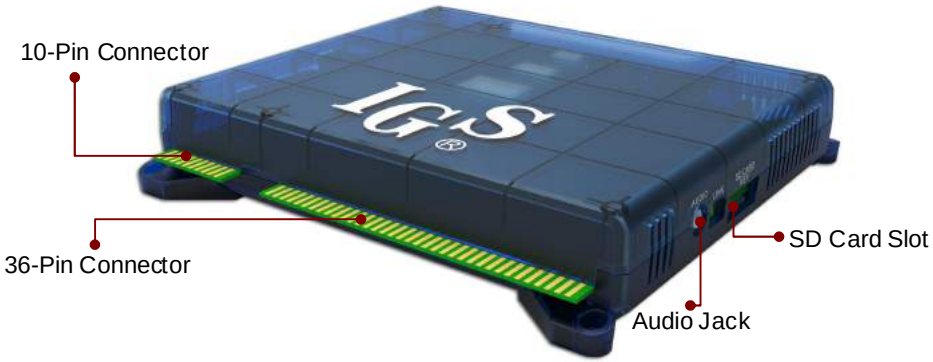
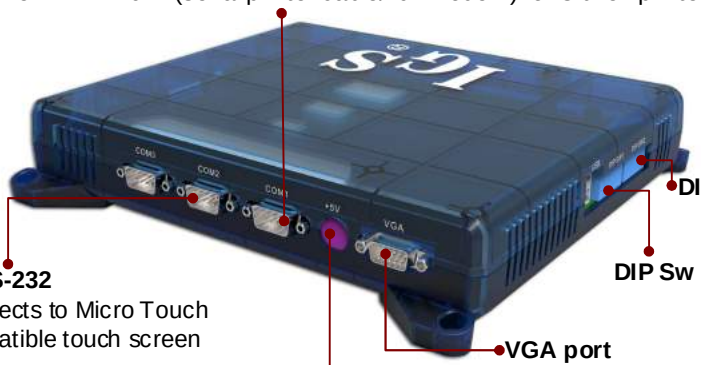
1. Hardware

Hardware Connection



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



DIP Sw 2

DIP Sw 1

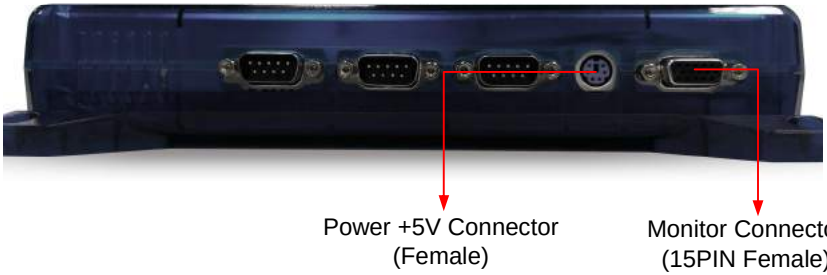
B. RS-232
Connects to Micro Touch compatible touch screen

