

USER MANUAL

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CONNECTIONION DIAGRAM (36 & 10 pins)

36 Pins						
PARTS SIDE		SOLDER SIDE				
VIDEO RED	1	VIDEO GREEN				
VIDEO BLUE	2	VIDEO SYNC				
SPEAKER	3	VIDEO GND				
	4					
	5					
	- 6					
TICKET OUT/ PRINTER PRINT	7					
TICKET SWITCH	8					
START/ ALL STOP / KEEP	9					
PICK/STOP 3/HELP	10					
PLAY / RAISE	11					
TAKE/EXIT	12					
SELECT GAME/STOP 2/QUI CK PICK/WIPE CARD	13					
	14					
	15					
HOLD/STOP 1	16					
	17					
COIN A	18	KEY IN				
	19	COIN C				
BOOK	20	TEST				
	21	KEY OUT				
	22	CALLATTENDANT				
COIN A METER	23					
KEY IN METER	24					
	25					
COIN IN C METER	26	LAMP:TICKET OUT/ PRINT OUT				
OUT METER	27					
OUT METER	28					
LAMP: START/ ALL STOP / KEEP	29					
LAMP: PICK/STOP 3/HELP	30	BILL ENABLE				
LAMP: PLAY / RAISE	31	LAMP: COUNT				
LAMP: TAKE/EXIT	32	LAMP:CALLATTENDANT				
LAMP: SELECT GAME/STOP						
2/QUICK PICK/WIPE CARD	33					
LAMP: HOLD/STOP 1	34					
CLEAR ERROR	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 STATTCH SETTING

DIP SWITC	H 1	1	2	3	4	5	6	7	8
DEMO MUCIC	NO	OFF							
DEMO MUSIC	YES	ON							
Car amuran	NO		OFF						
PASSWORD	YES		ON	N.					
222222222	NO			OFF					
ODDS TABLE	YES	110		ON:					
	NO	T &			OFF	OFF			
COORE DOV	YES				ON	OFF			
SCORE BOX	10X				OFF	ON			
	10X				ON	ON			
PLAY SCORE	NO						OFF		
	YES						ON		
102105 A6100F	NO							OFF	
HAND COUNT	YES							ON	
AUTO TIQUET	NO								OFF
AUTO TICKET	YES								ON
DIP SWITC	H 2	1	2	3	4	5	6	7	8
NON CTOD	NO	OFF							
NON STOP	YES	ON							
HOLD PAIR	REGULAR		OFF						
	GEORGIA		ON						
SYMBOL STYLE	BOTH			OFF	OFF				
	FRUIT			ON	OFF				
	BUG			OFF	ON				
	BUG			ON	ON				
TOUGH FINE	NO:								OFF
TOUCH FUNC.	YES								ON

[REMARK] Default Password of System Setup: [START] × 8

36 & 10 PIN BUTTON LAYOUT

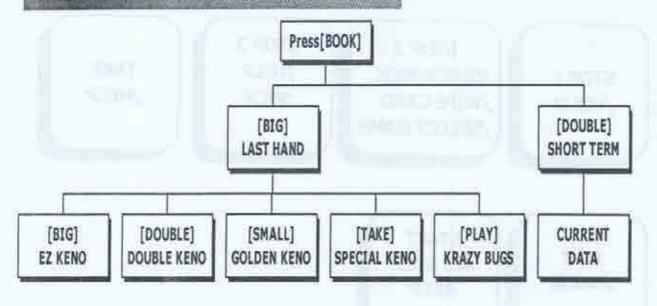
STOP 1 /HOLD STOP 2 /QUICK PICK /WIPE CARD /SELECT GAME STOP 3 /HELP /PICK

TAKE /HELP

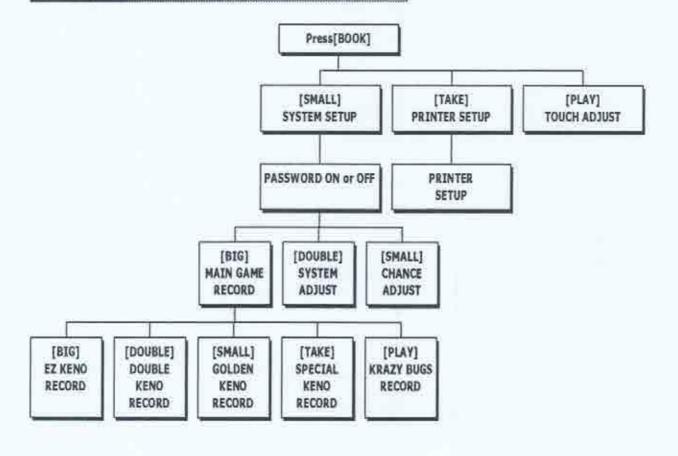
PLAY /RAISE START ALL STOP KEEP

BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK] \rightarrow [STOP 3] \rightarrow [STOP 2] to select the following items.

