IGS®

Diamond PROGRESSIVE

Operator Manual

Safety Notice

■ After the installation of the linking system completed, please power on all machines and reset the Control Box to begin the operation.

■ If the Control Box itself or its program chips need to be replaced due to the break-down during the operation, please power on and reset all machines after replacement.

■ If the game board breaks down during the operation and needs to be replaced, please reset it before operation after replacement. (Note: the red tag on the game board is the reset switch.)

■ All non-function pins on DIP Switch should be set at OFF to avoid error.

■ Please adjust the voltage of game board between 5.0V～5.2V. (Note: the voltage can be measured from the connection pins [golden finger].)

Table of Contents

1. Product Overview

1.1 Packed Items

1.1.1 Control Box

Item	QTY	Appearance
Control Box	1	
PW01 Power Supply	1	
PW02 2P Power Cable (1M)	1	
PW03 AC Power Cable (0.3M)	1	
CO1 Signal Cord (0.9M)	1	
CO2 Signal Cord (1.5M) Note: Two are spare parts (for extension use)	3	
CO4 Network Cable (2M) **Note:** For PC connection to access control box's web-based system	1	

1.1.2 Display

Item	QTY	Appearance
Display	1	 (42" display example)
CO5 VGA Cable (3M)	1	
CO6 Lamp Cable (3M)	1	
CO7 Audio Cable (3M)	1	
Power Adapter	1	
Power cord	2	

Note: The display is provided as a kit, which includes the accessories listed above. If the display is not purchased from IGS, none of the accessories will be provided.

1.1.3 PC Board

Item	QTY	Appearance
PC Board	1	
CO3 Signal Cord (0.9M)	1	
CO2 Signal Cord (1.5M)	1	

Note: If 1 set of PC board (10 PCBs) is purchased, extra two CO2 signal cords will be provided as spare parts.

1.2 Control Box

1.2.1 Rear Panel
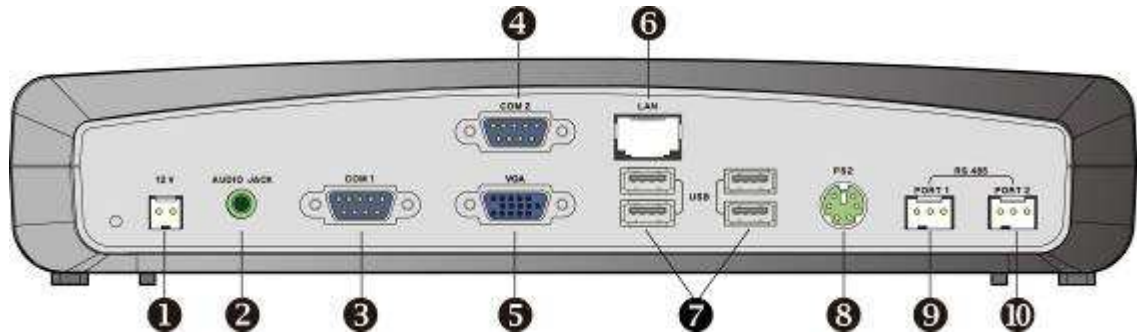
NO.	Connector	Connect to…	Cable to be used
1	12V	Power supply	PW02 2P Power Cable
2	AUDIO JACK	Display's audio connector	CO7 Audio Cable
3	COM1	Reserved	
4	COM2	Reserved	
5	VGA	Display's audio connector	CO5 VGA Cable
6	LAN	PC's LAN port	CO4 Network Cable
7	USB X4	Reserved	
8	PS2	Reserved	
9	RS 485 PORT 1	Reserved	
10	RS 485 PORT 2	PC board's Link connector	CO1 Signal Cord

1.2.2 Side Panel
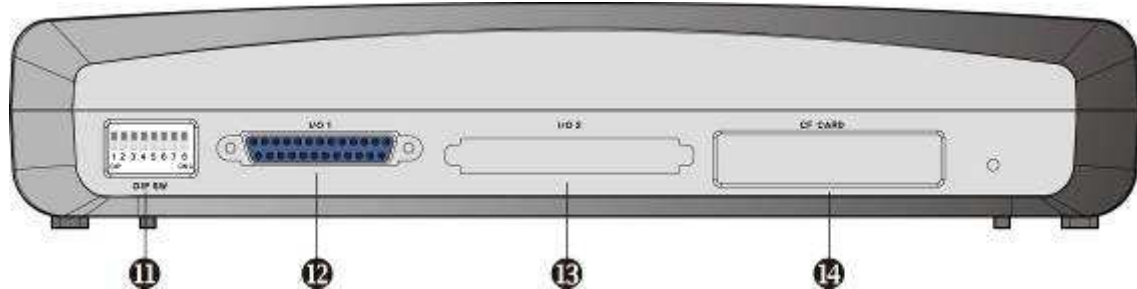
NO.	Connector	Connect to…/Function	Cable to be used
11	DIP SW	For adjustment use	N/A
12	I/O 1	Display's lamp connector	CO6 Lamp Cable
13	I/O 2	Reserved	N/A
14	CF Card slot	CF Card	N/A

1.3 PC Board

NO.	Connector	Connect to…	Cables to be used
1	A RS-232	Bill Acceptor	RS-232 cable (not provided)
2	B RS-232	Second screen PC board	
3	C RS-232	Touch Panel	
4	+5V OUTPUT	+5V Power	
5	LINK	Control Box's RS 485 Port 2	CO3 Signal Cord

NO.	Connector	Connect to…	Cables to be used
6	VGA	First Screen	VGA cable (not provided)
7	36 Pin connector		N/a

2. Installation – Linking System

The following diagram illustrates the connection of the whole system.

Power Supply

Control Box

Display

Lamp   Audio

VGA

CO1

CO2

CO3

PC Board (Slave Machines)
Up to **24** slave machines can be connected

Power adapter
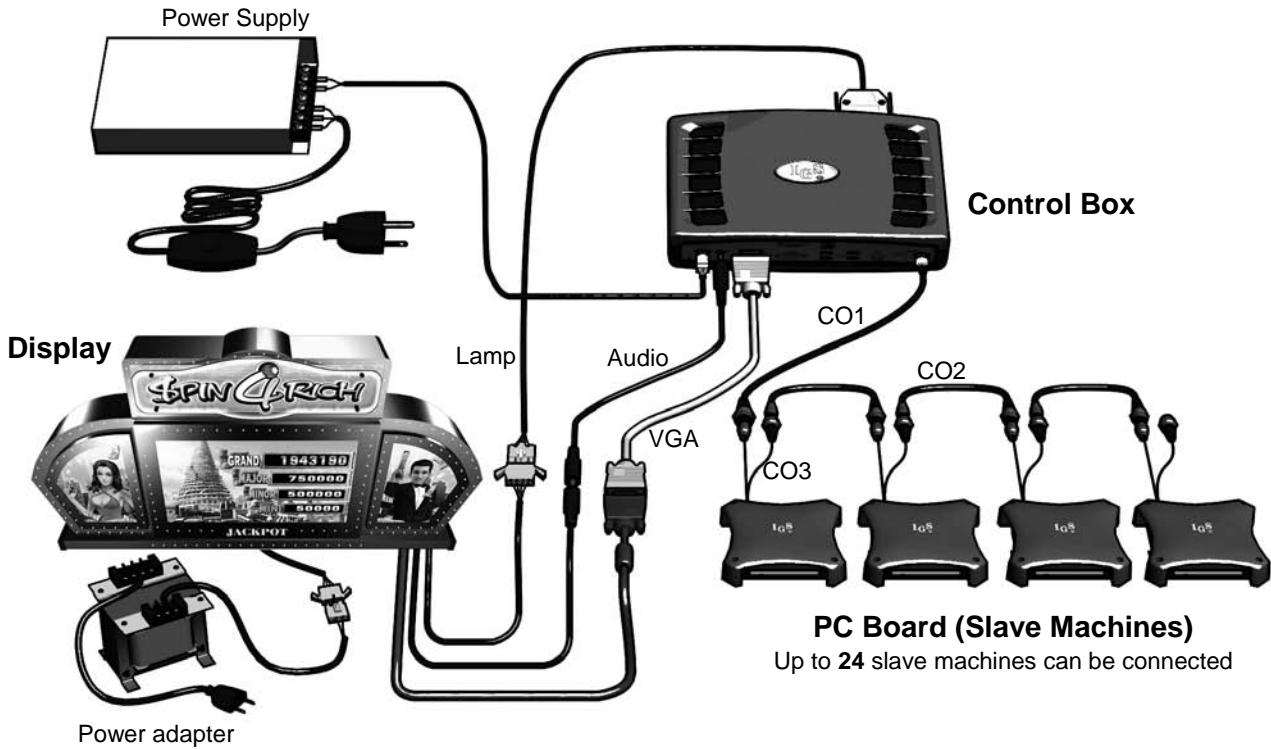
2.1 Connecting Control Box to Power Supply

1. PW02 2P Power Cable Connection

1a. Secure the wires to the screws terminals on the power supply. Make sure to follow the color coding as shown below.

- Black Cable → COM
- Yellow Cable → +V

1b. Connect the other end to the **12V+** jack on the control box.

