IGS®

LAND OF FUN

Operator Manual

Table of Contents

1. Hardware

Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

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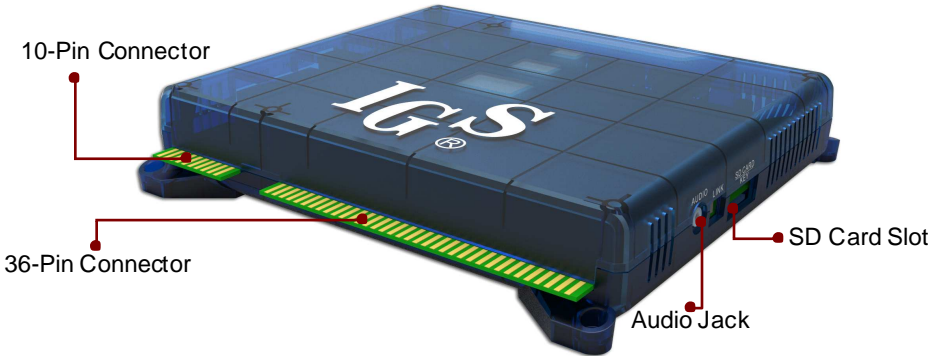
A. RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

DIP Sw 2

DIP Sw 1
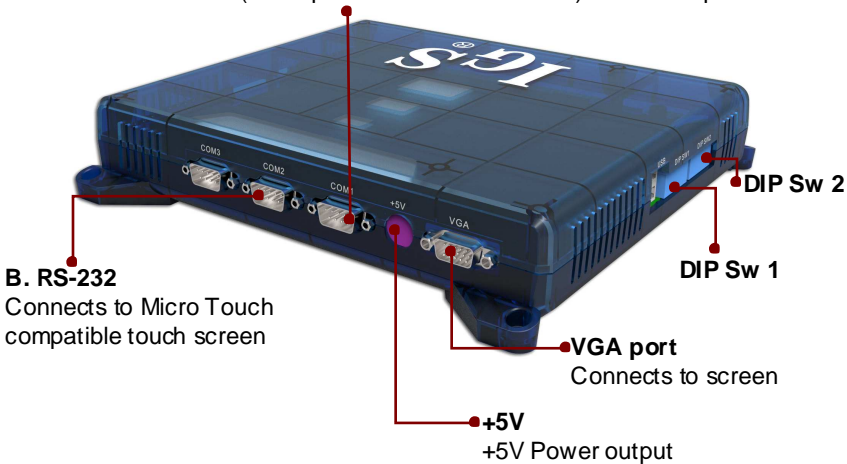
B. RS-232
Connects to Micro Touch
compatible touch screen

VGA port
Connects to screen

+5V
+5V Power output

Connecting Touch Panel (Optional)

Type A

Power +5V Connector   Monitor Connector
(Female)   (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

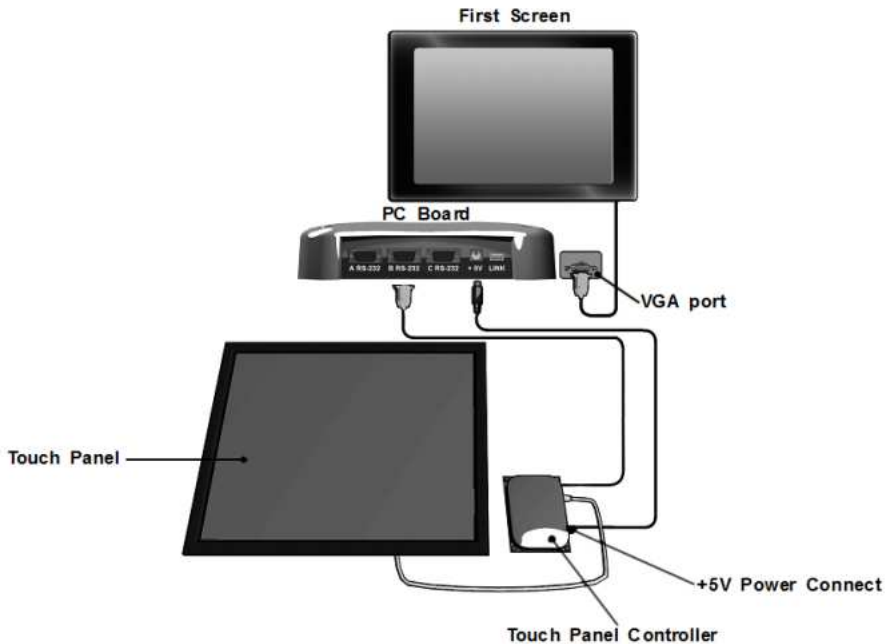| 36 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE
	1	
SPEAKER_R	2	
SPEAKER_L	3	GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START / ALL STOP	9	
STOP4/SMALL/HELP	10	
STOP5/PLAY	11	
STOP1/TAKE/ MENU	12	
STOP3/DOUBLE/SELECT LINE	13	
	14	
	15	
STOP2/BIG/HOLD PAIR	16	
	17	
COIN A	18	KEY IN
	19	COIN C
RECORD	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/MENU	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 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							

