IGS®

HIGH ROLLER CLUB

Operator Manual
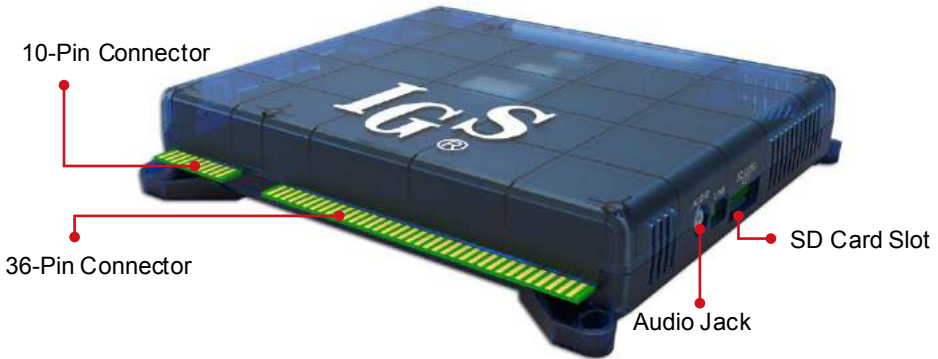
Table of Contents

1. Hardware
Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

Audio Jack

COM 1. RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

+5V
+5V Power output

HDMI port
Connects to screen

COM 3. RS-232
Connects to Bill Acceptor

COM 2. RS-232
Connects to Micro Touch
compatible touch screen
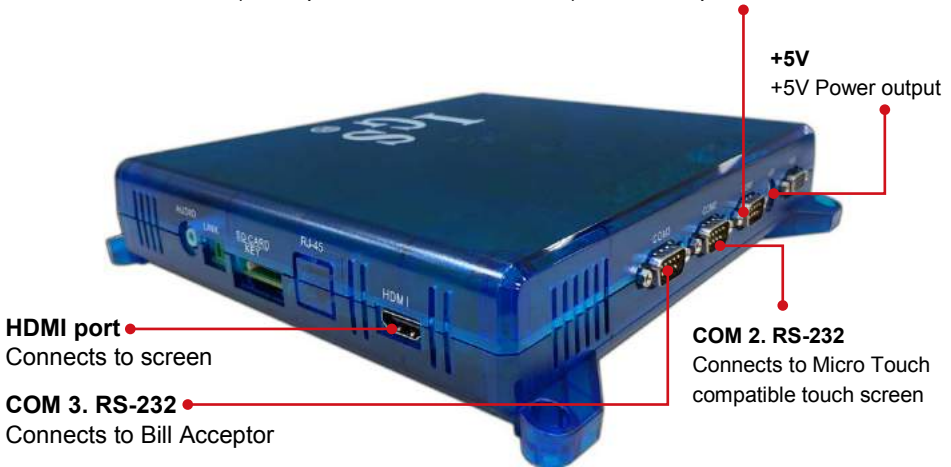
Connecting Touch Panel (Optional)

- Refer to the diagram below to connect the touch screen.
- High Roller Club 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.

First Screen

PC Board

A RS-232   B RS-232   C RS-232   +5V   LINK

HDMI port

Touch Panel

+5V Power Connect

Touch Panel Controller
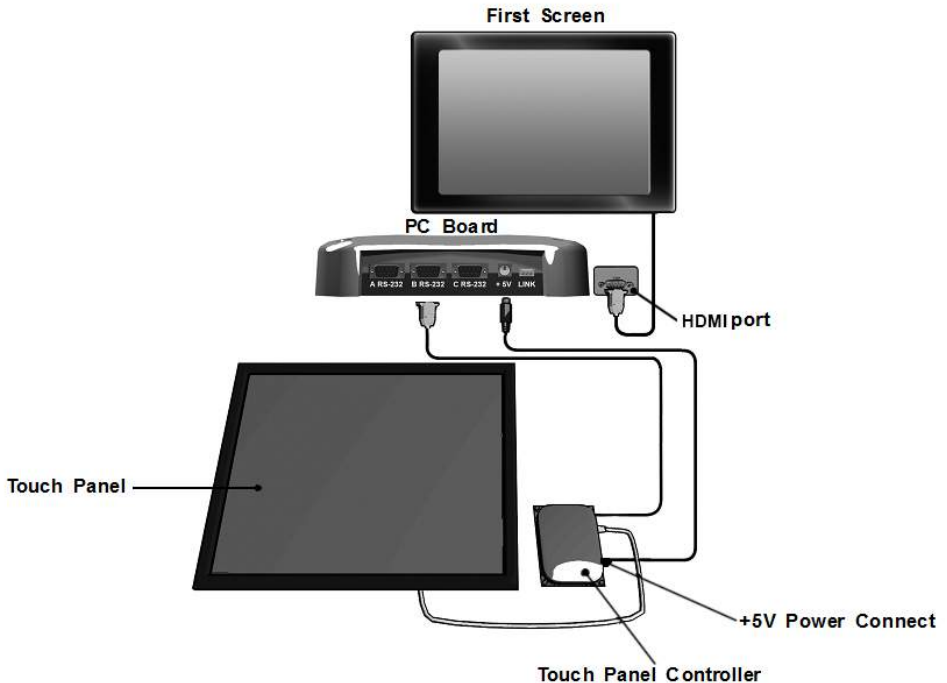
Connection Diagram

