

IGS®



PHENIX

Operator Manual

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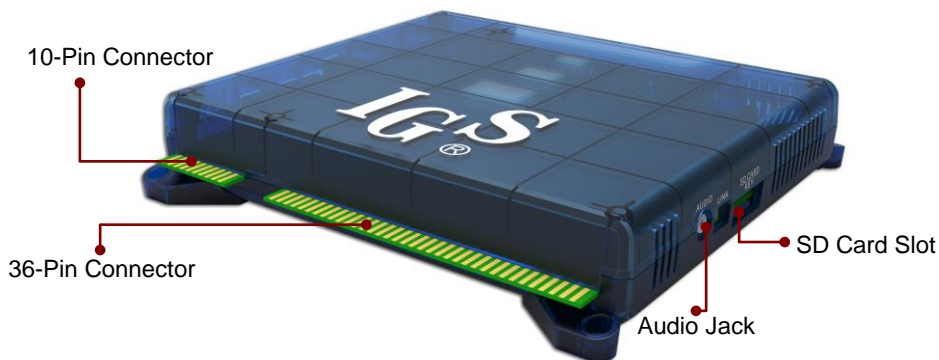
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1. Hardware

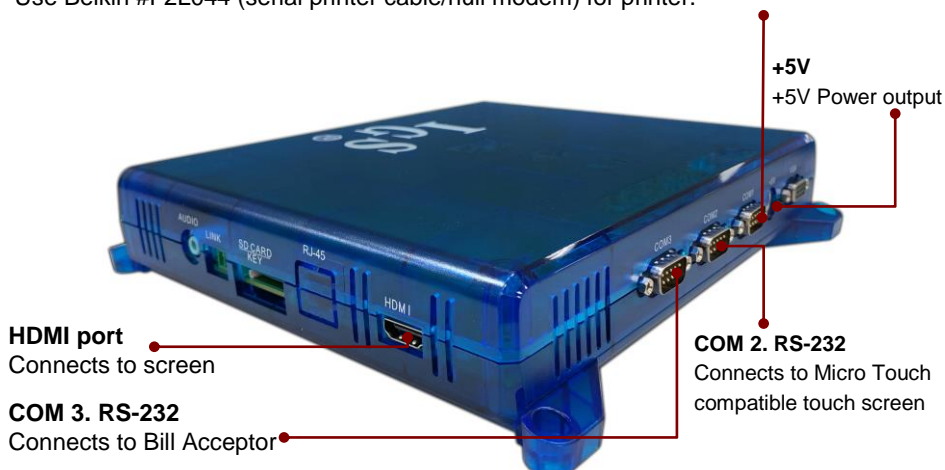
Hardware Connection



COM 1. RS-232

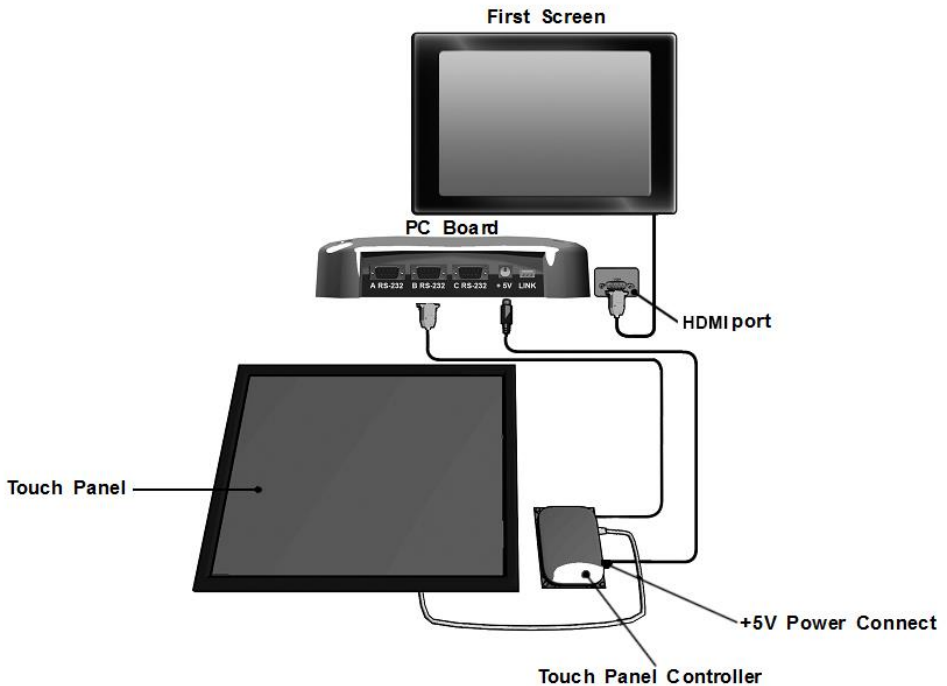
Connects to printer/ticket dispenser.