36 & 10 PIN Button Layout

6 Buttons

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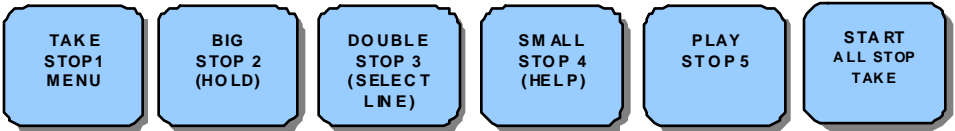
Solving Ticket SSR Error

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.

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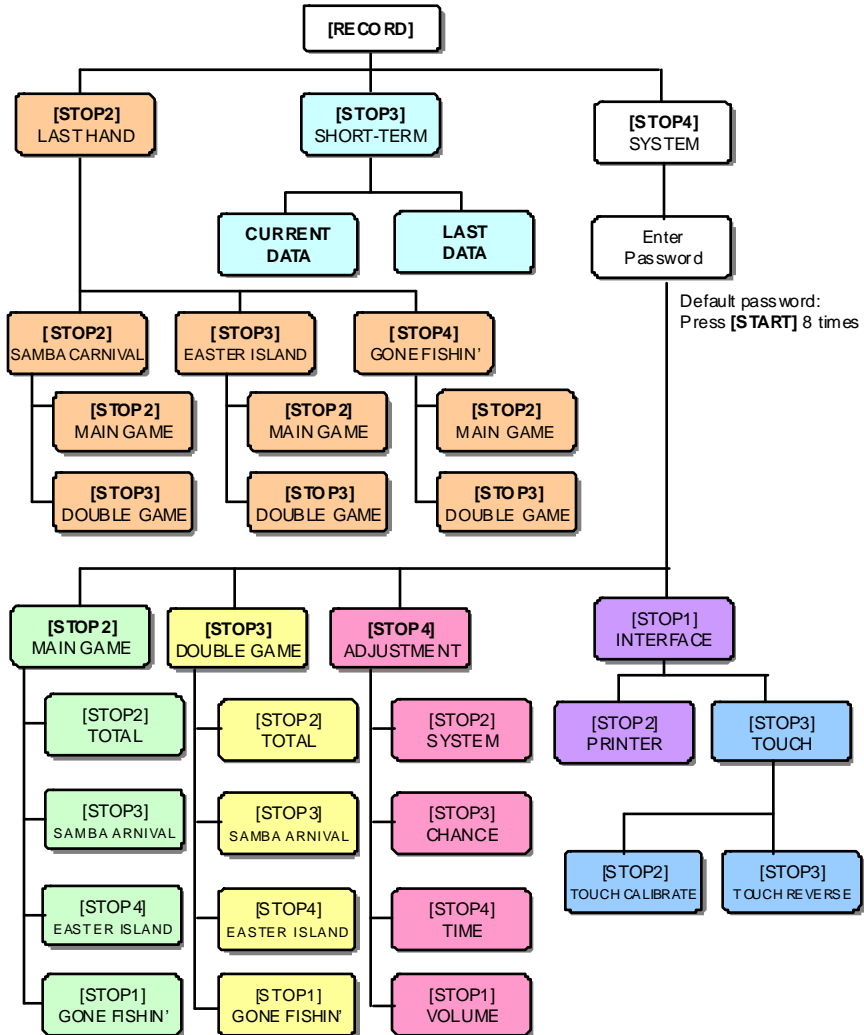
7. Press the 【PLAY】 button again to confirm **RESET** or press **ANY** button to EXIT.