2. PW03 AC Power Cable Connection

2a. Secure the wires to the screw terminals on the power supply. Make sure to follow the color coding as shown below:

- Black Cable → (AC) N
- White Cable → (AC) L
- Green Cable → ⏚ (GND)

2b. Connect the other end to the mains.

2.2 Connecting Control Box to PC Boards
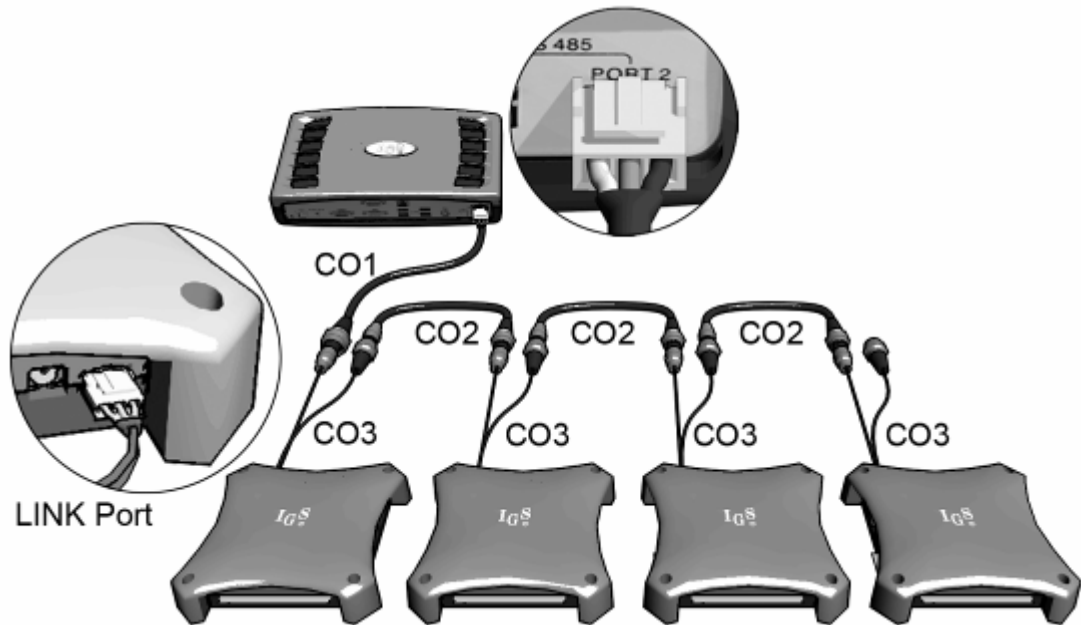
Refer to the diagram above and use CO1, CO2 and CO3 signal cords to connect the control box to PC boards.

Adjust DIP SW1 Settings for linking mode

To use Linking Mode, all the PC boards' DIP SW1 must be correctly adjusted:

■ On all the PC boards, set No.8 of DIP SW1 to use **Link Mode**.

■ Use No.1~ 5 of DIP SW1 to set each PC board to use different slave ID.

For details on DIP SW settings, refer to **<4.2 PC Board>** section.

2.3 Connecting Control Box to Display

Refer to the table below to connect the control box to the display.

Type	Cable to use	Connect from…	To…
VGA	CO5 VGA cable,	**VGA** jack on control box	Display's VGA connector
Audio	CO7 audio cable	**Audio Jack** on control box	Display's audio connector.
Lamp	CO6 lamp cable	**I/O 1** port on control box	Display's lamp connector.

*Please secure the connected VGA and audio cables with extra material to avoid loosening.
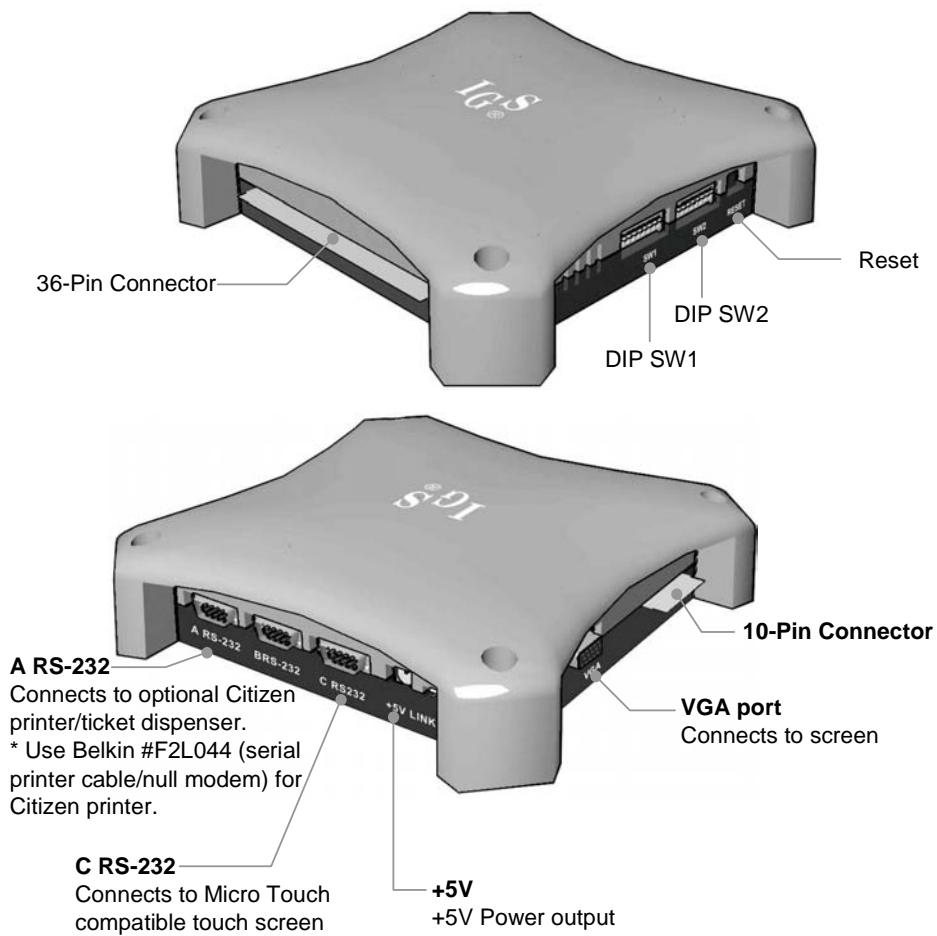

Securing VGA connection

Securing audio connection

Finally, connect the display to the power adapter. Then the connection is done.

3. Installation – Slave Machine

3.1 Connection Diagram

36-Pin Connector

DIP SW1

DIP SW2

Reset

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

C RS-232
Connects to Micro Touch
compatible touch screen

+5V
+5V Power output
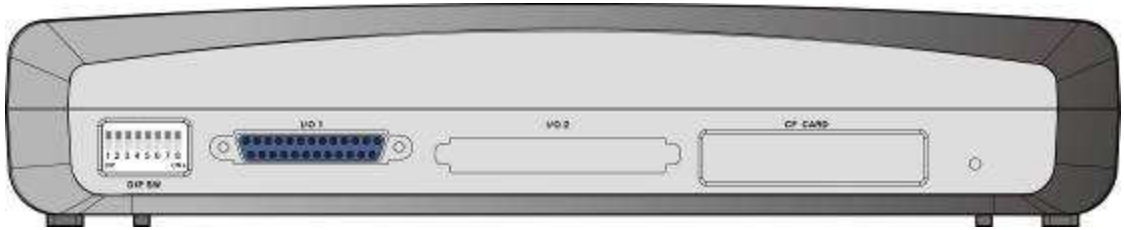
10-Pin Connector

VGA port
Connects to screen

Refer to the diagram above to connect the PC board to related devices.

4. DIP Switch Settings

4.1 Control Box

DIP SW		1	2	3	4	5	6	7	8
MUSIC	JACKPOT ONLY			OFF					
	ON			ON					
JACKPOT VOLUME	25%				OFF	OFF			
	50%				OFF	ON			
	75%				ON	OFF			
	100%				ON	ON			
TEST MODE	OFF								OFF
	ON								ON

4.2 PC Board
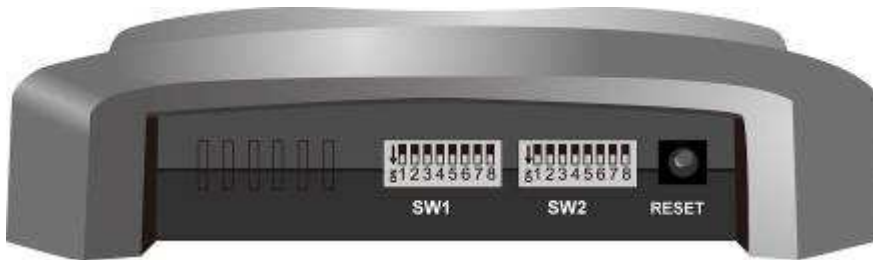
DIP SW 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	OFF			
	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 SW 2			1	2	3	4	5	6	7	8
TOUCH	OFF	OFF								
	ON	ON								
LINER	9		OFF							
	25		ON							

Notes:

■ To use linking mode,

- On each of the PC board, set No.8 of DIP SW1 to use **Link Mode**.