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		
SMALL	10		START / ALL STOP
PLAY	11		
STOP1/TAKE	12		
STOP3/DOUBLE	13		
	14		
	15		
STOP2/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: SMALL	30		
LAMP:PLAY	31		LAMP: COUNT
LAMP: STOP1/TAKE	32		
LAMP: STOP3/DOUBLE	33		
LAMP: STOP2/BIG	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
BILL ACCEPTOR MODE	PLUSE		OFF						
	RS232		ON						

36 & 10 PIN Button Layout

2 Buttons

| COLLECT |

| 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.


```
FUSE 1: OK        TEST 1
FUSE 2: OK
FUSE 3: OK
   [TEST]         KEY TEST
   [DOUBLE        SPEECH TEST
    STOP 3]
   [SHARE         RGB&CG TEST
    STOP 4]
   [TAKE          RS232 TEST
    STOP 1]


OPERATED SINCE 2014.09.25 11:26:59 TO 2014.10.08 09:41:54
                                   [PLAY     TEST2
MCU:  ITMCU001                      STOP 5]
```

4. Press the【**PLAY**】button to enter the「**TEST 2**」PAGE (PAGE 2).


```
FUSE 1: OK        TEST 2
FUSE 2: OK
FUSE 3: OK
   [BIG           TIME ADJUST
    STOP 2]
   [DOUBLE        RESET
    STOP 3]








OPERATED SINCE 2014.09.25 11:26:59 TO 2014.10.08 09:41:59
                                   [PLAY     TEST1
                                    STOP 5]
```

5.   Press the【**STOP3**】button to enter the「**RESET**」page.

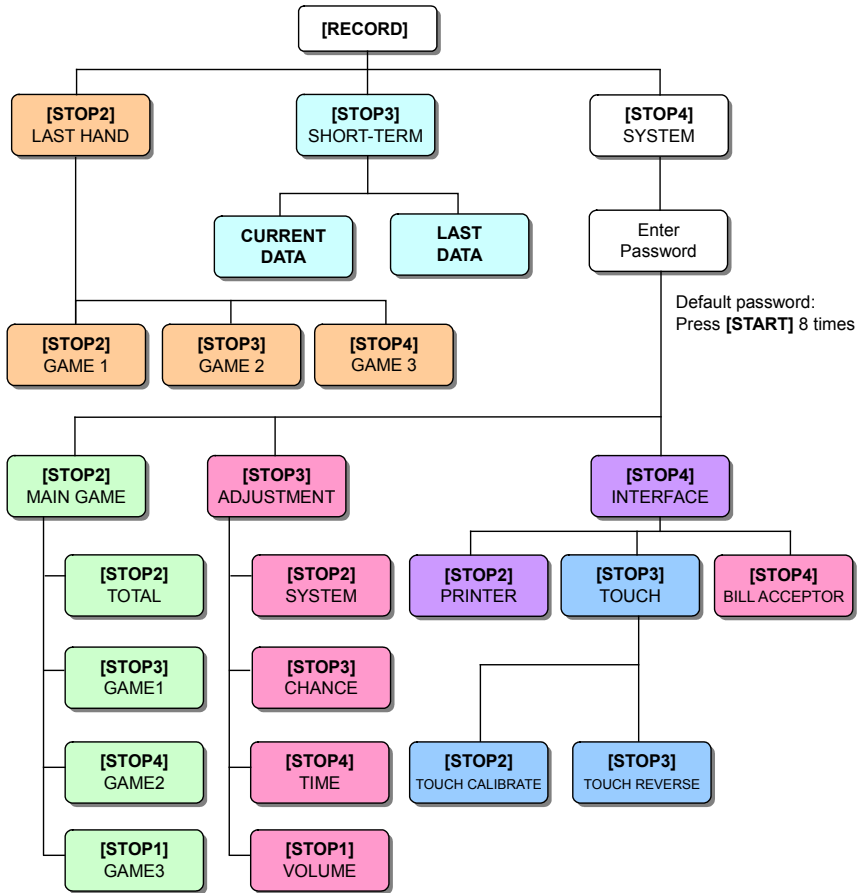6.   Press the【**PLAY**】button to **RESET** the game to default value.

