IGS®

DAY OF THE DEAD

Operator Manual

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1. Hardware
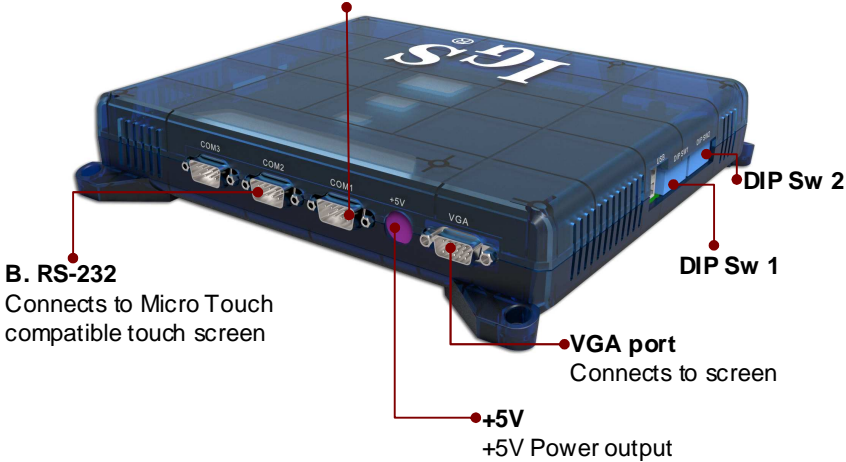## Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

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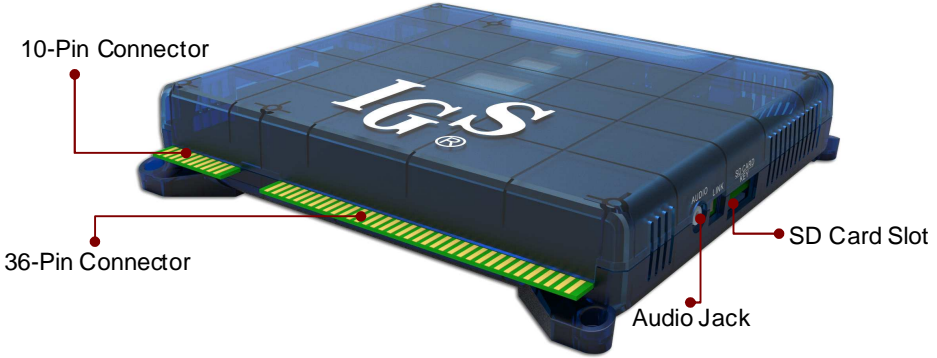
A. RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

DIP Sw 2

DIP Sw 1

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

VGA port
Connects to screen

+5V
+5V Power output

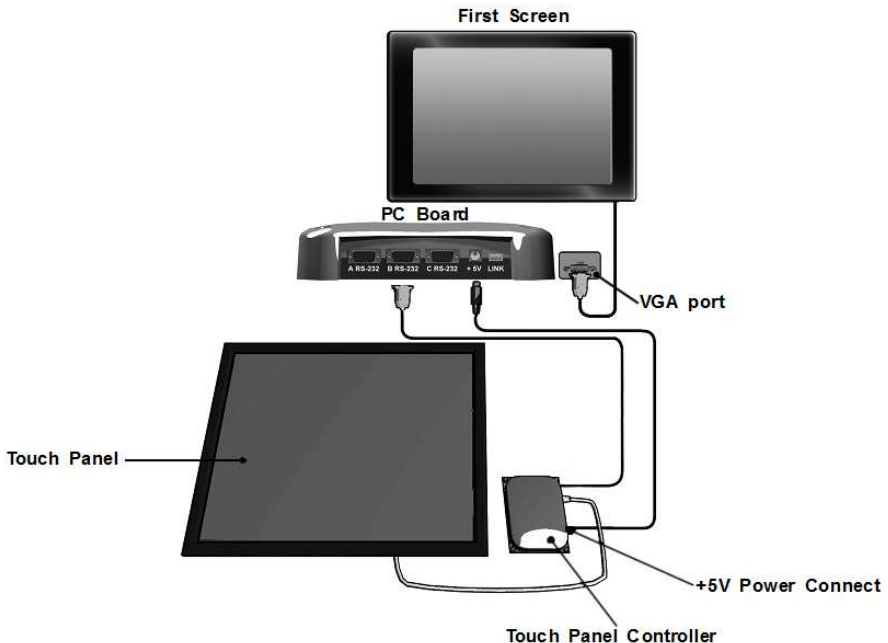# Connecting Touch Panel (Optional)

Type A

Power +5V Connector
(Female)

Monitor Connector
(15PIN Female)

■ 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.