- On each of the PC board, set No.1~ 5 of DIP SW1 to use **different slave ID**. Note that **ID #1 must be set first**.

- After the setting, use the reset toggle to use Link Mode.

■ Please reset after adjusting SLAVE ID, LINK MODE and LINER.

■ Please use the Connection Diagram that corresponds to the button panel.

5. Connection Diagram

5.1 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

5.2 Button Layout

STOP 1 TAKE	STOP 2 BIG HOLD PAIR	STOP 3 W-UP SELECT LINE	STOP 4 SMALL HELP	STOP 5 PLAY	START ALL STOP TAKE
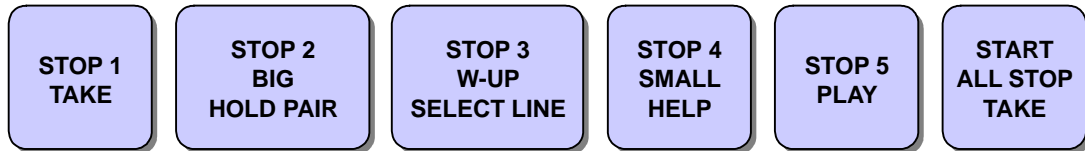
6. Test

6.1 PC Board Test

To enter test mode: Press the **[TEST]** key and then power on the machine. Then you will enter the test mode and see the test menu.

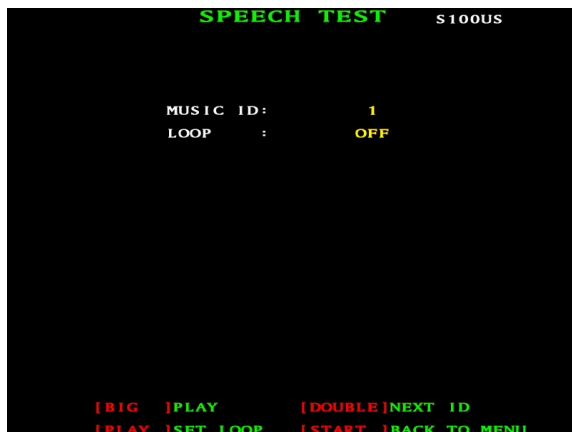After you enter the test mode, you can conduct Key Test, Speech Test, RGB & CG Test, RS232 Test and so on.

To exit test mode: After you conduct required test, just restart the machine and you will return to the game mode.

6.1.1 Key Test

This page allows you to test the I/O controls of the machine to ensure their functions.

6.1.2 Speech Test

This page allows you to test the sounds and set up whether to loop the sound.

6.1.3 RGB & CG TEST
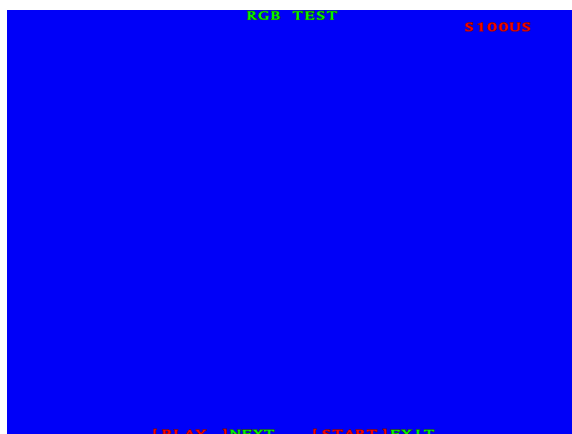
Select this item to test RGB and CG .

6.1.4 RS232 Test

This page allows you to test the RS-232 communication. If the communication functions normally, "OK" will be displayed.

6.1.5 Link Test

For IGS test only. Please ignore this item.

6.2 Control Box Test

To enter Test Mode:

1. Adjust the Control Box's DIP SW PIN 8 to the **ON** mode and then restart the machine.

2. After the machine is restarted, a message of "**ENTER TEST MODE**" will be displayed, meaning Test Mode is accessed.

   Note: If you can't enter Test Mode and the screen is idle for more than 20 seconds, it could be that Video Memory Size in BIOS is not set to 254M. Please refer to next section to change the value:

To exit Test Mode:

Adjust the Control Box's DIP SW PIN 8 to the **OFF** mode and then restart the machine.

The Test Mode screen is as shown below:

The provided information on the Test Mode screen and troubleshooting method:

Item	Description	Troubleshooting
VERSION	Shows the current version.	If it fails to show the current version, please contact the local dealer.
DIPSW	Shows DIP SW status: 0 for ON and 1 for OFF.	If it fails to show the current DIP SW status, please contact the local dealer.
GRAND	Shows the current GRAND credit.	If it fails to show a value within the predefined range, please contact the local dealer.
MAJOR	Shows the current MAJOR credit.	
MINOR	Shows the current MINOR credit.	
MINI	Shows the current MINI credit.	
NO.1 ~ 24	Shows connection status: Online for connection; Offline for disconnection.	If the machine shows Offline, please check the board and make sure the wires are connected appropriately. If the problem remains after the check, please contact the

Item	Description	Troubleshooting
		local dealer.
GRAPHIC TEST	Shows clear graphics or illustration, indicating the function works.	If there are white blocks or other unidentified illustrations, please check if the Video Memory Size in BIOS is set to 254M. (Refer to the instructions below.)
		If it is and the problems remain, then the board needs to be maintained.

Changing Video Memory Size in BIOS

1. Power off the control box.

2. Connect a keyboard to the control box using either the PS/2 port or USB port.

3. Power on the control box and press Ctrl+D repeatedly right after the power-on.

4. Then you will enter the BIOS mode. Select "Advanced Chipset Features" and adjust the Video Memory Size to 254M.

5. Save the changes to BIOS and exit.

7. Settings under Linking Mode

7.1 Slave Machine Settings

Under Linking Mode, you can adjust the slave machine settings on each slave machine.

1. At the machine for which you want to adjust settings, press **[RECORD]**.

2. Then press **[SMALL]**.

3. Enter the password. Default is pressing **[START]** for 8 times.

4. Then follow the on-screen instructions to adjust the required settings.

The following is the flow chart:
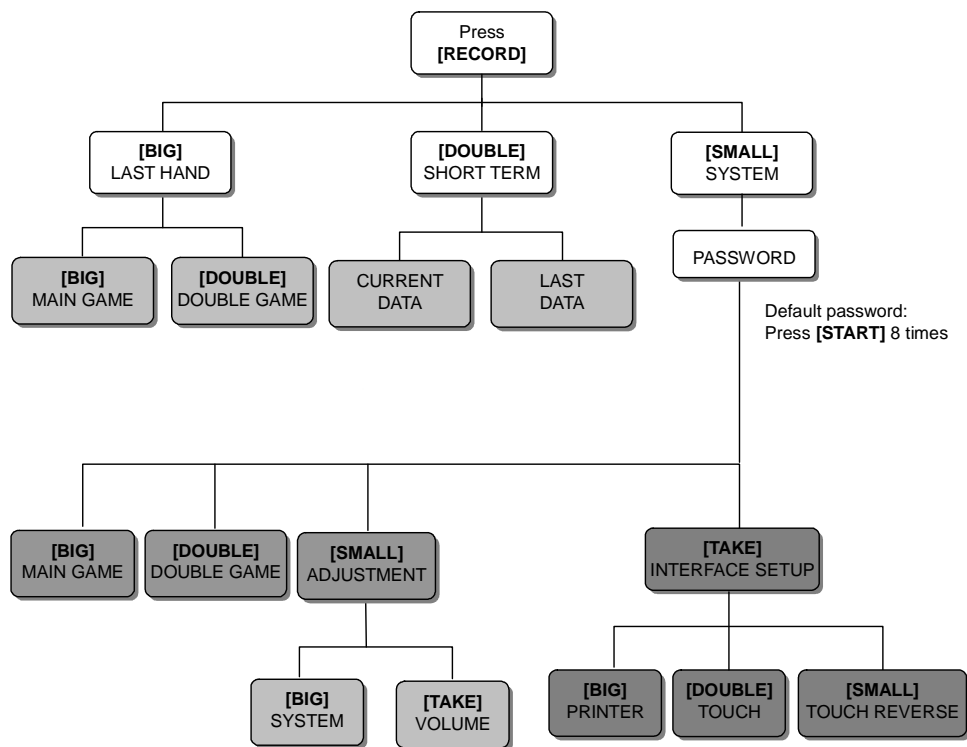
7.1.1 Adjustment

The **[Adjustment]** menu provides the options to set up the volume and bill acceptor settings.

System

PRINTER COMMAND allows customized setting for different brands of printer.
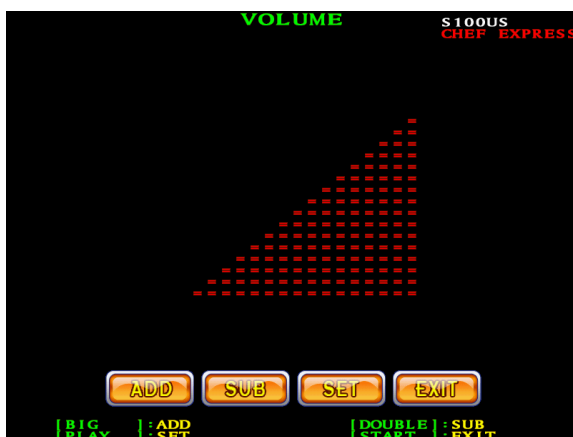
Volume

If connected with amplifier, please set the music volume from 12 to 13.

