

IGS<sup>®</sup>

# MUSKETEERS



Operator Manual

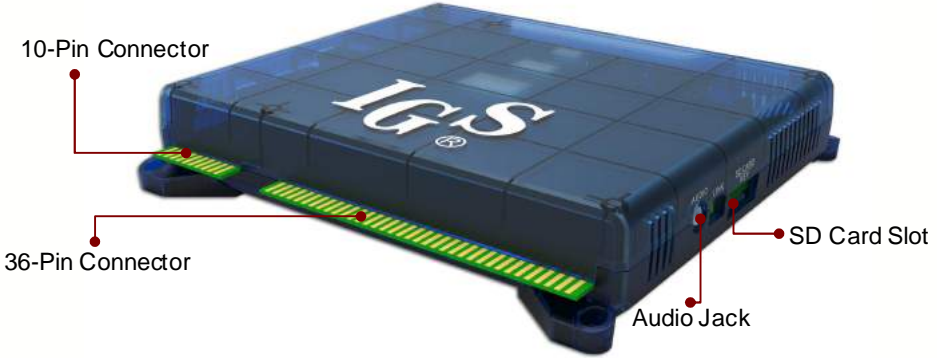


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# 1. Hardware

## Hardware Connection



### COM 1. RS-232

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



## Connecting Touch Panel (Optional)

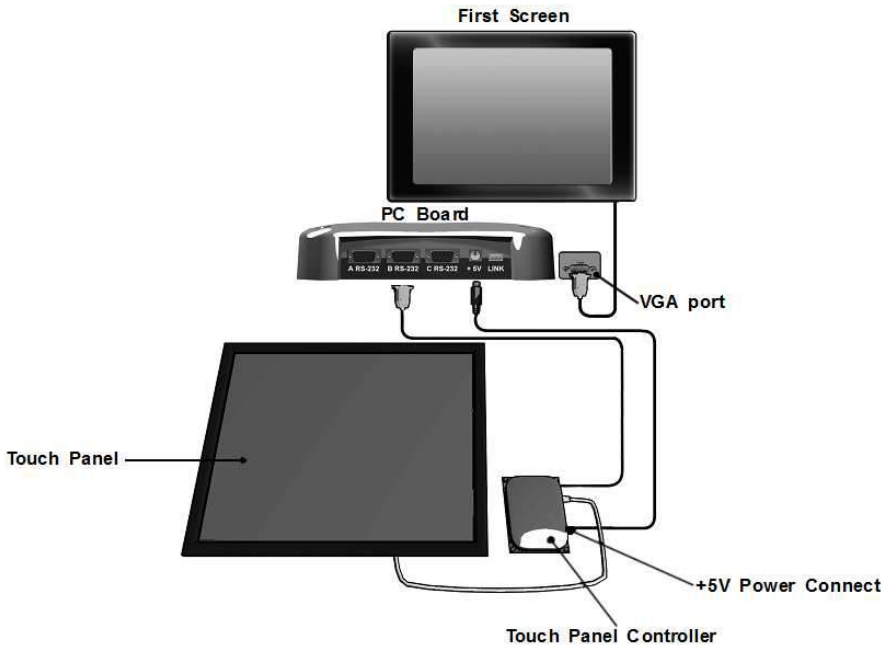
### Type A



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.



# 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	
	27	
OUT METER	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			
LINK MODE	SINGLE								OFF
	LINK								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							
BILL ACCEPTOR MODE	PLUSE		OFF						
	RS232		ON						
BILL ACCEPTOR BRAND	ICT			OFF	OFF				
	MEI			OFF	ON				
	MEI			ON	OFF				
	JCM			ON	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
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## 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		Short pins 1-2
	High Active (Default)		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.