* Use Belkin #F2L044 (serial printer cable/null modem) for printer.



Connecting Touch Panel

- Refer to the diagram below to connect the touch screen.
- Golden Master supports only touch screen interface. Please make sure that the touch screen is well-connected before operating
- The resolution of this game is Full HD. Please confirm that a monitor supports Full HD resolution.
- The interface of a monitor can only use HDMI connector.



Connection Diagram

36 Pins			10 Pins		
PARTS SIDE		SOLDER SIDE	PARTS SIDE		SOLDER SIDE
	1		GND	1	GND
SPEAKER_R	2		GND	2	GND
SPEAKER_L	3	GND	+5V	3	+5V
	4		+5V	4	+5V
	5		+12V	5	+12V
	6			6	
TICKET OUT	7		TICKET SSR	7	
TICKET SWITCH	8			8	
START / ALL STOP	9		GND	9	GND
	10	START / ALL STOP	GND	10	GND
	11				
	12				
	13				
	14				
	15				
	16				
	17				
CREDIT PULSE	18				
	19				
RECORD	20	TEST			
	21	CASHOUT			
	22				
IN METER	23				
	24				
	25				
	26				
	27				
OUT METER	28				
LAMP: START/ALL STOP	29				
	30				
	31	LAMP: COUNT			
	32				
	33				
	34				
	35				
GND	36	GND			

DIP Switch Settings

DIP SWITCH 2		1	2	3	4	5	6	7	8
BILL ACCEPTOR MODE	PULSE		OFF						
	RS232		ON						

36 & 10 PIN Button Layout

2 Buttons



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.

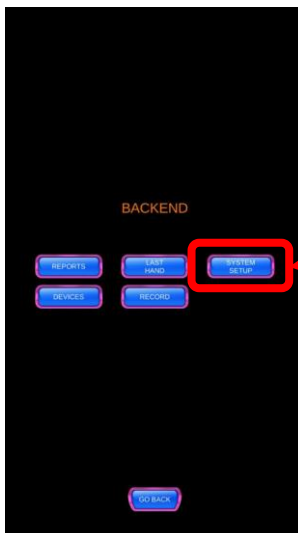
JP5	Low Active		Short pins 1-2
	High Active (Default)		Short pins 2-3

Reset

1. Press the **【RECORD】** button to enter the 「**BACKEND**」 page.

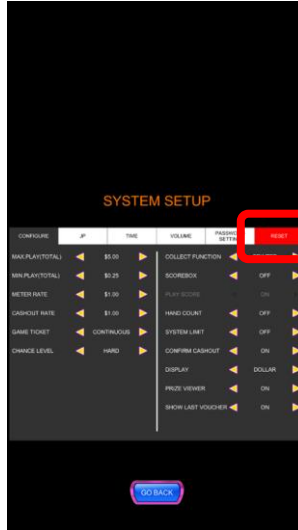


2. Enter the 「**SYSTEM SETUP**」 page.



touch

- Enter the 「RESET」 page.



- Enter the following PIN to confirm **RESET**.

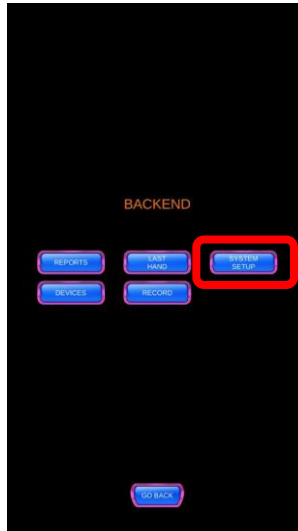


- Machine will be automatically rebooted after **RESET** is completed.