7.1.2 Interface Setup
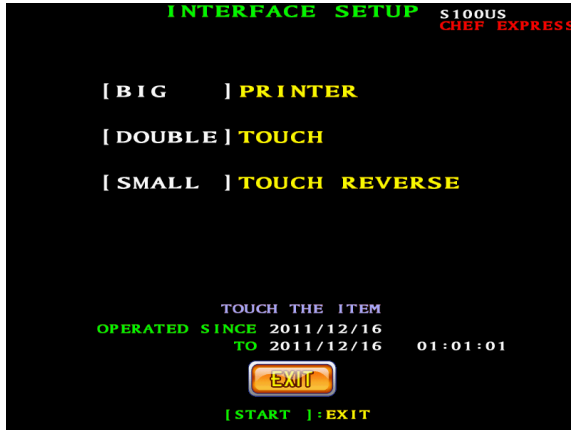
The **[Interface Setup]** menu provides the options to adjust touch screen related settings.
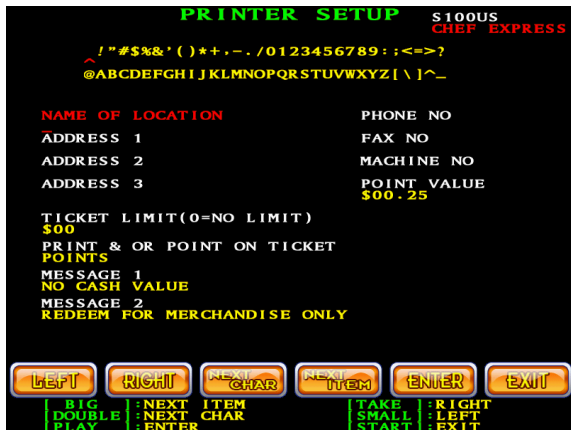
PRINTER

Printer Setup allows you to list the necessary information such as address, message, and denomination on the print-out receipt.
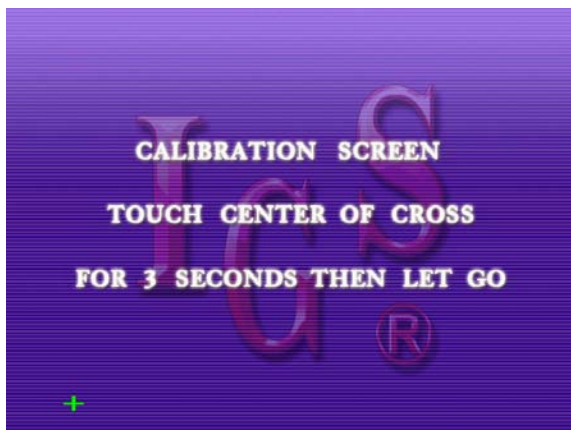
Touch

If a touch screen is connected, you will need to enter this page to calibrate the screen.

1. Touch center of the cross on the screen for 3 seconds.
2. Follow the cross when it moves till the calibration is completed.
3. If required, you may press **[START]** to skip calibration at any time.

Touch Reverse

If a touch screen is connected, this page allows you to enable Horizontal Reverse and Vertical Reverse function as required.

7.2 Overall System Settings

There are two methods to adjust the overall system settings:

1. From the PC board with **Slave ID 1**.

2. From the Control Box.

Whatever the methods you use, the settings will be applied to all the machines.

7.2.1 Setup via 1st Slave Machine

1. At the machine with Slave ID1, press the **[RECORD]** key.

2. Then press **[SMALL]**.

3. Enter the password. The default is pressing **[PLAY]** for 8 times.

The system setup flow chart is as below:

Press **[RECORD]**

[SMALL] SYSTEM

PASSWORD — Default password: Press **[PLAY]** 8 times

[BIG] SHORT TERM | **[DOUBLE]** LONG TERM | **[SMALL]** ADJUSTMENT | **[TAKE]** SYSTEM RESET | **[PLAY]** SET PASSWORD

[BIG] SYSTEM | **[DOUBLE]** TIME
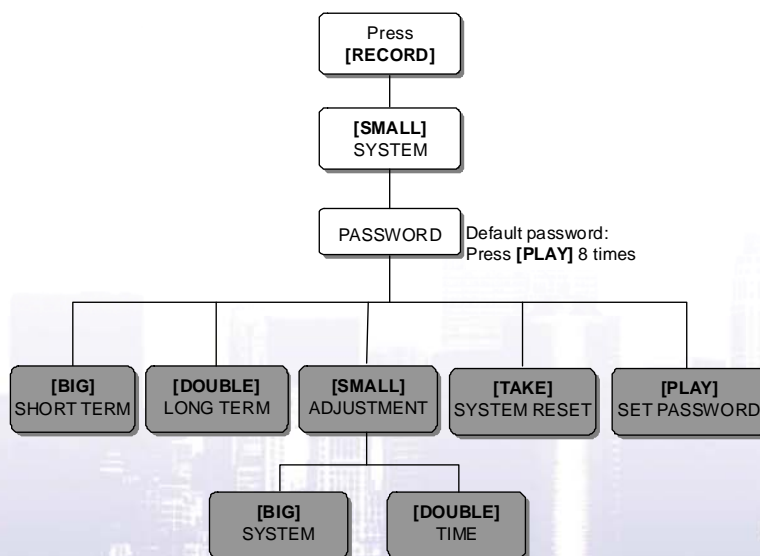
System Adjust

The **[System Adjust]** page allows you to set up the system-related settings.

The following table describes the items available in the **[System Adjust]** page.

Item	Content	Setup selection	Default
1	Max. PLAY/LINE(25-liner)	2, 4, 8, 10, 15, 20, 30	30
	Max. PLAY/LINE(9-liner)	5,10, 20, 30, 40, 50, 80	80
	Max. PLAY/LINE(20-liner)	2, 5, 10, 15, 18, 25, 35	35
2	Min. PLAY/TOTAL	1,5,7,9,10,15,18,20,25 ,27 ,36 ,45 ,50 ,72 ,75,90 ,100 , 144 ,150	25
3	MIN.PLAY FOR JACKPOT	1, 3, 5, 9, 10, 15, 18, 25	25
4	MYSTERY JP MAX.	100000, 500000,1000000	100000
5	COIN RATE	1, 2, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	25
6	KEY IN RATE		100
7	KEY OUT RATE		1
8	TICKET RATE		500
9	GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
10	INTERFACE	DISPENSER, PRINTER, ATTENDANT	PRINTER
11	SYSTEM LIMIT	NO, YES	NO
12	AUTO TICKET	NO, YES	NO
13	DEMO MUSIC	NO, YES	YES
14	NON STOP	NO, YES	NO
15	ODDS TABLE	NO, YES	YES
16	SCORE BOX	NO, YES, 10X	NO
17	PLAY SCORE	NO, YES	YES
18	HAND COUNT	NO, YES	NO
19	HOLD PAIR	NO, YES	YES
20	AUTO PLAY	NO, YES	YES

Item	Content	Setup selection	Default
21	DOUBLE GAME	NO, YES	YES
22	MAIN GAME LEVEL	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 6
23	DOUBLE GAME LEVEL	95%, 90%, 85%	95%

Notes:

1. Jackpot range changes according to your JP MAX settings:

JACKPOT under Linking Mode		Level 1 (Default)	Level 2	Level 3
GRAND (Progressive)	MAX	100000	500000	1000000
	MIN	40000	200000	400000
MAJOR (Progressive)	MAX	20000	40000	80000
	MIN	10000	20000	40000
MINOR (Progressive)	MAX	10000	10000	10000
	MIN	5000	5000	5000
MINI (Progressive)	MAX	5000	5000	5000
	MIN	1000	1000	1000

2. System limit:

   The system limit value is 1000 x Max. Play. If reaching this number, please use **[KEY OUT]** to solve the lock-up.

3. Recommendations:

   - Operator doesn't t need to reset the game after changing Max. Play.
   - Max. Play setting should fit the local average play for best program status.

Time

This page allows you to set the date and time for whole linking system.

Change Password
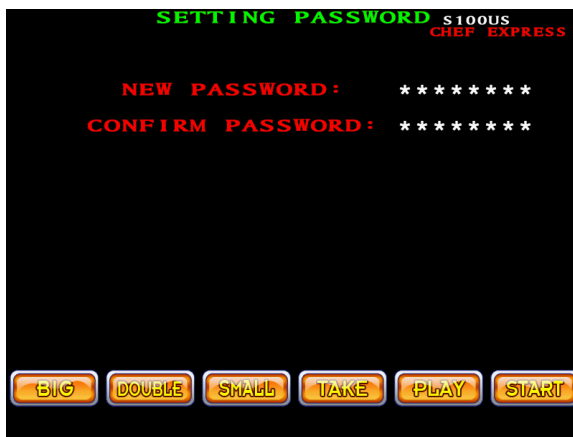
This page allows you to change the password.