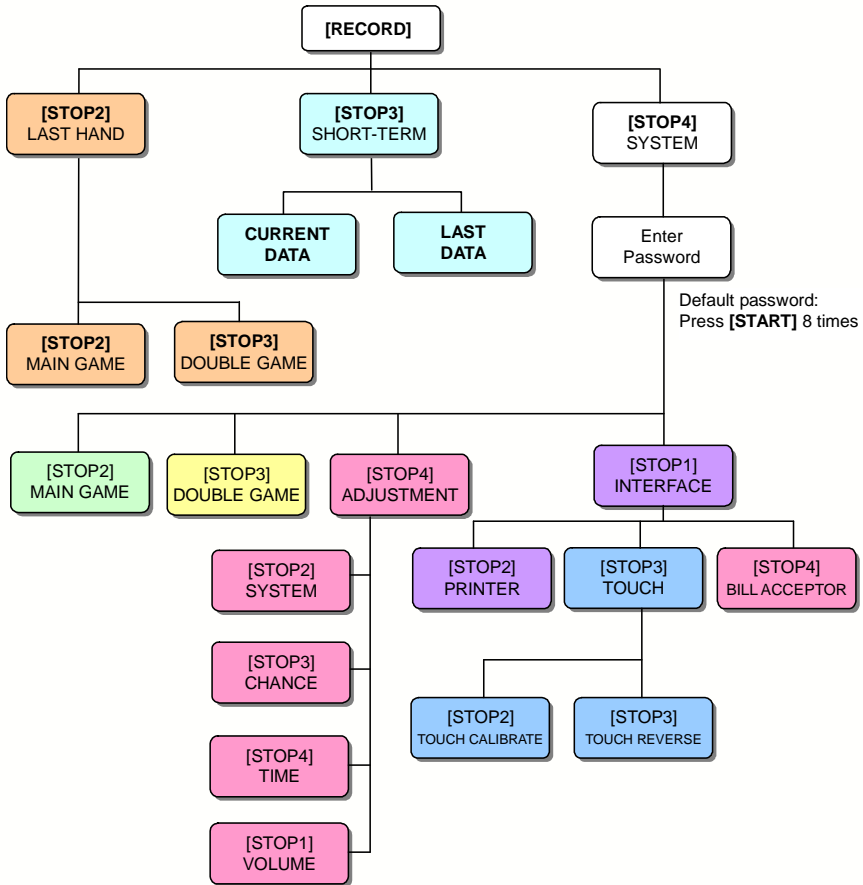


7. Press the **【PLAY】** button again to confirm **RESET** or press **ANY** button to **EXIT**.



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



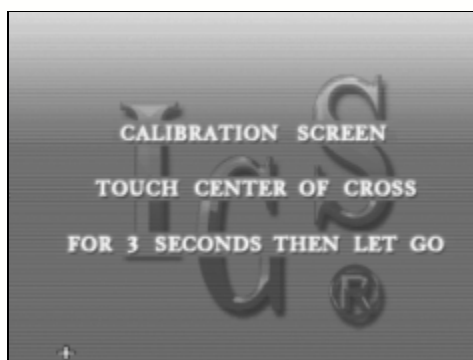
# System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY(TOTAL)	1, 5, 10, 15, 20, 25, 50, 75, 100, 125, 150	20
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 20 ,25	20
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, 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



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.