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
```

[RECORD]

[STOP2]
LAST HAND

[STOP3]
SHORT-TERM

[STOP4]
SYSTEM

CURRENT DATA

LAST DATA

Enter Password

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

[STOP2]
GAME 1

[STOP3]
GAME 2

[STOP4]
GAME 3

[STOP2]
MAIN GAME

[STOP3]
ADJUSTMENT

[STOP4]
INTERFACE

[STOP2]
TOTAL

[STOP2]
SYSTEM

[STOP2]
PRINTER

[STOP3]
TOUCH

[STOP4]
BILL ACCEPTOR

[STOP3]
GAME1

[STOP3]
CHANCE

[STOP4]
GAME2

[STOP4]
TIME

[STOP2]
TOUCH CALIBRATE

[STOP3]
TOUCH REVERSE

[STOP1]
GAME3

[STOP1]
VOLUME

11

System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. PLAY(TOTAL)	200, 250, 300, 400, 500	500
MIN. PLAY(TOTAL)	25, 50, 100, 150, 200	25
MIN. PLAY FOR JACKPOT	25, 50, 100, 150, 200	100
JACKPOT MIN	50000,80000,120000, 160000, 200000, 240000, 300000	120000
JACKPOT MAX	80000,120000,160000,200000, 240000, 300000, 500000	500000
COIN RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	100
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 CMB1_EPIC950	CBM1
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	NO
PASSWORD	NO, YES	NO
SCORE BOX	NO, YES	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
DISPLAY	DOLLAR, CREDIT	DOLLAR

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6

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

- Single Line.
- Free Game/ Bonus Game /Feature.
- Configurable Jackpot.
- Touch screen / Auto play support.

Lobby

High Roller Club is a 3 in 1 Nudge multigame.
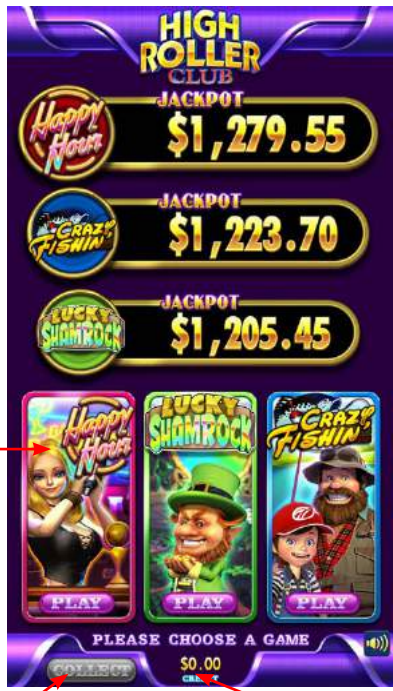
Game Menu

Payout Button

Credit

4. (Game 1) Happy Hour

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 pay line and win the prize accordingly.

- A game ends if players move wrong symbol.

- can substitute for all symbols except , .

Wild Feature

- Bartender will randomly spill the beer during game.
- Turning one reel into **WILD**.

Multiple Feature
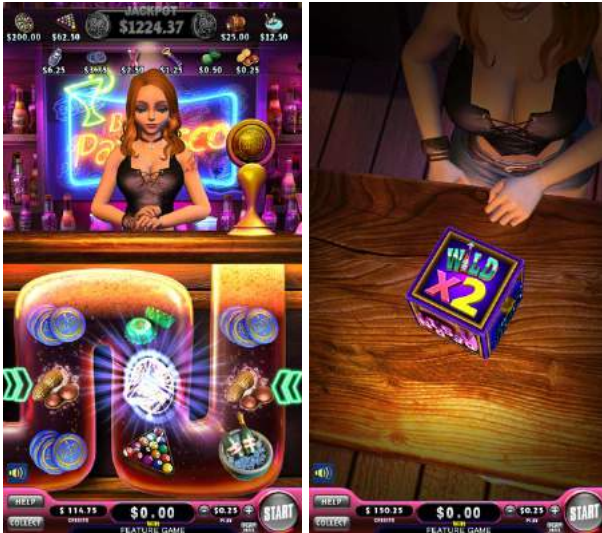
- Move the Dice Symbol to **PAY LINE**.

- **Multiple Feature** will be triggered if the dice shows **WILD**.

- The dice will reveal randomly the multiplier to increase the winning symbols' odds.

Respin Feature

- ■ Move the Dice Symbol to **PAY LINE**.

- ■ **Respin Feature** will be triggered if the dice shows Respin Three times Respin will be given.

- ■ **Respin Feature** will add 3 more reels and 3 more **PAY LINES**.

- ■ The bartender will randomly move the PAY LINE FRAME. While the FRAME stops, prizes will be given according to the winning **PAY LINES** in the FRAME.

Bonus Game

- Move the Dice Symbol to **PAY LINE**.
- **Bonus Game** will be triggered if the dice shows **BONUS**.
- Players will compete **Shoot The Darts** with the bartender for 3 rounds.
- If players' total points are more than bartender's, will win extra credits.