After you confirm the password, wait for a moment until "**CONFIRM OK**" appears.

Note: This password change only applies to the Slave 1 machine and is only valid for long-term data access.

On Slave 1 machine, the password to access slave machine settings are not influenced.

Other slave machine's password are not influenced either.

System Reset
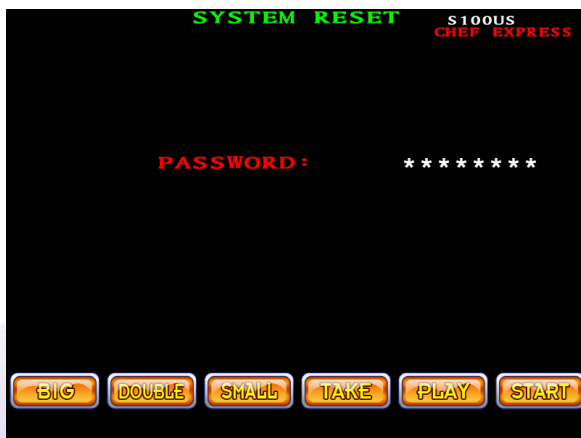
This page allows you to reset all the system settings to the default values.

If you run system reset, the following settings and data will be reset:

- The overall system settings.
- Slave machine settings on all the slave machines.
- All the bookkeeping data.
- All the passwords.

7.2.2 Setup via Control Box

Under Link Mode, you can access the web-based setup system from the control box: The steps are as follows:

1. Using the CO4 cable, connect one end to the **LAN** port on the control box and the other end to the **LAN** port on the computer.

2. Configure your computer to use an IP address in the same subnet as the control box's IP. For example:
   IP address: 172.16.1.1   **Subnet mask:** 255.255.0.0

3. Open a browser and enter http://172.16.1.2 in the URL field.

4. Click **[Long Term]**.
   When prompted, enter the password to login. (Default password**: igs_2008**, case-sensitive)
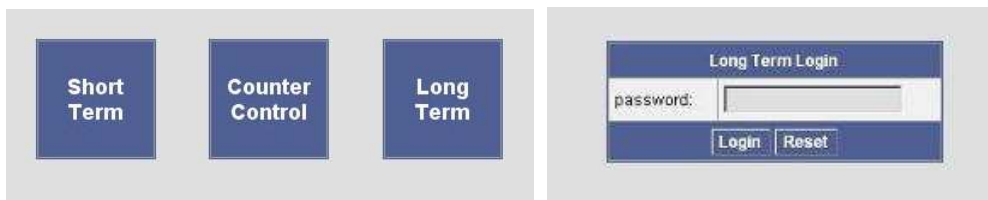
5. Expand the **[System]** menu and then select the task you want to perform.

Adjusting System Settings

Expand the **[System]** menu and then click **[System Adjust]** to adjust the settings as required.

When completed, click **[Submit]** to enable the settings.

If required, you can use the **[Default Adjust]** button to retrieve the default settings.
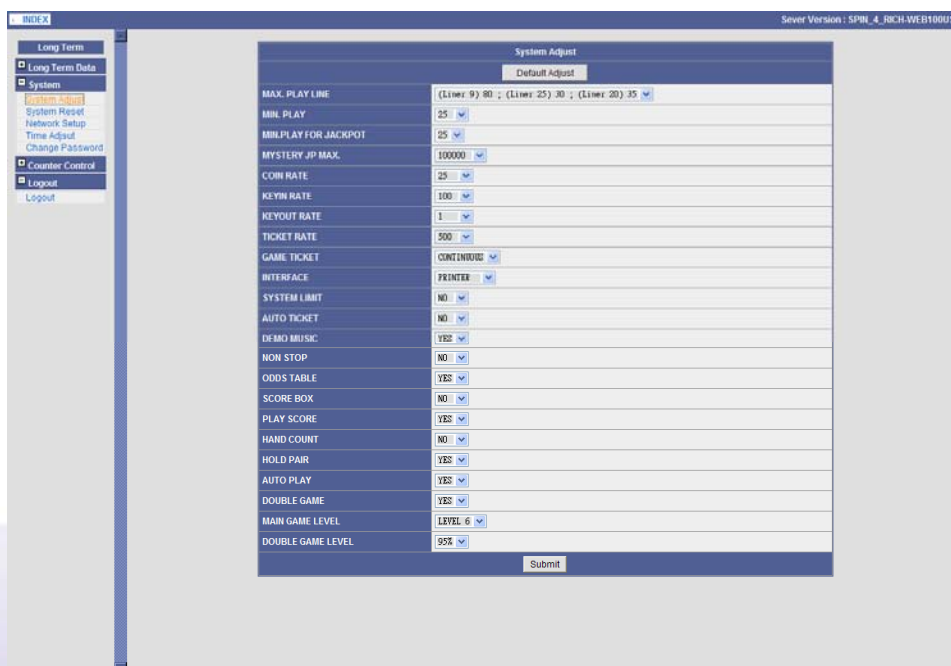
System Reset

Log on to the web-based setup system as described above. Expand the **[System]** menu and then click **[System Reset]** to reset the system.
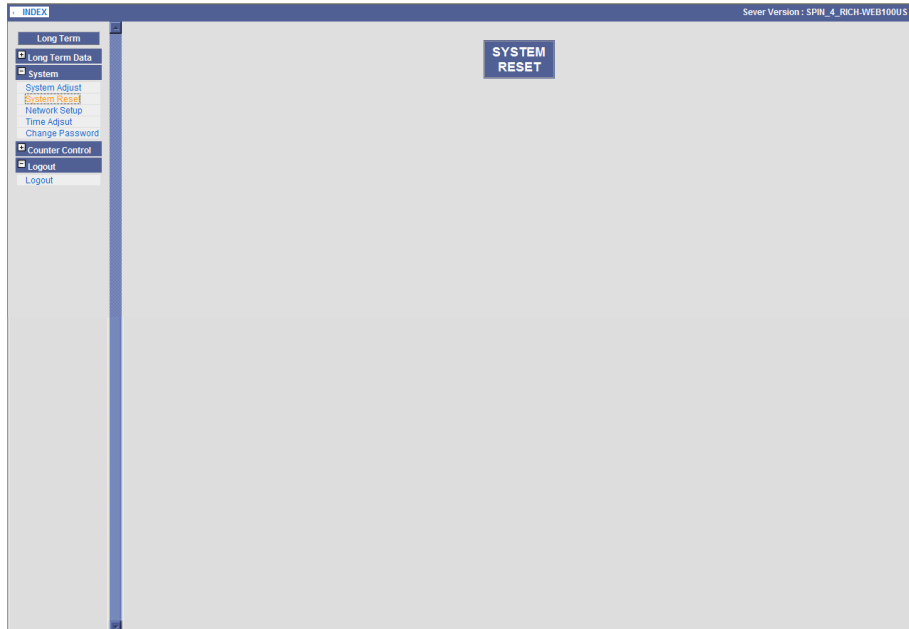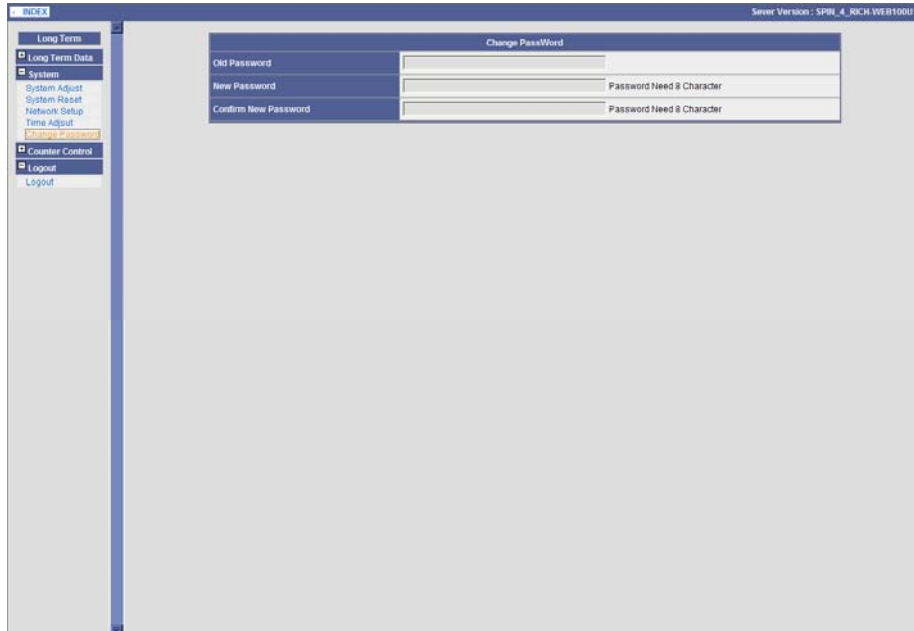
Time Adjust

