IGS
Captain Jack
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.

10-pin connector

VGA port
Connects to screen

+5V
+5V Power output

C RS-232
Connects to Micro Touch compatible touch screen

Remarks:

1. Printer only can be driven when connecting to the A 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-pin connector.

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	
SMALL/HELP/STOP 3	10	
PLAY/STOP 5	11	
TAKE/STOP 4	12	
SELECT LINE/DOUBLE/STOP 2	13	
	14	
	15	
BIG/HOLD PAIR/STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	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: SMALL/HELP/STOP 3	30	
LAMP: PLAY/STOP 5	31	LAMP: COUNT
LAMP: TAKE/STOP 4	32	
LAMP: SELECT LINE/DOUBLE/ STOP 2	33	
LAMP: BIG/HOLD PAIR/STOP 1	34	
	35	
GND	36	GND

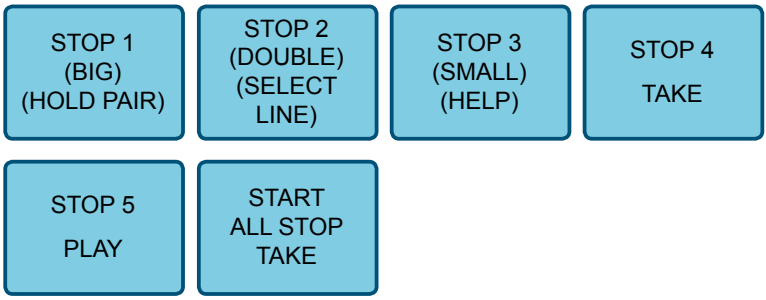
10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

DIP Switch Settings

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

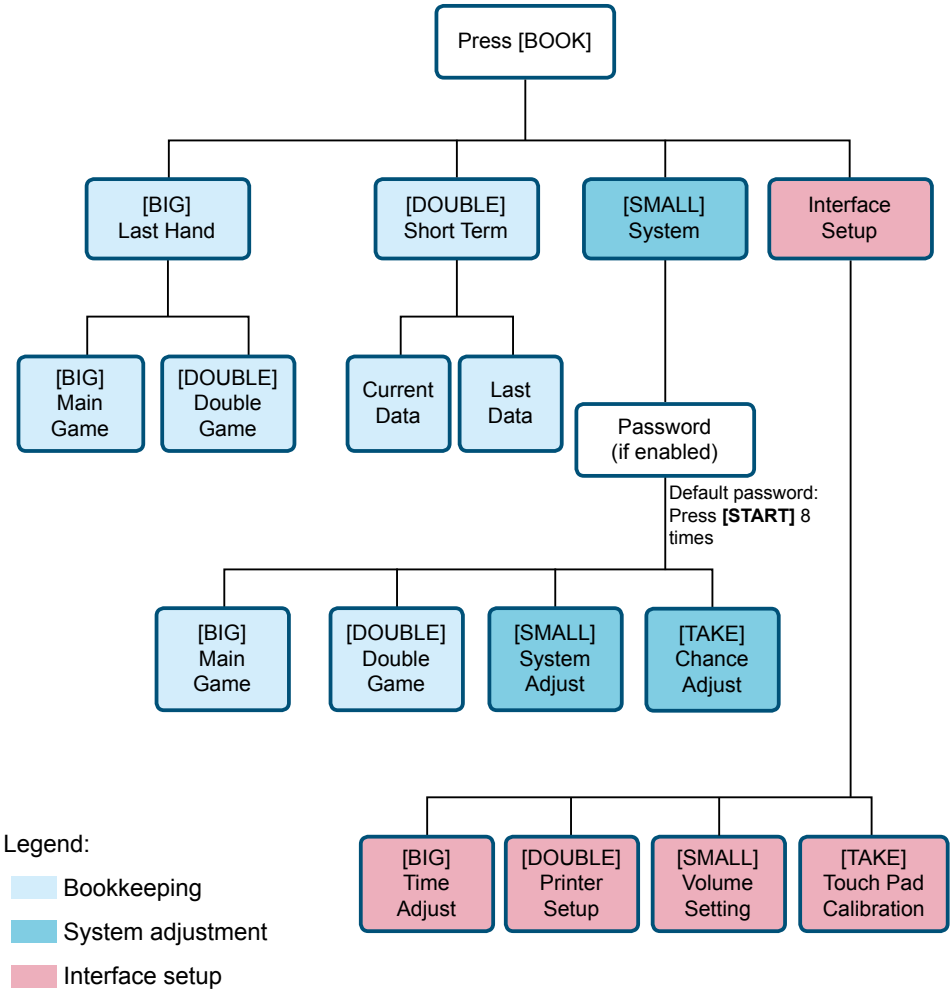
Remark: Please reset after adjusting LINER SELECT.