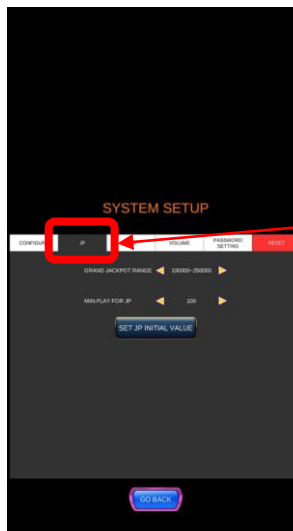


Jackpot Initial Value Setting * Only available for reset machine

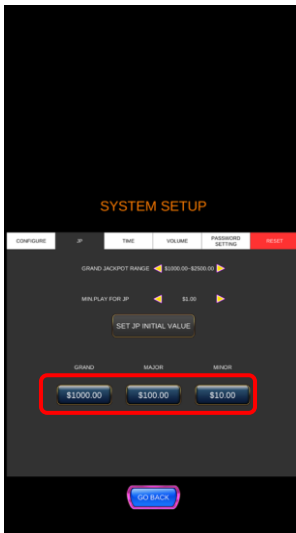
1. Enter the 「SYSTEM SETUP」 page.



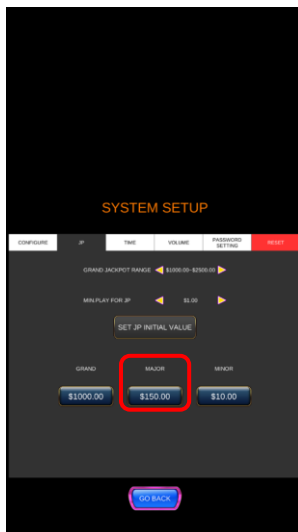
2. Enter the 「JP」 page.



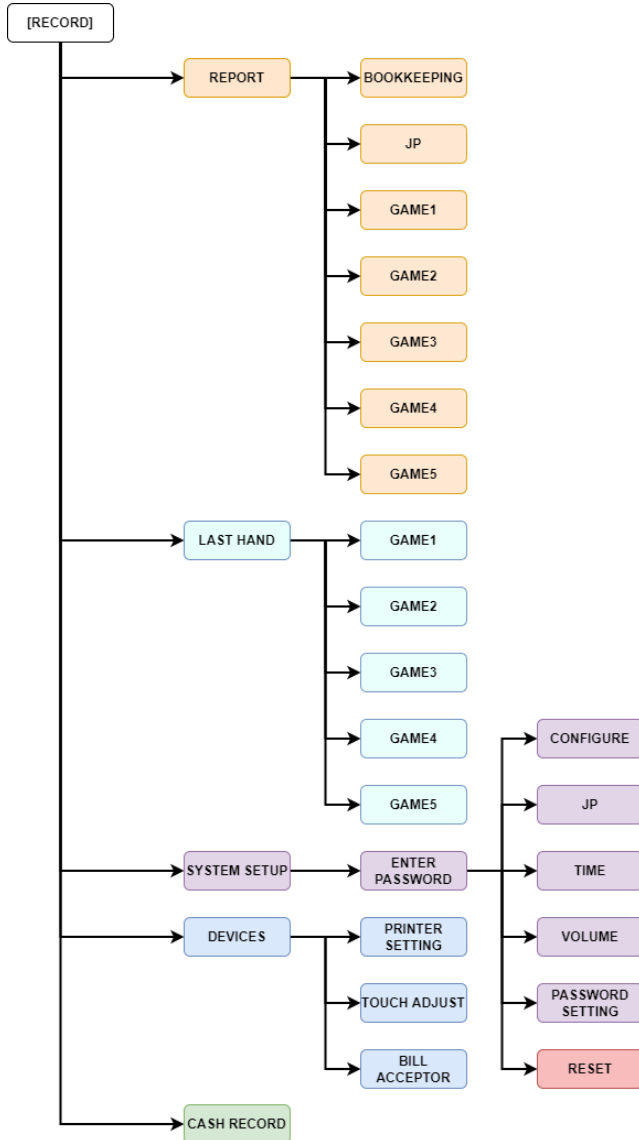
3. Press 「SET JP INITIAL VALUE」 to set JP value for each game.