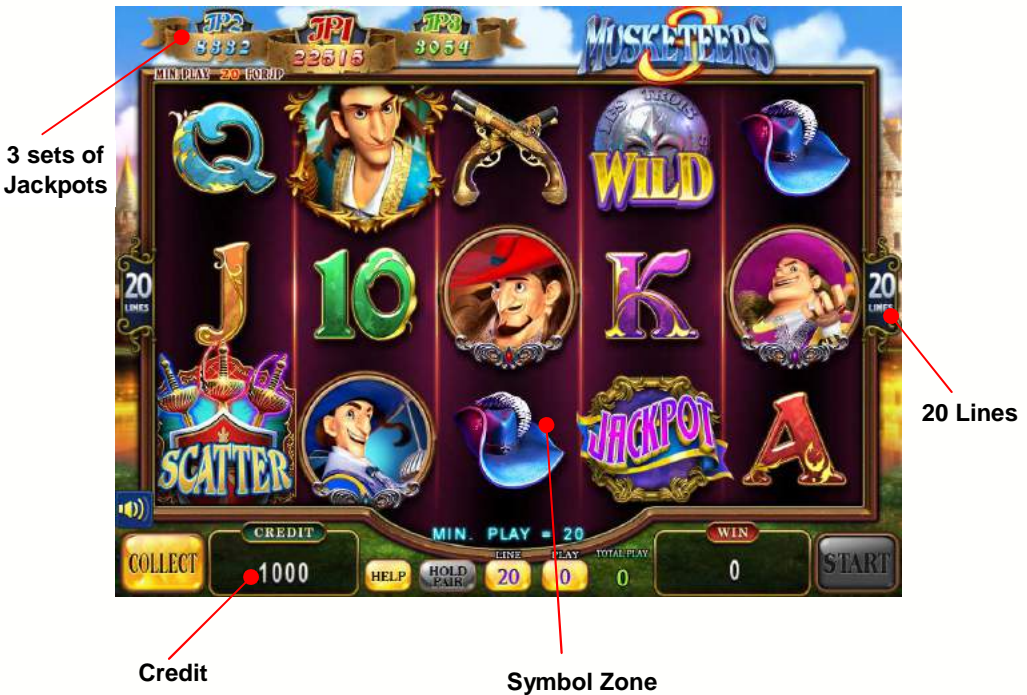
# 3. Introduction

## Features

- 20 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 440,000.
- 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

3 MUSKETEERS is a 5 Reels & 20 Lines game





## Feature Game: Sacks




- The sacks appear randomly on the symbols.
- When the symbols with a sack are on a winning line, players can win the extra credit or multiplier inside the sack.

## Feature Game: Duel



- The Duel Game triggers when  and any musketeer appear.

-  D'Artagnan will move toward one of the musketeers and starts the duel with him.
- D'Artagnan and the musketeer in the duel represent two different symbols.
- D'Artagnan 's path will be substituted by the symbol represented by the winning character.

## Bonus Game



- The Bonus Game triggers when  appear on the 1st and 3rd reel and



appears on the 5th reel.

- In each round a random number of the soldiers appear and move forward to attack.
- Players can choose the cards to defend and each card indicates a character or an object that can defeat the soldiers and players win the prize.
- The Bonus Game ends when all the soldiers are defeated or when the castle is attacked.

## Free Game



- The Free Game triggers when  appear on the 1st and 3rd reel and





appears on the 5th reel.

- Players can choose 5 shields and there's an extra spin before the Free Game.
- After such spin, the symbols stopped on the 5 selected shields will be removed during the Free Game to increase the chance of winning.