VGA port
Connects to screen

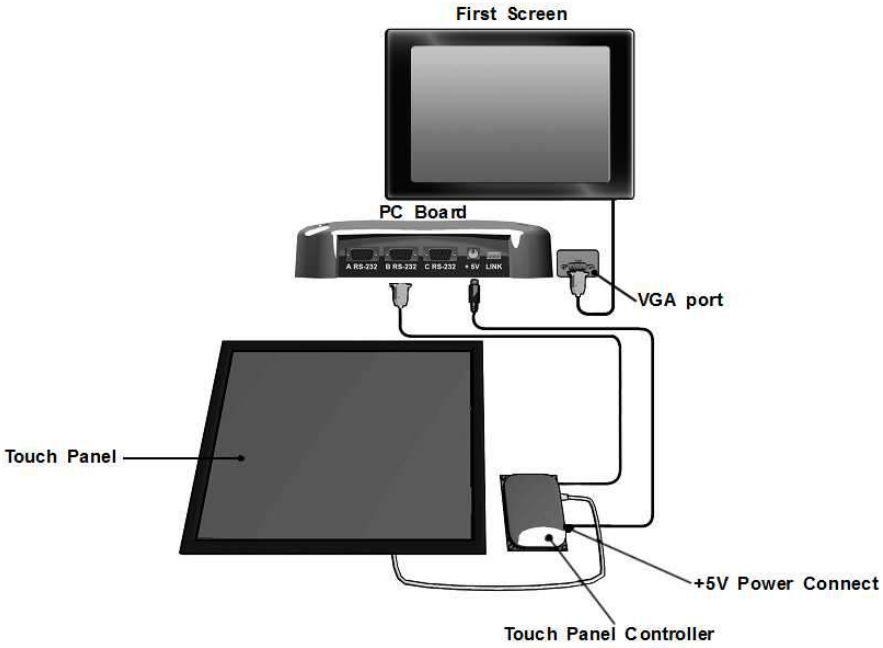
+5V
+5V Power output

Connecting Touch Panel (Optional)

Type A



- 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)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	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/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	
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/BIG/HOLD PAIR	34	
	35	
GND	36	GND

10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
HOP-VCC	6	
TICKET SSR	7	
	8	
GND	9	GND
GND	10	GND

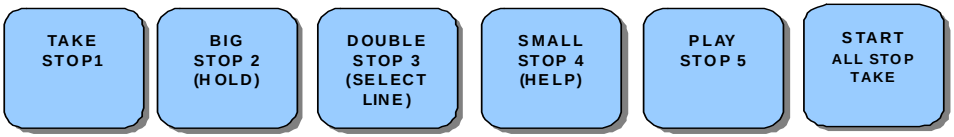
DIP Switch Settings

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	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:

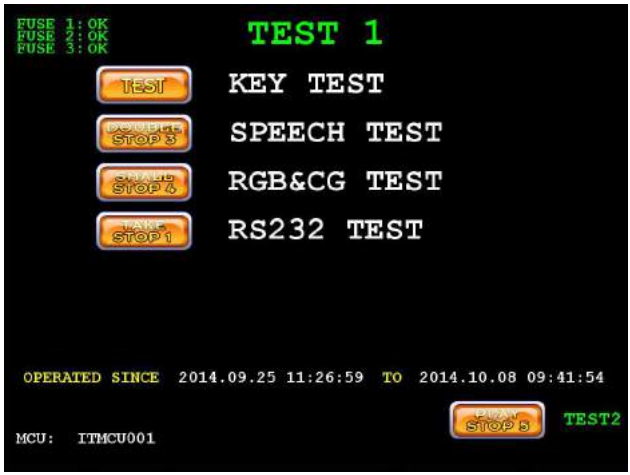
1. Locate the Ticket SSR jump (JP5) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.

2. Change to use the alternative JP5 setting.

JP5	Low Active	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.