Log on to the web-based setup system as described above. Expand the **[System]** menu and then click **[Time Adjust]** to adjust time and date.
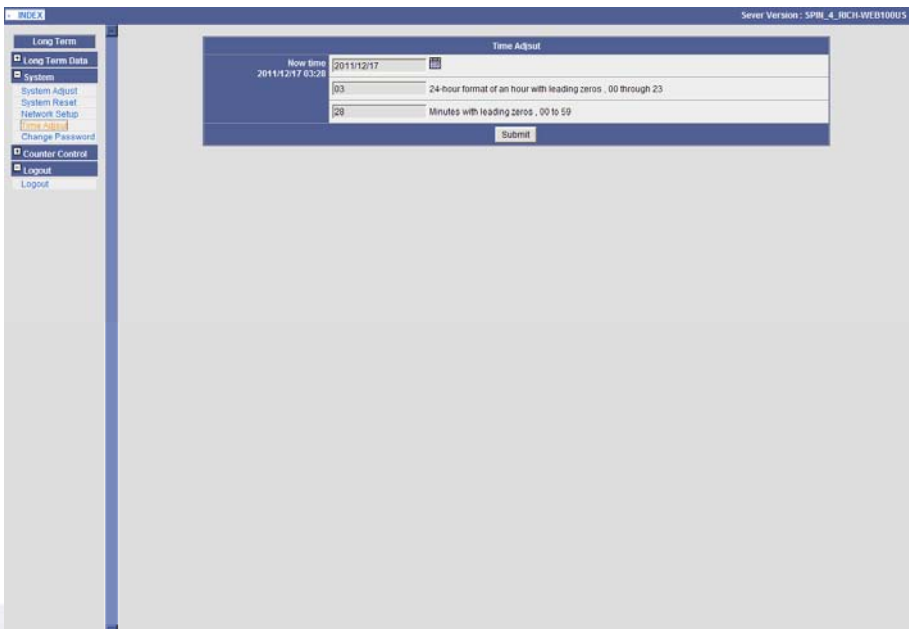
Changing Password

Log on to the web-based setup system as described above. Expand the **[System]** menu and then click **[Change Password]** to change the password.

7.3 KeyIn/Out via Control Box

To key in/out credits, aside from using the keyin/keyout buttons on individual machine, you can also use the web-based management system on the control box.

Log on to the control box's web-based management system as described above. Expand the **[Counter Control]** menu and then click **[Key in/out status]**.

In the **Status** column, you can view each slave machine's linking state (online or offline) and the **Keyin/out Times** and **Total key In/Out** statistics activated via the web-based management system.

The key in steps:

1. In the **Key in Rate** field, enter the rate to be used.

2. Click the **Keyin** button in the row of the slave machine you want to key in credits.

3. Wait until the message indicating that keyin is OK appears. If you want to click any **Keyin** button again, always wait for the OK message appears.

    Possible messages you will receive include (e.g., key in 1000 credits on the machine with Slave ID 1):

    ● **"Slave 1 Keyin 1000 PROCESSING…"**

    ● **"Slave 1 Keyin 1000 OK"**

    ● **"Slave 1 Keyin 1000 FAIL"**

       If you get this message, check that:

       (a) The slave machine is properly linked and in online status.

(b) Its previous web-activated keyout process (if any) has been finished.

(c) The machine is not in any error status.

The key out steps:

1. Just click the **Keyout** button in the row of the slave machine you want to key out credits. Note that you cannot key out credits smaller than the Key Out Rate (set in System Adjust page).

2. Wait until the message indicating that keyout is OK appears.

   Possible messages you will receive include (e.g, key out credits on the machine with Slave ID 1):

   - **"Slave 1 Keyout PROCESSING…"**
   - **"Slave 1 Keyout OK"**
   - **"Slave 1 Keyout FAIL"**

     If you get this message, check that:

     (a) The slave machine is properly linked and in online status

     (b) Its previous web-activated keyout process (if any) has been finished.

     (c) The machine is not during play or in any error status. The machine is not during pl

3. After the OK message appears, wait a moment for the keyout process to complete. When keyout is done, the keyout credits will accumulate to **Total Key Out**.
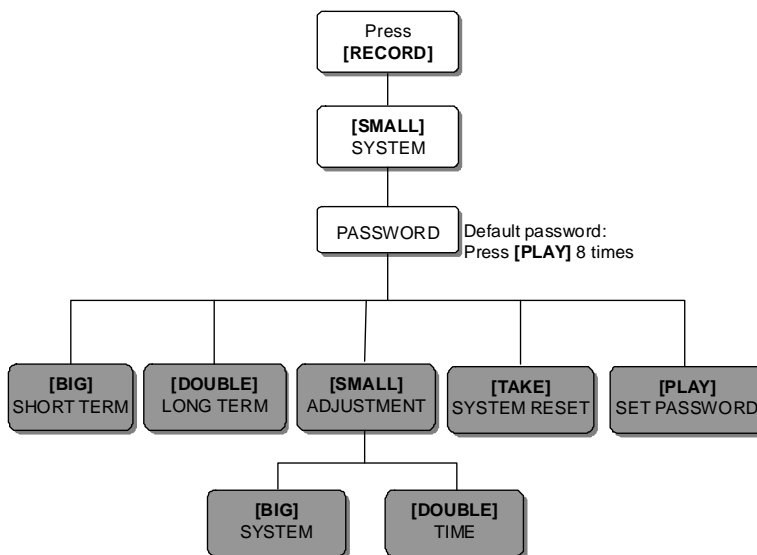
8. Bookkeeping

Under the linking mode, you can access the bookkeeping data either from the PC board or from the control box.

8.1 Overall System Short/Long Term Data

From 1st Slave Machine

To access the bookkeeping data:

1. At the machine with slave ID1, press **[RECORD]** and then enter the password.

2. Then press **[SMALL]**.The default is pressing **[Play]** for 8 times.

3. Select to view short term or long term data as required.

```
                    ┌─────────────┐
                    │   Press     │
                    │  [RECORD]   │
                    └──────┬──────┘
                    ┌──────┴──────┐
                    │  [SMALL]    │
                    │   SYSTEM    │
                    └──────┬──────┘
                    ┌──────┴──────┐   Default password:
                    │  PASSWORD   │   Press [PLAY] 8 times
                    └──────┬──────┘
    ┌──────────┬──────────┼──────────┬──────────┐
┌────────┐ ┌────────┐ ┌──────────┐ ┌─────────┐ ┌────────────┐
│ [BIG]  │ │[DOUBLE]│ │ [SMALL]  │ │ [TAKE]  │ │  [PLAY]    │
│SHORT   │ │LONG    │ │ADJUSTMENT│ │SYSTEM   │ │SET         │
│TERM    │ │TERM    │ │          │ │RESET    │ │PASSWORD    │
└────────┘ └────────┘ └────┬─────┘ └─────────┘ └────────────┘
                     ┌─────┴─────┐
               ┌────────┐   ┌─────────┐
               │ [BIG]  │   │[DOUBLE] │
               │SYSTEM  │   │ TIME    │
               └────────┘   └─────────┘
```

From Control Box

1. Using the CO4 cable, connect one end to the **LAN** port on the control box and the other end to the **LAN** port on the computer.

2. Configure your computer to use an IP address in the same subnet as the control box's IP. For example:

   IP address: 172.16.1.1

   Subnet mask: 255.255.0.0

3. Open a browser and enter http://172.16.1.2 in the URL field.

4. Click **[Short Term]** or **[Long Term]** according to the data you want to view.

Short Term	Counter Control	Long Term

Short Term Data

On the **[Short Term]** page, you can view each slave machine's short-term data, including current and last data.

UPDATE **Print**

Short Data

Version : SPIN_4_RICH-WEB100US Current Data From : 2008/01/01 00:00:00 To : 2011/12/17 03:33:31

ID	In	Out	Income	%	Play	Win	%	Play Times	Win Times	%	Grand Win	Grand Times	Major Win	Major Times	Minor Win	Minor Times	Mini Win	Mini Times	Sys.Limit
1	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
2	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
3	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
4	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
5	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
6	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
7	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
8	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
9	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
10	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
11	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
12	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
13	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
14	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
15	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
16	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
17	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
18	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
19	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
20	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
21	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
22	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
23	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
24	0	0	0	0.0%	0	0	0.0%	0	0	0.0%	0	0	0	0	0	0	0	0	0
Total	0 (1/100)	0 (1/100)	0 (1/100)	0%	0 (1/100)	0 (1/100)	0%	0 (1/100)	0 (1/100)	0%	0	0	0	0	0	0	0	0	0

To move the current data to the last data, click **[UPDATE]**. When prompted, click **[Yes]**.

Long Term Data

To access the long-term data, you need to enter the password to login.
(Default password: igs_2008.)

After login, select **[Long Term]** from the menu and you can view the long-term data.

8.2 Slave Machine Long/Short Term Data

At any of the slave machine, press **[RECORD]** and then press **[SMALL]**.

You can get long term data for main game and double-up game of that machine.