CONTENT	ONTENT SETTING SELECTION		
MIN. PLAY	1, 2, 4, 8,10,16,24,32,48, 64	1	
MAX. PLAY	8,10,16,32,64,128, 256,400	128	
COIN RATE		5	
KEY IN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25,	100	
KEY OUT RATE	30, 40, 50, 60, 75, 80, 100, 200, 250, 400, 500, 1000	1	
TICKET RATE		20	
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUE	
TICKET OUT INTERFACE	DISPENSER DIRECT / PRINTER DIRECT / ATTENDANT	DISPENSER DIRECT	
PRINTER COMMAND	CBM1 · ESC / POS · STAR	CBM1	
SYSTEM LIMIT	NO, MAX PLAY X 1100	NO	
MIN.PLAY FOR JP OF KRAZY BUGS	8 , 16 , 24 , 32	8	
KENO GAMES ANIMATOR SPEED	NORMAL / FAST	NORMAL	

REMARK:

1. Printer only can be used by one machine driven by RS232.

IGS USER MANUAL

2.The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 1.

CHANCE ADJUSTMENT

Press [BOOK]→ [STOP 3]→[STOP 3] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 5

MAIN FEATURES OF KRAZY KENO

- Progressive Jackpot: Each game has one progressive Jackpot.
- 5 game types to be selected by individual player: Krazy Keno is a multi game, composed of four Keno games and one 9-reel / 8-liner game.
- Max. win: Krazy Bugs Max Win could reach Total
 Play Odds x 2000.
- Hold Pair feature for Krazy Bugs: Players can select a desired symbol to hold by pressing [Big] button.
- 2 sets of selectable symbols: Krazy Bugs allows players to switch playween two sets of symbols (fruit of the traditional type and bugs) by pressing Double up button.

HOW TO PLAY

EZ Keno

 Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of EZ Keno

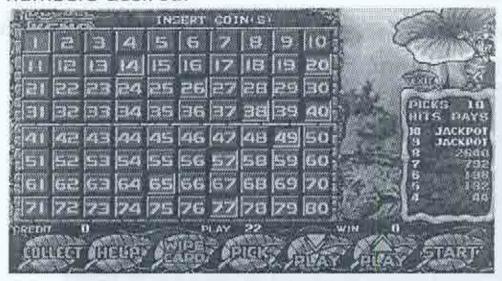
 To pick 10 numbers, play no less than 10. With 9 or 10 hits, you may play Jackpot.



Screen of EZ Keno

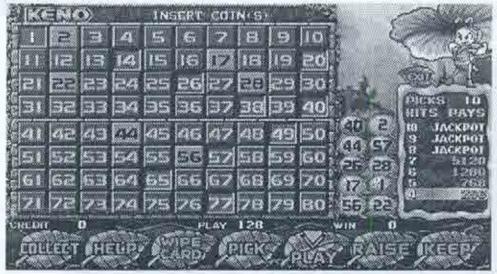
Double Keno

 Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of Double Keno

 With 10 balls on the screen, touch RAISE button to increase your play or KEEP button to remain the same play.



Screen of Double Keno

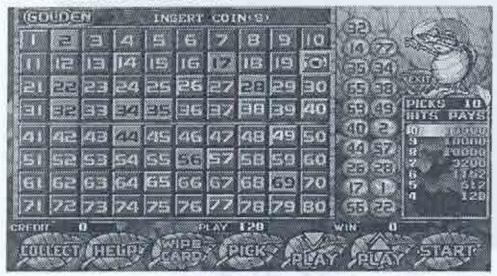
 To pick 10 numbers, play no less than 25. With 8, 9 or 10 hits, you may play Jackpot.



Screen of Double Keno

Golden Keno

 Mark On 2 To 10 spots on the keno card by touching the numbers desired.