36 & 10 PIN Button Layout



2. Bookkeeping & Adjustment

Access Flow Chart



System Settings

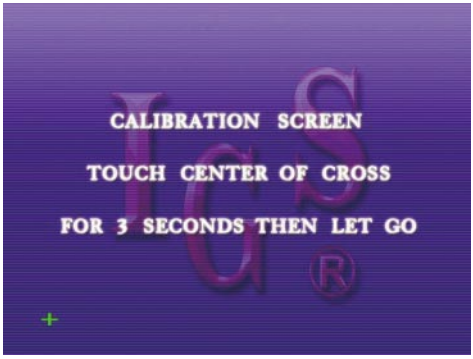
ITEM	SELECTIONS	DEFAULT
MAX. PLAY/LINE	2, 3, 4, 5, 8, 10, 15, 20, 30	30
MIN. PLAY/TOTAL	1 , 5 , 7 , 9 , 10 , 15 , 20 , 25	9
MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	9
COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		500
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
INTERFACE	DISPENSER, PRINTER, ATTENDANT	DISPENSER
PRINTER COMMAND	CBM 1, ESC / POS, STAR	CBM 1
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
DOUBLE GAME	NO, YES	YES
VOLUME SETTING	NO, YES	NO
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Remark: Default password of System Setup: pressing **[START]** 8 times.

Chance Adjustment

ITEM	SELECTIONS	DEFAULT
MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
W-UP GAME LEVEL	95%, 90%, 85%	95%

Touch Screen Calibration



1. Press **[BOOK]** 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.

4. Game Introduction

Features

- 9/25-liner adjustable.
- Max. win up to 750,000 (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 JP symbol.
- Higher wagers encouragement: 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

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

3 sets of Jackpot

9/25-liner adjustable

Symbol zone

Volume

Free Game

- With and next to each other left to right, the player wins a Free Game.

Double Game

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

- Player can press **[START]** to guess if left or right pirate will finish the whole barrel of beer first. If it's the correct guess, the player gets double win. If not, the game ends.

Last 5 hands

Bonus Game

With 3 bonus symbols or more on the screen, the player enters the Bonus Game.

Bonus Game1—City Map

- The player stops the spinning wheel and moves spaces along the map according to the number shown on the wheel. Scores are awarded according to the objects player obtains along the path.
- The game ends when the player completes the map.

Bonus Game 2—Trading with the Natives

- The player stops the spinning wheel and trades the object shown on the wheel with the natives.
- Natives exchange gifts with the player according to their fondness of the player's gift. Scores are awarded according to the gift traded.

Bonus Game 3—Late Night Kisses

- The player selects one window out of five and sings a love song to the lady behind the window. Scores are given according to which lady appears from behind the window.
- The game ends if an ugly lady appears. If a beauty appears, the player must select a gift and deliver it to the lady.
- The beauty kisses the player according to her fondness for the gift. The more she likes the gift, the more kisses she gives and the higher the score.

Main Game Feature

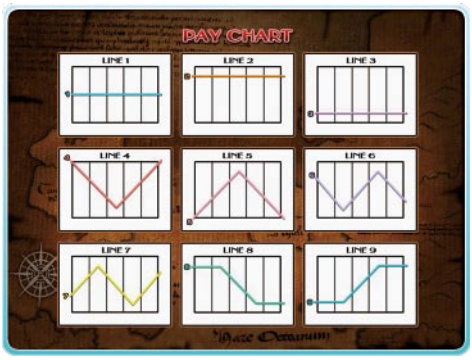
- With and next to each other left to right, the player gets a reward score.
- With and next to each other left to right, the player gets a reward score.

4. Payout Rules

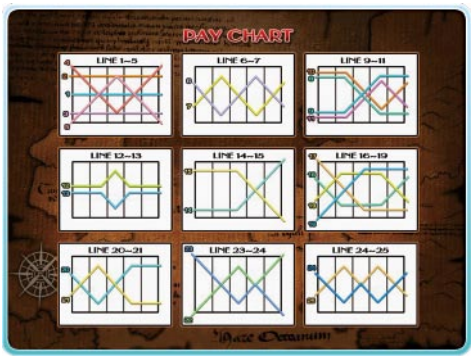
Jackpot

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

Pay Chart



Line up pattern: 9-liner



Line up pattern: 25-liner

Encouraging Higher Wagers

9-Liner

JACKPOT

MIN TOTAL PLAY FOR JP	JACKPOT
9	25%
18	50%
27	75%
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 FOR JP	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

Odds Table

Line-up Pattern: 9-liner

Line-up Pattern: 25-liner

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