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

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

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

```
    [STOP2]             [STOP3]            [STOP4]
    SAMBA CARNIVAL      EASTER ISLAND      GONE FISHIN'

    [STOP 2]            [STOP 2]           [STOP2]
    MAIN GAME           MAIN GAME          MAIN GAME

    [STOP3]             [STOP3]            [STOP3]
    DOUBLE GAME         DOUBLE GAME        DOUBLE GAME
```

```
  [STOP 2]         [STOP3]         [STOP 4]          [STOP1]
  MAIN GAME        DOUBLE GAME     ADJUSTMENT        INTERFACE

  [STOP2]          [STOP 2]        [STOP2]        [STOP 2]      [STOP3]
  TOTAL            TOTAL           SYSTEM         PRINTER       TOUCH

  [STOP3]          [STOP 3]        [STOP3]
  SAMBA ARNIVAL    SAMBA ARNIVAL   CHANCE            [STOP 2]          [STOP3]
                                                     TOUCH CALIBRATE   TOUCH REVERSE
  [STOP 4]         [STOP4]         [STOP4]
  EASTER ISLAND    EASTER ISLAND   TIME

  [STOP1]          [STOP1]         [STOP1]
  GONE FISHIN'     GONE FISHIN'    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	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
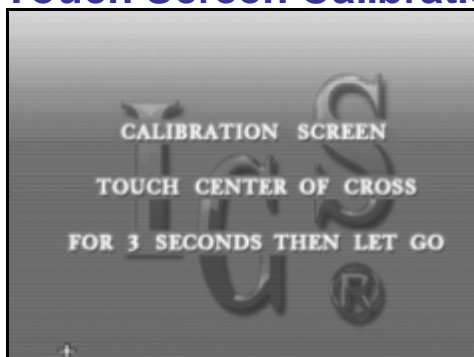
1. If a touch screen is connected, press **[RECORD]> [SYSTEM]>[INTERFACE]> [TOUCH]** and follow the on-screen prompts to enter the calibration screen.

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

Common Features

- Max. Win up to 500,000.
- Touch screen / Auto play support.

Lobby

Land of fun is a 3 in 1 multigame .

Game Menu

Collect Button

Credit

4. (Game 1) Samba Carnival

Main Game

- **Samba Carnival** is a 5 Reels & 25 Liners game.

- Win paid from left to right to increase the winning possibility

- can substitute for all symbols except 、 and

Parade Feature

- Parade feature is randomly triggered and players can press STOP button to decide the best winning result within the limited time.

Music Feature

■ Music feature is triggered when appears in a game.

■ will turn itself and 、 、 、 in a

game into to increase the winning chance.

Scatter Game

- 3 will trigger the Scatter Game.

- Players pick one carnival crown on the screen to reveal to play Dancing Queen Bonus or Float Parade Bonus.

Dancing Queen Bonus

- Players may have 4 chances in the Dancing Queen Bonus Game.

- Each time the stage curtain is drawn, players win a prize.

- Dancing Queen Bonus ends when the stage curtain is closed.

- Bonus Game ends when 4 disco balls are all displayed and win the biggest prizes!

Float Parade Bonus

- Players can pick 3 times in the Float Parade Bonus.

- Each pick will get one color and a prize.

- If players get the same color, the wins will be tripled (ALL WIN x 3).

- If players get all different colors, the wins will be doubled (ALL WIN x 2).

- If players get 2 different colors, the wins will be the same (ALL WIN x 1).

- The Bonus Games ends and a player can select either TAKE or RETRY

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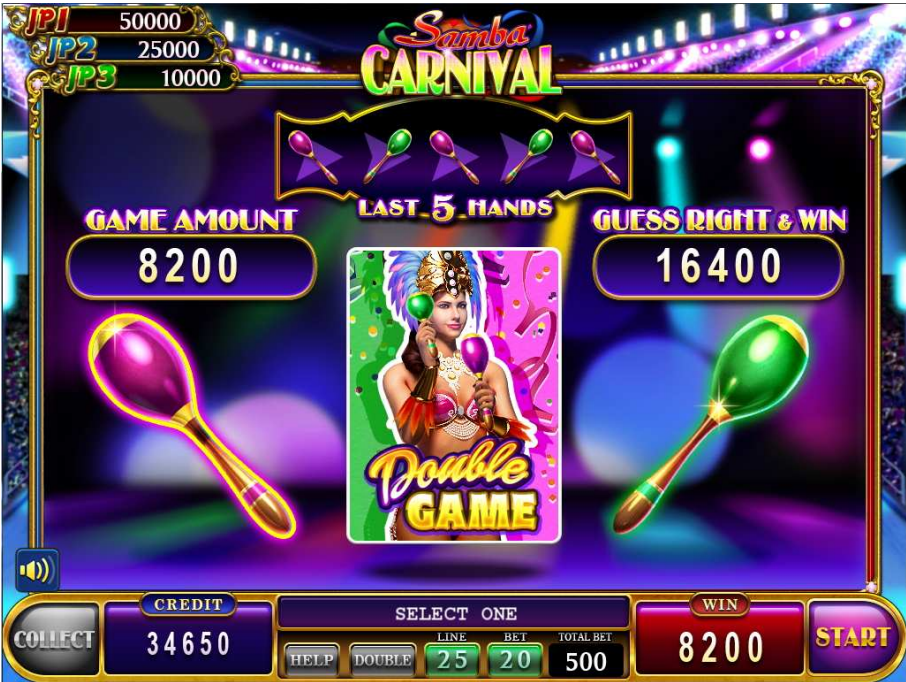
■ After winning in a game, a player can press **[DOUBLE]** button to play Double Game.

■ 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

5. (Game 2) Easter Island

Main Game

■ **Easter Island** is a 5 Reels & 25 Liners game.

■ can substitute for all symbols except 、 、 、 and .

■ only appears on the **1st** & the **3rd** reel.

■ and only appear on the **5th** reel.

■ When 2 appear in a game, appears on the 5th reel will trigger Bonus Game.

■ When 2 appear in a game, appears on the 5th reel will trigger Free Game.

Dig Out Feature

- When appears in a game, it will randomly dig out the symbols around and turn them into WILD symbols.

MOAI Feature

- When the MOAI feature is triggered, they may randomly turn symbols into