Free Game

- Move the Dice Symbol to **PAY LINE**.

- **Free Game** will be triggered if the dice shows **Free Game**.

- Will play a Mini Game to decide spin times and multiplier.

- During **Free Game**, every time the Arrow symbol appears, will add one more reel and one more **Free Game**.

Jackpot
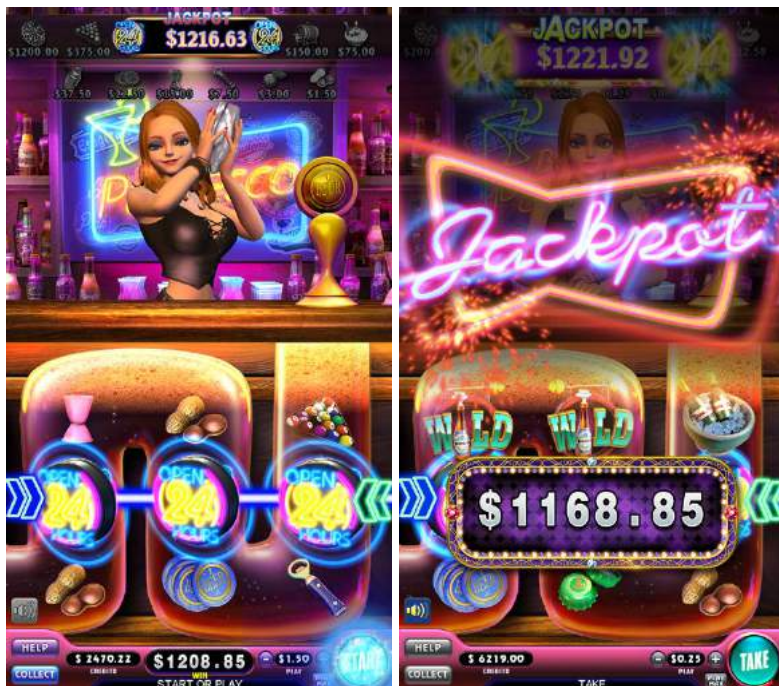
■ 3 JP Symbols meets the **PAY LINE** will win JP Prize.

Line Chart

5. (Game 2) Lucky Shamrock

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 pay line and win the prize accordingly.

- A game ends if players move wrong symbol.

- If the symbol matches the winning combination on the pay line after doing **NUDGE**, the player will then decide to take the winnings or keep accumulating the symbol's odds.

- While accumulating the symbol's odds to the top, will trigger the Lucky Wheel to win an extra prize; at the same time, the player has a chance to win Jackpot.

- The player is able to **TAKE** the accumulated prize after every play.

All Up Feature

■ The player can **RAISE** or **LOWER** the symbol to make it align on the pay line.

■ While align the symbol on the pay line, the **ODDS** for all 3 **SYMBOLS** , , will go up 1 level.

Naughty Devil Feature

■ The symbol no need to match with the pay line.

■ While appearing during the game, the **Odds** for all 3 **Symbols** , ,

 will drop down 2 levels. If the **Odds** are only accumulated 2 or 1 level,

then they will be returned to 0.

Wild Feature

■ The symbol contains a **LEVEL UP** function.

■ If the symbols are aligned with , its **Symbol Odds** will go up 2 levels.

Jackpot

■   If hit the Jackpot on Lucky Wheel, will win the JP prize.

Line Chart

6. (Game 3) Crazy Fishin'

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 pay line and win the prize accordingly.

- A game ends if players move wrong symbol.

- can substitute for all symbols except , , .

29

Collective Wild Feature

■ When appears in a game, it will be auto-collected on the top of each

reel.

■ Collective Wild feature is triggered after collecting 4 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.

Scatter Game

■ 3 symbols on a pay line to trigger the Scatter Game.

■ 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.

Bonus Game 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

- ■ Select Free Game to enter the Free Game and 5 free games will be awarded.

- ■ There are 5 pay lines in the **Free Game** to increase the winning possibility.

- ■ 5 free games will be auto-played and players do not need to nudge in the **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.

34

■ 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.

Jackpot

■ 3 JP Symbols meets the **PAY LINE** will win JP Prize.

Line Chart

V102 US