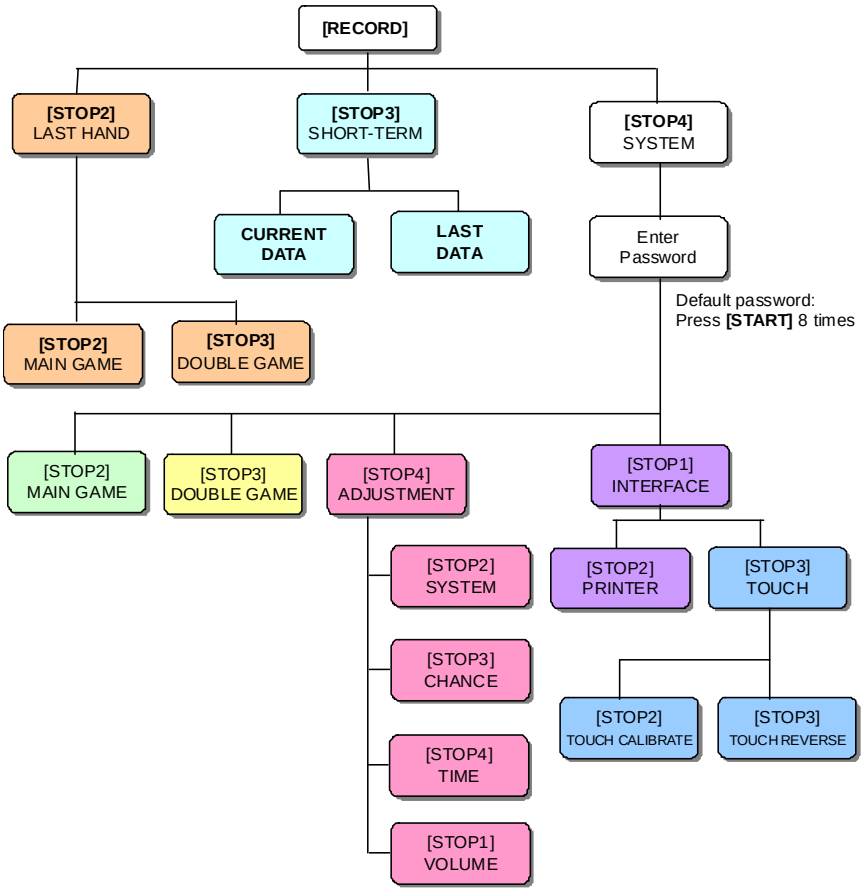
6. Press the【**PLAY**】button to **RESET** the game to default value.

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



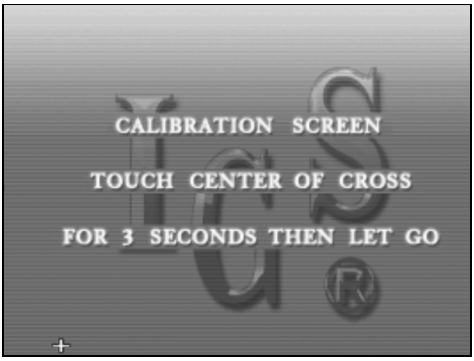
System Settings

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 500,000.
- Touch screen / Auto play support.
- Hold Pair Feature: When there is no win in a game, a player can press Hold Pair button to keep the desired symbol and then re-spin again with the same played amount.

Main Game

ATLANTIS is a 5 Reels & 25 Lines game

3 sets of Jackpots

25 Lines

Credit

Symbol Zone

Game Info

- symbol only appears in the scene of modern times and symbol only appears in the scene of ancient times.
- 3 symbols in a game trigger the **FREE GAME.**
- 3 symbols in a game trigger the **BONUS GAME**.

Eruption Feature

- Eruption feature will be randomly triggered in the scene of ancient times when there is no win in a game.
- Eruption feature will hit 1 ~ 3 symbols in the middle area and turn them into the same symbols.
- When the symbol in the middle is determined, the light(s) stopped at the outer area will also turn them into the determined symbol to increase the winning chance.

Poseidon Feature

- Poseidon feature will be randomly triggered in the scene of modern times.
- When Poseidon feature is triggered, the determined symbol will randomly substitute other symbols in the main game to increase the winning chance.

Bonus Game

- 3 in a game will trigger **BONUS GAME**.
- There are 4 stages in the Bonus Game.
- Players can pick any item on the screen and win prizes.
- Enter to the next stage if **TAKE ALL** or **NEXT** is picked.
- The game ends when **EXIT** is picked or a player completes 4 stages 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 in a game will trigger **FREE GAME**.
- Before starting **FREE GAME**, the big wheel will firstly determine the special symbol and the q'ty remained on the screen.
- During the **FREE GAME**, the special symbols may randomly move in each free game and substitute the original symbol.
- During the **FREE GAME**, the symbols same as the special symbol will turn to special symbol and remain on the screen.
- The special symbol may have a chance to combine to a giant special Symbol to increase the winning chance.

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%

- Win paid from left to right and right to left when Max.Line Play>=50.