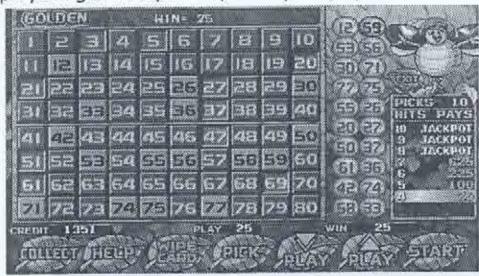
Screen of Golden Keno

 To pick 10 numbers, play no less than 10. With 8, 9 or 10 hits, you may play Jackpot.



Screen of Golden Keno

 Be the last ball a red one, it is called Super Ball. With enough winning balls and also a matching super ball number, players get a Super Hit, a 4X prize, apart from Jackpot.



Screen of Golden Keno

 Be the last ball a G ball, it is called Golden Ball. When one Golden Ball shows, meaning one less win number would be required; so the win rate will increase. Hitting Golden Ball gets players Golden hit, a 4X prize, apart from Jackpot.



Screen of Golden Keno

Special Keno

 Mark on 2 to 10 spots on the keno card by touching the numbers desired.



Screen of Special Keno

 With 10 balls on the screen, touch RAISE button to increase your play or KEEP button to remain the same play.



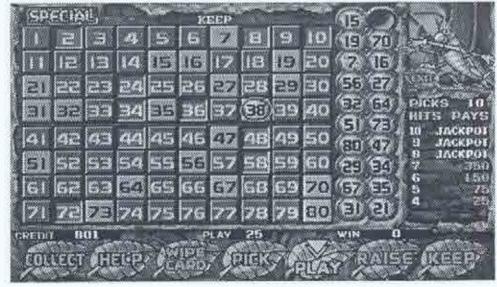
Screen of Special Keno

To pick 10 numbers, play no less than 25. With 8, 9, or 10 hits, you may play Jackpot.



Screen of Special Keno

 Be the last ball a red one, it is called Super Ball. With enough winning balls and also a matching super ball number, players get a Super Hit, a 4X prize, apart from Jackpot.



Screen of Special Keno

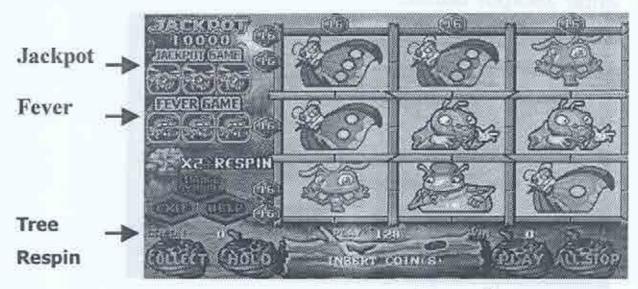
 Be the last ball a G ball, it is called Golden Ball. When one Golden Ball shows, meaning one less win number would be required; so the win rate will increase.
 Hitting Golden Ball gets players Golden hit, a 4X prize, apart from Jackpot.



Screen of Special Keno

Krazy Bugs

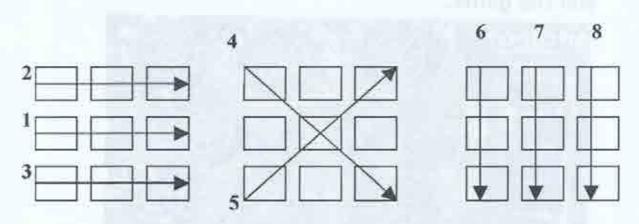
Main Game



Main Screen of Krazy Bugs

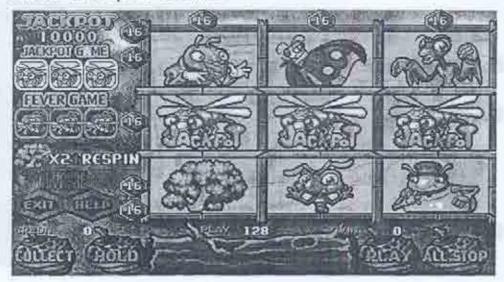
Pay Chart

8 Line-up



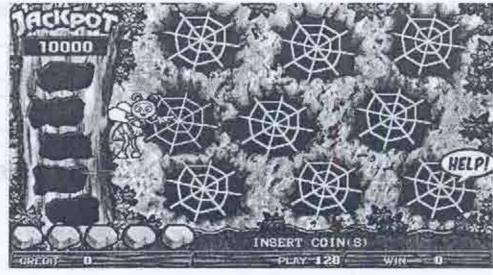
Jackpot Game

 Linking 3 lines of dragonfly symbols allows players to enter Jackpot Game.