## 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.

# 4. Win Rules

## Encouraging Higher Play

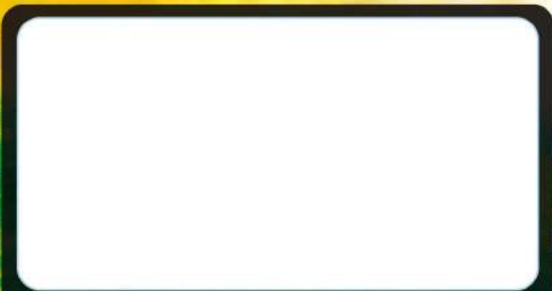
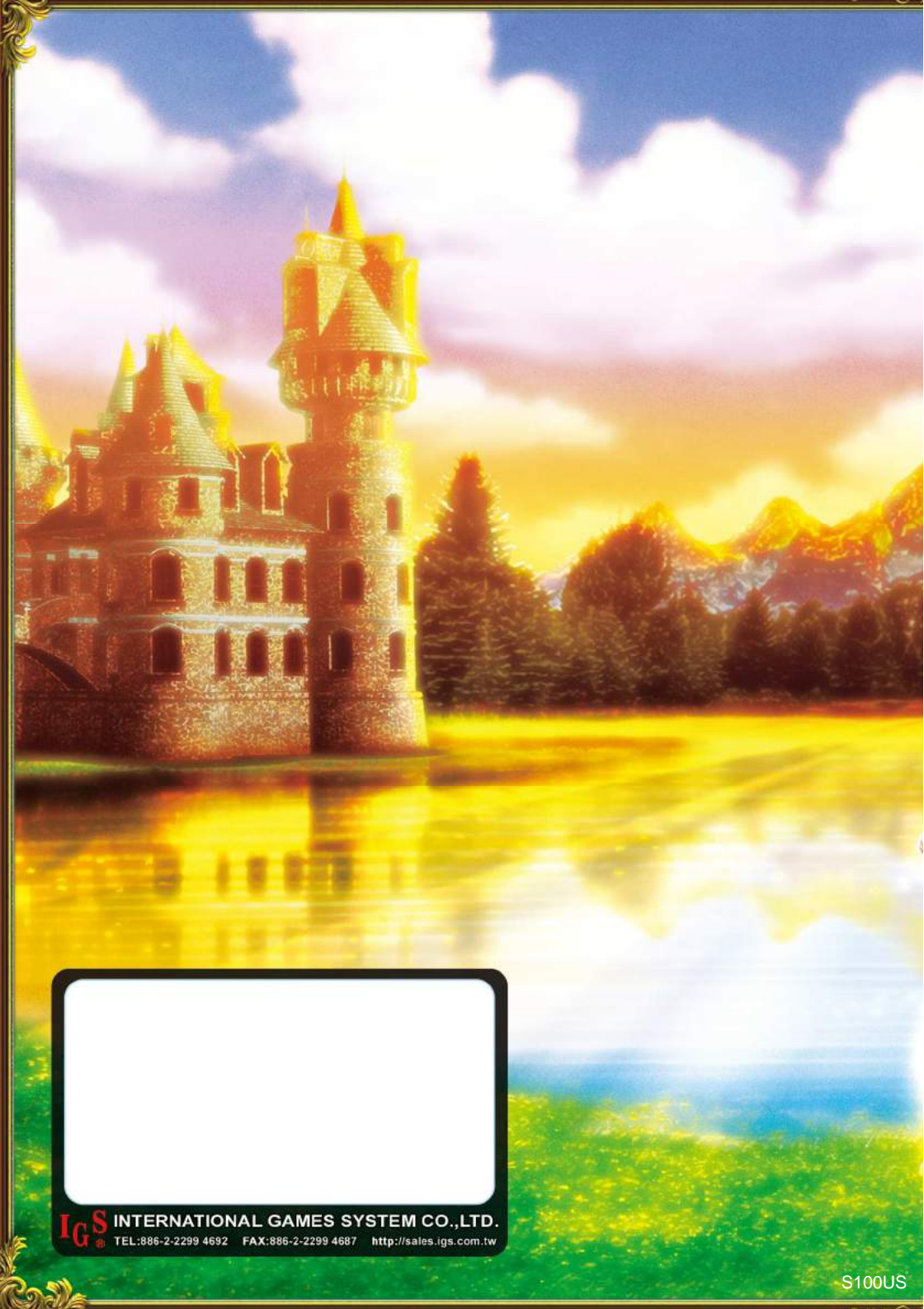
MIN. PLAY	JACKPOT
20	100%

## Odds Table

JP2 8832		JP1 22515		JP3 3054	
MIN. PLAY 20 COIN					
 appears only on the 1st and 3rd reel.		 can substitute for all symbols except		   	
 or  appears only on the 5th reel.				and 	
 x5 2000 x4 225 x3 40	 x5 1500 x4 180 x3 35	 x5 1000 x4 150 x3 25	 x5 750 x4 100 x3 20	 x5 500 x4 80 x3 15	
 x5 350 x4 70 x3 10	 x5 325 x4 65 x3 10	 x5 300 x4 60 x3 10	 x5 275 x4 50 x3 5	 x5 250 x4 45 x3 5	

## Line Chart





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