  WILD [image] to increase the winning chance.

- When 2 [SCATTER] appear in a game and the MOAI feature is triggered, there
  is a chance to randomly turn one symbol in the fifth reel into [FREE GAME] or
  [BONUS GAME] .

- When 2 or more [JACKPOT] appear in a game and the MOAI feature is triggered,
  there is a chance to randomly turn one symbol in the fifth reel into [JACKPOT] .

TAPATI Bonus Game - STAGE 1

2 **SCATTER** and 1 **BONUS GAME** in a game will trigger Bonus Game.

The First Round:

- A player may have 5 chances to picks one of three baskets and win the prizes.

- If a player picks a basket with more bananas, the prize is higher and the loading is heavier.

- When the loading is overweight or a player does not win first place, the Bonus Game ends and a player gets the prizes won.

- Enter the next round if a player win first place.

- The Bonus Games ends and a player can select either **TAKE** or **RETRY**.

TAPATI Bonus Game - STAGE 2

The Final Round:

- A player has only one chance to throw a javelin.

- The front sight will be moved until a player presses **START** or countdown to zero.

- The thinner tree a javelin hits, the higher the prizes a player wins.

- The Bonus Games ends and a player can select either **TAKE** or **RETRY** from the first round.

Free Game

2 [SCATTER] and 1 [FREE GAME] in a game will trigger Free Game and 5 free games will be awarded.

- ■ [image] appears randomly in any position and gives more **WILD** in each free game.

Double Game

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

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

- Double the wins if guess right. The game ends if guess wrong

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

Line Chart

6. (Game 3) Gone Fishin'

Main Game

- **Gone Fishin'** is a 5 Reels & 25 Liners game.

- Win paid from left to right to increase the winning possibility

- can substitute for all symbols except 、 、

   and

- only appears on the Free Game.

Collective Wild Feature

■ Meet the Max. Line Play can trigger WILD Feature.

■ When ![bobber icon] appears in a game, it will be auto-collected on the top of each reel.

■ Collective Wild feature is triggered after collecting 4 ![bobber icon] on each reel.

■ When Collective Wild feature is triggered, the whole reel becomes WILD and will be kept on the screen for the next 3 game plays.

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Scatter Game

- only appears on the 1st, 3rd, and 5th reel.

- When 3 appear in a game, a player can select to play either

   Bonus Game or **Free Game**.

BONUS GAME

STAGE 1

- Select Bonus Game to enter the Bonus Game.

- There is only one chance to spin the reel in the Bonus Game and a player may win prizes or get fishing buoys to enter the next stage.

STAGE 2

- Select the number of fishing buoys according to the numbers of fishing buoys won in the first stage.

- A player can select any fishing buoy on the screen and win the prizes.

- The Bonus Game ends when a player runs out of fishing buoys.

Free Game

- During the **FREE GAME**, one in a game will accumulate 1 time of Bonus Play.
- When the **FREE GAME** ends, the accumulated times will be played in the Bonus Plays.

- In the first round of Bonus Plays, ALL WIN x 2 and any in a game will accumulate more times of Bonus Play in the next round.

- In the second round of Bonus Plays, ALL WIN x 3 and any in a game will accumulate more times of Bonus Play in the next round.
- The more rounds you play, the higher multiplier you may win!

- Bonus Plays ends when there is no more to accumulate more plays.

Double Game

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

- Press **[START]** button to select ⬚ or ⬚ .

- Double the wins if guess right. The game ends if guess wrong

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

Line Chart