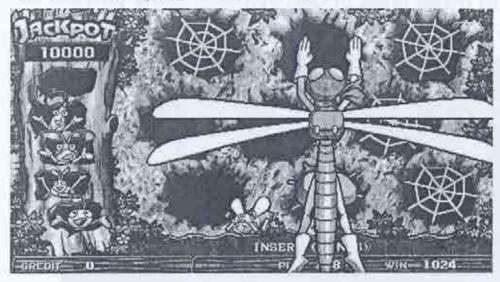
Screen of Jackpot

 Entering the game, players would have nine spider-web cages to select from. With 5 chances, players should have the dragonfly break the cage to win the game.



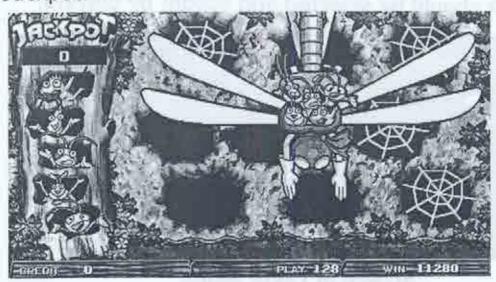
Screen of Jackpot

 To save the imprisoned larva, players must break the spider-web cage.



Screen of Jackpot

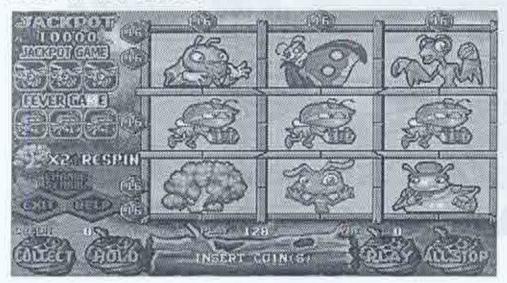
 To save all five types of larvas, players may win Jackpot.



Screen of Jackpot

Fever Game

 Linking three lines of bee symbols allow players to enter Fever Game.



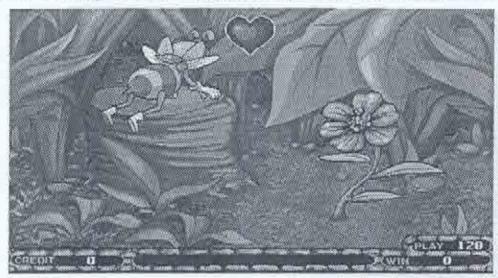
Screen of Fever Game

 Enter the game, players see three bushes, one of which should be selected and sought by players.



Screen of Fever Game

 During the search, players would get different prizes according to the target they come across.



Screen of Fever Game

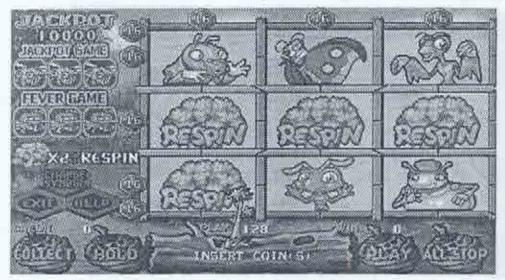
 However, the game ends if a carnivorous plant is found.
 Before that, players can search the bushes as many times as they want.



Screen of Fever Game

Tree Respin

With more than 2 tree symbols will open Tree Respin.



Screen of Tree Respin

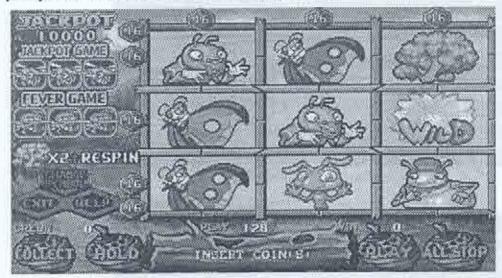
 Symbols that appear from the tree would replace the old main game tree symbols so that players can win prizes.



Screen of Tree Respin

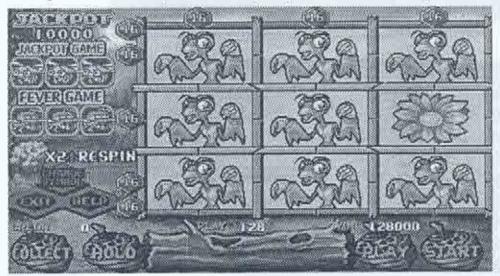
Wild Fever

 With WILD displaying on the screen and no winning, players would enter Wild Fever.



Screen of Wild Fever

All symbols respin until players win the game.



Screen of Wild Fever

Odds Table

Regular Symbol







Screen of Odds Table