4. JP initial value setting completed!



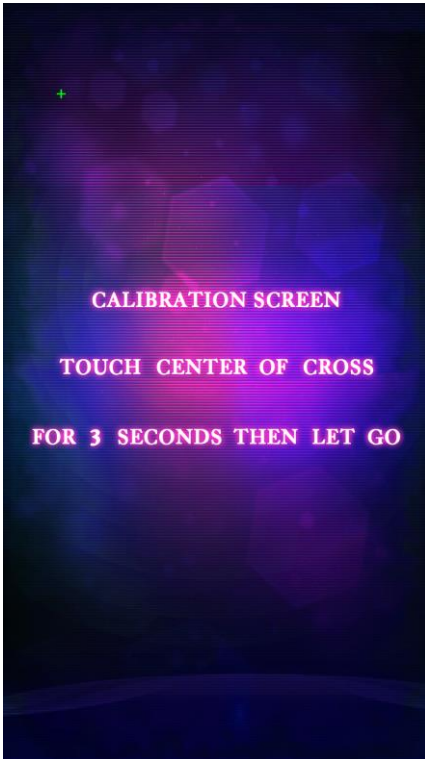
2. Bookkeeping & Adjustment Access Flow Chart



System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	\$2.00, \$2.50, \$3.00, \$4.00, \$5.00	\$5.00
MIN. PLAY(TOTAL)	\$0.25, \$0.50, \$1.00, \$1.50, \$2.00	\$0.25
METER RATE	\$0.00, \$0.01, \$0.04, \$0.05, \$0.10, \$0.15, \$0.20, \$0.25, \$0.50, \$0.75, \$1.00, \$2.00, \$3.75, \$5.00, \$10.00	\$1.00
CASHOUT RATE	\$0.01, \$0.04, \$0.05, \$0.10, \$0.15, \$0.20, \$0.25, \$0.50, \$0.75, \$1.00, \$2.00, \$3.75, \$5.00, \$10.00	\$1.00
GAME TICKET	1, 2, 3, 4, 5, 8, 10, CONTINUOUS	CONTINUOUS
AUTO TICKET	OFF, ON	OFF
CHANCE LEVEL	HARD, MIDDLE, EASY	HARD
SHOW LAST VOUCHER	OFF, ON	ON
COLLECT FUNCTION	DISPENSER, PRINTER, CALL ATTENDANT	PRINTER
SCORE BOX	OFF, ON	OFF
PLAY SCORE	OFF, ON	ON
HAND COUNT	OFF, ON	OFF
SYSTEM LIMIT	OFF, ON	OFF
CONFIRM CASHOUT	OFF, ON	ON
DISPLAY	DOLLAR, CREDIT	DOLLAR
PRIZE VIEWER	OFF, ON	OFF
TIME OUT	OFF, 15, 20, 30, 60	OFF
PENNY FEATURE	OFF, ON	OFF
ACTION REQUIRED	OFF, ON	OFF
GRAND JACKPOT RANGE	\$500.00 ~ \$1200.00 , \$1000.00 ~ \$2500.00 , \$1250.00 ~ \$3500.00 , \$1250.00 ~ \$5000.00 , \$2500.00 ~ \$6250.00 , \$3000.00 ~ \$7500.00 , \$4000.00 ~ \$10000.00	\$1000.00 ~ \$2500.00
MIN. PLAY FOR JP	\$0.25, \$0.50, \$1.00, \$1.50, \$2.00	\$1.00
PASSWORD	OFF, ON	OFF
PRINTER COMMAND	PYRAMID(ESC/POS), CITIZEN_IDP3551, CUSTOM_TG558, CUSTOM_TG1260II, ITHACA_EPIC950, OTHER(CBM1), OTHER(ESC/POS), OTHER(ESC/POS2), OTHER(STAR), NANOPTIX, ICT_GP58CR(POG)	PYRAMID (ESC/POS)

Touch Screen Calibration



1. If a touch screen is connected, press **[DEVICES] > [TOUCH ADJUST]** 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.