The default password is pressing **[START]** for 8 times.

```
                         ┌─────────────┐
                         │    Press    │
                         │  [RECORD]   │
                         └──────┬──────┘
          ┌─────────────────────┼─────────────────────┐
   ┌──────┴──────┐       ┌──────┴──────┐       ┌──────┴──────┐
   │   [BIG]     │       │  [DOUBLE]   │       │   [SMALL]   │
   │  LAST HAND  │       │ SHORT TERM  │       │   SYSTEM    │
   └──────┬──────┘       └──────┬──────┘       └──────┬──────┘
     ┌────┴────┐          ┌─────┴─────┐        ┌──────┴──────┐
┌────┴───┐ ┌───┴────┐ ┌───┴───┐ ┌─────┴──┐    │  PASSWORD   │
│ [BIG]  │ │[DOUBLE]│ │CURRENT│ │ LAST   │    └──────┬──────┘
│MAIN    │ │DOUBLE  │ │ DATA  │ │ DATA   │
│GAME    │ │GAME    │ └───────┘ └────────┘   Default password:
└────────┘ └────────┘                        Press [START] 8 times
```

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

```
        ┌────────────┬──────────────┬──────────────────────┐
  ┌─────┴────┐ ┌─────┴─────┐ ┌──────┴─────┐         ┌───────┴──────┐
  │  [BIG]   │ │ [DOUBLE]  │ │  [SMALL]   │         │   [TAKE]     │
  │MAIN GAME │ │DOUBLE GAME│ │ADJUSTMENT  │         │INTERFACE SETUP│
  └──────────┘ └───────────┘ └──────┬─────┘         └───────┬──────┘
                             ┌───────┴──────┐    ┌───────────┼───────────┐
                        ┌────┴───┐ ┌────────┴┐ ┌─┴────┐ ┌────┴────┐ ┌────┴──────┐
                        │ [BIG]  │ │ [TAKE]  │ │[BIG] │ │[DOUBLE] │ │ [SMALL]   │
                        │ SYSTEM │ │ VOLUME  │ │PRINTER│ │ TOUCH  │ │TOUCH REVERSE│
                        └────────┘ └─────────┘ └──────┘ └─────────┘ └───────────┘
```
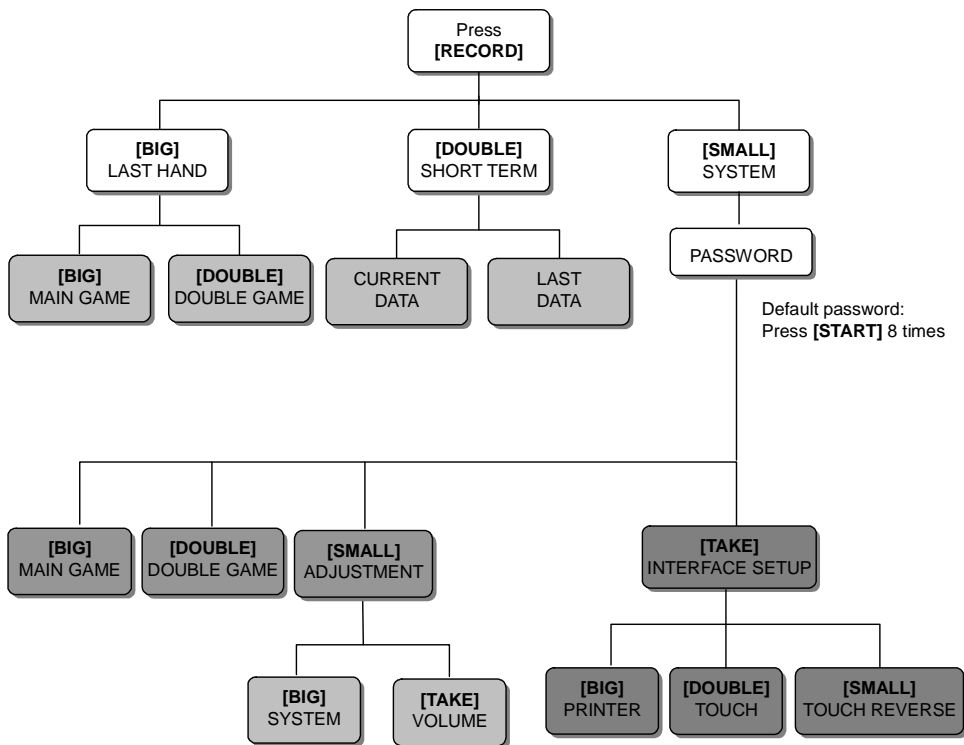
Just press **[DOUBLE]** and you can view a machine's short-term bookkeeping data.

8.3 Reset Slave Machine Bookkeeping via Control Box

To reset a slave machine's bookkeeping data, aside from using the reset toggle on individual machine, you can also use the web-based management system on the control box.

1. Lon to the control box's web-based management system as described above. Expand the **[Counter Control]** menu and then click **[Reset status]**.

2. Click the **RESET Slave #** button of the slave machine for which you want to reset the bookkeeping data.

9. Selectable Games

Each selectable sub-title is presented as 15-reel & 9/25 liner styles with 3 bonus games.

9.1 Captain Jack

Main Game

- 3 sets of Jackpots
- 9/25-liner adjustable
- Symbol zone

Jackpot under Linking Mode

Play the value of MIN. PLAY FOR JP (or above).

	Jackpot 1	Three-in-line (or above) wins 100% Jackpot 1.
	Jackpot 2	Three-in-line (or above) wins 100% Jackpot 2.
	Jackpot 3	Three-in-line (or above) wins 100% Jackpot 3.

Free Game

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

Bonus Game 1 – City Map

Bonus Game 2 – Trading with the Natives

Bonus Game 3 – Late Night Kisses

Double Game

Last 5 hands

9.2 Midnight Castle

Main Game

Midnight Castle is a 15-reel & 9/25-liner game with 3 different bonus games.
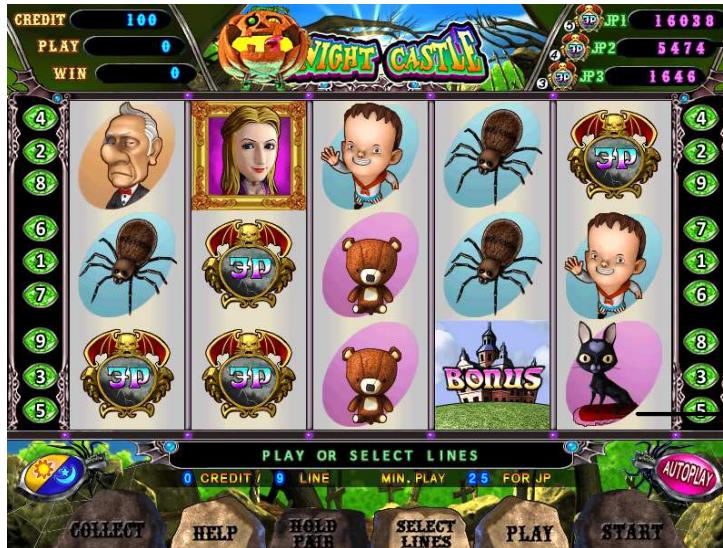
3 sets of Jackpots

9 / 25-liner adjustable

Symbol Zone

Player may change the scene between day and night by pressing the

Feature

During the game, will randomly hit the symbols on the wheel to make it spin again.
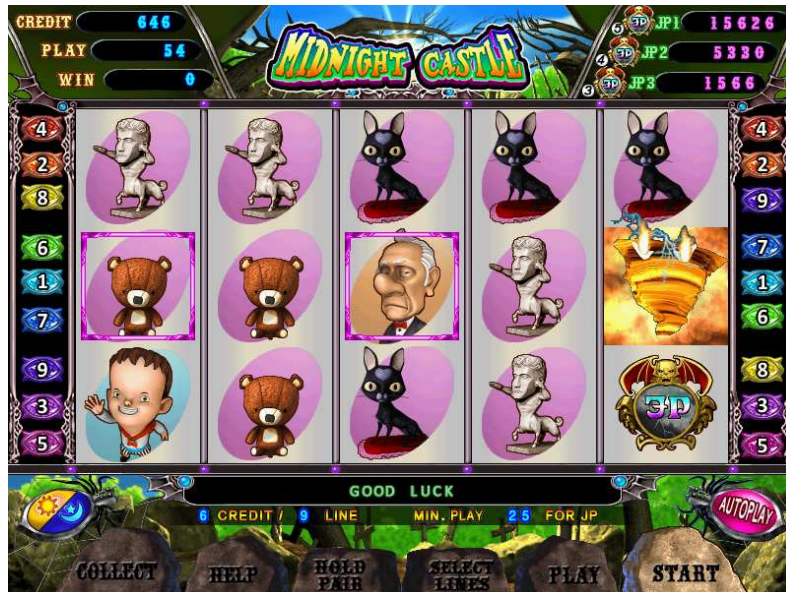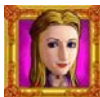
Jackpot under Linking Mode

Play the value of MIN. PLAY FOR JP (or above).

	Jackpot 1	5-in-line wins 100% Jackpot 1.
	Jackpot 2	4-in-line wins 100% Jackpot 2.
	Jackpot 3	3-in-line wins 100% Jackpot 3.

Free Game

■ With and next to each other from left to right, player enters the Free Game.