First Screen

PC Board

A RS-232   B RS-232   C RS-232   + 5V   LINK

VGA port

Touch Panel

+5V Power Connect

Touch Panel Controller

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

TAKE STOP1	BIG STOP 2 (HOLD)	DOUBLE STOP 3 (SELECT LINE)	SMALL STOP 4 (HELP)	PLAY STOP 5	START ALL STOP TAKE
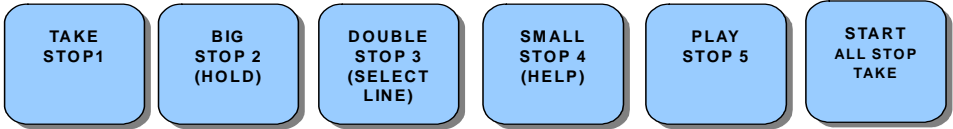
Solving Ticket SSR Error

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**.
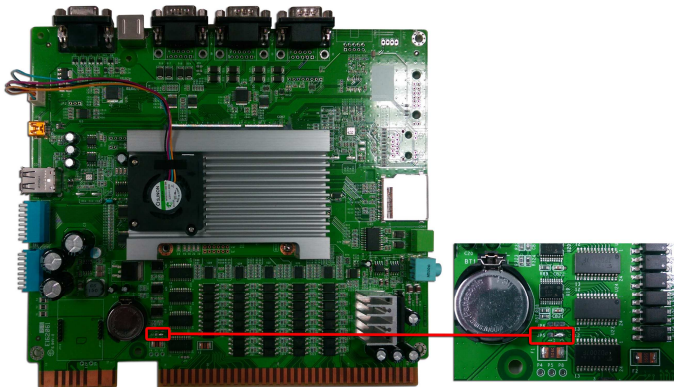
2. Change to use the alternative JP5 setting.

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.

```
                    RESET

       PLEASE  PRESS  THE

        <  PLAY  >  BUTTON

       TO   RESET   THE  GAME

       TO  THE   DEFAULT   VALUE.


             [STOP 5] RESET    [START] EXIT
```

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

```
                    RESET

       PRESS  THE

        <  PLAY  >  BUTTON

       AGAIN  TO   CONFIRM   OR

       PRESS   ANY  BUTTON   TO  EXIT.


             [STOP 5] RESET    [START] EXIT
```