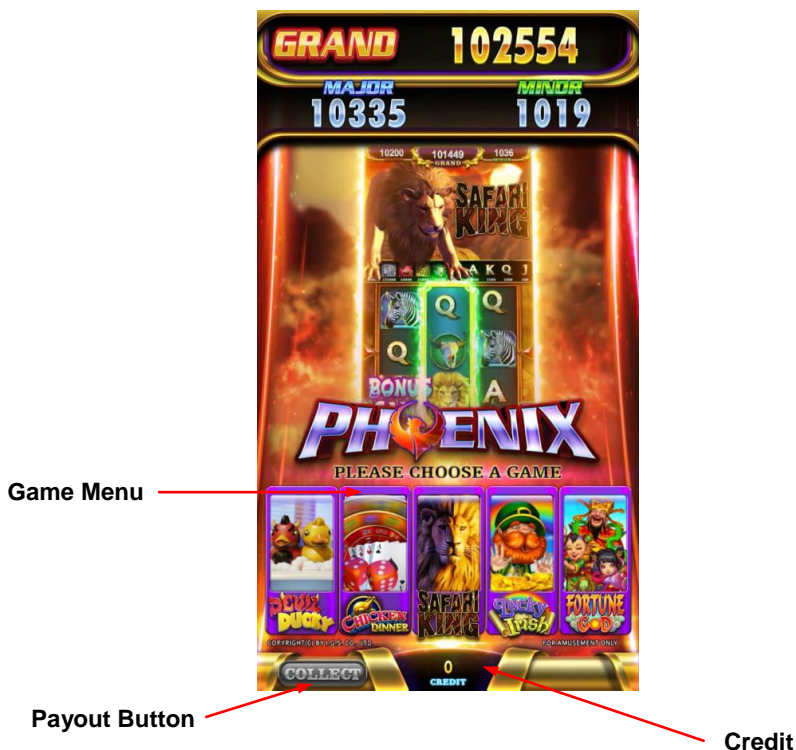
3. Introduction

Common Features

- Single Line
- Free Game / Bonus Game / Feature
- Common Progressive Jackpot
- Touch Screen / Score Box / Hand Count support

Lobby

Phoenix is a 5 in 1 Nudge multigame.



4. (Game 1) SAFARI KING Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the winning combination on the payline and win the prize accordingly.
- A game ends if you move the wrong symbol.



can substitute all symbols, except



and



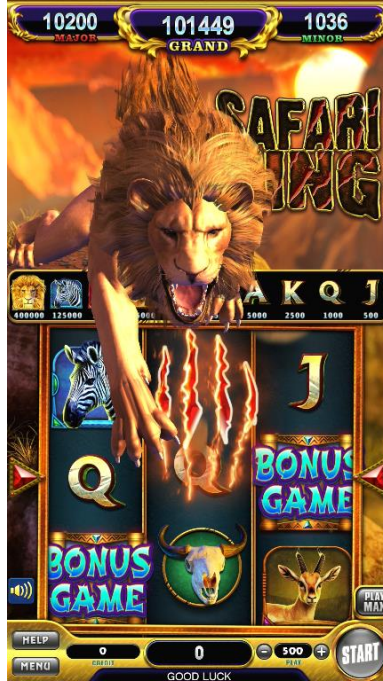
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FEATURE GAME



- FEATURE GAME may be triggered during the game.
- Random symbols may be removed starting from the smallest to the biggest, and in that current play, the removed symbols will not appear on the reels.


GOLDEN LION FEATURE





- When 2  appear, GOLDEN LION FEATURE may be triggered.
- Golden Lion will scratch off the reel without  and replace with another .