Odds Table

Line Chart

LINE CHART
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.
13.
14.
15.
16.
17.
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20.
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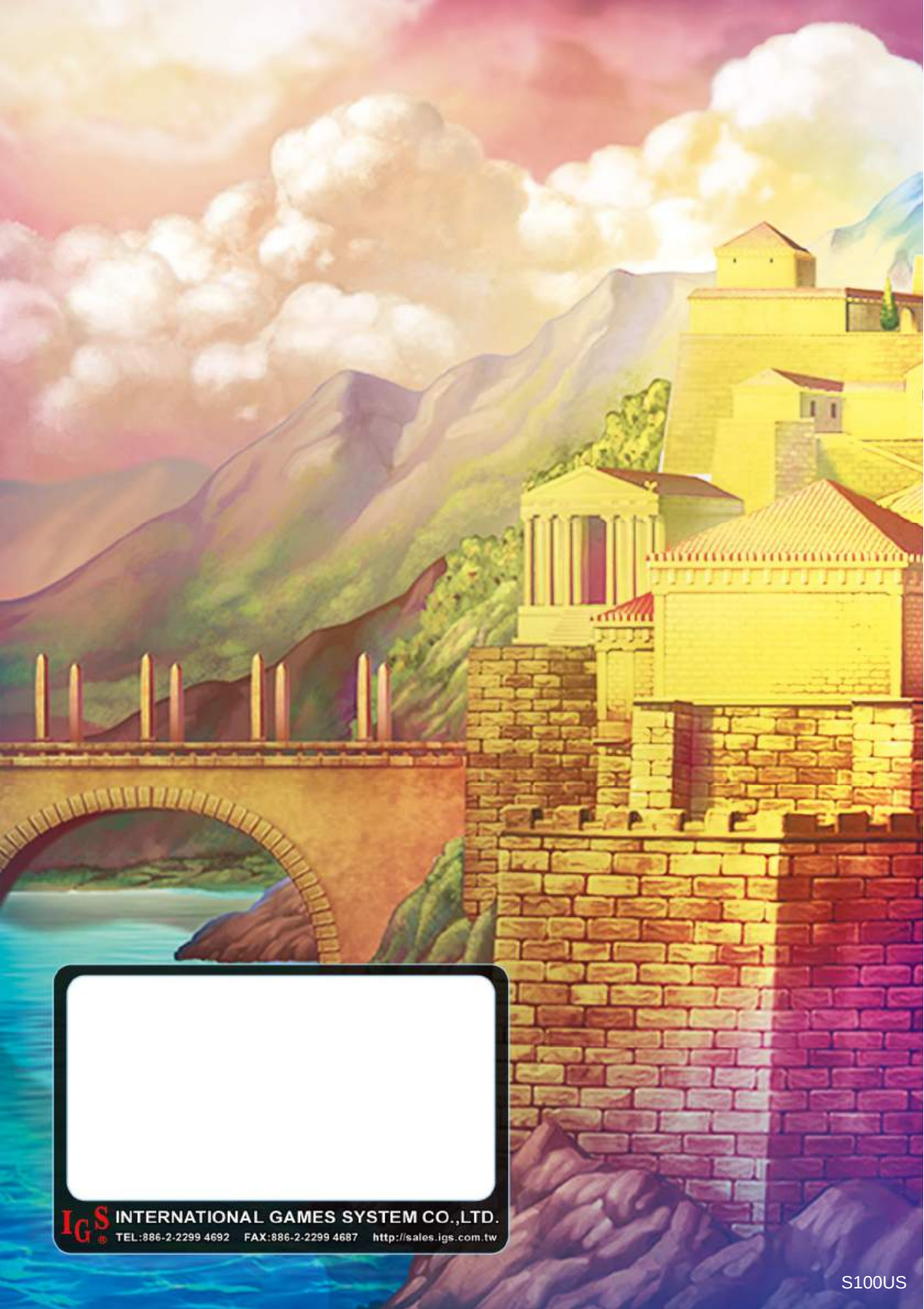
23.
24.
25.



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