■ With and next to each other from left to right, player enters the Free Game.

Bonus Game

With 3X (or)symbols or more on the screen, the player enters the Bonus Game.

Bonus Game1

- Choose chamber from one to five to win a prize.
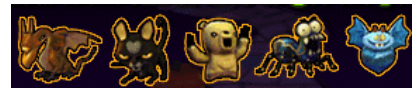
- Player wins extra credits according to the chosen symbol..
- Game ends when was chosen.

Bonus Game 2

- Choose one of the three bat symbols.
- Player gets one of the five symbols at random

- The wolfman will hit the pumpkin with chosen hammer to lift the skeleton. Player wins extra credits depends how far the skeleton was

Game ends when was chosen.

Bonus Game 3

- Player enters the Liquor Wheel Game at first. Winning depends on the symbol chosen by player.

- When was chosen, player enters the Romantic Game.

- Game ends when was chosen.

Double Game

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

- Color guessing: red or black
- Play wins double credits when choosing the right color.

9.3 Magic Show

Main Game

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

→ 3 sets of Jackpots

→ Symbol zone

↓ Auto play

Jackpot under Linking Mode

Play the value of MIN. PLAY FOR JP (or above).

	Jackpot 1	Three-in-line (or above) wins 100% Jackpot 1.
	Jackpot 2	Three-in-line (or above) wins 100% Jackpot 2.
	Jackpot 3	Three-in-line (or above) wins 100% Jackpot 3.

Free Game

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

Bonus Game 1 – Balloon Magic Show

Bonus Game 2 – Teleportation Magic Show

Bonus Game 3 – Sword Piercing Magic Show

Double Game

9.4 Chef Express

Main Game

Chef Express is a 15-reel & 9/25-liner game with 3 different bonus games.
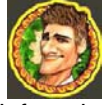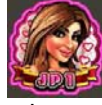
3 sets of
Jackpots

9 / 25-liner
adjustable

Symbol Zone

Jackpot under Linking Mode

Play the value of MIN. PLAY FOR JP (or above).

	JACKPOT 1	Three-in-line (or above) wins 100% Jackpot 1.
	JACKPOT 2	Three-in-line (or above) wins 100% Jackpot 2.
	JACKPOT 3	Three-in-line (or above) wins 100% Jackpot 3.

Free Game

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

Bonus Game

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

Bonus Game1

■ A Player moves according to the number rolled out from the reel.

■ A Player bumps into various events and gets reward credits while moving alone the map.

■ The game ends once a player reaches the "GOAL".

Bonus Game 2

- Select one of the windows to proceed the game.

- When was chosen, a player can pick a gift for her to win a higher bonus.

- The Bonus Game ends when the gift is presented to or .

Bonus Game 3

- Choose the meal by stopping the wheel in the middle. Then deliver the meal to each character.

- A Player gets award based on how much the characters love their meal.

Double Game

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

- A player chooses one of the two characters to proceed the cooking contest.

- A player wins double credits when choosing the winning one.

9.5 Getaway

Main Game
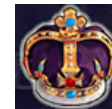
Getaway is a 15-reel & 9/25-liner game with bonus games.

→ 3 sets of Jackpots

→ 9 / 25-liner adjustable

→ Symbol Zone

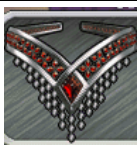 stand for all the other symbols on the screen except , , and .

Jackpot under Linking Mode

Play the value of MIN. PLAY FOR JP (or above).

	JACKPOT 1	Three-in-line (or above) wins 100% Jackpot 1.
	JACKPOT 2	Three-in-line (or above) wins 100% Jackpot 2.
	JACKPOT 3	Three-in-line (or above) wins 100% Jackpot 3.

Free Game

■ When and appear next to each other, player wins a FREE GAME.

Bonus Game

Collect 3, 4 or 5 initiates the BONUS GAME.

■ Player gets extra credits by finding out $ symbol from the floor. Open the vault to get higher bonus.

Double Game

- Choose **RED** or **BLACK** to play a DOUBLE GAME. The winnings will be doubled when choosing the right color.

10. Troubleshooting

10.1 Error messages and solutions

| Error Message	Procedures
Coin Error	Power off the machine, check the coin counter and restart the machine.
Credit Error	Power off the machine and do System Reset by using the toggle switch.
Win Error	Power off the machine and do System Reset by using the toggle switch.
Play Error	Power off the machine and do System Reset by using the toggle switch.
System Limit	Press Key out Button to resolve the problem.
Record Limit	Power off the machine and run System Reset by using the toggle switch.
Call Attendant	Press Keyout to handle the situation.
Link Error	Check if the main machine and connection wiring are correctly installed.
Ticket Break	Power off the machine, check the ticket machine and restart the machine.
Ticket Empty	Power off the machine, check the ticket machine and restart the machine.

10.2 Solving Hopper SSR Error

Error: After powering on the machine, the hopper keeps working and can't be stopped.

Cause: The Hopper SSR's jump setting is incorrect.
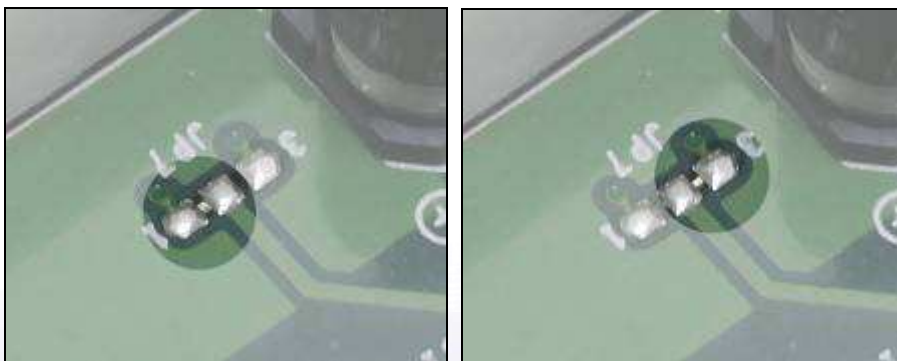
How to solve:

1. Locate the Hopper SSR jump (JP7) on the PC board. Then identify current HOPPER SSR is at HIGH ACTIVE or LOW ACTIVE.
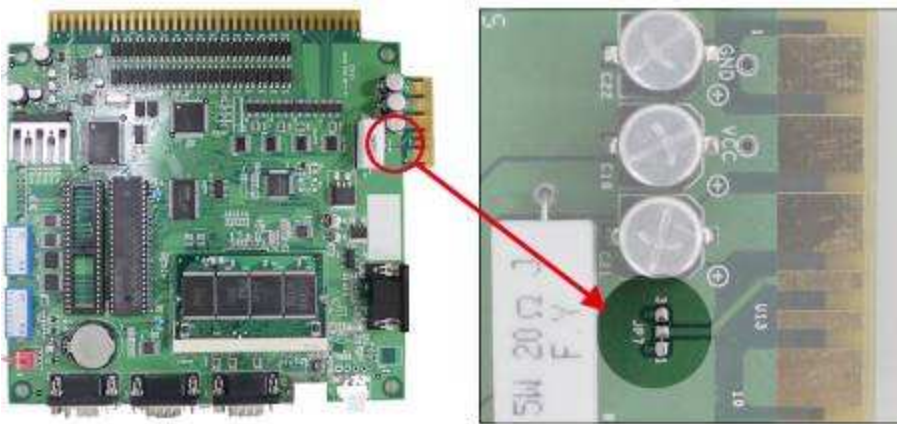
2. Change to use the alternative JP7 setting.

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

Appendix A   Network Settings

To access the control box's Web-based setup system, your computer must be in the same subnet as the control box. To this end you should correctly configure the computer's network settings. The following is using Windows 2000 as example.

1. Right-click **My Network Place** on the desktop and select **Properties**. The **Network and Dial-up Connection Windows** will appear.

2. Right-click **Local Area Connection** and select **Properties**.

3. Select **Internet Protocol (TCP/IP)** and click **Properties** to configure your TCP/IP settings.

4. Select the **Use the following IP Address** option.

5. Enter these settings:

    IP address: 172.16.1.1

    Subnet mask: 255.255.0.0
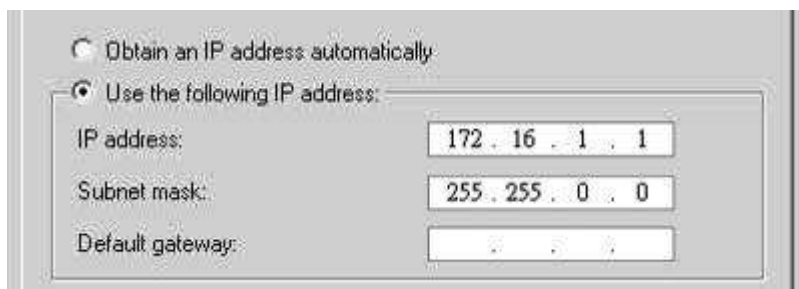
6. Ignore other settings and click **OK**.

Once the network settings are done:

1. Open a browser on your computer.

2. Enter http://172.16.1.2 in the URL field.

3. Then you will enter the system settings screen

M100US