BONUS GAME

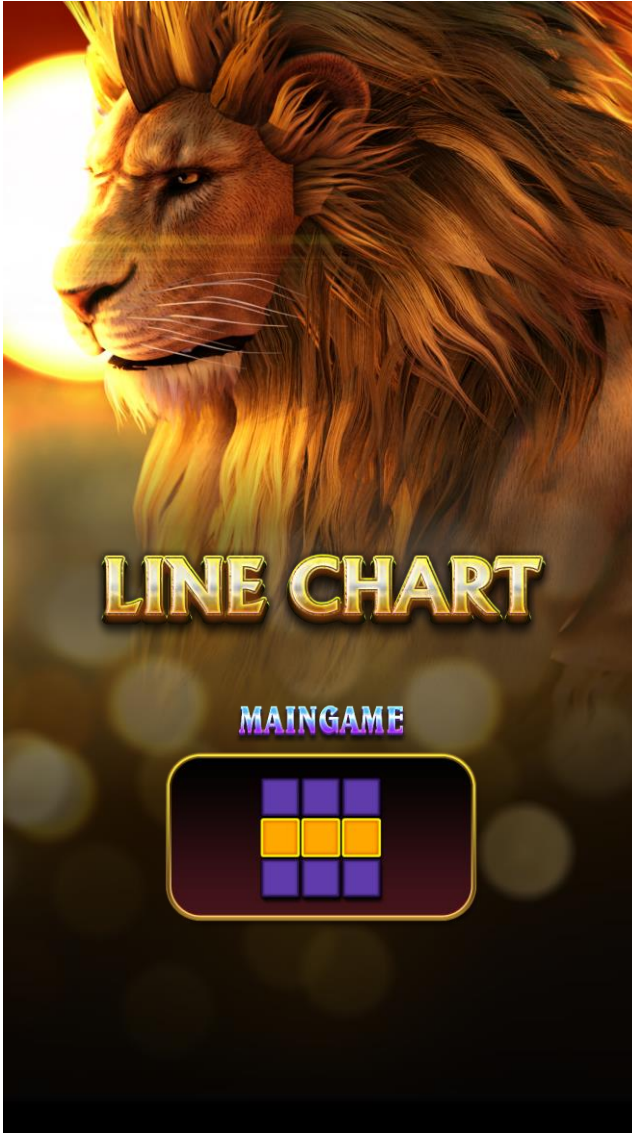


- When 3  align on the payline, BONUS GAME will be activated.
- BONUS GAME is a stage picking game.

	Catch one
	Catch all

- Complete every stage to win extra stage-cleared prize and extra 2 picks
- When you have no more picks or finish the last stage, BONUS GAME ends.

Line Chart



5.(Game 2) FORTUNE GOD

Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the winning combination on the payline and win the prize accordingly.
- A game ends if you move the wrong symbol.



can substitute all symbols, except



and



FORTUNE GOD FEATURE



- When you have winnings, FORTUNE GOD FEATURE will randomly be activated.
- Fortune God will give out 3 red envelopes.
- Your current winnings will be multiplied by the random multipliers in the red envelopes.

INGOT FEATURE










- Fortune God may randomly turn the 1st or 3rd reel into all



發 FEATURE



- When  appears, 發 FEATURE will be activated.
 - There will be a special reel zone on the payline and will RESPIN the spaces without .
 -  will stay in the special reel zone. When current spin has no  or the reel is full of , RESPIN ends.
 -  has its own odds, and the prize will be given when RESPIN ends.
- When 3  appear, FEVER GAME will be activated.

FEVER GAME



- You have 5 play times, and there are only 5 symbols in FEVER GAME:

	Fixed winnings
	Will change the same row into
	Will change the same row and same column into
	Add 1 extra row
	NOTHING

- When the expanded symbols overlap on each other, the amount of symbols overlapped will be shown on the top right corner.
- When play times run out, will return to MAIN GAME.

Line Chart



6.(Game 3) CHICKEN DINNER

Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the winning combination on the payline and win the prize accordingly.
- A game ends if you move the wrong symbol.



can substitute all symbols, except




and




WILD PARTY



- If  is aligned on the payline, random multipliers may be triggered.

BONUS WHEEL



- When 3  align on the payline, BONUS WHEEL will be activated.
- There will be 3 wheels, and each of them is consisted of an inner one and an outer one.
- If you spin to multiplier on the outer wheel, prize on the inner wheel will be multiplied accordingly.
- The third wheel will have the largest prizes.
- When you spin to EXIT or finish the last wheel, BONUS WHEEL ends.

Line Chart



7.(Game 4) LUCKY IRISH

Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the winning combination on the payline and win the prize accordingly.
- A game ends if you move the wrong symbol.



can substitute all symbols, except



and






IRISH PARADE









- IRISH PARADE may be triggered after every play.
- LUCKY IRISH will randomly give out surprise!