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]    │
                          └──────────────┘
         ┌───────────────────────┼────────────────────────┐
 ┌──────────────┐        ┌──────────────┐          ┌──────────────┐
 │  [STOP2]     │        │  [STOP3]     │          │  [STOP4]     │
 │  LAST HAND   │        │  SHORT-TERM  │          │  SYSTEM      │
 └──────────────┘        └──────────────┘          └──────────────┘
        │                 ┌──────┴──────┐                  │
        │          ┌────────────┐  ┌────────────┐   ┌──────────────┐
        │          │  CURRENT   │  │  LAST      │   │  Enter       │
        │          │  DATA      │  │  DATA      │   │  Password    │
        │          └────────────┘  └────────────┘   └──────────────┘
```

Default password:
Press **[START]** 8 times

| [STOP2]
MAIN GAME | [STOP3]
DOUBLE GAME |

| [STOP2]
MAIN GAME | [STOP3]
DOUBLE GAME | [STOP4]
ADJUSTMENT | [STOP1]
INTERFACE |

[STOP2]
SYSTEM

[STOP2]
PRINTER | [STOP3]
TOUCH

[STOP3]
CHANCE

[STOP4]
TIME

[STOP2]
TOUCH CALIBRATE | [STOP3]
TOUCH REVERSE

[STOP1]
VOLUME
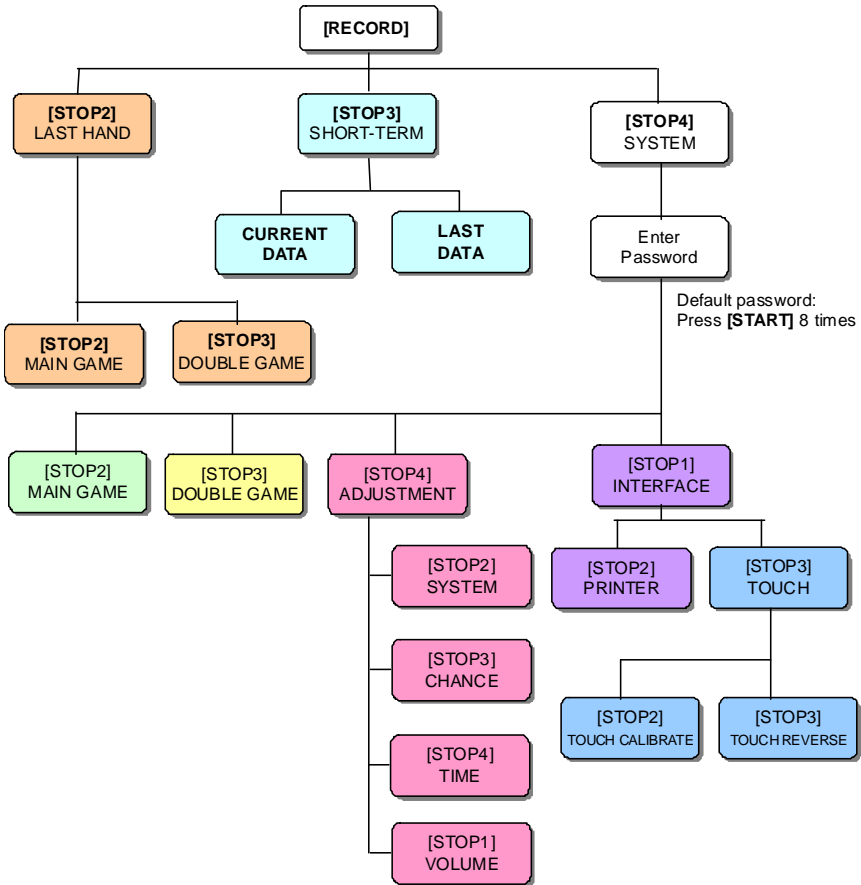
System Settings

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		25
KEY IN RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	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, 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

CALIBRATION SCREEN

TOUCH CENTER OF CROSS

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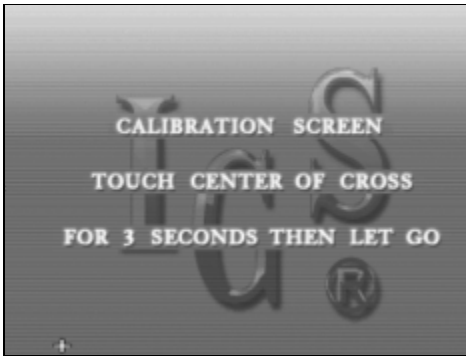
1. If a touch screen is connected, press **[RECORD]> [SYSTEM]>[INTERFACE]> [TOUCH]** and follow the on-screen prompts to enter the calibration screen.

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

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

DAY OF THE DEAD is a 5 Reels & 25 Lines game

3 sets of Jackpots

25 Lines

Credit

Symbol Zone

Shuffle Feature

- Shuffle feature is randomly triggered.

- Once triggered, various combinations appear and a new one will replace the current result to give bigger prizes.

Catrina Feature

- Catrina Feature will be triggered when appears in a game.

- When it triggers, and the selected symbols will respin which may have a chance to turn them into WILDs.

- After respin, the Catrina feature will be triggered again when appears again.

- The Catrina feature ends when turns into WILD.

Scatter Game
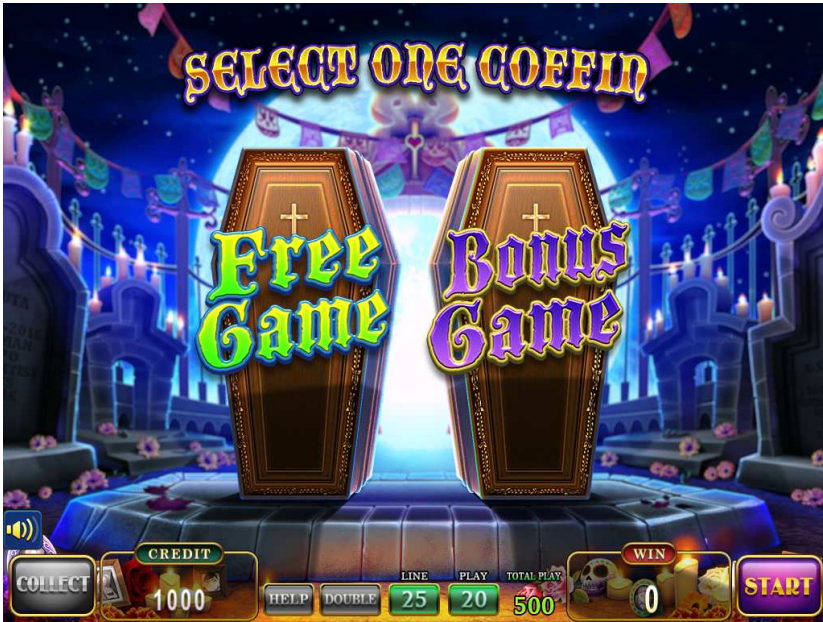
- 3 or more symbols can trigger Scatter Game.

- Players can select to play **Bonus Game** or **Free Game**.

Bonus Game

- ■   3 award 3 spin times in the Bonus Game.

- ■   4 award 4 spin times in the Bonus Game.

- ■   5 award 5 spin times in the Bonus Game.

- ■   Each spin players win the prize pointed by the indicator.

- ■   After each spin, winning grid and the grids next to winning grid will be added the winning points before next spin.

- ■   The Bonus Game ends after running out the spin times.
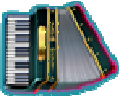
Free Game

- 3 award 5 free games.

- 4 award 7 free games.

- 5 award 10 free games.

- During the Free Games, Catrina Feature may trigger more frequently.

Double Game

■ After winning in a game, a player can press **[DOUBLE]** button to play Double Game.

■ Press **[START]** button to select or .

■ Double your wins if your guess is correct. The game ends if your guess is wrong.

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

Line Chart

S100US