GOLD POT FEATURE



- When 3  align on the payline, GOLD POT FEATURE may be triggered.
- It will be 3x5 reels with  and blank space only, and there will be prizes on every gold pot.
- You have 3 Respin Times at the beginning, and everytime the  appears, Respin Times will regain to 3.
- You can choose 2 blank spaces as special positions when the GOLD POT FEATURE starts.

PHOENIX

- If you spin to  at special positions, it will become , and the prizes on  will be added to all .
- When Respin Times returns to 0 or  appears at all positions, GOLD POT FEATURE ends.
- You will win additional prizes if  appears at all positions.

Line Chart



8. (Game 5) DEVIL DUCKY

Game Rule



- Press + or - to adjust your play.
- Press **START** to start a new game.
- Press **RAISE** or **LOWER** to move one symbol **UP** or **DOWN**. Only one move is allowed.
- Match the winning combination on the payline and accumulate the symbol accordingly.
- A game ends if you move the wrong symbol.
- After doing **NUDGE**, you can **TAKE** the accumulated winnings or keep accumulating the symbols' odds.
- When one of the symbols is accumulated to the top, you will win the corresponding prize.

WILD SYMBOL FEATURE








- has a LEVEL UP function and can substitute all symbols.



- If the symbols are aligned with , its odds will go up 2 levels.

DEVIL DUCK



-  no need to align on the payline.
-  When  appears, the odds for  and  will drop 2 levels.
- If the odds are accumulated 1 or 2 levels only, they will be returned to 0.

GO GO DUCKY






- GO GO DUCKY may be activated while playing.
- All symbols on the top or bottom row will turn into

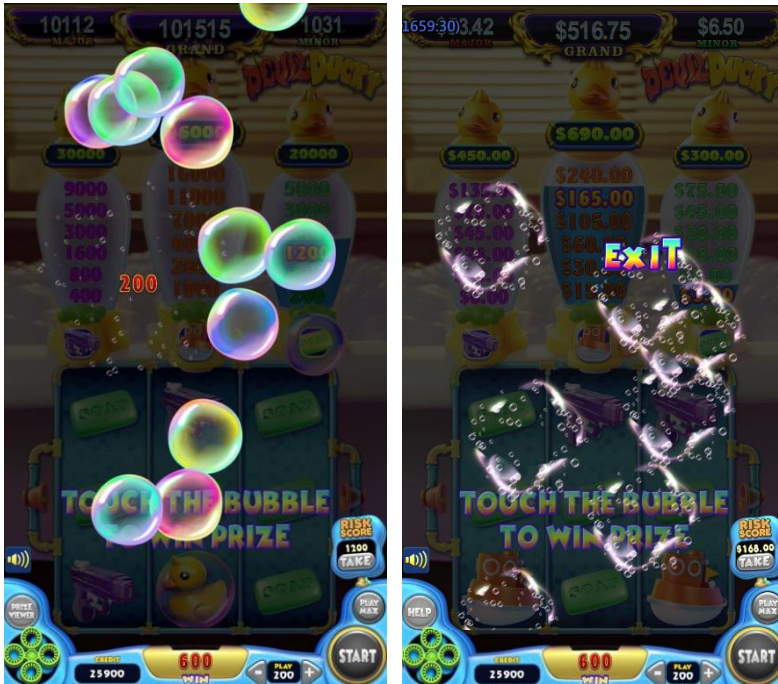


LUCKY DUCKY



- Move  to the payline to trigger LUCKY DUCKY.
- According to the column on which  appears, the corresponding symbol will be protected by a bubble.
- When  appears, the bubble will protect the accumulation of that symbol from dropping 2 levels.

BUBBLE BUBBLE




- BUBBLE BUBBLE may be activated after every play.
- Touch as many bubbles as you can to win the prizes!
- When EXIT appears, BUBBLE BUBBLE ends.

Line Chart



9. Common Progressive Jackpot



- 3 Progressive Jackpots are accumulated when you play any of the 5 games.
- Raise your played amount over MIN. PLAY, you will have a chance to win GRAND JACKPOT; otherwise, you will only be able to win MAJOR and MINOR JACKPOT.
-  When 3 align on the payline, JACKPOT GAME will be activated.
- Pick 3 same diamonds to win the corresponding JACKPOT prize.



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